

Mali Graphics - Mali-G31 Software Design

Summary:

This training course covers the issues involved in designing systems using ARM's Mali-G31 graphics processor in software fields.

Prerequisites:

- A basic understanding of embedded microprocessor systems
- Familiarity with 3D graphics, GPU compute and multimedia are an advantage
- Knowledge of ARM system-on-chip architectures is helpful but not essential

Audience:

This course is relevant to the software engineers developing software systems or applications to make best use of ARM's Mali graphics acceleration technology.

Length:

2 days

Modules:

- Introduction to 3D Graphics
- ARM GPU Driver Architecture
- ARM GPU Driver Integration for Linux
- ARM GPU Integration for Android
- Mali Developer Tools Overview
- Mali Application Performance Optimization
- Mali GPU Compute