

Mali Graphics - Mali-G51, G52 Hardware Design

Summary:

This training course covers the issues involved in designing systems using ARM's Mali-G51, G52 graphics processor in hardware 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 those who are developing SoC's incorporating ARM's Mali graphics acceleration technology.

Length:

2 days

Modules:

- Introduction to 3D Graphics
- Mali GPU Overview
- Mali GPU Architecture & Processor
- Arm Frame Buffer Compression Introduction
- Mali GPU Getting Started
- Mali GPU Integration
- Mali GPU Power Management
- Mali GPU Verification
- Mali GPU Model
- Mali GPU HW Implementation