

## Mali Graphics - Software Debug Workshop

### Summary:

- This training course includes presentation and practical exercise of Mali debugging process and methods for functionality troubleshooting and performance tuning. It covers both DDK-provided features and external tools for debugging or profiling, and OS specific debugging methods in terms of Linux, Android and X11.
- In the practical exercise session, we will demonstrate how to address the root cause for functional defect, and how to address the bottleneck of performance. Up to 5 engineers will practice on our reference platforms.

### Prerequisites:

- A basic understanding of embedded microprocessor systems
- Familiarity with OpenGL ES, Mali DDK and SW debugging is an advantage
- Knowledge of Arm system-on-chip architectures is helpful but not essential

### Audience:

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

### Length:

1 day

### Modules:

- Debugging for Mali Android / Linux / X11
- Mali Midgard Debugging Feature
- Mali-4x0 Debugging Features
- Debugging Exercise