

dma-fence deadline and priority boosting

Friday 24 September 2021 07:05 (40 minutes)

In order to meet our fixed frame deadlines (e.g. vertical refresh) whilst still having low power usage, we need to keep our power management policies balanced between performance bursts and deeper sleeps. Between dma-fence being used to declare synchronisation dependencies between multiple requests, and additional hints (e.g. input events suggesting that GPU activity will happen 'soon') we can insert clock boosts to try to head off issues before they happen. Full-system tracing with e.g. Perfetto will also be discussed to get a better picture of the system's behaviour as a whole.

I agree to abide by the anti-harassment policy

Primary author: CLARK, Rob (Google)

Presenter: CLARK, Rob (Google)

Session Classification: GPU/media/AI buffer management and interop MC