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Userspace synchronisation for asynchronous hardware engines

Friday, September 24, 2021 10:15 AM (40 minutes)

Both future hardware and also user-visible APIs, are demanding that we discard our previous fence-based synchronisation model and allow arbitrary synchronisation primitives similar to Windows/DirectX 'timeline semaphores'. Outline the problems in trying to integrate this with our previous predictable fence-based model with dma_fence and dma_resv and discuss some potential paths and solutions.

I agree to abide by the anti-harassment policy

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