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Using sched_ext to improve frame rates on the SteamDeck

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Igalia has been working to leverage sched_ext support on the SteamDeck, and has been seeing encouraging results. This discussion will allow us to discuss techniques that do and don't work for interactive workload testing, optimizing for gaming workloads, and how to validate interactive scheduler changes.

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Session Classification: Sched-Ext: The BPF extensible scheduler class MC

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