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Present state of Linux DRM Subsystem Interfaces

Today every modern multimedia supported SoC's comprises of variety of display controller interfaces bounded with LCD panels or bridges and a GPU, for providing feasible display acceleration.

The Linux kernel handle all these display controller interfaces with associated panels, bridges via DRM subsystem, but it becomes a daunting task for many of the display users to make use of this DRM stack due to lack of technical documentation and guidelines for their vendor specific panels with bounded display controllers.

So, this talk will address those issues and challenges by starting a brief explanation of Linux DRM subsystem with associated display controller interfaces like HDMI, RGB, LVDS and DSI. After that the talk will cover the key factors that required while bringing up vendor defined solutions to make use of mainline DRM subsystem.

This talk makes use of real time challenges that have been observed while working with Allwinner Display controllers with variety of associated LCD panels, bridges which are validated via ARM Mali GPU.

I agree to abide by the anti-harassment policy

Yes

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