ARM Mali Media Sub-System in Android

Summary:

This live WebEx delivered course provides a technical introduction to the Mali media subsystem and their use with Android. As well as hearing first hand from the engineer, you will also have the opportunity to ask questions to gain further specific knowledge on the subject.

Prerequisites:

None

Audience:

Systems engineers who are involved in product development

Length:

3 hours

Topics: During this course we will cover the following topics:

- An overview of the Android Operating System (AOSP) internals
    1. The system layout
    2. The boot process
    3. How is an App launched
    4. How do the 64-bit and 32-bit worlds interact and the Binder IPC
- An overview of Multimedia frameworks in the AOSP
    1. Hardware Composer and Surfaceflinger
    2. The Media framework
    3. AOSP Graphics HAL (GPUs, OpenGL ES and Vulkan)
    4. Shared memory allocation and Gralloc
- A short introduction to Mali Multimedia IP
    1. Multimedia applications
    2. Mali Display IP
    3. Mali Video IP
    4. Mali GPU IP
    5. ARM System IP: Interconnect, MMU and GIC