



COLLABORA

Buffer Sharing Synchronization for Graphics & Media

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Open First



Agenda

- **Explicit Synchronization**
- DRM
- V4L2

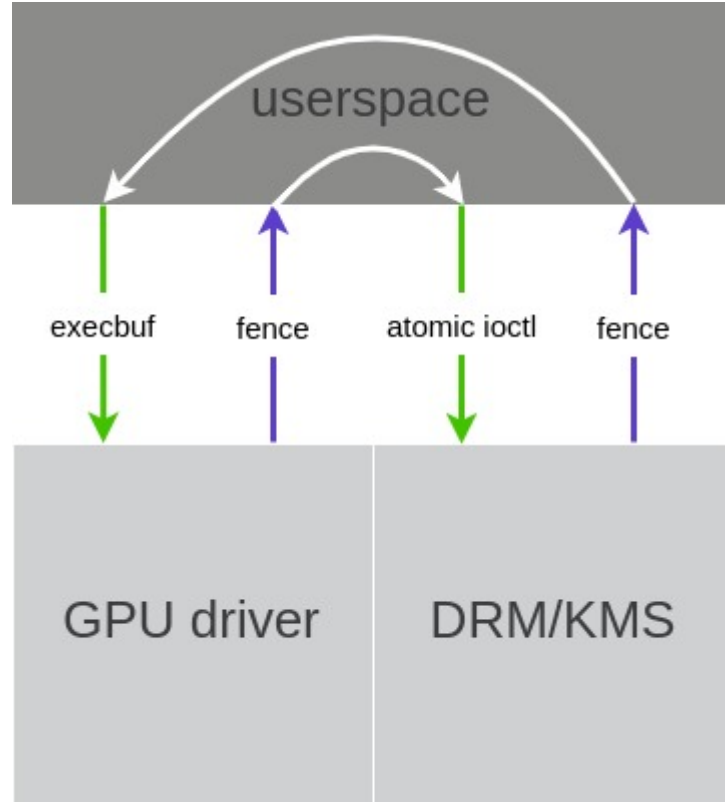


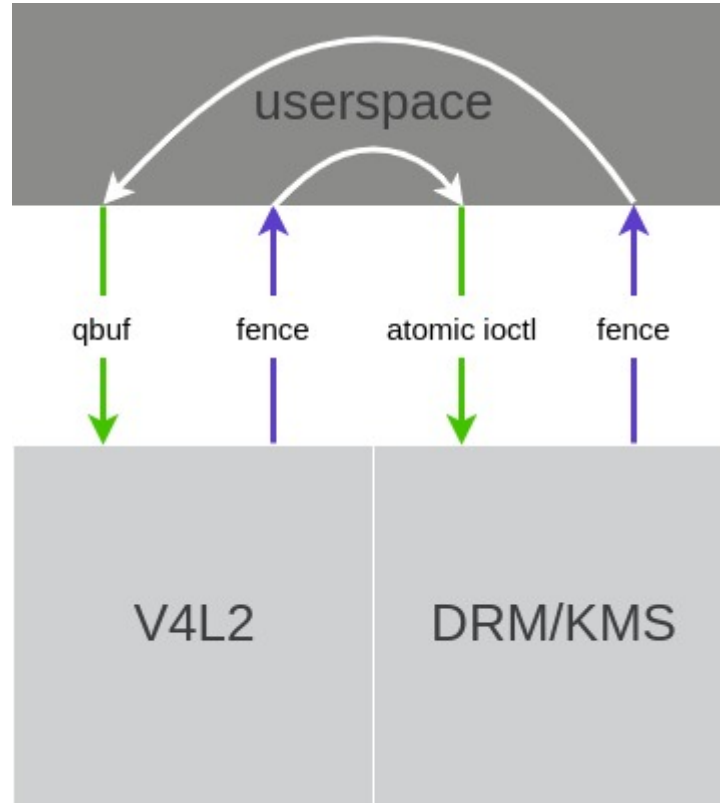
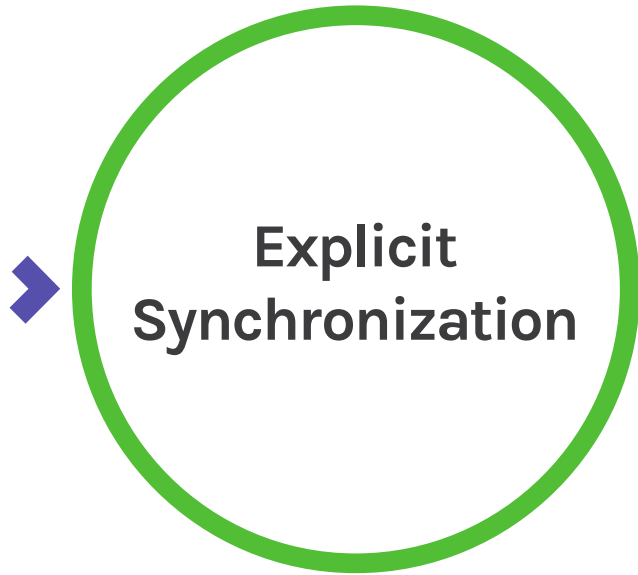
Explicit Synchronization

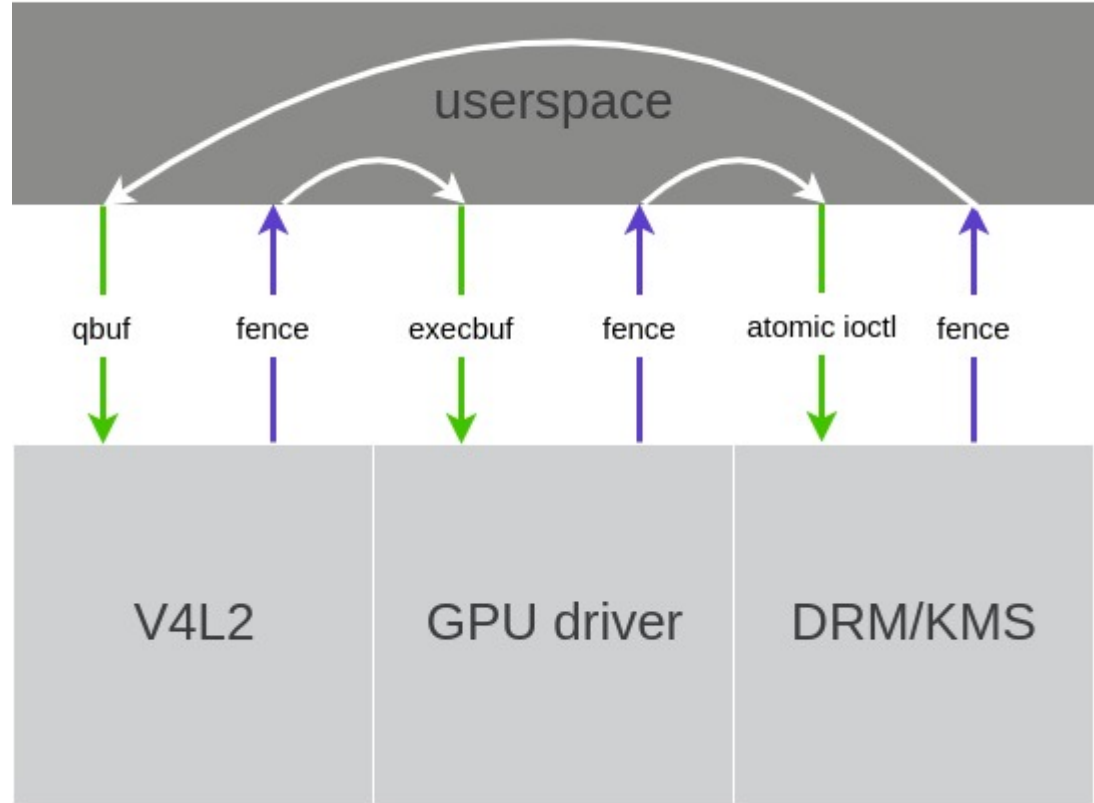
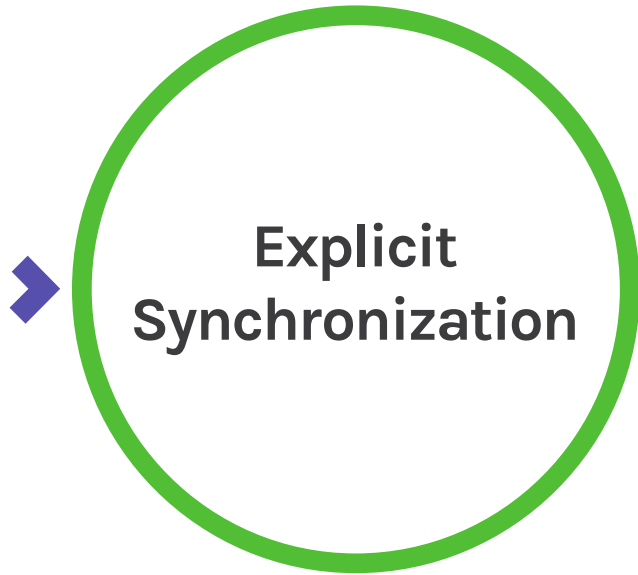
- Userspace aware synchronization
- Avoid blocking/waiting on userspace
- Synchronization based on fences
- More efficient pipelines
- Initially added by Android



➔ **Explicit Synchronization**









Sync File Framework

- Originally from Android
- Uses fd for fence passing
- Has a timeline for ordering
- **dma_fence** to represent a fence
- **sync_file** for fd passing

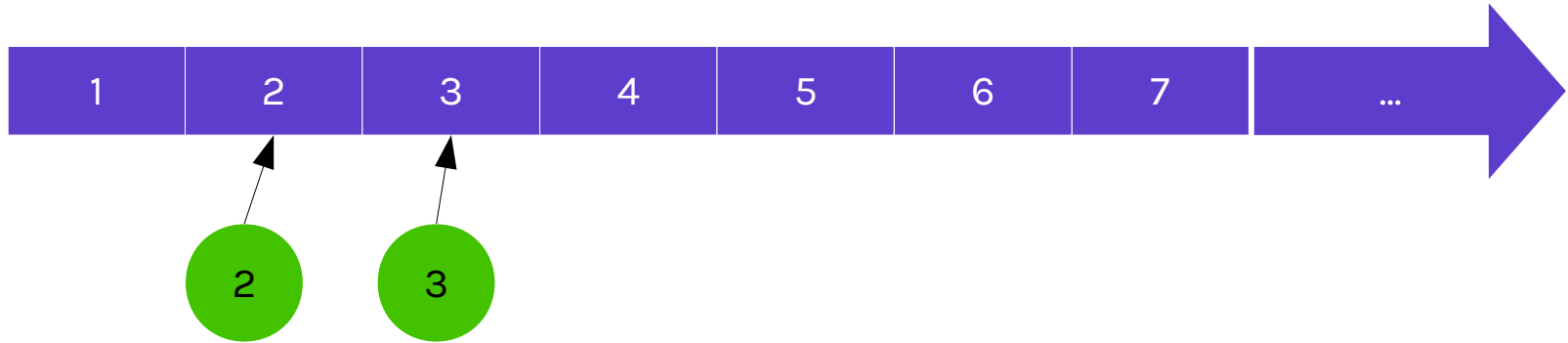


Fence Timeline



- Monotonically increasing counter
- Usually one timeline per driver context
- Sometimes one timeline per fence

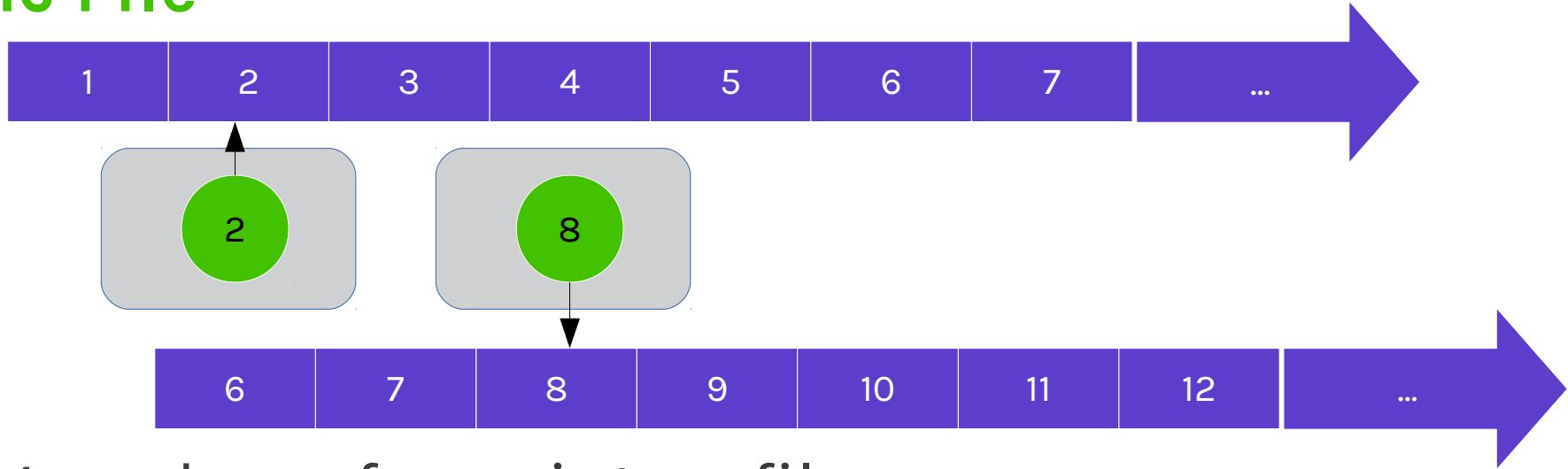
`dma_fence`



- Represents a value on the timeline
- Three states: active, signaled and error



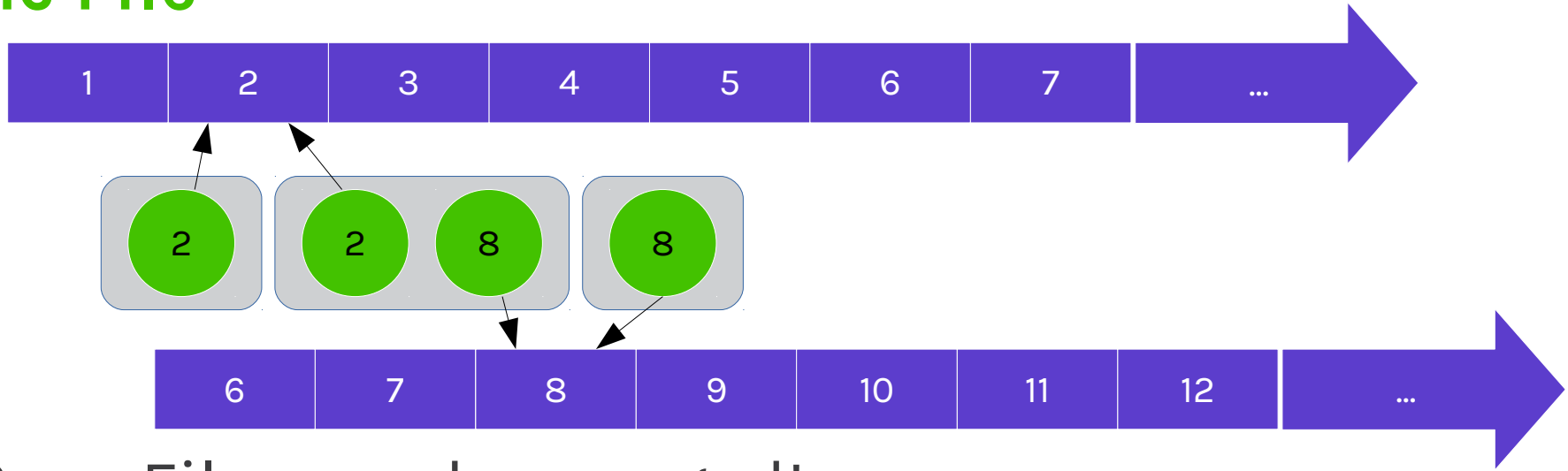
Sync File



- Wrap `dma_fence` into a file
- Shared via fd-passing to/from userspace



Sync File



- Sync Files can be merged!
- It can contain many dma_fence



Sync File Framework – userspace API

- `sync_wait(fd, timeout)`
- `fd3 = sync_merge(fd1, fd2)`
- `sync_fence_info(fd, info)`



Agenda

- Explicit Synchronization
- **DRM**
- V4L2

DRM/KMS Explicit Synchronization

- Entirely in DRM Core
- Developed for Atomic Modesetting
- Uses DRM Properties
- In-fences: fences to wait before scanout
- Out-fences: fences signaled at scanout
- Mainline since Linux 4.10

DRM/renderer

- Similar to KMS side
- Extends execbuf ioctl on each driver
- Add sync_file/fences support on each driver
- Supported by a few GPU drivers already

MESA

- EGL_ANDROID_native_fence_sync
 - Receive out-fence fd
- EGL_ANDROID_wait_sync
 - Wait for in-fence to signal



Android

- Explicit Synchronization even before mainline
- HWC2 supports mainline fence semantics
- `drm_hwcomposer`: DRM-based HWC2
- Vendors can use DRM/KMS now!

Wayland/Weston and X11

- chromium wayland server (WIP)
- Gnome-shell/Mutter wayland server (WIP)
- Vulkan client on MESA (WIP)
- X11/xorg protocol and implementation (WIP)
- Enable smart decisions

Agenda

- Explicit Synchronization
- DRM
- **V4L2**

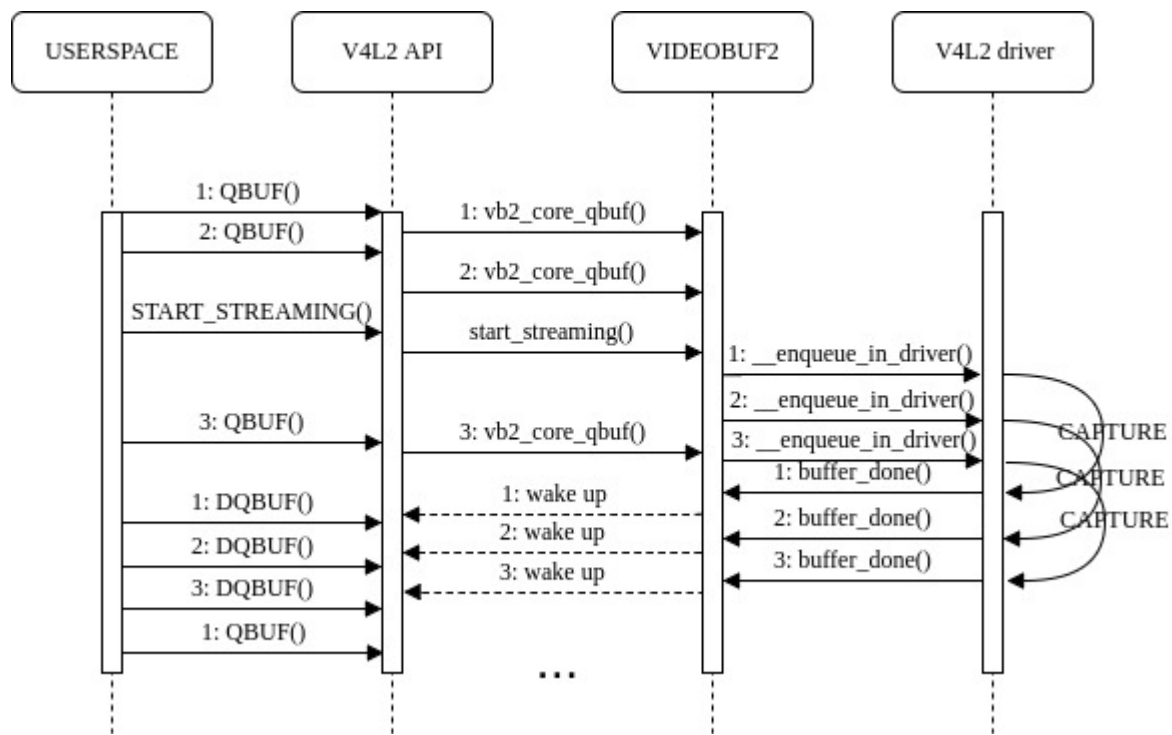


V4L2 Explicit Synchronization

- Add fences to CAPTURE and OUTPUT queues
- In-fence: fences to wait before using the buffer
- Out-fence: signals when the buffer is ready
- No guarantee of ordering of buffers
- Only targeting ordered driver queues for now
- WIP



V4L2 – Before Fences





V4L2 – in-fences

- in-fence: Passed in QBUF() fence_fd field
- V4L2_BUF_FLAG_IN_FENCE should be set
- VIDEOBUF2 sets fence callback
- Can't be queued to driver before fence signal

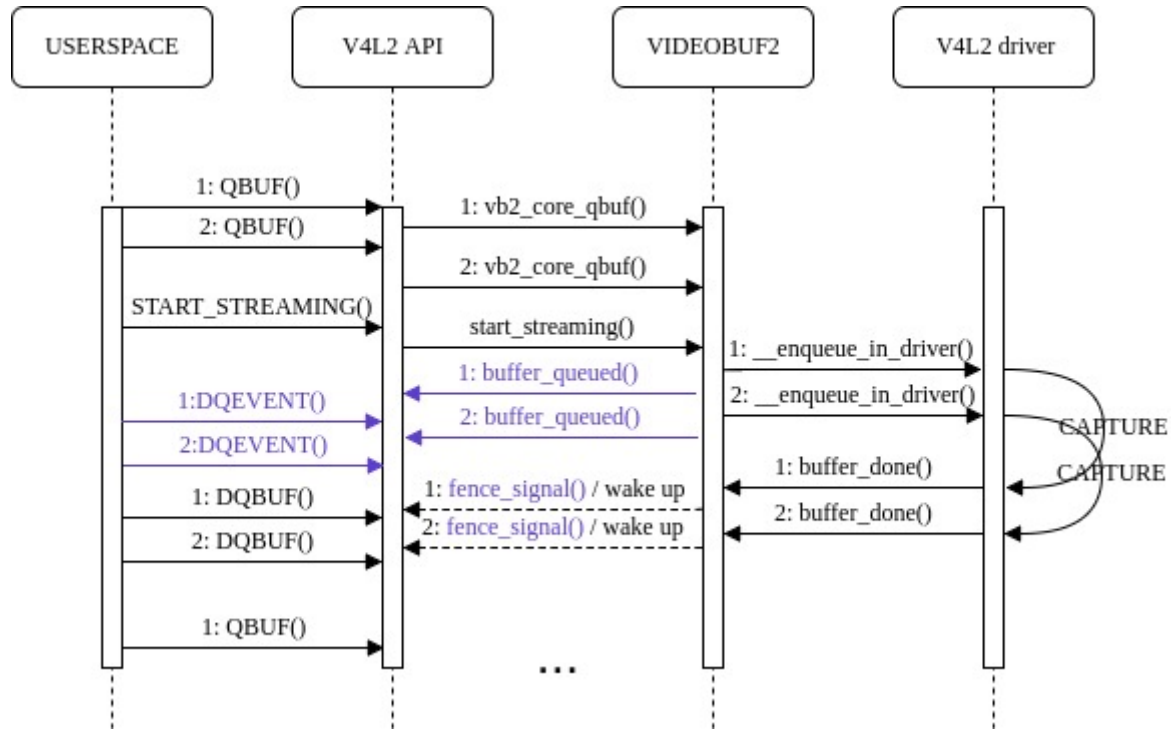


V4L2 – out-fences

- QBUF() should have `V4L2_BUF_FLAG_OUT_FENCE`
- Remember: No guarantee of ordering
- new V4L2 event: `V4L2_EVENT_OUT_FENCE`
- Call `VIDIOC_SUBSCRIBE_EVENT()`
- Receive event with `DQEVENT()`
- Event provide buffer *index* and *out_fence_fd*



V4L2 - After fences



V4L2 - usecases

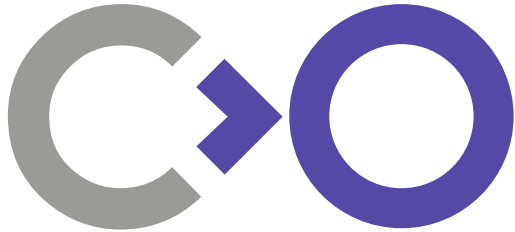
- Android/ChromeOS HAL3
- Camera App
- Color converter and scalers
- Gstreamer
- Encoders

Future Fences

- TODO
- Add a new syscall to get an empty/future fence
- Saves a round trip of waiting for the out-fence fd



COLLABORA



Thank you!

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