# **Does your GPU work with free graphics drivers?**

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#### Status

- Intel ✓
- AMD ✓
- VideoCore ✓
- Mali 🗸
- Adreno ✓
- Vivante 🗸
- NVIDIA 🗸

#### **Status**

- Intel ✓
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- Imagination X

# The Past

- Downstream kernels
- Proprietary userspace
- No documentation
- Devices EOL after 5 years
- A distant memory...

## **The Present**

- Upstream-first
- Free kernel, free userspace
- Machine-readable architecture docs (XML)
- Long-term maintenance
- Cross-vendor collaboration

#### **The Present**

We aren't disrupting the status quo...

#### **The Present**

We aren't disrupting the status quo...

...we are the status quo.



#### VideoCore

#### Before

- Blob, coprocessor in charge
- Reverse-engineering + pressure = change
- Eric Anholt, Graphics Ninja, enter Stage Left

## After

- OpenGL ES 3.1, OpenGL 2.1, Vulkan 1.0
- v3d, v3dv shipping in production (Raspberry Pi 4)
- XML architecture description
- Conformant!



#### Freedreno

### Before

- Blob
- Rob Clark, Diviner of Hardware, to the rescue
- Red Hat?

## After

- OpenGL ES 3.2[\*], OpenGL 3.3, Vulkan 1.0
- Google picks up the tab?
- Valve?
- Freedreno shipping in Chromebooks
- We don't need Qualcomm blobs!



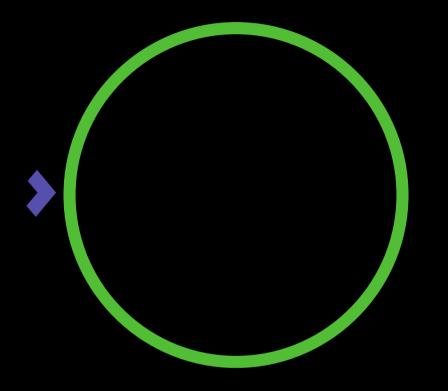
#### Panfrost

### Before

- Blob
- Connor Abbott, Wizard Of Mesa
- Me, High School Witch
- Familiar story..

## After

- OpenGL ES 3.0, OpenGL 3.1, and counting
- Q3'20: "Arm are now working together with Collabora to provide us with...
   documentation"
- We don't need reverse-engineering!
- Mali T760+, G71+
- Pinebook Pro!



# Challenges

## Firmware

- Lot of work!
- As an activists, do we care?
- (Yes, with caveats)

## Vulkan

- Lot of work!
- As an activists, do we care?
- (Yes, with caveats)

# OpenCL

- Lot of work!
- As an activists, do we care?
- (Yes, with caveats)

# Thank you

```
Message {
  config {
    priority: "high"
    body: "Collabora is hiring" // Many open
positions
    recipient: "you"
                                  // Please
join us
    calltoaction: "http://col.la/join"
```