

# **Common Display Framework**

## **Tomorrow's Linux Kernel Display Architecture**

Embedded Linux Conference Europe 2013  
Edinburgh

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a long  
long time  
ago



display  
(skip?)

**Frame Buffer**



# Display – Scanout

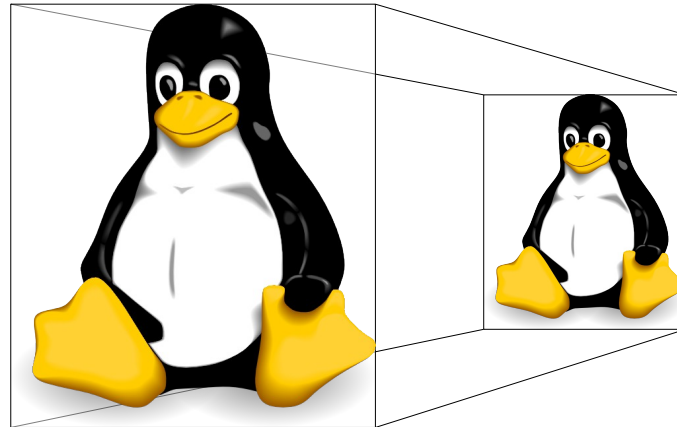
**CRTC**



**Composition**



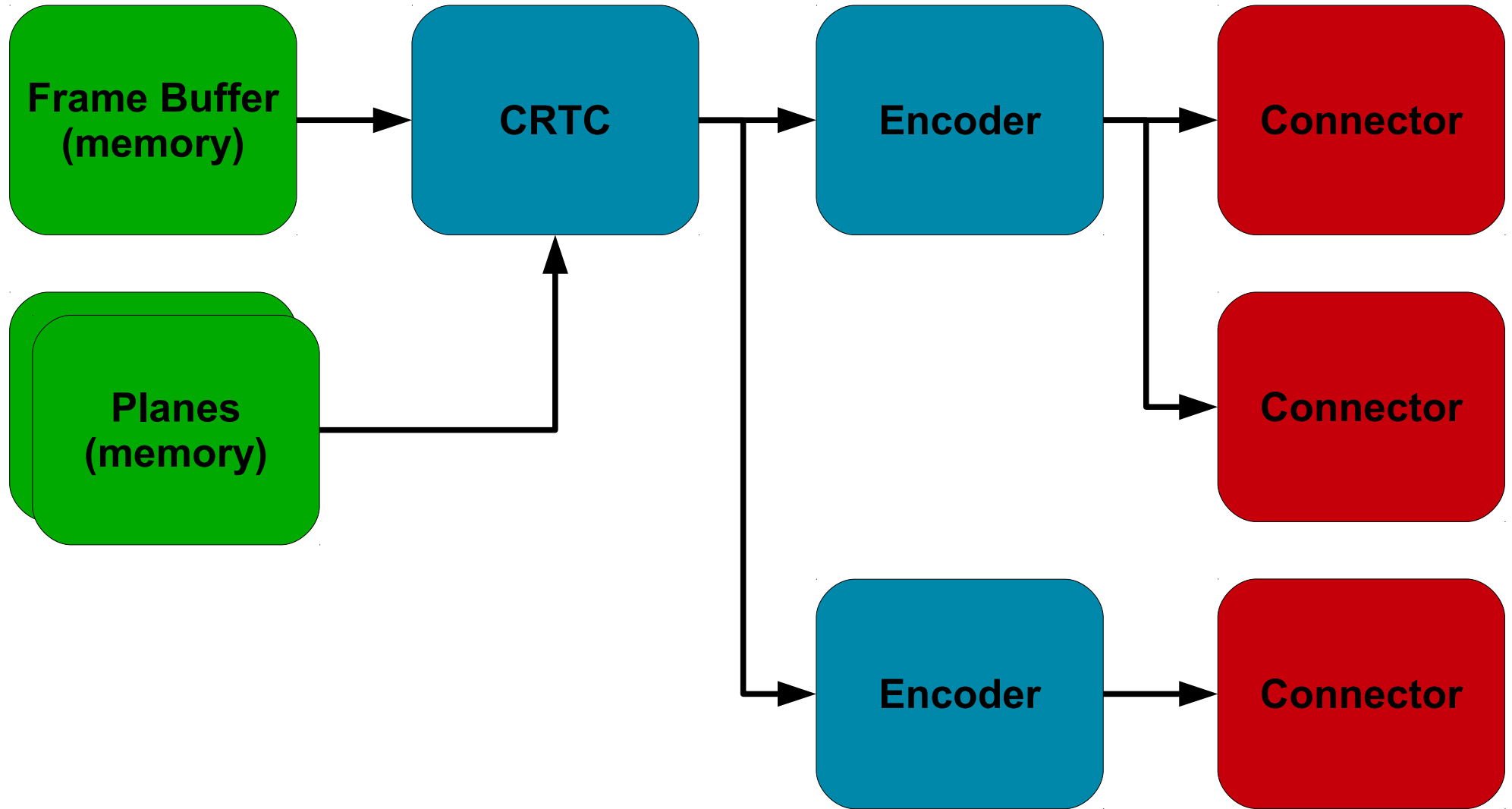
**Plane(s)**



**Display – Composition**

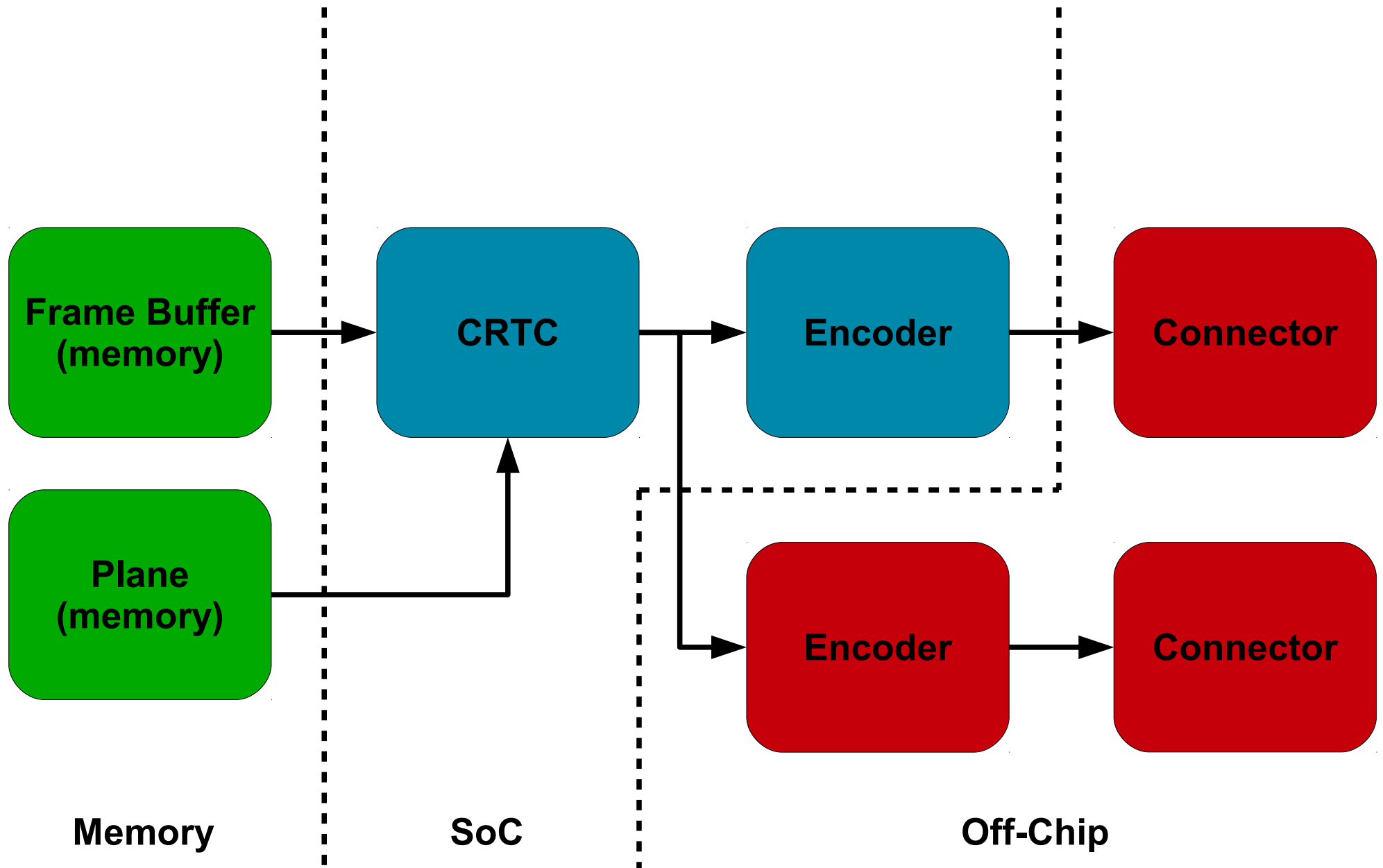


KMS



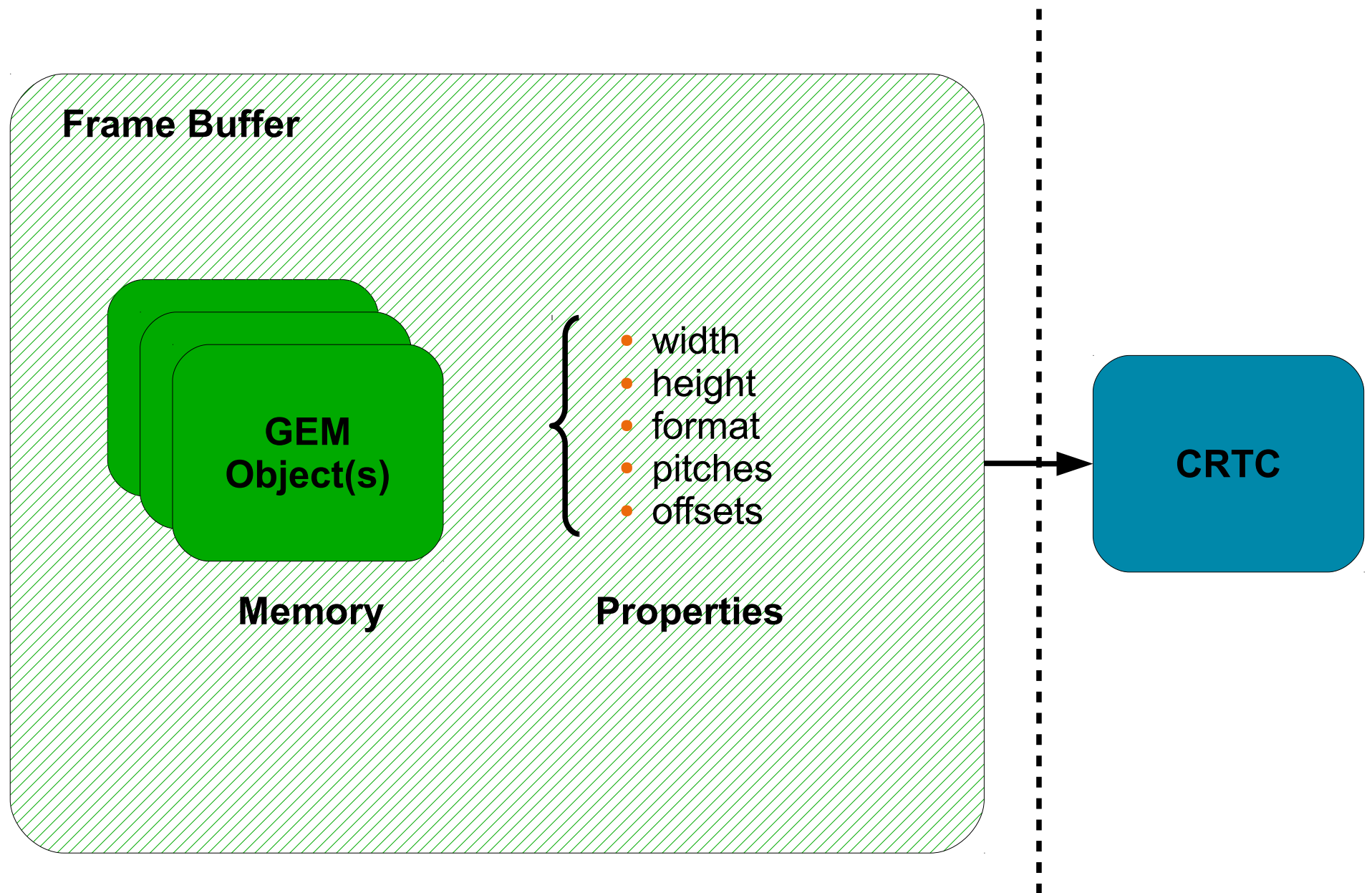
# KMS – Device Model



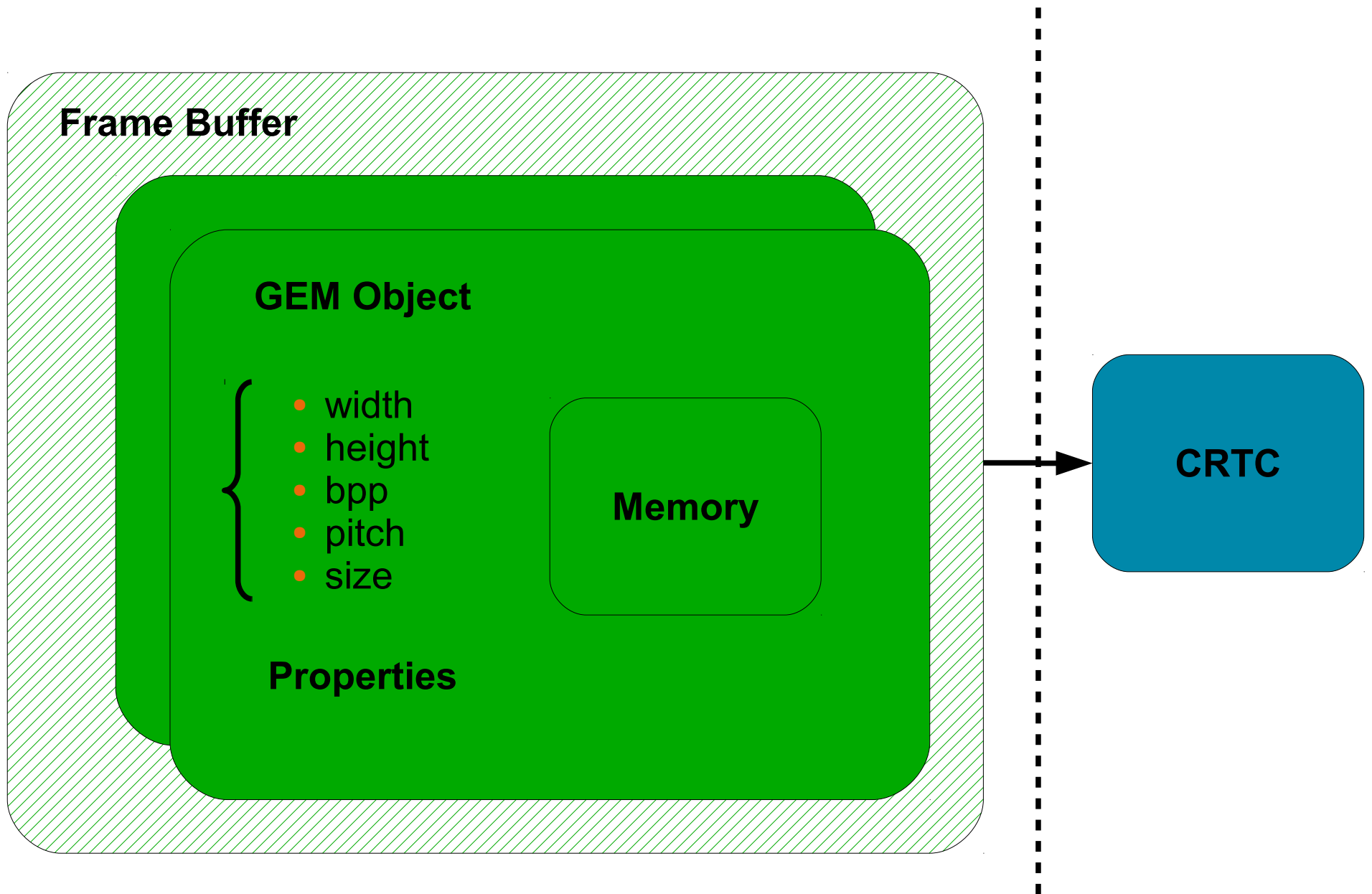


# KMS – Device Model

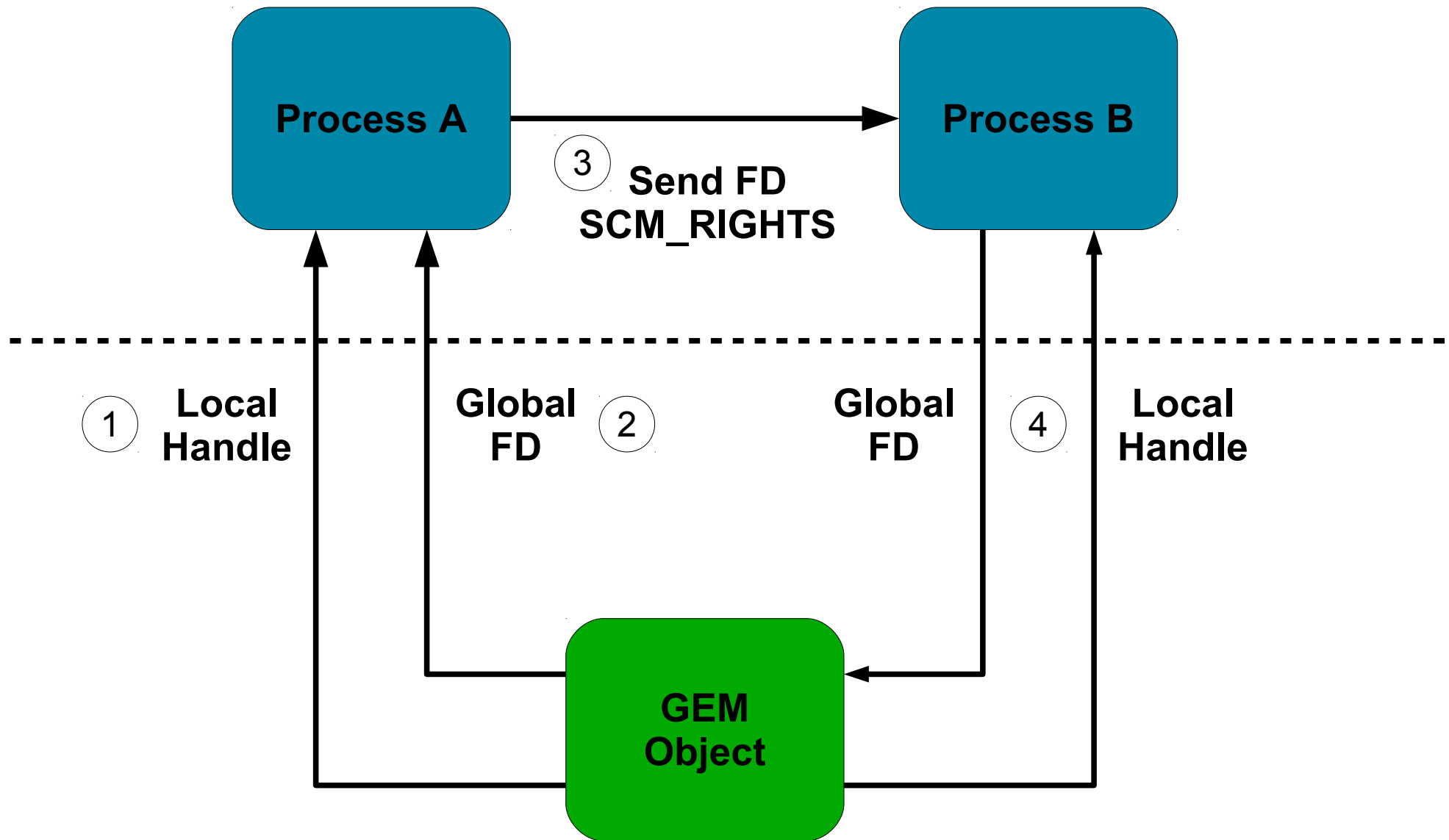




# KMS – Frame Buffer

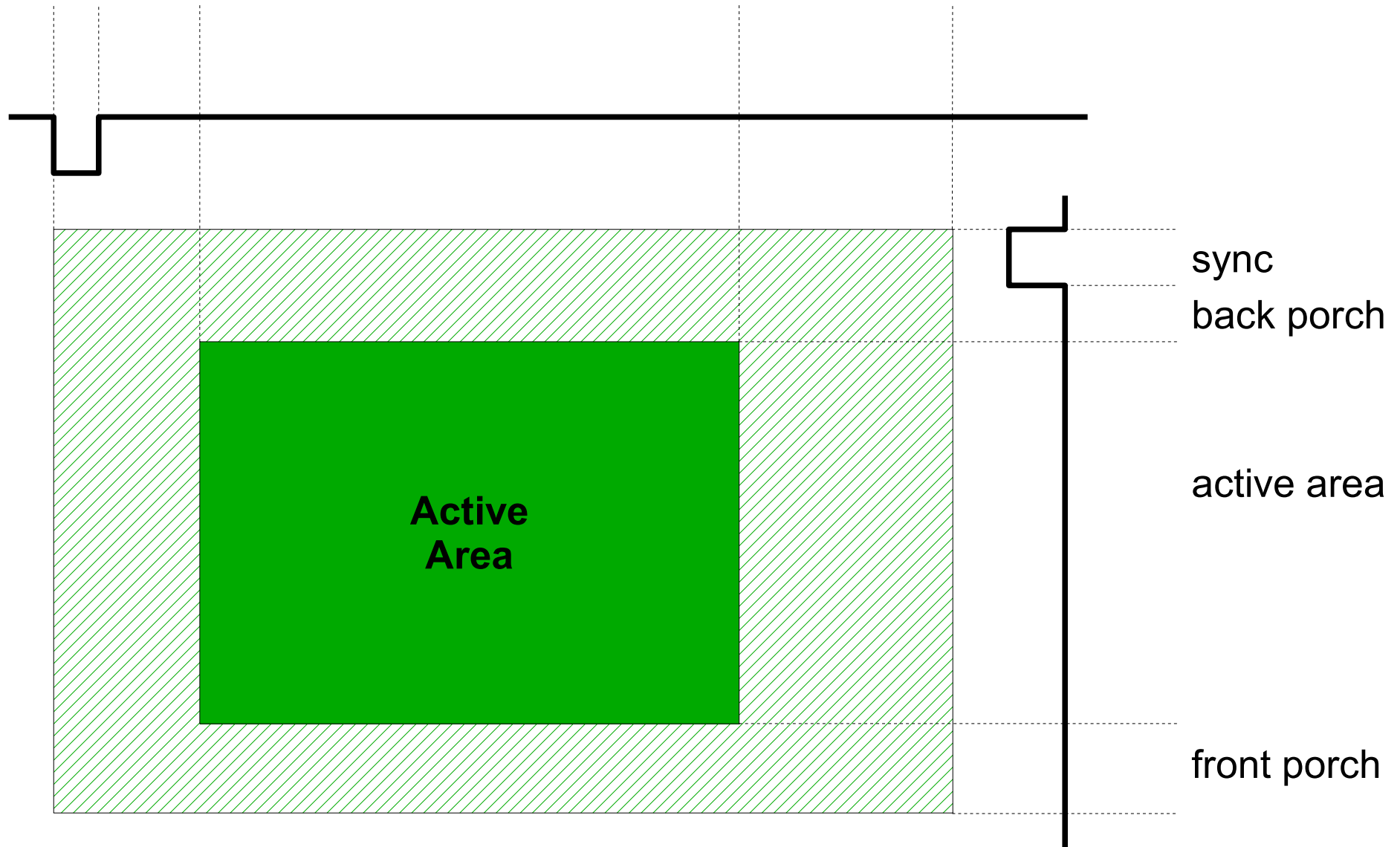


# DRM/KMS – GEM Object

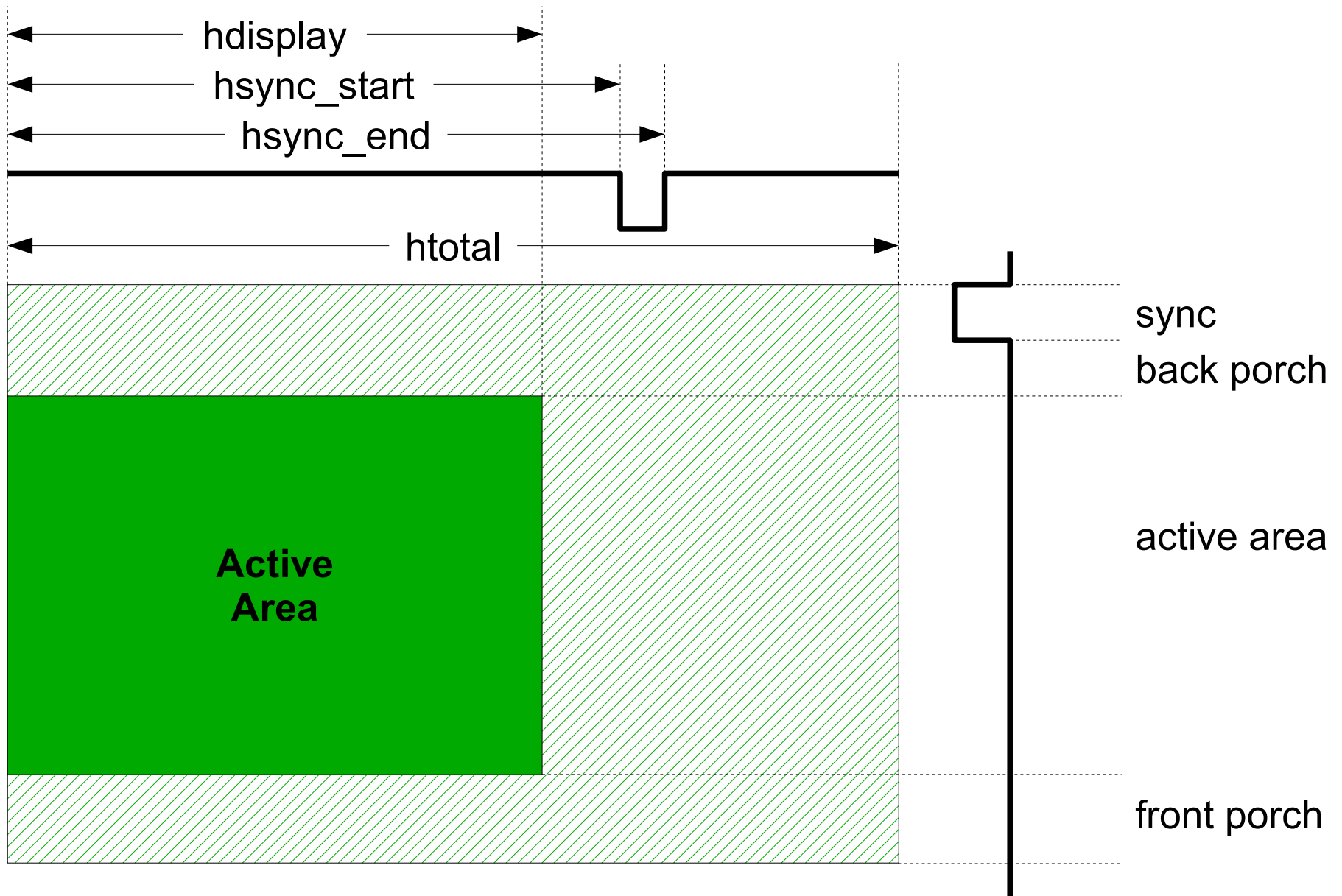


# DRM – Handles

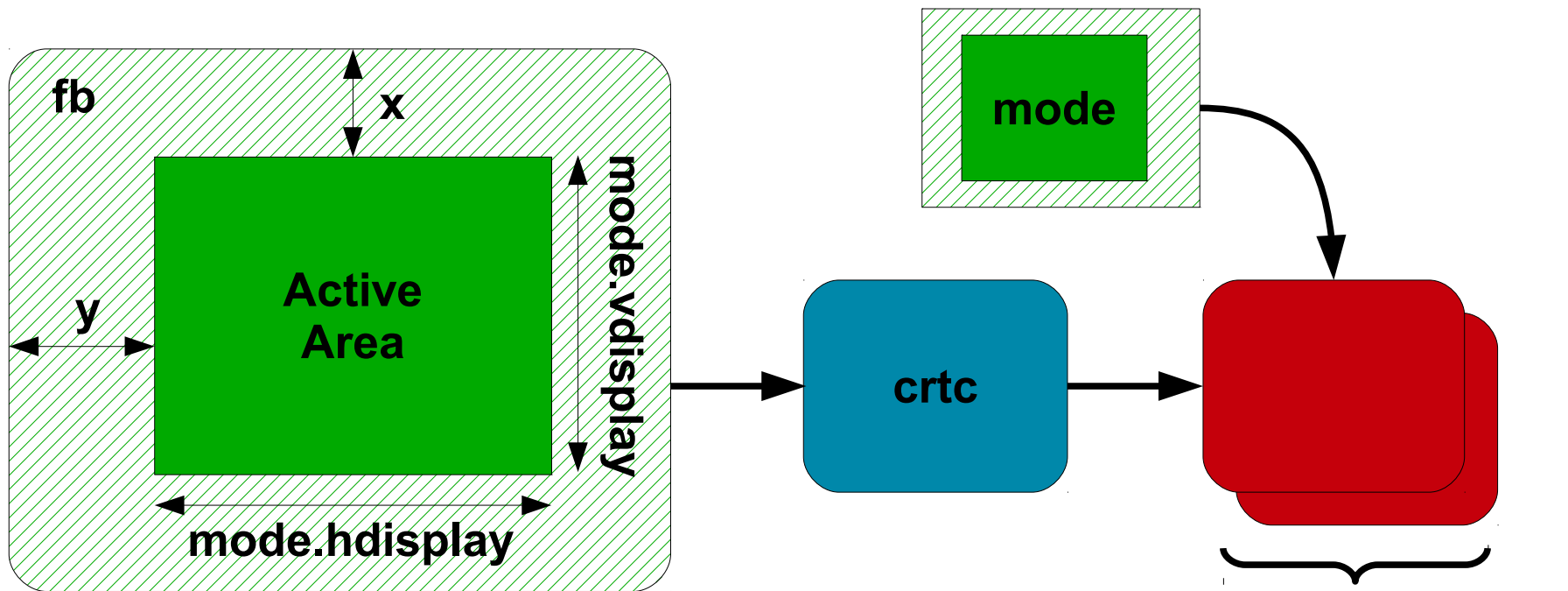




## KMS – Modes (1/2)



## KMS – Modes (2/2)



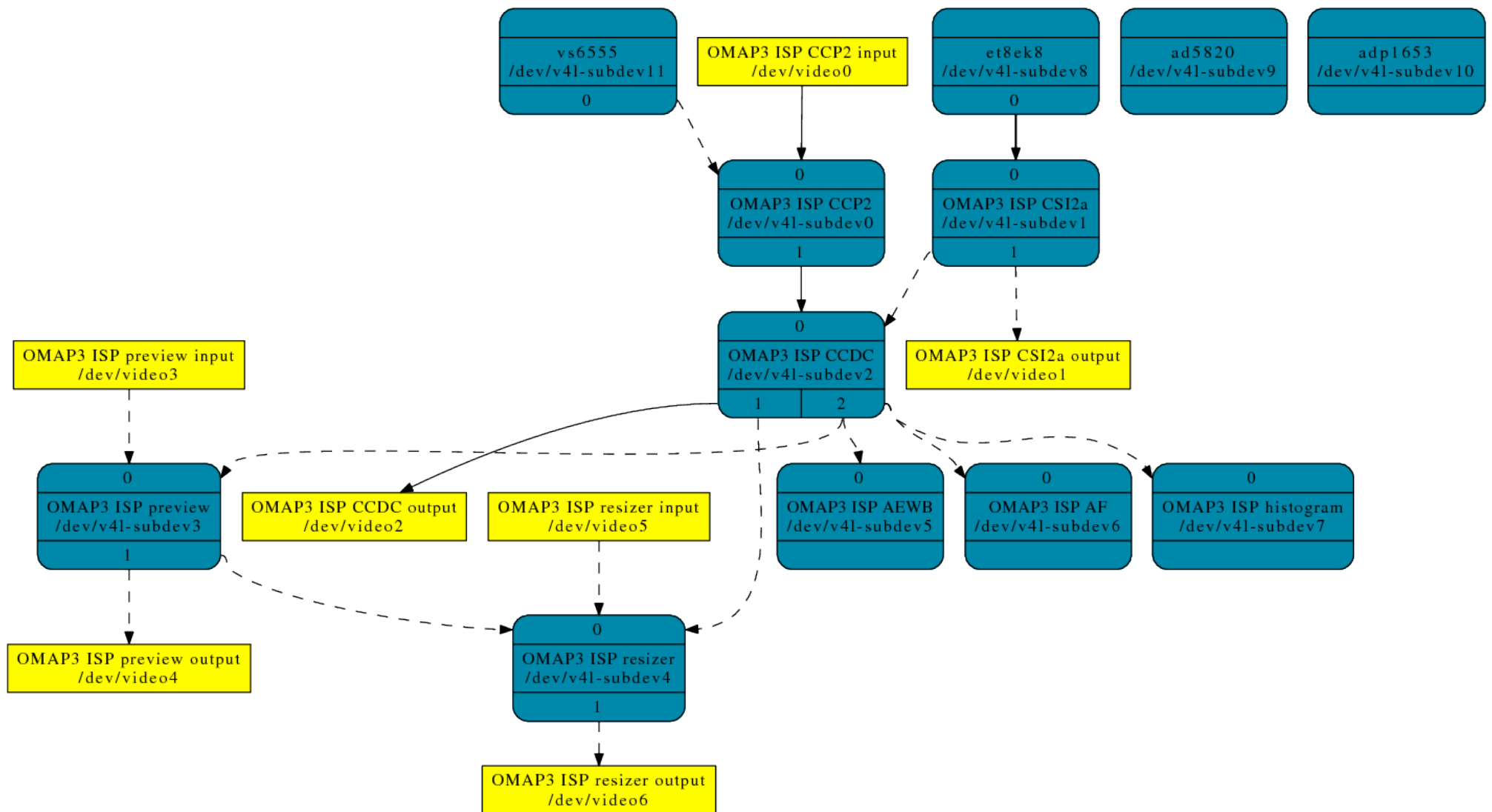
```
struct drm_mode_set {
    struct drm_framebuffer *fb;
    struct drm_crtc *crtc;
    struct drm_display_mode *mode;
    uint32_t x;
    uint32_t y;
    struct drm_connector **connectors;
    size_t num_connectors;
};
```

# KMS – Mode Setting



media  
controller  
(skip?)





# Media Controller – Model



```
struct media_entity
{
    u32 id;
    const char *name;
    u32 type;
    u32 revision;
    unsigned long flags;
    u32 group_id;
    ...
};
```

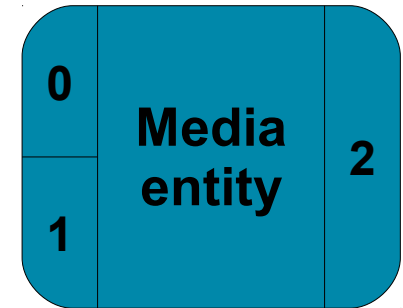
**Media  
entity**



## Media Controller – Entity

```
struct media_entity
{
    ...
    u16 num_pads;
    struct media_pad *pads;
    ...
};
```

```
struct media_pad
{
    u16 index;
    unsigned long flags;
};
```



## Media Controller – Pads

```

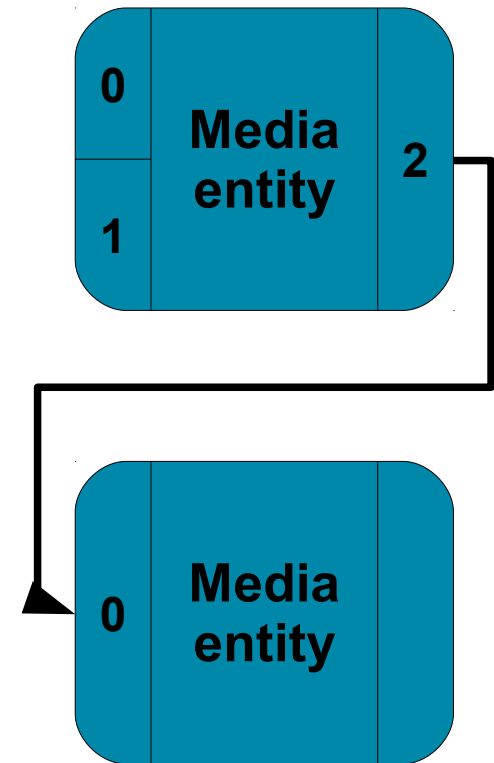
struct media_entity
{
    ...
    u16 num_links;
    struct media_link *links;
    ...
};

```

```

struct media_entity_link
{
    struct media_pad *source;
    struct media_pad *sink;
    unsigned long flags;
};

```



## Media Controller – Links

problems

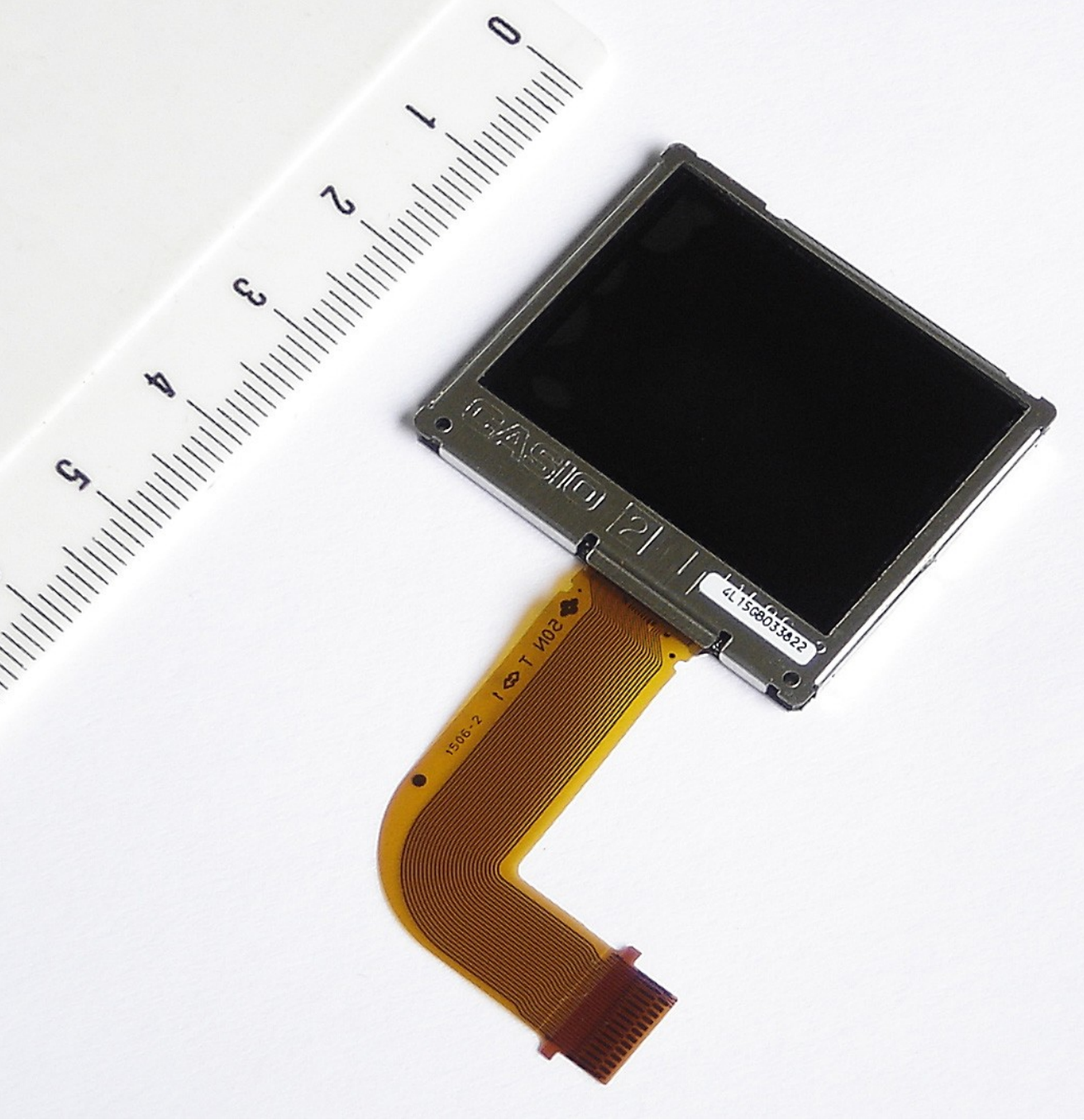
(round 1)

```
/*
 * Skeleton device tree; the bare minimum needed to boot;
 * just include and add a compatible value. The bootloader
 * will typically populate the memory node.
 */

/ {
    #address-cells = <1>;
    #size-cells = <1>;
    chosen { };
    aliases { };
    memory { device_type = "memory"; reg = <0 0>; };
};
```



## Problems – DT Bindings



source:  
[http://en.wikipedia.org/wiki/File:Casio\\_LCD\\_screen\\_for\\_digital\\_camera.jpg](http://en.wikipedia.org/wiki/File:Casio_LCD_screen_for_digital_camera.jpg)



# Problems – Panel Drivers

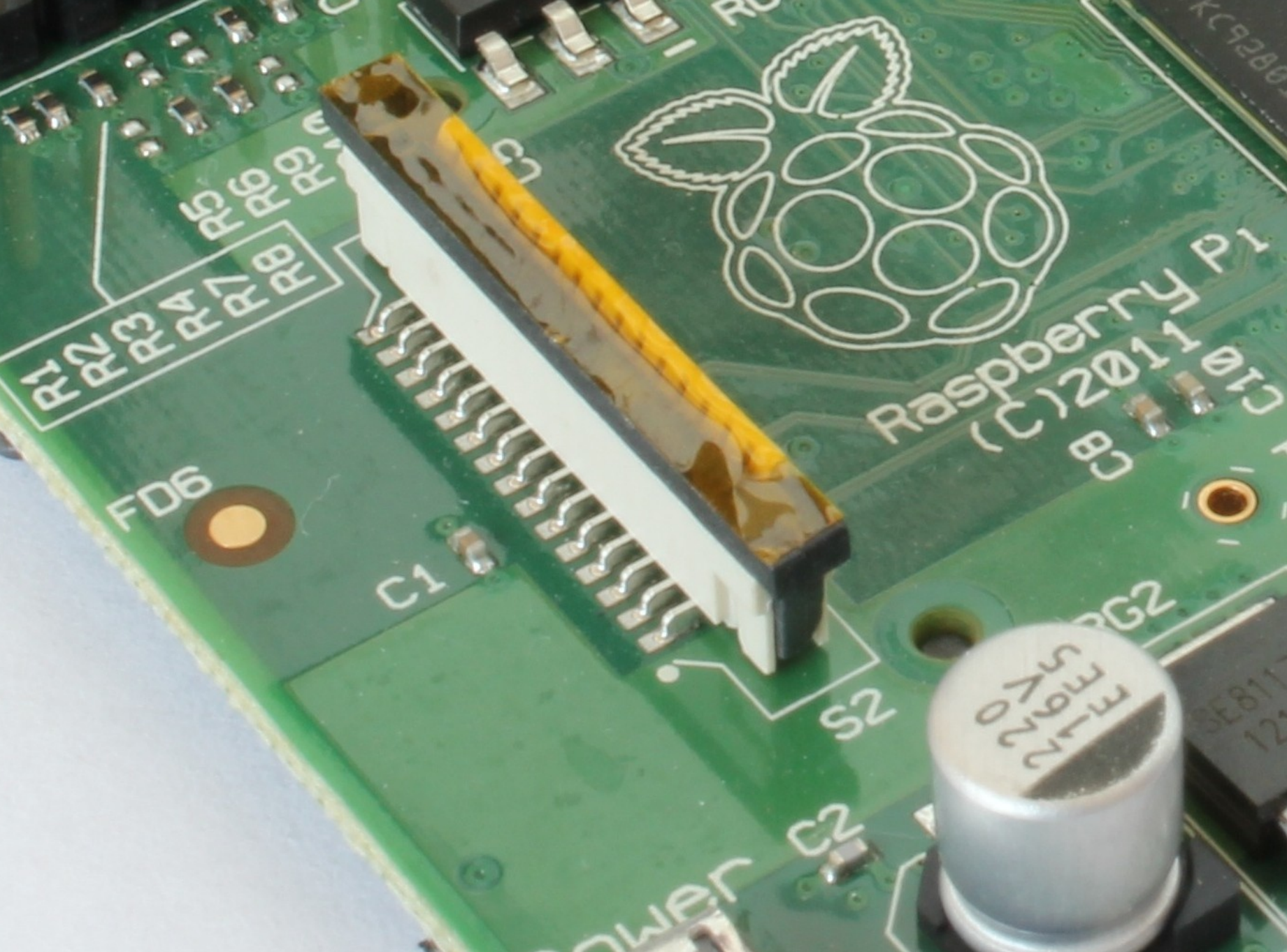


# KMS FBDEV



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## Problems – Sharing



source:  
[http://en.wikipedia.org/wiki/File:RaspberryPi\\_Display\\_Serial\\_Interface.jpg](http://en.wikipedia.org/wiki/File:RaspberryPi_Display_Serial_Interface.jpg)



# Problems – MIPI DPI/DSI

(round 2)

bridges  
encoders  
transmitters

...



**Problems – Other Chips**

```
/*
 * Skeleton device tree; the bare minimum needed to boot;
 * just include and add a compatible value. The bootloader
 * will typically populate the memory node.
 */

/ {
    #address-cells = <1>;
    #size-cells = <1>;
    chosen { };
    aliases { };
    memory { device_type = "memory"; reg = <0 0>; };
};
```



## Problems – DT Bindings

```
/
\-----> soc
|
|   \-----> i2c2: i2c@e6530000
|       |
|       \-----> adv7511: hdmi@42
|
|   \-----> du: display@feb00000
|
\-----> con-hdmi
|
\-----> panel-dpi
```



## Problems – Async Probing

(secret  
round)

# KMS FBDEV V4L



**Problems – Sharing**



KMS  
~~FBDEV~~  
V4L



**Problems – Sharing**

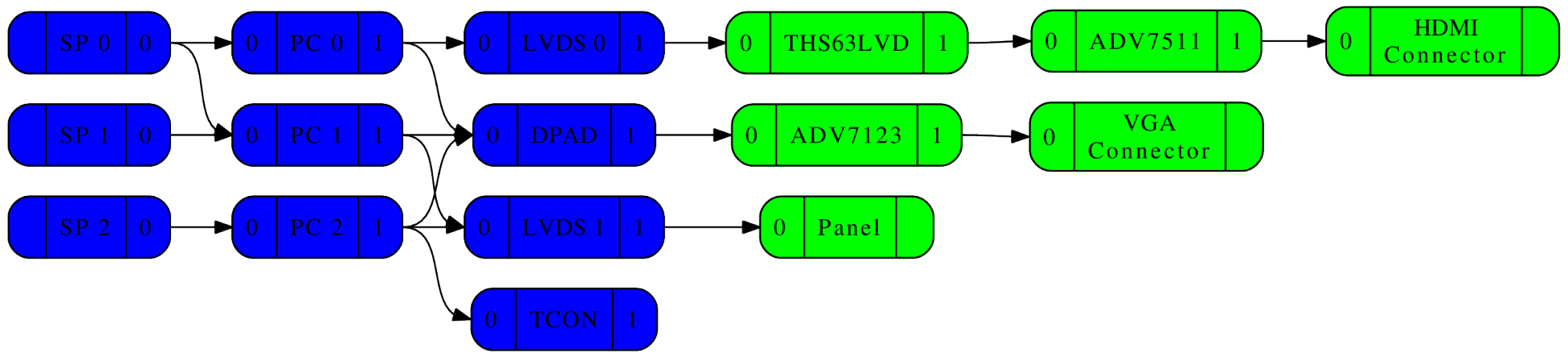
# Multiple control busses



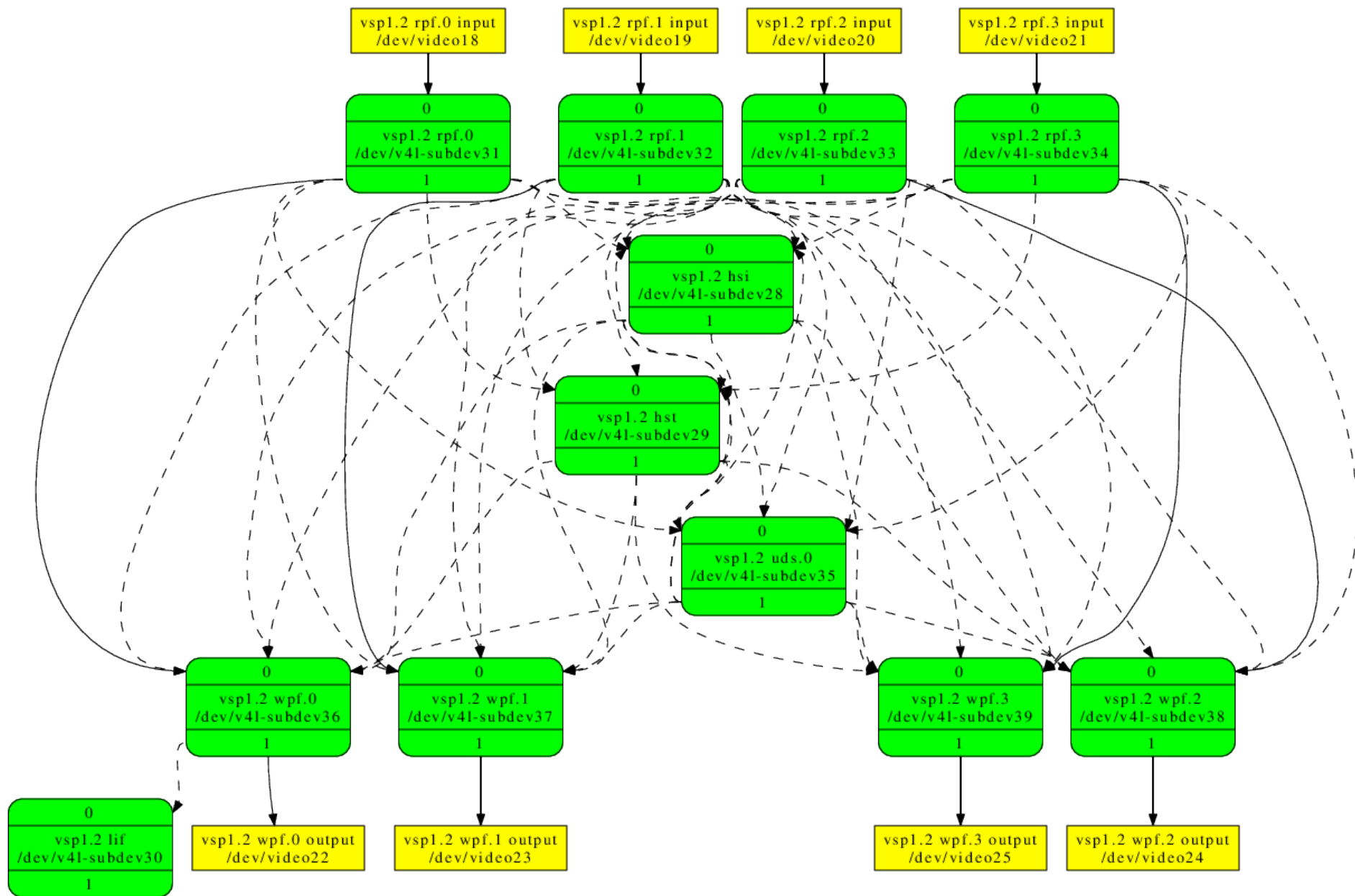
**Problems – Bonus Issues**

# Use Cases

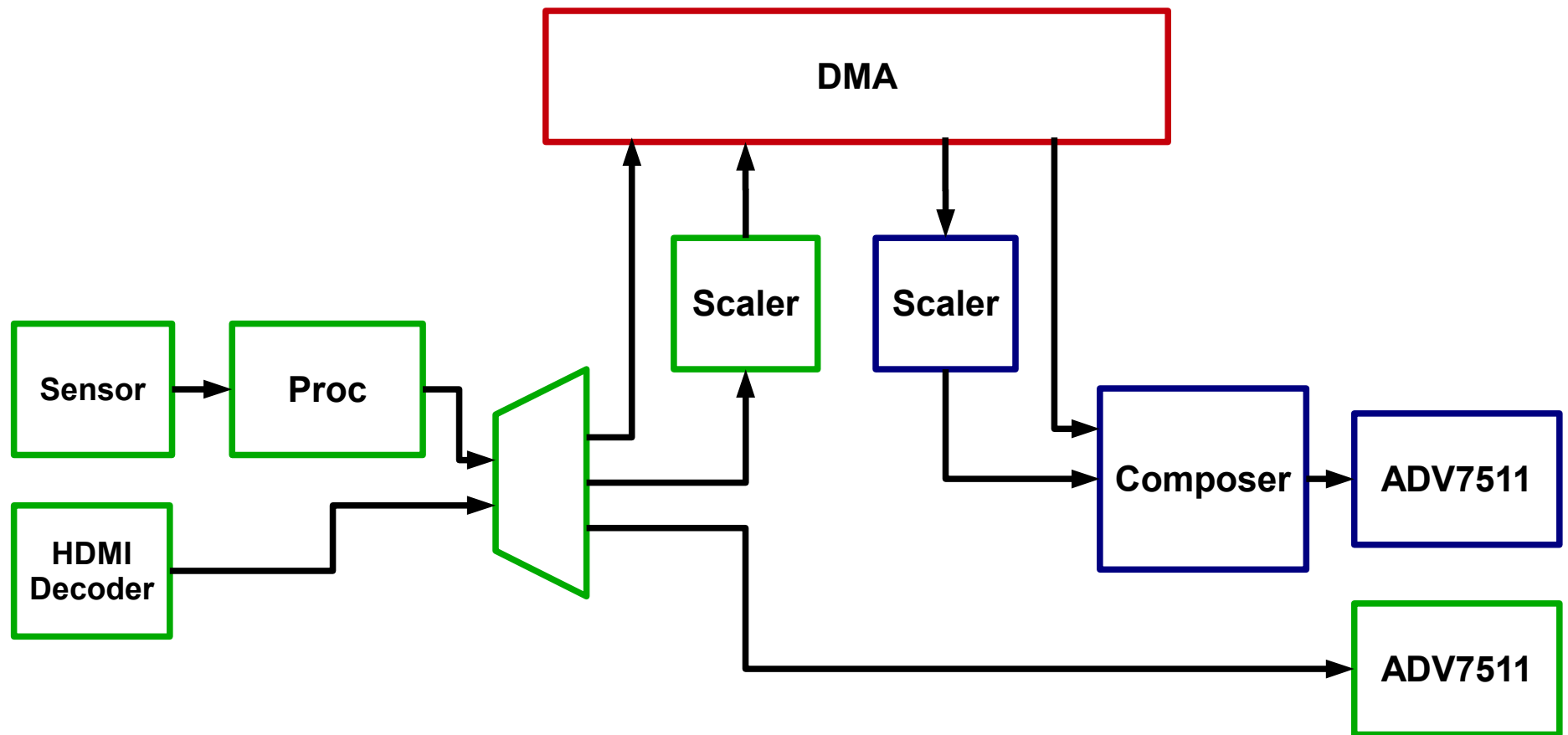
(they're real)

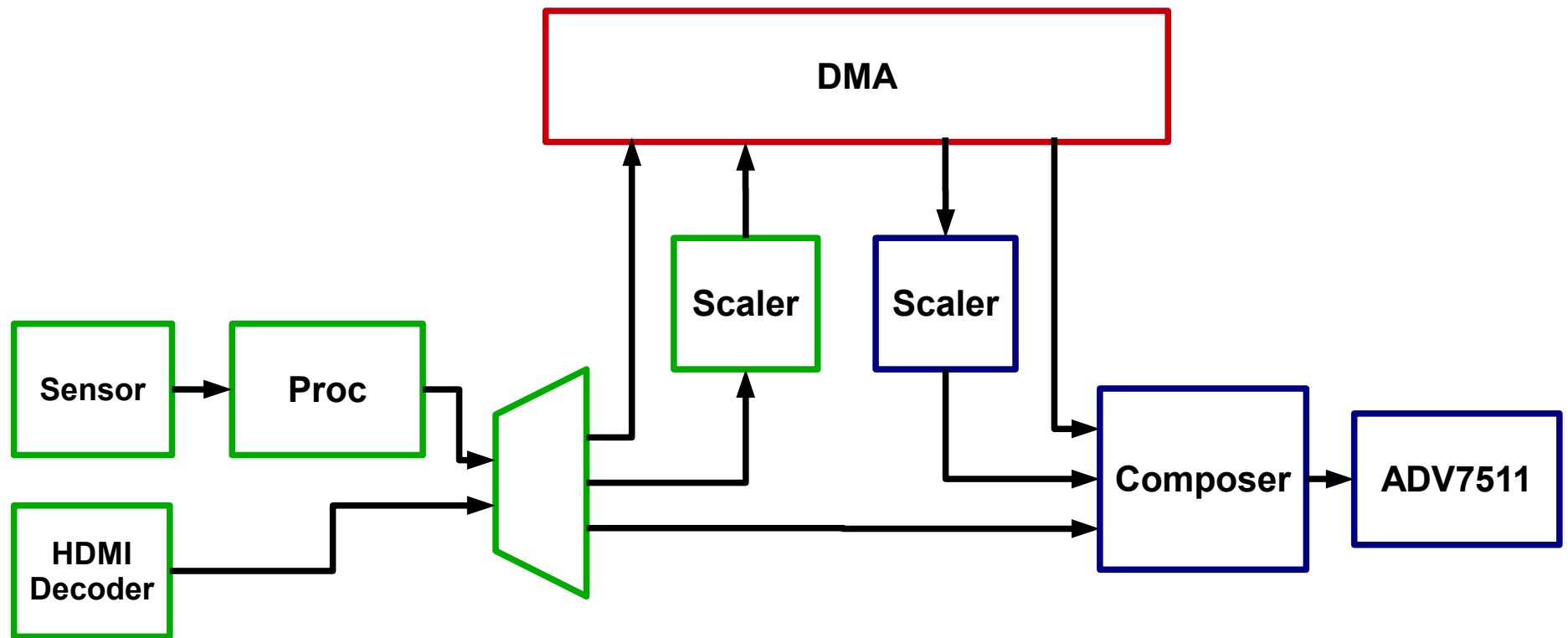


# Renesas – DU



# Renesas – VSP1



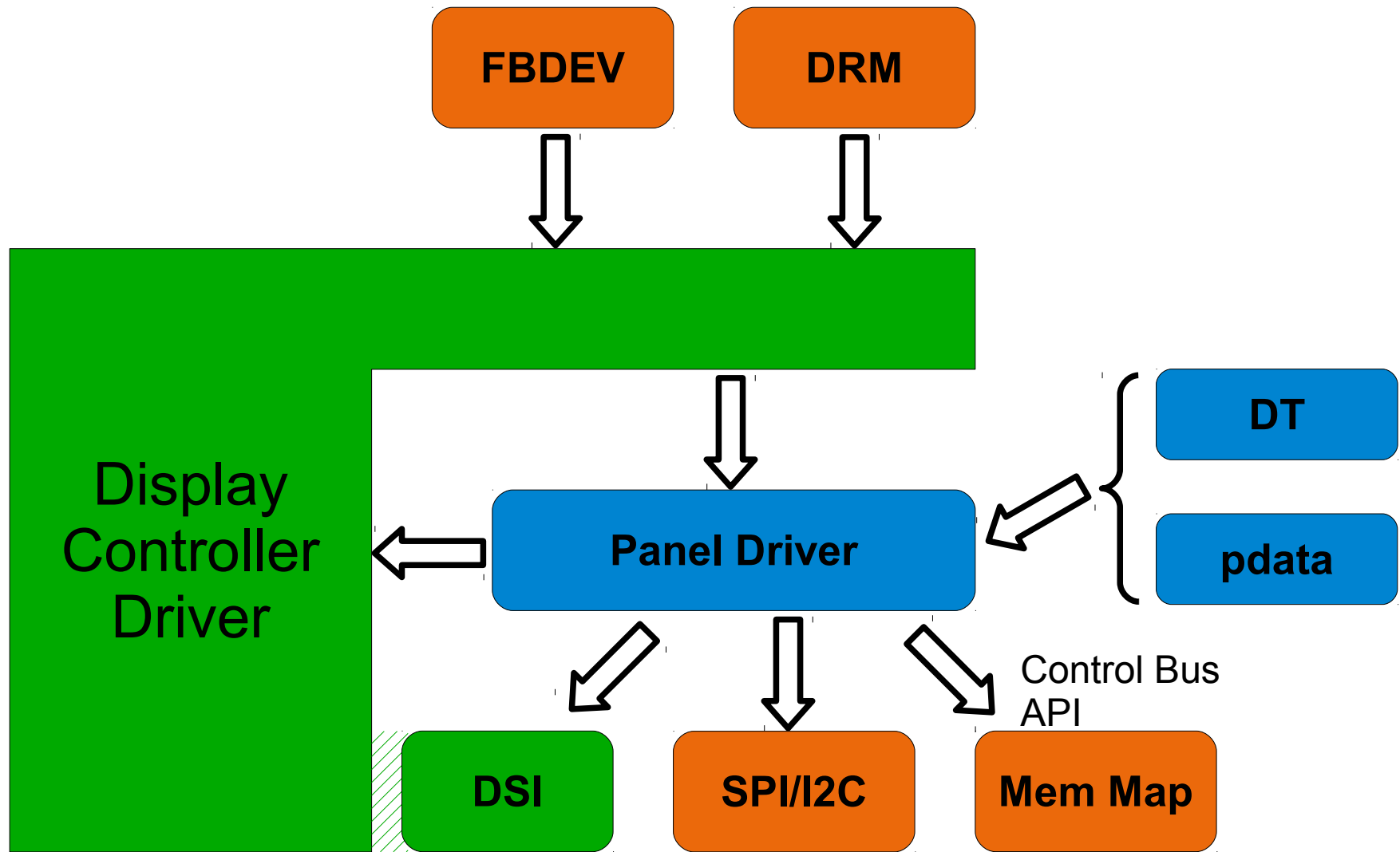


# Xilinx – FPGA



CDF

[RFC 0/5]  
Generic panel  
framework



# CDF – Integration



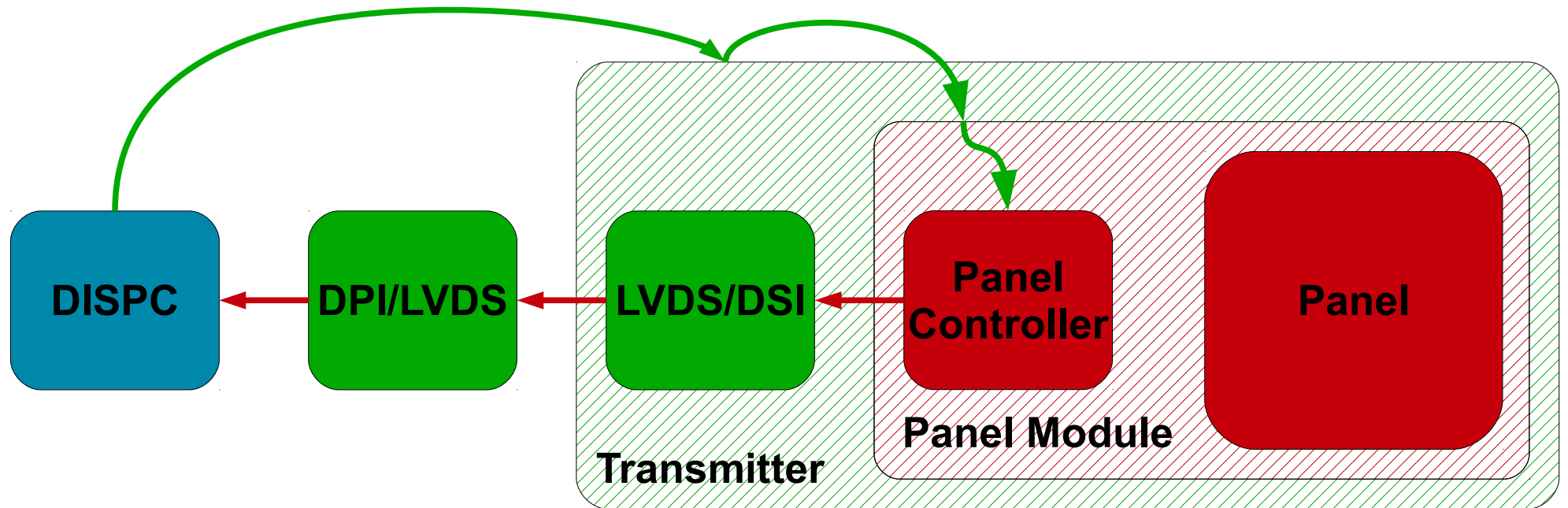
[RFC v2 0/5]  
Common Display  
Framework



source: <http://en.wikipedia.org/wiki/File:Russian-Matroschka2.jpg>



# CDF – Configuration Model



# CDF – Configuration Model



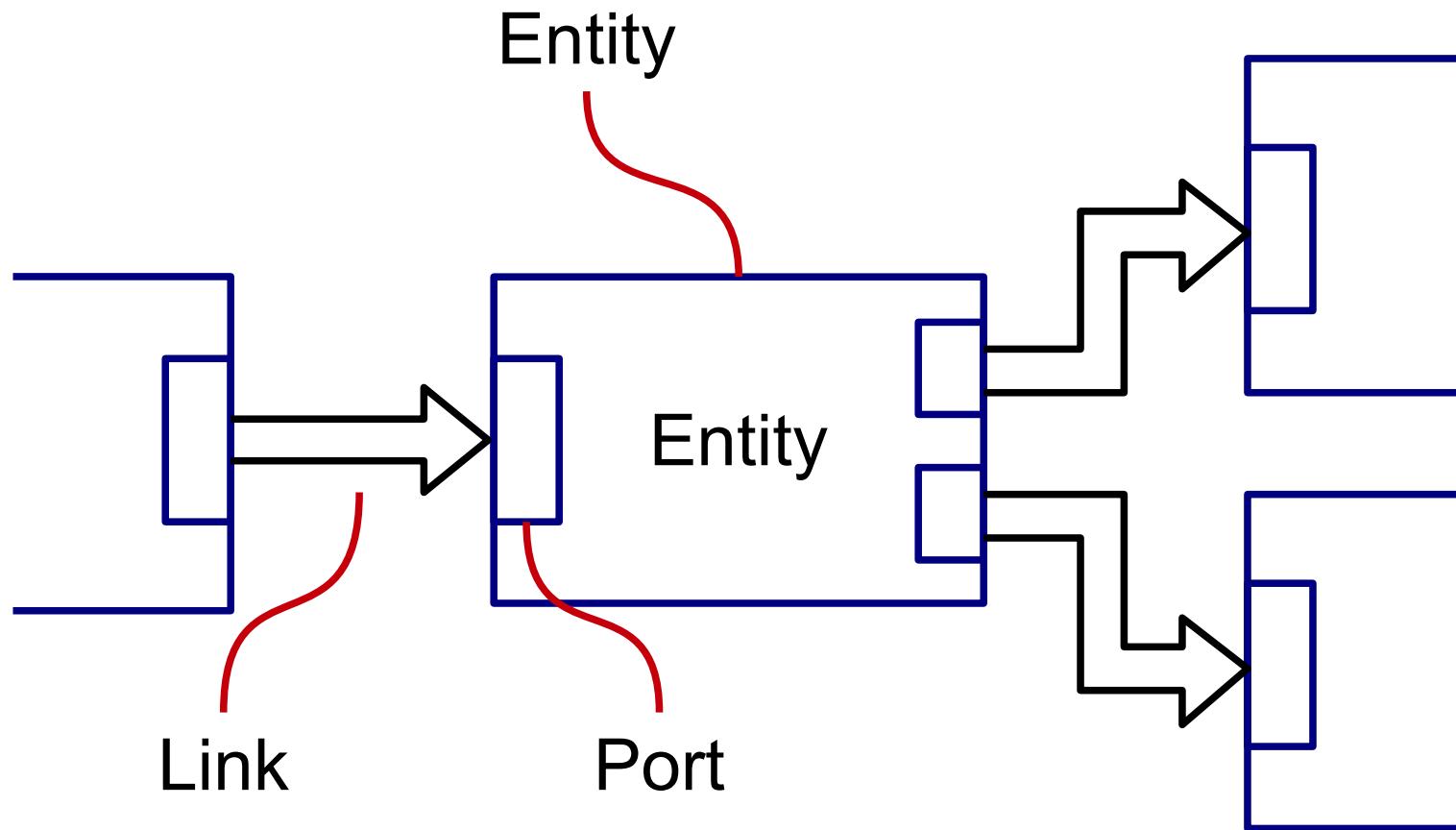
- [RFC PATCH 0/4] exynos-drm-hdmi driver to CDF complaint display driver
- [RFC 0/6] Common Display Framework-T
- [RFC PATCH 0/4] Common Display Framework-TF
- [RFC 0/4] Use the Common Display Framework in tegra-drm
- [RFC 00/10] Versatile Express CLCD DVI output support



## Positive Feedback

[RFC v3 00/19]  
Common Display  
Framework





## CDF – Entity Model

```
struct display_entity {  
    struct list_head list;  
    struct device *dev;  
    struct module *owner;  
    struct kref ref;  
    void(*release)(struct display_entity *ent);  
    char name[32];  
    struct media_entity entity;  
    const struct display_entity_ops *ops;  
    enum display_entity_state state;  
    struct display_entity_match *match;  
    struct display_entity_notifier *notifier;  
};
```



## CDF – Entity

```

hdmi_encoder {
    ports {
        #address-cells = <1>;
        #size-cells = <0>;

        port@0 {
            hdmi_input: endpoint@0 {
                remote = <&display_output>;
            };
        };
        port@1 {
            endpoint@0 { ... };
            endpoint@1 { ... };
        };
    };
};

```



## CDF – Device Tree

- [RFC PATCH 0/4] CDFv3: MIPI DSI bus implementation



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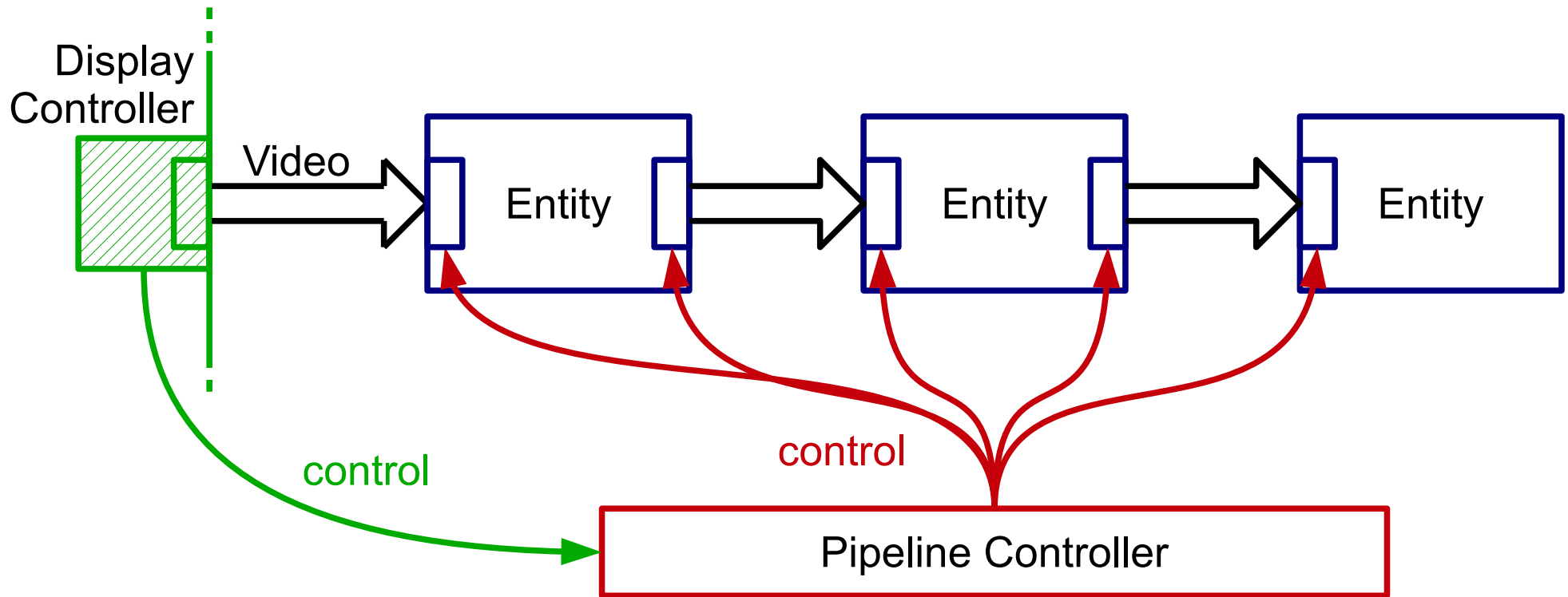
## Positive Feedback

[PATCH v2 0/2]

drm: Add  
drm\_bridge and  
PTN3460 bridge  
driver

# [RFR 0/2] DRM display panel support

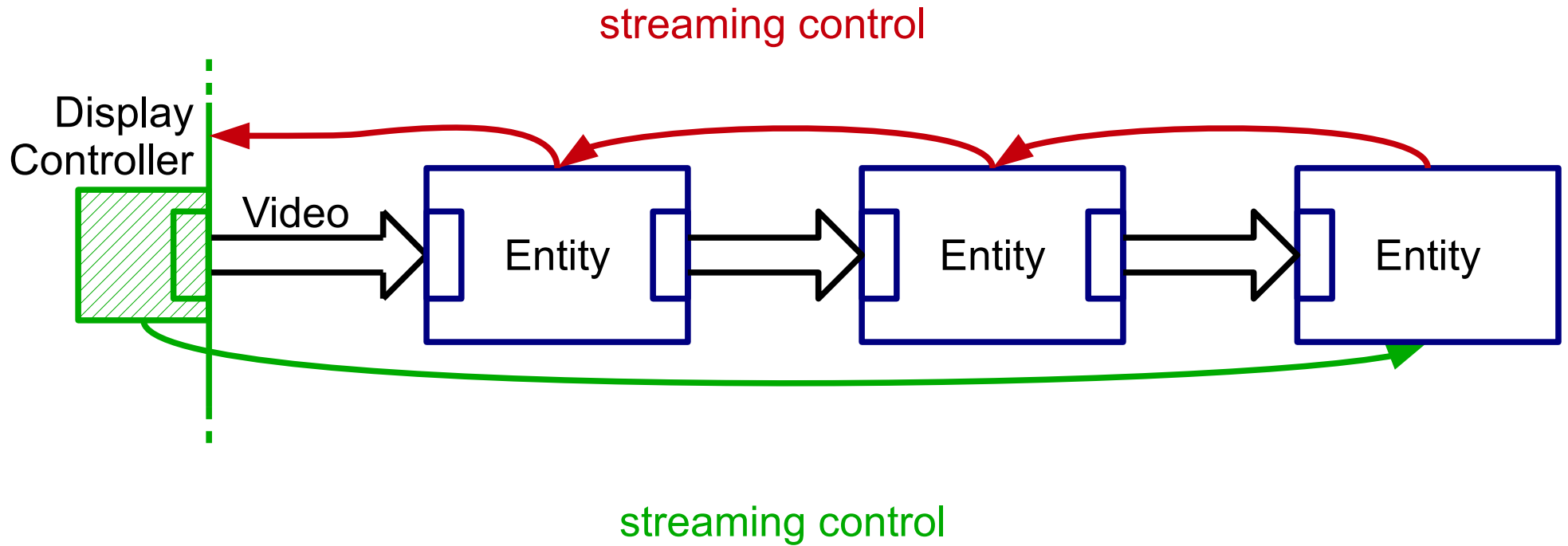
[RFC v4]  
TBD



# CDF – Configuration Model







# CDF – Streaming Control

```
struct display_entity_control_ops {  
    int (*get_size)(struct display_entity *ent,  
                    unsigned int *width,  
                    unsigned int *height);  
    int (*set_state)(struct display_entity *ent,  
                     enum display_entity_state state);  
    int (*update)(struct display_entity *ent);  
  
    /* Port operations */  
    int (*get_modes)(struct display_entity *entity,  
                      unsigned int port,  
                      const struct videomode **modes);  
    int (*get_params)(struct display_entity *entity,  
                       unsigned int port,  
                       struct display_entity_interface_params *params);  
};
```



## CDF – Control Operations

```
struct display_entity_video_ops {  
    int (*set_stream)(struct display_entity *ent,  
                      unsigned int port,  
                      enum display_entity_stream_state state);  
};
```



## CDF – Video Operations

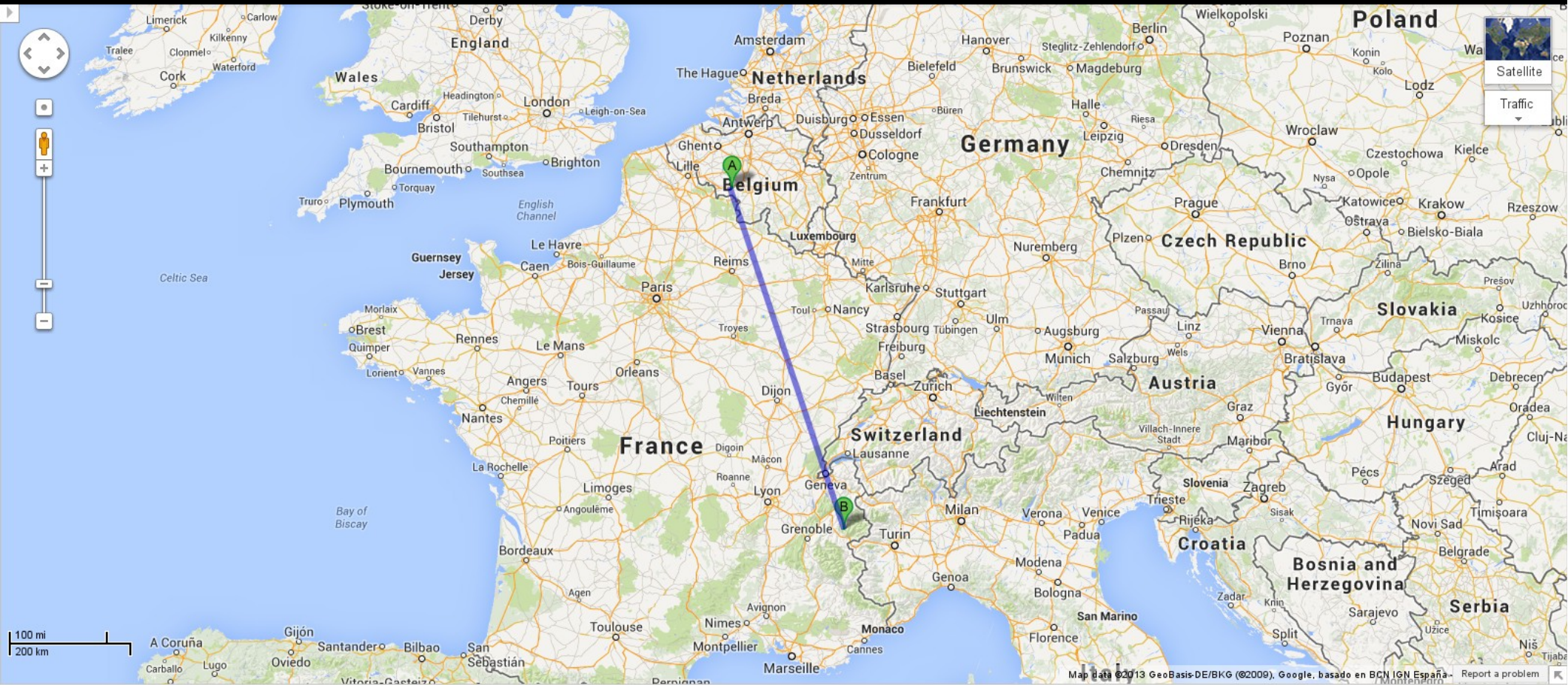
Pushback







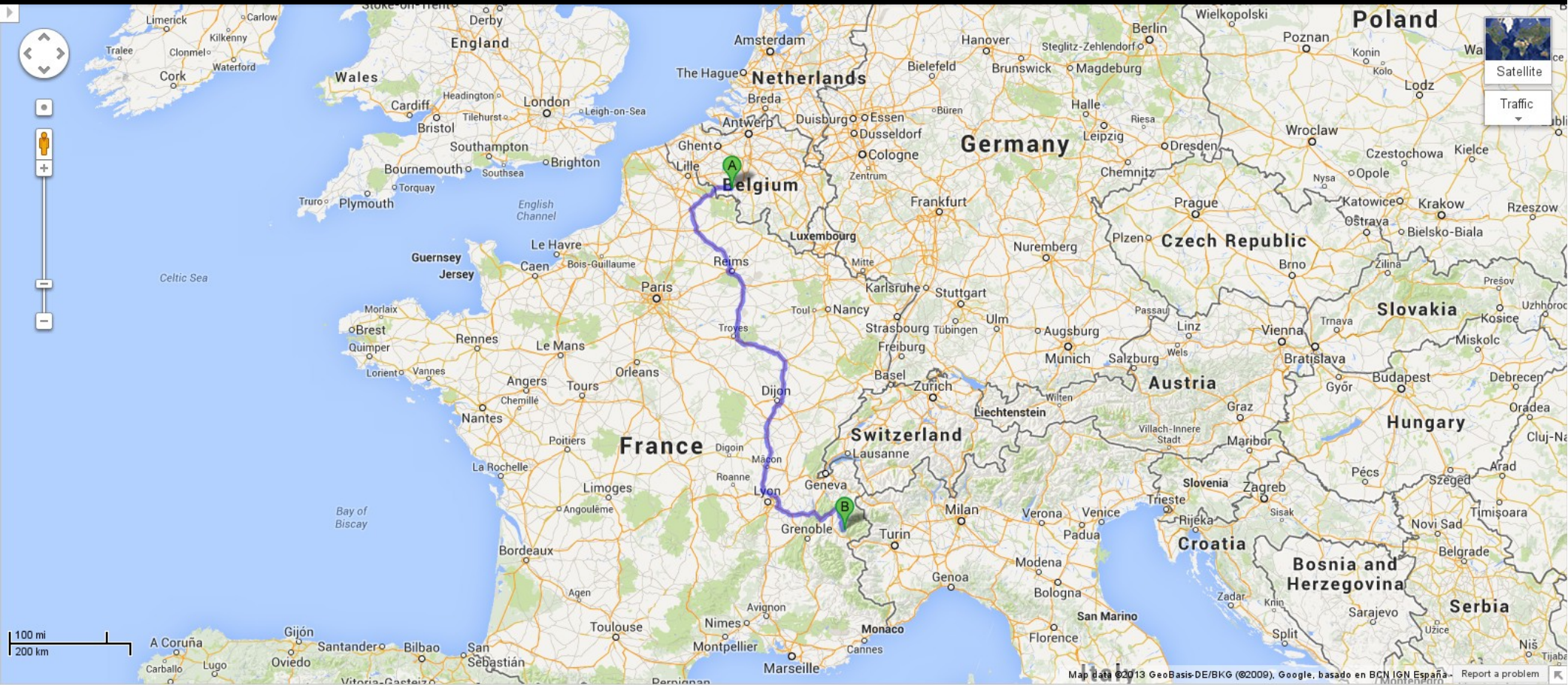




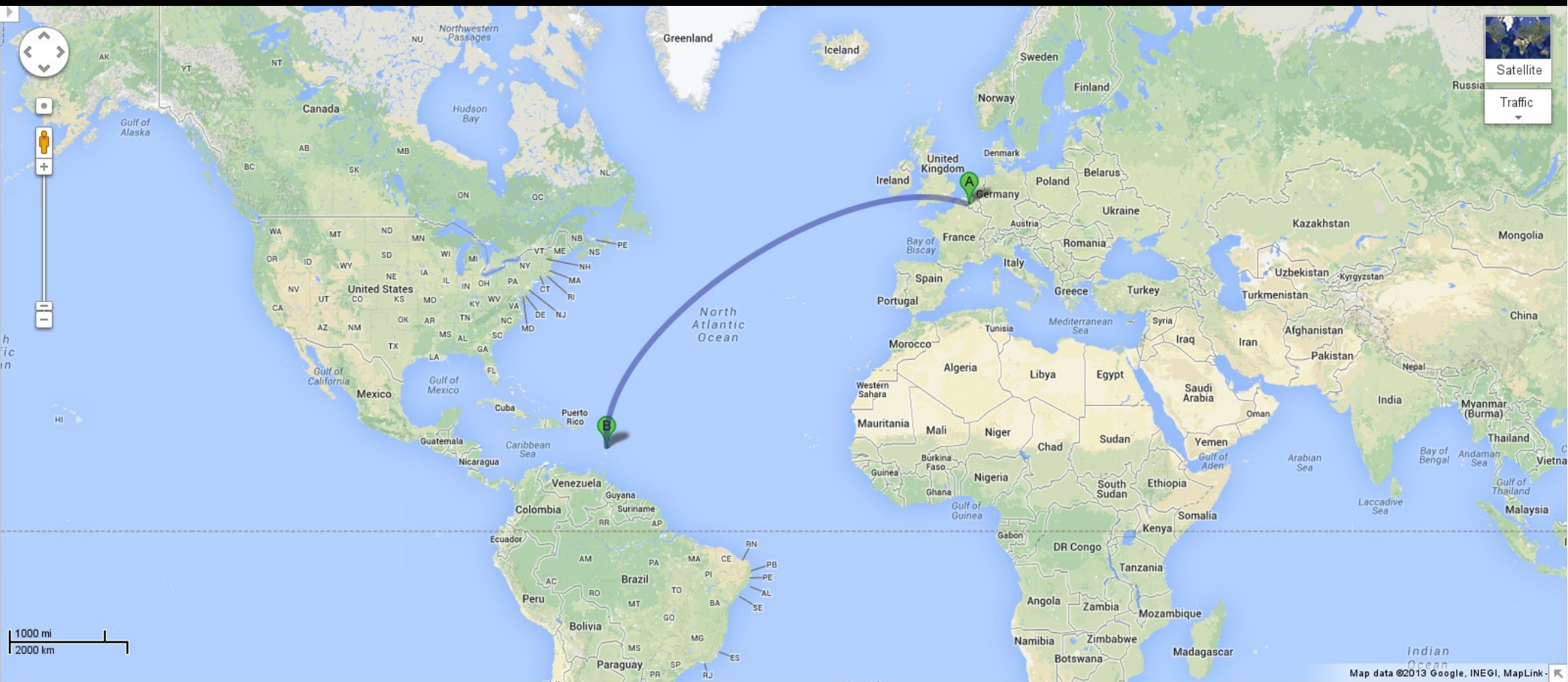












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## Contact

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# Thank ye.

