

# Coordinating the CI efforts for Linux + userspace

Notes from the workshop

# Trace-based testing

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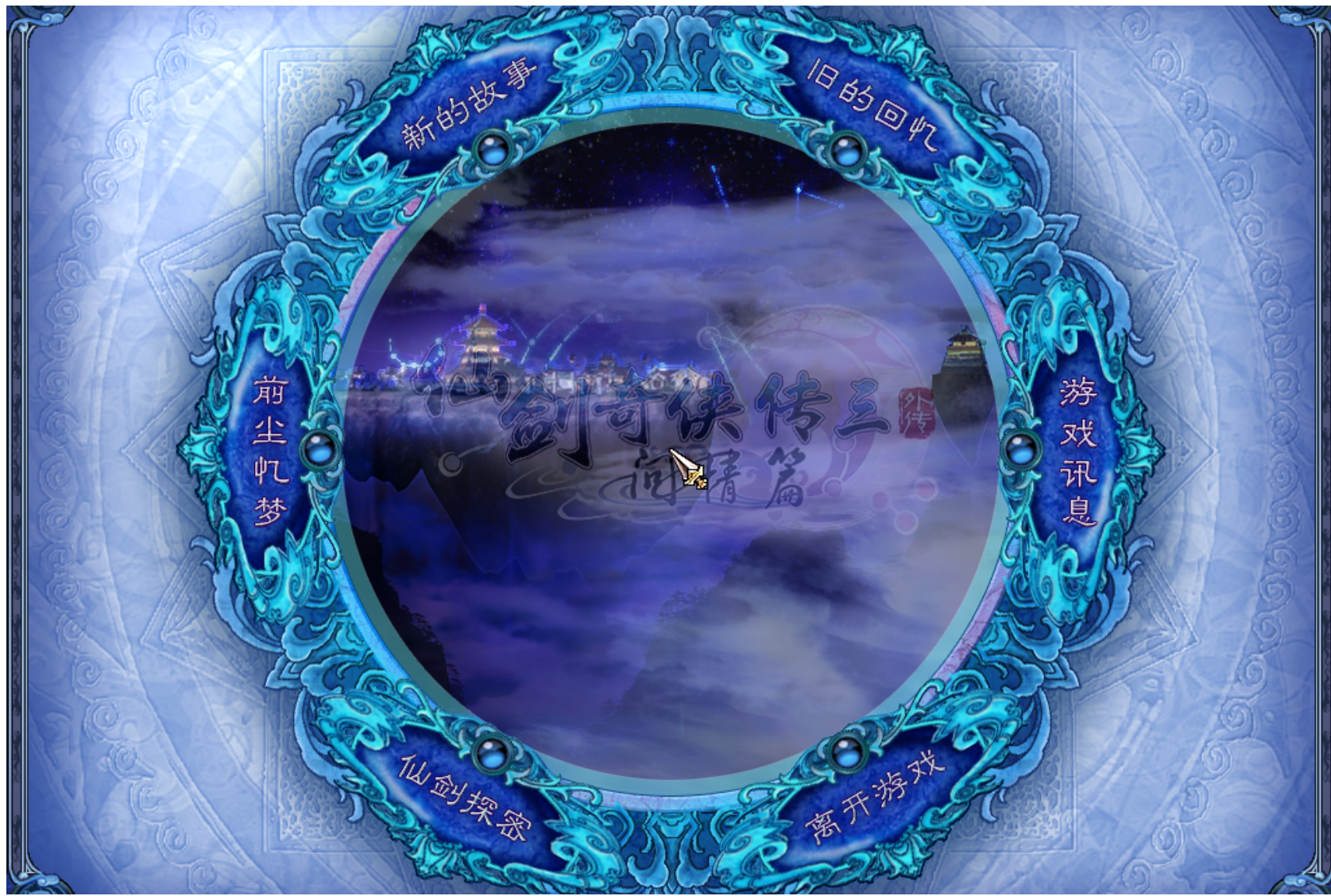
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- Frame checksums won't do on modern games
  - Returning to reference frames + overlay to indicate where variance is expected and how much
  - Investigating having one reference frame for all GPUs / drivers by looking at it from a user PoV
  - Possibility to look into the temporal stability of frames

# Same frame on all GPUs



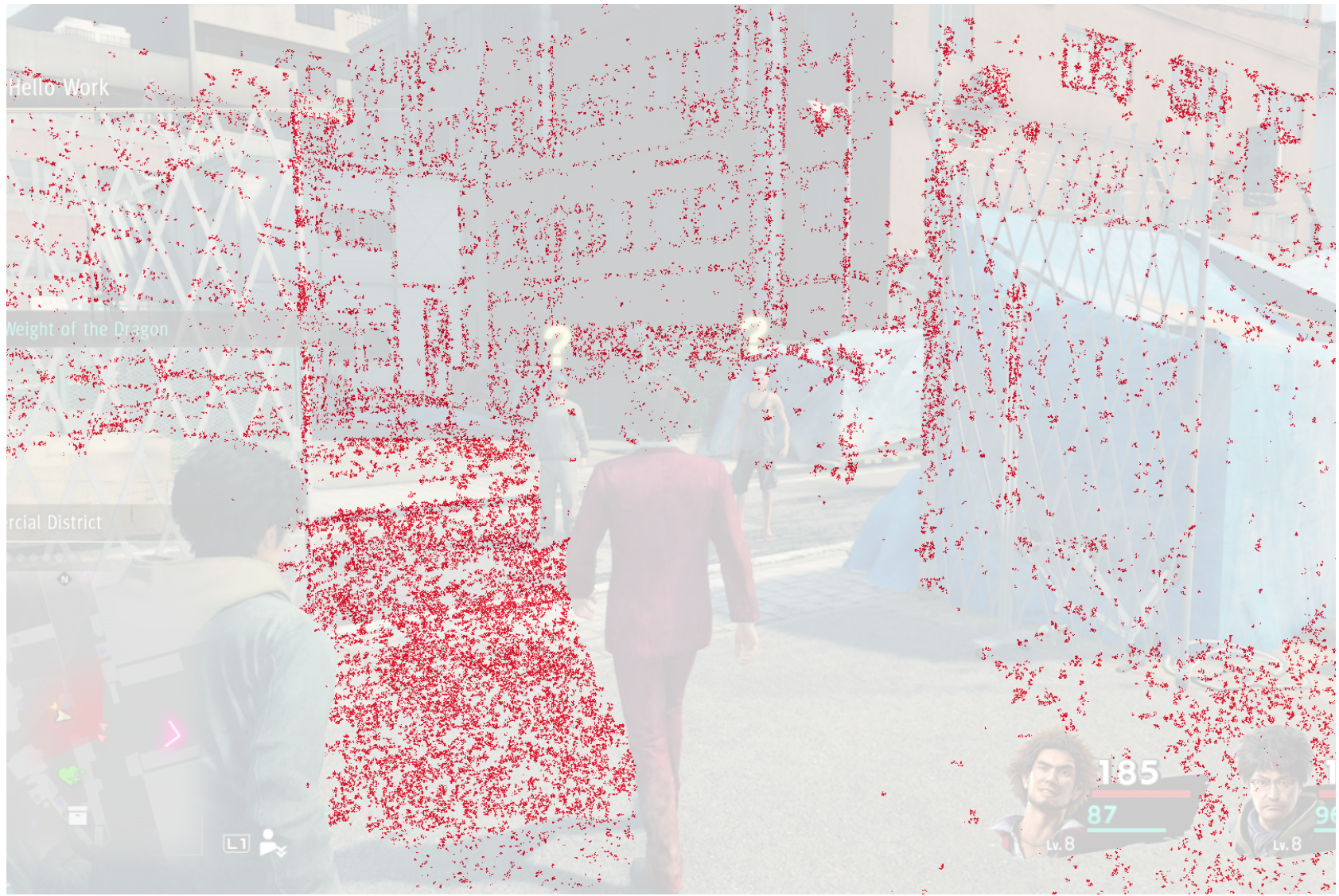


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# GitLab-based kernel testing

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  - Occasional contributors: send your patches to the mailing list
  - Set up GitLab to send MR-related notifications to the ML
- Store the .gitlab-ci.yml file in Linux upstream