



Lightning talk

Topic1: Code review in Chromium
Topic2: Future of MediaProcess

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Contributions



– Chromium committer since 2016



- GpuProcess to better support open source GL drivers (mesa)

– Mesa3d committer since 2015



- Gallium vaapi and omx backends, nouveau driver

– GStreamer committer since 2008



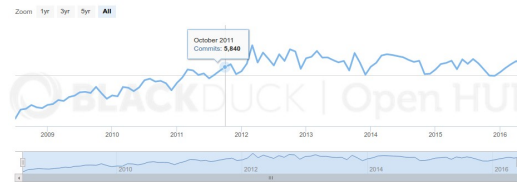
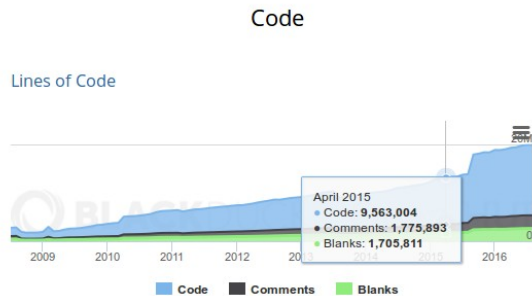
- GL plugins, HW decoders, zero-copy, A/V device capture

→ These 3 projects have a very different process for code reviews

Chromium



- 14 million lines of code
- 6000 commits / month
- 700 contributors / month



Number of Contributors



- Need strict code review process
- lots of bots (builds, tests, platforms/devices)

Chromium code review



Add owners per area.

Requires owner's LGTM per domain changed

Can see diff between patch sets

Dozens of pre-commit bots
Even more post-commit bots
+real gpu bots for all platforms

Bot failure on post-commit:
revert → rework → reland

Moving to Gerrit but same workflow

The screenshot shows a Chromium Code Review page for issue 2124633002. The page title is "Chromium Code Reviews" and the issue title is "Issue 2124633002: Add new gpu driver bug workaround DISABLE_TRANSPARENT_VISUALS (Closed)".

Issues Search
Open Issues | Closed Issues | All Issues | Sign in with your Google Account to create issues and add comments

Issue 2124633002: Add new gpu driver bug workaround DISABLE_TRANSPARENT_VISUALS (Closed)

Can't Edit
Can't Publish+Mail
[Start Review](#)

Created:
3 months ago by [Julien Isorce](#)

Modified:
2 months, 2 weeks ago

Reviewers:
[Ken Russell](#), [sadrul_tapted](#), [Corentin Wallez](#), [piman](#)
[extended OOO until Oct17](#)

CC:

Description

Add new gpu driver bug workaround DISABLE_TRANSPARENT_VISUALS

This is for better polish in the UI but it fixes a drag image issue on Linux [crbug.com/593256](#).

Also add a `kGpuDriverBugListJson` entry to automatically disable transparent visuals on all drivers (especially the proprietary NVIDIA driver) except for opensource drivers (i.e. Mesa based drivers).

BUG=369289
[R=kb@chromium.org](#), [sadrul@chromium.org](#), [tapted@chromium.org](#)
CQ_INCLUDE_TRYBOTS=master.tryserver.chromium.linux:linux_optional_gpu_tests_rel;master.tryserver.chromium.mac:mac_op

Patch Set 19 : Just make sure the new gpu driver workaround exist in second test instead of using fake values (6)

Created: 2 months, 2 weeks ago

Unified diffs	Side-by-side diffs	Delta from patch set
M content/browser/browser_main_loop.cc	View	1 2 3 4 5 6 7 8 9 10 11 12 13
M content/test/gpu/page_sets/gpu_process_tests.py	View	1 2 3 4 5 6 7 8 9 10 11 12 13
M extensions/browser/api/app_window/app_window_apitest.cc	View	1 2 3 4 5 6 7 8 9
M gpu/config/gpu_driver_bug_list_json.cc	View	1 2 3 4 5 6 7 8 9 10
M gpu/config/gpu_driver_bug_workaround_type.h	View	1 2 3 4 5 6 7 8
M ui/base/x/x11_util.cc	View	1 2 3 4 5
M ui/base/x/x11_util_internal.h	View	1 2 3 4 5
M ui/gfx/x/x11_switches.h	View	
M ui/gfx/x/x11_switches.cc	View	
M ui/views/widget/desktop_aura/desktop_window_tree_host_x11.cc	View	1 2 3 4 5 6 7 8 9 10
M ui/views/widget/widget_unittest.cc	View	1 2 3 4 5 6 7 8

Trybot results: [chromium_presubmit](#) | [linux_android_rel_ng](#) | [win_chromium_compile_dbg_ng](#) | [win_clang](#) | [win_chromium_rel_ng](#) | [win_optic](#) | [mac_chromium_compile_dbg_ng](#) | [ios-device](#) | [mac_optional_gpu_tests_rel](#) | [mac_chromium_rel_ng](#) | [ios-simulator-gn](#) | [ios-device-gn](#) | [ios-android_compile_dbg](#) | [linux_chromium_chromeos_compile_dbg_ng](#) | [linux_chromium_asan_rel_ng](#) | [linux_chromium_rel_ng](#) | [chromeos_x86](#) | [chromeos_amd64-generic_chromium_compile_only_ng](#) | [cast_shell_linux](#) | [chromeos_daisy_chromium_compile_only_ng](#) | [linux_optional_gpu](#) | [linux_chromium_clobber_rel_ng](#) | [More>>>](#)

Commit: (issue is closed) [CQ Status](#) [CQ not working?](#)
[Revert Patchset](#) [More info](#)

Julien Isorce ** Presubmit ERRORS ** Missing LGTM from an OWNER for these files: content/browser/browser_main_loop.cc ui/base/x/x11_util.cc
sadrul lgtm https://codereview.chromium.org/2124633002/diff/170001/ui/views/widget/desktop_aura/desktop_window_tree_host_x11.cc File ui/v

Julien Isorce On 2016/07/15 15:12:13, sadrul wrote: > lgtm >> https://codereview.chromium.org/2124633002/diff/170001/ui/views/widget/desktop_aura/desktop_window_tree_host_x11.cc

commit-bot: I haz the power CQ is trying da patch. Follow status at <https://chromium-cq-status.appspot.com/v2/patch-status/codereview.chrom>

commit-bot: I haz the power Your CL relies on deprecated CQ feature(s): * Specifying master names in CQ_INCLUDE_TRYBOTS part of ...

commit-bot: I haz the power Try jobs failed on following builders: chromium_presubmit on master.tryserver.chromium.linux (JOB_FAILED, http: ...)

Julien Isorce ** Presubmit ERRORS ** Missing LGTM from an OWNER for these files: content/browser/browser_main_loop.cc Hi Antoine, ...

piman extended OOO until Oct17 lgtm

commit-bot: I haz the power Your CL relies on deprecated CQ feature(s): * Specifying master names in CQ_INCLUDE_TRYBOTS part of ...

commit-bot: I haz the power Your CL relies on deprecated CQ feature(s): * Specifying master names in CQ_INCLUDE_TRYBOTS part of ...

Julien Isorce Hi, I have added 2 tests, please have a look. Thx

Ken Russell Thanks for adding the tests. LGTM

commit-bot: I haz the power CQ is trying da patch. Follow status at <https://chromium-cq-status.appspot.com/v2/patch-status/codereview.chrom>

commit-bot: I haz the power Committed patchset #17 (id:310001)



- Diff of this branch with upstream Chromium:
 - 25% is about GStreamer (gst_player, GstGL client, static plugins)
 - 75% is about our MediaProcess
 - 2015: implemented
 - 2016: rebasing every 2/3 months
 - 2017: replace it by using the new upstream features:
MojoMediaService + UtilityProcess



Thank you.

