
METHODS, SYSTEMS, AND NON-TRANSITORY STORAGE MEDIA FOR GRAPHICS MEMORY ALLOCATION

ABSTRACT

Methods, systems, and non-transitory storage media for graphics memory
5 allocation provided in this specification are used to allocate graphics memories to
multiple serial sub-tasks. Target data generated by each serial sub-task are labeled so
that the target data are classified into first data that are not used by a subsequent sub-
task and second data that can be used by a subsequent sub-task, and the first data of
multiple sub-tasks share a same target physical memory address, thereby reducing
10 graphics memory consumption.

Figure 4