

(12) 按照专利合作条约所公布的国际申请

(19) 世界知识产权组织
国际局

(43) 国际公布日
2024 年 9 月 6 日 (06.09.2024)



(10) 国际公布号
WO 2024/178961 A1

(51) 国际专利分类号:
G06T 11/00 (2006.01)

(21) 国际申请号: PCT/CN2023/120132

(22) 国际申请日: 2023 年 9 月 20 日 (20.09.2023)

(25) 申请语言: 中文

(26) 公布语言: 中文

(30) 优先权:
202310231313.7 2023年2月27日 (27.02.2023) CN

(71) 申请人: 华为技术有限公司 (HUAWEI TECHNOLOGIES CO., LTD.) [CN/CN]; 中国广东省深圳市龙岗区坂田华为总部办公楼, Guangdong 518129 (CN)。

(72) 发明人: 张涛 (ZHANG, Tao); 中国广东省深圳市龙岗区坂田华为总部办公楼, Guangdong 518129 (CN)。吴任初 (WU, Renchu); 中国广东省深圳市龙岗区坂田华为总部办公楼, Guangdong 518129 (CN)。胡佳俊 (HU, Jiajun); 中国广东省深圳市龙岗区坂田华为总部办公楼, Guangdong 518129 (CN)。

(74) 代理人: 北京中博世达专利商标代理有限公司 (BEIJING ZBSD PATENT & TRADEMARK AGENT

LTD.); 中国北京市海淀区交大东路 31 号 11 号楼 8 层, Beijing 100044 (CN)。

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本国际公布:
— 包括国际检索报告(条约第 21 条(3))。

(54) Title: GRAPHICS PROCESSING UNIT AND GRAPHICS DRAWING METHOD

(54) 发明名称: 图形处理器和图形绘制方法

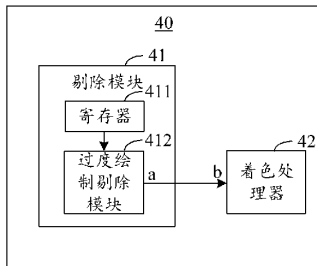


图 4

- 41 Elimination module
42 Coloring processor
411 Register
412 Over-drawing elimination module

(57) Abstract: The embodiments of the present application relate to the technical field of chips. Provided are a graphics processing unit and a graphics drawing method, which solve the problem of over-drawing of existing graphics processing units during the execution of a drawing task. The specific solution is as follows: the graphics processing unit comprises an elimination module and a coloring processor, wherein the elimination module comprises a register and an over-drawing elimination module, and an output end of the over-drawing elimination module is coupled to an input end of the coloring processor; the register is used for storing indication information, which is used for indicating a sub-area in a graphics area of a drawing task, which sub-area participates in an over-drawing elimination operation; the over-drawing elimination module is used for recording position information of a plurality of fragments of the drawing task in the graphics area, and sequence information thereof during the participation in drawing, performing the over-drawing elimination operation on the fragments in the sub-area on the basis of the position information and the sequence information, and sending to the coloring processor the fragments that need to be drawn among the plurality of fragments; and the coloring processor is used for coloring the fragments that need to be drawn among the plurality of fragments.

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(57) 摘要: 本申请实施例提供一种图形处理器和图形绘制方法, 涉及芯片技术领域, 解决了现有的图形处理器执行绘制任务时过度绘制的问题。具体方案为: 图形处理器包括剔除模块和着色处理器, 剔除模块包括寄存器和过度绘制剔除模块, 过度绘制剔除模块的输出端和着色处理器的输入端耦合; 寄存器用于存储指示信息, 指示信息用于指示绘制任务的图形区域中参与过度绘制剔除操作的子区域; 过度绘制剔除模块用于记录绘制任务的多个片元在图形区域中的位置信息和参与绘制时的顺序信息, 并基于位置信息和顺序信息对子区域内的片元进行过度绘制剔除操作, 将多个片元中需要绘制的片元发送至着色处理器; 着色处理器用于对多个片元中需要绘制的片元进行着色处理。