CLAIMS:

1. A method comprising:
determining whether compression is successful; and
recording whether compression was successful on a control surface in a memory accessible by a graphics processing unit and a central processing unit by providing $(L/M)x\log_2 M$ compression control bits per entry, where L is total number of memory lines in a page and M is the number of memory lines in the compression unit.

2. The method of claim 1 including, if compression is successful, recording a codec used for compression in the control surface.

3. The method of claim 1 including reading data by accessing the control surface.

4. The method of claim 1 including using a single bit per compressible unit to indicate whether the unit is compressed.

5. The method of claim 1 including using the same control surface coding for both central processing and graphics processing units.

6. The method of claim 1 including coding codecs in said surface by type including one or more of color, depth or video codecs.

7. The method of claim 1 including storing the surface on a translation lookaside buffer.

8. The method of claim 1 including storing the surface for control by a page table.

9. The method of claim 8 including storing the surface in the page table.

10. One or more non-transitory computer readable media storing instructions executed by a processor to perform a sequence comprising:
recording whether compression is successful; and
recording whether compression was successful on a control surface in a memory accessible by a graphics processing unit and a central processing unit by providing $(L/M)x\log_2 M$ compression control bits per entry, where L is total number of memory lines in a page and M is the number of memory lines in the compression unit.

11. The media of claim 10, said sequence including reading data by accessing the control surface.

12. The media of claim 10, said sequence including using a single bit per compressible unit to indicate whether the unit is compressed.

13. The media of claim 10, said sequence including using the same control surface coding for both central processing and graphics processing units.

14. The media of claim 10, said sequence including coding codecs in said surface by type including one or more of color, depth or video codecs.

15. The media of claim 10, said sequence including storing the surface on a translation lookaside buffer.

16. An apparatus comprising:

a processor to record whether compression is successful, and record whether compression was successful on a control surface in a memory accessible by a graphics processing unit and a central processing unit by providing a number of compression control bits per page table entry, said number determined based on an even number of memory lines in a page and a number of memory lines in a compression unit to provide $(L/M)x\log_2 M$ compression control bits per entry, where L is total number of memory lines in a page and M is the number of memory lines in the compression unit; and

a memory coupled to said processor.

17. The apparatus of claim 16, said processor to read data by accessing the control surface.

18. The apparatus of claim 16, said processor to use a single bit per compressible unit to indicate whether the unit is compressed.

19. The apparatus of claim 16, said processor to use the same control surface coding for both central processing and graphics processing units.

20. The apparatus of claim 16, said processor to code codecs in said surface by type including one or more of color, depth or video codecs.

21. The apparatus of claim 16, said processor to store the surface on a translation lookaside buffer.

22. The apparatus of claim 16 including a display communicatively coupled to the processor.

23. The apparatus of claim 16 including a battery coupled to the processor.