Rock, paper, scissors

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WebKit: a tensor API on the track

```
videoTrack.tensorConfiguration = {
  model_path, inputWidth: width, inputHeight: height,
  accelerator_conf
};
videoTrack.addEventListener('tensordata', e =>
  extractHandGestureFromTensors(e.tensors));
```

- Two new members on `MediaStreamTrack`
- `tensordata` carries a JS data array

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libcamera

- Pi 5 camera official module
- through `pipewiresrc`
- Patched libcamera for the Pi 5

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GStreamer + NNStreamer

- Inference *inside* the MediaStream capture pipeline

```
tee (MediaStream) →
  tensor_converter → tensor_transform → tensor_filter →
    tensor_sink
```


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Let's play!

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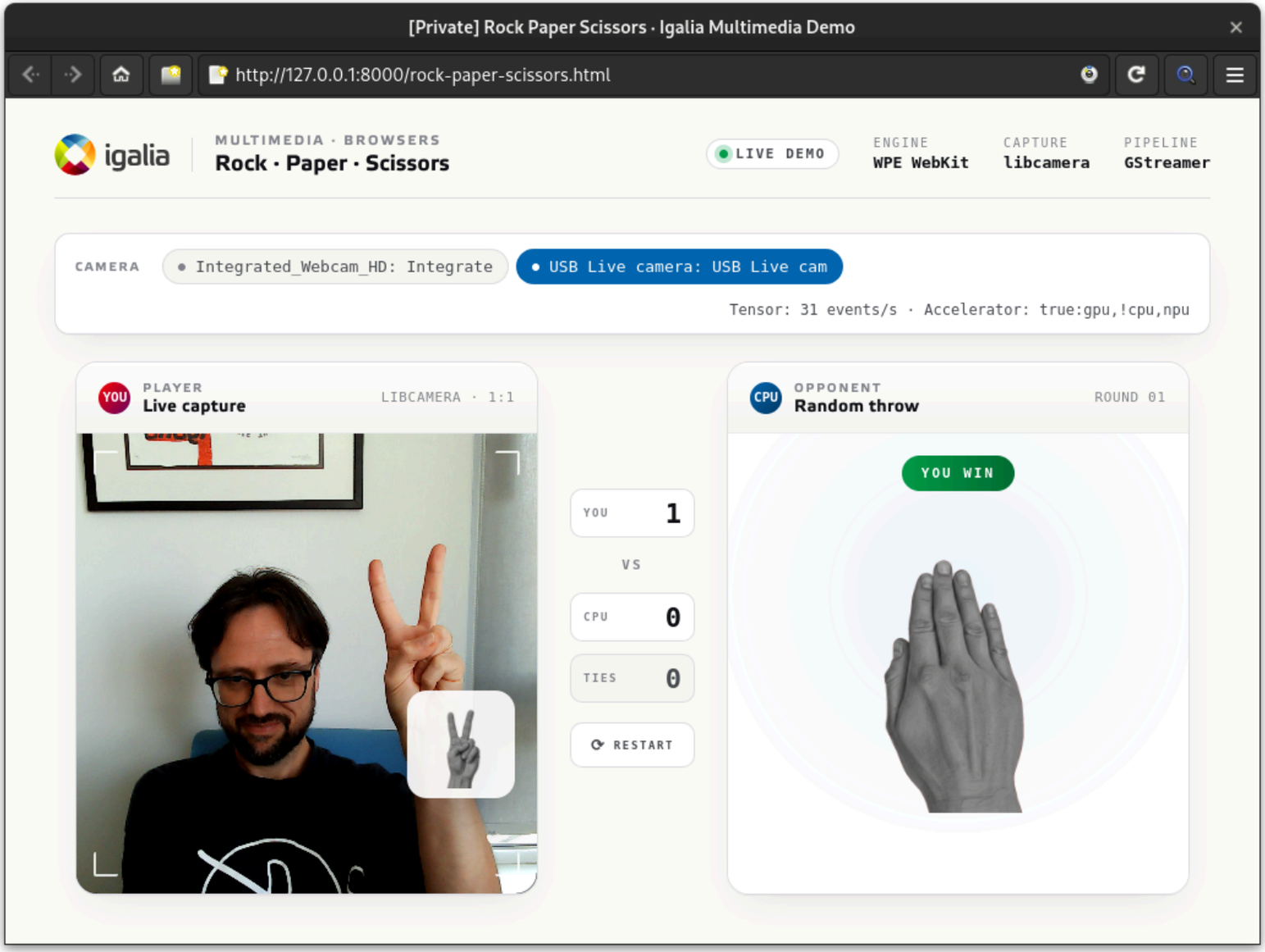
[Private] Rock Paper Scissors · Igalia Multimedia Demo
http://127.0.0.1:8000/rock-paper-scissors.html
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MULTIMEDIA · BROWSERS
Rock · Paper · Scissors
LIVE DEMO
ENGINE
WPE WebKit
CAPTURE
libcamera
PIPELINE
GStreamer
CAMERA
Integrated_Webcam_HD: Integrate
USB Live camera: USB Live cam
Tensor: 31 events/s · Accelerator: true:gpu,!cpu,npu
YOU
PLAYER
Live capture
LIBCAMERA · 1:1
YOU 1
VS
CPU 0
TIES 0
RESTART
CPU
OPPONENT
Random throw
ROUND 01
YOU WIN

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Thanks!

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