Vulkan Video in GStreamer

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Agenda

- 1. Vulkan Video
- 2. GStreamer
- 3. Demos







What's Vulkan? KHRONOS





- Low-level graphics and compute API
- Under Khronos Group umbrella
- Released in 2016 as a successor to OpenGL and OpenGL ES
- Direct control over graphics hardware, allowing for better performance and more efficient multithreading.
- Specifications licensing: Apache License 2.0



Vulkan Video TSG



- March 2018: TSG initiated driven by IHV vendors such as AMD/Intel/NVidia and open source operators
- April 2021: Provisional extensions released including the Video Decode and Encode extensions
- **December 2022**: Khronos **finalized** Vulkan Video Extensions for Accelerated H.264 and H.265 Decode



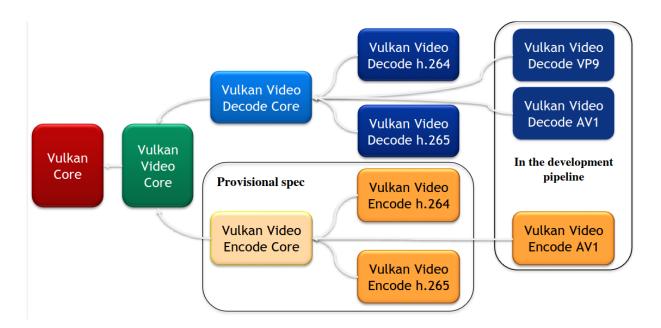
Vulkan video goals



- HW acceleration for video codecs available on PC/GPU/Mobile
- Most solutions that enable access to video decode/encode HW are vendor and/or platform specific
- Existing solution would have to interop with Vulkan and it is not trivial
- Make video decode/encode a first class part of

Architecture







API Overview



- Stateless (as VAAPI, D3D11, etc.)
- Cross-platform and vendor-neutral low-level HW state(-less) video codecs API
 - Each driver can operates differently depending on its capabilities
- Closer integration with the Graphics and Displays
- Lower processing execution overhead
- Lower CPU/GPU/ASIC and memory resource utilization

Verbose



Codecs support



- Conditions for release: Final specifications, Vulkan validation layers and CTS ready
- Decode:
 - H264, H265: Released in Dec 2022
- Encode:
 - H264, H265: Planned for Dec 2023

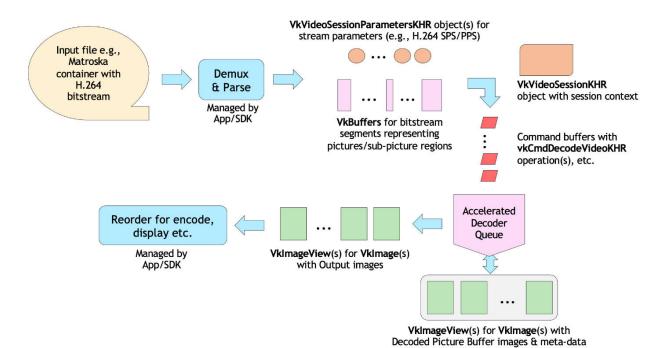




- NVidia:
 - video_decode_h264, video_decode_h265, video_encode_h264
 - video_encode_h265
- AMD (Windows, RADV):
 - video_decode_h264, video_decode_h265
- Intel (Windows, ANV):
 - video_decode_h264, video_decode_h265
 - video_encode_h264 (ANV)

Decoding

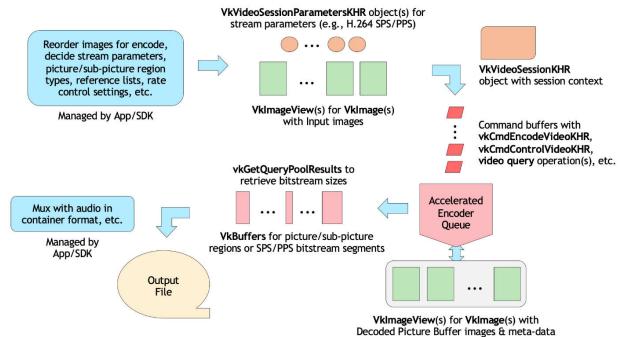






Encoding











First class citizen *streamer



- Igalia to implement Vulkan CTS and GStreamer elements.
- Main implementation is the official conformance test suite, Vulkan CTS
- FFMpeg implemented the h264/h265 codecs (Thanks) Lynne!).



libgstcodecs-1.0.so ≈ streamer



- In 2019 Seungha implemented H264, H265 & VP9 decoding state objects
- In 2020 Nicolas moved them into a shared library in bad
- Same year, Seungha added VP8
- Same year, He Junyan added MPEG2
- In 2021, He Junyan added AV1
- H26x encoder coming soon ...



Decoder Sestreamer



- First version of H264 decoder released as a merge request in May 2023, should be supported in 1.24
- Hard times with the vulkan synchronization and reference list management
- GstVulkanDecoder to initialize the video queue and video session
- Tested with NVidia/AMD/Intel on Linux



Encoder *gstreamer

- First version of H264 encoder, merge request to be ready soon.
- Hard times for the vulkan synchronization and reference list management
- GstVulkanEncoder to initialize the video queue and video session
- H264 support, should be easy to add h265 (subclass).
- Support only I/P frames.
- Need more love on the quality management.
- Tested with NVidia (Linux)



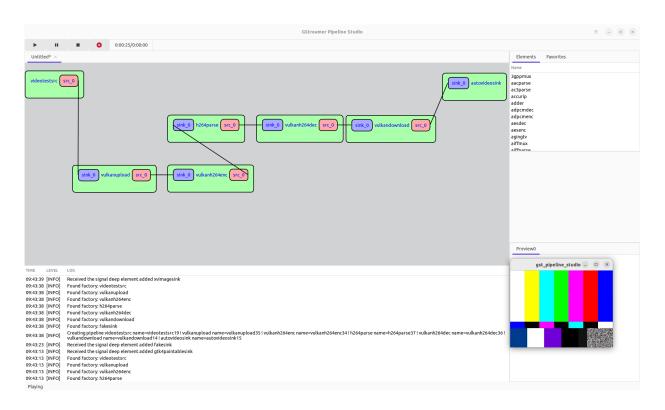
Coming soon... *gstreamer

• H265 encoder/decoder support



Transcoding example *streamer







Thanks



Q/A







