### UltraGrid 1.1 and Future Plans

Petr Holub et al.



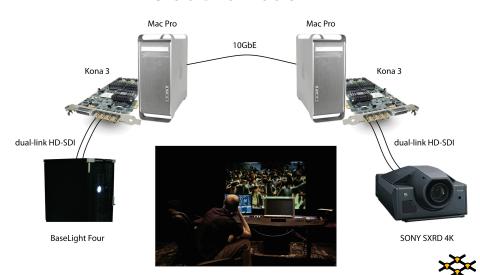


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- Technology
  - affordable platform for high-quality interactive image transmissions
  - use of commodity hardware
    - Linux PC and Mac platforms
    - commodity video capture cards
    - commodity GPU cards
    - 10GE is a plus but not necessary
  - as low latency as possible on commodity hardware
  - open-source software
- Applications
  - medicine
  - cinematography
  - education





\* CESNET

- Available inputs
  - HD-SDI, SDI
  - HDMI
  - component/composite HD and SD
  - screen capture
- Available outputs
  - HD-SDI, SDI
  - HDMI (including stereoscopic HDMI 1.4a)
  - component/composite HD and SD
  - computer screen (VGA, DVI, HDMI via OpenGL/SDL)
  - SAGE
  - specialized display filters



Line-interlaced stereoscopic video





SAGE display with various compressions





### Features as of UltraGrid 1.1

- Video support
  - HD/2K video support (4:2:2, 4:4:4)
  - tiled SuperHD video support (with Linsys Quad/i and DeckLink Quad)
  - native SuperHD/4K (with Kona 3G)
  - stereoscopic video support
- Audio support
  - full audio support: ALSA, CoreAudio, PortAudio, Jack, audio embedded in HD-SDI
  - multi-channel audio
  - support for mono-audio (e.g., echo-canceling mics)
- Full-duplex operation (both sender & receiver)
- Embedded UDP/RTP packet reflector



#### Features as of UltraGrid 1.1

- Available compressions
  - DXT1: CPU-based
  - DXT1, DXT5: OpenGL Shader Language (GLSL) based
  - JPEG: NVidia CUDA based
- Forward error correction (FEC)
  - shifted multiplication
  - Low Density Generation Matrix (LDGM)
- GUI
  - with persistent parameter storage
  - works both on Linux and Mac







### 1.1-RC to 1.1-RELEASE Updates

- Audio features
  - channel mixer/spitter
  - volume adjuster
  - software acoustic echo canceller (mono)
- Improved IPv6 and multicast support
  - support for IPv6 zone ID (RFC 4007)
  - multicast interface selection
- LDGM profiles
  - uv ... -f LDGM:<max\_loss>% ...



#### Post-1.1 Features

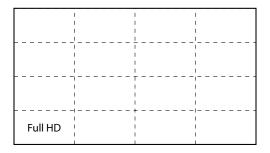
- File I/O
  - storing of received streams
  - playback from files
- High-performance screen capture for dummy X server
  - 32 fps for SuperHD/4K desktop
  - can be used even for local playback over 4× HD-SDI/3G-SDI/HDMI
  - with or without cursor
- DXT compression in CUDA
- Interlacing processor (5op → 5oi)
- Performance optimizations
- Improved structure of wiki-based docs





### Post-1.1 Features

8K video support (GLIF 8.-11.10.2012)

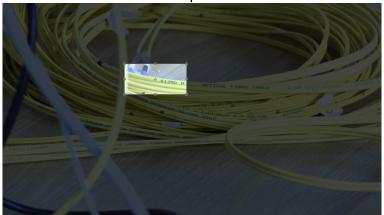


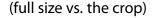


- Updated compression performance numbers (including transfer from GPU)
  - DXT1 GLSL: 798 Mpix/s (NVidia 580GTX), 593 Mpix/s (ATI 6990)
  - DXT5 GLSL: 349 Mpix/s (NVidia 580GTX), 305 Mpix/s (ATI 6990)
  - JPEG CUDA: up to 1.580 Mpix/s = 4.740 MB/s (NVidia 580GTX, 4:4:4)



uncompressed







uncompressed

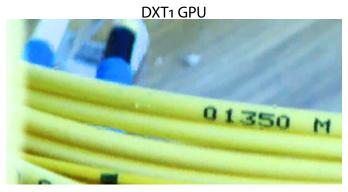




DXT1 CPU (FastDXT)







(enlarged crop)



DXT<sub>5</sub> YCoCg GPU





uncompressed (again)





JPEG Q=90 GPU





uncompressed (again)





### **Latency Measurements**

- Uncompressed
  - 2.5 frames (83 ms, DeckLink HD → DeltaCast 3G)
- Impact of compressions
  - 2.5 frames (+<16.7 ms) for JPEG</li>
  - 3.5 frames (+33.3 ms) for DXT1/5



#### **ABX** tests

- Summary of ABX test results:
  - JPEG Q=90: undistinguistable for all the persons in test
  - JPEG Q=70: undistinguistable for some the persons in test
  - DXT5: undistinguistable for most the persons in test
  - DXT1: distinguistable for most the persons in test



### **Medical Applications**

XX. Anniversary Congress of Czech Cardiology Society





#### Plans Until End of 2012

- Multi-receiver
  - aka iHDTV tiled mode, but more flexible (scalable tiled screen, more full-size windows)
  - with reflectors/without multicast
- Joint release with CoUniverse
  - support for automatic setup of multi-point distribution trees
  - automatic allocation of on-demand networks (e.g., Internet2 ION or NSI-enabled nets)
- Port to Microsoft Windows platform (may slip to early 2013)



#### **Further Plans**

- GColl functionality
  - advanced multi-point setup for group-to-group collaboration
- Recompression in a distribution tree (on reflectors)
- AES encryption
- Video-mixing capabilities
- More complex FEC codes
- Other low-latency compression schemes
  - e.g., low-latency mode of H.264
- Pipeline to ffmpeg and/or GStreamer
- Let us know if you need something else



### How to get it

- Source and binary distributions
- Linux & MacOS X
- BSD-lincesed software
- Available from http://ultragrid.sitola.cz/
- UltraGrid is now also part of SAGE toolkit http://www.sagecommons.org/



### Thank you for your attention!

<Petr.Holub@cesnet.cz>

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