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PLATFORM SOLUTIONS ENGINEER - DIGITAL SIGNAGE

# Visual Retail Additional Public Information

## For end customers - Digital Signage Technology at Intel

- http://www.intel.com/content/www/us/en/retail/retail-digital-signage.html
- Includes getting started guides, case studies, solution and blueprints

## For developers – Intel Technology for Retail

- http://www.intel.com/content/www/us/en/retail/solutions/developers.html
- Includes reference designs, specifications, evaluation kits, where to buy

# Intel Ecosystem Enabling Technologies

SOFTWARE REFERENCE CODE

Intel® Media SDK OpenVINO™ toolkit
Intel(R) Media Accelerator Reference Software

FORM FACTOR / FEATURE SPECIFICATIONS







INTEL SILICON
LONG-LIFE (15 YEARS)
IOTG ROADMAP







# **IOTG SILICON GENERATIONAL IMPROVEMENTS**

# 8TH GEN INTEL® CORE™ (COFFEE LAKE) PLATFORM HIGHLIGHTS



## PERFORMANCE

Multiple offerings for scalable performance

Enhanced performance over previous generation with up to **6 Cores** 



# IMMERSIVE GRAPHICS AND MEDIA PERFORMANCE

Intel's 9th generation graphics engine
Fast video acceleration
3 independent 4K Ultra HD displays
Extensive media codec library

HDMI 2.0/HDCP 2.2 (w/LSPCON)



## **ENHANCED OS OFFERING**

Windows<sup>©</sup> 10 Enterprise & IOT Enterprise (64b),

Linux\*

VxWorks\*



# IMPROVED I/O CAPABILITY

Up to 30 High-Speed I/O lanes on PCH

Integrated USB-C / USB 3.1 Gen2 (10Gb/S)

IOTG Roadmap SKUs are 15 year life availability!

\*Other names and brands may be claimed as the property of others



# Intel® Atom™ Processor E3900 Series Highlights



## PERFORMANCE

Multiple offerings for scalable performance

Enhanced performance over previous generation

Exceptional performance per watt in a compact package



# IMPROVED I/O CAPABILITY

4 PCIe\* ports with 6 lanes 6 USB 3.0 ports eMMC 5.0, SD card 3.01.

4 HSUARTs, 3 SPI interfaces



# IMMERSIVE GRAPHICS AND MEDIA PERFORMANCE

Intel's 9th generation graphics engine/up to 18 EUs

Fast video acceleration

3 independent 4K Ultra HD displays

Up to 15 simultaneous 1080p30 decode streams

Extensive media codec library



## **IMAGE PROCESSING**

4 vector image processing units

13MP still capture

4K video capture

HDR video up to 1080p30

Supports up to 4 MIPI cameras



## **ENHANCED OS OFFERING**

Support for: Windows® 10 Enterprise, Windows 10 IoT core, Linux\*, VxWorks\* , Android



## RELIABLE COMPUTING

Enhanced data integrity with ECC T<sub>J</sub>-40°C to 110°C

temperature rating

Extended product life

<sup>\*\*</sup>See PCIe overview spec (https://www.intel.com/content/www/us/en/io/pci-express/pci-express-architecture-devnet-resources.html)





<sup>\*</sup>Other names and brands may be claimed as the property of others

## **RESOURCE & DESIGN CENTER**

https://www.intel.com/content/www/us/en/design/resource-design-center.html

Site overhaul– content now easier to find! RDC includes access to External Design Specification (EDS) and design-in presentations, among other documents.

Use in conjunction with <a href="https://ark.intel.com/">https://ark.intel.com/</a> for SKU comparisons

Registration will verify or prompt creation of a Confidential NDA (CNDA)

Technical Library  Find the technical documentation, software, tools, and support you need to design and build with Intel® products.				
Processors, Boards, and Systems	Components	Software and Solutions		
Processors and chipsets	Networking and I/O	Technologies and topics		
Board, kits, and modules	Memory and storage	Software and services		
Server products	Wireless and modems	Software development platforms		
FPGAs	Cameras and sensors	Solutions		





# INTEL VDD - VISUAL DATA DEVICE

# **VISUAL DATA DEVICE SPECIFICATION**

Hardware Specification for Audio/Video processing enabling server capabilities at the edge without requiring operational conditions of a data center

- Remote Manageability with Intel® vPro
- Security
- · Long-life product availability
- High CPU and GPU processing capabilities
- Low latency to on-site devices
- Compliance with the OpenFOG specification
- Expansion (FPGA, Accelerators)
- Support for a variety of operating environments
  - Higher operating temperature
  - Noise limitations
  - Touch temperature limitations



# **VISUAL DATA DEVICE FOR DIGITAL SIGNAGE & KIOSKS**

#### Video analytics **DIGITAL SIGNS & KIOSKS** metadata (filtered to meet privacy demands) Video playback log (Proof of Play) Camera feeds **Immediate** DATA CENTER / CLOUD CELLULÁR OR INTEL VDD Camera **FACILITY BACKHAUL** Inferencing can **ON-SITF-NFTWORK** occur on Media Plaver **INFRASTRUCTURE** Video playback Generate Insights from a log/Proof of Play Single user of site-tovariety of source Longer-term analysis cloud network bandwidth for video playback Short-term video schedules inferencing **Content Updates** · Complete Video Cached video content Near real-time Content Library Transcoding & content triggering Hosts Data Dashboard transrating video for a Schedule Updates variety of endpoints Short-term analysis for video playback Content Distribution scheduling Scheduling Updates

Low-latency, On/Near-Premise, Configurable Workloads



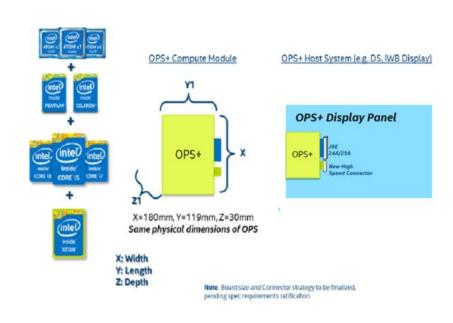
INTEL PLUGGABLE FORM FACTORS

INTEL ® OPEN PLUGGABLE SPECIFICATION+ (INTEL ® OPS FAMILY)

INTEL® SMART DISPLAY MODULE (INTEL® SDM) - LATER

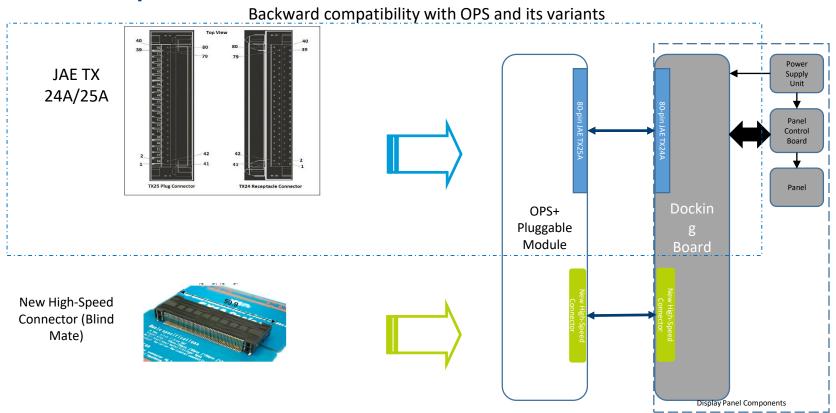
# Next Gen Open Pluggable Specification – OPS+

- Intel freely licensed specification for next-generation pluggable media players, displays, and adjacent visual retail devices. OPS+ compute board includes:
  - CPU
  - Memory and Storage
  - Voltage Regulation
  - Networking device
- Backward compatibility through JAE TX 24A/25A connector architecture
- New high-speed connector to meet high-speed bandwidth for different connection interfaces like 8K display support, PCIe
- OPS+ supports basic and extended features, with continuum of Intel® Atom®, Core™, Xeon® processors and Intel® FPGAs
- Enhanced thermal characteristics to support up to CPU TDP 45W

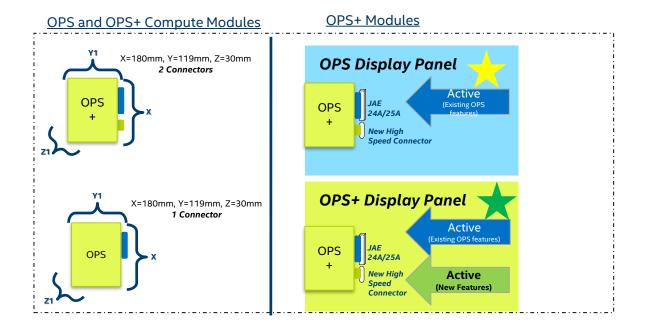


Webpage: intel.com/ops

# **Futureproof Connector Architecture**



# **OPS+ Backward Compatibility**





# Environmental & Audio Sensing

# Sensor Data Aggregation for Visual Devices/ IoT Endpoints

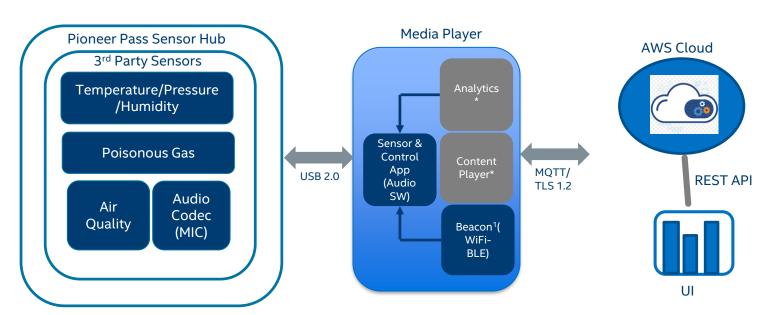










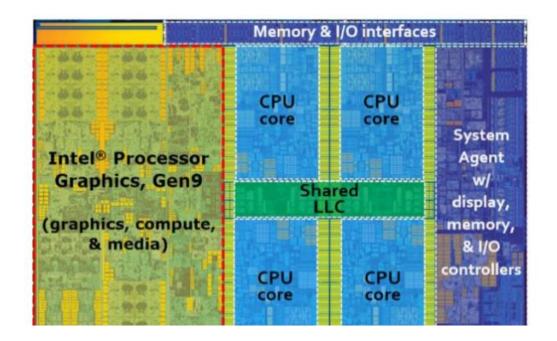






# Intel® Media Accelerator Reference Software

# INTEGRATED GPU – AN AVAILABLE RESOURCE, OFTEN UNDERUTILIZED



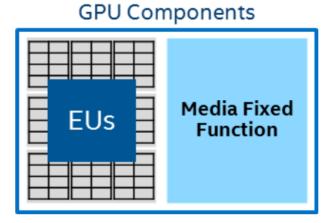
Media Acceleration using the Intel integrated GPU allows more CPU headroom to run applications

Components layout for an Intel(R) Core(TM) i7 processor 6700K



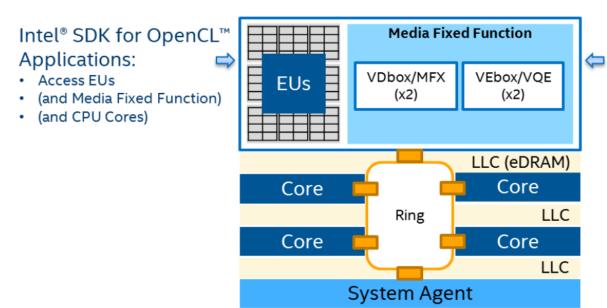
## INTEL GPU COMPONENTS

- Execution Units/EUs: General purpose execution units. These are used for graphics rendering, but they
  are also suited to a wide range of media processing tasks.
- Media Fixed Function: In addition, specialized fixed function hardware accelerates video codec and frame
  processing algorithms for fundamentally higher performance at lower power than the EUs or CPUs.



There are two main ways that developers can access the amazing performance capabilities of Gen graphics GPUs:

- 1. Intel® SDK for OpenCL™ applications: provides low level access to EUs and memory hierarchy, with an increasing set of extensions to provide access to media fixed function capabilities.
- 2. Intel® Media SDK provides higher level access to complete codec implementations through an optimized asynchronous framework.



## Intel® Media SDK:

- Access Media Fixed Function
- Complete video codec solutions utilizing FF, EUs, (and CPUs for SW implementations)

VDbox – CODEC operations VEbox – frame operations like denoise and deinterlace

## WHAT IS INTEL® MEDIA ACCELERATOR REFERENCE SOFTWARE?

## **Media Player Reference**

- Using best practices for HW accelerated Decode, Encode and Video processing and Compositing
- Supported formats
  - Container formats MPEG2, MP4, MK
  - Video formats H264, HEVC, MPEG-2, VP9
- Video Wall 2x2, 2x3 (validated configurations)

## **Media Content Included**

- Formats
  - Container formats MPEG2, MP4, MKV
  - Video formats H264, HEVC, MPEG-2, VP9
- HDR, non-HDR, and 4K content
- Landscape and portrait orientation

### **Reference Code**

- Optimized to utilize hardware acceleration using Intel® Media SDK and DirectX11
- Incorporates Microsoft Media Foundation SDK

## **Collaterals**

- User Guide/ Manual
- Implementing the reference code White paper
- Executables with Source Code



## WHAT IT IS NOT

- Production worthy media player
  - Reference software only
    - License allows source code access
    - Integrate with existing media playback solution
  - Can be used as demonstration solution if desired
- The only way to optimize graphics processing on Intel Architecture
  - Using best practices, Intel® Media Accelerator Reference Software may be able to help speed time to market



## **ACCESS TO THE REFERENCE SOFTWARE**

The Software kit is available at: <a href="https://registrationcenter.intel.com">https://registrationcenter.intel.com</a>

Contact your Intel representative (Vicki) to get access to the Software kit

User must have an IRC account and a serial number to access the kit

Users will need to respond to the EULA and accept the license agreement to download the kit

Intel® Media Accelerator Reference Software requires NDA

## MEDIA FOUNDATION TRANSFORMS – MARS WINDOWS



- Intel custom transforms call Media SDK
  - Available as source code within the MARS release expediting player software development
  - Decoder, Encoder, Custom Media Sink and compositor for presenting decoded frames
  - Video Post Processing (resizing, color conversion)
- Custom transforms provide more flexibility/control of the media pipeline
  - · Some configurability from the GUI

MediaSDK is the focus of tomorrow's hands-on workshop



Feature Name WINDOWS	Phase 1 Windows (Released Aug'17)	Phase 2 Windows (Q4'18)	Phase 3 Windows (2019)
Video Zone: Video Decode using HW & SW Acceleration with MSFT Media Foundation with Media SDK	√	<b>√</b>	
Video Post Processing using Media SDK	$\checkmark$	$\checkmark$	
Image & Audio Zones	$\sqrt{}$	$\checkmark$	
Ticker Tape	$\sqrt{}$	$\sqrt{}$	
RSS Feed	$\checkmark$	$\sqrt{}$	
Codecs	MPEG-2, AVC, HEVC (8/10b)	$\checkmark$	
Frame Rate	30fps, 60fps, 120fps	$\checkmark$	
Containers	MP4, MKV, MPEG2	$\sqrt{}$	
Multiple Screen Support	3 displays	$\sqrt{}$	
Benchmark using Intel® metrics framework	$\sqrt{}$	$\sqrt{}$	
Platforms	BSW, APL, SKL, KBL	Xeon	
HDR support on KBL		$\sqrt{}$	
HTML5 Zone		$\sqrt{}$	
Capture Card Streaming		$\sqrt{}$	
Dynamic Playlist Update		$\sqrt{}$	
Video Wall/Video Sync for 2x2, 2x3 configuration		$\sqrt{}$	
RTSP Streaming for new formats		V	
Transcode/Trans-rate		V	
Adaptive Streaming (MPEG-DASH)		V	
OpenVINO Integration (Video Analytics)			$\sqrt{}$

Feature Name LINUX	Phase 1 Linux (Q4'18)	Phase 2 Linux (Scoping)
Video Zone: Video Decode using HW & SW Acceleration with FFMPEG via VAAPI or Media SDK	1	1
Video Post Processing (deinterlace) using FFMPEG-QSV	$\checkmark$	V
Image & Audio Zones	$\checkmark$	$\checkmark$
Ticker Tape	$\checkmark$	V
RSS Feed	$\checkmark$	$\checkmark$
Codecs	MPEG-2, AVC, HEVC (8/10b), MJPEG	V
Frame Rate	30fps, 60fps	$\checkmark$
Containers	MP4, MKV, MPEG2	$\sqrt{}$
Multiple Screen Support	3 displays	$\checkmark$
Benchmark using Intel® metrics framework	$\sqrt{}$	$\checkmark$
Platforms	APL, SKL, KBL	Xeon
HDR support on KBL		$\checkmark$
HTML5 Zone		
Capture Card Streaming		$\checkmark$
Dynamic Playlist Update		
Video Wall/Video Sync for 2x2, 2x3 configuration		
RTSP Streaming for new formats		$\checkmark$
Transcode/Trans-rate		$\checkmark$
Adaptive Streaming (MPEG-DASH)		$\checkmark$
OpenVINO Integration (Video Analytics)		$\sqrt{}$



experience what's inside™