Table of legal usage models of Media SDK

Single session	1 shared thread	2 thread (Async/SyncOp)	4 thread (Dec/VPP/EncAsync/SyncOp)	random threads (Dec/VPP/EncAsync/SyncOp)
(DEC+VPP+ENC)	usage model 0		usage model 1	
Two sessions + ExtSync				
(DEC+VPP) + (ENC)			usage model 3	
(DEC) + (VPP+ENC)			usage model 5	
(DEC+ENC) + (VPP)			usage model 4	
Three sessions+ExtSync				
(DEC) + (VPP) + (ENC)			usage model 2	
Join session				
join((DEC+VPP) + (ENC))			usage model 6	
Join((DEC) + (VPP+ENC))			usage model 7	
join((DEC) + (VPP) + (ENC))			usage model 8	
Models based on join session				
TBD				