

How to use

1. Test script brief introduction

Git Repos:

<https://sqbu-github.cisco.com/luashu/OpenH264MemCheckTool>

Test Script:

For more detail about scripts, please refer to 5.1.2~5.1.4

✚ **run_ParseMemCheckLog.sh**

parse memory allocate/free/leak size for one test case

✚ **run_MememAnalyseForOneYUV.sh**

test all cases for one YUV and output memory/FPS statistic info

✚ **run_Main.sh**

test all YUVs for all cases and output all memory/FPS statistic info

✚ Other scripts as test tool called by above script

run_GetYUVList.sh

run_GetYUVPath.sh

run_ParseYUVInfo.sh

Test case in configuration file:

Using default setting in below cfg files which copied from [openh264/testbin/](#)

✚ Welsenc.cfg

✚ Layer2.cfg

And combine with below parameters in run_MememAnalyseForOneYUV.sh

SliceMode=(0 1 2 3)

SliceNum=(1 4 4 0)

ThreadNum=(1 2 3 4)

SliceSize=(1500 600)

Test codec:

✚ Origin design

Codec version info, refer to Codec_OriginDesign/Codec_Info.txt

✚ New design

Codec version info, refer to Codec_NewDesign/Codec_Info.txt

✚ New design with reallocate step 1/4 MaxSliceNumOld

Codec version info, refer to

Codec_NewDesign_Step_1-4/Codec_Info.txt

✚ New design with reallocate step 1/3 MaxSliceNumOld

Codec version info, refer to

Codec_NewDesign_Step_1-3/Codec_Info.txt

Test data:

- Overall data structure
TestSpace = "TestData/\${Codec}/\${Arch}"
Example:
 - TestData/Codec_OriginDesign/x86
 - TestData/Codec_OriginDesign/x64
 - TestData/Codec_NewDesign/x86
 - TestData/Codec_NewDesign/x64
 - TestData/Codec_NewDesign_Step_1-3/x86
 - TestData/Codec_NewDesign_Step_1-3/x64
 - TestData/Codec_NewDesign_Step_1-4/x86
 - TestData/Codec_NewDesign_Step_1-4/x64
- Test data file generate by **encoder** for one case
TestMemLogFile = "\${TestSpace}/enc_mem_check_point_\${YUVName}_\${SliceMode[\$i]}_\${SliceNum[\$i]}_\${iThrdNum}_\${iSlcSize}.txt"
- Test data file generate by **run_ParseMemCheckLog.sh** for one case
TestAnalyseResult = "\${TestSpace}/MemAnalyseResut_\${YUVName}_\${SliceMode[\$i]}_\${SliceNum[\$i]}_\${iThrdNum}_\${iSlcSize}.txt"
- Test data file for one YUV by **run_MememAnalyseForOneYUV.sh**
TestReport = "\${TestSpace}/MemReport_For_\${YUVName}.csv"
- Test data file for all YUVs by **run_Main.sh**
TestReportForAllYUV = "\${TestSpace}/MemReport_For_AllYUVs.csv"

Test data example:

- For **new design** with **x64** encoder,
TestSpace = TestData/Codec_NewDesign/x64/
- case is:** slice mode = 1, slice num = 4,
 thread num = 3, target bit rate = 600
YUV is: Zhuling_1280x720.yuv
- memory file generated by encoder, rename and remove to:
TestData/Codec_NewDesign/x64/enc_mem_check_point_Zhuling_1280x720.yuv_1_4_3_600.txt
 - Memory analyse result by **run_ParseMemCheckLog.sh** is:
TestData/Codec_NewDesign/x64/MemAnalyseResut_Zhuling_1280x720.yuv_1_4_3_600.txt
 - Test report by **run_MememAnalyseForOneYUV.sh** for
Zhuling_1280x720.yuv is:
TestData/Codec_NewDesign/x64/MemReport_For_Zhuling_1280x720.yuv.csv
 - Ater test all YUV by **run_Main.sh**; report for all YUVs is:
TestData/Codec_NewDesign/x64/MemReport_For_AllYUVs.csv

2. Memory analyse for encode one case

run_ParseMemCheckLog.sh

```
*****
#  brief:  1. parse memory allocate/free info based on memory statistic log
#           ./enc_mem_check_point.txt
#
#           2. to generate above log file,
#              need to enable below macro in codec/common/memory_align.h
#              #define MEMORY_CHECK 1
#
#           3. the output may contain the summary of memory allocate/free
#              statistic info during encoding process, and detail info of all
#              buffers which have been allocated/freed during/after'
#              encoding process
#
#  usage:  ./run_ParseMemCheckLog.sh $LogFile $OutFile $Option
#          ----LogFile:  should be enc_mem_check_point.txt
#                      or other rename log file
#          ----OutFile:  the final report file for memory statistic info
#          ----Option:
#                      1)MemCheck      :   all detail info
#                      2)OverallCheck :   summary info only
#
#
*****
```

Example:

Analyse new design x64 encoder's memory info, with

Case slice mode = 1, slice num = 4,
thread num = 3, target bit rate = 600

LogFile="TestData/Codec_NewDesign/x64/enc_mem_check_point_Zhuling_1280x720.yuv_1_4_3_600.txt"

OutFile="TestData/Codec_NewDesign/x64/MemAnalyseResut_Zhuling_1280x720.yuv_1_4_3_600.txt"

```
✚ ./run_ParseMemCheckLog.sh ${LogFile} ${OutFile} OverallCheck
✚ ./run_ParseMemCheckLog.sh ${LogFile} ${OutFile} MemCheck
```

if using OverallCheck, will only output below summary info

```
TestData/Codec_NewDesign/x64/MemAnalyseResut_Zhuling_1280x720.yuv_1_4_3_600.txt
MemLeakStatus False: AllocatedNum--FreeNum (116--116) :
AllocateSize==FreeSize==LeakSize (25615532==25615532==0)
```

If using OverallCheck, will output detail info about all buffer allocate size, free size, allocate num, free num etc

3. memory analyse for one YUV

run_MememAnalyseForOneYUV.sh

```
*****
# brief: Analyse memroy allocate statistic info for one YUV with
#         all test cases
#
# usage:  ./run_MememAnalyseForOneYUV.sh \${YUVName} \${YUVDIr} \${TestSpace}
#         ----YUVName:   Test YUV's name
#         ----YUVDIr:    Test YUV's folder, script will search YUV
#                       within this folder
#         ----TestSpace: Test data output folder
#
*****
```

Test case for one YUV in script(you can modify it if you want):

```
SliceMode=(0 1 2 3)
SliceNum=(1 4 4 0 )
ThreadNum=(1 2 3 4)
SliceSize=(1500 600)
```

Example:

Test yuv with new design with arch=x64 encoder,

✚ **Step 1:**

copy encoder h264enc from Codec_NewDesign/x64/

✚ **Step 2:**

```
YUVName="Zhuling_1280x720.yuv"
YUVDIr="../../YUV"
TestSpace=" TestData/Codec_NewDesign/x64"
```

✚ **Step 3:**

```
./run_MememAnalyseForOneYUV.sh \${YUVName} \${YUVDIr} \${TestSpace}
```

Then all test data for Zhuling_1280x720.yuv is under folder

TestData/Codec_NewDesign/x64/

Test report file for zhuling is:

TestData/Codec_NewDesign/x64/MemReport_For_Zhuling_1280x720.yuv.csv

4. Memory analyse for all YUVs

run_Main.sh

```
#####
# brief: Analyse memroy allocate statistic info for all YUVs with
#         all test cases
#
# usage:  ./run_Main.sh \${TestYUVListDir}
#         ----TestYUVListDir: Test YUV's folder, script will search YUV
#                           in this folder
#
#####
```

Test all YUVs with all test cases using all encoder in encoder set

You can modify below test sets if you want

```
TestYUVList=("CiscoVT2people_320x192_12fps.yuv" \
             "xuemei_640x360.yuv" \
             "Zhuling_1280x720.yuv" \
             "desktop_dialog_1920x1080_i420.yuv" \
             "SlideShowFast_SCC_2880x1800.yuv")

TestCodecList=("Codec_NewDesign" \
               "Codec_NewDesign_Step_1-3" \
               "Codec_NewDesign_Step_1-4" \
               "Codec_OriginDesign")

TestCodecArchList=("x64" "x86")
```

And combine with cases in run_MememAnalyseForOneYUV.sh

```
SliceMode=(0 1 2 3)
SliceNum=(1 4 4 0)
ThreadNum=(1 2 3 4)
SliceSize=(1500 600)
```

Example:

```
./run_Main.sh ../../YUV
```

Then all test data will be generated under all below folders:

```
TestData/Codec_OriginDesign/x86
TestData/Codec_OriginDesign/x64
TestData/Codec_NewDesign/x86
TestData/Codec_NewDesign/x64
TestData/Codec_NewDesign_Step_1-3/x86
TestData/Codec_NewDesign_Step_1-3/x64
TestData/Codec_NewDesign_Step_1-4/x86
TestData/Codec_NewDesign_Step_1-4/x64
```

5. Example for final Test Data

All test data for all test encoder all arch wit all test YUVs for all cases:

<https://sqbu-github.cisco.com/huashi/OpenH264MemCheckTool/tree/master/TestData>

Final Test report for all YUVs:

<https://sqbu-github.cisco.com/huashi/OpenH264MemCheckTool/blob/master/NewDesignTestData.xlsx>

example for SlideShowFast_SCC_2880x1800.yuv

						Origin design		New design		Delta(%)		
SICM	SlcN	PicW	PicH	ThrdN	SlcSz	AllocSize	FPS	AllocSize	FPS	deltaSiz	deltaFPS(%)	
3	0	2880	1800	1	1500	99424308	85.17	99171165	88.36	-0.25	3.75	
3	0	2880	1800	1	600	99738905	80.77	100121689	86.73	0.38	7.38	
3	0	2880	1800	2	1500	162263844	123.39	137297154	122.54	-15.39	-0.69	
3	0	2880	1800	2	600	162263844	124.79	199850984	127.57	23.16	2.23	
3	0	2880	1800	3	1500	170984608	151.67	149679510	160.58	-12.46	5.87	
3	0	2880	1800	3	600	170984608	157.59	244683892	156.55	43.10	-0.66	
3	0	2880	1800	4	1500	178796354	165.30	168923895	175.24	-5.52	6.01	
3	0	2880	1800	4	600	178796354	166.49	221484277	180.50	23.88	8.41	

-15.39% means that new design decrease overall allocate size;

43.10% means that new design increase overall allocate size due to reallocate modue which is not allowed in origin design

Final test summary:

New design most of time save the overall memory size,
FPS is the same with origin design