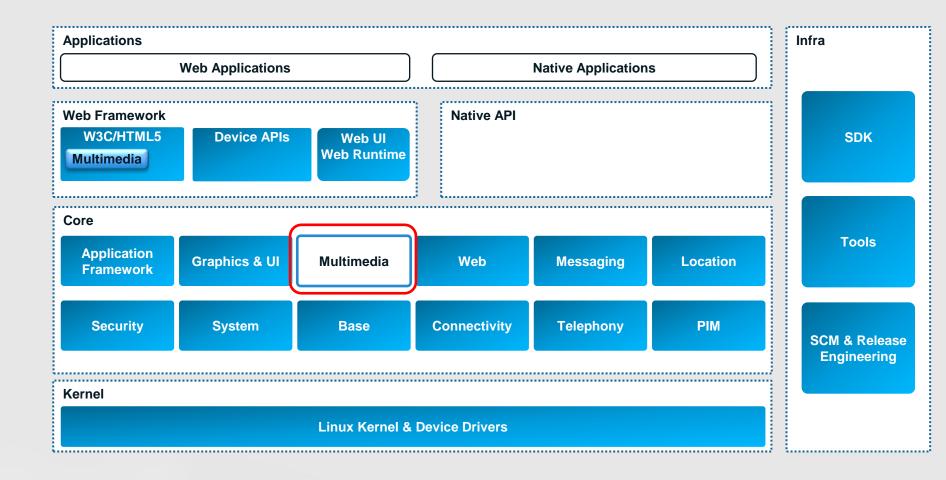


Multimedia Framework Overview

JongHyuk Choi



Tizen Architecture





Multimedia FW provides

- Multimedia APIs for increasing developer productivity
 - Player, Camera APIs etc.
- Plug-in Architecture using GStreamer & PulseAudio



Reduce the integration costs into various kind of targets



gstreamer

Multiple-Format Codec



- Support the various codecs, parser, demuxer & muxer as Plug-in structure
- Support OpenMax IL architecture % You don't need to transcode your video/audio file





Туре	List
Audio codec (Decoder)	AAC, MP3, WMA, AMR, PCM, OGG, FLAC
Video codec (Decoder)	H.263, MPEG-4, Divx, H.264, WMV, MP43, Sorenson Spark
Audio codec (Encoder)	AAC, AMR
Video codec (Encoder)	H.263, MPEG-4, H.264
Container format	MP4,3GP,AVI, WMV, ASF, MKV, MOV, TS MP3,AAC,AMR, AC3, WMA, OGG, WAV



Multimedia FW: Main Features

High Quality Video Playback

- Support various kind of Multimedia Streaming
- Support HTML5 Video and embedded playback in Web Browser
- High Quality Playback with HW codec & Render optimization

High Quality & High Speed Camera/Recorder

- High Quality Image capture & Video Recording: Full HD(1080P)
- Support various kind of shot mode
- Zero Shutter lag, Shot-to-Shot Delay Optimization

WiFi Miracast

Screen & Audio on the Source Device is mirrored on the Sink Device

Media Contents Handling

- Manage Content list and metadata (Video/Audio/Image and Other Files)
- Provide the thumbnail, EXIF & MP3 ID3 tag information
- Support Audio / Video Content Trans-coding





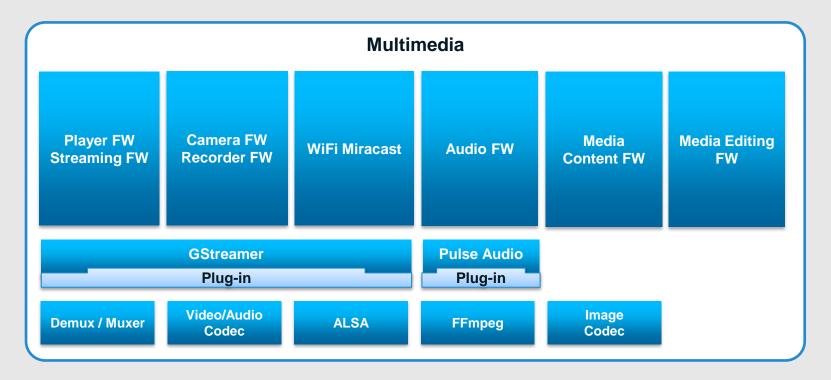








Multimedia FW: Architecture



- Player/Streaming FW: Local Playback, Various kind of Streaming playback (HTTP, HLS, Smooth etc)
- Camera/Recorder FW: Various Shot, Full HD Recording, Audio Recording
- Audio FW: Audio Playback/Capture, Sound Path Control, Audio Session Manager
- WiFi Miracast FW : Screen Mirroring
- Media Content FW: Multimedia Content list and Metadata management
- Media Editing FW: Content Trans-code, Content Metadata Extracting and Writing

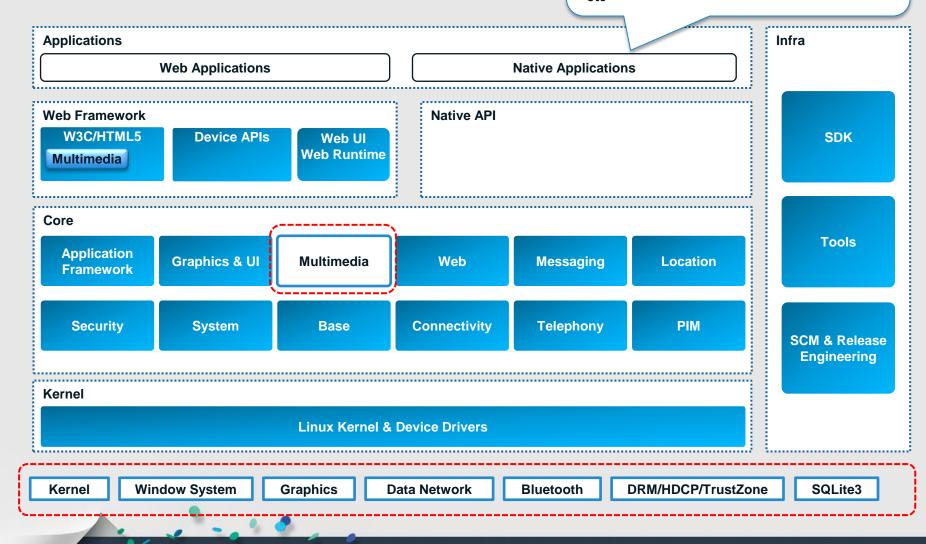


Multimedia FW: Dependency

You can make various Multimedia Applications by using Multimedia APIs

EX) Video/Streaming/Music Player, Camera

- Voice Recorder, Call / Video Call, Gallery -etc

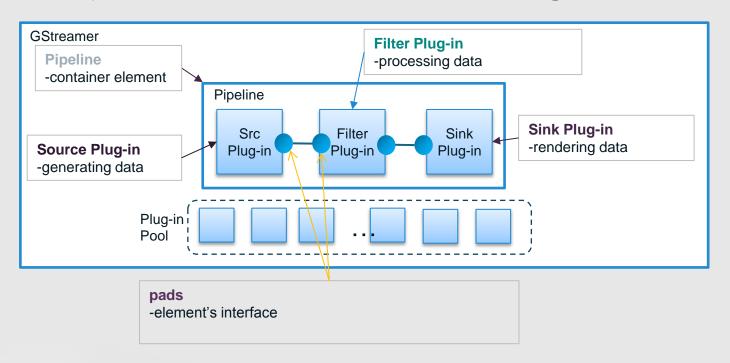


Core Component : GStreamer



GStreamer

Pipeline-based Multimedia Framework / Plug-in architecture



[GStreamer Pipeline Sample]

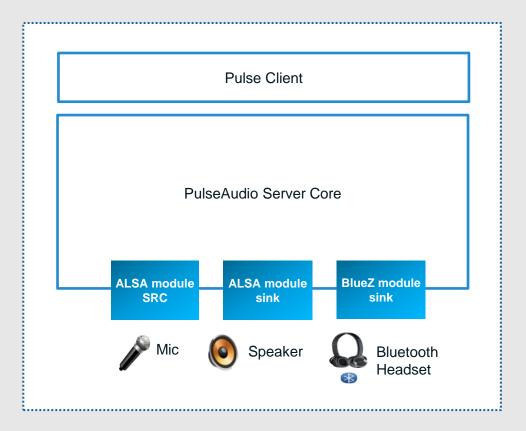


Core Component : PulseAudio



- PulseAudio

- Software mixing of multiple audio streams and Plug-in architecture
- All sound will be played/captured via PulseAudio Server

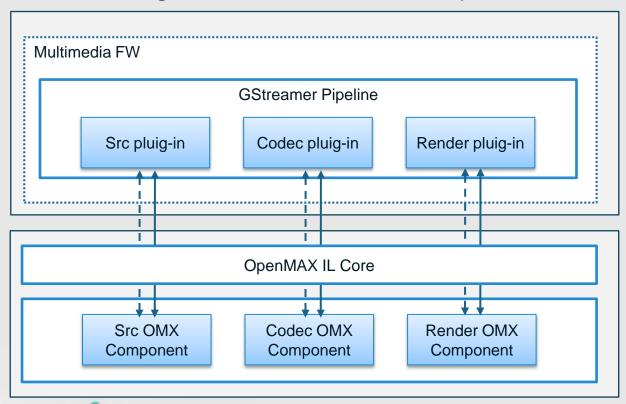




Core Component : GstOpenMax



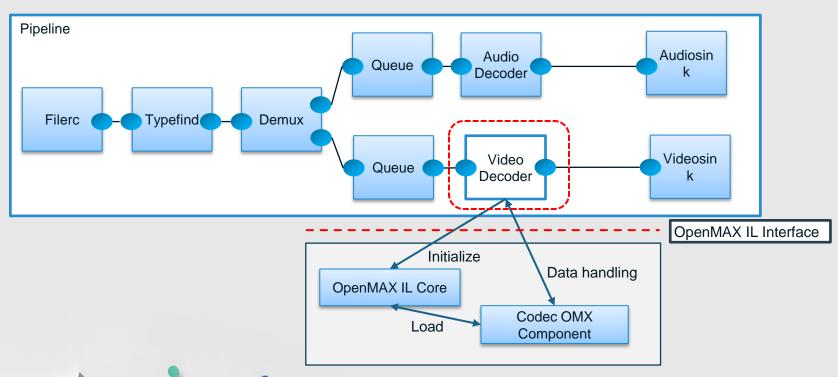
- OpenMax IL is supported for using HW Codec
 - GStreamer Plug-in will communicate with OpenMAX IL Component





Core Component : GstOpenMax

- Using OMX IL on GStreamer
 - GstOpenMax is used for supporting HW Codec
 - Example) In Player pipeline

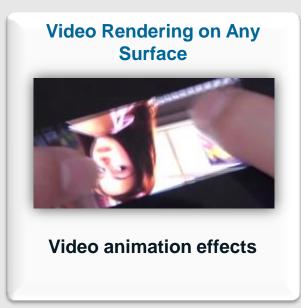


High Quality Video Playback

- Supports High Quality Video Playback based on Plug-in Architecture
 - Play almost every media formats without transcoding
 - Rich media support for Browser and web applications
 - Support embedded video rendering for various type of graphic surfaces



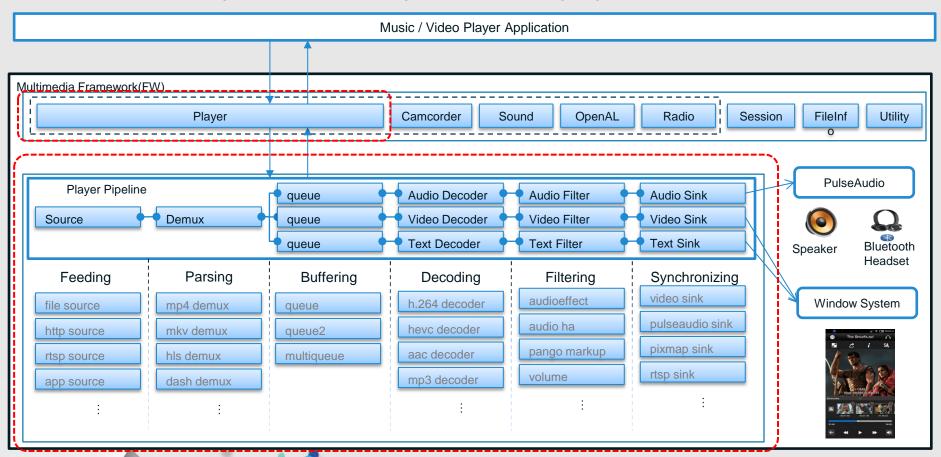






Core Component : Player / Streaming FW

- Provides functions for a multimedia application to implement playback of media contents.
 - Support various file format/ Subtitle (SRT,SMI,SUB)
 - HTTP Streaming, HLS(HTTP Live Streaming), RTP/RTSP Streaming Progressive Download(File/URI) etc



Rich Camera & Audio

- High Quality & High Speed Camera
 - High Resolution Recording & Zero Shutter Lag
 - Pluggable architecture makes easy to apply the audio and the video effect
 - Support various kind of shot modes
- Provide Rich Experience with the Audio Accessory
 - Audio Dock, HDMI, USB Audio 5.1ch, Bluetooth Headset, etc.

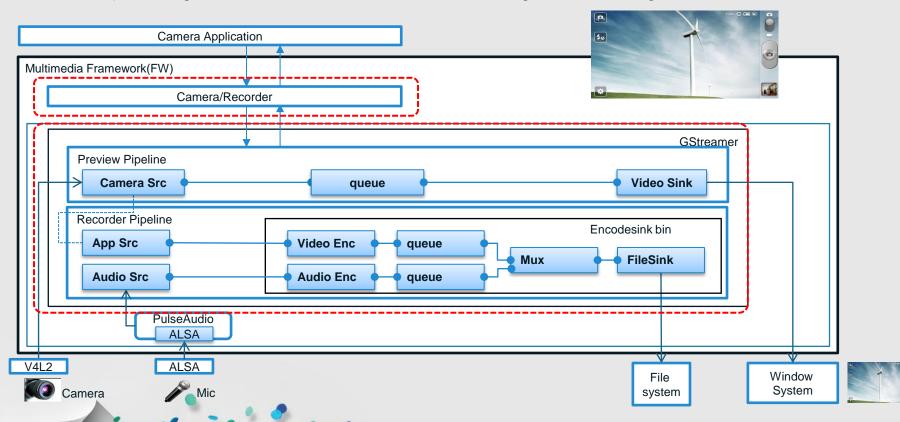






Core Component : Camera / Recorder FW

- Captures various media types like still image, audio/video frame from mic/camera device
 - Capture: single/multi shot / Recorder: Video/Audio recording, Audio Recording



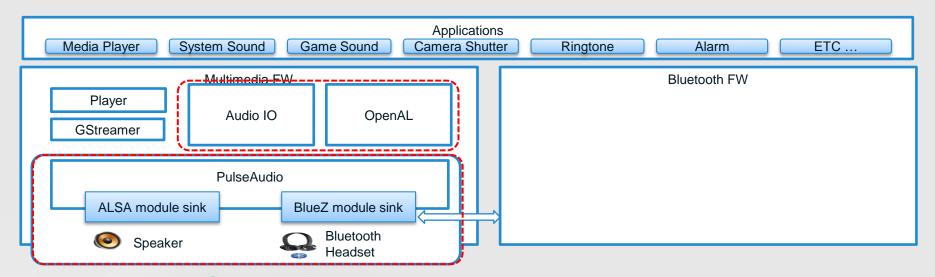
Core Component : Audio FW







- Audio IO
 - Capture or Playback PCM
- OpenAL
 - Open Audio Library, Low latency audio playback especially for the game
- PulseAudio
 - All sound will be played via PulseAudio Server



Screen Mirroring & Media Content

- Support Standard WiFi Miracast
 - Seamlessly displaying multimedia between devices without cables
- Support Media Content FW & EditingFW
 - Scanning Contents, Extracting Metadata and store metadata information by DB
 - Easy to Make User Created Contents

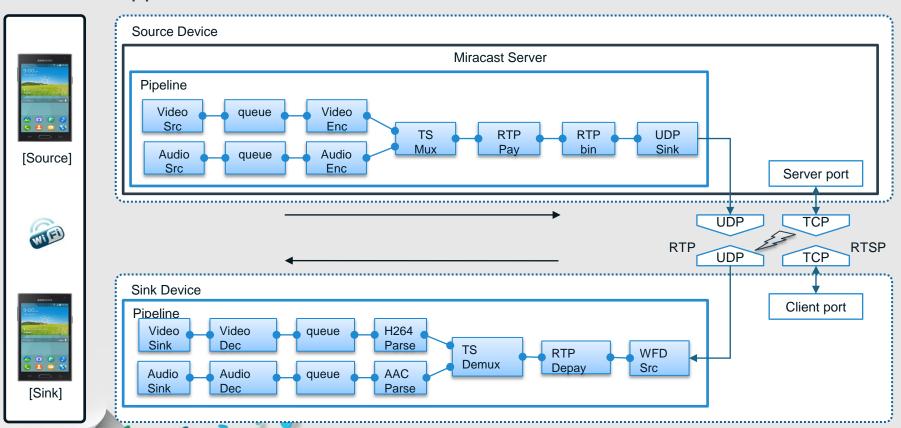






Core Component : WiFi Miracast

- Screen on the Source Device is mirrored on the Sink Device
 - Support Source & Sink Function

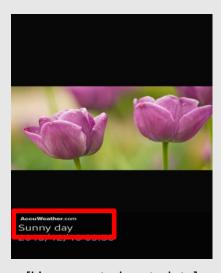


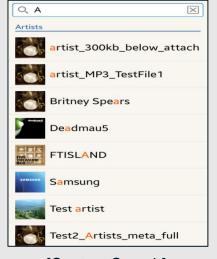
Core Component : Media Content FW

- Manage the Content list and Metadata by DB
 - Scanning Contents
 - Extract Content Metadata and store it in Media DB
 - 1 Manage ID3 Tag / Exif info, Thumbnail and User created metadata etc
 - Support Content browsing and Search









[Content Browsing]

[Content Metadata]

[User created metadata]

[Content Search]



Core Component : Media Editing FW

Transcoder

 Audio Video Content Container format, Codec Format, Scaling, Framerate Converting Support, Content Trim Support

Metadata Editor

ID3 Tag Extracting / Writing, Video Metadata and Frame Extract

Image Util

Image Crop, Resize, Rotate, Color Space Convert Support

	\Rightarrow	
	Before	After
Container	AVI	MP4
Video	H.264	MPEG-4
Audio	MP3	AAC
Resolution	1080*1902	640*480



Media info

Artist Yo-Yo Ma/Ennio Morricone/Roma Sinfonietta

Title Casualities Of War Main Theme (Brian De Palma Suite: Casualities Of War)

Album Yo-Yo Ma Plays Ennio Morricone

Track length 03:53 Genre Classical

Author Ennio Morricone

Copyright Unknown Track number 13

Format 128Kbps 44.1KHz 2ch

[Video Content Transcoding]

[Video Content Frame Extract & Resize]

[ID3 Tag Extract]





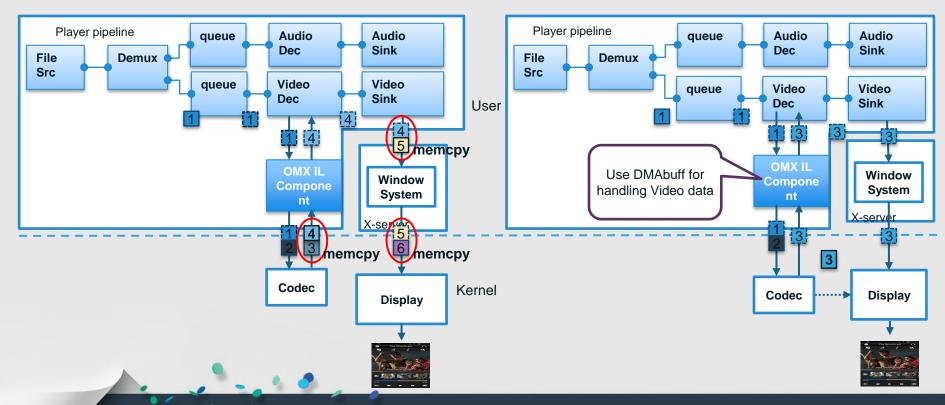
Case Study

Hight Quality Video – Zero Copy

- Memory handling mechanism for Zero Copy in Video playback
 - Use DMAbuff for handling Video data

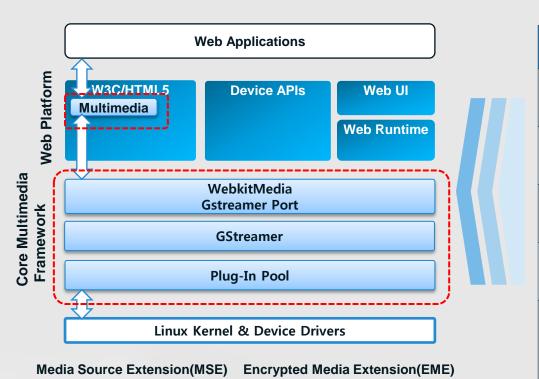
Video Decoding (normal)

Video Decoding (zero-copy)



Rich Web Media Support

- Whole native media supports are integrated into Webkit
 - Webkit uses GStreamer elements from Plug-In Pool



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Tizen Multimedia FW for Mirroring (1/2)

Support WiFi Miracast Source & Sink with various mode

Mirroring – Actual displayed images of WiFi Miracast source device







Mirroring (Video Only mode) – Just Video images of WiFi Miracast source device





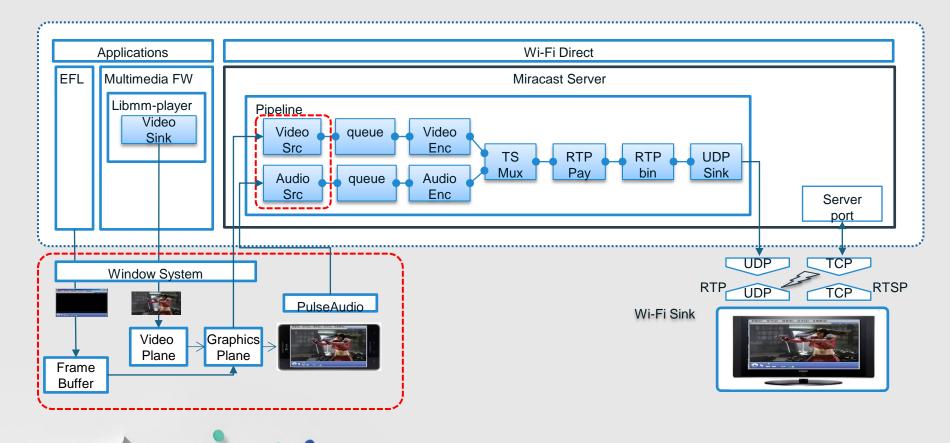


Control by UIBC



Tizen Multimedia FW for Mirroring (2/2)

Pipeline of WiFi Miracast Source



Tizen Multimedia FW on Wearable Devices

- Standalone Music Player
- Standalone Camera, Video Player
- Audio Scenario for S Voice, Voice Control and Call
- Media Content for multi-lingual Localized Sorting





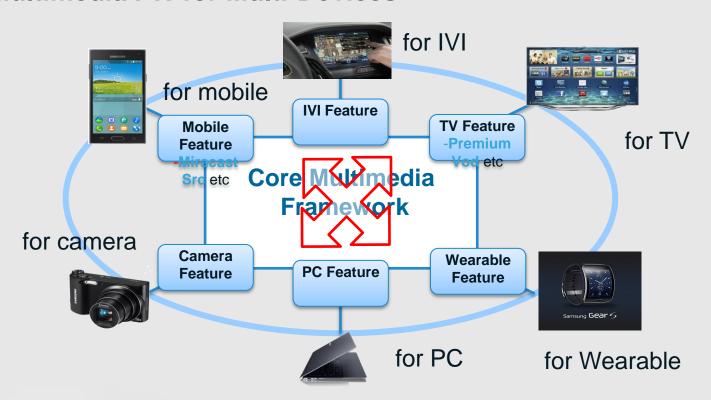






Conclusion

Multimedia FW for Multi-Devices



Tizen Multimedia FW is still developing



