

GPU TECHNOLOGY
CONFERENCE

HIGH-PERFORMANCE GPU VIDEO ENCODING

ABHIJIT PATAIT
SR. MANAGER, NVIDIA

AGENDA

- ▶ GPU Video Encoding Overview
- ▶ NVIDIA Video Encoding Capabilities
 - ▶ Kepler, Maxwell Gen 1, Maxwell Gen 2
- ▶ Software API
- ▶ Performance & Quality
- ▶ Roadmap

WHY GPU VIDEO ENCODING?

BENEFITS

- ▶ Low power
 - ▶ Fixed function hardware, free CPU
 - ▶ Reduced memory transfers
- ▶ Low latency
- ▶ High performance
- ▶ Higher density
- ▶ Scalability
 - ▶ Automatic benefit from improvements in hardware
- ▶ Ease of programming
 - ▶ Linux, Windows, C/C++, Application portability

NVIDIA VIDEO ENCODER CAPABILITIES

MAIN FEATURES

Feature	Benefits
H.264 base, main, high profiles	Wide range of use-cases
H.265/HEVC main profile	Lower bitrates at same quality
High performance (4K @ 60 fps)	“Blazing-speed” encoding
YUV 4:2:0 and 4:4:4 support	High quality encoding without chroma subsampling
QP maps	Customizable quality, region of interest encoding
4K encoding in hardware	High resolution encode
API - NV Encode SDK & GRID SDK	Flexible, Win/Linux, DirectX/CUDA
Independent of CUDA	Use CUDA and encode simultaneously

FEATURE COMPARISON

Kepler	Maxwell Gen 1 (GM10x)	Maxwell Gen 2 (GM20x)
H.264 only	H.264 only	H.264 and HEVC/H.265
Planar 4:4:4 & proprietary 4:4:4; no lossless encoding	Standard 4:4:4 and H.264 lossless encoding	Standard 4:4:4 and H.264 lossless encoding
~ 240 fps 2-pass encoding @ 720p	~ 500 fps 2-pass encoding @ 720p	~ 900 fps 2-pass encoding @ 720p
GRID K340/K520 , K1/K2 , Quadro, Tesla K10/K20	Maxwell-based GRID & Quadro products	TBA
GeForce – 2 full-speed encode sessions/system	GeForce – 2 full-speed encode sessions/system	GeForce – 2 full-speed encode sessions/system
NV Encode SDK 1.0-5.0 (Now)	NV Encode SDK 4.0+ (Now)	NV Encode SDK 5.0+ (Now)
GRID SDK 1.x, 2.2, 2.3 (Now)	GRID SDK 3.0+ (Now)	In development

WHAT'S NEW - HARDWARE

▶ HEVC

- ▶ 8-bit encoding
- ▶ Main8 profile
- ▶ Optimized for low-latency applications (I and P frames)
- ▶ > 300 fps at very high quality 720p

▶ H.264

- ▶ Improved performance (~80% higher compared to 1st Gen Maxwell)
- ▶ 4:4:4 and lossless

WHAT'S NEW - SOFTWARE

- ▶ NVENC SDK 5.0
- ▶ NVIDIA GPU driver 347.18 and above
- ▶ HEVC
 - ▶ Unified API for H.264 and HEVC
 - ▶ Linux & Windows
 - ▶ Intra refresh, ref-pic invalidation, etc. for H.264 and HEVC
- ▶ Support for all NVENC hardware up to GM20x
- ▶ Adaptive quantization
- ▶ Quality improvements
- ▶ All-new sample applications, including a performance application

SOFTWARE API

USING NVENC

Direct Encode

NVENC SDK

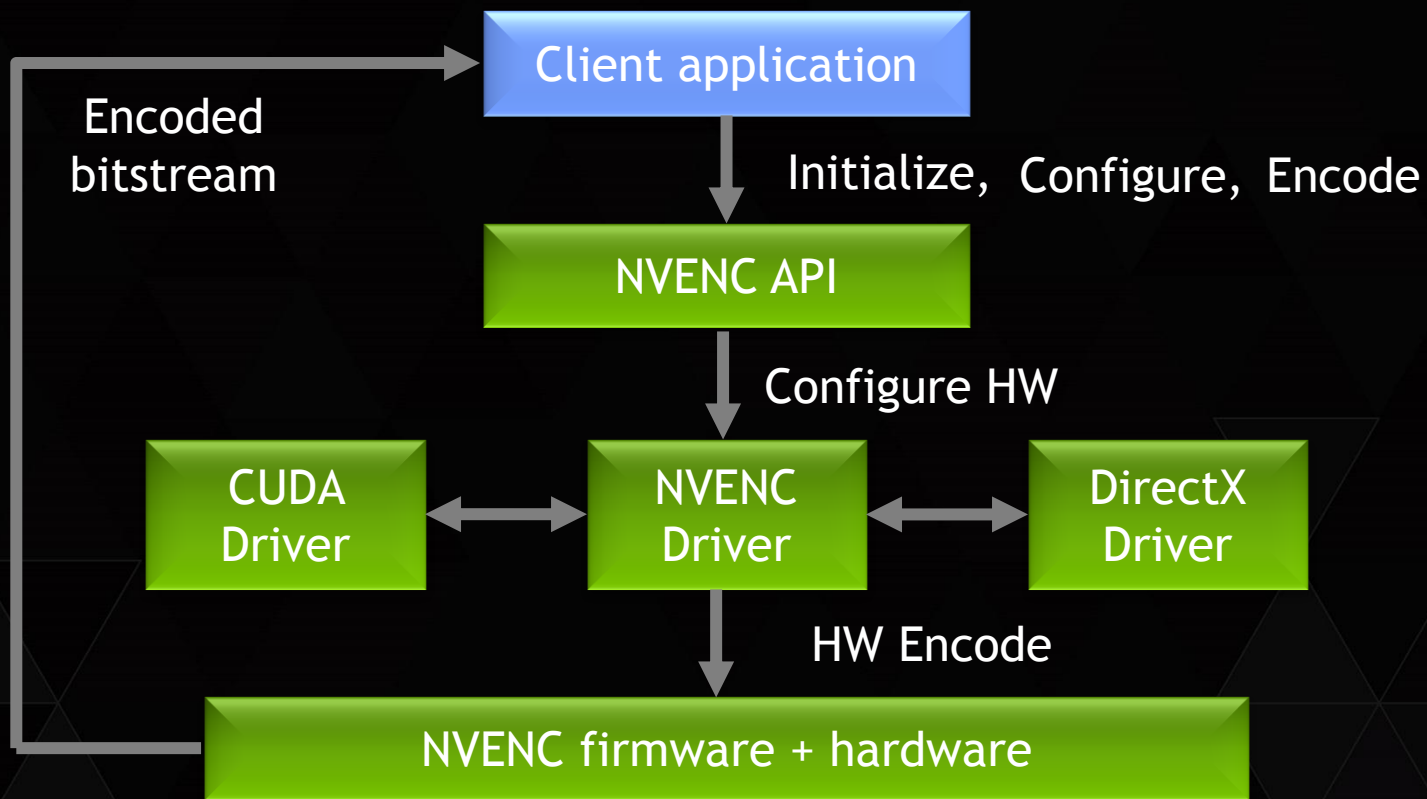
- No capture
- Transcoding
- Archiving
- Video editing
- CUDA pre-process + encoding
- Granular encoder settings
- D3D, CUDA interop

Capture + Encode

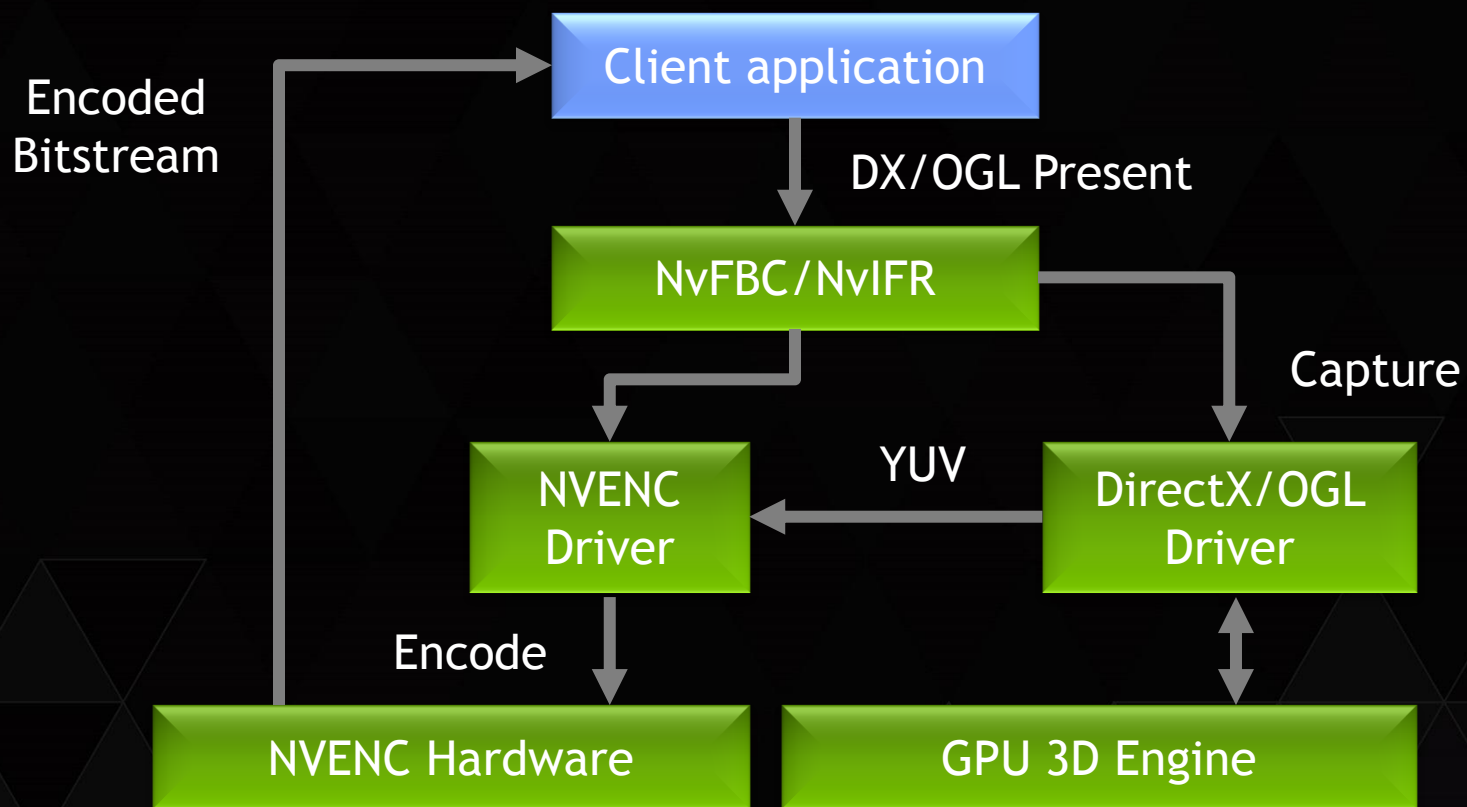
GRID SDK

- Capture + encode
- Optimized for low-latency apps
- Capture + CUDA pre-process + encoding
- Encoder settings optimized for streaming
- D3D, CUDA interop

DIRECT ENCODE (NVENC SDK)



CAPTURE & ENCODE (GRID SDK)



NVENC SDK (1/2)

- ▶ Available on NVIDIA developer zone
 - ▶ <https://developer.nvidia.com/nvidia-video-codec-sdk>
 - ▶ Current release: 5.0
- ▶ Interface header, documentation, sample application
- ▶ .dll/ .so included in the driver
- ▶ Unified API for Windows and Linux
- ▶ Works on x86/x64
- ▶ API's, presets, rate control modes for
 - ▶ Low-latency streaming
 - ▶ Transcoding
 - ▶ Video conferencing

NVENC SDK (2/2)

- ▶ **Unified API for H.264 and HEVC**
- ▶ **Flexibility**
 - ▶ Dynamic resolution/bitrate change
 - ▶ Low-level encoder settings
 - ▶ Windows, Linux, DirectX, CUDA, OGL (via CUDA)
 - ▶ Works on GeForce (2 sessions/system)
- ▶ **Error concealment**
 - ▶ Reference picture invalidation
 - ▶ Intra-refresh
- ▶ **Greater flexibility for quality/performance trade-off**
- ▶ **Lossless encoding only in NVENC SDK**

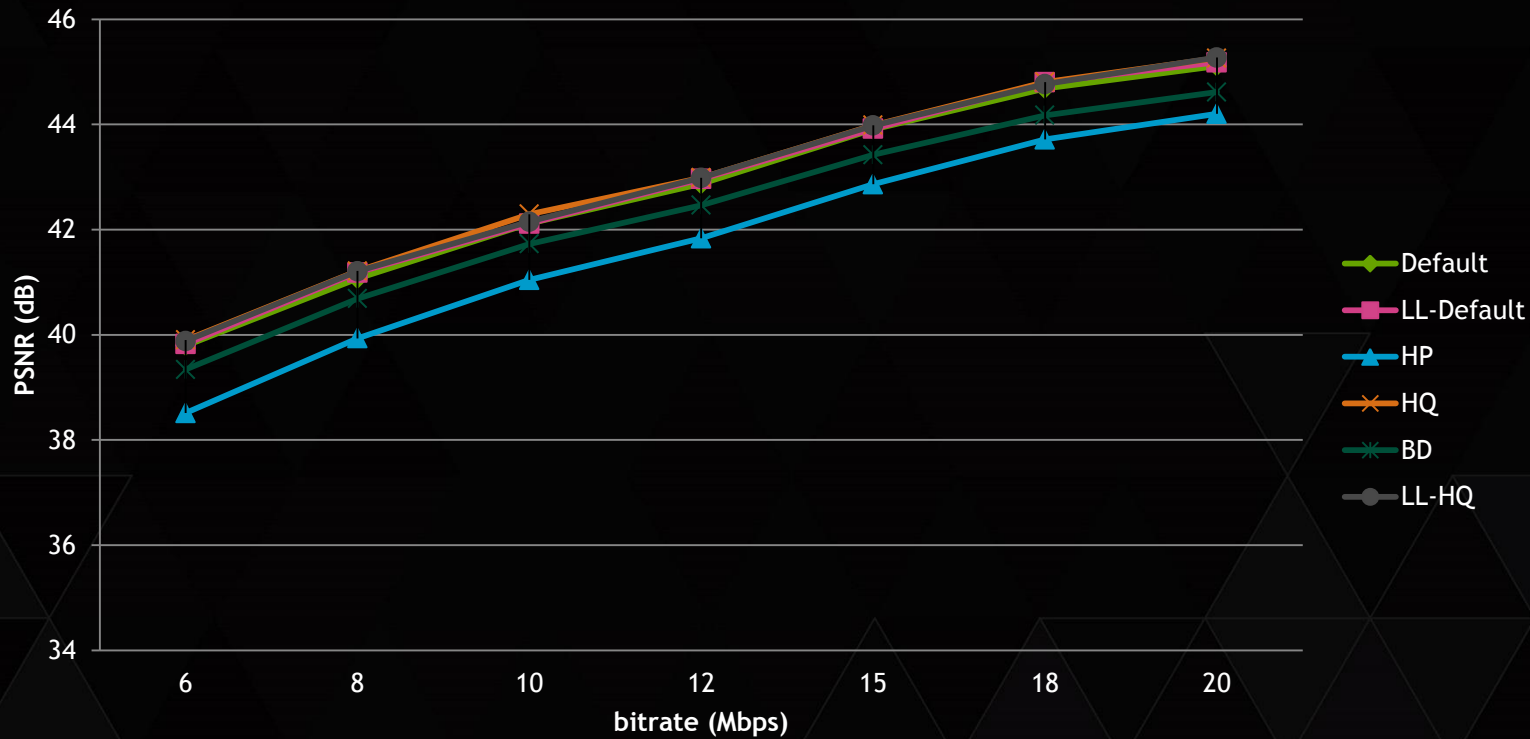
GRID SDK ENCODE

- ▶ NDA only - older release available on NV developer zone
 - ▶ <https://developer.nvidia.com/grid-app-game-streaming>
- ▶ Current release: **3.1 (Now - NDA)**, **2.3 (Public)**
- ▶ Interface header, documentation, sample apps
- ▶ .dll/.so included in the driver
- ▶ **Windows** and **Linux**
- ▶ Works on x86/x64
- ▶ Presets and API's for
 - ▶ Remote graphics (Cloud gaming, remote desktop, capture & stream)
 - ▶ Optimized for low latency

QUALITY

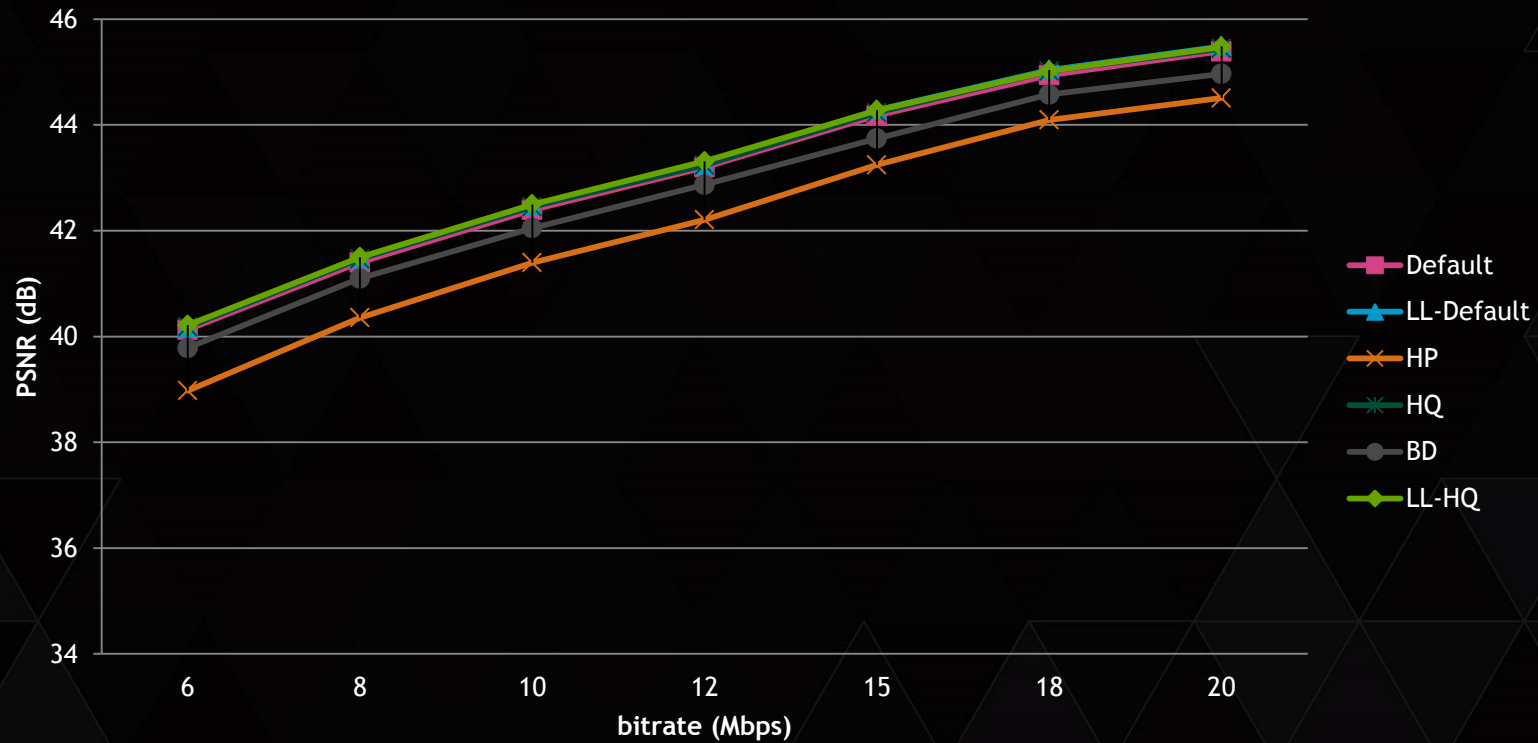
H.264 QUALITY - 1-PASS ENCODING

H.264 quality with 1-pass rate control



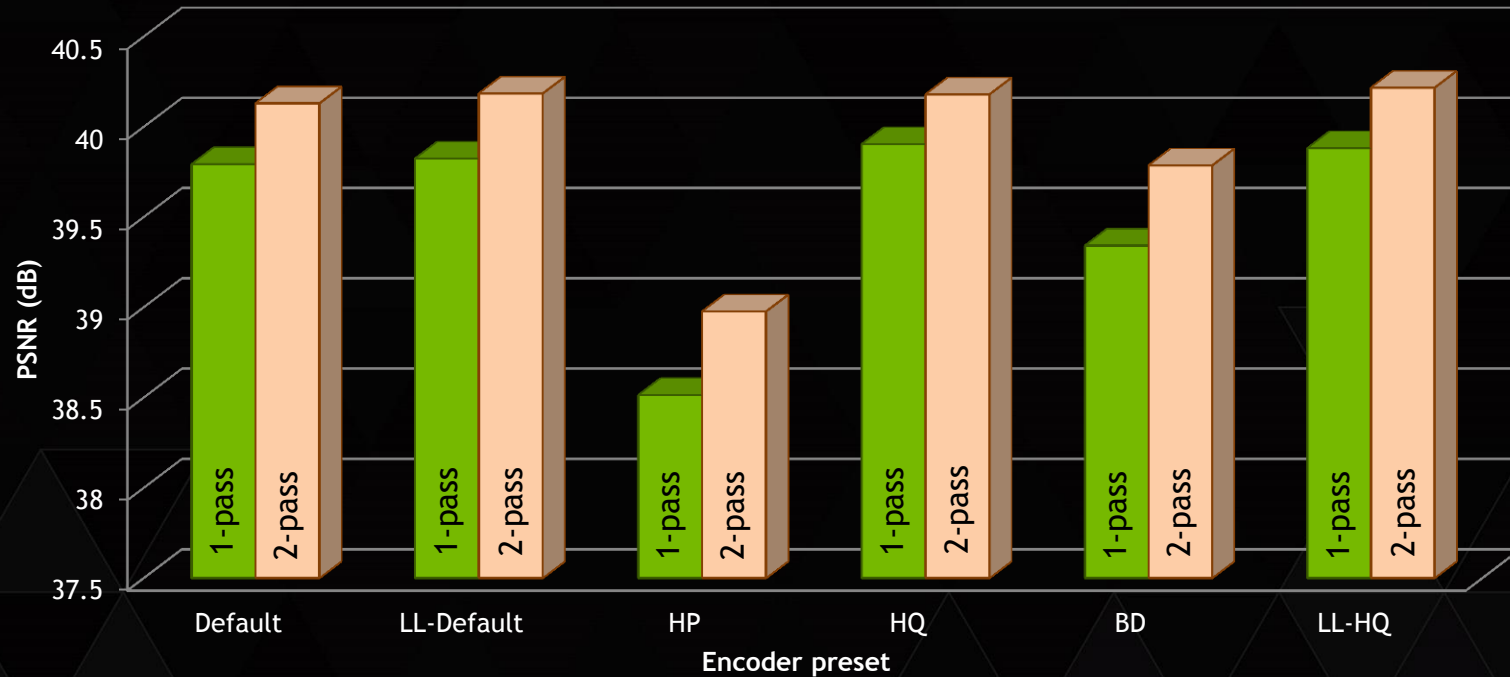
H.264 QUALITY - 2-PASS ENCODING

H.264 quality with 2-pass rate control



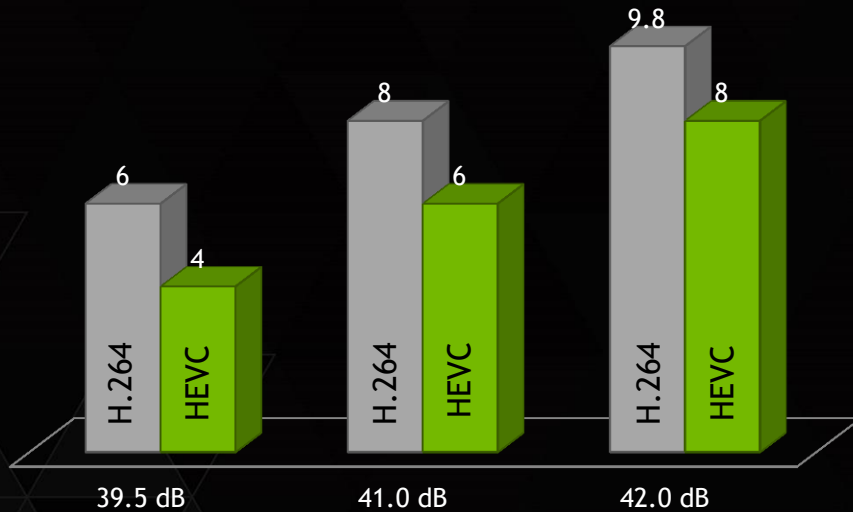
COMPARISON: 1-PASS VS 2-PASS

H.264 quality comparison: 1-pass vs 2-pass



BITRATE SAVINGS

Bitrate savings - Default preset



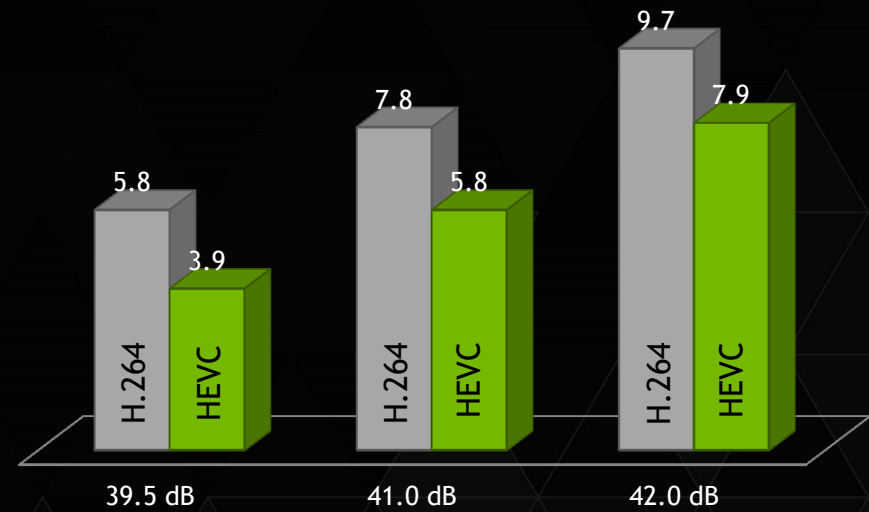
33%

25%

18%

Bitrate savings

Bitrate savings - HQ preset



33%

26%

19%

H.264 VS HEVC



H.264 VS HEVC



PERFORMANCE

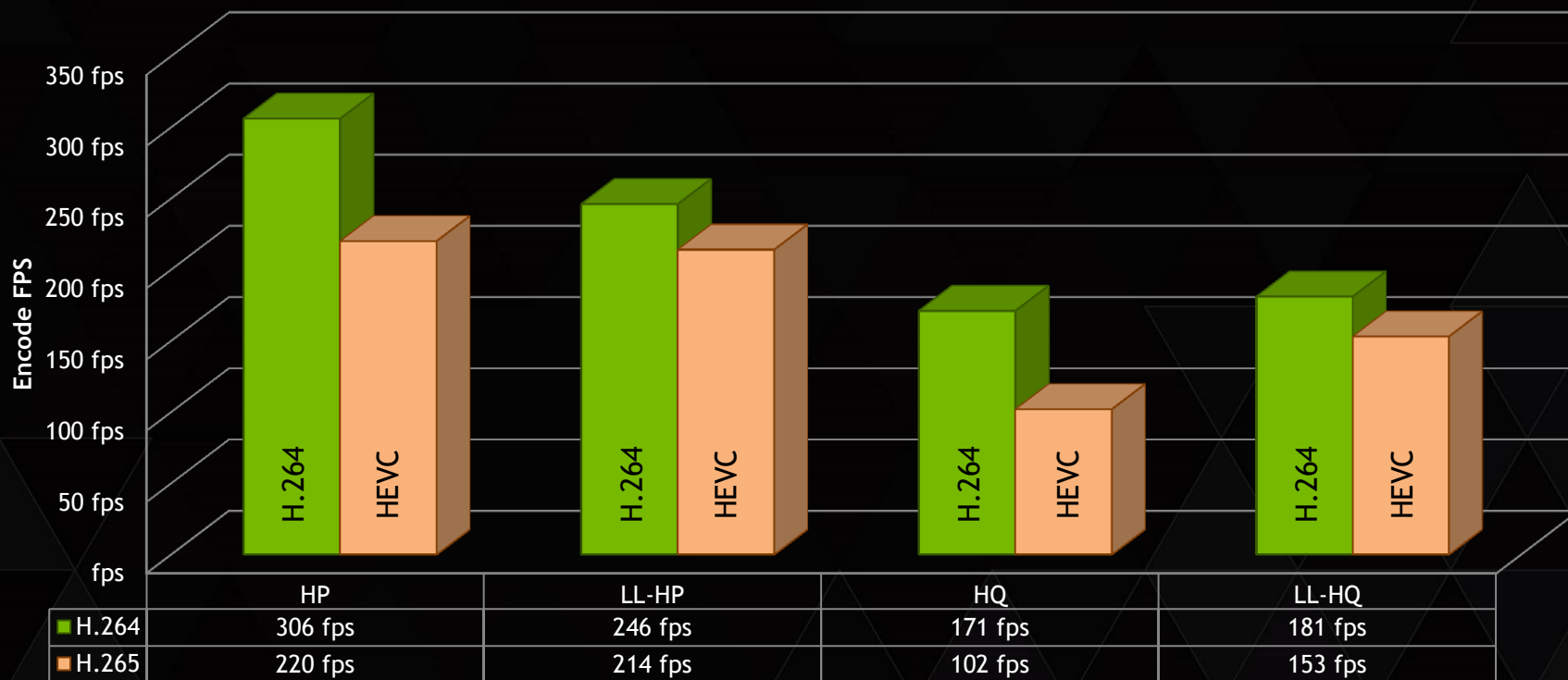
H.264 PERFORMANCE - GM20X

H.264 Performance (1080p)



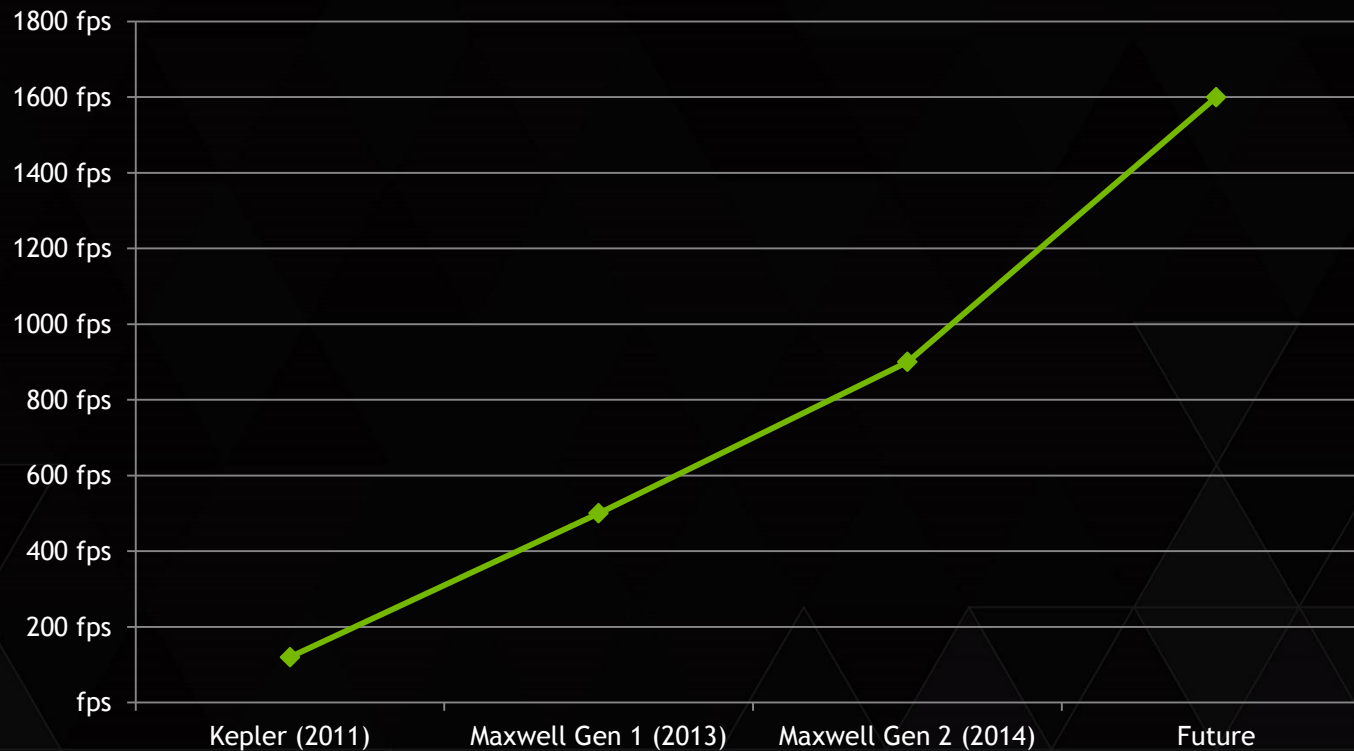
H.264/HEVC PERF COMPARISON

H.264/HEVC Performance: 2-pass



PERFORMANCE - TREND

Performance



ROADMAP

ROADMAP

- ▶ Core GPU chip IP
- ▶ Motion estimation only mode - **2H2015**
- ▶ SAO, 10/12-bit, HEVC B-frames
- ▶ Lossless/4:4:4
- ▶ Improved quality for screen content encoding
- ▶ ME performance and quality enhancements
- ▶ **Today:** 4K@60fps
- ▶ **Next:** 8K@??

GPU TECHNOLOGY
CONFERENCE

THANK YOU

APATAIT@NVIDIA.COM

JOIN THE CONVERSATION

#GTC15   