

Nageru: Taking free software video mixing into 2016

Steinar H. Gunderson

FOSDEM, January 30th 2016

投げる【なげる】 (v1,vt) (1) to throw; to cast away

投げる【なげる】 (v1,vt) (1) to throw; to cast away

(2) to face defeat; to give up;

- Primary goals:
 - High-quality
 - High-performance
 - Usable audio tools

- Nice to have:
 - Suitable for Debian main
 - HTML5 overlay graphics
(and/or integration with CasparCG)
 - A pony

Windows Kernel Graphics Driver Attack Surface

Ilja van Sprundel
Director of Penetration Testing

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Hardware | Software | Wetware
SECURITY SERVICES



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black hat[®]
USA 2014





Quote - Sanders' fired staffer: Josh Uretsky

He was trying to "understand how badly the Sanders campaign's data was exposed" and not attempting to take data from the Clinton campaign".

"We knew there was a security breach in the data, and we were just trying to understand it and what was happening," said Josh Uretsky

He added, "To the best of my knowledge, nobody took anything that would have given the (Sanders) campaign any benefit."

"This wasn't the first time we identified a bad breach," he said, confirming to CNN that the Sanders campaign reported another breach to the DNC in October. "We reported it to them. They thanked us for reporting it and they told us the breach had been closed."

"In retrospect, **I got a little panicky because our data was totally exposed, too,**" Uretsky said of how he handled the latest breach. " We had to have an assessment, and understand of how broad the exposure was and I had to document it so that I could try to calm down and think about what actually happened so that I could figure out how to protect our stuff."

From YouTube:

#Bernie2016

RM S: How dare they to question Sanders ethics!

NUCLEAR
THRONE



NUCLEAR
THRONE



Veselin Topalov

Alder: 40
Verdensranking: 3
FIDE-rating: 2816



Sportskanalen

2

DIREKTE



Stockfish anbefaler

1. ♔c6
2. ♔g5
3. ♔xd5

Siste 3 trekk

19. ♖bxc3
18. ♜bxc3
18. 0-0



01:30:52

ANISH GIRI

19. TREKK

7% 86% 7%

00:08:40

01:28:34

MAGNUS CARLSEN



26. aug 21:01

er VM, melder Sportsnewsarena.com.



Input 1 (720p59,94)

```
MMX (1997)

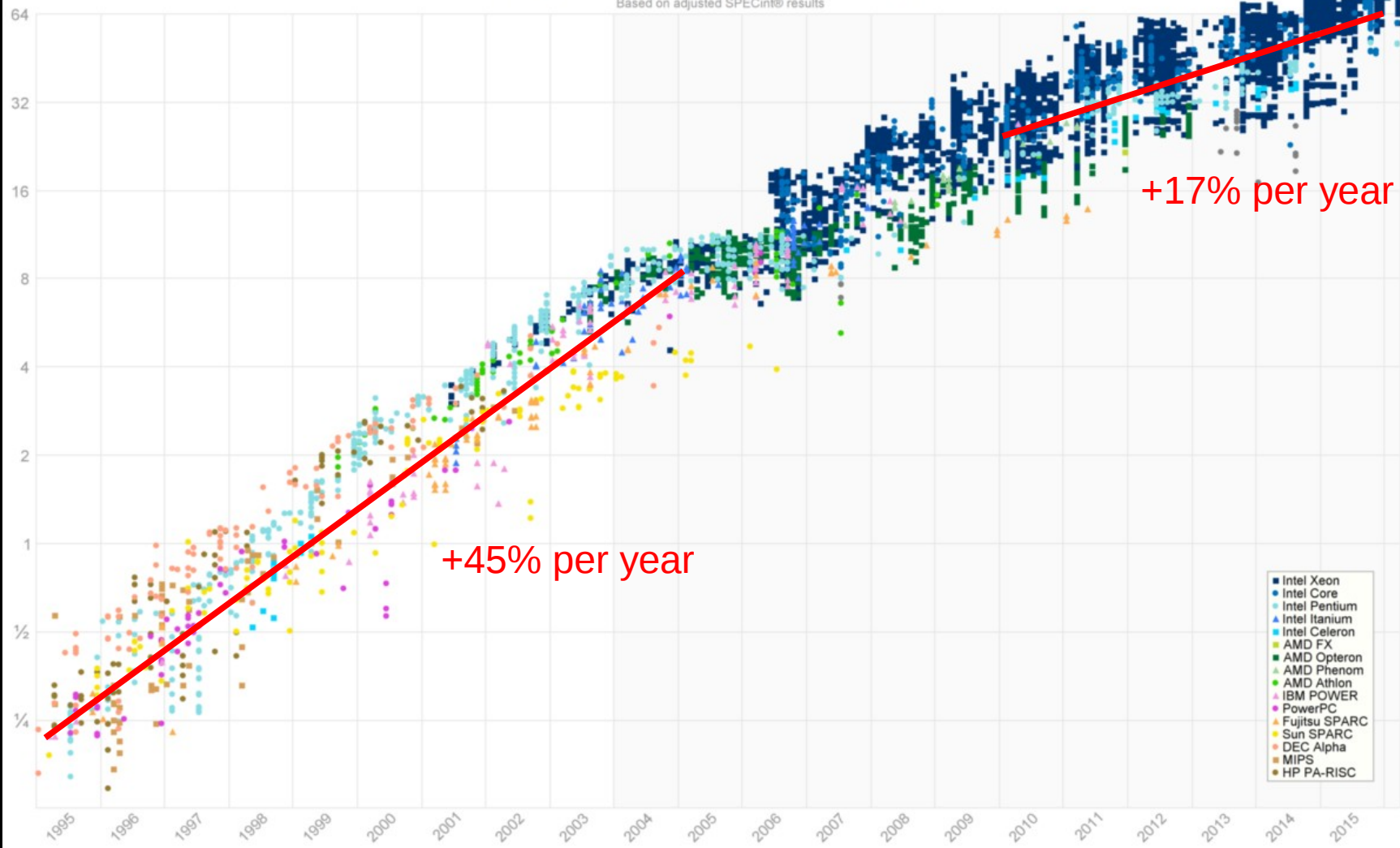
const int B = 16*16*16*16, Binv = 256 - B, ROUND = 128;
int i = 0;
//...
const __m128i zero = _mm_setzero_si64(), roundvec = _mm_set1_pi16(ROUND);
const __m128i base = _mm_set1_pi16(0), basevec = _mm_set1_pi16(base);
const __m128i a_vec = { _mm256_si256, basevec, zero };
const __m128i b_vec = { _mm256_si256, zero };
__m128i outvec = { _mm256_si256, zero };
for ( i = width * height; i > 0; i -= B )
    __m128i avai = a_vec[i / B], bvecj = b_vec[j / B];
    __m128i a_lo = _mm_unpacklo_pi16(avai, zero), a_hi = _mm_unpackhi_pi16(avai, zero);
    __m128i b_lo = _mm_unpacklo_pi16(bvecj, zero), b_hi = _mm_unpackhi_pi16(bvecj, zero);
    __m128i out_lo = _mm_add_pi16(_mm_multo_pi16(a_lo, b_lo), _mm_multo_pi16(a_hi, b_lo));
    __m128i out_hi = _mm_add_pi16(_mm_multo_pi16(a_lo, b_hi), _mm_multo_pi16(a_hi, b_hi));
    out_lo = _mm_srl_pi16(_mm_add_pi16(out_lo, roundvec), 0);
    out_hi = _mm_srl_pi16(_mm_add_pi16(out_hi, roundvec), 0);
    outvec[j / B] = _mm_packuwb(out_lo, out_hi);
}
//...
for ( i = width * height; i > 0; i -= B )
    out[i / B] = (out[i / B] * Binv + ROUND) >> 8;
}
```

Input 2 (720p59,94)



Single-Threaded Integer Performance

Based on adjusted SPECint® results



Source: <https://github.com/preshing/analyze-spec-benchmarks>

From: Steinar H. Gunderson

Cc: Markus Rechberger

Subject: [PATCH] Add support for usbfs zerocopy.

From: Steinar H. Gunderson

Subject: [PATCH] [libusb] Add support for persistent device memory

Original



Bilinear



Nearest



Lanczos,
gamma-correct

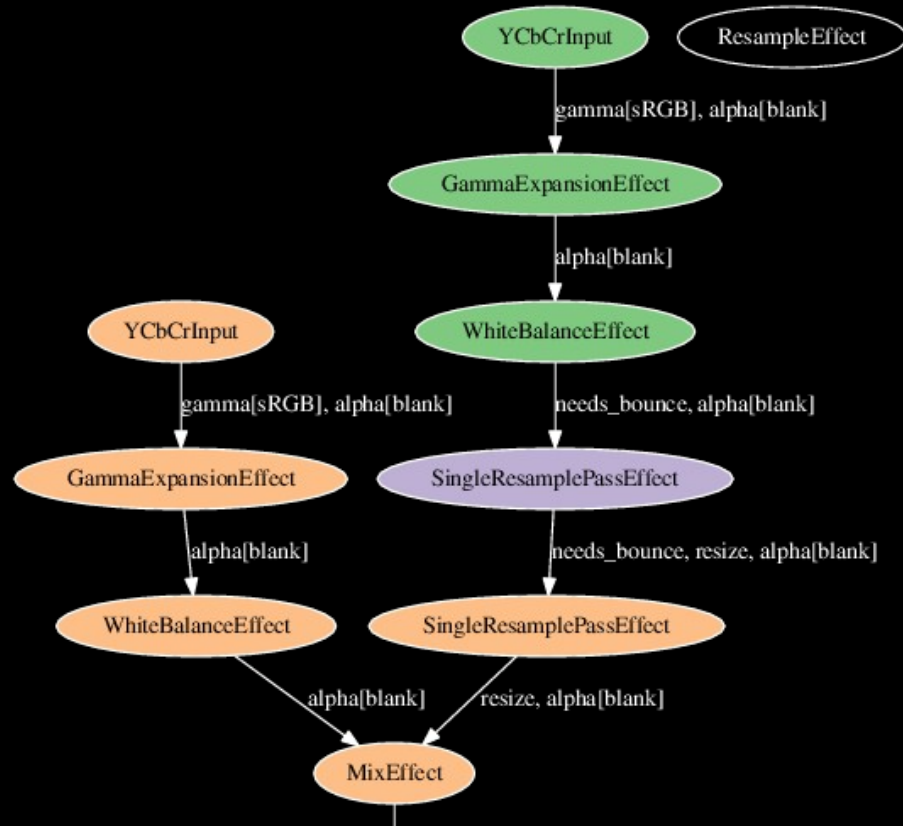


```

function make_fade_input(chain, signal, live, deint, scale)
  local input, wb_effect, resample_effect, last
  if live then
    input = chain:add_live_input(false, deint)
    wb_effect = chain:add_effect(WhiteBalanceEffect.new())
  end
end

```

theme.lua



Movit filter graph

MMX (1997)

```

const int fi = lrintf(f * 256.0), finv = 256 - fi, ROUND = 128;
int i = 0;
//MMX
const __m64 zero = _mm_setzero_si64(), roundvec = _mm_set1_pi16(ROUND);
const __m64 fvec = _mm_set1_pi16(fi), finvvec = _mm_set1_pi16(finv);
const __m64 *avec = (__m64 *)a, *bvec = (__m64 *)b;
__m64 *outvec = (__m64 *)out;
for (; i < width * height; i += 8) {
    __m64 aval = avec[i / 8], bval = bvec[i / 8];
    __m64 a_lo = _mm_unpacklo_pi8(aval, zero), a_hi = _mm_unpackhi_pi8(aval, zero);
    __m64 b_lo = _mm_unpacklo_pi8(bval, zero), b_hi = _mm_unpackhi_pi8(bval, zero);
    __m64 out_lo = _mm_add_pi16(_mm_mullo_pi16(finvvec, a_lo), _mm_mullo_pi16(fvec, b_lo));
    __m64 out_hi = _mm_add_pi16(_mm_mullo_pi16(finvvec, a_hi), _mm_mullo_pi16(fvec, b_hi));
    out_lo = _mm_srli_pi16(_mm_add_pi16(out_lo, roundvec), 8);
    out_hi = _mm_srli_pi16(_mm_add_pi16(out_hi, roundvec), 8);
    outvec[i / 8] = _m_packuswb(out_lo, out_hi);
}
//end!
for (; i < width * height; ++i) {
    out[i] = (a[i] * fi + b[i] * finv + ROUND) >> 8;
}

```

Preview

Cut

Fade



Live



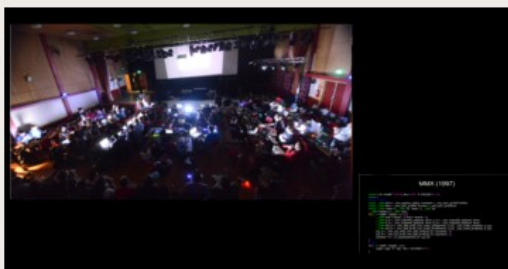
Input 1 (720p59,94)

Set WB



Input 2 (720p59,94)

Set WB



Side-by-side



Static picture

MMX (1997)

```

const int fi = lrintf(f * 256.0), finv = 256 - fi, ROUND = 128;
int i = 0;
#ifdef MMX
const __m64 zero = _mm_setzero_si64(), roundvec = _mm_set1_pi16(ROUND);
const __m64 fvec = _mm_set1_pi16(fi), finvvec = _mm_set1_pi16(finv);
const __m64 *avec = (__m64 *)a, *bvec = (__m64 *)b;
__m64 *outvec = (__m64 *)out;
for (; i < width * height; i += 8) {
    __m64 aval = avec[i / 8], bval = bvec[i / 8];
    __m64 a_lo = _mm_unpacklo_pi8(aval, zero), a_hi = _mm_unpackhi_pi8(aval, zero);
    __m64 b_lo = _mm_unpacklo_pi8(bval, zero), b_hi = _mm_unpackhi_pi8(bval, zero);
    __m64 out_lo = _mm_add_pi16(_mm_mullo_pi16(finvvec, a_lo), _mm_mullo_pi16(fvec, b_lo));
    __m64 out_hi = _mm_add_pi16(_mm_mullo_pi16(finvvec, a_hi), _mm_mullo_pi16(fvec, b_hi));
    out_lo = _mm_srli_pi16(_mm_add_pi16(out_lo, roundvec), 8);
    out_hi = _mm_srli_pi16(_mm_add_pi16(out_hi, roundvec), 8);
    outvec[i / 8] = _m_packuswb(out_lo, out_hi);
}
#else
for (; i < width * height; ++i) {
    out[i] = (a[i] * fi + b[i] * finv + ROUND) >> 8;
}

```

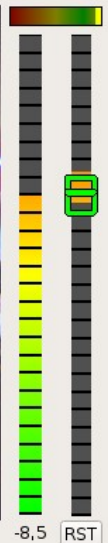
Preview

Cut

Fade



Live



-8,5 RST



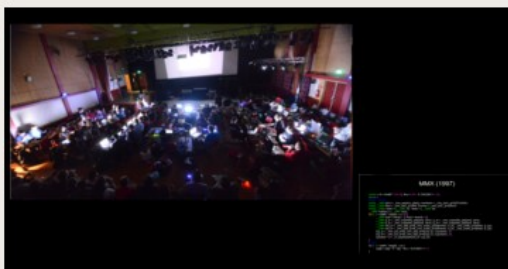
Input 1 (720p59,94)

Set WB



Input 2 (720p59,94)

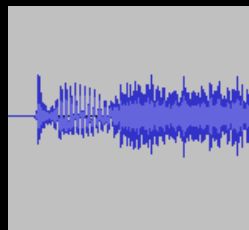
Set WB



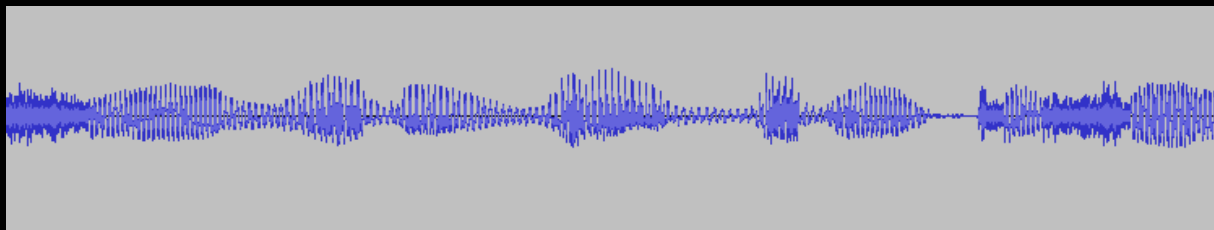
Side-by-side



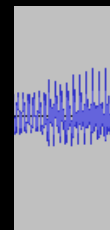
Static picture



Incoming



Queue (~100 ms)



Consumed

MMX (1997)

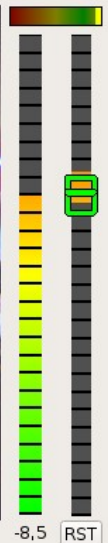
```

const int fi = lrintf(f * 256.0), finv = 256 - fi, ROUND = 128;
int i = 0;
//endf
const __m64 zero = _mm_setzero_si64(), roundvec = _mm_set1_pi16(ROUND);
const __m64 fvec = _mm_set1_pi16(fi), finvvec = _mm_set1_pi16(finv);
const __m64 *avec = (__m64 *)a, *bvec = (__m64 *)b;
__m64 *outvec = (__m64 *)out;
for (; i < width * height; i += 8) {
    __m64 aval = avec[i / 8], bval = bvec[i / 8];
    __m64 a_lo = _mm_unpacklo_pi8(aval, zero), a_hi = _mm_unpackhi_pi8(aval, zero);
    __m64 b_lo = _mm_unpacklo_pi8(bval, zero), b_hi = _mm_unpackhi_pi8(bval, zero);
    __m64 out_lo = _mm_add_pi16(_mm_mullo_pi16(finvvec, a_lo), _mm_mullo_pi16(fvec, b_lo));
    __m64 out_hi = _mm_add_pi16(_mm_mullo_pi16(finvvec, a_hi), _mm_mullo_pi16(fvec, b_hi));
    out_lo = _mm_srli_pi16(_mm_add_pi16(out_lo, roundvec), 8);
    out_hi = _mm_srli_pi16(_mm_add_pi16(out_hi, roundvec), 8);
    outvec[i / 8] = _m_packuswb(out_lo, out_hi);
}
//endf
for (; i < width * height; ++i) {
    out[i] = (a[i] * fi + b[i] * finv + ROUND) >> 8;
}

```

Cut

Fade



Preview

Live

Lo-cut (24dB/oct)



121 Hz

Enabled



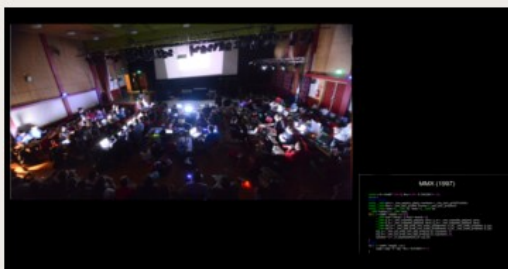
Input 1 (720p59,94)

Set WB



Input 2 (720p59,94)

Set WB



Side-by-side



Static picture

MMX (1997)

```

const int fi = lrintf(f * 256.0), finv = 256 - fi, ROUND = 128;
int i = 0;
//endof!
const __m64 zero = _mm_setzero_si64(), roundvec = _mm_set1_pi16(ROUND);
const __m64 fvec = _mm_set1_pi16(fi), finvvec = _mm_set1_pi16(finv);
const __m64 *avec = (__m64 *)a, *bvec = (__m64 *)b;
__m64 *outvec = (__m64 *)out;
for (; i < width * height; i += 8) {
    __m64 aval = avec[i / 8], bval = bvec[i / 8];
    __m64 a_lo = _mm_unpacklo_pi8(aval, zero), a_hi = _mm_unpackhi_pi8(aval, zero);
    __m64 b_lo = _mm_unpacklo_pi8(bval, zero), b_hi = _mm_unpackhi_pi8(bval, zero);
    __m64 out_lo = _mm_add_pi16(_mm_mullo_pi16(finvvec, a_lo), _mm_mullo_pi16(fvec, b_lo));
    __m64 out_hi = _mm_add_pi16(_mm_mullo_pi16(finvvec, a_hi), _mm_mullo_pi16(fvec, b_hi));
    out_lo = _mm_srli_pi16(_mm_add_pi16(out_lo, roundvec), 8);
    out_hi = _mm_srli_pi16(_mm_add_pi16(out_hi, roundvec), 8);
    outvec[i / 8] = _m_packuswb(out_lo, out_hi);
}
//endof!
for (; i < width * height; ++i) {
    out[i] = (a[i] * fi + b[i] * finv + ROUND) >> 8;
}

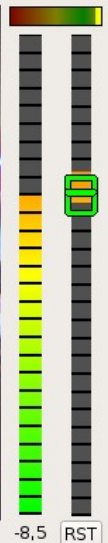
```

Cut

Fade



Live



Preview

Lo-cut (24dB/oct) Gain staging



121 Hz



+13,0 dB

Enabled Auto



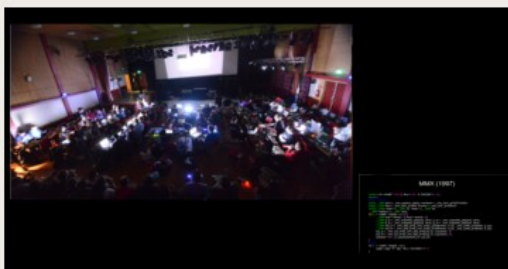
Input 1 (720p59,94)

Set WB



Input 2 (720p59,94)

Set WB



Side-by-side



Static picture

MMX (1997)

```

const int fi = lrintf(f * 256.0), finv = 256 - fi, ROUND = 128;
int i = 0;
#ifdef MMX
const __m64 zero = _mm_setzero_si64(), roundvec = _mm_set1_pi16(ROUND);
const __m64 fvec = _mm_set1_pi16(fi), finvvec = _mm_set1_pi16(finv);
const __m64 *avec = (__m64 *)a, *bvec = (__m64 *)b;
__m64 *outvec = (__m64 *)out;
for (; i < width * height; i += 8) {
  __m64 aval = avec[i / 8], bval = bvec[i / 8];
  __m64 a_lo = _mm_unpacklo_pi8(aval, zero), a_hi = _mm_unpackhi_pi8(aval, zero);
  __m64 b_lo = _mm_unpacklo_pi8(bval, zero), b_hi = _mm_unpackhi_pi8(bval, zero);
  __m64 out_lo = _mm_add_pi16(_mm_mullo_pi16(finvvec, a_lo), _mm_mullo_pi16(fvec, b_lo));
  __m64 out_hi = _mm_add_pi16(_mm_mullo_pi16(finvvec, a_hi), _mm_mullo_pi16(fvec, b_hi));
  out_lo = _mm_srli_pi16(_mm_add_pi16(out_lo, roundvec), 8);
  out_hi = _mm_srli_pi16(_mm_add_pi16(out_hi, roundvec), 8);
  outvec[i / 8] = _m_packuswb(out_lo, out_hi);
}
#endif
for (; i < width * height; ++i) {
  out[i] = (a[i] * fi + b[i] * finv + ROUND) >> 8;
}

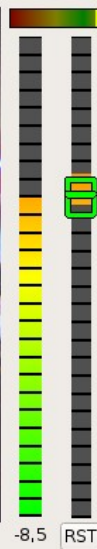
```

Cut

Fade



Live



Preview

Lo-cut (24dB/oct) Gain staging Compr. threshold



121 Hz



+13,0 dB



-26,0 dB

Enabled

Auto

Enabled



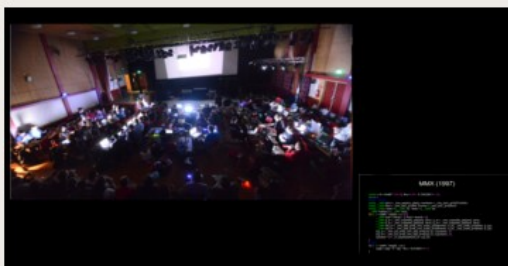
Input 1 (720p59,94)

Set WB



Input 2 (720p59,94)

Set WB



Side-by-side



Static picture

MMX (1997)

```

const int fi = lrintf(f * 256.0), finv = 256 - fi, ROUND = 128;
int i = 0;
#ifdef MMX
const __m64 zero = _mm_setzero_si64(), roundvec = _mm_set1_pi16(ROUND);
const __m64 fvec = _mm_set1_pi16(fi), finvvec = _mm_set1_pi16(finv);
const __m64 *avec = (__m64 *)a, *bvec = (__m64 *)b;
__m64 *outvec = (__m64 *)out;
for (; i < width * height; i += 8) {
    __m64 a_val = avec[i / 8], b_val = bvec[i / 8];
    __m64 a_lo = _mm_unpacklo_pi8(a_val, zero), a_hi = _mm_unpackhi_pi8(a_val, zero);
    __m64 b_lo = _mm_unpacklo_pi8(b_val, zero), b_hi = _mm_unpackhi_pi8(b_val, zero);
    __m64 out_lo = _mm_add_pi16(_mm_mullo_pi16(finvvec, a_lo), _mm_mullo_pi16(fvec, b_lo));
    __m64 out_hi = _mm_add_pi16(_mm_mullo_pi16(finvvec, a_hi), _mm_mullo_pi16(fvec, b_hi));
    out_lo = _mm_srli_pi16(_mm_add_pi16(out_lo, roundvec), 8);
    out_hi = _mm_srli_pi16(_mm_add_pi16(out_hi, roundvec), 8);
    outvec[i / 8] = _m_packuswb(out_lo, out_hi);
}
#endif
for (; i < width * height; ++i) {
    out[i] = (a[i] * fi + b[i] * finv + ROUND) >> 8;
}

```

Cut

Fade



Live



Preview

Lo-cut (24dB/oct) Gain staging Compr. threshold Limiter threshold



1.21 Hz

Enabled



+13.0 dB

Auto



-26.0 dB

Enabled



-10.0 dB

Enabled



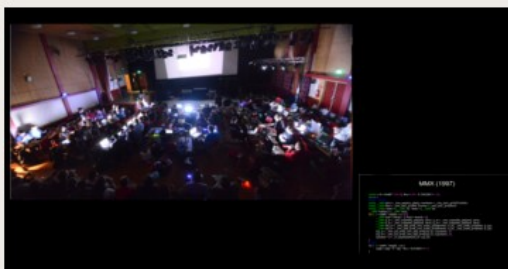
Input 1 (720p59,94)

Set WB



Input 2 (720p59,94)

Set WB



Side-by-side



Static picture

MMX (1997)

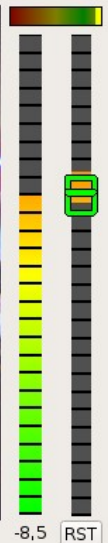
```

const int fi = lrintf(f * 256.0), finv = 256 - fi, ROUND = 128;
int i = 0;
#ifdef MMX
const __m64 zero = _mm_setzero_si64(), roundvec = _mm_set1_pi16(ROUND);
const __m64 fvec = _mm_set1_pi16(fi), finvvec = _mm_set1_pi16(finv);
const __m64 *avec = (__m64 *)a, *bvec = (__m64 *)b;
__m64 *outvec = (__m64 *)out;
for (; i < width * height; i += 8) {
  __m64 a_val = avec[i / 8], b_val = bvec[i / 8];
  __m64 a_lo = _mm_unpacklo_pi8(a_val, zero), a_hi = _mm_unpackhi_pi8(a_val, zero);
  __m64 b_lo = _mm_unpacklo_pi8(b_val, zero), b_hi = _mm_unpackhi_pi8(b_val, zero);
  __m64 out_lo = _mm_add_pi16(_mm_mullo_pi16(finvvec, a_lo), _mm_mullo_pi16(fvec, b_lo));
  __m64 out_hi = _mm_add_pi16(_mm_mullo_pi16(finvvec, a_hi), _mm_mullo_pi16(fvec, b_hi));
  out_lo = _mm_srli_pi16(_mm_add_pi16(out_lo, roundvec), 8);
  out_hi = _mm_srli_pi16(_mm_add_pi16(out_hi, roundvec), 8);
  outvec[i / 8] = _m_packuswb(out_lo, out_hi);
}
#endif
for (; i < width * height; ++i) {
  out[i] = (a[i] * fi + b[i] * finv + ROUND) >> 8;
}

```

Cut

Fade



Live

Preview

Lo-cut (24dB/oct) Gain staging Compr. threshold Limiter threshold Makeup gain



121 Hz

Enabled



+13,0 dB

Auto



-26,0 dB

Enabled



-10,0 dB

Enabled



-0,1 dB

Auto



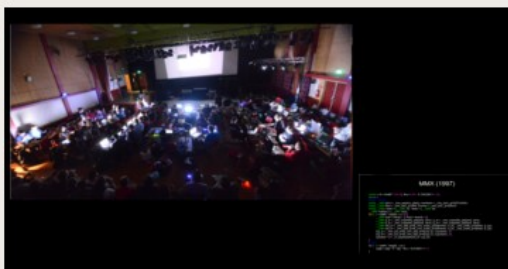
Input 1 (720p59,94)

Set WB



Input 2 (720p59,94)

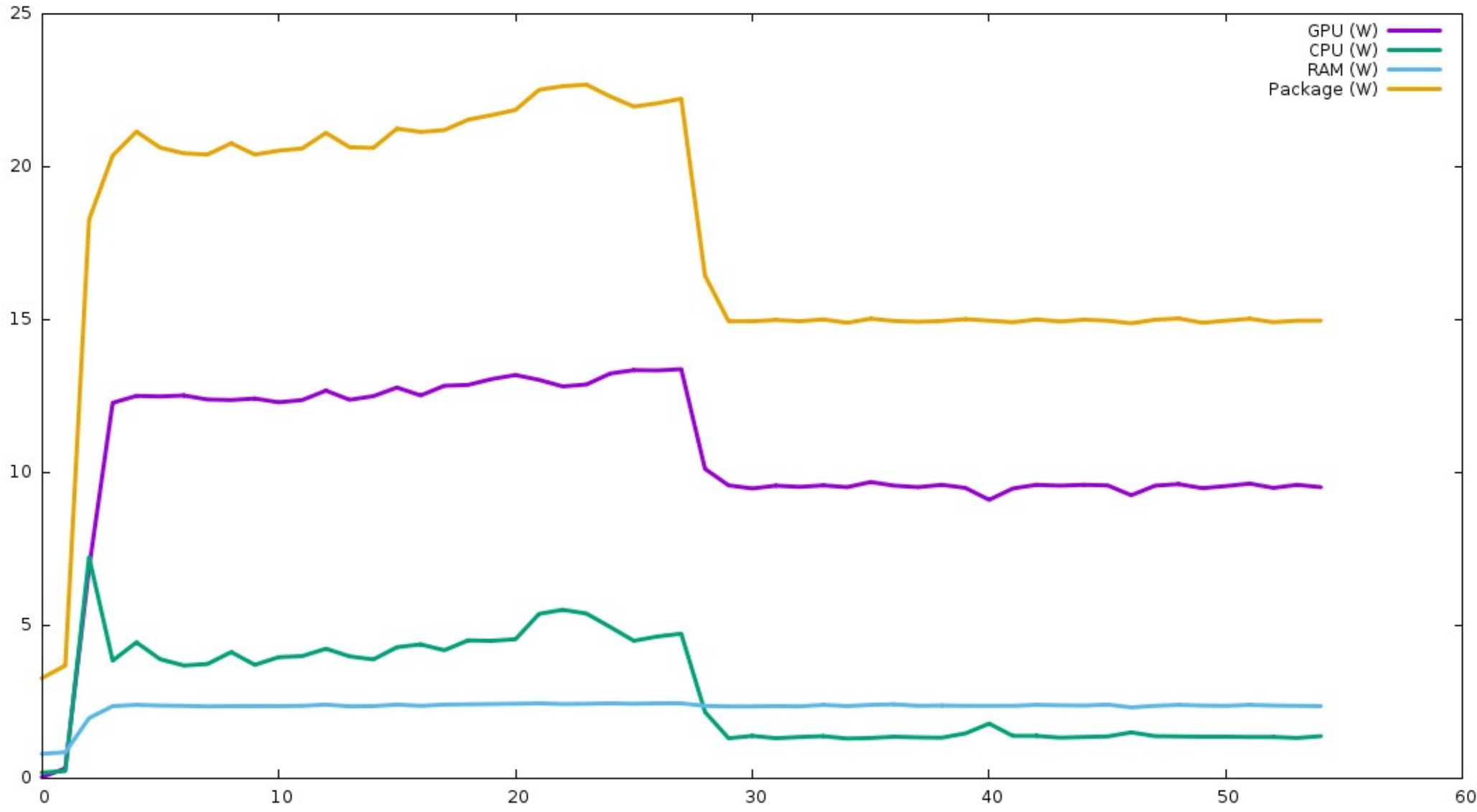
Set WB



Side-by-side

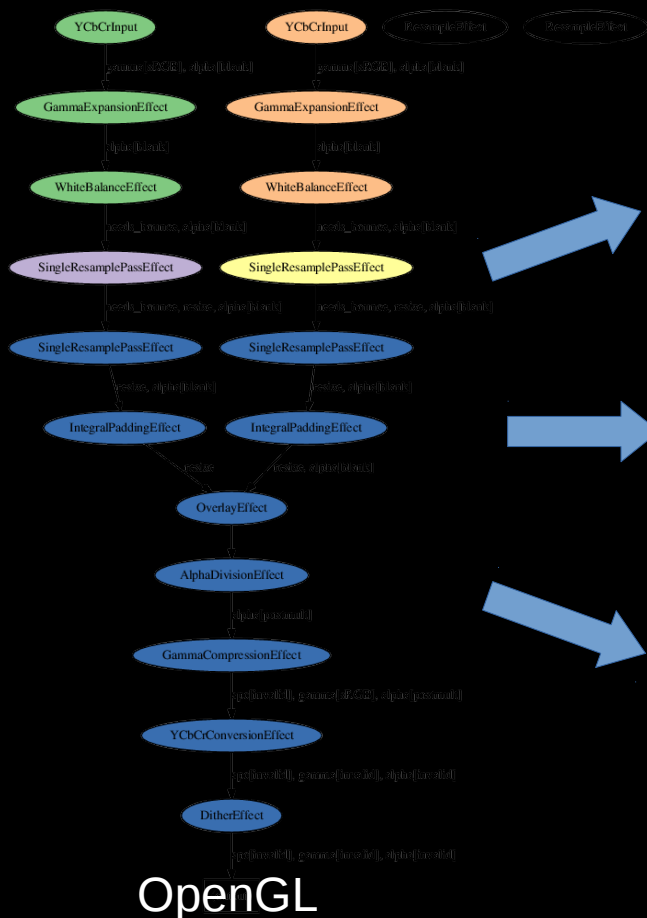


Static picture



From: Steinar H. Gunderson

Subject: [PATCH] Add SSE2 support to zita-resampler

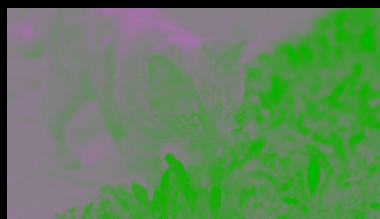


RGB

Display



Y'



CbCr



4:2:0



H.264
(~25 Mbit/sec)

Live demo!

Thank you!

(Q&A if people have not run out of patience yet)

<https://nageru.sesse.net/>