IP Video Phone on DM64x

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Acknowledgments to:
Ittiam AV Systems and VVOIP Teams
Overview

- Video Phone
  - Brief history
  - Over IP – New Markets

- Suitability of DM64x
  - Solution variants

- Challenges
  - Raw Computational Complexity
  - Interoperability
  - Quality of Service
    - Video Quality, Latency, Error Resilience, Lip Sync
  - Total Bill of Materials

- Ittiam Solution on DM642
Video Phone

- Pursued since the 1960’s
- Adopted widely today in corporate environments
  - Over ISDN
  - Over Leased networks
- Tends to be expensive
  - Cheap ones have poor quality
- PC software solutions exist for consumers
  - Hog most of the PC when running
  - High resolutions are not possible
    - Even if bandwidth permits it
  - Not TV-centric
- Bandwidth limitations to consumers
  - Limits the user experience
IP Video Phone

- Rides on the success of Voice over IP’s wide acceptance
- Triggered by
  - Broadband deployments and last-mile solutions
    - DSL
    - DOCSIS cable modems
    - Wi-Fi/WiMax
  - Low cost computing power
  - High level of peripheral integration (reduced BoM)
  - Interoperability protocols
- New markets
  - Multi-use appliances (targeting the consumer space)
    - IP video phone / set-top box / …
  - PC acceleration cards (targeting the enterprise space)
    - For collaborative work environments
  - Video Acceleration for existing VoIP products
VoIP Components

Capture → AEC/ECS → Encode → Packetize → UDP/IP Send

Double Talk Detector → Encode

PlayOut

Decode (or) Conceal → AJB + Depacketize → UDP/IP Receive

SIP/H.323 → Call Setup Manager → TCP/IP Send/Rcv

UI Module → NIC

Texas Instruments

Technology for Innovators™
VoIP + Video

Capture → Encode → Packetize → UDP/IP Send

AEC/AES → Capture → Encoder → Packetize → UDP/IP Send

UDP/IP Send/Rcv → TCP/IP Send/Rcv

SIP/H.323 Call Setup Manager → TCP/IP Send/Rcv

UI Module

AJB + Depacketize

AJB + Depacketize

UDP/IP Receive

Decode (or) Conceal

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PlayOut

Lip Sync

PlayOut

Double Talk Detector

N I C

PlayOut

Technology for Innovators™

TI C64x DSP Core

- Up to 1GHz clocking of the core
- VLIW architecture – exploits instruction level parallelism
- Acceleration for video compression
  - 8-bit SIMD instructions tuned for motion estimation/compensation
    - SUBABS4, AVGU4, MPY4, etc.
  - Unaligned loads
  - Packing/unpacking instructions
  - 64-bit wide load/store
  - Enhanced DMA Controller
    - 2D DMA support
    - 4 Priority Queues (to allow peripherals to work in parallel)
    - 64-channels
    - Transfer Completion Interrupt, Chaining, & Linking
  - 2-level on-chip cache
    - Reasonable amount of on-chip memory
Suitability of TI DM641/642

- Glueless interface
  - to CMOS sensor modules
  - to LCD module or NTSC/PAL encoders
- I2C interface to control on-board peripherals
- On-chip Ethernet MAC with DMA capability
- PCI interface
  - Low cost peripherals
  - Easy to make it as an accelerator card
- Host Port Interface
  - Enables VoIP processor + Video processor model
- Interface to audio ADC and DAC
- Up to 64-bit wide EMIF
  - Enables code and data to be transferred faster
- GIOs for Keypad/Remote Interfacing
Potential Configurations

**Single Processor**
- DM642
- Camera Module
- LCD Controller
- SDRAM
- Flash
- Audio
- ADC
- Audio DAC
- Eth
- PHY
- Key Pad

**VoIP Processor + DM64x for Video Processing**
- SDRAM
- Camera Module
- DM642
- RISC
- Flash
- Audio
- ADC
- Key Pad
- Eth
- PHY
- Audio DAC

**PC (as VoIP Processor) + DM64x for Video Processing**
- Camera Module
- DM642
- SDRAM
- PCI
- PC + NIC + Monitor + Keyboard
Challenge Dimensions

- To decrease network bandwidth requirements
  - Need to
    - Improve encoding algorithms
    - Move from H.263+/MPEG-4 to H.264
  - Increases computational complexity several fold

- So many pieces to integrate; Increases
  - Overall design complexity
  - Task scheduling complexity
  - Internal memory usage complexity
    - Code placement
    - Scratch re-use
Challenge Dimensions

○ Interoperability Challenges
  ➔ Suite of Video and Speech Codecs
    • H.261, H.263, H.263+, H.264
    • G.711, G.723, G.726. …
  ➔ RTP packetization for each codec
    • Variations introduced by different vendors
    • Draft stage for new codecs
  ➔ SIP level interoperability
  ➔ RTCP provision at the remote end
  ➔ NTP server
Challenge Dimensions

Quality of Service Challenges

- Visual quality
  - Complex encoding algorithms
  - In the presence of packet losses
    - Error robustness varies with the codec
    - Trade-offs among intra refresh rate, FEC protection, bit-rate, and quality

- Latency
  - Needs to be close to 250ms for good interaction
  - Requires a fine granularity of scheduling to pipeline all processing stages
  - Have no control on Network latencies
  - Ability to respond to congestion through rate control
Ittiam Video Phone Solution

- DM642@600MHz based
- MPEG-4/H.263 at VGA@20-25fps + G.723
- All VoIP components
- Latency < 300ms (excluding network latency)
- Handles packet loss
  - through intra refresh, RTCP
- Custom reference board with camera, LCD, keypad, and speakers
Future Steps

- H.264 Baseline Profile@CIF@30fps
  - Exploit error resilience mechanisms in H.264
- Make it work with the multiple configurations
- Reduce latency through fine granular pipelining