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Introduction

We have done testing for our SDK to demonstrate current performance results on NVIDIA desktop and mobile GPUs for frequently used algorithms, image resolutions 2K/4K and bit depths.

Hardware and Software requirements (OS, PC, GPU, etc.)

- OS: Windows-7/8/10 (64-bit), Linux (64-bit), Linux4Tegra
- NVIDIA GPU: Server (Tesla, Quadro), Desktop (GeForce GTX/GT), Laptop (GeForce GT), Mobile (Tegra K1/X1/X2)
- CUDA-9.2 (64-bit)

Benchmarks for Fastvideo Image & Video Processing SDK (ms)

<i>Fastvideo SDK / NVIDIA GPU</i>	<i>GeForce 1080</i>	<i>Quadro P6000</i>	<i>Tegra X1</i>	<i>Tegra X2</i>
JPEG Encoder				
2K gray (8-bit, q=90%)	0.216	0.11	1.5	1.2
2K (24-bit, q=90%, 4:2:0)	0.36	0.17	2.4	2.0
2K (24-bit, q=90%, 4:4:4)	0.40	0.21	3.7	3.1
4K gray (8-bit, q=90%)	0.55	0.35	6.3	5.0
4K (24-bit, q=90%, 4:2:0)	0.78	0.51	9.4	7.9
4K (24-bit, q=90%, 4:4:4)	1.12	0.74	14.9	12.5
4K gray (12-bit, q=90%)	0.83	0.54	11.2	8.5
4K (36-bit, q=90%, 4:2:0)	1.22	0.82	17.9	13.4
4K (36-bit, q=90%, 4:4:4)	1.90	1.32	28.6	22.4
JPEG Decoder				
2K gray (8-bit, q = 90%)	0.55	0.40	3.1	2.5
2K (24-bit, q = 90%, 4:2:0)	1.36	1.20	6.2	5.3
2K (24-bit, q = 90%, 4:4:4)	1.02	0.73	8.3	6.1
4K gray (8-bit, q = 90%)	1.52	1.28	11.9	9.1
4K (24-bit, q = 90%, 4:2:0)	2.61	2.12	27.1	19.5
4K (24-bit, q = 90%, 4:4:4)	2.78	2.28	32.6	21.4

Resizer (Lanczos3 algorithm)				
2K (color, 24-bit, downscale = 2.0)	0.38	0.35	5.6	4.9
2K (color, 24-bit, downscale to 1919x1079)	0.66	0.60	10.6	9.9
4K (color, 24-bit, downscale = 2.0)	1.21	1.01	20.4	17.7
4K (color, 24-bit, downscale to 3839x2159)	2.34	1.93	39.5	35.6
Demoaic HQLI				
2K (8-bit, RGGB)	0.065	0.04	0.7	0.56
2K (16-bit, RGGB)	0.13	0.06	1.0	0.66
4K (8-bit, RGGB)	0.23	0.15	2.7	2.15
4K (16-bit, RGGB)	0.46	0.20	3.9	2.6
Demoaic DFPD				
2K (8-bit, RGGB)	0.17	0.13	2.7	2.3
2K (16-bit, RGGB)	0.24	0.13	2.5	1.9
4K (8-bit, RGGB)	0.61	0.45	11.1	9.6
4K (16-bit, RGGB)	0.81	0.45	9.6	7.5
Demoaic MG				
2K (16-bit, RGGB)	0.52	0.38	7.8	6.1
4K (16-bit, RGGB)	1.9	1.29	32	25
Denoiser with CDF 9/7 wavelet				
2K (gray, 8-bit)	0.61	0.37	5.5	4.4
2K (color, 24-bit)	1.78	1.07	15.2	11.3
4K (gray, 8-bit)	1.96	1.21	21	16.7
4K (color, 24-bit)	5.85	3.47	59	43
JPEG2000 Encoder (single image mode, sampling 4:4:4)				
2K (24-bit, lossy, cb 32x32, cr = 12)	7.0	6.8	70	57
2K (24-bit, lossless, cb 32x32)	10.2	10.3	180	118
4K (24-bit, lossy, cb 32x32, cr = 12)	19.2	17.45	-	184
4K (24-bit, lossless, cb 32x32)	34.9	30.7	-	442
JPEG2000 Encoder (multithread-batch mode, sampling 4:4:4)				
2K (24-bit, lossy, cb 32x32, cr = 12)	3.3	2.84	-	54
4K (24-bit, lossy, cb 32x32, cr = 12)	12.0	10.3	-	179

Time and performance measurements for Fastvideo SDK modules on NVIDIA GPUs for grayscale and color images don't take into account host I/O latency (image loading to RAM from HDD/SSD and saving back). We have presented timings for computations on GPU only. As soon as any image processing pipeline consists of series of such algorithms (SDK modules), it's a reasonable approach to measure only computation time, assuming that initial and final images reside in GPU memory.

Fastvideo SDK modules for CUDA image processing (ver. 0.13.1.3)

- Image acquisition (from HDD/SSD/RAM, camera, grabber, byte array in CPU/GPU memory, OpenGL texture, PBO, etc.)
- Unpacking module for specific formats of RAW data
- Dark Frame Subtraction
- Shading Correction
- White balance (R, G1, G2, B)
- Exposure correction with LUT (Raw Curves and Levels for each channel)
- Raw Denoiser
- Debayer: HQLI (8/16-bit), DFPD (8/16-bit), MG (16-bit)
- Denoiser for processed data
- Color Correction with matrix profile
- Color Transforms: RGB-YCbCr-RGB, RGB-HSV-RGB, etc.
- Composite or per-color 8/10/12/14/16-bit 1D LUTs for tone mapping in RGB or HSV
- Gamma transform (composite or per-color component)
- 3D LUTs for RGB or HSV
- DCP profile support
- Histograms for RAW and processed data
- RGB Parade (waveform monitor)
- Rotation (90/180/270 degrees), flip/flop, arbitrary angle
- Resize (downsampling and upsampling)
- Remap (shift, resize, rotate, perspective, undistortion, projections, etc.)
- LCP support
- Unsharp Mask
- Realtime output via OpenGL
- JPEG Codec (Baseline JPEG only: 8/24-bit, Huffman encoding/decoding)
- MJPEG input or output
- 12-bit JPEG Encoder
- Raw Bayer Codec (lossy compression and decompression)
- JPEG2000 Codec (8-16 bits per channel)
- Stream-per-thread option to overlap copy and computations
- Other: trace, multiplexor, time measurements, HD-SDI support, multiple camera

Demo software for Image & Video Processing on CUDA

One can download demo applications for JPEG Codec, JPEG2000 Codec, Debayer and Resizer from www.fastcompression.com/download/download.htm. These are high performance applications with command-line interface to evaluate both performance and quality of GPU-based Image & Video Processing SDK. Other sample applications could be found in the SDK.

The latest version of **Fast CinemaDNG Processor** is available from www.fastcinemadng.com

The latest release of Fastvideo SDK is available upon request.

Fastvideo Roadmap 2018

- Fast 12-bit JPEG Decoder
- JPEG2000 Decoder optimization, MXF Player
- OpenGL output to 10-bit monitor
- Final release of Fast CinemaDNG Processor software