



High quality in a low latency world

AV1 for live streaming and RTC

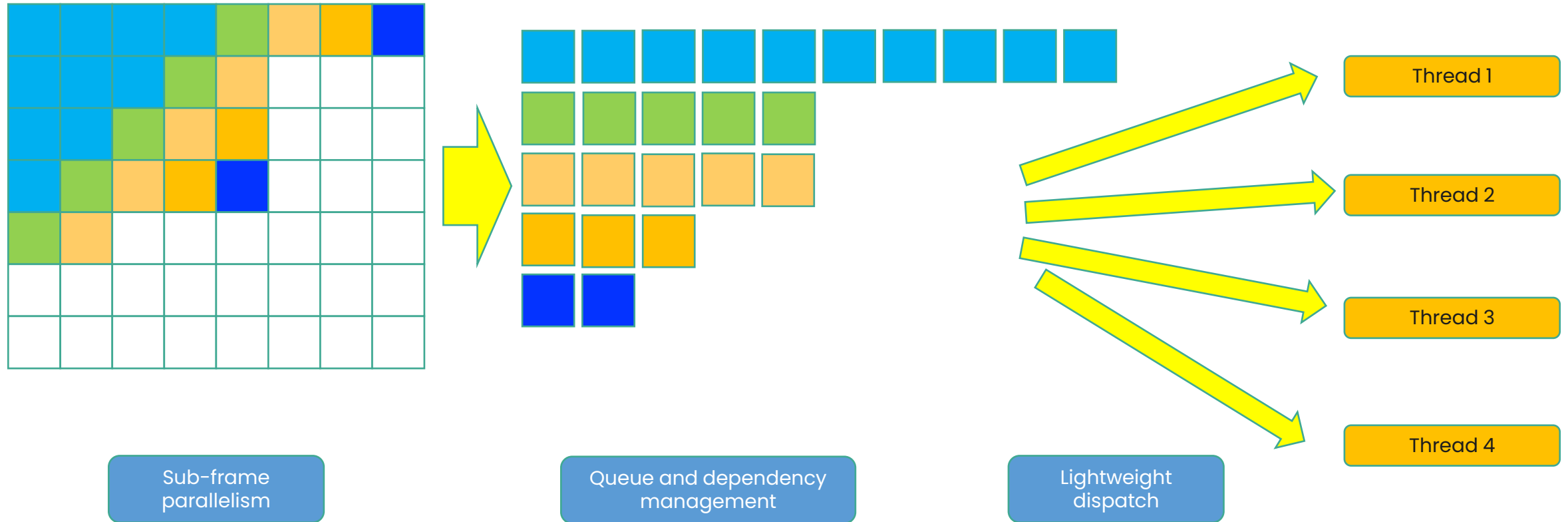
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Visionular

Low latency high performance AV1 (LD AV1)

- Specialised RTC codebase
 - Low memory + codesize + sw overheads
 - Configurable speed settings
- Intelligent content classification and mode decision
- Adaptive resolution
- Fine-grained parallelisation

Low latency high performance AV1 (LD AV1)



Sub-frame
parallelism

Queue and dependency
management

Lightweight
dispatch

Thread 1

Thread 2

Thread 3

Thread 4

Three low delay encoding scenarios

Scenario 1

Mobile ARM encoding
on iPhone 12

Video Conferencing
and screenshare

Compare with libaom-rt and HW HEVC

Scenario 2

Mobile ARM encoding
on M1 processor (MacMini)

Video Conferencing
and screenshare

Scenario 3

x86 encoding on AMD
Ryzen server

Live streaming: mixed
content

Compare with x264

Scenarios 1&2: Mobile RTC

Resolutions and video characteristics	1080p25/30, 720p30 Portrait + landscape
	Camera: conferencing low to high illumination, low to high activity Screen content: PPT, word, excel, editing and similar
Speed settings	LD AV1: veryfast, superfast, ultrafast, ultrafast2 libaom-rt: speeds 6-10
Threads	1, 2, 4
Bitrates	1000 - 2400 kb/s

Performance versus libaom (single threaded)

libaom speed	LD AV1 speed	Content type	Combined BDR %	Encoding speedup %†
6	Superfast	Camera	-6.09	63
7	Ultrafast	Camera	-2.77	87
10	Ultrafast2	Camera	-2.63	40
libaom speed	LD AV1 speed	Content type	Combined BDR %	Encoding speedup %
6	Veryfast	Screen	-75.0	83
7	Superfast	Screen	-63.3	170
8	Ultrafast	Screen	-71.70	220
10	Ultrafast2	Screen	-59.21	93

$$\dagger 100 * (FPS - FPS_{LIBAOM}) / FPS_{LIBAOM}$$

Performance vs HW HEVC

Speed setting	Content type	BD-VMAF	BD-PSNR (dB)
Veryfast	Camera	12.85	3.50
Superfast	Camera	12.71	3.38
Ultrafast	Camera	12.48	3.22
Ultrafast2	Camera	12.09	2.97
Speed setting	Content type	Combined BDR %	
Veryfast	Screen	-75.74	
Superfast	Screen	-74.69	
Ultrafast	Screen	-72.92	
Ultrafast2	Screen	-67.23	

MacMini M1

Speed setting	Platform	FPS 1 thread	FPS 2 threads	FPS 4 threads
Veryfast	Camera	42.34	78.31	131.50
Superfast	Camera	54.46	101.51	172.05
Ultrafast	Camera	78.12	142.94	237.76
Ultrafast2	Camera	101.69	182.57	297.10
Speed setting	Platform	FPS 1 thread	FPS 2 threads	FPS 4 threads
Veryfast	Screen	126.98	201.39	260.00
Superfast	Screen	186.57	283.69	351.52
Ultrafast	Screen	211.87	332.45	417.52
Ultrafast2	Screen	271.18	397.18	501.92

iPhone 12

Speed setting	Platform	FPS 1 thread	FPS 2 threads	FPS 4 threads
Veryfast	Camera	25.57	34.66	46.09
Superfast	Camera	33.24	46.17	58.80
Ultrafast	Camera	43.58	58.37	77.68
Ultrafast2	Camera	58.59	80.10	94.39
Speed setting	Platform	FPS 1 thread	FPS 2 threads	FPS 4 threads
Ultrafast2	Screen	163.66	200.68	213.97

Scenario 3: Live Streaming vs x264

Threads	4/8
x264 presets	Medium, fast
x264 tune	Zerolatency
Speed settings tested	Veryfast, Superfast, Ultrafast
LD AV1 tune	Camera mode, single tile, zero lag
Keyframe interval	120 frames
Resolutions	1080p, 720p 30fps – 60fps
Bitrates	BDR: 1mb/s – 6mb/s Concurrency: 6mb/s
CPU	AMD Ryzen 9 7950X 16-Core Processor

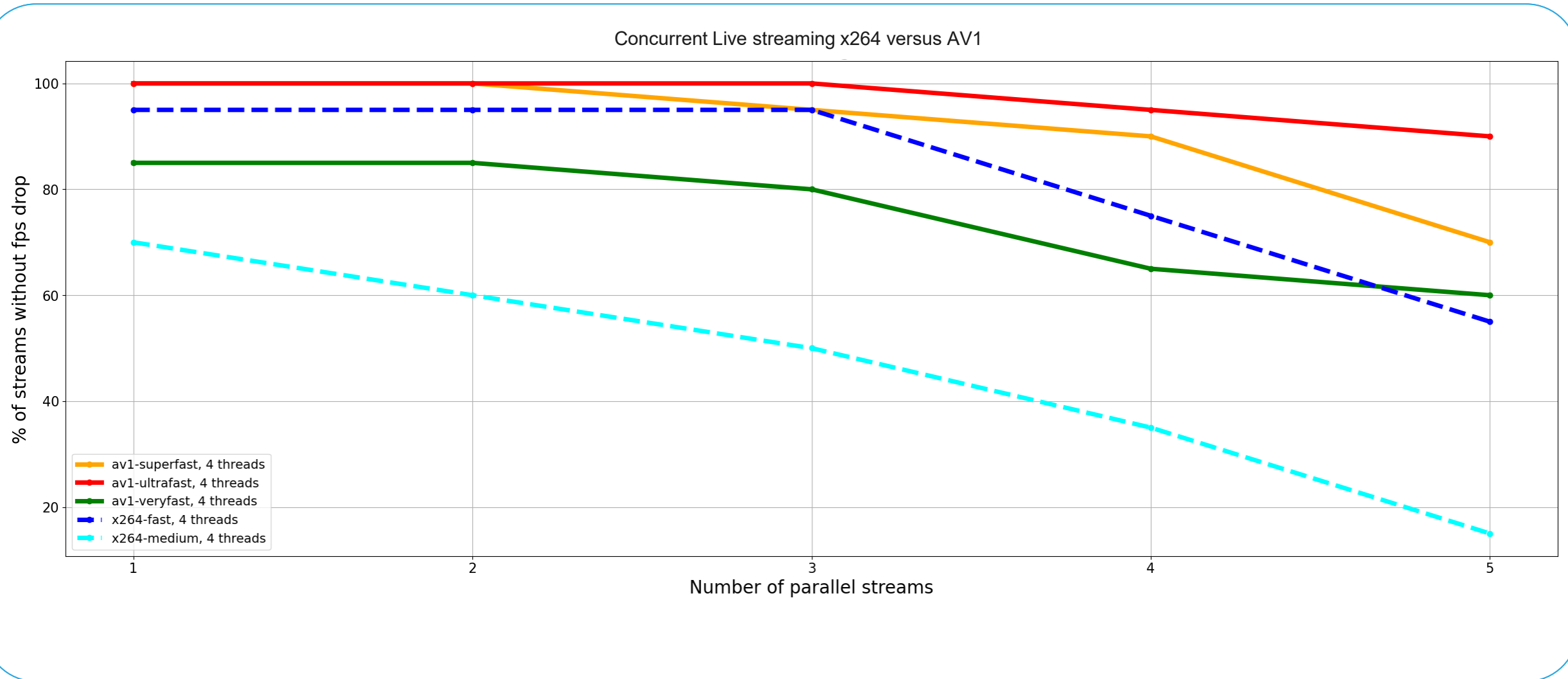
Scenario 3: Live Streaming vs x264

Zero latency, multi-threading, 4 threads

Test set: 1080p60/720p of various characteristics

Settings	Overall PSNR	PSNR-Y	SSIM-AVG	SSIM-Y	VMAF	Encoding Speedup $100 * (FPS - FPS_{x264}) / FPS_{x264}$
x264 medium vs AV1 veryfast	-48.74	-54.23	-45.79	-47.16	-51.01	37%
x264 medium vs AV1 superfast	-45.35	-51.13	-42.33	-43.60	-48.42	64%
x264 medium vs AV1 ultrafast	-39.82	-45.96	-36.30	-37.45	-44.35	104%

Scenario 3: Live Streaming vs x264



Takeaways

- LD AV1: a high performance low-latency AV1 encoder, featuring:
 - Advanced sub-frame parallelism
 - Intelligent pre-analysis, content analysis and mode decision
- For mobile, we have:
 - enabled real time AV1 encoding on mid-range iPhones
 - obtained huge quality gains over HW HEVC
 - with large speed gains versus libaom-rt
- For live streaming:
 - ~Double the speed for half the bitrate of x264 medium
 - Significant scaling of encoder density



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THANK YOU!

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