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MythTV on Nexperia



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Advanced Systems Labs

- Focussed on Cross Platform Communications
 - Connecting home, mobile and automotive
 - Building the interoperability network on PS platforms
 - Prototyping the "Connected Consumer" on top of the latest Nexperia solutions
 - We will deliver our results incrementally through prototyped systems based on Linux

MythTV on Nexperia

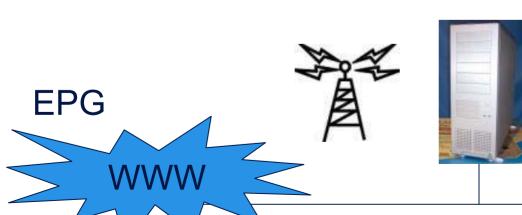
- MythTV
 - -What & Why
 - –Functionality
 - -Features & Functions
 - -Components
- Open Source
 - –Way of working
 - -Why Open Source on Nexperia
- MythTV on Nexperia
 - -Architecture
 - -Modifications
 - -Compilation
 - -Toolchain
- Results & Conclusion

MythTV – What & why

- Media Center on LinuxPC
- "MythTV is a GPL licensed suite of programs that allow you to build the mythical home media convergence box on your own using Open Source software and operating systems" (Isaac Richards, 2002)
- Convergence PC and CE worlds
 - TV related info available on the internet
 - Program guide information
 - Internet Movie Database
 - PC hardware suited for A/V applications
 - Large hard disks to store recordings
 - Tuners available in PC's

MythTV – Functionality

- MediaCenter applications:
 - Personal Video Recorder
 - Hard disk
 - Time shift
 - User interaction via Remote control
 - Networked / distributed application
 - View anywhere in network
 - Photo album







Home network

MythTV - Main menu: Focus on PVR

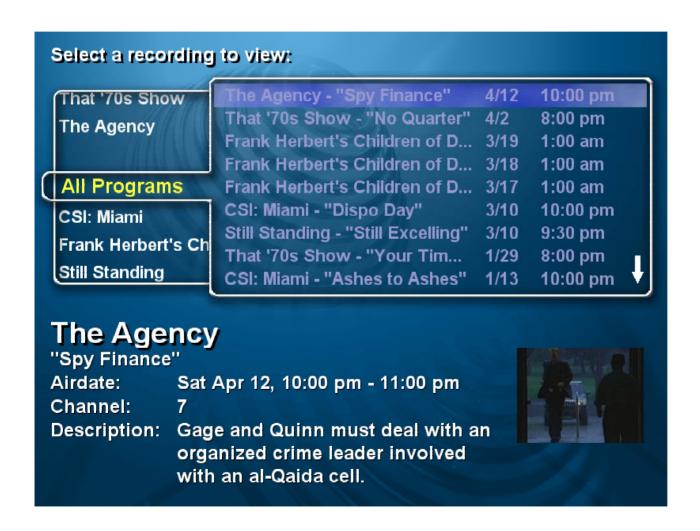




MythTV – Electronic Program Guide



MythTV - Playback Recordings Menu



MythTV – Features & Functions

- Distributed architecture (Client / Server)
- Supports MPEG2
 - Analog source: tuner / encoder card
 - Digital source: DVB-S or DVB-T
- Use Internet for EPG
- Use DVB program information (EIT) for EPG
- Supports plug-ins, for example:
 - MythGallery photo album
 - MythWeather weather forecast from the Internet
- PC application
- Based on Linux
- Most processing done by the Pentium, but:
 - Support for MPEG2 decode hardware accelerators
 - Can also run on a slow PC
- Source code available

MythTV on Nexperia

- The Advanced Systems Lab has already demonstrated similar functionality on Nexperia
- MythTV is typical for a future CE application the Nexperia home chips are intended for



- Either it works
 - → Opportunities...
- Or not
 - Feedback results to the business

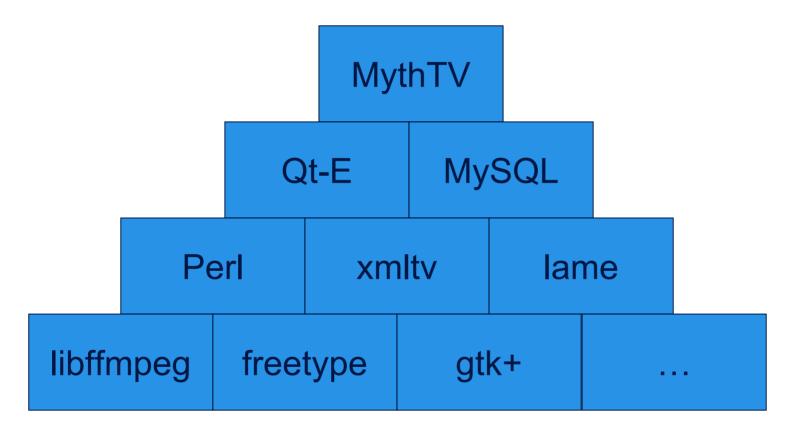
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Way of working

- Open source
 - –MythTV is now an Internet-based collaborative effort
 - Many contribute to the project, based on their need and / or expertise
 - -Based on Linux
 - -Source code available via dedicated website
 - –Lots of re-use:
 - Built "on top of" existing open source packages
 - -GPL license

MythTV - Components



... and many more ... (pango, netpbm, atk, zlib, glib, gettext, gnupg, pkgconfig, automake, autoconfig, fontconfig, etc.)

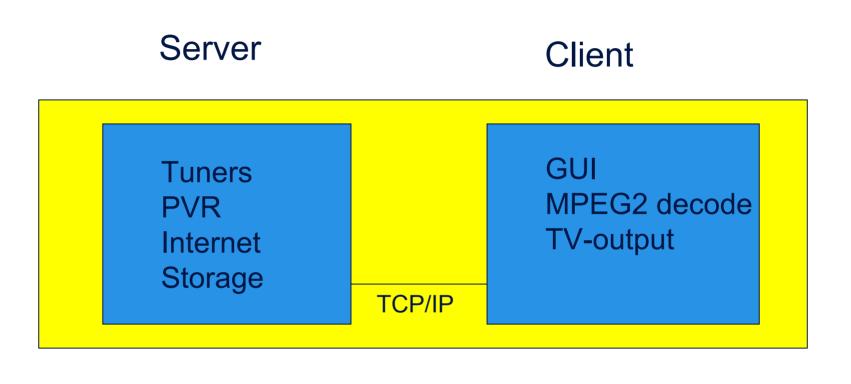
Why Open Source on Nexperia

- Very much open source software available
- PS cannot write all possible software themselves
- Even if we could it takes time.....and costs money...
- With open source software we can:
 - Test feasibility of our platforms for these applications
 - Demonstrate product ideas
 - Show to ISV's the capabilities of our platforms
- For products we can:
 - Write the software ourselves
 - Buy software of ISV's
 - Sort out the IPR issues and use open source software

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MythTV – Client/Server or Frontend/Backend?



MythTV Backend MythTV Frontend

The Nexperia pnx8550

- Is called "Programmable Source Decoder"...
- Designed for Digital TV
 - -MIPS for GUI and control
 - -Hardware for:
 - MPEG2 decode
 - Image improvement
 - -TriMedia's for:
 - AV streaming
 - Software codecs
 -
- The Question:
 - -Can pnx8550 also run "tomorrow's software" i.e. MythTV?

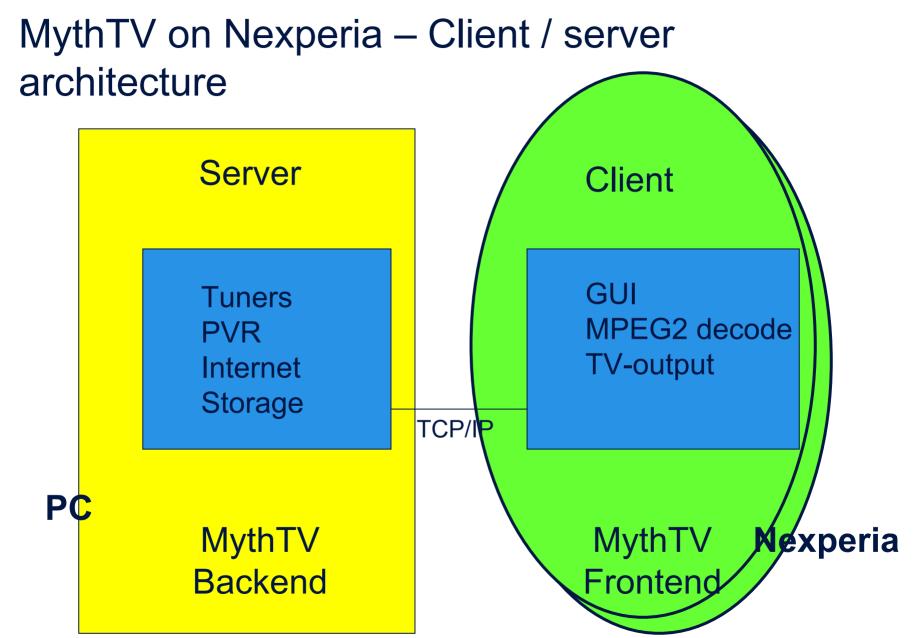
MythTV - Map to Nexperia - backend (server)

- MythTV-backend ("server"):
 - Needs only "general purpose" computing
 - To store programs on hard disk
 - Transmit programs on the network
 - Uses tuners that produce MPEG2:
 - Analog tuner cards with MPEG2 hardware encoders
 - DVB-T or DVB-S is already MPEG2
 - MPEG2 section filtering supported in hardware
 - Unused "chip real-estate":
 - MPEG2 audio/video decoding not used
 - Image enhancement functions not used
 - TriMedia's not used
- → Nexperia pnx8550 not optimal for MythTV-backend

MythTV - Map to Nexperia - frontend (client)

- MythTV-frontend ("client"):
 - Requirements similar to Digital TV or STB:
 - Run the Graphical User Interface
 - MPEG2 audio/video decoding
 - Image enhancement
 - Difference is:
 - Ethernet connection instead of a tuner
- Nexperia pnx8550 well suited for MythTV-frontend

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MythTV on Nexperia – Modifications

- Modifying MythTV:
 - -Problem:
 - MPEG2 audio/video decoding on TriMedia
- Solution:
 - –Philips Research knows a lot about MythTV
 - –Use of LinuxPC with TM1300 "Kenobi" card
 - –Use of "Luddite" gives identical software development environment
 - -Philips Research added "Kenobi" driver to MythTV

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MythTV on Nexperia – Compilation

- Starting conditions:
 - -Linux distribution available
 - -Typical "embedded" distribution: very limited number of open source packages
 - -Cross-compilation development environment
- The work:
 - -Compile all required open source packages:
 - MythTV, MySQL, Qt-Embedded, pango, gtk+, lame, netpbm, xmltv, atk, zlib, glib, gettext, gnupg, pkgconfig, automake, autoconfig, freetype, fontconfig,

Cross-compilation blues

Problem: open-source software not written for cross-compilation

Example of automatic configuration:

The "configure" script wants to find out the size of an "int" This is done by:

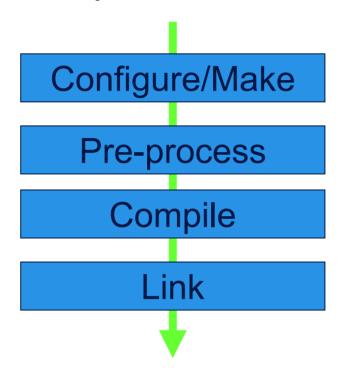
- -Creating small "C" program that prints out the size of an "int"
- -Compiling this program
- -Running this program
- -Use the output of the program in the rest of the script

This fails horribly!!

Other cross-compilation problems:

- Use of header files and libraries from your LinuxPC
 - Also Linux, but slightly different...
- Use of native PC tools (cc, ar, ld, strip etc) instead of the cross-compilation tools

Compilation Overview



Dependency check

Include files

Create object file

Combine object files & libraries

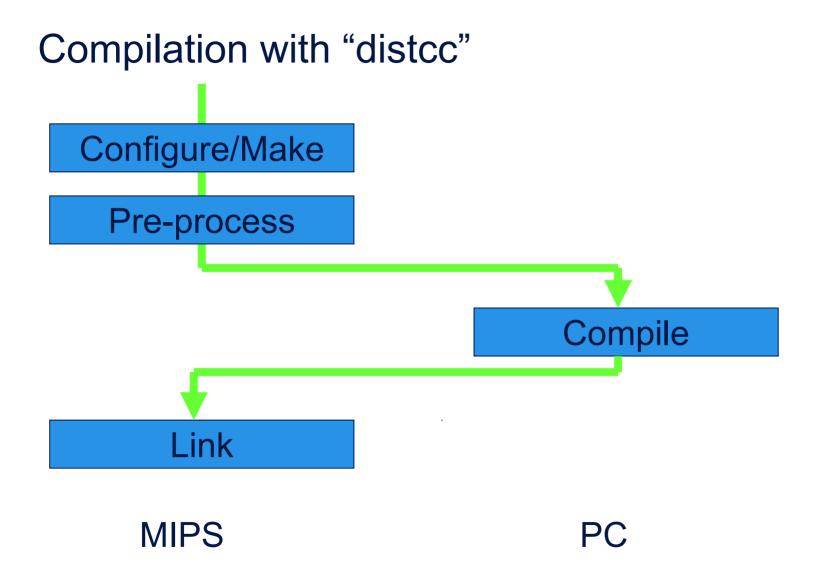
Linux on PC: Native compilation on X86PC for X86PC (fast)



Linux on MIPS: Native compilation on MIPS for MIPS (slow)







Compilation for MIPS with "distcc"

Requires:

- Capability to run native compiler on MIPS
- Identical native and cross compilers:
 - -compiler version
 - -libc version
 - -binutils version
 - -Generated from the same source

Result:

- Can compile anything on MIPS that compiles on PC
- Without Makefile modifications!
- A bit slower than native on PC
- Much faster than native on MIPS

MythTV on Nexperia – Toolchain Troubles

Problem: using the Qt-Embedded shared library

–All applications linked against the Qt-Embedded shared library do crash with a "segmentation fault".

Investigation showed:

- Problem is related to number of functions in library
- -Problem reproducible with "hello world" application
- -Problem depends on version of toolchain used to build the shared library!
- -Toolchain is built from packages gcc, libc and binutils
- -Toolchain built with binutils-2.14 is OK
- -Toolchain built with binutils-2.15 fails

Toolchain Troubles (2)

How to get this fixed: three approaches

- 1. Do It Yourself:
 - I did try (but it was too difficult for me...)
- 2. Vendor Support
 - "We do not support the pnx8525, only the pnx8550"
 - "We do not support the pnx8550, not validated yet"
 - "It has to be reproduced on a MIPS Malta 4Kec"
- 3. Report this to the Open Source
 - http://sourceware.org/bugzilla/show_bug.cgi?id=660
 - Never heard anything....

My workaround:

- One toolchain compiles Qt-Embedded (but not the rest)
- Another toolchain compiles the rest

Toolchain Troubles (3)

Conclusions:

- 1. Bugs in MIPS toolchains do not get fixed by themselves
- 2. For problems like this you need either:
 - Support from third parties, or:
 - Build the competence yourself
- 3. Vendor Support:
 - Get support for the chip you actually use...

Results & Conclusion (1)

MythTV-Frontend (client) runs on Nexperia!!

- Demonstrated at CRE 2005:
 - –Live TV (incoming MPEG2 via Ethernet)
 - Play TV from hard disk recording
 - –MythTV photo album application
- Can play MPEG2-HD streams
 - –From MythTV-backend on PC
 - –From MythTV-backend on the same box
- Shown at CES 2006 in the Philips CE "Home Gateway" demo
- Subjective performance:
 - -TV and GUI performs OK
 - UI not much slower than with low-end VIA X86
 - Switching from UI to TV takes a long time

Results & Conclusion (2)

- Photo album JPEG decoding very slow on MIPS
 - better in hardware or on TriMedia!
- MythTV-Frontend needs 64MByte main memory
- Linux virtual memory makes it possible to run it:
 - -On pnx8550 with only 48 MByte for Linux/MIPS
- Would like to have at least 128MByte for Linux/MIPS to run MythTV and the MythTV plug-ins

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