

# Advanced Media Framework – AV1 Video Encoder

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## Programming Guide

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## 1 Introduction

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### 1.1 Scope

This document provides a complete description of the AMD Advanced Media Framework (AMF) Video Encoder Component. This component exposes the AMD Video Compression Engine, which provides hardware accelerated AV1 video encoding functionality.

Figure 1 provides a system overview of the AMF Video Encoder Component.

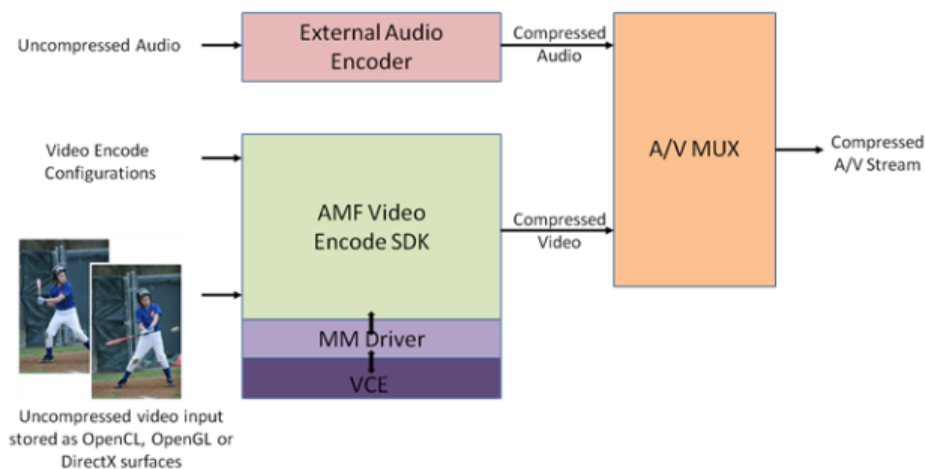


Figure 1 — System overview of the AMF Video Encode SDK

The AMF Video Encoder Component compresses RAW uncompressed video to an AV1 elementary bitstream.

The component does not provide a mechanism to handle audio compression, or stream multiplexing.

The component provides six different sets of pre-defined usages, which provide a convenient way for developers to configure the encoder to match the intended application use case. Advanced developers can also adjust encoding parameters to tailor the behavior to their specific

application requirements.

## 1.2 Pre-defined Encoder Usages

The following table provides a brief overview of the encoding usage modes that have been defined:

Usage Mode	Intended use-cases	Comments
Transcoding	Transcoding, video editing	Favor compression efficiency and throughput over latency.
Ultra-low latency	Video game streaming	Optimize for extremely low latency use cases (e.g. cap the number of bits per frame), to enable high-interactivity applications.
Low Latency	Video collaboration, remote desktop	Optimize for low latency scenarios, but allow occasional bitrate overshoots to preserve quality.
Webcam	Video conferencing	Optimize for a low-latency video conferencing scenario.
HQ	High quality mode	Optimize for best subjective video quality with possible loss of performance.
HQLL	High quality low latency mode	Optimize for good quality with low latency.

Table 1. Encoding usage modes

## 2 AMF Video Encoder VCN-AV1 Component

The AMF Video Encoder AV1 component provides hardware accelerated AV1 encoding using AMD's IP.

To instantiate the AMF Video Encoder component, call the `AMFFactory::CreateComponent` method passing `AMFVideoEncoderHW_AV1` component IDs defined in the `public/include/components/VideoEncoderAV1.h` header.

### 2.1 Input Submission and Output Retrieval

The AMF Video Encoder component accepts `AMFSurface` objects as input and produces `AMFBuffer` objects for output.

### 2.2 Encode Parameters

Annex A provides the detailed description of encoding parameters (i.e., encoder properties) exposed by the Video Encoder AV1 component.

All properties are accessed using the `AMFPropertyStorage` interface of the Encoder object.

#### 2.2.1 Static Properties

Static properties (e.g., profile, tier, level, usage) must be defined before the `Init()` function is called, and will apply until the end of the encoding session.

#### 2.2.2 Dynamic Properties

All dynamic properties have default values. Several properties can be changed subsequently and these changes will be flushed to encoder only before the next `Submit()` call.

#### 2.2.3 Frame Per-Submission Properties

Per submission properties are applied on a per frame basis. They can be set optionally to force a certain behavior (e.g., force frame type to IDR) by updating the properties of the `AMFSurface` object that is passed through the `AMFComponent::Submit()` call.

#### 2.2.4 ROI Feature

Region of importance (ROI) feature provides a way to specify the relative importance of the macroblocks in the video frame. Encoder will further adjust the bits allocation among code blocks based on the importance, on top of the base rate control decisions. More important blocks will be encoded with relatively better quality.

The ROI map can be attached to the input frame on a per frame basis. Currently, the ROI map can only use system memory. The ROI map includes the importance values of each 64x64 SB, ranging from 0 (least important) to 10 (most important), stored in 32bit unsigned format. Refer to SimpleROI sample application for further implementation details.

### 2.2.5 Encoder Statistics Feedback

If an application sets the `AMF_VIDEO_ENCODER_AV1_STATISTICS_FEEDBACK` flag on for an input picture, the encoder will feedback to the application statistics for this specific picture. After the encoding ends, the application can retrieve by name the specific statistic(s) it is interested in. The supported encoder statistics are listed in Table A-3.

### 2.2.6 SVC Properties

Scalable Video Coding (SVC) is enabled by setting `AMF_VIDEO_ENCODER_AV1_NUM_TEMPORAL_LAYERS` to a value that is greater than 1. `AMF_VIDEO_ENCODER_AV1_NUM_TEMPORAL_LAYERS` is a dynamic property and can be changed at any time during an encoding session. To ensure proper support, `AMF_VIDEO_ENCODER_AV1_MAX_NUM_TEMPORAL_LAYERS` needs to be set before initializing the encoder to a value that is not smaller than the number of temporal layers. As an example, the maximum number of temporal layers shall be set to 4 if the number of temporal layers will be changed from 3 to 4 in an encoding session. The maximum number of temporal layers supported by the encoder can be queried from the encoder capabilities before initializing the encoder.

To define SVC parameters per layer, the following format must be used:

`TL<Temporal_Layer_Number>.QL<Quality_Layer_Number>.<Parameter_name>`

As an example, with two temporal layers, to configure "Target bitrate" for the base/first temporal layer and first quality layer, the following parameter should be used:

`TL0.QL0.AMF_VIDEO_ENCODER_AV1_TARGET_BITRATE`

To configure "Target bitrate" for the second temporal layer and first quality layer, the following parameter should be used:

`TL1.QL0.AMF_VIDEO_ENCODER_AV1_TARGET_BITRATE`

When setting per layer parameters, the equivalent non-SVC layer parameters should not be set for the encoder otherwise the per layer configuration will be overwritten.

Remark: quality layers are not supported. "QL0" must be used for quality layers.

The framerate for each layer should follow a fixed relationship as the table below:

Layer=2, `framerate0:framerate1=1:1`, here `framerate0` means the framerate of `layer0` and `framerate1` means the framerate of `layer1`.

Layer=3, `framerate0:framerate1:framerate2=1:1:2`

Layer=4, `framerate0:framerate1:framerate2:framerate3=1:1:2:4`

### 2.2.7 LTR Properties

LTR (Long Term Reference) is to manually select a reference frame which can be far away to encode current frame. Normally, the encoder selects last frame as reference or a frame at lower layer in the SVC case.

In AV1, maximum of 8 reference frames are supported according to the spec. These 8 reference frames are shared by SVC and LTR. To use LTR, you need to set these properties as Static Properties:

`AMF_VIDEO_ENCODER_AV1_MAX_LTR_FRAMES`, Max number of LTR frames. The maximum value can be queried from `AMF_VIDEO_ENCODER_AV1_CAP_MAX_NUM_LTR_FRAMES`. `AMF_VIDEO_ENCODER_AV1_LTR_MODE` default = `AMF_VIDEO_ENCODER_AV1_LTR_MODE_RESET_UNUSED`; remove/keep unused LTRs (not specified in property `AMF_VIDEO_ENCODER_AV1_FORCE_LTR_REFERENCE_BITFIELD`)

The `LTR_MODE` has two options:

```
enum AMF_VIDEO_ENCODER_AV1_LTR_MODE_ENUM
{
    AMF_VIDEO_ENCODER_AV1_LTR_MODE_RESET_UNUSED    = 0,
    AMF_VIDEO_ENCODER_AV1_LTR_MODE_KEEP_UNUSED
};
```

Reset\_unused: encoder will discard all other LTR frames stored once a LTR frame is used as reference.

Keep\_unused: encoder will not change other LTR frames stored once any LTR frame is used as reference. When we enable auto LTR mode in PA, this mode will be automatically selected internally and `AMF_VIDEO_ENCODER_AV1_MAX_LTR_FRAMES` will be set to 4 no matter what users set. For details of “auto LTR mode”, please refer to `AMF_Video_PreAnalysis_API` document.

There are two Frame Per-Submission Properties need be set to use LTR:

- `AMF_VIDEO_ENCODER_AV1_MARK_CURRENT_WITH_LTR_INDEX`, Mark current frame with LTR index. -1 means don't save current frame into LTR slots. 0 ~ N means save current frame into a LTR slot with index of 0 ~ N. Here N should be <= `AMF_VIDEO_ENCODER_AV1_MAX_LTR_FRAMES-1`. When we use SVC encoding, only next base frame can be stored as LTR frame (i.e. only temporal layer number = 0 frames are allowed to be saved into LTR slot.)
- `AMF_VIDEO_ENCODER_AV1_FORCE_LTR_REFERENCE_BITFIELD`, force LTR bit-field. This is a bit-field mask that indicate which LTR slot can be used as reference for current frame. 0b1 means only slot 0 can be used as reference. 0b10 means only slot 1 can be used as reference. 0b100 means only slot 2 can be used as reference..... 0b0 means no LTR frame will be used as reference for current frame hence current frame will select short term reference frame (usually last frame) as reference. When there are multiple bits are enabled, for example: 0b1111 (=decimal 15), that means LTR slots 0,1,2 and 3 are all allowed to be selected as reference. In this case, the closest LTR frame to current frame will be selected. When we encode a key frame or switch frame, all save LTR slots will be cleared.

Referring to a LTR frame not existing in LTR slot will generate an Intra only frame.

### 2.2.8 SmartAccess Video

On supported APU + GPU systems, there is an opportunity to use SmartAccess Video. SmartAccess Video - an optimization logic which enables the parallelization of encode and decode streams across multiple Video Codec Engine (VCN) hardware instances – empowers apps to process streams faster through seamless job distribution across available hardware. With a simple enablement of the encoder and decoder control flags, the SmartAccess Video logic will optimally use hardware resources to benefit media apps. Follow the `SMART_ACCESS_VIDEO` tag in the documentation to search for the property flags to set. On systems without SmartAccess Video support, the `SMART_ACCESS_VIDEO` properties have no effect.

## 3 Sample Applications

---

The AMF Encoder Sample application show how to setup and use the AMF Video Encoder AV1 Component to encode video frames that are loaded from disk or rendered by the DirectX 3D engine.

### 3.1 List of Parameters

Sample applications support almost all visible encoder parameters (except `PictureStructure`, `EndOfSequence`, `EndOfStream`) and few additional parameters.

Additional parameters of TranscodeHW application:

Name	Type
CODEC	string
OUTPUT	string
INPUT	string
WIDTH	int
HEIGHT	int
ADAPTERID	int
ENGINE	string

Name	Type
FRAMES	int
THREADCOUNT	int
PREVIEWMODE	bool

Table 2. Additional miscellaneous parameters of TranscodeHW application

---

**Name:** CODEC

**Values:** AV1 or av1

**Default Values:** AV1

**Description:** Specify codec type.

---

**Name:** OUTPUT

**Values:** File name, relative or absolute path

**Default Value:** NULL

**Description:** Output AV1 file for encoded data.

---

**Name:** INPUT

**Values:** File name, relative or absolute path

**Default Value:** NULL

**Description:** Input file with frames.

---

**Name:** WIDTH

**Values:** Frame width

**Default Value:** 0

**Description:** Frame width.

---

**Name:** HEIGHT

**Values:** Frame height

**Default Value:** 0

**Description:** Frame height.

---

**Name:** AdapterID

**Values:** Number

**Default Value:** 0

**Description:** Index of GPU adapter.

---

**Name:** ENGINE

**Values:** DX9, DX11

**Default Value:** DX11

**Description:** Specify Engine type.

---

**Name:** FRAMES

**Values:** Number of frames to be encoded

**Default Values:** 100

**Description:** Number of frames to render.

---

**Name:** THREADCOUNT

**Values:** Number

**Default Values:** 1

**Description:** Number of session run ip parallel.

---

**Name:** PREVIEWMODE

**Values:** true, false

**Default Values:** false

**Description:** Preview Mode.

---

Additional parameters of VCEEncoderD3D application:

Name	Category
CODEC	string
OUTPUT	string
RENDER	string
WIDTH	int
HEIGHT	int
FRAMES	int
ADAPTERID	int
WINDOWMODE	bool
FULLSCREEN	bool
QueryInstanceCount	bool
UseInstance	int
FRAMERATE	int

Table 3. Miscellaneous parameters of VCEEncoderD3D application.

---

**Name:** CODEC

**Values:** AV1 or av1

**Default Value:** AV1

**Description:** Specify codec type.

---

**Name:** OUTPUT

**Values:** File name, relative or absolute path

**Default Value:** NULL

**Description:** Output AV1 file for encoded data.

---

**Name:** RENDER

**Values:** DX9, DX9Ex, DX11, OpenGL, OpenCL, Host, OpenCLDX9, OpenCLDX11, OpenGLDX9, OpenGLDX11, OpenCLOpenGLDX9, OpenCLOpenGLDX11, HostDX9, HostDX11, DX11DX9, Vulkan

**Default Value:** DX11

**Description:** Specifies render type.

---

**Name:** WIDTH

**Values:** Frame width

**Default Value:** 1280

**Description:** Frame width.

---

**Name:** HEIGHT

**Values:** Frame height

**Default Value:** 720

**Description:** Frame height.

---

**Name:** FRAMES

**Values:** Number of frames to be encoded

**Default Value:** 100

**Description:** Number of frames to render.

---

**Name:** ADAPTERID

**Values:** Number

**Default Value:** 0

**Description:** Index of GPU adapter.

---

**Name:** WINDOWMODE

**Values:** true, false

**Default Value:** false

**Description:** Shows rendering window for D3D sample application.

---

**Name:** FULLSCREEN

**Values:** true, false

**Default Value:** false

**Description:** Enables full screen.

---

**Name:** QueryInstanceCount

**Values:** true, false

**Default Value:** false



**Description:** If the flag is set, the number of independent VCE instances will be queried and printed.

**Name:** UseInstance

**Values:** 0... number of instances - 1

**Default Value:** Depends on usage

**Description:** If there are more than one VCE Instances, you can force which instance to use. Valid range is [0.. (number of instances - 1)].

**Name:** FRAMERATE

**Values:** Render frame rate

**Default Value:** 0

**Description:** Render frame rate.

## 3.2 Command line example

### 3.2.1 Transcoding application (TranscodeHW.exe)

```
TranscodeHW.exe -input input.h264 -output out.mp4 -codec AV1 -width 1280 -height 720 -Av1Usage transcoding -AV1RateControlMethod cbr -AV1TargetBitrate 100000
```

This command transcodes H264 elementary stream to AV1 video in .mp4 container. Encoder is created with "Transcoding" usage.

### 3.2.2 D3D application (VCEEncoderD3D.exe)

```
VCEEncoderD3D.exe -output VideoSample_1024x768.mp4 -codec AV1 -width 1024 -height 768 -AV1Usage transcoding -AV1RateControlMethod cbr -AV1TargetBitrate 500000 -frames 400
```

This command encodes 400 frames through D3D renderer and creates an output file with the encoded data. Encoder is created with "Transcoding" usage. Initial configuration sets bitrate to a value of 500 kbits/sec.

## 4 Annex A: Encoding & frame parameters description

Table A-1. Encoder parameters

Name (Prefix "AMF_VIDEO_ENCODER_AV1_")	Type
USAGE	amf_int64
PROFILE	amf_int64
LEVEL	amf_int64
MAX_LTR_FRAMES	amf_int64
TILES_PER_FRAME	amf_int64
LTR_MODE	amf_int64
MAX_NUM_REFRAMES	amf_int64
MAX_CONSECUTIVE_BPICTURES	amf_int64
ADAPTIVE_MINIGOP	amf_bool
ENCODING_LATENCY_MODE	amf_int64
FRAMESIZE	AMFSize
ALIGNMENT_MODE	amf_int64

Name (Prefix "AMF_VIDEO_ENCODER_AV1_")	Type
PRE_ANALYSIS_ENABLE	amf_bool
MAX_NUM_TEMPORAL_LAYERS	amf_int64
ENABLE_SMART_ACCESS_VIDEO	amf_bool

Table 4. Encoder static parameters

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_USAGE

**Values:** AMF\_VIDEO\_ENCODER\_AV1\_USAGE\_ENUM: AMF\_VIDEO\_ENCODER\_AV1\_USAGE\_TRANSCODING, AMF\_VIDEO\_ENCODER\_AV1\_USAGE\_LOW\_LATENCY, AMF\_VIDEO\_ENCODER\_AV1\_USAGE\_ULTRA\_LOW\_LATENCY, AMF\_VIDEO\_ENCODER\_AV1\_USAGE\_WEBCAM, AMF\_VIDEO\_ENCODER\_AV1\_USAGE\_HIGH\_QUALITY, AMF\_VIDEO\_ENCODER\_AV1\_USAGE\_LOW\_LATENCY\_HIGH\_QUALITY

**Default Value:** AMF\_VIDEO\_ENCODER\_AV1\_USAGE\_TRANSCODING

**Description:** Selects the AMF usage (see 1.2).

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_PROFILE

**Values:** AMF\_VIDEO\_ENCODER\_AV1\_PROFILE\_ENUM: AMF\_VIDEO\_ENCODER\_AV1\_PROFILE\_MAIN

**Default Value:** AMF\_VIDEO\_ENCODER\_PROFILE\_MAIN

**Description:** Selects the AV1 profile.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_LEVEL

**Values:** AMF\_VIDEO\_ENCODER\_AV1\_LEVEL\_ENUM: AMF\_VIDEO\_ENCODER\_AV1\_LEVEL\_2\_0, AMF\_VIDEO\_ENCODER\_AV1\_LEVEL\_2\_1, AMF\_VIDEO\_ENCODER\_AV1\_LEVEL\_2\_2, AMF\_VIDEO\_ENCODER\_AV1\_LEVEL\_2\_3, AMF\_VIDEO\_ENCODER\_AV1\_LEVEL\_3\_0, AMF\_VIDEO\_ENCODER\_AV1\_LEVEL\_3\_1, AMF\_VIDEO\_ENCODER\_AV1\_LEVEL\_3\_2, AMF\_VIDEO\_ENCODER\_AV1\_LEVEL\_3\_3, AMF\_VIDEO\_ENCODER\_AV1\_LEVEL\_4\_0, AMF\_VIDEO\_ENCODER\_AV1\_LEVEL\_4\_1, AMF\_VIDEO\_ENCODER\_AV1\_LEVEL\_4\_2, AMF\_VIDEO\_ENCODER\_AV1\_LEVEL\_4\_3, AMF\_VIDEO\_ENCODER\_AV1\_LEVEL\_5\_0, AMF\_VIDEO\_ENCODER\_AV1\_LEVEL\_5\_1, AMF\_VIDEO\_ENCODER\_AV1\_LEVEL\_5\_2, AMF\_VIDEO\_ENCODER\_AV1\_LEVEL\_5\_3, AMF\_VIDEO\_ENCODER\_AV1\_LEVEL\_6\_0, AMF\_VIDEO\_ENCODER\_AV1\_LEVEL\_6\_1, AMF\_VIDEO\_ENCODER\_AV1\_LEVEL\_6\_2, AMF\_VIDEO\_ENCODER\_AV1\_LEVEL\_6\_3, AMF\_VIDEO\_ENCODER\_AV1\_LEVEL\_7\_0, AMF\_VIDEO\_ENCODER\_AV1\_LEVEL\_7\_1, AMF\_VIDEO\_ENCODER\_AV1\_LEVEL\_7\_2, AMF\_VIDEO\_ENCODER\_AV1\_LEVEL\_7\_3

**Default Value:** AMF\_VIDEO\_ENCODER\_AV1\_LEVEL\_5\_2

**Description:** Selects the AV1 Level. Automatically adjusted upwards based on frame size.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_MAX\_LTR\_FRAMES

**Values:** 0 ... 8

**Default Value:** 0

**Description:** The number of long-term references controlled by the user.

Remarks:

- When == 0, the encoder can not use LTRs during encoding.
  - When > 0, the user has control over all LTR.
  - With user control of LTR, Intra-refresh features are not supported.
  - The actual maximum number of LTRs allowed depends on SVC setting and AV1 Level limits, encoding resolution, and DPB size. The DPB size limit impacts the maximum number of LTR allowed.
- 

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_TILES\_PER\_FRAME

**Values:** >=1

**Default Value:** 1

**Description:** Sets the number of tiles per frame.

Remarks:

- The frame automatically gets split into tiles evenly based on the the tile size limitations in the AV1 spec.
  - MAX\_TILE\_WIDTH = 4096, which means there will be an automatic vertical split of the frame if the width is above 4096 pixels; otherwise there will not be any vertical split.
  - MAX\_TILE\_AREA = 4096 \* 2304, which means if tile width is 4096 pixels, the maximum tile height is 2304 pixels, there will be an automatic horizontal split of the frame if frame height is bigger than 2304 pixels; Maximum tile height can be calculated based on tile width, MAX\_TILE\_AREA/{tile width}.
  - Split will be done automatically in order to satisfy AV1 spec, regardless if AMF\_VIDEO\_ENCODER\_AV1\_TILES\_PER\_FRAME is set or not.
- A frame can be horizontally split into more tile rows by setting AMF\_VIDEO\_ENCODER\_AV1\_TILES\_PER\_FRAME.
  - MAX\_TILE\_WIDTH and MAX\_TILE\_AREA constrain the minimum number of tiles.
  - A frame can be split into more tile rows by setting AMF\_VIDEO\_ENCODER\_AV1\_TILES\_PER\_FRAME, remember {number of tiles} = {number of tile columns} \* {number of tile rows}.
  - If the user set value cannot be satisfied, it will be adjusted internally to a number close to the user set value instead.
- Additionally, for multiple-tile cases, the output would still be frame by frame if AMF\_VIDEO\_ENCODER\_AV1\_OUTPUT\_MODE property is set AMF\_VIDEO\_ENCODER\_AV1\_OUTPUT\_MODE\_FRAME, but there will be multiple tiles within each frame.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_LTR\_MODE

**Values:** AMF\_VIDEO\_ENCODER\_AV1\_LTR\_MODE\_ENUM: AMF\_VIDEO\_ENCODER\_AV1\_LTR\_MODE\_RESET\_UNUSED, AMF\_VIDEO\_ENCODER\_AV1\_LTR\_MODE\_KEEP\_UNUSED

**Default Value:** AMF\_VIDEO\_ENCODER\_AV1\_LTR\_MODE\_RESET\_UNUSED

**Description:** Remove/keep unused LTRs not specified inside the LTR reference bitfield.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_MAX\_NUM\_REFRAMES

**Values:** 0 ... 8

**Default Value:** 1

**Description:** Maximum number of reference frames.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_MAX\_CONSECUTIVE\_BPICTURES

**Values:** 0...127

**Default Value:** 0

**Description:** Maximum number of consecutive B Pictures.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_ADAPTIVE\_MINIGOP

**Values:** true, false

**Default Value:** false

**Description:** Disable/Enable Adaptive MiniGOP, can enable with PA enabled.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_ENCODING\_LATENCY\_MODE

**Values:** AMF\_VIDEO\_ENCODER\_AV1\_ENCODING\_LATENCY\_MODE\_ENUM: AMF\_VIDEO\_ENCODER\_AV1\_ENCODING\_LATENCY\_MODE\_NONE, AMF\_VIDEO\_ENCODER\_AV1\_ENCODING\_LATENCY\_MODE\_POWER\_SAVING\_REAL\_TIME, AMF\_VIDEO\_ENCODER\_AV1\_ENCODING\_LATENCY\_MODE\_REAL\_TIME, AMF\_VIDEO\_ENCODER\_AV1\_ENCODING\_LATENCY\_MODE\_LOWEST\_LATENCY

**Default Value associated with usages:**

- Transcoding: AMF\_VIDEO\_ENCODER\_AV1\_ENCODING\_LATENCY\_MODE\_NONE
- Ultra low latency: AMF\_VIDEO\_ENCODER\_AV1\_ENCODING\_LATENCY\_MODE\_LOWEST\_LATENCY
- Low latency: AMF\_VIDEO\_ENCODER\_AV1\_ENCODING\_LATENCY\_MODE\_NONE
- Webcam: AMF\_VIDEO\_ENCODER\_AV1\_ENCODING\_LATENCY\_MODE\_NONE
- HQ: AMF\_VIDEO\_ENCODER\_AV1\_ENCODING\_LATENCY\_MODE\_NONE
- HQLL: AMF\_VIDEO\_ENCODER\_AV1\_ENCODING\_LATENCY\_MODE\_LOWEST\_LATENCY

**Description:** Choose different mode to balance encoder latency with power consumption.

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_FRAMESIZE

**Values:** Width: 256 – 8192 Height: 128 – 4352

**Default Value:** 0,0

**Description:** Frame width/Height in pixels, maximum value is hardware-specific, should be queried through AMFCaps.

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_ALIGNMENT\_MODE

**Values:** AMF\_VIDEO\_ENCODER\_AV1\_ALIGNMENT\_MODE\_ENUM: AMF\_VIDEO\_ENCODER\_AV1\_ALIGNMENT\_MODE\_64X16\_ONLY, AMF\_VIDEO\_ENCODER\_AV1\_ALIGNMENT\_MODE\_64X16\_1080P\_CODED\_1082, AMF\_VIDEO\_ENCODER\_AV1\_ALIGNMENT\_MODE\_NO\_RESTRICTIONS, AMF\_VIDEO\_ENCODER\_AV1\_ALIGNMENT\_MODE\_8X2\_ONLY

**Default Value:** Depends on Encoder capabilities

**Description:** AV1 alignment Mode.

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_PRE\_ANALYSIS\_ENABLE

**Values:** true, false

**Default Value associated with usages:**

- Transcoding: false
- Ultra low latency: false
- Low latency: false
- Webcam: false
- HQ: true
- HQLL: false

**Description:** Some encoder properties require this property to be set. Enables the pre-analysis module. Refer to *AMF Video PreAnalysis API* reference for more details on the pre-analysis module and its settings under different usages.

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_MAX\_NUM\_TEMPORAL\_LAYERS

**Values:** Maximum number of temporal layers supported <= 4

**Default Value:** 1

**Description:** Sets the maximum number of temporal layers. It shall not be exceeded by the number of temporal layers. The maximum number of temporal layers supported is determined by the corresponding encoder capability.

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_ENABLE\_SMART\_ACCESS\_VIDEO

**Values:** true, false

**Default Value:** false

**Description:** When set to true, enables the SmartAccess Video feature, which optimally allocates the encoding task on supported APU/GPU pairings.

Name (Prefix "AMF_VIDEO_ENCODER_AV1_")	Type
TARGET_BITRATE	amf_int64
PEAK_BITRATE	amf_int64
RATE_CONTROL_METHOD	amf_int64
QVBR_QUALITY_LEVEL	amf_int64
RATE_CONTROL_SKIP_FRAME	amf_bool
MIN_Q_INDEX_INTRA	amf_int64
MAX_Q_INDEX_INTRA	amf_int64
MIN_Q_INDEX_INTER	amf_int64
MAX_Q_INDEX_INTER	amf_int64
MIN_Q_INDEX_INTER_B	amf_int64
MAX_Q_INDEX_INTER_B	amf_int64
Q_INDEX_INTRA	amf_int64
Q_INDEX_INTER	amf_int64
Q_INDEX_INTER_B	amf_int64
FRAMERATE	AMFRate
VBV_BUFFER_SIZE	amf_int64
INITIAL_VBV_BUFFER_FULLNESS	amf_int64
ENFORCE_HRD	amf_bool
RATE_CONTROL_PREENCODE	amf_bool
AQ_MODE	amd_int64
FILLER_DATA	amf_bool
HIGH_MOTION_QUALITY_BOOST	amf_bool

Table 5. Encoder rate-control parameters

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_TARGET\_BITRATE

**Values:** >0

**Default Value:** 20 mbps

**Description:** Sets the target bitrate, bit/s based on use case.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_PEAK\_BITRATE

**Values:** >= TargetBitrate

**Default Value associated with usages:**

- Transcoding: 30 mbps
- Ultra low latency: 20 mbps
- Low latency: 20 mbps
- Webcam: 20 mbps
- HQ: 80 mbps
- HQLL: 30 mbps

**Description:** Sets the peak bitrate, use for HRD model.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_RATE\_CONTROL\_METHOD

**Values:** AMF\_VIDEO\_ENCODER\_AV1\_RATE\_CONTROL\_METHOD\_ENUM: AMF\_VIDEO\_ENCODER\_AV1\_RATE\_CONTROL\_METHOD\_UNKNOWN, AMF\_VIDEO\_ENCODER\_AV1\_RATE\_CONTROL\_METHOD\_CONSTANT\_QP, AMF\_VIDEO\_ENCODER\_AV1\_RATE\_CONTROL\_METHOD\_LATENCY\_CONSTRAINED\_VBR, AMF\_VIDEO\_ENCODER\_AV1\_RATE\_CONTROL\_METHOD\_PEAK\_CONSTRAINED\_VBR, AMF\_VIDEO\_ENCODER\_AV1\_RATE\_CONTROL\_METHOD\_CBR, AMF\_VIDEO\_ENCODER\_AV1\_RATE\_CONTROL\_METHOD\_QUALITY\_VBR, AMF\_VIDEO\_ENCODER\_AV1\_RATE\_CONTROL\_METHOD\_HIGH\_QUALITY\_VBR, AMF\_VIDEO\_ENCODER\_AV1\_RATE\_CONTROL\_METHOD\_HIGH\_QUALITY\_CBR

**Default Value associated with usages:**

- Transcoding: AMF\_VIDEO\_ENCODER\_AV1\_RATE\_CONTROL\_METHOD\_PEAK\_CONSTRAINED\_VBR
- Ultra low latency: AMF\_VIDEO\_ENCODER\_AV1\_RATE\_CONTROL\_METHOD\_LATENCY\_CONSTRAINED\_VBR
- Low latency: AMF\_VIDEO\_ENCODER\_AV1\_RATE\_CONTROL\_METHOD\_PEAK\_CONSTRAINED\_VBR
- Webcam: AMF\_VIDEO\_ENCODER\_AV1\_RATE\_CONTROL\_METHOD\_PEAK\_CONSTRAINED\_VBR
- HQ: AMF\_VIDEO\_ENCODER\_AV1\_RATE\_CONTROL\_METHOD\_PEAK\_CONSTRAINED\_VBR
- HQLL: AMF\_VIDEO\_ENCODER\_AV1\_RATE\_CONTROL\_METHOD\_PEAK\_CONSTRAINED\_VBR

**Description:** Selects the rate control method:

- CQP – Constrained QP,
- VBR\_LAT - Latency Constrained VBR,
- VBR - Peak Constrained VBR,
- CBR - Constant Bitrate,
- QVBR – Quality VBR,
- HQVBR – High Quality VBR,
- HQCBR – High Quality CBR.

Remarks:

- When SVC encoding is enabled, some rate-control parameters can be configured differently for a particular SVC-layer. An SVC-layer is denoted by an index pair [SVC-Temporal Layer index][SVC-Quality Layer index]. E.g. The bitrate may be configured differently for SVC-layers [0][0] and [1][0].
- We restrict all SVC layers to have the same Rate Control method.
- QVBR, HQVBR and HQCBR are only supported if PreAnalysis is enabled.
- QVBR, HQVBR and HQCBR target improving subjective quality with the possible loss of objective quality (PSNR SSIM or VMAF).

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_QVBR\_QUALITY\_LEVEL

**Values:** 1 – 51

**Default Value:** 23

**Description:** Sets the quality level for QVBR rate control method.

Remarks:

- Only available for QVBR rate control method.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_RATE\_CONTROL\_SKIP\_FRAME

**Values:** true, false

**Default Value associated with usages:**

- Transcoding: false
- Ultra low latency: true
- Low latency: true
- Webcam: true
- HQ: false
- HQLL: false

**Description:** Enables skip frame for rate control.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_MIN\_Q\_INDEX\_INTRA

**Values:** 1 – 255

**Default Value:** 1

**Description:** Sets the minimum QIndex for Intra frame.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_MAX\_Q\_INDEX\_INTRA

**Values:** 1 – 255

**Default Value:** 255

**Description:** Sets the maximum QIndex for Intra frame.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_MIN\_Q\_INDEX\_INTER

**Values:** 1 – 255

**Default Value:** 1

**Description:** Sets the minimum QIndex for Inter frame.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_MAX\_Q\_INDEX\_INTER

**Values:** 1 – 255

**Default Value:** 255

**Description:** Sets the maximum QIndex for Inter frame.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_MIN\_Q\_INDEX\_INTER\_B

**Values:** 1 – 255

**Default Value:** 1

**Description:** Sets the minimum QIndex for B-frames.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_MAX\_Q\_INDEX\_INTER\_B

**Values:** 1 – 255

**Default Value:** 255

**Description:** Sets the maximum QIndex for B-frames.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_Q\_INDEX\_INTRA

**Values:** 1 – 255

**Default Value:** 26

**Description:** Sets the constant QIndex for Intra frames.

Remarks: Only available for CQP rate control method.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_Q\_INDEX\_INTER

**Values:** 1 – 255

**Default Value:** 26

**Description:** Sets the constant QIndex for Inter frames.

Remarks: Only available for CQP rate control method.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_Q\_INDEX\_INTER\_B

**Values:** 1 – 255

**Default Value:** 26

**Description:** Sets the constant QIndex for B-frames.

Remarks: Only available for CQP rate control method.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_FRAMERATE

**Values:** 1\*FrameRateDen ... 120\* FrameRateDen

**Default Value:** 30 fps

**Description:** Frame rate numerator/denominator. Input is : AMFRate for example, the code below will set the frame rate to 30000/1001=29.97 FPS: pEncoder->SetProperty(AMF\_VIDEO\_ENCODER\_AV1\_FRAMERATE, ::AMFConstructRate(30000, 1001));

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_VBV\_BUFFER\_SIZE

**Values:** >0

**Default Value associated with usages:**

- Transcoding: 20 mbits
- Ultra low latency: 735 kbits
- Low latency: 4 mbits
- Webcam: 2 mbits
- HQ: 40 mbits
- HQLL: 10 mbits

**Description:** Sets the VBV buffer size in bits based on use case, use for HRD model.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_INITIAL\_VBV\_BUFFER\_FULLNESS

**Values:** 0 – 64, 0=0%, 64=100%

**Default Value:** 64

**Description:** Sets the initial VBV buffer fullness, use for HRD model.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_ENFORCE\_HRD

**Values:** true, false

**Default Value associated with usages:**

- Transcoding: false
- Ultra low latency: true
- Low latency: false
- Webcam: false
- HQ: false
- HQLL: false

**Description:** Disables/enables constraints on rate control to meet HRD model requirement(s) with peak\_bitrate, VBV buffer size and VBV buffer fullness settings.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_RATE\_CONTROL\_PREENCODE



**Values:** true, false

**Default Value associated with usages:**

- Transcoding: false
- Ultra low latency: false
- Low latency: false
- Webcam: false
- HQ: false
- HQLL: false

**Description:** Pre-analysis assisted rate control.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_AQ\_MODE

**Values:** AMF\_VIDEO\_ENCODER\_AV1\_AQ\_MODE\_ENUM: AMF\_VIDEO\_ENCODER\_AV1\_AQ\_MODE\_NONE, AMF\_VIDEO\_ENCODER\_AV1\_AQ\_MODE\_CAQ

**Default Value associated with usages:**

- Transcoding: AMF\_VIDEO\_ENCODER\_AV1\_AQ\_MODE\_NONE
- Ultra low latency: AMF\_VIDEO\_ENCODER\_AV1\_AQ\_MODE\_NONE
- Low latency: AMF\_VIDEO\_ENCODER\_AV1\_AQ\_MODE\_NONE
- Webcam: AMF\_VIDEO\_ENCODER\_AV1\_AQ\_MODE\_NONE
- HQ: AMF\_VIDEO\_ENCODER\_AV1\_AQ\_MODE\_CAQ
- HQLL: AMF\_VIDEO\_ENCODER\_AV1\_AQ\_MODE\_CAQ

**Description:** Similar to VBAQ in HEVC and AVC, By default, disable Adaptive Quality Mode. This feature cannot be used together with the CQP rate control method.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_FILLER\_DATA

**Values:** true, false

**Default Value:** false

**Description:** Enable filler data for CBR usage.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_HIGH\_MOTION\_QUALITY\_BOOST

**Values:** true, false

**Default Value associated with usages:**

- Transcoding: false
- Ultra low latency: false
- Low latency: false
- Webcam: false
- HQ: true
- HQLL: true

**Description:** Enable high motion quality boost mode to pre-analyze the motion of the video and use this information to improve encoding.

---

Name (Prefix "AMF_VIDEO_ENCODER_AV1_")	Type
MAX_COMPRESSED_FRAME_SIZE	amf_int64
HEADER_INSERTION_MODE	amf_int64
SWITCH_FRAME_INSERTION_MODE	amf_int64
SWITCH_FRAME_INTERVAL	amd_int64
GOP_SIZE	amd_int64
CDEF_MODE	amd_int64

---

Name (Prefix "AMF_VIDEO_ENCODER_AV1_")	Type
INTRA_REFRESH_MODE	amf_int64
INTRAREFRESH_STRIPEs	amf_int64
B_PIC_PATTERN	amf_int64

Table 6. Encoder picture-control parameters

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_MAX\_COMPRESSED\_FRAME\_SIZE

**Values:** 0 – no limit

**Default Value:** 0

**Description:** Maximum compressed frame size in bits that rate control algorithm will try to limit. May still larger than this number in some cases.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_HEADER\_INSERTION\_MODE

**Values:** AMF\_VIDEO\_ENCODER\_AV1\_HEADER\_INSERTION\_MODE\_ENUM: AMF\_VIDEO\_ENCODER\_AV1\_HEADER\_INSERTION\_MODE\_NONE, AMF\_VIDEO\_ENCODER\_AV1\_HEADER\_INSERTION\_MODE\_GOP\_ALIGNED, AMF\_VIDEO\_ENCODER\_AV1\_HEADER\_INSERTION\_MODE\_KEY\_FRAME\_ALIGNED

**Default Value:** AMF\_VIDEO\_ENCODER\_AV1\_HEADER\_INSERTION\_MODE\_NONE

**Description:** Sets the headers insertion mode.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_SWITCH\_FRAME\_INSERTION\_MODE

**Values:** AMF\_VIDEO\_ENCODER\_AV1\_SWITCH\_FRAME\_INSERTION\_MODE\_ENUM  
AMF\_VIDEO\_ENCODER\_AV1\_SWITCH\_FRAME\_INSERTION\_MODE\_NONE ,  
AMF\_VIDEO\_ENCODER\_AV1\_SWITCH\_FRAME\_INSERTION\_MODE\_FIXED\_INTERVAL

**Default Value:** depends on USAGE

**Description:** Switch frame insertion mode.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_SWITCH\_FRAME\_INTERVAL

**Values:** >0

**Default Value:** depends on USAGE

**Description:** The interval between two inserted switch frames. Valid only when AMF\_VIDEO\_ENCODER\_AV1\_SWITCH\_FRAME\_INSERTION\_MODE is AMF\_VIDEO\_ENCODER\_AV1\_SWITCH\_FRAME\_INSERTION\_MODE\_FIXED\_INTERVAL.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_GOP\_SIZE

**Values:** >0

**Default Value associated with usages:**

- Transcoding: 240
- Ultra low latency: 300
- Low latency: 300
- Webcam: 240
- HQ: 300
- HQLL: 120

**Description:** The period to insert key frame in fixed size mode. 0 means only insert the first frame (infinite GOP size).

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_CDEF\_MODE

**Values:** AMF\_VIDEO\_ENCODER\_AV1\_CDEF\_MODE\_ENUM: AMF\_VIDEO\_ENCODER\_AV1\_CDEF\_DISABLE, AMF\_VIDEO\_ENCODER\_AV1\_CDEF\_ENABLE\_DEFAULT

**Default Value:** AMF\_VIDEO\_ENCODER\_AV1\_CDEF\_ENABLE\_DEFAULT

**Description:** Disable/enable the CDEF filter.

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_INTRA\_REFRESH\_MODE

**Values:** AMF\_VIDEO\_ENCODER\_AV1\_INTRA\_REFRESH\_MODE\_ENUM: AMF\_VIDEO\_ENCODER\_AV1\_INTRA\_REFRESH\_MODE\_\_DISABLED, AMF\_VIDEO\_ENCODER\_AV1\_INTRA\_REFRESH\_MODE\_\_GOP\_ALIGNED, AMF\_VIDEO\_ENCODER\_AV1\_INTRA\_REFRESH\_MODE\_\_CONTINUOUS

**Default Value:** AMF\_VIDEO\_ENCODER\_AV1\_INTRA\_REFRESH\_MODE\_\_DISABLED

**Description:** The mode of intra refresh.

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_INTRAREFRESH\_STRIPES

**Values:** >=1, how many stripes in a frame for intra refresh

**Default Value:** N/A

**Description:** Valid only when intra refresh is enabled.

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_B\_PIC\_PATTERN

**Values:** 0...127

**Default Value:** 0

**Description:** Sets the number of consecutive B-pictures in a GOP. BPicturesPattern = 0 indicates that B-pictures are not used.

Name (Prefix "AMF_VIDEO_ENCODER_AV1_")	Type
QUALITY_PRESET	amf_int64
QUERY_TIMEOUT	amf_int64
INPUT_QUEUE_SIZE	amf_int64
EXTRA_DATA	AMFBufferPtr
OUTPUT_MODE	amf_int64

Table 7. Encoder miscellaneous parameters

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_QUALITY\_PRESET

**Values:** AMF\_VIDEO\_ENCODER\_AV1\_QUALITY\_PRESET\_ENUM: AMF\_VIDEO\_ENCODER\_AV1\_QUALITY\_PRESET\_HIGH\_QUALITY, AMF\_VIDEO\_ENCODER\_AV1\_QUALITY\_PRESET\_QUALITY, AMF\_VIDEO\_ENCODER\_AV1\_QUALITY\_PRESET\_BALANCED, AMF\_VIDEO\_ENCODER\_AV1\_QUALITY\_PRESET\_SPEED

**Default Value associated with usages:**

- Transcoding: AMF\_VIDEO\_ENCODER\_AV1\_QUALITY\_PRESET\_BALANCED
- Ultra low latency: AMF\_VIDEO\_ENCODER\_AV1\_QUALITY\_PRESET\_SPEED
- Low latency: AMF\_VIDEO\_ENCODER\_AV1\_QUALITY\_PRESET\_SPEED
- Webcam: AMF\_VIDEO\_ENCODER\_AV1\_QUALITY\_PRESET\_QUALITY
- HQ: AMF\_VIDEO\_ENCODER\_AV1\_QUALITY\_PRESET\_QUALITY
- HQLL: AMF\_VIDEO\_ENCODER\_AV1\_QUALITY\_PRESET\_QUALITY

**Description:** Selects the quality preset in HW to balance between encoding speed and video quality.

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_QUERY\_TIMEOUT

**Values:** 0...50

**Default Value associated with usages:**

- Transcoding: 0 (no wait)
- Ultra low latency: 0 (no wait)
- Low latency: 0 (no wait)
- Webcam: 0 (no wait)
- HQ: 50
- HQLL: 50

**Description:** Timeout for QueryOutput call in ms. Setting this to a nonzero value will reduce polling load when QueryOutput is called; it will be blocked until the frame is ready or until the timeout is reached.

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_INPUT\_QUEUE\_SIZE

**Values:** 1 ... 32

**Default Value:** 16

**Description:** Set encoder input queue size. For high-resolution sequence, recommend to set a smaller value to save storage. For low-resolution sequence, recommend to set a larger value to improve encoding speed.

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_EXTRA\_DATA

**Values:** AMFBufferPtr

**Default Value:** NULL

**Description:** Buffer to retrieve coded sequence header.

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_OUTPUT\_MODE

**Values:** AMF\_VIDEO\_ENCODER\_AV1\_OUTPUT\_MODE\_ENUM: AMF\_VIDEO\_ENCODER\_AV1\_OUTPUT\_MODE\_FRAME, AMF\_VIDEO\_ENCODER\_AV1\_OUTPUT\_MODE\_TILE

**Default Value:** AMF\_VIDEO\_ENCODER\_AV1\_OUTPUT\_MODE\_FRAME

**Description:** Defines encoder output mode.

Name (Prefix "AMF_VIDEO_ENCODER_AV1_")	Type
SCREEN_CONTENT_TOOLS	amf_bool
PALETTE_MODE	amf_bool
FORCE_INTEGER_MV	amf_bool
ORDER_HINT	amf_bool
FRAME_ID	amf_bool
TILE_GROUP_OBU	amf_bool
ERROR_RESILIENT_MODE	amf_bool
COLOR_BIT_DEPTH	amf_int64
CDF_UPDATE	amf_bool
CDF_FRAME_END_UPDATE_MODE	amd_int64

Table 8. Encoder configuration

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_SCREEN\_CONTENT\_TOOLS

**Values:** true, false

**Default Value:** true

**Description:** If true, allow enabling screen content tools by AMF\_VIDEO\_ENCODER\_AV1\_PALETTE\_MODE\_ENABLE and AMF\_VIDEO\_ENCODER\_AV1\_FORCE\_INTEGER\_MV; if false, all screen content tools are disabled.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_PALETTE\_MODE

**Values:** true, false

**Default Value:** true

**Description:** If true, enable palette mode; if false, disable palette mode. Valid only when AMF\_VIDEO\_ENCODER\_AV1\_SCREEN\_CONTENT\_TOOLS is true.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_FORCE\_INTEGER\_MV

**Values:** true, false

**Default Value:** false

**Description:** If true, enable force integer MV; if false, disable force integer MV. Valid only when AMF\_VIDEO\_ENCODER\_AV1\_SCREEN\_CONTENT\_TOOLS is true.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_ORDER\_HINT

**Values:** true, false

**Default Value:** false

**Description:** Code order hint; if false, don't code order hint.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_FRAME\_ID

**Values:** true, false

**Default Value:** depends on USAGE

**Description:** If true, code frame id; if false, don't code frame id.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_TILE\_GROUP\_OBU

**Values:** true, false

**Default Value:** depends on USAGE

**Description:** If true, code FrameHeaderObu + TileGroupObu and each TileGroupObu contains one tile; if false, code FrameObu.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_ERROR\_RESILIENT\_MODE

**Values:** true, false

**Default Value:** depends on USAGE

**Description:** If true, enable error resilient mode; if false, disable error resilient mode.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_COLOR\_BIT\_DEPTH

**Values:** AMF\_COLOR\_BIT\_DEPTH\_ENUM: AMF\_COLOR\_BIT\_DEPTH\_UNDEFINED, AMF\_COLOR\_BIT\_DEPTH\_8, AMF\_COLOR\_BIT\_DEPTH\_10

**Default Value:** AMF\_COLOR\_BIT\_DEPTH\_8

**Description:** Sets the number of bits in each pixel's color component in the encoder's compressed output bitstream.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_CDF\_UPDATE

**Values:** true, false

**Default Value:** true

**Description:** If false, disable CDF update. If true, enable CDF update.

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_CDF\_FRAME\_END\_UPDATE\_MODE

**Values:** AMF\_VIDEO\_ENCODER\_AV1\_CDF\_FRAME\_END\_UPDATE\_MODE\_ENUM:  
AMF\_VIDEO\_ENCODER\_AV1\_CDF\_FRAME\_END\_UPDATE\_MODE\_DISABLE,  
AMF\_VIDEO\_ENCODER\_AV1\_CDF\_FRAME\_END\_UPDATE\_MODE\_ENABLE\_DEFAULT

**Default Value:** AMF\_VIDEO\_ENCODER\_AV1\_CDF\_FRAME\_END\_UPDATE\_MODE\_DISABLE

**Description:** CDF frame end update mode.

Name (Prefix “AMF_VIDEO_ENCODER_AV1_”)	Type
INPUT_COLOR_PROFILE	amf_int64
INPUT_TRANSFER_CHARACTERISTIC	amf_int64
INPUT_COLOR_PRIMARIES	amf_int64
OUTPUT_COLOR_PROFILE	amf_int64
OUTPUT_TRANSFER_CHARACTERISTIC	amf_int64
OUTPUT_COLOR_PRIMARIES	amf_int64
INPUT_HDR_METADATA	AMFBufferPtr

Table 9. Encoder color conversion parameters

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_INPUT\_COLOR\_PROFILE

**Values:** AMF\_VIDEO\_CONVERTER\_COLOR\_PROFILE\_ENUM: AMF\_VIDEO\_CONVERTER\_COLOR\_PROFILE\_UNKNOWN,  
AMF\_VIDEO\_CONVERTER\_COLOR\_PROFILE\_601, AMF\_VIDEO\_CONVERTER\_COLOR\_PROFILE\_709,  
AMF\_VIDEO\_CONVERTER\_COLOR\_PROFILE\_2020, AMF\_VIDEO\_CONVERTER\_COLOR\_PROFILE\_JPEG,  
AMF\_VIDEO\_CONVERTER\_COLOR\_PROFILE\_FULL\_601, AMF\_VIDEO\_CONVERTER\_COLOR\_PROFILE\_FULL\_709,  
AMF\_VIDEO\_CONVERTER\_COLOR\_PROFILE\_FULL\_2020, AMF\_VIDEO\_CONVERTER\_COLOR\_PROFILE\_COUNT

**Default Value:** AMF\_VIDEO\_CONVERTER\_COLOR\_PROFILE\_UNKNOWN

**Description:** Color profile of the input surface. SDR - Setting this parameter (COLOR\_PROFILE) can fully describe a surface for SDR use case.  
HDR – For HDR use case the TRANSFER\_CHARACTERISTIC, COLOR\_PRIMARIES, and NOMINAL\_RANGE parameters describe the surface.

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_INPUT\_TRANSFER\_CHARACTERISTIC

**Values:** AMF\_COLOR\_TRANSFER\_CHARACTERISTIC\_ENUM: AMF\_COLOR\_TRANSFER\_CHARACTERISTIC\_UNDEFINED,  
AMF\_COLOR\_TRANSFER\_CHARACTERISTIC\_BT709, AMF\_COLOR\_TRANSFER\_CHARACTERISTIC\_UNSPECIFIED,  
AMF\_COLOR\_TRANSFER\_CHARACTERISTIC\_RESERVED, AMF\_COLOR\_TRANSFER\_CHARACTERISTIC\_GAMMA22,  
AMF\_COLOR\_TRANSFER\_CHARACTERISTIC\_GAMMA28, AMF\_COLOR\_TRANSFER\_CHARACTERISTIC\_SMPTE170M,  
AMF\_COLOR\_TRANSFER\_CHARACTERISTIC\_SMPTE240M, AMF\_COLOR\_TRANSFER\_CHARACTERISTIC\_LINEAR,  
AMF\_COLOR\_TRANSFER\_CHARACTERISTIC\_LOG, AMF\_COLOR\_TRANSFER\_CHARACTERISTIC\_LOG\_SQRT,  
AMF\_COLOR\_TRANSFER\_CHARACTERISTIC\_IEC61966\_2\_4, AMF\_COLOR\_TRANSFER\_CHARACTERISTIC\_BT1361\_ECG,  
AMF\_COLOR\_TRANSFER\_CHARACTERISTIC\_IEC61966\_2\_1, AMF\_COLOR\_TRANSFER\_CHARACTERISTIC\_BT2020\_10,  
AMF\_COLOR\_TRANSFER\_CHARACTERISTIC\_BT2020\_12, AMF\_COLOR\_TRANSFER\_CHARACTERISTIC\_SMPTE2084,  
AMF\_COLOR\_TRANSFER\_CHARACTERISTIC\_SMPTE428, AMF\_COLOR\_TRANSFER\_CHARACTERISTIC\_ARIB\_STD\_B67

**Default Value:** AMF\_COLOR\_TRANSFER\_CHARACTERISTIC\_UNDEFINED

**Description:** Characteristic transfer function of the input surface used to perform the mapping between linear light components (tristimulus values) and a nonlinear RGB signal. Used (alongside COLOR\_PRIMARIES and NOMINAL\_RANGE parameters) to describe surface in HDR use case.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_INPUT\_COLOR\_PRIMARIES

**Values:** AMF\_COLOR\_PRIMARIES\_ENUM: AMF\_COLOR\_PRIMARIES\_UNDEFINED, AMF\_COLOR\_PRIMARIES\_BT709, AMF\_COLOR\_PRIMARIES\_UNSPECIFIED, AMF\_COLOR\_PRIMARIES\_RESERVED, AMF\_COLOR\_PRIMARIES\_BT470M, AMF\_COLOR\_PRIMARIES\_BT470BG, AMF\_COLOR\_PRIMARIES\_SMPTE170M, AMF\_COLOR\_PRIMARIES\_SMPTE240M, AMF\_COLOR\_PRIMARIES\_FILM, AMF\_COLOR\_PRIMARIES\_BT2020, AMF\_COLOR\_PRIMARIES\_SMPTE428, AMF\_COLOR\_PRIMARIES\_SMPTE431, AMF\_COLOR\_PRIMARIES\_SMPTE432, AMF\_COLOR\_PRIMARIES\_JEDEC\_P22, AMF\_COLOR\_PRIMARIES\_CCCS

**Default Value:** AMF\_COLOR\_PRIMARIES\_UNDEFINED

**Description:** Color space primaries for the input surface which are the maximum red, green, and blue value permitted within the color space. Used (alongside TRANSFER\_CHARACTERISTIC and NOMINAL\_RANGE parameters) to describe surface in HDR use case.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_OUTPUT\_COLOR\_PROFILE

**Values:** AMF\_VIDEO\_CONVERTER\_COLOR\_PROFILE\_ENUM: AMF\_VIDEO\_CONVERTER\_COLOR\_PROFILE\_UNKNOWN, AMF\_VIDEO\_CONVERTER\_COLOR\_PROFILE\_601, AMF\_VIDEO\_CONVERTER\_COLOR\_PROFILE\_709, AMF\_VIDEO\_CONVERTER\_COLOR\_PROFILE\_2020, AMF\_VIDEO\_CONVERTER\_COLOR\_PROFILE\_JPEG, AMF\_VIDEO\_CONVERTER\_COLOR\_PROFILE\_FULL\_601, AMF\_VIDEO\_CONVERTER\_COLOR\_PROFILE\_FULL\_709, AMF\_VIDEO\_CONVERTER\_COLOR\_PROFILE\_FULL\_2020, AMF\_VIDEO\_CONVERTER\_COLOR\_PROFILE\_COUNT

**Default Value:** AMF\_VIDEO\_CONVERTER\_COLOR\_PROFILE\_UNKNOWN

**Description:** Color profile of the compressed output stream. SDR - Setting this parameter (COLOR\_PROFILE) can fully describe a surface for SDR use case. HDR – For HDR use case the TRANSFER\_CHARACTERISTIC, COLOR\_PRIMARIES, and NOMINAL\_RANGE parameters describe the surface. Determines the optional VUI parameter “matrix\_coefficients”.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_OUTPUT\_TRANSFER\_CHARACTERISTIC

**Values:** AMF\_COLOR\_TRANSFER\_CHARACTERISTIC\_ENUM: AMF\_COLOR\_TRANSFER\_CHARACTERISTIC\_UNDEFINED, AMF\_COLOR\_TRANSFER\_CHARACTERISTIC\_BT709, AMF\_COLOR\_TRANSFER\_CHARACTERISTIC\_UNSPECIFIED, AMF\_COLOR\_TRANSFER\_CHARACTERISTIC\_RESERVED, AMF\_COLOR\_TRANSFER\_CHARACTERISTIC\_GAMMA22, AMF\_COLOR\_TRANSFER\_CHARACTERISTIC\_GAMMA28, AMF\_COLOR\_TRANSFER\_CHARACTERISTIC\_SMPTE170M, AMF\_COLOR\_TRANSFER\_CHARACTERISTIC\_SMPTE240M, AMF\_COLOR\_TRANSFER\_CHARACTERISTIC\_LINEAR, AMF\_COLOR\_TRANSFER\_CHARACTERISTIC\_LOG, AMF\_COLOR\_TRANSFER\_CHARACTERISTIC\_LOG\_SQRT, AMF\_COLOR\_TRANSFER\_CHARACTERISTIC\_IEC61966\_2\_4, AMF\_COLOR\_TRANSFER\_CHARACTERISTIC\_BT1361\_ECG, AMF\_COLOR\_TRANSFER\_CHARACTERISTIC\_IEC61966\_2\_1, AMF\_COLOR\_TRANSFER\_CHARACTERISTIC\_BT2020\_10, AMF\_COLOR\_TRANSFER\_CHARACTERISTIC\_BT2020\_12, AMF\_COLOR\_TRANSFER\_CHARACTERISTIC\_SMPTE2084, AMF\_COLOR\_TRANSFER\_CHARACTERISTIC\_SMPTE428, AMF\_COLOR\_TRANSFER\_CHARACTERISTIC\_ARIB\_STD\_B67

**Default Value:** AMF\_COLOR\_TRANSFER\_CHARACTERISTIC\_UNDEFINED

**Description:** Characteristic transfer function of the compressed output stream used to perform the mapping between linear light components (tristimulus values) and a nonlinear RGB signal.

Used (alongside COLOR\_PRIMARIES and NOMINAL\_RANGE parameters) to describe surface in HDR use case.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_OUTPUT\_COLOR\_PRIMARIES

**Values:** AMF\_COLOR\_PRIMARIES\_ENUM: AMF\_COLOR\_PRIMARIES\_UNDEFINED, AMF\_COLOR\_PRIMARIES\_BT709, AMF\_COLOR\_PRIMARIES\_UNSPECIFIED, AMF\_COLOR\_PRIMARIES\_RESERVED, AMF\_COLOR\_PRIMARIES\_BT470M, AMF\_COLOR\_PRIMARIES\_BT470BG, AMF\_COLOR\_PRIMARIES\_SMPTE170M, AMF\_COLOR\_PRIMARIES\_SMPTE240M, AMF\_COLOR\_PRIMARIES\_FILM, AMF\_COLOR\_PRIMARIES\_BT2020, AMF\_COLOR\_PRIMARIES\_SMPTE428, AMF\_COLOR\_PRIMARIES\_SMPTE431, AMF\_COLOR\_PRIMARIES\_SMPTE432, AMF\_COLOR\_PRIMARIES\_JEDEC\_P22, AMF\_COLOR\_PRIMARIES\_CCCS

**Default Value:** AMF\_COLOR\_PRIMARIES\_UNDEFINED

**Description:** Color space primaries for the compressed output surface which are the maximum red, green, and blue value permitted within the color space.

Used (alongside TRANSFER\_CHARACTERISTIC and NOMINAL\_RANGE parameters) to describe surface in HDR use case.

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_INPUT\_HDR\_METADATA

**Values:** AMFBuffer

**Default Value:** NULL

**Description:** Buffer to retrieve coded sequence header.

Name (Prefix "AMF_VIDEO_ENCODER_AV1_")	Type
NUM_TEMPORAL_LAYERS	amf_int64

Table 10. Encoder SVC parameters

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_NUM\_TEMPORAL\_LAYERS

**Values:** Maximum number of temporal layers supported

**Default Value:** 1

**Description:** Sets the number of temporal layers. SVC with temporal scalability is enabled when the number of layers is greater than 1. The maximum number of temporal layers supported is determined by the corresponding encoder capability.

Remarks:

- Actual modification of the number of temporal layers will be delayed until the start of the next temporal GOP.
- Intra-refresh feature is not supported with SVC.

Name (Prefix "AMF_VIDEO_ENCODER_AV1_")	Type
TL<TL_Num>.QL0.<Parameter_name>	

Table 11. Encoder SVC per-layer parameters

**Name:** TL<TL\_Num>.QL0.<Parameter\_name>

**Values:** Parameter-specific values

**Default Value:** N\A

**Description:** Configures rate-control parameter per SVC layer.

- TL\_Num — temporal layer number
- QL0 - quality layer 0
- Parameter\_name — rate-control parameter name (see below with AMF\_VIDEO\_ENCODER\_AV1\_ prefix)

Rate-control parameters supported:

- TARGET\_BITRATE
- PEAK\_BITRATE
- VBV\_BUFFER\_SIZE
- FRAMERATE
- Max\_Q\_INDEX\_INTRA
- Max\_Q\_INDEX\_INTER
- Min\_Q\_INDEX\_INTRA
- Min\_Q\_INDEX\_INTER
- Q\_INDEX\_INTRA
- Q\_INDEX\_INTER
- FILLER\_DATA



- RATE\_CONTROL\_SKIP\_FRAME
- ENFORCE\_HRD
- MAX\_COMPRESSED\_FRAME\_SIZE

**Table A-2. Input frame and encoded data parameters**

<b>Name (Prefix "AMF_VIDEO_ENCODER_AV1_")</b>	<b>Type</b>
FORCE_INSERT_SEQUENCE_HEADER	amf_bool
FORCE_FRAME_TYPE	amf_int64
MARK_CURRENT_WITH_LTR_INDEX	amf_int64
FORCE_LTR_REFERENCE_BITFIELD	amf_int64
ROI_DATA	AMF_SURFACE_GRAY32
STATISTICS_FEEDBACK	amf_bool
PSNR_FEEDBACK	amf_bool
SSIM_FEEDBACK	amf_bool
BLOCK_Q_INDEX_FEEDBACK	amf_bool

Table 12. Frame per-submission parameters

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_FORCE\_INSERT\_SEQUENCE\_HEADER

**Values:** true, false

**Default Value:** false

**Description:** If true, force insert sequence header with current frame.

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_FORCE\_FRAME\_TYPE

**Values:** AMF\_VIDEO\_ENCODER\_AV1\_FORCE\_FRAME\_TYPE\_ENUM: AMF\_VIDEO\_ENCODER\_AV1\_FORCE\_FRAME\_TYPE\_NONE, AMF\_VIDEO\_ENCODER\_AV1\_FORCE\_FRAME\_TYPE\_KEY, AMF\_VIDEO\_ENCODER\_AV1\_FORCE\_FRAME\_TYPE\_INTRA\_ONLY, AMF\_VIDEO\_ENCODER\_AV1\_FORCE\_FRAME\_TYPE\_SWITCH, AMF\_VIDEO\_ENCODER\_AV1\_FORCE\_FRAME\_TYPE\_SHOW\_EXISTING

**Default Value:** AMF\_VIDEO\_ENCODER\_AV1\_FORCE\_FRAME\_TYPE\_NONE

**Description:** Forces the frame type determined by the picture management with the following precedence KEY, INTRA\_ONLY, SWITCH and SHOW\_EXISTING. Force frame type will only take effect to override types with lower precedence.

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_MARK\_CURRENT\_WITH\_LTR\_INDEX

**Values:** -1 ... MaxOfLTRFrames -1

**Default Value:** N/A

**Description:** If != -1, the current picture is coded as a long-term reference with the given index. Remarks:

- When the user controls N LTRs (using the corresponding Create parameter), then the LTR Index the user can assign to a reference picture varies from 0 to N-1. By default, the encoder will "use up" available LTR Indices (i.e. assign them to references) even if the user does not request them to be used.
- When LTR is used with SVC encoding, only base temporal layer pictures can be coded as LTR. In this case, the request to mark the current picture as LTR would be delayed to the next base temporal layer picture if the current picture is in an enhancement layer. If the user submits multiple requests to mark current as LTR between base temporal layer pictures, then only the last request is applied.

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_FORCE\_LTR\_REFERENCE\_BITFIELD

**Values:** Bitfield MaxOfLTRFrames (max possible 8 bits)

**Default Value:** 0

**Description:** Force LTR Reference allowed bitfield. If == 0, the current picture should predict from the default reference. If != 0, the current picture should predict from one of the LTRs allowed by the bitfield (bit# = LTR Index#).

Remarks:

- E.g. if Bit#0 = 1, then the existing LTR with LTR Index = 0 may be used for reference. The bitfield may allow more than one LTR for reference, in which case the encoder is free to choose which one to use. This bitfield also disallows existing LTRs not enabled by it from current/future reference.
- E.g. if Bit#1 = 0, and there is an existing reference with LTR Index = 1, then this LTR Index will not be used for reference until it is replaced with a newer reference with the same LTR Index.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_ROI\_DATA

**Values:** Video surface in AMF\_SURFACE\_GRAY32 format

**Default Value:** N/A

**Description:** Importance value for each 64x64 block ranges from 0 (least important) to 10 (most important), stored in 32bit unsigned format.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_STATISTICS\_FEEDBACK

**Values:** true (on), false (off)

**Default Value:** false

**Description:** Signal encoder to collect and feedback encoder statistics.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_PSNR\_FEEDBACK

**Values:** true (on), false (off)

**Default Value:** false

**Description:** Signal encoder to calculate PSNR score.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_SSIM\_FEEDBACK

**Values:** true (on), false (off)

**Default Value:** false

**Description:** Signal encoder to calculate SSIM score.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_BLOCK\_Q\_INDEX\_FEEDBACK

**Values:** true (on), false (off)

**Default Value:** false

**Description:** Signal encoder to collect and feedback block level QIndex values.

---

Name (Prefix "AMF_VIDEO_ENCODER_AV1_")	Type
OUTPUT_FRAME_TYPE	amf_int64
OUTPUT_MARKED_LTR_INDEX	amf_int64
OUTPUT_REFERENCED_LTR_INDEX_BITFIELD	amf_int64
OUTPUT_BUFFER_TYPE	amf_int64
RECONSTRUCTED_PICTURE	AMFSurface

Table 13. Encoded data parameters

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_OUTPUT\_FRAME\_TYPE

**Values:** AMF\_VIDEO\_ENCODER\_AV1\_OUTPUT\_FRAME\_TYPE\_ENUM: AMF\_VIDEO\_ENCODER\_AV1\_OUTPUT\_FRAME\_TYPE\_KEY, AMF\_VIDEO\_ENCODER\_AV1\_OUTPUT\_FRAME\_TYPE\_INTRA\_ONLY, AMF\_VIDEO\_ENCODER\_AV1\_OUTPUT\_FRAME\_TYPE\_INTER, AMF\_VIDEO\_ENCODER\_AV1\_OUTPUT\_FRAME\_TYPE\_SWITCH, AMF\_VIDEO\_ENCODER\_AV1\_OUTPUT\_FRAME\_TYPE\_SHOW\_EXISTING

**Default Value:** N/A

**Description:** Type of encoded frame.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_OUTPUT\_MARKED\_LTR\_INDEX

**Values:** -1 ... MaxOfLTRFrames -1

**Default Value:** N/A

**Description:** Marked as LTR Index. If != -1, then this picture was coded as a long-term reference with this LTR Index.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_OUTPUT\_REFERENCED\_LTR\_INDEX\_BITFIELD

**Values:** Bitfield MaxOfLTRFrames (max possible 8 bits)

**Default Value:** N/A

**Description:** Referenced LTR Index bitfield. If != 0, this picture was coded to reference long-term references. The enabled bits identify the LTR Indices of the referenced pictures (e.g. if Bit #0 = 1, then LTR Index 0 was used as a reference when coding this picture).

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_OUTPUT\_BUFFER\_TYPE

**Values:** AMF\_VIDEO\_ENCODER\_AV1\_OUTPUT\_BUFFER\_TYPE\_ENUM: AMF\_VIDEO\_ENCODER\_AV1\_OUTPUT\_BUFFER\_TYPE\_FRAME, AMF\_VIDEO\_ENCODER\_AV1\_OUTPUT\_BUFFER\_TYPE\_TILE, AMF\_VIDEO\_ENCODER\_AV1\_OUTPUT\_BUFFER\_TYPE\_TILE\_LAST

**Default Value:** N/A

**Description:** Encoder output buffer type.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_RECONSTRUCTED\_PICTURE

**Values:** AMFSurface

**Default Value:** N/A

**Description:** Returns reconstructed picture as an AMFSurface attached to the output buffer as property AMF\_VIDEO\_ENCODER\_RECONSTRUCTED\_PICTURE of AMFInterface type.

---

**Table A-3. Encoder capabilities exposed in AMFCaps interface**

Name (prefix with AMF_VIDEO_ENCODER_AV1_CAP_)	Type
NUM_OF_HW_INSTANCES	amf_int64
MAX_THROUGHPUT	amf_int64
REQUESTED_THROUGHPUT	amf_int64
COLOR_CONVERSION	amf_int64
PRE_ANALYSIS	amf_bool
MAX_BITRATE	amf_int64

Name (prefix with AMF_VIDEO_ENCODER_AV1_CAP_)	Type
MAX_PROFILE	amf_int64
MAX_LEVEL	amf_int64
MAX_NUM_TEMPORAL_LAYERS	amf_int64
MAX_NUM_LTR_FRAMES	amf_int64
SUPPORT_TILE_OUTPUT	amf_bool
WIDTH_ALIGNMENT_FACTOR	amf_int64
HEIGHT_ALIGNMENT_FACTOR	amf_int64
BFRAMES	amf_bool

Table 14. Encoder capabilities exposed in AMFCaps interface

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_CAP\_NUM\_OF\_HW\_INSTANCES

**Values:** 0... number of instances - 1

**Description:** Number of HW encoder instances.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_CAP\_MAX\_THROUGHPUT

**Values:** Integers, >=0

**Description:** MAX throughput for AV1 encoder in MB (16 x 16 pixels).

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_CAP\_REQUESTED\_THROUGHPUT

**Values:** 0... number of instances - 1

**Description:** Currently total requested throughput for AV1 encode in MB (16 x 16 pixels).

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_CAP\_COLOR\_CONVERSION

**Values:** AMF\_ACCELERATION\_TYPE

**Description:** Type of supported color conversion.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_CAP\_PRE\_ANALYSIS

**Values:** true, false

**Description:** Pre analysis module is available.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_CAP\_MAX\_BITRATE

**Values:** Integers, >=0 **Description:** Maximum bit rate in bits.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_CAP\_MAX\_PROFILE

**Values:** AMF\_VIDEO\_ENCODER\_AV1\_PROFILE\_ENUM: AMF\_VIDEO\_ENCODER\_AV1\_PROFILE\_MAIN

**Description:** Maximum value of code profile.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_CAP\_MAX\_LEVEL

**Values:** AMF\_VIDEO\_ENCODER\_AV1\_LEVEL\_ENUM: AMF\_VIDEO\_ENCODER\_AV1\_LEVEL\_2\_0, AMF\_VIDEO\_ENCODER\_AV1\_LEVEL\_2\_1, AMF\_VIDEO\_ENCODER\_AV1\_LEVEL\_2\_2, AMF\_VIDEO\_ENCODER\_AV1\_LEVEL\_2\_3, AMF\_VIDEO\_ENCODER\_AV1\_LEVEL\_3\_0, AMF\_VIDEO\_ENCODER\_AV1\_LEVEL\_3\_1, AMF\_VIDEO\_ENCODER\_AV1\_LEVEL\_3\_2, AMF\_VIDEO\_ENCODER\_AV1\_LEVEL\_3\_3,

AMF\_VIDEO\_ENCODER\_AV1\_LEVEL\_4\_0, AMF\_VIDEO\_ENCODER\_AV1\_LEVEL\_4\_1, AMF\_VIDEO\_ENCODER\_AV1\_LEVEL\_4\_2, AMF\_VIDEO\_ENCODER\_AV1\_LEVEL\_4\_3, AMF\_VIDEO\_ENCODER\_AV1\_LEVEL\_5\_0, AMF\_VIDEO\_ENCODER\_AV1\_LEVEL\_5\_1, AMF\_VIDEO\_ENCODER\_AV1\_LEVEL\_5\_2, AMF\_VIDEO\_ENCODER\_AV1\_LEVEL\_5\_3, AMF\_VIDEO\_ENCODER\_AV1\_LEVEL\_6\_0, AMF\_VIDEO\_ENCODER\_AV1\_LEVEL\_6\_1, AMF\_VIDEO\_ENCODER\_AV1\_LEVEL\_6\_2, AMF\_VIDEO\_ENCODER\_AV1\_LEVEL\_6\_3, AMF\_VIDEO\_ENCODER\_AV1\_LEVEL\_7\_0, AMF\_VIDEO\_ENCODER\_AV1\_LEVEL\_7\_1, AMF\_VIDEO\_ENCODER\_AV1\_LEVEL\_7\_2, AMF\_VIDEO\_ENCODER\_AV1\_LEVEL\_7\_3

**Description:** Maximum value of codec level.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_CAP\_MAX\_NUM\_TEMPORAL\_LAYERS

**Values:** 1 ... Maximum number of temporal layers supported

**Description:** The cap of maximum number of temporal layers.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_CAP\_MAX\_NUM\_LTR\_FRAMES

**Values:** Integers, >=0

**Description:** The cap of maximum number of LTR frames. This value is calculated based on current value of AMF\_VIDEO\_ENCODER\_AV1\_MAX\_NUM\_TEMPORAL\_LAYERS.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_CAP\_SUPPORT\_TILE\_OUTPUT

**Values:** true, false

**Description:** If tile output is supported.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_CAP\_WIDTH\_ALIGNMENT\_FACTOR

**Values:** Integers, >=0

**Description:** This is used for querying the av1 picture width alignment factor

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_CAP\_HEIGHT\_ALIGNMENT\_FACTOR

**Values:** Integers, >=0

**Description:** This is used for querying the av1 picture height alignment factor

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_CAP\_BFRAMES

**Values:** true, false

**Description:** This is used for querying av1 b frame support

---

## Table A-4. Encoder statistics feedback

Statistic Name (prefix "AMF_VIDEO_ENCODER_AV1")	Type
STATISTIC_FRAME_Q_INDEX	amf_int64
STATISTIC_AVERAGE_Q_INDEX	amf_int64
STATISTIC_MAX_Q_INDEX	amf_int64
STATISTIC_MIN_Q_INDEX	amf_int64
STATISTIC_PIX_NUM_INTRA	amf_int64
STATISTIC_PIX_NUM_INTER	amf_int64
STATISTIC_PIX_NUM_SKIP	amf_int64

Statistic Name (prefix "AMF_VIDEO_ENCODER_AV1")	Type
STATISTIC_BITCOUNT_RESIDUAL	amf_int64
STATISTIC_BITCOUNT_MOTION	amf_int64
STATISTIC_BITCOUNT_INTER	amf_int64
STATISTIC_BITCOUNT_INTRA	amf_int64
STATISTIC_BITCOUNT_ALL_MINUS_HEADER	amf_int64
STATISTIC_MV_X	amf_int64
STATISTIC_MV_Y	amf_int64
STATISTIC_RD_COST_FINAL	amf_int64
STATISTIC_RD_COST_INTRA	amf_int64
STATISTIC_RD_COST_INTER	amf_int64
STATISTIC_SAD_FINAL	amf_int64
STATISTIC_SAD_INTRA	amf_int64
STATISTIC_SAD_INTER	amf_int64
STATISTIC_SSE	amf_int64
STATISTIC_VARIANCE	amf_int64

Table 15. Encoder statistics feedback

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_STATISTIC\_FRAME\_Q\_INDEX

**Description:** Rate control base frame/initial QIndex.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_STATISTIC\_AVERAGE\_Q\_INDEX

**Description:** Average QIndex of all encoded SBs in a picture. Value may be different from the one reported by bitstream analyzer when there are skipped SBs.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_STATISTIC\_MAX\_Q\_INDEX

**Description:** Max QIndex among all encoded SBs in a picture. Value may be different from the one reported by bitstream analyzer when there are skipped SBs.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_STATISTIC\_MIN\_Q\_INDEX

**Description:** Min QIndex among all encoded SBs in a picture. Value may be different from the one reported by bitstream analyzer when there are skipped SBs.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_STATISTIC\_PIX\_NUM\_INTRA

**Description:** Number of the intra encoded pixels.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_STATISTIC\_PIX\_NUM\_INTER

**Description:** Number of the inter encoded pixels.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_STATISTIC\_PIX\_NUM\_SKIP

**Description:** Number of the skip mode pixels.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_STATISTIC\_BITCOUNT\_RESIDUAL

**Description:** The bit count that corresponds to residual data.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_STATISTIC\_BITCOUNT\_MOTION

**Description:** The bit count that corresponds to motion vectors.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_STATISTIC\_BITCOUNT\_INTER

**Description:** The bit count that are assigned to inter SBs.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_STATISTIC\_BITCOUNT\_INTRA

**Description:** The bit count that are assigned to intra SBs.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_STATISTIC\_BITCOUNT\_ALL\_MINUS\_HEADER

**Description:** The bit count of the bitstream excluding header.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_STATISTIC\_MV\_X

**Description:** Accumulated absolute values of horizontal MV's.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_STATISTIC\_MV\_Y

**Description:** Accumulated absolute values of vertical MV's.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_STATISTIC\_RD\_COST\_FINAL

**Description:** Frame level final RD cost for full encoding.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_STATISTIC\_RD\_COST\_INTRA

**Description:** Frame level intra RD cost for full encoding.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_STATISTIC\_RD\_COST\_INTER

**Description:** Frame level inter RD cost for full encoding.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_STATISTIC\_SATD\_FINAL

**Description:** Frame level final SAD for full encoding.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_STATISTIC\_SATD\_INTRA

**Description:** Frame level intra SAD for full encoding.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_STATISTIC\_SATD\_INTER

**Description:** Frame level inter SAD for full encoding.

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_STATISTIC\_SSE

**Description:** Frame level SSE (only calculated for AV1).

---

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_STATISTIC\_VARIANCE

**Description:** Frame level variance for full encoding.

---

Statistic Name	Type
BLOCK_Q_INDEX_MAP	AMFSurface

Table 16. Encoder block level feedback

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_BLOCK\_Q\_INDEX\_MAP

**Description:** AMFSurface of format AMF\_SURFACE\_GRAY32 containing block level QIndex values.

Table A-5. Encoder PSNR/SSIM feedback

Statistic Name (prefix "AMF_VIDEO_ENCODER_AV1")	Type
STATISTIC_PSNR_Y	amf_double
STATISTIC_PSNR_U	amf_double
STATISTIC_PSNR_V	amf_double
STATISTIC_PSNR_ALL	amf_double
STATISTIC_SSIM_Y	amf_double
STATISTIC_SSIM_U	amf_double
STATISTIC_SSIM_V	amf_double
STATISTIC_SSIM_ALL	amf_double

Table 17. Encoder statistics feedback

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_STATISTIC\_PSNR\_Y

**Description:** PSNR Y.

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_STATISTIC\_PSNR\_U

**Description:** PSNR U.

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_STATISTIC\_PSNR\_V

**Description:** PSNR V.

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_STATISTIC\_PSNR\_ALL

**Description:** PSNR YUV.

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_STATISTIC\_SSIM\_Y

**Description:** SSIM Y.

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_STATISTIC\_SSIM\_U

**Description:** SSIM U.

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_STATISTIC\_SSIM\_V

**Description:** SSIM V.

**Name:** AMF\_VIDEO\_ENCODER\_AV1\_STATISTIC\_SSIM\_ALL

**Description:** SSIM YUV.