

Open Source Intel® Media SDK FAQ

Q1. What did Intel announce?

A1. Intel delivered the first open source release of the Intel® Media SDK for Linux*, a product for software developers that provides API, runtimes and tools to access hardware-accelerated codecs (also known as Intel® Quick Sync Video technology) on Intel® platforms.

[Intel Media SDK for Linux source code](#) is available at [GitHub](#).

This shipment is for developers who want:

- To build fast, high-quality video encoding, decoding, and processing applications for the latest generation of Intel® processors
- More flexibility and control over the third-party software via access to the source code

While Intel will continue to enhance and maintain Intel Media SDK, developers are welcome to participate the community and contribute their own fixes and enhancements to make the product even better.

Intel has made efforts to inform existing Intel Media SDK users and the open source community about the release.

Q2. Has Intel been delivering open source software before?

A2. Intel has helped to driver the open source movement for 25 years, since 1991 when Linus Torvalds launched Linux* kernel on Intel® architecture.

Today, Intel is a leading contributor to the Linux kernel and many other open source projects including [OpenStack*](#), [Tizen*](#), [KVM*](#), [Xen*](#), [Yocto Project*](#), [Red Hat*](#), and [Android*](#).

You can find open source software from Intel can be found at <http://01.org> and <http://software.intel.com/open-source>. Also, multiple projects are hosted at [GitHub](#).

Intel started the process of open sourcing the software products for media application developers in 2014 with Intel Media SDK [dispatcher](#). In 2015, Intel published the open source [samples](#) at [GitHub](#).

Q3. Why is Intel Media SDK open sourcing important?

A3. Intel Media SDK for Linux* is a part of the [Intel® Media Server Studio](#), a suite of professional tools for developers building media transcoding and distribution solutions for the cloud or communications appliances.

With the strong demand for open sourcing, Intel believes we can significantly improve the adoption of Intel Media SDK and ease the porting of our products to additional operating systems.

Intel is committed to open source for a variety of other reasons, including:

- Greatly improved debugging
- More rapid development
- Improved software quality

Q4. Which Media SDK components were open sourced?

A4. The newly open sourced Media SDK components for 64-bit Linux* include:

- libmfxhw library and associated plugins (HEVC decode and encode, and AVC Look Ahead Bitrate Control) that provide an API to access hardware-accelerated decode, encode, and video pre-processing (VPP)
- Flexible Encode Infrastructure (FEI), extensions to fine-tune an AVC encoding pipeline
- Core build and test infrastructure

The following products and Intel® Media Server Studio components remain closed source:

- [Intel Media SDK for Windows* and Embedded Linux*](#)
- Software video and audio codecs
- HEVC software and GPU-accelerated decoders & encoders
- Premium Telecine Interlace Reverser
- [Intel® SDK for OpenCL™ Applications](#)
- Video analysis tools ([Intel® VTune™ Amplifier](#), [Intel® Video Pro Analyzer](#), [Intel® Stress Bitstreams and Encoder](#))

If you see value in open sourcing any additional products or components, please contact us through [Media SDK project at Github](#), [Media SDK forum](#), [Intel Premier Support](#), or your Intel representative.

Q5. With what graphics driver does open source Media SDK for Linux* work?

A5. Intel Media SDK for Linux* works with the Intel closed source user-mode graphics driver for Linux*. It can be found in the Media Server Studio for Linux* package. (See [README at Github](#) for details.)

The open source Intel Media SDK does not currently work with the drivers published at O1.org's [Intel® Graphics for Linux Project](#).

Q6. Will Intel continue to develop and maintain the Media SDK?

A6. Intel will keep development, maintenance and support for the open source Media SDK on the same level as the existing products. We will continue to validate the Intel Media SDK and enhance test system to preserve or improve the quality of the product. Support remains available through the [Intel Media SDK Forum](#) and [Intel Premier Support](#).

Q7. If I am a current user of the Media Server Studio, do I have to switch to open source version of Intel Media SDK?

A7. No, Intel will continue offering Media Server Studio for Linux* packages with binary Media SDK runtimes and tools corresponding to stable release tags. These packages provide comprehensive list of

components needed to develop your product, extensively tested on supported operating systems and hardware. Customers wishing to use the open source code for production may refer to branches and labels corresponding to these stable production releases.

Q8. What operating systems and hardware platforms are supported by the open source Intel Media SDK?

A8. CentOS* 7.2 is the recommended—and the only tested—operating system. Supported Intel hardware platforms with integrated graphics are:

- [Intel® Xeon® processor E3-1200 v4 Family with C226 chipset](#)
- [Intel® Xeon® processor E3-1200 and E3-1500 v5 Family with C236 chipset](#)
- [5th Generation Intel® Core™ processors](#)
- [6th Generation Intel® Core™ processors](#)

Please see [README at GitHub](#) for details on supported platforms.

Q9. Can I contribute to the Media SDK project?

A9. Intel welcomes community contributions to Intel Media SDK. Please see [CONTRIBUTING at GitHub](#) and note that review and merge might take some time at this time.

Q10. Under what license was Media SDK open sourced?

A10. Intel Media SDK was open sourced under the [MIT license](#), which is noted at the top of every source file.

Q11. Are there any obligations with respect to the redistribution of the source or the binaries built from this project?

A11. Yes. The obligations are noted in the [MIT license](#).

Q11. May I fork the project?

A11. Yes. Please check the limitations noted in the [MIT license](#). Please note that Intel will not be responsible for support of the forked project. We would appreciate you contacting Intel through GitHub first to see if we can meet your needs without forking.

Q12. Where can I get more information about open source Intel Media SDK?

A12. For more information:

- [Visit Intel Media SDK at GitHub](#)
- Contact us through the [Intel Media SDK Forum](#), [Intel Premier Support](#) or your Intel representative.

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Software and workloads used in performance tests may have been optimized for performance only on Intel microprocessors.

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