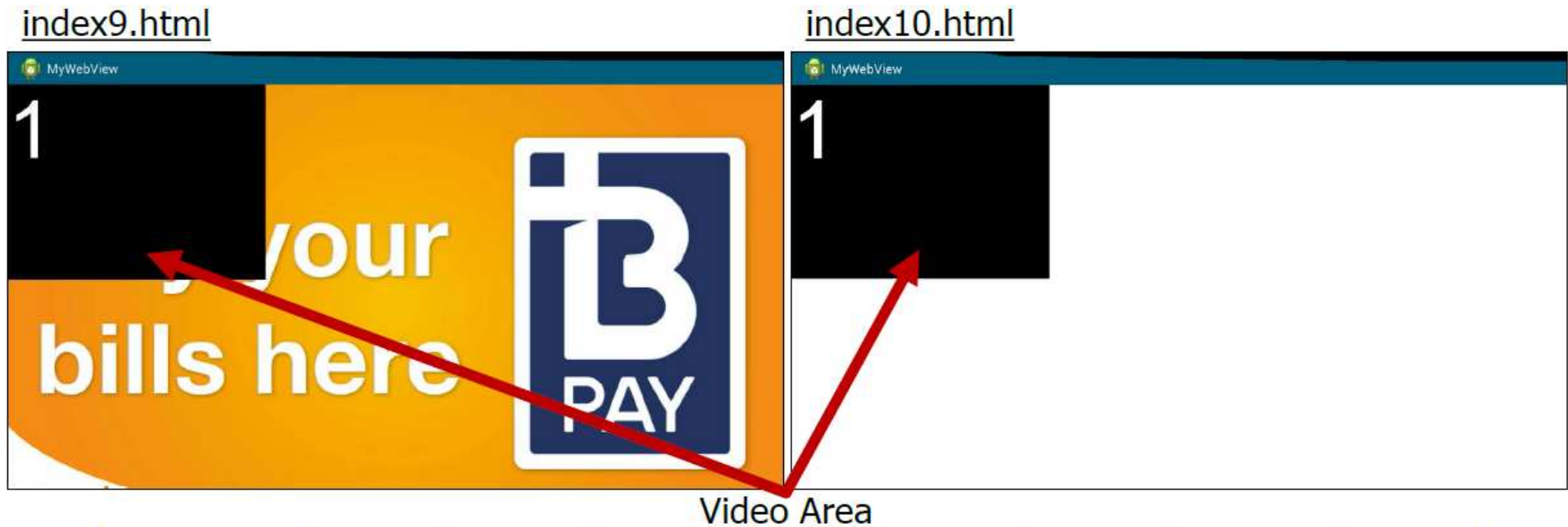


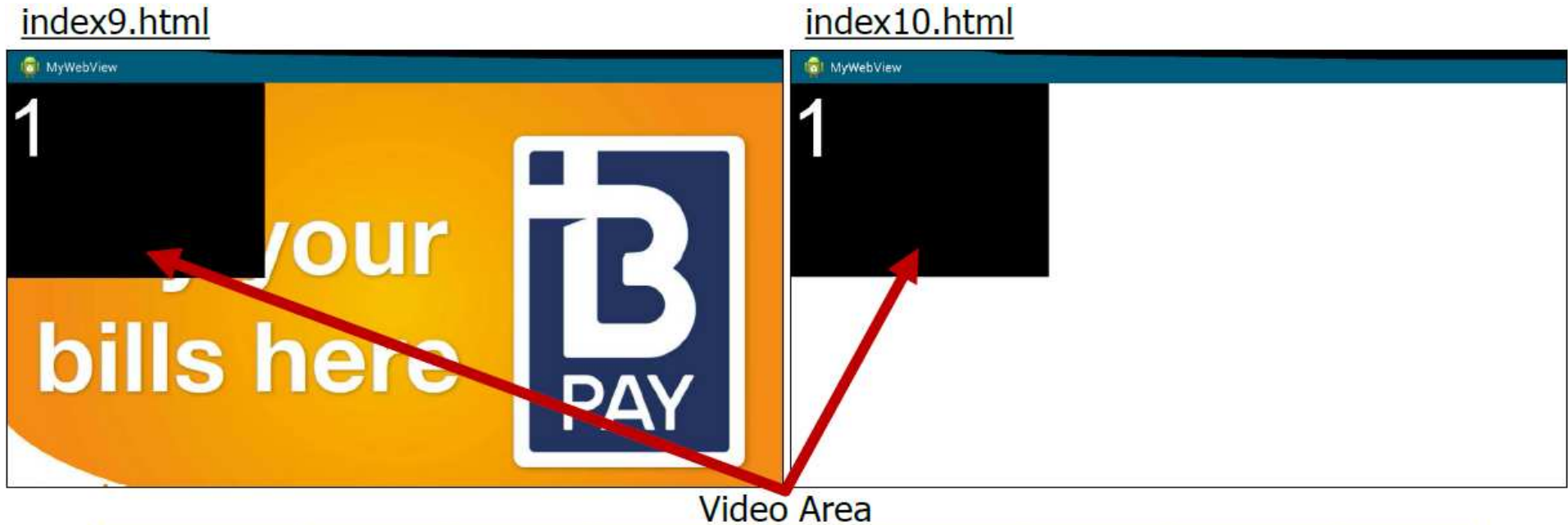
HTML5 Video Performance - WebView



		ARM	IPU1	IPU2	GPU2D	GPU3D	VPU	SUM
index9.html	Read	41.64	0.00	474.65	94.94	505.89	26.24	1086.91
12.3fps	Write	7.29	0.00	0.00	94.92	558.97	11.65	622.72
index10.html	Read	69.43	0.00	474.65	197.80	599.03	26.33	1351.25
24.6fps	Write	13.73	0.00	0.00	197.75	808.55	11.65	1025.33

FPS is different by whether the video is overlaid on the picture.
In the both case, all process is done by each H/W.

HTML5 Video Performance - Chromium



		ARM	IPU1	IPU2	GPU2D	GPU3D	VPU	SUM
index9.html	Read	54.44	0.00	474.68	591.66	510.20	24.91	1644.48
	Write	7.47	0.00	0.00	394.67	460.92	11.69	861.94
index10.html	Read	49.49	0.00	474.67	593.49	277.71	26.22	1424.78
	Write	6.35	0.00	0.00	395.65	451.67	11.65	865.61

The GPU2D usage is different from webview to chromium.
We wonder if the 2D acceleration doesn't work well in case of webview.

HTML5 Video Performance - TestCode

index9.html

```
<html>
<head>
<title></title>
<style>
html, body [
margin: 0px;
]
#wrap_video [
position: absolute;
top: 0;
left: 0;
width: 1920px;
height: 1080px;
]
#video_overlays [
position: absolute;
top: 0;
left: 0;
width: 640px;
height: 480px;
z-index: 100;
background-color: rgba(0,0,0,0);
]
#player[
background: black;
]
</style>
</head>
<body>
<div id="wrap_video">

<div id="video_overlays">
<video autoplay controls id="player" width="640px" height="480px" loop="loop">
<source src="test.mp4" type="video/mp4"/>
</video>
</div>
</div>
</body>
</html>
```

index10.html

```
<html>
<head>
<title></title>
<style>
html, body [
margin: 0px;
]
#wrap_video [
position: absolute;
top: 0;
left: 0;
width: 1920px;
height: 1080px;
]
#video_overlays [
position: absolute;
top: 0;
left: 0;
width: 1920px;
height: 1080px;
z-index: 100;
background-color: rgba(0,0,0,0);
]
#player[
background: black;
]
</style>
</head>
<body>
<!-- <div id="wrap_video">-->
<!-- -->
<div id="video_overlays">
<video autoplay controls id="player" width="640px" height="480px" loop="loop">
<source src="test.mp4" type="video/mp4"/>
</video>
</div>
<!-- </div>-->
</body>
</html>
```