

# IOT BZH

## AGL Audio Agent



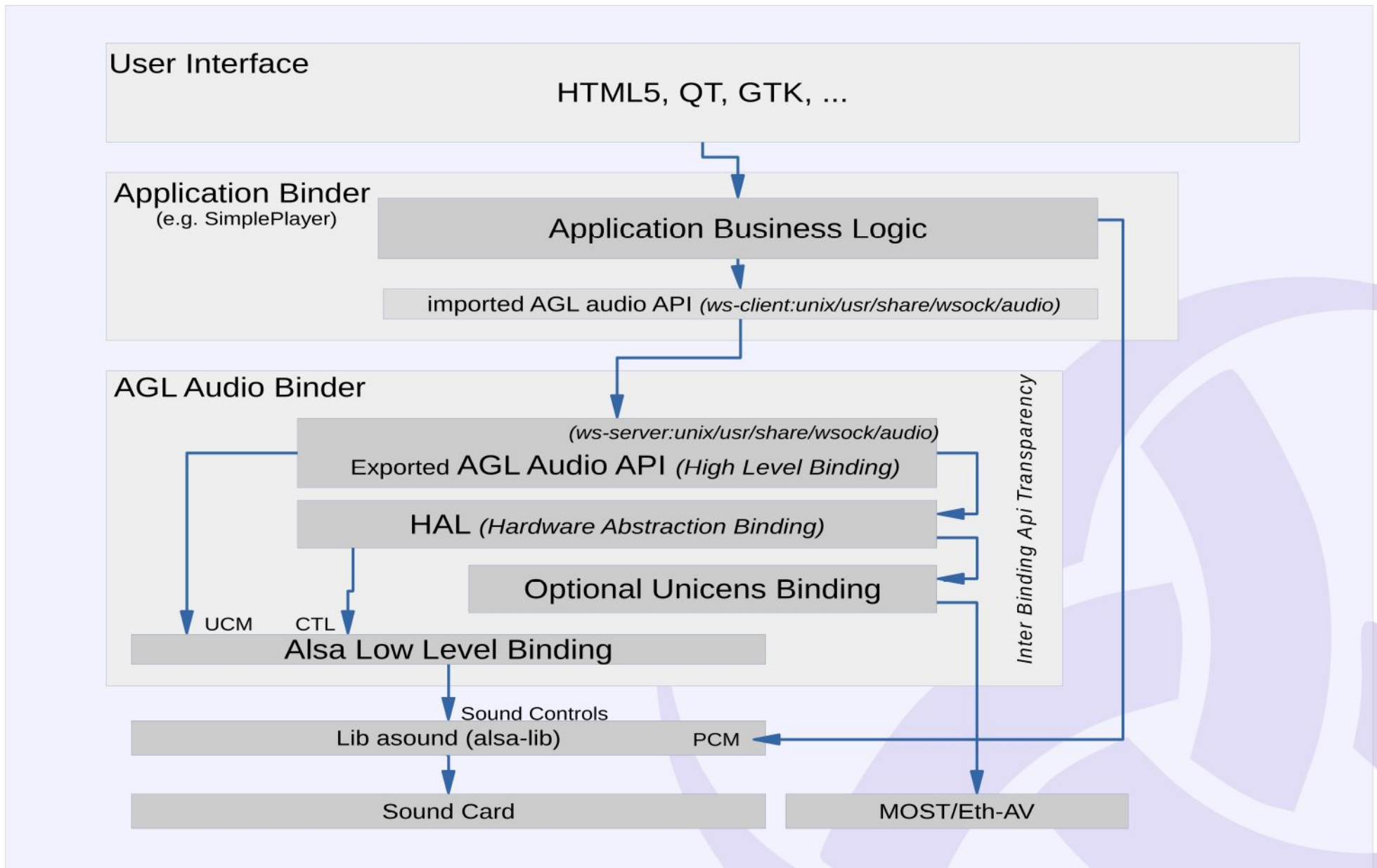
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# Goals

- Friendly API to developers
  - Normalized high level API (Application portability)
  - Independence to sound card hardware
  - AGL framework native service (API transparency + Security)
- Support of advanced sound card controls
  - Volume Rump Up/Down
  - Mixing / DSP
  - Etc.
- Capability to integrate non-alsa features
  - Microchip Unicens
  - Power On/Off
  - External players
  - Etc.
- Functional Channels Mixing
  - Multimedia
  - Navigation
  - Telephony
  - Notification
  - Etc.

# Architecture



# Low Level Binding

- Expose ALSA native API (controls+UCM)
  - `.name="getinfo", .info= "List All/One Sound Cards Info" },`
  - `{ .name= "getctls", .info= "Get Controls" },`
  - `{ .name= "setctls", .info= "Set Controls" },`
  - `{ .name= "subscribe", .info= "Subscribe to events" },`
  - `{ .name= "getcardid", .info= "Get CardId from its short/long name" },`
  - `{ .name= "registerHal", .info= "Register Hal CardName/ApiPrefix" },`
  - `{ .name= "ucmquery", .info= "Use Case Query" },`
  - `{ .name= "ucmset", .info= "Use Case Set" },`
  - `{ .name= "ucmget", .info= "Use Case Get" },`
  - `{ .name= "ucmreset", .info= "Use Case Reset to Default" },`
  - `{ .name= "ucmclose", .info= "Use Case Close Manager" },`
- `callbinder('alsacore','getctls', {devid:devid, numids:17})`
- `callbinder('alsacore','setctls', {devid:devid, numids:[{id:1,val:[50,50]},  
{id:17,val:50,50}]})`

*Generic Exposure of Lib Alsa API through AGL Framework.*

# Hardware Abstraction Binding

```
STATIC alsaHalMapT alsaHalMap= {
  { .alsa={.control=Master_Playback_Volume
    ,.numid=16,.group=OUTVOL,.values=1,.minval=0,.maxval= 87 ,.step=0,.acl=RW}
    , .info= "Master Playback Volume" },
  { .alsa={.control=PCM_Playback_Volume
    ,.numid=27,.group=PCMVOL,.values=2,.minval=0,.maxval= 255,.step=0,.acl=RW}
    , .info= "PCM Playback Volume" },
  { .alsa={.control=PCM_Playback_Switch
    ,.numid=17,.group=SWITCH,.values=1,.minval=0,.maxval= 1 ,.step=0,.acl=RW}
    , .info= "Master Playback Switch" },
  { .alsa={.control=Non_Alsa_Call
    ,.numid=12,.group=INVOL ,.values=2,.minval=0,.maxval= 31 ,.step=0,.acl=RW}
    ,.cb={callback=MyCustomFunction, handle=MyHandle}
    , .info= "Capture Volume" },
```

*Normalize an AGL virtual Sound Card*

# High Level Binding

- Normalized API for application portability
- Handle client context

```
{ .name= "open",      .info= "Open a Dedicated SoundCard" },  
{ .name= "close",    .info= "Close previously open SoundCard" },  
{ .name= "setvolume", .info= "Set Volume" },  
{ .name= "getvolume", .info= "Get Volume" },  
{ .name= "subscribe", .info= "Subscribe AudioBinding Events" },  
{ .name= "ucmset",    .info= "Set Usecase and retrieve PCM value" },
```

# Alsa UCM *(Use Case Manager)*

## Mixing Sound Channels

```
aplay -D plug:music trio-divi.wav  
speaker-test -D plug:navi -c 2 -twav
```

## Selecting Use Cases

```
alsaucm -c "MySoundCard" list _verbs  
alsaucm -c "MySoundCard" _verb HiFi  
alsaucm -c "MySoundCard" _verb Navi
```

```
SectionVerb {  
    EnableSequence [  
        cset "name='MasterMusic' 80%"  
    ]  
    DisableSequence [  
        cset "name='MasterMusic' 60%"  
    ]  
    Value {  
        TQ "Music"  
        OutputDspName "Multi Media"  
        PlaybackPCM "plug:music"  
    }  
}  
SectionDevice."Speaker" {  
    Comment "Speaker"  
}
```

# Alsa Virtual Channels

```
pcm.SoftMixer {  
    type dmix  
    ipc_key 1024  
    ipc_key_add_uid false  
    ipc_perm 0600  
    slave {  
        pcm "hw:v1340" #Jabra Solmate  
        rate 44100  
    }  
}
```

```
pcm.music {  
    type      softvol  
    slave.pcm "SoftMixer"  
    control {  
        name  "MasterMusic"  
        card  0  
    }  
}
```

```
aplay -D plug:music ./htdocs/sounds/trio-divi-alkazabach.wav  
speaker-test -D plug:navi -c 2 -twav  
amixer -D hw:xxx cset name="MasterMusic" 80%  
amixer -D hw:xxx cset name="MasterNavi" 100%
```



# Almost Done Work

- Low Level Bindings (90%)
  - Introspection
  - Controls get/get
  - Events (e.g. volume was changed)
  - Use Case Manager
- Hardware Abstraction Binding (50%)
  - Get normalized controls
  - Callback hooking for non Alsa controls
- High Level Bindings (10%)
  - Template with basic set controls

# Work To Be Done

- Low Level
  - Polish
  - Documentation (especially on UCM)
  - Security interface with Smack & Cynara
- HAL
  - Set capability
  - Event normalization
  - Add HAL for reference hardware (Renesas, Microchip)
- High Level
  - Agree on AGL AudioAPI
- Applications Sample
  - Finalize SimplePlayer (equivalent to aplay)
  - Implement a SimpleMixer (equivalent to amixer)
- Documentation
  - Configuration guide
  - Developer guide

# Source Code

- <http://github.com/iotbzh/audio-bindings>
- <http://github.com/iotbzh/audio-utils>