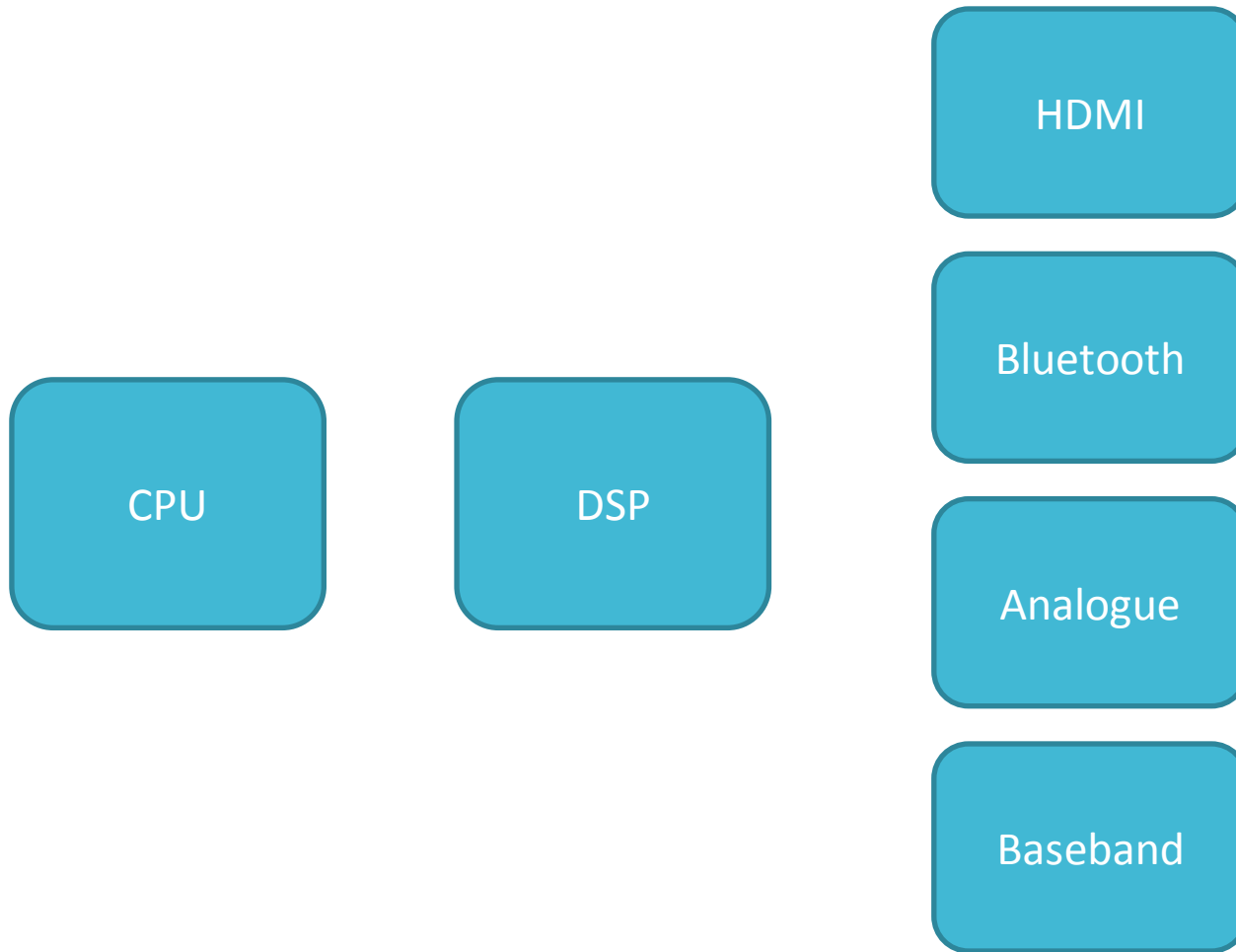
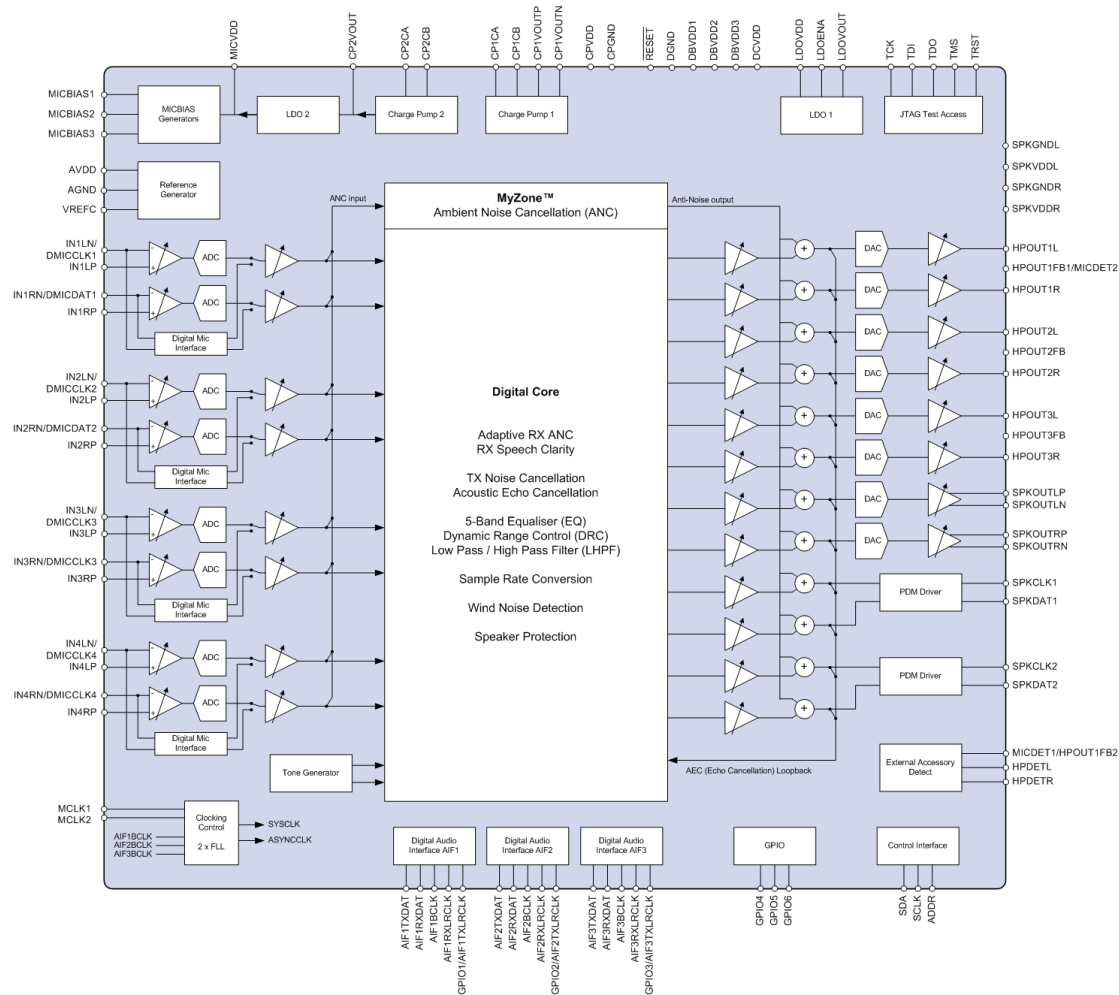


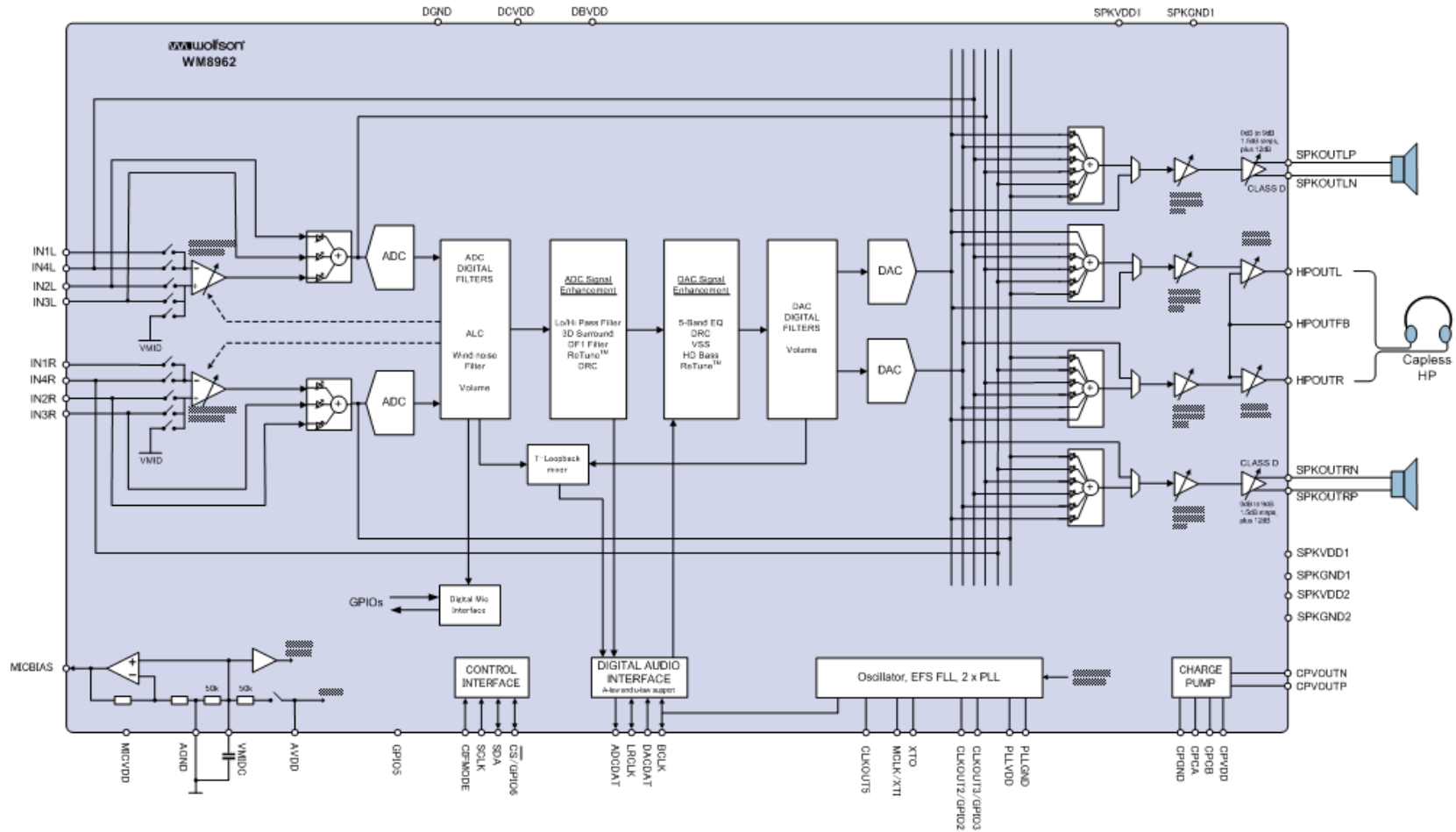
Towards a standard audio HAL for Linux

Introducing TinyHAL

- **Introduction to smartphone audio**
- **System integration in the Android audio stack**
- **Existing audio HALs**
- **Introducing TinyHAL**







- **Product configuration**
 - Configuring audio paths
 - Acoustic engineering
 - DSP algorithm configuration
 - Many aspects require specialist measurement techniques
- **Use case management**
 - Transitions
 - Overlapping use cases
- **Many interdependencies**
- **May need different tunings for different markets**

- **AudioFlinger manages all audio in the system**
 - Standard Android code
- **High level policy decisions**
 - “Output to headphones and speaker”
 - “Record from headset microphone”
 - “Output to HDMI”
- **Common behaviour between Android devices**
 - Can be overridden, but usually done by editing code
 - Not really anything to do with the tuning

- **Relies on audio HAL plugins to implement policy**
 - Totally system specific code
 - Tell AudioFlinger which devices are available
 - Implement audio streams to and from hardware
- **Linux kernel provides standard interfaces below HAL**
 - ASoC – ALSA subsystem for embedded devices
 - Accessory detection
- **Not adopted by key vendors when Android was architected**
 - ...but are now, even by out of tree vendors

- **Google AOSP code for Nexus phones**
- **alsa_sound**
- **System integrator implementations**
 - SoC vendor code
 - Product vendor code
- **Much parallel development**



- **Nexus S and Galaxy Nexus**
- **Based on TinyALSA, Apache licensed**
 - Requirement for core Android/AOSP code
 - Desirable for many system integrators
- **Device specific**
 - Difficult to reuse directly on other products
- **Configuration in code**
 - Only software engineers need apply!



```
struct route_setting vx_ul_bt[] = {  
    {  
        .ctl_name = MIXER_MUX_VX0,  
        .strval = MIXER_BT_LEFT,  
    },  
  
    return strcmp(property,  
        PRODUCT_DEVICE_TORO) == 0;
```

- **In AOSP as an external project**
 - Contributed by Windriver early on
- **Based on standard ALSA library**
 - LGPL, unsuitable for standard AOSP usage
- **Use cases configured in asound.conf**
 - Good for maintainability but...
 - ...not designed for transitions
 - UCM not yet supported
- **Not yet updated to ICS HAL API**



- **Often based on alsa_sound**
 - Working around limitations in the configuration files
 - Sometimes adding features like DSP integration
- **Typically proprietary**
 - Device and system assumptions
 - Licensing

- **Need a license suitable for AOSP**
 - Use TinyALSA
- **Configuration moved out to files**
 - UCM style
 - XML parsed using expat
- **Prototype done last year for Gingerbread**
 - In active use by some users
- **Still in early development**
- **Sample configuration for Nexus S**



- **System defaults**
- **Top level use cases**
 - Media/default
 - Telephony
- **Per device routes**
- **Modifiers**
 - Notification tone in call

`<!-- We are able to have most of our routing static so do that -->`

`<path>`

`<!-- AIF1->DAC1 -->`

`<ctl name="DAC1 Switch" val="1" />`

`<ctl name="DAC1L Mixer AIF1.1 Switch" val="1" />`

`<ctl name="DAC1R Mixer AIF1.1 Switch" val="1" />`

`<!-- DAC1->Headphone -->`

`<ctl name="Left Headphone Mux" val="DAC" />`

`<ctl name="Right Headphone Mux" val="DAC" />`


```
<device name="headphone">  
  <path name="on">  
    <ctl name="HP Switch" val="1" />  
  </path>  
  <path name="off">  
    <ctl name="HP Switch" val="0" />  
  </path>  
</device>
```

- **Record support**
- **Baseband support**
- **Dynamic power optimisations**
- **Algorithm plugins**
- **Support for explicit use case transition sequences**
- **Support for new ALSA features**

- **Contributions welcome!**

- <http://opensource.wolfsonmicro.com/content/tinyhal>