PhiInnovations

Android built for Radio over IP (RoIP) system implementation

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Project overview

- Develop a proof-of-concept (PoC) of using an Android system to implement an embedded system solution in telecommunication domain
- Implement a Radio over IP solution using standard components and off-the-shelf devices
- Control software and communication protocol implemented using Android Operating System
  - The idea is to implement an Android solution which in general would be implemented in an embedded Linux environment

Project requirements

- Development of a stand-alone embedded system
- (Optional) implementation of a Graphical User Interface
- Embedded system should activate a radio using PTT
- Embedded system should receive and send audio to the radio
- Communication between the embedded systems must be using TCP/IP
  - Ethernet
  - Wifi
  - Blutetooth

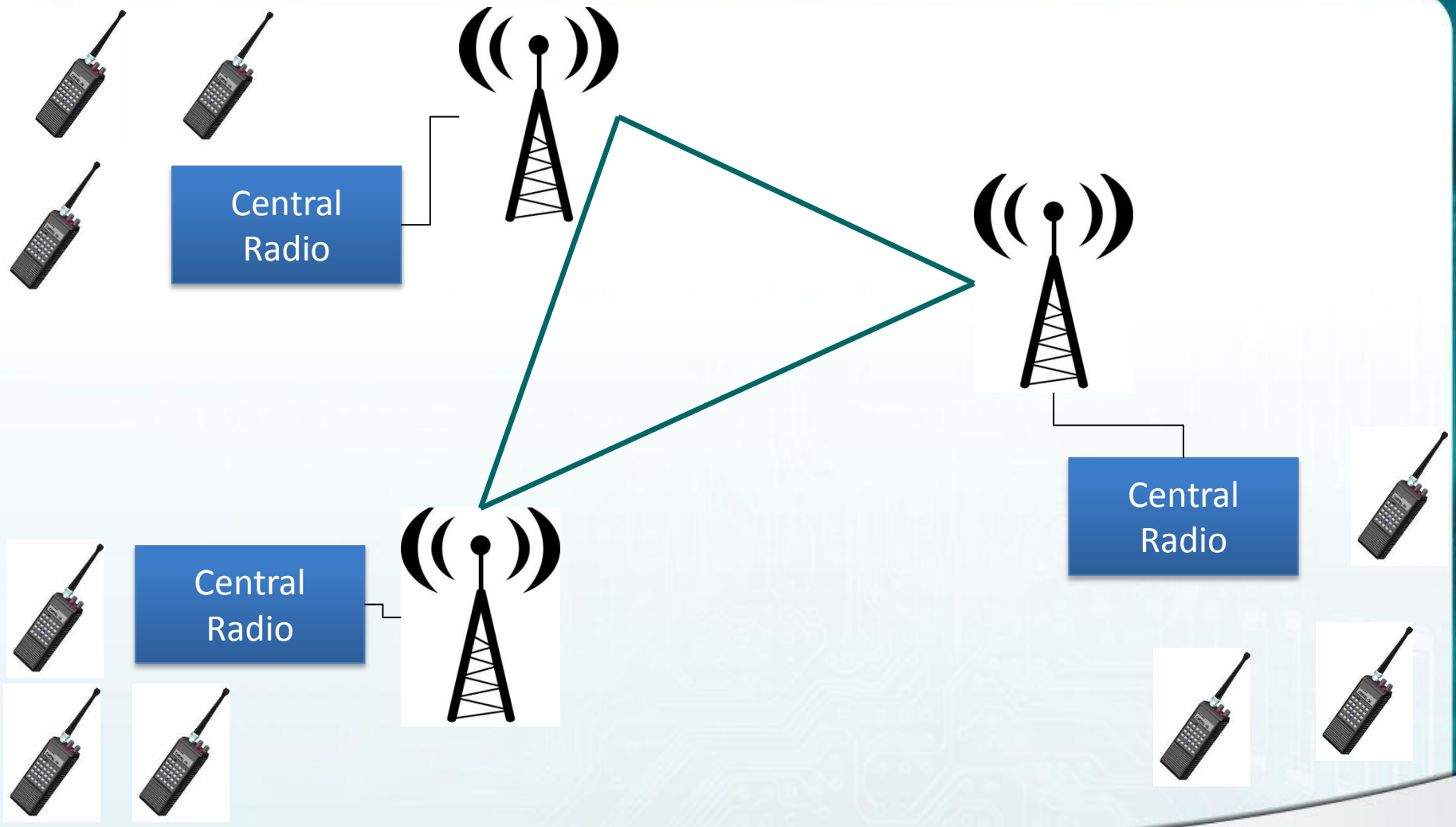
SYSTEM OVERVIEW

About RoIP

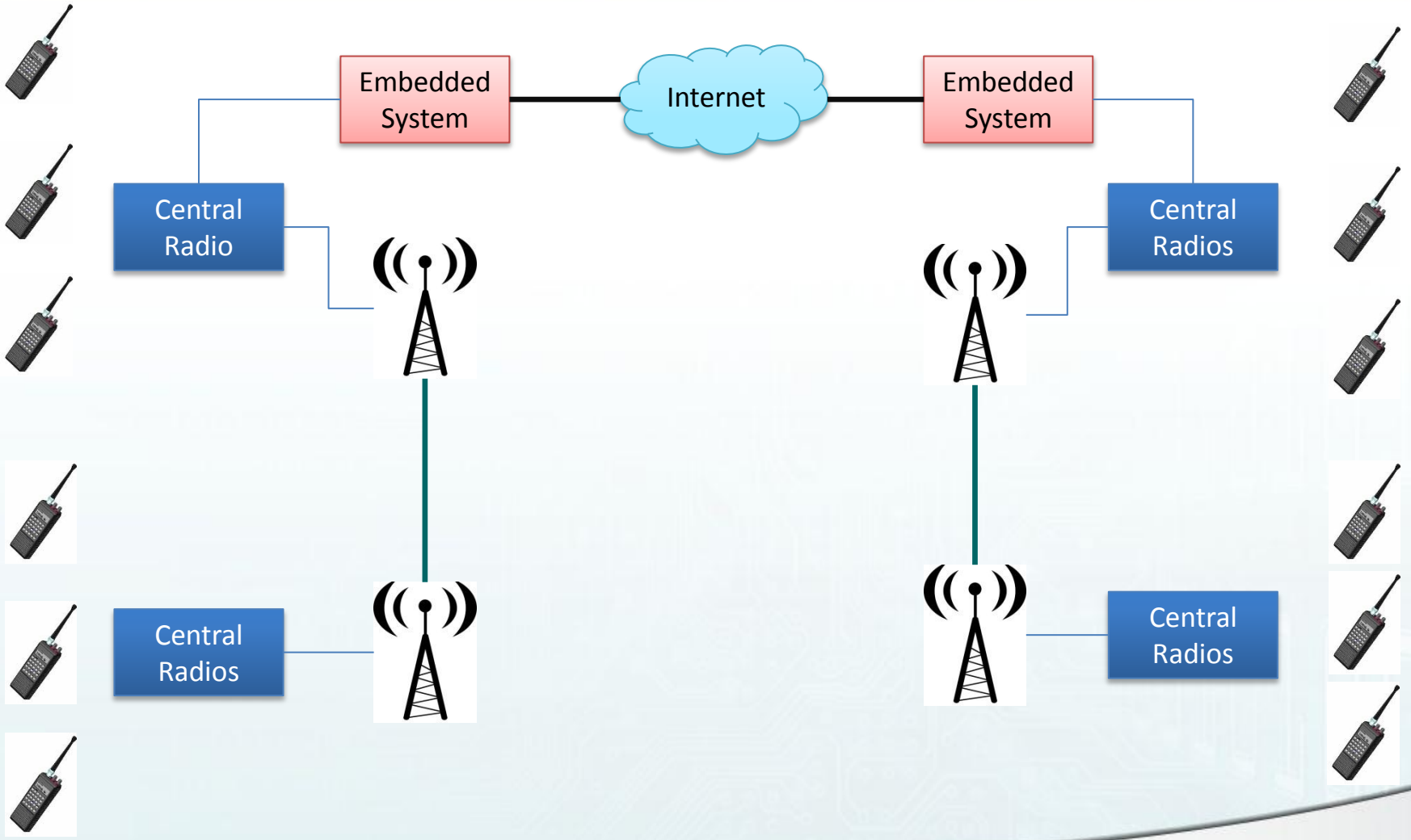
Radio over Internet Protocol is a way to transmit and receive radio communications over Internet Protocol.

It uses the same concept of VoIP with a command layer to control the direction of the radio through PTT (push-to-talk).

Why RoIP?



Why RoIP?


Embedded System
Internet
Embedded System
Central Radio
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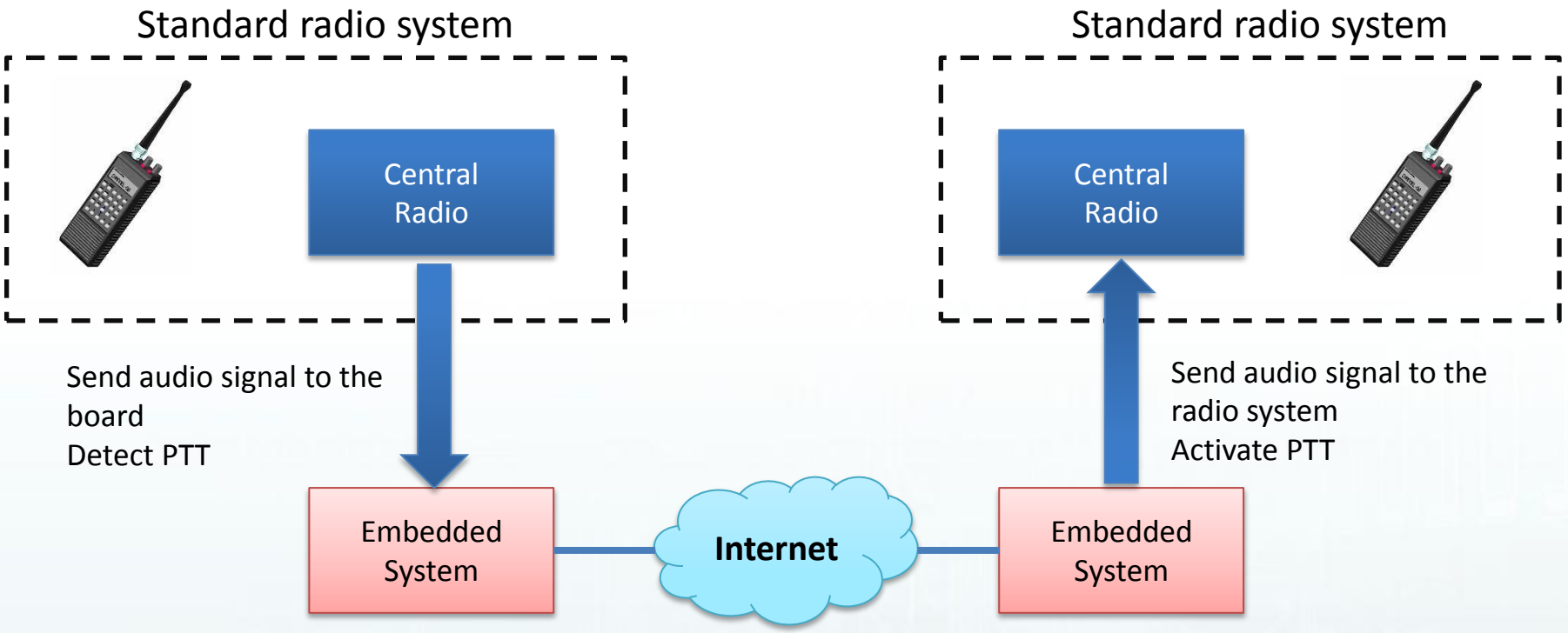
Central Radios

System Architecture



HARDWARE DESCRIPTION

Embedded system

Freescale iMX53 Quick Start Board

A complete embedded computer:

- iMX53 ARM Cortex A8 processor
- Audio, Video, storage capabilities
- Serial, USB, Ethernet communication

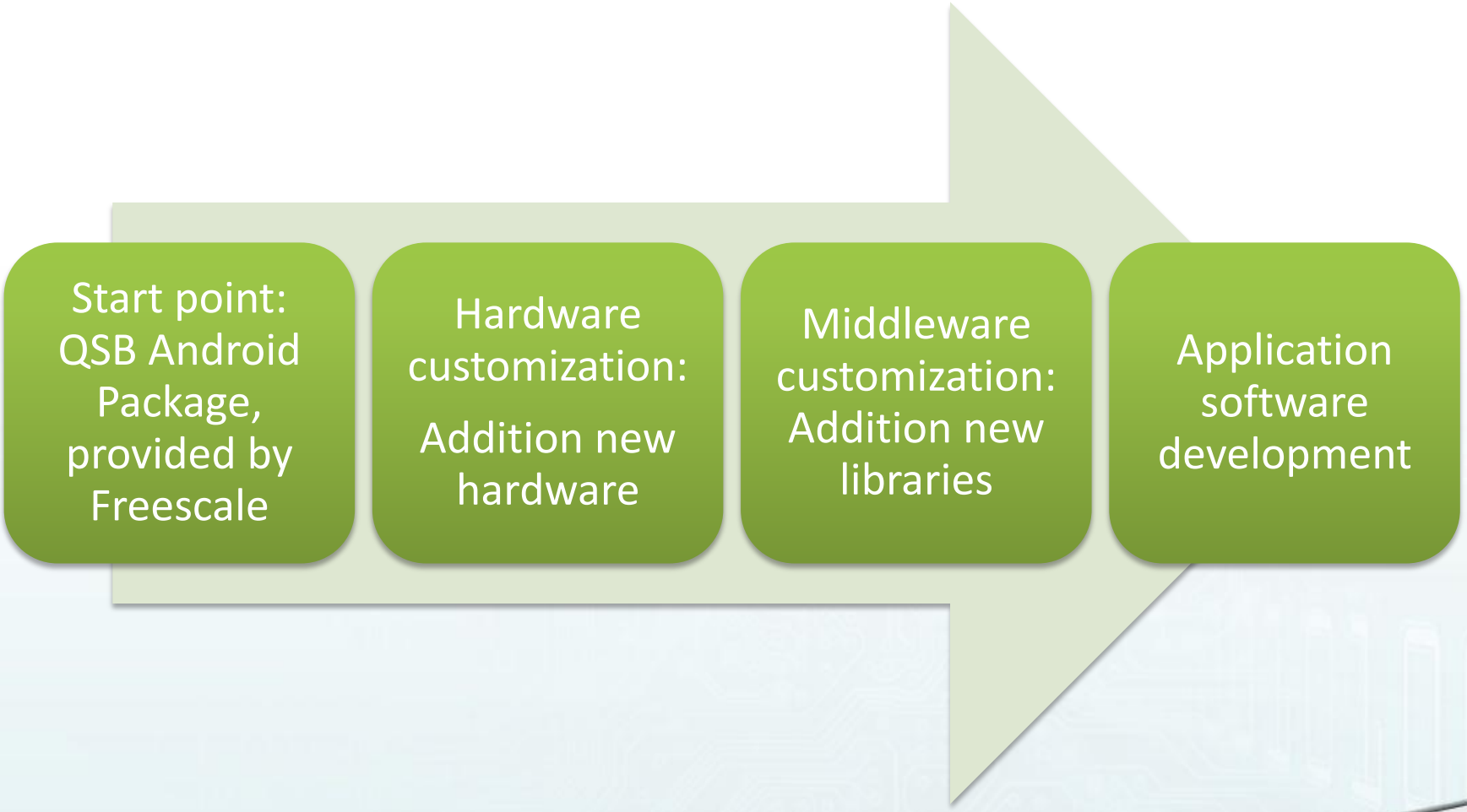
New features to this board was added, as equipment add-on:

- GPRS Module
  - Communicating with the serial interface
- WiFi Module
  - Communicating with the USB interface
- Bluetooth Module
  - Communicating with the USB interface
- GPIO activation
  - For PTT

For this project, we used COTS assembly hardware

ANDROID SYSTEM DEVELOPMENT

Android deployment (1/5)



Android deployment (2/5)

- Download BSP provided by Freescale
  - From Adeneo Embedded Website
- Android compilation from sources
  - Patches applied from AOSP
  - Android version 3.2 (Froyo)
  - Using build scripts provided by the BSP

Android deployment (3/5)

- Kernel customization
  - Custom changes for the provided kernel from Freescale
  - Rebuild made using build scripts provided by the BSP
- WiFi dongle
  - Added kernel patches provided by the manufacturer
- Bluetooth dongle
  - Added kernel patches provided by the manufacturer
- GPRS modules
  - No need to patch the kernel. It uses serial interface for CPU-Module communication
- GPIO configuration – Pin muxing
  - Needed to add support for PTT activation and detection
  - Interfacing to GPIO subsystem from kernel

Android deployment (4/5)

- Middleware configuration
- Installation of additional libraries and packages into Android system
  - New open source packages
  - Package sources added directly to Android build system
  - In some cases, changes was needed to be made. Specially on build scripts (Makefiles)
- PPPd – current installation didn't work as expected. Added a newer version of the project
- Speex – codec for audio communication. This open source codec was added to Android build structure

Android deployment (5/5)

- Application development

- It was needed to add SDK support for these new features added to the Android BSP
- New functions was added
  - Using JNI (Java Native Interface) technology

- GPRS – module control functions
  - AT commands conversion
- WiFi / Bluetooth – no changes needed
  - Android OS automatically detected the hardware
- GPIO – new functions required
- Audio codec – new functions required
  - Mapping from C functions in low level

APPLICATION SOFTWARE

Application software architecture (1/3)

Configuration engine

- Responsible for network setup
- Responsible for point-to-point connection establishment
- Responsible for operation logging retrieval
- Responsible for operation status

Communication engine

- Wait for data from PTT
- Codification and decodification of audio
- Send audio information to radio

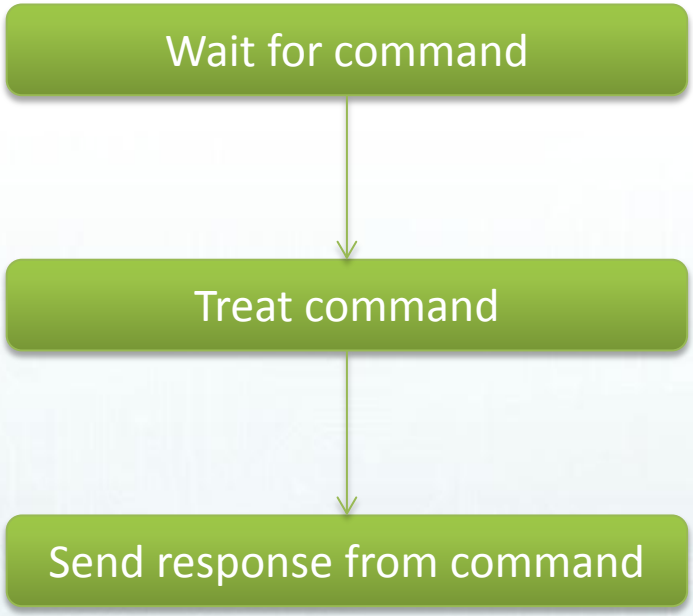
Application software architecture (2/3)

Implemented a command-line interface (CLI) to setup and get status from the equipment.

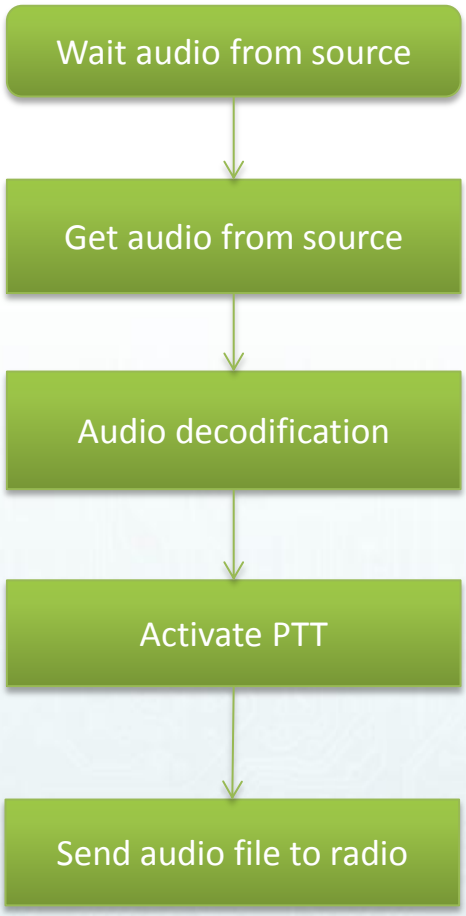
Embedded systems – no need for graphical user interface (GUI)

Implemented commands:

- Setup local IP
- Setup remote IP
- Get log file
- Read communication engine status



Application software architecture (3/3)



The communication engine is composed by two main threads:

- Audio send data
- Audio receive data

CONSIDERATIONS

Considerations

- The main objective of the project is to use Android OS in an embedded system in an application generally used by a Linux system
- The software behavior was excellent, even considering the fact that an Android system is bigger than Linux system
- Android customization was challenging, but as much as difficult as deploying an embedded Linux system
- Java language was not an issue, regarding performance
- Much possibilities to improve the solution
  - Addition of Graphical User Interface
  - Addition of custom protocols

Thank you
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