PoC Milestones and Work Breakdown (AASIG, AHAL, audiocontrol)

- Description Of Work
- Emulator Track Milestones
 - Components overview
 - Host and emulator interactions
 - Raw Stream Extraction
 - Input and Control of external streams
 - Bluetooth Device Integration in Android System.
 - Ensure measurability of full audio path latency
 - Offloading to external speakers or loopback to Android.
 - Offloading use case : Forwarding Multi-Channel audio
- Additional build and run info
- HW Track Milestones

Description Of Work

curation of topics from : List of prioritized topics for the Audio HAL

PoC github repo : android-external-audio-mixing repository

hint about progress steps

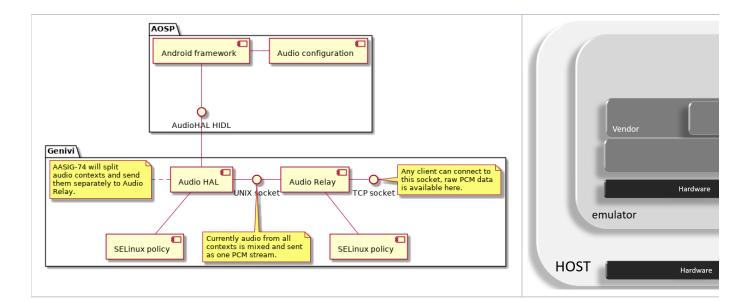
- · define the related sw component affected by changes
- define the interfaces (details discussed between those who change the components)
- define which tasks require a real HW and which ones can be deployed on emulator (which part of the code is HW dependent)

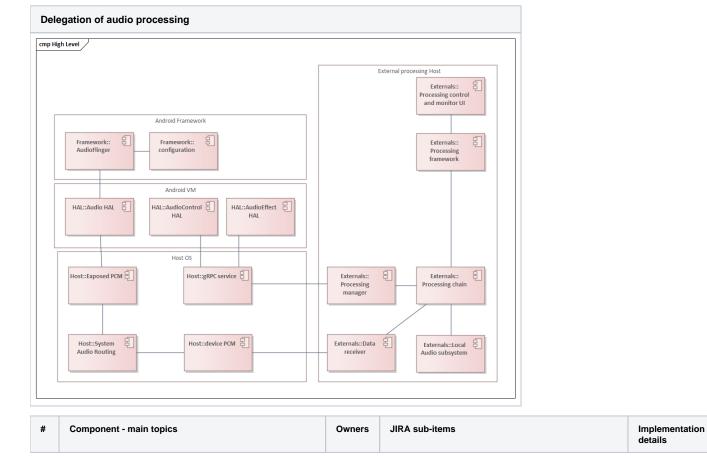
Emulator Track Milestones

#	Summary	Due Date	Content Work Packages	Details Comments
1	Multiple devices management			 step 1 : AOSP Emulator, configure multiple devices that would be available in the car. step 2 : Car System Emulator : emulate multiple Android devices with one single host device (e.g. Android sees many headsets and speakers then the user can select which one plays on the single host real device) help test multi zone audio use cases multiple microphones management
2	HW acceleration Emulation			 run the same DSP HW accelerated algorithm in a PC x86 environment connect it to android emulator as an external HW accelerator prefer usage of standard libraries and interfaces e.g. Android audio effects / Open SL. how to add custom app effects how to abstract audio analysis algorithms e.g. Wake Up Word Detection or other.

Components overview

Host and emulator interact





raw stre ams	Raw Stream Extraction (multizone audio, etc.) todo: detail it + use case AASIG-70 - Getting issue details STATUS ★ AMM demo	 Overview picture with SW components AASIG-71 - Getting issue details STATUS Audio HAL (open point: keep modified or rewrite it) AASIG-72 - Getting issue details STATUS Config for multizone AASIG-73 - Getting issue details STATUS Config for multizone AASIG-73 - Getting issue details STATUS Separate contexts for audio input PCM streams (open point: separation concept to be defined) AASIG-74 - Getting issue details Contraction of the separation concept to be defined)
	Input and Control of external streams (microphone, or external player) todo: detail it + use case todo: be more explicit and clear about for example what is "external" AASIG-75 - Getting issue details STATUS	 STATUS Design Overview (pointing to the actual sw comp) AASIG-76 - Getting issue details STATUS getting stream from Microphone (line in) config in AOSP AASIG-77 - Getting issue details STATUS external player or other device (BT or other) AASIG-78 - Getting issue details STATUS
13	Bluetooth Device Integration in Android System. As a user I have a BT headset (with speakers, microphone, control buttons, or even the car itself, etc.). I should be able to use it in an Android System. AASIG-79 - Getting issue details STATUS	 Overview design AASIG-80 - Getting issue details STATUS Usage of a bluetooth headset with Android BT stack only AASIG-81 - Getting issue details STATUS Microphone from Headset, audio on External Loudspeakers AASIG-82 - Getting issue details STATUS Microphone from Headset, audio on External Loudspeakers AASIG-82 - Getting issue details STATUS No Bluetooth, both Microphone and Loudspeakers are used for telephony example such as skype or any other AASIG-83 - Getting issue details STATUS forward audio stream from external source (to connected BT device (speaker/headphone) via Android Audio subsystem AASIG-84 - Getting issue details STATUS

 O8 Ensure measurability of full audio path latency As a user I would not want my audio connection to be delayed. Each delay measure will be split in modules, which module brings which delay, eg (Bluetooth delay, mixing delay, routing delay,) AASIG-86 - Getting issue details STATUS ☆ AMM demo (TBC) 	 Overview design components and APIs involved in the Audio path anti-jitter buffers configurations AASIG-87 - Getting issue details STATUS Total delay for Telephony on external speakers use case AASIG-88 - Getting issue details STATUS Total delay for Telephony on external speakers use case AASIG-88 - Getting issue details STATUS Total delay for Video streaming where audio plays on an external speaker AASIG-88 - Getting issue details STATUS add latency measurements means to quick audio solutions (AAudio)* AASIG-90 - Getting issue details STATUS investigate PCM transport impact on latency, check alternatives (currently named sockets are being used, alternative shared memory or pipes)
Offloading to external speakers or loopback to Android. (offloading examples, codecs MPEG,MP3, DSPs, transport e.g. AVB) AASIG-92 - Getting issue details STATUS	 AASIG-91 - Getting issue details STATUS Design Overview (pointing to the actual sw comp) AASIG-94 - Getting issue details STATUS Offloading part-1 (overview on concept, which APIs) AASIG-95 - Getting issue details STATUS Offloading part-2 (usage) AASIG-96 - Getting issue details STATUS Offloading part-2 (usage) AASIG-96 - Getting issue details STATUS Offloading with loopback to Android
09 Offloading use case : Forwarding Multi-Channel audio efficiency by keeping AASIG-93 - Getting issue details STATUS	 AASIG-97 - Getting issue details STATUS PCM 5.1 sample audio AASIG-98 - Getting issue details STATUS Guidelines for specific policy config to prevent downmixing AASIG-99 - Getting issue details STATUS Guidelines for specific policy config to prevent downmixing AASIG-99 - Getting issue details STATUS Example implementation AASIG-100 - Getting issue details STATUS playing multichannels 5.1 audio from Netflix (any DRM issues) AASIG-100 - Getting issue details STATUS

Additional build and run info

This info is to be moved in the repo readme, the current readme is not at the root of the repo to avoid aosp directory pollution, therefore this info will move once a new structure of repo is created with manifest and new readme

- can open Android Studio that will show logcat output
 Listen with command on another terminal window "nc -I 5000"
- emulator
- switch on from emulator power button
- play any sound from Alarm volume settings or other

repo init -u https://android.googlesource.com/platform/manifest -b android-10.0.0_r40 repo sync source build/envsetup.sh lunch m

HW Track Milestones

#	Summary	Due Date	Content Work Packages	Details Comments
1	running demo on real HW AASIG-104 - Getting issue details STATUS			 compiling android-external-audio-mixing repository for selected target HW (Renesas-H3) optional support for 2nd HW (Low cost HiKey) TODO define functions to be included (input streams) AASIG-107 - Getting issue details STATUS At this stage, the function selection for Milestone 3 should be agreed upon
2	Full Audio Path on real HW AASIG-105 - Getting issue details STATUS			 support of full audio path Raw streams extraction input external streams control of an external stream demo should showcase at least one function
}	Selected Functions partitioned on HW AASIG-106 - Getting issue details STATUS			All selected and prioritized functions running on the main target HW