



Data rate accuracy with Java, Native and HAL Sensor access

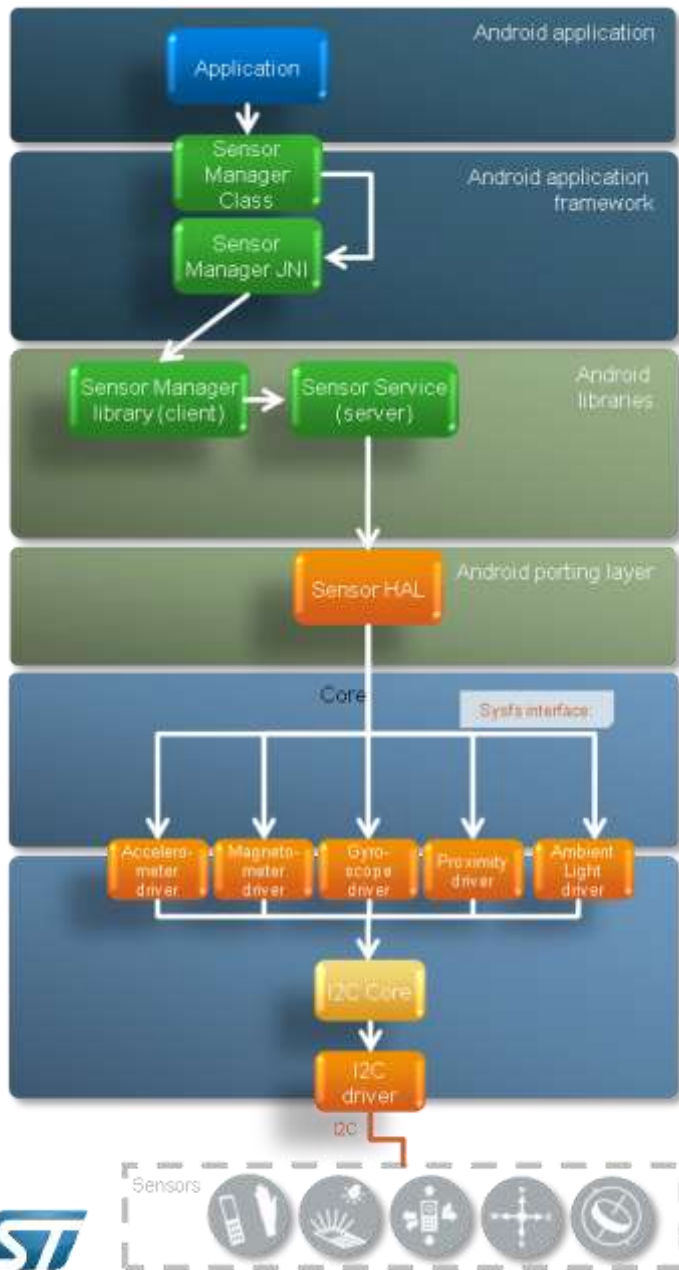
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- Different way to access sensors in Android
- Goals and background work
- Setup and Profiling infrastructure
- Results
- Next steps

Different way to access sensors in Android

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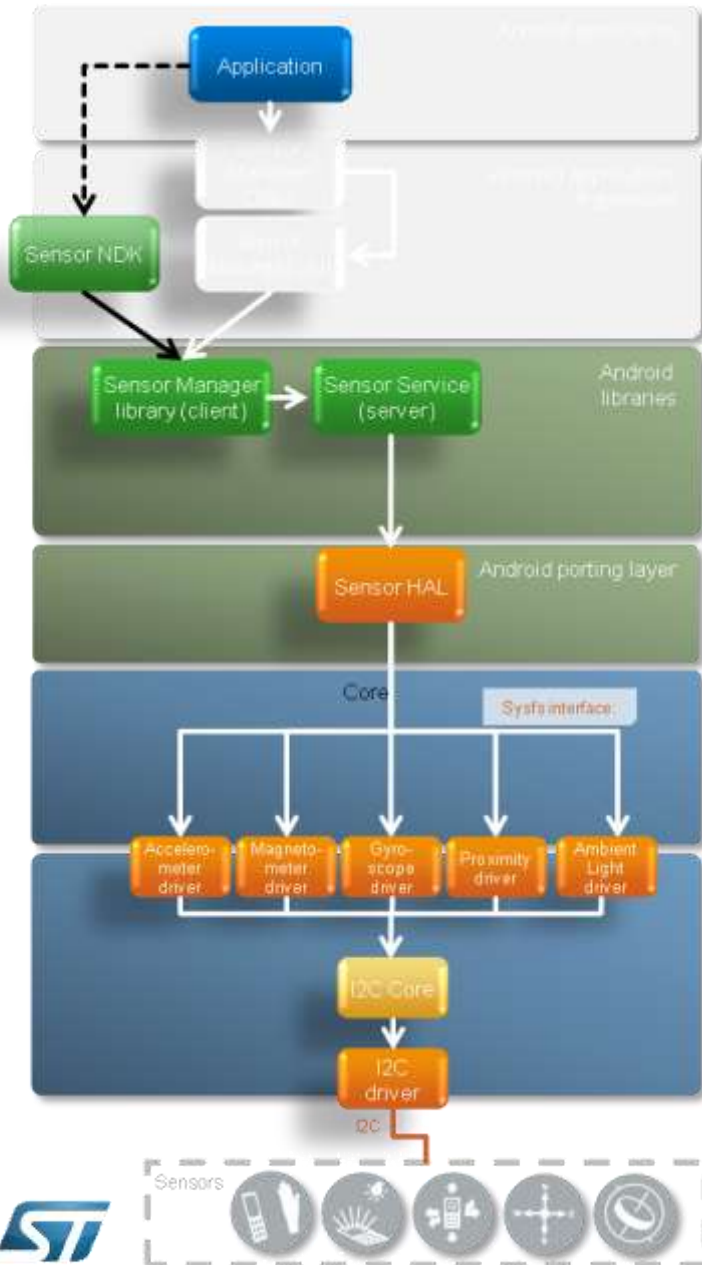
JAVA Activity with `SensorEventListener`

- Implements `SensorEventListener` interface
- Implements `onAccuracyChanged` and `onSensorChanged` methods
- Gets `SensorManager` instance through `getSystemService` call
- Registers a listener for the wanted sensor(s)
- `SensorManager` reads the sensor(s) for which listeners are registered and notifies interested Activities through Android Sensor Listener mechanism
- *Full stack overhead*
- Asynchronous behavior, Binder involved

Different way to access sensors in

Android

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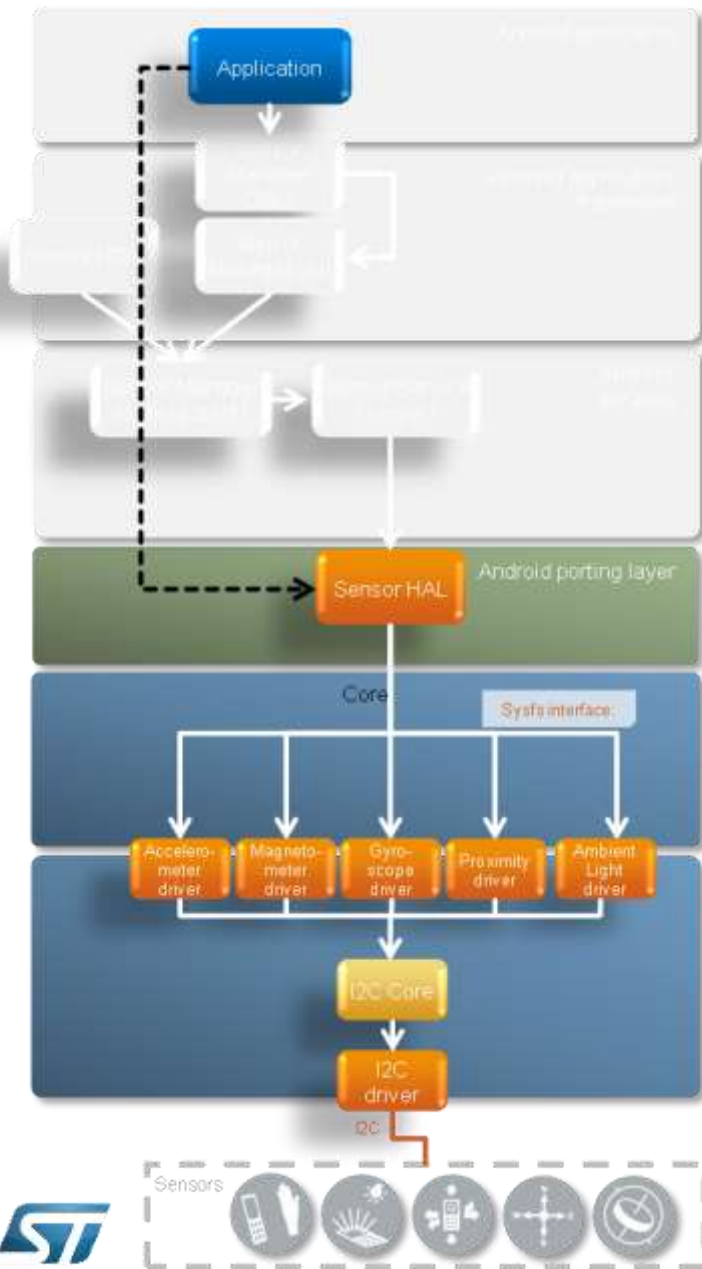


NATIVE Activity with ASensorEventQueue

- Directly access to *SensorManager* through provided NDK interface
- Uses Native app construct
- Still gets *SensorManager* instance through *ASensorManager_getInstance* call
- Gets reference to the wanted sensor(s) through *ASensorManager_getDefaultSensor* call
- GETS event through *ASensorEventQueue_getEvents* call
- Avoid JAVA and Android Listeners overhead
- Synchronous behavior, Binder involved

Different way to access sensors in Android

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HAL level (access to device drivers through sysfs)

- App opens vendor HAL module through `hw_get_module` call
- App accesses to sensor's callbacks registered during system initialization enabling and reading sensors through their sysfs interface
- Avoid all Sensor Framework overhead
- Sensors' data are not provided to the application, application must read them
- Synchronous behavior, No Binder involved

Goals and background work

- Goal of this work is to profile the behavior of the different access techniques in STE Android
- Particular focus on
 - data rate accuracy and reliability
 - overheads and what causes them
- Inspired by a previous work by Sensor Platform, Inc

Setup and profiling infrastructure

- Android version: STE ICS Android (4.0.1, ste_u9500_100-eng 4.0.1 ITL41D eng , kernel 3.0.8+)
- Board version: RSTEP1_22_V10
- Accelerometer sensor considered for experiments
- 5000 samples collected for each data rate

- MTUs (Multi Timer Units) used to get precise timestamps
 - 2 available, 4 timers each
 - MTU0, timer 4 with free running configuration selected
 - clocked at ~ 2,4Mhz

Setup and profiling infrastructure

- Simple (JNI) library built to provide access to MTU from application code
- Provided API
 - `int initMTU (int samples)`
 - `void delInitMTU ()`
 - `void stamp ()`
 - `int getBufferValue (int n)`
- Access to `/dev/mem` for access different from “root”
 - `patch to drivers/char/mem.c`
 - `chmod 777 /dev/mem`
- `stamp()` is immediately called to get the timer value when sensor’s data become available to the application
 - at the beginning of `onSensorChanged` for JAVA Activity case
 - after `ASensorEventQueue_getEvents` for Native activity case
 - after poll callback for `HAL level` case

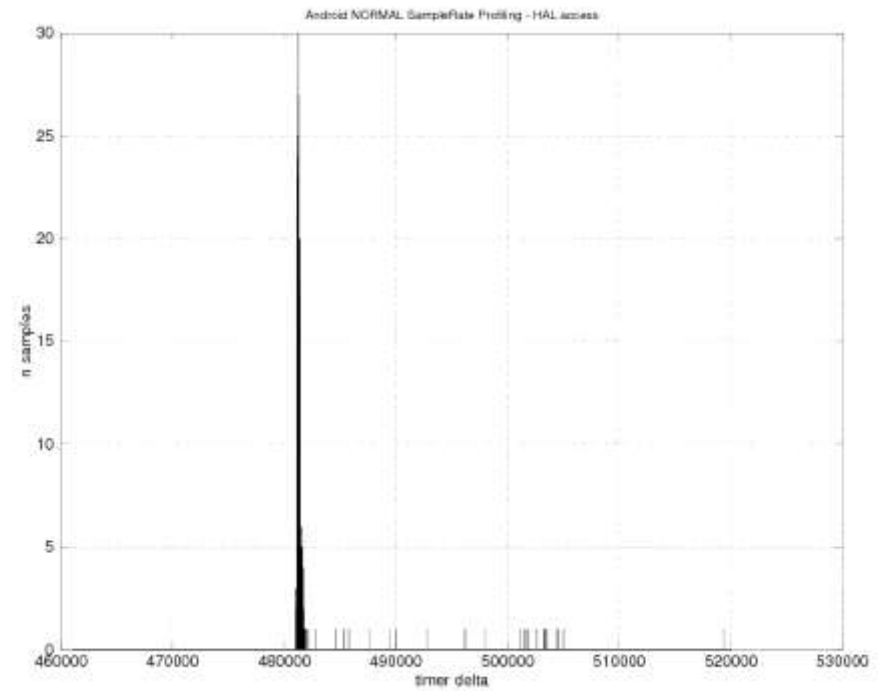
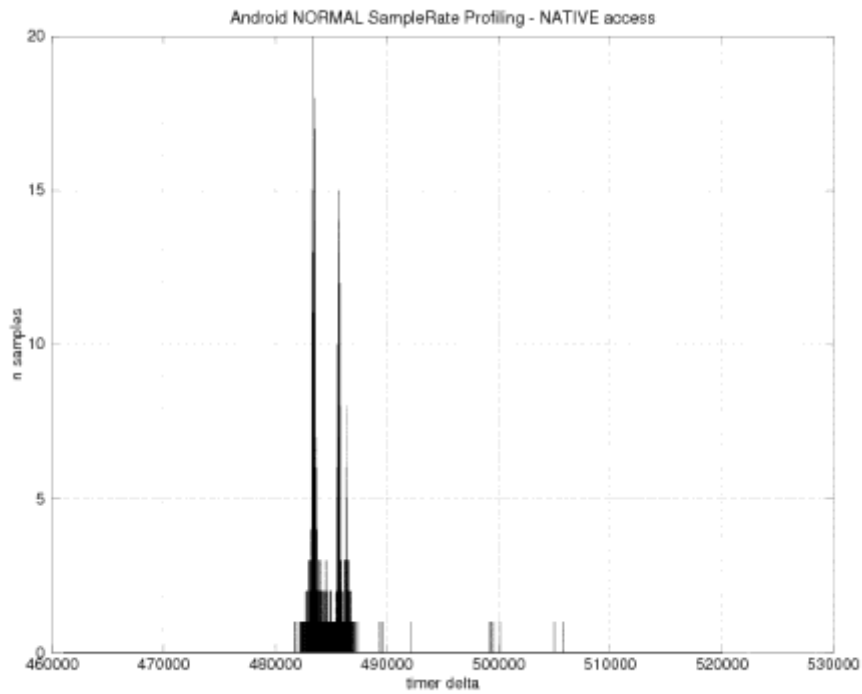
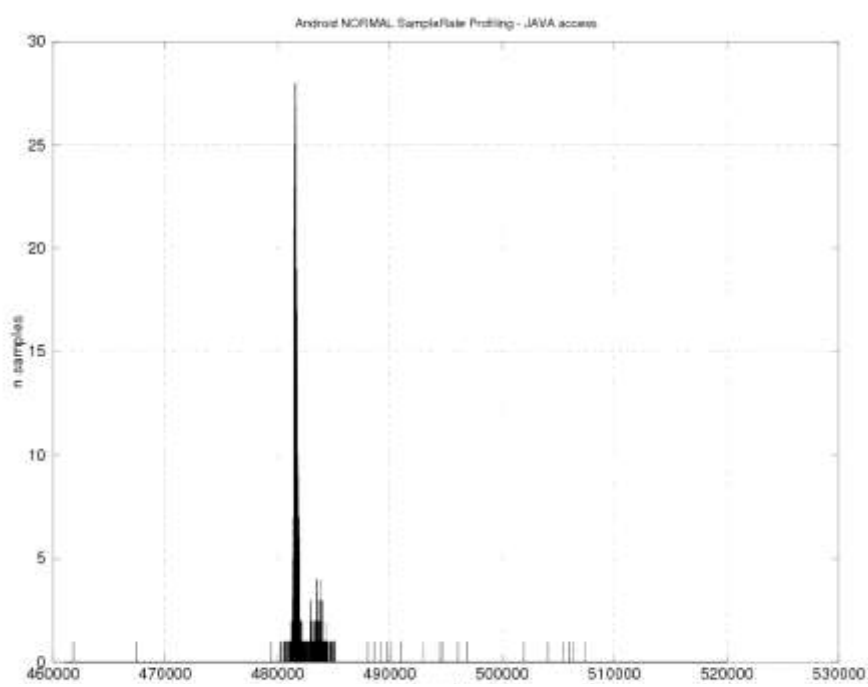
ST Internal

	NORMAL (200ms)				UI (60ms)			
	min	avg	max	std	min	avg	max	std
JAVA Activity	461807	481851 (200ms)	507376	1180	160496	161673 (67ms)	181155	771
NATIVE Activity	481692	484395 (201ms)	505753	1138	143366	147844 (61ms)	162449	1028
HAL Level	481027	481348 (200ms)	519308	1343	145035	145267 (60ms)	183320	1382

	GAME (20ms)				FASTEST			
	min	avg	max	std	min	avg	max	std
JAVA Activity	16239	49695 (20ms)	75421	1271	217	3859 (1.60)	114406	10359
NATIVE Activity	49520	51504 (21ms)	73294	904	51	3813 (1.58ms)	28863	630
HAL Level	49004	49392 (20ms)	73056	2015	40	4932 (2ms)	808382	

Results

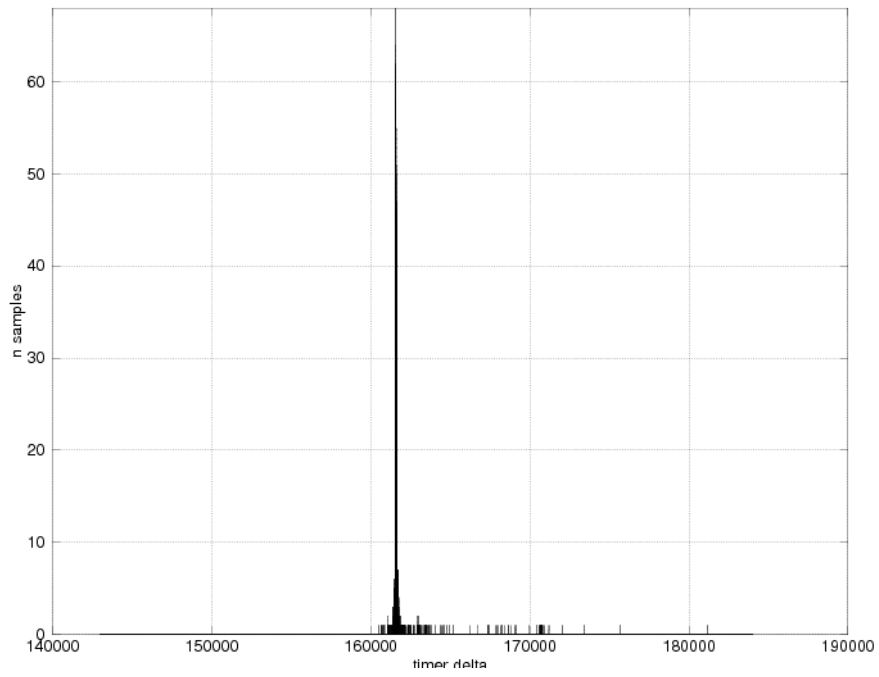
NORMAL rate



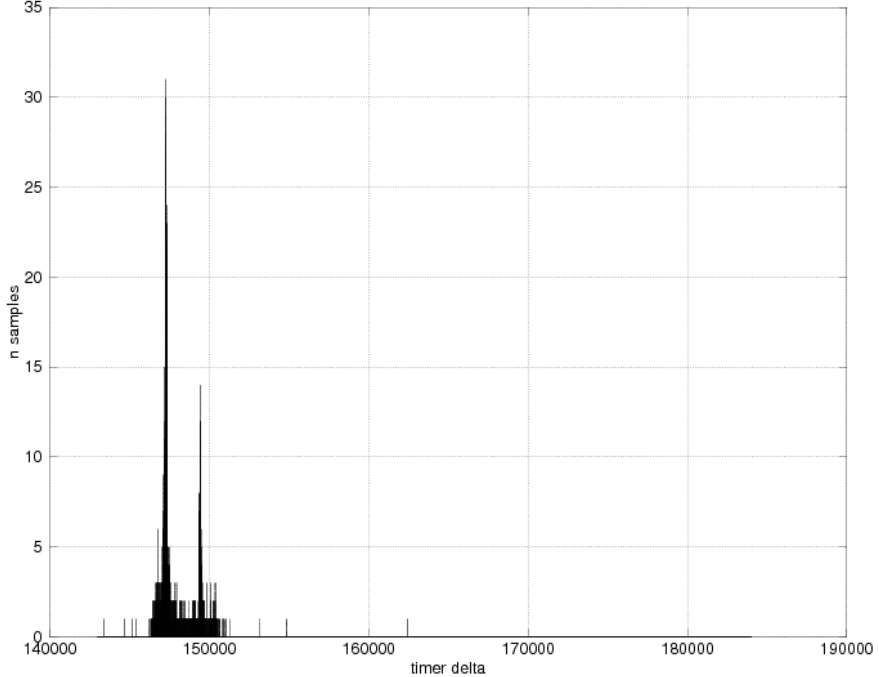
Results

UI rate

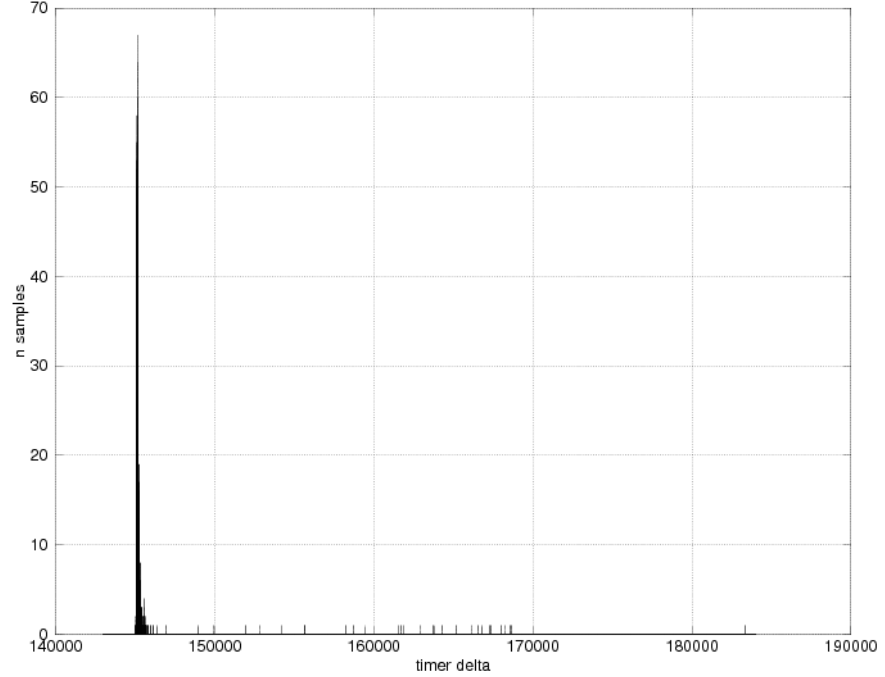
Android UI SampleRate Profiling - JAVA access



Android UI SampleRate Profiling - NATIVE access



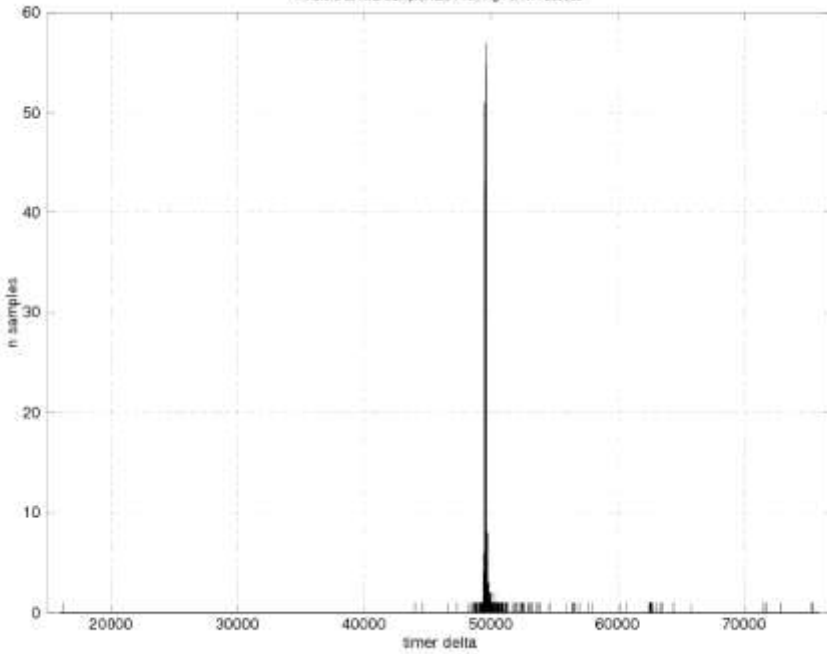
Android UI SampleRate Profiling - HAL access



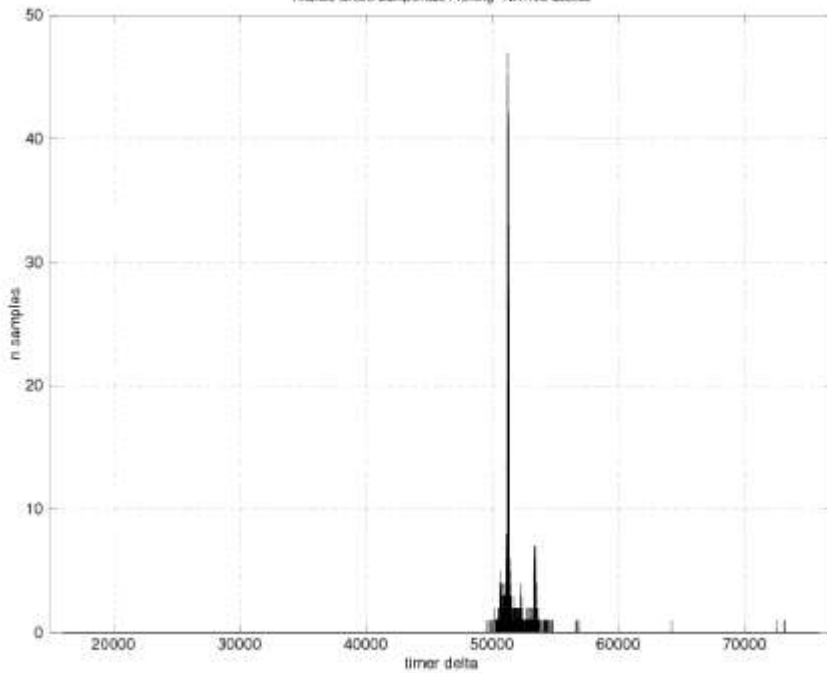
Results GAME rate

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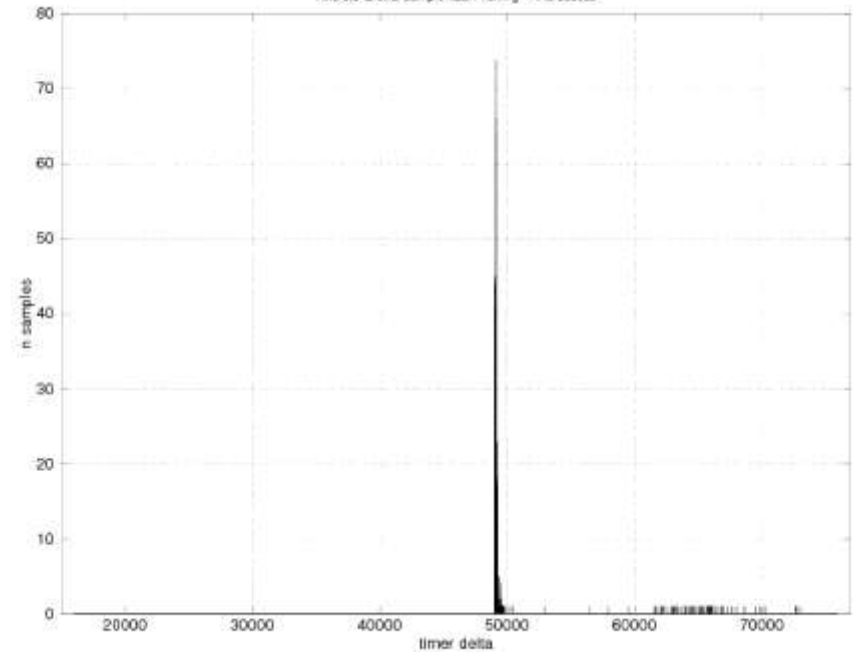
Android GAME SampleRate Profiling - JAVA access



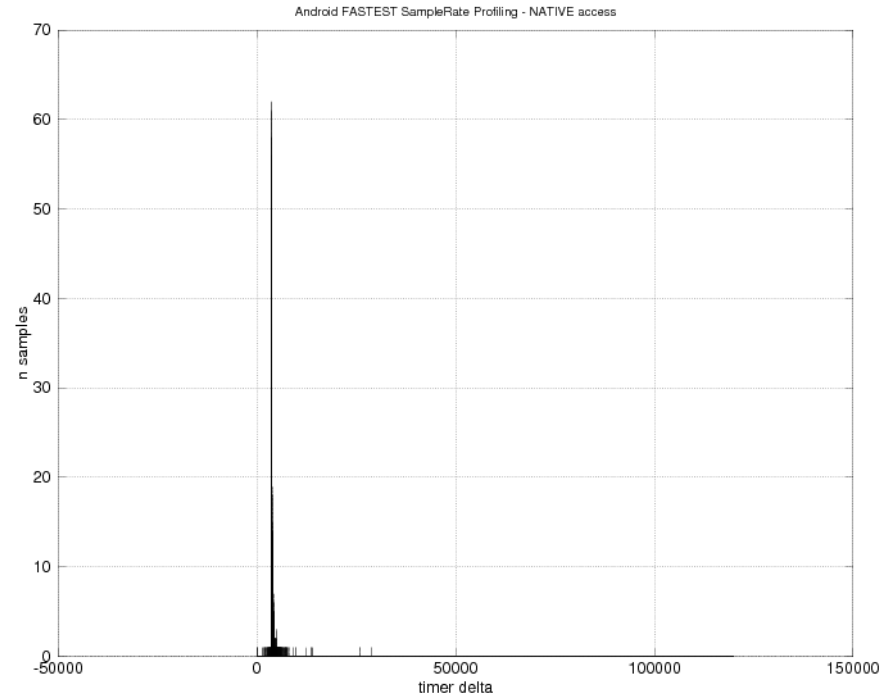
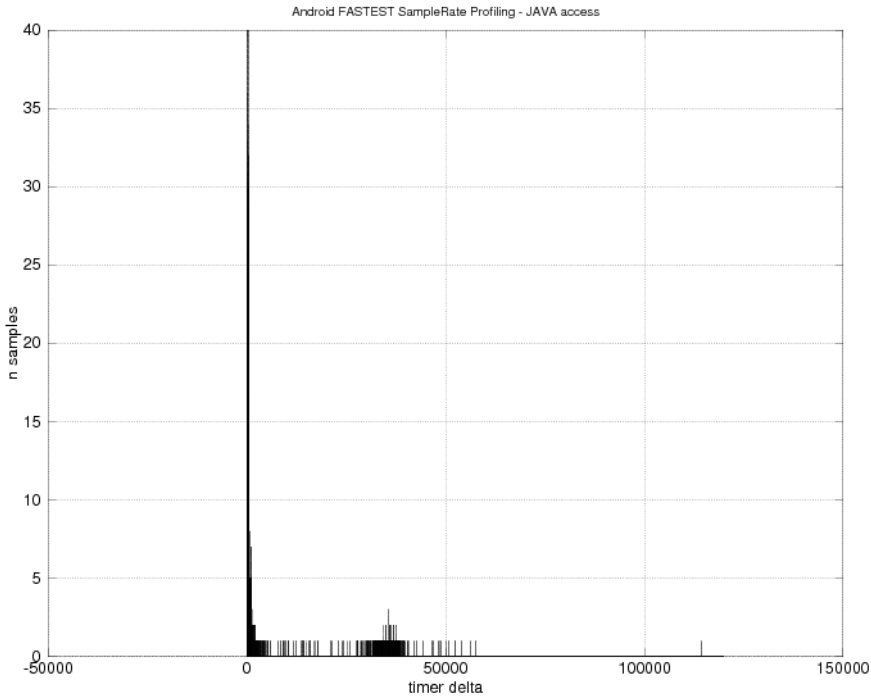
Android GAME SampleRate Profiling - NATIVE access



Android GAME SampleRate Profiling - HAL access



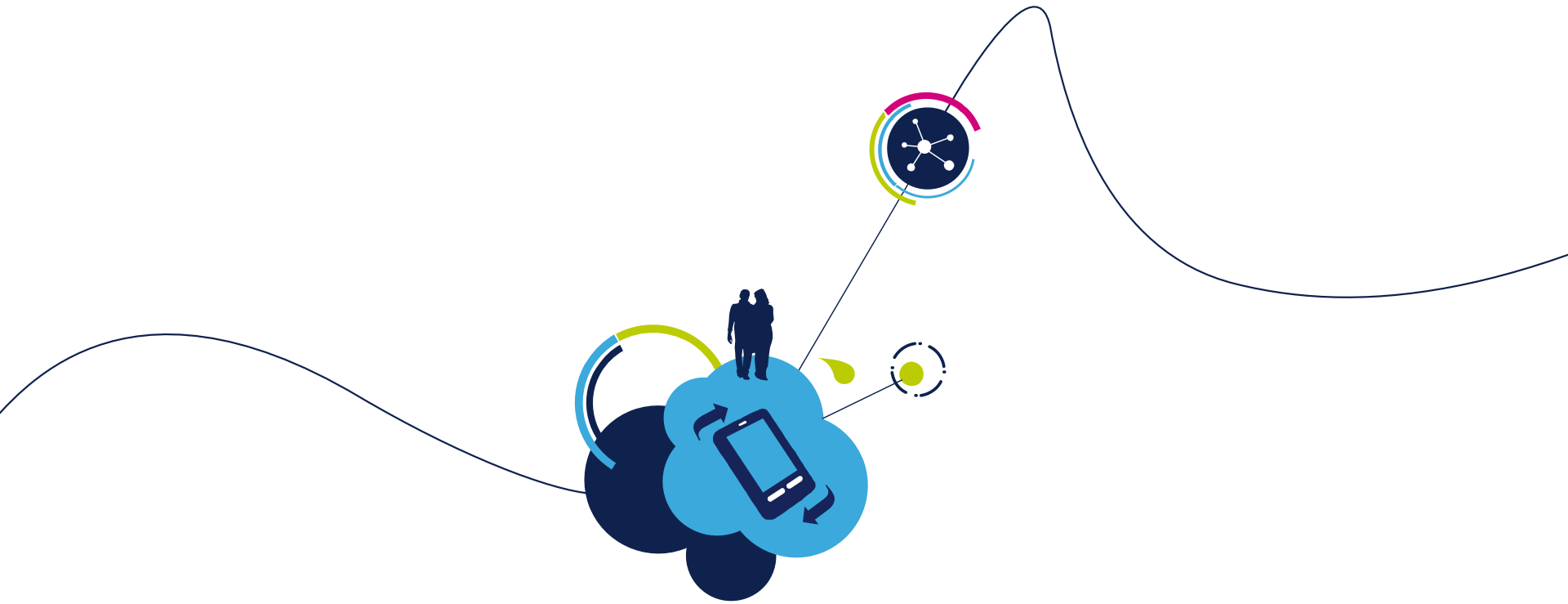
Results FASTESTrate



- Analyze cumulative delay through software stack
 - Via Android TraceView (up to Sensor Service, Java layers only)
 - Via Logic analyzer (can analyze from I2C access up to Java application)

- Analyze benchmark statistics to check if/why delays are temporarily clustered

- If yes, check with Lauterbach delay bursts responsible



Magnetometer assessment

