

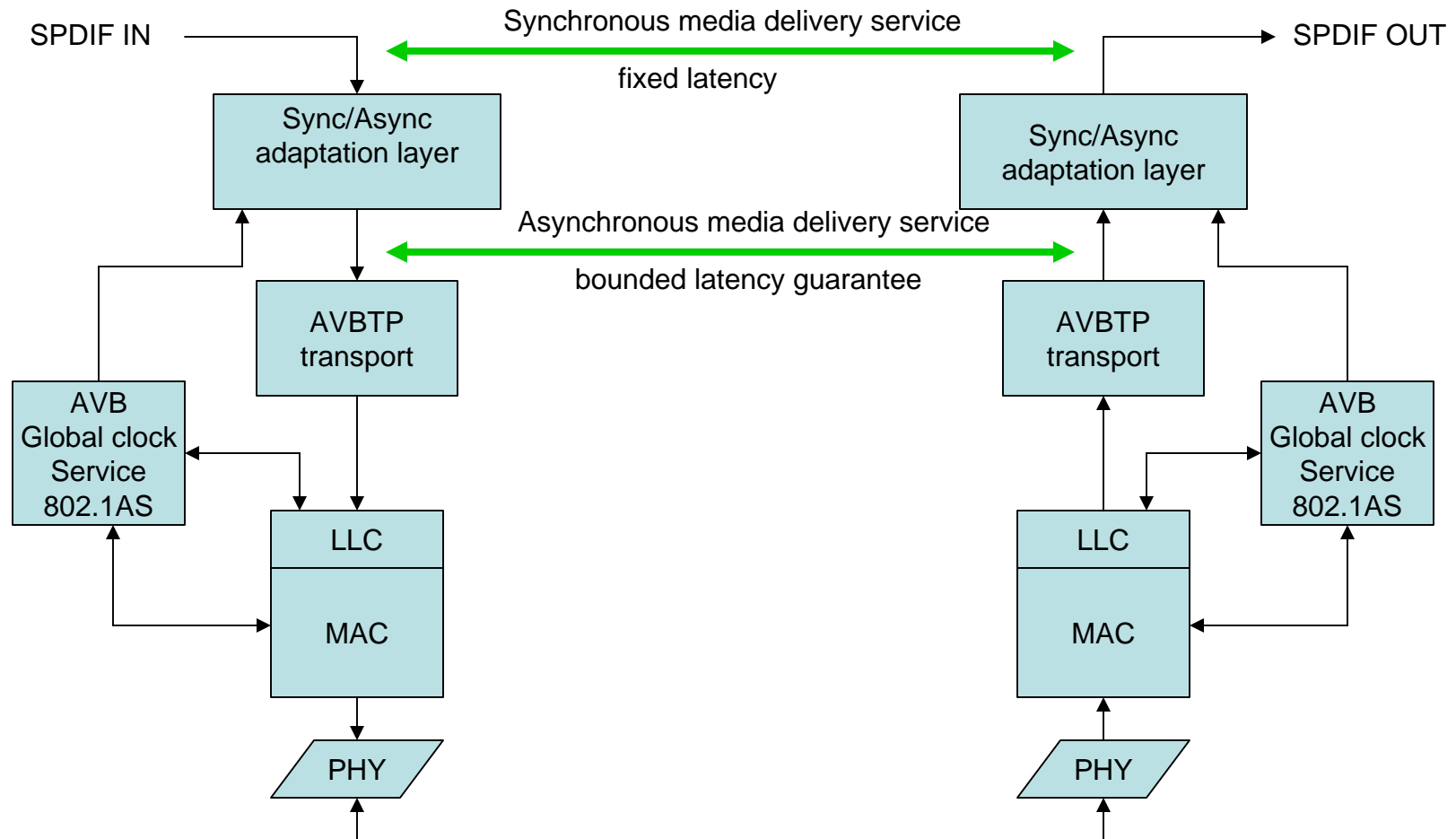
AVB stack timing: a sync/async proposal

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Overview

- Disclaimer: “brainstorming” mode.
- Two client interface “styles”:
 - Synchronous: hard real time, e.g. would interface with I2S
 - Asynchronous: “soft” real time, e.g. ring buffer
- Synchronous service relies on existence of a global clock reference (802.1AS)
- Adaptation layer can map Synchronous on top of Asynchronous.

Baseline audio example

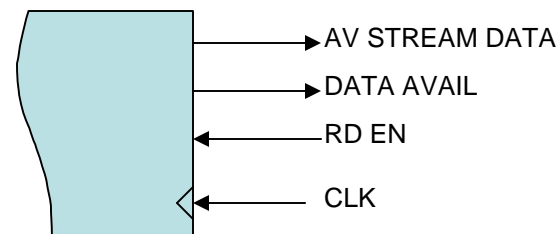
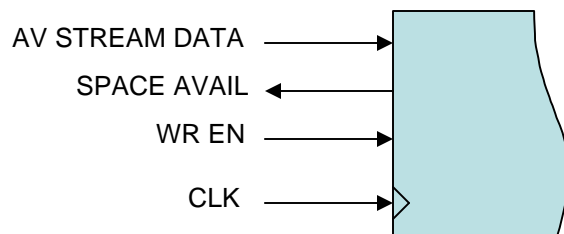


Asynchronous Interface: Example implementations

Sender Stack

Receiver Stack

for hardware jockeys:



for software jockeys:

```
if( SpaceAvail(Q_AV_XMT) )  
    Enqueue(Q_AV_XMT, avData);
```

```
Success =  
    ((avData=Dequeue(Q_AV_RCV)) != NULL);
```

Multiple asynch interfaces

