PipeWire

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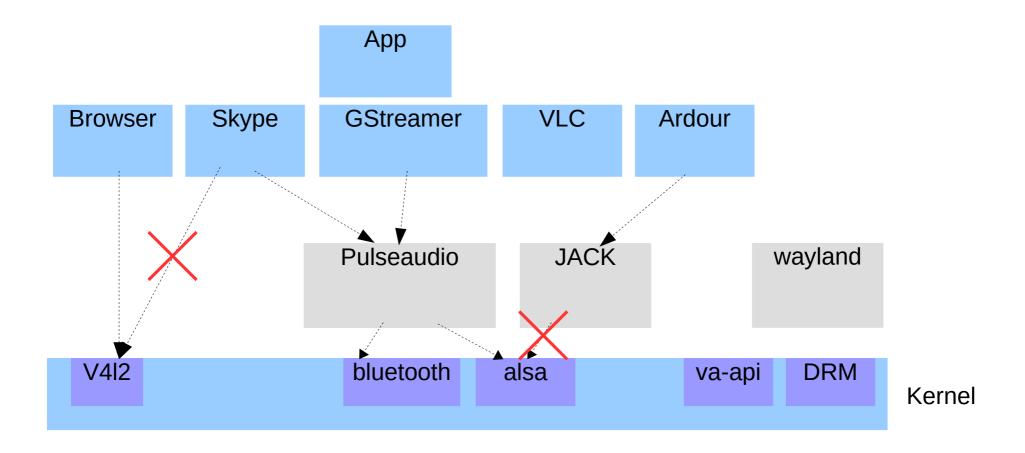


What is it

Multimedia sharing and processing engine

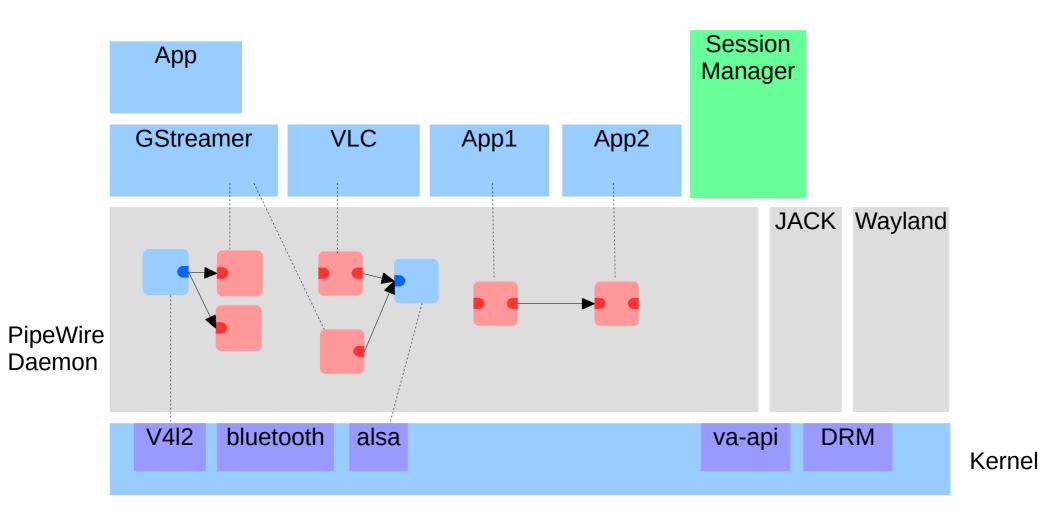


The multimedia stack





PipeWire





Features

- Exchange media with devices and other apps
 - Zero copy, shared memory, memfd, dmabuf, eventfd
- Security per application
 - Visible objects (R), methods (WX), ..
- RT capable, low latency (<1.5ms)
- All media types + generic control streams
- Simple JACK-like scheduler + feedback loops
- Extensible: types, protocol, ...
- External session manager implements policy

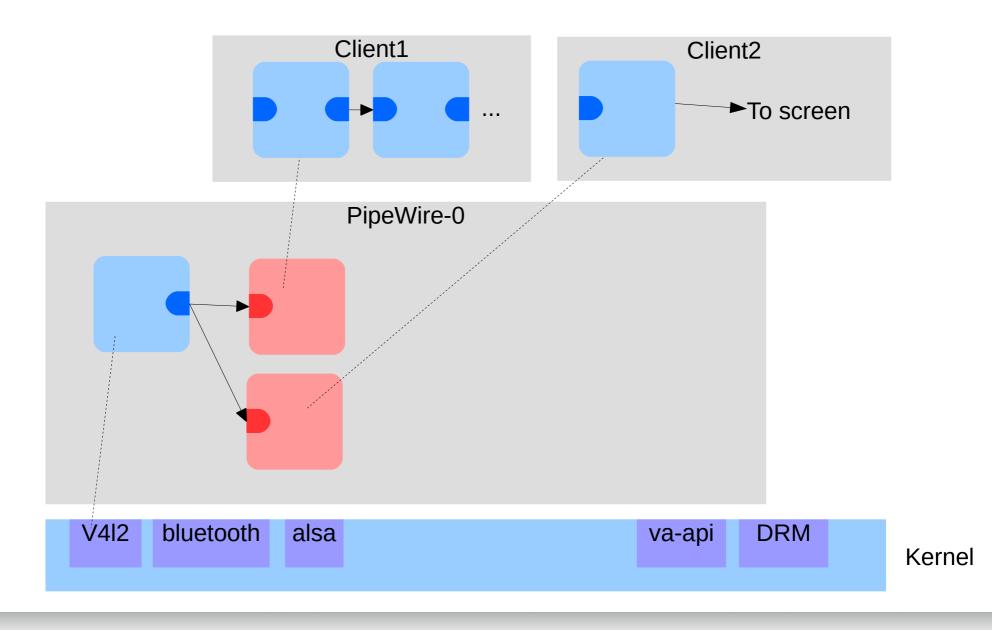


Session manager

- Setup of devices
 - DSP processing, effects, mixers, ..
- Security of clients
 - What they can see, default permissions
- Management of links/nodes in the graph
 - What nodes and effects to link to (profiles, roles, ..)
 - Suspend of idle devices, volume restore, …
- The things you want to configure



V4I2 capture/sharing

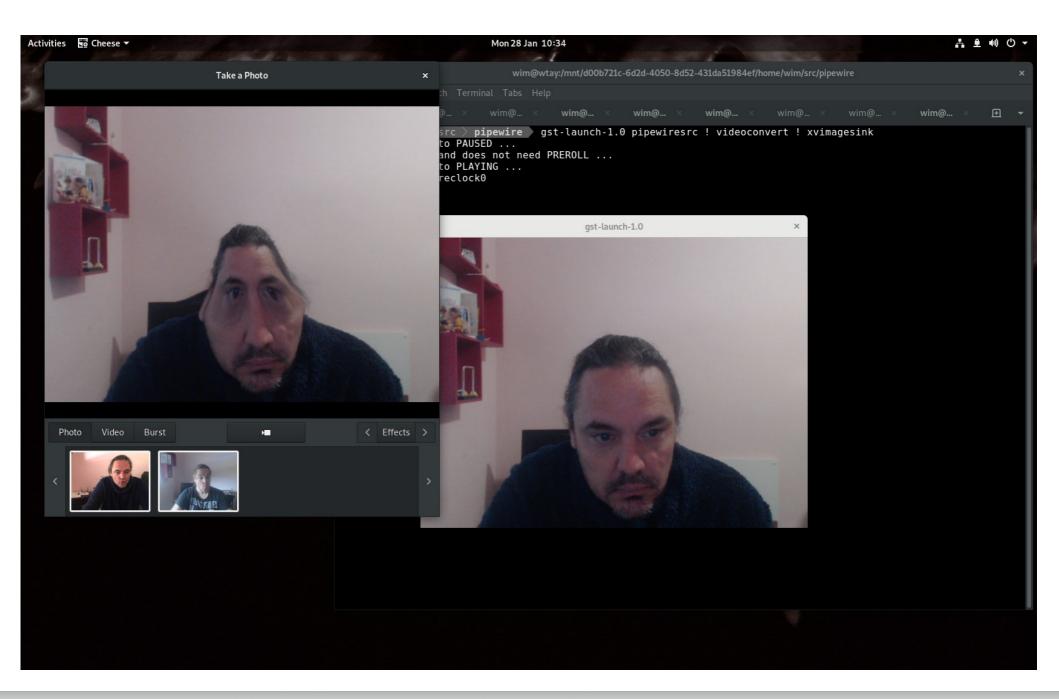




Video capture

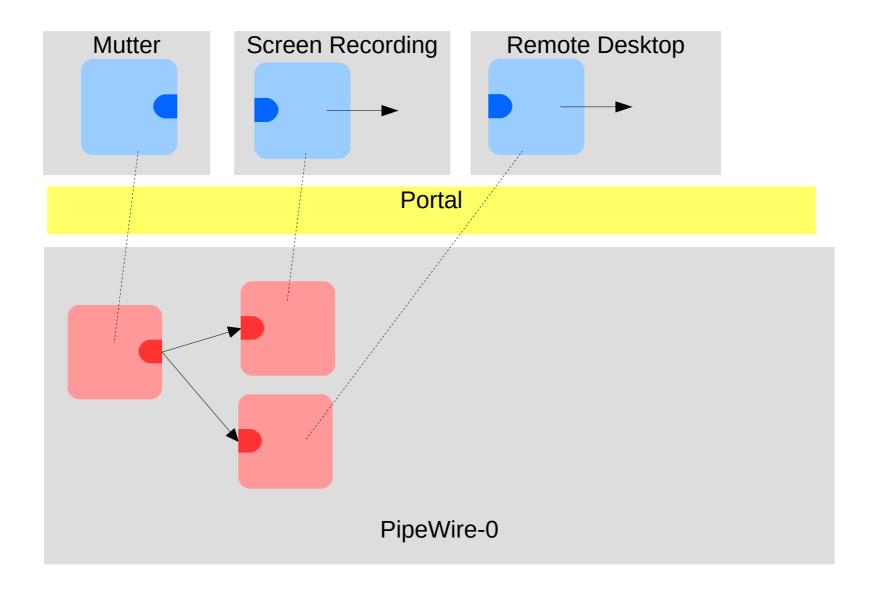
- Systemd socket activation in Fedora 29
- Gstreamer pipewiresrc
- Device Monitor
- Autovideosrc \rightarrow Should work in cheese







Wayland screen sharing





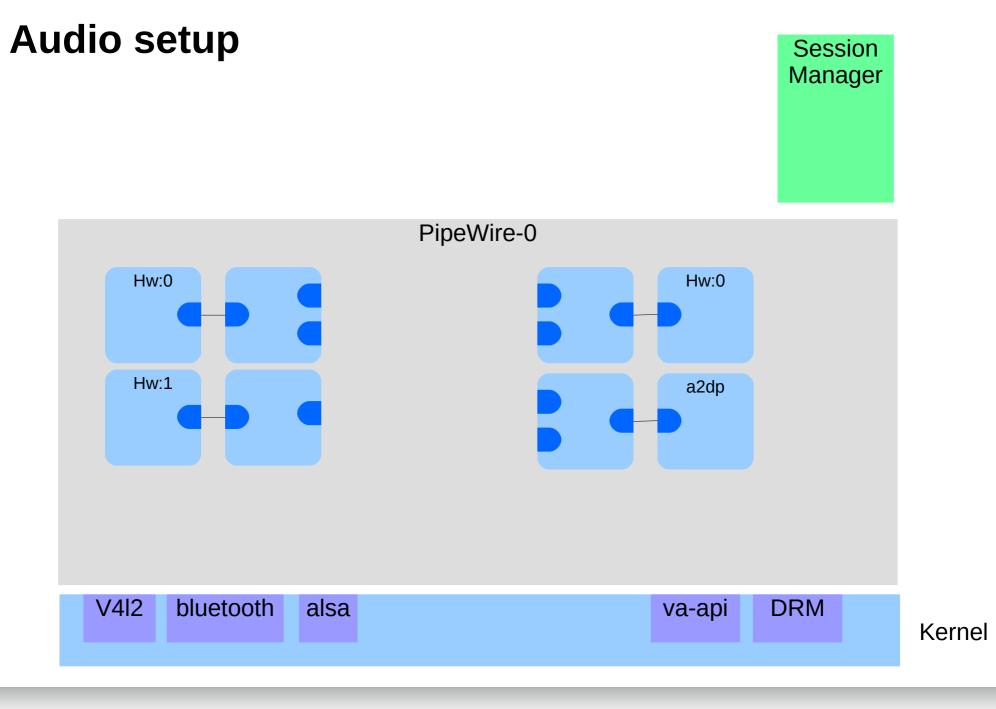




Audio Support

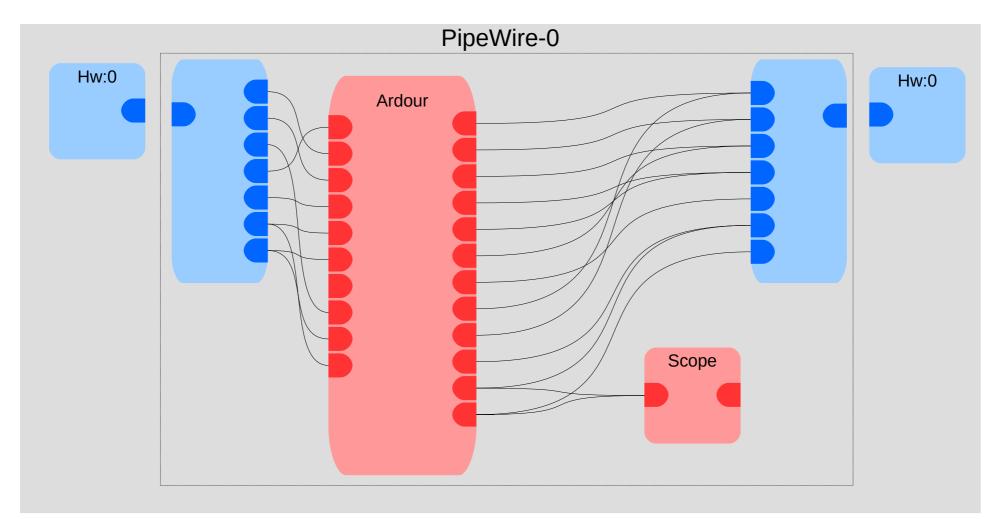
- Pro Audio model like JACK is choosen
 - 1 format (float32)
 - 1 buffer size (but is dynamic in PipeWire)
 - Channels are split into mono streams
 - All nodes are woken up in each cycle in turn
 - Sinks have an audio adapter in front to mix, merge, resample, split and convert the channels
 - Sinks are created/destroyed dynamically
 - Multiple sinks/sources
 - Automatic clock slaving







Pro audio



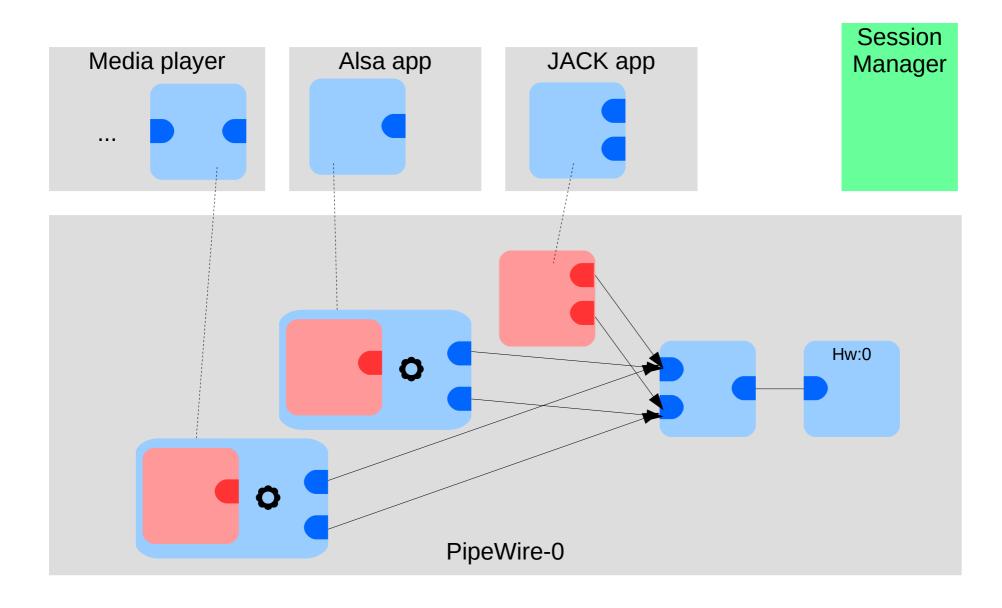


Audio stream

- Takes input from client (asynchronously)
- Does conversion
 - Resample
 - channelmix/volume
 - Format conversion
 - Channel splitting into DSP
 - Decouples server buffer size from client requested latency
- Flush/drain



Audio server





API support

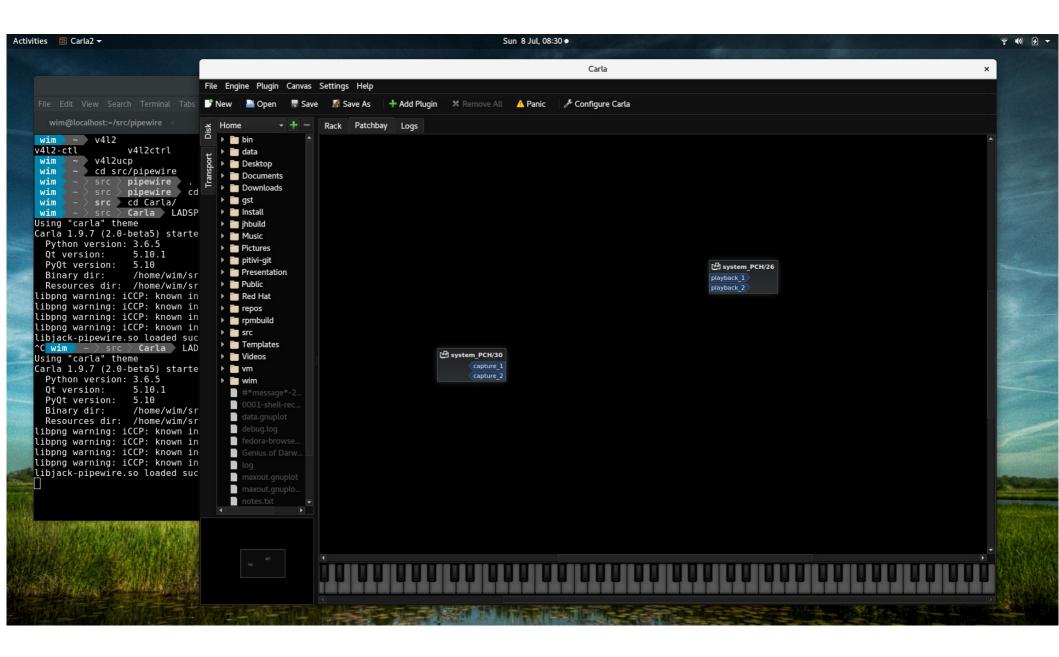
- PulseAudio apps
 - Replacement libpulse.so, libpulse-mainloop-glib.so
 - Built with streams API
- ALSA apps
 - PipeWire plugin
 - Built with streams API



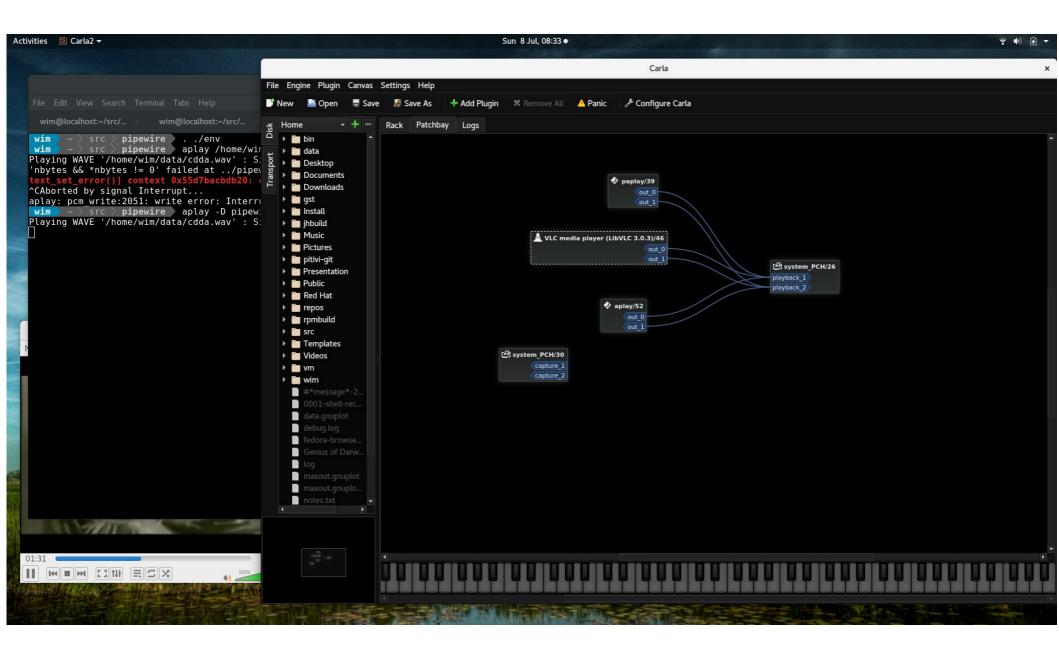
JACK support

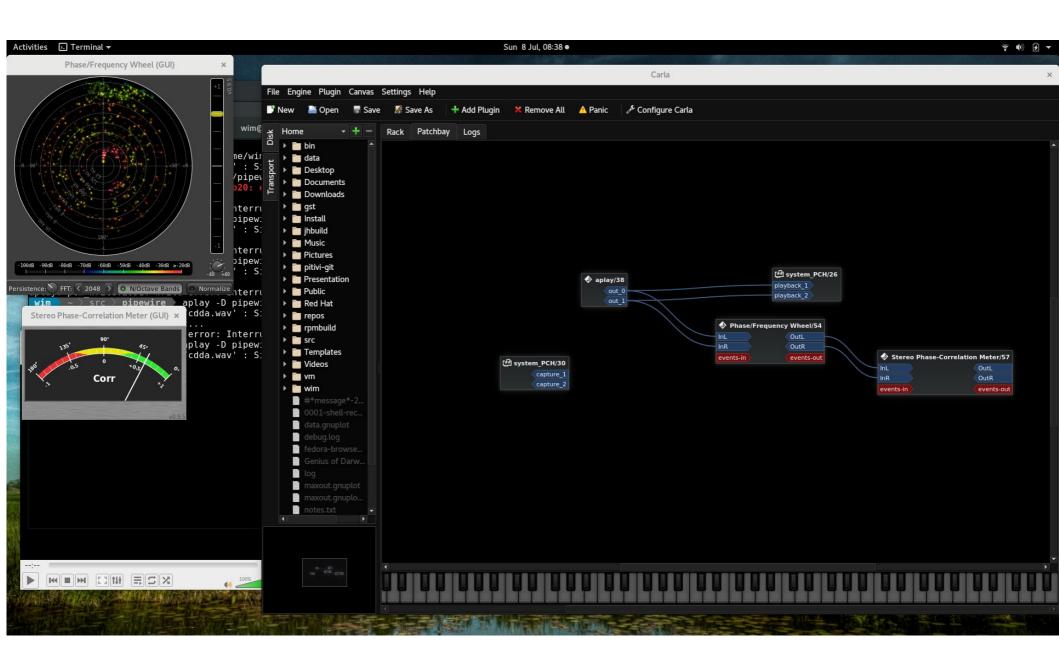
- Integration with device reservation API
 - When JACK claims device, replace our device with JACK client and we simply become a jack client.
- For sandboxed apps
 - Replacement libjack.so
 - Built on top of native PipeWire













Latest changes (work branch)

- Unit tests + benchmarks + api cleanups
- Client permission API
- MIT relicensed
- DLL for resampling and audio timing in devices
- Cursor and bitmap metadata
- Device objects + profiles
- Work on pavucontrol (peaks resampler, profiles, volumes,...)



Future plans

- More Latency/timing handling between nodes
- More session policy (dynamic samplerate, compressed formats, ...)
- Merging devices/clock slaving
- Transport
- Video path/effects...
- JACK handover
- Implement missing pulseaudio features
 - See https://github.com/PipeWire/pipewire/wiki/TODO



http://pipewire.org https://github.com/PipeWire/pipewire

Questions?



Public Di