



AE - Pline table greneration

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- AE Pline
 - -Device Profile
 - -Table Mapping
 - -Generate code
 - -Debug
- Pline align target phone



Read Before Reading

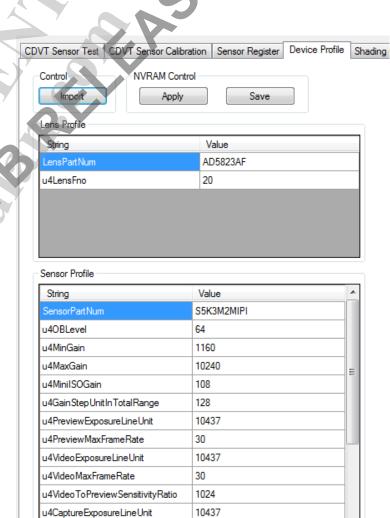
- Before AE calibration, make sure **OB** and **Shading** calibration done first.
- AE calibration must follow the blow steps:





Device Profile

Device Profile Introduction (MTK provide)



30

1024

10437

120

1024

u4CaptureMaxFrameRate

u4Video1ExposureLineUnit

u4Video1MaxFrameRate

u4CaptureToPreviewSensitivityRatio

u4Video1ToPreviewSensitivityRatio



Device Profile

- Device Profile Introduction (MTK provide)
 - u4OBLevel : OB value (useless).
 - u4MinGain : Minimum saturation gain
 - u4MaxGain : Sensor support maximum gain
 - u4MinilSOGain : ISO value when sensor gain is 1024
 - u4GainStepUnitInTotalRange : Sensor gain step based on 1024 (if sensor gain step
 - is 8, x=1024/8=128)
 - u4PreviewExposureLineUnit : Preview line unit in us
 - u4PreviewMaxFrameRate Preview max frame rate
 - u4VideoExposureLineUnit : Video line unit in us
 - u4VideoMaxFrameRate Video max frame rate
 - u4VideoToPreviewSensitivityRatio : Video / Preview sensitivity radio
 - u4CaptureExposureLineUnit : Capture line unit in us
 - u4CaptureMaxFrameRate : Capture max frame rate
 - u4CaptureToPreviewSensitivityRatio : Capture / Preview sensitivity radio
 - Fno : F number*10, ex: f2.2, u2LensFno=22
 - Gain Step : Minimum step unit of sensor gain
 - : If the sensor gain is nonlinear, use fix sensor gain table.

FixSensorGain

Table Mapping

AE Pline Table main page

a) Mode Menu : List of all sensor and selected for tuning.

b) AE Table : Current AE scene mapping table.

c) AE Scene : List of all AE scene with selected sensor mode.

d) Table Detail : For each table detail tuning.

e) Import from P-line Info : Import Pline table from csv file.

f) Export to P-line Info : Export current Pline table to csv file.

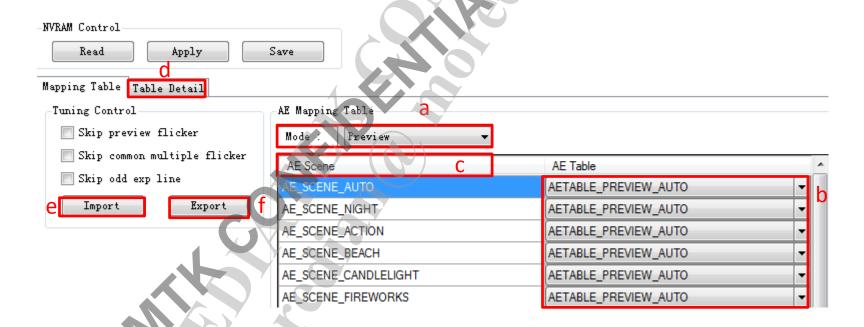




Table Mapping

- Update Scene mapping
 - a) Select sensor mode you want to update.
 - b) Click combo box which is mapping to a scene you want to change. Then select the table name.

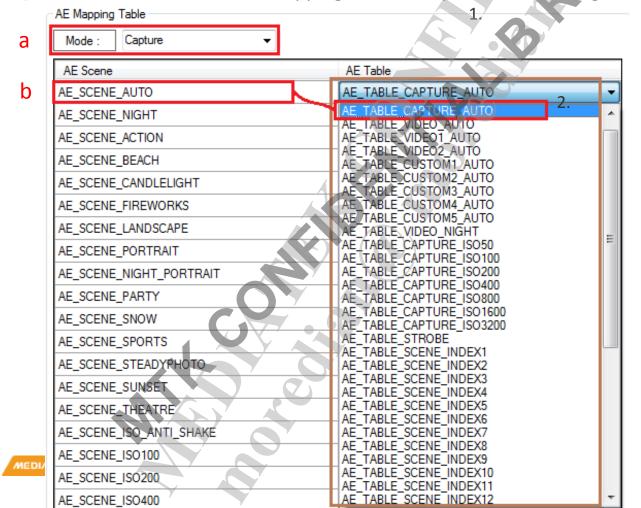
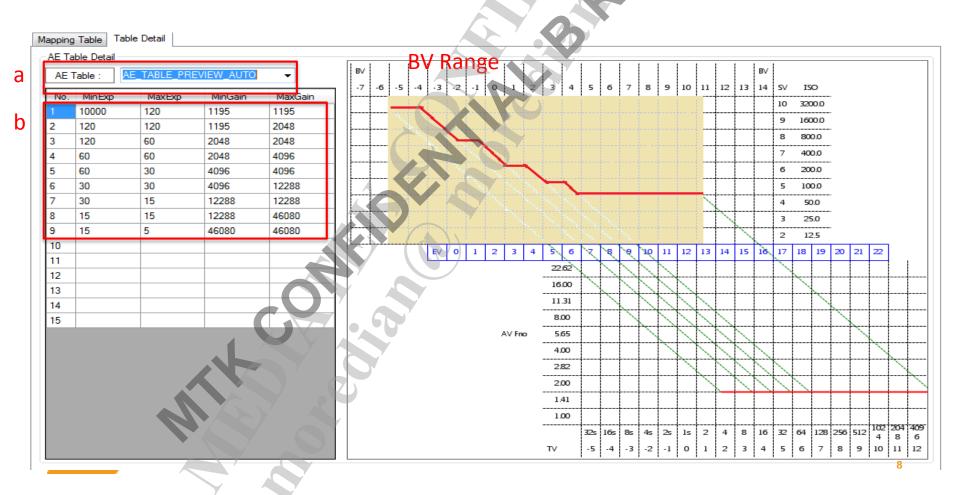


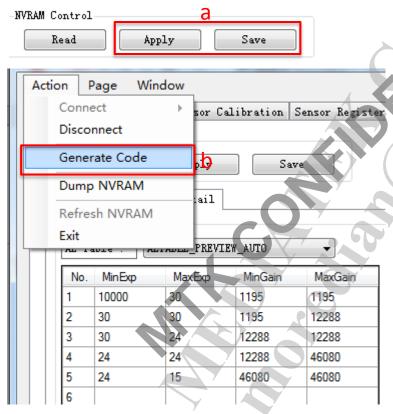
Table Mapping

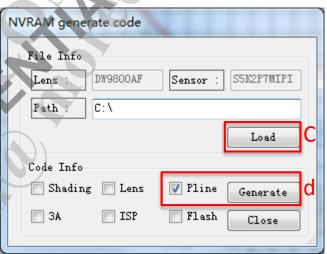
- Update Table detail
 - a) Select a table from AE Table. Then right side will show the Pline chart automatically.
 - b) Modify the table exposure information and Pline chart also updated after change value.



Generate Code

- Save nvram and generate Pline
 - a) Apply and save.
 - b) Select Action/Generate Code.
 - c) Load save path
 - d) Select Pline, Generate





Generate Code

Parameter file

/vendor/mediatek/proprietary/custom/[Platform]/hal/imgsensor/ver1/xxx_mipi_raw/camera _AE_PLineTable_xxxmipiraw.h

```
#ifndef CAMERA AE PLINETABLE IMX386MIPIRAW H
#define CAMERA AE PLINETABLE IMX386MIPIRAW H
#include <custom/aaa/AEPlinetable.h>
static strEvPline sPreviewPLineTable 60Hz =
                              //TV = 13.39(5 lines) AV=2.00 SV=5.10
                              //TV = 13.39(5 lines) AV=2.00
    {93, 1152, 1032, 0, 0, 0},
    {111, 1056, 1024, 0, 0, 0},
                               //TV = 13.14(6 lines)
                                //TV = 13.14(6 \text{ lines})
    {129, 1024, 1040, 0, 0, 0},
                                //TV = 12.92(7 lines)
                                                        AV=2.00
                                                        AV=2.00
    {129,1120,1032, 0, 0,
                                                                 SV=5. 14
                                          .72(8 lines)
                                                        AV+2.00
    {148, 1056, 1024, 0, 0, 0},
                                                                 SV=5.04
    {166, 1024, 1024, 0, 0,
                                       12.56(9 lines)
                                                        AV=2.00
                                                        AV=2.00 SV=5.04
    {166, 1056, 1024, 0, 0, 0},
                                     = 12.56(9 lines)
    {185, 1024, 1032, 0,
                                           40(10 lines)
                                                         AV=2.00
                                                                  SV=5.01
                                       12.40(10 lines)
                                                                  SV=5.10 BV=9.30
    {185, 1088, 1032, 0,
                                                         AV=2.00
                                    = 12.27(11 lines)
    {203, 1056, 1032, 0,
                                                         AV=2.00
                                                                  SV=5.06
                                     = 12.14(12 lines)
    {221, 1040, 1032, 0,
                                                         AV=2.00
                                                                  SV=5.03
                                                                           BV=9.11
                                //TV = 12.02(13 1 ines)
    {240, 1024, 1040, 0,
                                                         AV=2.00
                                                                  SV=5.02 BV=9.00
                                     = 11.92(14 lines)
    {258, 1024, 1032, 0.
                                                         AV=2.00
                                                                  SV=5.01
                                                                            BV=8.91
                                     = 11.82(15 lines)
                                                         AV=2.00
    {277, 1024, 1032, 0,
                                                                  SV=5.01 BV=8.81
    {295, 1024, 1040, 0,
                                     = 11.73(16 \text{ lines})
                                                         AV=2.00
                                                                  SV=5.02 BV=8.70
```



Debug

Test Setup:

Low light scene.

Test Procedure:

Step1.

Open AE log: adb shell setprop debug.ae.enable 9

Enter preview mode.

Step2.

Switch to video preview or recording, capture.

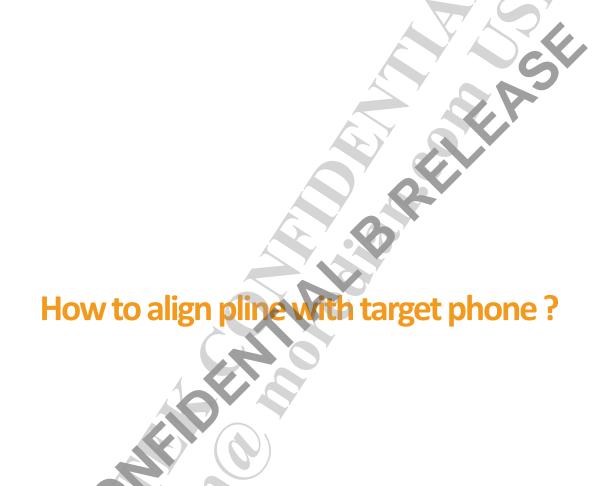
Step3.

Confirm max shutter and gain fulfill demand.

Step4.

If the shutter/gain not satisfy requirement, please send mtklog for MTK.







target phone is MTK platform phone

Ask customer provide pline or NVRAM, then sync with target phone



Eg: get target phone pline setting such as:

```
AETABLE SCENE INDEX20

0,0

1,10000,30,1136,1136

2,30,30,1136,4096

3,30,25,4096,4096

4,25,25,4096,12288

5,25,20,12288,12488

6,20,20,12288,1248

6,20,20,12288,1248

8,17,17,16384,1638

9,17,10,32788,32768

AETABLE END
```

Fine tune pline by CCT then merge in NVRAM



target phone is other platform phone(ex:QC)

If Customer can provide pline segments of target phone,
 Sync pline directly

• If not, Do step by step as below shows



Pline sync

Goal

Sync exposure setting as Target phone

Scene

- Gray wall with High or Mid color temperature light source
- 24 color checker put in the center
- 1 lux to 1000 lux

1, 3, 5, 7, 10, 15, 20, 30, 40, 50, 60, 70, 80, 90, 100, 150, 200, 250, 300, 350, 400, 450, 500, 600, 700, 800, 900, 1000



AE TuningAsistan

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How to get target phone pline segments

- Take images under each luminance and then make a list of exposure setting and Y mean.
- Plan exposure setting of each luminance to sync Pline
- Discuss with customer and verify
 - Pline might be not all the same as target phone due to different sensitivity, Fn, ISO....

Pline sync

- How to fine tune in detail
- Sync exposure setting
 - 1. List exposure
 - 2. Analysis shutter/ISO
 - 3. Classify into exposure/ISOsegments
 - Plan Pline segments to fit target phone exposure/ISO segments

Discuss with customer and verify

- It might not fit 100% as target phone due to different sensitivity, Fn, ISO...
- Re-take images of tuning phone to verify

Note:

If ISO is real, we can get shutter & iso pegments directly

If iso refined, we should sync pline by ratio relations of refine iso, such as excel shows

Target phone	7	A7		
Fn		2		
Lux	Shutter	ISO	Y mean	
1	1/15	800	5.62	
3	1/15	800	15.3	
5	1/15	800	31.16	
7	1/15	800	45.09	
10	1/15	800	60.35	
15	1/15	800	78.57	
20	1/15	800	97.69	
30	1/15	800	121.66	Max BV
40	1/15	640	125.94	
50	1/15	500	125.27	range
60	1/15	400	124.37	O
70	1/15	400	127.29	
80	1/15	320	127.74	
90	1/15	320	128.74	
100	1/15	250	129.46	
150	1/15	200	135.46	Turning
200	1/15	160	136.97	—— Turning
250	1/20	160	137.52	point 3
300	1/24	160	138.66	point o
350	1/24	160	139.06	- ·
400	1/30	160	139.16	——Turning
450	1/30	125	137.7	n a !n t ?
500	1/30	125	138.15	point 2
600	1/30	100	138.3	T
700	1/40	125	138.8	——Turning
800	1/40	100	139.71	point 1
900	1/40	100	137.51	ροιπι Τ
1000	1/40	80	137.99	

