Katthi Shashikala status report

|  |  |  |  |
| --- | --- | --- | --- |
| **Date** | **Yesterday** | **Today** | **Tomorrow** |
| 14/09/2020 | None | 1.I read about v4l2  https://www.kernel.org/doc/html/v4.16/media/uapi/v4l/v4l2.html#v4l2spec  2.I cloned v4l2 test app(yavta) and trying to understand the flow by using printfs  Git\_hub link: <https://github.com/fastr/yavta> | I will try to understand the call flow of v4l2 test application |
| 15/09/2020 | 1.I read about v4l2  https://www.kernel.org/doc/html/v4.16/media/uapi/v4l/v4l2.html#v4l2spec  2.I cloned v4l2 test app(yavta) and trying to understand the flow by using printfs  Git\_hublink: <https://github.com/fastr/yavta> | I studied the v4l2 terminologies that are ouput plane ,capture plane,qbuf,dqbuf and updated the document and uploaded into git hub  Git\_hub link: <https://github.com/shashikala-katthi/TSHtraining/Video/Docs> | None |
| 16/09/2020 | I studied the v4l2 terminologies that are ouput plane ,capture plane,qbuf,dqbuf and updated the document and uploaded into git hub  Git\_hub link: <https://github.com/shashikala-katthi/TSHtraining/Video/Docs> | I executed the commands to see kernel logs and i taken the logs and dmesg into one file using script file  I updated the document | I will try to understand the call flow of v4l2test app by using kernel logfile |
| 17/09/2020 | I executed the commands to see kernel logs and i taken the logs and dmesg into one file using script file  I updated the document | I understood the call flow of v4l2test app(yavta) | I will write my own test app |
| 18/09/2020 | I understood the call flow of v4l2test app(yavta) | I started writting of my own v4l2 test app but it's not completed | None |
| 21/09/2020 | None | I completed the test app upto alloacte buffers  v4l2test1.c->open the device,close the device  v4l2test2.c->open,query the device capabilities,close  v4l2test3.c->open,query the device capabilities, set the format to YUYV,set the framerate to 1/30,close | I will complete my own test app |
| 22/09/2020 | I completed test app upto allocate buffers | I completed the test app  v4l2test4.c->open,query the device capabilities,set the format to YUYV,set the framerate to 1/30,allocate 6 buffers and map the buffers using mmap,close  v4l2test5.c->open,query the device capabilities,set the format to YUYV,set the framerate to 1/30,allocate 6 buffers and map the buffers using mmap,stream on and stream off,close  v4l2test6.c->open,query the device capabilities,set the format to YUYV,set the framerate to 1/30,allocate 6 buffers and map the buffers using mmap,stream on and stream off,free the buffers,close  Git\_hub link: <https://github.com/shashikala-katthi/TSHtraining/V4L2test> | I will see the each and every structure members of v4l2 |
| 23/09/2020 | I completed test app | I read videodev2.h file to know internal structure members of v4l2 | I will study briefly about v4l2 |
| 24/09/2020 | I read videodev2.h file to know internal structure members of v4l2 | I studied briefly about v4l2 | I will write program for dynamic library |
| 25/09/2020 | I studied briefly about v4l2 | **I created dynamic library for calculation and updated a video\_training.doc**  **Git\_hub link:** <https://github.com/shashikala-katthi/TSHtraining/dynamic_library> | I will write makefile for dynamic\_library |
| 28/09/2020 | I wrote program for dynamic library | 1.I studied about ffmpeg document  2.Makefile for dynamic\_library is written and uploaded to git hub  **Git\_hub link:** <https://github.com/shashikala-katthi/TSHtraining/dynamic_library> | I will read the video document |
| 29/09/2020 | I wrote Makefile for dynamic library | 1.I read about video document  <https://github.com/leandromoreira/digital_video_introduction>  2.I cloned ffmpeg-h264-dec  <https://github.com/shengbinmeng/ffmpeg-h264-dec> | I will kept printfs in main.c and decode.c and i will read about HLS streaming |
| 30/09/2020 | I read about video document and i cloned ffmpeg-h264-dec | I read about HLS streaming and RTSP  I kept printfs in main.c and decode.c in ffmpeg-h264-dec | I will try to understand the call flow of ffmpeg-h264-decoder |
| 01/10/2020 | I read about HLS streaming and RTSP  I kept printfs in main.c and decode.c in ffmpeg-h264-dec | I have been trying to understand the call flow of ffmpeg-h264-dec | None |
| 05/10/2020 | None | I tried to understand the call flow of ffmpeg-h264-dec | I will print the height and width and buffer address in the call flow of ffmpeg-h264-dec |
| 06/10/2020 | I have tried to understand the call flow of ffmpeg-h264-dec | i understood the call flow of ffmpeg-h264-dec and print a full log with height,width,timestamp,buffer address,buffer size,keyframe,picture type | I will read about dl libraries and prepare a ppt for v4l2 |
| 07/10/2020 | I understood the call flow of ffmpeg-h264-dec | I read about dl libraries  <https://tldp.org/HOWTO/Program-Library-HOWTO/dl-libraries.html>  I prepared a presentation of v4l2 | None |
| 08/10/2020 | I read about dl libraries  I prepared a presentation of v4l2 | I read about VR,AR,MR,XR and differences between them | None |
| 09/10/2020 | I read about VR,AR,MR,XR their differences | I have written a calculation application using dl libraries and uploaded to git hub  **Git\_hub link:** <https://github.com/shashikala-katthi/TSHtraining> | None |
| 12/10/2020 | None | I have studied about Gstreamer ,what is pads and elements and pipeline  <http://4youngpadawans.com/gstreamer-real-life-examples/amp/> | I will study more information about Gstreamer |
| 13/10/2020 | I studied about Gstreamer ,what is pads and elements and pipeline | I have studied about Gstreamer ,internal pipeline structure  <https://en.wikipedia.org/wiki/GStreamer>  cloned Gstreamer using below link  <https://gitlab.freedesktop.org/gstreamer/gst-docs> | None |
| 15/10/2020 | I studied about Gstreamer ,internal pipeline structure | I studied first 2 tutorials and observed below points  1.Intialize gstreamer,build pipeline for playbin element,after we are trying to play video  2.creating gstreamer elements,adding elements to each other,customizing the elements behaviour.  <https://gstreamer.freedesktop.org/documentation/tutorials/basic/hello-world.html?gi-language=c> | I will study dynamic pipeline |
| 16/10/2020 | I studied about gstreamer initialization and how to add elements and connect | I studied dynamic pipeline  1.How to be notified of events using Gsignals  2.How to connect pads directly  3.various states of Gstreamer element  <https://gstreamer.freedesktop.org/documentation/tutorials/basic/hello-world.html?gi-language=c> | None |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |