

# PPM-java

Technical documentation  
PH, 2017-01-13



Note that this guide has been written by a dude who isn't a technical writer.

Written with thanks to my better half who patiently endured my long computer sessions!

# 1 Introduction

According to an Article on Wikipedia<sup>1</sup>, "a peak programme meter (PPM) is an instrument used in professional audio for indicating the level of an audio signal." It is different from a normal VU meter in that it has a very short rise time (integration time) and a long return time. This allows audio producers to continuously monitor the peaks of a programme signal. `ppm_java` implements a PPM type II which has a rise time of 23 dB in 10 ms and a fall time of -24dB in 2800ms.

The audio level maps to the meter scale as follows:

Input level [dB]		Meter mark	
min	max	min	max
-130	-24	0	1
-24	-20	1	2
-20	-16	2	3
-16	-12	3	4
-12	-8	4	5
-8	-4	5	6
-4	0	6	7
0	...	7	7

---

<sup>1</sup> [https://en.wikipedia.org/wiki/Peak\\_programme\\_meter](https://en.wikipedia.org/wiki/Peak_programme_meter)

## 2 Running

### System requirements

`ppm-java` requires

- Java (Tested with Java 1.8.)
- JackD audio server (Tested with version 1.9.10)

Test setup was a Linux machine (Kubuntu 14); program hasn't been tested on other platforms.

### Example session

If JackD isn't running, start it:

```
user@local:~$ /usr/bin/jackd -r -dalsa -dhw:0 -r44100 -p1024 -n3 -Xraw
```

Start `ppm-java` from the commandline. We'll run it with the graphical linear gauge frontend:

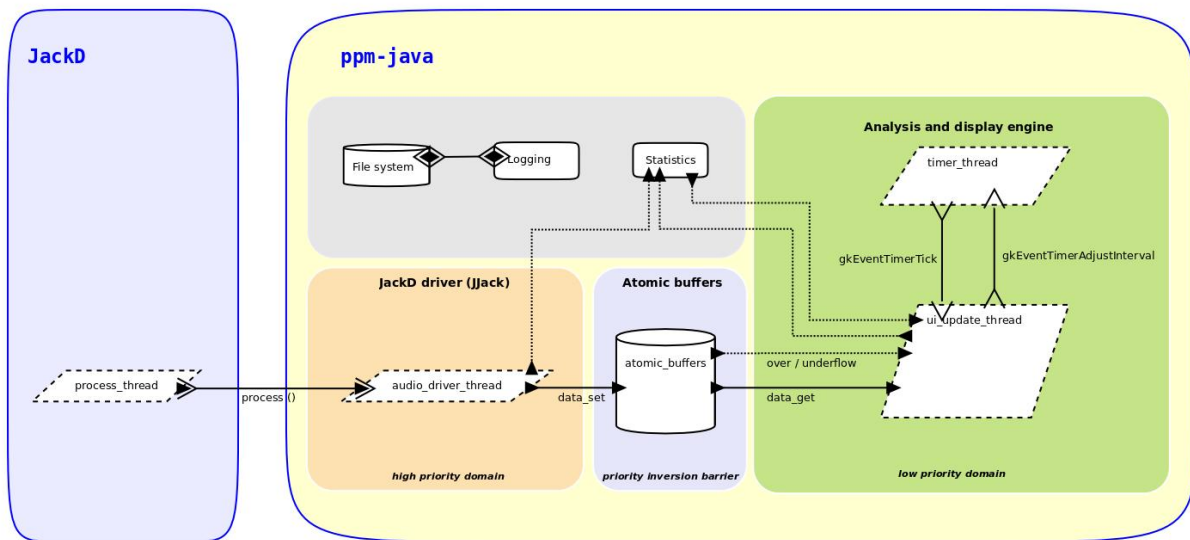
```
user@local:~$ java -jar /path/to/ppm.jar -u guiLinear -l /var/log/ppm.log
```

This will bring up a horizontal linear gauge. If the meter is receiving audio data the gauge will show the current audio levels:



# 3 Implementation

## Design overview



**ppm-java** continuously receives chunks of audio samples from the Jack server, and, for each chunk,

- computes the absolute peak value,
- converts it from raw sample values to decibels,
- applies a stepping integrator (PPM ballistics),
- and displays the result on a frontend.

Two activities are happening here: On the one hand, Jack delivers sample chunks, and, on the other hand, the program updates a display. These are two distinct activities, and both run in separate threads. The Jack side of things is handled by the audio driver thread, and everything else runs within the analysis and display engine thread.

The audio driver thread is time critical as it integrates with the Jack server. This means we cannot afford to have the audio driver run slow on us, as this would affect the Jack server and potentially the whole ecosystem of clients connected with the Jack server. The analysis and display engine (GUI side) not time critical - if it hangs for a few moments it's user annoying but at least it doesn't pull the entire Jack system down with it! For the program to run well we need to prevent priority inversion where the low priority thread (display engine) blocks the high priority thread (audio driver). We need to decouple the display engine from the audio driver in such a way that the audio driver won't get stuck (even if the display engine is frozen) and the display engine receives the audio data with minimal data loss.

Because of the need for decoupling we cannot send data directly from the audio driver to the display engine. Instead we use a bank of special buffers (one per channel) which receives data from the audio driver and holds it ready for the display engine when it fetches the data. The buffers are designed such that setting and fetching are atomic, i.e. only one thread a time can read/write data to the buffer (That's why we call them 'atomic buffers'). The bank of buffers acts as a priority inversion barrier between the display engine and the audio driver.

## Challenges

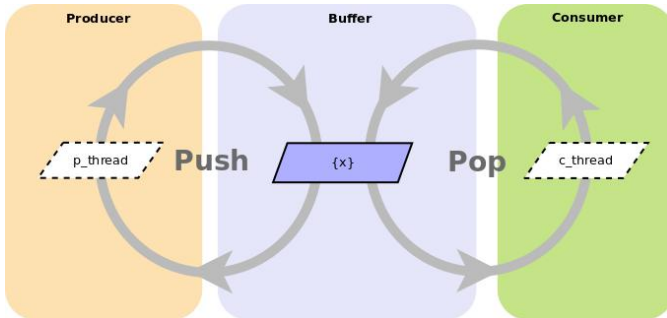
- Good balance between scalability and fitness for the purpose. The challenge is to create a framework which is *well suited for the task* whilst being *generic enough to accomodate further development*.<sup>2</sup>
- Making two parallel activities with different priorities work together. On one side we have got a high priority activity (the `jackd` process), on the other side we've got a low priority activity (user interface updates). Both sides run independently of each other, i.e. in separate threads. *We have to avoid priority inversion* where the low priority thread (user interface updates) blocks the high priority thread (`jackd`).
- Minimizing data loss. The high priority `jackd` thread needs to work need for a protection against priority inversion brings up the possibility of data loss. For example we get data loss if the user interface thread blocks, whilst the `JackD` thread keeps pushing audio data. The challenge is to build in some *mechanism that minimizes data loss*.
- Keeping performance up. We need a framework which is *able to process the audio data without much latency*, so that updates on the meter happen almost immediately after the corresponding audio has come into the meter. There's always some latency with any audio application, but for a a metering solution the latency should be less than 25ms.

---

<sup>2</sup> This is a hard balancing act - it's tempting to totally overengineer and create micromodules or to go the shortcut route and hack some contorted monolithic construction. In both cases, half a year later even the author won't have a clue what this thing does!

## 4 Multithreading

**ppm-java** makes extensive use of multithreading. The atomic buffer (class **TAtomicBuffer**) is an example of this. This class stores the audio samples coming from the input side and releases them to the GUI side when requested. Setting data and fetching data is done by two different threads, at the same time. One thread constantly pushes data to the buffer, whilst the other thread constantly fetches it from the buffer. This is a classic producer/consumer scenario.



For **ppm-java** we use multithreading in a slightly alternative way in how we make multiple threads work together without forcing wait time on them.

Without precautions, if multiple threads access the same object we can get surprising results. The following program has two threads simultaneously access a shared buffer. One thread pushes data, the other thread pops it<sup>3</sup>. No precautions are taken to make this program “multithread-proof”.

*Main program:*

```
package ppm_java._dev.concept.example.multithread.unsafe;

public class TDev_Example_multithread_unsafe
{
    public static void main (String[] args)
    {
        TDev_Example_multithread_unsafe      unsafeClient;

        unsafeClient = new TDev_Example_multithread_unsafe ();
        unsafeClient.start ();
    }

    private TThreadConsumer      fConsumer;
    private TThreadProducer      fProducer;
    private int                   fValue;

    /**
     *
     */
    public TDev_Example_multithread_unsafe ()
    {
        fConsumer = new TThreadConsumer (this);
        fProducer = new TThreadProducer (this);
        fValue = 0;
    }

    public void start ()
    {
        fConsumer.start ();
        fProducer.start ();
    }

    public void Pop ()
    {
        System.out.println ("Entering Pop (). Number: " + fValue);
        if (fValue > 0)
        {
            fValue--;
            try {Thread.sleep (500);} catch (InterruptedException e) {}
        }
    }
}
```

<sup>3</sup> Note that, in this program, **push** and **pop** just increment/decrement a counter. The point of the demo still holds.

```

    }
    System.out.println ("Exiting Pop (). Number: " + fValue);
}

public void Push ()
{
    System.out.println ("Entering Push (). Number: " + fValue);
    if (fValue < 1)
    {
        fValue++;
        try {Thread.sleep (500);} catch (InterruptedException e) {}
    }
    System.out.println ("Exiting Push (). Number: " + fValue);
}
}

```

### ***Producer:***

```

package ppm_java._dev.concept.example.multithread.unsafe;

class TThreadProducer extends Thread
{
    private TDev_Example_multithread_unsafe      fHost;

    public TThreadProducer (TDev_Example_multithread_unsafe host)
    {
        fHost = host;
    }

    @Override
    public void run ()
    {
        int i;
        int delay;

        delay = 0;
        for (i = 1; i <= 10; i++)
        {
            fHost.Push ();
            delay += 10;
            try {Thread.sleep (delay);} catch (InterruptedException e) {}
        }
    }
}

```

### ***Consumer:***

```

package ppm_java._dev.concept.example.multithread.unsafe;

class TThreadConsumer extends Thread
{
    private TDev_Example_multithread_unsafe      fHost;

    public TThreadConsumer (TDev_Example_multithread_unsafe host)
    {
        fHost = host;
    }

    @Override
    public void run ()
    {
        int i;
        int delay;

        delay = 200;
        for (i = 1; i <= 10; i++)
        {
            fHost.Pop ();
            delay -= 10;
            try {Thread.sleep (delay);} catch (InterruptedException e) {}
        }
    }
}

```

The output of the program shows that Push() and Pop() are executed at arbitrary times. The producer and consumer just tread on each other's toes. The result is messed up data.



```

Entering Push (). Number: 0
Entering Pop (). Number: 0      <--- Pop() should not be executed here.
Exiting Push (). Number: 0     <--- Number should be 1.
Exiting Pop (). Number: 0
Entering Push (). Number: 0
Entering Pop (). Number: 1
Exiting Push (). Number: 0
Entering Push (). Number: 0

```

We need to get the threads to cooperate.

## Thread cooperation primitives.

Since version 1.0 Java has support for multithreaded applications. Most notably, the language itself provides the **synchronized** keyword. This keyword allows us to make methods or code blocks thread-safe. The **synchronized** keyword creates a protected section of code that can only be entered by one thread a time. Such a section is called a *critical* section.

To make our previous example multithread proof we need to declare the main program's **Push()** and **Pop()** methods as **synchronized**.

```

public synchronized void Pop ()
{
    System.out.println ("Entering Pop (). Number: " + fValue);
    if (fValue > 0)
    {
        fValue--;
        try {Thread.sleep (500);} catch (InterruptedException e) {}
    }
    System.out.println ("Exiting Pop (). Number: " + fValue);
}

public synchronized void Push ()
{
    System.out.println ("Entering Push (). Number: " + fValue);
    if (fValue < 1)
    {
        fValue++;
        try {Thread.sleep (500);} catch (InterruptedException e) {}
    }
    System.out.println ("Exiting Push (). Number: " + fValue);
}

```

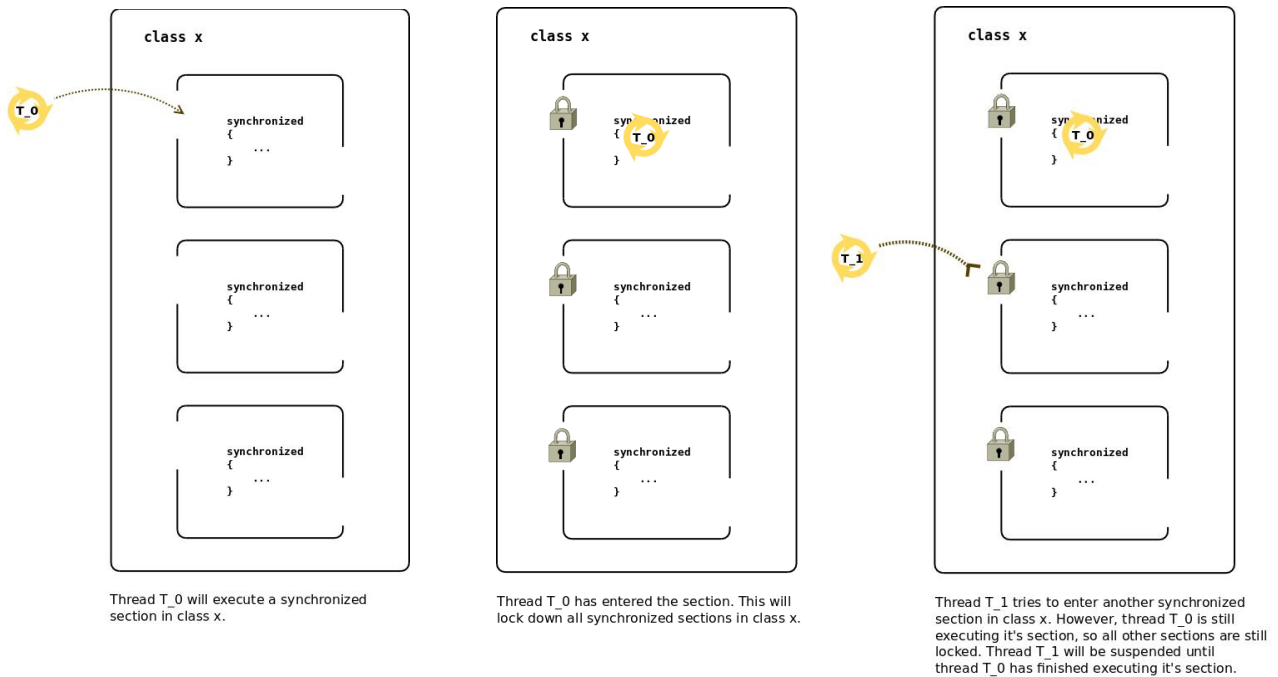
This creates order, as both threads politely wait for each other! Now, our data is correct:

```

Entering Pop (). Number: 0
Exiting Pop (). Number: 0
Entering Push (). Number: 0
Exiting Push (). Number: 1
Entering Pop (). Number: 1
Exiting Pop (). Number: 0
Entering Push (). Number: 0
Exiting Push (). Number: 1
Entering Pop (). Number: 1
Exiting Pop (). Number: 0

```

The **synchronized** keyword turns a method (or block of code) into a critical section. When a thread executes such a section then any other threads trying to execute the same section is made to wait until the first thread has finished. This is the reason why the synchronization in our example program works. If the producer thread has entered the **Push()** method, and the consumer tries to enter the **Pop()** method before the producer has finished, then the consumer must wait until the producer has left the **Push()** method. Both, **Push()** and **Pop()** are synchronized on the same object. The object is the lock; once it's acquired by a thread, no other thread can acquire it until the first thread has released the lock. This forces the producer and the consumer to wait for each other, ensuring data integrity. In a picture - the object is a room, and the threads are two storytellers in the room. Synchronization means only one of them can speak at a time.



## Wait problem

Synchronization means waiting. If one thread enters a synchronized section, all other threads have to wait (a thread trying will be suspended). This can block a thread for an unnecessarily long time. Here is an example which demonstrates the problem of the long wait:

### Main program:

```
package ppm_java._dev.concept.example.multithread.wait;

public class THouse
{
    private static final int      gkNumVisitors    = 5;
    private static final long     gkTimeAudience  = 1000;

    public static void main (String[] args)
    {
        THouse      house;

        house = new THouse ();
        house.GetMeSomeVisitors ();
    }

    private TVisitor[]      fVisitors;

    public THouse ()
    {
```

```

        int i;

        fVisitors = new TVisitor [gkNumVisitors];
        for (i = 0; i < gkNumVisitors; i++)
        {
            fVisitors[i] = new TVisitor (this, i);
        }
    }

    public void GetMeSomeVisitors ()
    {
        int i;

        for (i = 0; i < gkNumVisitors; i++)
        {
            fVisitors[i].start ();
        }
    }

    public synchronized void Visit (int id)
    {
        try {Thread.sleep (gkTimeAudience);} catch (InterruptedException e) {}
    }
}

```

### Visitor:

```

package ppm_java._dev.concept.example.multithread.wait;

class TVisitor extends Thread
{
    private THouse          fHouse;
    private int             fID;
    private String          fPreamble;

    public TVisitor (THouse house, int id)
    {
        fHouse      = house;
        fID         = id;
        fPreamble    = "Visitor #" + fID;
    }

    public void run ()
    {
        long        t0;
        long        t1;
        long        dT;

        t0 = System.currentTimeMillis ();
        fHouse.Visit (fID);
        t1 = System.currentTimeMillis ();
        dT = t1 - t0;

        System.out.println (fPreamble + ": Had an audience! Time spent: " + dT + "ms.");
    }
}

```

A group of visitors would like to visit a house to have an audience with the home owner. Each audience with the owner is restricted to exactly one second. The owner speaks to one visitor a time. All others have to wait. Unfortunately, the output shows excessive waiting times for most visitors:

```

Visitor #0: Had an audience! Time spent: 1000ms.    <--- Thread #0 has a great deal: 0s wait time!
Visitor #4: Had an audience! Time spent: 2000ms.
Visitor #3: Had an audience! Time spent: 3000ms.
Visitor #2: Had an audience! Time spent: 4000ms.
Visitor #1: Had an audience! Time spent: 5001ms.    <--- Thread #1 has the worst deal: 4s wait time!

```

The problem is the synchronization mechanism: When one thread acquires a lock, all other threads trying to acquire the same lock will be suspended until the lock is released. And that can be a long time waiting in suspense. For a realtime thread such as the audio driver in `ppm-java`, any wait is prohibitive.

## Wait free access

Since version 1.5 Java offers atomic variables in the package `java.util.concurrent.atomic`. Atomic variables are variables that can be manipulated with one single processor instruction. As a side effect, this makes them inherently thread-safe<sup>4</sup>.

`java.util.concurrent.atomic` offers several types of atomic variables, but of special interest is the type `java.util.concurrent.atomic.AtomicInteger`, and especially its method `compareAndSet()`. The proper signature of this method is

```
public final boolean compareAndSet(int expect, int update)
```

`compareAndSet` atomically sets the value to `update` if the current value equals `expect`. The method returns `true` if the value was successfully changed and `false` if the value change failed. This method makes it useful to coordinate multiple threads without locking them up. Here is the visitor program again, this time using an `AtomicInteger` as coordination primitive:

### Main program:

```
package ppm_java._dev.concept.example.multithread.waitfree;

import java.util.concurrent.atomic.AtomicInteger;

public class THouse
{
    private static final int      gkNumVisitors    = 5;
    private static final int      gkTimeAudience  = 1000;
    private static final int      gkLocked         = 1;
    private static final int      gkUnlocked       = 0;

    public static void main (String[] args)
    {
        THouse          house;

        house = new THouse ();
        house.GetMeSomeVisitors ();
    }

    private AtomicInteger          fState;
    private TVisitor[]            fVisitors;

    public THouse ()
    {
        int i;

        fState = new AtomicInteger (gkUnlocked);
        fVisitors = new TVisitor [gkNumVisitors];
        for (i = 0; i < gkNumVisitors; i++)
        {
            fVisitors[i] = new TVisitor (this, i);
        }
    }

    public void GetMeSomeVisitors ()
    {
        int i;

        for (i = 0; i < gkNumVisitors; i++)
        {
            fVisitors[i].start ();
        }
    }

    public boolean Visit (int id)
    {
        boolean isSuccess;

        isSuccess = fState.compareAndSet (gkUnlocked, gkLocked);
        if (isSuccess)
        {

```

<sup>4</sup> With plain variables, thread safety is not guaranteed. For example, with a plain variable a simple assignment may need multiple processor instructions to complete which opens it up to data corruptions if manipulated by multiple threads simultaneously.

```

        try {Thread.sleep (gkTimeAudience);} catch (InterruptedException e) {}
        fState.getAndSet (gkUnlocked);          // atomic setting
    }

    return isSuccess;
}
}

```

## Visitor:

```

package ppm_java._dev.concept.example.multithread.waitfree;

class TVisitor extends Thread
{
    private THouse          fHouse;
    private int             fID;
    private String          fPreamble;

    public TVisitor (THouse house, int id)
    {
        fHouse          = house;
        fID              = id;
        fPreamble        = "Visitor: " + fID;
    }

    public void run ()
    {
        long            t0;
        long            t1;
        long            dT;
        long            tTot;
        boolean          isSuccess;

        tTot = 0;
        do
        {
            t0          = System.currentTimeMillis ();
            isSuccess    = fHouse.Visit (fID);    // Costs next to no time if fHouse is busy, i.e. no suspending!
            t1          = System.currentTimeMillis ();
            dT          = t1 - t0;
            tTot        += dT;
            if (isSuccess)
            {
                System.out.println (fPreamble + ": Had an audience! Time spent (total): " + tTot + "ms.");
            }
            else
            {
                // Couldn't get an audience this time. At least, my thread is not
                // suspended. I'll go and do something else and try again later.
                try {Thread.sleep (500);} catch (InterruptedException e) {}
            }
        }
        while (! isSuccess);
    }
}

```

The output shows that there's a lot less waiting than when using the **synchronized** keyword. Now, each visitor spends zero seconds of wait time<sup>5</sup>:

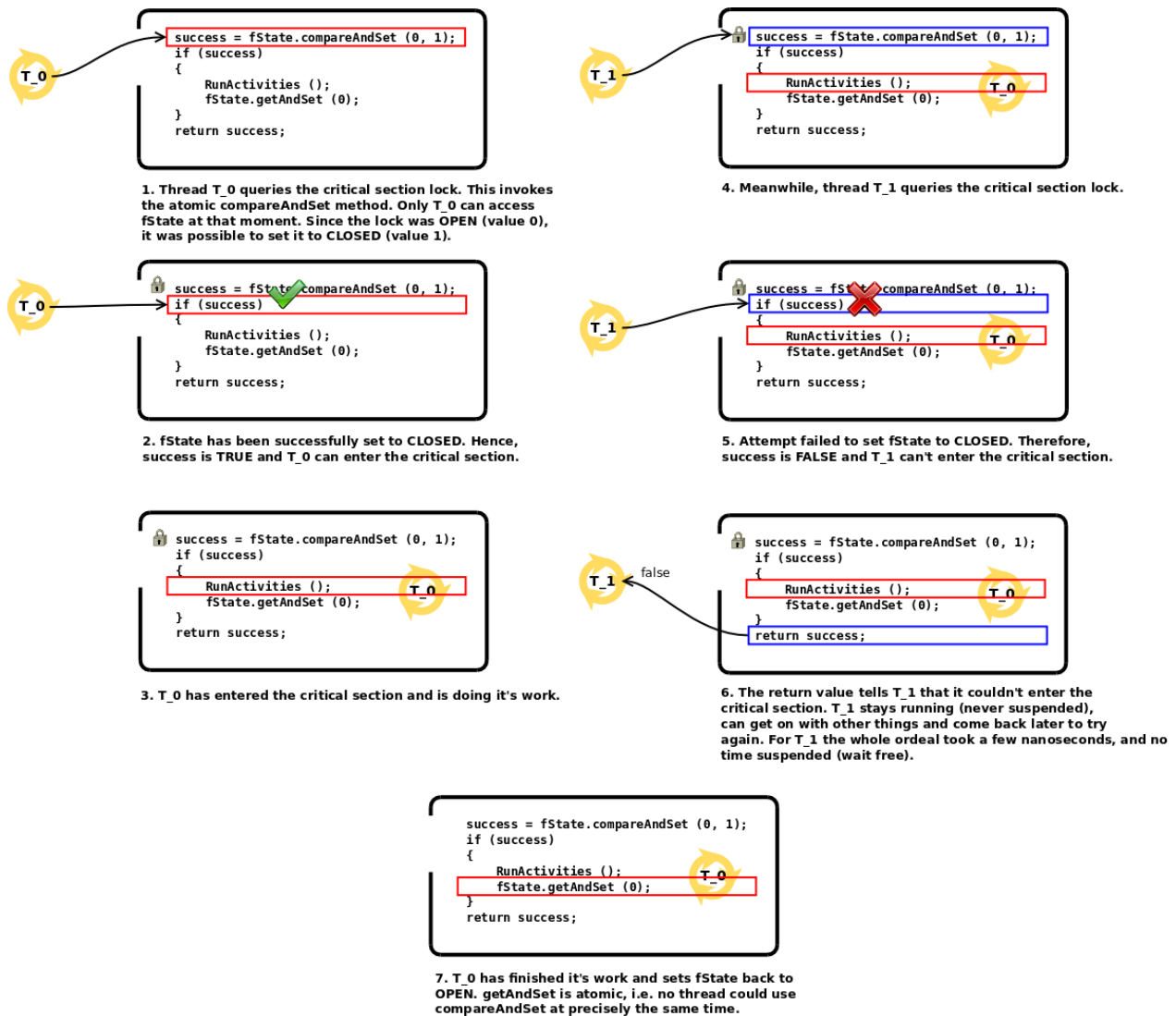
```

Visitor: 1: Had an audience! Time spent (total): 1000ms.
Visitor: 0: Had an audience! Time spent (total): 1000ms.
Visitor: 2: Had an audience! Time spent (total): 1000ms.
Visitor: 3: Had an audience! Time spent (total): 1001ms.
Visitor: 4: Had an audience! Time spent (total): 1000ms.

```

<sup>5</sup> It may be confusing to you that it says “zero seconds of wait time” whilst the visitor thread does a **Thread.sleep (500)** when the **isSuccess** flag is **false**. Isn't **Thread.sleep ()** a wait as well? In this context, it isn't! Because that sleep is not enforced from outside (via the **synchronized** mechanism), but chosen by the thread! Instead of sleeping the visitor could have done some other tasks, e.g. going for a walk, doing some shopping,... in the wait-free scenario it's up to the visitor thread what it does whilst waiting for the audience. With **synchronized** the sleep is enforced upon the visitor, i.e. the receptionist knocks him out.

The advantage of this way of thread coordination is that no thread ever gets suspended, and all threads will continue to work, also those which could not enter a critical section. This is better than using the synchronized primitive which simply suspends any thread trying to enter a protected and occupied critical section. Besides, some sources say that synchronization is much more expensive than atomic variables as the JVM does a lot of work in the background to operate it<sup>6</sup>. Therefore, atomic variables incur less of a performance penalty than the synchronization primitive.



To confirm that this thread coordination primitive really works, here is the initial producer-consumer scenario revisited, this time without `synchronized` methods, but using an `AtomicInteger` as lock<sup>7</sup>:

*Main program:*

```
package ppm_java._dev.concept.example.multithread.waitfree_testsafe;

import java.util.concurrent.atomic.AtomicInteger;

public class TDev_Example_multithread_waitfree_safe
{
    private static final int          gkLocked          = 1;
```

<sup>6</sup> <https://www.ibm.com/developerworks/library/j-threads1>

<sup>7</sup> It's on purpose that we don't use the `AtomicInteger` for the `fValue` field as the intend is to show that an `AtomicInteger` can be used as a lock to make the program thread-safe.

```

private static final int          gkUnlocked          = 0;

public static void main (String[] args)
{
    TDev_Example_multithread_waitfree_safe          unsafeClient;

    unsafeClient = new TDev_Example_multithread_waitfree_safe ();
    unsafeClient.start ();
}

private AtomicInteger              fState;
private TThreadConsumer            fConsumer;
private TThreadProducer            fProducer;
private int                        fValue;

public TDev_Example_multithread_waitfree_safe ()
{
    fConsumer = new TThreadConsumer (this);
    fProducer = new TThreadProducer (this);
    fValue    = 0;
    fState    = new AtomicInteger (gkUnlocked);
}

public void start ()
{
    fConsumer.start ();
    fProducer.start ();
}

public boolean Pop ()
{
    boolean success;

    success = fState.compareAndSet (gkUnlocked, gkLocked);
    if (success)
    {
        System.out.println ("Entering      Pop ().  Number: " + fValue);
        if (fValue > 0)
        {
            fValue--;
            try {Thread.sleep (500);} catch (InterruptedException e) {}
        }
        System.out.println ("      Exiting Pop ().  Number: " + fValue);
        fState.getAndSet (gkUnlocked);
    }

    return success;
}

public boolean Push ()
{
    boolean success;

    success = fState.compareAndSet (gkUnlocked, gkLocked);
    if (success)
    {
        System.out.println ("Entering      Push ().  Number: " + fValue);
        if (fValue < 1)
        {
            fValue++;
            try {Thread.sleep (500);} catch (InterruptedException e) {}
        }
        System.out.println ("      Exiting Push ().  Number: " + fValue);
        fState.getAndSet (gkUnlocked);
    }

    return success;
}
}

```

## Producer:

```

package ppm_java._dev.concept.example.multithread.waitfree_testsafe;

/**
 * @author peter
 */
class TThreadProducer extends Thread
{
    private TDev_Example_multithread_waitfree_safe          fHost;

    /**
     *
     */
}

```

```

public TThreadProducer (TDev_Example_multithread_waitfree_safe host)
{
    fHost = host;
}

@Override
public void run ()
{
    int i;
    int delay;
    boolean success;

    delay = 0;
    for (i = 1; i <= 10; i++)
    {
        delay += 10;
        do
        {
            success = fHost.Push ();
            try {Thread.sleep (delay);} catch (InterruptedException e) {}
        } while (! success);
    }

    System.out.println ("Producer finished!");
}
}

```

### Consumer:

```

package ppm_java._dev.concept.example.multithread.waitfree_testsafe;

/**
 * @author peter
 */
class TThreadConsumer extends Thread
{
    private TDev_Example_multithread_waitfree_safe fHost;

    /**
     *
     */
    public TThreadConsumer (TDev_Example_multithread_waitfree_safe host)
    {
        fHost = host;
    }

    @Override
    public void run ()
    {
        int i;
        int delay;
        boolean success;

        delay = 200;
        for (i = 1; i <= 10; i++)
        {
            delay -= 10;
            do
            {
                success = fHost.Pop ();
                try {Thread.sleep (delay);} catch (InterruptedException e) {}
            } while (! success);
        }

        System.out.println ("Consumer finished!");
    }
}

```

The program output shows two well behaved threads:

```

Entering   Pop   ().  Number: 0
Exiting   Pop   ().  Number: 0
Entering   Push  ().  Number: 0
Exiting   Push  ().  Number: 1
Entering   Push  ().  Number: 1
Exiting   Push  ().  Number: 1
Entering   Push  ().  Number: 1
Exiting   Push  ().  Number: 1
Entering   Pop   ().  Number: 1
Exiting   Pop   ().  Number: 0

```



```
Entering Push (). Number: 0
Exiting Push (). Number: 1
Entering Pop (). Number: 1
Exiting Pop (). Number: 0
Entering Push (). Number: 0
Exiting Push (). Number: 1
Entering Push (). Number: 1
Exiting Push (). Number: 1
Entering Push (). Number: 1
Exiting Push (). Number: 1
Entering Pop (). Number: 1
Exiting Pop (). Number: 0
Entering Push (). Number: 0
Exiting Push (). Number: 1
Entering Pop (). Number: 1
Exiting Pop (). Number: 0
Entering Push (). Number: 0
Exiting Push (). Number: 1
Entering Pop (). Number: 1
Exiting Pop (). Number: 0
Entering Push (). Number: 0
Exiting Push (). Number: 1
Entering Pop (). Number: 1
Exiting Pop (). Number: 0
Producer finished!
Exiting Pop (). Number: 0
Entering Pop (). Number: 0
Exiting Pop (). Number: 0
Entering Pop (). Number: 0
Exiting Pop (). Number: 0
Entering Pop (). Number: 0
Exiting Pop (). Number: 0
Consumer finished!
```

In Summary: How to replace `synchronized` with a functionally equivalent wait-free lock<sup>8</sup>:

Synchronized	Wait-free lock
<div>Threadsafe part:</div> <pre>public class X {     public X ()     {     }      public synchronized void Do_Threadsafe_thing ()     {         /* The payload */         Do_Work ();     } }</pre> <div>0.30 cm</div>	<div>Threadsafe part:</div> <pre>import java.util.concurrent.atomic.AtomicInteger;  public class X {     private AtomicInteger fState;      public X ()     {         fState = new AtomicInteger (0);     }      public boolean Do_Threadsafe_thing ()     {         boolean success;          /* Lockdown, if unlocked */         success = fState.compareAndSet (0, 1);          if (success)         {             /* The payload */             Do_Work ();              /* Unlock critical section */             fState.getAndSet (0);         }          /* Tell client thread whether work done */         return success;     } }</pre>
<div>Thread using the threadsafe method:</div> <pre>public class Y extends Thread {     private X fSpecimen;</pre>	<div>Thread using the threadsafe method:</div> <pre>public class Y extends Thread {     private X fSpecimen;</pre>

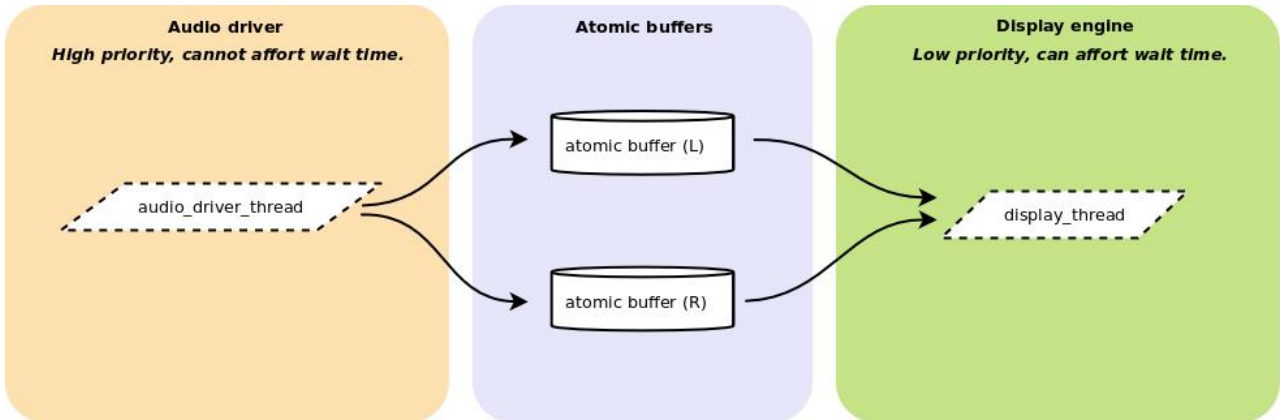
<sup>8</sup> You'll notice that the wait-free code is longer, but that's the price for the new wait-freedom!

```
public void run ()
{
    fSpeciment.Do_Threedsafe_Thing ();
}
```

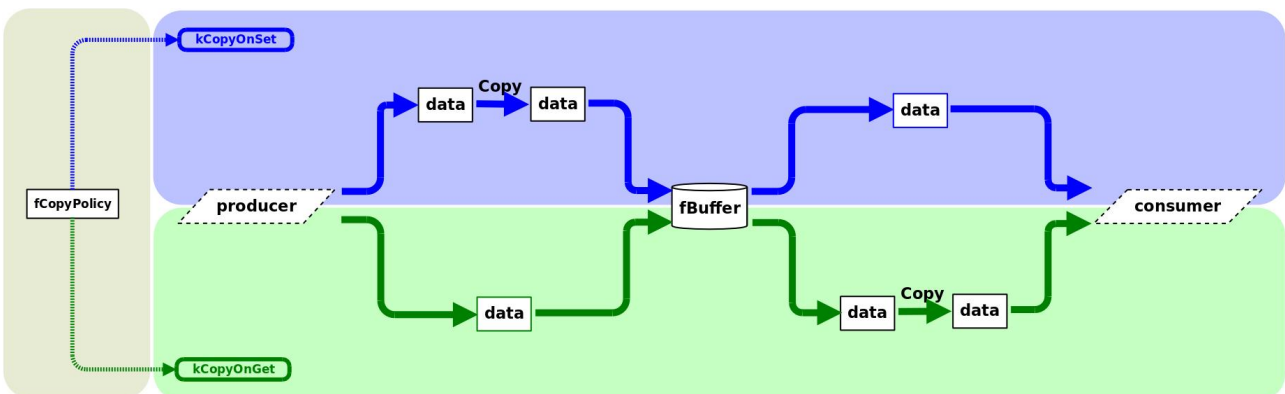
```
public void run ()
{
    boolean success;
    do
    {
        success = fSpecimen.Do_Threedsafe_Thing();
        Do_other_Stuff_whilst_X_is_locked();
        try
        { /* Thread puts itself to sleep
           so that we don't get a
           runaway thread freezing the
           machine. */
            Thread.sleep (yieldTime);
        }
        catch (InterruptedException e)
        {
        }
    } while (! success);
}
```

## 5 Atomic buffer

`ppm-java` connects a high priority thread (the audio driver) with a low priority thread (the display engine). The high priority driver is integrated with a realtime application (Jack) and must not be slowed down. The low priority thread operates a display, and can afford the occasional slowdown. We have a constant flow of audio data from the audio driver to the display engine. We need a connection that passes the data on to the display engine without slowing down the audio driver. The connecting piece is a bank of atomic buffers (class `TAtomicBuffer`), one buffer per audio channel.



The atomic buffer is designed for thread safety and data safety: The audio driver and the display engine won't freeze each other (no priority inversion) and data is deep copied before it reaches the consumer thread.



### Thread safety

This program connects a high priority thread (audio driver) with a low priority thread (display engine). We have to prevent the display engine from freezing the audio driver (mitigate against priority inversion). The buffer uses the mechanisms described in chapter 4 (Multithreading) to provide thread coordination between the producer and the consumer thread. The thread coordination is wait-free for the high priority thread, and classically locking for the low priority thread (using a spin lock). The locking shouldn't be a problem, because when the high priority thread acquires the critical section it spends very little time in it - as it does very little work, basically another method call followed by an if-statement and an assignment.

## Data safety

Due to the inner workings of the JJack library the audio frames are delivered as objects of type `java.nio.FloatBuffer`. If we pass on these objects directly to the consumer then any change done on the consumer side will be immediately mirrored on the producer side with potential side effects right up to the running `jackd` server. That's why we perform a deep copy of the incoming `FloatBuffer` objects before passing them on to the consumer. This way, the consumer gets a copy and can change the data at will as it won't affect the producer. As a downside, this introduces a performance penalty, as copying costs time. To protect the high priority thread from this penalty we use a copy policy which determines when the data will be copied<sup>9</sup>. This enables us to shift the extra copy work to the lower priority thread. We have three possible copy policies (but the *third one is very risky* and should be used very sparingly!):

- `kCopyOnSet` Atomic buffer will copy when the *producer* sets the data. Use this policy when the producer is the low priority thread. This is the setting used with the default constructor.
- `kCopyOnGet` Atomic buffer will copy when the *consumer* fetches (gets) the data. Use this policy when the consumer is the low priority thread.
- `kNoCopy` Data won't be copied, but we pass on the original `FloatBuffer` objects. This policy is necessary in rare situations to prevent unnecessary multiple copying of data frames (e.g. when data is passed from one module to another). **This option should be used very sparingly and carefully as it's a very risky option!**

## Contention

The atomic buffer introduces a level of separation between the producer and consumer. For `ppm-java`, this means the audio driver and the display engine are less tightly integrated. Whilst it makes both sides more independent of each other it brings with it some level of contention which manifests itself as buffer overruns and underruns. To minimize contention we use a contention compensation scheme.

Contention issues arise because the audio driver delivers sample chunks at one frequency and the display engine updates the display at another frequency.

- For the audio driver, the update frequency depends on the sample rate and the size<sup>10</sup> of audio frames delivered. For example, if the sample rate is 44100 samples/sec and the frame size is 1024 samples per frame. Then, `jackd` will deliver a new frame every  $1024 / 44100 \text{ s} \approx 20 \text{ ms}$ .
- For the display engine, the update frequency is initially 30 display updates per second<sup>11</sup>.

During a `ppm-java` session we encounter three types of contention issues, each of which are indicated by an appropriate counter increment:

- Buffer overrun. This happens when the producer (audio driver) pushes data onto the buffer whilst uncollected stored data is still loitering in the buffer. If that happens the atomic buffer will increment an overrun counter.

---

<sup>9</sup> Set via parameter `copyPolicy` to the `TAtomicBuffer` constructor

<sup>10</sup> Frame size depends on the running `jackd` instance, and that depends on how `jackd` was started (`jackd` commandline switch `-p`)

<sup>11</sup> This will be modified by the contention compensation

- Buffer underrun. This happens when the consumer tries to collect data from the buffer whilst it's still empty, i.e. the producer hasn't pushed any data onto the buffer yet. If that happens the atomic buffer will increment an underrun counter.
- Thread contention. This happens when both, producer and consumer, try to access the critical data at the same time. If that happens the atomic buffer will increment a contention counter. In practice, this should be rare - but if it's not then it means that both, producer and consumer, are too aggressively competing over the atomic buffer.

All of these three contention types are revealed through the three counters which are exposed to clients through `ppm-java`'s, statistics API. Clients can use the resp. counter values to mitigate over/underruns. In `ppm-java` we use the following strategy to deal with contentions:

- Overrun.
  1. Set the new data<sup>12</sup>.
  2. Increment overrun counter.
- Underrun.
  1. Return new empty `FloatBuffer` Or `null`<sup>13</sup>.
  2. Increment underrun counter.
- Thread contention.
  1. Skip any data setting or getting, i.e.
    - For the producer, drop the new data.
    - For the consumer, return new empty `FloatBuffer` Or `null`<sup>14</sup>.
  2. Increment thread contention counter.

We haven't mentioned another policy: The `ifInvalidPolicy`<sup>15</sup>. This policy determines what will be returned to the consumer in case of an underrun or thread contention. This policy is there purely for the benefit of the consumer. The following policies are possible:

- `kReturnNull`. In case of contention, return `null` to the consumer. This makes consumer code a bit easier, as it's simpler to query for for `null` than to query whether a `FloatBuffer` is empty.
- `kReturnEmpty`. In case of contention, return an empty `FloatBuffer` to the consumer. There are situations where it's better to return a `FloatBuffer` to a consumer at all times, but never `null`, e.g. if a returned `null` causes a `NullPointerException`. In this case we provide an empty `FloatBuffer`.

The atomic buffer can be changed to take other data items (e.g. arrays, `ArrayLists`, ...). It could be turned into a generic class, but this will need some thought as to the API of the stored objects - any stored object would need to support deep copying.

---

<sup>12</sup> New data always takes priority over old data. Therefore we simply drop any uncollected data.

<sup>13</sup> Depending on the `ifInvalidPolicy`.

<sup>14</sup> ditto

<sup>15</sup> Set via parameter `ifInvalidPolicy` to the `TAtomicBuffer` constructor.

## 6 Modules

Behind the simple purpose of this program is a modular machinery implementing it. Various modules work together, each one performing a small sub task. The various modules can be connected; once done they work together as a complete whole.

The modular design increases complexity initially, but makes the design much more flexible. For example, all frontends except the `consoleText` frontend include PPM ballistics, and due to the modular nature this special case was easy to accommodate. Also, a modular design aids development of new features. For example, the user might be interested in a history view to see the last minute of level measurements. Or, the meter could be used as a silence detector, sending an alarm event somewhere if the audio level falls below a threshold for a prolonged time.

At the moment, `ppm-java` comprises the following modules:

<b>TAudioContext_JackD</b>	The audio driver (backend).
<b>TNodePump</b>	Data pump. Fetches audio data from the attached atomic buffer and passes it on to the next module. Data is fetched and passed on each time a <code>gkEventTimerTick</code> is received.
<b>TNodePeakEstimator</b>	Calculates the absolute peak value of a sample chunk. Being absolute, the value is always positive.
<b>TNodeConverterDb</b>	Converts a sample (peak) value from raw level to dB. Conversion according to $y = 20 \log_{10}(x)$ where $x$ : normalized absolute sample value [Vnorm], $0 \leq x \leq 1$ $y$ : sample value [dB]
<b>TNodeIntegrator_PPMBallistics</b>	A stepping approximator to emulate PPM ballistics.
Derivatives of <b>VFrontend</b>	The frontend used for the current session.

Modules

### Backend

`ppm-java` runs as a Jack<sup>16</sup> client. The Jack server connects audio programs and hardware so they can communicate with each other. Jack runs in it's own process, `jackd`. This means that there must be a running instance of `jackd` before starting `ppm-java`. Once both of them are running, `ppm-java` will find the running `jackd` server and register as a client. The user can then connect `ppm-java` to outputs of any other clients registered with `JackD` and display the audio levels on a frontend.

Through the Jack audio server, `ppm-java` can receive audio data from attached hardware or from other Jack compatible programs. All communication with Jack is encapsulated in the module `TAudioContext_JackD` which relies on the `JJack` library<sup>17</sup> for the actual connection with Jack.

---

<sup>16</sup> <http://www.jackaudio.org>

<sup>17</sup> <https://sourceforge.net/projects/jjack>

**JJack** makes it easy to write Jack clients. Here's a client that receives audio from a port on the Jack server and prints peak sample values on the console (full program, see appendix 1, listing 1):

```
package ppm_java_dev.concept.trial.JJack;

import... /* Various imports */

/**
 * Loads the JJack driver, connects to a running instance of JackD and prints
 * the peak of every incoming frame to stdout.
 *
 * @author peter
 */
public class TDev_Trial_JJack_process_01 implements JJackAudioProcessor
{
    public static void main (String[] arge) { /* Setup stuff... */

        private int fIFrame = 0;
        public TDev_Trial_JJack_process_01 ()
        {
            fIFrame = 0;
        }

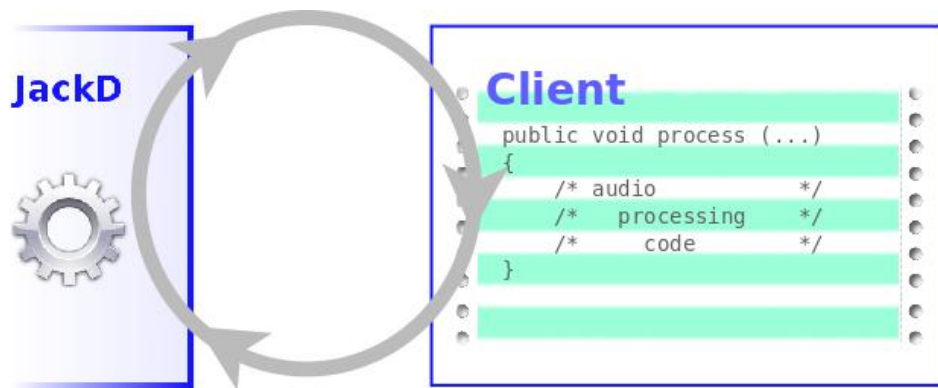
        public void process (JJackAudioEvent e)
        {
            FloatBuffer      inBuf;
            int               nSamples;
            int               i;
            float             s;
            float             sRect;
            float             peak;

            fIFrame++;
            inBuf      = e.getInput (0);
            nSamples   = inBuf.limit ();
            peak       = 0;
            for (i = 0; i < nSamples; i++)
            {
                /* Get next sample. */
                s = inBuf.get (i);

                /* Rectify (i.e. mirror a negative sample to it's positive opposite). */
                sRect = (s < 0) ? -s : s;

                /* Determine peak value. */
                peak = (sRect > peak) ? sRect : peak;
            }
            System.out.println ("Frame: " + fIFrame + "; Peak value (abs): " + peak + ".");
        }
    }
}
```

The central piece of this code is the method `process(JJackAudioEvent e)`. The method receives one parameter of type `JJackAudioEvent` (provided by `JJack`) which contains everything needed to extract and push audio data from/to the Jack server. All the client's sample processing is done in the `process(...)` method. The Jack server (via the `JJack` bridge) calls this method in an endless cycle (several times per second) until the program ends.



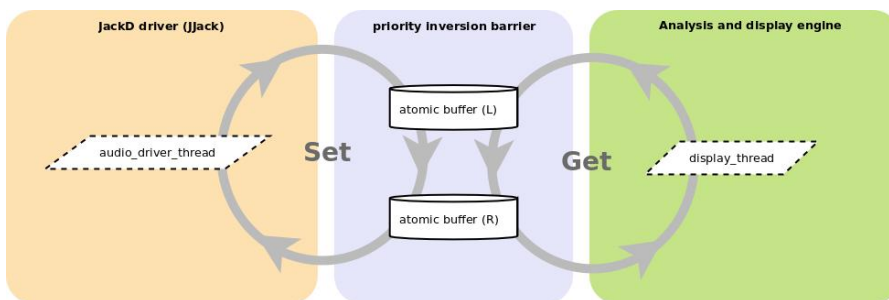
The audio driver thread is time critical, i.e. a call to `process(...)` method must be guaranteed to complete in a fixed time shorter than the cycle time of the `jackd` instance. Here's the program output:

```

native jjack library loaded using system library path
natively registering jack client "JJack"
jack_client_new: deprecated
using 2 input ports, 2 output ports
Frame: 1; Peak value (abs): 0.0.
Frame: 2; Peak value (abs): 0.0.
Frame: 3; Peak value (abs): 0.0.
Frame: 4; Peak value (abs): 0.042320143.
Frame: 5; Peak value (abs): 0.036235876.
Frame: 6; Peak value (abs): 0.038238987.
Frame: 7; Peak value (abs): 0.038017016.
Frame: 8; Peak value (abs): 0.04076365.
Frame: 9; Peak value (abs): 0.022242684.
Frame: 10; Peak value (abs): 0.022647541.

```

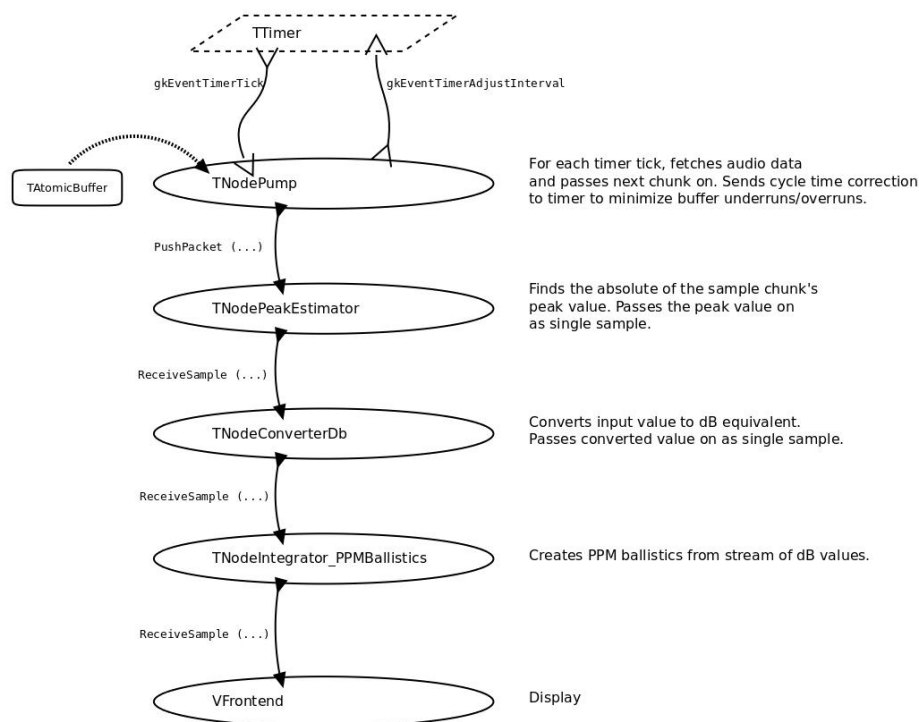
In `ppm-java` we cannot push the data directly to the display engine. If the engine blocks whilst it receives data it would result in the audio driver being stuck in the `process(...)` method (priority inversion), with unknown side effects for the running `jackd` instance. To prevent this from happening we push the audio data to a bank of atomic buffers (one per audio channel) from where the display engine will fetch it. The atomic buffers are designed to stream data from a high priority thread to a low priority thread without ever blocking the high priority thread. This way we decouple the time critical audio driver thread from the low priority display engine thread. The display engine might still get stuck - but now the only consequence would be lost data. The audio driver (i.e. the jack server) will continue to work, even if the display engine freezes up.



## Analysis and display engine

The main work of `ppm-java` is done inside the analysis and display engine. This device takes the raw audio data and converts it to a stream of decibel values to display them on a front end. The engine comprises multiple modules.





The analysis and display engine runs inside a low priority thread. It is connected to the audio driver backend by a bank of atomic buffers which ensure that the analysis and display engine won't slow down the audio driver thread. This comes at the price of data integrity. If the analysis and display engine does slow down (e.g. graphics takes longer than usual to do a refresh) then it will miss some of the data values coming from the audio driver. There isn't really any other way to resolve freeze-ups of the display engine than to simply drop the past data and carry on with the current data.

## Frontends

Various frontends are available. Some offer graphical user interface, others work in text-only mode, i.e. in the console from which **ppm-java** has been started. Most of them include PPM ballistics in the display.

**guiRadial** A PPM lookalike.



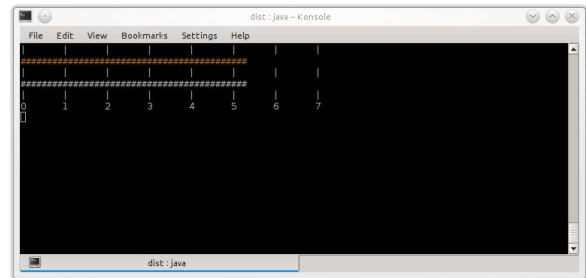
**guiLinear**

Horizontal linear bargraph.



**consoleLinear**

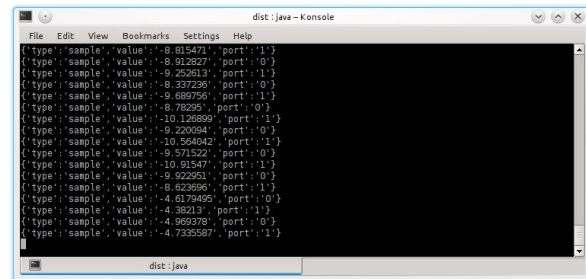
Horizontal linear bargraph on the console (text mode).



**consoleText**

Text stream to stdout. Data is presented in JSON format. This frontend is designed to stream audio level data to another application - e.g. via a pipe.

When `ppm-java` runs with this frontend, there will be no PPM ballistics, i.e. the peak values will be displayed directly, without integration.



## 7 Session setup

## 8 Events

## 9 Statistics interface

## 10 Class hierarchy

# 11 Roadmap

- Finish documentation (est. one week).
- True peak capabilities. So far, we just take the highest absolute sample value per GUI cycle and use that for the display. However, in reality most peaks fall between peaks on the actual waveform. This means our meter does not display the waveform peaks but only the sample peaks, resulting in an underread of typically 3dB. A truepeak module is needed to reduce the underread. We would design the truepeak module according to the recommended algorithm in BS.1770-4<sup>18</sup> (est one week).
- Port to C++/QT. The `ppm-java` program is a proof of concept. And it was simply easier to do the design in Java (e.g. we don't have to keep track of header files). Once the design has matured, it should be fairly straight forward to port the program to C++, using the QT toolkit and other support libraries (est. four weeks).

---

18 BS.1770-4, Annex 2. [https://www.itu.int/dms\\_pubrec/itu-r/rec/bs/R-REC-BS.1770-4-201510-I!!PDF-E.pdf](https://www.itu.int/dms_pubrec/itu-r/rec/bs/R-REC-BS.1770-4-201510-I!!PDF-E.pdf)

# 12 Appendices

## App. 1: Example listings

### Listing 1:

```
package ppm_java._dev.concept.trial.JJack;

import java.nio.FloatBuffer;
import de.gulden.framework.jjack.JJackAudioEvent;
import de.gulden.framework.jjack.JJackAudioProcessor;
import de.gulden.framework.jjack.JJackException;
import de.gulden.framework.jjack.JJackSystem;
import ppm_java.util.logging.TLogger;

/**
 * Loads the JJack driver, connects to a running instance of JackD and prints
 * the peak of every incoming frame to stdout.
 *
 * @author peter
 */
public class TDev_Trial_JJack_process_01 implements JJackAudioProcessor
{
    public static void main (String[] args)
    {
        TDev_Trial_JJack_process_01 processor;

        /* Setting up Jack client and terminator thread. */
        processor = new TDev_Trial_JJack_process_01 ();

        /* Connecting with the running instance of Jack */
        JJackSystem.setProcessor (processor);

        /* Terminator timer - must run in separate thread */
        new Thread ()
        {
            public void run ()
            {
                try
                {
                    Thread.sleep (500);
                    JJackSystem.shutdown ();
                }
                catch (JJackException | InterruptedException e)
                {
                    e.printStackTrace();
                }
                System.exit (1);
            }
        }.start ();
    }

    private int fIFrame;

    public TDev_Trial_JJack_process_01 ()
    {
        fIFrame = 0;
    }

    /**
     * The process callback. Called by the Jack server via the JJack bridge. Time critical!
     */
    @Override
    public void process (JJackAudioEvent e)
    {
        FloatBuffer    inBuf;
        int             nSamples;
        int             i;
        float           s;
        float           sRect;
        float           peak;

        fIFrame++;
        inBuf      = e.getInput (0);
        nSamples   = inBuf.limit ();
        peak      = 0;
        for (i = 0; i < nSamples; i++)
        {
            /* Get next sample. */
            s = inBuf.get (i);
```



```
        /* Rectify (i.e. mirror a negative sample to it's positive opposite). */
        sRect = (s < 0) ? -s : s;

        /* Determine peak value. */
        peak = (sRect > peak) ? sRect : peak;
    }
    System.out.println ("Frame: " + fIFrame + "; Peak value (abs): " + peak + ".");
}
}
```

## Glossary

### Priority inversion

In computer science, priority inversion is a problematic scenario in scheduling in which a high priority task is indirectly preempted by a lower priority task effectively "inverting" the relative priorities of the two tasks.

This violates the priority model that high priority tasks can only be prevented from running by higher priority tasks and briefly by low priority tasks which will quickly complete their use of a resource shared by the high and low priority tasks.

[https://en.wikipedia.org/wiki/Priority\\_inversion](https://en.wikipedia.org/wiki/Priority_inversion)

# 13 License

A program to display audio levels using PPM ballistics.

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