



libcamera: The Future of Cameras on Linux is Now

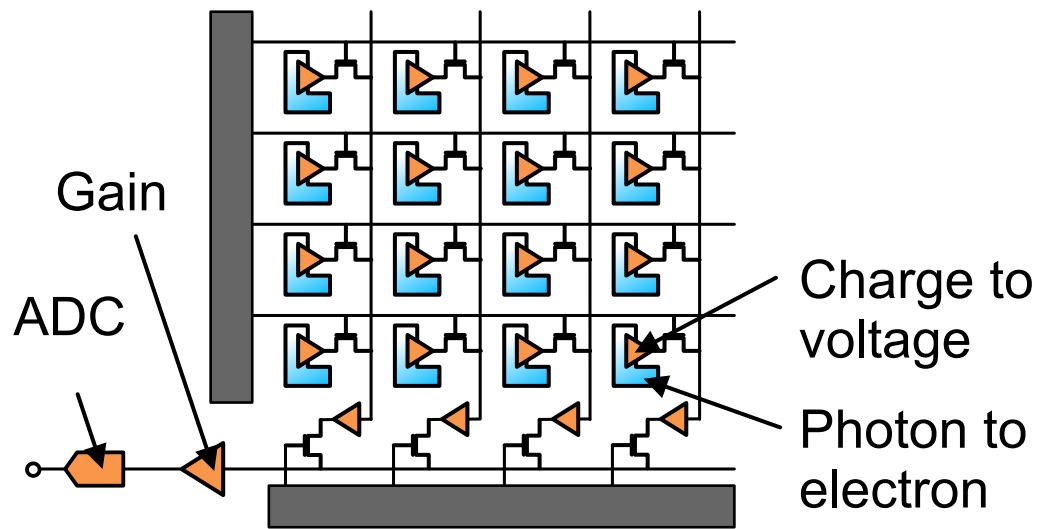
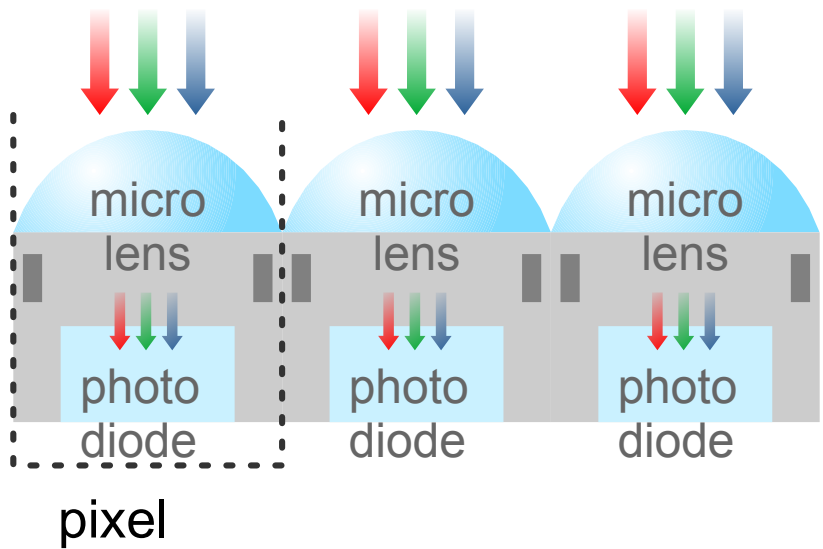
Open Source Summit Japan 2021
2021-12-14

Paul Elder
paul.elder@ideasonboard.com

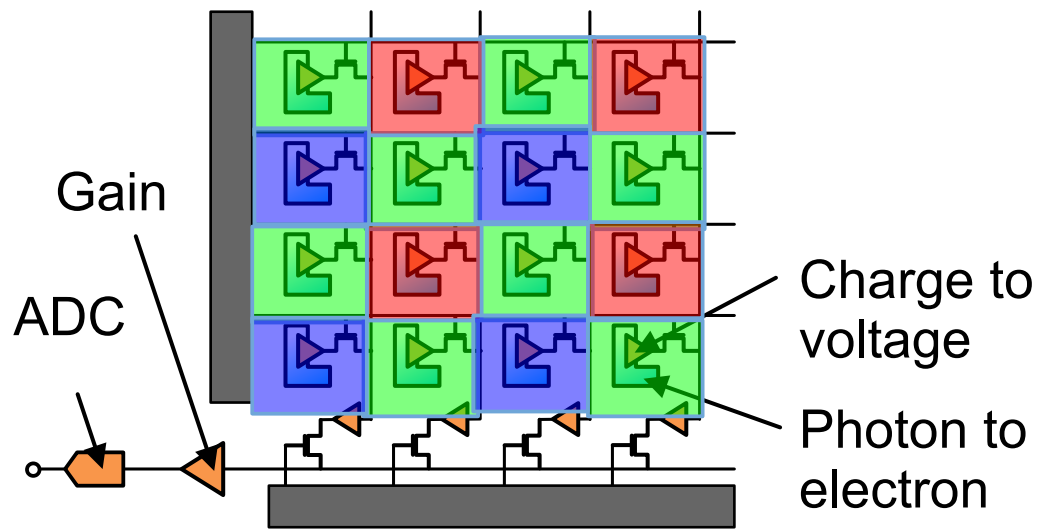
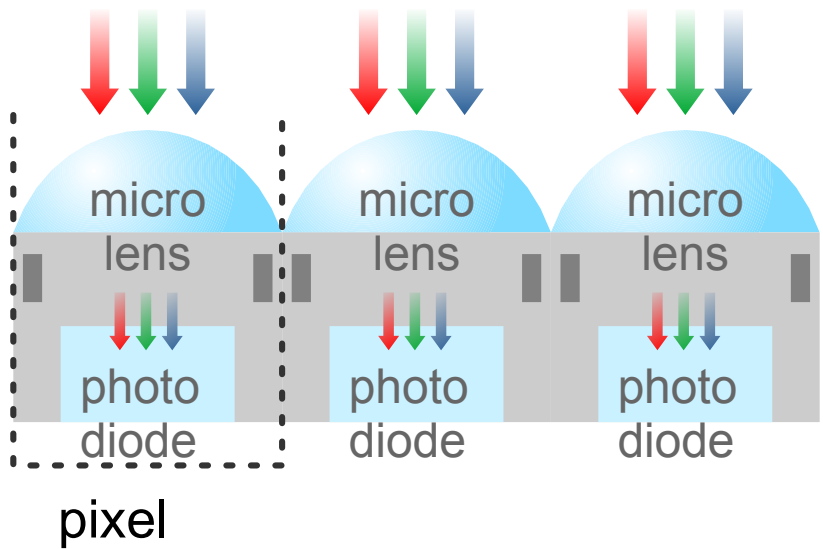
IDEAS
ON BOARD

What is a camera?

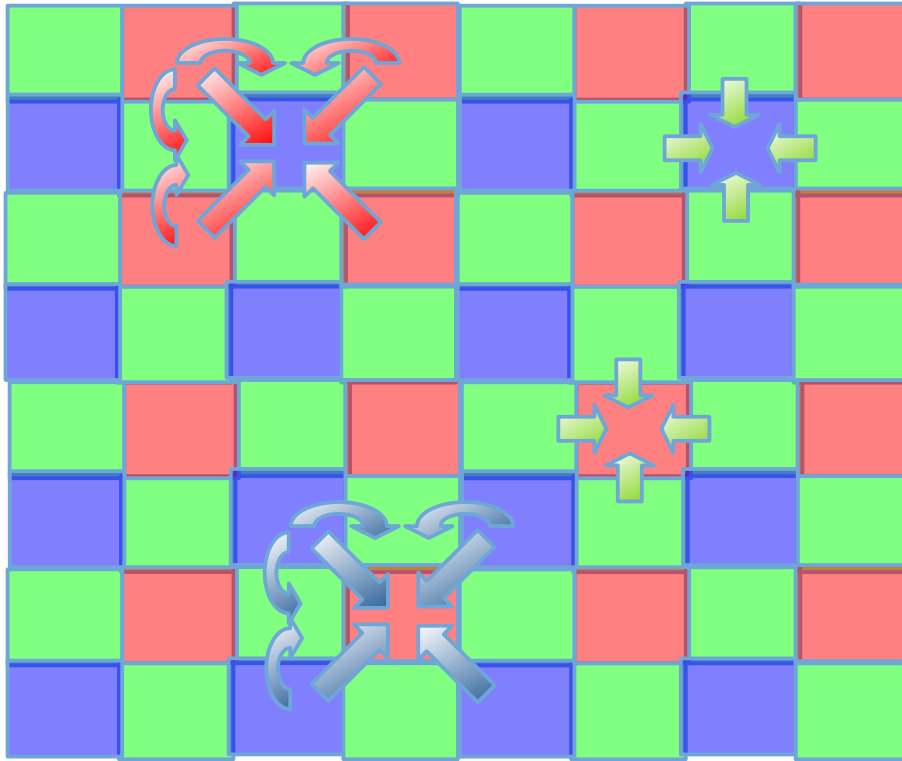




CMOS Sensor



CMOS Sensor



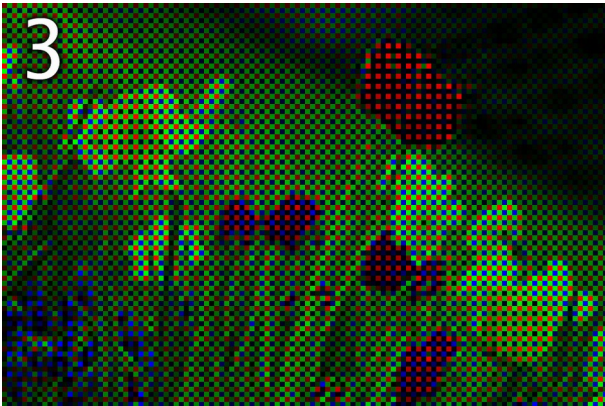
Color Filter Array Interpolation



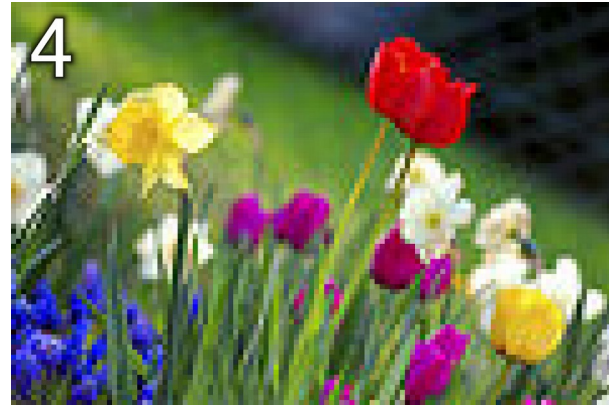
Original



120x80 Bayer image



Colour-coded



Colour interpolation

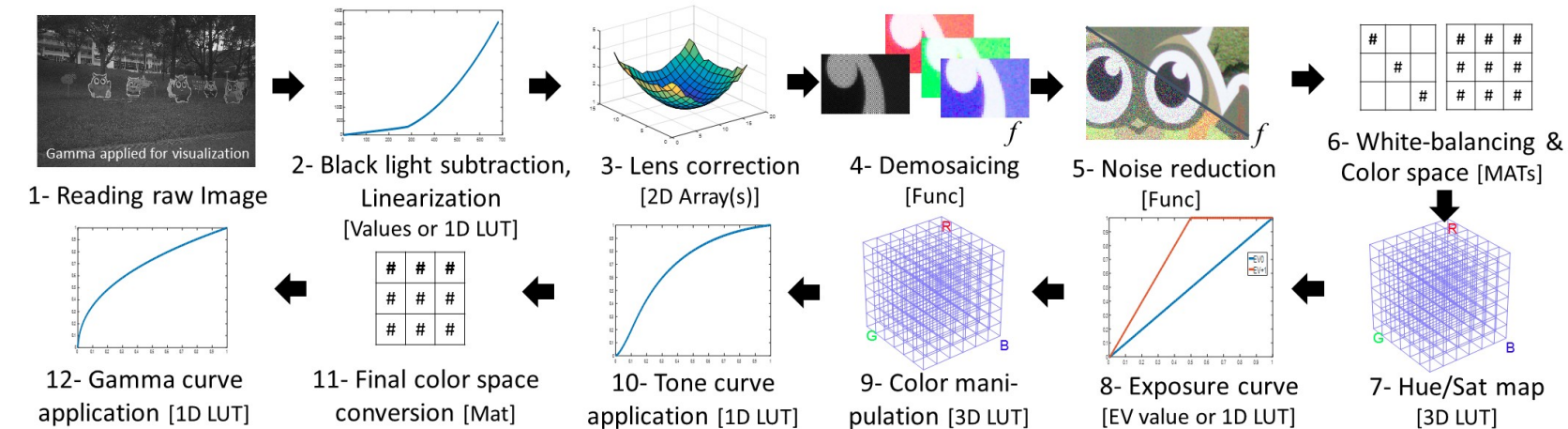


CFA Interpolation

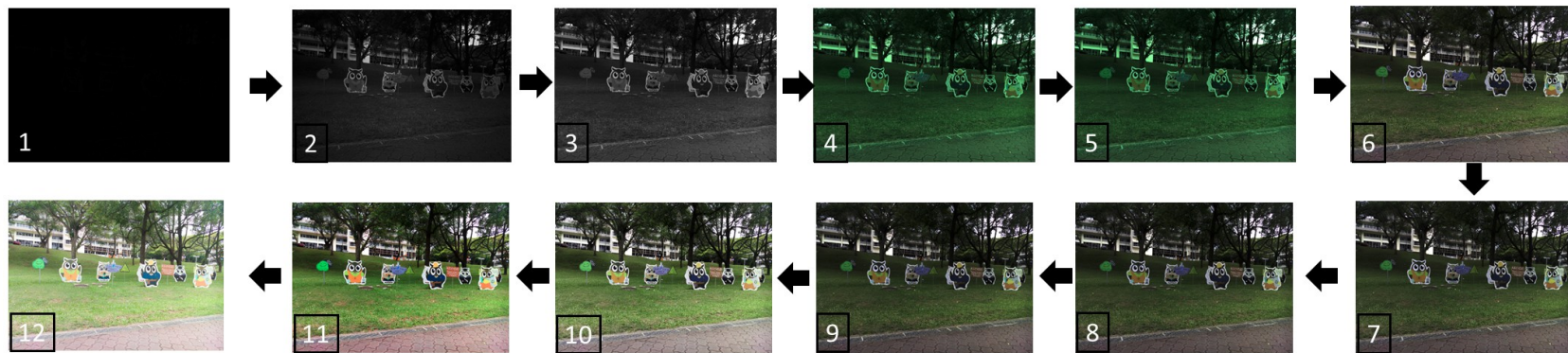


Lens Shading

Stages of the camera imaging pipeline and associated parameters

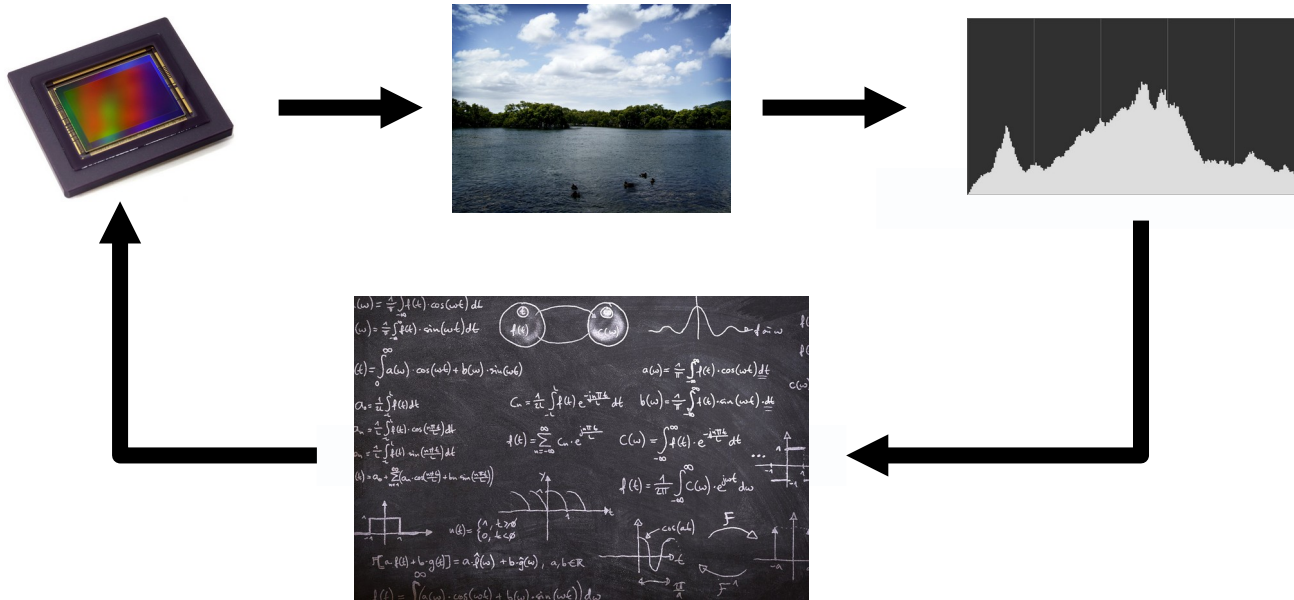


Intermediate images for each stage

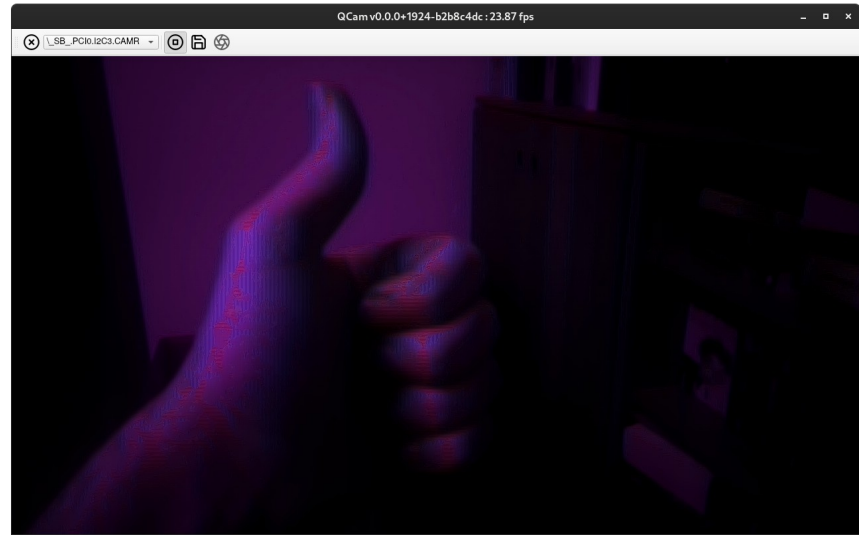
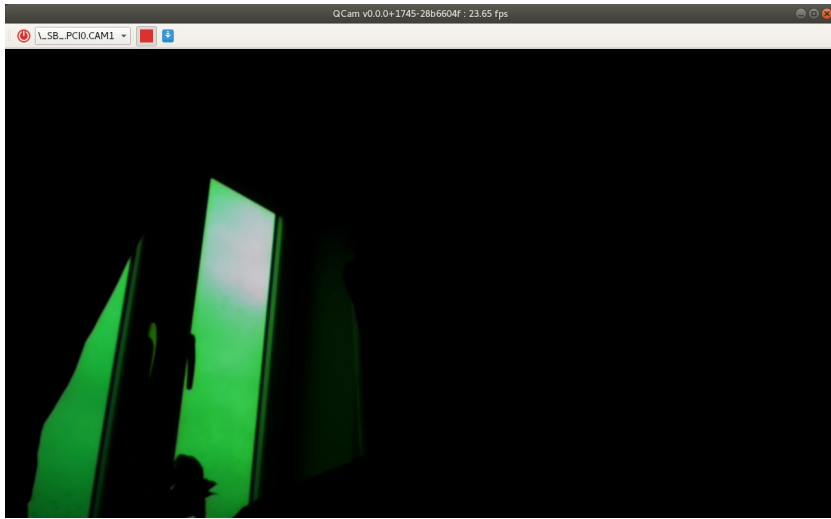


Camera Pipeline

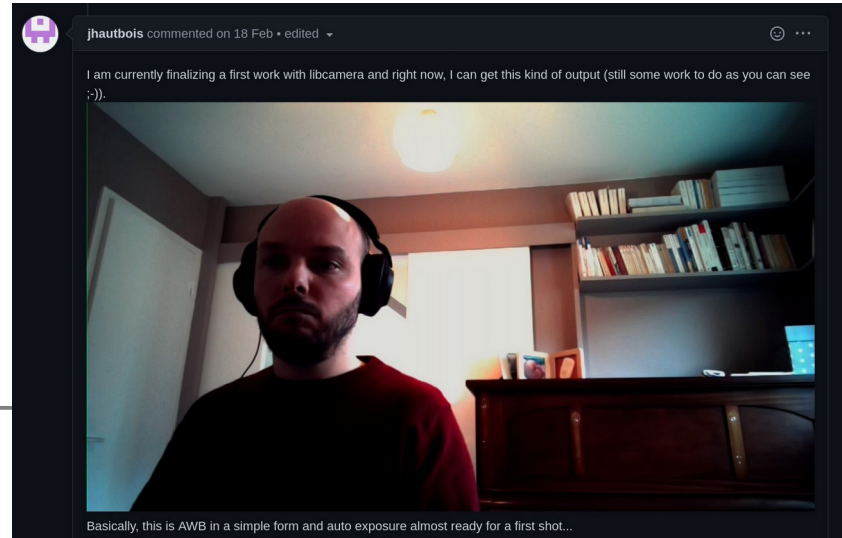




Auto Algorithms (a.k.a. 3A)



Initial support status with work on kernel drivers from djrscally, kitakar5525 and qzed



linux-surface



IQ Tuning

source: <https://www.flickr.com/photos/davedugdale/15043975135>

History of cameras on Linux



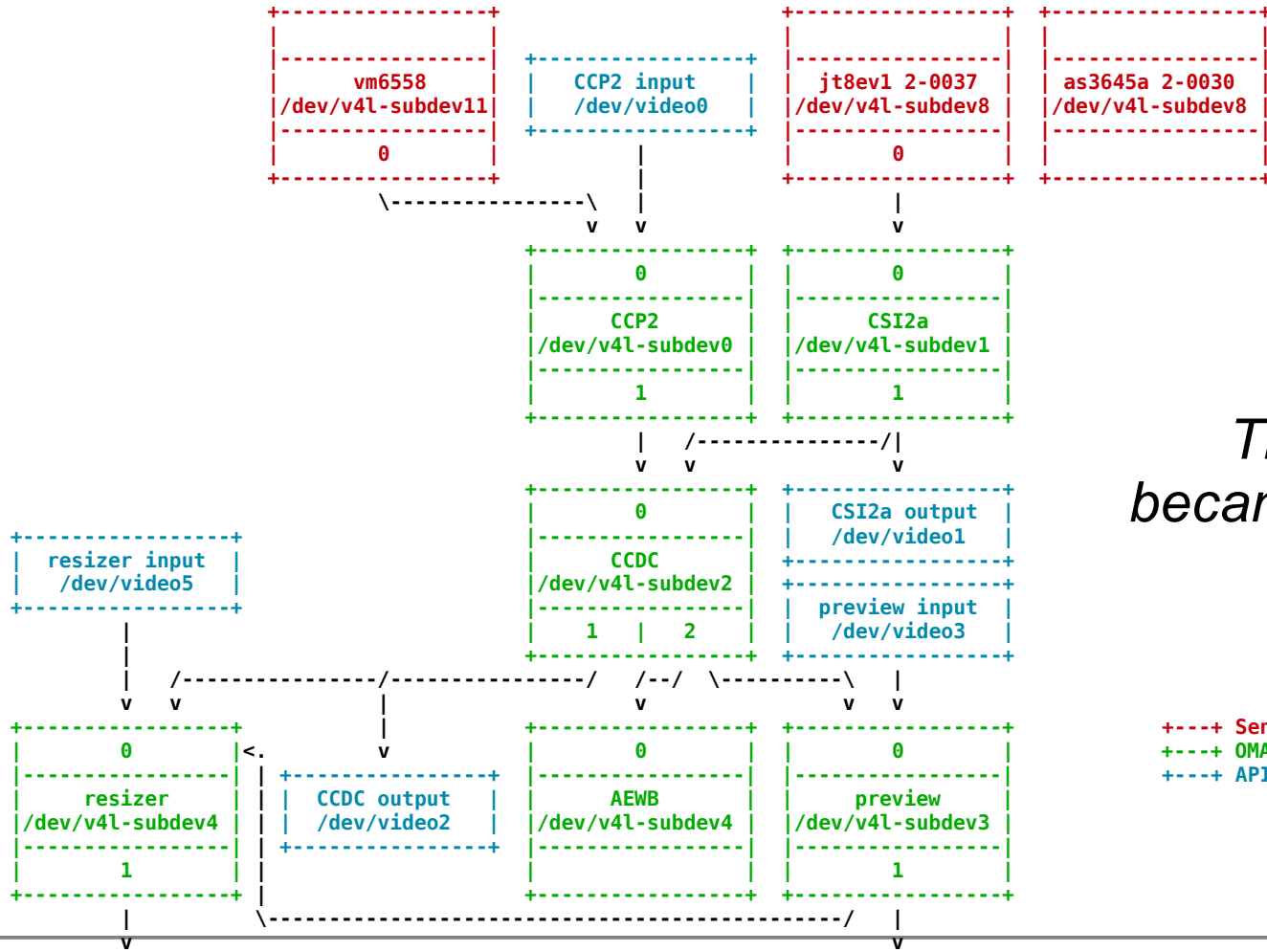


```
API / +-----+  
    | capture |  
    | /dev/video0 |  
    +-----+
```

Logitech Quickcam Express For Notebooks

UVC Camera - V4L2





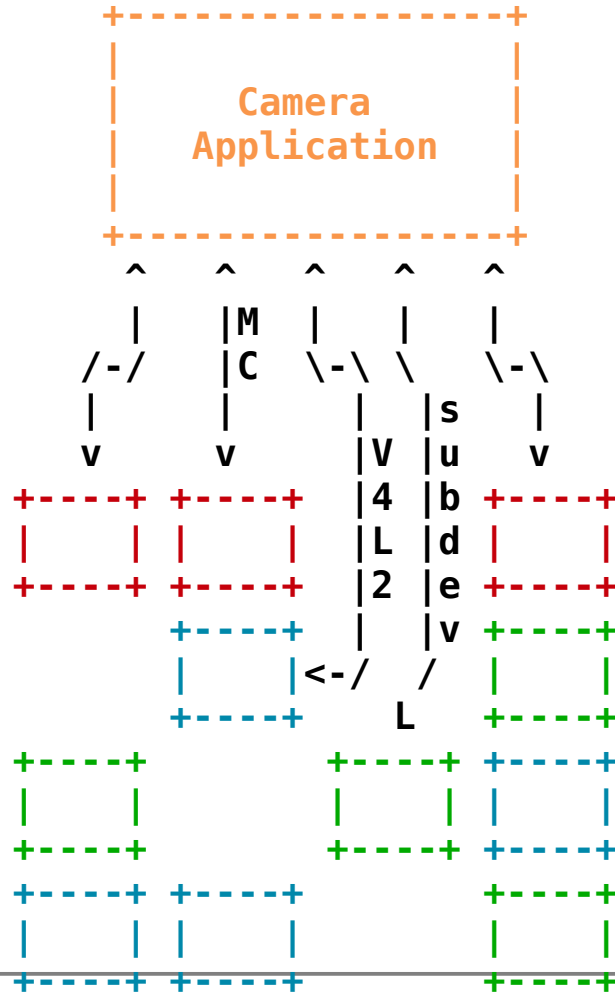
Then the world became complex...

+---+ Sensors & flash
 +---+ OMAP3 ISP
 +---+ API



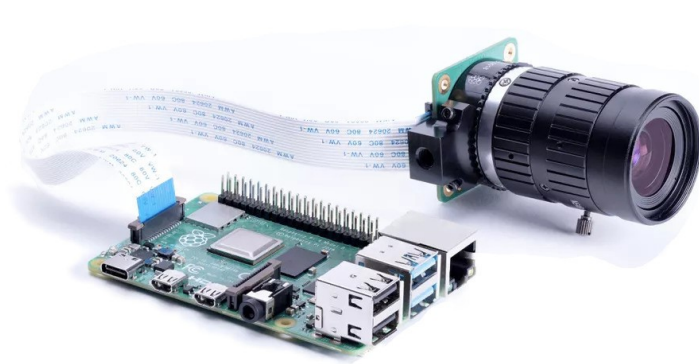
Complex cameras

... and application developers were left suffering.





Microsoft Surface devices



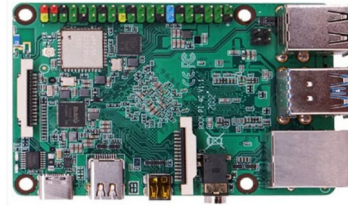
Raspberry Pi 4



Dell Latitude 7285



Acer Chromebook Tab 10



ROCK
PI 4



HP Chromebook x2



Some devices with complex cameras

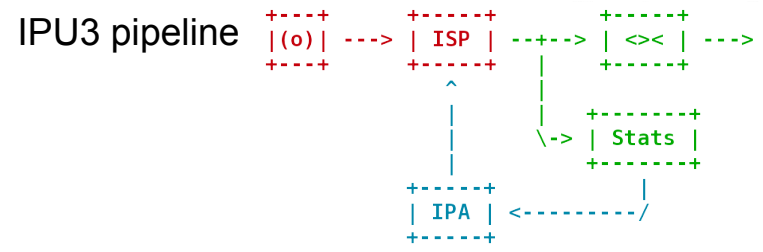
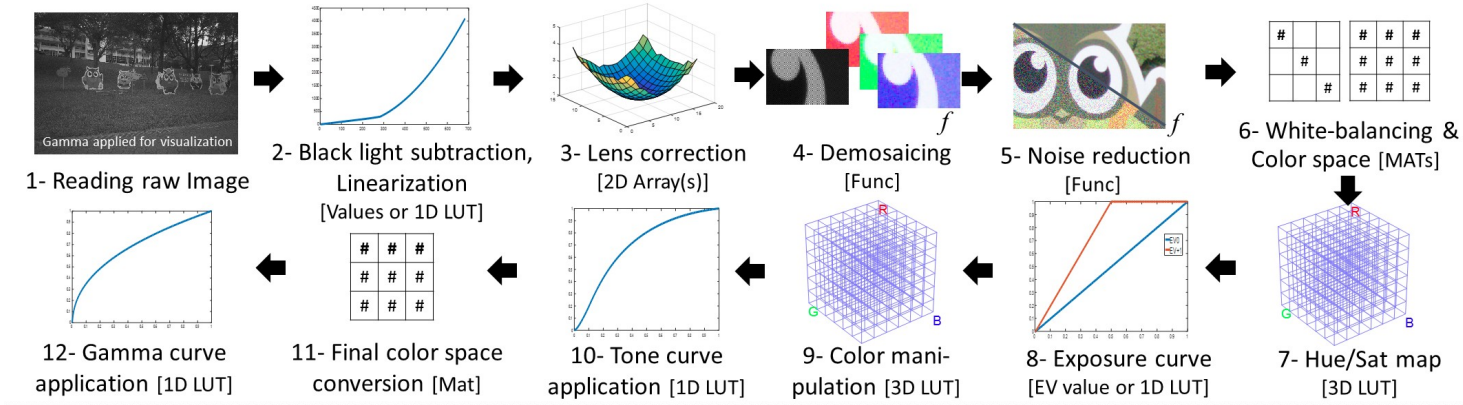
obs

- **plugins**
 - **linux-v4l2**
 - **mac-capture**
 - **win-capture**
 - ...



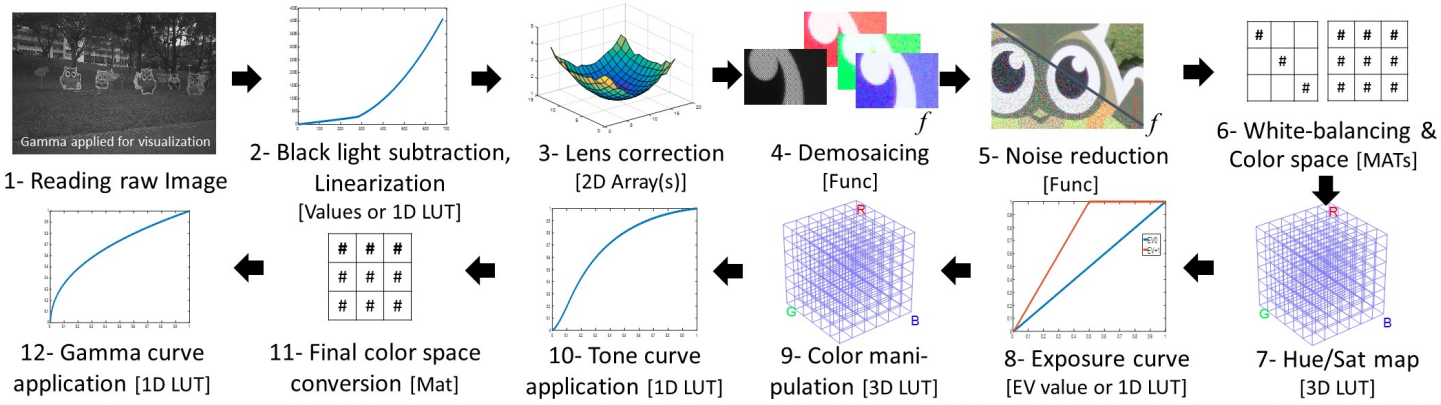
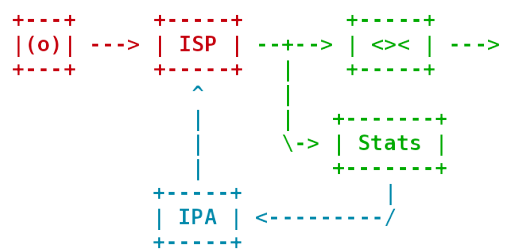
obs

- plugins
 - linux-v4l2
 - mac-capture
 - win-capture
- ...
- ipu3



obs

- plugins
- linux-v4l2
- mac-capture
- win-capture
- ...
- ipu3
- rkisp1

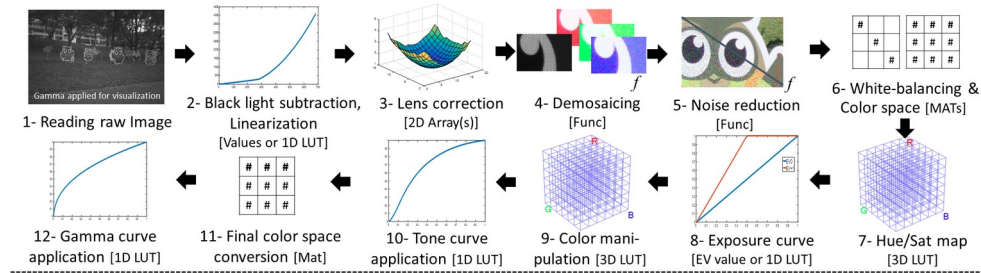


rkisp1 pipeline

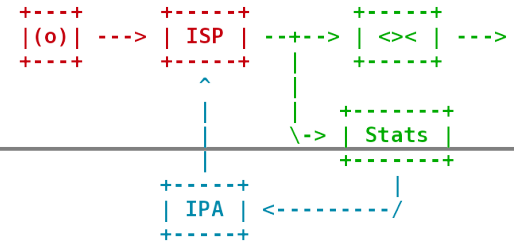


obs

- plugins
 - linux-v4l2
 - mac-capture
 - win-capture
- ...
- ipu3
- rkisp1
- raspberrypi



Raspberry Pi pipeline



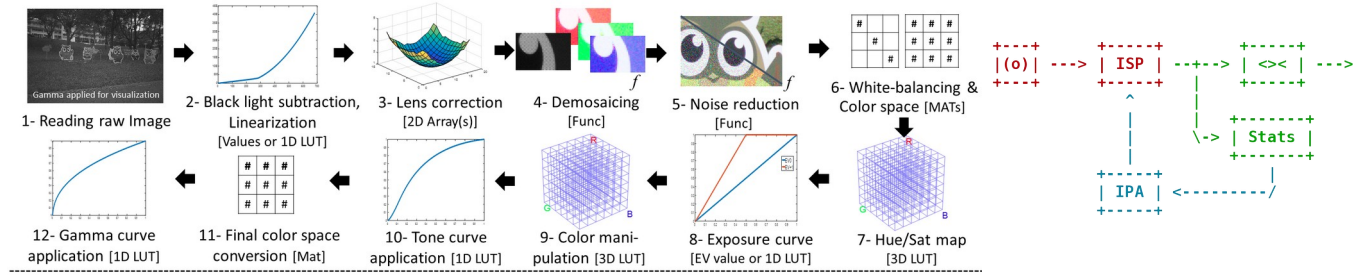
obs

- plugins
 - linux-v4l2
 - mac-capture
 - win-capture

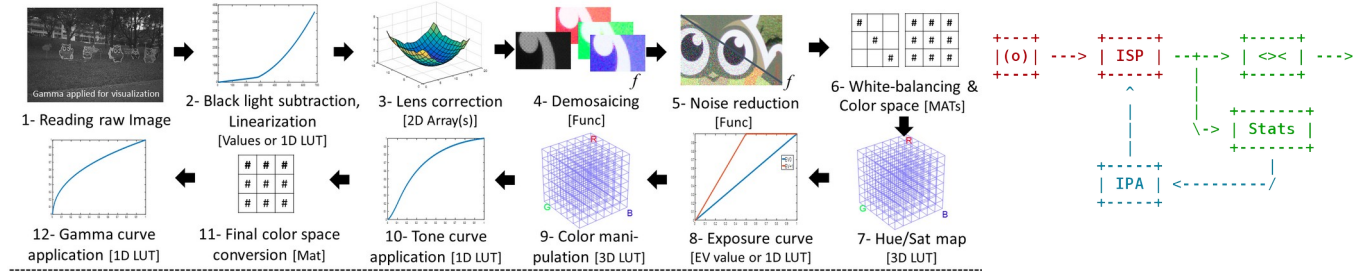
...

- ipu3
- rkisp1
- raspberrypi
- vimc
- imx8
- qcom

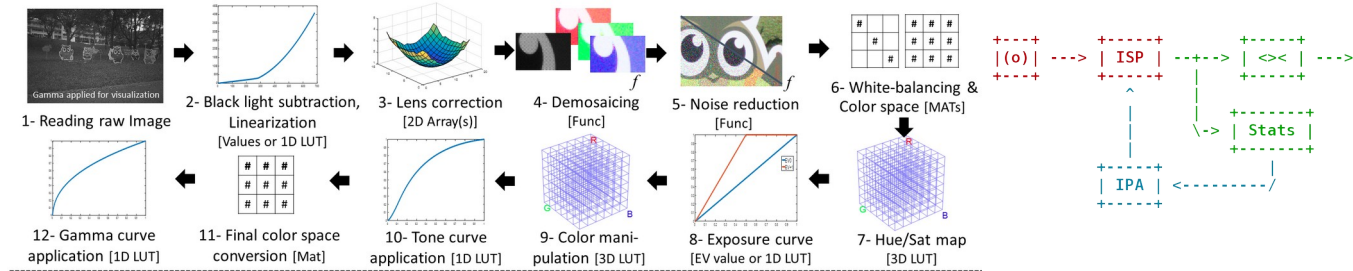
...



vimc pipeline



imx8 pipeline



qcom pipeline



obs

- plugins
 - linux-v4l2
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- qcom
- ...

firefox

- video_capture
 - linux-v4l2
 - mac-capture
 - win-capture
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- vimc
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- ...

acme video conferencing sw

- media
 - linux-v4l2
 - mac-capture
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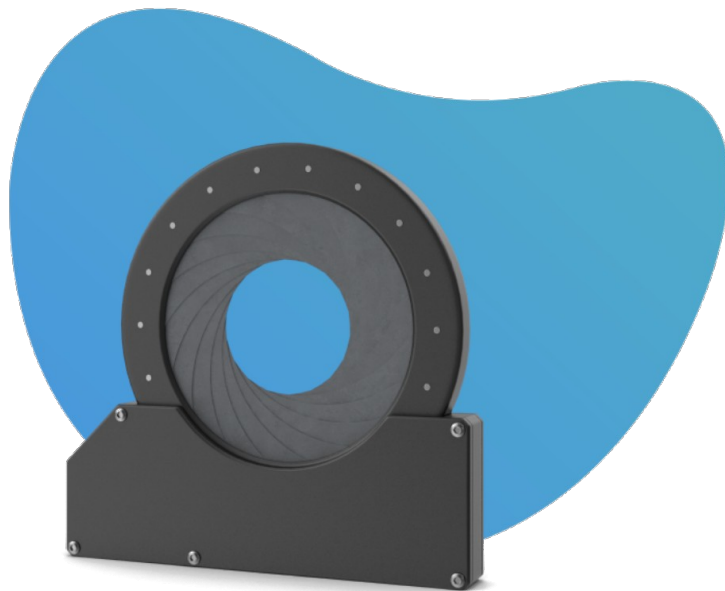


... but never implemented.

*The world turned
dark...*



*...then hope came
back.*



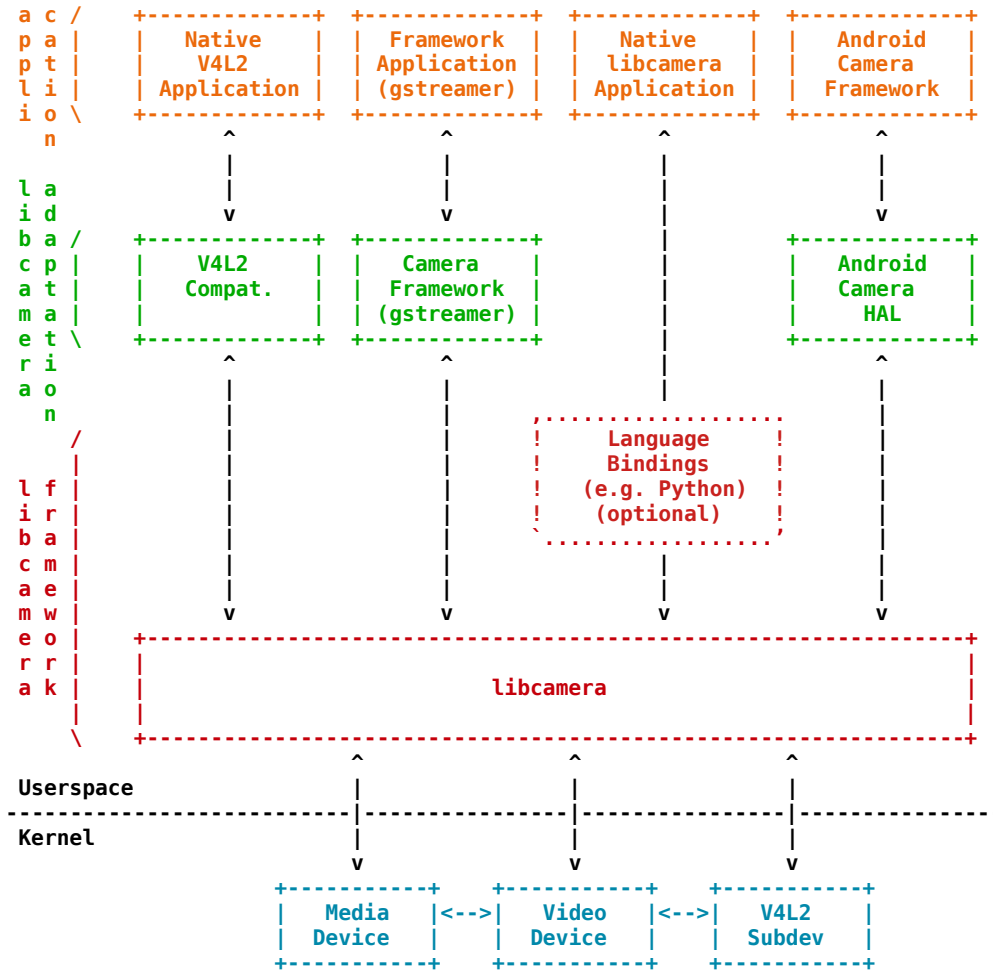
Hi, we're libcamera.

An open source camera stack and framework for Linux, Android, and ChromeOS

[Getting Started](#)

**IDEAS
ON BOARD**

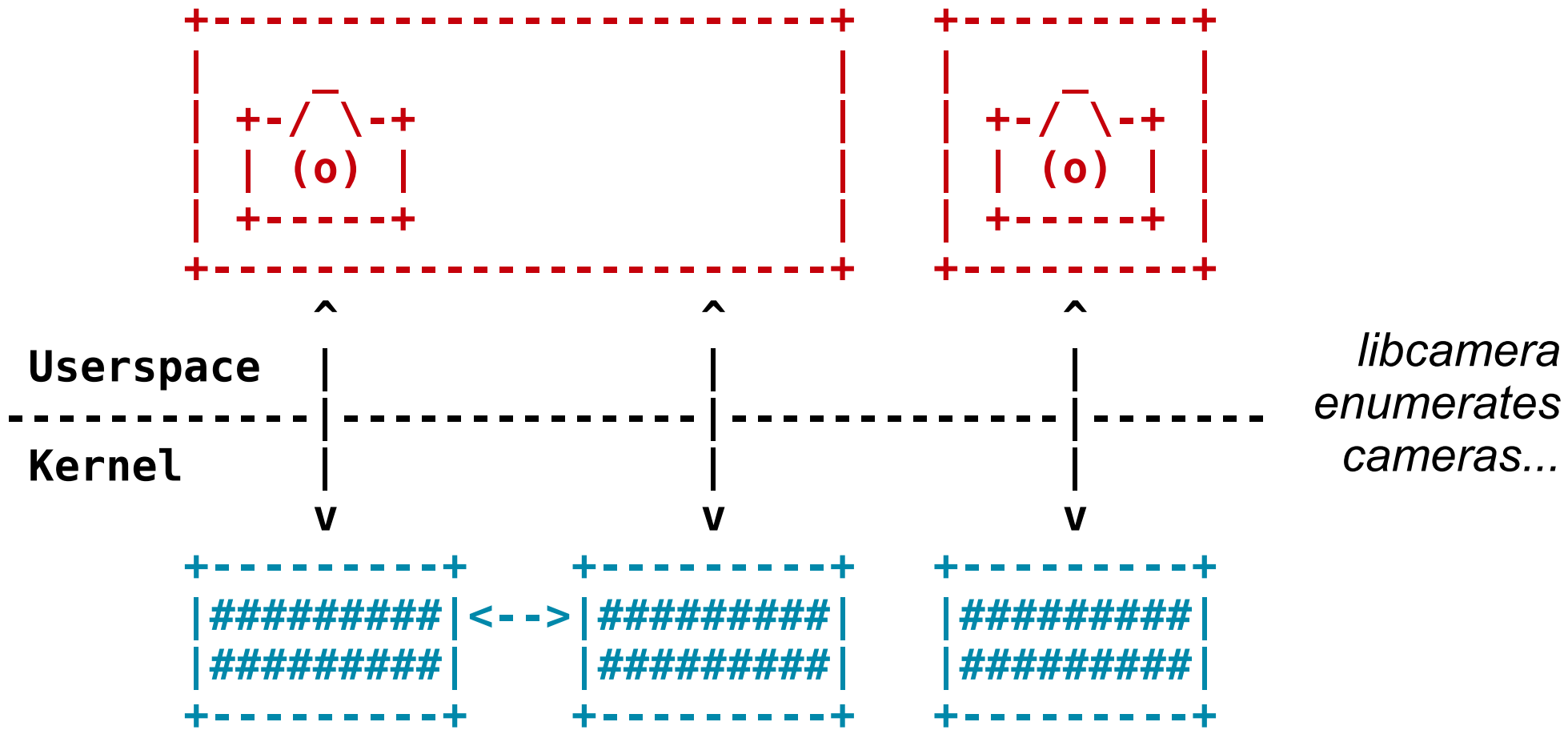
libcamera provides a complete userspace camera stack.



The 'Mesa' of the camera world.

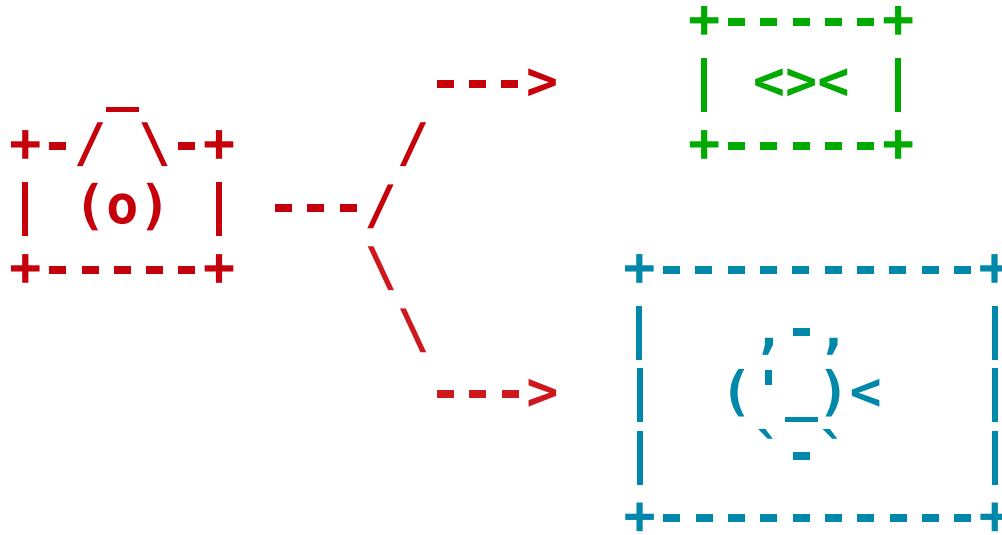


Camera Stack



Camera Devices & Enumeration

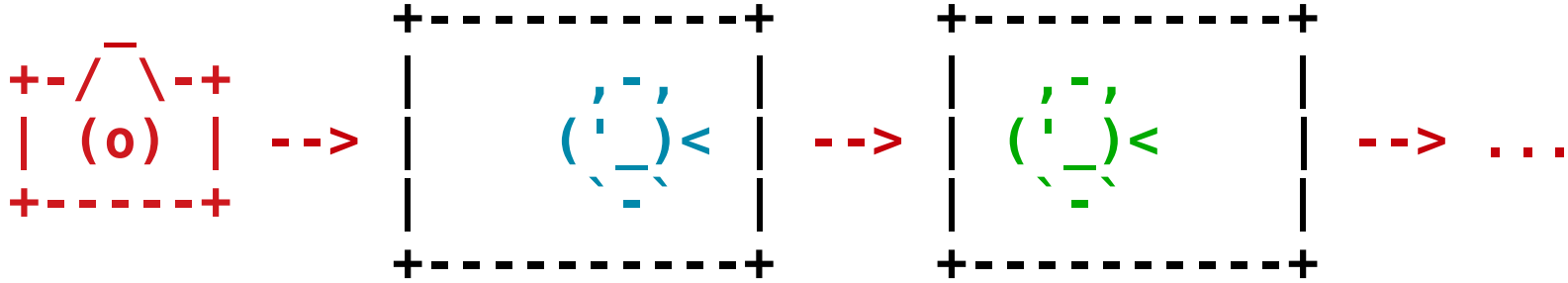




It supports multiple concurrent streams for the same camera...



Streams



... and per-frame controls.

Per-Frame Controls

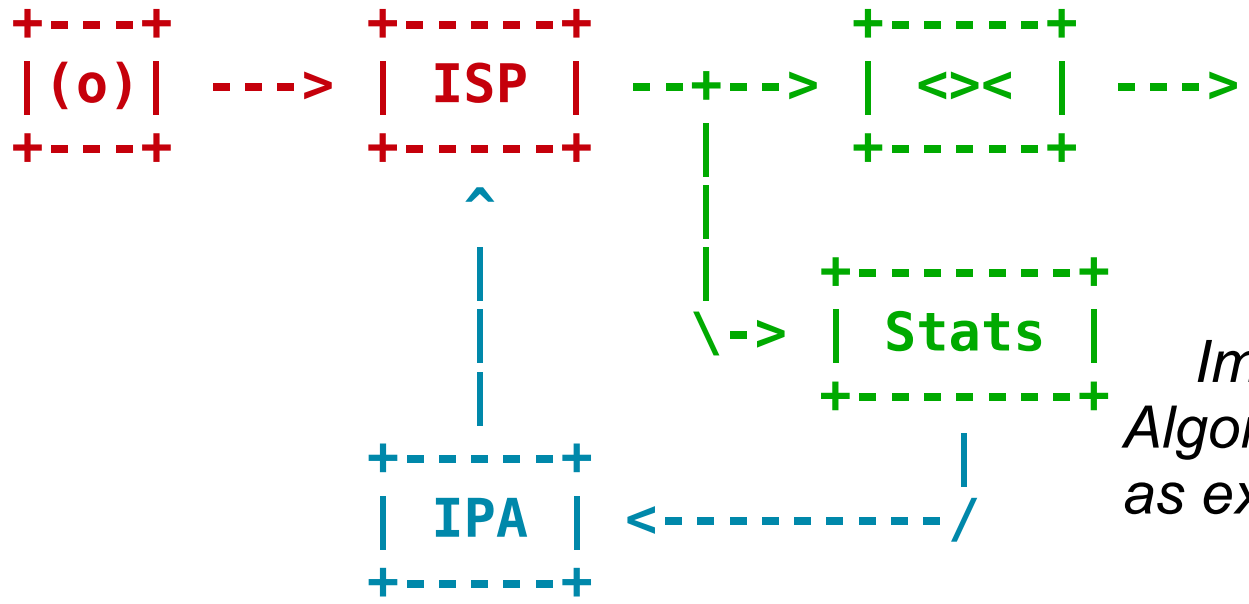
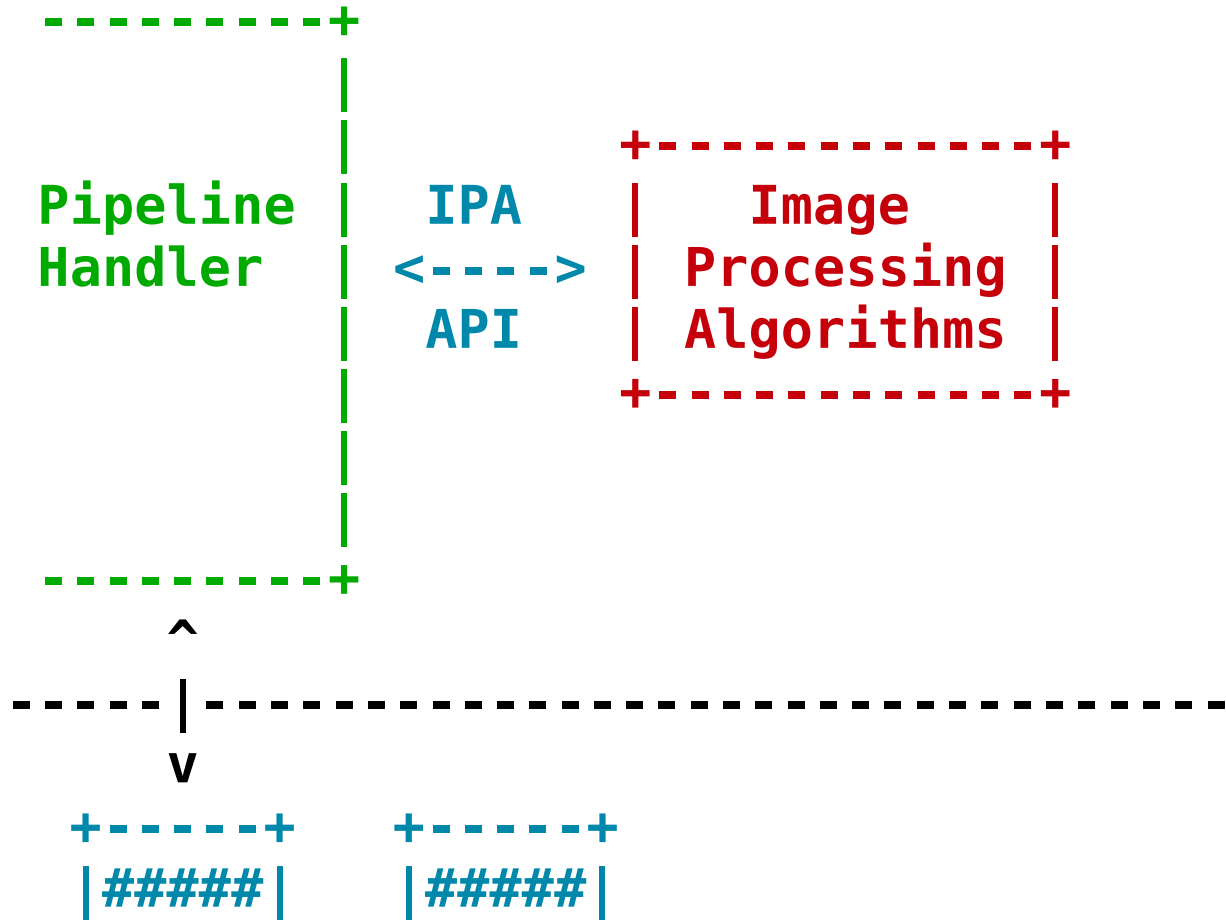


Image Processing Algorithms are loaded as external modules.



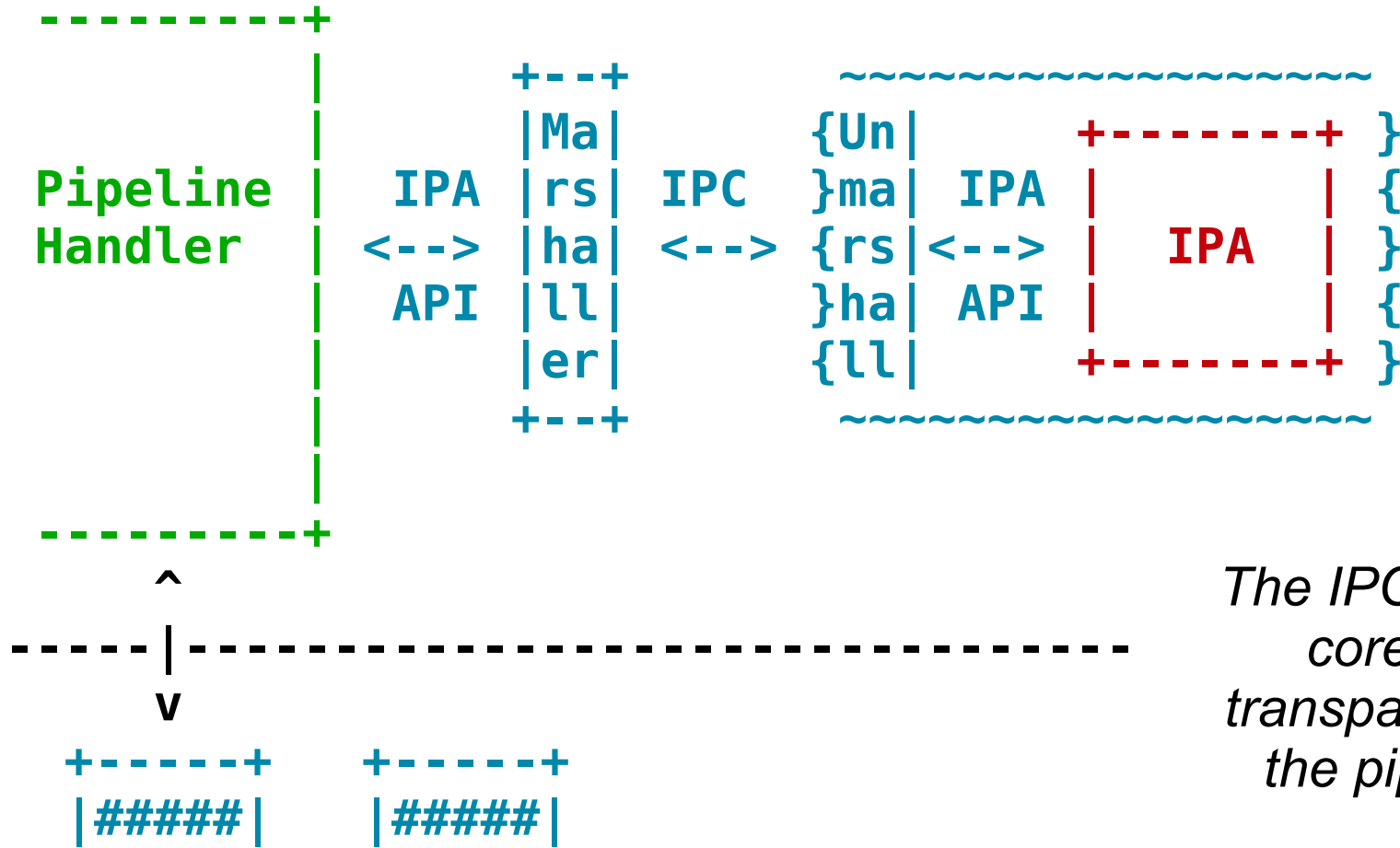
Image Processing Algorithms (3A)



IPAs are separate modules that don't access kernel devices directly. They only have access to their pipeline handler through the IPA API.

The Image Processing Algorithms

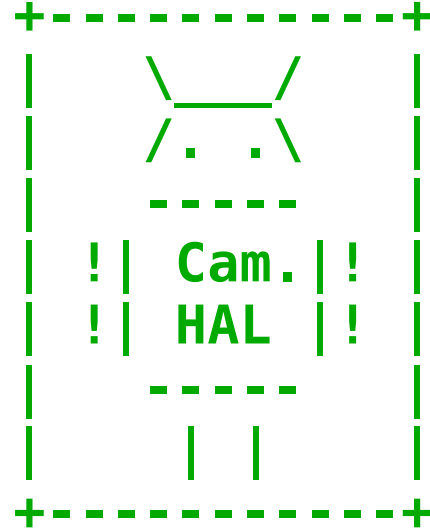
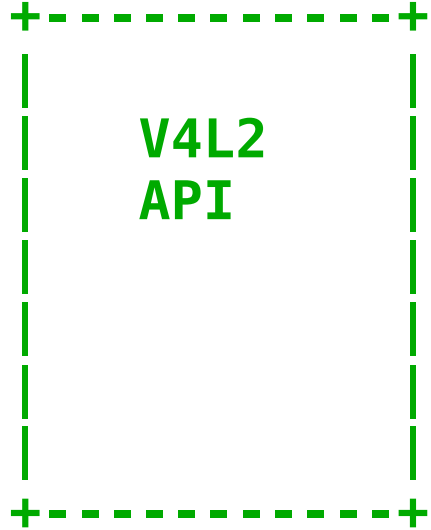




The IPC is handled in core components, transparently for both the pipeline handler and the IPA.

The Image Processing Algorithms



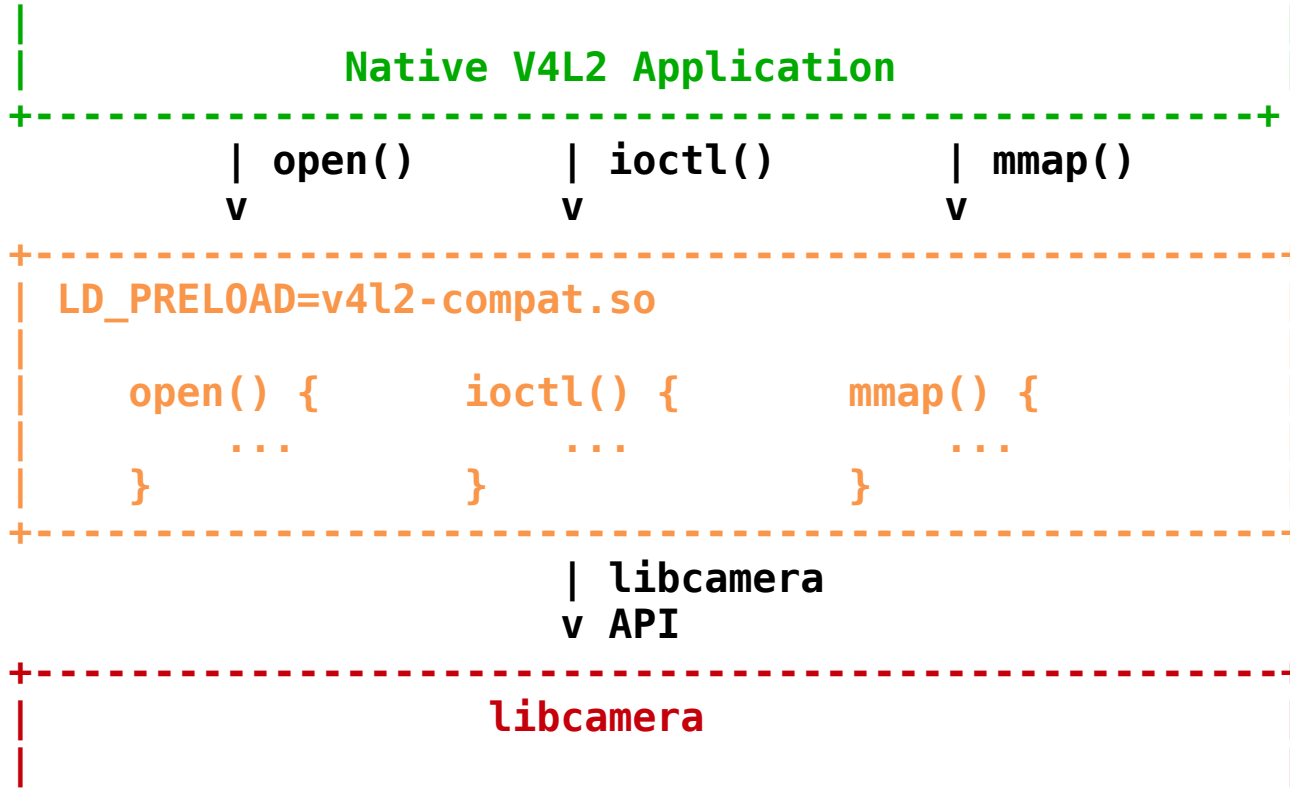


Adaptation layers offer backward compatibility with existing APIs and integrate libcamera with other operating systems.



Adaptation





Native V4L2 applications are supported through a transparent compatibility layer.



Native V4L2 Compatibility



*“libcamerasrc” offers a
multi-stream source
element for GStreamer
applications.*



GStreamer



pipewire



More adaptation layers

+ - / \ - +
| (o) |
+ - - - - +

For users



```
$ cam -l
[33:09:16.400961063] [2921096] INFO IPAManager ipa_manager.cpp:138 libcamera is not installed. Adding
'/home/epaul/dev/iob/libcamera/build/gcc/src/ipa' to the IPA search path
[33:09:16.415141039] [2921096] INFO Camera camera_manager.cpp:293 libcamera v0.0.0+3266-cb1de399
Available cameras:
1: 'Logitech Webcam C930e' (\_SB_.PCI0.XHC_.RHUB.HS03-3.1:1.0-046d:0843)
2: 'Integrated Camera: Integrated C' (\_SB_.PCI0.XHC_.RHUB.HS08-8:1.0-04f2:b6cb)
3: 'Integrated Camera: Integrated I' (\_SB_.PCI0.XHC_.RHUB.HS08-8:1.2-04f2:b6cb)
```



Use libcamera

```
$ gst-launch-1.0 libcamerasrc camera-name="\\_SB_.PCI0.XHC_.RHUB.HS08-8:1.0-04f2:b6cb" name=src
src.src ! video/x-raw,width=1280,height=720 ! queue ! videoconvert ! Ximagesink
Setting pipeline to PAUSED ...
[33:14:24.969515306] [2939470] INFO IPAManager ipa_manager.cpp:138 libcamera is not installed. Adding
'/home/epaul/dev/iob/libcamera/build/clang/src/ipa' to the IPA search path
[33:14:24.971012306] [2939470] INFO Camera camera_manager.cpp:293 libcamera v0.0.0+3307-9d6f591a
Pipeline is live and does not need PREROLL ...
Pipeline is PREROLLED ...
Setting pipeline to PLAYING ...
New clock: GstSystemClock
[33:14:25.197789380] [2939492] INFO Camera camera.cpp:945 configuring streams: (0) 1280x720-YUYV
^Handling interrupt.
Interrupt: Stopping pipeline ...
Execution ended after 0:00:02.612884344
Setting pipeline to NULL ...
Freeing pipeline ...
```



Via gstreamer

obs

- plugins
 - linux-v4l2
 - mac-capture
 - win-capture
- ...
- ipu3
- rkisp1
- raspberrypi
- vimc
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- ...

firefox

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acme video conferencing sw

- media
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Add it to your application

obs

- plugins
 - linux-v4l2
 - mac-capture
 - win-capture
 - linux-libcamera

firefox

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acme video conferencing sw

- media
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 - mac-capture
 - win-capture
 - linux-libcamera



Add it to your application



Chromium (on MS Surface Go 2)

+ - / \ - +
| (o) |
+ - - - - +

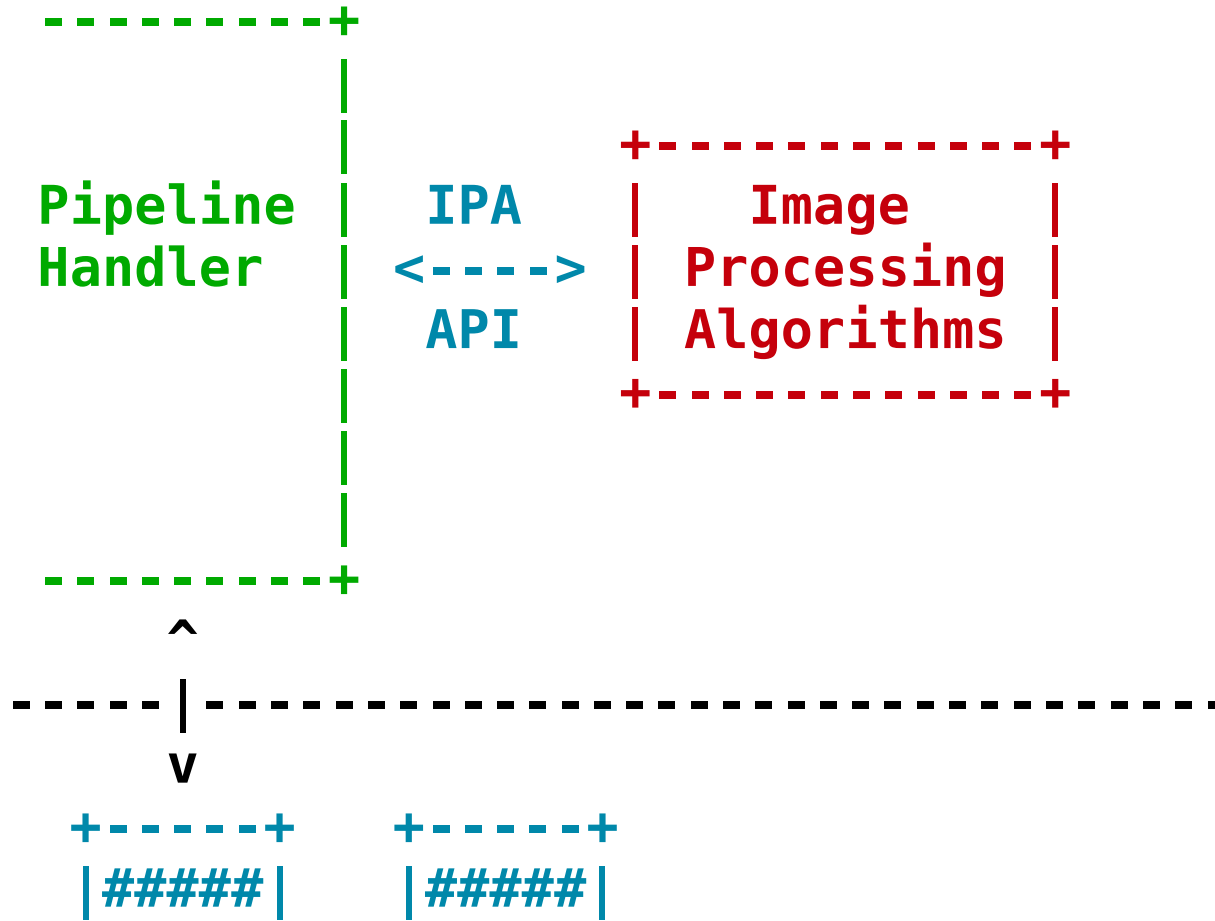
“Live”
demo



- OBS
- PipeWire
- OpenCV
- Qt Multimedia
- Chromium
- Firefox
- <insert your app or framework here>



Add it to your application



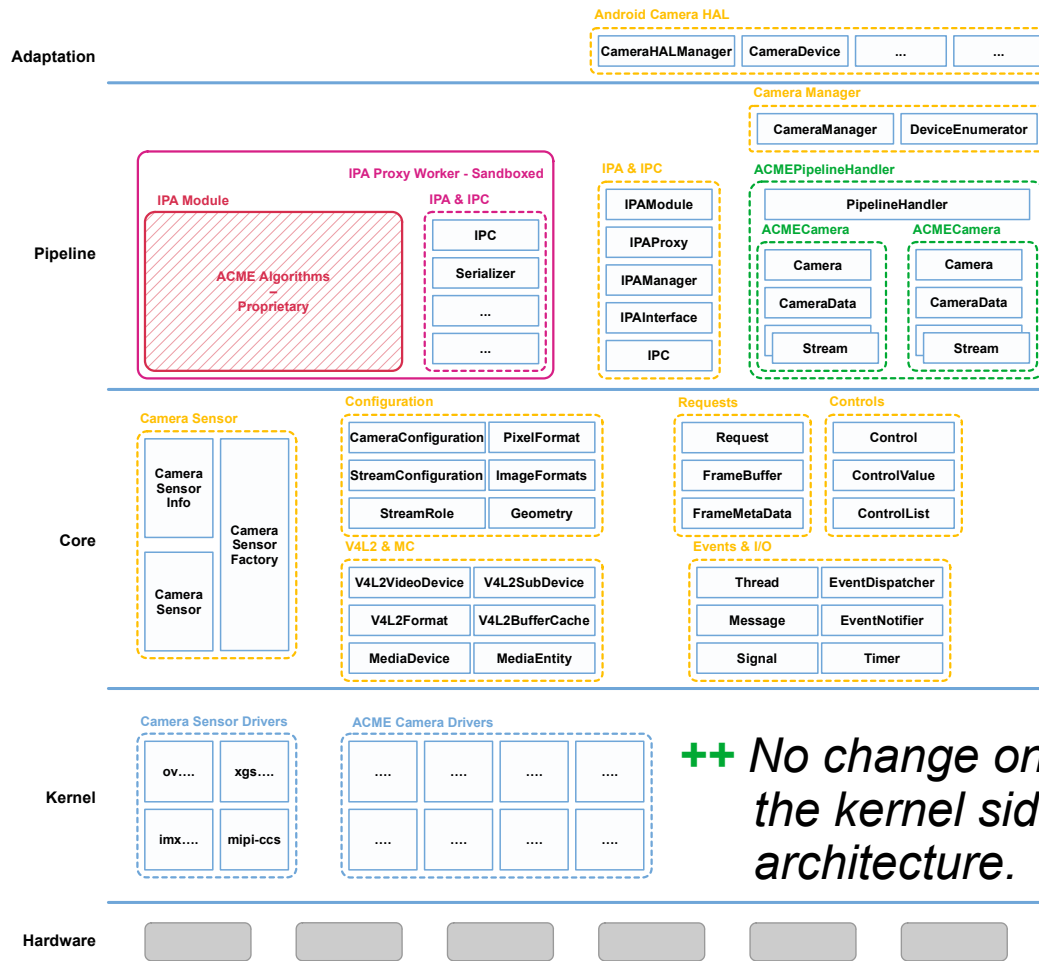
Experiment with IPAs?



+ - / \ - +
| (o) |
+ - - - - +

For
Camera
Vendors





++ No change on the kernel side architecture.

!! Implementation changes may be required to mainline drivers.



Platform Enablement

*We drive MC and V4L2
standardization and
extensions development
according to our needs.*

*libcamera is a
userspace framework,
not a hostile takeover
of kernel development.*



Kernel APIs

++ *Standard Android Camera HAL Implementation.*

++ *GStreamer, V4L2, ...*

!! *Custom API for IPA module <-> pipeline handler communication.*

++ *libcamera wrapper classes reduce custom code.*

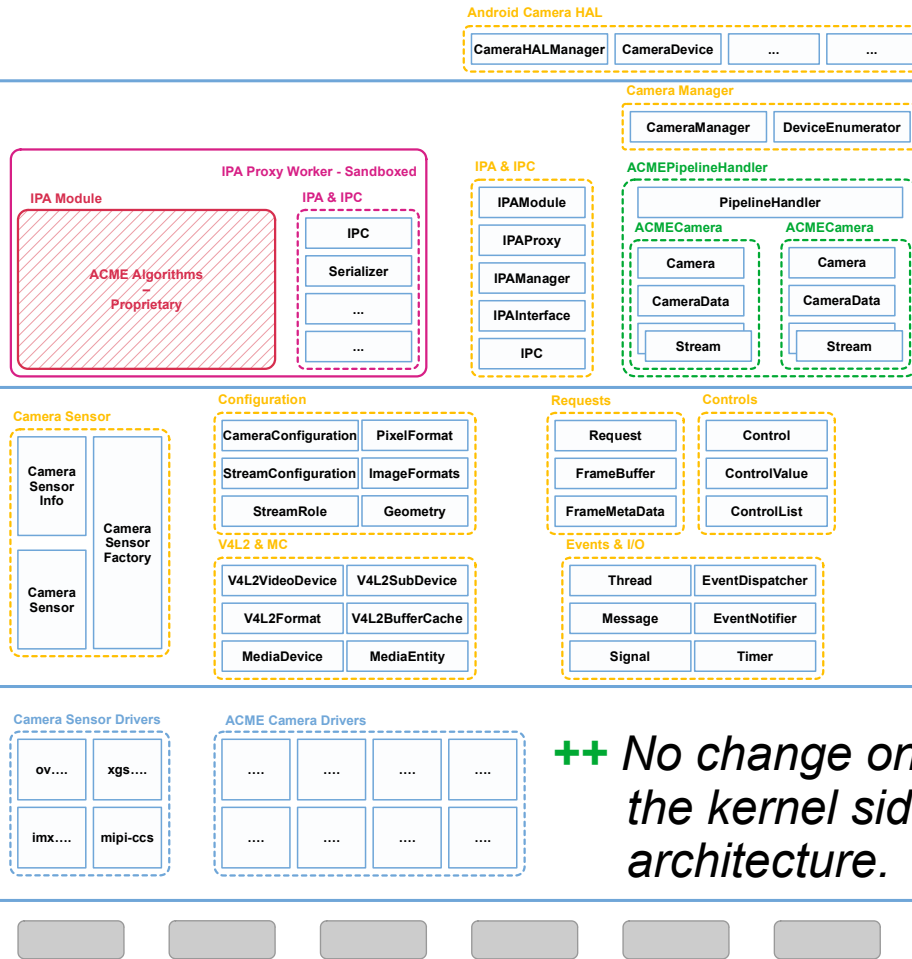
Adaptation

Pipeline

Core

Kernel

Hardware



!! *Pipeline handler is ACME-specific development.*

++ *Development support available.*

++ *No change on the kernel side architecture.*

!! *Implementation changes may be required to mainline drivers.*

Platform Enablement



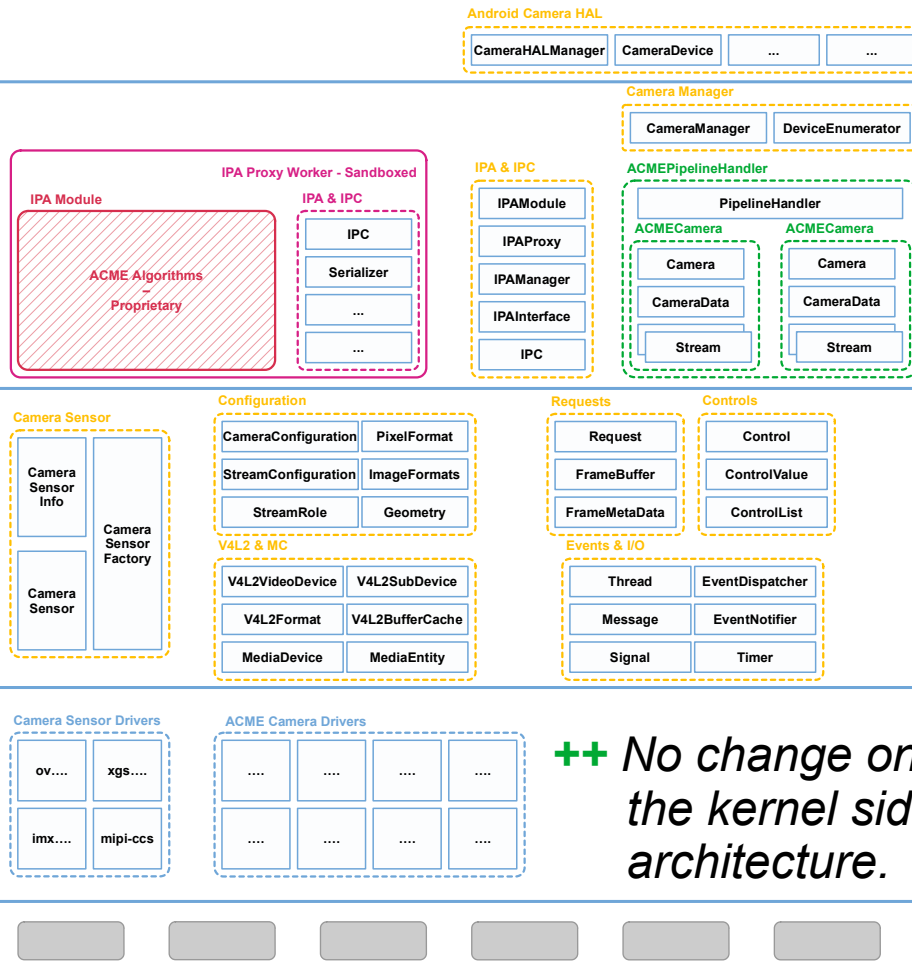
++ Standard Android Camera HAL Implementation.

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!! Custom API for IPA module <-> pipeline handler communication.

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Adaptation
Pipeline
Core
Kernel
Hardware



!! Pipeline handler is ACME-specific development.

++ Development support available.

++ No change on the kernel side architecture.

!! Implementation changes may be required to mainline drivers.



Platform Enablement

*The libcamera core
is licensed under the
LGPL v2.1 or later.*

*Changes need to be published
according to the license. This
includes pipeline handlers.*

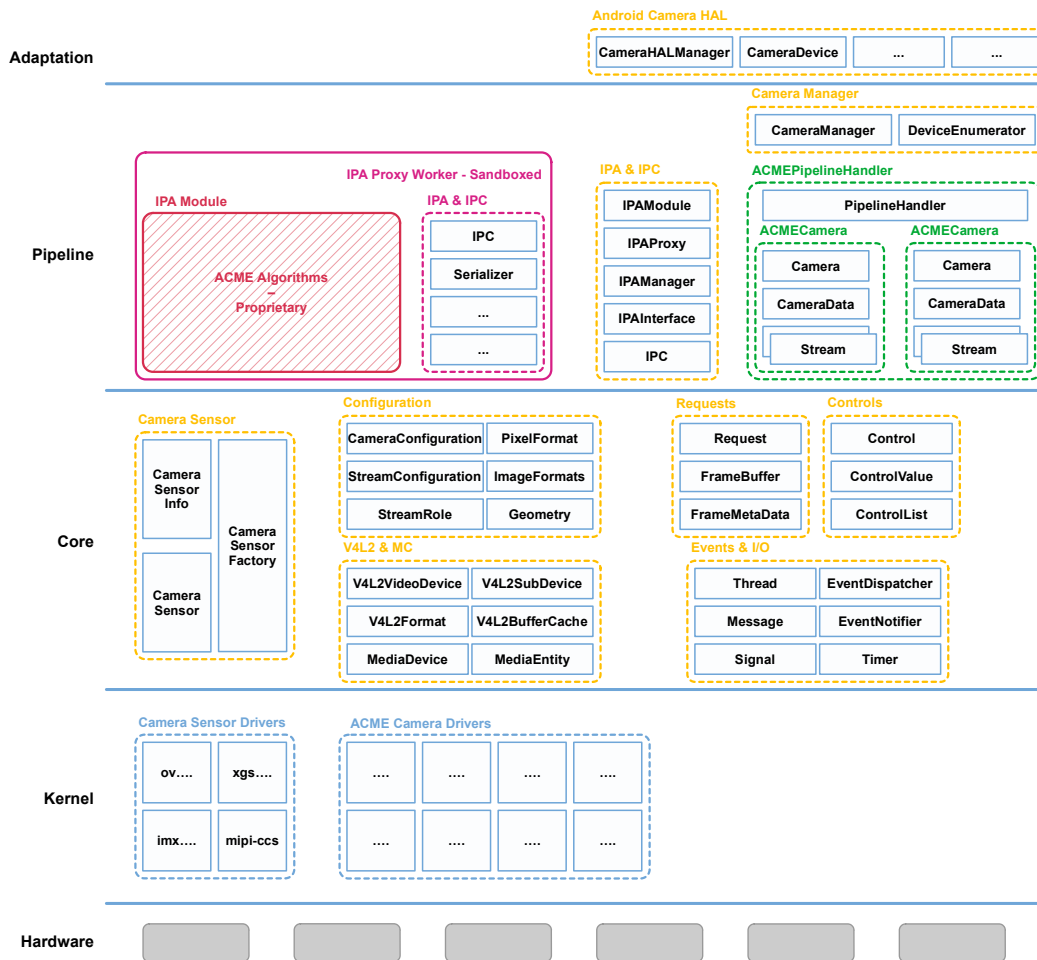
*Upstreaming is not mandatory
but highly recommended
(forks are costly to maintain).*



Licensing

Closed-source IPA modules are fully supported.

Pipeline handlers and IPA modules can link to third-party libraries.



The libcamera core, pipeline handlers and adaptation are licensed under LGPL v2.1 or later

Kernel code is licensed under GPL v2.0.

Licensing



+ - / \ - +

| (o) |

+ - - - - +

libcamera

IDEAS
ON BOARD



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<irc://irc.oftc.net/#libcamera>

paul.elder@ideasonboard.com



Contact

Thank you.

