

The two gain levers, the control loop, the decibel math, and which settings to expose.

## The two levers

Analog gain	OS mic preamp, before the ADC	Adds real detail; slow & coarse
Digital gain	Software multiply on samples	Instant & precise; amplifies noise too

## The control loop (every frame)

1. Measure Voice level - only while VAD says speech
2. Compare Level vs target (e.g. -18 dBFS)
3. Compute Gain change = target - measured
4. Apply Slow rise, fast fall; limiter never clips at 0 dBFS

## Decibels & gain

Gain in dB =  $20 \times \log_{10}(\text{output amplitude} / \text{input amplitude})$ .

+6 dB = x2 amplitude; +12 dB = x4; -6 dB = x0.5.

Talker at -12 dBFS, target -18 -> gain = -18 - (-12) = -6 dB (cut).

Talker at -38 dBFS, target -18 -> gain = -18 - (-38) = +20 dB (boost; lifts noise too).

ITU-T G.169: gain must not rise faster than 10 dB/s; initial gain  $\leq +4$  dB.

## Expose to users, or hide?

AGC on/off (autoGainControl)	EXPOSE	for music / pro-audio modes
Mic input-level slider	EXPOSE	as a manual override only
Target level (dBFS)	HIDE	wrong value ruins every talker
Max boost / compression (dB)	HIDE	too high amplifies noise
Attack / release times	HIDE	the pumping artefact lives here
Limiter on/off	HIDE	clip safety net; never disable on a call

## Remember

- AGC evens out talkers so a faint voice and a loud one reach the listener at one level.
- Use analog gain for the coarse range, digital gain to fine-tune the last few decibels.
- The loop must rise slowly and fall fast, or the voice pumps and breathes.
- A voice detector must gate the loop, or AGC amplifies the silence between words into noise.
- WebRTC AGC2 leans on the digital path; the analog OS slider is a coarse helper that can surprise users.
- Meetings: keep AGC on. Music / studio: expose autoGainControl: false so the user keeps their own gain staging.