VoxBox

A signal processing demo for Caltoopia

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Boxes, ports and connectors...











```
actor Source() ==> float Out :
    action ==> Out:[0]
    end
end
```

actor VoxBox() float In ==> float Out :
 action In:[x] ==> Out:[x]
 end
end

actor Sink() float In ==> :
 action In:[x] ==>
 end
end

network TestBed() ==> :

entities src = Source(); box = VoxBox(); sink = Sink();

structure
src.Out --> box.In;
box.Out --> sink.In;

end





Receiver of a linear predictive vocoder (from S. Haykin, "Modern Filters")

Vowel sound synthesizer (demo)



Coefficients computed from parameters in tables II and III of Dennis H. Klatt; "Software for a formant synthesizer"; J. Acoust. Soc. Am, 67:3 (March 1980)



Linear predictive coding (LPC)

S. Saito and F. Itakura, "The theoretical consideration of statistically optimum methods for speech spectral density," Report No. 3107, Electrical Communication Laboratory, NTT, Tokyo, December 1966.

Linear predictive coding (LPC)



Module Testing



Whispering vocoder (demo)



Robot Voice (demo)



Fancy identity actor (boring demo)



LPC residual



Pitch Detection





- I'm, claiming is that CAL and dataflow programming are "natural" and convenient for streaming, signal-processing applications
- Similar to other established modeling abstractions
- Encourages (and enforces) subdivision into components, specific about interdependence
- Advantages for testing and reuse
- Translate into higher productivity, higher quality?
- Also (but not today's topic) interesting opportunities for analysis and transformation, which come in particularly handy when