Command Line Algorithmic Music System (CLAMS)

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Me and Forth

Me - retired scientific applications programmer

- I got paid to write
 - Assembly
 - Fortran
 - Awk / sed / grep / *nix shell
 - Perl
 - ▶ R

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Me and Forth

I learned for hobby projects

- Lisp
- ► Forth
- ► Ruby

I never learned

- ► APL
- ► C/C++ / Java / C# / Objective C / D / Rust / Go
- ► PHP
- Python
- JavaScript

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Me and Forth

Forth

- ▶ late 1980s
 - learned Forth via HESForth on Commodore 64
- ▶ mid-late 1990s
 - primary Forth engine was HP100LX Palmtop PC
 - wrote some articles for FORTH Dimensions
 - wrote some trading system software
 - used mostly hforth and Tom Almy's Forth compiler
 - ▶ later ran the Forth from Jack Woehr's Forth: The New Model
 - Google is drawing a blank on which Forth that was

Why I stopped writing Forth

- by 1999 I had faster machines that ran my code in Perl
- ▶ I wasn't using it at work
- ▶ I was learning Linux and R at work

Command Line Algorithmic Music System (CLAMS)

(Two sunspot cycles pass ...)

(Two sunspot cycles pass . . .)

Command Line Algorithmic Music System (CLAMS)

He's baaack! And he brought ... CLAMS!

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CLAMS goal

- ▶ algorithmic music composition and performance . . .
- ▶ live . . .
- ▶ in real time . . .
- on a Raspberry Pi Pico!

Inspirations

- Hierarchical Music Specification Language (HMSL)
 - long history and experience with experimental composers
 - currently being actively enhanced!
 - https://github.com/philburk/hmsl.git
- FORMULA FORth MUsic LAnguage
 - designed for improvisation in real time
 - contained a real-time operating system
 - David P. Anderson and Kuivila (1989), D. P. Anderson and Kiuvila (1991)
- Live Coding: A User's Manual (Blackwell et al. 2022)
- ► The TOPLAP Manifesto
 - "Show Us Your Screens"
 - https://toplap.org/wiki/ManifestoDraft

CLAMS architecture

- a domain-specific language implemented in Forth
- conceptually, Chuck (https://chuck.cs.princeton.edu/),
 (Salazar et al. 2014) semantics with Forth syntax
 - low-level words: digital synthesis and microcontroller audio
 - mid-level words: construct signal flow graph
 - high-level words: provide performance interface

Command Line Algorithmic Music System (CLAMS) Forth base: zeptoforth

Forth base: zeptoforth

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Forth base: zeptoforth

Highly optimized!

- subroutine-threaded
- allows inline expansion of words
- many primitives in assembly

Command Line Algorithmic Music System (CLAMS)

Forth base: zeptoforth

Close to the metal

- word sets for nearly all the RP2040 hardware
- ▶ has an RP2040 assembler
- can compile to RAM or flash
- real-time operating system capabilites

Command Line Algorithmic Music System (CLAMS)

Forth base: zeptoforth

zeptoforth on GitHub

- repository: https://github.com/tabemann/zeptoforth
- wiki: https://github.com/tabemann/zeptoforth/wiki

Road map

Initial hardware: Pimoroni Pico Audio Pack

https://shop.pimoroni.com/products/pico-audio-pack

Proof of concept (v0.2.5)

- direct digital synthesis
- sine / triangle / sawtooth / pulse wave of any frequency
- maybe a filter and envelope generator and low-frequency oscillator
- maybe two oscillators and frequency modulation
- early to mid March

First release (v0.5.0)

- ▶ all synthesis / audio I/O words
- goal is everything you can do in Csound 7
 - https://flossmanual.csound.com/
- ► late March / early April

Second release (v0.7.5)

- signal flow graph
- possibly other RP2040-based hardware
- ► late April / early May

Full release (v1.0.0)

- ▶ live performance user interface
- possibly other microcontroller audio hardware
- optimistically, late July
- realistically, September
 - ▶ I want something other people can use at this point!

CLAMS on the web

- GitHub: https://github.com/AlgoCompSynth/CLAMS
- blog: https://algocompsynth.github.io/CLAMS-Blog/
- this presentation: https://github.com/AlgoCompSynth/ CLAMS/blob/main/presentations/CLAMS-intro.pdf

References

- Anderson, D. P., and R. Kiuvila. 1991. "Formula: a programming language for expressive computer music." *IEEE Computer* 24 (7): 12–21. https://doi.org/10.1109/2.84829.
- Anderson, David P., and Ron Kuivila. 1989. "Continuous Abstractions for Discrete Event Languages." *Computer Music Journal* 13 (3): 11–23. http://www.jstor.org/stable/3680007.
- Blackwell, A. F., E. Cocker, G. Cox, A. McLean, and T. Magnusson. 2022. *Live Coding: A User's Manual*. Software Studies. MIT Press.
- Salazar, S., A. Kapur, G. Wang, and P. Cook. 2014. *Programming for Musicians and Digital Artists: Creating Music with ChucK*. Manning.