Cyberon DSpotterSDK Maker Programming Guide

(for Arduino Platform)

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Leading Speech Solution Provider
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1 About DSpotterSDK Maker

Cyberon DSpotterSDK Maker is the C++ implementation of Cyberon DSpotter Engine on the Arduino platform. DSpotter is Cyberon's flagship high-performance embedded speech recognition solution specially optimized for mobile phones, automotives, smart home devices, consumer products, and interactive toys. With phoneme-based acoustic models, it enables developers to create applications of speaker-independent (SI) voice recognition capability without a costly data collection process for specific commands. With the keyword customization web tool, developers can easily and quickly create their own voice command models with text input. Other important features include always-on keyword-spotting capability, high noise immunity, adjustable sensitivity, voice quality assessment, and supporting more than 26 commonly used languages.

2 Related Files

2.1 Library

- **libDSpotterSDK_Maker.a**: the static library for Arduino platform.
- **DSpotterSDK_Maker.h**: the C++ API header for Arduino platform.

2.2 Data

- **CybLicense.h**: The license file.
- **Model_L0.h**: the header file that contains a level 0 model array which packs both trigger group and command group models together. To use the model array, developers only need to assign it to the Init function. Note that this header file is in UTF8 format. The type of the model array is uint32_t and in little-endian manner.
- **Model_L1.h**: the header file that contains a level 1 model array which packs both trigger group and command group models together. In comparison with the level 0 model under the same parameter settings, the level 1 model provides better recognition stability but also requires more computing and storage requirements.

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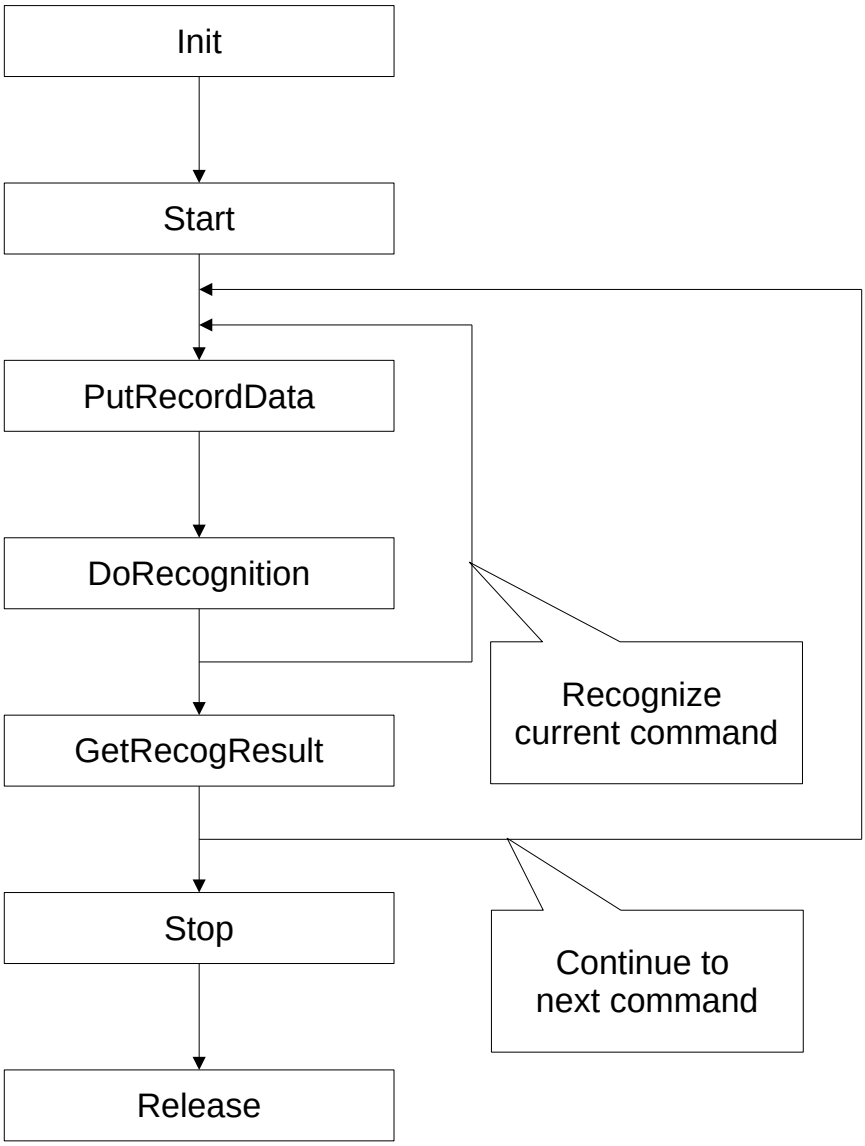
3 DSpotterSDK Maker API

3.1 Flow Chart of Calling API



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3.2 Informing

3.2.1 *DSpotterSDK::GetVerInfo*

Description
Get the version information of DSpotterSDK Maker.
Syntax

```
static const char* DSpotterSDK::GetVerInfo()
```

Parameters
None.
Returns
The version string.
Example

```
char *lpchVerString = NULL;

lpchVerString = DSpotterSDK::GetVerInfo();
```

3.2.2 *DSpotterSDK::GetSerialNumber*

Description
Get the serial number of the Arduino device.
Syntax

```
static const char* DSpotterSDK::GetSerialNumber()
```

Parameters
None.
Returns
The serial number string.
Example

```
char* lpchSerialString = NULL;

lpchSerialString = DSpotterSDK::GetSerialNumber();
```

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3.2.3 *DSpotterSDK::GetMemoryUsage*

Description

Get the memory usage of DSpotterSDK Maker.

Syntax

```
static int DSpotterSDK::GetMemoryUsage(const uint32_t* lpdwModel, int nRecordCacheTimeMS)
```

Parameters

- **lpdwModel(IN)**: The voice model.
- **nRecordCacheTimeMS(IN)**: The cache length of the recording data, unit is millisecond. It must be greater than or equal to 60.

Returns

The memory size in byte.

Example

```
#include "Model_L1.h"

#define DSPOTTER_MODEL g_lpdwModel_L1

#define RECORD_BUF_CACHE_TIME 90

int nMemSize = 0;

nMemSize = DSpotterSDK::GetMemoryUsage(DSPOTTER_MODEL, RECORD_BUF_CACHE_TIME);
```

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3.3 Initializing and Releasing

3.3.1 *DSpotterSDK::Init*

Description

Initialize DSpotterSDK Maker.

Syntax

```
int Init(const uint32_t *lpdwLicense, int nLicenseSize, const uint32_t *lpdwModel,
                int nRecordCacheTimeMS, unsigned char *lpbyMemPool, int nMemSize)
```

Parameters

- **lpdwLicense(IN)**: The license data.
- **nLicenseSize(IN)**: The size of the license data.
- **lpdwModel(IN)**: The voice model.
- **nRecordCacheTimeMS(IN)**: The cache length of the recording data, unit is millisecond. It must be greater than or equal to 60.
- **lpbyMemPool(IN)**: The memory buffer that will be used by DSpotterSDK Maker.
- **nMemSize(IN)**: The size of the memory buffer.

Returns

Success: Init OK.
IllegalParam: If pointer parameter is null or nRecordCacheTimeMS < 60.
LeaveNoMemory: If nMemSize less than the return value of GetMemoryUsage().
LoadModelFailed: If lpdwModel is not a valid voice model.
LicenseFailed: If lpdwLicense doesn't match the device ID.

Example

```
#include "Model_L1.h"

#define DSPOTTER_MODEL g_lpdwModel_L1

#define RECORD_BUF_CACHE_TIME 90

#define DSPOTTER_MEM_SIZE 50000

static DSpotterSDK g_oDSpotter;

static unsigned char g_byaDSpotterMem[DSPOTTER_MEM_SIZE];

static const uint32_t g_dwaLicense[] = {/*your device license*/};

int nMemsize=0;

int nErr = 0;

nMemSize = DSpotterSDK::GetMemoryUsage(DSPOTTER_MODEL, RECORD_BUF_CACHE_TIME);

if (sizeof(g_byaDSpotterMem) < nMemSize)

    /*Not enough memory for DSpotterSDK, please enlarge DSPOTTER_MEM_SIZE*/
```

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```
nErr = g_oDSpotter.Init(g_dwaLicense, sizeof(g_dwaLicense), DSPOTTER_MODEL,
        RECORD_BUF_CACHE_TIME, g_byaDSpotterMem, sizeof(g_byaDSpotterMem));
if (nErr == DSpotterSDK::Success)
    /*Init success*/
else
    /*Init fail, error handling*/
```

3.3.2 *DSpotterSDK::Release*

Description
Release DSpotterSDK Maker, then the memory buffer(lpbyMemPool) can be reused by others.
Syntax

```
int Release()
```

Parameters
None.
Returns
Success, or negative value for error.
Example

```
static DSpotterSDK g_oDSpotter;
g_oDSpotter.Init(...);
...
// Call release after init
g_oDSpotter.Release();
```

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3.4 Setting

3.4.1 *DSpotterSDK::SetCommandStageProperty*

Description

Set the flow property of command stage.

Syntax

```
int SetCommandStageProperty(int nTimeout=6000, bool bCommandStageRepeatUntilTimeout=false)
```

Parameters

- **nTimeout(IN)**: The maximum recording time in ms when there is no result at command stage. The valid range is 1000 to 30000. The default value is 6000.
- **bCommandStageRepeatUntilTimeout(IN)**: If false, the recognition flow will switch to trigger stage immediately after command recognized. If true, it will do recognition repeatedly at command stage until timeout. The default value is false.

Returns

Success, or negative value for error.

Example

```
#define COMMAND_STAGE_TIMEOUT 6000

#define COMMAND_STAGE_REPEAT 1

static DSpotterSDK g_oDSpotter;

g_oDSpotter.Init(...);

...

// Set command stage property between init and start.

g_oDSpotter.SetCommandStageProperty(COMMAND_STAGE_TIMEOUT, COMMAND_STAGE_REPEAT==1);

...

g_oDSpotter.Start();
```

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3.4.2 *DSpotterSDK::SetAGC*

Description

Set the option of auto gain control (AGC).

Syntax

```
int SetAGC(bool bEnableAGC = false, int nScalePercentage = 100)
```

Parameters

- **bEnableAGC(IN)**: To enable or disable AGC.
- **nScalePercentage(IN)**: The scale percentage of gain is 100 ~ 1600. The default value is 100.

Returns

Success, or negative value for error.

Example

```
#define VOLUME_SCALE_RECOG 160

static DSpotterSDK g_oDSpotter;

g_oDSpotter.Init(...);

...

// Set AGC between init and start

#if VOLUME_SCALE_RECOG != 100

       g_oDSpotter.SetAGC(true, VOLUME_SCALE_RECOG);

#endif

...

g_oDSpotter.Start();
```

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3.5 Recognizing

3.5.1 *DSpotterSDK::Start*

Description
Start the process of recognition. Please call Start() before starting the recording device.
Syntax

```
int Start()
```

Parameters
None.
Returns
Success, or negative value for error.
Example

```
static DSpotterSDK g_oDSpotter;

g_oDSpotter.Init(...);

...

// Call start after init

nErr = g_oDSpotter.Start();

if (nErr == DSpotterSDK::Success)

    /*Start success*/

else

    /*Start fail, error handling*/

if (!AudioRecordStart())

    /*recording device start fail, error handling*/
```

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3.5.2 *DSpotterSDK::Stop*

Description

Stop the process of recognition. PutRecordData() and DoRecognition() will do nothing after calling Stop().

Syntax

```
int Stop()
```

Parameters

None.

Returns

Success, or negative value for error.

Example

```
static DSpotterSDK g_oDSpotter;

g_oDSpotter.Start();

...

// Call stop after start

g_oDSpotter.Stop();
```

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3.5.3 *DSpotterSDK::PutRecordData*

Description

Put the recording data to the cached recording buffer.

Syntax

```
int PutRecordData(const short *lpsSample, int nNumSample)
```

Parameters

- **lpsSample(IN)**: The recording data buffer.
- **nNumSample(IN)**: The number of samples in the recording data buffer.

Returns

Success: Put OK.
NotInit: If call it before Init().
Stopped: If call it before Start().
LeaveNoMemory: If the cached recording buffer has no enough free space. The lost count will increment by 1. If it only appears temporarily, please enlarge the cache length of recording data. If it keeps appearing, it is usually because the computing resources of the MCU are exhausted.

Example

```
static short sampleBuffer[512];

int bytesAvailable = PDM.available();

if (bytesAvailable > sizeof(sampleBuffer))

   bytesAvailable = sizeof(sampleBuffer);

PDM.read(sampleBuffer, bytesAvailable);

#if defined(TARGET_PORTENTA_H7)

for (int i = 0; i < bytesAvailable/sizeof(short)/2; i++)

   sampleBuffer[i] = sampleBuffer[i*2]; // 2 to 1 channel

g_oDSpotter.PutRecordData(sampleBuffer, bytesAvailable/sizeof(short)/2);

#else // DSpotter needs mono channel, 16 KHz, 16 bits PCM data as input.

g_oDSpotter.PutRecordData(sampleBuffer, bytesAvailable/sizeof(short));

#endif

}
```

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3.5.4 *DSpotterSDK::GetRecordLostCount*

Description

Get the lost count when putting the recording data.

Syntax

```
int GetRecordLostCount()
```

Parameters

None.

Returns

The data lost count.

Example

```
static DSpotterSDK g_oDSpotter;

static int nRecordLostCount = 0;

...

if (nRecordLostCount != g_oDSpotter.GetRecordLostCount())

{

    nRecordLostCount = g_oDSpotter.GetRecordLostCount();

    Serial.println("Lost record frame!");

}
```

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3.5.5 *DSpotterSDK::DoRecognition*

Description

Get 10 millisecond data from the cached recording buffer and process it.

Syntax

```
int DoRecognition(int *pnCurrentState)
```

Parameters

- **pnCurrentState(OUT)**: The current stage.

Returns

Success: Get a recognition result.
NotInit: If call it before Init().
Stopped: If call it before Start().
NeedMoreSample: No result and need more sample to process.

Example

```
static DSpotterSDK g_oDSpotter;

nStage = DSpotterSDK::InitStage;

...

// Do VR

nRet = g_oDSpotter.DoRecognition(&nCurrentStage);

// VR success, get keyword info

if (nRet == DSpotterSDK::Success)

{

    /*Call GetRecogResult to get recognition result*/

}

// Check VR stage changes

if (nStage != nCurrentStage)

{

   nStage = nCurrentStage;

   Serial.println("Stage change");

}
```

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3.5.6 *DSpotterSDK::GetRecogResult*

Description

Get the information of recognition result.

Syntax

```
int GetRecogResult(int *pnID, char *lpszCommand, int nCmdLength,
                   int *pnConfi, int *pnSGDiff, int *pnCmdEnergy)
```

Parameters

- **pnID(OUT)**: The ID of command.
- **lpszCommand(OUT)**: The command buffer.
- **nCmdLength(IN)**: The length of command buffer.
- **pnConfi(OUT)**: The confidence score of command.
- **pnSGDiff(OUT)**: The human voice similarity of command.
- **pnCmdEnergy(OUT)**: The energy of command.

Returns

Success, or negative value for error.

Example

```
static DSpotterSDK g_oDSpotter;
int nCurrentStage;
int nCmdScore, nCmdSGDiff, nCmdEnergy, nID;
...
// Do VR
nRet = g_oDSpotter.DoRecognition(&nCurrentStage);
// VR success, get keyword info
if (nRet == DSpotterSDK::Success)
{
    char szCommand[64];
    g_oDSpotter.GetRecogResult(&nID, szCommand, sizeof(szCommand),
                               &nCmdScore, &nCmdSGDiff, &nCmdEnergy);
}
```

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3.5.7 *DSpotterSDK::GetCommandCount*

Description

Get the count of recognition command at different stage.

Syntax

```
int GetCommandCount(int nStage);
```

Parameters

- **nStage(IN)**: DSpotterSDK::TriggerStage or DSpotterSDK::CommandStage.

Returns

The command count.

Example

```
static DSpotterSDK g_oDSpotter;

...

// Show VR trigger/command count

int nCnt = 0;

for (int nStage = 0; nStage < 2; nStage++)

{

    Serial.println("The command count at " + String(nStage == 0 ? "trigger stage:"

    : "command stage:"));

    nCnt = g_oDSpotter.GetCommandCount(nStage);

    Serial.println(String(nCnt));

}
```

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3.5.8 *DSpotterSDK::GetCommand*

Description

Get the information of command.

Syntax

```
int GetCommand(int nStage, int nIndex, char *lpszCommand, int nCmdLength, int *pnID)
```

Parameters

- **nStage(IN)**: TriggerStage or CommandStage.
- **nIndex(IN)**: From 0 to GetCommandCount(nStage) - 1.
- **lpszCommand(OUT)**: The command buffer.
- **nCmdLength(IN)**: The length of the command buffer.
- **pnID(OUT)**: The ID of command.

Returns

Success, or negative value for error.

Example

```
static DSpotterSDK g_oDSpotter;

...

// Get VR trigger/command word

for (int nStage = 0; nStage < 2; nStage++)

{

    char szCommand[64];

    int nID;

    for (int i = 0; i < g_oDSpotter.GetCommandCount(nStage); i++)

    {

        g_oDSpotter.GetCommand(nStage, i, szCommand,

                               sizeof(szCommand), &nID);

    }

}
```

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4 Constant and Error Code

4.1 Constant

Constant Symbol	Value	Description
DSpotterSDK::InitStage	-1	Init Stage
DSpotterSDK::TriggerStage	0	Trigger Stage
DSpotterSDK::CommandStage	1	Command Stage

4.2 Error Code

Error Symbol	Value	Description
DSpotterSDK::Success	0	Success
DSpotterSDK::NotInit	-2001	Not init yet
DSpotterSDK::IllegalParam	-2002	Wrong parameter
DSpotterSDK::LeaveNoMemory	-2003	Memory not enough
DSpotterSDK::LoadModelFailed	-2005	Load model failed
DSpotterSDK::NeedMoreSample	-2009	Need more sample
DSpotterSDK::TrialLimitStage	-2010	Exceed recognition limits
DSpotterSDK::Stopped	-2030	Not start yet
DSpotterSDK::LicenseFailed	-2200	License failed
DSpotterSDK::DeviceModelNotPair	-2201	Device and model not match

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5 Supported Languages

Arabic	English(TWN)	Polish
Bahasa(Indonesia)	English(UK)	Portuguese(BRA)
Bahasa(Melayu)	English(US)	Portuguese(EU)
Cantonese(HK)	English(Worldwide)	Russian
Chinese(CHN)	Finnish	Slovak
Chinese(CHN)/English	French	Spanish(EU)
Chinese(TWN)	German	Spanish(LA)
Czech	Greek	Swedish
Danish	Hindi	Taiwanese
Dutch	Hungarian	Thai
English(AU)	Italian	Turkish
English(IN)	Japanese	Ukrainian
English(PHI)	Japanese/English	Vietnamese
English(SEA)	Korean	
English(SG)	Norwegian	

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6 Release History

Release no	Date of issue	Author	Comment
1.2.0	30 Jan, 2023	Tom	Add appendix for license.
1.1.0	7 Dec, 2022	Tom	Update SDK name, fix some description.
1.0.0	12 Aug, 2022	Tom	First release.

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A Appendix

A.1 Third-Party Materials

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- Cyberon DSpotterSDK Maker uses some functions from the OpenAES Library which is governed by the licenses in **A.2.2** and
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- Cyberon DSpotterSDK Maker uses some functions from ConvertUTF which is governed by the license **A.2.3** and
  Copyright (C) 2001-2004 Unicode, Inc.
- Cyberon DSpotterSDK Maker uses some functions from MD5 Message Digest Algorithm which is governed by the license in **A.2.4** and
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- Cyberon DSpotterSDK Maker uses some functions from the pins_arduino.h file and API registry which is governed by the license in **A.2.5** and
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Copyright (C) 2010-2013 ARM Limited. All rights reserved.

Date: 16. October 2013 Revision: V1.4.2

Project: CMSIS DSP Library Title: arm_dot_prod_q15.c

Description: Q15 dot product.

Target Processor: Cortex-M4/Cortex-M3/Cortex-M0

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