

Albert Gräf

Dept. of Music Informatics





```
// tone.dsp

vol = nentry("vol", 0.3, 0, 10, 0.01);
pan = nentry("pan", 0.5, 0, 1, 0.01);
freq = nentry("pitch", 440, 20, 20000, 0.01);

// simple sine tone generator

process = osci(freq)*vol : panner(pan);
```

Signal Processing with Faust

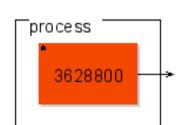
- Functional signal processing language, processing of synchronous streams of samples.
- Formal semantics means that Faust can be used as a specification language.
- Specifications are executable, sophisticated optimizations, generates competitive C++ code.
- Works with different platforms and environments, just recompile.



```
fact(0) = 1;
fact(n) = n*fact(n-1);
process = fact(10);
```

Term Rewriting Extension

- Faust signal processors are essentially terms in the block diagram algebra (BDA)
- Term rewriting provides us with a means to manipulate BDA terms in an algebraic fashion at compile time





Brief Digression: Term Rewriting

 $top(push(s,x)) \rightarrow x$ $pop(push(s,x)) \rightarrow s$ term rewriting system

reduce

terms as "data"

top(pop(push(empty,1))) → top(empty)

• Whitehead et al: universal algebra

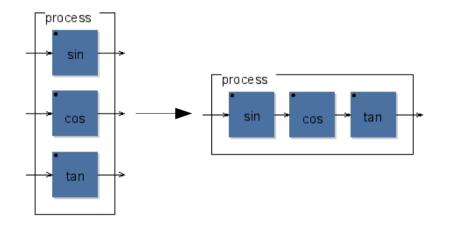
normal form

- Equational logic: equality of normal forms
- O'Donnell et al: term rewriting as programming language
- Goguen, Mahr et al: algebraic specification
- Milner, Turner et al: modern functional programming



```
serial((x,y)) = serial(x) : serial(y);
serial(x) = x;
process = serial((sin,cos,tan));
```

BDA Term Rewriting



```
hslider("vol", 0.3, 0, 1, 0.01)

h(0)

h(1)

h(2)
```

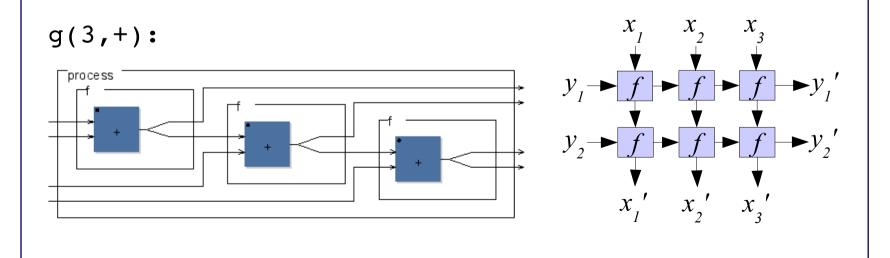
```
fold(1,f,x) = x(0);
fold(n,f,x) = f(fold(n-1,f,x),x(n-1));
fsum(n) = fold(n,+);

f0 = 440; a(0) = 1; a(1) = 0.5; a(2) = 0.3;
h(i) = a(i)*osc((i+1)*f0);
v = hslider("vol", 0.3, 0, 1, 0.01);
process = v*fsum(3,h);
```

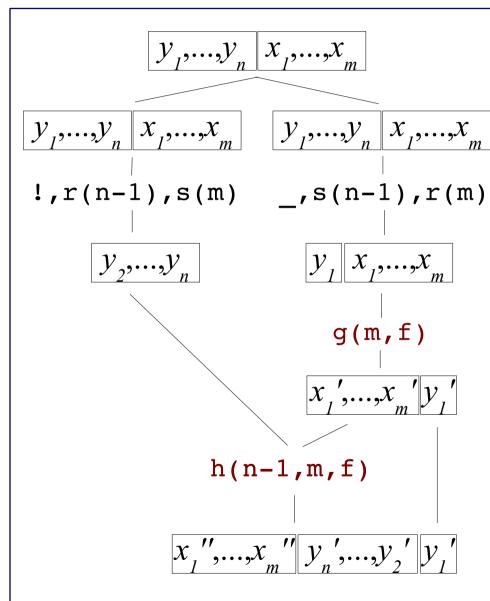
Custom BDA Ops



Systolic Array: parallel processing in a 2D grid







Systolic Array: arranging the rows

 $\begin{array}{l} h(n,m,f) \\ = (r(n+m) <: (!,r(n-1),s(m), \\ (_,s(n-1),r(m) : g(m,f)))) : \\ (h(n-1,m,f), _); \end{array}$

