# What You Say is What You Get

#### Handsfree Coding in 2021

ARIC Brown Bag Session
Wolfram Wingerath
June 3, 2021







I'm data engineer, not an ASR or HCI expert!





#### Research:

- Stream Processing
- Real-Time Databases
- NoSQL & Cloud Systems





#### Practice:

- Web Caching •
- Big Data Analytics •
- **Anger Management** •





# It's Simple, Really!

#### The requirements:

- Microphone: Every notebook has one!
- Speech Recognition Software (SR): Included in Windows since 2007!
- ✓ Voice Command Execution: Available in every SR software!



## Let Me Just Show You How Easy It is



## Where's the Challenge?

- WSR, Dragon, ...
- Automatic Speech Recognition (ASR): optimized for <u>natural</u> languages
  - 1. Signal processing extracts features from audio recording
  - 2. Acoustic model recognizes phonemes
  - 3. Language model finds a matching sequence of words:
  - → <u>Default</u>: Every utterance is interpreted as (spoken) text
     (Commands only through special keywords)

Caster, <u>Talon</u>, ...

- Voice Coding: optimized for actions & programming languages
  - → <u>Default</u>: Everything is interpreted as a command (Natural language through special keywords, e.g. say <utterance>)

## Where's the Challenge?



## Outline: What This Talk is Going to Cover

1

#### My Personal Background

As data engineer at Baqend, I use handsfree coding every day.



#### **Demo & Usage Examples**

Handsfree coding is awesome and can be useful for everyone!



#### **Setup & Best Practices**

No-cost base setup with optional upgrades (e.g. for eye tracking).



#### **How to Get Started**

Videos, blogs, articles, support & community – engage now!



# Basic Voice Control (1/3)

#### Actions & Symbols:

- o Numbers, brackets, etc.: one space paren bang slash → 1\_(!/
- o Modifiers, e.g.: shift touch or hold alt or release control

#### • **Spelling** through a phonetic alphabet:

- o NATO alphabet: alpha bravo charlie delta echo → abcde
- o Optimized alphabet: air bat cam drum each → abcde

#### • Typing:

- o **Dictation**: say hey comma you → hey, you
- o Type recognized text: phrase hey comma you → hey comma you

## Basic Voice Control (2/3)

#### • Navigation, e.g.:

- o Cursor movement: go left or go way up or home
- o Selection: mark left or mark way up or mark all

#### • Formatters, e.g.:

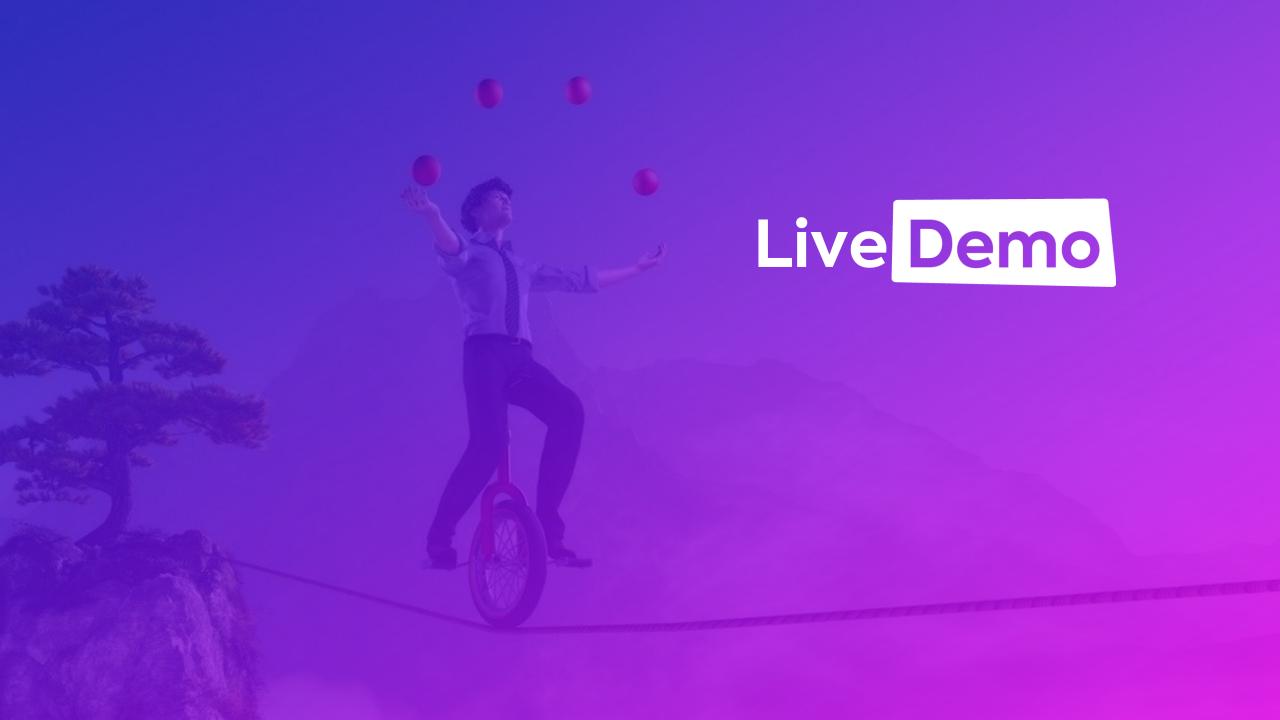
- o Camel case: camel hey you → heyYou
- o Dashed: kebab hey you → hey-you
- o **Dotted**: dotted hey you → hey.you
- o Without whitspace: smash hey you → heyyou
- o **Uppercase**: uppercase hey you → HEY YOU

## Basic Voice Control (3/3)

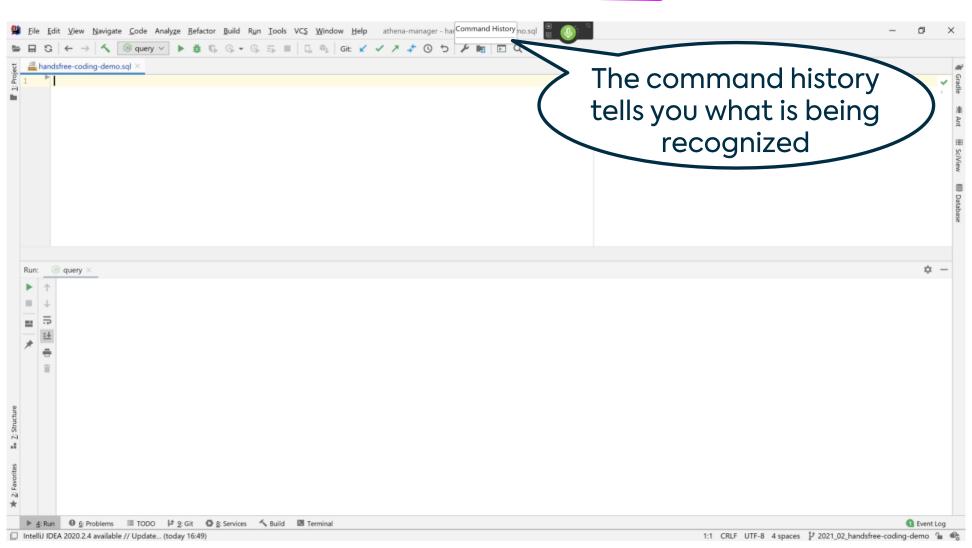
#### Command History & Help:

- o Manage history: command history or command history clear
- o Show & hide help: help active or help close
- Application management, e.g.:
  - o Launch & focus: launch Firefox or focus Firefox
- Command Management for efficiency, e.g.:
  - o **Repetition**: one third → 111
  - o Chaining: paren close paren (go left) (say hi) → (hi)

    1.) type:
    2.) move cursor:
    3.) dictate:



## Handsfree Analytics in Action



## Handsfree Software Development

- **Different modes** for different languages, for example:
  - o C#: funky test funk → private void testFunk()
  - o JavaScript: funky test funk → function testFunk()
- Intuitive IDE shortcuts such as
  - o <run code> instead of <shift-f10>
  - o <find usage> instead of <ctrl-alt-f7>
- Powerful templates, e.g.:

```
action(user.code_state_if):
  insert("if () {}")
  key(left enter up end left left)
```

## **Eye Tracking & Noise Recognition**

- Calibration for adjusting your eye tracker to your current position
- **Noises** for actions (e.g. clicking & right-clicking):
  - Extremely low latency
  - Currently \*pop\* & \*hiss\*, more coming soon
  - Personal experience: \*hiss\* gets triggered easily by words with "s"
- Different Modes for convenience:
  - Zoom: (1) \*pop\* for zooming, (2) \*pop\* for clicking
  - Head tracking: eye gaze (jumps) + head movement (adjustment)
- **Debug** mode & camera overlay

You can help by providing training data: noise.talonvoice.com/

# Noise Recognition: Extremely **Snappy**

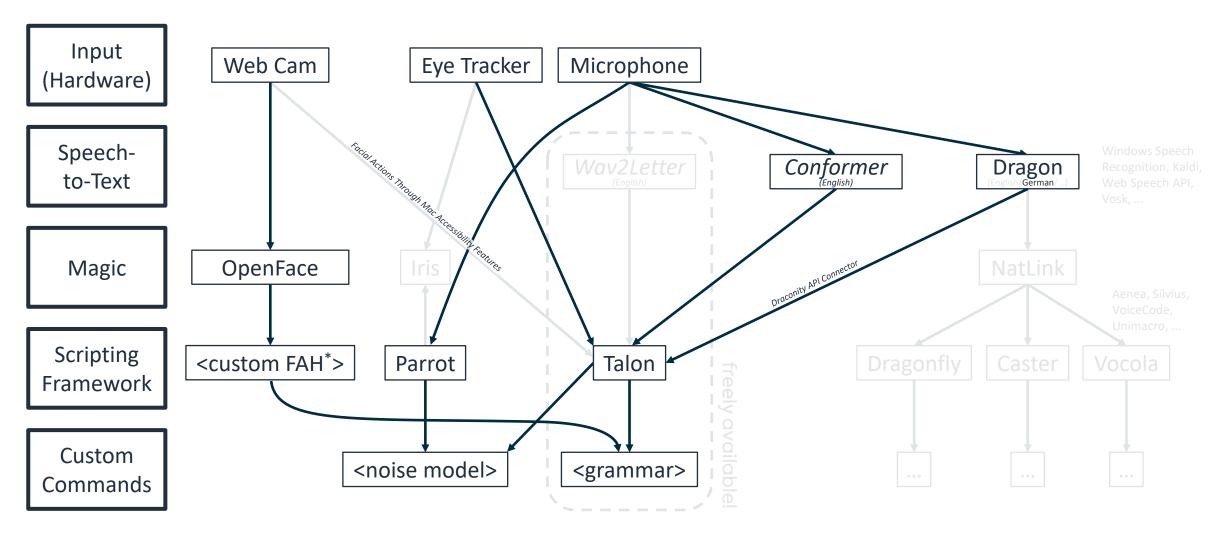


## Handsfree Software Development

```
import React from 'react';
import styled from 'styled-components';
function IconButton() {
export default IconButton;
```



## Popular Handsfree Coding Stacks: Overview



<sup>\*</sup>Facial Action Handling Please note that this overview is <u>NOT complete</u>: On every level, there are MANY other options!



## Multi-Computer Setup





## Recognition Accuracy

- Microphone determines accuracy!
  - Build quality: built-in < gaming headset < stage mic</li>
  - Noise canceling via hardware or software (e.g. RTX Voice)
  - o Positioning: consistent, close to your mouth, away from all noise
- Environment: Minimize noise for you and annoyance for others!
  - Suspend ASR / mute mic accordingly (e.g. via push-to-talk pedal)
- Homophones should be avoided, e.g. through:
  - Grammar optimization to avoid ambiguity
  - Clear pronunciation

# Workflow & Anger Management

- Beware the Trolls: Having an audience generally does not help!
  - → Prepare to hear "Format C" from your colleagues a lot
- **Keep your calm**: Shouting at the computer will not help, either!
  - → Stay in your neutral voice, even when raging inside ...
- Avoid Voice Strain: Find a comfortable way to speak A LOT!
  - → e.g. use your natural voice & drink a lot of tea
- Command chaining: Anticipate what is going to happen!
  - → Practice, practice, practice!

## Why This is Still Worth All the Hassle



#### **Productivity**

- Speed up input-heavy tasks
- Faster navigation through easy-to-remember shortcuts



#### Convenience

- Intuitive interfaces
- Relieve your hands



#### **Accessibility**

Compensate handicaps:

- Injuries (e.g. broken hand)
- Repetitive stress injury (RSI)
- Cubital Tunnel Syndrome

O ...



#### **General Awesomeness**

Talk to your computer!!!



# Helpful Resources & Outlook

## Recommended Tooling & Documentation

- Talon (Free of Charge): talonvoice.com
  - Voice coding for <u>Win / Linux / Mac!</u>
  - Wiki: talon.wiki



- Speech Recognition: github.com/facebookresearch/wav2letter
- Starter Grammar (English): <a href="mailto:github.com/knausj85/knausj\_talon">github.com/knausj85/knausj\_talon</a>
- Paid Upgrades:
  - Dragon Speech Recognition: <u>nuance.com/dragon/</u>
  - Web Speech API (compatible with Talon through Chrome or Firefox)
  - Premium Support (Patreon): <u>patreon.com/join/lunixbochs</u>

# Alternatives: Speech Recognition

- Speech Recognition
  - WSR (Windows Speech Recognition): Built into Windows
  - Kaldi: <u>github.com/kaldi-asr/kaldi</u>
  - Vosk (ASR on mobile devices!): <a href="mailto:github.com/alphacep/vosk-api">github.com/alphacep/vosk-api</a>
- Scripting:
  - NatLink: <u>sourceforge.net/p/natlink/</u>
  - Dragonfly: github.com/dictation-toolbox/dragonfly
  - Caster: <u>github.com/dictation-toolbox/Caster</u>
  - Vocola (<u>Voice Command Language</u>): <u>vocola.net</u>

# Articles & Blogs

- Emily Shea: whalequench.club/
  - Talon user
  - Very good starter instructions
- James Stout: <u>handsfreecoding.org/</u>
  - Dragonfly user
  - Huge collection of relevant blog posts
- Josh W. Comeau (2020): joshwcomeau.com/blog/hands-free-coding/
- Dusty Phillips (2020): <u>dusty.phillips.codes/2020/02/15/on-voice-coding/</u>
- Max Gravenstein (2018): medium.com/hubabl/handsfree-fe70980f36b/

## Recommended Talks

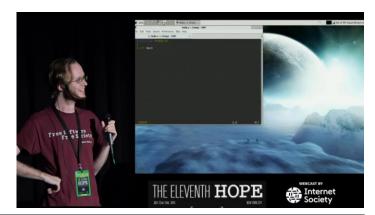




Sept 13-14, 2019 thestrangeloop.com



Emily Shea. <u>Voice Driven Development: Who</u> needs a keyboard anyway?, Strange Loop (2019)



David Williams-King. <u>Coding by Voice with Open</u>
<u>Source Speech Recognition</u>, The Eleventh Hope (2016)



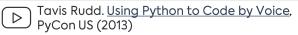


Core Feature

- Language Object Model
- Support for multiple speech recognitio
- Default: supports DNS and WSR
- Built-in action framework
   Key strokes test nout

Boudewijn Aasman. <u>Coding by Voice</u> with Dragonfly, PyGotham (2018)





## And There is Much More to It ...

- Advanced best practices, e.g.
  - Multi-language support, dynamic scripting
  - Hardware recommendations, interface / HUD, ...
  - Using applications, e.g. handsfree browsing
- More input channels, e.g.:
  - Custom noise models
  - OCR & images recognition
  - Control via facial expression!
- Privacy considerations

More live demos!!!

## **Closing Recommendations**

• **Keep it simple**: Prioritize ease-of-use over efficiency at the start (in particular: get used to an existing grammar before optimizing it)

Keep it reasonable: Try to find use cases that make sense <u>for you</u>
 (e.g.: I'm not giving this talk handsfree, since I can use my index finger)

 Keep it in mind: Handsfree coding might save you one day (revisit this talk when you struggle with RSI, broken hand, etc.)

## Thanks! So What Now?

Slack talonvoice.slack.com



Join the community!

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GI Initiative handsfree-coding.gi.de



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