

# High-Level Design for Speech-Based Code Editor

## 1. System Overview

This system is designed to implement a Visual Studio Code extension that integrates speech-to-text and AI-based coding functionalities. The main purpose of this extension is to enable users to input voice commands, which are transcribed into code suggestions or commands that can interact with the code editor.

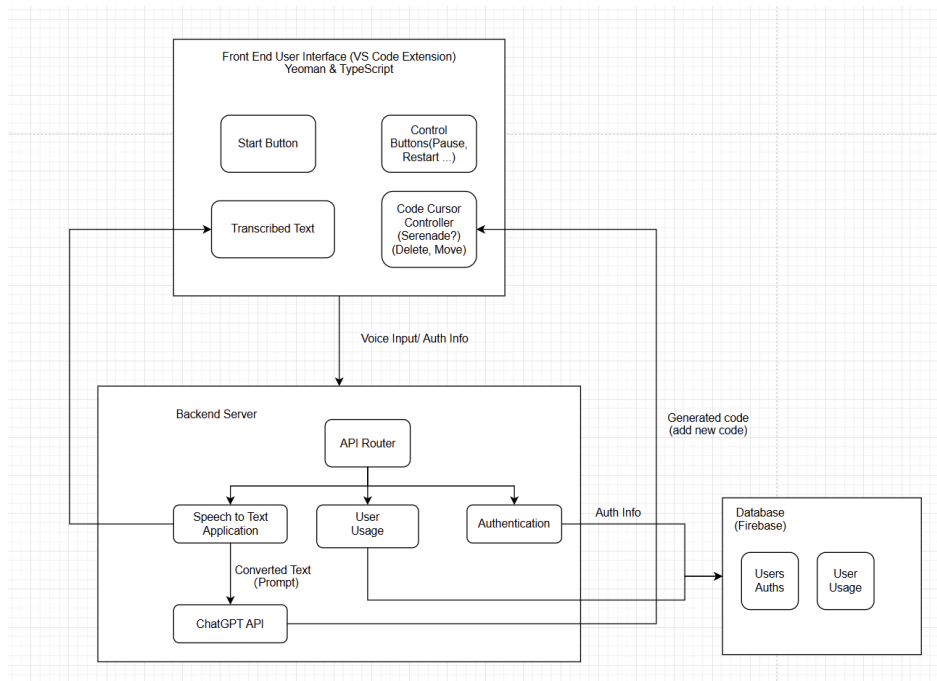


Figure 1: Overall Structure

As shown in the figure above, the speech-based code editor system is designed to use a **microservices architecture**. Microservices architecture is a design pattern that breaks down this application into a series of independently deployable services. Each microservice is designed around a specific business domain. All of these services (Speech-to-Text, Text-to-Code) can be developed, tested, deployed, and scaled independently. Microservices communicate with each other through lightweight mechanisms (HTTP or message queues), and the entire system is managed using service discovery and gateways. In the next part, the detailed microservices architecture design of the “Speech-to-Code” project will be introduced, which will cover each service module, deployment strategy, and data flow diagram.

## 2. Microservice Component Breakdown

### 2.1 Speech To Text Service

The **Speech-To-Text (STT) Service** is responsible for converting the user's spoken commands into text. This module is a core component of the system, as it forms the bridge between the developer's natural language input and the machine-readable format used in the code generation process.

Key Functions:

- **Audio Capture (Input):** User's voice is captured via the microphone and sent to the server.
- **Preprocessing:** The captured audio is then preprocessed—the audio is converted to a suitable format for recognition.
- **Speech Recognition:** The **Speech-to-Text model** processes the cleaned audio and converts it to text in real time. We utilize advanced deep learning techniques, such as models like **OpenAI Whisper**, to ensure high recognition accuracy.
- **Output:** Transcribed text ready for command parsing and code generation.

### 2.2 Text To Code Service

The **Text-To-Code Service** is responsible for translating the transcribed text from the STT module into executable code. This module is critical to converting natural language commands into syntactically correct programming constructs that can be directly integrated into the developer's codebase.

Key Functions:

- **Input:** Transcribed text (from Speech-to-Text module), existing codebase, and relevant context (e.g., current cursor position or scope).
- **Command Parsing:** Extracts key elements like actions, targets, and parameters from transcribed text.
- **Code Generation:** Uses LLM to translate natural language commands into correct, context-aware code.
- **Code Insertion:** Inserts the validated code into the editor at the correct position.
- **Output:** Generated code along with metadata specifying the exact location for insertion or modification within the existing codebase.

### 2.3 User Usage Service

The **User Usage Service** is responsible for collecting user operation data during usage, including metrics such as code generation count, command usage frequency, and interaction patterns. Based on the gathered data, the system will provide optimization recommendations for

the underlying models and generate detailed usage reports to help evaluate user behavior and system effectiveness.

Key Functions:

- **Input:** user operation data during usage, including metrics such as code generation count, command usage frequency, and interaction patterns.
- **Model Optimization Recommendations:** Provides suggestions for optimizing underlying models based on gathered user data.
- **Usage Reports:** Generates detailed reports to evaluate user behavior and system effectiveness.
- **Performance Analysis:** Continuously analyzes user data through a dedicated data analytics service to identify areas for performance improvement.
- **User Experience Enhancement:** Utilizes insights from data analysis to refine system features and deliver a better user experience.

## 2.4 User Authentication

The Authentication & User Management Service is responsible for user registration, authentication, and authorization to ensure secure access to the application. This service incorporates expire time based access control to define permissions and manage secure resource access.

Key Functions:

- **Input:** User credentials and request data (e.g., registration, login, and resource access requests).
- **User Registration:** Handles new user sign-ups, validates input data, and securely stores user credentials.
- **Authentication & Identity Verification:** Uses JWT tokens to verify user identities and generate access tokens for session management.
- **Output:** JWT tokens for authenticated sessions, user-specific metadata, and real-time updates for session information and activity logs.

### 3. UML Diagram

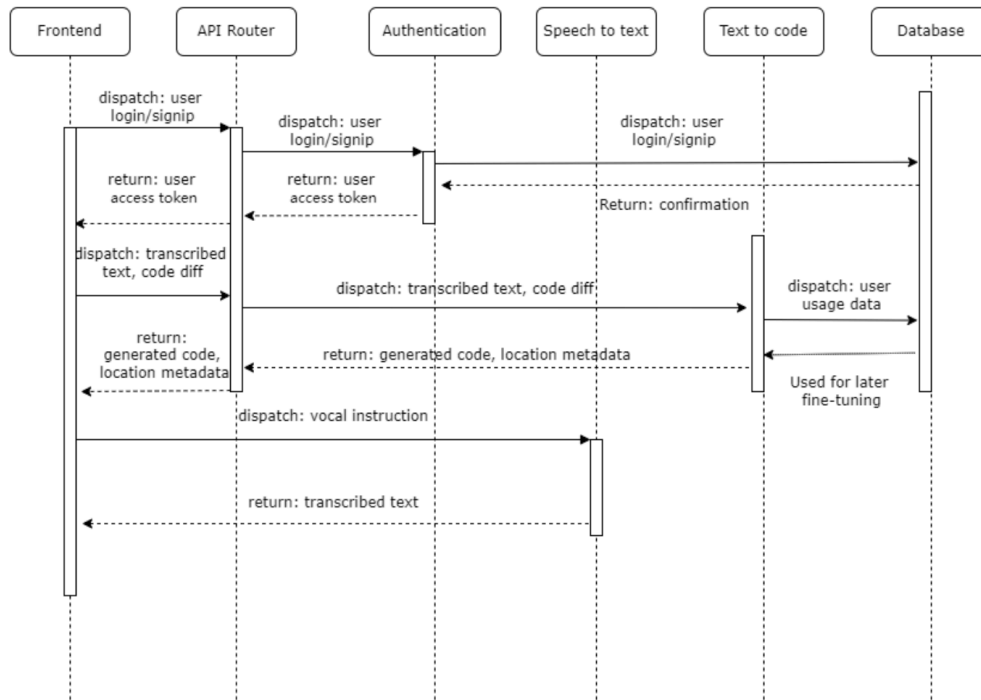


Figure 2: Sequence Diagram

### 4. Deployment Strategy

#### 4.1 Development and Testing Environment Setup

**Local Development and Testing:** Use Docker Compose to create containers for each microservice and simulate their communication.

**Integration Testing:** Run integration tests in the local Docker environment to make sure all services can communicate and work together correctly.

#### 4.2 Future Production Deployment Plan

**Container Management:** Package each microservice as a separate Docker image and use Kubernetes for container orchestration.

**Kubernetes (K8s) Cluster Management:**

- **Pod Management:** Assign each microservice to its own pod and dynamically scale them based on the load.

- Service Discovery and Load Balancing: Use Kubernetes Service and Ingress to manage communication and load balancing between microservices.
- Helm Management: Use Helm Charts to manage deployment configurations for each microservice.