



THE DEVELOPER'S CONFERENCE

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FRANCESCO PERROTTI-GARCIA

A COISA MAIS SENSACIONAL
QUE PASSOU DESPERCEBIDA NA WWDC



FRANCESCO
PERROTTI-GARCIA
IOS DEVELOPER
@FPG1503



ifood





WWDC SCHEDULE

🔍 speech recognition



Filter ☰

Wednesday

Speech Recognition Lab

5:00 PM – 7:00 PM – Lab – Graphics, Games, and Media Lab D

Accessible Technology and Inclusive Design

10:15 PM – 11:45 PM – Get-Together – Buena Vista Park

Thursday

Beyond Dictation — Enhanced Voice-Control for macOS apps

9:00 PM – 9:40 PM – Session – Nob Hill

Friday

Dictation and Enhanced Voice-Control for macOS Lab

1:00 PM – 2:30 PM – Lab – Fort Mason

Speech Recognition Lab

5:00 PM – 7:00 PM – Lab – Graphics, Games, and Media Lab D

SESSION 509

Speech . framework

import Speech

SIRI

KEYBOARD DICTATION

NORMALMENTE ONLINE

USAGE DESCRIPTION
Info.plist

NSSpeechRecognitionUsageDescription

SFSpeechRecognize

```
public class func  
requestAuthorization(_ handler:  
(SFSpeechRecognizerAuthorizationSta  
tus) -> Swift.Void)
```


SFSpeechRecognizer.init?(locale: Locale)

```
public enum SFSpeechRecognizerAuthorizationStatus : Int {  
    case notDetermined  
    case denied  
    case restricted  
    case authorized  
}
```

SFSpeechURLRecognitionRequest

- App de mensagem
 - App de músicas
- Qualquer coisa gravada

SFSpeechAudioBufferRecognitionRequest

```
let recognitionRequest = SFSpeechAudioBufferRecognitionRequest()  
recognitionRequest.shouldReportPartialResults = true
```

```
public func recognitionTask(with  
    request:  
    SFSpeechRecognitionRequest,  
    resultHandler:  
    (SFSpeechRecognitionResult?,  
    NSError?) -> Swift.Void) ->  
    SFSpeechRecognitionTask
```


LIVE COM AVAudioEngine

```
let audioSession = AVAudioSession.sharedInstance()  
try audioSession.setCategory(AVAudioSessionCategoryRecord)  
try audioSession.setMode(AVAudioSessionModeMeasurement)  
try audioSession.setActive(true, with: .notifyOthersOnDeactivation)
```

```
let audioEngine = AVAudioEngine()  
guard let inputNode = audioEngine.inputNode else {  
    fatalError("Audio engine has no input node")  
}
```

AVAudioNode


```
public func installTap(onBus bus:
    AVAudioNodeBus, bufferSize:
    AVAudioFrameCount, format:
    AVAudioFormat?, block tapBlock:
    AVFoundation.AVAudioNodeTapBlock)
```

```
public typealias  
AVAudioNodeTapBlock =  
(AVAudioPCMBuffer, AVAudioTime) ->  
Swift.Void
```

COMEÇAR

```
let recordingFormat = inputNode.outputFormat(forBus: 0)
inputNode.installTap(onBus: 0, bufferSize: 1024, format: recordingFormat) {
    self.recognitionRequest?.append($0.0)
}

audioEngine.prepare()
try audioEngine.start()
```

TERMINAR

```
audioEngine.stop()  
recognitionRequest?.endAudio()
```


DEMO

This app has crashed because it attempted to access privacy-sensitive data without a usage description. The app's Info.plist must contain an NSMicrophoneUsageDescription key with a string value explaining to the user how the app uses this data.

QUAIS LOCAIS SUPORTADOS?

```
SFSpeechRecognizer.supportedLocales()
```

SPEAKTOME

PERGUNTAS?

OBRIGADO!

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