

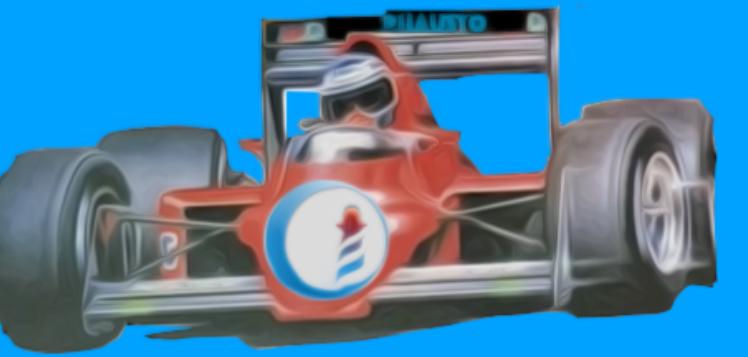


PHAU^{STO}: FAST AND ACCESSIBLE DSP PROGRAMMING WITH PHARO

Made
with
• FAUST •



WHAT IS PHAUSTO?



- Phausto is a multi-platform library and API that enables the programming Digital Signal Processors (DSPs) and sound generation in Pharo
- The audio is generated through FFI calls to a *dynamic engine* that computes audio signal by leveraging the power on an embedded FAUST compiler.
- Phausto has been developed with three main goals:
 1. To allow sound artists and musician to program synthesisers and effects and compose music with Pharo;
 2. To teach DSP programming to beginners and offer a fast prototyping platform for musician and audio developers, thanks to its Cmajor and C++ exporters
 3. To enrich Pharo applications with sound;



WHAT IS PHARO?

pharo.org



- **Pharo** is a pure object-oriented, dynamically typed, and reflective language; its syntax fits in a postcard and it comes with a platform-independent IDE.
- **Pharo** is a cross-platform implementation of the classic **Smalltalk-80** programming language and runtime system. But it comes with a non-viral MIT license!
- Like the original **Smalltalk-80**, **Pharo** provides many live programming features such as immediate object manipulation, live updates, and just-in-time compilation (JIT).
- **Pharo** comes with Integrated *Git* support and with an integrated framework for SUnit Tests



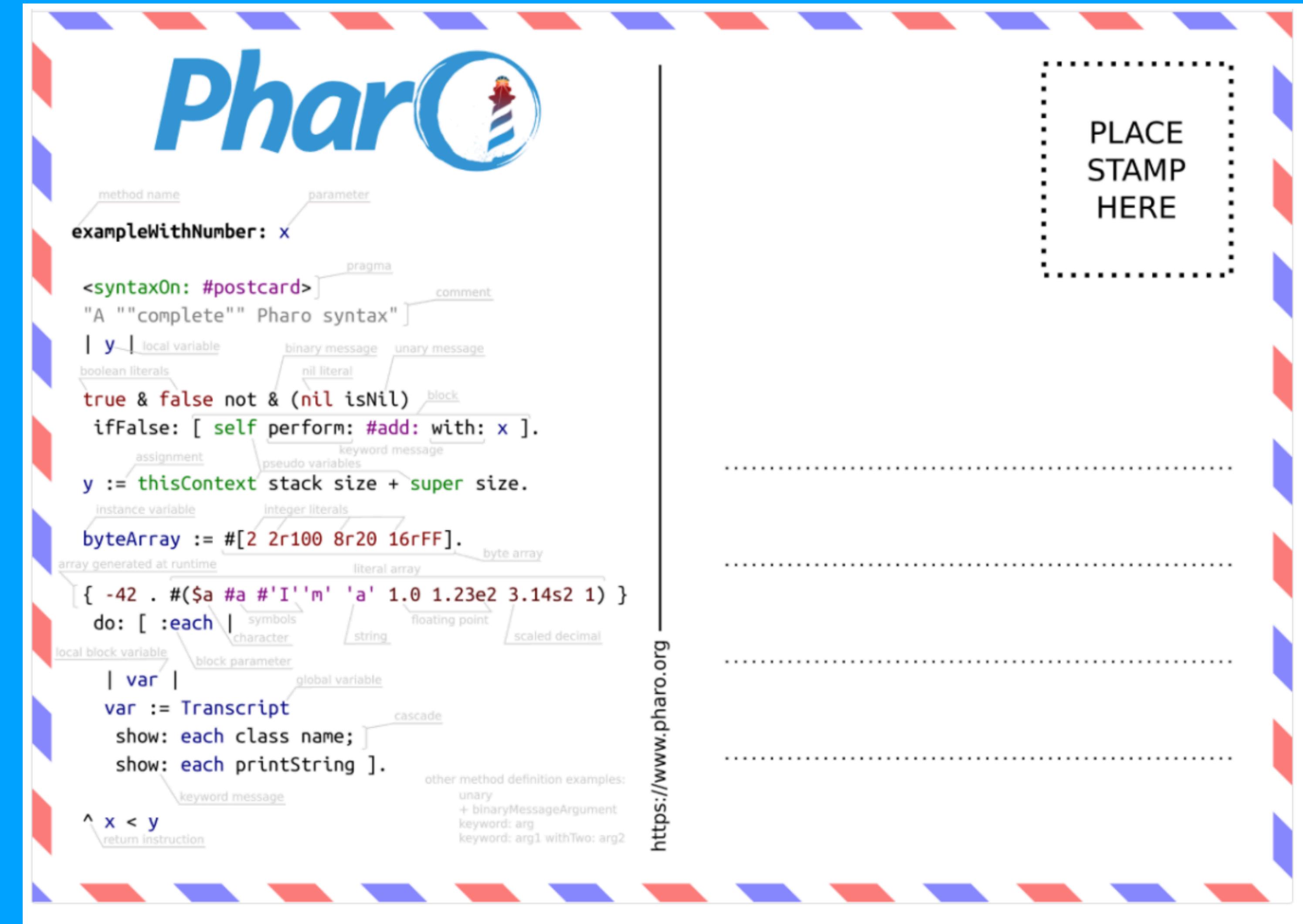
SYNTAX FIT A POSTCARD



pharo.org

- All Pharo syntax fit on a Postcard!

Rule 1: Everything is an Object
Rule 2: Every Class has a superclass
Rule 4: Everything happens by sending messages
Rule 5: Method lookup follows inheritance chain
Rule 6 : Classe are Objects too and they follow the same rules



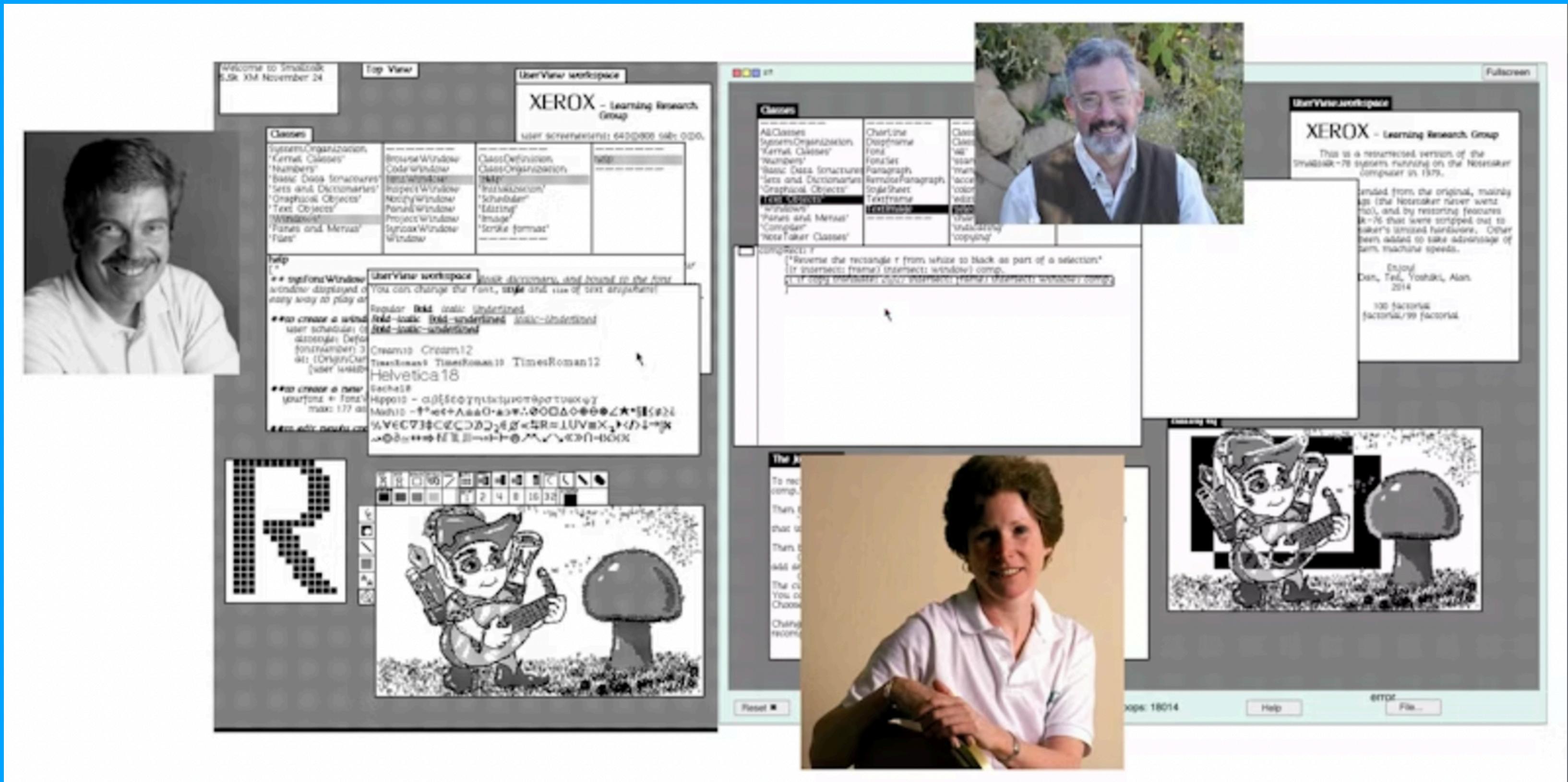


WHAT IS SMALLTALK?



pharo.org

- Alan Kay, Adele Goldberg and Dan Ingalls created Smalltalk at Xerox Parc in 1972.
- It was designed as purely Object-Oriented language designed for teaching programming to young people



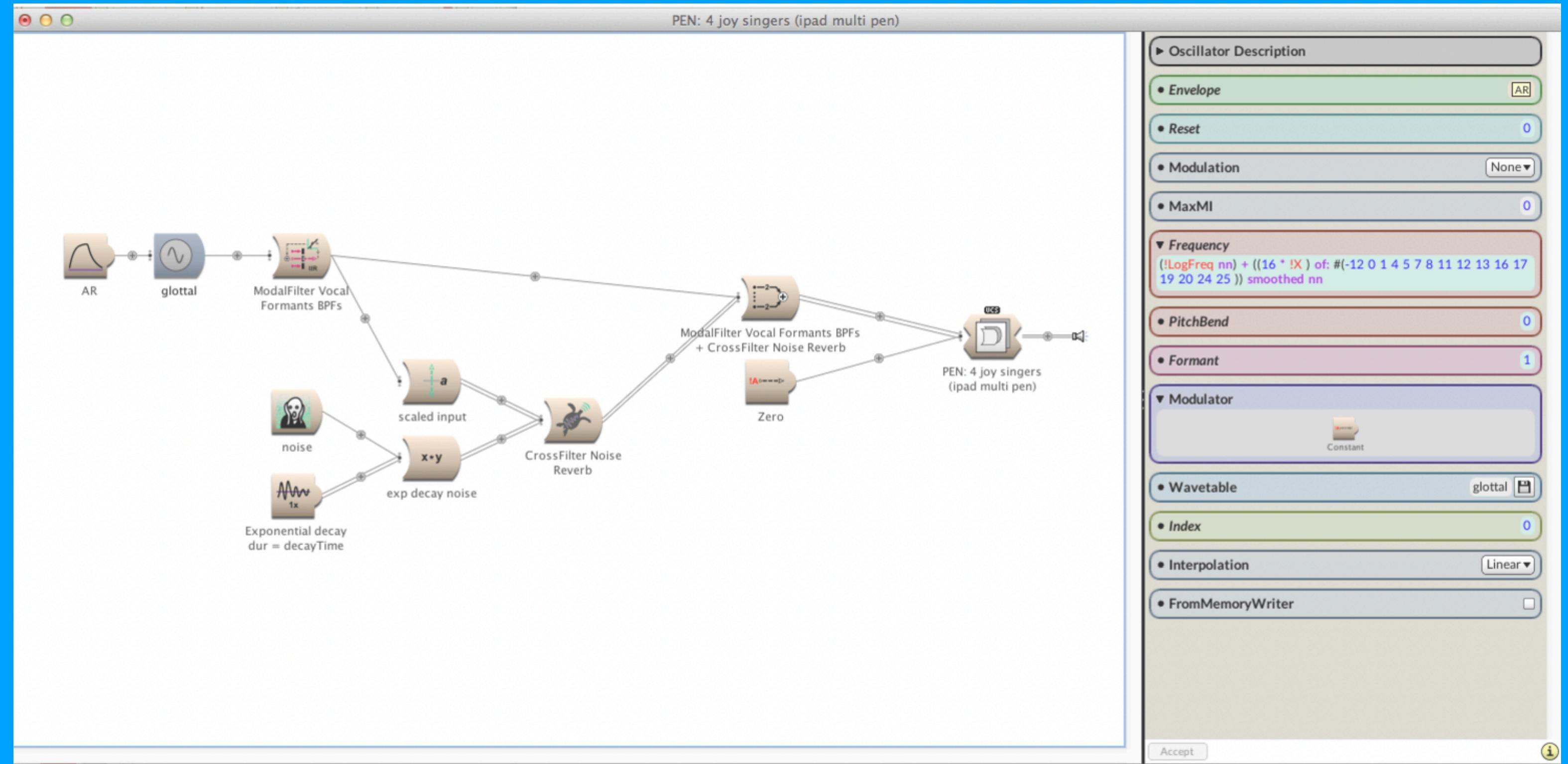
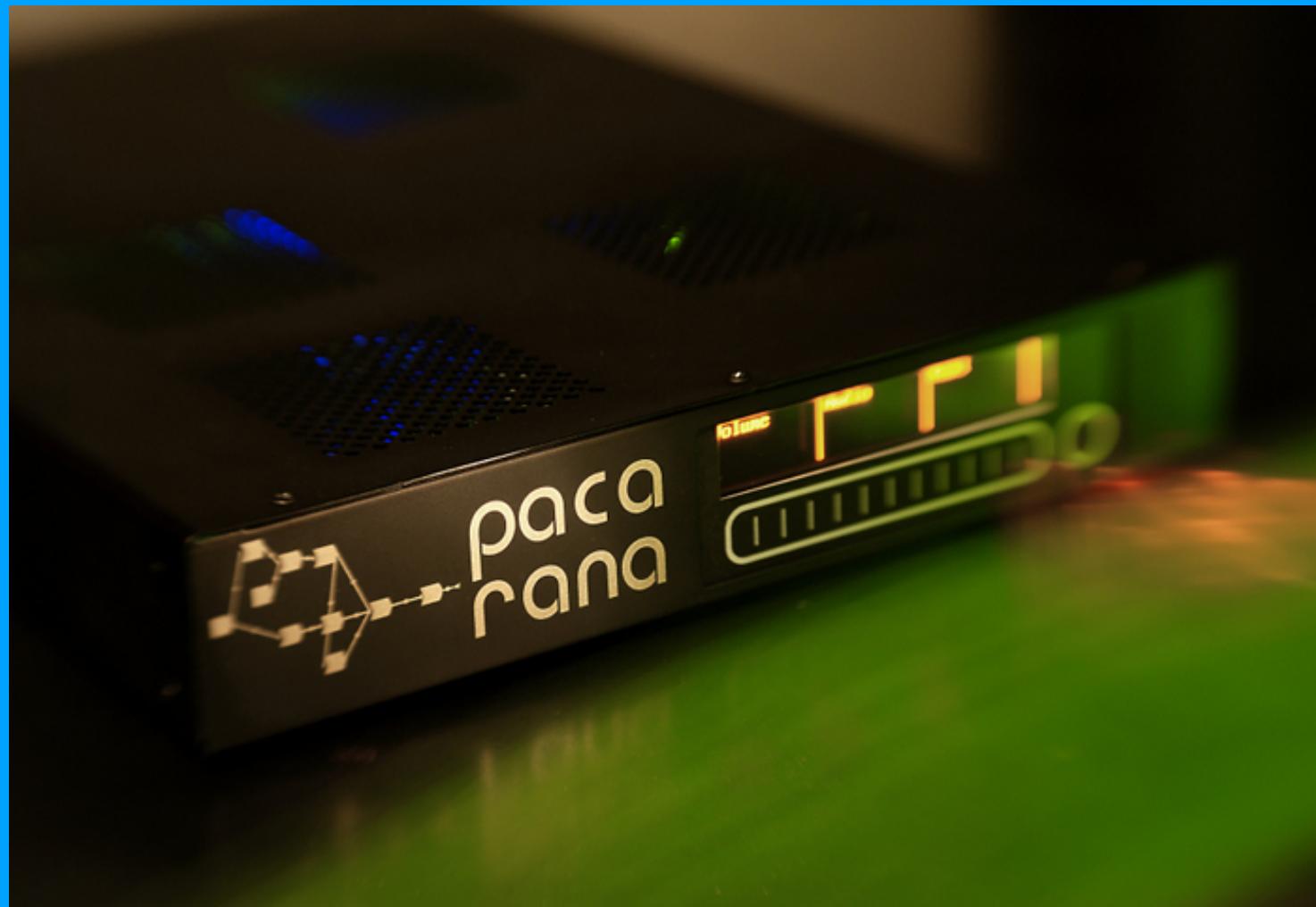


SYMBOLIC SOUND KYMA



pharo.org

- Music programming language and IDE written in Smalltalk created by Carla Scaletti and Kurt J. Hebel at Urbana Champaign, Illinois.

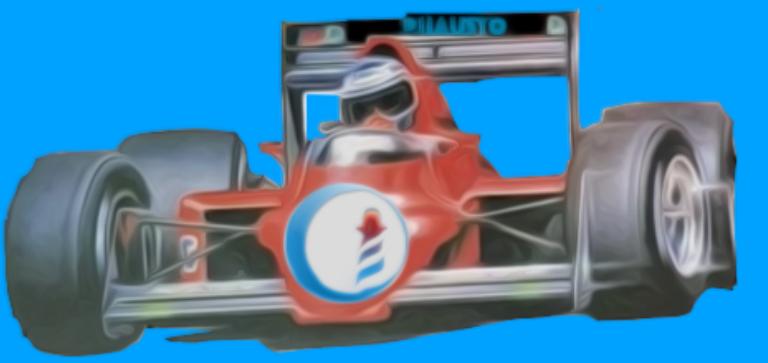


- The Smalltalk code is compiled on an external DSPs called **Capybara**, **Paca(rana)**, **Pacamara (Ristretto)**
- “The Holy Grail of sound design”



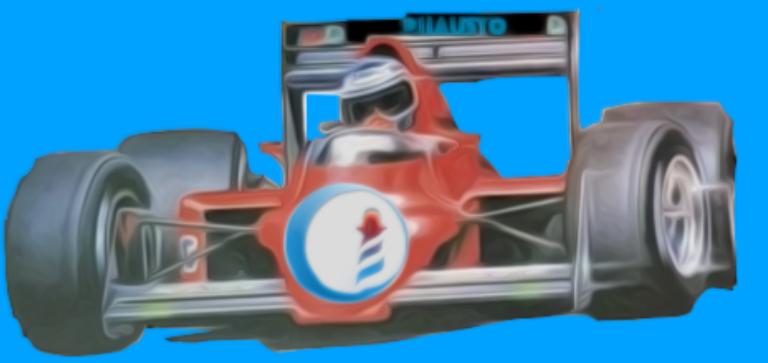
pharo.org

LEARN PHARO



- The Pharo MOOC: <https://mooc.pharo.org/>
- Advanced OOP Design and Development with Pharo:
<https://advanced-design-mooc.pharo.org/>

INSTALL PHAUSTO



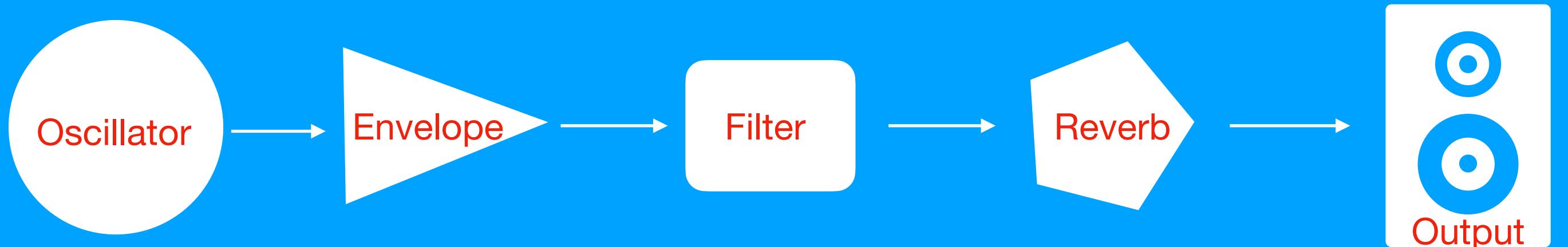
- First, download the **Pharo** launcher: <https://pharo.org/download>
- The *Pharo Launcher* is a tool allowing you to easily download Pharo core images.
- Download the packed *librariesBundle* for your platform from the Phausto repo, <https://github.com/lucretiomsp/phasto>
- Open a Playground (CMD +OW), then copy and evaluate (CMD+D) this script.

```
Metacello new  
    baseline: 'Phausto';  
    repository: 'github://lucretiomsp/phasto:main';  
    load
```

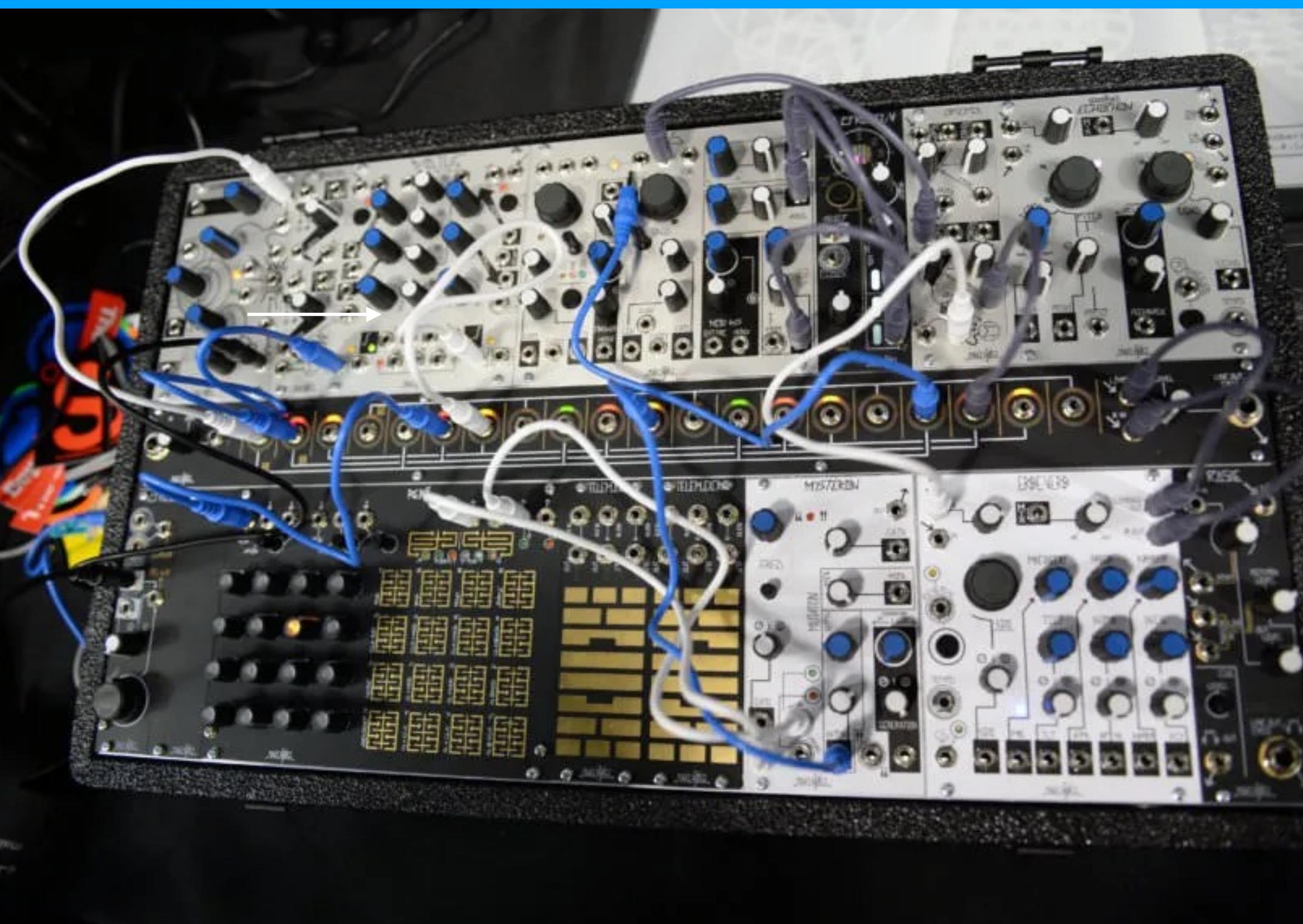
MODULAR DSP PROGRAMMING



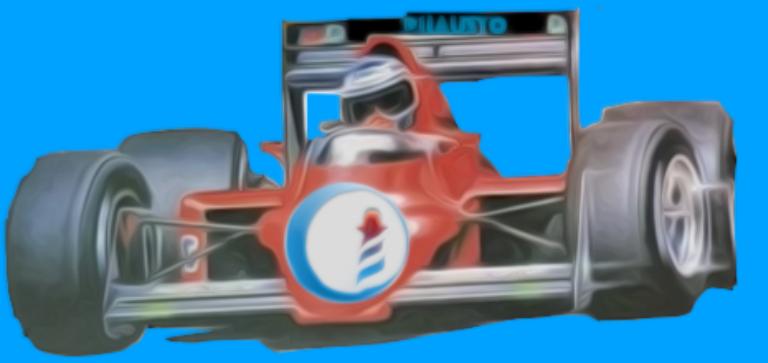
- Phausto offers an approach to develop and design synthesisers and effect that is inspired by modular synthesiser patching.
- In Phausto, we connect Unit Generator setting their members value or using the **Chuck** operator => .



Synth := SineOsc new => ADSREnv new => ResonLp new => SatRev new.



EXPORT TO Cmajor



- We can export our DSP to a Cmajor plug-in.
- We can use the plug-in we created with the Cmajor wrapper plug-in:
<https://github.com/cmajor-lang/cmajor/releases>
- Cmajor allows simple procedural DSP code to be easily composed into graph structures.
- It makes impossible to write code that can crash or break real-time safety rules.
- It can be very easily learned by anyone who's dabbled with C/C++, javascript or other C-style languages.