ANKLANG Development Details

The Anklang Project <anklang.testbit.eu>

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Abstract

API documentation and development internals of the Anklang project.

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1 ANKLANG Development Details

Technically, Anklang consists of a user interface front-end based on web technologies (HTML, DOM, CSS, JavaScript, Lit) and a synthesis engine backend written in C++.

1.1 ASE - Anklang synthesis engine

The `ase/` subdirectory contains the C++ implementation of the `AnklangSynthEngine` executable which contains the core component for audio data processing and audio plugin handling. It interfaces with the HTML DOM based user interface via an IPC layer with JSON messages that reflect the C++ API.

The synthesis engine can load various audio rendering plugins which are executed in audio rendering worker threads. The main synthesis engine thread coordinates synchronization and interafces between the engine and the UI via an IPC interface over a web-socket that uses remote method calls and event delivery marshalled as JSON messages.

1.1.1 Serialization

Building on Jsonipc, a small serializaiton framework provided by ase/serialize.hh is used to marshal values, structs, enums and classes to/from JSON. This is used to store preferences and project data. The intended usage is as follows:

```
std::string jsontext = Ase::json_stringify (somevalue);
bool success = Ase::json_parse (jsontext, somevalue);
// The JSON root will be of type 'object' if somevalue is a class instance
std::string s;                                          // s contains:
s = json_stringify (true);                              // true
s = json_stringify (-0.17);                             // -0.17
s = json_stringify (32768);                             // 32768
s = json_stringify (Ase::Error::IO);                    // "Ase.Error.IO"
s = json_stringify (String ("STRing"));                 // "STRing"
s = json_stringify (ValueS ({ true, 5, "HI" }));        // [true,5,"HI"]
s = json_stringify (ValueR ({ {"a", 1}, {"b", "B"} })); // {"a":1,"b":"B"}
```

In the above examples, `Ase::Error::IO` can be serialized because it is registered as `Jsonipc::Enum<Ase::Error>` with its enum values. The same works for serializable classes registered through `Jsonipc::Serializable<SomeCl`

[_] Serialization of class instances will have to depend on the Scope/InstanceMap, so instance pointers in copyable classes registered as `Jsonipc::Serializable<>` can be marshalled into a JsonValue (as `{$id,$class}` pair), then be resolved into an InstanceP stored in an Ase::Value and from there be marshalled into a persistent relative object link for project data storage.

1.2 Jsonipc

Jsonipc is a header-only IPC layer that marshals C++ calls to JSON messages defined in jsonipc/jsonipc.hh. The needed registration code is very straight forward to write manually, but can also be auto-genrated by using jsonipc/cxxjip.py which parses the exported API using CastXML.

The Anklang API for remote method calls is defined in api.hh. Each class with its methods, struct with its fields and enum with its values is registered as a Jsonipc interface using conscise C++ code that utilizes templates to derive the needed type information.

The corresponding Javascript code to use `api.hh` via async remote method calls is generated via `Jsonipc::ClassPrinter::to_string()` by `AnklangSynthEngine --js-api`.

- [√] `shared_ptr<Class> from_json()` - lookup by id in InstanceMap or use `Scope::make_shared` for Serializable.

- [√] `to_json (const shared_ptr<Class> &p)` - marshal Serializable or {id} from InstanceMap.
- [√] `Class* from_json()` - return `&*shared_ptr<Class>`
- [√] `to_json (Class *r)` - supports Serializable or `Class->shared_from_this()` wrapping.
- [√] `Class& from_json()` - return `*shared_ptr<Class>`, throws on `nullptr`. **!!!**
- [√] `to_json (const Class &v)` - return `to_json<Class*>()`
- [√] No uses are made of copy-ctor implementations.
- [√] Need virtual ID serialization API on InstanceMap.
- [√] Add `jsonvalue_as_string()` for debugging purposes.

1.2.1 Callback Handling

Javascript can register/unregister remote Callbacks with *create* and *remove*. C++ sends events to inform about a remote Callback being *called* or unregistered *killed*.

```
void    Jsonapi/Trigger/create (id);     // JS->C++
void    Jsonapi/Trigger/remove (id);     // JS->C++
void    Jsonapi/Trigger/_<id>  ([...]);  // C++->JS
void    Jsonapi/Trigger/killed (id);     // C++->JS
```

1.3 Ase Class Inheritance Tree

```
Ase::SharedBase
   |
   +Ase::Emittable
      |
      +Ase::Property
      |  |
      |  +Ase::Properties::LambdaPropertyImpl
      |
      +Ase::Object
         |
         +Ase::Gadget
         |  |
         |  +Ase::Device
         |  |  |
         |  |  +Ase::NativeDevice
         |  |  |  |
         |  |  |  +Ase::NativeDeviceImpl
         |  |  |
         |  |  +Ase::Track
         |  |  |  |
         |  |  |  +Ase::TrackImpl
         |  |  |
         |  |  +Ase::Project
         |  |  |  |
         |  |  |  +Ase::ProjectImpl
         |  |  |
         |  |  +Ase::ClapDeviceImpl
         |  |
         |  +Ase::Clip
         |  |  |
         |  |  +Ase::ClipImpl
         |  |
         |  +Ase::Monitor
```

```
|  |  |
|  |  +Ase::MonitorImpl
|  |
|  +Ase::Server
|  |  |
|  |  +Ase::ServerImpl
|  |
|  +Ase::GadgetImpl
|
+Ase::ResourceCrawler
   |
   +Ase::FileCrawler
```

2 Web Component Implementations

The user interface components used in Anklang are implemented as custom HTML elements and are generally composed of a single file that provides:

a) A brief documentation block;
b) CSS style information, that is extracted at build time via JsExtract;
c) An HTML layout specified with lit-html expressions;
d) An assorted JavaScript class that defines a new custom HTML element, possibly via Lit.

Simple components that have no or at most one child element and do not require complex HTML layouts with lit-html can be implemented directly via customElements.define().

Components with complex layouts that need lit-html or that act as containers with several HTMLSlotElements (for multiple types of children) which require a ShadowRoot, should be implemented as LitElements by extending LitComponent (our convenience wrapper around LitElement.

Note that a Lit component is an HTML element, it extends ReactiveElement which always extends HTMLElement and none of the other HTML element interfaces.

2.1 Legacy Vue Components

Some components are still implemented via Vue and are slowly phased out. We often use `<canvas>` elements for Anklang specific displays, and Vue canvas handling comes with certain caveats:

1) Use of the `Util.vue_mixins.dom_updates` mixin (now default) allows to trigger the `dom_update()` component method for `$forceUpdate()` invocations and related events.
2) A `methods: { dom_update() {}, }` component entry should be provided that triggers the actual canvas rendering logic.
3) Using a `document.fonts.ready` promise, Anklang re-renders all Vue components via `$forceUpdate()` once all webfonts have been loaded, `<canvas>` elements containing text usually need to re-render themselves in this case.

Envue components:

Envue components are created to simplify some of the oddities of dealing with Vue-3 components. The function `Envue.Component.vue_export` creates a Vue component definition, so that the Vue component instance (`$vm`) is tied to an `Envue.Component` instance (`$object`). Notes:

- The Vue lifetime component can be accessed as `$object.$vm`.
- The Envue component can be accessed as `$vm.$object`.
- Accesses to `$vm.*` fields e.g. from within a `<template/>` definition are forwarded to access `$object.*` fields.
- Vue3 components are Proxy objects, *but* assignments to these Proxy objects is *not* reactive.
- To construct reactive instance data with async functions, use `observable_from_getters()`.

Vue uses a template compiler to construct a render() function from HTML `<template/>` strings. The Javascript expressions in templates are sandboxed and limited in scope, but may refer to Vue component properties that are exposed through `hasOwnProperty()`. In order to support Envue instance methods and fields in template expressions, all members present after Envue construction are forwarded into the Vue component.

3 Releasing

Releases of the Anklang project are hosted on GitHub under Anklang Releases. A release encompasses a distribution tarball that has the release version number baked into the misc/version.sh script.

3.1 Versioning

The Anklang project uses **`MAJOR.MINOR.MICRO[.DEVEL][-SUFFIX]`** version numbers with the folloing uses:

- **`MAJOR`** - The major number is currently 0, so all bets are off. It is planned to signify major changes to users.
- **`MINOR`** - The minor number indicates significant changes, often these are user visible improvements.
- **`MICRO`** - The micro number increases with every release.
- **`DEVEL`** - The devel part is optional and increases with every new commit, it numbers builds between official releases. The presence of the `[.DEVEL]` part indicates a version ordered *after* its corresponding `MAJOR.MINOR.MICRO` release.
- **`SUFFIX`** - An optional suffix is sometimes used for e.g. release candidates. The presence of the `[-SUFFIX]` part indicates a version ordered *before* its corresponding `MAJOR.MINOR.MICRO` release.

Git tags are used to store release versions, development versions are derived from those tags similar to how `git describe` works. The current version can always be obtained by invoking `misc/version.sh`.

3.2 Release Assets

The script `misc/mkassets.sh` can be used to create and clean up a release build directory and it triggers the necessary rules to create a distribution tarball and to build the release assets. All assets are built from the distribution tarball without any Git dependency. Producing a distribution tarball depends on Git however.

A Appendix

A.1 One-dimensional Cubic Interpolation

With four sample values V_0, V_1, V_2 and V_3, cubic interpolation approximates the curve segment connecting V_1 and V_2, by using the beginning and ending slope, the curvature and the rate of curvature change to construct a cubic polynomial.

The cubic polynomial starts out as:

(1) $f(x) = w_3x^3 + w_2x^2 + w_1x + w_0$

Where $0 <= x <= 1$, specifying the sample value of the curve segment between V_1 and V_2 to obtain.

To calculate the coefficients $w_0, ..., w_3$, we set out the following conditions:

(2) $f(0) = V_1$
(3) $f(1) = V_2$
(4) $f'(0) = V_1'$
(5) $f'(1) = V_2'$

We obtain V_1' and V_2' from the respecting slope triangles:

(6) $V_1' = \frac{V_2 - V_0}{2}$
(7) $V_2' = \frac{V_3 - V_1}{2}$

With (6) → (4) and (7) → (5) we get:

(8) $f'(0) = \frac{V_2 - V_0}{2}$
(9) $f'(1) = \frac{V_3 - V_1}{2}$

The derivation of $f(x)$ is:

(10) $f'(x) = 3w_3x^2 + 2w_2x + w_1$

From $x = 0$ → (1), i.e. (2), we obtain w_0 and from $x = 0$ → (10), i.e. (8), we obtain w_1. With w_0 and w_1 we can solve the linear equation system formed by (3) → (1) and (5) → (10) to obtain w_2 and w_3.

(11) (3) → (1): $w_3 + w_2 + \frac{V_2 - V_0}{2} + V_1 = V_2$
(12) (5) → (10): $3w_3 + 2w_2 + \frac{V_2 - V_0}{2} = \frac{V_3 - V_1}{2}$

With the resulting coefficients:

$$
\begin{aligned}
w_0 &= V_1 && (\textit{initial value}) \\
w_1 &= \frac{V_2 - V_0}{2} && (\textit{initial slope}) \\
w_2 &= \frac{-V_3 + 4V_2 - 5V_1 + 2V_0}{2} && (\textit{initial curvature}) \\
w_3 &= \frac{V_3 - 3V_2 + 3V_1 - V_0}{2} && (\textit{rate change of curvature})
\end{aligned}
$$

Reformulating (1) to involve just multiplications and additions (eliminating power), we get:

(13) $f(x) = ((w_3x + w_2)x + w_1)x + w_0$

Based on $V_0, ..., V_3$, $w_0, ..., w_3$ and (13), we can now approximate all values of the curve segment between V_1 and V_2.

However, for practical resampling applications where only a specific precision is required, the number of points we need out of the curve segment can be reduced to a finite amount. Lets assume we require n equally spread values of the curve segment, then we can precalculate n sets of $W_{0,...,3}[i]$, $i = [0, ..., n]$, coefficients to speed up the resampling calculation, trading memory for computational performance. With $w_{0,...,3}$ in (1):

$$\begin{aligned} f(x) = & \frac{V_3 - 3V_2 + 3V_1 - V_0}{2}x^3 + \\ & \frac{-V_3 + 4V_2 - 5V_1 + 2V_0}{2}x^2 + \\ & \frac{V_2 - V_0}{2}x + \\ & V1 \end{aligned}$$

sorted for $V_0, ..., V_4$, we have:

(14)

$$\begin{aligned} f(x) = & V_3\,(0.5x^3 - 0.5x^2) + \\ & V_2\,(-1.5x^3 + 2x^2 + 0.5x) + \\ & V_1\,(1.5x^3 - 2.5x^2 + 1) + \\ & V_0\,(-0.5x^3 + x^2 - 0.5x) \end{aligned}$$

With (14) we can solve $f(x)$ for all $x = \frac{i}{n}$, where $i = [0, 1, 2, ..., n]$ by substituting $g(i) = f(\frac{i}{n})$ with

(15) $g(i) = V_3W_3[i] + V_2W_2[i] + V_1W_1[i] + V_0W_0[i]$

and using n precalculated coefficients $W_{0,...,3}$ according to:

$$\begin{aligned} m = & \frac{i}{n} \\ W_3[i] = & \quad 0.5m^3 - 0.5m^2 \\ W_2[i] = & -1.5m^3 + 2m^2 + 0.5m \\ W_1[i] = & \quad 1.5m^3 - 2.5m^2 + 1 \\ W_0[i] = & -0.5m^3 + m^2 - 0.5m \end{aligned}$$

We now need to setup $W_{0,...,3}[0, ..., n]$ only once, and are then able to obtain up to n approximation values of the curve segment between V_1 and V_2 with four multiplications and three additions using (15), given $V_0, ..., V_3$.

A.2 Modifier Keys

There seems to be a lot of inconsistency in the behaviour of modifiers (shift and/or control) with regards to GUI operations like selections and drag and drop behaviour.

According to the Gtk+ implementation, modifiers relate to DND operations according to the following list:

Table 1: GDK drag-and-drop modifier keys

Modifier		Operation	Note / X-Cursor
none	→	copy	(else move (else link))
SHIFT	→	move	GDK_FLEUR
CTRL	→	copy	GDK_PLUS, GDK_CROSS

Modifier		Operation	Note / X-Cursor
SHIFT+CTRL	→	link	GDK_UL_ANGLE

Regarding selections, the following email provides a short summary:

```
From: Tim Janik <timj@gtk.org>
To: Hacking Gnomes <Gnome-Hackers@gnome.org>
Subject: modifiers for the second selection
Message-ID: <Pine.LNX.4.21.0207111747190.12292-100000@rabbit.birnet.private>
Date: Thu, 11 Jul 2002 18:10:52 +0200 (CEST)

hi all,

in the course of reimplementing drag-selection for a widget,
i did a small survey of modifier behaviour in other (gnome/
gtk) programs and had to figure that there's no current
standard behaviour to adhere to:

for all applications, the first selection works as
expected, i.e. press-drag-release selects the region
(box) the mouse was draged over. also, starting a new
selection without pressing any modifiers simply replaces
the first one. differences occour when holding a modifier
(shift or ctrl) when starting the second selection.

Gimp:
Shift upon button press:        the new seleciton is added to the existing one
Ctrl upon button press:         the new selection is subtracted from the
                                existing one
Shift during drag:              the selection area (box or circle) has fixed
                                aspect ratio
Ctrl during drag:               the position of the initial button press
                                serves as center of the selected box/circle,
                                rather than the upper left corner

Gnumeric:
Shift upon button press:        the first selection is resized
Ctrl upon button press:         the new seleciton is added to the existing one

Abiword (selecting text regions):
Shift upon button press:        the first selection is resized
Ctrl upon button press:         triggers a compound (word) selection that
                                replaces the first selection

Mozilla (selecting text regions):
Shift upon button press:        the first selection is resized

Nautilus:
Shift or Ctrl upon buttn press: the new selection is added to or subtracted
                                from the first selection, depending on whether
                                the newly selected region was selected before.
                                i.e. implementing XOR integration of the newly
                                selected area into the first.
```

i'm not pointing this out to start a flame war over what selection style
is good or bad and i do realize that different applications have
different needs (i.e. abiword does need compound selection, and
the aspect-ratio/centering style for gimp wouldn't make too much
sense for text), but i think for the benfit of the (new) users,
there should me more consistency regarding modifier association
with adding/subtracting/resizing/xoring to/from existing selections.

---
ciaoTJ