

FEEVER: 18-Month Review Meeting

ARMINES/MINES ParisTech, GRAME, INRIA, UJM/CIEREC

October 13, 2015



FEEVER: FAUST Environment Everywhere



What are we aiming for?

- Notation: standard language for audio signal processing
- Efficiency: fast and reliable implementations
- Deployment: target all platforms (desktop, Internet, mobile...)
- Accessibility: seamless and universal compilation technology
- Education: tools and content for audio teaching

► The FAUST world (OWL, Awabot, Smartphones, moForte Guitar, Web Hapsichord, moForte Geo Shred)



How do we get there?

FEEVER package structure:

- Notation: T1 Models, T2 Compiler
- Efficiency: T1 Models, T2 Compiler
- Deployment: T3 Ubiquity.
- Accessibility: T3 Ubiquity, T4 Education
- Education: T4 Education

An interdisciplinary team

... a wide-ranging project

..... a fast-moving world (standards, devices, interactions)

- Packages (results, perspectives):
 - Models
 - Compiler
 - Ubiquity
 - Education
- Highlights:
 - Liquid Clocks
 - FAUST Everywhere Development
 - jsCoq
 - Clavecin+ and Web Hapsichord
- Conclusion

Deliverables:

- Extensive survey of literature on synchronous programming
- Lots of work on Coq formalism and proofs (stability, DFT, unitariness, linearity)
- (new) Theory of Liquid Clocks

Assessment:

- 60%
- Multi-rate vector model (towards “spectral” FAUST)
- Code optimisation (theory)

Deliverables:

- Multi-rate code generator (prototype)
- (new) “control” signal processor

Assessment:

- 20%
- Type and rate inference (formalism, algorithm)
- Multi-rate code generator (production)
- Code optimisation (implementation)
- Real-time constraints

Deliverables:

- Lots of cool new technologies
- Compilation:
 - FaustWeb (*Compiler-as-a-Service*)
 - Embeddings (Max/MSP, CSound)
- FaustLive (browser-based Faust development, smartphones)
- (new) javascript backend and library for WebAudio API
- (new) Architecture files (ROS, OWL)

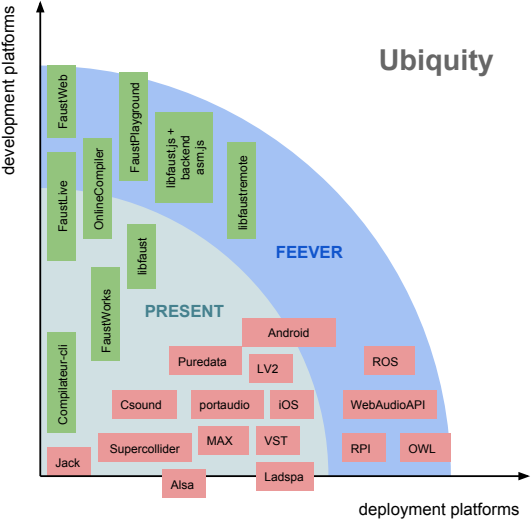
Assessment:

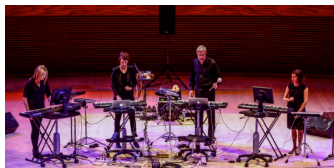
- 90%
- Multi-rate architecture files

FEEVER Packages



T3 Ubiquity (2/2)





Deliverables:

- RIM, Licence- and Master-level material (oral, projects)
- (new) FaustPlayground web environment for kids
- (new) Coq-to-javascript compiler
- and lots of events
(Clavecin exhibit, *Turenas* and J. Smith's course at Stanford...)

Assessment:

- 30%
- Updated documentation (multi-rate)
- Tutorial on analysis-synthesis techniques
- Licence- and Master-level material (text)

- Generalization of FAUST type and rate system with value-dependent logico-numerical properties

$$\begin{array}{ll} s ::= \langle v : b \mid p \rangle & \text{stream type} \\ p ::= q \mid p \wedge p \mid p \Rightarrow p & \text{properties} \end{array}$$

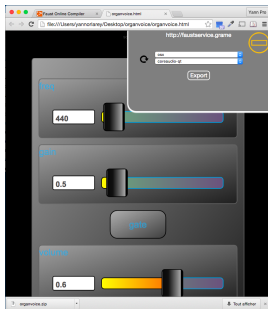
- Quantitative properties of time-critical stream functions

$$E \vdash \text{mod} : \langle x : \text{int} \rangle \rightarrow \langle y : \text{int} \mid y > 0 \rangle \rightarrow \langle v : \text{int} \mid (\hat{x} \Leftrightarrow \hat{y} \Leftrightarrow \hat{v}) \wedge \hat{v} \Rightarrow (v = x \text{ mod } y) \rangle$$

- Subject reduction theorem
- *Perspectives*: SAT/SMT, safety properties (progression, determinism), FAUST property checking (bounds, on/off)

- A unique sound technology on every platform
- Development via compilation anywhere: FaustLive, Max/MSP, FaustPlayground, online compiler, Csound, Antescofo...
- Compilation chain

```
1 // declare name "reverb_voice",
2 // declare description "reverb voice of a very simple reverb",
3 // imports "math.lib"
4 // open voice using 3 size oscillators
5 // process = sum(freq + 0.5*sum(i,1,freq) + 0.3*sum(i,1,freq)
6 //           + 1*sum(i,1,freq) + 0.2*sum(i,1,freq))
7 //           + 1*sum(i,1,freq))
8 //           + 1*sum(i,1,freq))
9 //           + 1*sum(i,1,freq))
10 //           + 1*sum(i,1,freq))
11 //           + 1*sum(i,1,freq))
12 // // MIDI interface
13 // freq = ballism("freq[0-10]", 440, 20, 2000, 1) // controlled by MIDI keypad key
14 // gain = ballism("gain", 0.5, 0, 10, 0.1) // controlled by MIDI keypad velocity
15 // gate = button("gate") // controlled by MIDI keypad-velocity
16 // reverb = ballism("reverb", 0.4, 0, 1, 0.01) // s
17 // // implementation
18 // // process(f) = f * sum(i,1,freq) + ...
19 // // sum(f) = sum(f[1-99] + delay
20 // //         + 1*sum(i,1,freq))
21 // //         + 1*sum(i,1,freq))
```



▶ FAUST Everywhere development

■ Perspectives: Multi-rate integration

Clavecín+ and Web Hapsichord (T3, T4)



- Clavecín+ dedicated synthesizer box
- FAUST-based physical modeling
- Musée d'art et d'industrie de Saint-Etienne, Musée de la Cité de la musique (Paris)
- Just inaugurated (September, 2015)
- *Perspectives*: more advanced physical modeling, [▶ Web Hapsichord](#)

Self-assessment:

- Project on track (roadmap, finance)
- Exciting new prospects for science and technology advances
- *Key challenge*: multi-rate model and compiler
- Rich academic output (see report)
- Excellent interactions and cooperation between partners
- Formalized governance
- Good relationships with Imaginove and innovative companies

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