

PHAUSTO:

FAST AND ACCESSIBLE DSP

PROGRAMMING WITH PHARO

Made

· FAUST ·

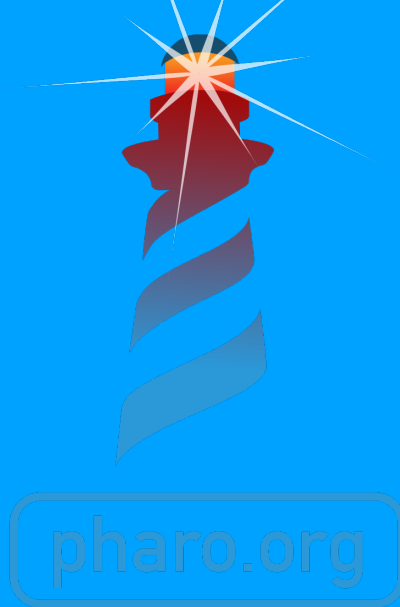
With



WHAT IS PHAUSTO?



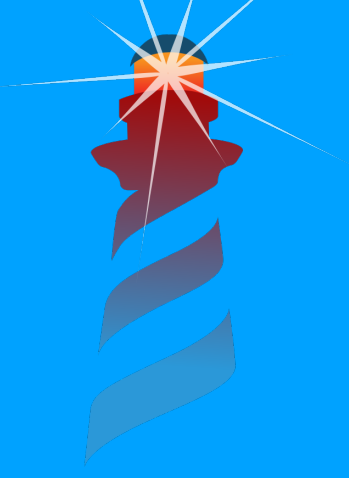
- **Phausto** is a multi-platform library and API that enables the programming Digital Signal Processors (DSPs) and sound generation in **Pharo**
- The audio is generated through FFI calls to a *dynamic engine* that computes audio signal by leveraging the power on an embedded **FAUST** compiler.
- Phausto 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** 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 with an integrated framework for SUnit Tests



pharo.org

SYNTAX FIT A POSTCARD



- 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

Pharo

```

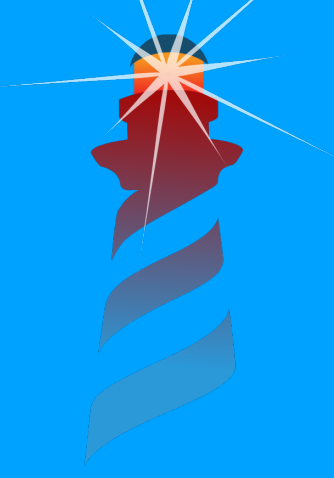
exampleWithNumber: x

<syntaxOn: #postcard>
"A ""complete"" Pharo syntax"
| y |
true & false not & (nil isNil)
ifFalse: [ self perform: #add: with: x ].
y := thisContext stack size + super size.
byteArray := #[2 2r100 8r20 16rFF].
{ -42 . #($a #a #'I' 'm' 'a' 1.0 1.23e2 3.14s2 1) }
do: [ :each |
| var |
var := Transcript
show: each class name;
show: each printString ].
^ x < y

```

PLACE STAMP HERE

<https://www.pharo.org>

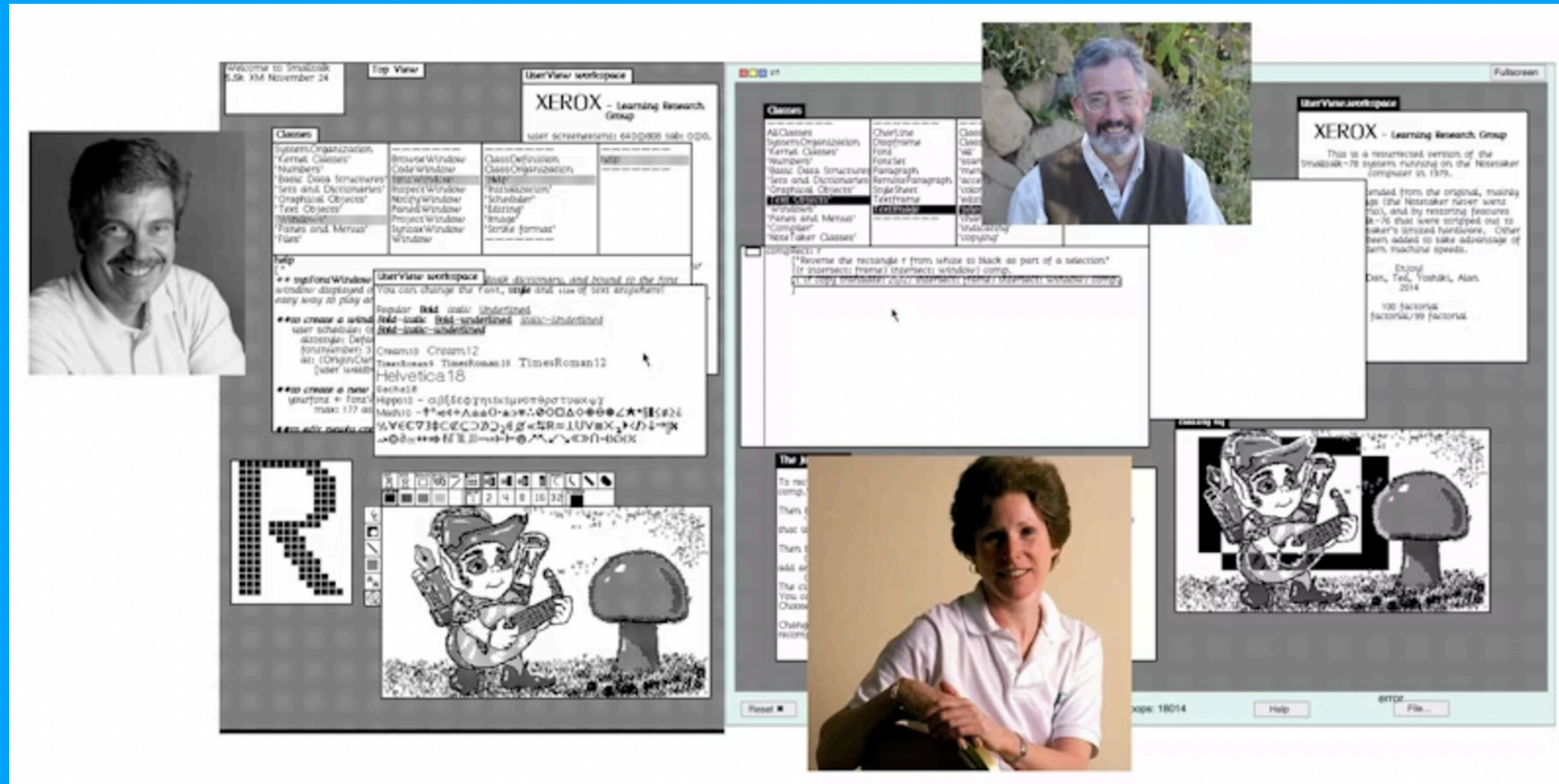


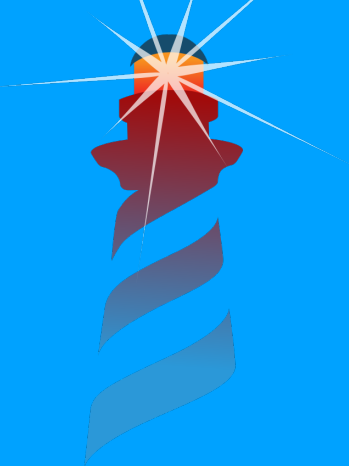
pharo.org

WHAT IS SMALLTALK?



- 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



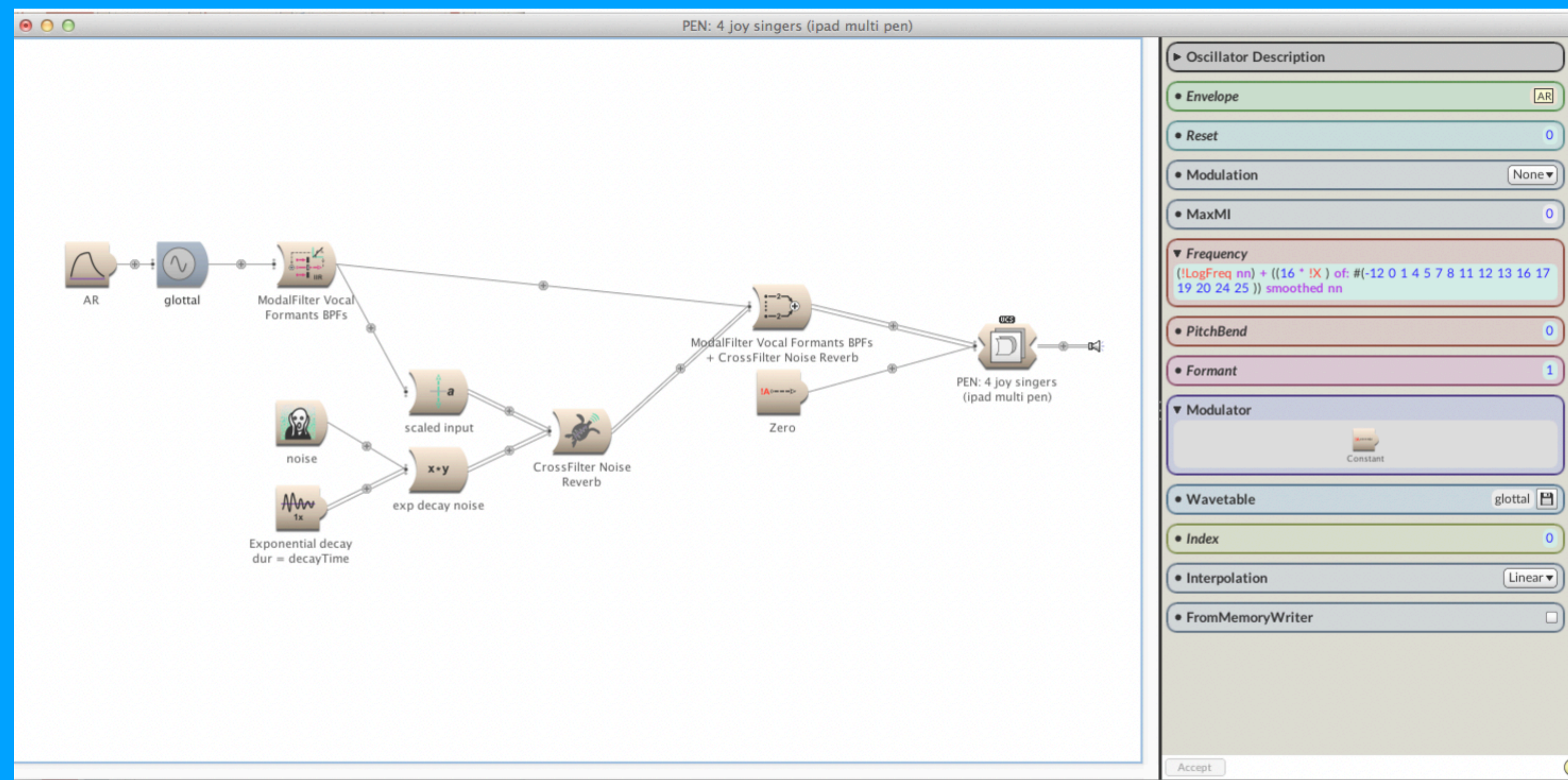


pharo.org

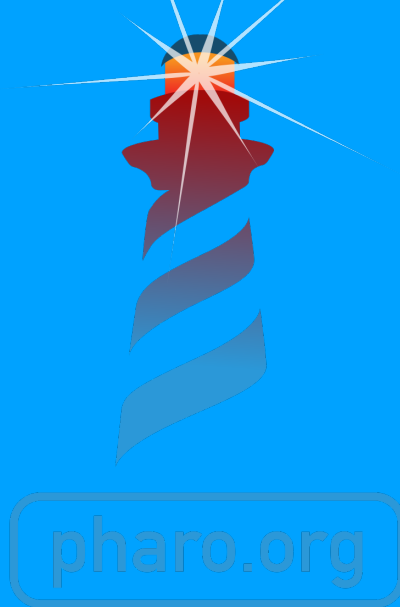
SYMBOLIC SOUND KYMA



- 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”



LEARN PHARO



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

INSTALL PHAUSTO



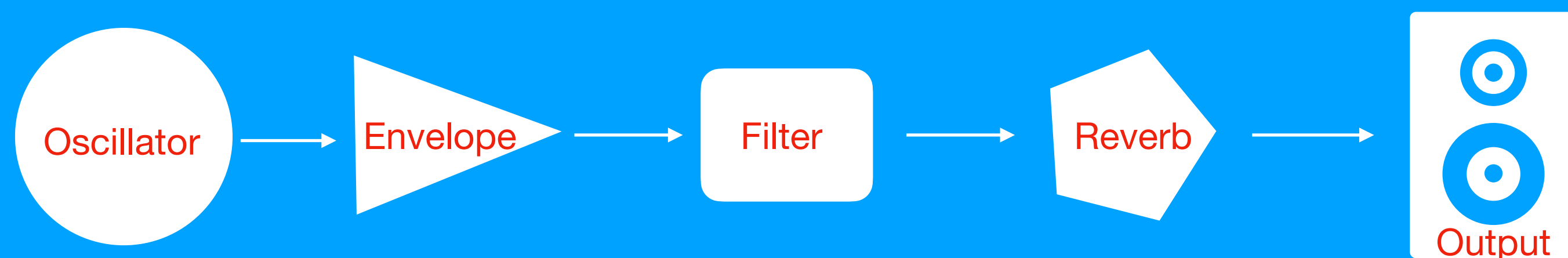
- First, download the **Pharo** launcher: <https://pharo.org/download>
- The *Pharo Launcher* is a tool allowing you to easily download Pharo core images.
- Download the packed *librariesBundle* for your platform from the Phausto repo, <https://github.com/lucretiomsp/phausto>
- Open a Playground (CMD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

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

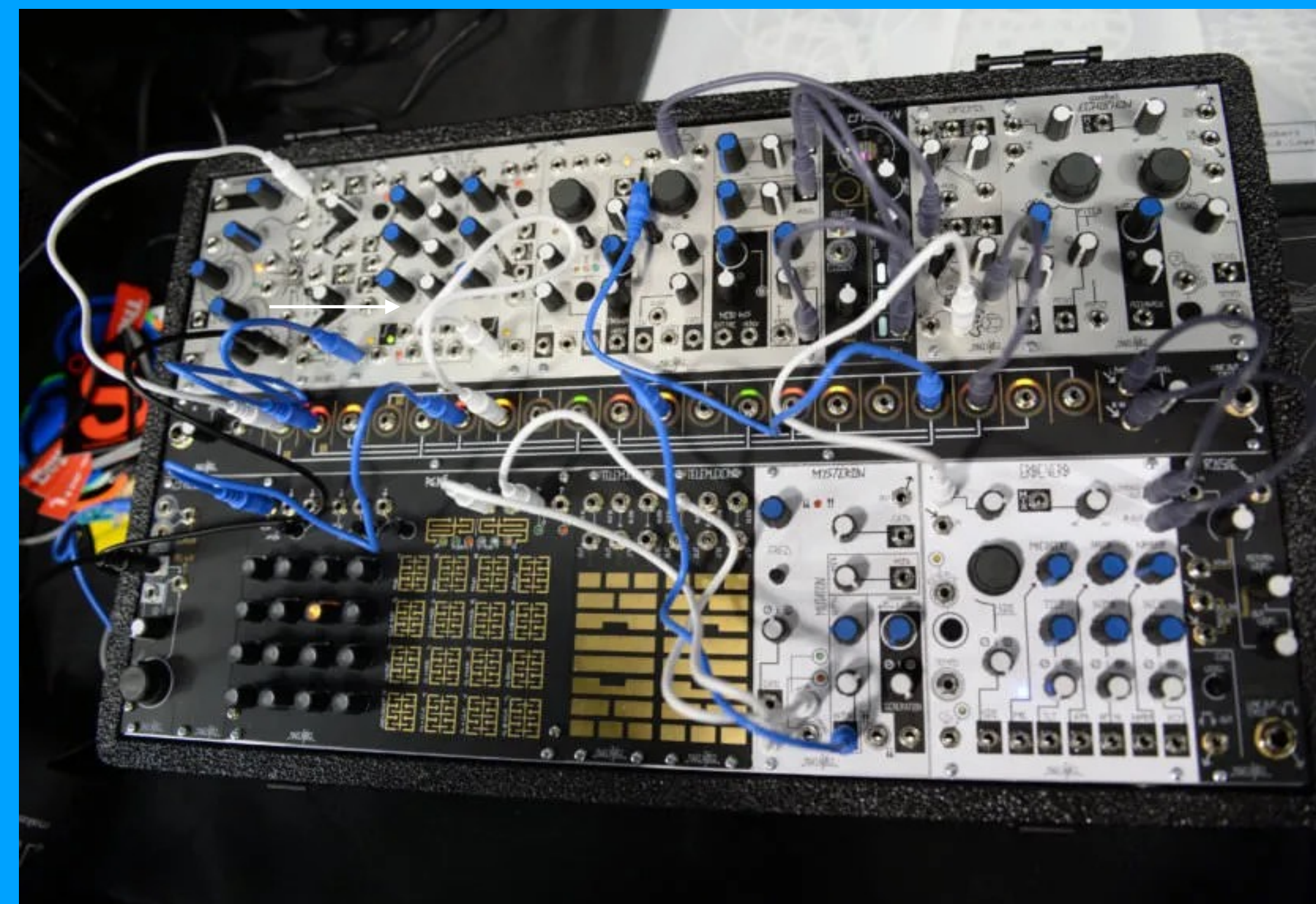

MODULAR DSP PROGRAMMING



- 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 we the Cmajor wrapper plug-in:
<https://github.com/cmajors-lang/cmajors/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.