ORIGINAL

SPEECH HANDLER

EXTERNAL REFERENCE SPECIFICATION

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1.0 PURPOSE

1.1 Introduction

The Speech Handler shall be an ATARI compatiable I/O handler that shall be designed under the criteria described in all applicable documents (see section 2.0). It shall be designed to interface with the VOTRAX SC01 speech chip for the ATARI 1400XL and 1450XLD home computers.

There are several levels of speech representation which shall be supported to drive the SC01 speech device:

'heloe'	World English Spelling of "hello".
'H EH1 EH2 L O1 PA0'	Votrax symbolic phoneme representation of "hello ".
1B 02 01 18 35 03	Votrax numeric phoneme representation of "hello", in hexadecimal.

In order to allow for upward mobility of application and user software to other speech chips which might be utlizied in Atari's future products, all speech data will be identified as being of a specific (device dependent) type and form. Future products will be albe to accept data of their native type as well as translate data of older types to the closest equivalent sound in their new hardware.

The three forms supported for the SC01 are called '1P' (type #1, phonetic form), '1S' (type #1, symbolic form) and '1N' (type #1, numeric form), and future type/forms for the SC02 (or any other device) might be called '2P', '2P', '2S' and '2N'. Perhaps even a '2T' (type #2, text form) might be supported.

The handler shall also support both upper-case and lower-case letters in Phonetic and Symbolic translation.

1.2 Consumer Profile

The Speech Handler shall be a user transparent handler similar to existing I/O handlers.

1.3 Interface with Other Products

The Speech Handler is not compatible with any existing ATARI software except to interface with the SURELY OS.

1.4 Family of Products

The Speech Handler shall be in the SYSTEMS category of ATARI home computer products

2.0 APPLICABLE DOCUMENTS

1. SURELY ERS revision 2 04/08/83

2. THE SOFTWARE IMPLEMENTATION OF PARALLEL HANDLERS AND DRIVERS
   draft 03/30/83

3.0 REQUIREMENTS

3.1 Interfaces

3.1.1 Initialization

The Speech Handler initialization routine will:

1. Set device mask (PDVMSK) and clear IRQ mask (PDIMSK)
2. Set handler table (HATABS)
3. Send a STOP phoneme to the SC01
4. Check for Self-Test mode
   The self-test shall be invoked when:
    1. COLDSTART is active
    2. OPTION key is pressed
    3. NO disk is to be booted

3.1.2 Handler/CIO interface

The device name is 'V:'

The BUS I.D. = $60

The parallel device number = $07

3.1.2.1 Open

The IOCB buffer pointer shall point to a sequence of ATASCII characters of the form shown.

```
V<type>:<form>mode><EOL>

where:<type> = '1'
      <form> = 'P' for World English Spelling phonetic form
               'S' for Votrax symbolic form,
               'N' for Votrax numberic form,
               'U' for user specified symbolic form.
      <mode> = 'D' for direct mode,
               'S' for semi-buffered mode,
               'F' for fully buffered mode.
```

In response to an OPEN command, the handler initializes the output FIFO, resets all handler database bariables and flags, initializes the translate table pointer, and sends a STOP phoneme to the SC01. If the SC01 does not respond with an READY status within 100 milliseconds, an error status is returned.

If the form is 'U', the user is responsible for providing the address of his translate table by issuing a SPECIAL command after the OPEN. By using a special sequence using PUT-BYTE.

If not specified, the type, form and mode default as shown below.

<type> = '1'.
<form> = 'N'.
<mode> = 'D'.

Error conditions:

$8A Votrax not responding.
$84 Invalid type (not equal to '1').
$84 Invalid form (not equal to 'P', 'N', 'S', or 'U').
$84 Invalid mode (not equal to 'D', 'S', or 'F').

3.1.2.2. Close

In response to a CLOSE command, the handler sends a STOP phoneme to the SC01.

Error conditions:

none

3.1.2.3 Put-Byte

The handler accepts a single byte (character) of phonetic form, symbolic form, user form or numeric form data. The data is in the A register; the handler returns status in the Y register. The table below shows the processing that occurs for each byte, depending upon the form and mode.

FORM	MODE	PROCESS
N	D	The phoneme is output to the SC01, and the handler waits for the next SC01 request before returning.
	S	The handler waits for the SC01 to request a byte, outputs the phoneme to the SC01 and then returns.
	F	The byte goes to the output FIFO. If the FIFO is full, the handler loops waiting for an empty slot.
P,S,U	D	A token is assembled, translated to the proper numeric code, and then procedes as in N-D above.
	S	A token is assembled, translated to the proper numeric code, and then procedes as in N-S above.

F A token is assembled, translated to the proper numeric code, and then that phoneme is inserted to the output FIFO.

When operating in the fully buffered mode, the handler enables the SC01 interrupt, so that the handler's interrupt service routine can empty the FIFO. Put-Byte is responsible for incrementing the phoneme counter and the marker counter in direct and semi-buffered mode.

Error conditions:

$84 Unrecognizable text token.

SPECIAL FUNCTION

SPECIAL FUNCTION is implemented thru PUT-BYTE.

A "Special Sequence" can set:

1. User defined FIFO buffer location and size.
2. User defined translation routine location and translation table location.
3. User code appended to handler IRQ service routine.

To set-up a Special Sequence the user should do the following:

1. Store a non-zero value in CMCMD ($07).
2. Send escape character ($1B) with Put-Byte.
3. Send one of the following command directives with Put-Byte.

'B' To indicate buffer information followed by 1-byte FIFO size followed by 2-byte FIFO Addr.

'T' To indicate translaton information followed by 2-byte xlation routine location follwed by 2-byte xlation table location.

'V' To indicate next two bytes are users sync code.

A 0 indicates that the handler will ignore that particular setting, and will keep the current settings. For example this special sequence:

```
CMCMD <> 0
PUT-BYTE-> $1B, 'B', 0, 06, 00
INDICATES
     SET BUFFER LOCATION TO HEXIDECIMAL 600
     AND KEEP THE CURRENT BUFFER SIZE.
```

2-Byte addresses are HI folowed by LOW.

3.1.2.4 Get-Byte

Get-Byte will return a 'Function not implemented' in the Y register and return to the OS.

3.1.2.5 Special

Special will return a "Function not implemented" in the Y register and return to the OS.

3.1.2.6 Interrupt Service Routine

This routine will empty the FIFO buffer one character at anytime. Upon an IRQ the service routine shall:

1. Obtain a translated phoneme from FIFO buffer.
2. Output phoneme to SC01.

If buffer is empty the service routine shall disable SC01 IRQ's

In fully buffered mode the IRQ service routine is responsible for incrementing the marker counter and the phoneme counter

3.1.2.7 Low Level I/O

The Low-Level routine will clear the carry bit and return to the OS. This is so future Vx: devices can answer the Low-Level call.

3.2 FUNCTIONAL DESCRIPTION

3.2.1 Handler functionality

The handler shall be able to output speech data (phonemes) when presented with data in any of three user formats: phonetic, symbolic or numeric. In the phonetic and symbolic formats, a phoneme is represented by one to three ATASCII characters followed by a delimiter character; the handler converts each symbolic phoneme to one or more six bit numeric phoneme codes. In the numeric format, a phoneme is comprised of the lower six bits of an eight bit byte, which is assumed to contain the numeric phoeme code.

In addition, the handler shall have three output modes: direct, semi-buffered and fully-buffered. The output characteristics of the three modes are described below.

1. Direct output phoeneme: wait for SC01 READY, then return to caller.
2. Semi-buffered: wait for prior phoneme done, output new phoneme, then return to caller.
3. Fully-bufered: output all phonemes at interrupt level.

The caller may determine the completion of a phoneme string or synchronize himself to specific phonemes by any of several techniques, as listed below.

Phoneme counter in database. The handler shall maintain a one byte counter in the PBI database area and in location VPCTR($3ED) which shall be incremented as each phoneme is strobed, into tne SC01. Thıs variable may be examined and/or altered by the caller at will. The phoneme coutner variable shall also be passed as the first variable on a status call (DVSTAT).

FIFO control in database. There shall be a FIFO associated with the handler which shall be used when phoneme output is to be fully buffered. Thıs FIFO and its control elements are resident in the PBI database area and may be examıned (but not altered) by the caller at will.

Markers. There shall be one or more codes reserved for "markers". When a marker is about to be processed as phoneme data, the handler shall increment a marker variable in the PBI database area, in location VMCTR($3EE) and produce a null phoneme (zero duration). The marker counter variable shall also be passed as the second variable in a status call (DVSTAT+1).

The user may append syncronization code to the handler's IRQ servıce routıne through one of the special sequences. It is the responsibiııty of the user to control interrupt timing.

Which technique to use is a function of: 1) tne output moae selected, 2) how well the caller's records map to the synchronization poınts, and 3) whether the handler is called directly by the user or is invoked through CIO.

3.2.2 Speech Data Formats

1. World English Spelling - "hello" is shown encoded in WES format, which requires 6 characters (see 4.1 for more information).

```
+-----------+
|H E L O E  |
+-----------+
```

For the P form, the following characters are treated as word delimiters and produce pauses:

' '   space produces a short pause.
','   comma produces an short pause (intermediate when followed by a space).
'.'   period produces a long pause.
'?'   question mark produces a long pause.

For the P form, the hyphen is a token delimeter which allows the handler to unambiguously process the multi-character tokens. For example the word 'mishap' would be spelled 'mis-hap'.

For the P form, the ATASCII EOL is ignored.

The asterisk character is treated as a marker by the handler.

2. Symbolic - "hello" is shown encoded in Votrax symbolic format, which requires 18 characters (see 4.2 for more information).

```
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
|H   E H 1   E H 2   L   0 1   P A 0|
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
```

For the S form, the following character are treated as token delimiters and do not produce or alter phonemes:

' '	space
','	comma
'.'	period
'?'	question mark
'-'	hyphen
<EOL>	ATASCII end of the line

The asterisk character is treated as a marker by the handler.

3. Numeric - "hello" is shown encoded in Votrax numeric format, which requires 6 bytes.

```
+--+--+--+--+--+--+
|1B 02 01 18 35 03|
+--+--+--+--+--+--+
```

All bytes received by the handler are truncated to 6 bit phoneme values and sent to the SC01, with the following two exceptions:

$9B is an EOL and is ignored by the handler (null operation).
$7F is the code for a marker.

3.2.3 Implementation Details

FIFO related items:

If the FIFO fills in mid-record, the handler waits until there is room in the FIFO for the next phoneme.

FIFO size is limited to 255 items (phonemes and markers). The default FIFO contains up to 32 items.

Translate table related items (see 3.2.3 for more information):

Each translate table is limited to 256 bytes.

RAM memory utilization (XX bytes available):

Phoneme counter [1].
Marker flag [1].

FIFO input index [1].
FIFO output index [1].
FIFO size [1].
FIFO base pointer [2].

FIFO phoneme counter [1].

Default FIFO buffer [32].

Current data type [1].
Current data form [1].
Current output mode [1].

Translate table base pointer [2].
Translate table offset [1].
Translate routine base pointer [2].

2	2-byte temporaries [4].
2	1-byte temporary [2].
1	1-byte flag for special [1]
1	2-byte user sync vector [2].

3.2.3 Translate Table Format

The speech translate table is a state table that allows the translator to be implemented as a finite state machine (FSM). The advantages of this approach are two fold: 1) the table is very compact, and 2) the FMS requires character storage for only one character at a time, rather than the characters for one complete token at a time.

The translate table consists of a collection of multiple byte entries. Each entry consists of a match character followed by a match directive which is to be executed if the input character matches the match character. In general, the match directive will advance the FSM to a new state, and may in addition produce one or more output phonemes.

The formats for the match byte and directive byte are shown below.

```
Match byte:          +-+-+-+-+-+-+-+-+
                     |0|  match char |   match character
                     +-+-+-+-+-+-+-+-+

                     +-+-+-+-+-+-+-+-+
                     |1|   xxx       |   NIL
                     +-+-+-+-+-+-+-+-+

Directive byte:      +-+-+-+-+-+-+-+-+
                     |0 0|  phoneme  |   SC01 phoneme code
                     +-+-+-+-+-+-+-+-+

                     +-+-+-+-+-+-+-+-+
                     |0 1 0|     n   |   n phonemes follow
                     +-+-+-+-+-+-+-+-+

                     +-+-+-+-+-+-+-+-+
                     |0 1 1|  code   |   special action code
                     +-+-+-+-+-+-+-+-+   (see Note 1, below)

                     +-+-+-+-+-+-+-+-+
                    |1|    offset    |    offset to next state
                    +-+-+-+-+-+-+-+-+     (see Note 2, below)
```

Note 1 -- Special actions include the following:

```
     delimiter (ignore).        = $60+2
     generate a maker.          = $60+1
     error (invalid token).     = $60+0
```

Note 2 -- The offset is used to update the translate table index as follows:

index = (index + offset) mod 256

This implies the following:

The maximum table size is 256 bytes.

All state transitions are in the foreward direction, except for the transition to the top level state which is implicit in the specification of the FSM.

A state transition destination must be within 127 bytes of the source directive.

The FSM scanner operates with the input data as described below.

1. The translate table index is set to the beginning of the translate table (=0).
2. A new character is obtained.
3. The scanner scans the table linearly trying to find a match between the token character and one of the table entry match characters before a NIL entry is seen.
4. If a match is found, the scanner processes the match directive and does one of the following actions, based upon the type of directive.

    a. If the directive is a phoneme or multiple phonemes, the phoneme(s) are output and scanning proceeds at step 1.

    b. If the directive is a special action, the specified action is taken and scanning proceeds at step 1.

    c. If the directive is a table offset (new state), the table index is updated as specified and scanning proceeds at steop 2.

5. If a match is not found (NIL found first), the scanner processes the match directive associated with the NIL and does one of the following actions, based upon the type of directive.

a. If the directive is a phoneme or multiple phonemes, the phoneme(s) are output and scannign proceeds at step 6.

b. If the directive is a special action, the specified action is taken and scanning proceeds at step 6.

c. If the directive is a table offset (new state), the table index is updated as specified and scanning proceeds at step 2.

6. The table pointer is set to the beginning of the translate table (this is the same as step 1).

7. Scanning proceeds at step 3, using the character that produced the NIL match.

The translate table for the SC01 Symbolic Format is shown in 4.3 and the translate table for the World English Spelling Format is shown in 4.4.
O

3.3 PERFORMANCE REQUIREMENTS

3.4 DESIGN REQUIRMENTS

These items represent design requirements for the hardware interface.

1. A VOTRAX SC01 speech chip will be utilized.

2. One phoneme (6 bits) of external buffering is provided. This latch can be accessed by writing to addresses $D104 to $D107. This causes the contents of the data bus to be latched as an output to the SC01.

3. The computer has direct control of the SC01 STB line. This strobe is accessed at addresses $D100 TO $D103. A write to any of these addresses causes a strobe to be sent to the SC01 that indicates that valid data is present in the phoneme selection latch.

4. A status bit and disableable IRQ interrupt is associated with the SC01 A/R line. Bit 7 of the data latch acts as the IRQ interrupt enable/disable switch. Bit 7 cleared indicates IRQ's are disabled. Bit 7 set indicates IRQ's are enabled. Bit 7 of address $D1FF represents the A/R line. Bit 7 set indicates the SC01 is processing a phoneme and Bit 7 cleared indicates the SC01 is ready.

There is no pitch/inflection control.

There is no volume control.

3.5 PACKAGING REQUIREMENTS

The speech hardware shall be designed for internal construction within the 1400XL and the 1450XLD computers. See 3.4.

3.6 SPECIAL REQUIREMENTS

4.1 — World English Spelling Form

Speech Token	Sound	Votrax Equivalent
0	ZERO	Z/12+I2/0A+R/2B+0/26
1	ONE	W/2D+UH1/32+N/0D
2	TWO	T/2A+U/28
3	THREE	TH/39+R/2B+E/2C
4	FOUR	F/1D+O2/34+R/2B
5	FIVE	F/1D+AH1/15+EH3/00+Y/29+V/0F
6	SIX	S/1F+I1/0B+K/19+S/1F
7	SEVEN	S/1F+EH1/02+V/0F+EH2/01+N/0D
8	EIGHT	A/20+Y1/22+T/2A
9	NINE	N/0D+AH1/15+EH3/00+Y/29+N/0D
a	fAt	AE /2E
aa	fAther	AH1/15
ae	pAy	A /20 + Y/29
ar	fAR	AW2/30 + AH2/08 + R/2B
au	tAUt	AW /3D
b	But	B /0E
ch	CHum	T /2A + CH /10
d	Dig	D /1E
e	sEt	EH3/00
er	gathER	ER /3A
f	Fat	F /1D
g	Gum	G /1C
h	Hat	H /1B
i	In	I /27
ie	tIE	AH2/08 + EH3/00 + Y/29
j	Jam	D /1E + J /1A
k	Kit	K /19
l	Let	L /18
m	Met	M /0C
n	Net	N /0D
ng	siNG	NG /14
nk	siNK	NG /14 + K/19
o	On	AW /30 + UH3/23
oe	tOE	O /26
oi	bOY	O1 /35 + UH3/23 + Y/29
oo	tOO	U /28
or	fOR	O2 /34 + R/2B
ou	OUt	AH2/08 + UH3/23 + U1/37
p	Pet	P /25
r	Run	R /2B
s	Set	S /1F
sh	SHed	SH /11
t	Tin	T /2A
th	THis	THV/38
thh	THing	TH /39
u	Up	UH1/32
ue	hUE	Y /29 + U/28
ur	fUR	ER /3A + R/2B

uu	bOOk	00 /17
v	Van	V /0F
w	Win	W /2D
wh	WHen	W /2D + EH2/01
y	Yes	Y1 /22
z	Zoo	Z /12
zh	viSion	ZH /07

4.2 — Votrax SC01 Symbolic Form

Speech Token	Sound	Votrax Numeric Equivalent
EH3	jackEt	00
EH2	Enlist	01
EH1	hEAvy	02
PA0	<pause>	03
DT	buTTer	04
A2	mAde	05
A1	mAde	06
ZH	aZure	07
AH2	hOnest	08
I3	inhibIt	09
I2	Inhibit	0A
I1	inhIbit	0B
M	Mat	0C
N	suN	0D
B	Bag	0E
V	Van	0F
CH	CHip	10
SH	SHop	11
Z	Zoo	12
AW1	lAWful	13
NG	thiNG	14
AH1	fAther	15
OO1	lOOking	16
OO	bOOk	17
L	Land	18
K	triCK	19
J	JuDGe	1A
H	Hello	1B
G	Get	1C
F	Fast	1D
D	paiD	1E
S	paSS	1F
A	dAY	20
AY	dAY	21
Y1	Yard	22
UH3	missIOn	23
AH	mOp	24
P	Past	25
O	cOld	26
I	pIn	27
U	mOve	28
Y	anY	29
T	Tap	2A
R	Red	2B
E	mEEt	2C
W	Win	2D
AE	dAd	2E

AE1	After	2F
AW2	sAlty	30
UH2	About	31
UH1	Uncle	32
UH	cUp	33
O2	fOr	34
O1	abOArd	35
IU	yOU	36
U1	yOU	37
THV	THe	38
TH	THin	39
ER	bIRd	3A
EH	gEt	3B
E1	bE	3C
AW	cAll	3D
PA1	<pause>	3E
STOP	<stop>	3F

4.3 — Translate Table for SC01 Symbolic Form

LABEL (state)	MATCH CHAR	NEXT STATE	DIRECTIVE: SPECIAL ACTION	PHONEME CODE	
Start	'A'	A1			
	'B'			B	0E
	'C'	Cx			
	'D'	Dx			
	'E'	Ex			
	'F'			F	1D
	'G'			G	1C
	'H'			H	1B
	'I'	Ix			
	'J'			J	1A
	'K'			K	19
	'L'			L	18
	'M'			M	0C
	'N'	Nx			
	'O'	Ox			
	'P'	Px			
	'R'			R	2B
	'S'	Sx			
	'T'	Tx			
	'U'	Ux			
	'V'			V	0F
	'W'			W	2D
	'Y'	Yx			
	'Z'	Zx			
	' '		<delim>2		
	','		<delim>2		
	'.'		<delim>2		
	'?'		<delim>2		
	'-"		<delim>2		
	'*'		<marker>1		
	NIL		<error>0		
Ax	'E'	AEx			
	'H'	AHx			
	'W'	AWx			
	"Y'			AY	21
	'1'			A1	06
	'2'			A2	05
	NIL			A	20
Cx	'H'			CH	10
	NIL		<error>0		
Dx	'T'			DT	04
	NIL			D	1E
Ex	'H'	EHx			
	'R'			ER	3A
	'1'			E1	3C
	NIL			E	2C

Ix	'U'			IU	36
	'1'			I1	0B
	'2'			I2	0A
	'3'			I3	09
	NIL			I	27
Nx	'G'			NG	14
	NIL			B	0D
Ox	'O'	OOx			
	'1'			O1	35
	'2'			O2	34
	NIL			O	26
Px	'A'	PAx			
	NIL			P	25
Sx	'H'			SH	11
	'T'	STX			
	NIL			S	1F
Tx	'H'	THx			
	NIL			T	2A
Ux	'H'	UHx			
	'1'			U1	37
	NIL			U	28
Yx	'1'			Y1	22
	NIL			Y	29
Zx	'H'			ZH	07
	NIL			Z	12
AEx	'1'			AE1	2F
	NIL			AE	2E
AHx	'1'			AH1	15
	'2'			AH2	08
	NIL			AH	24
AWx	'1'			AW1	13
	'2'			AW2	30
	NIL			AW	3D
EHx	'1'			EH1	02
	'2'			EH2	01
	'3'			EH3	00
	NIL			EH	3B
OOx	'1'			OO1	16
	NIL			OO	17
PAx	'0'			PA0	03
	'1'			PA1	3E
	NIL		<error>0		
STx	'O'	STOx			
	NIL		<error>0		
THx	'V'			THV	38
	NIL			TH	39
UHx	'1'			UH1	32
	'2'			UH2	31
	'3'			UH3	23
	NIL			UH	33
STOx	'P'			STOP	3F
	NIL		<error>0		

4.4 — Translate Table for World English Spelling Form

The WES phoneme codes marked with an aserisk have yet to be mapped to their SC01 equivalents; some of these will be single SC01 codes and some will require multiple SC01 codes.

LABEL	MATCH	DIRECTIVE:		
(state)	CHAR	NEXT	SPECIAL	PHONEME
		STATE	ACTION	CODE
Start	'0'			Z+I2+R+O
	'1'			W+UH1+N
	'2'			T+U
	'3'			TH+R+E
	'4'			F+O2+R
	'5'			F+AH1+EH3+Y+V
	'6'			S+I1+K+S
	'7'			S+EH1+V+EH2+N
	'8'			A+Y1+T
	'9'			N+AH1+EH3+Y+N
	'A'	Ax		
	'B'			B
	'C'	Cx		
	'D'			D
	'E'	Ex		
	'F'			F
	'G'			G
	'H'			H
	'I'	Ix		
	'J'			J
	'K'			K
	'L'			L
	'M'			M
	'N'	Nx		
	'O'	Ox		
	'P'			P
	'R'			R
	'S'	Sx		
	'T'	Tx		
	'U'	Ux		
	'V'			V
	'W'	Wx		
	'Y'			Y1
	'Z'	Zx		
	' '			PA0
	','			PA0
	'.'			PA1
	'?'			PA1
	'_'		<delim>	
	'*'		<marker>	
	NIL		<error>	
Ax	'A'			AH1
	'E'			A+Y

	'R'			AW2+AH2+R
	'U'			AW
	NIL			AE
Cx	'H'			T+CH
	NIL		<error>	
Ex	'E'			E
	'R'			ER
	NIL			EH3
Ix	'E'			AH2+EH3+Y
	NIL			I
Nx	'G'			NG
	'K'			NG+K
	NIL			N
Ox	'E'			O
	'I'			O+I2
	'O'			U
	'R'			O2+R
	'U'			AH2+UH3+U1
	NIL			AW+UH3
Sx	'H'			SH
	NIL			S
Tx	'H'	THx		
	NIL	T		
Ux	'E'			Y+U
	'R'			ER
	'U'			OO
	NIL			UH1
Wx	'H'			W+EH2
	NIL			W
Zx	'H'			ZH
	NIL			Z
THx	'H'			THV
	NIL			TH