

cWaveSource (=cDataSource)

<Datamemory
Level>:

12 13 14 15 4 5 6 7 8 9, 10, 11

<wave>

cFramer (=cWinToVecProcessor)

Frame 5

Frame 2

Frame 3

Frame 4

Sample 12

Sample 3

Sample 6

Sample 9

Sample 13

Sample 4

Sample 7

Sample 10

Sample 14

Sample 5

Sample 8

Sample 11

<frames>

cPitch (=cVectorProcessor)

Frame 5

Frame 2

Frame 3

Frame 4

F0 Frame 5

F0 Frame 2

F0 Frame 3

F0 Frame 4

HNR Frame 5

HNR Frame 2

HNR Frame 3

HNR Frame 4

<pitch>

cArffSink (=cDataSink)

cLibsvmLiveSink (=cDataSink)