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How to build a MATLAB demonstrator solving dynamical systems in real-time, with audio output and MIDI control

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1 Summary

This paper explains and provides code to synthesize and control, in real-time, the audio signals produced by a dynamical system. The code uses only the Matlab programming language. It can be controlled with an external MIDI (Musical Instrument Data Interface) device, such as a MIDI keyboard or wind controller, or with mouse-operated sliders. In addition to the audio output, the demonstrator computes and displays the amplitude and fundamental frequency of the signal, which is useful to quantify the dynamics of the model. For the sake of this example, it is a type of Van der Pol oscillator, but more complex systems can be handled. The demonstrator holds potential for pedagogical and preliminary research applications, for various topics related to dynamical systems: direct and inverse bifurcations, transient effects such as dynamical bifurcations, artifacts introduced by integration schemes, and above all, the dynamics of self-sustained musical instruments.

1 Introduction

Autonomous dynamical systems are complicated objects to study and teach. Even some of the simplest ones to formulate are extremely unpredictable. The richness of this behavior is not encapsulated in the usual description of the permanent equilibrium points or periodic regimes [1, 2]. Some of their solutions are non-periodic, or coexist with other stable solutions [3]. This makes it difficult to predict which type of solution is obtained in any given situation. When the system parameters vary, complicated transient effects emerge, such as hysteresis cycles [4] or dynamical bifurcations [5].

Self-oscillating musical instruments such as wind instruments or bowed strings are modeled using autonomous dynamical systems [6]. Their example illustrates how transient effects are essential to a complete description of the system’s real-life behavior, since they are experienced (at least) at the beginning and end of each note. In this spirit, it seems that a reasonable and compelling approach to experience and explore how a dynamical system reacts is implementing a virtual

“musical instrument” demonstrator. By manipulating the control parameters, the user can see and hear phenomena typical of nonlinear systems in real-time, in a very controlled and repeatable environment. This is particularly relevant in all fields related to music, such as musical acoustics and instrument making. In these fields, one can go even further by linking the system’s behavior to musical terms, such as intonation (flat, sharp), nuance (piano, forte) or transient dynamics (staccato, legato). The presented demonstrator aims to be as general as possible, meaning that the example model can be replaced by any simple dynamical system with only minor adjustments. While other possible environments for real-time sound synthesis exist, such as C++ (notably the JUCE library), Max/MSP, or Faust, this demonstrator is presented in a pure Matlab implementation, using only the Audio Toolbox (audio_system_toolbox, matlab, signal_blocks). This is advantageous for the many researchers who may want to reuse their preexisting codes, solvers, systems,

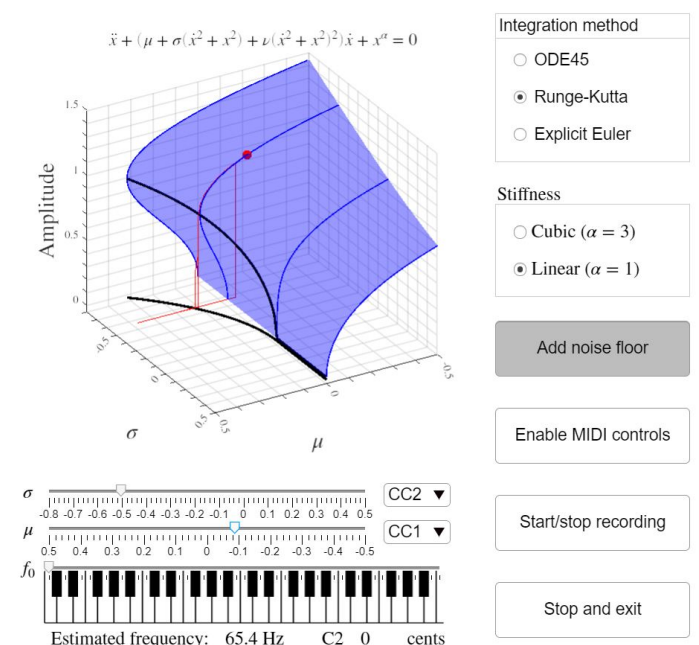


Figure 1: Interface of the real time dynamical system demonstrator.

analysis or display tools. Note that the built-in Matlab tools necessary were not available before R2016a (for the Audio toolbox and most of the elements of the user interface) and R2018a (for the MIDI message handling).

After a quick presentation of the dynamical system used in the demonstrator in Section 2, the implementation choices are detailed in Section 3. Ideally, the authors wanted this paper to follow the actual lines of codes implementing the demonstrator. Sadly, the complete code is too lengthy for a journal paper (notably due to display functions, UI building and general housekeeping). With the intent of being as explicit as possible, Section 3 is built around several code snippets addressing the main challenges of a real-time audio demonstrator. The first of these code excerpts is self-contained and functional, and outputs sound generated by a dynamical system in real-time. The structure of the rest of the section follows that of the code, which is:

- Initialization of the audio output object (the current example uses the `audiodevicewriter` object).
- Construction of the user interface: buttons, sliders and MIDI device handling.
- Execution of the synthesis loop, typically a while loop with generation of new sound samples, and output of the audio through the audio output object.
- Extraction of audio descriptors and display.

A link to the complete Matlab code is given in Appendix, as well as a compiled version with slightly faster reaction to user controls obtained with the Matlab compiler.

2 A simple system

For this demonstration, we use a modified Van der Pol oscillator with a quadratic and fourth power non-linearity in the damping term. It can be seen as a simplified model of self-sustained musical instrument. Notably, some fingerings of the saxophone display a similar dynamic [7].

The system is studied in its linear stiffness form in [8]. It is very close to the normal form of the Bautin bifurcation [9]. As such, its behavior is well-known, but rich enough so that it illustrates a good number of phenomena typical of autonomous nonlinear systems. The governing equation is

$$\ddot{x} + [\mu + \sigma(\dot{x}^2 + x^2) + \nu(\dot{x}^2 + x^2)^2] \dot{x} + x^\alpha = 0. \quad (1)$$

Hereafter, we set $\nu = 0.5$ and $\alpha = 1$ (linear stiffness) or $\alpha = 3$ (cubic stiffness). The parameters μ and σ are controlled by the user. The amplitude of the

oscillations can be approximated analytically as shown in [8], setting $x = X \cos(t)$, as

$$X = \sqrt{\frac{-\sigma \pm \sqrt{\sigma^2 - 4\mu\nu}}{2\nu}}. \quad (2)$$

In the range of parameters explored here, this approximation is extremely precise. This formula gives the blue surface in Figure 1. The system exhibits a Hopf bifurcation at $\mu = 0$, meaning that a periodic oscillation emerges from the equilibrium [10]. This corresponds to the point at which the linear damping coefficient changes sign. Hence, the linearized oscillator becomes active (energy is created) when $\mu < 0$. The Hopf bifurcation is supercritical for $\sigma > 0$ and subcritical for $\sigma < 0$. There is a saddle-node bifurcation at $\sigma^2/(4\nu)$ when $\sigma < 0$, marking the turning point where the unstable and stable periodic solutions collapse together [11]. The saddle-node bifurcation merges with the Hopf bifurcation at $\sigma = 0$, forming the codimension 2 Bautin bifurcation [12]. This structure implies a bistability zone, where both the equilibrium and an oscillating (periodic) regime are stable. In this zone, the user can experience the practical implications of bistability around an inverse Hopf bifurcation, such as hysteresis cycles or the impossibility to obtain an oscillation of arbitrarily low amplitude.

A modified version of Eq. (1) is used, in order to produce several notes without changing the dynamics of the continuous-time system. With a new parameter ω_0 , the state-space representation of the system becomes

$$\begin{aligned} \dot{X} &= \begin{pmatrix} \dot{x} \\ \dot{y} \end{pmatrix} = F(X) \\ &= \omega_0 \begin{pmatrix} y \\ -x^\alpha - (\mu + (\sigma(y^2 + x^2) + \nu(y^2 + x^2)^2)y) \end{pmatrix}. \end{aligned} \quad (3)$$

The time domain integration of Eq. (1) is realized using three different discretization schemes. This demonstrates the versatility of the approach, and highlights the influence of the discretization scheme. The user can switch between schemes at any time. The simplest discretization scheme is the explicit Euler method [13], giving the $n + 1$ -th values of x and y as a function of the n -th:

$$x[n + 1] = x[n] + \frac{\omega_0}{F_s} y[n] \quad (5)$$

$$y[n + 1] = y[n] + \frac{\omega_0}{F_s} (-x[n]^\alpha - (\mu$$

$$+ (\sigma(y[n]^2 + x[n]^2) + \nu(y[n]^2 + x[n]^2)^2)y[n]). \quad (7)$$

The second method is a fourth-order Runge Kutta (RK4) integration scheme [14]. Using the F notation from Eq. 3, one computes the next sample by

$$X[n + 1] = X[n] + \frac{1}{6F_s} (K_1 + 2K_2 + 2K_3 + K_4) \quad (8)$$

152 where

$$K_1 = F(X[n]) \quad K_2 = F\left(X[n] + \frac{K_1}{2F_s}\right) \quad (9)$$

$$K_3 = F\left(X[n] + \frac{K_2}{2F_s}\right) \quad K_4 = F\left(X[n] + \frac{K_3}{F_s}\right). \quad (10)$$

153 The third and last method is Matlab's built-in `ode45`
154 solver [15]. It is also a type of Runge-Kutta integration
155 scheme but with a auto-adaptive time step.

156 3 Implementation of the demon- 157 strator

158 This section describes the implementation of the main
159 functionalities of the demonstrator. The complete
160 source code can be downloaded from the repository in
161 Zenodo <https://doi.org/10.5281/zenodo.8413627> [16].

162 3.1 Real-time audio on Matlab

163 The current implementation uses the Audio toolbox
164 object `audiodevicewriter`, which communicates
165 with the audio driver of the computer. The Matlab
166 version used during the writing of this article is 2021a.
167 Fig. 2 is a self-contained, minimal working example
168 using the system from section 2 solved with `ode45`.
169 When running this code, please lower the volume as
170 the sound can be quite loud.

171 Note that, especially on Windows, best results are
172 obtained using ASIO drivers instead of the default
173 audio driver. In that case, the sample rate and buffer
174 size of the ASIO driver should be equal to those of the
175 Matlab `audioDeviceWriter` object. However, num-
176 erous different ASIO drivers exist depending on each
177 user's setup. Therefore, it is hard to provide a flexible
178 and compact ASIO-based solution. Users of the code
179 are encouraged to adjust the `audioDeviceWriter`
180 parameters to their particular hardware and driver.

181 3.2 User interface

182 The user interface displayed in Figure 1 is comprised
183 of a main display graph, three control sliders (μ , σ
184 and $f_0 = \omega_0/(2\pi)$), two button groups setting the
185 integration scheme and the stiffness exponent α , and
186 four buttons for other user actions.

187 3.3 Musical instrument control 188 through MIDI

189 A natural way to control the demonstrator is through
190 the MIDI protocol. This is especially relevant for any
191 kind of music-related interpretation, as external MIDI
192 controllers allow to control the demonstrator like a
193 keyboard synthesizer or a wind instrument. In a more
194 general context, MIDI controllers allow for a more
195 fluid control than a mouse and slider. For instance,

MIDI controllers facilitate the simultaneous variation
of several parameters.

Matlab's audio toolbox support MIDI through the
`mididevice` object. First, the `mididevice` object
is created based on a user input given through the
`MIDIListBox` object.

```
midicontroller = ...
    mididevice('Input', MIDIListBox.Value);
```

Then, at every iteration of the synthesis loop (i.e.
before each audio buffer is filled with samples), the
pending MIDI message are gathered using

```
msgs = midireceive(midicontroller);
```

This gives an array of `midimsg` objects. They signal
control parameter changes or note changes, depending
on their type. This information can be retrieved by
accessing the `Type` property of the `midimsg` and com-
paring it to another string, for instance 'NoteOn' or
'ControlChange' (CC). This is slower (sometimes by a
factor of ten) than directly reading and comparing the
bytes of the messages, which hold the same informa-
tion. The gain in speed is especially interesting in the
case of a wind controller, which sends `ControlChange`
messages very often to translate the blowing pressure
of the musician. An array of the message bytes is
created by

```
msgsbytes = vertcat(msgs.MsgBytes);
```

and then parsed using the first byte as the message
type identifier (176 for `ControlChange`, 144 for `NoteOn`).
In the case of `ControlChange`, the second byte
in the array indicates the CC number. Different CC
numbers can be linked to different parameters. For
example, parameter μ is linked to CC number `muCC`
(2 by default), which is parsed from the MIDI message
bytes by

```
imgCCmu = find((msgsbytes(:,1)==176) ...
    & (msgsbytes(:,2)==muCC), 1, 'last');
```

In order to apply only the most recent user-provided
command, only the last message is read. The new
value of the control is contained in the third byte of
that message (at index `imgCCmu` in the array):

```
newCCmu = double(msgsbytes(imgCCmu, 3));
```

This value, scaled between the control parameter limits,
gives the new control parameter value.

4 Synthesis loop

Each iteration of the synthesis loop produces enough
audio samples to fill one audio buffer. Its structure in
pseudocode is

```
while (stopbutton is not pushed)
    Read user controls
    Solve equation during one audio buffer
    Format solution as audio output
    Extract signal descriptors from solution
    Update display
```

```

nu = 0.5; sigma = -0.5; mu = -0.5; Nbuf = 512; w0 = 2*pi*440; Fs = 44100;
ADW = audioDeviceWriter(Fs);
X = [1;1]; t = (0:Nbuf)/Fs;
while 1,
    [t,Xs]=ode45(@(t,X) w0*[X(2);-X(1)]-(mu+sigma*(X(2)^2+X(1)^2)+nu*(X(2)^2+X(1)^2)*X(2),t,X. ');
    X = Xs(end,:);
    ADW(Xs(2:end,:));
end

```

Figure 2: Minimal working example solving the oscillator of section 2 in real-time, and outputting the audio stream. This code can be copy-pasted directly to the Matlab command window (depending on the pdf font used the “^” power character needs to be manually rewritten). It is also provided as an M-file in the code archive that can be downloaded in the Appendix.

```

Record solution
Output sound
Check pending displays or callbacks
end

```

236 The following subsections detail each line of this pseudo-
237 docode block.

238 4.1 Read user controls

239 User controls are read using either the MIDI messages
240 or the sliders. There are three methods to assign the
241 value of a slider to a variable. First, it is possible to
242 check the Value property of the slider on each loop
243 iteration. This is done for the f_0 parameter. This
244 solution is very close to using the ValueChangedFcn
245 callback. In both cases, the changes are applied when
246 the user releases the slider thumb. The third solution
247 is the slider callback function ValueChangingFcn,
248 which is called while the user moves the slider. This
249 solution is necessary to render progressive variations
250 of the parameters. The control parameters μ and σ
251 are updated with this method. This is useful to follow
252 a quasi-static path along the bifurcation diagram, or
253 execute a slow attack through the Hopf bifurcation.

254 The button values are read and stored in separate
255 variables, to be used in the loop.

256 4.2 Solve equation during one audio 257 buffer

258 Depending on the structure of the solver function, this
259 step can take two forms. If the solver sets its own
260 time-step, and a fortiori if it is auto-adaptive (like
261 ode45), the solver function is called once to generate
262 the total number Nbuf of samples in one audio buffer.
263 This is implemented as

```

[~,Xts] = ode45(@(t,Xt) VanDerPol5_odefun(...
    Xt,t,mu,nu0,sigma,2*pi*f0),(0:Nbuf)/Fs,X. ');
X = Xts(end,:);
positions = Xts(2:end,1);
speeds = Xts(2:end,2);

```

264 Note that the initial condition X is returned as the first
265 line of the solution Xts. However, it is (by definition)
266 the last line of previous solution. Repeating it twice in
267 the audio stream causes clicks and artifacts. Therefore,

ode45 is called for Nbuf+1 time steps, and only the
last Nbuf constitute the audio output.

If, on the contrary, the solver simply gives $X[n+1]$
as a function of $X[n]$ (like the RK4 and explicit Euler
schemes), it is called Nbuf times. Then, the solving
step is

```

for ibuf = 1:Nbuf
    X_npl = VanDerPol5_backwardsEuler(...
        X,mu,nu0,sigma,2*pi*f0,Fs);
    X = X_npl;
    positions(ibuf) = X(1); speeds(ibuf) = X(2);
end

```

We use a test to estimate the maximum number
of oscillators that can be integrated simultaneously.
The test is done with no user interface or separate
display. It uses 44.1 kHz sample rate and a 512 sam-
ple buffer. On the laptop this was implemented on,
between 3 and 9 ode45-solved oscillators can run in
parallel while keeping a fluid audio flux (depending
on power consumption options). Between 4 and 12
parallel oscillators run with the RK4 solver. Using a
simpler explicit Euler scheme allows between 28 and
82 oscillators to run in parallel. This gives an idea
of the headroom of this architecture to accommodate
bigger systems. As this result heavily depends on the
user’s hardware, the code to reproduce this test is
given in the code archive linked in the Appendix, so
each user can know their potential for more complex
systems.

291 4.3 Format solution as audio output

The solution of the equation must fit inside a Nbuf-
by-two matrix, which is passed as argument to the
audiodevicewriter object. Here, for this simple
system, minimal processing is applied. The solution
is scaled by Xmax, an analytical estimate of the maxi-
mum amplitude for the considered control parameter
range. The left and right channel are passed x and y
respectively. This way, a direct xy plot of the audio
output represents the phase space of the oscillator.

```
audioout = [positions(:) speeds(:)]/Xmax;
```

In a more general case, it can be useful to listen to
certain physical variables rather than others, or pro-

303 cess them in a specific manner (filtering or nonlinear
304 processing) for illustrative or aesthetic purposes.

305 4.4 Extract signal descriptors from so- 306 lution

307 Only basic signal descriptors are extracted in this
308 demonstrator: RMS amplitude (or rather, mean dis-
309 tance to the origin in the phase space) and fundamental
310 frequency. The RMS amplitude is used as the main
311 display indicator. For this system, it is sufficient to
312 differentiate solution branches and locate bifurcations.
313 The fundamental frequency estimate is computed by a
314 simplistic algorithm based on zero-crossings. It helps
315 to quantify the detuning effect of the different integra-
316 tion schemes, and of the cubic stiffness.

317 4.5 Update display

318 Any systematic real-time display concurrent with an
319 audio process on Matlab needs to be kept as light as
320 possible to not perturb the audio flux. This demon-
321 strator updates a `plot` with a single point, and an
322 `animatedline` object inside the loop. These graphi-
323 cal objects represent the current and recent RMS
324 amplitude of the solution.

325 4.6 Record solution if necessary

326 A button on the interface records the descriptors, con-
327 trol parameters and button values in a structure once
328 per loop iteration. In the present demonstrator, no
329 variable at audio rate is recorded. This prevents ex-
330 cessive memory usage and disk access in the event of
331 a long recording. The data is saved in a mat-file. It is
332 also used as soon as the recording is stopped to provide
333 a multipurpose plot designed to support a quick analy-
334 sis of the results. An example of this plot is displayed
335 in Figure 3, where the effect of the integration scheme
336 on fundamental frequency is illustrated. Starting with
337 the RK4 solver, the following parameter variation is
338 applied: beginning at $\mu = 0.5$ and $\sigma = 0.5$, the μ
339 parameter is decreased slowly to its minimum $\mu = -0.5$,
340 followed by parameter σ which also decreases until
341 around $\sigma = -0.6$. At this point, the RMS value of
342 the oscillation is at its highest point. The parameters
343 σ and then μ are then slowly brought back to their
344 initial values. This scenario is repeated with ODE45,
345 starting from approximately 22s, and with the explicit
346 Euler scheme, starting from approximately 39s. One
347 can see on the fundamental frequency subplot that the
348 RK4 scheme provides the most consistent fundamen-
349 tal frequency, followed closely by the ODE45 solver
350 where variations do not exceed 1 Hz around the 440 Hz
351 expected frequency (i.e. the eigenfrequency of the lin-
352 earized oscillator). However, the explicit Euler scheme
353 entails considerable pitch flattening when the signal

354 amplitude increases, down to about -6 Hz (about -20
355 cents) from the expected frequency.

356 4.7 Output sound

The `audiodevicewriter` object is used to output
357 audio. It is also responsible for the scheduling of the
358 loop.
359

```
ADW(audioout);
```

360 4.8 Check pending displays or call- 361 backs

362 The execution of user interface object callbacks and
363 refreshing of the display is ensured by the command
364 `drawnow limitrate` placed at the end of the loop.
365 A simple `drawnow` would degrade the audio out-
366 put by introducing too many pauses, but `drawnow`
367 `limitrate` limits the number of pauses to 20 per sec-
368 ond. This is essential to keep a robust audio stream.

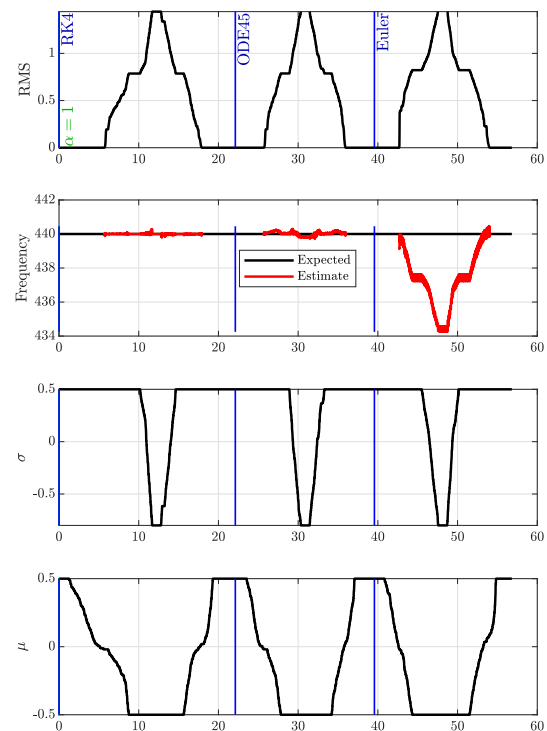


Figure 3: Example of the multipurpose plot created at the end of each recording, illustrating the fundamental frequency variation due to different integration schemes. See section 4.6 for details.

5 Video demonstration

The [video](#), also linked in the caption of Fig 4, illustrates possible uses of the demonstrator, and showcases the fluidity of the controls.

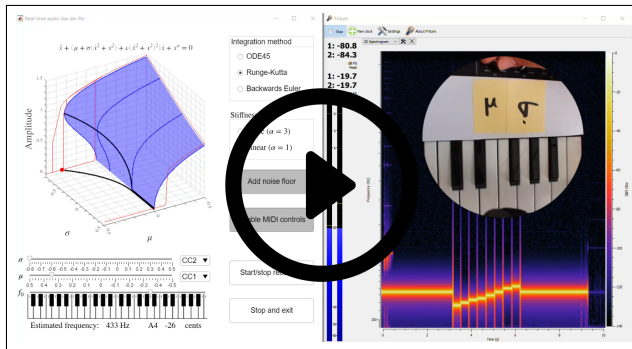


Figure 4: A snapshot of the illustrative video linked at https://youtu.be/_ExgRsgB7wc (until a more stable host is determined).

6 Conclusion

The presented demonstrator holds a lot of potential for teachers and researchers combining dynamical systems with audio engineering or music. In terms of teaching, it illustrates transient effects in direct and entertaining ways. It can also be useful for proof of concepts, to quickly assess the behavior of a dynamical system, or to compare two slightly different versions (parameter values, physical hypotheses or integration scheme).

Because it relies solely on Matlab, any researcher that has mainly been coding in Matlab can reuse their usual tools. In particular, we show that a continuous-time formulation of a system can be sufficient to produce sound, simply leaving the integration to a built-in method such as `ode45`. There is also reasonable headroom to adapt the demonstrator to a more complex system, especially if one is willing to simplify the integration scheme.

In music-related fields, this kind of demonstrator is all the more interesting as it bridges the gap between the physical model of an instrument and the actual instrument, by allowing to control a model with any musical controller supporting the MIDI protocol. The authors strongly believe in the potential of the real-time physical model control as a way to contribute to an objective definition of the 'playability' or 'ease of playing' of a musical instrument.

Acknowledgments

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Data Availability Statement

The source code and .exe installer file for the demonstrator, as well as M-files reproducing results for sections 3.1 and 4.2, can be downloaded from the repository in Zenodo <https://doi.org/10.5281/zenodo.8413627>.

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