

cWaveSource (=cDataSource)

<Datamemory
Level>:



cPitch (=cVectorProcessor)

Frame 1 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)

cFunctionals

Funct. 1 Funct. 2 ...

Max F0	Max F0		
Min F0	Min F0		
Max HNR	Max HNR		
Min HNR	Min HNR		

<func>