

EMBEDDED SPEECH SOFTWARE

HIGH QUALITY, SMALL FOOTPRINT, LOW COST



The **FluentSoft™** line provides a small footprint large vocabulary speaker-independent engine, recognizing thousands of words. FluentSoft can combine noise and echo cancellation, barge-in and continuous digits for the most demanding environments. Available in multiple languages and ported to a variety of leading hardware and Real Time Operating Systems, FluentSoft technology provides the most efficient, complete, and scalable solution available on the market today.

No training is required! Sensory's FluentSoft phonetic recognition engine can build new vocabularies based on text input – even on the device. Highly scalable, vocabulary size and response time can be selected based on available processing power and memory.

FluentSoft Software Development Kits (SDKs) are available for Windows and Linux operating systems. Sensory provides the highest quality, smallest footprint, lowest cost embedded voice recognition solutions on the planet. Sensory's SDKs now give you direct access to the software implementation of Sensory's compact yet potent technology.

The SDKs enable you to integrate revolutionary high quality, advanced speech recognition technology into your embedded consumer electronics while using minimal amounts of memory and CPU resources.

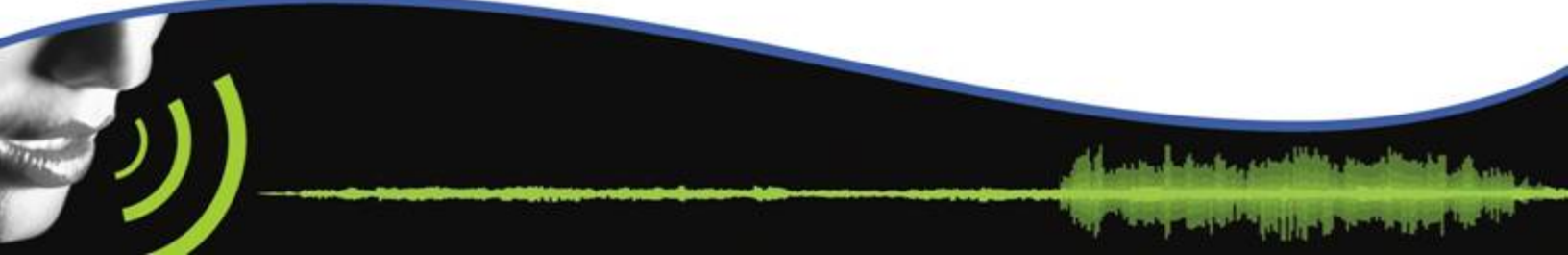


Sensory's embedded **Text-to-Speech** engine combines the smallest footprint available on the market with the high quality of concatenative synthesis, and is available for PDAs, cell phones, and other embedded applications.

Our TTS technology is tightly integrated with our speech recognition technology. Because pronunciation rules are shared between the TTS and recognition engines, your combined TTS and speech recognition applications will have a smaller footprint.



Sensory's **Animated Speech** brings animated 3D characters to life with speech synchronized to mouth dynamics, facial gestures, and emotional expressions. Ideal for kiosks, gaming devices, and CRM applications. Animations can be driven by text, audio file, live audio, or a combination of text and audio. Animations can be output in a variety of bulk and streaming formats.



COMPARISON OF SENSORY'S EMBEDDED SPEECH RECOGNITION SOFTWARE SOLUTIONS

Which recognition software is right for you?	<i>Fluent Speech</i>	<i>Custom Solution</i>
Speaker Dependent	N/A	50-100 Phrases
Speaker Independent	Thousands of Phrases	Thousands Phrases
Wordspotting	Yes	Yes
Continuous Listening	Yes	Yes
Speaker Adaptive	N/A	Yes
Fast Digits	Yes	Yes
Continuous Digits	Yes	Yes
Speaker Verification	N/A	Yes
Voice Synthesis	Yes	Yes
Record and Playback	Yes	Yes
Grammar Based	Yes	Yes
MIPS	40-50	Implementation dependent
Code Store for Recognizer	150KB	
Acoustic Model	5KB to 100KB (US English, others smaller)	
Code Store for Vocabulary Builder	150KB (can be offline)	
Speaker Dependent Data Store	N/A	
Speaker Independent Data Store	Non-linear. Approximately 4KB for 10 phrases, 65 KB for 500 phrases	
Voice Synthesis Store	4Kb/sec	4Kb/sec
Record and Playback Store	4-30Kb/sec	4-30Kb/sec
What <i>Operating Systems</i> has the technology been ported to?	VxWorks, Solaris, Digital Unix, Linux, Windows, Windows CE	Most
What <i>Hardware</i> platforms has the technology been ported to?	Intel x86, ATT DSP32, TI DSPs, StrongARM, Motorola PowerPCs, Siemens TriCore	Most
For what platforms is an <i>SDK</i> available?	Pocket PC/StrongARM, Windows/x86, others in development	N/A
Supported Languages	English, Japanese, French, Mexican Spanish, Castilian Spanish, German, Italian, Portuguese (Mandarin, Korean, and others in development)	Implementation dependent

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