

What does Low Latency Mean?

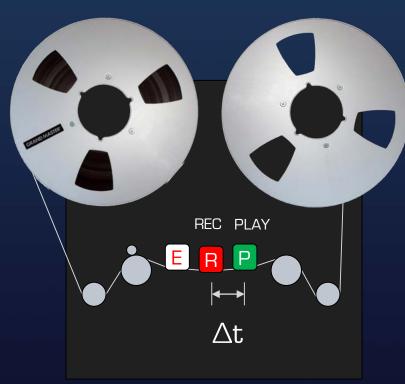


And When Does It Matter?





What is Latency?



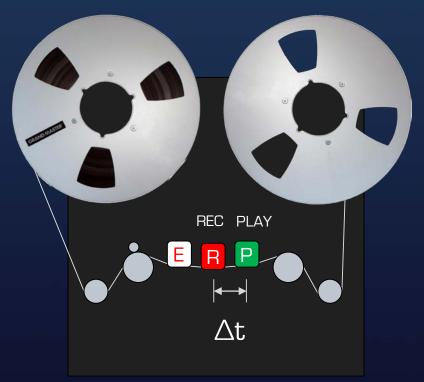
Latency is the amount of time it takes to get a signal from one point to another.

"Delay is an intended effect. Latency is a by-product." - Patrick Killianey





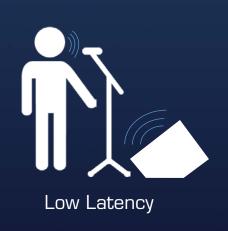
Is this Delay or Latency?



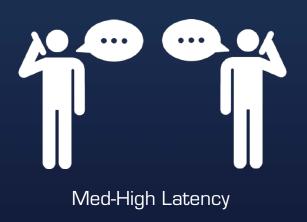
It is "Delay" if this is part of a slapback delay effect. The Δt was intentional.

It is "Latency" if you are doing tape saturation effect or confidence monitoring. The Δt was incidental.







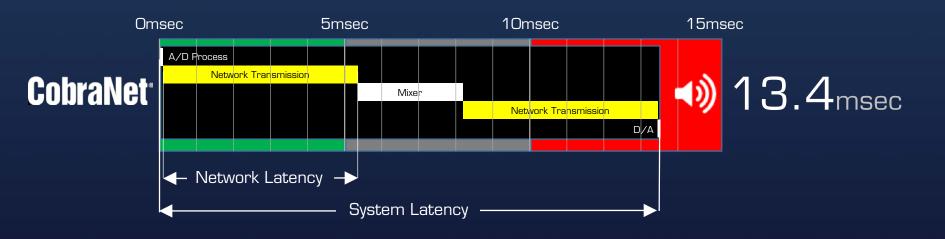


You have a reference to the original signal. You need separate sources or destinations in phase. You have "closed loop" communications.





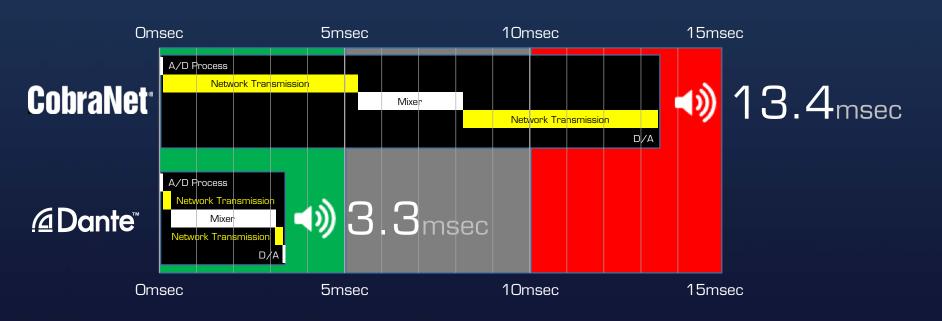
Network Latency vs System Latency







Network Latency vs System Latency











When you need to hear yourself ..in time.





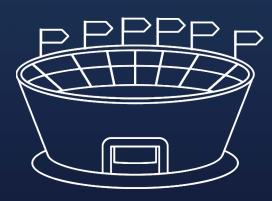


When you need to hear yourself ...in time.















The Hardest Thing in Sports...



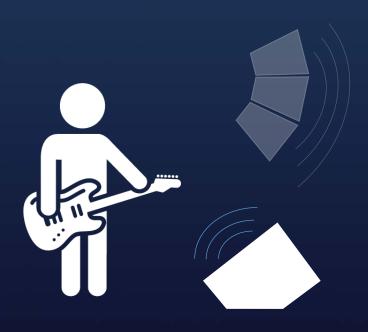
Speed: 97 mph

Distance: 60.5 feet

Time to Plate: 425 msec



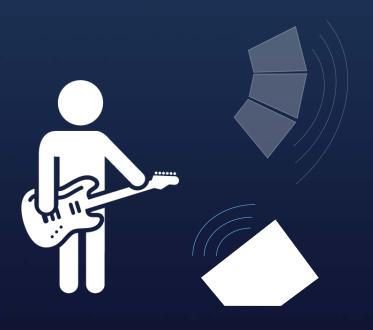






Bill Haley and the Comets, The Ed Sullivan Show or Toast of the Town, CBS, Sunday, August 7, 1955.





Tempo: 🕈 88 bpm

Beat: | 682 msec

Guitar Solo: | 85 msec

10 msec: 12% of the note (Latency)







97mph Pitch Time to Plate:

425 msec



1 pitch = 5 guitar solo notes Do it 6 times back-to-back



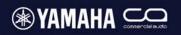




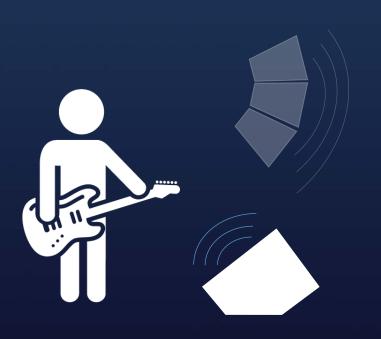
Donato "Danny" Cedrone



Bill Haley and the Comets, The Ed Sullivan Show or Toast of the Town, CBS, Sunday, August 7, 1955.







RECORDING LIVE

Tempo: **©** 88 103 bpm

Beat: 682 582 msec

Guitar Solo: 🐧 85 73 msec

10 msec: 12% 14% (Latency)



Talk-Over Interruptions >300msec

A Short Study of Latency 3.

50 msec 45 msec Echo 35 msec 40 msec 35 msec 30 msec Early Musical Timing Reflections 25 msec Slow Envelope (Acoustics) ssues 20 msec Uncoupling >15-20msec 5-35 msec 10-20msec 15 msec 10 msec Phasing Percussive Uncoupling 5-10msec 5 msec OK O msec Individual **Auditory** Collaborative Perception Effect **Effect**

Can't Talk

80-260msec



Brass



What Instrument Family?

Wind



Percussion

Percussion Percussion





Dante is Fast and Accurate



Dante Latency Dante Accuracy

Speed of Sound

Distance Sound Travels in 1µsec

1/4 msec $\frac{1}{4.000}$ 1/1.000.000 < 1 µsec

1125 feet/sec

< 0.014 in (1/74")

< 0.342 mm



In reality, there is more phase variation caused by your rigging hardware than by Dante.





Dante Allows Multiple Latencies

Transmitter	Receiver	Playout
0.25 msec	1 msec	1 msec
1 msec		1 msec
10 msec		10 msec

Dante Plays Out at the Longer of the Two Latency Settings