

# Re: 22.6us and ~10mips to create pink noise real time

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'scuse me, the title says "create pink noise real time".. and I know what the author meant, but ,,

if I have a box which makes pinks noise, and i dont know what is inside the box... but I turn on the power and out comes a pink noise signal. ... then to any observer, is the pink noise "real time" or not?

If I play back a recording of pink noise, is it measurably less pink than than one created by a computational algorithm (in real time) ?

Just in terms of terminology, if I can compute 'real time' a very good pink noise signal, it's equisite randomness will be conveniently in relation to some clock in some extended context (real time).. it's very randomness make the relation to such 'some clock' useless.. so how could a 'truly' random signal be 'real time' in any meaningful way?

I take it the author probably meant 'when you press a key within a milisecond or so, start such and such' ... but I thought it would be useful for some to consider the juxtaposition of terms and why.

But to approximate pink noise real time.. I would consider approximating white noise, possibly by some clever indexing of randomized lists of primes which in turn index other lists of primes, and apply some kind of filtering to make it pink... claiming a marginally better randomness than other simple methods.

Of course this is trivial for many who post here, but I put in my 2.948001384 cents on it for those who'd enjoy some less formal chatter on the subject.

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