

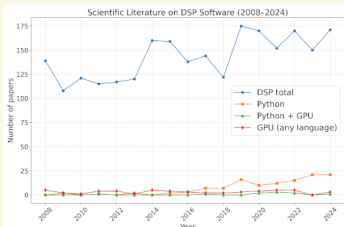
TORCHFX: A MODERN APPROACH TO AUDIO DSP WITH PYTORCH AND GPU ACCELERATION

AUTHORS

Matteo Spanio, Antonio Rodà

AFFILIATIONS

Centro di Sonologia Computazionale (CSC),
Department of Information Engineering,
University of Padova



01 BACKGROUND

- Modern DSP applications in telecommunications, multimedia, and AI require real-time processing and GPU-optimized algorithms.
- Existing Python DSP libraries (NumPy, SciPy [1], julius, etc.) often lack GPU acceleration, provide low-level interfaces, or are not designed for seamless AI integration.
- Our literature review considering the time span 2008-2024 found 2431 DSP libraries, but only 10 with GPU support, designed for specific purposes [2, 3].
- This leaves a gap: researchers must rely on cumbersome tools or custom implementations that underutilize GPUs.

02 TORCHFX API

- GPU-accelerated DSP built on PyTorch
- Suite of filters and common audio effects optimized for multichannel audio
- Seamless integration with AI workflows (nn.Module compatible)
- Operator overloading for chaining filters intuitively

```
from torchfx import (
    Wave,
    effect,
    filter,
)

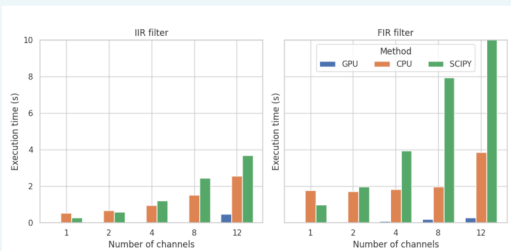
audio = Wave.from_file('audio.mp3')
output = (
    audio
    | effect.Reverb()
    | filter.HiButterworth(100)
    | effect.Normalize()
)
```

03 PERFORMANCE EVALUATION

- We compared TorchFX (CPU & GPU) vs SciPy
- Benchmarked on signals up to 10 minutes, 12 channels

Results:

- For short and single-channel signals SciPy is competitive
- With longer, multi-channel audio TorchFX on GPU performs >100× faster than SciPy
- TorchFX CPU also outperforms SciPy due to its multicore optimizations



04 CONCLUSION

- Existing Python DSP libraries often lack efficiency and flexibility
- Benchmarking results show that TorchFX is much faster than SciPy
- Intuitive API thanks to operators overloading
- At the moment only NVIDIA GPU are supported

References:

- Virtanen et al. *SciPy 1.0: Fundamental Algorithms for Scientific Computing in Python*, Nature Methods, 2020
- Yang et al. *Torchaudio: Building Blocks for Audio and Speech Processing*, ICASSP 2022
- Lee et al. *GrafX: An open-source library for audio processing graphs in pytorch*, DAFX 2024

