A **standard delay** would be

$$d(x_t) = x_{t-\Delta t}$$

where Δt is the delay time.

A **varying delay** would be

$$v(x_t) = x_{t-p(t)}$$

where p is some periodic function, for example

$$p(t) = k(1 + \sin(t))/2, \text{ or}$$

A **precedence based counterphase "tremolo"**, finally, would counterphase the varying delay time for the left and right channel, i.e.

$$p_{left}(t) = k(1 + \sin(t))/2, \text{ and}$$
$$p_{right}(t) = k(1 - \sin(t))/2, \text{ where } k = 80\text{ms}$$

The percieved effect, I think, would be that the origin of the sound would appear to swing between the left and right loudspeaker, sujectively similar to a counterphased tremolo.

You might also want to make k and the periodicity time controllable through the user interface.

-- Jan Tångring, Elektroniktidningen

REF

http://en.wikipedia.org/wiki/Precedence_effect