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## Setup

- fork of the current Essentia master branch
- clean build
- Xcode project setup (maybe this should be made public - there were several requests, Essentia and some dependencies have to be included...)
- Git for Essentia fork (actual commits to the library) and Essentia project (includes current work, test scripts, documentation etc.)

### Next week:

- Tutorial and sample project for Xcode

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## Melodia: Essentia vs. Vamp

- selection of 5 real-world audio tracks with predominant voice
- comparison: predominant melody with Essentia vs. Vamp with identical parameters, all remaining parameters in Essentia were set to default
- it seems that differences mainly arise from the voicing detection function —> Essentia tends to reject more contours
- some octave differences, these might also be related to voicing

### Next week:

- compare output for a specific short example across all stages to see where the differences start

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## Monophonic Melodia

- Essentia algorithm skeleton for extraction (pitchcontoursmonomelody.cpp / .h and melodiamonophonic.cpp / .h) based on copy of the polyphonic version
- Xcode project skeleton for testing
- selection of 4 short monophonic examples for initial testing

Next week:

- start adaptation for monophonic audio and initial testing