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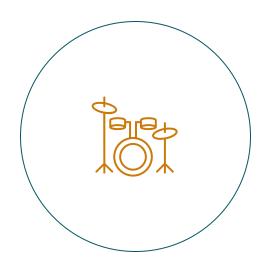
# ACTAM project presentation



HARMONY

# ANALYZER

# RHYTHM



# Rhythmic analysis

 Find the underlying beat and guess the BPM

 Visually represent a superposition of different rhythms





# Harmonic analysis

• Spectrum through FFT (average of the sample, not framewise)

Find spectral peaks

• Harmonic Pitch Class Profile (HPCP) detection

• Set of rules for voicing suggestion

# Voicings (art of creating chords)

- Avoid too many 3rds intervals
- 4ths and tritones create «suspended» sound
- Wider intervals at low notes (avoid muddiness)
- Avoid doubling notes except the top note
- Keep all the intervals within the range of a perfect 5th

# Some specifics

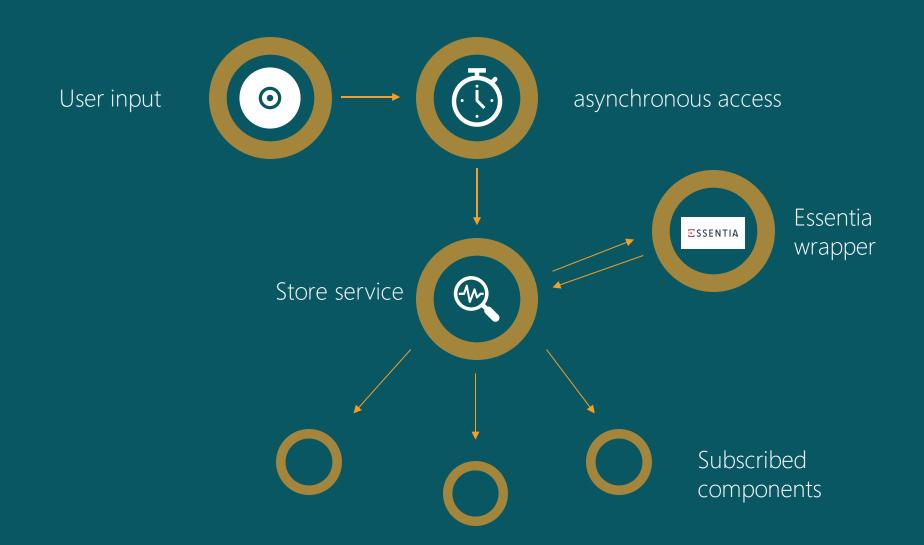
 Vue framework + Vuetify (material design)

Typescript -> class-style components

• Essentia -> state-of-the-art algorithms for analysis



# How it works



# Sample loader



**EXAMPLES** 

cello

drums

rhodes

# Upload

- User uploads a sample
- Waits until the analysis stage is complete

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Highly semantic process.

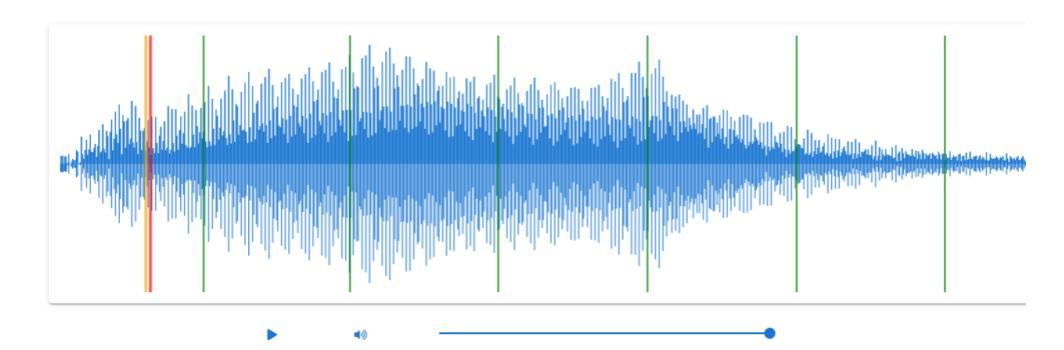
Looking for chord suggestion with a kick sample ...

Tab switch

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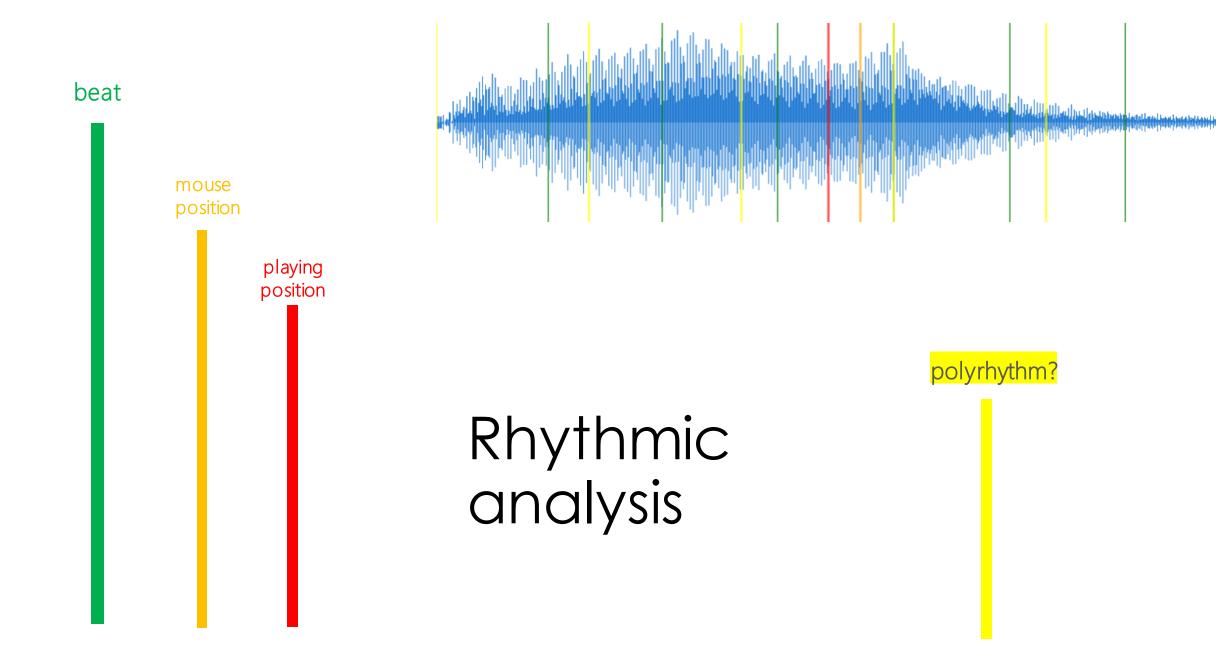




0.347:3.855

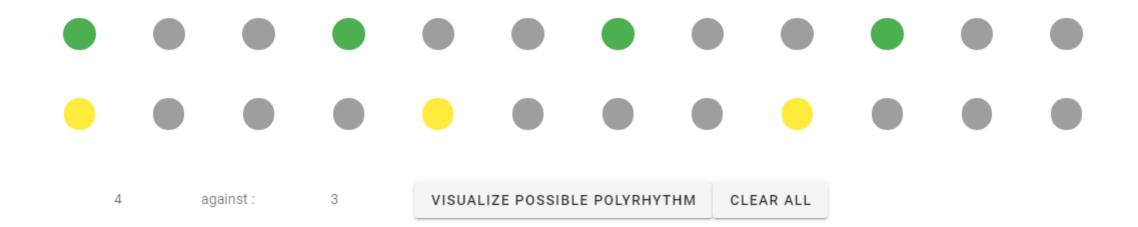
# Waveform

Audio player is integrated, allows user to move through the sample also while reproducing the audio file.



# Polyrhythm: a visual help

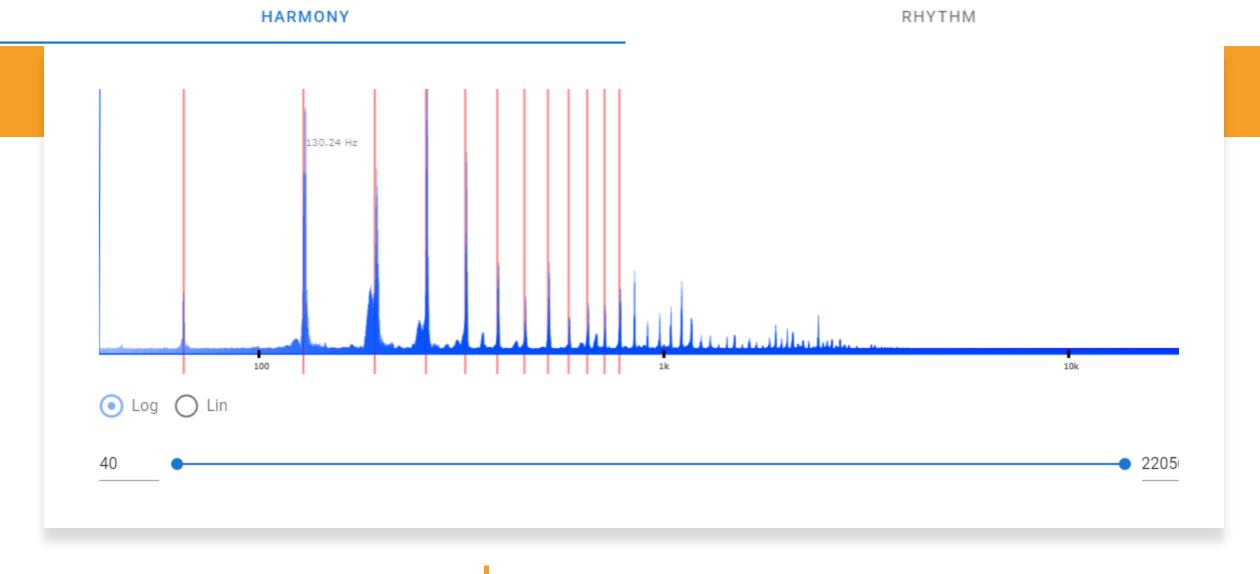
- Polyrhythmic detection is not simple
- Visually help understanding the simple math behind



### How to draw and animate the canvas?



Canvas on a layer-structure (cheat and redraw only «moving» objects)



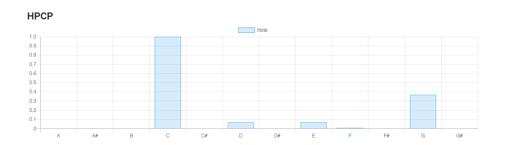
# Spectrum presenter

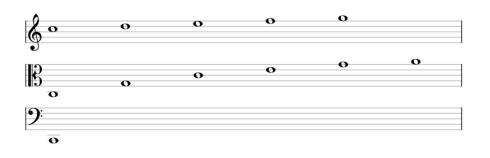
- Switch between logarithmic and linear view
- Select a range of frequencies to zoom in
- Mouse hover tells the user the approximated frequency of the peaks

# From spectrum to data

HPCP is used in chord recognition systems and tells us the presence of a certain harmonic in a certain range (in our case a 12-semitone tempered scale).

Harmonic peaks are detected and translated from frequencies to note transcription using Vexflow, a library for music notation.





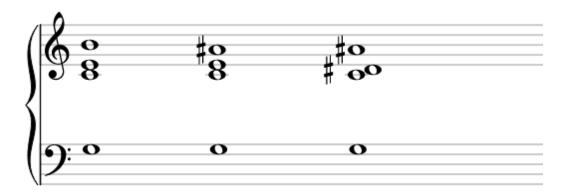
# Finally, suggest voicing!

• The engine follows some easy rules we defined to suggest a good voicing.

### Suggested voicing

Suggested voicing for specific sound loaded

- maj7 2nd inversion (5th as bass) [-5, 0, 4, 11]
- · dom7 2nd inversion (5th as bass) [-5, 0, 4, 10]
- min7 2nd inversion (5th as bass) [-5, 0, 3, 10]



• With vexflow, we write the chord to the stave.

# **PROS CONS** STRENGHTS

- > Fully reactive
- > Fresh design
- > Clean and simple

### WEAKNESSES

- > Not too flexible
- > Lack of tests
- > No checks on type of sample uploaded

### **OPPORTUNITIES**

Great sandbox for more complicated projects

### **THREATS**

> Relies a lot on external libraries

# Materials

## Vexflow: (https://github.com/0xfe/vexflow)

API to render music notations, sheets, guitar tabs.

## Inversify: (https://github.com/inversify/InversifyJS)

*IOC*: Inversion of control. Classes helpful to have SOLID code properties, especially dependency inversion principle. In other words: it helps to have classes that testable and isolated.

# Vuetify ( https://vuetifyjs.com/en/ )

Material design for Vue framework

### RxJS (<a href="https://rxjs-dev.firebaseapp.com/">https://rxjs-dev.firebaseapp.com/</a>)

Reactive programming using Observables for asynchronous calls.

### Chart.js( <a href="https://www.chartjs.org/">https://www.chartjs.org/</a> )

Open source library for plotting charts.

### Essentia (<a href="https://github.com/MTG/essentia.js/tree/master">https://github.com/MTG/essentia.js/tree/master</a> )

State-of-the-art algorithms ported in Javascript.

# Thank you