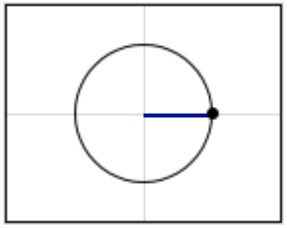
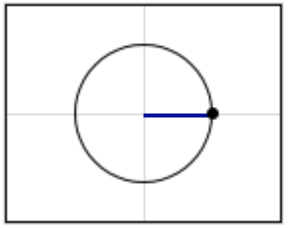
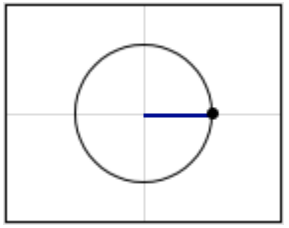
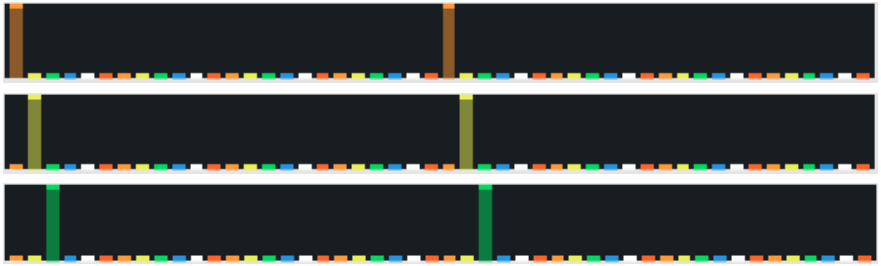
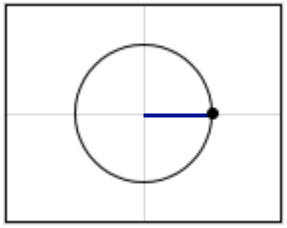
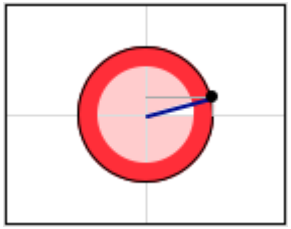
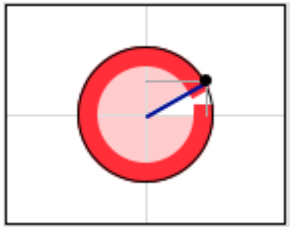
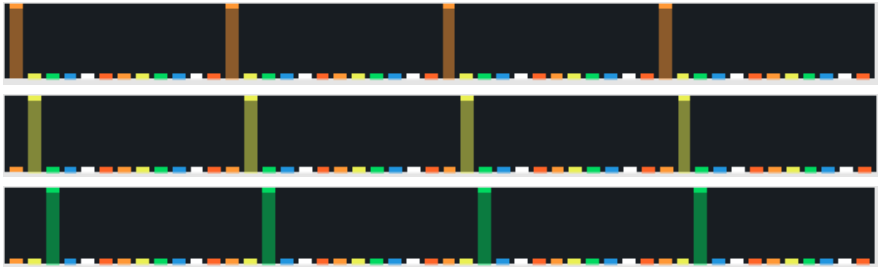
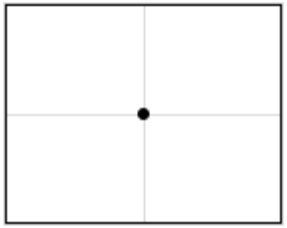
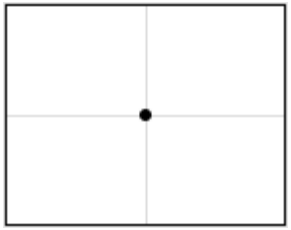
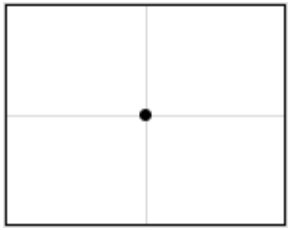
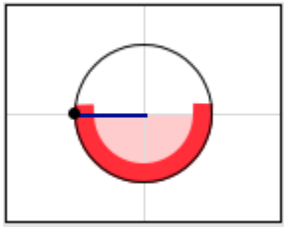
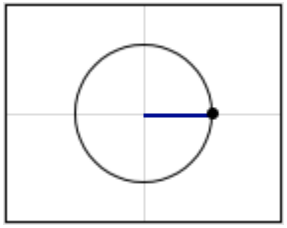
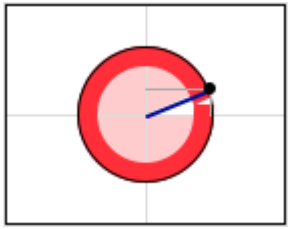
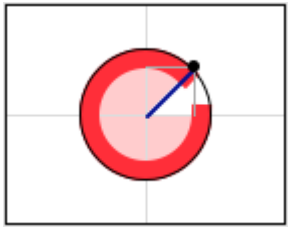
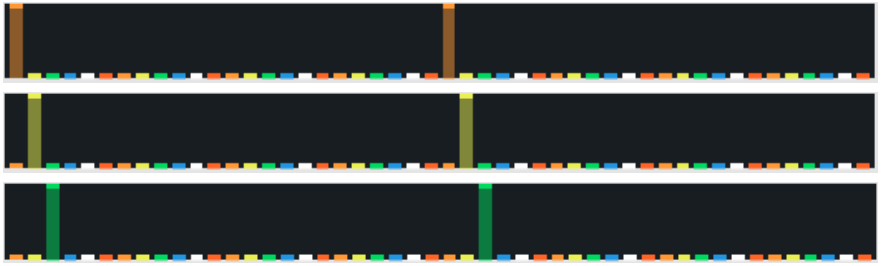
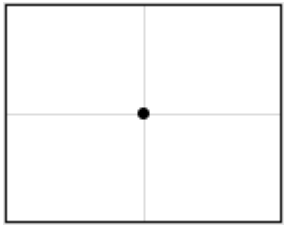
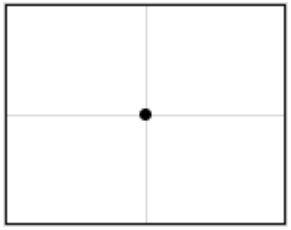
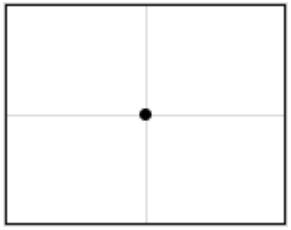
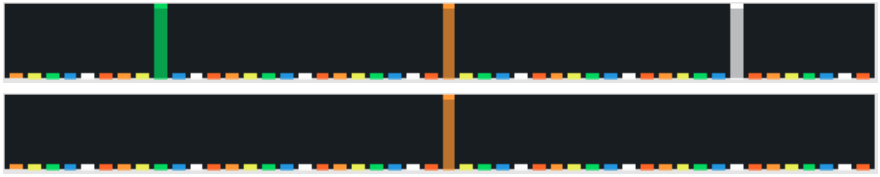
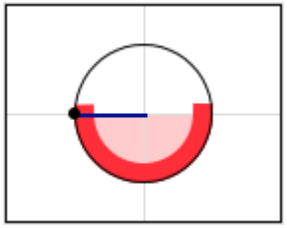
PLOTS of several DFT coefficients from periodic rhythms and their rotated version.

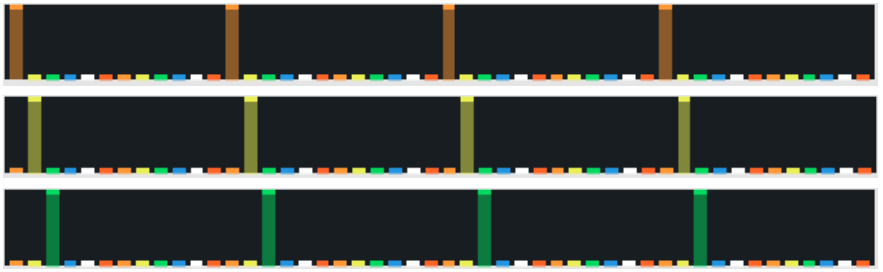
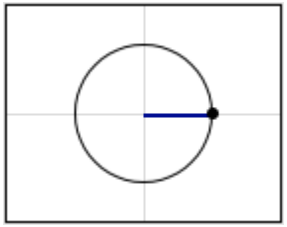
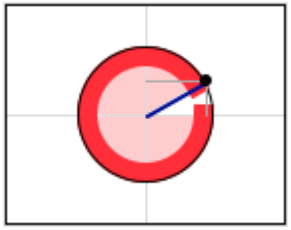
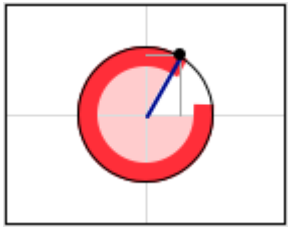
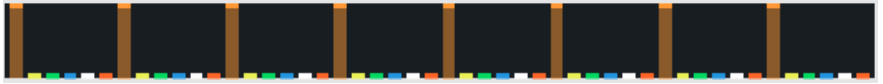
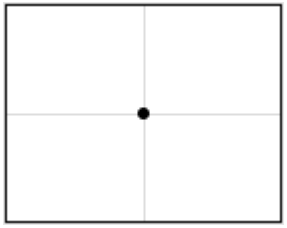
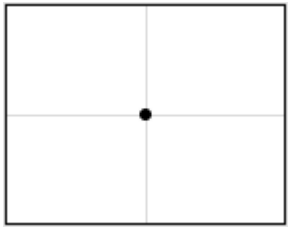
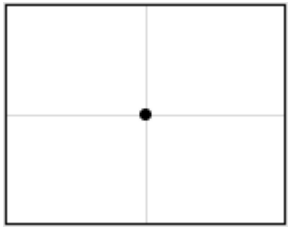
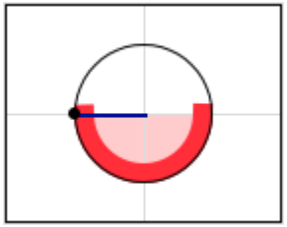
Observations:

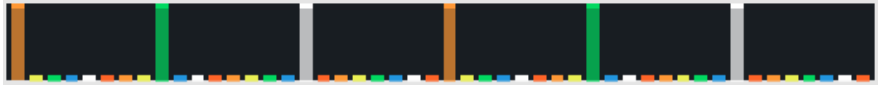
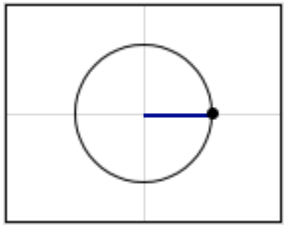
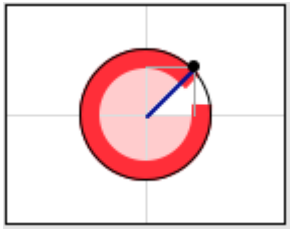
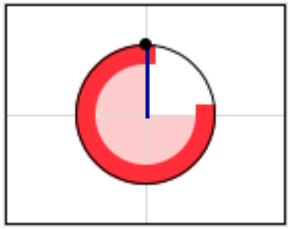
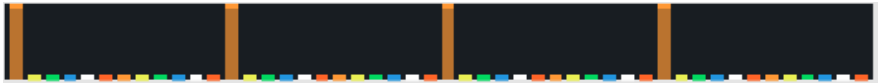
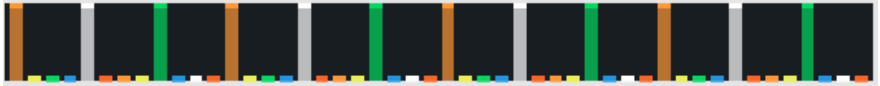
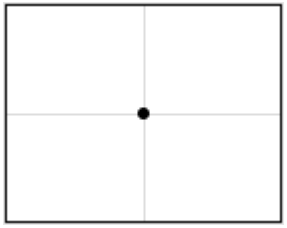
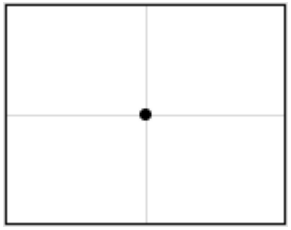
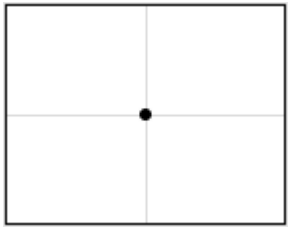
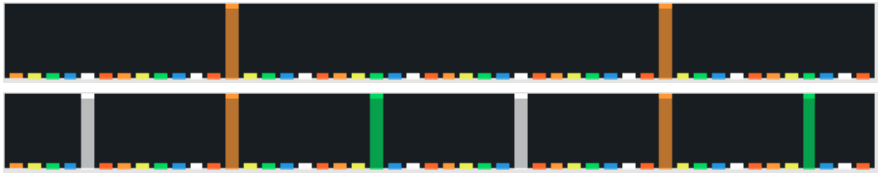
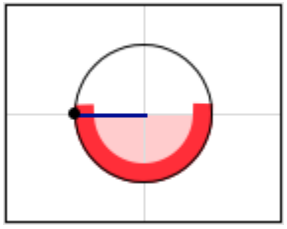
- Coefficient pair is computed by: $[coefIndex_{(r,i)} = index * 2]$
- All rhythmic patterns are periodic (always the same IOI), only density (number of onsets) varies.
- All rhythmic patterns have 48 pulses length, which comprises one bar. Why? Refer to research about binarization from Toussaint.
- DFT was normalised by dividing: $[normVector = bin0r / vector]$ and scaled to be adapted to LCD plotting coordinates.
- Change of density (number of onsets) doesn't affect the coefficient rotation.
- Pulses within each rhythmic pattern representation are grouped and color coded every 6 pulses: (1) orange, (2) yellow, (3) green, (4) blue, (5) gray/white, (6) red
- We only depict the first 3 rotations, all the remainder are multiples of the first one.
- Which coefficients are depicted? Computing the DFT on a vector with length 48 pulses results in 96 coefficients, we highlight the following which represent important musical subdivisions of the bar (from musical notation):
  96/2/2/2/2 = 48, 24, 12, 6, 3
  96/3/2/2/2 = 32, 16, 8, 4, 2
- What's the structure of each table? For each coefficient the 1st row represents the cases able to be captured by that coefficient, the 2nd row represents cases not captured by that coefficient, and the 3rd row represents exceptional cases.

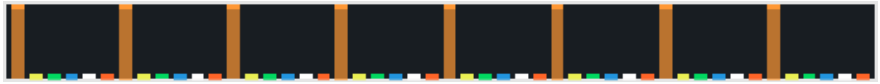
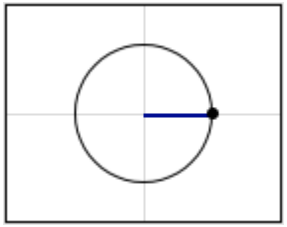
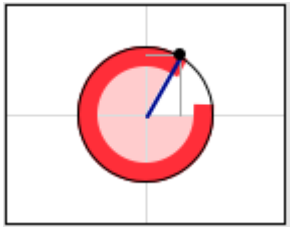
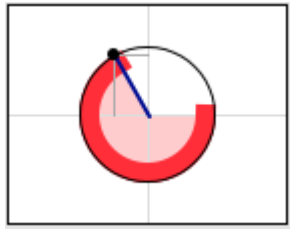
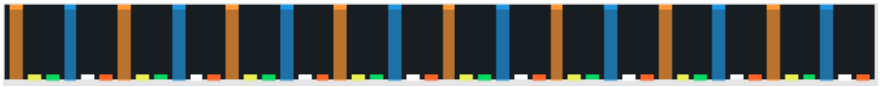
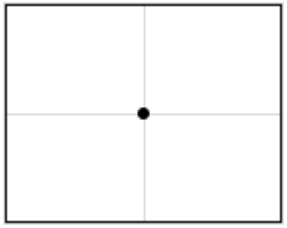
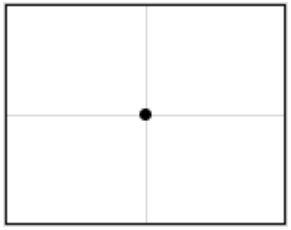
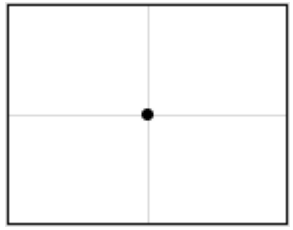
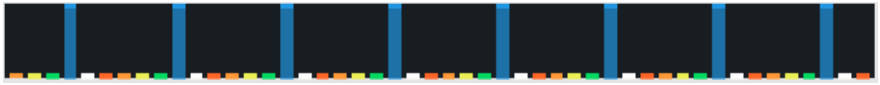
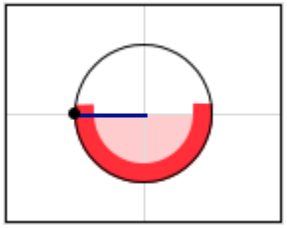
Coefficient pair #0 (r0, i1)	**Rotation 0 (0º)**	**Rotation 1 (0º)**	**Rotation 2 (0º)**
			

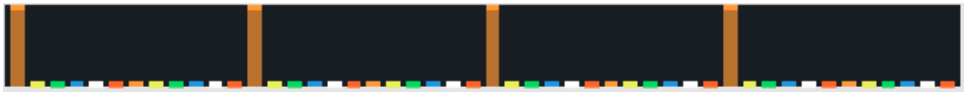
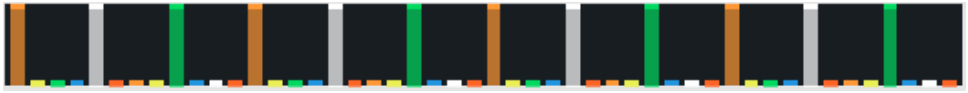
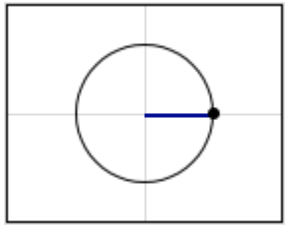
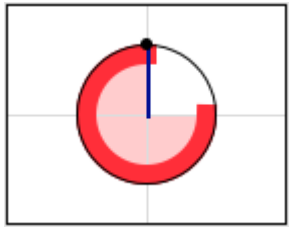
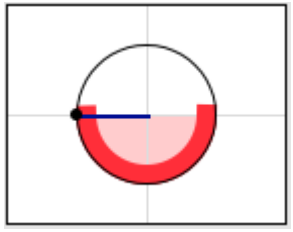
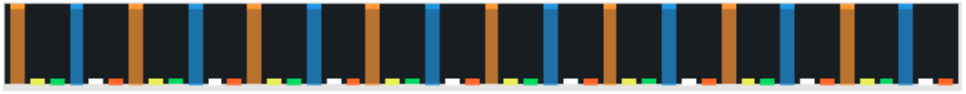
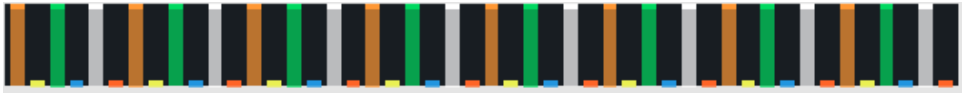
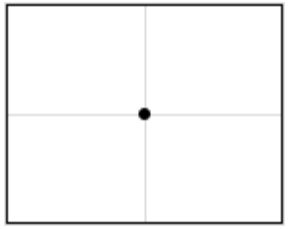
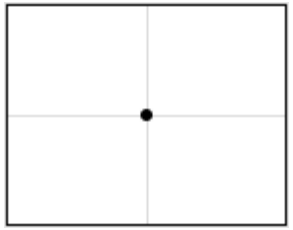
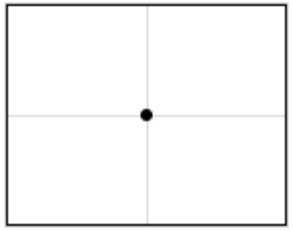
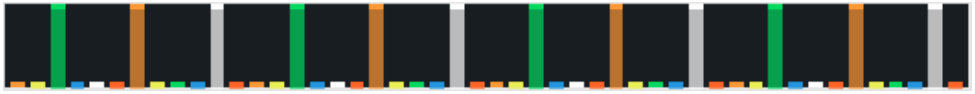
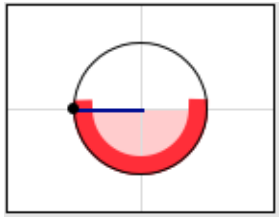
Rhythmic Figure #2 (Coefficient #2 r4, i5)	Rotation 0 (0º)	Rotation 1 (15º)	Rotation 2 (30º)
 Density <= 2			 Rotation 0…23 +=15º
 Density == 4, IOI == 12  Density == 3, IOI ==16	Rotation 0 	Rotation 1 	Rotation 2  Rotation n…
 *special cases	Rotation 0 (-180º) 	*special case	

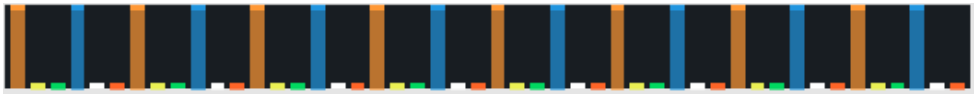
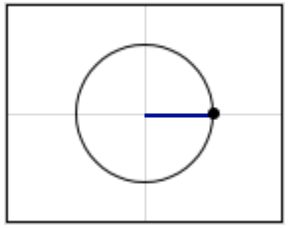
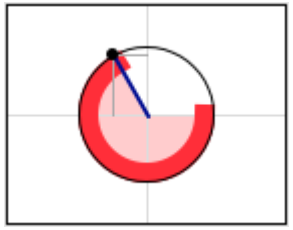
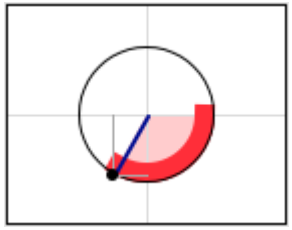
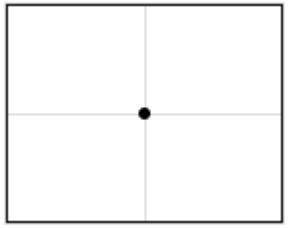
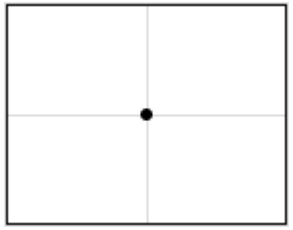
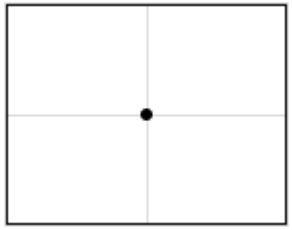
Coefficient pair #3 (r6, i7)	Rotation 0 (0º)	Rotation 1 (22.5º)	Rotation 2 (45º)
 Density == 1, IOI == 48  Density <= 3, IOI >= 16			 Rotation 0…15 +=22.5º
 Density == 2, IOI == 24	Rotation 0 	Rotation 1 	Rotation 2  Rotation n…
 *special cases	Rotation 0 (-180º) 	*special case	

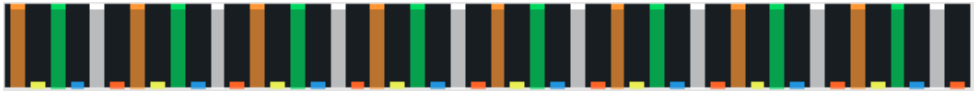
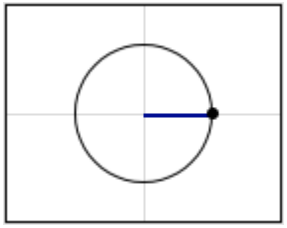
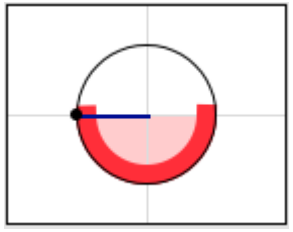
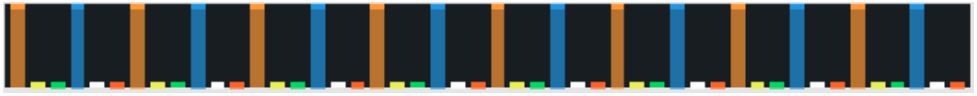
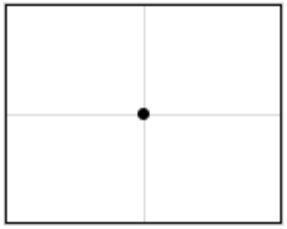
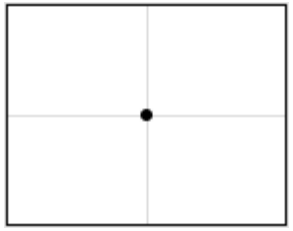
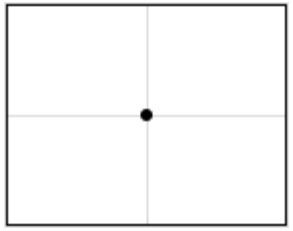
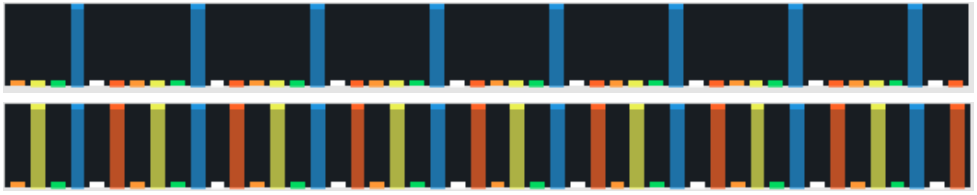
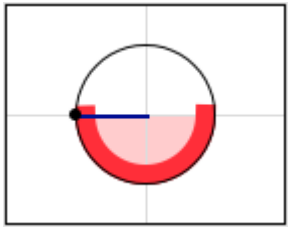
Coefficient pair #4 (r8, i9)	**Rotation 0 (0º)**	**Rotation 1 (30º)**	**Rotation 2 (60º)**
 Density <= 4, IOI >= 12			 Rotation 0…11 += 30º
 Density == 4, IOI == 6  Density == 3, IOI == 16	Rotation 0 	Rotation 1 	Rotation 2  Rotation n…
 *special cases	Rotation 0 (-180º) 	*special cases	

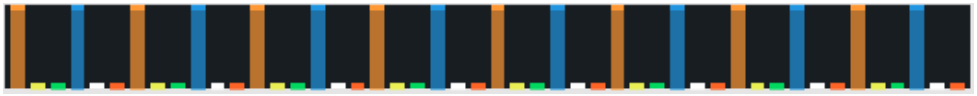
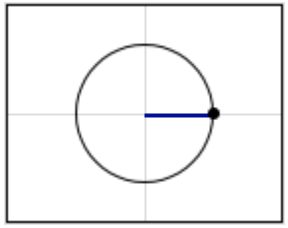
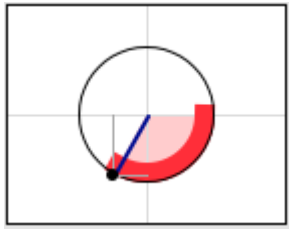
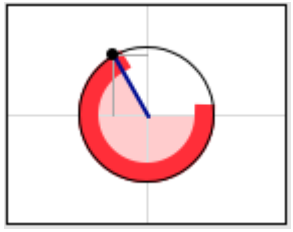
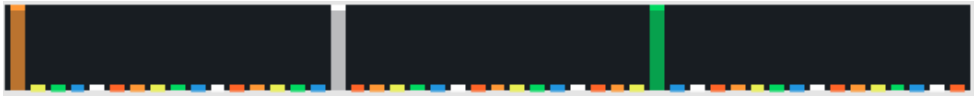
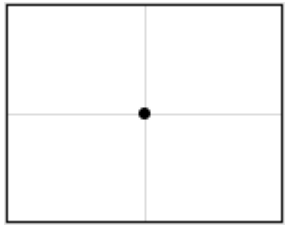
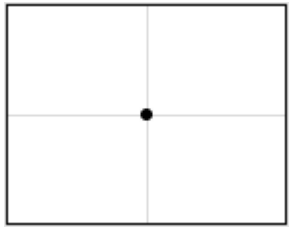
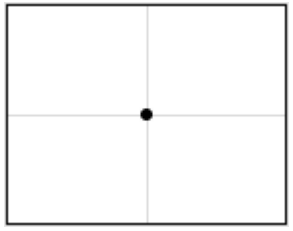
Coefficient pair #6 (r12, i13)	Rotation 0 (0º)	Rotation 1 (45º)	Rotation 2 (90º)
 Density <= 2, IOI >= 24  Density <= 6, IOI >= 8			 Rotation 0…7 += 45º
 Density == 4, IOI == 12  Density == 12, IOI == 4	Rotation 0 	Rotation 1 	Rotation 2  Rotation n…
 *special cases	Rotation 0 (-180º) 	*special case	

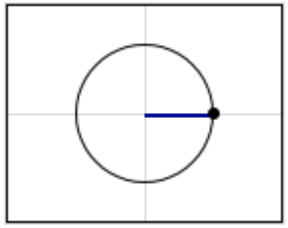
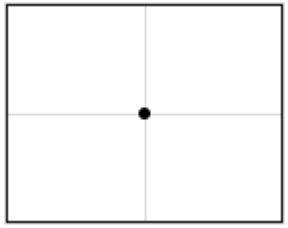
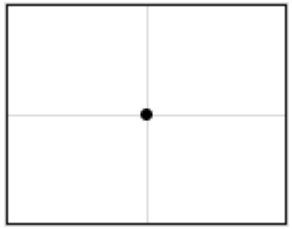
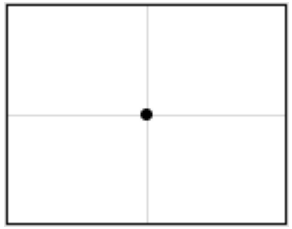
Coefficient pair #8 (r16, i17)	**Rotation 0 (0º)**	**Rotation 1 (60º)**	**Rotation 2 (120º)**
 Density <= 8, IOI >= 6			 Rotation 0…5 += 60º
 Density == 16, IOI == 3  Density == 3, IOI == 16	Rotation 0 	Rotation 1 	Rotation 2  Rotation n…
 *special cases	Rotation 0 (-180º) 	*special case	

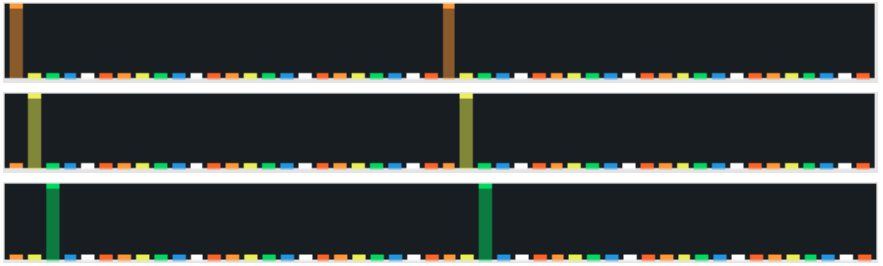
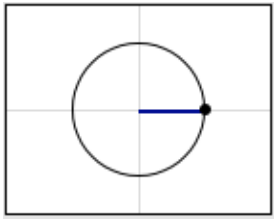
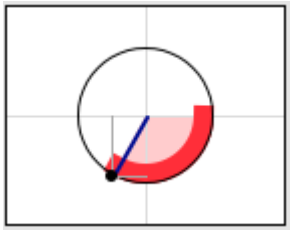
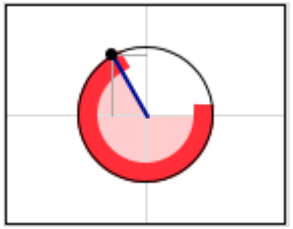
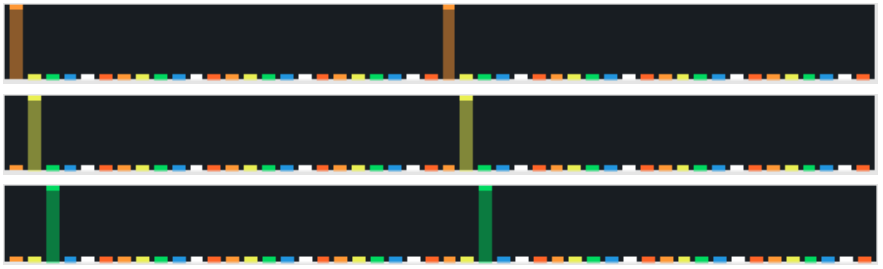
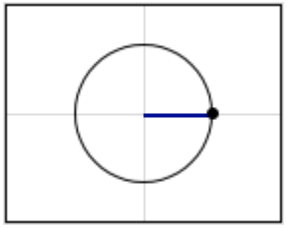
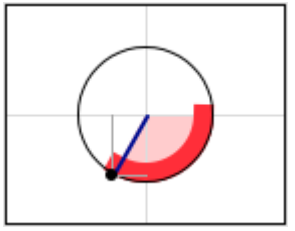
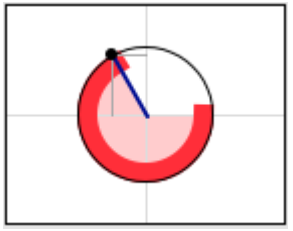
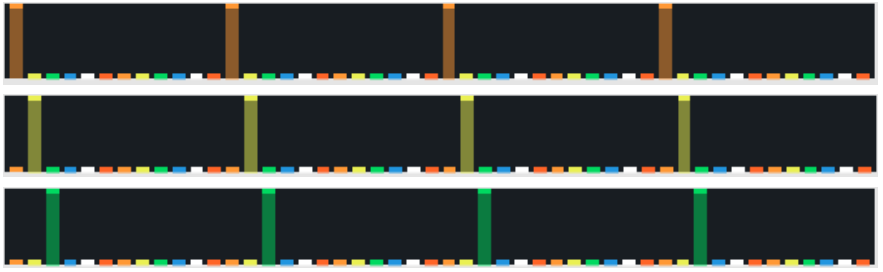
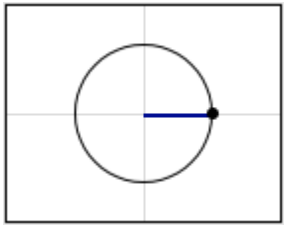
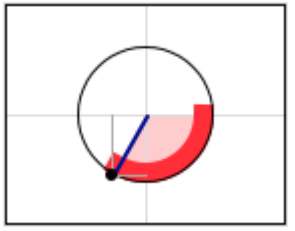
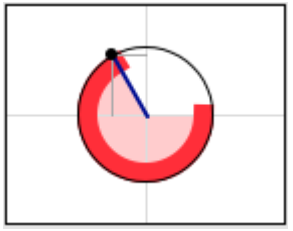
Coefficient pair #12 (r24, i25)	**Rotation 0 (0º)**	**Rotation 1 (90º)**	**Rotation 2 (180º)**
 Density <= 4, IOI >= 12  Density <= 12, IOI >= 4			 Rotation 0…3 += 90º
 Density == 16, IOI == 3  Density == 24, IOI == 2	Rotation 0 	Rotation 1 	Rotation 2  Rotation n…
  *special cases	Rotation 0 (-180º) 	*special case	

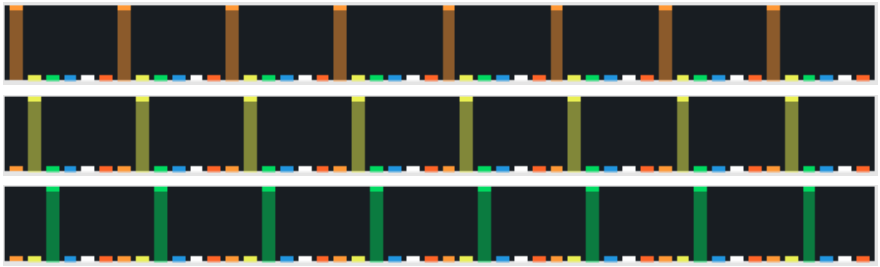
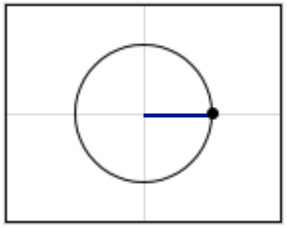
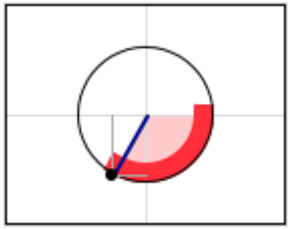
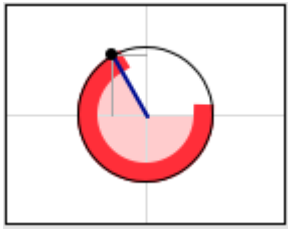
Coefficient pair #16 (r32, i33)	**Rotation 0 (0º)**	**Rotation 1 (120º)**	**Rotation 2 (240º)**
 Density <= 16, IOI >= 3 Density <= 12, IOI >= 4			 Rotation 0…2 += 120º
 Density == 3, IOI == 16	Rotation 0 	Rotation 1 	Rotation 2  Rotation n…
*special cases		*special case	

Coefficient pair #24 (r48, i49)	**Rotation 0 (0º)**	**Rotation 1 (180º)**	**Rotation n**
 Density <= 8, IOI >= 6  Density <= 24, IOI >= 2			Rotation 0…1 += 180º
 Density == 16, IOI == 3	Rotation 0 	Rotation 1 	Rotation 2  Rotation n…
 *special cases	Rotation 0 (-180º) 	*special case	

Coefficient pair #32 (r64, i65)	**Rotation 0 (0º)**	**Rotation 1 (120º/240º)**	**Rotation (-120º/120º)**
 Density <= 16, IOI >= 3		 *	 Rotation 0…2 += 120º *I suspect this pattern wraps the circle around
 Density == 3, IOI == 16	Rotation 0 	Rotation 1 	Rotation 2  Rotation n…
*special cases	Rotation 0 ()	*special case	

Coefficient pair #48 (r64, i65)	**Rotation 0 (0º)**	**Rotation 1 (120º/240º)**	**Rotation (-120º/120º)**
Density <= 16, IOI >= 3		*	Rotation 0…2 += 120º *I suspect this pattern wraps the circle around
Density == 3, IOI == 16	Rotation 0 	Rotation 1 	Rotation 2  Rotation n…
*special cases	Rotation 0 ()	*special case	

Coefficient pair 32 (r64, i65)	Rotation 0 (0º)	Rotation 1 (120º/240º)	Rotation 2 (-120º/120º)
			
			
			

Coefficient pair 32 (r64, i65)	**Rotation 0 (0º)**	**Rotation 1 (120º/240º)**	**Rotation 2 (-120º/120º)**
			
And so on… same pattern repeated on the circle.	And so on…	And so on…	And so on…