

Time and Reciprocity in Improvisation

**On the aspect of in-time systems in improvisation with
and on machines.**

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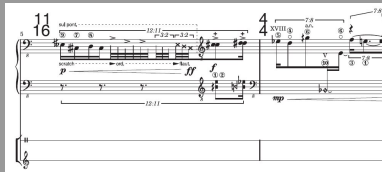
Real-time composition (?)

Misguiding concept

A musical score snippet for piano and violin. The piano part is in the upper staff, and the violin part is in the lower staff. The piano part begins with a measure marked '11' and '16', followed by a series of notes with various markings including 'p', 'ff', and 'f'. The violin part begins with a measure marked '4' and 'XVIII', followed by a series of notes with various markings including 'p', 'ff', and 'f'. The score includes various musical notations such as notes, rests, and dynamic markings.

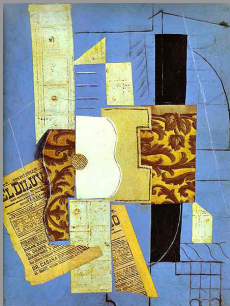
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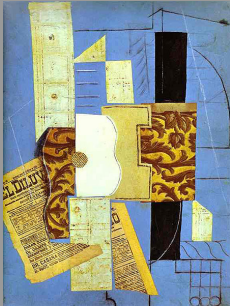


Non Real-Time or Real-Time?

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A related distinction

In-time

Processes that are
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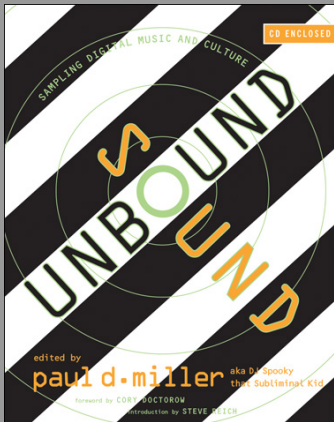
A related distinction

In-time

Processes that are
embedded in time.

Over-time

Processes that are
contained in time.



V. Iyer (2008)
'On improvisation, temporality, and embodied experience.'
(Chapter 26 in *Sound Unbound : Sampling digital music and culture*, (Paul D. Miller, edito). The MIT Press, Cambridge, Mass., 2008.)

In-time and over-time

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Typical in-time operations

- Musical performance
- Improvisation

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Over-time operations

- Composition
- Reading a book
- Computation

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Resistance is an integral part of in-time operations.

What is interaction?

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What is interaction?

Problematic...

- “Reciprocally active” (OED Online)
- In computer interface design: **control**
- In improvised music: **exchange, communication and reciprocity** (see *Saying Something* by Ingrid Monson (1996))

Musical interaction

Sensitivity

A succesful interplay between musicians rests on a mutual sensitivity for taking, and responding to, musical initiatives.

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Difference

Musicians induce differences that “*make a difference*” and according to Gregory Bateson, such a difference that makes a difference is the definition of a bit of information (Bateson 1979, *Mind and Nature*)

Bateson and beyond

Interaction-as-control

Interaction-as-
difference

Bateson and beyond

Interaction-as-control
To control technology.

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To exploit the constraints and allowances of the natural timescales of the technology used.

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click and
response



musical
interaction

The interactive continuum

click and
response



musical or
human
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The interactive continuum

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musical or
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What are the inherent constraints and allowances of the technology?

Multiple temporalities

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- Xenakis:
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 - ...and of time to space transformations.

Time to space transformation is a recurring thread in several art forms.

Vertigo (Hitchcock 1959)



"It was only a moment to you..."

Parsifal (Wagner)



“Du siehst, mein Sohn, zum Raum wird hier die Zeit.”

The spatial representation of music

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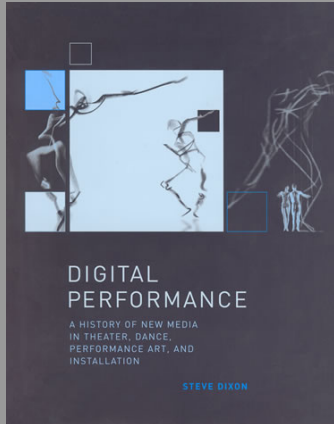
“We might say that recording is a reflux, or distillation in which time is boiled off, for time must be added back in to get sound, in the form of a steady motion of the turntable or tape heads or the crystal clock in digital recording.”
(Evens, 2005)

The spatial representation of music

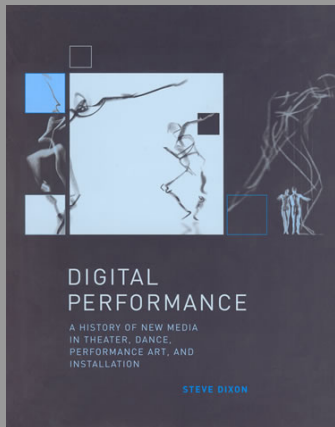
- Musical notation is the out-of-time representation of music.
- A recording is a spatial representation.
- The digital representation of sound is similarly (abstractly) spatialized.

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Lack of 'liveness' in digital performance



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Technology have
*"transformed or destabilized
notions of liveness, presence,
and the 'real'"*.

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The issue is to more fully understand and appreciate the differences and *play* with them.

Thank you.



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