

September 18th PLT Group Meeting

GitHub

- **ACTION**: make own branch, make proposal file
- Look at <http://gitimmersion.com/> for tutorial if needed
 - Basic commands: add, commit, push

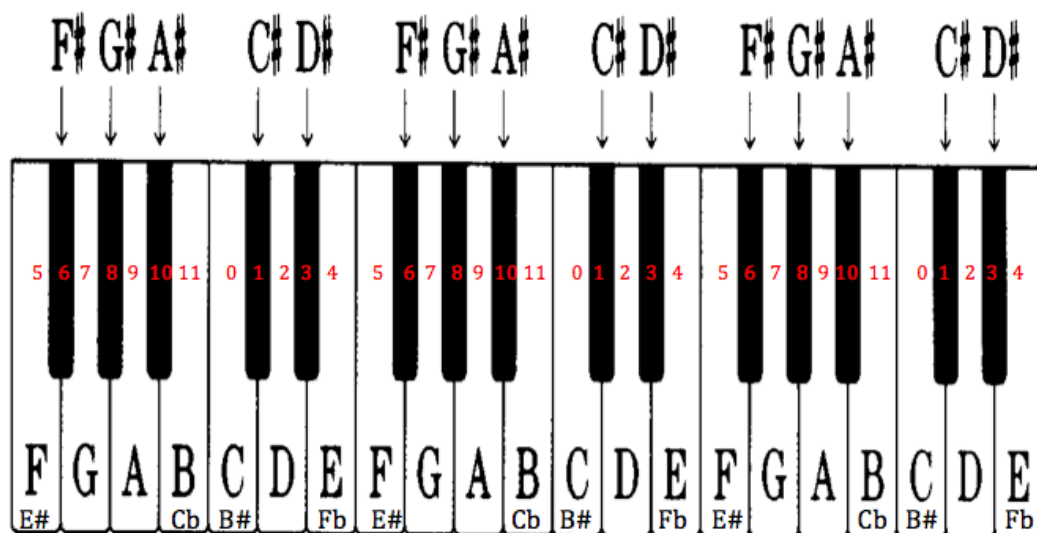
Proposal Action Items

- Background: **Richard**
 - What is serialism
 - Notation
- Motivation: **Lianne**
 - Why functional language
 - Why compiling to C
 - How helpful for composers
- Language Description: **Lindsay**
 - Types (static, immutable)
 - Operators
 - Keywords
 - Functions
- Examples: **Van**
 - Library functions (transposition, etc)
 - Writes music (with C output): Take Figure and “show”/compose it

Serialism

Pitch classes (pc):

(Original image: <http://www.music-mind.com/Music/Srm0038.GIF>)



- Creating the matrix
 - Matrix is a tool for composers: pick and choose things, then compose
 - P_#
 - P_0 = prime row, only thing composer needs to decide
 - # subscript !=0, the subscript indicates the number of transpositions to do on the original row
 - Example: P_10 takes every pc in P_0 and adds 10 to it
 - I_# = inverse
 - # subscript is inverse of whatever P row that # corresponds to
 - R_# = retrograde
 - RI_# = inverse retrograde

Example

1. Pick P_0
2. Compute I_0: difference between P_0's 1st entry and current entry, inverted and mod(12)
3. Compute P subscript numbers for all other rows
4. Take each P_0 entry number add P subscript to it
5. Match I subscripts with P row subscripts

	I_0	-3	I_3	+7	I_5	+1	I_11	+2	I_10	+3	I_9	
P_0	3		0		10		4		5		6	R_0
+3 P_3	6		3		1		7		8		9	R_3
-7 P_5	8											R_5
-1 P_11	2											R_11
-2 P_10	1											R_10
-3 P_9	0											R_9
	RI_0		RI_3		RI_5		RI_11		RI_10		RI_9	

Proposal Discussion

- Functional Language → Compiler → C & OpenGL → gcc → .o file (music score)
 - Pro: no one has done this before
 - Pro: programmable to do serialism
 - Con: might be hard if we want to add rhythm
 - Start with whole notes only, incrementally add other note lengths
- Specifics
 - Immutable memory – no global variables, just types
 - No I/O: initial in (prime row), ultimate out (image of score)
 - Haskell syntax is good jumping off point (see tutorials if needed)
- Keywords
 - let (rec?)
 - ->
 - :: specify type (ex. retro :: [int] -> ... -> [int] -> int)
 - last [int] = return type
 - all other [int] =arguments
 - if, else, then (else required)

- | (pipe for guards)
- Types
 - Primitve: int, boolean
 - Note, Chord, Figure
 - Note: (pc: int, beat: int, register: int)
 - pc = 0-11
 - beat = powers of 2
 - using 4:4 timing (4 beats in measure, each beat gets $\frac{1}{4}$ note)
 - 1 – whole note
 - 2 – half note
 - 4 – quarter note
 - 8 – eighth note
 - 16 – sixteenth note
 - 32 – thirty second note, highest we will allow
 - register = -2 – 2
 - middle C and above = positive numbers (treble clef)
 - below middle C = negative numbers (base clef)
 - Chord: [Note] – need type check that notes all have same beat number
 - Figure: [Chord]
 - **OR:** Lists and Tuples and write std library with note, chord, figure
 - All elements of list must have same type
 - Elements of tuple can be different types
- Operators
 - + plus, - minus, ++ concat, : cons
 - % mod (make sure handles negatives)
 - /* */ nested comments, // in-line comments
 - <, >, <=, >=, == comparisons
- Functions
 - Declaration
 - Must declare type
 - Can declare general type
 - Use “->” to specify arguments + return type
 - Declaring a function must be on own line
 - Can use pattern matching, guards, or if-then-else
 - Pattern Matching: each pattern must be on own line


```
retro [] = []
retro (x : rest) = (retro rest) ++ [x]
```
 - Guards: new line vs no new line doesn't matter


```
retro list
| (null list) = []
| otherwise = (retro (tail list)) ++ [(head list)]
```

- if-else
 retro list
 if (null list) then []
 else (retro (tail list)) ++ [(head list)]
- end of line = \n
 - need to account for Windows? \r\n