

Unix Style Computer Aided Composition

Appendix A: Function Listings

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1. Common Data

Data	Encoding
Pitch	Int
Interval	Int
Degree	Int
Scale	\circ [Interval]
Mode	(Scale, Degree)
Root	Pitch
Key	(Root, Mode)
Chord	[Pitch]
Line	[Pitch]
Harmony	[Line]
Alteration	Int

2. Common Functions

2.1. Input/Output

Function	Description
read_accidental(a)	Return encoded alteration a
read_note(p)	Return encoded natural pitch p
read_tone(p, a)	Return encoded pitch p with alteration a
read_mode(m)	Return encoded mode m
init_key_field(k, i)	Initialise all cells of M×N matrix k with value i where M is number of pitches and N is number of major scale modes
read_key_list(k, x)	For each key(root, mode) read from STDIN set k[root][mode] to x
print_matching_keys(k, x)	For each k[root][mode] equal to x print key(root, mode)
is_accidental(p)	Returns true if the decoding of p requires a sharp or flat else returns false
is_correct_accidental(k, a)	Returns true if the decoding of key k can be represented using accidental a
get_correct_accidental(k)	Returns an accidental which the decoding of key k can be written using
print_note(a, p)	Print decoding of pitch p using accidental a

2.2. Internal

Function	Description
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clock_mod(x, m)	Returns a member of {0..m} congruent to x where x may be positive or negative
step(d, k)	Returns the pitch one step up from degree in key
calc_degree(p, k)	Returns the degree of pitch p in the context of key k
is_diatonic(p, k)	Returns true if pitch p is in key k, false otherwise
apply_steps(d, k, s)	Returns the pitch s steps from degree d in key k where s may be positive or negative
min_tone_diff(p, q)	Returns the minimum pitch difference between pitches p and q in semitones

3. Mode Generating

Function	Description
check_relative_modes(r, k)	For all k[root][mode] in matrix k which are relative to key r, increment the cell value
process_notes(n, k)	For each pitch in list n call check_relative_modes(key(note,m), k) for each mode m

4. Interval Filtering

Function	Description
degree_val(d, m)	Return the interval between the first and degree d in mode m of the major scale in semitones
correct_alteration(d, m, a)	Returns true if the interval between the first and degree d in mode m is different to the corresponding interval in the major scale

5. Melody Generation

Function	Description
count_scale_steps(k, start, end)	Return the steps it takes to reach pitch end from pitch start in key k
generate_line(len, tones, k)	Returns a melody line of length len using pitches from list tones as a skeleton and filled out with pitches from key k

6. Melody Harmonisation

Function	Description
is_primary_degree(p, k)	Return true if pitch p is degree 1, 4 or 5 in key k else returns false
add_middle_note(b, m, k)	Return the pitch x such that the chord made up of pitch b in the bass, pitch x in the middle and pitch m in the melody forms the most complete chord possible in key k
generate_middle_line(b, m, k)	Return a line between the bass line b and melody line m that would such that they would be harmonious together in the key k
pick_primary_chord(d)	Return a primary chord degree which melody degree d is a part of
faulty_note(b, m, k)	Return the number of faults incurred by having bass pitch b with melody pitch m in key k
count_faults(b, m, k)	Return the number of faults incurred by having the bass line b with melody line m in key k
alt_chord_choice(c, d)	Return another primary chord degree other than c which degree d is a part of if possible, otherwise return degree c
improve_bass_line(b, m, k)	Returns an improved version of a simple bass line b using melody line m and key k as context
generate_bass_line(m, k)	Returns a simple bass line to work with melody line m in key k

7. Conversion to MusicXML

Function	Description
<code>write_headers()</code>	Print MusicXML headers
<code>write_part_def(i, n)</code>	Print the definition for a part with name <code>n</code> and ID <code>i</code>
<code>write_part_line(i, l, o, c)</code>	Print the MusicXML representation of line <code>l</code> with ID <code>i</code> in octave <code>o</code> using clef <code>c</code>

7.1. Stave Key Signature Display

Function	Description
<code>spacing(a, l)</code>	Returns the indent as a number of spaces required for correct placement of accidental <code>a</code> on stave line <code>l</code>
<code>print_key_sig(a, l)</code>	Prints the key signature on a stave to the terminal where <code>p</code> is a list of flags defining which lines should be altered and <code>a</code> is the alteration which should be applied if so
<code>note_status(a, n)</code>	Returns a list of flags representing which lines should be altered using accidental <code>a</code> to represent the key signature with <code>n</code> instances of accidental <code>a</code>
<code>is_flat_key(k)</code>	Returns true if key <code>k</code> must be represented using flats rather than sharps, otherwise returns false
<code>calc_accidentals(a, k)</code>	Returns the number of accidentals of type <code>a</code> which must be used to represent key <code>k</code>
<code>relative_ionian(k)</code>	Return the root pitch of the relative Ionian for key <code>k</code>
<code>note_to_cf(p)</code>	Returns the number of sequential perfect fifth steps pitch <code>p</code> is from the pitch <code>C</code>

7.2. Fretboard Mode Display

Function	Description
<code>write_string(k)</code>	Return a single guitar string representation of key <code>k</code>
<code>note_to_fret(p)</code>	Return the guitar fret which pitch <code>p</code> lies on a guitar E string