

Triads e Pepe



What this talk is About

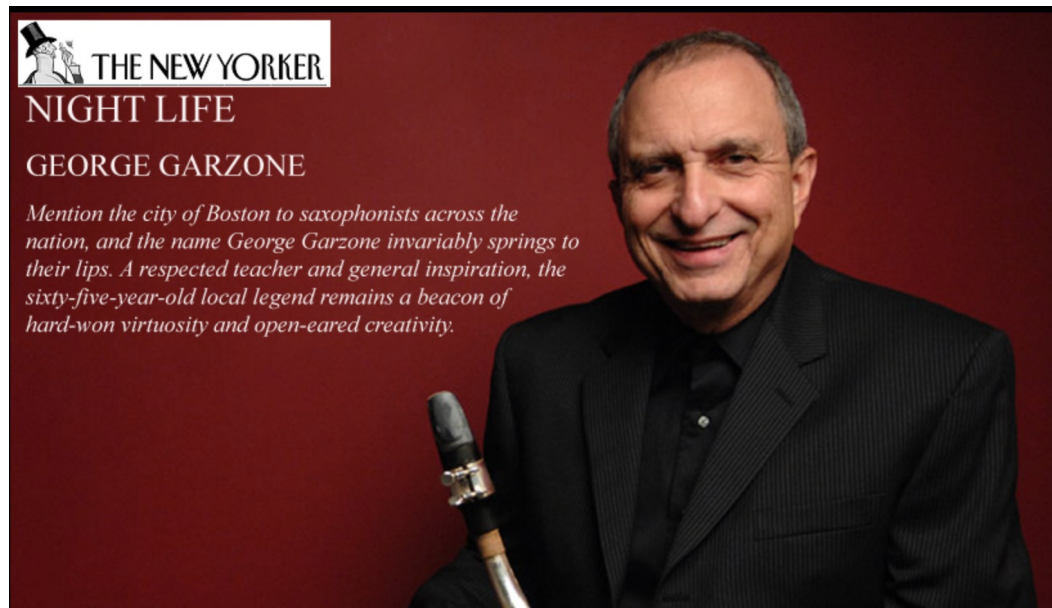
- Use KDB+/Q for generating jazz music (lines)
- based on George Garzone's concepts
- Inputs are a few musical parameters
 - Starting note
 - Triad Quality
 - Step
 - How many triads in the output
- outputs midi files

Who I Am

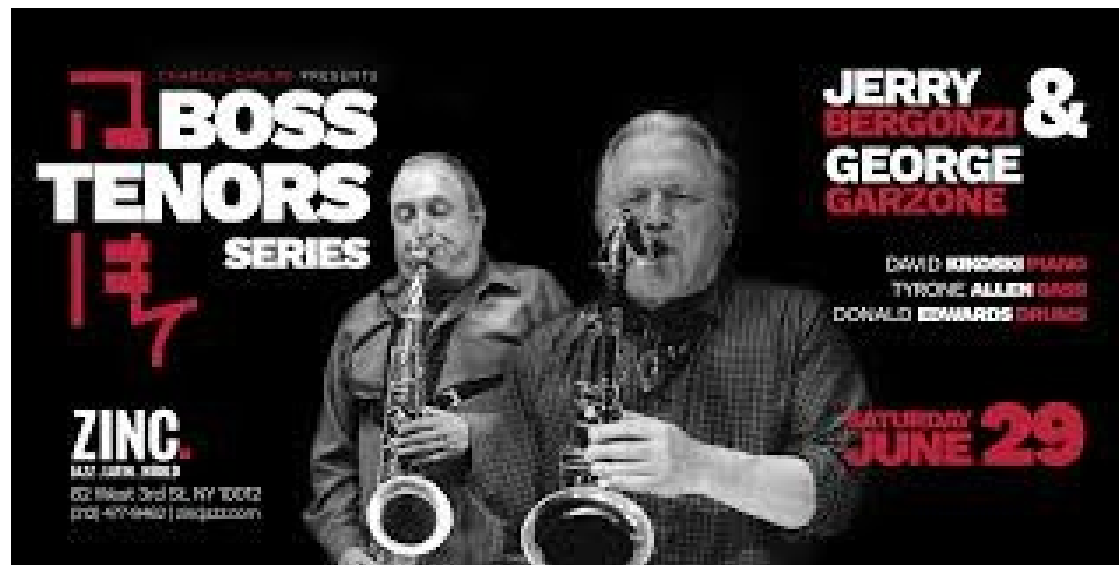
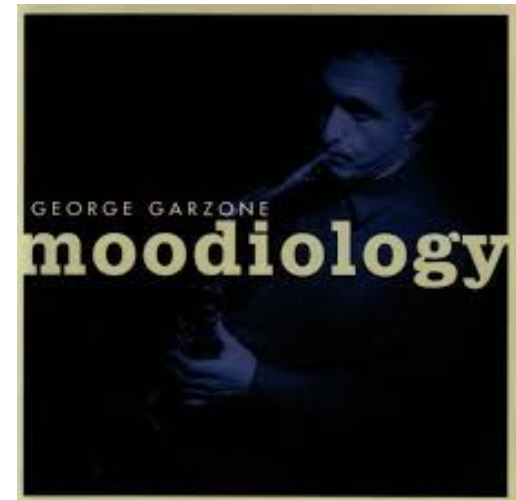
- Steve Wirts
 - Software developer 25 years in NYC area
 - KDB/Q+, Java, Javascript, Smalltalk
 - Currently at Virtu

George Garzone

- elite world renown jazz musician (saxophone)
- currently faculty at Berklee
- historically significant jazz innovator



George Garzone



Triads e Pepe?

- only 3 ingredients



Cacio e Pepe

- deceptively difficult to get just right



The “Sound”

CONCERT

- 12 -

(STANDARD CHORD PROGRESSION I WITH GEORGE GARZONE SOLO)

NOTE: THIS SOLO BY GEORGE GARZONE IS AN EXAMPLE OF COMBINING THE RANDOM TRIADIC AND CHROMATIC APPROACHES (I.E. THE TRIADIC CHROMATIC APPROACH)

A

B

C

D

Major
♩ = 210

Minor

Diminished

Augmented

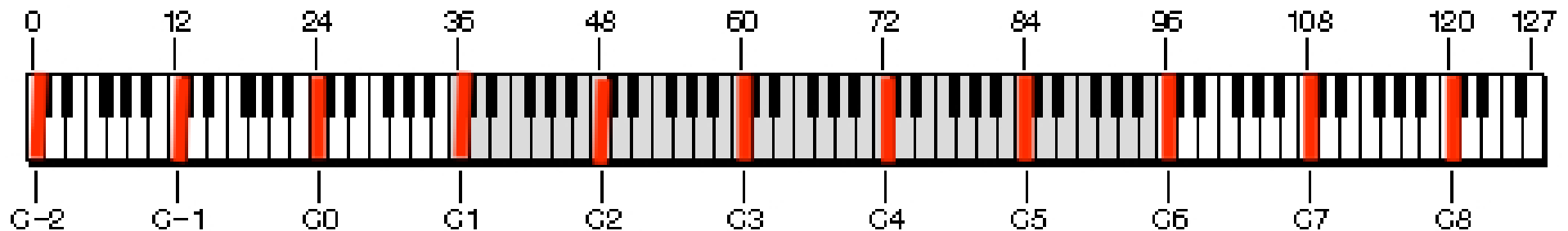
*play both examples now

Towards an Algorithm

- George developed this approach
 - Over time starting in 1990s
 - Listening to Coltrane
 - Spark happened at an ear training class at NEC
- Triadic Chromatic Approach
 - Connect random triads of same quality
 - Starting note offset by $\frac{1}{2}$ step from previous note
 - Avoid patterns
 - *don't repeat inversions*

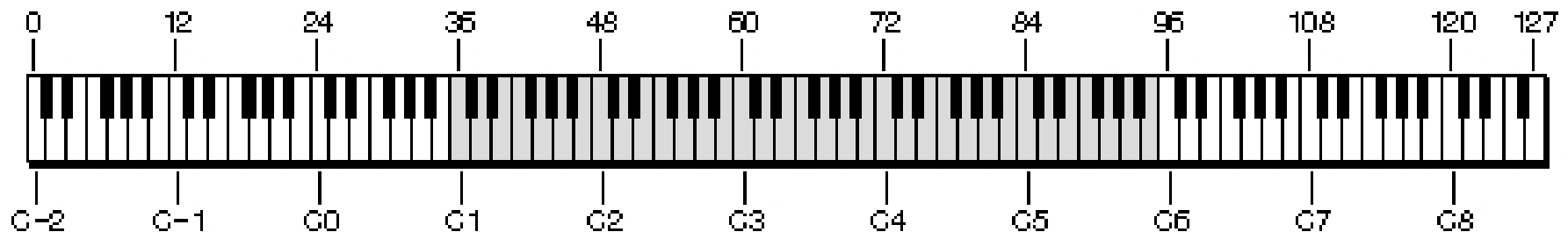
Music Theory for Computer People

- -octave is a scientific term
- same note just “higher” sounding
 - each octave is $2 \times$ frequency of the next below
 - C3 130.81Hz
 - C2 65.41Hz
 - C1 32.70Hz
 - C0 16.35Hz



Music Theory for Computer People

- Musical Instrument Digital Interface (midi)
 - semitone (half step) is the atomic unit
 - an octave has 12 semitones, music is base 12
 - notes are integers between the audible lowest and highest notes

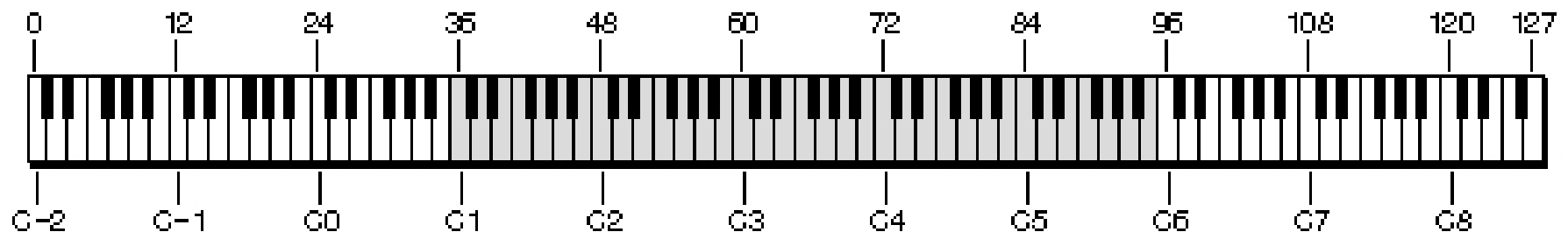


Music Theory for Computer People

- Musical Instrument Digital Interface (midi)
 - C is the name of the lowest note

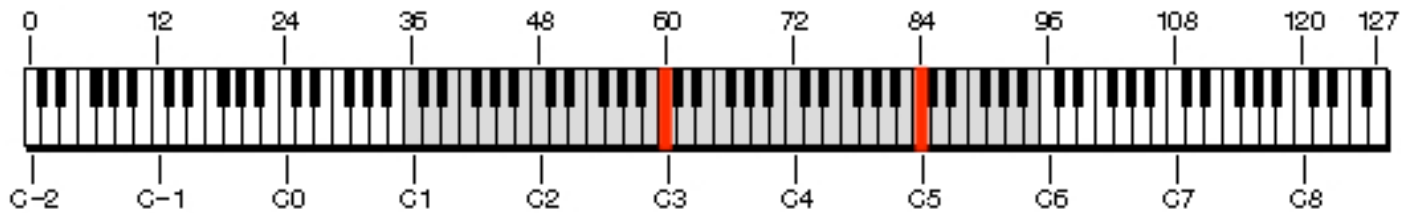
1 octave ((#)sharp (b)flat – ebony keys)

- 0 1 2 3 4 5 6 7 8 9 10 11 12
- C (C# Db) D (D# Eb) E F (F# Gb) G (G# Ab) A (A# Bb) B C



Music Theory for Computer People

- A Quick note about range
 - bosendorfer imperial piano has 8.5 octaves 0 - 102
 - midi accommodates 0 - 128
 - western music, a practical range is 60 – 84 (0-24)
 - 2 octaves easy to read in sheet music, easy to play on saxophone



Music Theory for Computer People

- an interval is a number of semitones (a distance) between 2 notes
- a triad is a cluster of 3 notes - root, middle, top (2 stacked intervals)
- 4 basic triad “Qualities”

Music Theory Triads

quality	music notes	midi note values	interval sizes
C Major	C E G	0 4 7	4 3
C Minor	C Eb G	0 3 7	3 4
C Diminished	C Eb Gb	0 3 6	3 3
C Augmented	C E Ab	0 4 8	4 4

11				
10				
9	Major	Minor	Diminished	Augmented
8	-----	-----	-----	Ab
7	-- G -----	G		
6	-- -----	-----	Gb	
5				
4	-- E -----	-----	-----	E
3	-- -----	Eb -----	Eb	
2				
1				
0	--- C -----	C -----	C -----	C

Music Theory – the Inversion

- an inversion is when the notes of a triad are rearranged with respect to which one is on bottom
- a triad has 3 notes so it has 3 possible inversions
- three stacked inversions with the root as the middle note is called an **INVERSION LADDER**
 - there are 5 notes in an inversion ladder
- Critical to the epiphany

4	top			G	
3	middle		E	E	
2	root	C	C	C	- 1st inversion root middle top
1	top	G	G		- 3rd inversion (top down an octave) root middle
0	middle	E			- 2nd inversion (middle down an octave) (top down an octave) root

so

3rd inversion	0 1 2
2nd inversion	1 2 3
1st inversion	2 3 4

Computer Theory for Music People

- computer people count things starting from 0

Try and Fail over the Years

England prolog version – late 1990's

Java version early 2000's

Finally got the algorithm right do it in KDB+/Q

- Q God Steve Apter: “get to the tiniest version of the algorithm that you can – you have to think really hard for awhile ”



The Epiphany

- YOU CAN REPEAT INVERSIONS!
- there are 2 keys to avoiding hearing repetition, inversion and order of the notes played within
 - anything is trivial once it becomes obvious



The Algorithm



Imaged by Heritage Auctions, HA.com

The Algorithm

- construct music "lines" by connecting random triads of the same quality
- random means to select at random an inversion and a note sequence
- * you can repeat an inversion but note ordering within the inversion must be different from the previous triad
- consecutive triads start on a note that is up or down 1 semitone from last note of the previous triad
- if the last note of a triad is G, the next triad must start on a Gb(F#) or a Ab(G#)
- these notes (Gb or Ab) can be the root middle or top of the next triad

The Algorithm

- there are 18 possible note sequences for 1 triad of any quality, these are called
- **INVERSION LADDER SEQUENCE INDEXES**

2nd inversion

0 1 2

0 2 1

1 0 2

1 2 0

2 0 1

2 1 0

3rd inversion

1 2 3

1 3 2

2 1 3

2 3 1

3 1 2

3 2 1

1st inversion

2 3 4

2 4 3

3 2 4

3 4 2

4 2 3

4 3 2

The Algorithm - example

- TCA algorithm inputs (reasonable defaults in parens)
 - 1) starting note (72) middle c
 - 2) a triad (4 3)
 - major "happy" sounding triad expressed as 2 stacked interval sizes
 - 3) count of repeating triads per output line (8)
 - 4) the (step) size (1 semitone) between successive triads
 - up or down at random
 - 5) high low bounds (60 84)
 - any line that goes above or below this range is disqualified

The Algorithm – example (1)

1) select a triad quality, lets say major 4 3

compute the inversion ladder

ladder: $\{(0; x \ 1; 12 - x \ 0; 12; 12 + x \ 1)\}$

tq: 4 3

il: ladder tq

4 top	$12 + tq[1]$	= 15
3 middle	12	= 12
2 root	$12 - tq[0]$	= 8
1 top	$tq[1]$	= 3
0 middle	0	= 0

The Algorithm – example (2)

2) compute the inversion ladder sequence indexes

```
ilsi:raze(0 1 2;1 2 3;2 3 4)@\:(0 1 2;0 2 1;1 0 2;1 2 0;2 1 0;2 0 1)
```

0 1 2

0 2 1

1 0 2

1 2 0

2 1 0

2 0 1

1 2 3

1 3 2

2 1 3

2 3 1

3 2 1

3 1 2

2 3 4

2 4 3

3 2 4

3 4 2

4 3 2

4 2 3

The Algorithm – example (3)

3) apply the 18 inversion ladder sequence indexes to our inversion ladder `il` (0 3 8 12 15)

`il @ ilsi`

0 3 8

0 8 3

3 0 8

3 8 0

8 0 3

8 3 0

3 8 12

3 12 8

8 3 12

8 12 3

12 3 8

12 8 3

8 12 15

8 15 12

12 8 15

12 15 8

15 8 12

15 12 8

The Algorithm – example (4)

4) compute the INVERSION LADDER INTERVALS from this

`ili:{1_ deltas x} each il@ilsi`

```
3  5
8  -5
-3  8
5  -8
-5  -3
-8  3
```

```
5  4
9  -4
-5  9
4  -9
-4  -5
-9  5
4  3
```

```
7  -3
-4  7
3  -7
-3  -4
-7  4
```

The Algorithm – example (5)

5) a random triad is now (-1 or 1) and one of the inversion ladder interval from (4)

		1	7	-3
			or	
		-1	7	-3

The Algorithm – example (6)

6) repeat (4), 8 times without repeating the same inversion ladder interval

```
flip (enlist 8?1 -1),flip -8 ? ili
```

```
-1 -5 9
```

```
1 -3 -4
```

```
1 4 3
```

```
1 -9 5
```

```
-1 -7 4
```

```
1 5 -8
```

```
-1 3 -7
```

```
1 9 -4
```

The Algorithm – example (7)

```
7) raze and scan the sums, replace the first value with starting note value
   sums 72, 1 _ raze flip (enlist 8?1 -1),flip -8 ? ili
       72 67 76 77 74 70 71 75 78 79 70 75 74 67 71 72 77 69 68 71 64 65 74 70
```

The Algorithm - solution

```
triads:(!). flip (  
  (`major;4 3);  
  (`minor;3 4);  
  (`diminished;3 3);  
  (`augmented;4 4)  
);  
  
generateline:{sums 72,1 _ raze flip (enlist 8?1 -1),flip -8 ? {1_ deltas x} each ladder[triads x]@ilsi}
```

The Algorithm – wrap up

8) save to disk as a midi file

```
`:line.midi 1: midi generateline`major
```

9) reject for range and ending note, repeat a zillion times



The Algorithm – wrap up

- Q is a general purpose language
- Try doing small/odd things with it in your free time
 - Its fun!!
- You can do more things with it than you think

Fun Time!!!

- Lets try some generated lines with George now!