#### Workshop ABF Challenges, Pisa, 2012

# Music Accessibility for Visual Impaired

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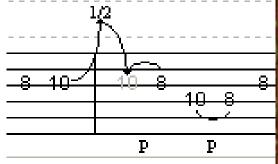
#### Music Domains

- Music is a multifaceted and multidomain space
- Audible Space is the effective valuable result of a long and heavy work of the artists: composers and performers
  - interpreting a representation / description (the original work) with the aim of transmitting the intentions and emotions of the composer
  - Almost «visual representation»
- The **transmission** of **music** *as sound* is quite recent since the recording technology is recent.
- On the other hand the **music representations** on physical «visual» support is quite old.



## Music Coding















### **Braille Music Notation**



• from the Valentin Haüy work of coding for music reading, in 1925 Louis Braille placed the basis for coding/writing music on dots rather than on lines



• Braille's music notation (and not only music) allows a visually impaired teacher to **teach at sighted** 

and visually impaired students







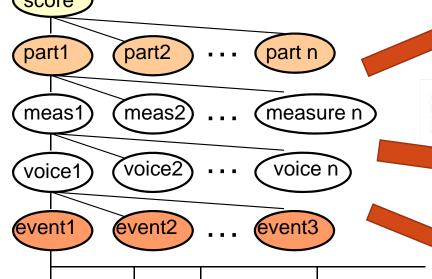
The same music in print and in Braille



## ICT as Enabling Technology

Measure change

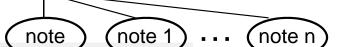
- Symbolic Music coding can be rendered in:
  - Classical notation
  - Braille notation
- Spoken Music











rest

chord

note





## The Coding Problem

• European Commission extablished the MUSICNETWORK NOE chaired by University of Florence, Italy (2000)



• **Study and development** of international standard for music coding supporting different rendering and multimedia on the basis

of several activities as:

• WEDELMUSIC ICT project

- MUSIC XML coding
- BRAILLE XML coding
- Finale coding
- Sibelius coding

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### Symbolic Music Representation

MPEG SMR as MPEG-4 part 23



• WEDELMUSIC format from EC project of European Commission



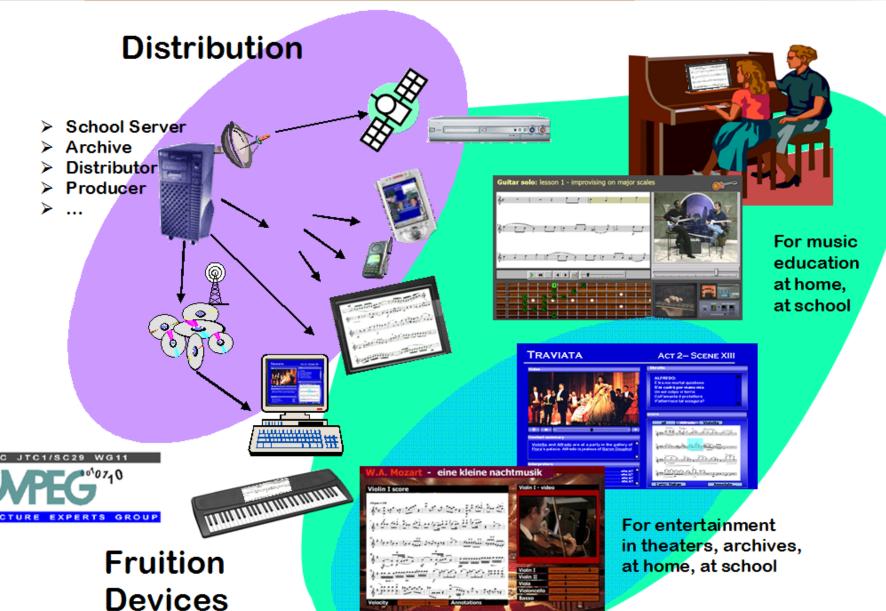






#### MPEG SMR as MPEG-4





**Applications** 

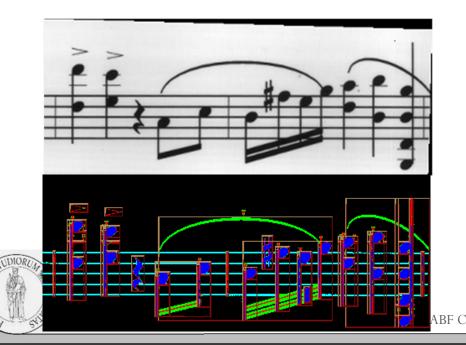
## Optical Music Recognition, OMR 1-maestro

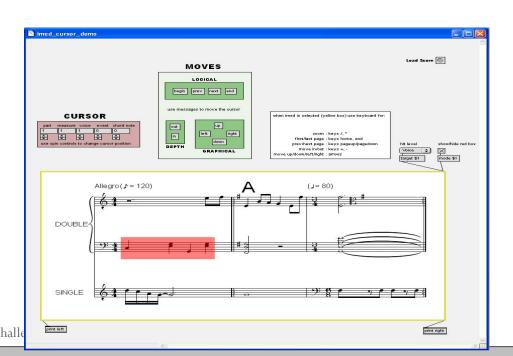


• I-Maestro project of the European Commission:

http://www.i-maestro.org

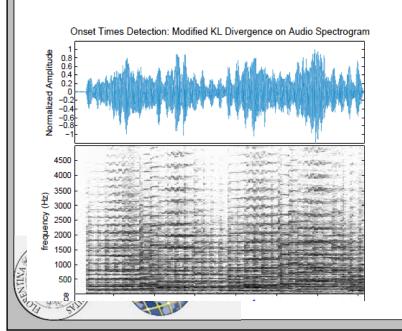
- OMR: generating Symbolic Music coding from music scores in different paper based "visual" notations to symbolic music representation coding!
  - Technologies developed: Image and Video processing, augmented violin
- Collaborative work for music teaching and learning, heterogeneous pupils
  - Technologies developed: distributed systems, music coding, competitive work

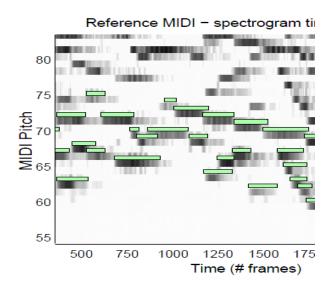


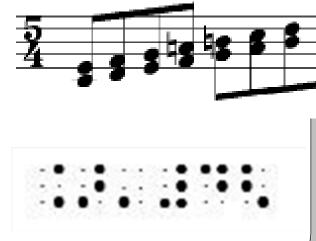


## Transcoding Problem Challenge

- Passing from sounds (monophonic and polyphonic ) to a symbolic music representation coding via Signal Processing
  - *Technologies developed*: Polyphonic Transcoding, instrument independent....
  - **Developed algorithms:** winner for piano and in the firsts three for generic at the MIREX international research competition among algorithms for transcoding of polyphonic music



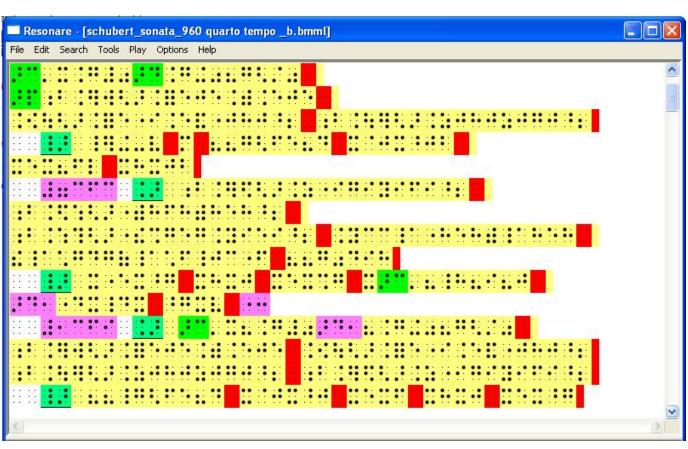




## BMML (Braille Music Markup Language)

- Aligned with MPEG SMR model
- Contrapunctus • Contrapunctus EC project to develop tools and to draw benefit from this new format
- **Resonare Tool** help to:
  - navigate on notation, rendered on Braille devices
  - memorize and understand
  - personalize / bookmark
  - play...

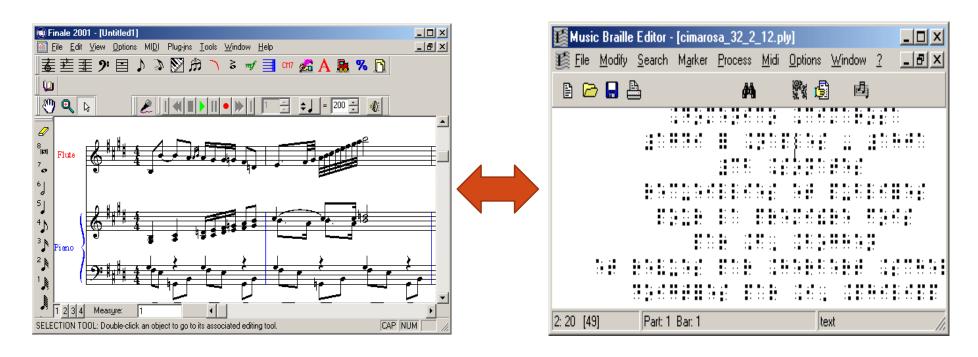




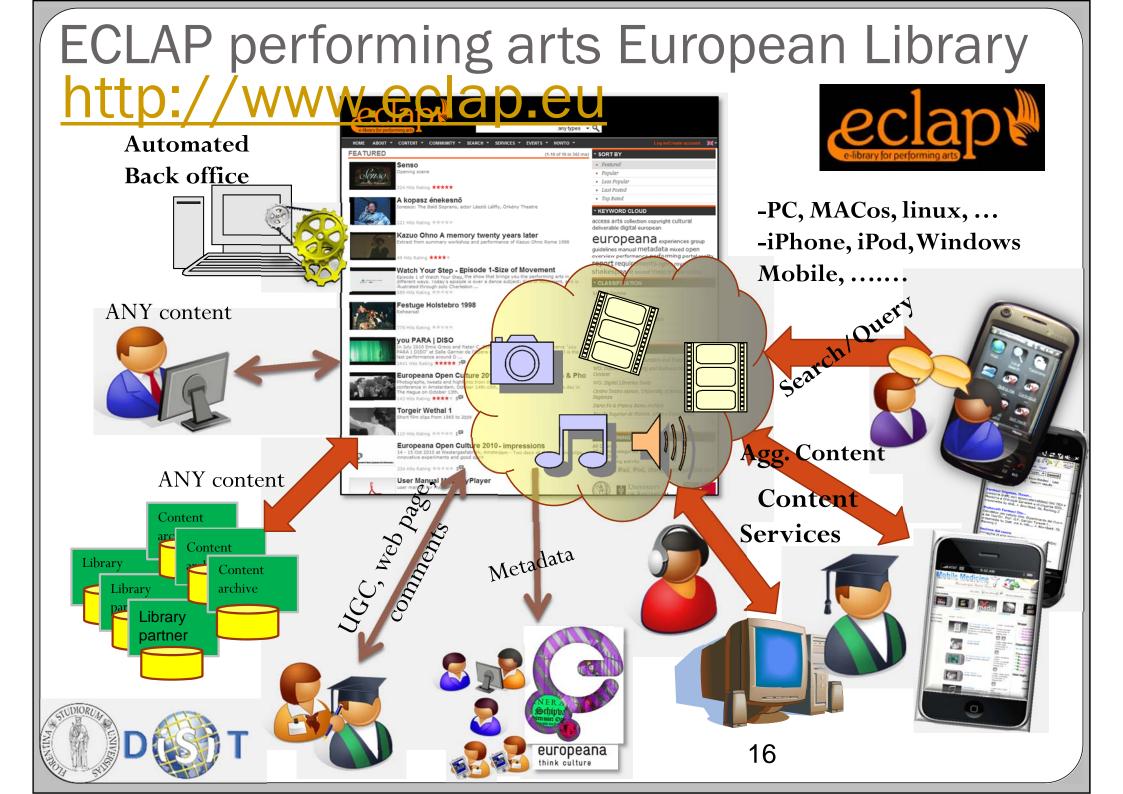
#### Braille Music Markup Language and tools

The Contrapunctus multidisciplinary team produced:

 conversion modules (back and forward), aimed at facilitating access to existing music in digital formats







## ECLAP is a best practice collaborative network on performing arts:

- distributing over 90 thousand content objects
- 35 prestigious European institutions,
- Traditional music, Braille Music, video, audio, etc.
- Access via PC and mobile devices.













#### Conclusions & Future Work

- Research activity on MUSICNETWORK, WEDELMUSIC, IMUTUS, CONTRAPUNTUS, MIREX R&D projects opened the doors to social inclusion, thus reducing not only technological barriers, but also cultural ones.
  - Enabling technologies such music coding and signal processing, etc., allowed to create specific Braille coding models and new tools, thus:
    - reducing the gap for accessing to music,
    - Increasing the access to music for visually impaired
    - increasing the amount of accessible music
    - Increasing the number of possible tools for producing correctly coded music
  - New generation of solutions and tools has been provoked by MPEG SMR work
- Additional work is needed on:
  - Collaborative tools for music training and composition, annotations
  - Making MPEG SMR & BMML more accessible on multiple devices
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#### References

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- P. Bellini, F. Fioravanti, P. Nesi, '\'<u>Managing Music in Orchestras</u>'', *IEEE Computer*, IEEE Press, pp.26-34, Settembre 1999.
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#### **Projects and Links**

- MOODS: <a href="http://www.dsi.unifi.it/~moods/">http://www.dsi.unifi.it/~moods/</a>
- WEDELMUSIC: <a href="http://www.wedelmusic.org/">http://www.wedelmusic.org/</a>
- IMAESTRO: <a href="http://www.i-maestro.org/">http://www.i-maestro.org/</a>
- MUSICNETWORK MPEG SMR:
   <a href="http://www.interactivemusicnetwork.org/mpeg-ahg/">http://www.interactivemusicnetwork.org/mpeg-ahg/</a>
- CONTRAPUCTUS: <a href="http://www.punctus.org/">http://www.punctus.org/</a>
- BMML ArchiBraille: <a href="http://braillemusic.eu/">http://braillemusic.eu/</a>
- ECLAP: <a href="http://www.eclap.eu">http://www.eclap.eu</a>
- Other projects: IMUTUS, VARIAZIONI



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