

Data audifications and 3D visualizations within GRID

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Introduction

- Data audification is the representation of data by sound signals;
- it can be considered as the acoustic counterpart of data graphic visualization, a mathematical mapping of information from data sets to sounds.
- In the past twenty years the word “audification” has acquired a new meaning in the world of computer music, computer science, and auditory display application development.

Motivations

- Sonic representations are particularly useful when dealing with **complex, high-dimensional data**, or in **data monitoring tasks** where it is practically impossible to use the visual inspection.
- **Patterns and/or trends recognizing** through sound, (in particular for some categories of evolutions, which were hardly perceivable otherwise).

Advantages of hearing

- Hearing is non-directional
- It is surely easier to recognize a change in a sound with respect to a modification in something which has to be looked at.
- It is quite impossible to distinguish a blinking light flashing 100 times a second from another one flashing at 200, 1000, or 10000 times a second, while anyone can recognize periodic signals from 20 Hz to (almost) 20000 Hz

Sonification on the GRID network

- First experiments involving sound production with INFN-GRID facilities started during the last months of 2003.
- In September 2003, it was installed CSound, a free and cross-platform acoustic compiler, on a GRID test site, the Catania INFN-GRID computer farm
- The compiler was tested within the new environment and since its beginning, the test phase produced interesting results: efficient use of the calculus resources, customizable quality of the audio files.

Second Phase: Java

- Second test phase: development of a **sound production suite based on Java** (equipped with the standard audio and math libraries), more flexible and easy to manage.
- All the results presented in this website have been carried on using this last approach: **sample computation, audio rendering, DFT computing** were obtained with the **Java sonification program**

Sound from volcanoes

- Sonified data (provided by the INGV) were geophysical data collected by a digital seismograph placed on the Etna volcano in Catania (Italy).
- The hope is to learn more about eruption dynamics from sonograms
- We performed both a **seismogram sonification** (transformation into an audible **waveform**) and a seismogram melodisation (transformation into a **melody**)

About seismograms audification

- In both the cases, structural properties of the seismographic information would be straightly mapped into sound or melody properties
- In the first case, **regularities in the seismograms** will be reflected by the existence of **spectral lines** in the sonified signal
- In the second case, **regularities in the seismograms** will be transferred into **regularities in the melody** (such as a repeated set of data will become a repeated musical phrase)

Seismograms sonification

- Seismographical data have been recorded onto the surface of Mount Etna volcano, by a digital seismograph at a sampling frequency of about 100 Hz (100.1603 Hz).
- Here follows an example taken from one of the ASCII files processed:

Original data

ASCII files processed (sample):

Starting time: 15/06/2001 00:03:39.920

Frequency: 100.1603 Hz

Samples: 168960

44

43

42

44

44

46

43

45

From data to waveform

- **Scaling procedure** to properly arrange the samples in the $[-1, 1]$ interval, according to their sampling frequency.
- In particular, users can specify in the program a certain resample frequency (**pitch shift**).
- An array of **audio samples** is **constructed**.



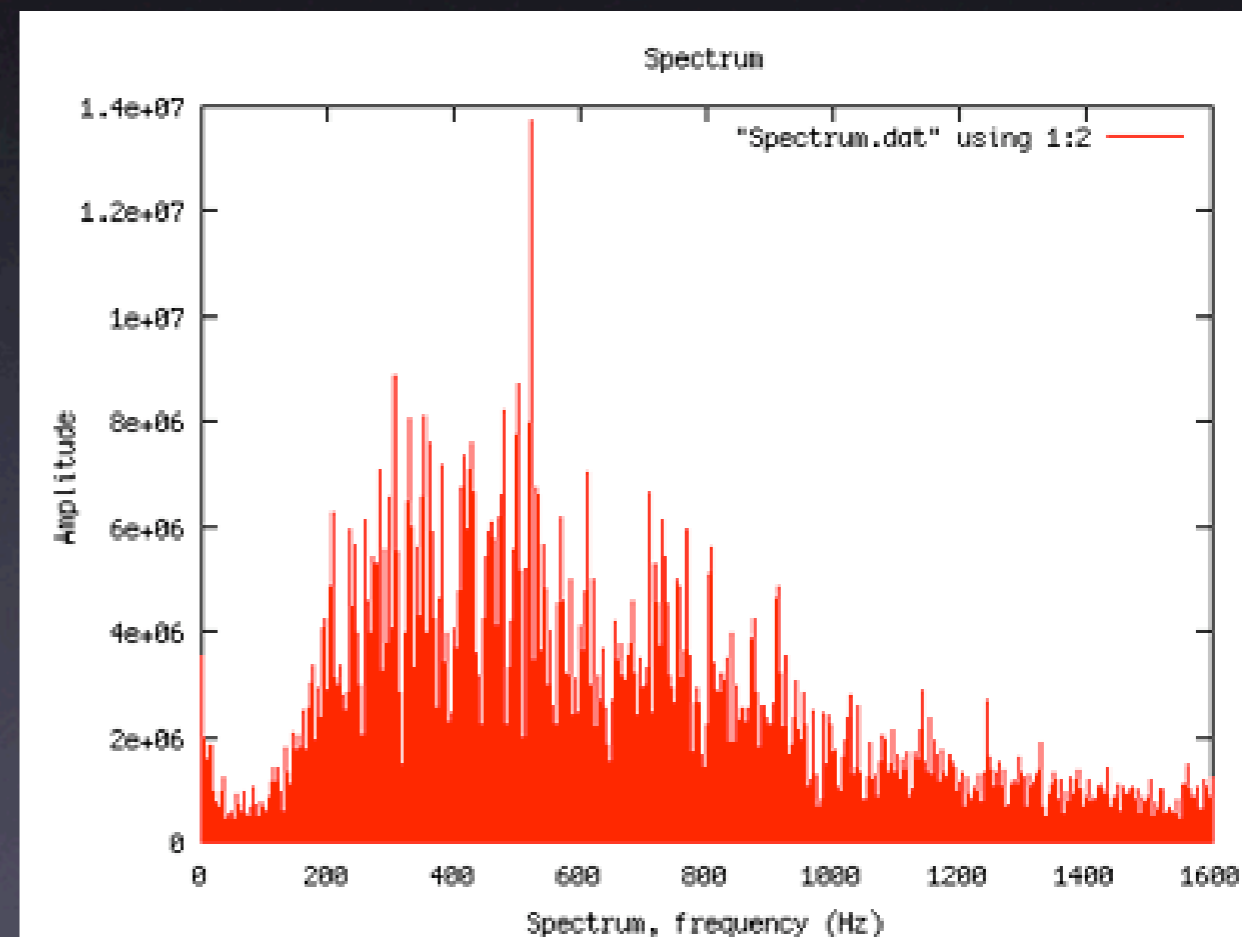
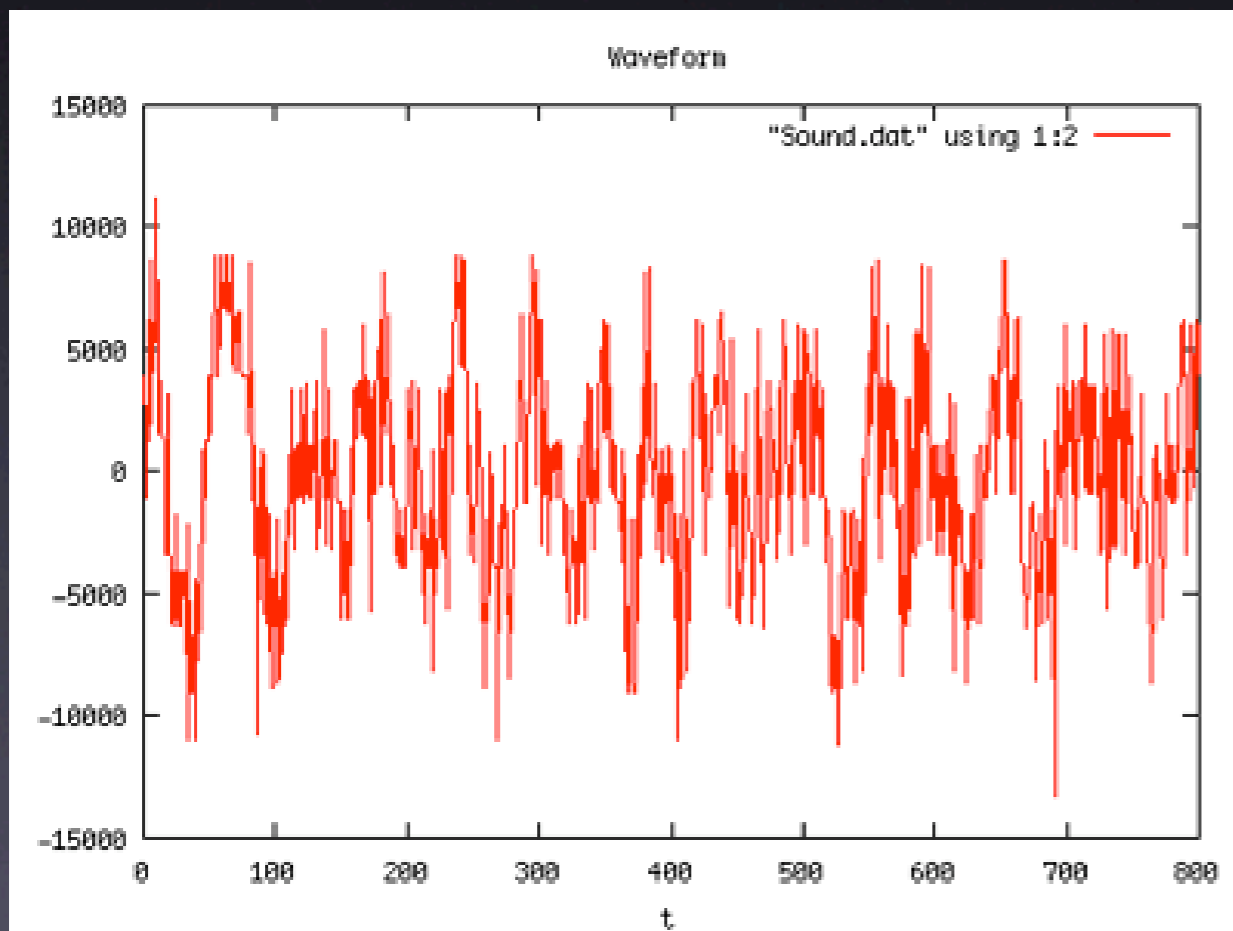
Resample factor

- Setting **resample factors** in the Java code **greater than 1** won't preserve the original pitch, allowing a frequency shift...
-**making audible regular phenomena happening at very low frequencies.**
- In this way it is possible to observe and study **periodical patterns, regular behaviors, long-range correlations,** which can happen at different time scales.

Quasi-regular phenomena

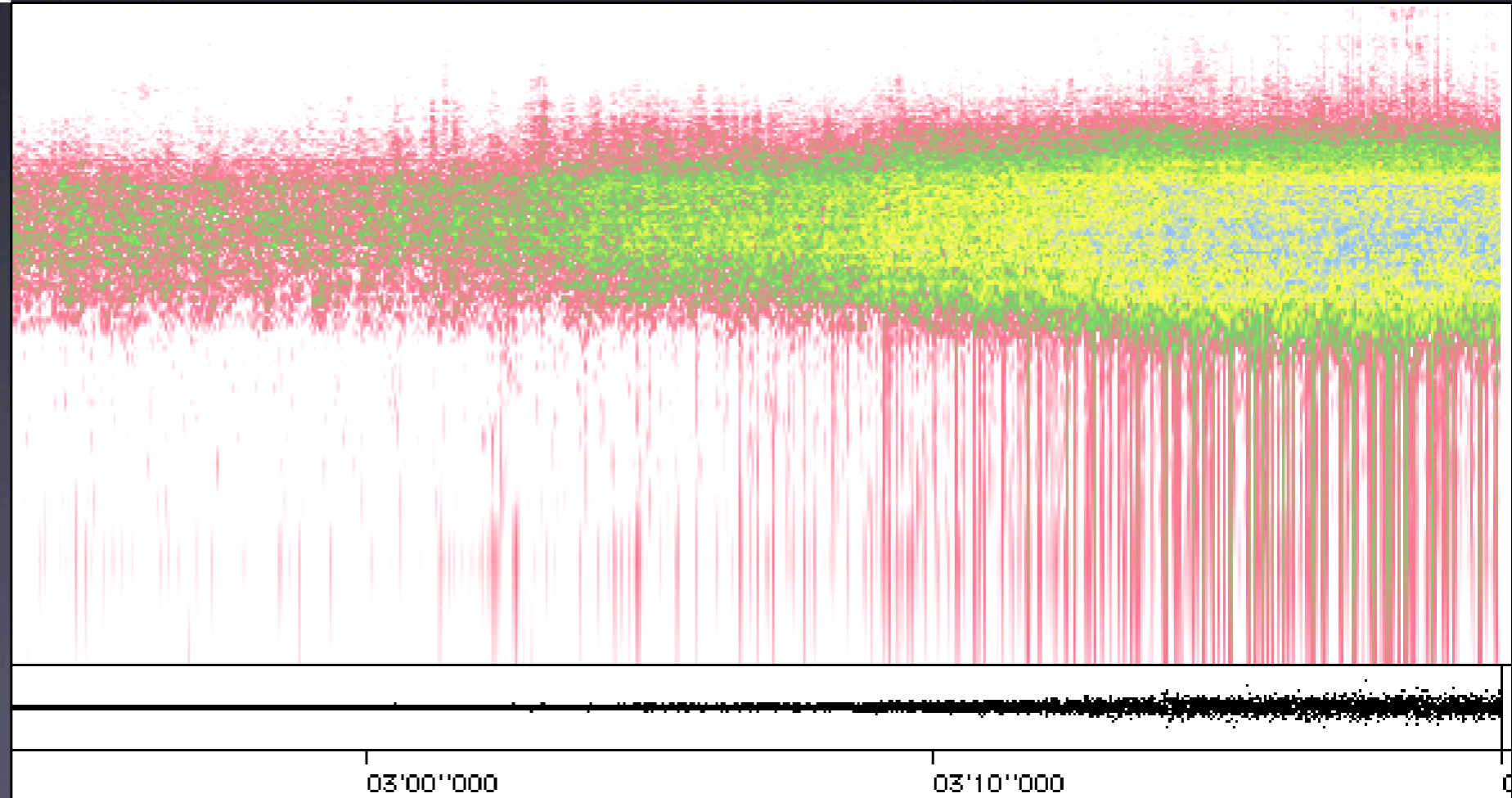
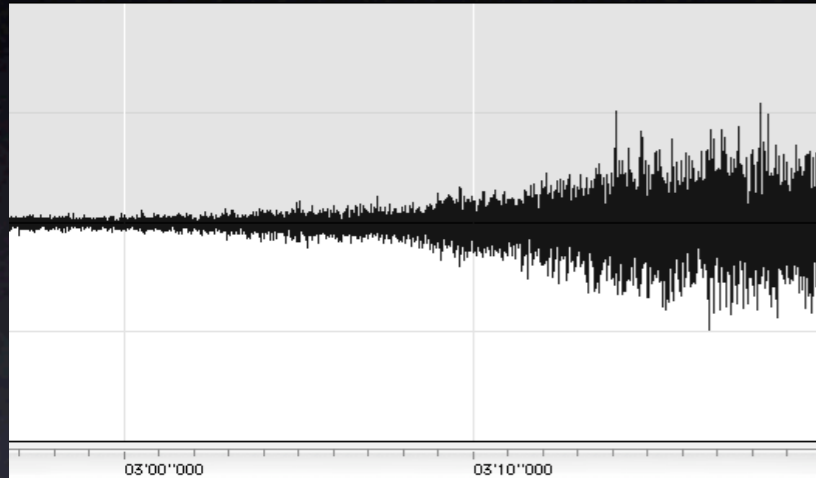
- The waveform coded in the audio file will have exactly the same regularities, also recognizable thanks to the presence of some **higher lines in the spectrum**.
- The order of magnitude of the **frequency** of quasi-regular phenomena is in the **range 0-50 Hz**, with a **spectral envelope centered around 25-30 Hz**.

Waveform and spectrum



200x resampled seismogram

Sonogram



Sonification within GILDA

<https://gilda.ct.infn.it/>

<https://grid-demo.ct.infn.it/>



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Welcome to the **GILDA** Grid Demonstrator powered by **GENIUS**

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This portal is best viewed with Mozilla 1.6.
Netscape (4.79, 4.80, 6 and higher) and Internet
Explorer (5 or higher) can also be used.
The use of any other web browsers could induce some
visualization mismatches and is not currently suggested.
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Username:	<input type="text" value="demo40"/>
MyProxy Passphrase:	<input type="password" value="*****"/>
Validity (hours):	<input type="text" value="4"/>
<input type="button" value="Login"/>	



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Now you may also choose a specific Computing Element for your job.

Job Type Selected

EtnaPerGRID.jdl

Specify the CE Resource

grid010.ct.infn.it:2119/jobmanager-lcgpbs-long



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```
Selected Virtual Organisation name (from UI conf file): gilda
Connecting to host grid004.ct.infn.it, port 7772
Logging to host grid004.ct.infn.it, port 9002
```

```
===== edg-job-submit Success =====
The job has been successfully submitted to the Network Server.
Use edg-job-status command to check job current status. Your job identifier (edg_jobI
```

```
- https://grid004.ct.infn.it:9000/1S9gGYiBa-YMcyzGqvLMUg
```

```
The edg_jobId has been saved in the following file:
/home/demo40/.genius/.tmp_submittedjob_demo40
```



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Job Queue

JDL Name	Last Update	Destination	Status	Exit Code	Action
home/demo40/EtnaPerGRID.jdl	Fri Nov 18 15:51:46 2005	grid010.ct.infn.it:2119/jobmanager-lcgpbs-long	Done		



Other Job Services
up

- ▶ Job Submission
- ▶ Job Queue
- ▶ Job Data
- ▶ Clean Job Queue

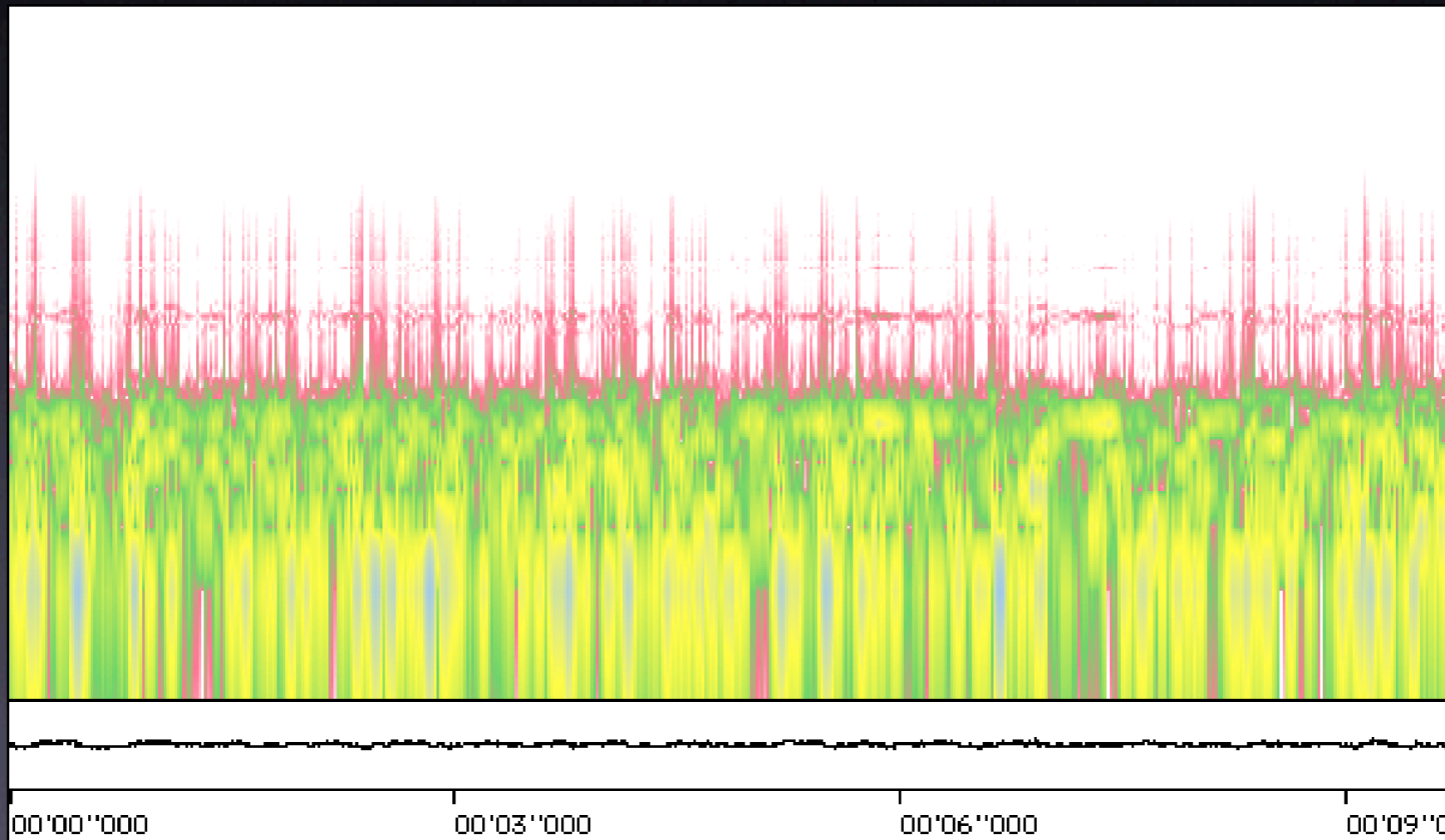
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Destroy	Directory contents - 20051118_171145_IS9gGYiBa-YMcyzGqvLMUg		
	Sonification.aiff	5,292,054	Sound.dat.txt 70,336,512
	sonification.err	0	sonification.out.txt 35

Listening to sonification.aiff



Melodisation



The image shows a musical score with two systems. The first system consists of a single staff with a treble clef and a key signature of one flat (B-flat). The melody is written in a simple, stepwise fashion. Below the staff is the Latin text: *Ps. Exsul-tá-te Dé-o adju-tó-ri nóstro : * ju-bi-lá-te Dé- o*. The second system also consists of a single staff with a treble clef and a key signature of one flat. The melody continues from the first system. Below the staff is the Latin text: *Já- cob. Gló-ri- a Pátri. E u o u a e.*

<https://gilda.ct.infn.it/>

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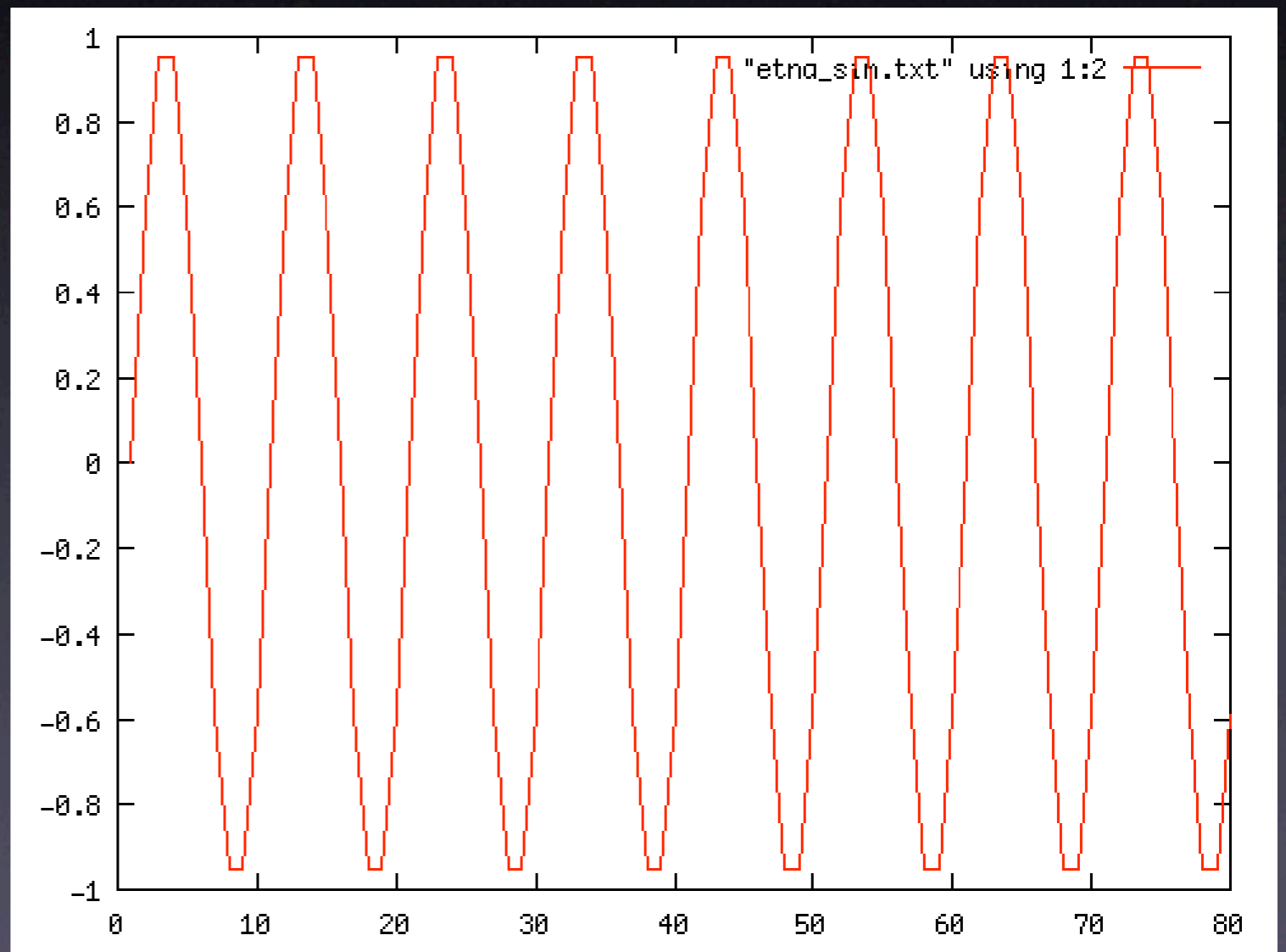
Data melodisation

- The **whole data set interval is mapped** on the (equally tempered) **piano keyboard**
- The min value of the seismographic data will correspond to the lowest playable note on the piano keyboard
- The max value to the highest playable note



Example: Sinusoidal behavior

```
0.0  
0.587785252292  
0.951056516295  
0.951056516295  
0.587785252292  
0.0  
-0.587785252292  
-0.951056516295  
-0.951056516295  
-0.587785252292  
0.0  
0.587785252292  
0.951056516295  
0.951056516295  
0.587785252292  
0.0
```



Original data

Melodisation

Sinus melodisation

D. Vicinanza

Pianoforte

The image shows a musical score for a piano piece. It consists of two staves: a treble clef staff on top and a bass clef staff on the bottom. The music is written in common time (C). The treble staff features a melodic line with several measures of eighth and sixteenth notes, including some beamed sixteenth notes. The bass staff provides a harmonic accompaniment with a steady eighth-note pattern. The piece is marked 'Pianoforte'.



music from volcanoes

from seismograms to scores...

GRID Sonifications
Domenico Vicinanza

Seismograms melodisation



The image shows a screenshot of a music score window titled "CPN: Score from Etna seismograph. data". The score is written in 4/4 time and consists of two staves: a treble clef staff on top and a bass clef staff on the bottom. The music is composed of eighth and sixteenth notes, with some accidentals (sharps and naturals). A measure number "2" is visible above the second measure of the treble staff. The window has a standard Mac OS-style title bar with three window control buttons (red, yellow, green) on the left and a scroll bar on the right.

To each value of the seismograms it has been associated a note on the pentagram.

Repeated sequences in data set of the digital seismograph become **repeated melodies**

Etna Volcano Seismograms Sonification

Domenico Vicinanza
(INFN-GRID network)

traccia 1

The first system of musical notation consists of two staves, treble and bass clef, in common time. The treble staff begins with a key signature of one flat (B-flat) and a sharp (F-sharp), indicating a key of D minor. The melody starts with a quarter note G4, followed by eighth notes A4, Bb4, and C5. The bass staff has a whole rest in the first measure, followed by a series of eighth notes in the second and third measures.

The second system of musical notation consists of two staves, treble and bass clef. The treble staff continues the melody with eighth notes D5, E5, F5, and G5, followed by a quarter rest. The bass staff has a whole rest in both measures.

The third system of musical notation consists of two staves, treble and bass clef. The treble staff features a complex rhythmic pattern with eighth and sixteenth notes. The bass staff has a series of eighth notes in the first two measures and a whole rest in the third.

The fourth system of musical notation consists of two staves, treble and bass clef. The treble staff continues with eighth notes. The bass staff has a whole rest in the first measure and eighth notes in the second.

The fifth system of musical notation consists of two staves, treble and bass clef. The treble staff continues with eighth notes. The bass staff has a whole rest in the first measure and eighth notes in the second.



Text sonification

- To each character of a text it will be chosen a musical note according to the position of the letter (namely its ASCII code) into the English alphabet.
- In this way a "B" will be a semitone higher with respect to a "A", a "D" a third minor higher.
- The algorithm is case sensitive, so that a "B" will be lower than a "b".
- The duration of the consonants the one of a 1/16 note while the duration of vowels is a 1/8 note.

3D Data visualization

- As we have seen to each value of the data set we can associate a point of a waveform, a note of a melody...
- ...or even a graphical object
- The 3D data visualization package works associating a sphere to each datum
- Spheres radius, position, optical properties (such as IOR, reflection index, light diffusion, ...) are calculated as a function of the original data

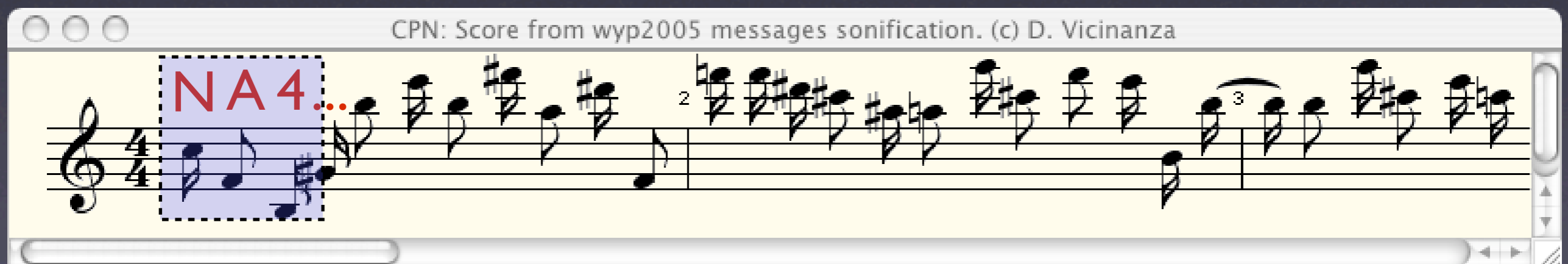
Rendering

- The whole set of data will be associated to a set of spheres ready to be rendered thanks to a Java program
- The final rendering is carried out using POV-Ray.
- It follows a list of examples produced using different visualization parameters (namely, different backgrounds, lights, distortions, zooms, ...)

“NA4 Generic Appl.” audification

Starting string: “NA4 Generic Applications”

- *Audification* (melodisation): we associate a musical note to each letter of the text message:



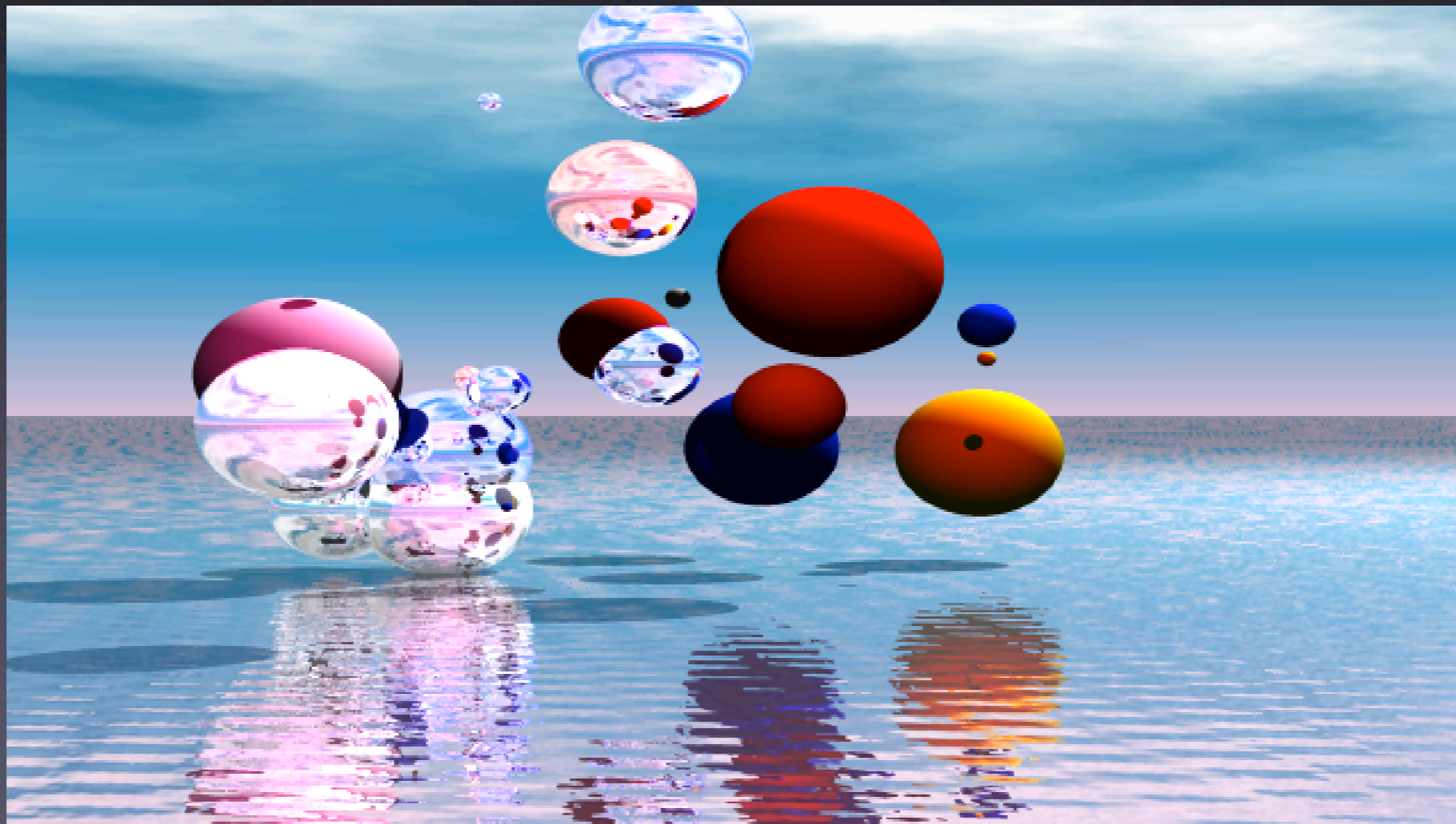
CPN: Score from wyp2005 messages sonification. (c) D. Vicinanza

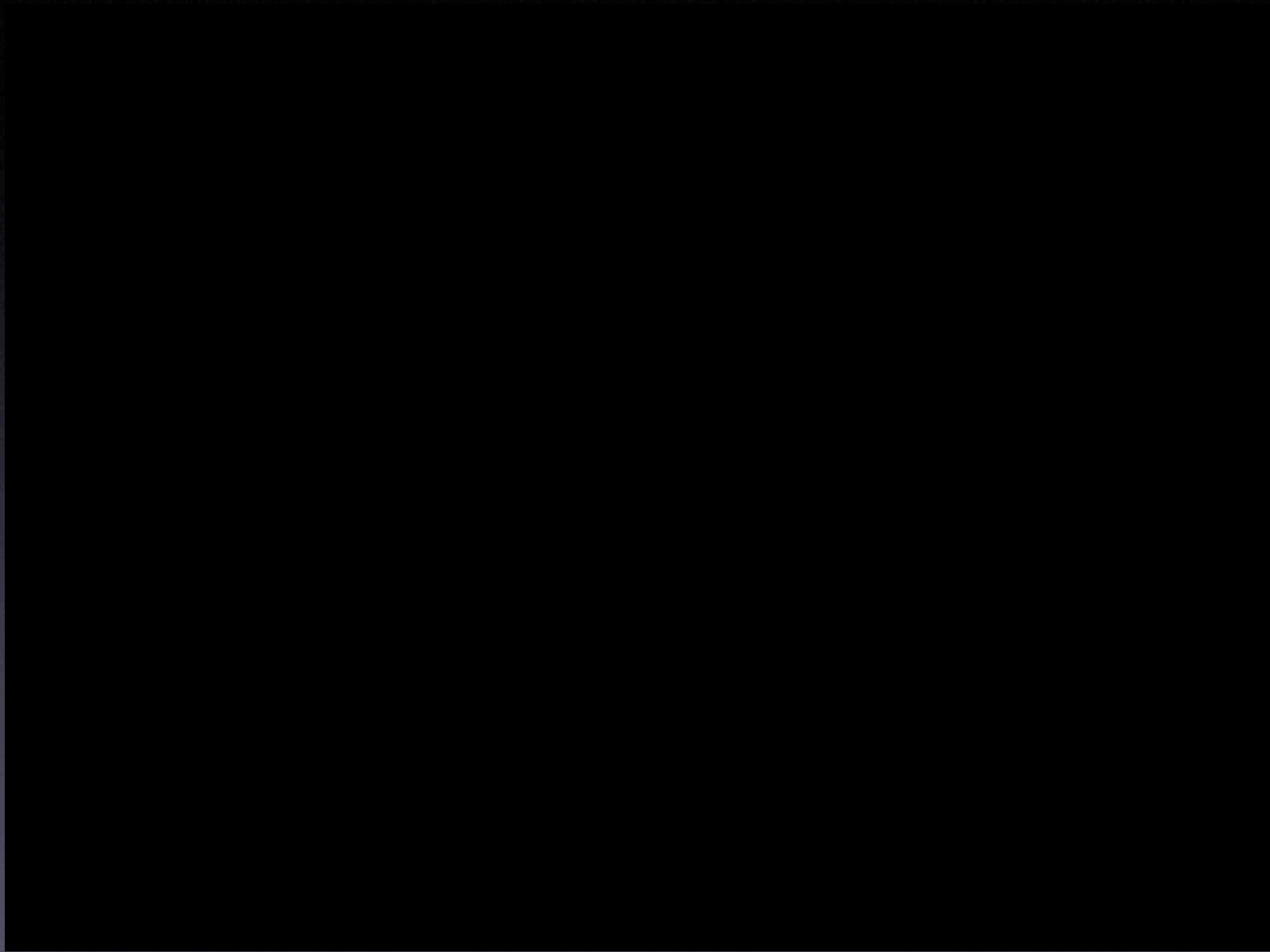
The image shows a screenshot of a music score window. The title bar reads "CPN: Score from wyp2005 messages sonification. (c) D. Vicinanza". The score is written on a single staff in 4/4 time. The first four notes are highlighted in a blue box with the text "NA4" written above them. The rest of the score consists of a sequence of notes, with some measures containing multi-measure rests (labeled 2 and 3). The notes are primarily eighth and quarter notes, with some beamed eighth notes. The key signature has one sharp (F#).



“NA4 Generic Appl.” visualization

- *3D Visualization* (Java program + POV-Ray)





Thank you!