Portfolio of Compositions and Exegesis:

Conflict and Resolution -

modelling emergent ensemble dynamics

by

Luke Adrian Harrald

Submitted in fulfilment of the requirements for the degree of

Doctor of Philosophy

Elder Conservatorium of Music Faculty of Humanities and Social Sciences The University of Adelaide

February 2008

Contents

Volume 1 Scores and Exegesis

Abstract Declaration		vi
		vii
Ac	cknowledgements	vii
List of Figures		x
1	Introduction	1
	1.1 Problem and Research Methodology	2
	1.2 Performance Indeterminacy	4
	1.3 Prisoner's Dilemma Game	6
	1.4 The Prisoner's Dilemma and the Arts	7
2	Two Creative Works: testing the waters	8
	2.1 Fight or Flight: the Prisoner's Dilemma (2003)	9
	Performance Notes Score* Commentary	10 12 31
	2.2 PARADOX eleven (2004)	35
	Performance Notes Score* Commentary	36 37 40
	2.3 Discussion: research outcomes	42
3	Software Development	43
	3.1 System Design and Implementation	43
	3.2 The Iterated Prisoner's Dilemma (IPD) Engine	44
	3.3 Anatomy of an Agent	48
	3.4 Time	48
	3.5 Musical Considerations	49
	3.6 Discussion: implementation of strategies	50

*All scores are transposed.

4	Non-Real-Time Applications: software and scores	51
	4.1 IPD Score Generator	52
	4.2 Graphic User Interface (GUI) Design and Implementation	52
	4.3 Output Module (IPD data to MIDI file conversion)	55
	4.4 Surroundings (2004)	57
	Score*: First Movement Second Movement Third Movement Commentary	58 65 70 72
	4.5 Irene's Myth 3 (2005)	75
	Score* Commentary	76 79
	4.6 Give in to Light (2006)	82
	Score* Commentary	83 126
	4.7 Discussion: the implications of strategy	129
5	Real-Time Applications: installations and films	131
	5.1 CONflict (2004)	131
	5.2 Drowning (2006)	135
	5.3 The 9:13 (2005)	137
	5.4 Monuments (2006)	138
	5.5 Installations and Screenings	139
	5.6 Discussion: research outcomes	140
6	Interactive Work	141
	6.1 Software development for ENSEMBLE (2006-2007)	141
	6.2 Incorporating the performer's actions into the IPD Engine	142
	6.3 GUI Design: ENSEMBLE video game	143
	6.4 Fr@gm3nT (2007)	145
	6.5 Discussion: ENSEMBLE and game-play	149
		* All scores are transposed.

7	Conclusions	151
8	References	154
Α	ppendices	
Аp	ppendix A: MaxMSP Patches	158
	IPD Engine	
	Time Module Patch Sequencer Behavioural Engine	159 160 161
	IPD Score Generator	
	GUI and Main Patch MIDI output Module	162 163
	CONflict	
	Main Patch Patch Sequencer Sound Output Video Output	163 164 165 166
	fr@gm3nT	
	Main Patch and Fuzzy Logic Module	167
Аp	opendix B: compositions conceptually unrelated to the main portfolio	168
	The Pacific Solution (Ocean Floor 2) (2003)	169
	Performance Notes Score*	170 171
	Last Exit (2004)	179
	Score*	180

^{*} All scores are transposed.

Volume 2 Electronic Documentation

Video Documentation (Disc 1)

Surroundings (third movement)

Performed by Topology at the 2005 Australasian Computer Music Conference at the Queensland University of Technology, Brisbane. Reproduced by Permission.

Irene's Myth 3

Performed by Katherine Howard and Lilly Leaver as part of the 2005 Sight Specific Music concert series, with the artwork of Annette Bezor, at the Greenaway Art Gallery, Kent Town. Reproduced by Permission.

CONflict

Project 2 footage from a performance in 2005 at 'The Apothecary', Hindley Street, Adelaide. Filmed by Tristan Louth-Robins. Project 3 footage from a shopfront installation in the 'Project 3 Street Cinema'. This event was part of the 2006 Adelaide Festival of Arts. Filmed by Michael Yuen. Reproduced by Permission.

Drowning (Build Shots)

Unfortunately, there was no footage taken of *Drowning* actually installed in the gallery prior to its untimely demise. These photos were taken during the building and testing phase of the project, and the shots are accompanied by the recording used in the alternate loop-based set-up described in Figure 5.2.2.

Monuments

Monuments was created at the studios at the Centre de Creation Musicale lannis Xenakis in Paris, France. This particular version is a stereo mix of the work, which is normally presented in quad surround.

fr@gm3nT

Performed by Derek Pascoe and Luke Harrald as part of EARPOKE, a one off concert at 'Jive', Hindley Street, Adelaide in November 2007. Filmed by Jacob Morris. Reproduced by Permission.

AUDIO CD (Disc 2)

Track 1: PARADOX eleven

Performed by Luke Harrald, Matthew Timmis, Hugh McLean (guitars), Katerina Stevens (violin), Allye Sinclair (cello) and Joe Fragnito (percussion) in 'Multiplicity', a one off concert in the 2004 Adelaide Fringe Festival. Recorded live by Luke Harrald.

Tracks 2, 3 & 4: Surroundings

Performed by Fiona Corston (piano), Wendy Heilingenberg (violin) and Katherine Howard (cello). This is a reproduction from the compilation CD 'Sight Specific Music Volume 1', recorded by Radio Adelaide and released commercially by the Greenaway Art Gallery in 2006. Reproduced by Permission.

Track 5: Irene's Myth 3

MIDI mock-up produced using Finale 2008.

Track 6: Give in to Light

MIDI mock-up produced using Finale 2008 and Garritan Personal Orchestra. Bullroarers performed and recorded by Luke Harrald

Track 7: fr@gm3nT

Performed by Derek Pascoe and Luke Harrald for the 2007 Tyndall Assembly concert series at the Gallery De La Catessen. Recorded live by Tristan Louth-Robins. Reproduced by Permission.

DATA DVD (Disc 3)

The data on this DVD can be navigated by opening the start.html file on the disk.

Software: *IPD Score Generator* 2.0, and a version of *ENSEMBLE* that was used for a performance of *fr@gm3nT* at the 2007 Australasian Computer Music Conference. Please note that the software has not been widely tested, and that no support will be offered for these applications. The applications are MaxMSP standalones for OS X only.

Media: All the content from the video and audio disks in .mov and .aiff formats for computer playback.

Digital Exegesis: Written Documentation in .pdf format.

The 9:13 Commercial Release (Disc 4)

Donated by Sacred Cow Films.

Abstract

This portfolio of compositions explores Game Theory as an approach to generative composition and interactive computer music. Inspired by the notion of Performance Indeterminacy, software has been developed that attempts to simulate the interactions of improvising performers using a multi-agent system based on the 'Iterated Prisoner's Dilemma'. Composition activities and programming activities have formed a symbiotic relationship throughout the creation of the portfolio as each has constantly informed the other. Stylistically, the works presented fall into the experimental genre, although individually they address a wide range of aesthetic goals.

The main contribution of this portfolio is a new approach to generative composition based on behavioural models, creating a sense of form bottom-up through modelling the social dynamics of music performance. Through this approach, the direct modelling of musical structures is avoided; instead larger scale forms emerge through the interactions of an ensemble of 'improvising' agents. This method offers a departure from previous complex systems work in the area of music, creating computer models of specific musical situations. Links between the Iterated Prisoner's Dilemma and music are also established and combined with current music technologies.

D	4.
	laration
	iaialivii

This work contains no material which has been accepted for the award of any other degree or diploma in any university or other tertiary institution and, to the best of my knowledge and belief, contains no material previously published or written by another person, except where due reference has been made in the text. I give consent to this copy of my thesis, when deposited in the University Library, being made available in all forms of media, now or hereafter known.

Signature:				
-				
Date:				

Acknowledgements

This portfolio would not have been possible without the combined help, encouragement and criticism of many friends and colleagues over the years. I am grateful for their contribution to many aspects of this submission as follows.

First and foremost, special thanks to my principal supervisor Stephen Whittington for his ongoing support and mentorship throughout the duration of this project. Our conversations have been critical in shaping the concepts presented in this submission, and you have helped me through many difficult times during the candidature. Special thanks must also go to Derek Pascoe for his collaboration on the work *fr@gm3nT*, and to Hugh McLean for his collaboration on the installation *CONflict*. Both your contributions were instrumental in shaping these works.

Thanks to Matthew Phipps and Sonya Humphrey for having enough belief to run with an experimental soundtrack for their short film *The 9:13*, and for donating the commercial copies of the film for inclusion in the portfolio.

Thanks also to my other supervisors, Professor Charles Bodman Rae and Professor Graeme Koehne, and to Head of Post Graduate Studies, Associate Professor Kimi Coaldrake.

Many others have contributed to this submission through interesting conversations, organising performances, or commissioning new work. Thanks to Michael Yuen (Project 1, 2 & 3 concert series), PJ Noack and Lilly Leaver (Sight Specific Music concert series), Tristan Louth-Robins (Tyndall Assembly concert series), Peter Bentley, Tim Blackwell and the Live Algorithms research network, David Burraston, David Harris, Gordon Monroe, Sebastian Tomczak, and finally, Robert Axelrod for his encouragement and kind words of support.

Thanks to the performers involved in various performances and recordings, including: Vanessa Tomlinson, Matthew Timmis, Katerina Stevens, Joe Fragnito, Allye Sinclair, Fiona Corston, Katherine Howard, Wendy Heilingenberg and Topology. Thanks also to Joanna Drimatis for helping with the bowings for *Give in to Light*.

As with any technology-based project, tech support has been of vital importance. Thanks to my colleagues in the Electronic Music Unit, Christian Haines and Peter Sansom for their excellent debugging suggestions and assistance on many occasions.

Finally, special thanks to my wife, Melanie Harrald for her loving support, patience and understanding throughout the many trials of this project. Without your support, I may have walked away many times.

The following materials have been reproduced with thanks, by kind permission:

Figures 4.4.1, 4.4.2, 4.5.1 and all materials relating to the Sight Specific Music series appear courtesy of Paul Greenaway.

Figure 5.1.4 and all materials relating to Projects 2 and 3 appear courtesy of Michael Yuen, left photograph in Figure 5.1.4 by Tristan Louth-Robins, right photograph by Paul Armour.

Figure 5.4.1 appears courtesy of the Estate of Stan Brakhage and Fred Camper (www.fredcamper.com)

Figure 6.4.1 and the recording of *fr@gm3nT* at the Tyndall Assembly appears courtesy of Tristan Louth-Robins.

The performance of Surroundings by Topology appears courtesy of Greg Jenkins (QUT).

The video of *fr@gm3nT* at EARPOKE appears courtesy of Jacob Morris.

The 9:13 appears courtesy of Sacred Cow Films.

Figure 2.1.2 was generated by the author using the software 'Life 32' by Johan Bontes. Available at:

http://psoup.math.wisc.edu/Life32.html (14/2/2008).

Figure 2.2.1 was generated by the author using a Java applet by Serge Helfrich. Available at: http://prisonersdilemma.groenefee.nl (14/2/2008).

This submission has spawned three publications available on the author's website (http://www.lukeharrald.com.au):

Harrald, L. 2007. 'Collaborative Music Making with Live Algorithms'. In *Proceedings of the Australasian Computer Music Conference* (ACMC07). Fitzroy, Australia; ACMA. 59-64.

_____. 2005. 'Fight or Flight: towards the modelling of emergent ensemble dynamics'. In *Proceedings of the Australasian Computer Music Conference (ACMC05)*. Fitzroy, Australia: ACMA. 68-74.

______. 2003. 'Artificial Life: model for musical innovation'. In *Proceedings of the Australian Conference on Artificial Life* (ACAL2003). Canberra, Australia: UNSW. 128-141.

List of Figures

Figure 2.1.1 Fight or Flight: score extract.	32
Figure 2.1.2 Cellular Automaton: glider used in Fight or Flight	32
Figure 2.1.3 Fight or Flight: beat divisions.	33
Figure 2.1.4 Fight or Flight: sonification matrix.	34
Figure 2.2.1 PARADOX eleven: Spatial Prisoner's Dilemma.	40
Figure 2.2.2 PARADOX eleven: temporal structure.	41
Figure 3.2.1 IPD Points Matrix.	46
Figure 3.2.2 Screenshots from software developed over the duration of the candidature.	47
Figure 4.2.1 IPD Score Generator GUI.	53
Figure 4.2.2 IPD Score Generator: GUI finer detail.	54
Figure 4.2.3 IPD Score Generator: Initialisation Panel.	55
Figure 4.4.1 Toe Separator by Peter Atkins	73
Figure 4.4.2 Buckle by Peter Atkins	74
Figure 4.5.1 Ego Moon 2 by Annette Bezor	80
Figure 4.6.1 Give in to Light: score extract from the opening bars.	128
Figure 4.7.1 Table comparing IPD strategies to their musical roles	130
Figure 5.1.1 CONflict: visual palette of 14 images.	132
Figure 5.1.2 Description of Bann's tuning: 18-tone just intonation.	133
Figure 5.1.3 CONflict: screenshots of the global visual output, including the agents' selections.	134
Figure 5.1.4 CONflict: installation photographs from Project 2 and Project 3.	134
Figure 5.2.1 <i>Drowning:</i> overhead shot of installation and a close up of the hydrophones and piezo drivers.	135
Figure 5.2.2 <i>Drowning:</i> diagrams showing set-up.	136
Figure 5.4.1 Hand painted film-strip from 'Chartres' by Stan Brakhage.	138
Figure 5.4.2 Monuments: screenshot.	139
Figure 6.2.1 Modular structure of the <i>ENSEMBLE</i> Application.	142
Figure 6.3.1 ENSEMBLE GUI.	144
Figure 6.3.2 ENSEMBLE: video game in action with electric guitar and ebow.	145
Figure 6.4.1 fr@gm3nT performance.	149
Figure 7.0.1 <i>Hackers</i> GUI.	153