

Consorzio COMETA



On the use of e-Infrastructures for Arts and Cultural Heritage

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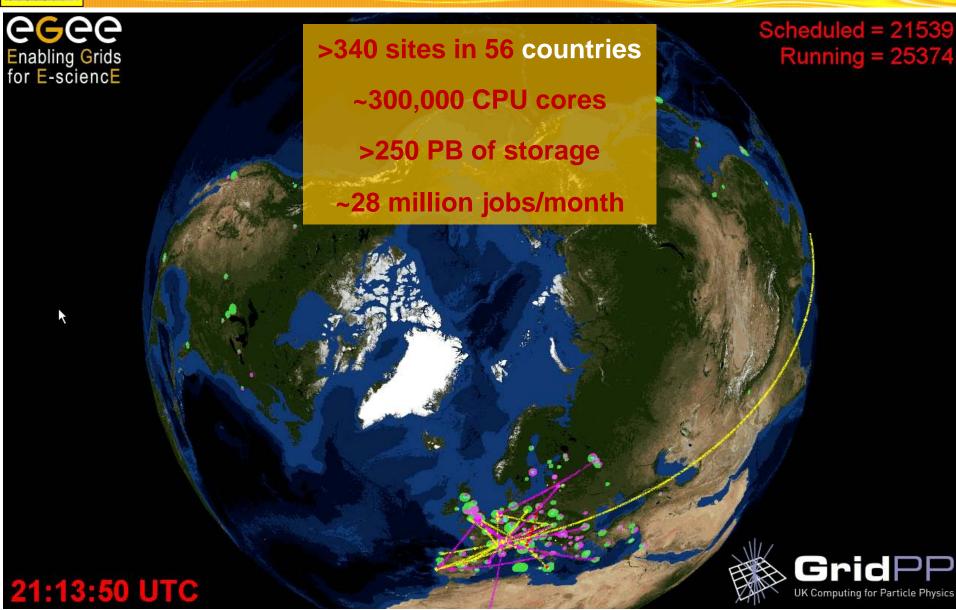
Why Grids for Arts Humanities ?

- Use Cases:
 - Why
 - Use Cases: Arts and Humanities
 - The ASTRA project;

Sonification

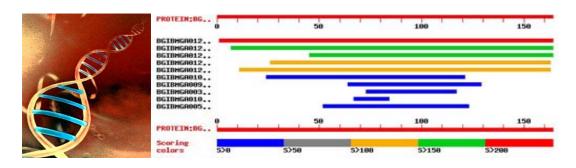


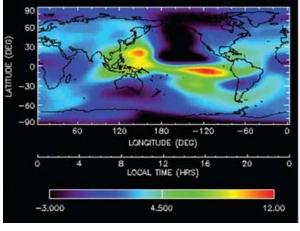
e-Infrastructures at «global» scale





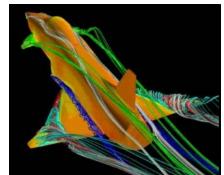
More than 12,000 user from >200 VOs (>30 active VOs)















Why Grids also for Arts and Humanities?

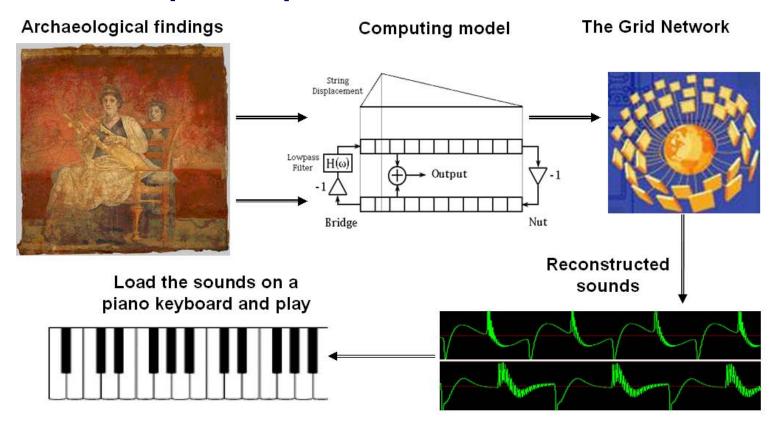
- High performance/throughput computing systems:
 - Large scale, computationally intensive, problems can be tackled, e.g. "ab initio" sound creation, document/image digital restoration, etc.;
- High performance storage systems:
 - Geographically distributed replicas of files
 - Fault-tolerant digital preservation;
- Simplified authentication systems:
 - Single sign-on;
- Fine-grained authorization systems:
 - Allow to precisely define "who":
 - Individual user(s), group(s), organization(s), the whole world;
 - And "what":
 - Read/edit/delete data and metadata;
 - Search, browse;
 - Creation of new repositories;
 - Role assignments, etc.



1st Use Case: ASTRA

(www.astraproject.org)

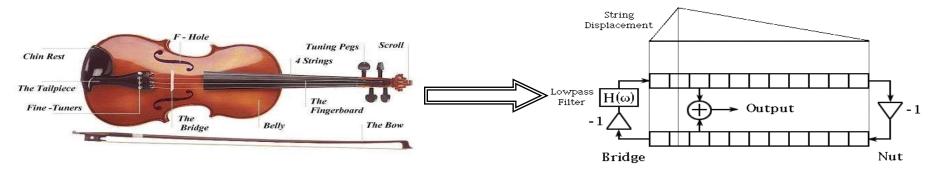
The ASTRA (Ancient instrument Sound/Timbre Reconstruction Application) project aims at reconstructing the sound or timbre of ancient instruments using archaeological data as fragments from excavations, written descriptions, pictures, etc.





The Physical Modeling Synthesis

 The technique used is the Physical Modeling Synthesis (PMS), a complex digital audio rendering technique which allows to recreate a model of the musical instrument and produce the sound by simulating its behavior as a mechanical system.



- The PMS offers great potentialities both to:
 - Musicians searching for the most convincing real-world sound emulations;
 - Musicians searching for unique, never-heard-before sounds by changing the instrument geometry.



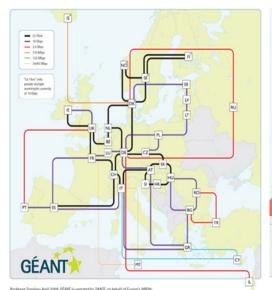
Why does ASTRA need e-Infrastructures?

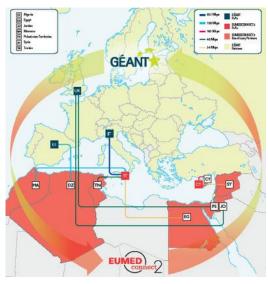
- ASTRA project heavily exploits Research Networks and Grid infrastructures:
- Thanks to the Grid and the network, many simulations can be performed in parallel on different computers at different locations.

30 s of reconstructed sound need ~ 90 min on a 3.73 Ghz CPU with 2 GB RAM

GEANT and EUMEDCONNECT2 provide the needed network infrastructures to speed up the overall computation time.

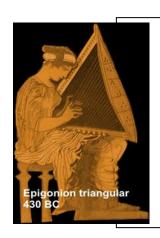
ASTRA can count on more than 500 CPU cores and the support of more than 20 Grid sites both in the GILDA (part of EGI) and EUMEDGRID infrastructures.







ASTRA main achievements



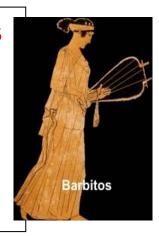
In Dec. 2008, a unique concert was staged using the digitally reconstructed sounds of the Epigonion alongside the Sonora Netwok Ensemble's performance of the Czech composer Jan Dismas Zelenka's Psalm "Laetatus sum".

To watch an excerpt of the concert, click here.

In Dec. 2009, the sound of the Barbitos, an ancient Greek instrument similar to the double bass, was also reconstructed.

The music was sent across GEANT and TEIN3 networks 9,300 km far from the venue in Stockholm to let dancers from the Arts Exchange of Asia dance in real time in Kuala Lumpur (Malaysia).

To watch the video, click here.







- The <u>Lost Sounds Orchestra</u> is the ASTRA project orchestra:
 - It is a unique ensemble all made of reconstructed ancient instruments coming from the ASTRA research activities;
 - It is the first orchestra in the world composed only by reconstructed instruments;
 - It plays sounds being lost in time due to instruments too complex both to build and play;
- The Lost Sounds Orchestra is currently supported by the following sponsors:



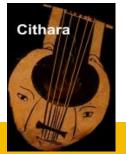








 The ASTRA project is currently finishing modeling other ancient instruments: the *Chitara*, the *Salpinx* and the *Lyra*.









2nd Use Case: Data Sonification

- Data sonification is the representation of data sets by sound signals:
 - It can be considered as the acoustic counterpart of data visualization;
- Data sonification is currently used in several fields, for different purposes:
 - science and engineering;
 - education and training;

Data

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- is currently used in several fields, for



Advantages of Data Sonification

- Sonic representations are particularly useful when dealing with complex, high-dimensional data, or in data monitoring/pattern recognition tasks where it is practically impossible to use the visual inspection:
 - It is quite impossible to distinguish a blinking light flashing 100 times a second from another one flashing 200, 1000, or 10000 times a second;
 - It is much easier to recognize and differentiate periodic signals from 20 Hz to (almost) 20000 Hz;
- Sound can immediately make clear and recognizable transitions between random states and periodic phenomena.

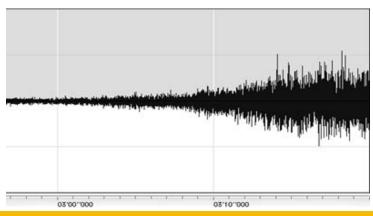


From theory to practice: sonification of volcanic seismograms

- Currently, no definitive method to predict volcanic eruptions has either been discovered or implemented;
- Data sonification of seismic data aims at:
 - Discovering a sort of "signature tune" of an imminent eruption or earthquake,
 - By the identification of musical patterns that might indicate the preparation of an eruption; it would then be possible to implement civil protection measures, hours of even days before the event.









Why does Data Sonification need e-Infrastructures?

- Converting seismic data into sound waves, through the sonification process, involves substantial computer processing:
 - 1 second long seismic sample generates 120
 MB of data, filling a DVD in 40 seconds (or a
 CD in just 6 seconds);
- This amount of information, combined with the complexity of the sonification process, requires high bandwidth capacity research networks and advanced Grid infrastructures.



Data Melodisation

- The melodisation of a data set allows to convert into aural signals almost any kind of information;
 - Starting from a list of "m" elements to be sonified the process provides a list of notes chosen among a set of "n" notes;
 - The standard (Musical Instrument Digital Interface) MIDI code has been adopted to convert data in notes:

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"C" note corresponds to integer 60; "C#" note corresponds to integer 61; and so on...
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- The lowest acceptable MIDI value is 0 and the highest is 127;
- The number of possible notes is then 128: $\mathbb{Z}_m \to \mathbb{Z}_{128}$



«Melodisation» of Mt. Tungurahua

Start from an empty score;
Put a seismogram on it...;
Draw the notes in the pentagram;
... and you get the score!

Have you ever heard a volcano playing a piano?





e-Science and Art

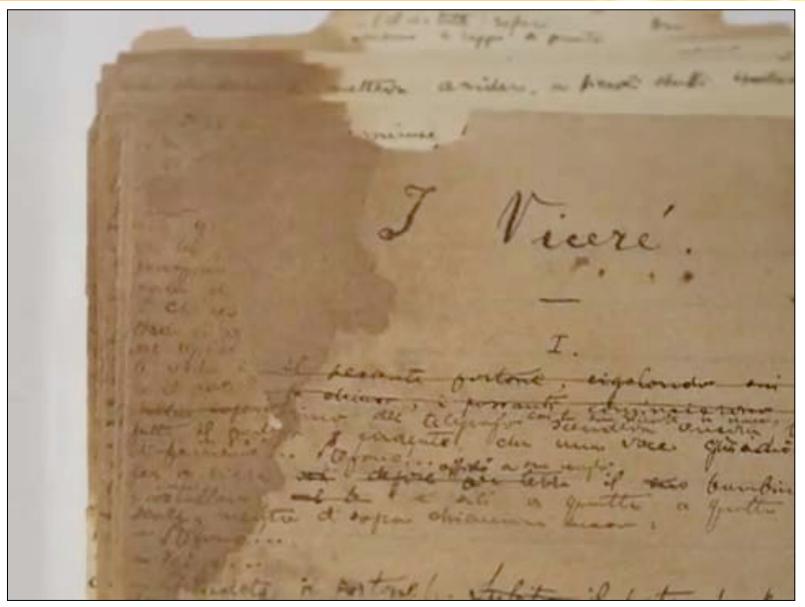
On the 14th of March 2009 a modern dance company, choreographed by Jason Garcia Ignacio, performed in the US to music generated from seismic data recorded from four different volcanoes belonging to three continents.



For a short video of the performance click <u>here</u>.



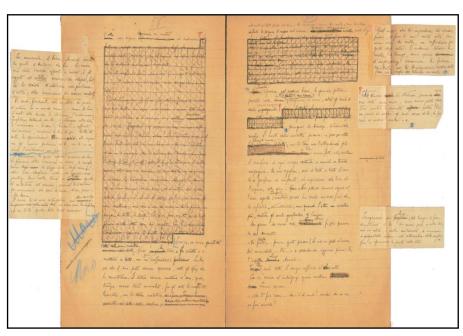
3rd Use Case: Federico De Roberto works





Digitise to preserve

- Some sheets are damaged (mold, crumbed pieces) and need physical restoration;
- Digitisation is mandatory to avoid the loss of this heritage; some works are still unpublished and relevant for the humanistic community.







Digitisation phase @ University of Catania





Acquisition stage

- Digitalization of manuscripts, typescripts, printed works:
 - TIFF Files, one per page, 600 dpi, about 100 MB for A3
 - High resolution scans for in-depth examination;
 - PDF, one per work, 300 dpi, varying file sizes 40-400MB
 - Overall examination of works;
 - 8000 sheets/scans, 3 Terabyte of disk space;
 - Different physical formats, A3/A4/custom size;
- Embedded Metadata:
 - TIFF with embedded metadata to provide scan physical features and information about the content:
 - ImageWidth, ImageHeight, XResolution, FileSize, CreationDate, ModifyDate
 - Description, Keywords, CaptionWriter, Title, Author, Copyright Status, Copyright Notice;
 - Added with Photoshop after the digitisation phase (Adobe XMP format).



The gLibrary framework

(http://glibrary.ct.infn.it)

 gLibrary is the INFN/COMETA platform that provides a simple yet powerful system to store, organize, search and retrieve "digital assets" in repositories built on e-Infrastructures

hides the underlying technical details to the users

What we mean by "digital asset":

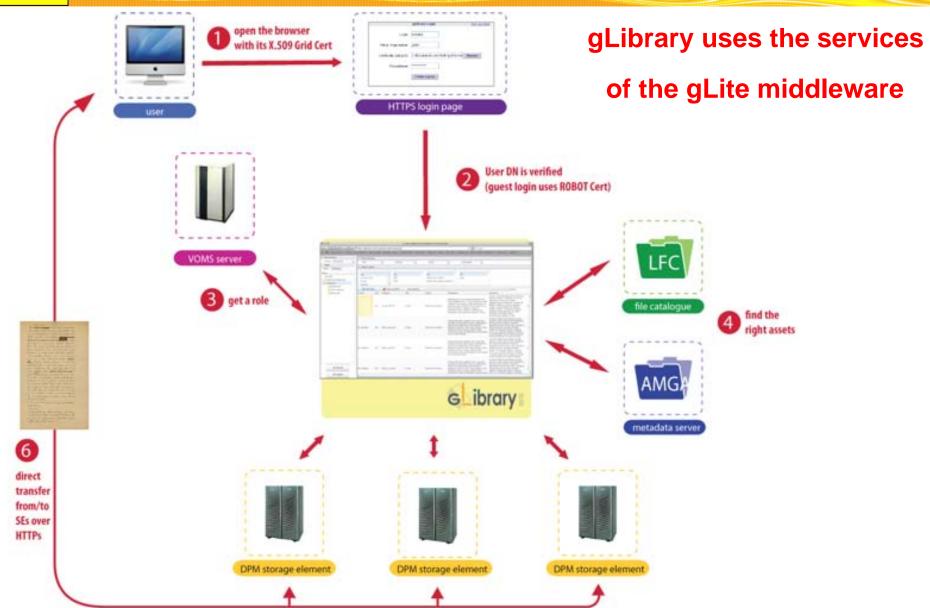
data + metadata



ibrary



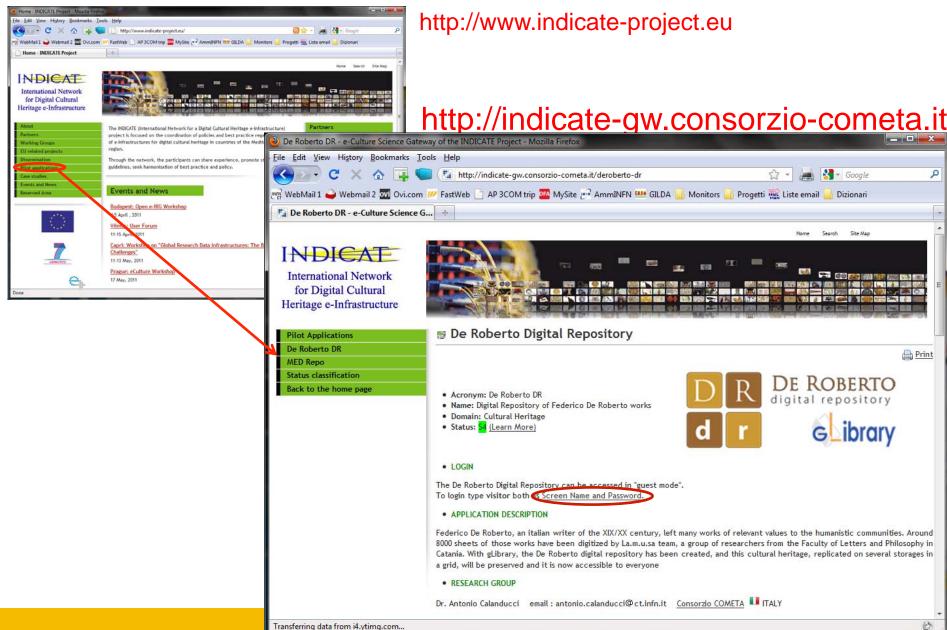
gLibrary architecture





The INDICATE e-Culture Science Gateway

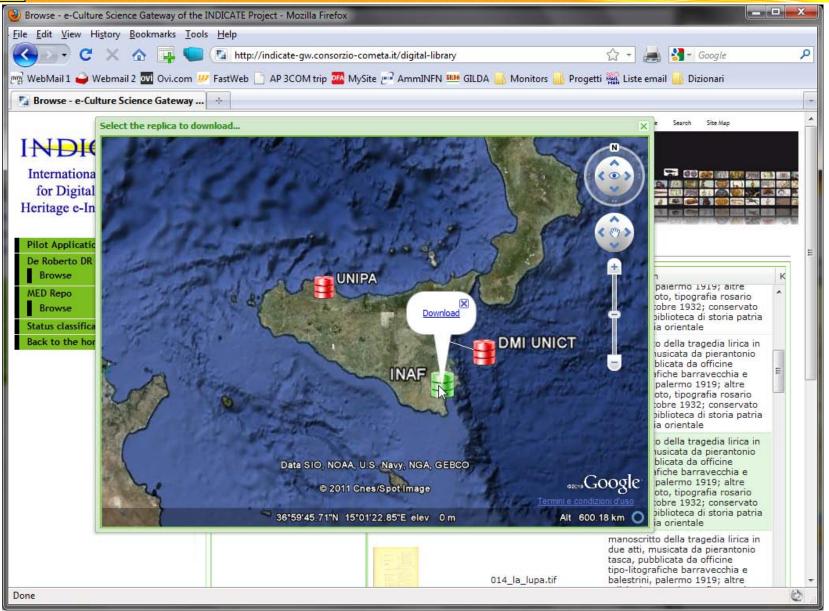
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The INDICATE e-Culture Science Gateway

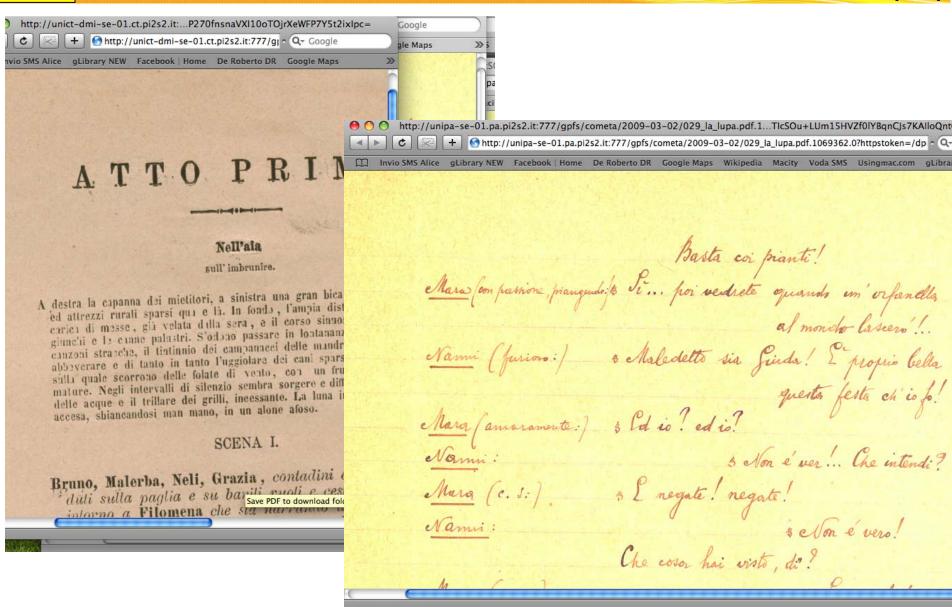
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The INDICATE e-Culture Science Gateway

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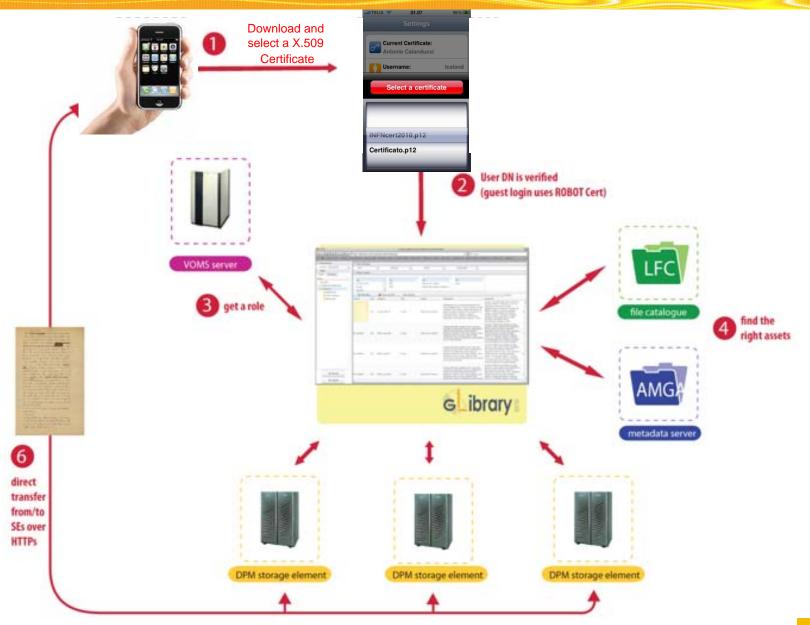


- Mobile interface to access Grid Digital Libraries:
 - iPhone, iPod Touch, iPad;
- Advantages:
 - provides an extremely intuitive and touch-based user interface to Grid storage elements and metadata, especially for non-expert users;
 - (to do) automatic selection of the closest replica, according to the user physical location retrieved by the integrated GPS;
 - offline access to the assets already downloaded.

(In collaboration with Dr. C. Pistagna, Univ. of Catania)



gLibrary mobile architecture







Summary and Conclusions

- e-Infrastructures are key enablers of e-Science carried out by world wide multi-disciplinary collaborations referred to as Virtual Organisations or Virtual Research Communities;
- They can be very beneficial platforms for Arts,
 Digital Cultural Heritage and Humanities in general;
- If any of you is interested in the tools/activities described in this presentation, I would be very happy to discuss possible collaboration.



Thank you for your kind attention!

Any questions?







- The <u>ASTRA</u> Project
 - Download <u>examples</u>
- The <u>Physical Modeling Synthesis</u>
- The Research Networks:
 - GEANT
 - EUMEDCONNECT2
- The Grid Infrastructures:
 - EUMEDGRID
 - GILDA
- Etna Sonification website
 - Download <u>examples</u>
- CityDance Ensemble
- MIDI Toolbox manual

References (2/2)



gLibrary contacts:

antonio.calanducci@ct.infn.it, glibrary@ct.infn.it

Federico De Roberto repository:

https://glibrary.ct.infn.it/

Videos:

- http://www.youtube.com/watch?v=VNN3OnpmUUU
- http://www.youtube.com/watch?v=IhFFjHD8IsI

• Publications:

- A.Calanducci, R.Barbera, J.Sevilla, A. De Filippo, M.Saso, S. Iannizzotto, F. De Mattia, F.Vicinanza.
 "Data Grids for Conservation of Cultural Inheritance", 1st International Workshop on Data Grids for e-Science (DaGreS09) at ACM International Conference on Computing Frontiers, May 18-20, 2009 (http://www.computingfrontiers.org/2009/)
 - https://glibrary.ct.infn.it/m/DaGRes-editor.pdf
- A. Calanducci, C. Cherubino, L. N. Ciuffo, D. Scardaci, "A Digital Library Management System for the Grid", Fourth International Workshop on Emerging Technologies for Next-generation GRID (ETNGRID 2007) at 16th IEEE International Workshops on Enabling Technologies: Infrastructures for Collaborative Enterprises (WETICE-2007), GET/INT Paris, France, June 18-20, 2007 (http://etngrid.diit.unict.it/2007/index.html).
 - https://glibrary.ct.infn.it/glibrary/downloads/gLibrary_paper_v2.pdf