# Peter McKenzie Armstrong 

## Dreadful '0'

for 10-track autopiano<br>[ Parts]

2011

Edition Ottaviano Petrucci

## Dapper ' 1 '

Tinkering one day with the Fibonacci series, I wondered what might happen if, instead of adding always just the most recent two terms to get the one following, I were to add every pair of terms to get for each pair a new term in between:

$$
\begin{array}{ll}
\text { starting with } & 12 \\
\text { one iteration giving } & 132 \\
\text { the next } & 143 \\
\text { and so on. } &
\end{array}
$$

I wrote a short generator (J-language script) and ran it to the point (in iteration \#9) where it had output all integers between 1 and 88 -- the piano range -- at least once.

Except for this sampling's unique final item, all its terms within range had occurred from 2 to 10 times each, with a few dozen others exceeding it.

Given these circumstances, I shaped a progression of equal durations, as follows:
at each instance, a term within key range is allocated to one of 10 unique-volumed tracks, according to the term's occurrence tally at that instance;
for each term (MIDI key number) so assigned, a rest is placed in corresponding position on all other tracks; terms above range are realized as rests on all tracks (i.e., their time component is preserved);
an additional track, a copy of \#1 but with the rest slots filled in by extension of their just-previous notes, integrates and highlights the pattern of first occurrences.

## Dreadful '0'

Then, comeuppance. Browsing at the "On-Line Encyclopedia of Integer Sequences" (OEIS), I encountered for the first time Stern's biatomic array (https://oeis.org/A002487).

When run for two iterations beyond the series I had improvised, this one clearly subsumed the latters's output!
The difference, Stern seeds "0 1" replacing my hazarded "12", exposes something extraordinary at work: with this "0 1" start, every generator iteration first replicates the just-previous one, before appending then a continuation of its own.

OEIS presents several offshoots. My improvised script output the sequence as follows:

| starting with | 01 |
| :---: | :---: |
| one iteration giving | 011 |
| the next | 01121 |

Run this way well into its 11 th iteration (to build up from 0 ), the procedure now filled the 88-slot range only after 1276 terms, accumulating an occurrence-frequency maximum of 42 .

Musical realization here, to be conceptually as before, called for selective re-specifying, as follows:
there are now 42 unique-volume-specific tracks,
necessarily at much narrower volume differences;
tempo is now 4-fold, to put so many more events
into a time span compatible withDapper '1';
a 3-second coda cascades the first occurrences.

## Scores

Dapper ' 1 ' is written in full score, as it has few enough tracks to fit a $11 \times 17$ page Dreadful ' 0 ', with too many to fit, is written instead as separate parts. In any case, neither score is intended to facilitate human performance. The music is for auto-sequencer. I did, however, want to give its overall patterning visual realization. Hence this style -- with alto clef exclusively (Middle C in the middle!) to spare the eye an incessant disruption of clef changes. The LilyPond files rework drafts I had initially exported from Rosegarden.
These pieces are named for what strikes me as their "character" -- ultimately their comfy vs jagged patterns of volume distribution.

## Audio

I built each movement in Rosegarden's matrix editor, exported .mid files, and combined these as one .wav. Playing time is 78 secs.

## Dreadful '0' <br> for sequenced MIDI piano

Occurrence 1 (Tempo $o_{0}=148$ )


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## Occurrence 2

$$
13
$$




## Occurrence 3

Track 3
(Vel=69)


थै चथे चै ये?







## Occurrence 4


${ }^{1}$



## Occurrence 5




## Occurrence 6




## Occurrence 7









## Occurrence 9








## Occurrence 11





## Occurrence 12






## Occurrence 14




## Occurrence 15




Occurrence 16




Occurrence 17



Occurrence 18



## Occurrence 19





Occurrence 21




Occurrence 23




Occurrence 26



Occurrence 27



## Occurrence 29




Occurrence 31


Occurrence 32



Occurrence 33


Occurrence 34


## Occurrence 35



## Occurrence 36



Occurrence 37


64


Occurrence 38



Occurrence 40


Occurrence 41


## Occurrence 42



Music engraving by LilyPond 2.13.32--www.lilypond.org

