

# *Pitch-class Set design in SuperCollider*

**Lucas SAMARUGA**

lsamaruga@becarios.unq.edu.ar

**Oscar Pablo DI LISCIA**

odiliscia@unq.edu.ar



**Universidad  
Nacional  
de Quilmes**

**Argentina**

# **PCS Theory**

(Allen Forte, 1974, *The Structure of Atonal Music*)  
(Robert Morris, 1985, *Pitch-Class composition*)

## **1-Taxonomy**

(Set Classes)

## **2-Structure**

(Properties of Set Classes)

## **3-Relations**

(Similarity)

## **4-PCS design**

(Chains, Combinatorial Matrices)

# 1-Set Classes (fundamental concepts)

- Pitch Class(PC)**: a class formed by all the members (by octave equivalence) of each one of the twelve musical notes.
- Integer representation of PC**: 0=C, 1=C# or Db, 2=D and so on. Usually 10 is replaced by "A" and 11 by "B" for printing neatness.
- Different combinations of the 12 PC**:  $2^{12} = 4096$ . (1 of 0 PCs, 12 of 1 PC, 66 of 2 PC and so on).
- Pitch-Class Set (PCS)**: a set of PC (a particular PC combination). Ordering and repetition are not taken in account.
- Transposition (T<sub>n</sub>)** of a PC:  $T_n(a) = a + n \pmod{12}$ .
- Inversion (I)** of a PC:  $I(a) = 12 - a \pmod{12}$ .
- Class equivalence**: If a PCS can be reduced to other PCS by T and/or IT, both PCS belongs to the same **Set Class (SC)**.

-Set-Class names: Cardinal and ordinal numbers.

Ej. PCS={0, 1,6} Set Class=3-5

Thus, the 4096 different PCS, can be classified in 224 different SC.

Cardinal Number	Different SCs	Name
0	1 ("null set")	0--1
1	1	1--1
2	6	2-1 TO 2-6
3	12	3-1 TO 3-12
4	29	4-1 TO 4-29
5	38	5-1 TO 5-38
6	50	6-1 TO 6-50
7	38	7-1 TO 7-38
8	29	8-1 TO 8-29
9	12	9-1 TO 9-12
10	6	10-1 TO 10-6
11	1	1-1 TO 1-1
12	1 ("aggregate")	12--1
TOTAL	224	

## 4-PCS design

### Combinatorial Matrices (CM, R. Morris, 1984, 1987)

CM are two-dimensional arrays of PCS.

<b>1</b>	<b>4</b>	<b>6</b>	<b>8</b>
<b>4</b>	<b>6</b>	<b>8</b>	<b>1</b>
<b>6</b>	<b>8</b>	<b>1</b>	<b>4</b>
<b>8</b>	<b>1</b>	<b>4</b>	<b>6</b>

	<b>461</b>		<b>8</b>
<b>4</b>		<b>861</b>	
<b>6</b>	<b>8</b>		<b>41</b>
<b>81</b>		<b>4</b>	<b>6</b>

Composers may use various sonic dimensions in order to achieve both variety and coherence. See one of the possible musical realizations of the following CM, scored for Flute, Oboe and Clarinet:

<b>1</b>		<b>B</b>	<b>45</b>
<b>7</b>		<b>5A</b>	<b>B</b>
<b>6</b>	<b>A94</b>		



# Combinatorial Matrices generation from Chains of PCS

A chain is a succession of PCS that, being considered in adjacent pairs, form a PCS of a particular SC referred to as *norm*.

Chain:  $\langle \{094\} \{562\} \{79B\} \{A52\} \rangle$   
norm= 6-46

The image shows a musical staff with a treble clef and a key signature of one sharp (F#). The notes are grouped into four measures, each containing three notes. The notes are labeled with numbers and letters: 0, 9, 4, 5, 6, 2, 7, 9, B, A, 5, 2. Above the staff, three horizontal lines with brackets indicate the following labels:

- 6-46 C: spans the first measure (notes 0, 9, 4).
- 6-46 TBIC: spans the second and third measures (notes 5, 6, 2, 7, 9, B).
- 6-46 T5C: spans the third and fourth measures (notes 7, 9, B, A, 5, 2).

A chain with a unique norm may be taken as a basis for constructing a CM with the same norm.

*PCS chain:*  $\langle \{01\} \{268\} \{07\} \{15B\} \{67\} \{028\} \{16\} \{57B\} \rangle$

<b>01</b>	<b>268</b>		
	<b>07</b>	<b>15B</b>	
		<b>67</b>	<b>028</b>
<b>57B</b>			<b>16</b>

The distribution of the PCS in the resulting CM may be further improved through swapping operations

<b>1</b>	<b>02</b>	<b>6</b>	<b>8</b>
<b>B</b>	<b>7</b>	<b>15</b>	<b>0</b>
<b>0</b>	<b>8</b>	<b>7</b>	<b>26</b>
<b>57</b>	<b>6</b>	<b>B</b>	<b>1</b>



# Constructing chains from binary partitions of a PCS

<b>5-15 {0,1,2,6,8}</b>			
<b>Partitions 1/4</b>			
<b>A</b>	<b>0 1268</b>	<b>1-1</b>	<b>4-16</b>
<b>B</b>	<b>1 0268</b>	<b>1-1</b>	<b>4-25</b>
<b>C</b>	<b>2 0168</b>	<b>1-1</b>	<b>4-16</b>
<b>D</b>	<b>6 0128</b>	<b>1-1</b>	<b>4-5</b>
<b>E</b>	<b>8 0126</b>	<b>1-1</b>	<b>4-5</b>
<b>Partitions 2/3</b>			
<b>F</b>	<b>01 268</b>	<b>2-1</b>	<b>3-8</b>
<b>G</b>	<b>02 168</b>	<b>2-2</b>	<b>3-9</b>
<b>H</b>	<b>06 128</b>	<b>2-6</b>	<b>3-5</b>
<b>I</b>	<b>08 126</b>	<b>2-4</b>	<b>3-4</b>
<b>J</b>	<b>12 068</b>	<b>2-1</b>	<b>3-8</b>
<b>K</b>	<b>16 028</b>	<b>2-5</b>	<b>3-8</b>
<b>L</b>	<b>18 026</b>	<b>2-5</b>	<b>3-8</b>
<b>M</b>	<b>26 018</b>	<b>2-4</b>	<b>3-4</b>
<b>N</b>	<b>28 016</b>	<b>2-6</b>	<b>3-5</b>
<b>O</b>	<b>68 012</b>	<b>2-2</b>	<b>3-1</b>

F 01|268  
RT6K 268|07  
T1IK 07|15B  
RT7IF 15B|67  
T6F 67|028  
RK 028|16  
T7IK 16|57B  
RT1IF 57B|01

*PCS chain:* < {01} {268} {07} {15B} {67} {028} {16} {57B} >

<b>01</b>	<b>268</b>		
	<b>07</b>	<b>15B</b>	
		<b>67</b>	<b>028</b>
<b>57B</b>			<b>16</b>

## Scoring partition candidates

$$\text{score}(cand_i) = \frac{\sum_{n=0}^{C_i-1} \text{dist}(pc_n, cand_i)}{(S)C_i}$$

$S$  = chain size (number of positions)

$C_i$  = cardinality of the  $i$ th PCS to be added

$\text{dist}(pc_n, cand_i) = S - (\text{pos}(pc_n, cand_i) + 2)$

$\text{pos}(pc_n, cand_i)$  = the last position in which the  $pc_n$  of  $cand_i$  was found ( $i=0$  to  $S-1$ , and  $n=0$  to  $C_i$ ). If the  $pc_n$  is not found, then  $\text{pos}(pc_n, cand_i)=0$ .

# PCSLB-SC

- Developed by Lucas Samaruga with the advice of Pablo Di Liscia.
- Based on PCSLIB (by Pablo Di Liscia and Pablo Cetta, 2006) for *Pure Data*.
- Four main classes:
  - 1.*PCS* Class. Defines a particular PCS (together with its properties and operations)
  - 2.*PCSChain* Class. Defines a *chain* of *PCS* and its elaboration methods.
  - 3.*PCSMatrix* Class. Defines a *combinatorial matrix* of *PCS* (together with its particular properties, generation methods and operations).
  - 4-*SCTable* Class. Holds the *Set-class* (SC) table used for information retrieval from the *PCS* class.

# PCS Class

-Is the core class of the quark, it holds all the operations and properties related to the PCS theory.

-A *PCS* can be built from its symbolic table name or can be created from an array of numbers, like *PCS[ 0, 1, 3, 5, 6 ]*.

*PCS* instance methods to get the following data.

*prime form,*

*normal order*

*name*

*Z pair*

*interval-class vector,*

*invariance vector*

Basic operations aside of the inherited set operations.

*twelve-tone operators (TTO)*

*relations*

*similarity*

*status*

## ***PCSCChain Class***

Is used to build chains with the procedures already explained.

## ***PCSMatrix Class***

Different methods for building CM

- from arrays (a "free" matrix),
- from chains
- from Set Classes, to build different Morris's CM types
- from TTOs

CM transformation

- swapping
- transposition
- multiplications
- inversion
- rotation

CM Analysis

- sparseness
- fragmentation
- PC histogram

# Constructing *chains* with more than one *norm*

Vertical norm= $X$   
Horizontal norms=  $a, b, c, d, e$

## Chain

	<i>a</i>	<i>b</i>	<i>c</i>	<i>d</i>	<i>e</i>				
**	***	**	***	**	***	**	***	**	***
	<b>X</b>	<b>X</b>	<b>X</b>	<b>X</b>					

## Resulting CM

(sc)	<b>X</b>	<b>X</b>	<b>X</b>	<b>X</b>	<b>X</b>
<i>a</i>	**	***			
<i>b</i>		**	***		
<i>c</i>			**	***	
<i>d</i>				**	***
<i>e</i>	***				**

## Create PCS out of their Set Class Names:

```
a = PCS('5-1');  
b = PCS('5-21');  
c = PCS('5-35');  
d = PCS('5-7');  
e = PCS('5-33');  
x = PCS('5-12'); // 5-Z12
```

## Create a *PCSCChain*, set its initial norm and add a starting partition.

```
~chain = PCSCChain.new.norm_(a);  
~chain.candidates(false);  
~chain.addCand(7);
```

## Construct the chain by adding the best partitions candidates with the following ad hoc algorithm

```
[x, b, x, c, x, d, x, e].do({ arg pcs;  
  ~chain.norm = pcs;  
  ~chain.candidates(false);  
  ~chain.candList.notEmpty.if({  
    ~chain.addCand(  
      ~chain.scores.indexOf(  
        ~chain.scores.maxItem  
      );  
    });  
  }, {  
    "candidates for %"  
    .format(pcs.name).throw;  
  });  
});
```



Create a PCSMatrix from the generated chain.

```
~matrix = PCSMatrix.fromChain(~chain);
```

set-class	4-11	X (5-Z12)	X (5-Z12)	X (5-Z12)	X (5-Z12)
A (5-1)	03	124			
B (5-21)		67	3AB		
C (5-35)			14	68B	
D (5-7)				5A	349
E (5-33)	02A				68

Improve the CM by swapping and duplicate one PC to keep the first column in norm.

```
~matrix.swapping;
```

```
~matrix.addAt(3, 0, PCS[9]);
```

set-class	X (5-Z12)	X (5-Z12)	X (5-Z12)	X (5-Z12)	X (5-Z12)
A (5-1)	02	1	4		3
B (5-21)	A	7	3	B	6
C (5-35)		6	1B	8	4
D (5-7)	39	4		5A	9
E (5-33)	0	2	A	6	8