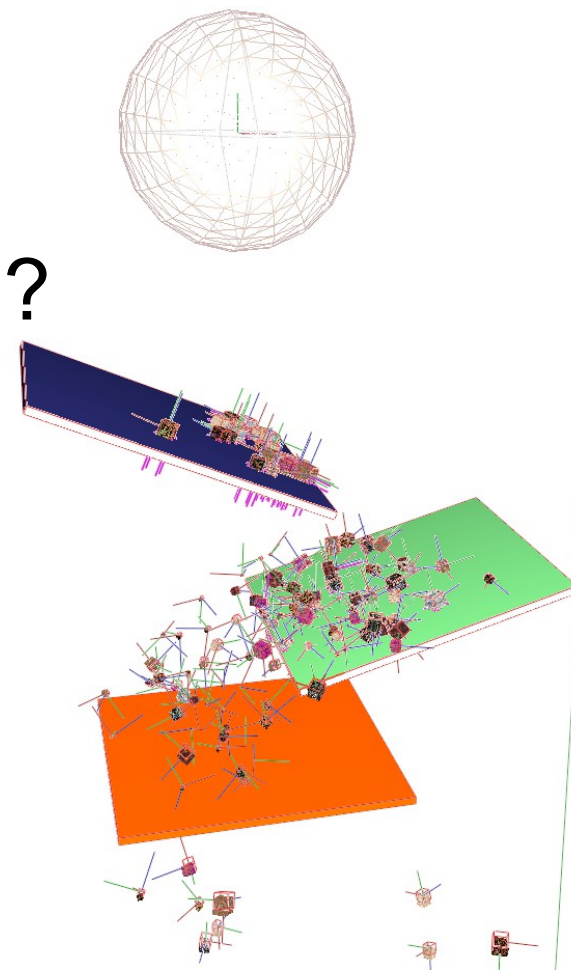


# Sonification vs. Knowledge Representation

Stephen Lucas – UNT College of Music – CEMI (Center for Experimental Music and Intermedia)  
iARTA Research Cluster – HAL (Hybrid Arts Lab) – Advisor: David Stout

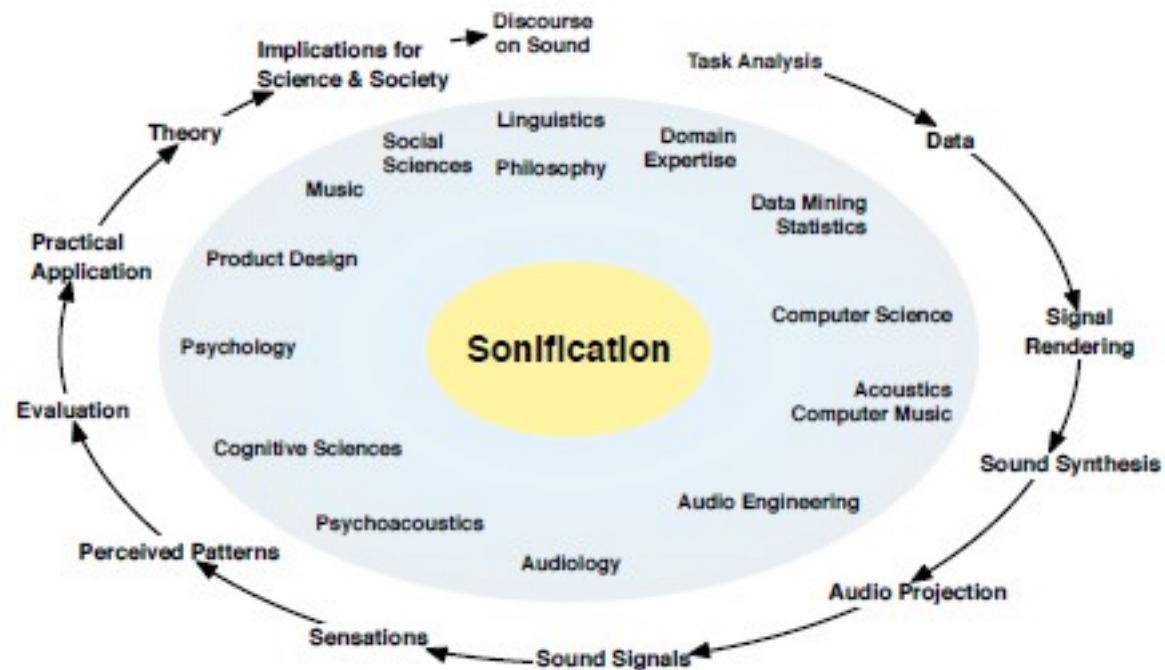


- What is Sonification?
- What is Knowledge Representation?
- Conceptual Framework
- Tool Demonstration
- Current Conclusions



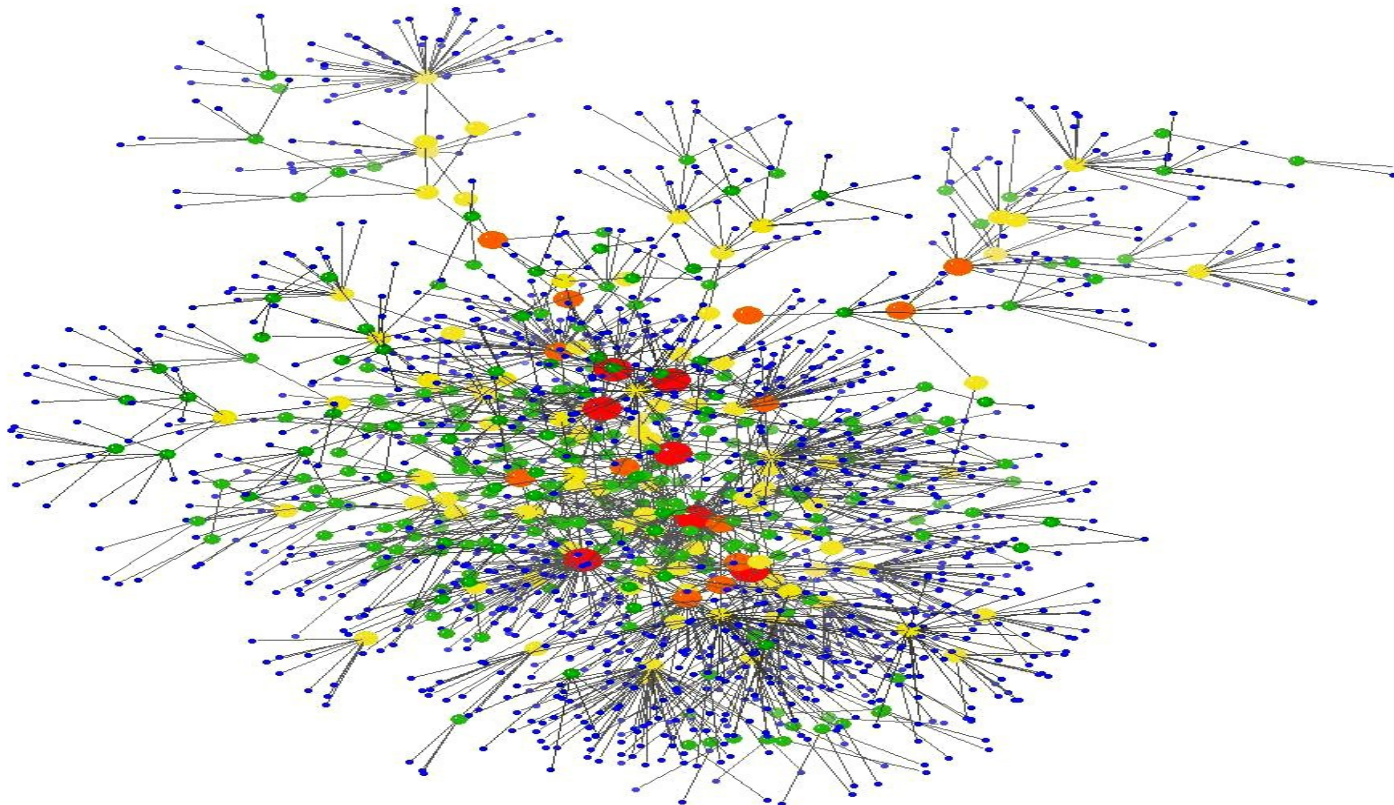
# What is Sonification?

- Auditory display
- Sound as a primary interface channel



# What is Knowledge Representation(KR)?

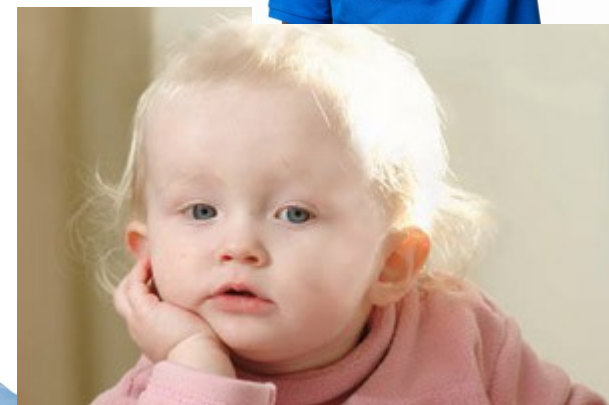
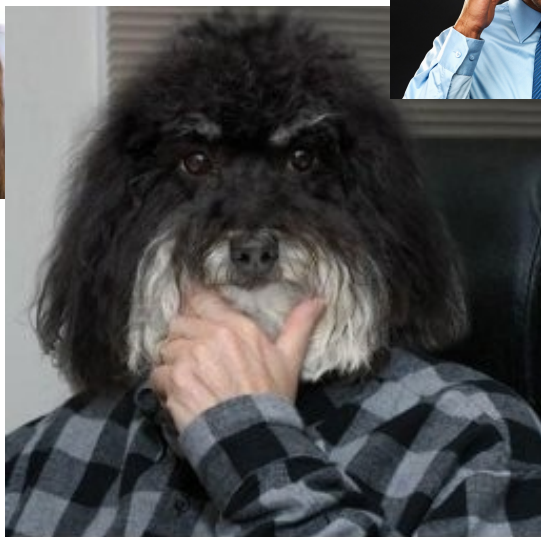
- Symbolic Taxonomy and Grammar
- Expressivity vs. Completeness/Consistence





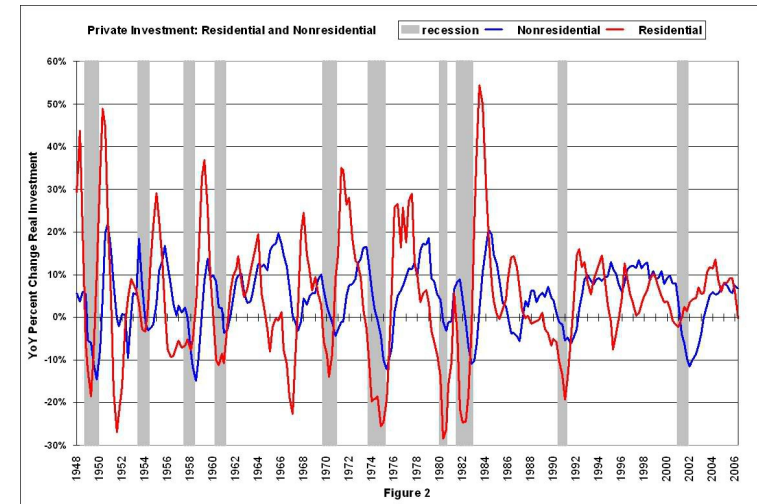
# Do those things sound familiar?

- Music/Art?
- Filter Transforms
- Goal Identification/Completion



# Sonification Task Types

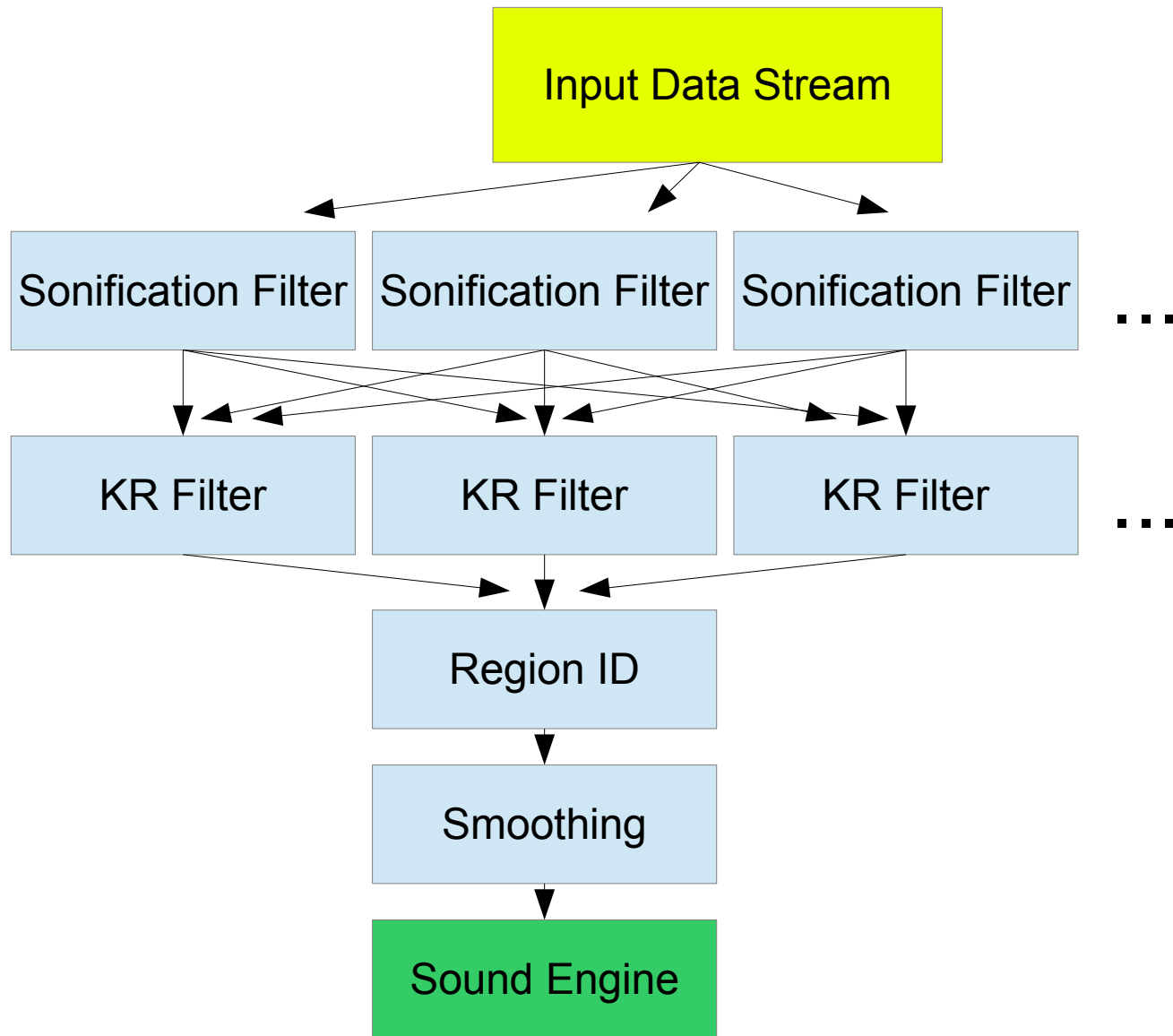
- Monitoring
- Awareness of process / situation
- Data exploration
- Point estimation / comparison
- Trend identification
- Data structure identification
- Exploratory inspection
- Multimodal tasking performance



# KR Designations

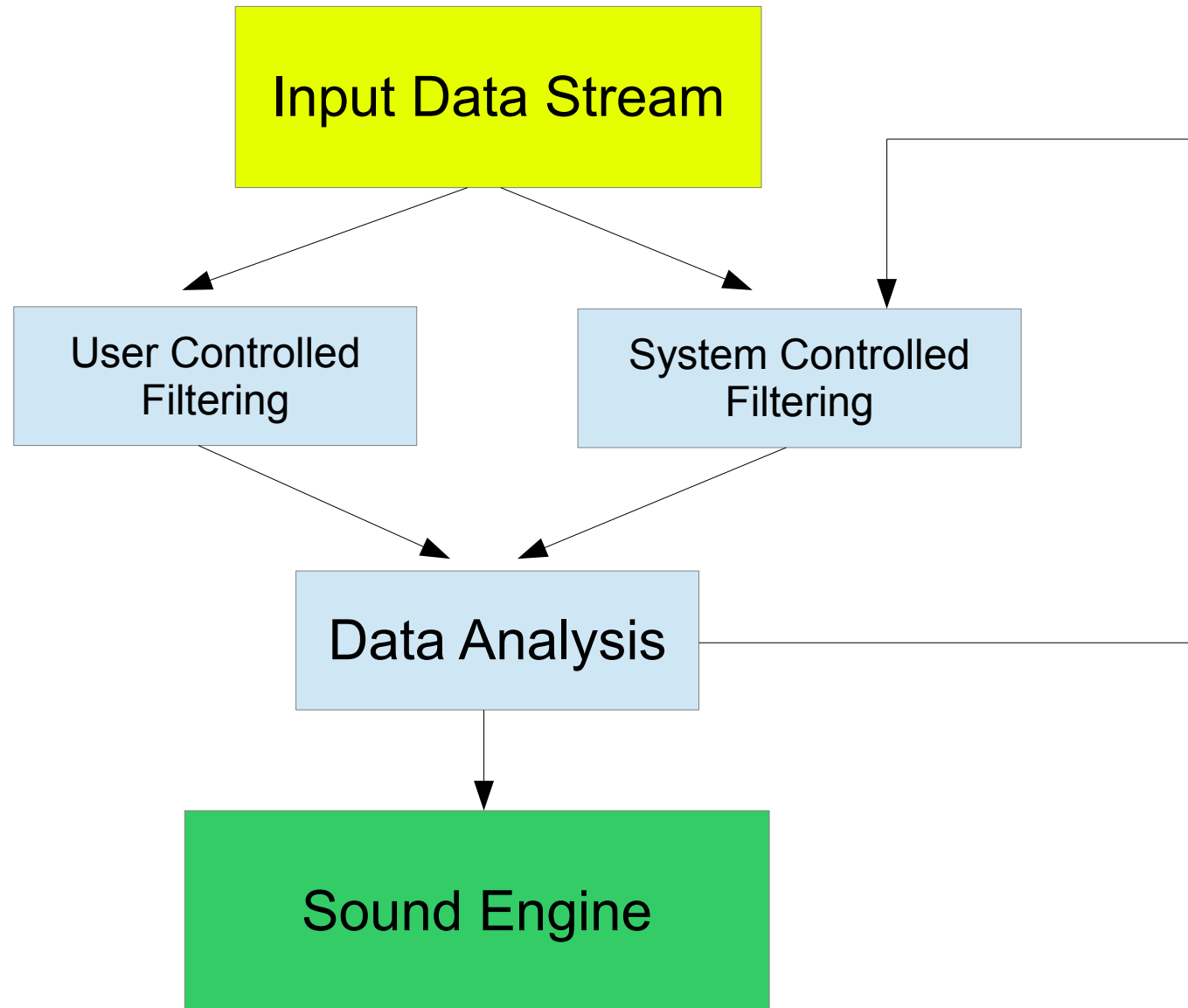
- Surrogacy within the viewer
  - Stand in for the external.
- Set of ontological commitments
  - Accumulation of layers (semantic network)
- Fragmentary theory of intelligent reasoning
  - Conception of inference
- Medium for efficient computation
  - Event frames and taxonomic hierarchies
- Medium of human expression

# Signal Flow for Sonification Model



Is this a Knowledge Representation?

# “Adaptive” Filtering Flow





# Tool Development

- Max/MSP Environment
- Filter Design
- User Interface
- Granular Synthesis Engine



# DEMONSTRATION!

# Current(?) Conclusions

- Unified Theory vs. Unified Technique
  - Learning Curve
  - Data vs. Content Mapping
  - Immediate Knowledge Acquaintance
  - Temporal Proximity Weight
  - Aesthetic Intentions
  - (Possible) Multiplicity of Views
- Relevance of Electronic Instrument Models