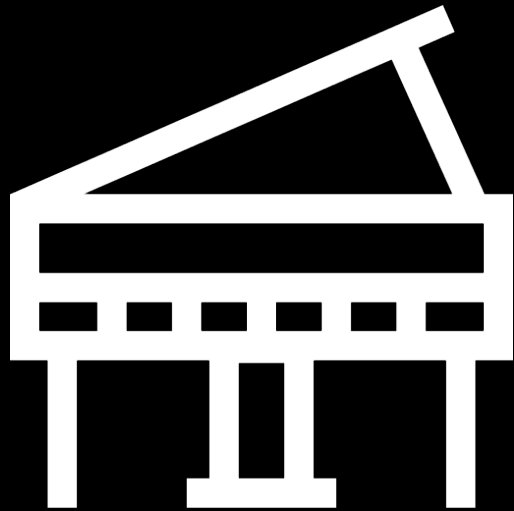


PIANOMAN

S19 ECE Capstone Design Project - Team D7
Final Presentation

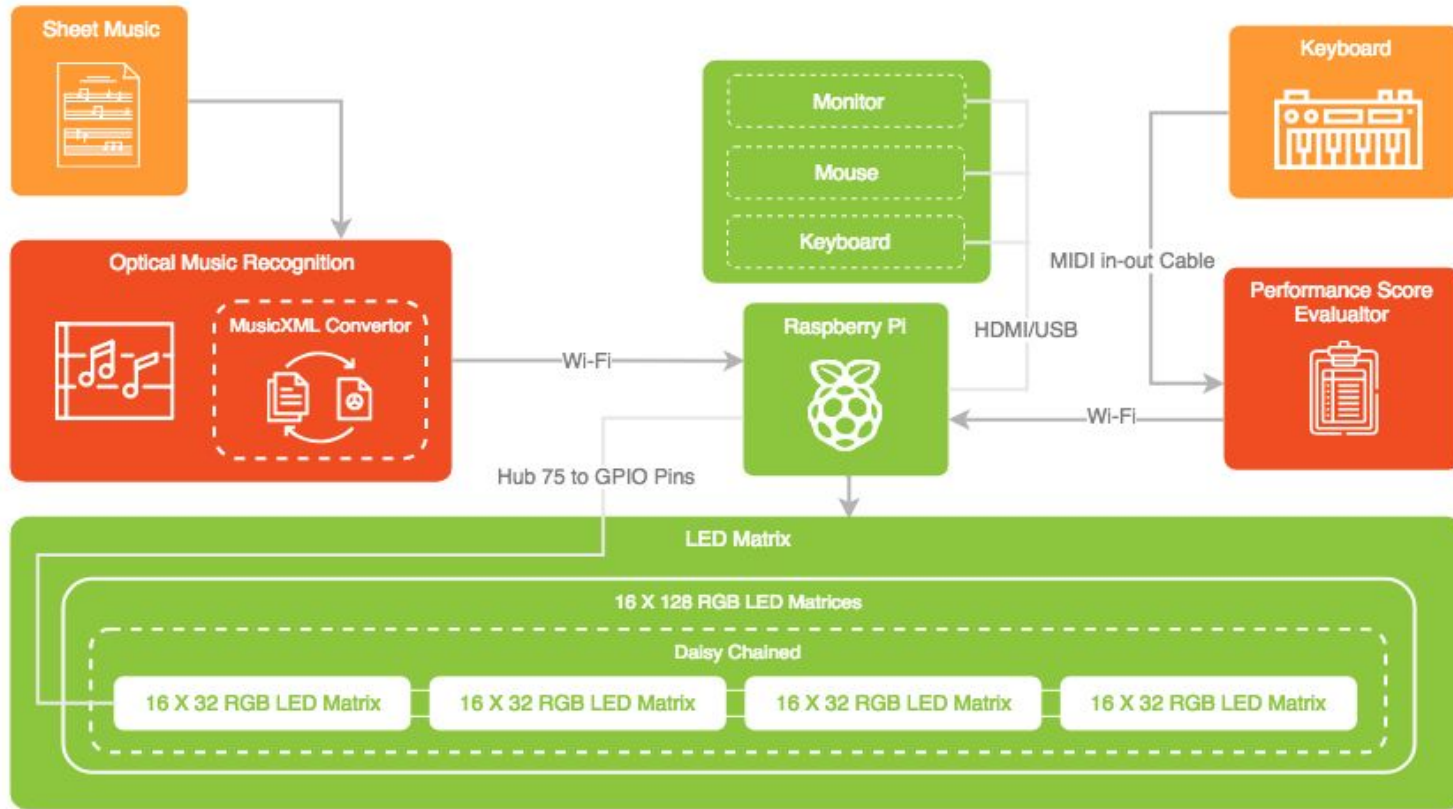




Application Area

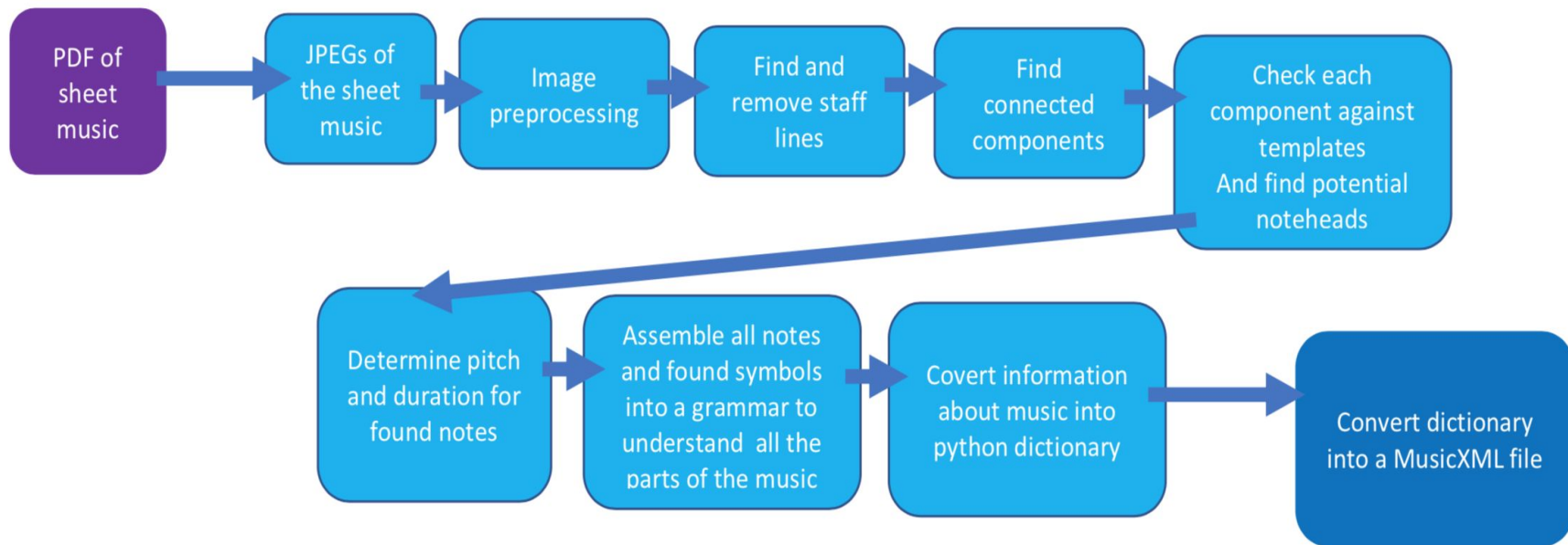
A Self learning tool for Piano players.

Reads sheet music of a song, lights up LED matrices indicating which notes they should play and generates an evaluation of their performance at the end.



Solution Approach

Optical Music Recognition



PianoMan

Select File

Song Name

Start

Ableton Live 10

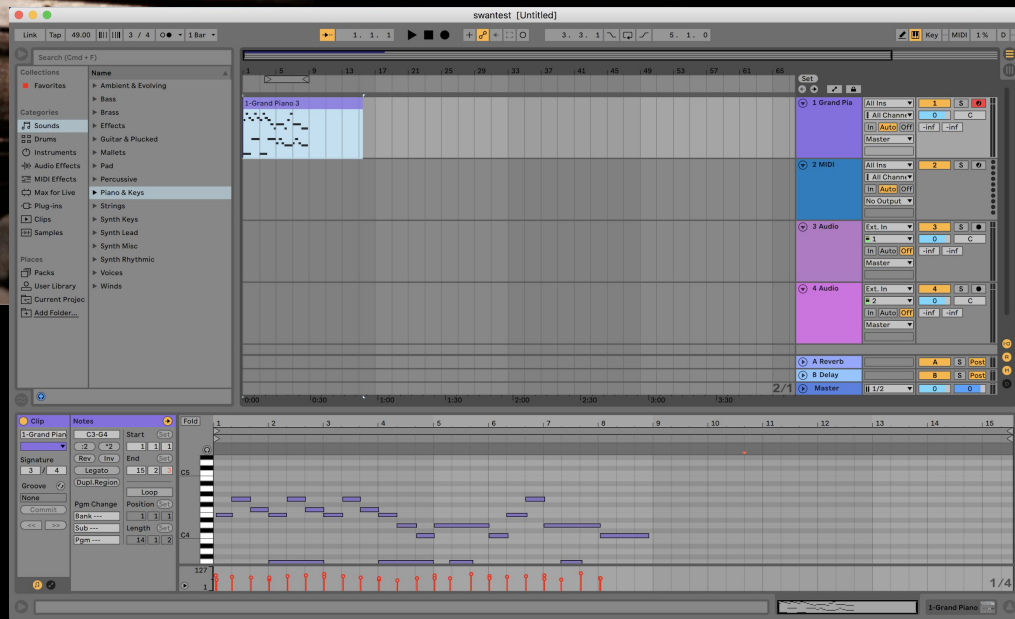
Speed

normal
 normal-medium
 medium
 medium-slow
 slow

Hands

bass clef
 treble clef
 both

GUI Application



LED Matrix Chain Display - File Transfers



GUI sends
MusicXML to Pi



GUI press
START



Start Record,
Play song



End Record,
wait for score



Display score



Complete Solution



Metrics and Validation

1. Optical Music Recognition

Requirement: Correctly identifies 90% of all noteheads, rests, accents (dots, sharps, flats, naturals), time signature, clef symbols, and key signature to produce a musicXML file. Can complete OMR in 1 minute/120 recognizable items.

Validation:

- Data: Digital sheet music pdfs
- Test: Compare original pdf to output from SoundSlice (reads in musicXML into sheet music)

Metrics and Validation

2. Raspberry Pi - LED Matrices Chain

Requirement: Displays 99% of notes from the MusicXML files sent by OMR side GUI at the right time for the right duration. Takes less than 3 seconds each to parse files (musicXML, start, end).

Validation:

- Data: MusicXML files from MuseScore
- Test: Compares the start times and durations of segments produced on the LED Matrix chain against calculations from the Song's Sheet Music PDF

Metrics and Validation

3. Performance Score Evaluator

Requirement: Evaluates the user's performance score and sends to the RPi in less than 3 seconds after end recording and exporting to MIDI file.

Validation:

- Data: MIDI/XML from MuseScore
- Test: Check if the performance score evaluator correctly calculates the performance score and sends to RPi

Lessons Learned

1. Order your parts as early as possible to conduct functionality tests. Order extra in case the parts go out of stock later.
2. Make a detailed schedule by reducing each task into list of agreeable goals.
3. Think of a design project that will have enough independent work for three people but will come together at the end and not end up like three separate projects.