

# ac·com·pa·ny·Bot

/əˈkəmp(ə)nē bät/ noun

A piano playing robot that scans and parses sheet music and reproduces the notes by pressing keys on a piano

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#### **Use-Case Requirements**

- Note Playing Accuracy: System should not make noticeable mistakes
- **Tempo Variability:** Ability to speed up/slow down tempo from application
- Tempo Accuracy: Ability to play music with the exact BPM specified
- Low latency between UI and piano player: Have piano player respond to user inputs within the average human response time to auditory stimuli

Quantitative Design Requirements

- >95% OMR Parser Accuracy
- 100% tempo accuracy
- <150ms latency between user action and piano player response
- <60W average power

## Solution Approach



#### **Complete Solution - Software**







#### **Complete Solution - Hardware**



## **Design Limitations**

- Uploaded files must be high quality
  - OMR parser functions best with black/white scores (compared to grayscale files)
  - Accuracy guaranteed when input scores have resolution above 400 DPI
- Due to scope of project, only plays one octave
  - $\circ$   $\,$   $\,$  During note scheduling, determines the octave with highest note count
  - Communicates octave number back to application
  - $\circ$  ~ User must move the accompany Bot over the correct octave
- Only covers C-to-C octave range
  - Black key spacing is irregular
  - Prevents the design of a chassis that can fit over any octave of keys
- Physical solenoids cannot play faster than movement threshold
  - During note scheduling, determines max tempo playable
  - $\circ$   $\,$  Communicates the max tempo supported back to the application

# **Design Tradeoffs**

- Limited range of keys to one octave black and white keys
  - $\circ$  ~ Save on costs and power consumption
- Chose to use 25N solenoids
  - Larger and more expensive, but generated more force and has a longer stroke length than alternative
- Used an Arduino Uno to aid in serial communication
  - Needed a way to convert between USB and UART
- Wireless instead of wired file transfer
  - scp to the RPi
  - Serial transmission of one page >13 seconds







VS.



#### Test, Verification and Validation

- OMR Accuracy → Reconvert back to pdf and compare visually
- **Tempo accuracy** → Measure tempo with a metronome
- **Computer/RPi Latency** → Function records system time when start/stop signals are sent and received
- Power Consumption → Measure DC power supply output voltage and current to calculate power



#### **Specifications and Performance**

Design Requirement Metric	System Performance						
> 95% OMR accuracy of note pitches and note values for 400+ DPI music scores	~99% accuracy for easy to moderate playing difficulty scores of 240 DPI						
100% tempo accuracy	100% accurate between 30BPM-150BPM						
Start/stop playing within 150 ms of pressing the start/stop button	Round trip communication latency of ~70ms						
< 60W average power	Max power of 46.8W						

#### **Specifications and Performance**

Use Case Requirement Metric	System Performance
Note Playing Accuracy	<b>In Progress</b> Once full system is constructed, compare audio played by accompanyBot to MIDI output
Tempo Variability	<b>Pass</b> Able to update tempo via UI
Tempo Accuracy	<b>Pass</b> Solenoids keep pace with metronome
Latency	<b>In Progress</b> Determine whether noticeable delay exists between user actions on app and keyboard audio

#### Gantt Chart accompanyBot

#### Schedule

Rahul	Project Start: 2/6/2023	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12	
Nora	Display Week: 1	Feb 6, 2023	Feb 13, 2023	Feb 20, 2023	Feb 27, 2023	Mar 6, 2023	Mar 13, 2023	Mar 20, 2023	Mar 27, 2023	Apr 3, 2023	Apr 10, 2023	Apr 17, 2023	Apr 24, 2023	May 1, 2023
Aden	START FND	6 7 8 9 1011	12 13 14 15 16 17 1	5 M T W T E S	2627281234 SMTWTES	5 6 7 8 9 10 11	12 13 14 15 16 17 18 1	19 20 21 22 23 24 25 2 S M T W T E S	6 27 28 29 30 31 1 2	2 3 4 5 6 7 8 S M T W T C S	9 10 11 12 13 14 15 :	16 17 18 19 20 21 22	23 24 25 26 27 28 29 3	0123456 MTWTTS
Deadlines and Sugats		Proposal		Design Review		Caring Deeph		3 m 1 m 1 1 1 3			Spring		Final	Finals Week
Deadlines and Events		Presentation	_	Presentation		Spring Break				Interim Demo	Carniva	1	Presentation	Final Report
User Interface and Music Parser														Video, Poster
Identify toolchain for OMR solution														Demo
Build and run final OMR solution														
Configure OMR to output XML/MID	I (both may not be necessary)				-									
Modify XML/MIDI output to integra	tion specs													
Diagram all application screen layou	uts with UI buttons													
Implement front end UI designs into	o software app								_					
Add functionality to UI actions, mak	e OMR callable													
Help with completion of notes schere	duling/software integration													
Finish Communication protocols fro (Includes sending song, commands to	m application to Arduino from actions, accepting scheduler actions)													
Testing, verification, and bug catchir subsystems	ng of application and note scheduler													
Integration of Physical and User Int	terface													
Design custom data structure to hol	ld music and note information													
Exploration of music21 and GPIO lib	oraries													
Convert XML to scheduled GPIO inp	uts using music21													
Test timing accuracy of scheduling														
Modularize GPIO pin mapping and in	ntegrate with actuators													
Expand note scheduler														
Handle Start/Stop signaling and tem	npo changes between RPi and computer													
Finalize serial communication														
Help assemble physical system														
Physical Interface														
Test and choose actuators		0												
Design and verify circuit to control a	actuators													
Build and debug the circuit														
Design portable chassis to hold the	circuitry on paper													
Design a Solidworks rendering of pa	iper sketch													
3D Print initial Solidworks rendering	1													
Integrate with microcontroller														

## Conclusions

#### Challenges

- Costs of materials became a bottleneck
- Open source tools had niche issues that arose deeper into the project

#### Lessons Learned

- Integration takes time
  - $\circ$  3 weeks of slack time still was not enough
- Prototyping takes time
  - 3D print smaller parts before scaling up