



# Maestro™

SFU

(Sheet Music Scanner)

Harmony Innovations Inc.

## Maestro Team:

- Sean Edmond
- Nikola Cucuk
- Veronica Cojocaru
- Cris Panaitiu

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# Overview

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# Motivation

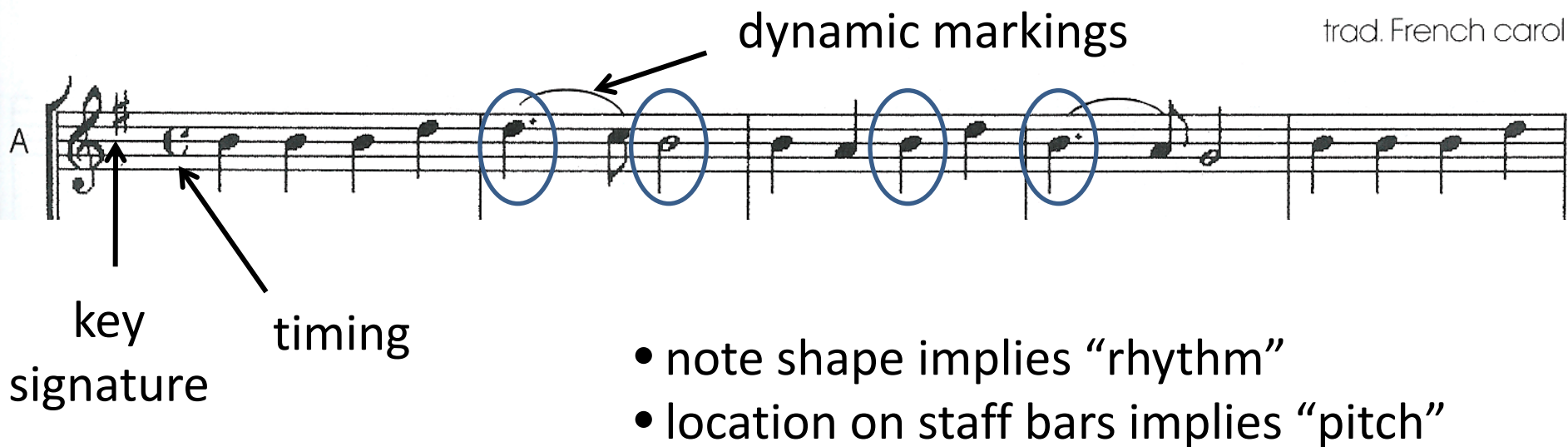
- **How do novice musicians learn to play their instrument?**
- **Sheet music is complex**
- **Different learning styles**
- **Improvisation**



# Sheet Music

## Angels We Have Heard on High

trad. French carol



A musical staff in treble clef with a key signature of one sharp (F#). The notation includes a treble clef, a key signature of one sharp, and a common time signature. The melody consists of quarter and eighth notes. Four notes are circled in blue, and an arrow points to them with the label 'dynamic markings'. An arrow points to the first note with the label 'key signature', and another arrow points to the first note with the label 'timing'. The letter 'A' is written at the beginning of the staff.

- note shape implies “rhythm”
- location on staff bars implies “pitch”

# Maestro™ Team

## Sean Edmond

- 5th year Electronics Engineering student
- Was responsible for OCR software and sound module
- Lots of software and hardware experience in many languages
- Worked at MDA, Reconfigurable Computing Lab, PMC-Sierra

## Nikola Cucuk

- 5th year Electronics Engineering student
- Was responsible for the camera module
- Experienced with embedded programming
- Worked at PMC-Sierra as HW designer and verifier

# Maestro™ Team

## Veronica Cojocaru

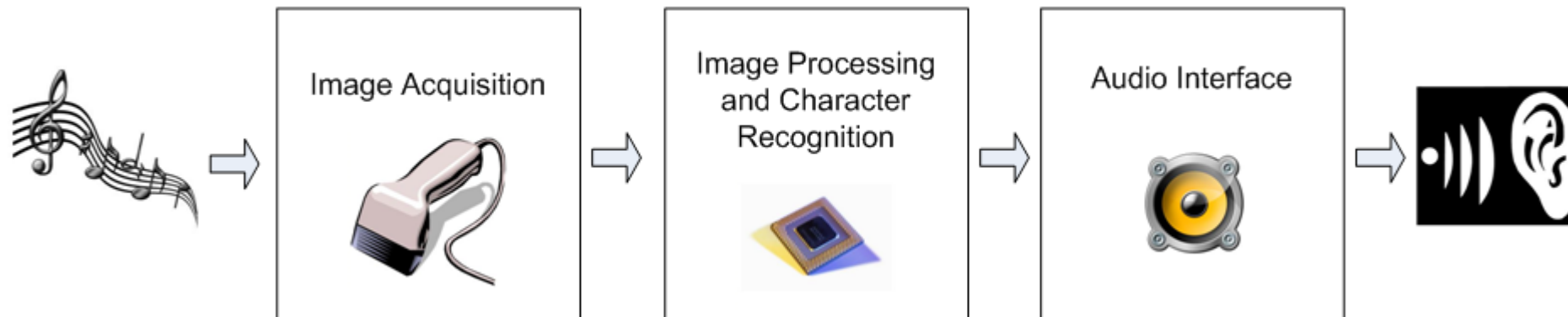
- 5th year Electronics Engineering student
- Responsible for MIDI driver, user interface, system integration
- Experienced with MatLab, C programming
- Worked at PMC-Sierra and Research at SFU

# Market Research

- Performed market research at music stores
- " Musicians are always looking for a way to skip learning sheet music "
- Sheet music packaged with CDs
- Software tools for computers
- Majority of string musicians purchase an electronic tuner
- MIDI is standard in electronic music devices
- Nothing like our device

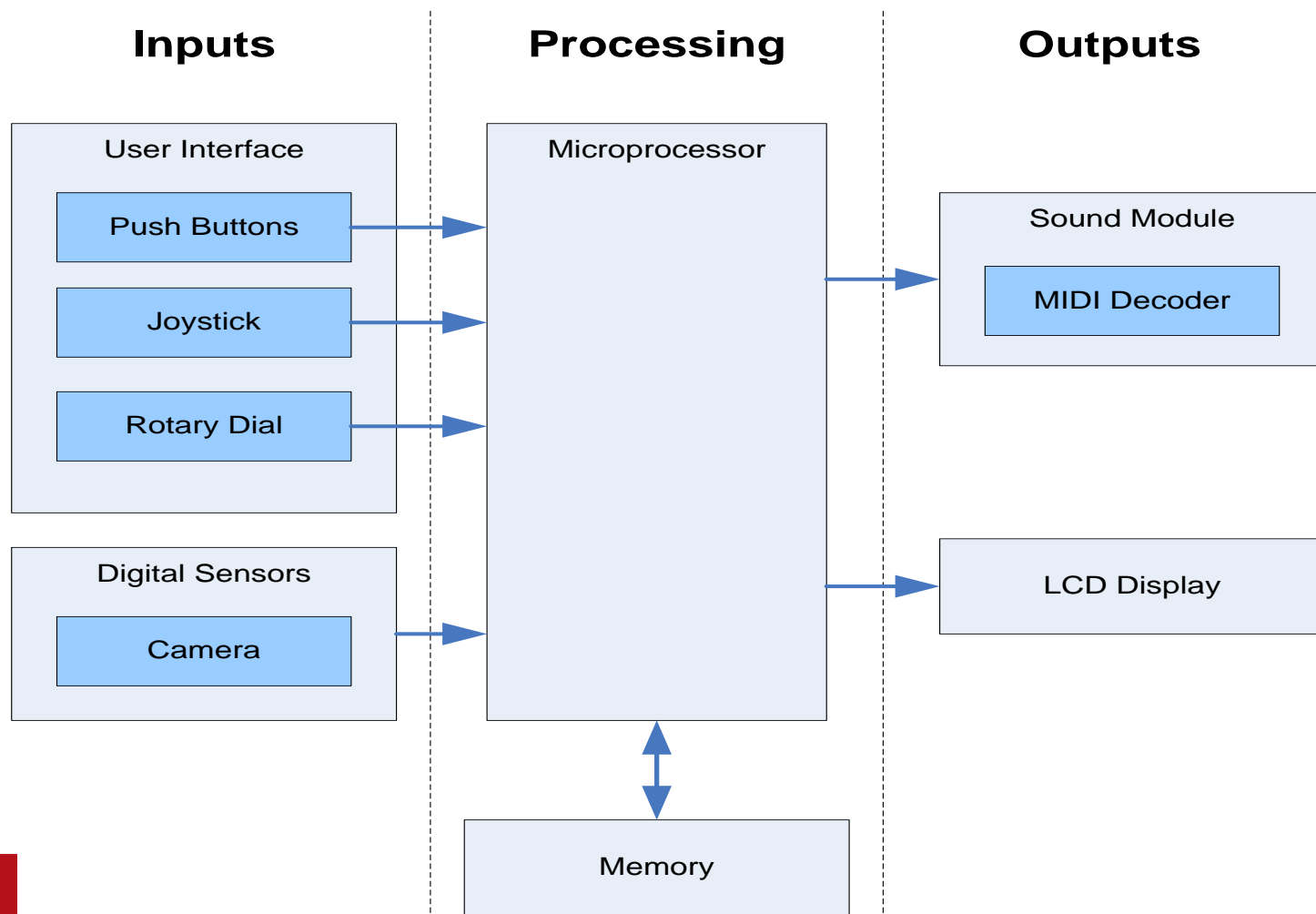


# High-Level System Overview

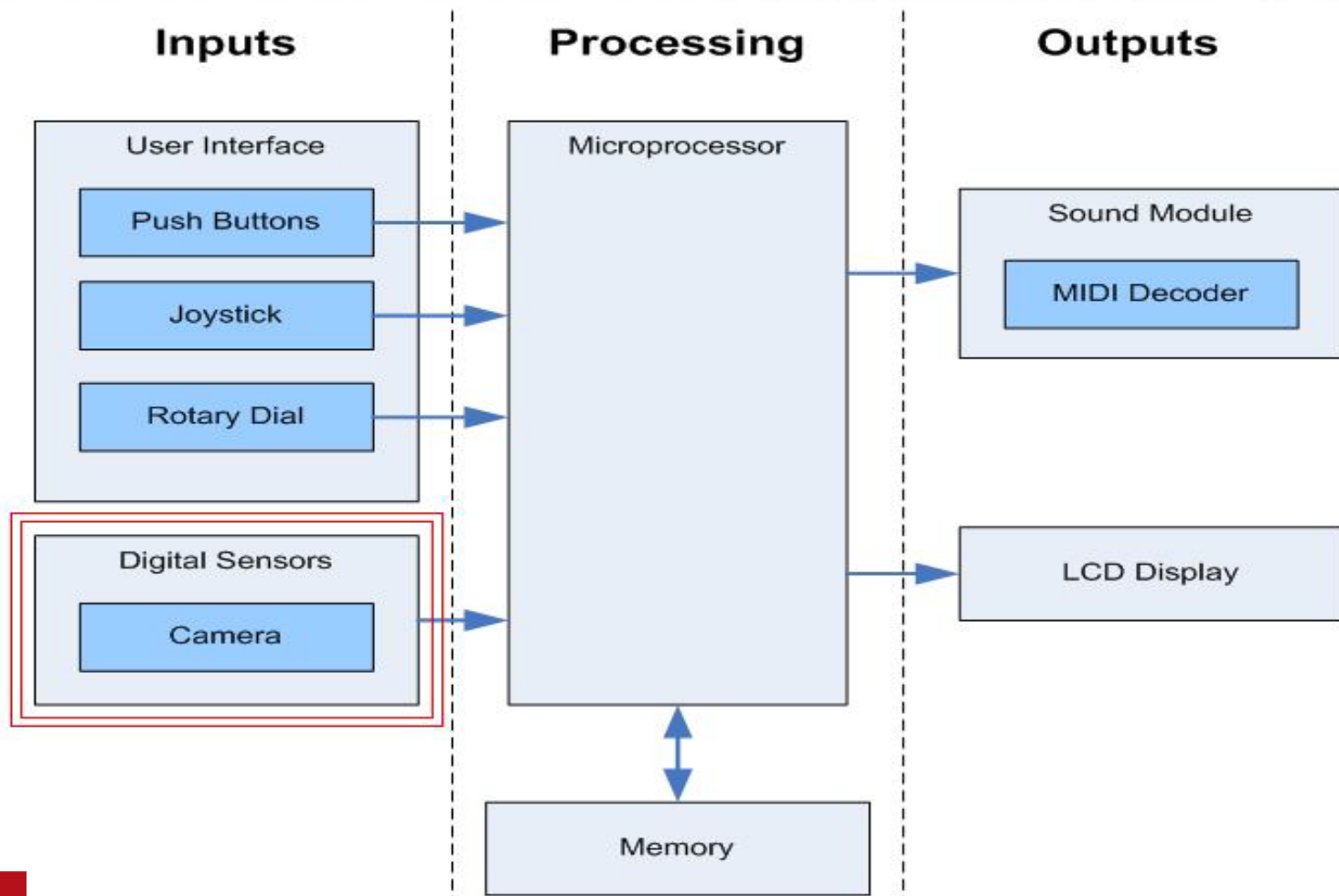




# High-Level System Overview



# Camera Module



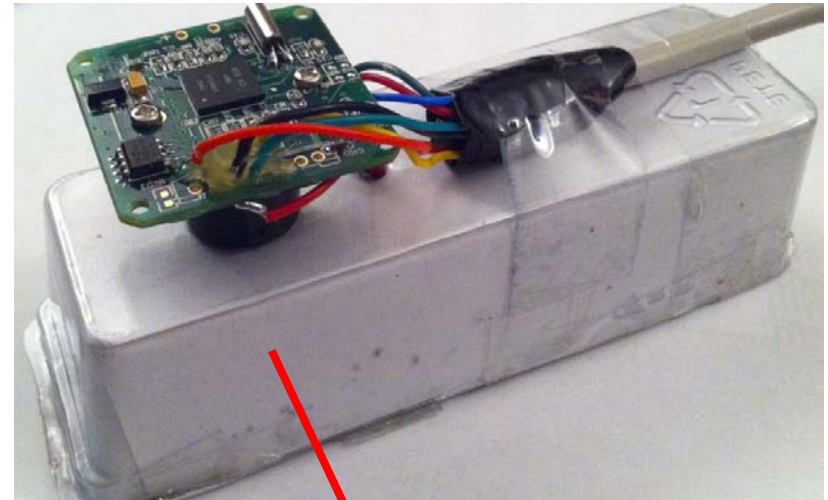
# Camera Module (uCAM-232)

- CMOS Digital color camera
- RS232 interface
- Package size 28x32 mm
- 160x120 resolution
- Smallest pixel size 5.6 $\mu\text{m}^2$
- 2-bit gray colour conversion
- 0.4 fps
- 90° lens

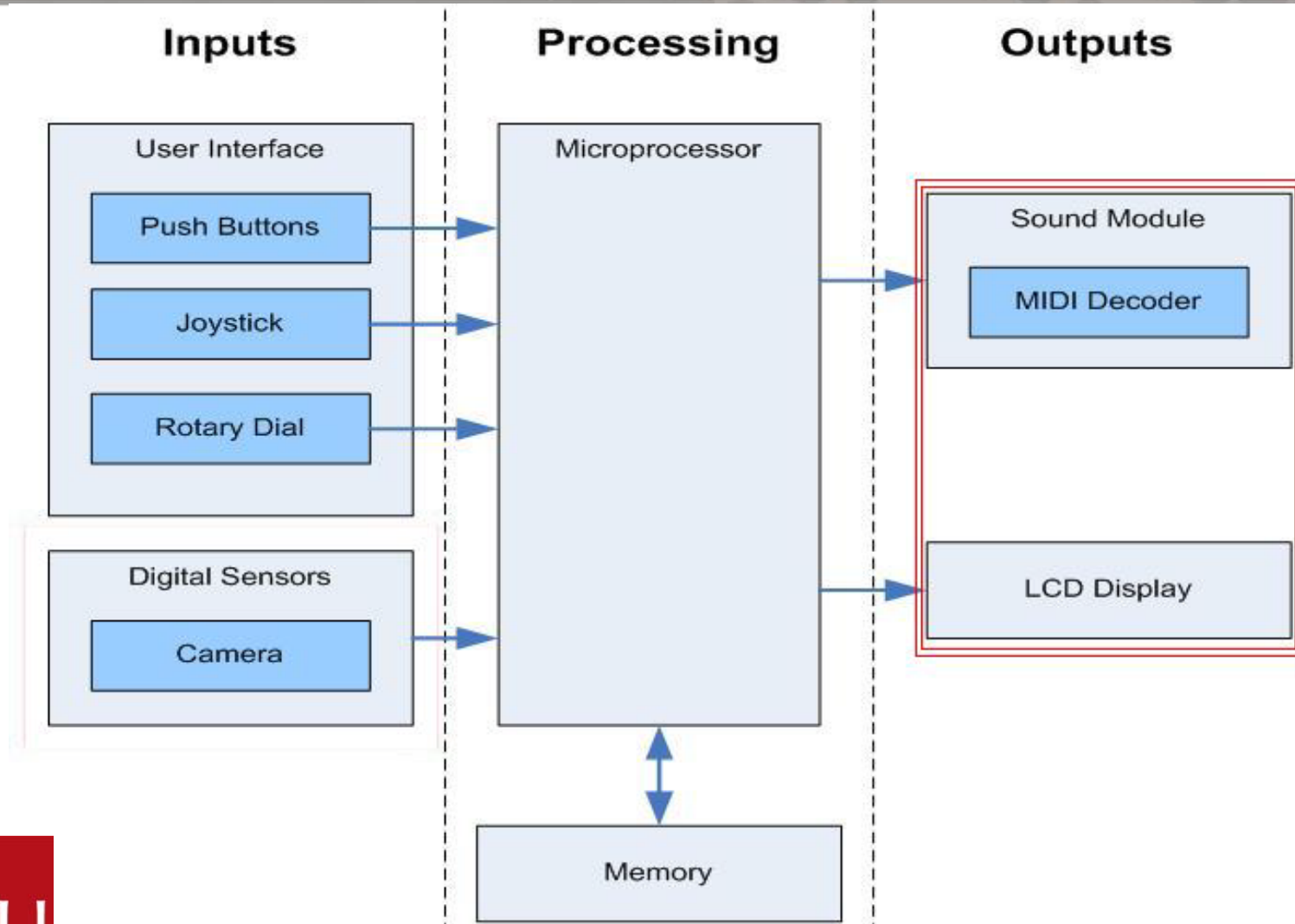


# Camera Module Enclosure

- Separate mobile module
- Illumination box
  - Aluminum foil + white paper
  - 3x MAGlite bulbs
- Rectangular box for ease of straight line scan

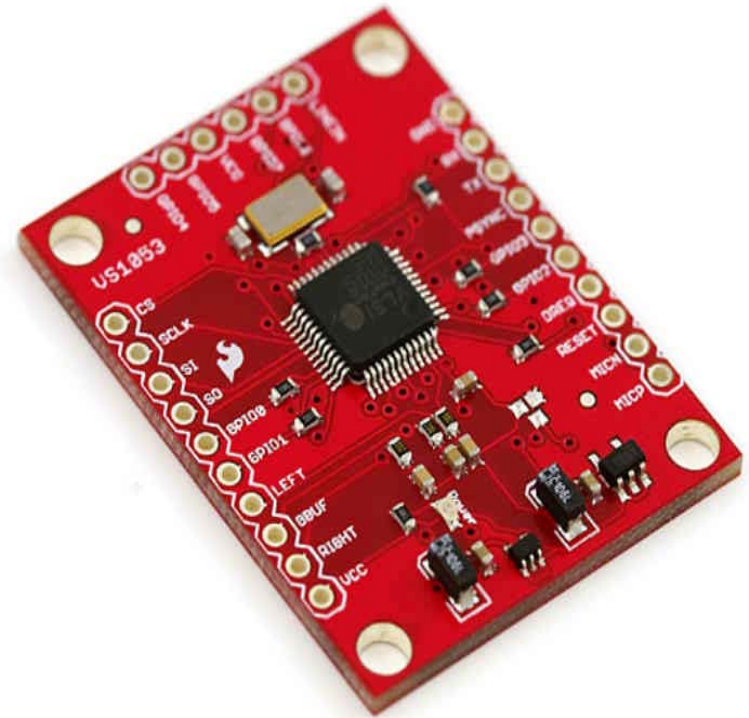


# Sound Module

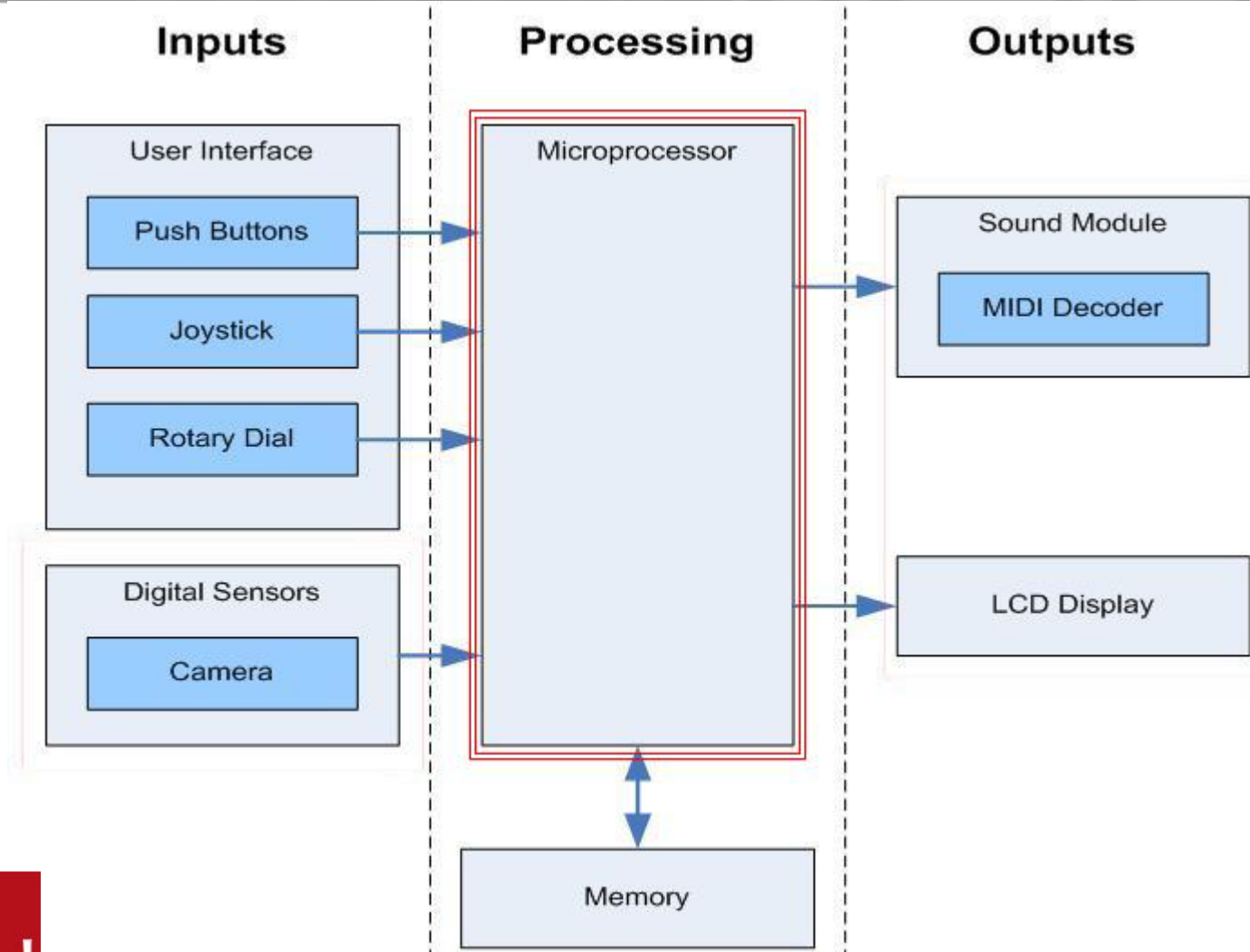


# Sound Module

- Vs1053b packaged on break-out board
- MIDI decoder
- 2 x SPI interface
  - Serial Control interface
  - Serial Data Interface
- Sound output to standard headphone jack
- Package Size 7x7x1.4mm



# Software



# The Development Board

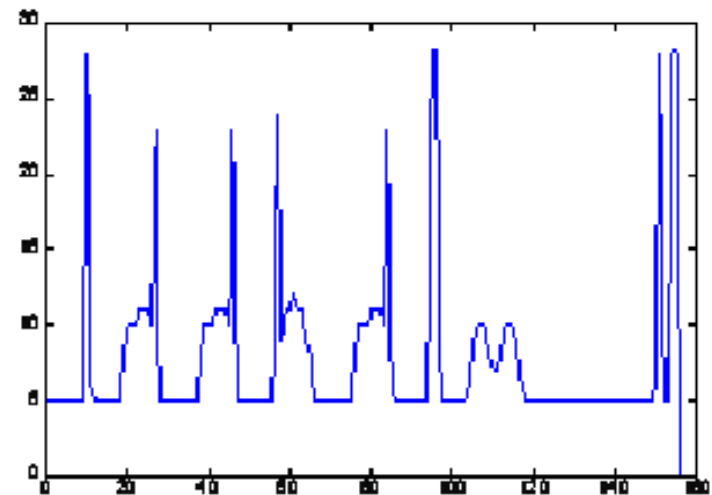
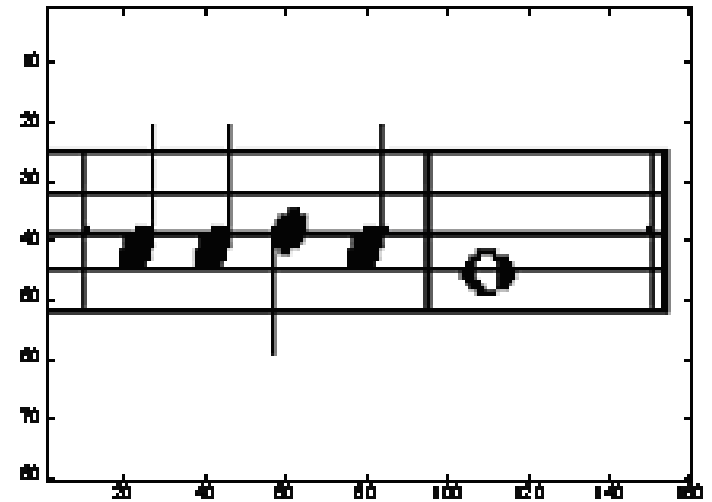
- EVK1100
  - Atmel 32-bit processor
  - SDRAM
  - LCD
  - Pushbuttons
  - joystick
- Drivers available for many standard interfaces
- Large online user community



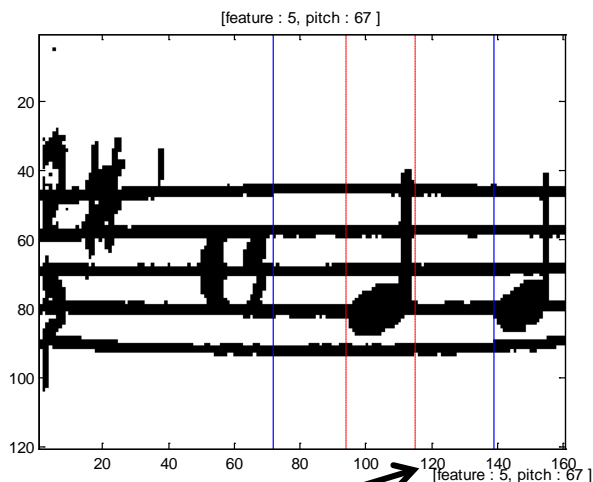


# Optical Character Recognition

- Character recognition performed with “black pixel histogram” comparison
- Mosaic algorithm stitches images
- MIDI file created from detected features
- Algorithm was prototyped in Matlab



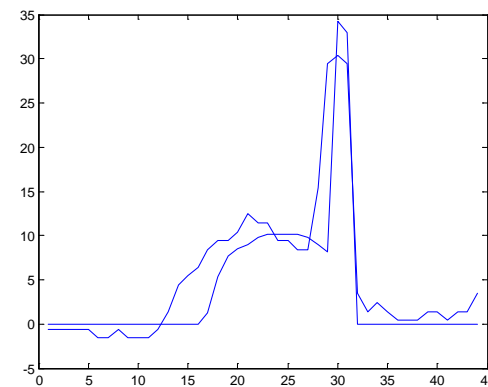
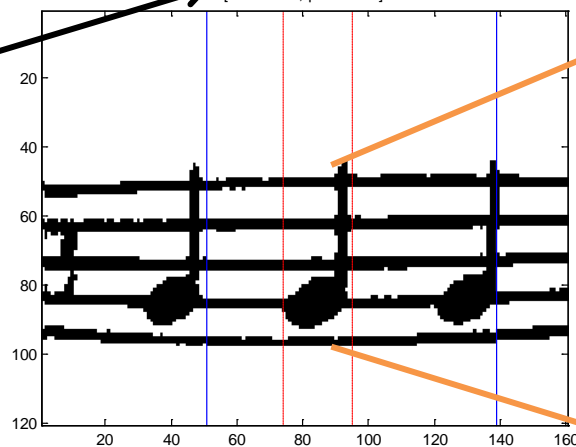
# Sample Matlab Output



- Blue is the “search region”
- Red is feature edge detection

Sample “black histogram” comparison

Point of overlap  
determined by  
mosaicing algorithm



# Finances

Equipment List	Cost
Microcontroller & EVBD	\$129
Sound module	\$44.93
Camera_A	\$60
Camera_B1	\$105
Camera_B2	\$105
Microcontroller programmer	free
Electronics	\$160
Miscellaneous	\$150
<b>Total Cost</b>	<b>\$753.93</b>

# Challenges

- Microcontroller couldn't meet timing requirements of initial camera
- Second camera fried due to a short
- Tools were error prone
- MIDI specifications not readily available
- Resources shift required to complete sound module
- Scan area illumination challenges
- Ex-group member reporting false progress
- Processing speed



# What We Have Learned

- Optical recognition software is challenging!!!
- Software development should employ “extreme programming” practices
- Project management
- Image processing requires a high speed processor
- Don't rely on firmware to capture high speed interrupts use hardware instead



# Future Work

- Is this viable?
- Dedicated hardware to accelerate firmware and algorithm
- Better camera with higher speed interface
- More compact design with PCB and custom parts
- Digital switch for illumination
- Improve algorithm
- Iphone app?



# Acknowledgments

- Lakshman (Lucky) One
- Adrienne Jacobs (painting)
- Sean roommates 😊

# Questions...

