

### ALGORITHMICALLY GENERATED MUSIC ENHANCES VR DECISION SUPPORT TOOL

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### CB Defense Decision Support Tool



Engineers Political Scientists

**Mathematicians** 

**Scientists** 

**Economists** 

**Computer Engineers** 

Artists

#### **University Partnership Team**

UNM – Frank Gilfeather, Thomas Caudell, Panaiotis, Tim Ross, Mahmoud Taha
NMSU – Jim Cowie, Chris Fields, Hung Nguyen, Bill Ogden, Ram Prasad
MIIS – Gary Ackerman, Markus Binder, Sundara Vadlamudi

Engages a broad-based team of creative professionals





Science Serving Art





# Art Serving Science





### Scientist Serving Pasta





### Visualization of Mockup System (1st Generation)



FUND #0 = 0.112303 ColorMoney 0, 0 = 0.069272, is 61.68% of Fund # 0





### Flatland Sound Services





## Max/MSP





# SoundCycler Architecture





# Six Music Functions in DST

- 1. The music provides an appropriate ambience to the task at hand
- 2. The music displays user adjustable input values
- **3.** The music provides user activity feedback
- 4. The music provides cues for orientation in the virtual environment
- 5. The music characterizes the data
- 6. The music provides a means to analyze the data

# AND TECHNOLOGY

# Musically Represented Data

The music represents five classes of data in the DST:

- 1. A twenty-two-element scenario likelihood vector
- 2. A twenty-two-element differential between the likelihood-consequence vector (need for mitigation) and the after-mitigation consequence
- **3.** Eight funding levels
- 4. One total funding level
- 5. Final expected consequence value.



### Likelihoods



# Each horizontal bar represents a likelihood level of a scenario attack within a vector.



### Ratios



Each horizontal bar represents a ratio difference between consequence-likelihood level and the projected consequence-likelihood after remediation.



# **Funding Portfolios**



Each horizontal bar represents a funding portfolio amount.



# **Total Funding Limit**



### The total funding limit affects tempo. More money is livelier.



# Aggregated Final Expected Consequence

QuickTime<sup>™</sup> and a TIFF (LZW) decompressor are needed to see this picture.

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Greater adverse consequence has more persistent bass line.





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