

# Déploiement des services du moteur de rendu de partitions GUIDO sur Internet.

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# Guido Music Notation

- Notes: **c d e2 f1 g# a& f/8 e\*3/4 d.**
- Tags:  
\tag  
nom  
\tag<params>  
octave  
\tag( notes-series )  
\tag<params>( notes-series )

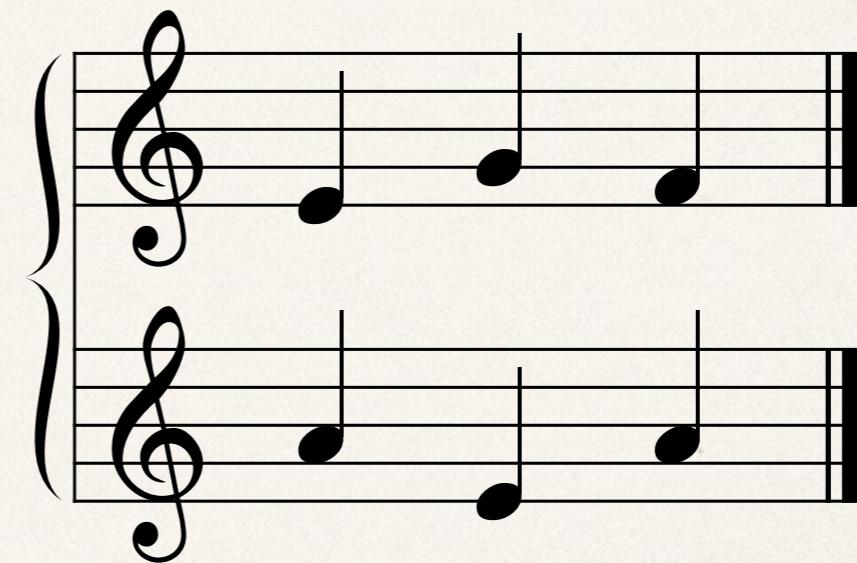
```
[ \key<-2> \meter<"4/4"> c d e& f/8 g ]
```



# Guido Music Notation

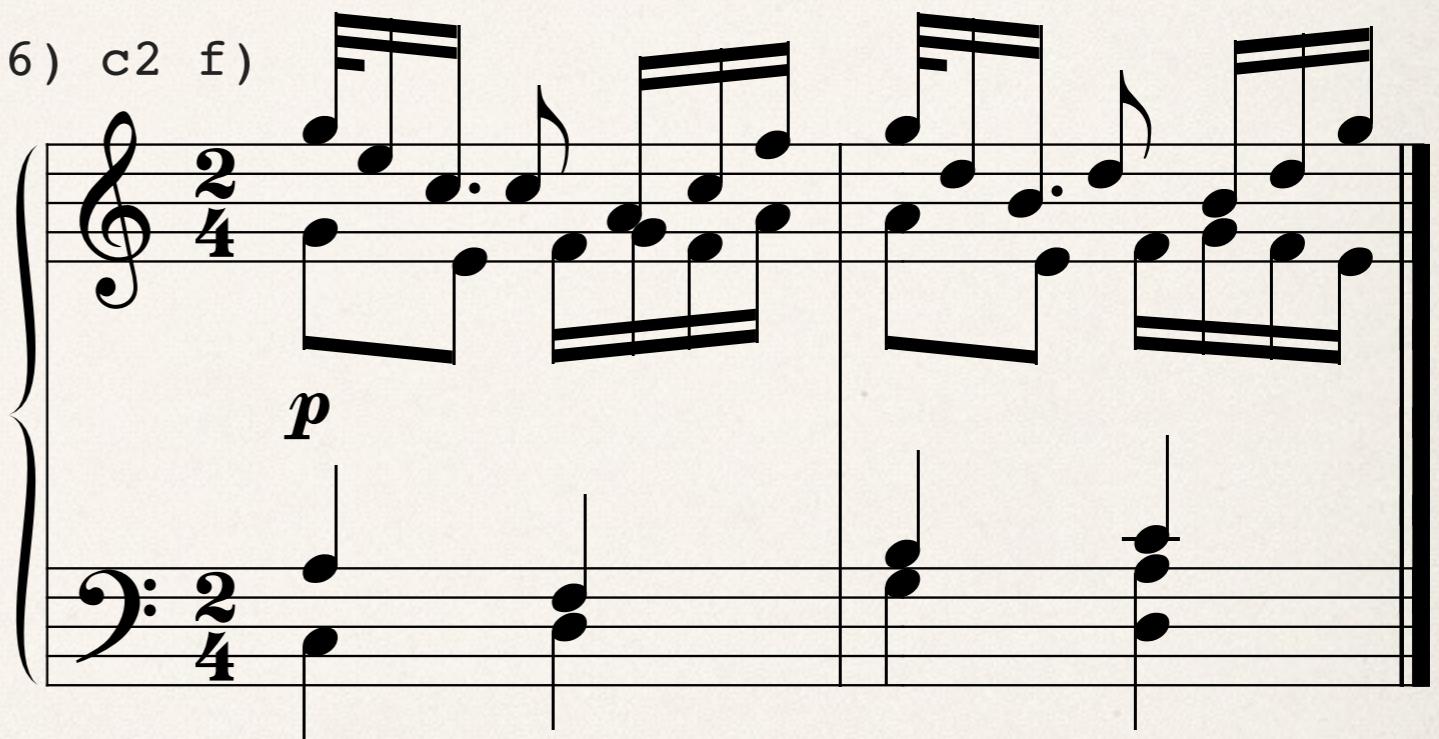
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{  
[ e g f ],  
[ a e a ]  
}



# Guido Music Notation

```
{  
[  
  \barFormat<"system">  
  \staff<1> \stemsUp \meter<"2/4">  
  \intens<"p", dx=1hs, dy=-7hs>  
  \beam(g2/32 e/16 c*3/32) c/8  
  \beam(\noteFormat<dx=-0.9hs>(a1/16) c2 f)  
  \beam(g/32 d/16 h1*3/32) d2/8  
  \beam(h1/16 d2 g)  
,  
  [\staff<1>\stemsDown g1/8 e  
  f/16 \noteFormat<dx=0.8hs>(g)  
  f a a/8 e f/16 g f e  
,  
  [\staff<2> \meter<"2/4">  
  \stemsUp a0 f h c1  
,  
  [\staff<2> \stemsDown c0 d g {d, a}]  
}
```



# GUIDO Engine

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- Compiles Guido Music Notation (GMN) markup language.
- Interprets this into an abstract representation.
- Translates abstract representation into a graphical representation.
- Draws representation onto an abstract device.

# GUIDO Engine

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- Provides a C/C++ API:
  - to activate the compilation services:  
`GuidoParseFile`, `GuidoParseString`, `GuidoAR2GR...`
  - to draw the score onto a device:  
`GuidoOnDraw`, `GuidoSVGExport...`
  - to query the scores,  
`GuidoCountVoices`, `GuidoGetPageCount`, `GuidoDuration...`
  - to get the graphic to time relationship  
`GuidoGetVoiceMap`, `GuidoGetStaffMap...`

# State of the Art

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- Notation editors (GUI)
- Score sharing software
- JIT compilation services

# Problem

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- Lack of low-latency alternative to create musical notation.
- Lack of an API that allows for web application building.

# Solution

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- Provide a service that quickly compiles music notation representations into several encoded forms (PNG, SVG, DSL).
- Provide a web API via a server-client architecture.

# REpresentational State Transfer

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## Architectural style

- Client-server model
- Stateless
- Cacheable
- Uniform interface
- Layering
- Code on demand (optional)

# REST design practices

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- Standard HTTP methods (GET, PUT, POST or DELETE)
- Transferring metadata along with data
- Human readable, hierarchical URIs
- URI points to idea, not necessarily to permanent object

# GUIDO HTTPD Server

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- Uses GNU libmicrohttpd to handle POST, GET, and DELETE requests (uniform interface)
- *almost* stateless - use of SHA1 key as resource identifiers prevent too-long URIs

# GUIDO Web Api

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- Content as SHA-1 key  
[ g e c ] => da8e1434e155e8a20f328de7d7ea5874d149f5ee
- Function as URI segment  
<http://server/da8e1434e155e8a20f328de7d7ea5874d149f5ee/duration>
- Arguments to functions and options as key-value pairs  
.../da8e1434e155e8a20f328de7d7ea5874d149f5ee?format=svg
- Return values as standard MIME types  
image/png , application/json, image/svg+xml, ...

guidoeditor.grame.fr

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- Example uses server-side layout calculations and client side drawing to avoid lengthy transfers.
- Also possible to do server-side drawing.
- Potential for creating fast embedded scores as well as simple editing applications.

# Conclusion

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GUIDO has the potential to be the open-source alternative for fast music representation and could be useful for many of the applications used today, including online services deployment.

# Questions

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- [guidolib.sf.net](http://guidolib.sf.net)
- [guidoeditor.grame.fr](http://guidoeditor.grame.fr)
- [guidoservice.grame.fr](http://guidoservice.grame.fr)
- [guido.grame.fr](http://guido.grame.fr)

