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Nota di contenuto	Pitch, Melody Detection -- Separating Voices in Polyphonic Music: A Contig Mapping Approach -- An Auditory Model Based Approach for Melody Detection in Polyphonic Musical Recordings -- A New Probabilistic Spectral Pitch Estimator: Exact and MCMC-approximate Strategies -- Rhythm, Tempo, Beat -- Determination of Perceptual Tempo of Music -- Source Separation and Beat Tracking: A System Approach to the Development of a Robust Audio-to-Score System -- A Causal Rhythm Grouping -- Music Generation, Knowledge -- Fugue Composition with Counterpoint Melody Generation Using Genetic Algorithms -- Harmonizations of Time with Non Periodic Ordered Structures in Discrete Geometry and Astronomy -- A Self-Organizing Map Based Knowledge Discovery for Music Recommendation Systems -- Music Performance, Rendering, Interface -- Internet Archive of Electronic Music IAEM -- internet Audio Rendering System iARS -- Handel, a Free-Hands Gesture Recognition System -- Open and Closed Form in Interactive Music -- Collaborative Computer-Aided Parameter Exploration for Music and Animation -- Music Scores, Synchronization -- Comparing Pitch Spelling Algorithms on a Large Corpus of Tonal Music -- Score-PCM Music Synchronization Based on Extracted Score Parameters -- Towards an Intelligent Score Following System: Handling of Mistakes and Jumps Encountered During Piano Practicing -- Synthesis, Timbre, Musical Playing -- Aspects of the Topology of

Interactions on Loop Dynamics in One and Two Dimensions --
 Perceptive and Cognitive Evaluation of a Piano Synthesis Model -- The
 Clarinet Timbre as an Attribute of Expressiveness -- Music
 Representation, Retrieval -- A Graph Theoretic Approach to Melodic
 Similarity -- A Content-Based Music Retrieval System Using
 Representative Melody Index from Music Databases -- Methods for
 Combining Statistical Models of Music -- Constraint-Based Melody
 Representation -- Music Analysis -- Music Segmentation: An XML-
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 Annotation -- Parichaykrama – An Exploratory Interface of Indian
 Classical Music Using Experiential Framework.

Sommario/riassunto

This volume contains the final proceedings for the 2004 Computer Music Modeling and Retrieval Symposium (CMMR 2004). This event was held during 26-29 May 2004 in Esbjerg, Denmark on the joint campus area of Aalborg University Esbjerg and the University of Southern Denmark, Esbjerg. CMMR is an annual event focusing on important aspects of computer music. CMMR 2004 is the second event in this series. CMMR 2003, which was held in Montpellier, France in May 2003, was a great success and attracted high-quality papers and prominent researchers from the field of computer music. The CMMR 2003 postsymposium proceedings was published by Springer in the Lecture Notes in Computer Science series (LNCS 2771). CMMR 2004 was jointly organized by Aalborg University Esbjerg in Denmark and LMA, CNRS, Marseille in France (in cooperation with ACM SIGWEB). The use of computers in music is well established. CMMR 2004 provided a unique opportunity to meet and interact with peers concerned with the cross-influence of the technological and creative in computer music. The field of computer music is interdisciplinary by nature and closely related to a number of computer science and engineering areas such as information retrieval, programming, human computer interaction, digital libraries, hypermedia, artificial intelligence, acoustics, signal processing, etc. The event gathered many interesting people (researchers, educators, composers, performers, and others). There were many high-quality keynote and paper presentations, that fostered inspiring discussions. I hope that you find the work presented in these proceedings as interesting and exciting as I have.