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Soggetti	Signal processing Image processing Speech processing systems Information storage and retrieval Database management Application software Multimedia information systems User interfaces (Computer systems) Signal, Image and Speech Processing Information Storage and Retrieval Database Management Information Systems Applications (incl. Internet) Multimedia Information Systems User Interfaces and Human Computer Interaction
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Nota di bibliografia	Includes bibliographical references at the end of each chapters.
Nota di contenuto	Some Projects and Reflections on Algorithmic Music -- Real-Time Beat EstimationUsing Feature Extraction -- Towards a General Architecture for Musical Archive Information Systems -- The Study of Musical Scales in Central Africa: The Use of Interactive Experimental Methods -- Evolving Automatically High-Level Music Descriptors from Acoustic Signals -- ‘Ambiguous Live’ – Exploring Collaborative, Dynamic Control of MIDI Sequencers -- Characterization of Musical Performance Using

Physical Sound Synthesis Models -- Conserving an Ancient Art of Music: Making SID Tunes Editable -- “GMU” – An Integrated Microsound Synthesis System -- What Are We Looking for? -- Extraction of Structural Patterns in Popular Melodies -- Musical Pattern Extraction Using Genetic Algorithms -- Automatic Extraction of Approximate Repetitions in Polyphonic Midi Files Based on Perceptive Criteria -- Deriving Musical Structures from Signal Analysis for Music Audio Summary Generation: “Sequence” and “State” Approach -- Musical Style Classification from Symbolic Data: A Two-Styles Case Study -- FMF(Fast Melody Finder): A Web-Based Music Retrieval System -- The Representation Levels of Music Information -- “Leçons”: An Approach to a System for Machine Learning, Improvisation and Musical Performance -- About the Role of Mapping in Gesture-Controlled Live Computer Music -- Designing Musical Interfaces with Composition in Mind.