

COMMUNICATION PROTOCOLS

MIDI
OSC



TOMMASO ROSATI
SOUND ART 

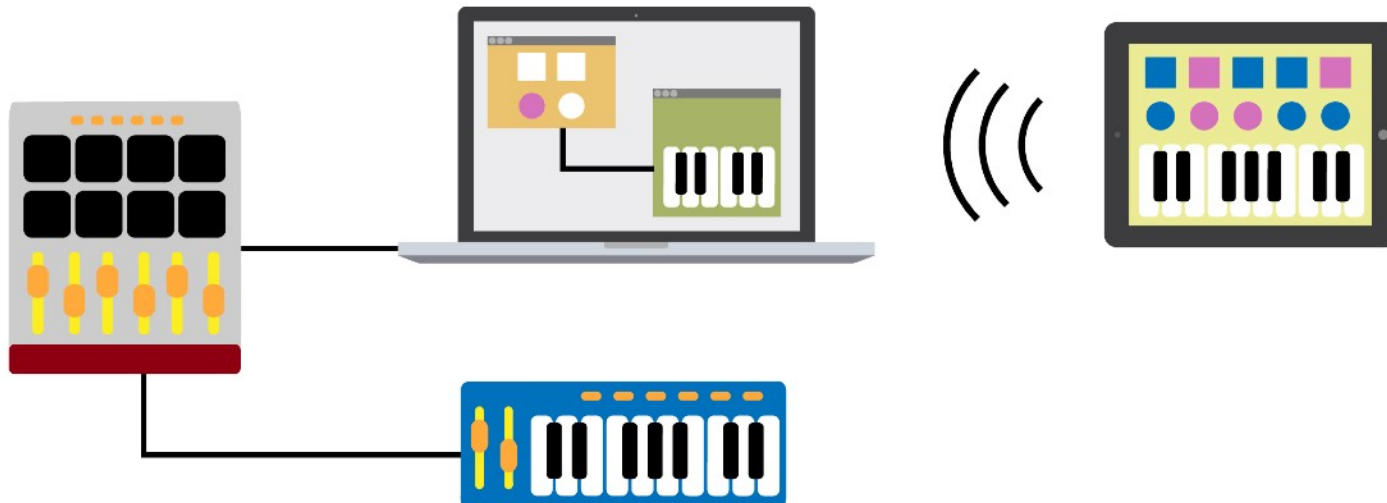
ilaria cos
photograph



MIDI

Musical Instrument Digital Interface

MIDI, is a standardized protocol consisting of messages and rules for communication between musical instruments and other digital interfaces.



MIDI

Musical Instrument Digital Interface



The first instrument to use the MIDI protocol is the **Sequential Circuits Prophet 600** from 1983.



Despite updates like MIDI 2.0 in 2023, MIDI's structure remains conceptually the same, proving its value as an easy-to-program language that doesn't need complex technology.



MIDI

Musical Instrument Digital Interface



Cables

→ standard 5-pin MIDI connector



→ USB cables



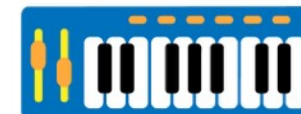
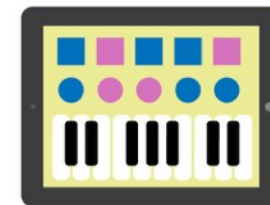
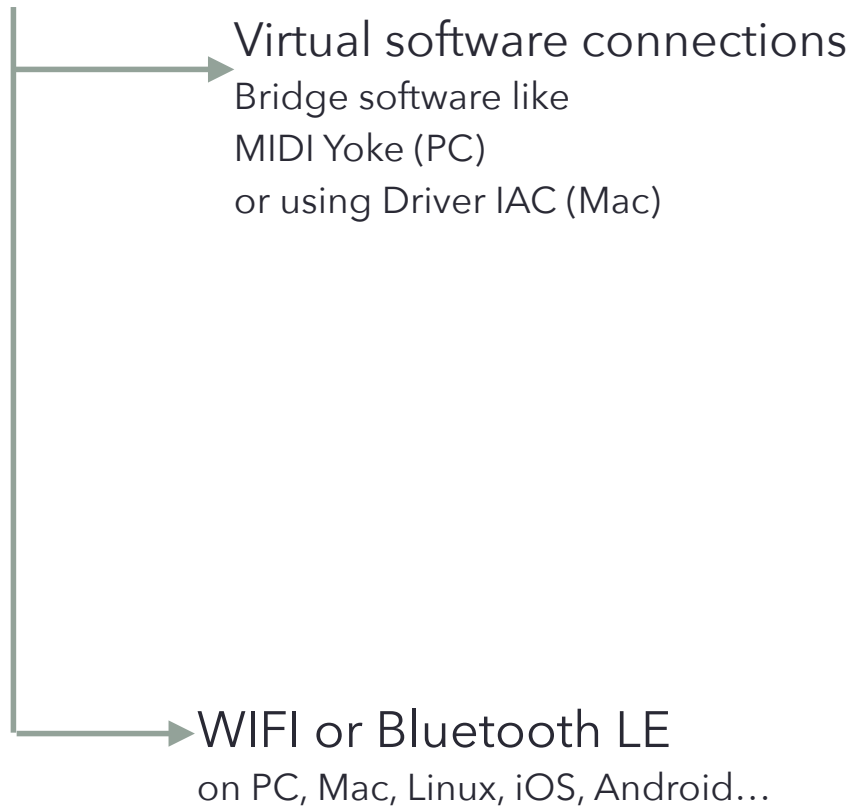


MIDI

Musical Instrument Digital Interface



Can be also transmitted





Types of messages

Channel Voice Message

can be routed to one of the **16 channels** available in MIDI

System Message

apply globally within the system and not to a specific device

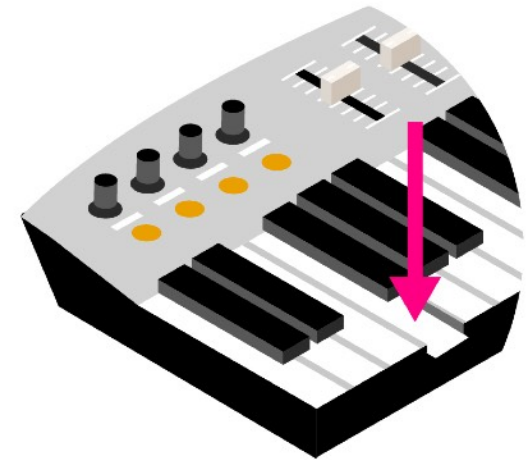
Types of messages

Channel Voice Message

MIDI
Musical Instrument Digital Interface

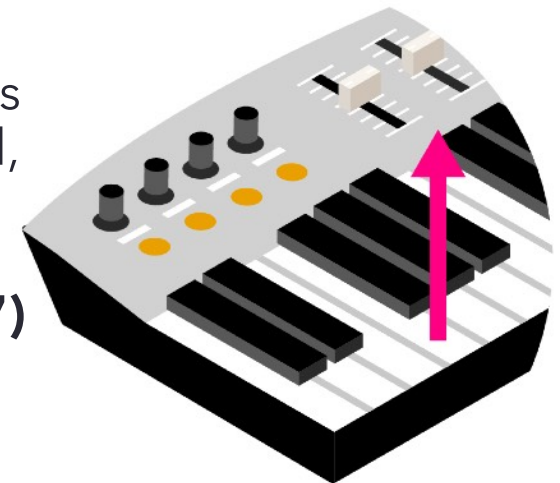
status: NOTE ON
1° data byte: NOTE
2° data byte: VELOCITY

NOTE ON - When a key is pressed on the keyboard, a Note ON (note pressed) message is sent, consisting of two numbers: **pitch (0-127)** and **velocity (0-127)**.



status: NOTE OFF
1° data byte: NOTE
2° data byte: VELOCITY

NOTE OFF - When the key that was previously pressed is now released, a Note OFF message is generated that also consists of two numbers: **pitch (0-127)** and **velocity (0-127)** the key is released.



Types of messages

Channel Voice Message

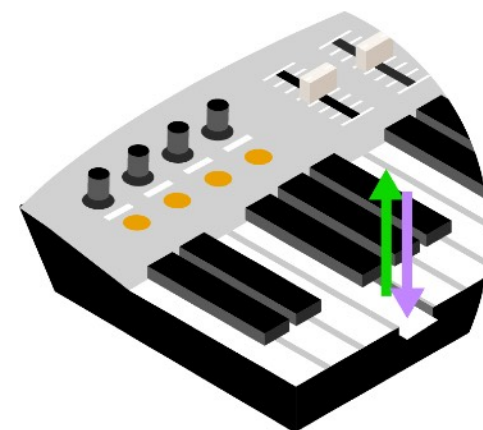


AFTERTOUCH or CHANNEL PRESSURE

- This parameter takes the value of a sensor and transmits any changes in the pressure exerted on a previously pressed note in real time. This pressure is applied to the entire keyboard.

status: AFTERTOUCH

1° data byte: AFTERTOUCH VALUE



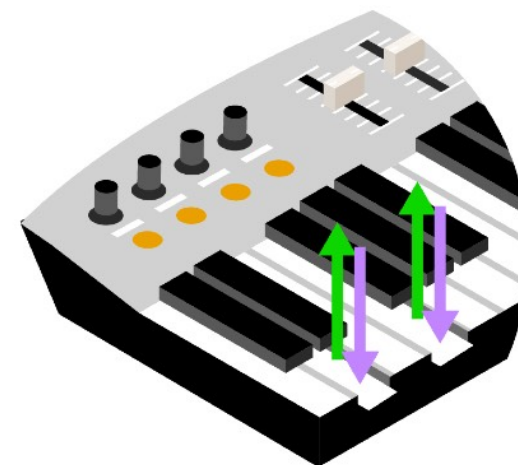
POLYPHONIC AFTERTOUCH or POLYPHONIC KEY PRESSURE

- It is similar to the Aftertouch but refers to independent pressure sensors for each note.

status: AFTERTOUCH

1° data byte: NOTE

2° data byte: AFTERTOUCH VALUE



Types of messages

Channel Voice Message

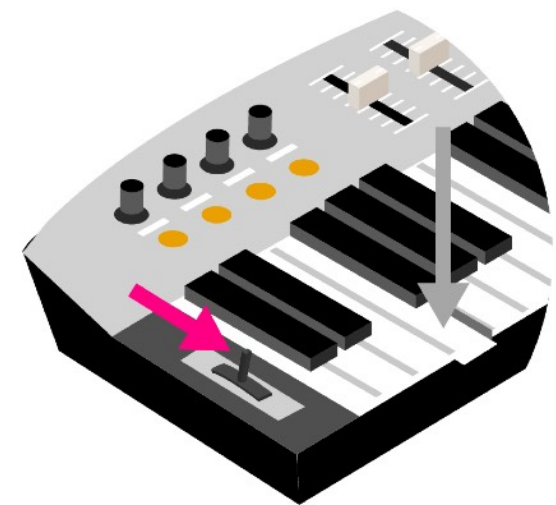
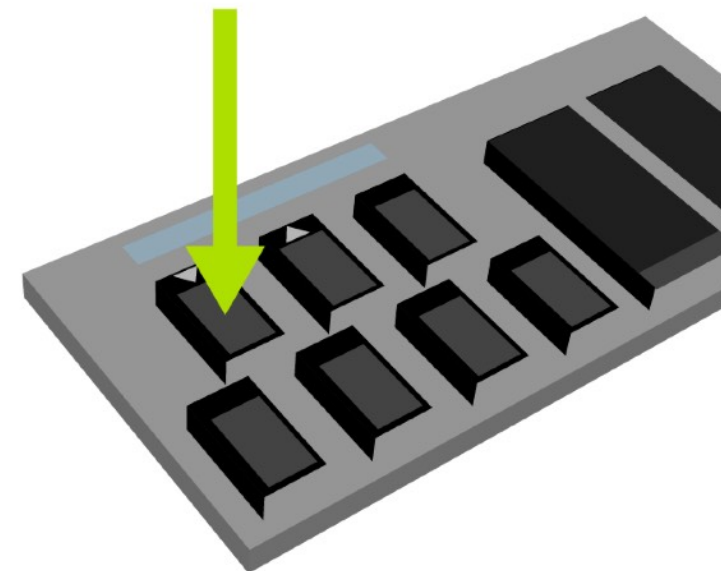
PROGRAM CHANGE - We use it to change a preset, or program.

status: PROGRAM CHANGE
1° data byte: PRESET NUMBER

PITCH BEND - MIDI keyboards have sliders, wheels, or joysticks which can be moved to vary the pitch during the sustain of a note.

status: PITCH BENDER
1° data byte: VALUE A (MSB)
2° data byte: VALUE B (LSB)

MIDI
Musical Instrument Digital Interface



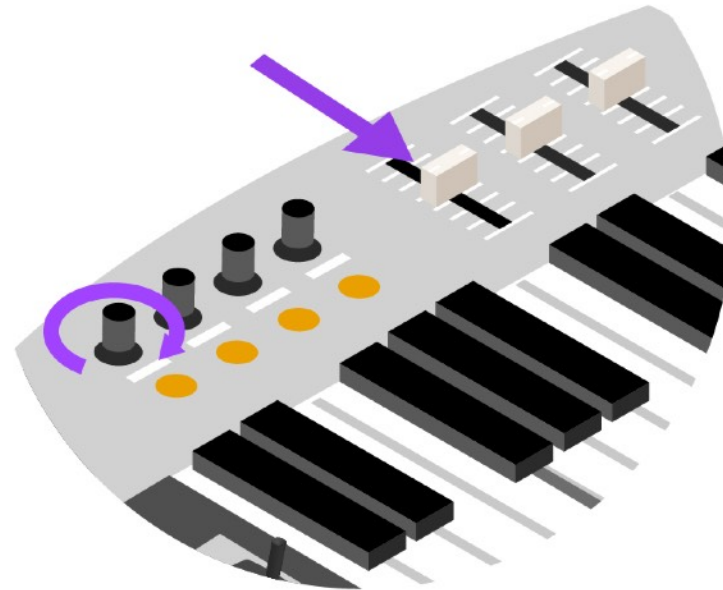
Types of messages

Channel Voice Message

MIDI
Musical Instrument Digital Interface

status: CONTROL CHANGE
1° data byte: CC NUMBER
2° data byte: VALUE

CONTROL CHANGE - consisting of two numbers (**CC 0-127** and **VALUE 0-127**), allows control values (up to 128 controllers for each channel) to be transmitted.



Types of messages

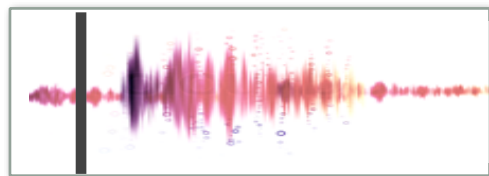
System Message



COMMON MESSAGE



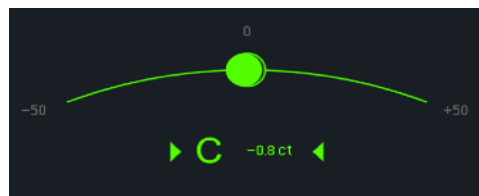
MIDI Time Code Quarter Frame synchronizes multiple streams of audio and video in the format hours:minutes:seconds:frames.



Song Position Pointer, indicates the **playback** or cursor's position when playing a MIDI file.

| | | |
|---------|------------------------------------|---|
| 1223050 | Grace Flows Down | David E. Bell,Louie Giglio,Rod Padgett |
| 3111376 | Amazing Grace | John Newton,Nathan Fellingham |
| 4737522 | Amazing | John Newton,John P. Rees,Mark Roach |
| 64533 | All Because Of God's Amazing Grace | Stephen R. Adams |
| 3270152 | Amazing Grace | John Newton,John P. Rees,Ken Barker,Word Music G... |
| 4985666 | Amazing Grace | John Newton,John P. Rees,Shannon Anderson |
| 4639462 | Amazing Grace | John Newton,Jon Bauer |
| 666072 | Amazing Grace | Edwin Othello Excell,John Newton,John P. Rees,O. D.,... |

Song Select, allows you to **select a song** within a sequencer.



Tune Request, is used to send the **tuning value** of an instrument.



Types of messages

System Message

MIDI
Musical Instrument Digital Interface 

REAL TIME



MIDI Clock, The clock is used to **synchronize** the BPM (beats per minute) of multiple connected MIDI instruments.



Start, is used to bring all instruments to the same **starting position** of the song



Stop, **stops** the recording or playback of instruments connected to the sequencer.



Active Sensing, is sent every 300 milliseconds to **keep the connection** between main and secondary devices active.



System Reset, **resets** the secondary devices to the default conditions.



Types of messages

System Message



EXCLUSIVE MESSAGE



System Exclusive (SysEx), controls each instrument's global functionality and are used according to the manufacturer's requirements. Since they are specific to a particular device, they can only be interpreted by compatible devices.



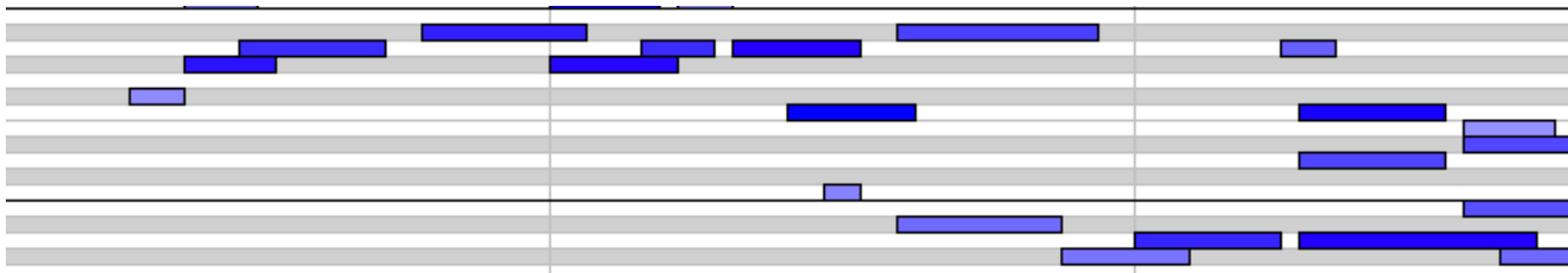
MIDI file



nomefile.mid

A MIDI file, .mid, is a file format that contains a sequence of MIDI data, consisting of several messages distributed in various channels, capable of being interpreted by any MIDI compatible hardware device or software instrument.

It's NOT an audio file!





Standard MIDI

General MIDI

MIDI
Musical Instrument Digital Interface



GENERAL
MIDI

Some standards, like **General MIDI**, handle the way instruments are identified, allowing us to quickly assign tracks to various instruments of our choice.



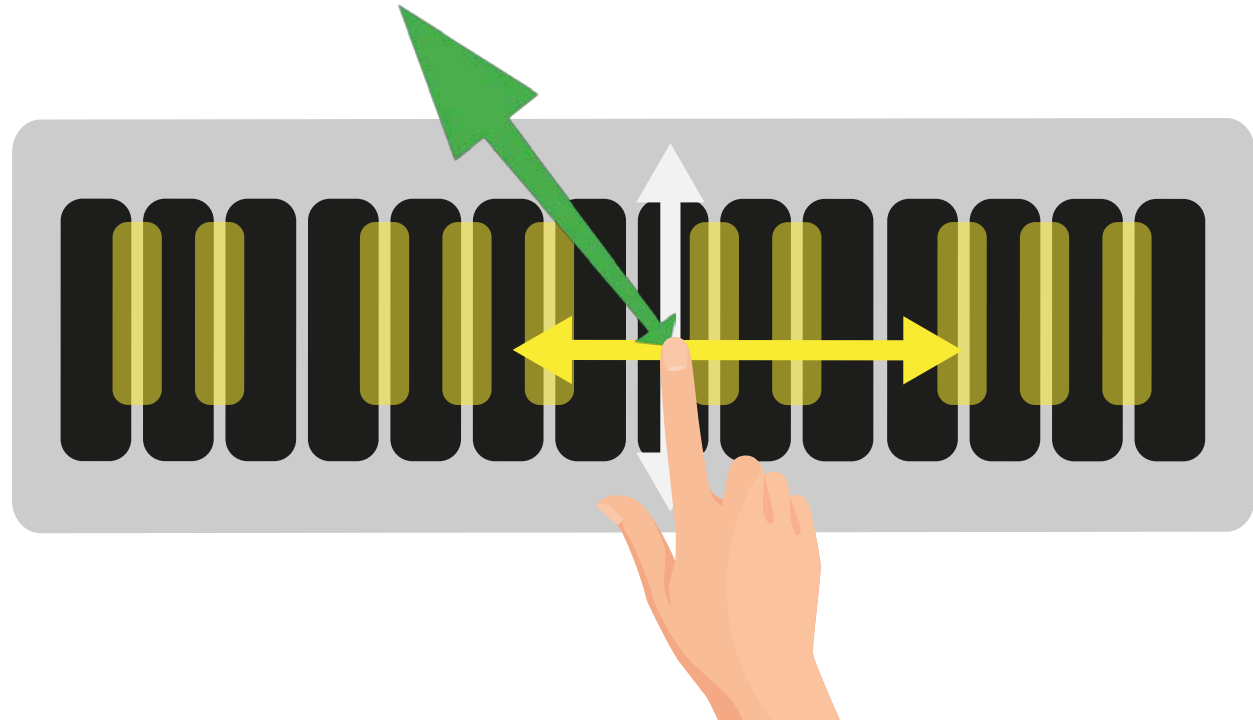
MPE

MIDI
Musical Instrument Digital Interface



MPE merges multiple MIDI channels to give each note more gestural possibilities, like controlling horizontal and vertical finger position and pressure.

This allows one finger to control note, intensity, timbre, and reverb. Software is needed to interpret these controller signals into sound.



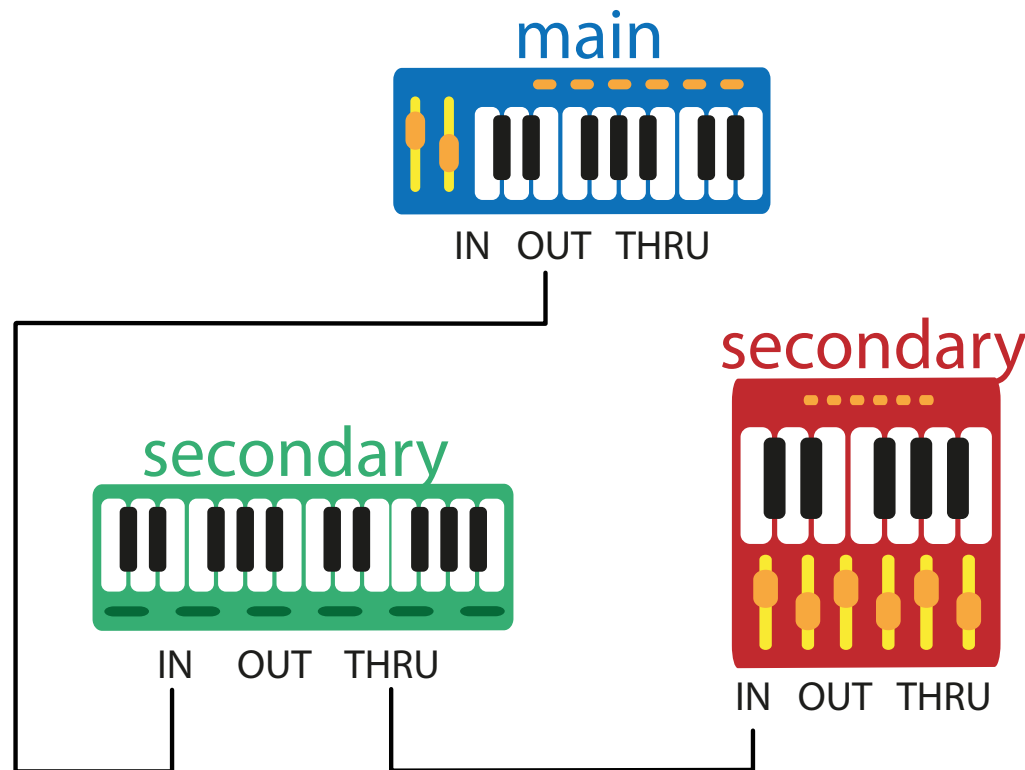
Connections

MIDI Musical Instrument Digital Interface



In MIDI connections with standard 5-pin MIDI cables we can have three type of ports:

- MIDI IN**, receives MIDI messages from other external devices
- MIDI OUT**, sends MIDI messages out of the main device
- MIDI THRU**, passes the MIDI signal from the IN port to the OUT port without applying variations.

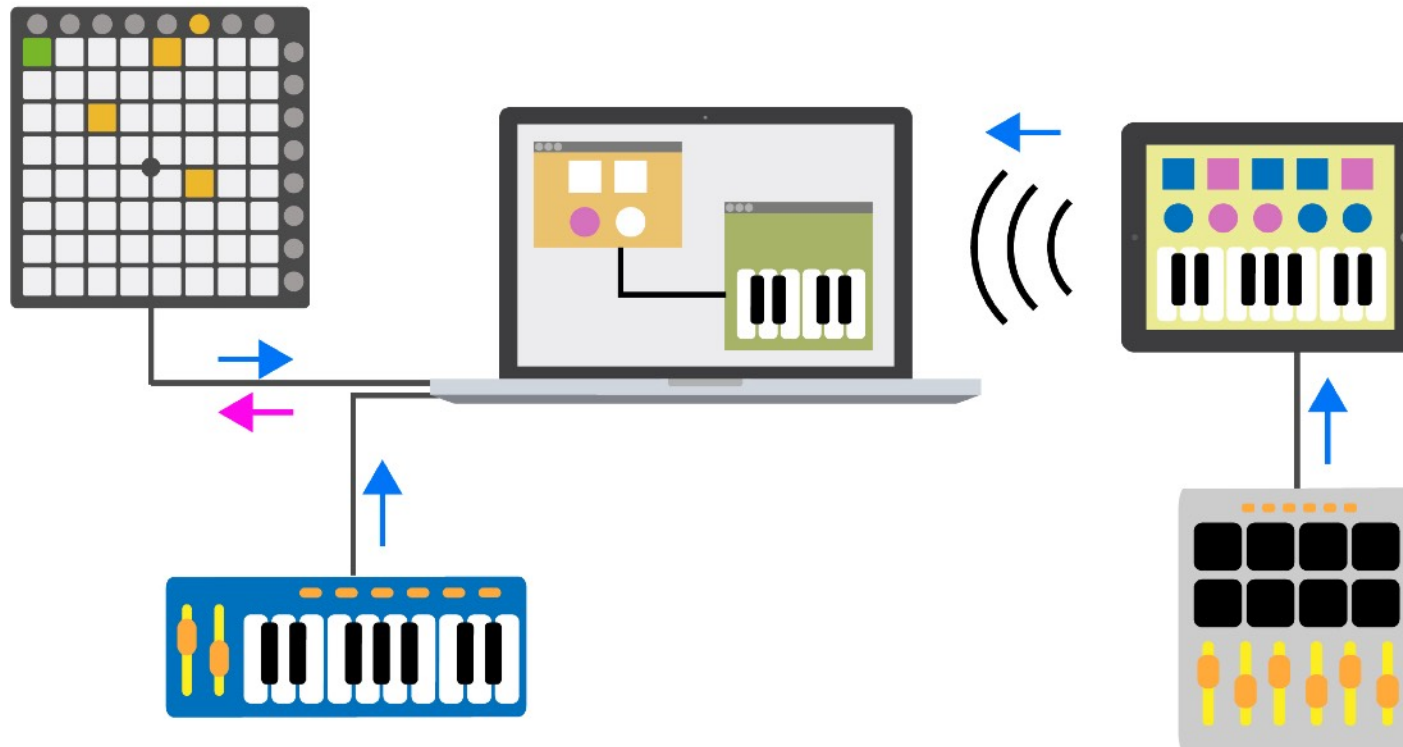


Connections

MIDI

Musical Instrument Digital Interface

In systems that are comprised of entirely digital devices, the concept of main and secondary loses some relevance due to the flexibility offered by digital systems.

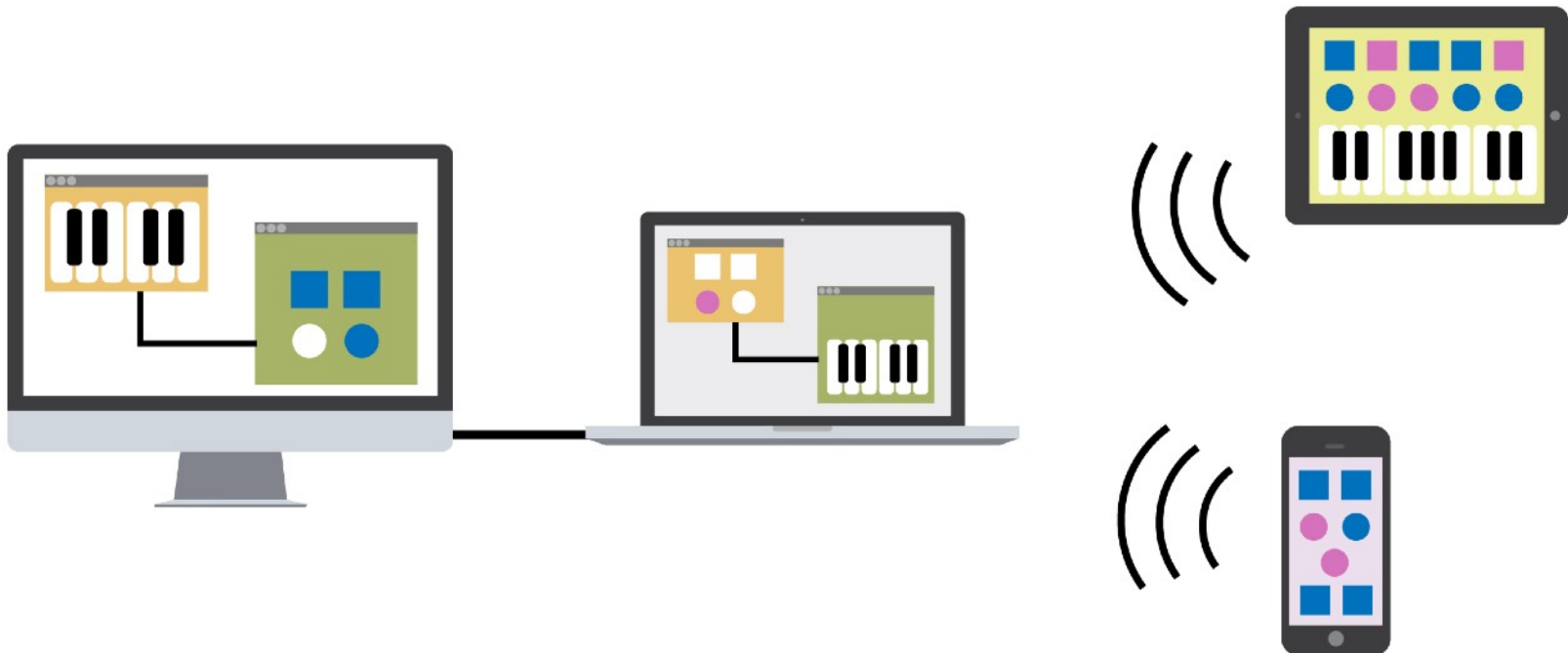




OSC

Open Sound Control

OpenSound Control (OSC) created by CNMAT in 1997, is an open-source protocol for communication between computers, audio synthesizers, and other multimedia devices over a network.





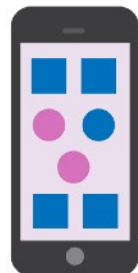
OSC

Open Sound Control

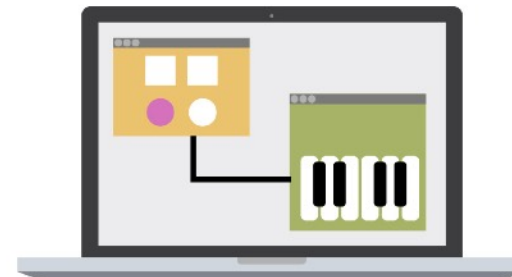
OSC-type messages can be passed back and forth using the classic network architecture type: **client/server**.

Typically clients send messages to the server and servers receive and execute OSC messages.

CLIENT



SERVER



OSC messages



OSC messages are composed of three parts:

address pattern is a string that specifies the address relative to the data that is transmitted

example: **/squarewave/parzial/one**

type tag string specify the data type of each argument

example: **float**

arguments are the parameter values contained in the message

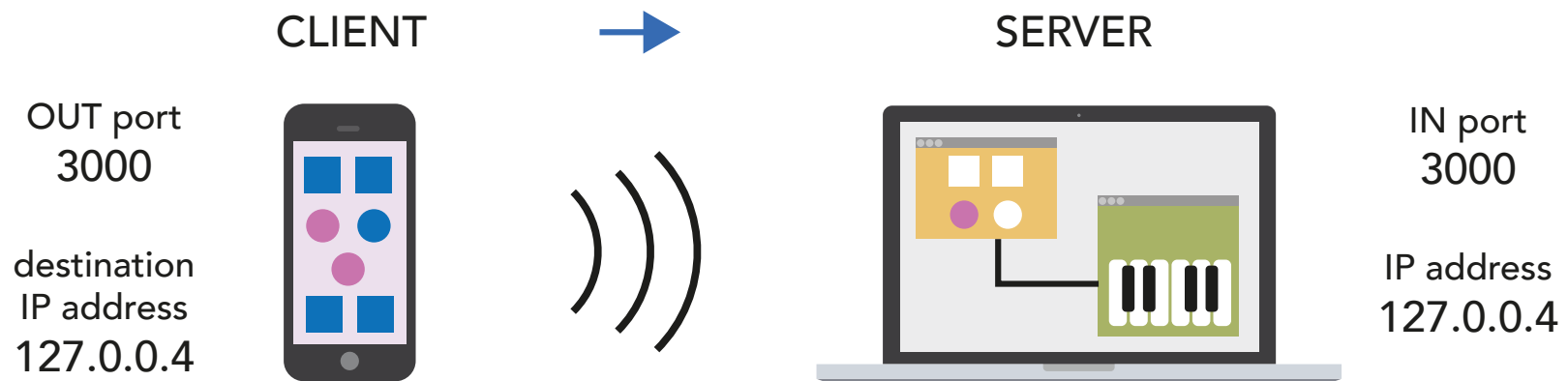
example: **440.5**

OSC messages

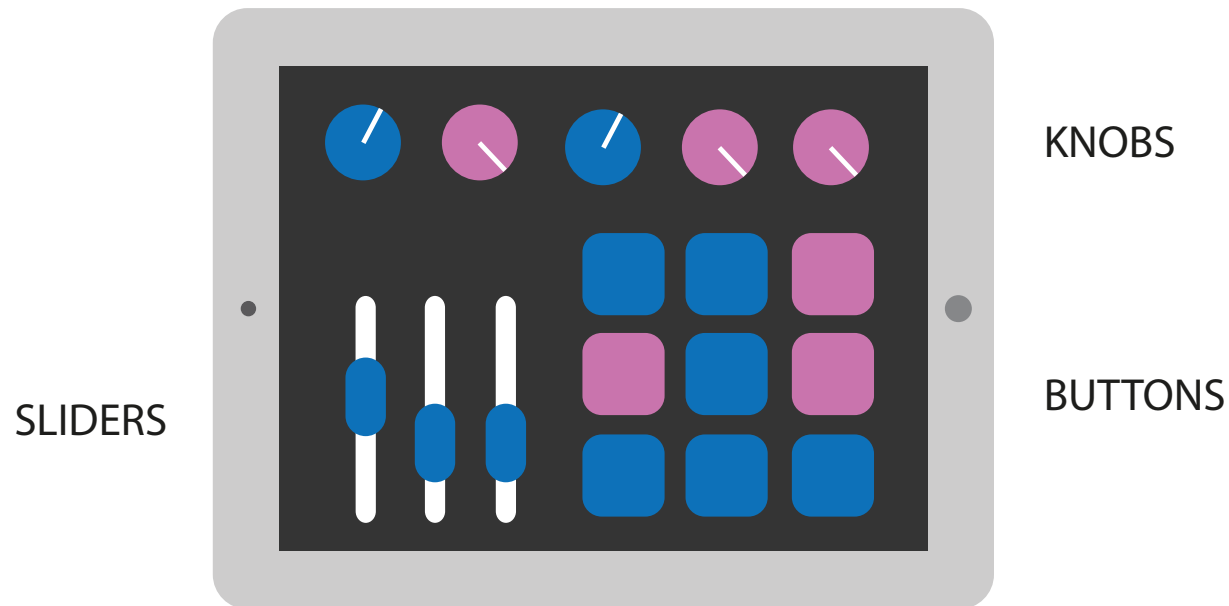


For clients to send OSC messages, they need to set the destination/server **IP addresses**.

Both clients and servers should also be configured with a send and a receive **port**.



OSC messages



OSC is popular on smartphones and tablets, transmitting data via Wi-Fi. OSC-compatible apps let users create custom control interfaces with sliders, knobs, and buttons, and can also use acceleration and rotation sensors for live performance control.

OSC messages



OSC communicates data quickly over networks and has higher resolution than MIDI, using 32-bit processing for more flexibility. However, it is less ubiquitous than MIDI and requires specifying the address and port for device connections.



www.tommasorosati.it