

**PCS Theory**  
**(Allen Forte, 1974, The Structure of Atonal Music)**  
**(Robert Morris, 1985, Pitch-Class composition)**

**1-Taxonomy**  
**(Set Classes)**

**2-Structure**  
**(Properties of Set Classes)**

**3-Relations**  
**(Similarity)**

**4-PCS design**  
**(Chains, Combinatorial Matrices)**

# 1-Set Classes (fundamental concepts)

-**Pitch Class**(PC): a class formed by all the members (by octave equivalence) of each one of the twelve musical notes.

-**Integer representation of PC**: 0=C, 1=C# or Db, 2=D and so on. Usually 10 is replaced by "A" and 11 by "B" for printing neatness.

-**Different combinations of the 12 PC**:  $2^{12} = 4096$ . (1 of 0 PCs, 12 of 1 PC, 66 of 2 PC and so on).

-**Pitch-Class Set** (PCS): a set of PC (a particular PC combination). Ordering and repetition are not taken in account.

-**Transposition** ( $T_n$ ) of a PC:  $T_n(a) = a + n \pmod{12}$ .

-**Inversion** ( $I$ ) of a PC:  $I(a) = 12 - a \pmod{12}$ .

-**Class equivalence**: If a **PCS** can be reduced to other **PCS** by **T** and/or **IT**, both **PCS** belongs to the same **Set Class** (SC).

-**Set-Class** names: Cardinal and ordinal numbers.

Ej. **PCS**={0, 1,6} **Set Class**=3-5

Thus, the 4096 different **PCS**, can be classified in 224 different **SC**.

Cardinal Number	Different SCs	Name
0	1 (“null set”)	0--1
1	1	1--1
2	6	2-1 TO 2-6
3	12	3-1 TO 3-12
4	29	4-1 TO 4-29
5	38	5-1 TO 5-38
6	50	6-1 TO 6-50
7	38	7-1 TO 7-38
8	29	8-1 TO 8-29
9	12	9-1 TO 9-12
10	6	10-1 TO 10-6
11	1	1-1 TO 1-1
12	1 (“aggregate”)	12--1
TOTAL	224	

# 4-PCS design

## Combinatorial Matrices (CM, R. Morris, 1984, 1987)

CM are two-dimensional arrays of PCS.

1	4	6	8
4	6	8	1
6	8	1	4
8	1	4	6

	461		8
4		861	
6	8		41
81		4	6

Composers may use various sonic dimensions in order to achieve both variety and coherence. See one of the possible musical realizations of the following CM, scored for Flute, Oboe and Clarinet:

1		B	45
7		5A	B
6	A94		

A musical score for three instruments: Flute, Oboe, and Clarinet. The score is written on three staves, each with a treble clef. The key signature is one sharp (F#), and the time signature is 4/4. The score is divided into three measures by vertical blue lines. The first measure shows the Flute and Oboe playing a whole note chord, while the Clarinet plays a whole note chord. The second measure shows the Flute and Oboe playing a half note chord, while the Clarinet plays a half note chord. The third measure shows the Flute and Oboe playing a quarter note chord, while the Clarinet plays a quarter note chord. The score ends with a double bar line.

# Combinatorial Matrices generation from Chains of PCS

A chain is a succession of PCS that, being considered in adjacent pairs, form a PCS of a particular SC referred to as *norm*.

Chain:  $\langle \{094\} \{562\} \{79B\} \{A52\} \rangle$   
norm = 6-46

The image shows a musical staff with a treble clef and a key signature of one flat (B-flat). The notes are represented by black dots on the staff lines. Below the staff, the notes are labeled with numbers and letters: 0, 9, 4, 5, 6, 2, 7, 9, B, A, 5, 2. Above the staff, three brackets indicate groupings of notes: '6-46 C' covers the first three notes (0, 9, 4); '6-46 TBIC' covers the first six notes (0, 9, 4, 5, 6, 2); and '6-46 T5C' covers the last six notes (7, 9, B, A, 5, 2). The note '6' has a sharp sign (#) above it, and the note 'A' has a flat sign (b) below it.

A chain with a unique norm may be taken as a basis for constructing a CM with the same norm.

*PCS chain:* < {01} {268} {07} {15B} {67} {028} {16} {57B} >

01	268		
	07	15B	
		67	028
57B			16

The distribution of the PCS in the resulting CM may be further improved through swapping operations

1	02	6	8
B	7	15	0
0	8	7	26
57	6	B	1

# Constructing chains from binary partitions of a PCS

<b>5-15 {0,1,2,6,8}</b>			
<b>Partitions 1/4</b>			
<b>A</b>	<b>0 1268</b>	<b>1-1</b>	<b>4-16</b>
<b>B</b>	<b>1 0268</b>	<b>1-1</b>	<b>4-25</b>
<b>C</b>	<b>2 0168</b>	<b>1-1</b>	<b>4-16</b>
<b>D</b>	<b>6 0128</b>	<b>1-1</b>	<b>4-5</b>
<b>E</b>	<b>8 0126</b>	<b>1-1</b>	<b>4-5</b>
<b>Partitions 2/3</b>			
<b>F</b>	<b>01 268</b>	<b>2-1</b>	<b>3-8</b>
<b>G</b>	<b>02 168</b>	<b>2-2</b>	<b>3-9</b>
<b>H</b>	<b>06 128</b>	<b>2-6</b>	<b>3-5</b>
<b>I</b>	<b>08 126</b>	<b>2-4</b>	<b>3-4</b>
<b>J</b>	<b>12 068</b>	<b>2-1</b>	<b>3-8</b>
<b>K</b>	<b>16 028</b>	<b>2-5</b>	<b>3-8</b>
<b>L</b>	<b>18 026</b>	<b>2-5</b>	<b>3-8</b>
<b>M</b>	<b>26 018</b>	<b>2-4</b>	<b>3-4</b>
<b>N</b>	<b>28 016</b>	<b>2-6</b>	<b>3-5</b>
<b>O</b>	<b>68 012</b>	<b>2-2</b>	<b>3-1</b>



**F**      **01|268**  
**RT6K** **268|07**  
**T1IK** **07|15B**  
**RT7IF** **15B|67**  
**T6F**      **67|028**  
**RK**      **028|16**  
**T7IK** **16|57B**  
**RT1IF** **57B|01**

*PCS chain:* < {01} {268} {07} {15B} {67} {028} {16} {57B} >

01	268		
	07	15B	
		67	028
57B			16

## Scoring partition candidates

$$\text{score}(cand_i) = \frac{\sum_{n=0}^{C_i-1} \text{dist}(pc_n, cand_i)}{(S)C_i}$$

$S$  = chain size (number of positions)

$C_i$  = cardinality of the  $i$ th PCS to be added

$\text{dist}(pc_n, cand_i) = S - (\text{pos}(pc_n, cand_i) + 2)$

$\text{pos}(pc_n, cand_i)$  = the last position in which the  $pc_n$  of  $cand_i$  was found ( $i=0$  to  $S-1$ , and  $n=0$  to  $C_i$ ). If the  $pc_n$  is not found, then  $\text{pos}(pc_n, cand_i)=0$ .

# PCSLB-SC

**-Developed by Lucas Samaruga with the advice of Pablo Di Liscia.**

**-Based on PCSLIB (by Pablo Di Liscia and Pablo Cetta, 2006) for *Pure Data*.**

**-Four main classes:**

**1. *PCS* Class. Defines a particular *PCS* (together with its properties and operations)**

**2. *PCSChain* Class. Defines a *chain* of *PCS* and its elaboration methods.**

**3. *PCSMatrix* Class. Defines a *combinatorial matrix* of *PCS* (together with its particular properties, generation methods and operations).**

**4-*SCTable* Class.** Holds the *Set-class* (SC) table used for information retrieval from the *PCS* class.

## **PCS Class**

**-Is the core class of the quark, it holds all the operations and properties related to the PCS theory.**

**-A *PCS* can be built from its symbolic table name or can be created from an array of numbers, like *PCS[ 0, 1, 3, 5, 6 ]*.**

***PCS* instance methods to get the following data.**

***prime form,***

***normal order***

***name***

***Z pair***

***interval-class vector,***

***invariance vector***

**Basic operations aside of the inherited set operations.**

***twelve-tone operators (TTO)***

***relations***

***similarity***

***status***

## ***PCSCChain Class***

**Is used to build chains with the procedures already explained.**

## ***PCSMatrix Class***

**Different methods for building CM**

- from arrays (a "free" matrix),**
- from chains**
- from Set Classes, to build different Morris's CM types**
- from TTOs**

**CM transformation**

- swapping**
- transposition**
- multiplications**
- inversion**
- rotation**

**CM Analysis**

- sparseness
- fragmentation
- PC histogram

## Constructing *chains* with more than one *norm*

Vertical norm=**X**  
 Horizontal norms= **a, b, c, d, e**

### Chain

	<b>a</b>	<b>b</b>	<b>c</b>	<b>d</b>	<b>e</b>
**	***	**	***	**	***
	<b>X</b>	<b>X</b>	<b>X</b>	<b>X</b>	

### Resulting CM

(sc)	<b>X</b>	<b>X</b>	<b>X</b>	<b>X</b>	<b>X</b>
<b>a</b>	**	***			
<b>b</b>		**	***		
<b>c</b>			**	***	
<b>d</b>				**	***

e	***				**
---	-----	--	--	--	----

## Create PCS out of their Set Class Names:

```
a = PCS('5-1');
b = PCS('5-21');
c = PCS('5-35');
d = PCS('5-7');
e = PCS('5-33');
x = PCS('5-12'); // 5-Z12
```

## Create a *PCSCChain*, set its initial norm and add a starting partition.

```
~chain = PCSCChain.new.norm_(a);
~chain.candidates(false);
~chain.addCand(7);
```

## Construct the chain by adding the best partitions candidates with the following ad hoc algorithm

```
[x, b, x, c, x, d, x, e].do({ arg pcs;
  ~chain.norm = pcs;
  ~chain.candidates(false);
  ~chain.candList.notEmpty.if({
    ~chain.addCand(
      ~chain.scores.indexOf(
        ~chain.scores.maxItem
      );
    });
  }, {
    "candidates for %"
  })
```

```

    .format(pcs.name).throw;
  });
});

```

## Create a PCSMatrix from the generated chain.

```
~matrix = PCSMatrix.fromChain(~chain);
```

set-class	4-11	X (5-Z12)	X (5-Z12)	X (5-Z12)	X (5-Z12)
A (5-1)	03	124			
B (5-21)		67	3AB		
C (5-35)			14	68B	
D (5-7)				5A	349
E (5-33)	02A				68

## Improve the CM by swapping and duplicate one PC to keep the first column in norm.

```

~matrix.swapping;
~matrix.addAt(3, 0, PCS[9]);

```

set-class	X (5-Z12)	X (5-Z12)	X (5-Z12)	X (5-Z12)	X (5-Z12)
A (5-1)	02	1	4		3
B (5-21)	A	7	3	B	6
C (5-35)		6	1B	8	4
D (5-7)	39	4		5A	9
E (5-33)	0	2	A	6	8



