

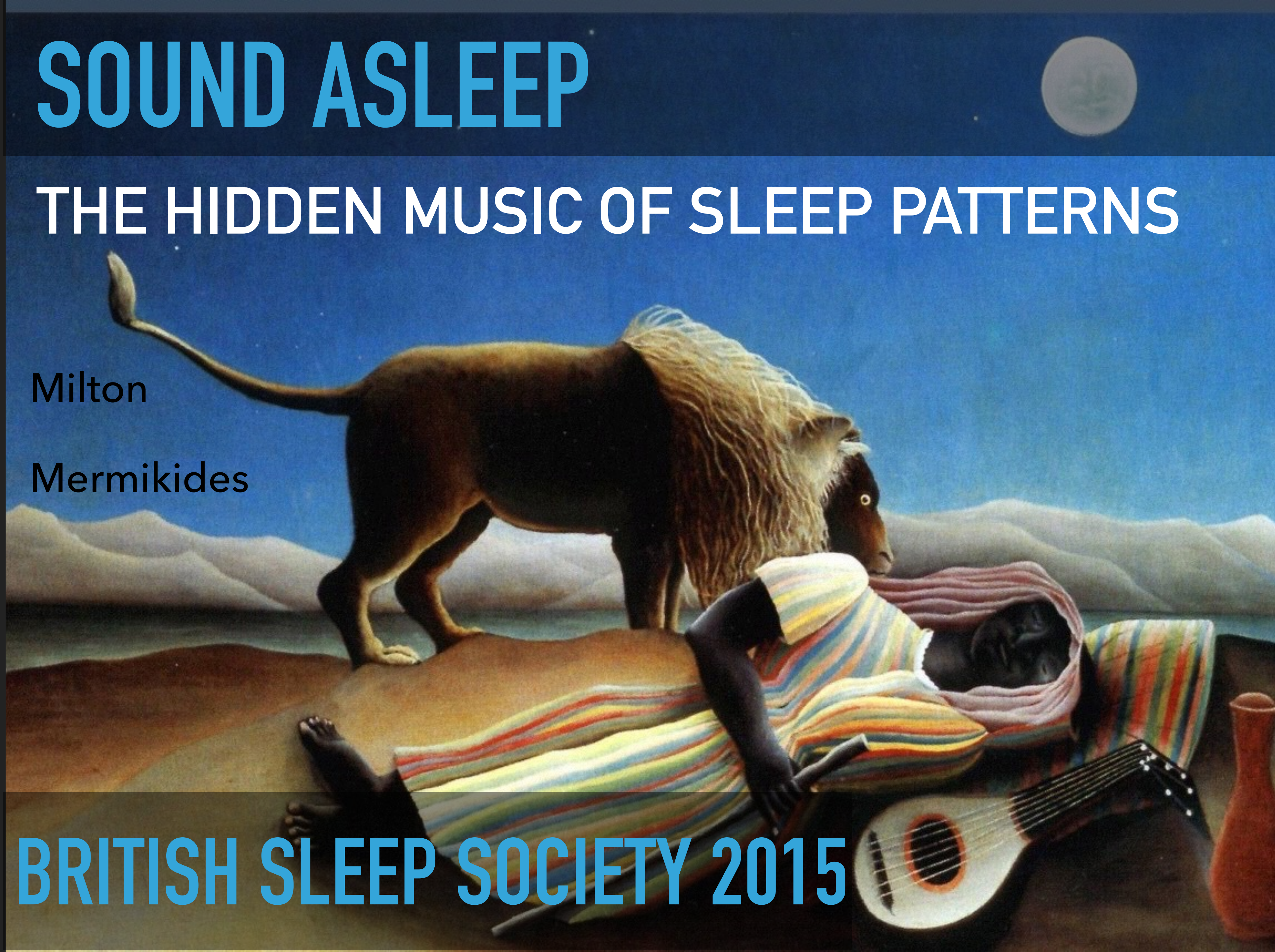
# SOUND ASLEEP

## THE HIDDEN MUSIC OF SLEEP PATTERNS

Milton

Mermikides

BRITISH SLEEP SOCIETY 2015



# SOME BACKGROUND

Milton

Mermikides

# SOUND ASLEEP

THE HIDDEN MUSIC OF SLEEP PATTERNS

# HISTORY OF COMPOSITIONAL DELEGATION



**Journal des Luxus**

Das ist ein neues, höchst interessantes Spiel, das in der Stadt Cassel erfunden worden ist. Es besteht aus sechs Würfeln, die mit Zahlen von 1 bis 6 beschriftet sind. Der Spieler wählt eine bestimmte Kombination von Zahlen aus, die er gewinnen möchte. Dann werden die Würfeln gewürfelt, und der Spieler gewinnt, wenn die gewählte Kombination auf den Würfeln erscheint. Das Spiel ist sehr einfach zu spielen und kann von mehreren Personen gleichzeitig gespielt werden. Es ist ein sehr beliebtes Spiel in Cassel und wird von vielen Menschen gespielt.

**Kasselerisches Würfel-Spiel**  
für den ersten Theil des Würfels.

	A	B	C	D	E	F	G	H
1	10	11	12	13	14	15	16	17
2	18	19	20	21	22	23	24	25
3	26	27	28	29	30	31	32	33
4	34	35	36	37	38	39	40	41
5	42	43	44	45	46	47	48	49
6	50	51	52	53	54	55	56	57
7	58	59	60	61	62	63	64	65
8	66	67	68	69	70	71	72	73
9	74	75	76	77	78	79	80	81
10	82	83	84	85	86	87	88	89
11	90	91	92	93	94	95	96	97
12	98	99	100	101	102	103	104	105

**Journal des Luxus**

Das ist ein neues, höchst interessantes Spiel, das in der Stadt Cassel erfunden worden ist. Es besteht aus sechs Würfeln, die mit Zahlen von 1 bis 6 beschriftet sind. Der Spieler wählt eine bestimmte Kombination von Zahlen aus, die er gewinnen möchte. Dann werden die Würfeln gewürfelt, und der Spieler gewinnt, wenn die gewählte Kombination auf den Würfeln erscheint. Das Spiel ist sehr einfach zu spielen und kann von mehreren Personen gleichzeitig gespielt werden. Es ist ein sehr beliebtes Spiel in Cassel und wird von vielen Menschen gespielt.

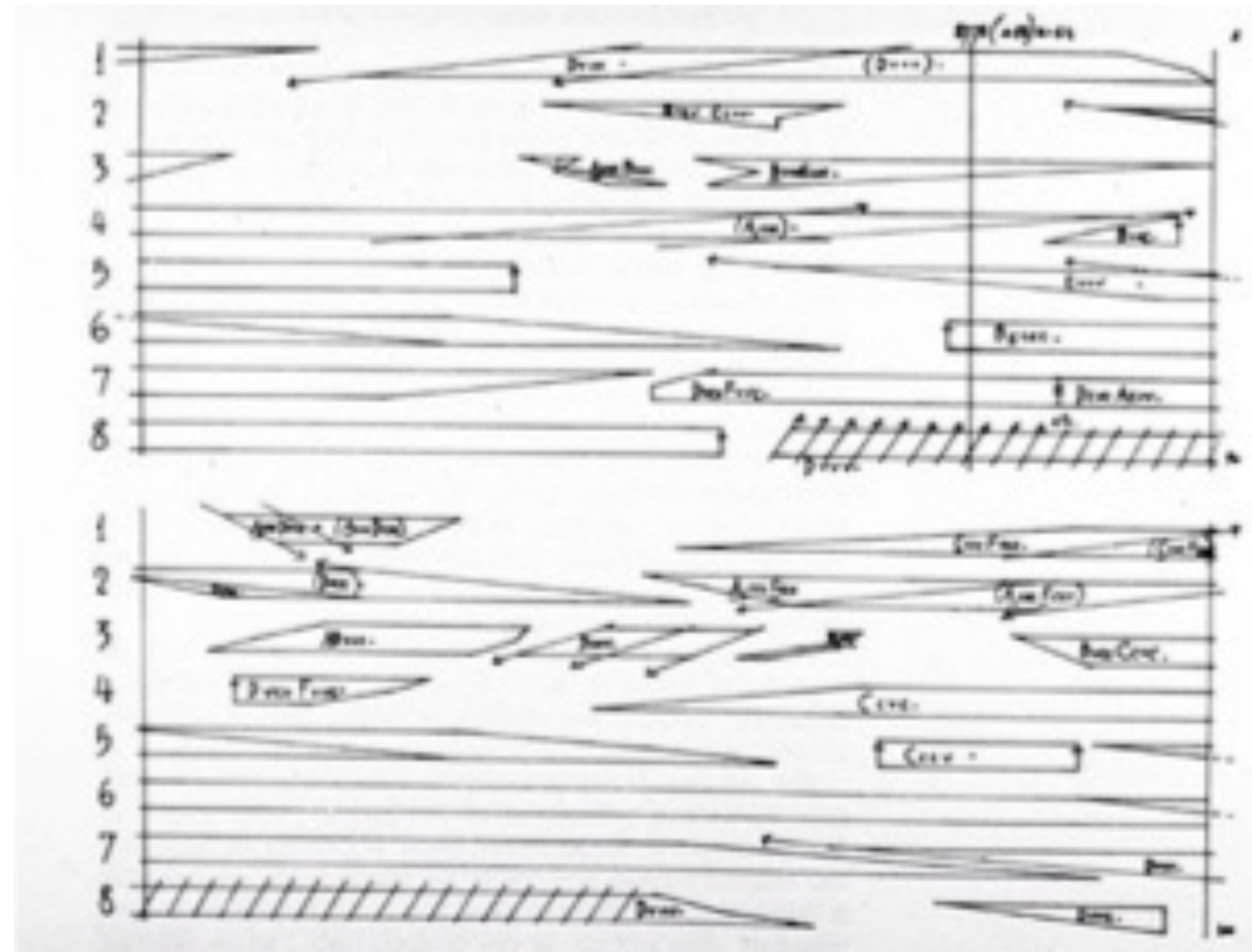
**Beispiel 2101**

	A	B	C	D	E	F	G	H
1	10	11	12	13	14	15	16	17
2	18	19	20	21	22	23	24	25
3	26	27	28	29	30	31	32	33
4	34	35	36	37	38	39	40	41
5	42	43	44	45	46	47	48	49
6	50	51	52	53	54	55	56	57
7	58	59	60	61	62	63	64	65
8	66	67	68	69	70	71	72	73
9	74	75	76	77	78	79	80	81
10	82	83	84	85	86	87	88	89
11	90	91	92	93	94	95	96	97
12	98	99	100	101	102	103	104	105

Mozart's Dice Game (1787)

# HISTORY OF COMPOSITIONAL DELEGATION

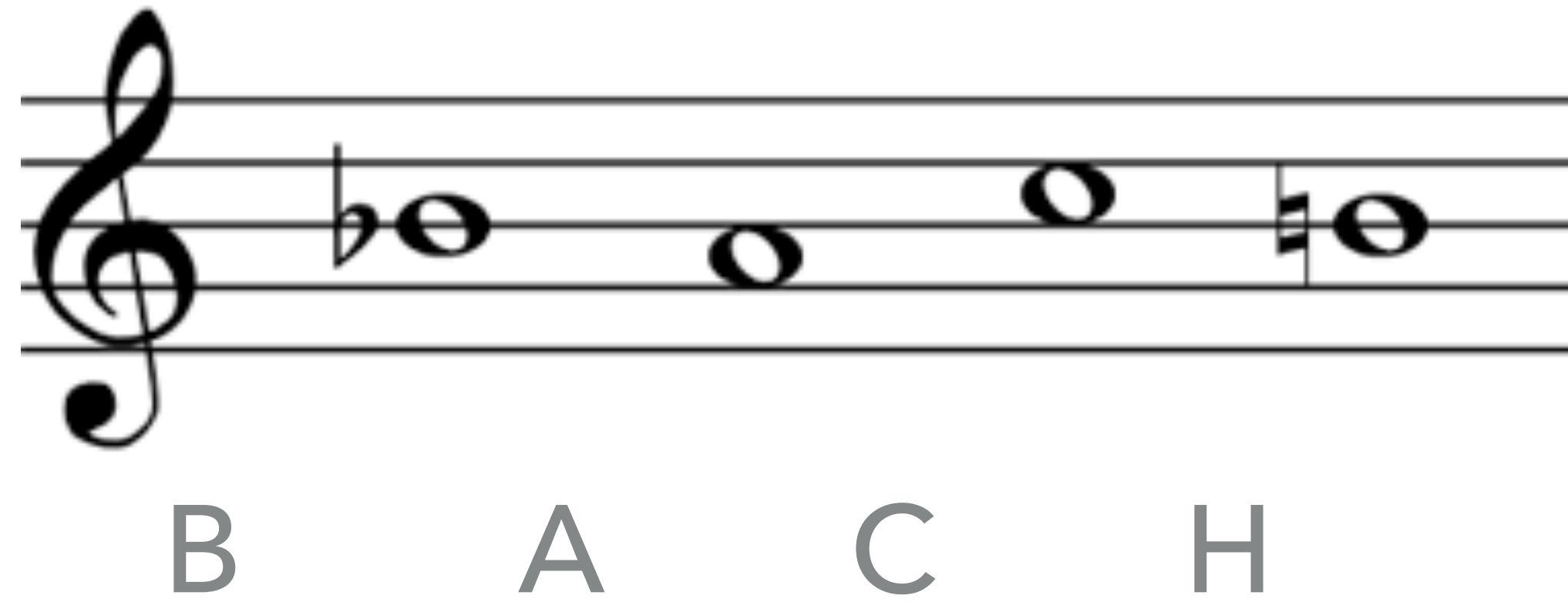
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DuChamp (1913) and Cage's Randomness (1952)

# MUSICAL CRYPTOGRAMS

---



# MUSICAL CRYPTOGRAMS



The unfinished Contrapunctus XIV, C.P.E. Bach's note

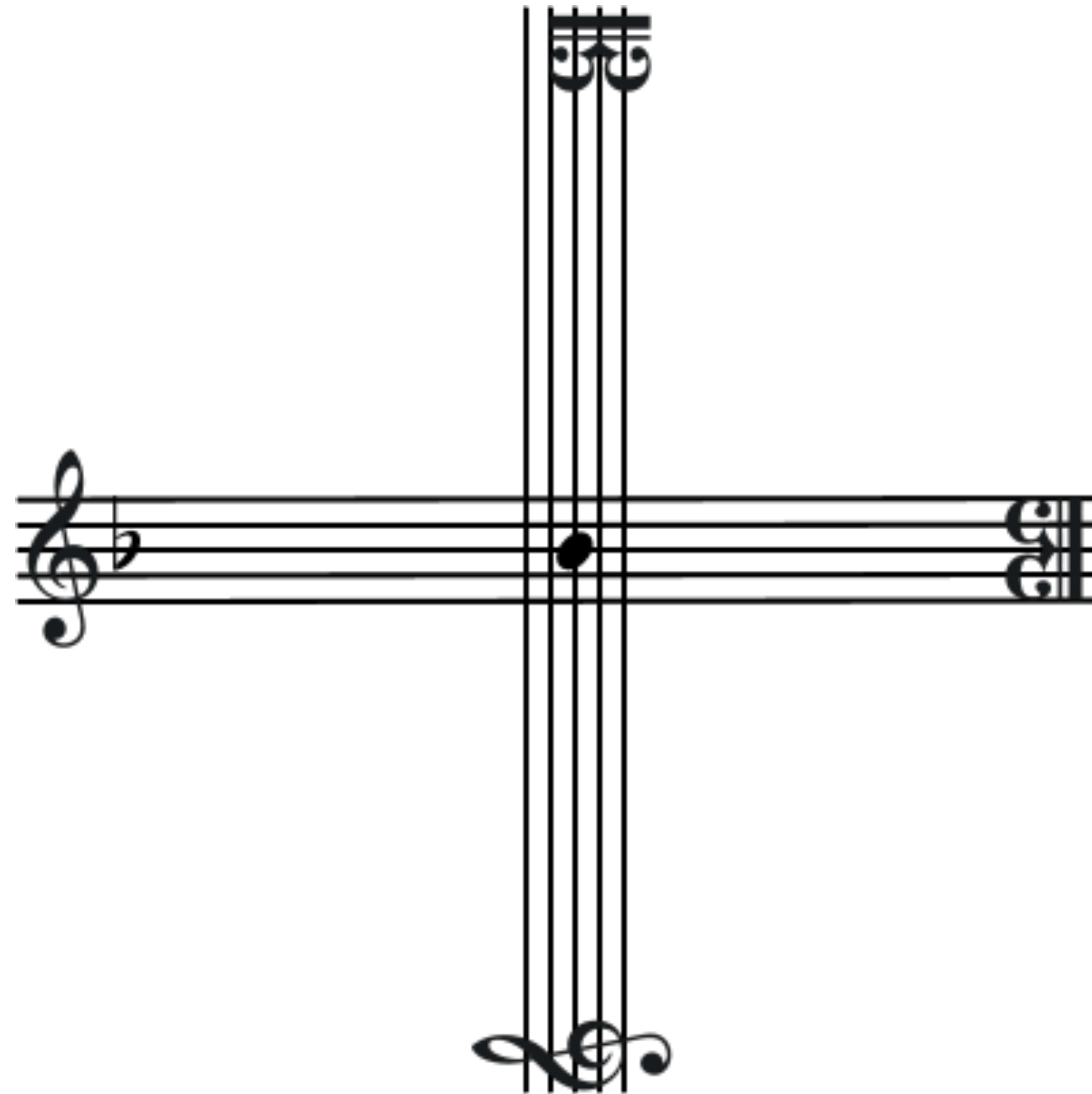
"At the point where the composer introduces the name BACH [for which the English notation would be B  $\flat$  -A-C-B  $\sharp$  ] in the countersubject to this fugue, the composer died."

# MUSICAL CRYPTOGRAMS

---

Acting as a tribute, or a test of compositional skill,

the Bach motif has appeared in 100s of works since the 17th century, by composers such as Schumann, Liszt, Rimsky-Korsakov, Webern, Brahms, Poulenc and Arvo Pärt



# German System

A = A

B = Bb

C = C

D = D

E = E

F = F

G = G

H = B

M = E

L = A

R(e) = D

S (Es) = Eb

T(i) = B

As = Ab

Ignore the rest



# French System

<b>A</b>	<b>B</b> (or Bb)	<b>C</b>	<b>D</b>	<b>E</b>	<b>F</b>	<b>G</b>
H (or B)	I	J	K	L	M	N
O	P	Q	R	S	T	U
V	W	X	Y	Z		

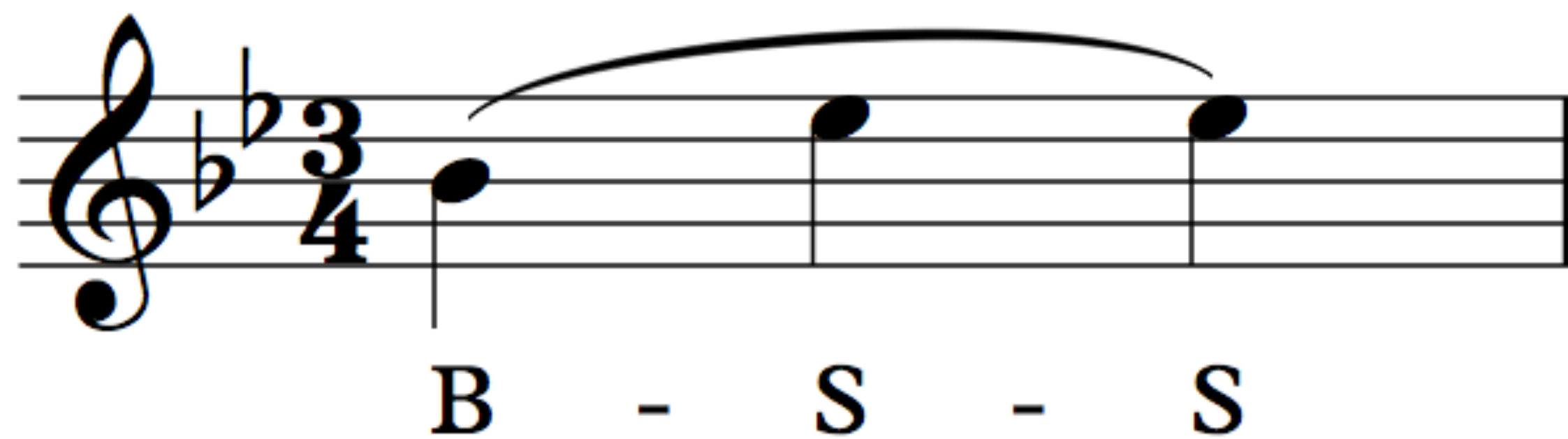
One of 100s of examples through the ages...

Dimitri Schostakovich



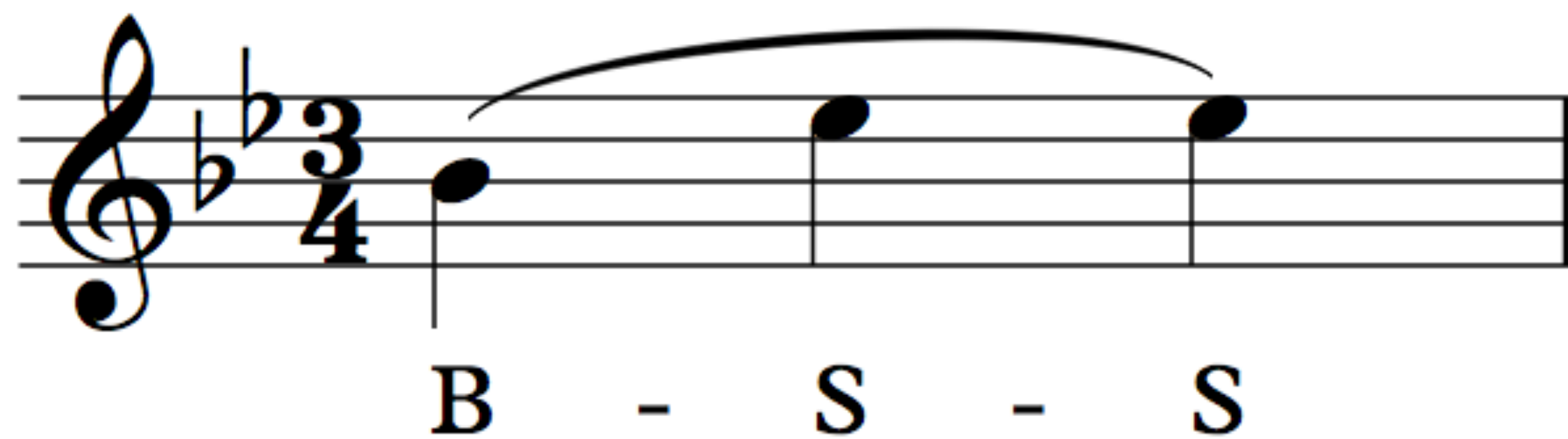
**BRITISH SLEEP SOCIETY**

# BRITISH SLEEP SOCIETY



# BRITISH SLEEP SOCIETY

(Hollywood Theme)



**BRITISH SLEEP SOCIETY**

# BRITISH SLEEP SOCIETY

Musical notation for the title "BRITISH SLEEP SOCIETY". The notation is on a single staff with a treble clef and a key signature of one flat (B-flat). The melody is written in 7/8 time, with a 5/8 measure in the middle. The lyrics are: B-ri - ti - s - h S - l - e - ep So - ci - e - ty.

B-ri - ti - s - h S - l - e - ep So - ci - e - ty





# EXTENDING THE CONCEPT

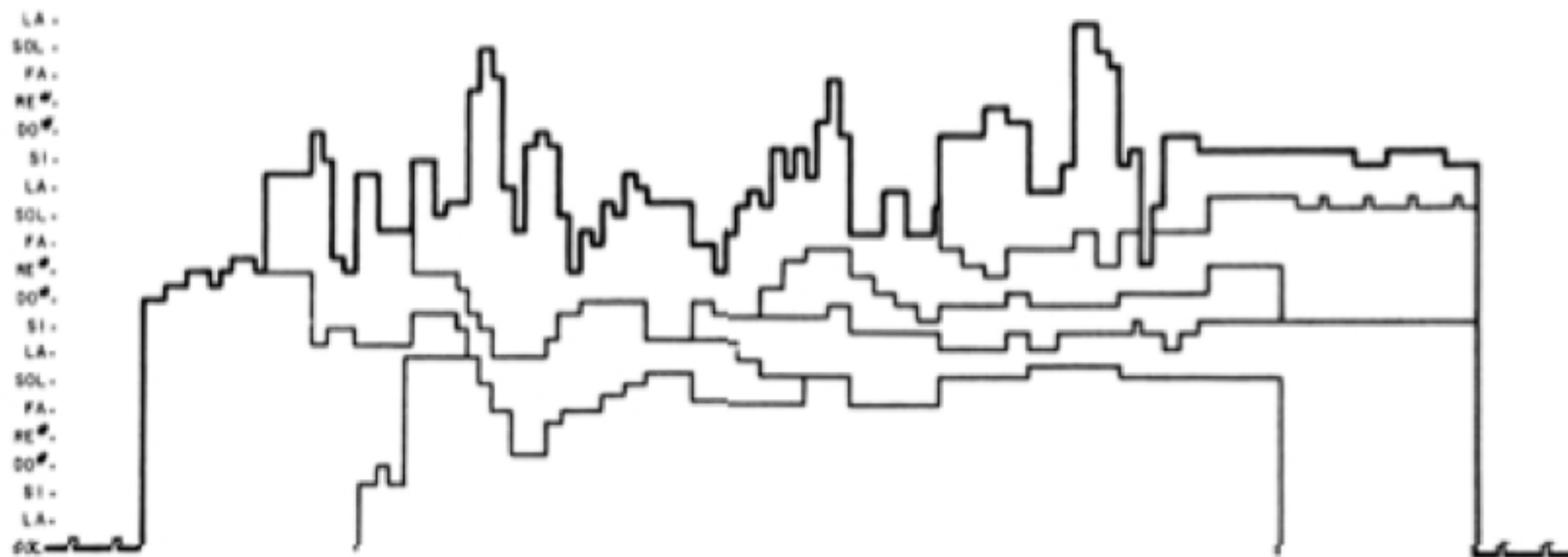
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Villa-Lobos  
(1887-1959)



VILLA-LOBOS: NEW YORK SKY LINE MELODY - GRÁFICO DERIVADO DA  
VERSÃO DE 1957. (C. KATER, 1982)



New York Skyline Melody (1939)

WILSON L. OGDEN

# DATA SONIFICATION

---

The coronal suture of the skull [has] a certain similarity to the closely wound line [...] of a phonograph [...] Suppose, one played a trick on this needle and caused it to retrace a path not made by the graphic translation of a sound, but self-sufficing and existing in nature [...] what would happen? ...

Ur-Geräusch (Rilke 1919)

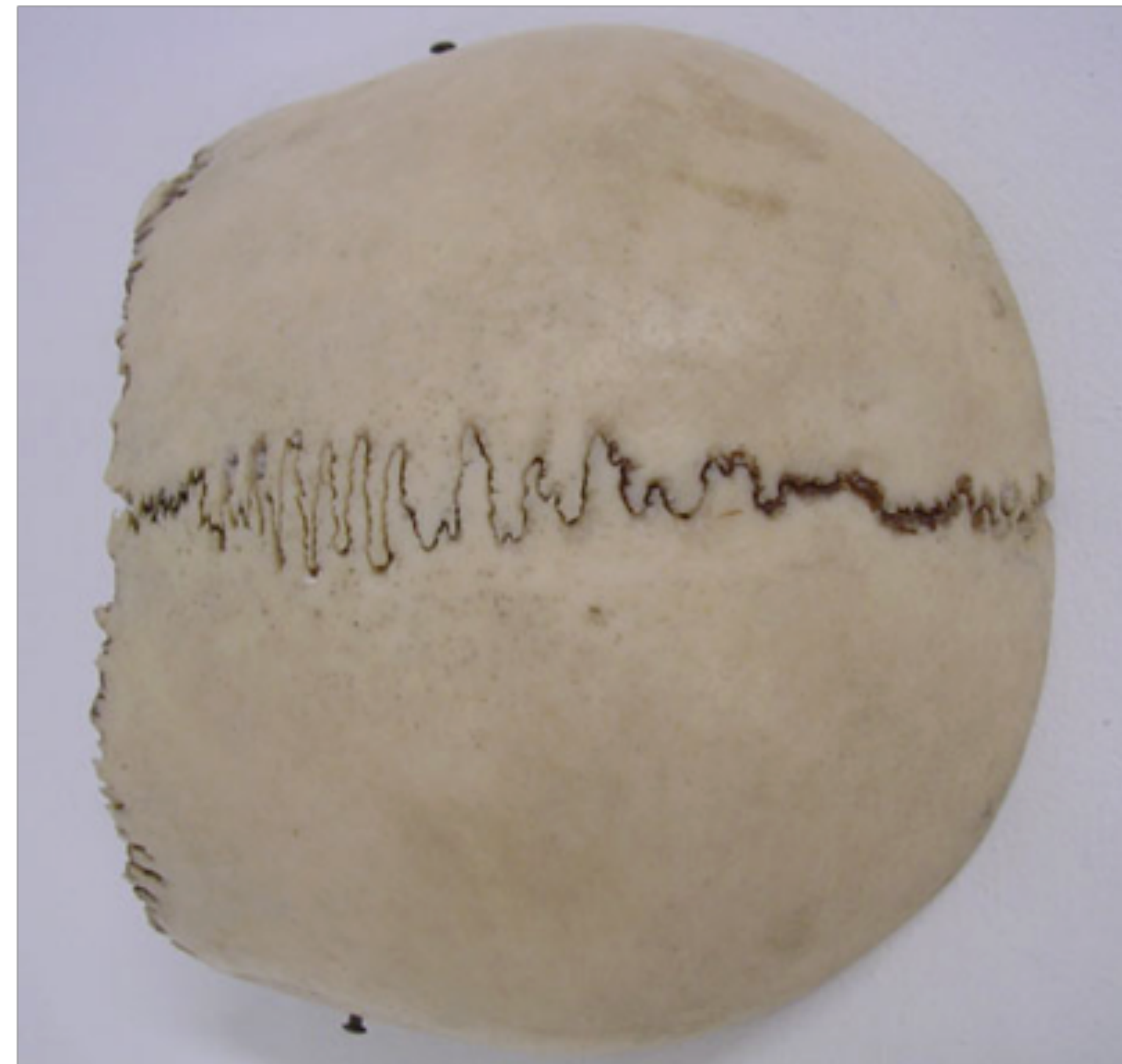


Image ©2004 Palmer

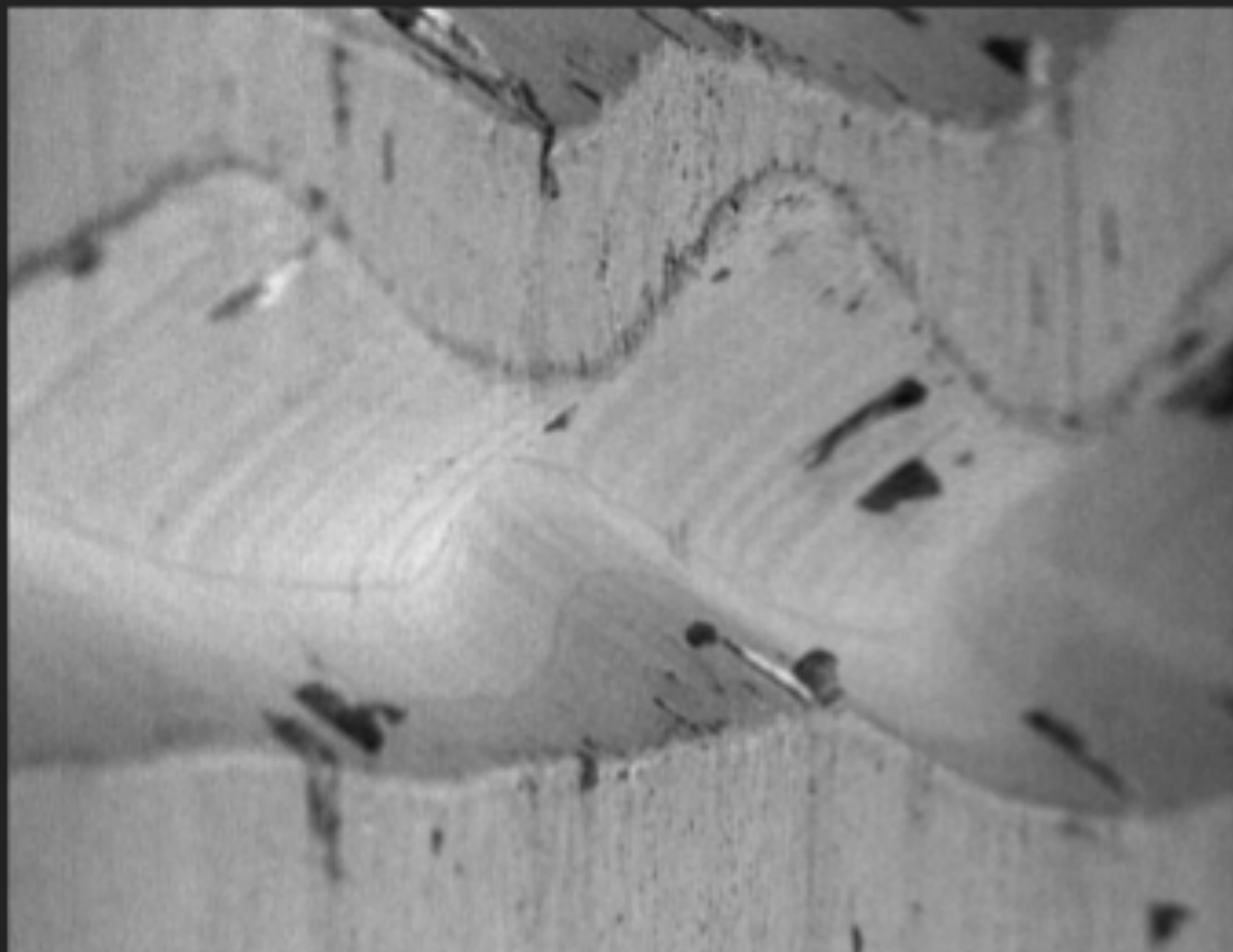
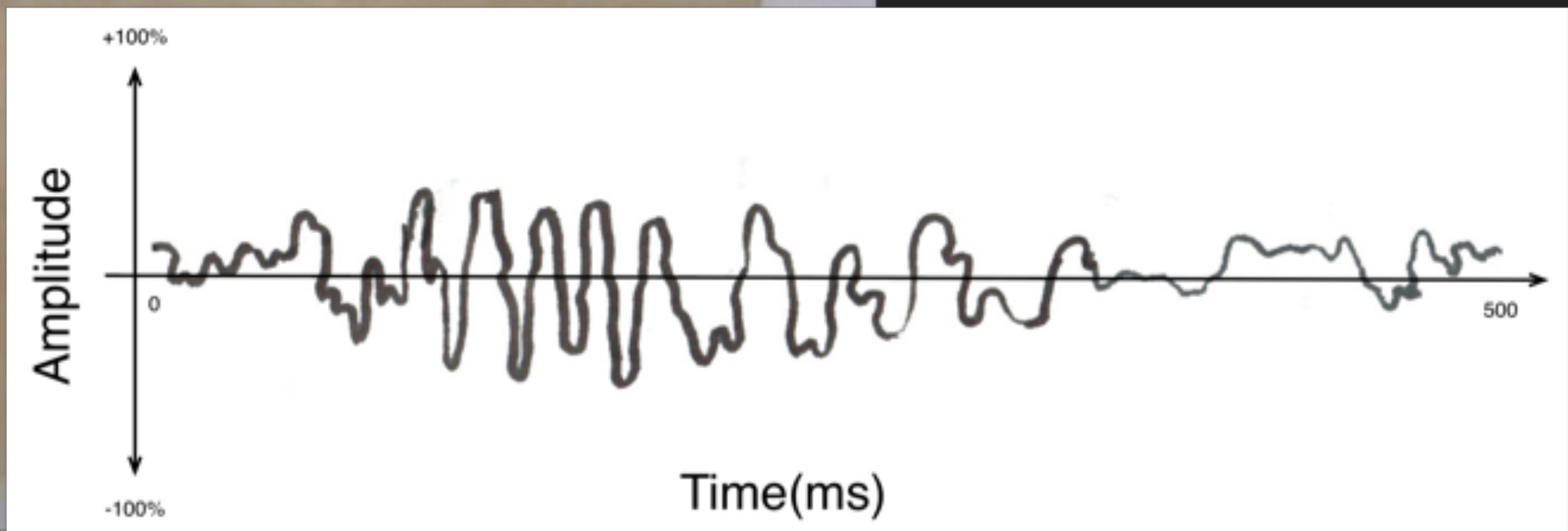
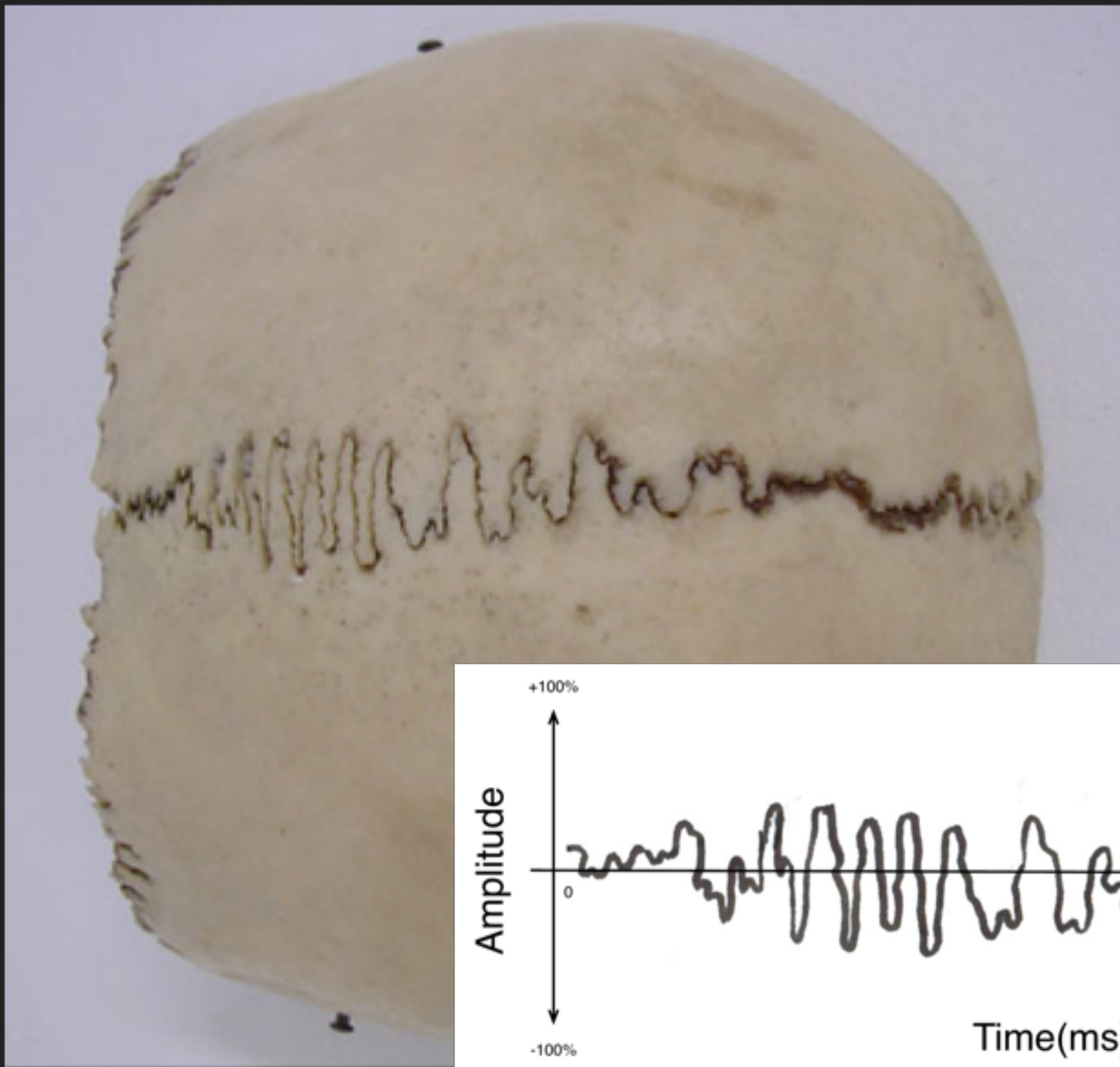


Image ©2005 Supranowitz



# BloodLines (2004, 2013)

DATE	WBC	RBC	HB	HCT	MCV	MCH	MCHC	RDW	Platelets	Neutrophil	Lymphocy	Monocy	Eosinop	Basoph
22/11/04	340.0	5.74	10.0	0.343	59.7	17.4	29.1	17.0	31					
23/11/04	332.0	3.23	10.5	0.317	59.3	19.6	33.1	16.8	29					
24/11/04		4.74	8.3	0.280	59.2	17.5	29.5	16.5	35	14.4	311.0	19.5	0.4	0.2
24/11/04	345.0	4.66	8.5	0.200	59.3	18.3	30.8	16.8	73					
24/11/04	370.0	4.90	7.3	0.300	61.1	18.1	29.3	16.2	72					
25/11/04	242.0	4.42	8.2	0.266	60.1	18.6	31.0	16.0	72	12.4	212.0	17.5	0.3	0.2
25/11/04	81.4	4.63	9.1	0.276	59.5	19.7	33.1	15.8	50	8.6	68.6	4.0	0.2	0.0
26/11/04	17.9	4.18	8.5	0.252	60.2	20.3	33.8	15.0	32	4.4	12.7	0.7	0.0	0.0
26/11/04	16.3	4.18	8.3	0.249	59.5	18.9	33.5	15.4	32	4.4	11.3	0.5	0.0	0.0
27/11/04	6.6	3.72	7.7	0.225	60.5	20.7	34.3	15.3	19	2.5	3.9	0.2	0.0	0.0
28/11/04	5.6	3.79	7.7	0.226	59.6	20.3	34.0	15.1	17	1.8	3.7	0.1	0.0	0.0
28/11/04	5.7	3.84	7.8	0.228	59.4	20.4	34.3	15.1	16	1.7	3.8	0.1	0.0	0.0
29/11/04	4.0	3.23	6.6	0.197	61.1	20.6	33.7	15.4	13	1.1	2.9	0.1	0.0	0.0
30/11/04	5.3	4.14	8.3	0.263	63.5	22.5	35.4	20.2	36	1.9	3.3	0.1	0.0	0.0
01/12/04	5.4	3.90	8.7	0.250	64.2	22.3	34.7	20.1	30	1.6	3.6	0.1	0.0	0.0
02/12/04	5.2	4.40	9.0	0.200	63.6	22.4	35.2	20.7	43	2.1	2.0	0.3	0.0	0.0
02/12/04	5.3	4.21	8.3	0.270	64.1	22.2	34.6	20.7	37	2.9	2.3	0.3	0.0	0.0
03/12/04	2.5	3.73	8.3	0.239	64.2	22.3	34.8	20.8	51	2.0	0.5	0.0	0.0	0.0
04/12/04	3.2	3.25	7.1	0.211	65.0	21.9	33.6	20.8	66	1.5	1.6	0.1	0.0	0.0
05/12/04	2.8	3.59	8.7	0.246	68.5	24.1	35.2	22.6	113	1.4	1.4	0.0	0.0	0.0
06/12/04	4.8	3.84	9.4	0.271	70.5	24.6	34.8	22.8	220	2.7	2.1	0.0	0.0	0.0
07/12/04	3.0	3.44	8.3	0.247	71.7	24.0	33.5	23.0	240	1.1	1.9	0.0	0.0	0.0
08/12/04	2.1	3.31	8.2	0.235	71.1	24.9	35.0	23.0	281	0.6	1.4	0.1	0.0	0.0
09/12/04	2.0	3.48	8.8	0.249	71.4	25.1	35.2	23.3	270	0.0	0.9	0.2	0.0	0.0
10/12/04	3.2	4.38	10.7	0.324	74.1	24.6	33.2	23.1	289	2.1	0.9	0.2	0.0	0.0
11/12/04	2.9	4.09	10.0	0.305	74.7	24.5	32.8	23.1	292	1.7	0.9	0.1	0.0	0.0
12/12/04	1.6	4.16	10.2	0.315	75.6	24.4	32.9	23.0	290	0.6	1.0	0.0	0.0	0.0
13/12/04	2.1	4.46	10.8	0.333	74.6	24.2	32.5	23.0	313	0.3	1.7	0.0	0.0	0.0
15/12/04	11.7	4.29	10.6	0.317	73.9	24.7	33.4	23.2	316	11.3	0.4	0.0	0.0	0.0
16/12/04	17.7	4.17	10.2	0.318	76.1	24.4	32.1	23.3	288	15.7	1.8	0.2	0.0	0.0
17/12/04	5.0	4.24	10.5	0.318	75.1	24.9	33.1	23.0	296	3.2	1.5	0.2	0.0	0.0
18/12/04	4.3	4.40	10.9	0.329	74.9	24.6	33.1	22.9	333	1.0	1.2	0.3	0.0	0.0
19/12/04	2.1	3.86	9.8	0.288	74.7	25.5	34.2	22.7	221	0.6	1.4	0.1	0.0	0.0
20/12/04	2.0	3.65	9.0	0.275	75.3	24.7	32.7	22.7	210	0.7	1.3	0.0	0.0	0.0
21/12/04	2.9	3.91	9.6	0.294	75.3	24.7	32.8	22.9	241	0.9	1.9	0.0	0.0	0.0
22/12/04	3.4	3.94	9.8	0.294	74.6	24.8	33.3	22.9	281	1.4	1.9	0.1	0.0	0.0
23/12/04	2.9	3.55	9.1	0.266	75.1	25.5	34.0	22.9	225					
24/12/04	3.7	4.20	10.3	0.308	73.4	24.5	33.4	23.4	249	1.5	2.0	0.2	0.0	0.0
25/12/04	3.2	4.02	9.9	0.302	75.2	24.8	32.9	23.5	332	2.0	1.1	0.1	0.0	0.0
26/12/04	2.5	3.78	9.5	0.286	75.6	25.3	33.3	22.6	170	1.9	0.6	0.0	0.0	0.0
27/12/04	1.8	3.83	9.6	0.292	76.1	25.0	32.9	22.3	145	1.4	0.4	0.0	0.0	0.0
28/12/04	0.8	3.17	8.7	0.263	75.9	25.0	32.9	21.9	119	0.5	0.3	0.0	0.0	0.0
30/12/04	0.7	3.17	8.1	0.255	80.5	26.5	33.9	18.9	31	0.3	0.4	0.0	0.0	0.0
31/12/04	0.3	3.35	9.0	0.264	78.0	26.5	33.9	18.9	31	0.0	0.3	0.0	0.0	0.0
01/01/05	0.3	3.45	9.0	0.279	81.1	26.2	32.3	19.2	32	0.0	0.3	0.0	0.0	0.0
01/01/05	0.3	3.62	9.5	0.284	78.6	26.3	33.5	19.0	25	0.0	0.3	0.0	0.0	0.0

Hemoglobin

Platelets

Red Blood Cells



# DATA SONIFICATION

---

Systematic Translation of Data into Sound  
(Sound design, composition)

Rule-based, Reproducible, Relevant, Recognisable.

---

# QUICK TOUR

---

**VISION TO SOUND**

(2015)

---

# SONIC CIRCLES

(2015)

TRANSLATION OF COMPOSITION AND COLOUR IN KANDINSKY'S SEVERAL CIRCLES TO PITCH AND TIMBRE

*"Colour is the keyboard, the eyes are the hammers, the soul is the piano with many strings. The artist is the hand which plays, touching one key or another, to cause vibrations in the soul" - Wassily Kandinsky (1911)*

# SONIC CIRCLES (2015)

---



(2015)

---

# SEED PODS



---

# HUMAN BEHAVIOUR



(2015)

---

# ANOTHER DAY

(2015)

TRANSLATION OF TRAFFIC MOVEMENT OVER A 24 HOUR PERIOD INTO SOUND

(WATCH THE PARKING SPACES AND BUS STOP)





(2015)

---

# BIRTH/DEATH

(2015)

THE RIGHT HAND OF THE PIANO PLAYS AT THE (REAL-TIME) RATE OF BIRTHS IN THE WORLD,  
WHILE THE LEFT HAND PLAYS AT THE (SLOWER) RATE OF DEATHS.

AS THE PIECE PROGRESSES, THE WORLD POPULATION GROWS EXPONENTIALLY.

1950 - 2100	
1950 - 2010	2010 - 2100

---

# **BIOLOGY/CHEMISTRY**

(2015)

---

# CRYSTALS

(2015)

TRANSLATION OF CRYSTAL GROWTH INTO HARMONY AND ARPEGGIO PATTERNS

VIDEO: SIMON PARK



(2015)

---

# OUTBREAK

(2015)

TRANSLATION INTO MUSICAL MOTIFS OF THE DAILY NUMBER OF EBOLA CASES IN SIERRA LEONE, LIBERIA AND GUINEA  
(24TH MARCH 2014 TO 5TH JANUARY 2015)

MISSING DATA IS LEFT AS SILENCE

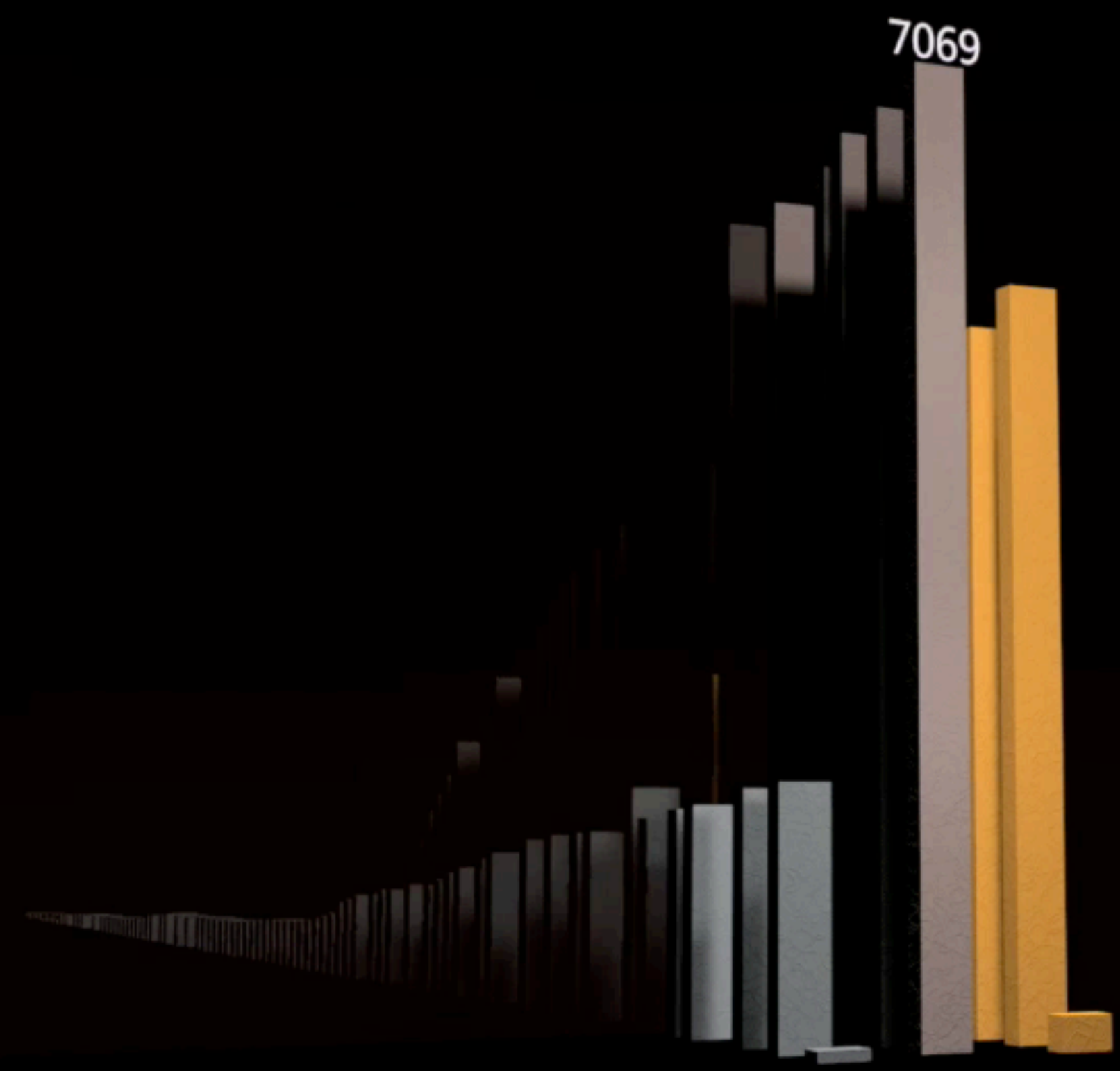


*Sierra Leone*

*Liberia*

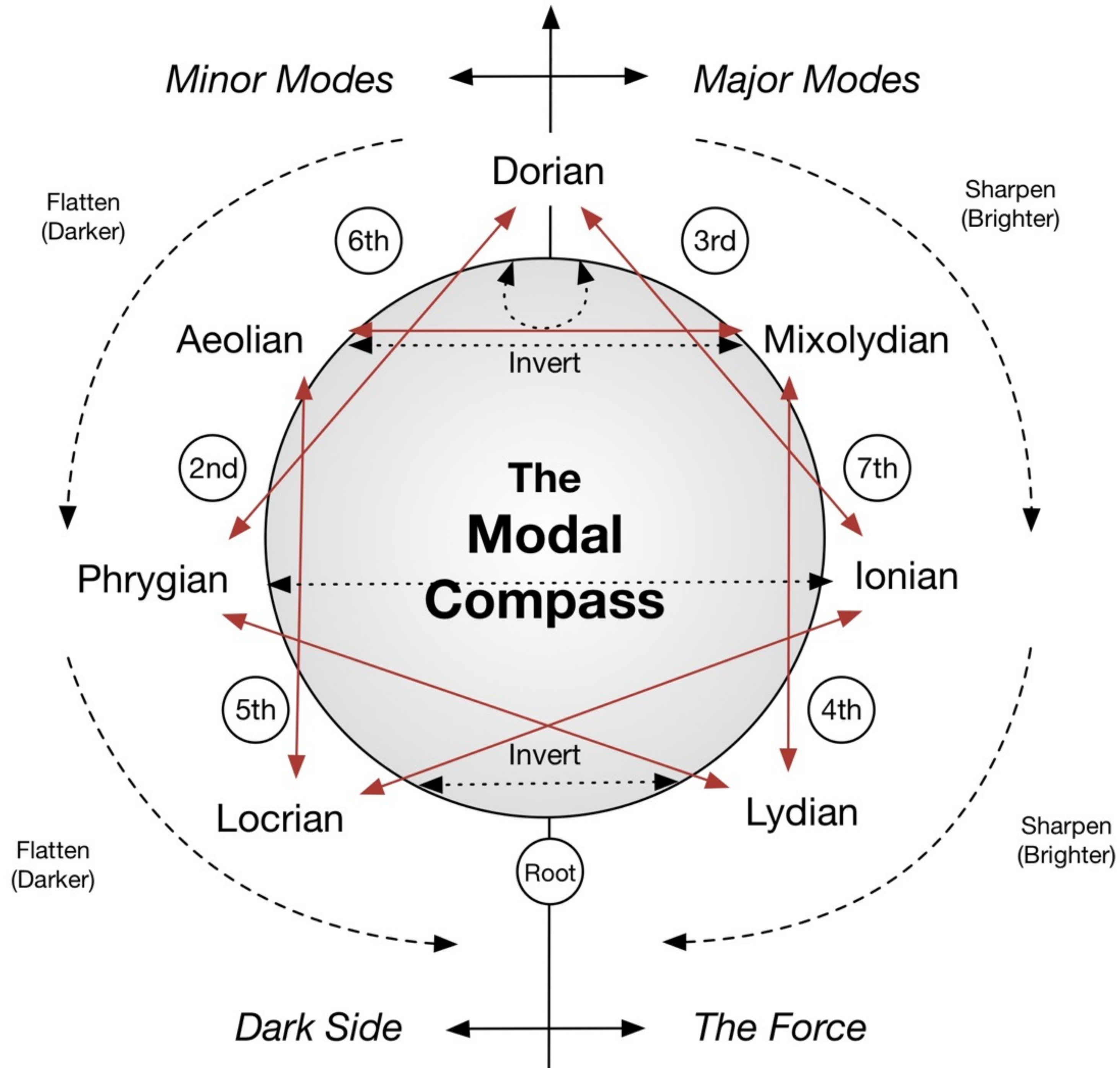
8

*Guinea*



---

**GEOMETRICAL/  
MUSIC THEORETICAL**



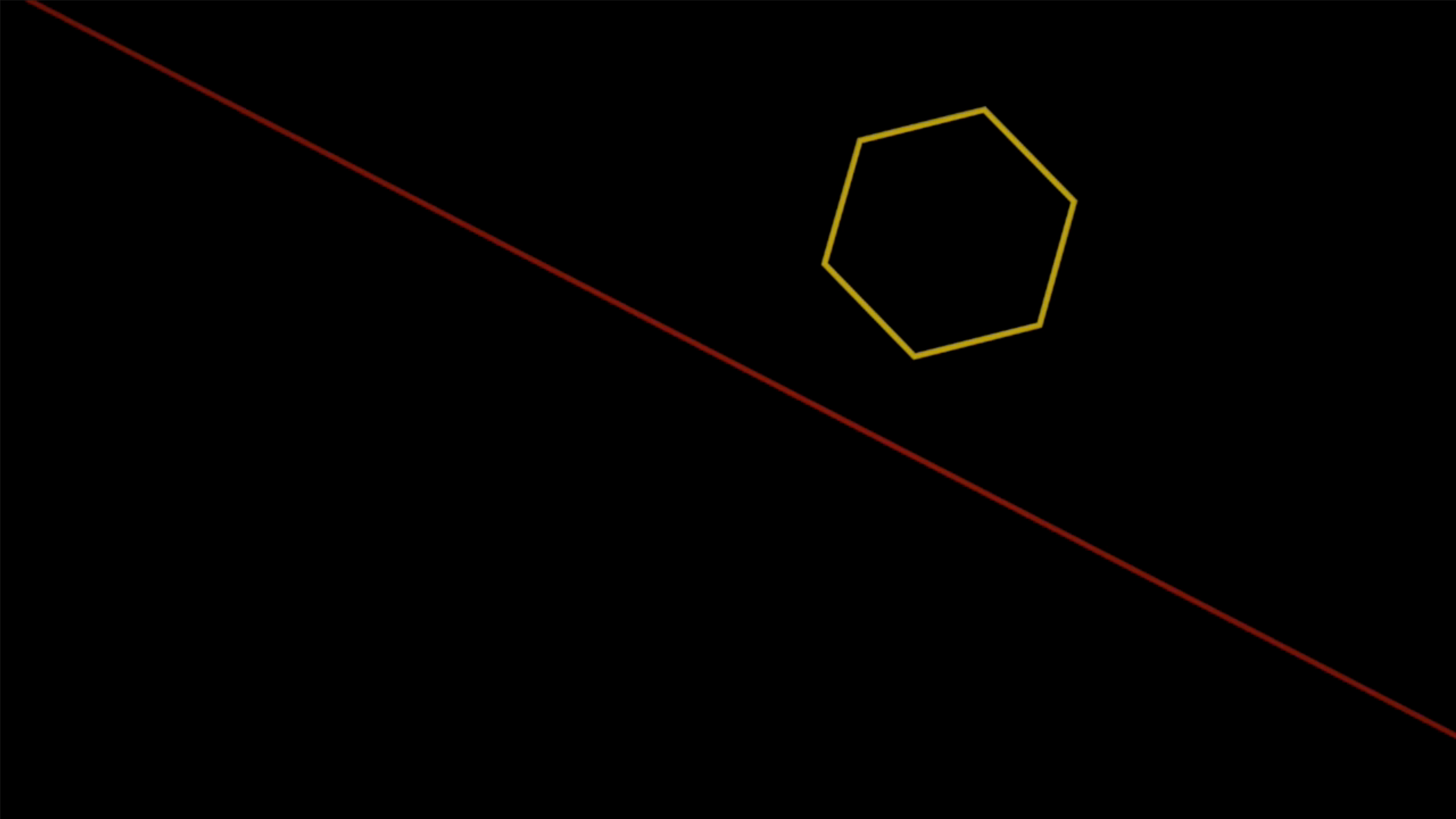
(2015)

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# GEOMETUDE NO.3

(2015)

HARMONIC AND MELODIC STUDY FOR DRIFTING HEXAGON AND LINE



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**COSMOLOGICAL**

(2015)

---

# DISTANT HARMONY

**SOLAR**

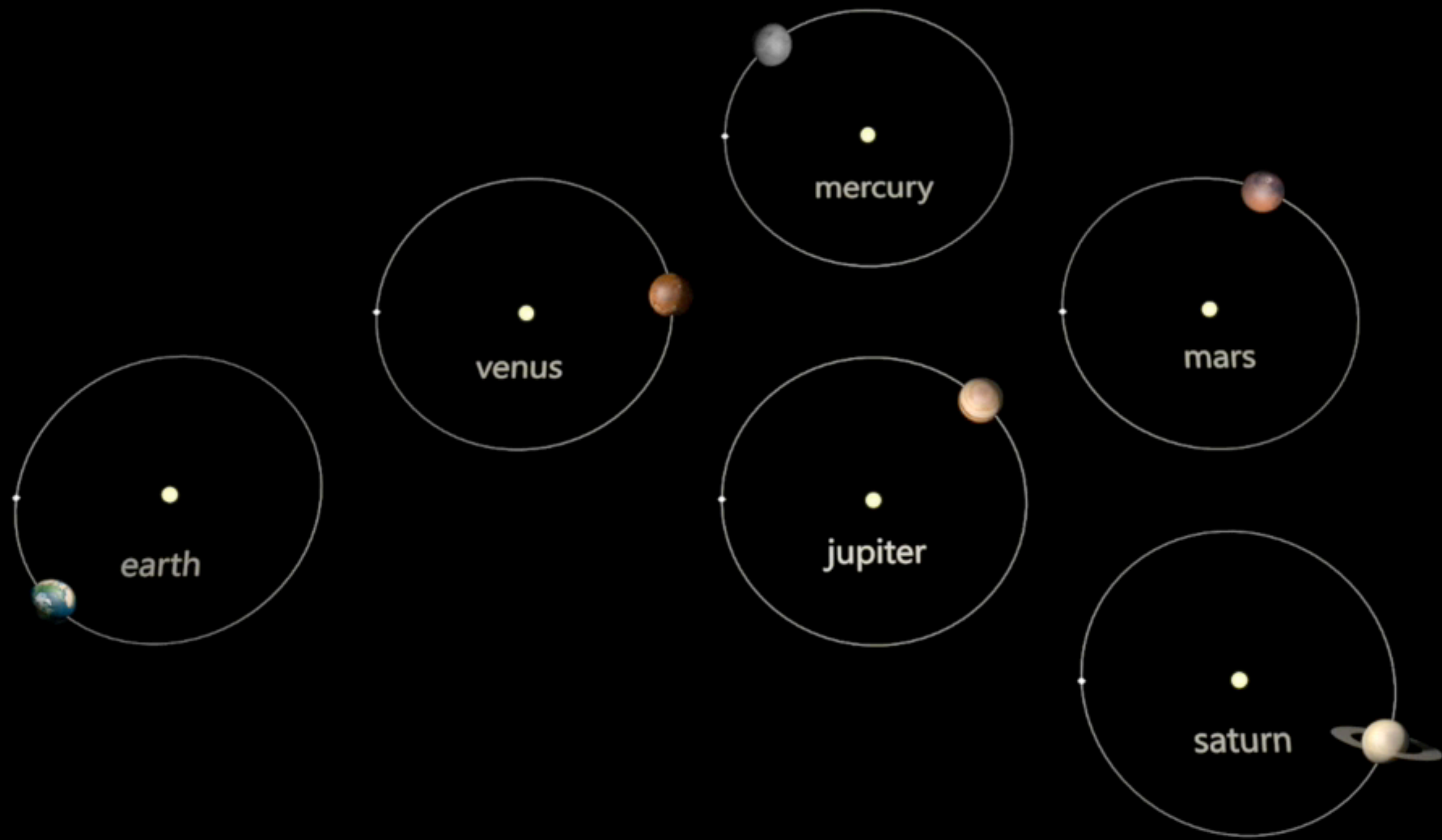
(2015)

THE ORBITAL FREQUENCIES OF THE SOLAR SYSTEM'S PLANETS TRANSLATED INTO RHYTHMS (24 OCTAVES UP) AND PITCHES (35 OCTAVES UP)

THESE ARE PRESENTED AS INDEPENDENT AND  
CIRCULAR (RATHER THAN ELLIPTICAL) ORBITS FOR CLARITY







# WHY SONIFY?

---

A form of tribute, dedication or signature. Cryptic (or overt) message.

Creative Exercise. Creativity through limitation and collaboration. Spurring new ideas, widening of horizons.

Art/Science/Everything aesthetic.

Catharsis

Link to music theoretical mechanics

The musical revealing of patterns within biological and physical phenomena. A hidden music.

Milton Mermikides (University of Surrey)

Debra J. Skene (University of Surrey)

Renata Rhia (University of Edinburgh)

Vlad Vyazovskiy & Nanyi Cui (Oxford University)

Yurubi Rosales Suarez/ Professor Paul Krause (University of Surrey)

Anna Tanczos

University of Surrey

Research & Innovation Support

The Royal Society

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# SOUND ASLEEP

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# MAKING SLEEP VISIBLE TO THE BLIND

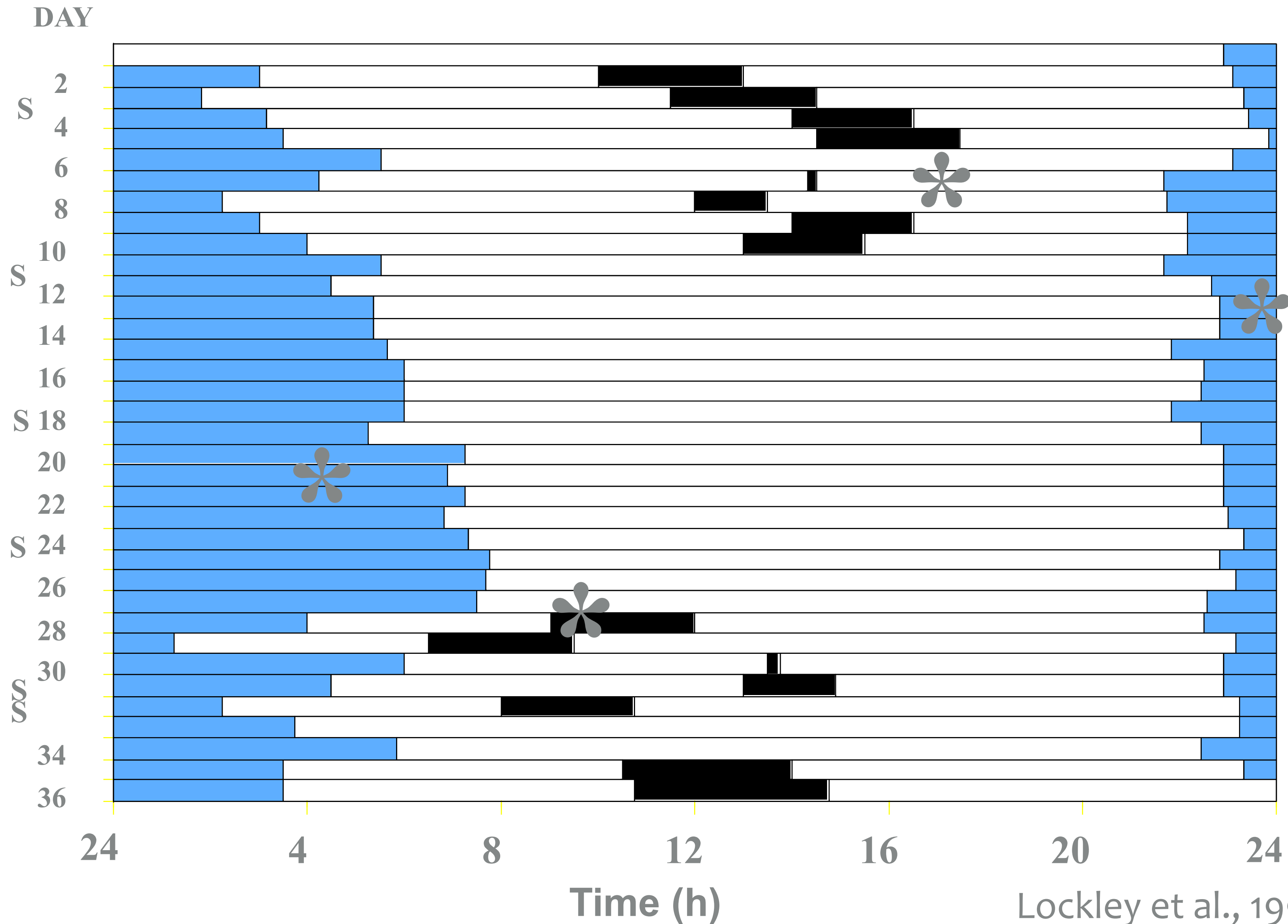
Debra J. Skene (University of Surrey)

Milton Mermikides (University of Surrey)

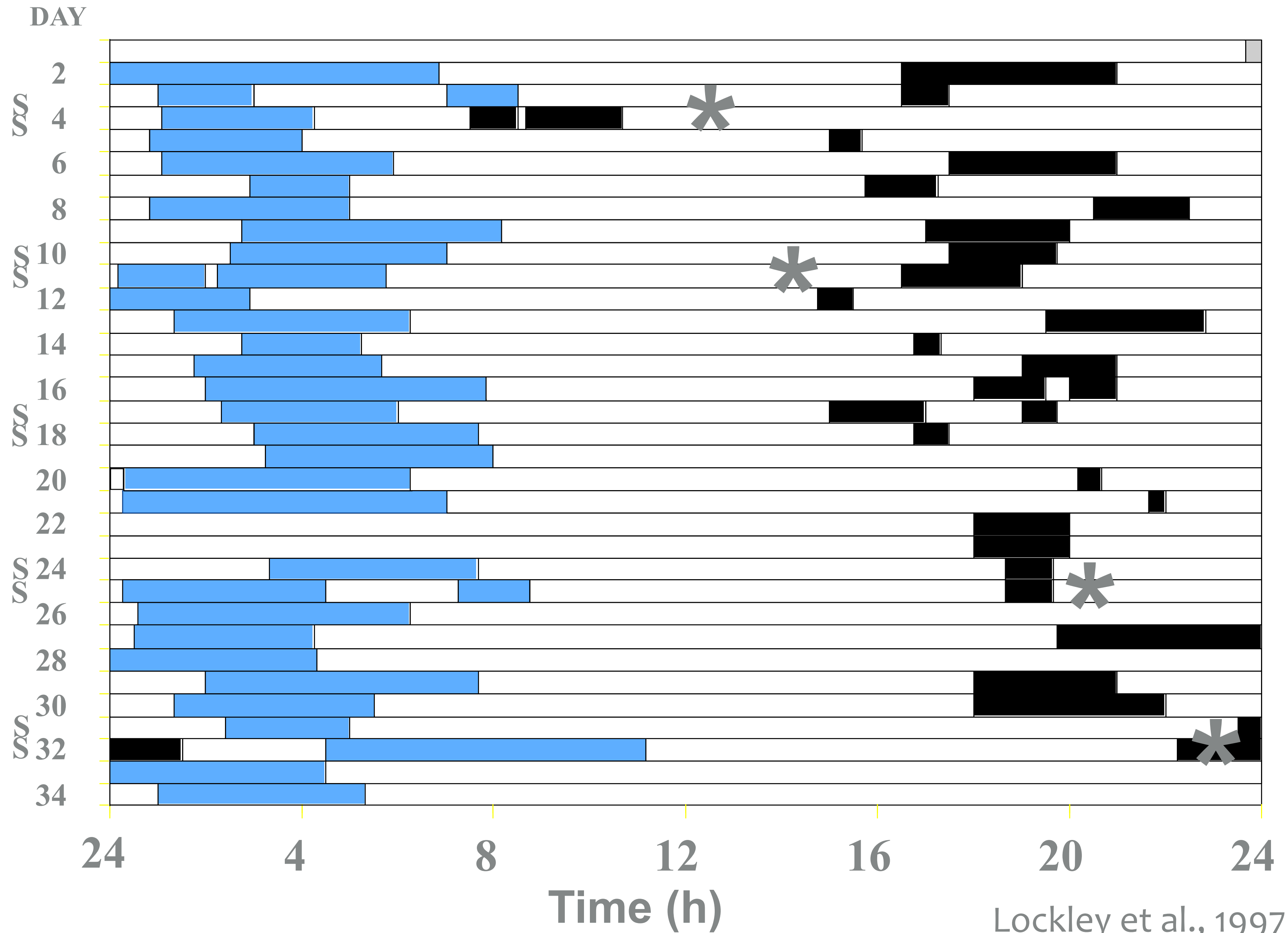


# Non 24 h sleep/wake disorder

Abnormal circadian phase – poor sleep – daytime napping



# Abnormal circadian phase – poor sleep– daytime napping





# MUSICAL ANALOGIES

**24-Beat Cycle** (Shona Mbira)

**Displacement/Phase** (West Africa, Steve Reich)

**Diatonic/non-diatonic** to represent comfort




# VIDEO EXAMPLES

# ENTRAINED SLEEP

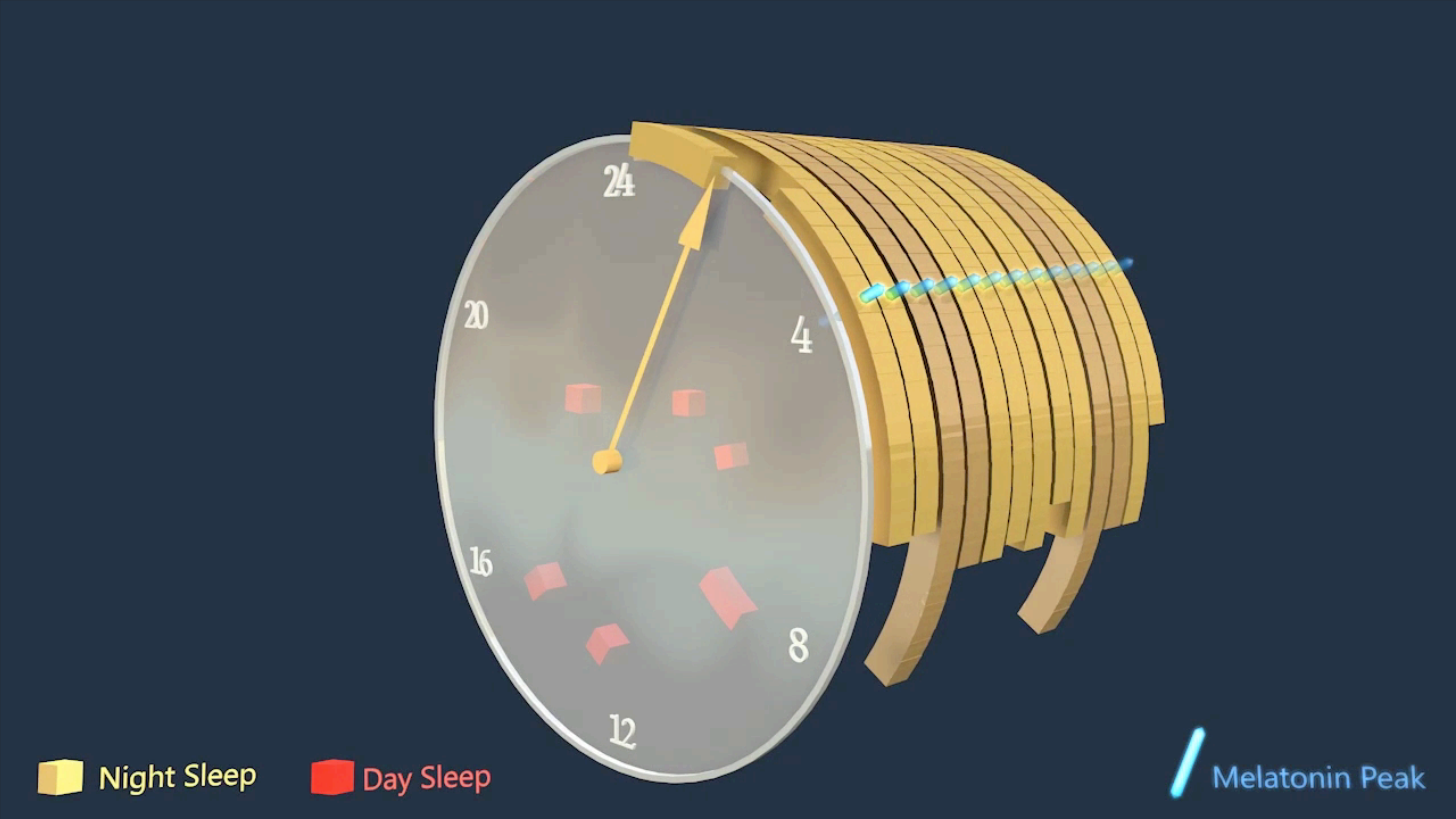
S12



 Night Sleep

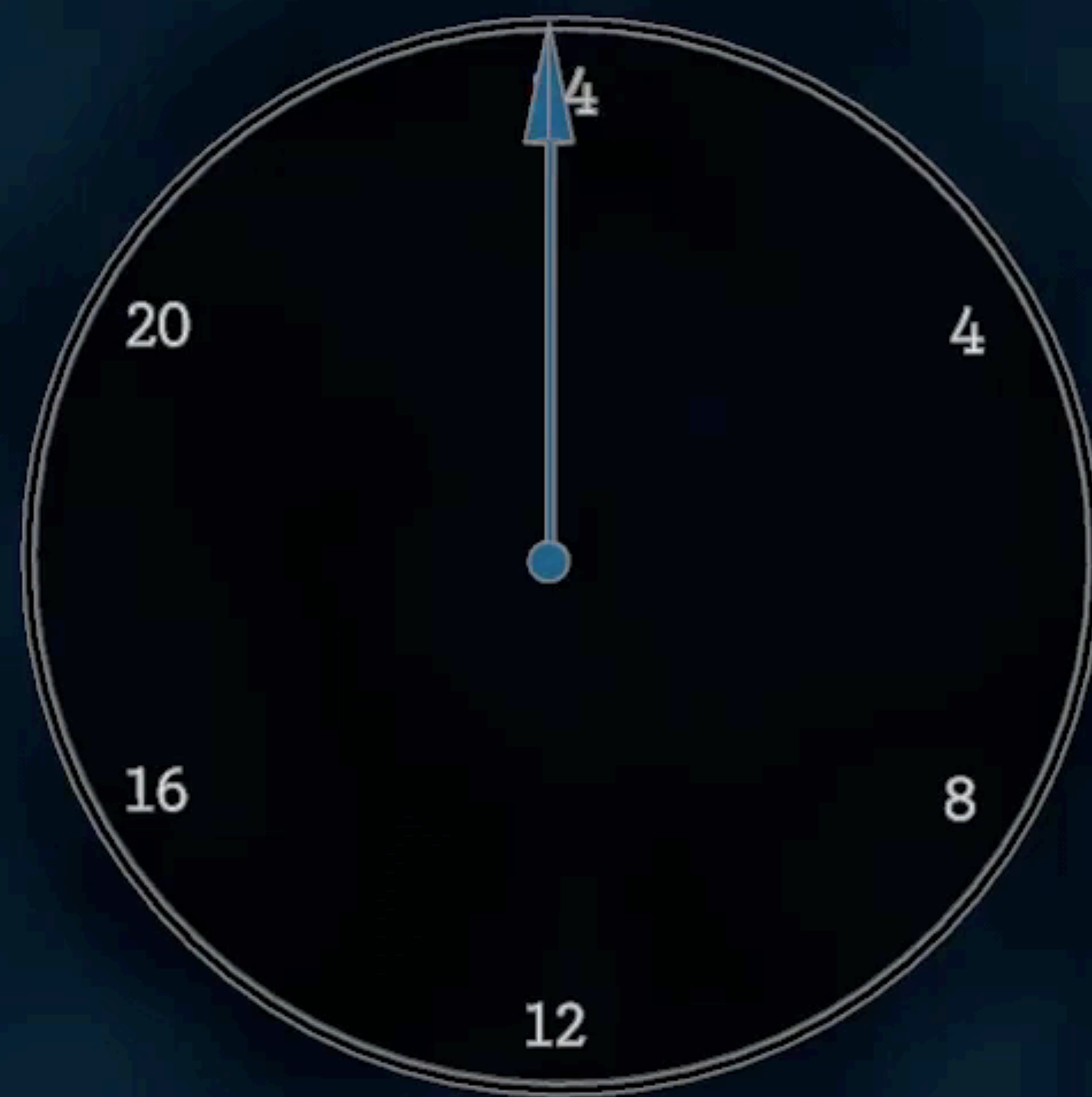
 Day Sleep


 Melatonin Peak





# NON 24 H SLEEP/WAKE DISORDER

S20



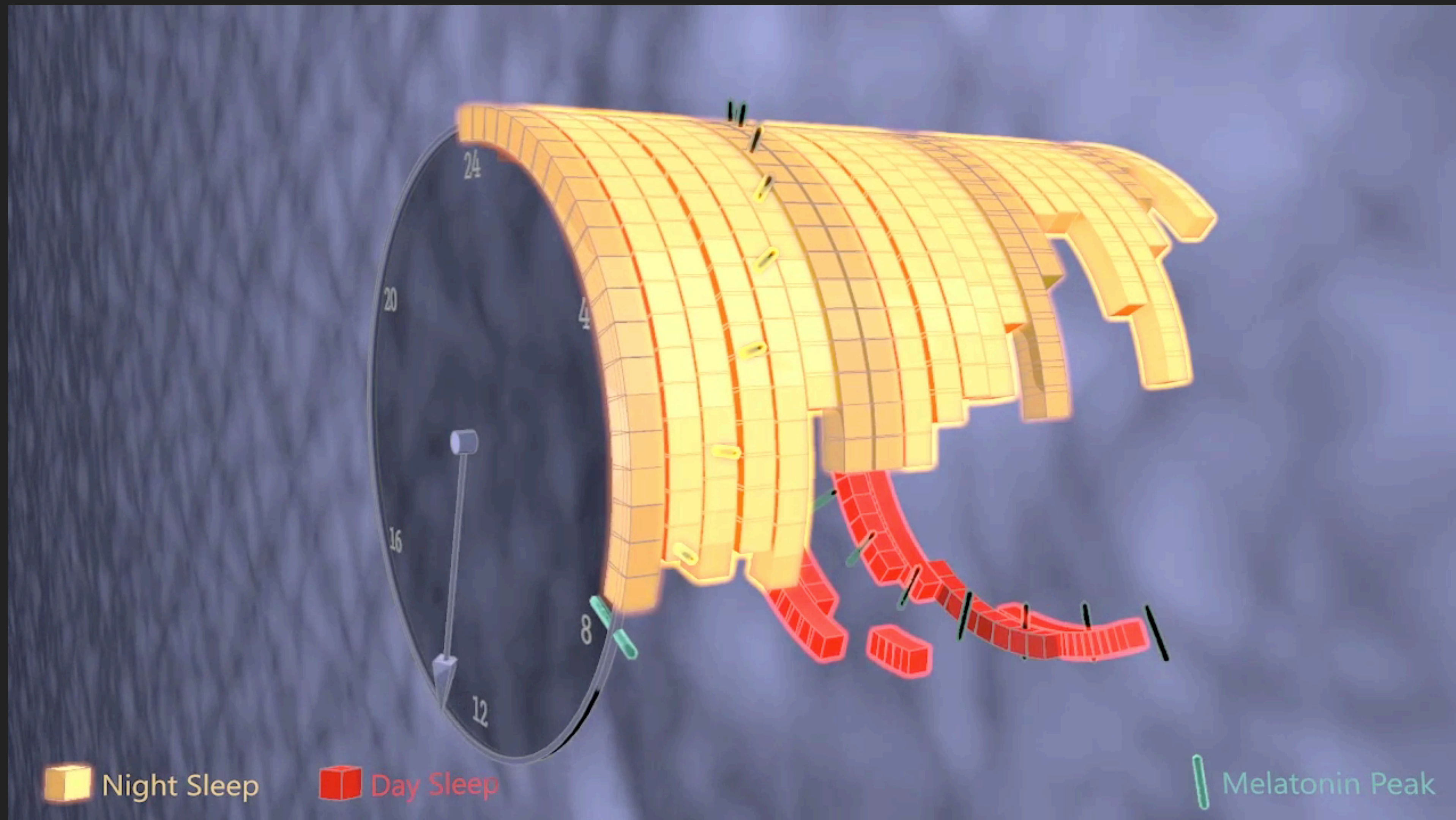
 Night Sleep

 Day Sleep

 Melatonin Peak










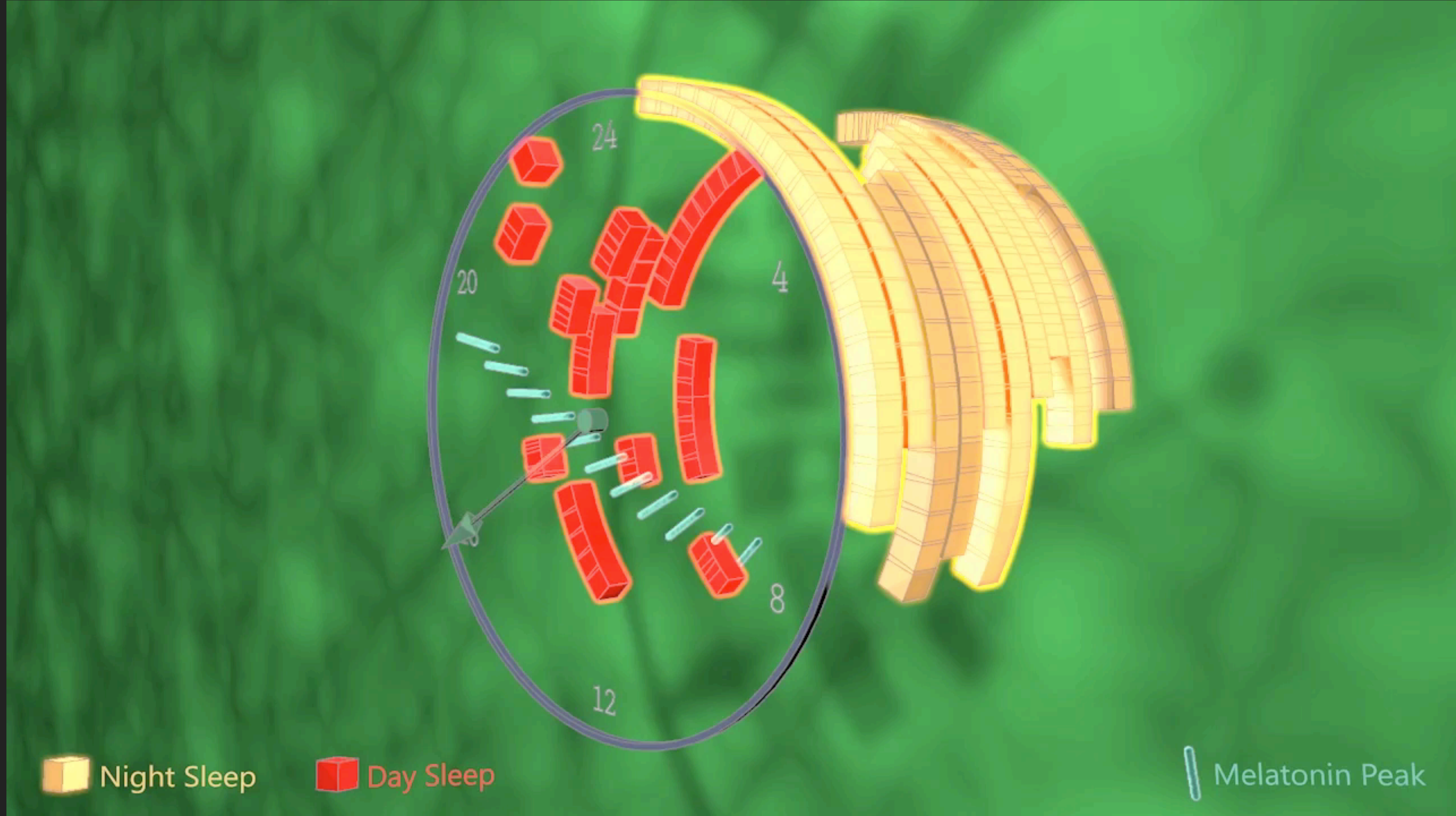
# NON 24 H SLEEP/WAKE DISORDER



 Night Sleep

 Day Sleep

 Melatonin Peak



# DATA MAPPING

Diatonic Mapping

‘Good Sleep’ Rising Lydian Mode

‘Bad Sleep’ Minor Key Bleeps

Clock Time Electric piano 24/16

# DATA MAPPING

Rhythmic Sensitivity Mapping

Kick Drum on Noon

Snare on Sleep

Cowbell on Napping

# DATA MAPPING

Rhythmic Sensitivity Mapping

Kick Drum on Noon

Snare on Sleep

Cowbell on Napping

**EXAMPLE 1: FAIRLY GOOD DRUMMER**



# DATA MAPPING

Rhythmic Sensitivity Mapping

Kick Drum on Noon

Snare on Sleep

Cowbell on Napping

**EXAMPLE 2: TERRIBLE DRUMMER**

# ***PSG NOCTURNE: CONVERTING PSG DATA INTO MULTI-LAYERED COMPOSITIONS.***

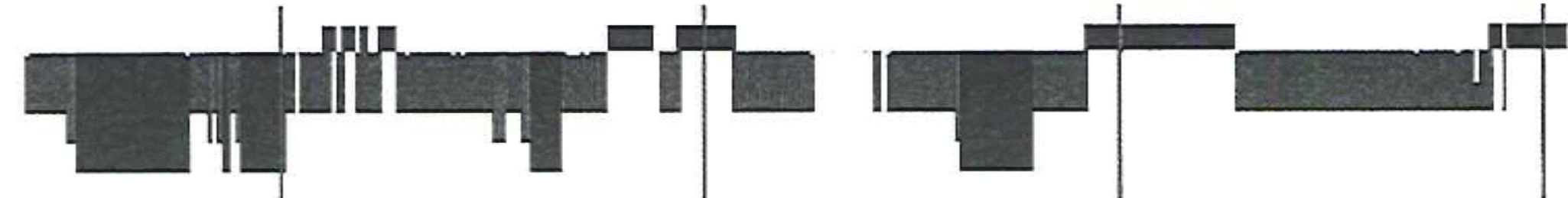
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Renata L Riha (University of Edinburgh)

# NORMAL PSG

## SLEEP STAGE SUMMARY

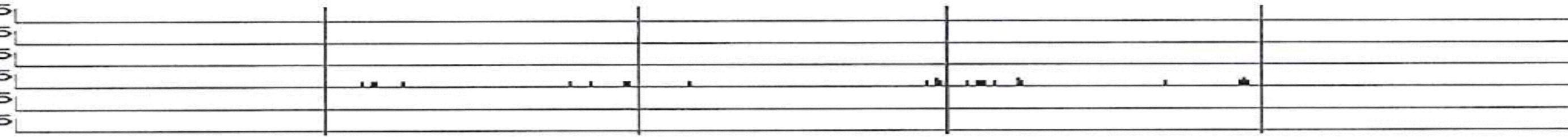
R  
W  
1  
2  
3  
4



## APNOEA GRAPH

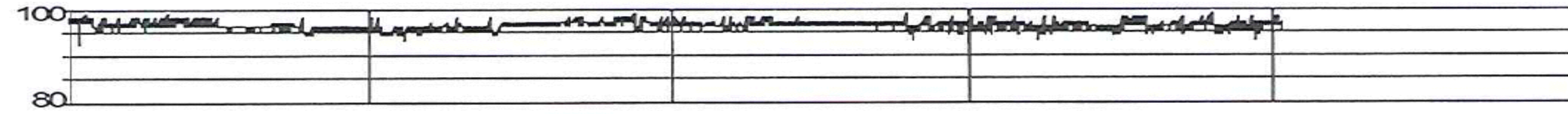
Ch.A  
Ob.A  
Mx.A  
Hyp  
Uns  
RERA

+5  
+5  
+5  
+5  
+5  
+5



SpO2

100  
80



## BODY POSITION

F  
L  
R



## SNORING

+5

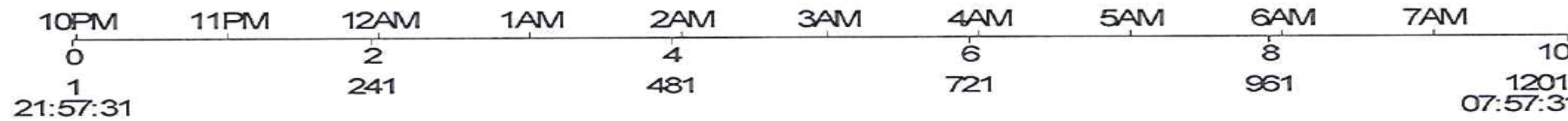


## PLMs

+10



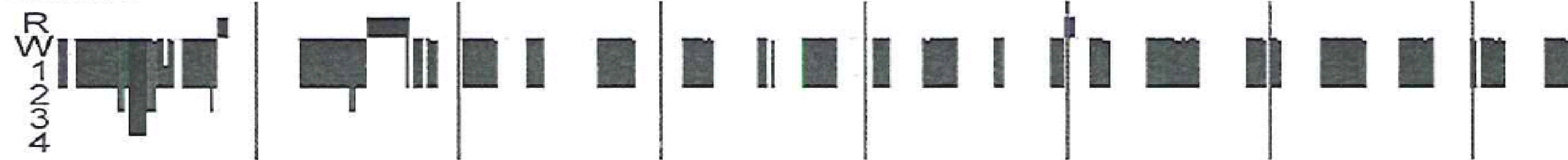
Time  
Hrs  
Epoch



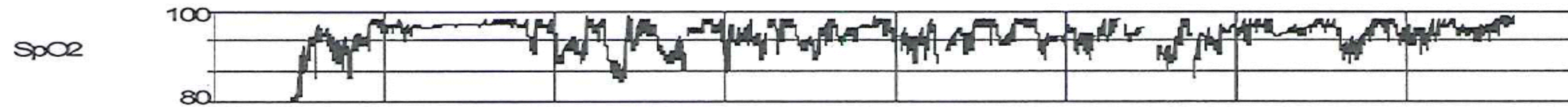
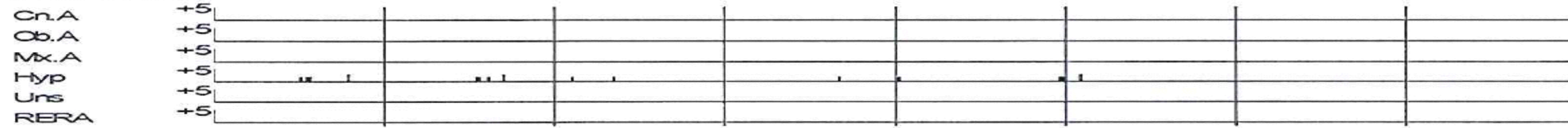


# RESTLESS LEG SYNDROME

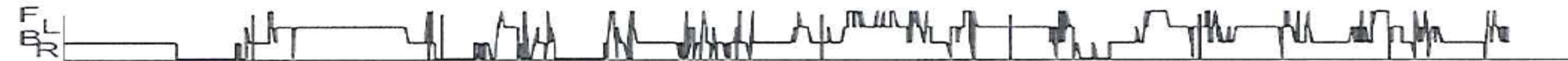
## SLEEP STAGE SUMMARY



## APNOEA GRAPH



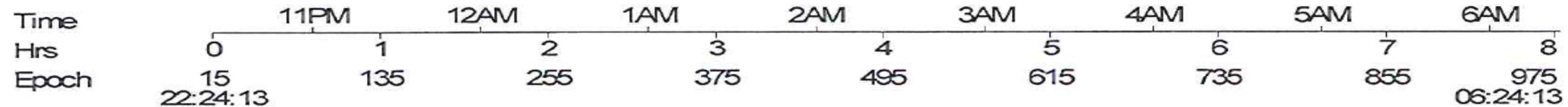
## BODY POSITION



## SNORING



## PLMs



**PSG AS SCORE**

---

1. Grande Cymbale Chinoise  
 (Grosse Caisse trois grave)

2. Gong  
 Tam-tam clair  
 Tam-tam grave

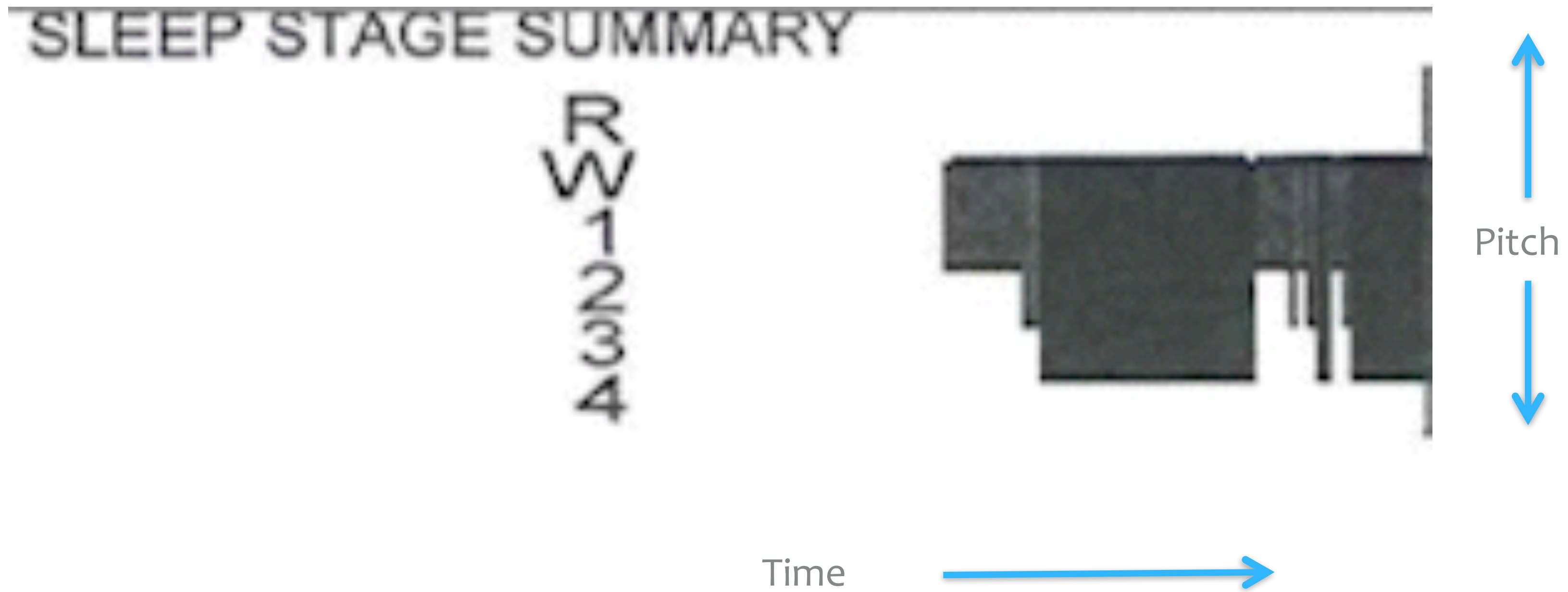
3. 2 Bongos..... clair  
 Caisse roulante grave  
 2 Grosse Caisse grave

4. Tambour militaire  
 Caisse roulante

5. Sèche claire  
 Tambour à corde

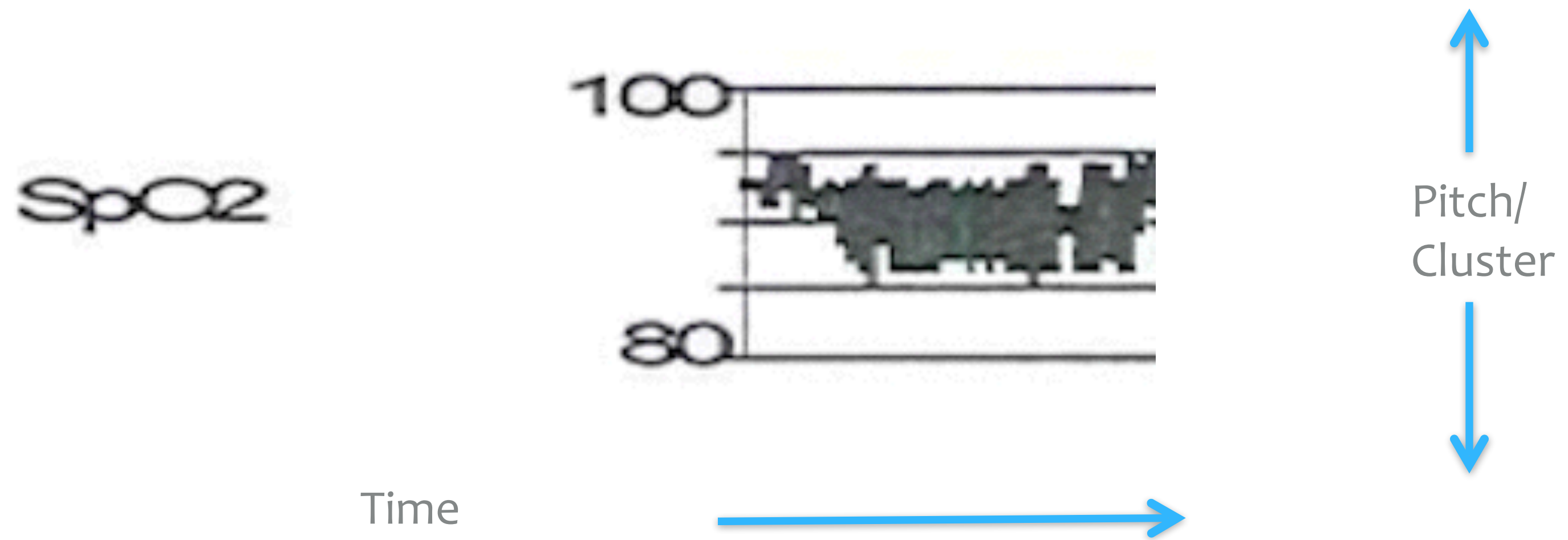
6. Sèche grave  
 Furet  
 Gâin

# SLEEP FLUTE MELODY





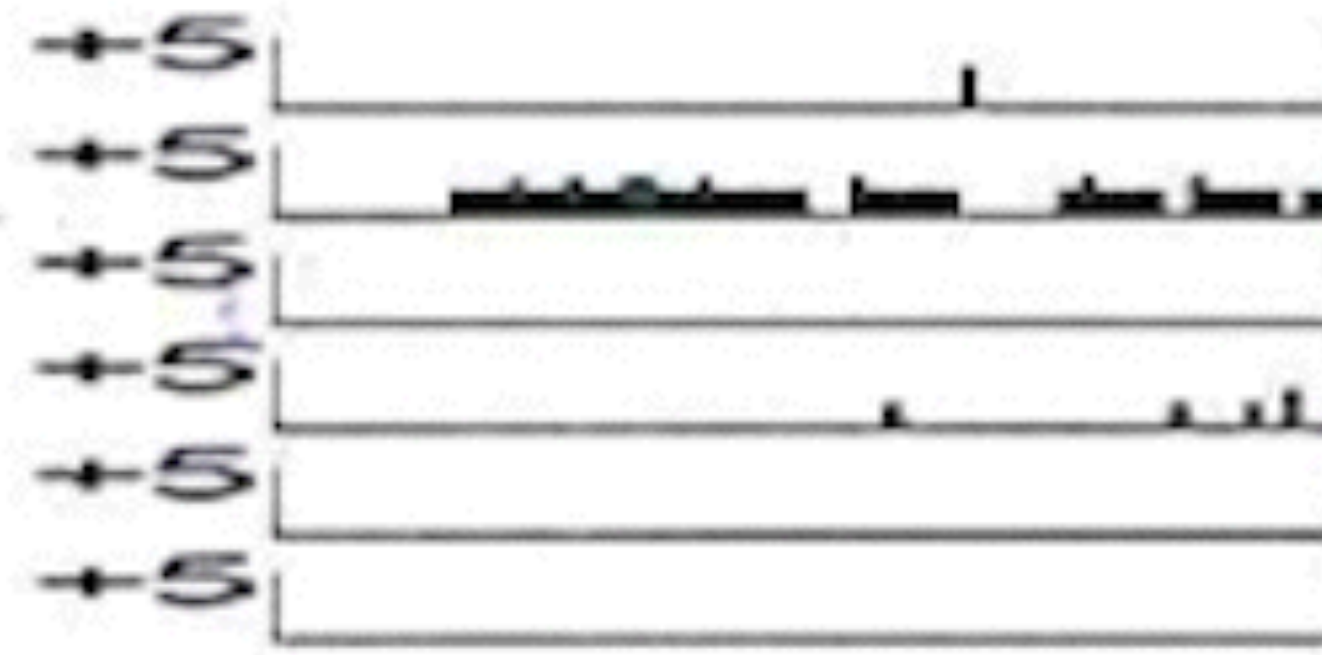
# SPO2 TEXTURE/HARMONY



# APNOEA PERCUSSION/PIZZICATO

## APNOEA GRAPH

Ch.A  
Ob.A  
Mx.A  
Hyp  
Urs  
RERA



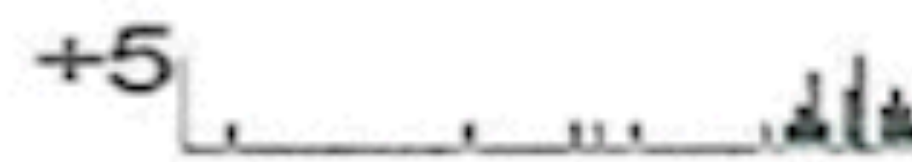
Time

Instrumentation



# SNORING AND PLM TIMPANI/WOODBLOCK

SNORING



Timpani

PLMs



Woodblock

Time



# NORMAL SLEEP



# APNOEA

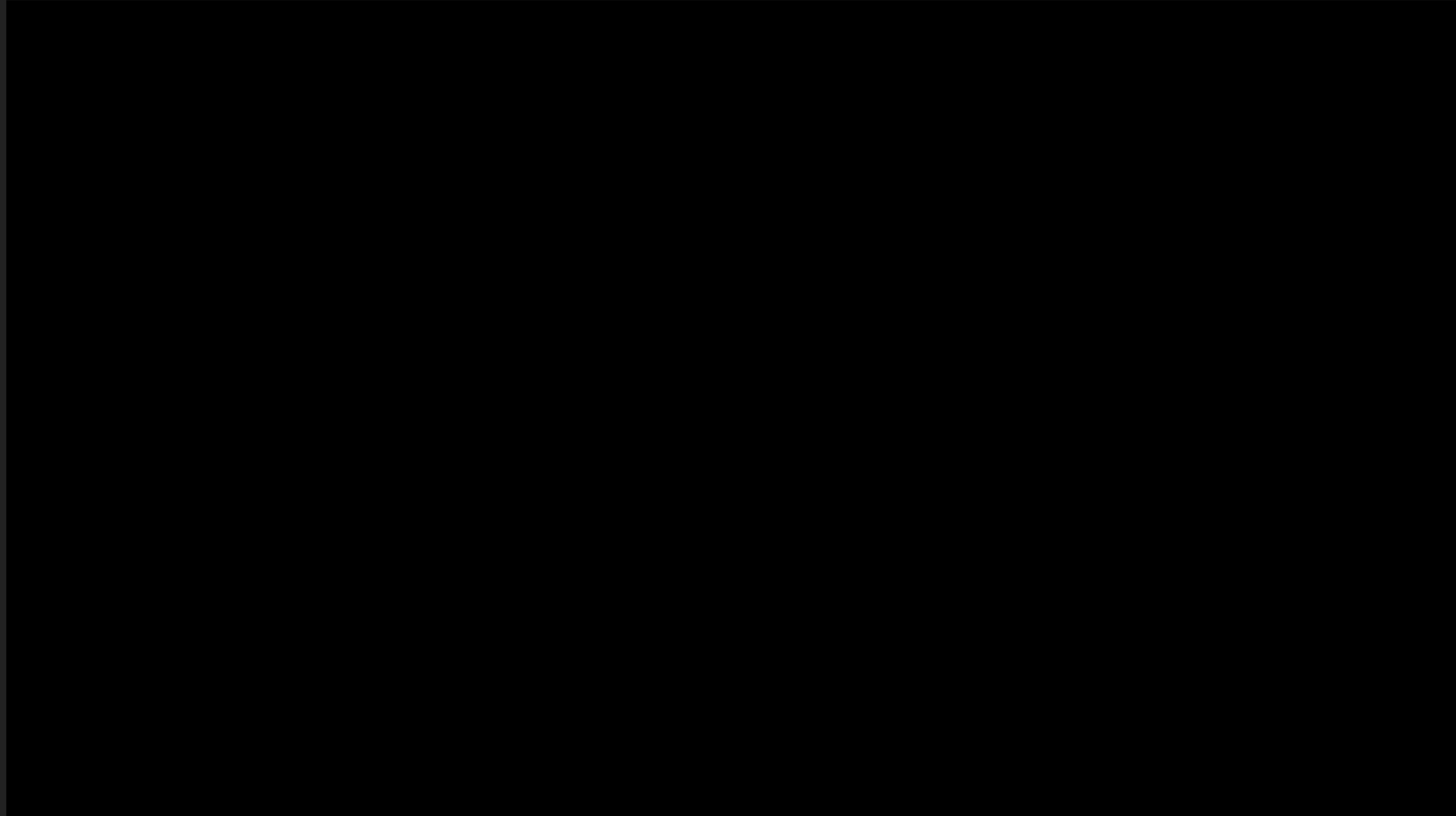
S11





# RESTLESS LEG SYNDROME

S21



# THE INNER SOUND OF SLEEP

TRANSLATING EEG DATA TO THE AUDIO SPECTRUM

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Vladyslav Vyazovskiy (University of Oxford)

Milton Mermikides (University of Surrey)

# WAVES

Gamma 32-100Hz

Beta 14-60Hz

Alpha 8-12Hz to 30-50Hz

Theta 4-8Hz

Delta 0.5-3Hz

# FROM EEG TO AUDIO SPECTRUM

Scaling through Law of Octave Equivalence

Wave	Frequency	Approx. pitch range(4 8ve up)
Gamma	32-100Hz	C2-G3
Beta	14-60Hz	A0-B2
Alpha	8-12Hz 30-50Hz	Eb0-Eb2
Theta	4-8Hz	C-1-C-2
Delta	0.5-3Hz	C-4 G-2

# FROM EEG TO AUDIO SPECTRUM

Gamma, Beta and Theta Waves 4 octaves up

You'll hear the bottom, top and middle of each range in turn, then all together

# RELATIVE AMPLITUDES

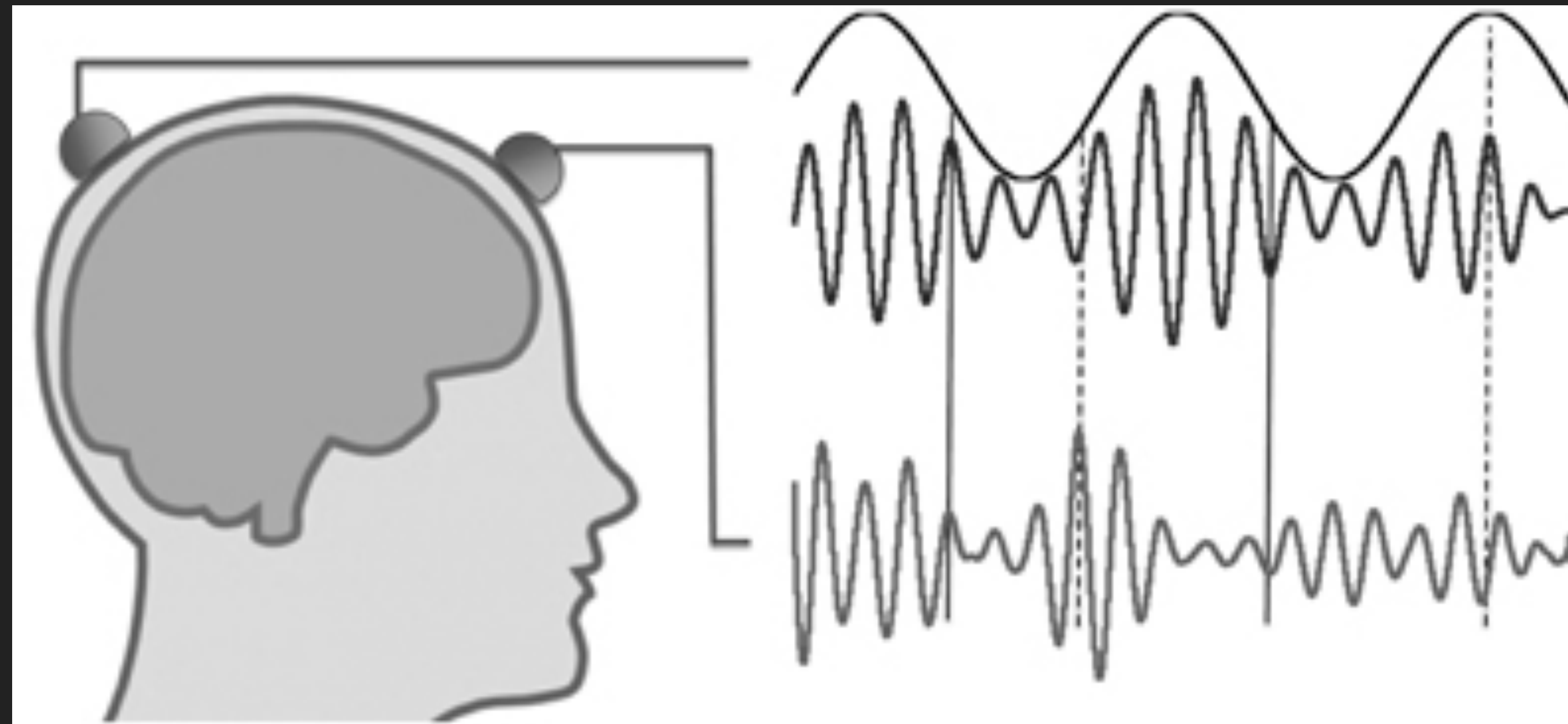
Timbral change through differential amplitudes  
in various sleep stages

# RELATIVE AMPLITUDES

AUDIO EXAMPLE OF SLEEP  
TRANSITION CHORD



# PHASE FREQUENCY COUPLING



# LFO — HEARING WAVES WITHOUT SCALING

Musical parameters can be altered in the 0-20Hz range allowing these otherwise inaudible frequencies to be experienced.

# LFO — HEARING WAVES WITHOUT SCALING

Held chord with volume altered by wave dropping from  
Beta to Delta range

# SPATIALISATION

Data from neural locations can be spatialised in the audio spectrum, potentially revealing any features of synchronicity.

# DISCRETE VS. CONTINUOUS

---

All this data so far is continuous.

However music perception usually relies on a combination of continuous and discrete events. One can glean discrete events from this data through:

- Selecting/filtering prominent frequencies
- Amplitude triggers/thresholds/gating of frequency bands

# AUDIO EXPERIMENT

Amplitude data from one night's sleep.

6 locations:

C3\_A2

C4\_A1

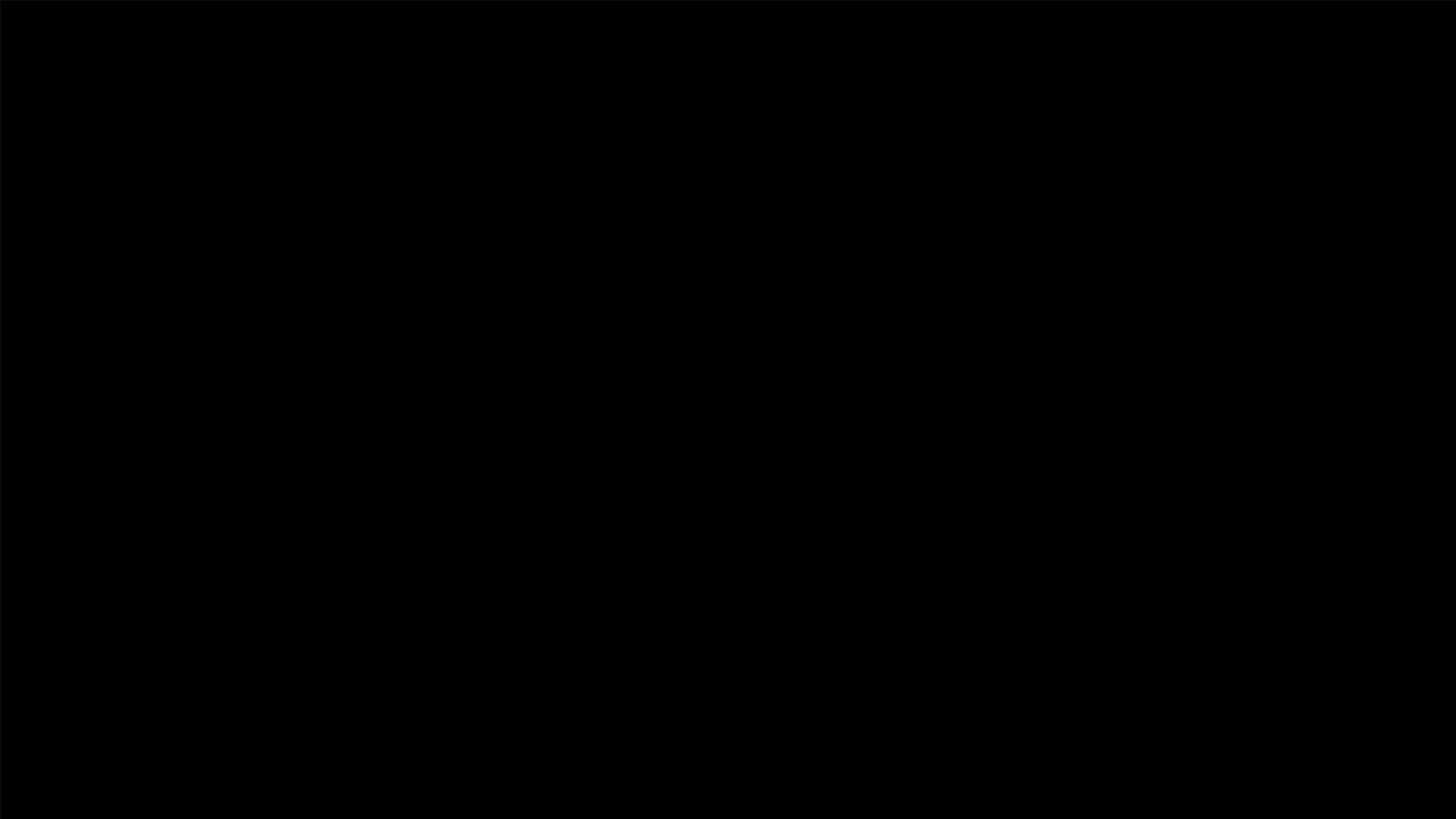
F3\_A2

F4\_A1

O1\_A2

O2\_A1

Beta, Delta, Gamma, ThetaAlpha sampled ever 4 seconds. 15 seconds from various sleep stages were sonified using scaling, amplitude triggers, LFO and spatialisation techniques.





# THANKS TO

Sound Asleep Team (Debra, Vlad, Anna, Yurubi, Paul, Renata, Nanyi)

University of Surrey X-Faculty Award

The Royal Society

British Sleep Society





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