soundsoftware.ac.uk

Sound Software

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What and why?

Help UK audio and music researchers deal better with software

- A lot of our research work involves software development
- Many significant algorithms have "disappeared"

Informal UK survey:

- Researchers in this field use a broad spectrum of languages
- Many do not share their code with anybody
- Many are unaware of facilities to help them even within their own institution

Our own facilities needed improvement too!

How?

Promote collaborative development **from the outset**

  – Researchers work together on papers, why so little on code?

  – Provide facilities, services, software and encouragement

Educate

  – Improve quality of code and confidence in one's work

  – Workshops, tutorials, videos, links to things

Hands-on help

  – Visiting and working with research groups

  – Taking specific bits of code under our wing

So far...

SoundSoftware / Software Carpentry Autumn School 2010

- – Presented by Greg Wilson of Software Carpentry
- – Python, version control, unit testing, software & science
- – Videos: http://soundsoftware.ac.uk/autumnschool2010video

SoundSoftware code and project repository:

- – Ready for you to use at http://code.soundsoftware.ac.uk
- – 100+ projects so far (about half-half public and private)
- – 80+ users so far

EasyMercurial, a version control interface for normal people:

- – See homepage at http://easyhg.org

What next?

That was phase 1, now for phase 2

Tutorials and learning material
- – How to use the facilities we provide…
- – … but also how to make good use of your own

Follow-ups to the Autumn School – with a distributed model?

Visits to other UK research groups
- – Talk about what they need, let us help out

Find out more

See our site at http://soundsoftware.ac.uk

Speak to us today or drop a note to Chris Cannam, Luis Figueira, Mark Plumbley, or info@soundsoftware.ac.uk