#### A Case Study of Legacy Source Code

The Computer Music System TAU2-TAUmus

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- Dedicated (and still existing) hardware
- A pioneeristic work
- Tons of related material (thanks to Leonello Tarabella)





#### An overview of Grossi's work

- Born in 1917 in Venice
- 1965: professor for the first electronic music course in Italy
- 1967: starts exploring computer music (first Olivetti, then CNUCE)
- 1970: first experiment on musical telematics
- 1975: deployment of TAU2/TAUmus system
- 1985: introduces the concept of Home Art

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- More info: <a href="https://www.pietrogrossi.org">https://www.pietrogrossi.org</a>

### Home art nowadays



• Three main categories:

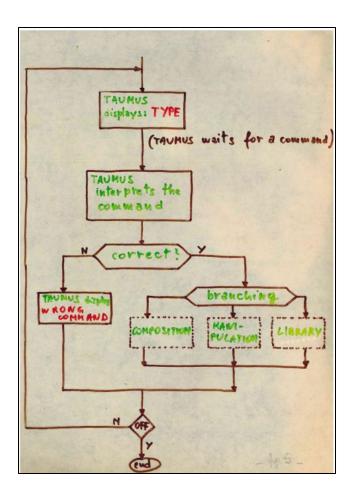
- Three main categories:
  - Papers and sketches

```
Al CREATE e le me sphoin
- Citer general (a' micoli augonibili era le optioni, range di fregneuse durate, introdo minio,, la emedenatione dei ran' regneri distrocti).
- Ropertazione (+ lindo) e realizacione di un trano
    heads en la mamoire de comandi e stelle spriais Afffreffette
       L'estruscono i' la regimenti A, O, C, D : le orizoni.
    LAT 20 VA 13 TA 9,4,000,0,0 DAT 1,,20,20 FAT 1,,107,120,16
 B) LATBICT (20) TA (3,3,0,00,0) VAHO TB (3,0,3,0,3,0,1) VB (10)
                  TC 7,6,5,0,0,2,3 VC 101
      DAT 1, WO, 40 FAT 1,55, 130, 12
      DB1 1, 40,60 , 20 | FB1 1, 463,190, 6
      BC1 | 60,80, 13 | FC1 |, 175,200,31
 c) 1412612612 20 12 13,5,6,0,0,0,0 VA 12 78 7,0,5,0,3,3,6 VB 12
                     TC | 7,5,4,1203 | VC | 12)
      0412 , 10,10 | PAIR | 55,130 12 | PAIR | , , 16,1
      DB12 (, 10, 10 | FB12 ], 163, 180, 6 | PB12 | ,, 13, 1
      DC12 1, 10,10 |FC12 | ,, 140,215 | PC12 ( ,, 30 ,, )
  D) LA123 B123 C123 20
    ma voce _ Burate upuali - veloce (20 menudi)
     The soci - 3 dwerre duale, posput buto, turbica pui variara (10 recordi) sor
     se voc - & durate upual, humine e molte foure ( to see. )
```

- Three main categories:
  - Papers and sketches
  - Source code

```
Load BOURREE
PLAY
Goback
PLAY
Invert
PLAY
Invent
Modify F |+21
Chain BOURREE
Mix 13,,, 3
PLAY
Save BOUR1
```

- Three main categories:
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  - Source code
  - Project specifications



### Different kinds of Source Code

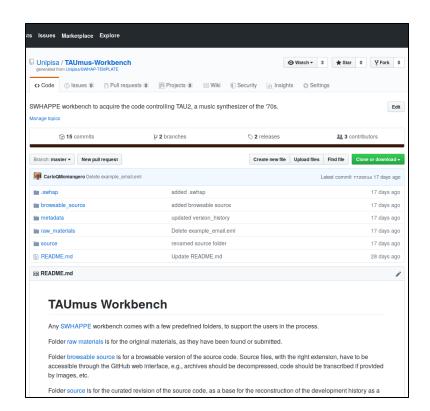
#### Different kinds of Source Code

- FORTRAN listings:
  - TAU2 was just an audio terminal: it didn't run code
  - Code ran on the CNUCE's IBM 370
  - These are (part of) the code of the TAUmus interpreter

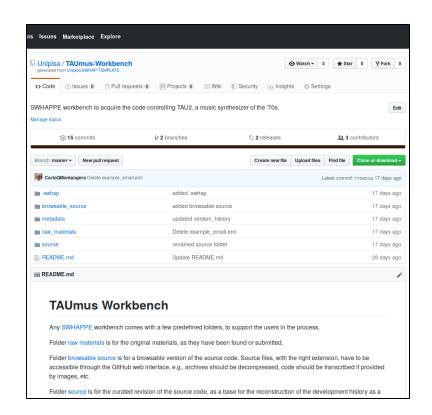
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- TAUmus listings:
  - Hand-written, the actual code of music sessions
  - The interpreter was basically a terminal
  - The user could play music using the TAUmus commands

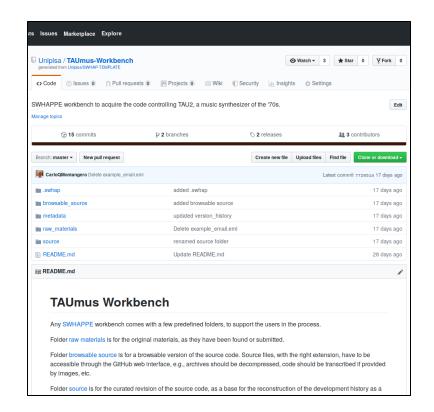
 TAUmus Workbench is the (virtual) place where the work actually started



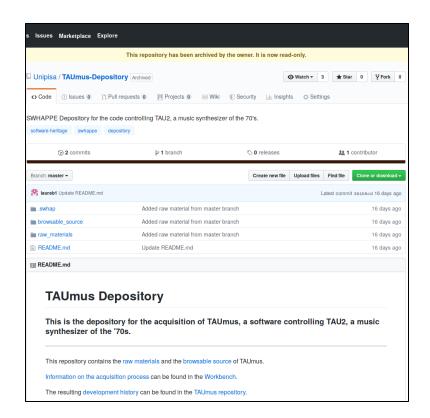
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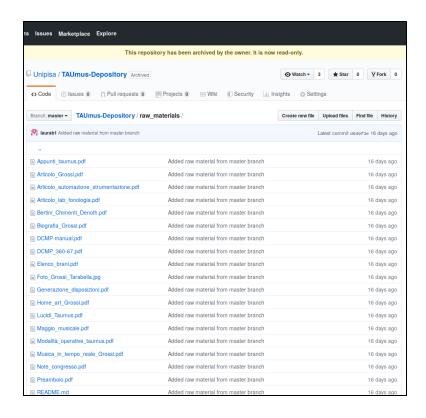
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- The directory structure is inherited from the SWHAP template
- From here, we performed the process's steps



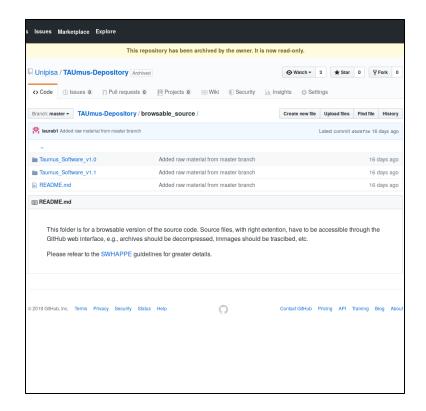
• First we created the Depository



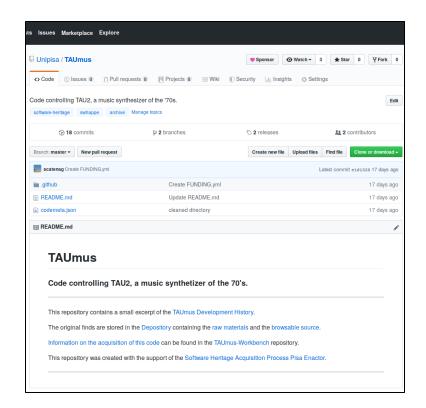
- First we created the Depository
  - Here we have raw-material...



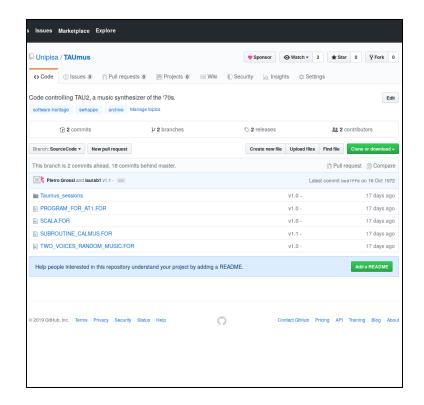
- First we created the Depository
  - Here we have raw-material...
  - ...and browsable-source



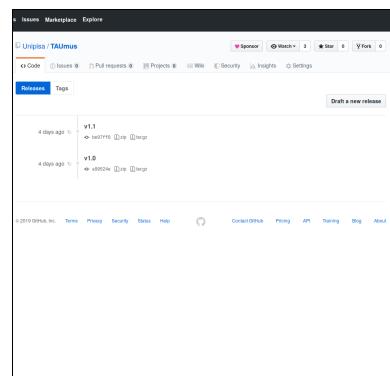
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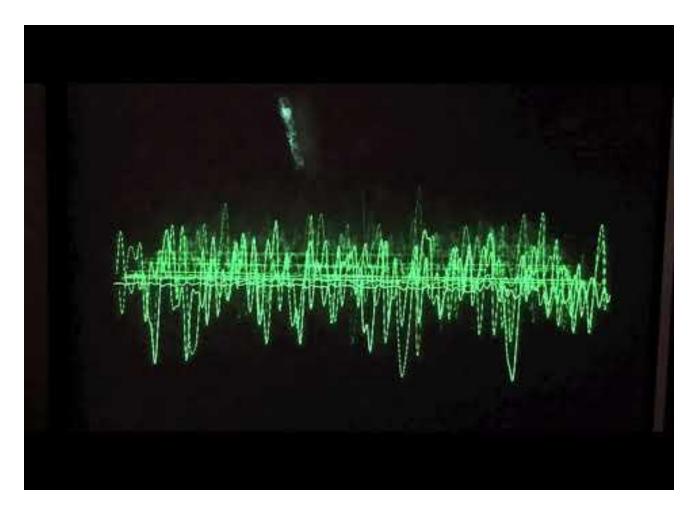
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  - The SourceCode branch contains the versioned code
  - The development history can be seen by checking for releases



### TAUmus lives back!



Thanks to Massimo Magrini, Signal and Image Laboratory, CNR

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#### What we achieved

- An important piece of source code has been recovered
- A working sample of the music produced using TAUmus software is now available for everybody
- TAUmus authors and contributors work is recognized and preserved on GitHub and the Software Heritage archive
- Present phase of the process has been partially implemented

#### What's next

- TAUmus provides an important starting point for further discussions
  - What about "holes"?
  - Does it make sense to deploy a full functioning TAUmus clone on a modern computer?
  - Isn't source code like music, in the end?



#### Thank you!