

**Sustainable and reusable software and data** are becoming increasingly important in today's research environment.

Methods for processing audio and music have become so complex they cannot fully be described in a research paper. Even if really useful research is being done in one research group, other researchers may find it hard to build on this research – or even to know it exists!

*Have you ever wondered* whether researchers in another field might have created software that could help your research?

*Have you ever wanted to test your new method* on the data that someone else used, but been unable to get hold of it?

*Have you ever tried to reproduce the results* from a published research paper, but been unable to get the method to work?

*Have other people asked for your research software*, but you felt it wasn't quite ready yet?

If your answer to any of these questions is “Yes”, we hope that this Software Sustainability initiative will be able to help you, either to build on the research of others, or to increase the impact of your own research.

By thinking beyond published papers, about how to use software to get research “out there” to potential research users, we want everyone to think how **“my research helps your research”**.

## Activities

Over the next few months we will be ramping up our activities, including:

- A **Survey** to identify important research software, data and services
- A **Development Service** to make research software available as robust and usable software.
- A **Software Repository** as a one-stop shop for software of interest to researchers.
- A **Dataset Repository** to hold and maintain key experimental datasets and metadata.
- **Advice and Training** in the use of available software and best practice in development.
- **Workshops and visits** about research software.

Software and data will be selected by the research community, and is likely to include:

- **Audio signal processing:** denoising, de-echo, audio source separation, reference audio codecs.
- **Audio visualisation:** time-frequency spectrograms, auditory models, structure analysis.
- **Digital audio effects:** filtering; time-stretching; timbre modification.
- **Musical audio analysis:** pitch tracking, chord analysis, key analysis, fingerprinting.
- **Symbolic music tools:** editing, typesetting, string pattern matching.

## Further information

We will be based at the Centre for Digital Music at Queen Mary, University of London, providing developer resources, tutorials, workshops and advice to help the UK research community.

For more information and details of how to contact us, see <http://soundsoftware.ac.uk/>

