

THE DESCENT OF MAN^{*†}

Homage to Darwin

Helena Palma

University of A Coruña

helena.palma@udc.es

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Abstract: The DM is a sonic simulation of the origin and evolution of human language inspired in Darwin's "The Descent of Man" (1871) and his conjectures on the evolution of hominid species descendant of ancestral homo. It focuses on the sounds allegedly uttered by 5 species: Australopithecus afarensis (4,2-2,6 mill.), Homo habilis (2,5-1,6 mill.), Homo erectus (1 mill.-100.000), Homo antecesor (800.000). Australopithecus afarensis uses barks, pant hoots, screaming vocalizations to express his emotions and to communicate with fellows. The syntax is holistic and the sentences are not articulated in simple units. The sentences express different type of emotions: whispers, growls, complaints, pleasure, acceptance, power, fear, danger alarm. The scream sentences have 2 peaks of frequencies of ca. 2 or 3 octaves. Homo habilis invents tools and develops a technique of hard percussion. We represent this specie by simple rhythms. Homo ergaster discovers symmetry and develops a technique for carving stone (Achealense Culture). We represent him by percussive sound with complex symmetric rhythms. Homo erectus lives in groups of hunter-gatherers. He discovers melody, and is capable of identifying intermediate points between the extreme frequency peaks of the scream-Sentences. He utters melody sentences within a range of 1 -2 octaves. Those sentences are not articulated in phonemes. They are uttered as mmm-sentences. Homo antecesor live in groups of hunter-gatherer. They burry the dead . They develop a more complex melodic-tonal language. Are capable of holding dialogues and narrating stories.

Instruments: violin soloist. **Duration:** ca. 20'
Structure

- | | |
|--|--|
| 1. The nothingness 2. Diqinesh (scream sentences) 3. Homo habilis (simple rhythms) | 4. Homo ergaster.(complex rhythms) 5. Homo erectus (melody sentences) 6. Homo antecesor (dialogue) |
|--|--|

Description

The D(escent of) M(an) is a sonic poem depicting the emergence of human language and its evolution. It focuses on the Phonetic and Acoustic aspects of natural lan-

guage. It is composed as a simulation of the sounds we assume could have been used as language by fossil species of hominids. DM centers on the world of sounds of 5 species: Australopithecus afarensis

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(4,2-2,6 mill.), Homo habilis (2,5-1,6 mill.), Homo ergaster (1,9-1,4 mill.), Homo erectus (1 mill.- 100.000), Homo antecessor (800.000).

Australopithecus afarensis uses barks, pant hoots, screaming vocalizations to express his emotions and to communicate with fellows. The syntax is holistic and the sentences are not articulated in simple units. The sentences express different types of emotions: whispers, growls, complaints, pleasure, acceptance, power, fear, danger alarm. The scream sentences have 2 peaks of frequencies of ca. 2 or 3 octaves.

Homo habilis invents tools and develops a technique of hard percussion. We represent this specie by simple rhythms. Homo ergaster discovers symmetry and develops a technique for carving stone (Achealense Culture). We represent him by percussive sound with complex symmetric rhythms.

Homo erectus lives in groups of hunter-gatherers. He discovers melody, and is capable of identifying intermediate points between the extreme frequency peaks of the scream- Sentences. He utters melody sentences within a range of 1-2 octaves. Those sentences are not yet articulated in syllables. They are uttered as hum-sentences.

Homo antecessor lives in groups of hunter-gatherer. They burry the dead. They develop a more complex melodic-tonal language, and are capable of holding dialogues and narrating stories.

The research underlying DM

The DM is based on Charles Darwin's proposal about the musical origin of human language:

"Language owns its origin to the imitation and modification of various natural sounds...It is probable that imitation of musical cries by articulated sounds may have given rise to words expressive of various complex emotions." [3, chap.3]

What could have been the repertoire of

sounds produced by our ancestors?

In our sonic simulation we use two types of data: (a) studies on the voicing of chimpanzees and (b) studies on the auditory capacity of early hominids.

a) Chimpanzees voicing. We follow the research done by [1] on barks, and pant hoots [2].

Barks are context-specific calls, which are functionally referential, They convey information to fellows about objects and events in the external world. They are uttered in the following contexts: predator alarm calls, hunting, travel, aggression. Crockford and Boesch conclude that chimps learn from experience.

Pant hoots are long distant calls. A pant hoot comprises to up to 4 phases, with a fixed order: (1) the introduction phase (1 or more tonal elements with a fundamental of 300-600 Hz.) (2) The build-up phase with up to 25 shorter tonal exhaled elements inter-dispersed with broad- band, noisy inhaled elements of similar duration. The phrase has a rapid, rhythmic quality. The fundamental frequency is between 200-500 Hz. It rises towards the end. (3) The climax contains 1 or several screams, with a high freq 800-2000 Hz, and many harmonics. All elements are inter-dispersed with low frequency voiced inhaled elements. (4) The let-down phase, similar to the built-up but with fewer elements and with decreasing, rather than a rising pitch.

b) Auditory capacities of fossil hominids and chimpanzees There was an increase of the auditory capacities of hominids for intermediate frequencies in the Pleistocene. [5] propose that Australopithecus afarensis and Homo habilis probably had an enhanced ability to detect higher frequencies compared to modern humans (similar to non-human primates). [4] (Pleistocene Hearing): chimpanzee audiograms show a W-shaped pattern characterized by 2 peaks of high sensibility at ca. 1000 Hz and at 8000 Hz. They have a relative loss of sensitivity in the midrange freq. between 2000 and 4000 Hz. Species-

specific pant-hoots of wild chimps, for communicating with co-species over long distant, concentrates the acoustic information at ca. 1000 Hz. From the skeletal data analysis, Martinez et al. [4] conclude that human audiograms show a high sensibility at ca. 1000 Hz, but they maintain high sensitivity within the frequency range of 2000 to 4000 Hz.

Our proposal

We propose the following stages in the origin and evolution of human language: see table 1

- (1) Screaming, rumbling >
- Rhythmic compositionality >
- Melodic quantization >
- Dialogue

The discovery of rhythm

Rhythmic compositionality could have emerged influenced by tool making activities. Rhythm could have originated as imitation and modification of the sounds heard

from the working activity while making stone tools, or using stones to smash plants. First, as hard percussion when striking the stone, after, as periodic recurrent patters while flaking the stone core into symmetrical biface tools. Rhythmic Complexity would have come from: (a) Rhythmic recursion. From reiterated hitting, which produced recursive rhythms. (b) Polyphonic rhythmic patters. From simultaneous no synchronized percussive voices coming from the stone work of many people.

The discovery of Melody: From screams to micro-intervals

We suggest that the faculty for melody could have emerged from a stage of tonal shift of the intermediate intervals between 2 peaks of a scream: (a) Screams (2 peaks of 3-octaves interval range). (b) Tone shifting (glissandi): up, down, complex. (c) Vibrato (periodic fluctuation of 1/2 tone of 1/4 tone).

Table 1: Stages in the language of hominids

| | Afarensis | Habilis | Ergaster | Erectus | Antecesor |
|--------------------|----------------------|-----------------|-----------------------------|---------------------|-----------------------|
| technique | | Olduwan culture | Achelean culture | | |
| hearing capacity | 2 peaks 1 kHz, 8 kHz | hard percussion | complex percussion patterns | | 2-4 kHz |
| what they heard | predator's voices | striking stone | carving stone | | |
| language | | simple rhythm | complex rhythm | discovery of melody | development of melody |
| rhythmic patterns | | > (+ resonance) | trochaic, yambic | | |
| articulated sounds | r-sound; growl sound | | | vibrato, glissando | |

References

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- [4] Martínez, Ignacio, Rosa, Manuel, Arsuaga, J-L, Jarabo, Pilar, Quam, Rolf, Lorenzo, Carlos, Gracia, Ana, Carretero, J-M, de Castro, J-M Bermúdez, & Carbonell, Eudald. 2004. Auditory capacities in Middle Pleistocene humans from the Sierra de Atapuerca in Spain. *Proceedings of the National Academy of Sciences of the United States of America*, **101**(27), 9976–9981.
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For Florian Vlashi

The Descent of Man

Homage to Charles Darwin

The Nothingness

Helena Palma

duration: ca. 15'

$\text{♩} = \text{ca. } 70$

Violin

sonidos muy indefinidos y lejanos
frecuencias resonantes del pedal electrónico

tremolo normal

This section of the score features a single violin part. It includes dynamic markings like 'sonidos muy indefinidos y lejanos' and 'frecuencias resonantes del pedal electrónico'. The violin is shown using tremolo and normal bowing techniques.

Vln.

8 un arco muy lento
aumentar presión del arco
(sonidos-r)

15 (imitar el rugido/gruñido de un oso)
aumentar presión del arco
disminuir presión del arco
la nota más grave posible

oscilación de cuerda (como la lahuta)
presión normal
sonido-r (similar a la risa de una r-velar)

subarmónicos
arco muy lento y oscilante
sobresale el 2 armónico

This section of the score features two violin parts. The first violin uses sustained notes and bowing techniques to create a 'un arco muy lento' sound. The second violin imitates a bear's roar and uses a variety of bowing and vibrato techniques to create different sounds like 'subarmónicos' and 'sonido-r'.

Australopithecus afarensis

Vln.

23 $\text{♩} = \text{ca. } 100$
 $f \leftarrow fff$
(grito: socorro!)

29 no glissato
 mp
eco (uuy, uuy!) mf mp
(huhuhuuur!)

This section of the score features two violin parts. The first violin uses a fast bowing technique with dynamic changes from f to fff . The second violin uses a variety of bowing and vibrato techniques to create sounds like 'no glissato' and 'eco (uuy, uuy!)'. The score includes dynamic markings like mp and mf .

Vln.

34

f ————— *fffff*
 (grito)

sfz ↑
sfz ↓

mf

f ————— *fffff*
 (grito)

sfz ↑
sfz ↓

mf

40 gettato gettato ricochet ricochet ricochet
 Vln. (cuenta lo que le ha pasado) *sf 3* (sonido-r) (risa) *sf 3*

45 Vln.

50 gettato
 Vln.

56 Vln.
 (sonido-r)
 aumentar la presión
 del arco

arco normal
 (gemidos suaves)
 (gemidos algo más fuertes)

63 Vln.
 (grito:
 peligro en tierra)

(sol-3)
 (ca. 200Hz)

(sol-2)
 97Hz

(fa-4)

scordatura
 (sonido-r)

(fa-6)
 (1397Hz)

fff

sfz

fff

(grito: peligro en el aire)

Homo habilis

Homo descubre la utilidad de la piedra como herramienta y elabora una técnica percusiva rudimentaria para afilar el canto de la piedra y convertirlo en un instrumento cortante.

Homo ergaster

Ritmo producido al picar piedra.
Resonante pero fluido y ágil

Homo descubre el ritmo aditivo y aprende a contar.
La nueva destreza le permite tallar piedras simétricas de un grosor más fino,
que luego ensamblará para construir puntas de lanza.
El poblado resuena con la poliritmia del trabajo.

Vln. $\text{♩} = 216$

117 *muy resonante*

124 *muy resonante*

132 *ff* *sf* *fff*

139 *fff* *sf* *mf* *sf* *sf* *sf*

144 *sf* *sf* *3* *sf* *glissando* *15ma* *15ma* *sf* *8va* *sf* *glissando* *8vb* *8vb*

148 *5* *3* *5* *3* *5* *3*

150 *5* *3* *5* *3* *5* *3* *80*

154 Pizz (m.s.) Pizz (m.s.)
+ arco vibrato + arco
+ arco vibrato

El explorador

(*Homo erectus*)

sonido-r
 scordatura (Opcionalmente, sonidos subarmónicos sin scordatura)
 tiempo impreciso, titubeante

Vln.

Tiempo normal
 172

Vln.

179

Vln.

185

=120
 sonido-r:
 el fuego conservado
 scordatura 1 octava (Opción sin scordatura. subarmónicos)

193
 Vln.

tremolo
 que imita la fricción del palito
 al girar en frotamiento

202 encienden fuego (armónico) el fuego prende
 Vln.

211 arco-por-debajo de las cuerdas
 Vln.

Vln.

219 (armónico)

grito enérgico gritos de entusiasmo

227 =60

Vln. sul sul D A (junto al puente)

232 =100 ricochet

Vln. ricochet

(risas) (risas)

234 (risas) ricochet

Vln. =70

El descubrimiento de la melodía
(trino > vibrato microtonal)

Trinos violentos que poco a poco se transforman en trinos suaves (intervalos de tritono, 4, 3M, 3m, 2M, 2m, microtono, con/sin trémolo). Progresivamente, *Homo erectus* es capaz de identificar puntos aislados (no glissando más pequeños en el continuo del sonido).

The musical score for violin (Vln.) illustrates the transition from trino to vibrato microtonal, and the development of melodic lines through various techniques:

- Measure 237:** Dynamics **=100**. The violin plays a series of trinos (three-note chords) with varying interval sizes (tritone, 4, 3M, 3m, 2M, 2m, microtonal) and some with trémolo.
- Measure 244:** Dynamics **molto furioso**. The violin plays a series of notes with trills (*tr*) and a sustained note labeled **(idea)**, with the instruction **(reflexionando)**.
- Measure 251:** Dynamics **8va**. The violin plays a series of notes with **glissando no vibrato**.
- Measure 256:** Dynamics **ricochet (risa)**. The violin plays a series of notes with **ricochet** (short, sharp attacks) and **gettato** (longer, more sustained notes).
- Measure 260:** Dynamics **tr**. The violin plays a series of notes with **tr** (trills) and **8va** (octave up), with the instruction **(grito)**.
- Measure 268:** Dynamics **8va**. The violin plays a series of notes with **8va** (octave up).

Vln. 275 *tr* *tr* , *8va* - - - (grito)

Vln. 282 ricochet

Vln. 286 (vibrato-presión
sobre cuerda
como lahuta)
(sonido—"mmm".
Todavía no se articulan
sólabas)

Vln. 293 (sonido—"mmm")

Vln. 300 - 3 -

Homo antecesor

El pre-lenguaje

Un funeral

Pedal de "la nada"

Violin

15^{mb}

316 armonicos
Vln.

324
Vln. gliss.
gliss.
armonicos
eco

331
Vln. vibrato
muy lento
1/4 tono
muy sutil

339
Vln. glissando con vibrato
vibrato muy lento

346
Vln. gliss.

351
Vln.

El diálogo de unos niños y el panel de miel

Vln.

Palabras de amor

Violin $\text{♩} = 100$ vibrato muy lento flag percutir la cuerda (flag) tonos
 gliss A 6 glis (llamada)

Vln. 401 vibrato muy lento

Poderoso.
 Pasos que se acercan
 (tema de *homo erectus*)

Vln. 405 fff muy resonante molto vibrato
 oscilación de arco.
 Se oye
 el 3 armónico

Vln. 413 molto vibrato armónicos

Vln. 418 molto vibrato gliss.

(el narrador describe la hermosura
 del hombre y de la mujer)

Vln. 422

Vln. 427 (aparece
 el hombre) (habla el hombre)
 trino de
 armónico

Vln. 433 glissando glis

The musical score consists of six staves of violin music. Staff 1 starts at tempo = 100, featuring glissandi, a sustained note labeled 'A', and a sixteenth-note pattern labeled 'glis'. It includes dynamic markings like 'vibrato muy lento' and 'percutir la cuerda (flag)'. Staff 2 begins at measure 401 with 'vibrato muy lento'. Staff 3 is a melodic line with dynamic 'Poderoso.' and 'Pasos que se acercan (tema de homo erectus)'. Staff 4 shows 'oscilación de arco.' and 'Se oye el 3 armónico'. Staff 5 contains a melodic line with 'molto vibrato' and 'armónicos'. Staff 6 shows a melodic line with 'molto vibrato' and 'gliss.'. Staff 7 continues the melodic line with 'trino de armónico' and concludes with 'glissando' and 'glis'.

439
Vln. trino de armónico tono bajar-subir

446
Vln. (la mujer habla para sí) tono
(ella se siente muy atraída) (wauuu...)

451
Vln. diálogo hombre-mujer

456
Vln. (hombre) (hombre) (le contesta la mujer) (hombre)

463
Vln. (mujer) (habla el narrador) trino misterioso deslizamiento microtonal

469
Vln. (duo hombre-mujer)

473
Vln.

478
Vln. movimiento S.T. a S.P. trino de armónico

482
Vln. 8va --- | (S) Origen Especies