

# MuseGAN: Multi-track Sequential Generative Adversarial Networks for Symbolic Music Generation and Accompaniment

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#### **Outlines**

- Goals & Challenges
- Data
- Proposed Model
- Results & Evaluation
- Recent Works
- Future Works

Source Code <a href="https://github.com/salu133445/musegan/">https://github.com/salu133445/musegan/</a><a href="https://salu133445.github.io/musegan/">https://salu133445.github.io/musegan/</a><a href="https://salu133445.github.io/musegan/">https://salu133445.github.io/musegan/</a>

# Goals & Challenges

#### Goals

#### [Source Code]

https://github.com/ salu133445/musegan

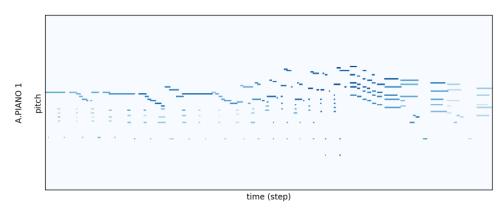
[Demo Page]
https://salu133445.github.
io/musegan/

#### **Generate pop music**

• of multiple tracks



• in piano-roll format

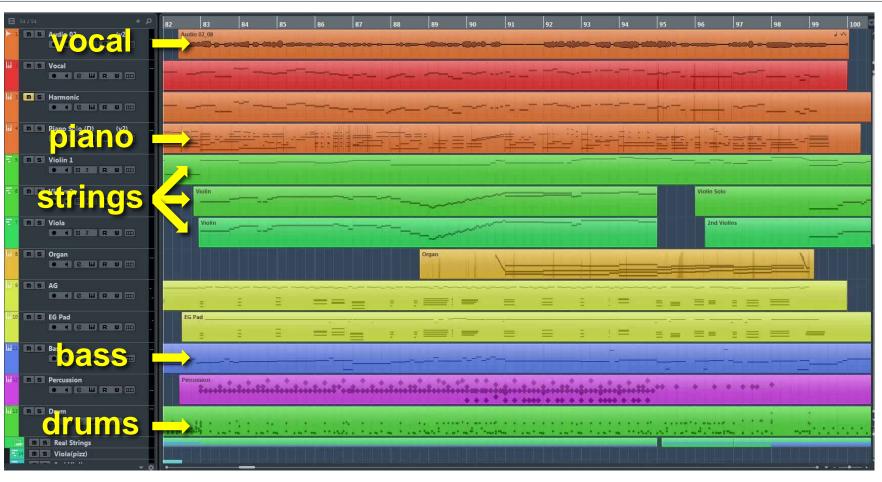


using GAN with CNNs

#### Challenge I

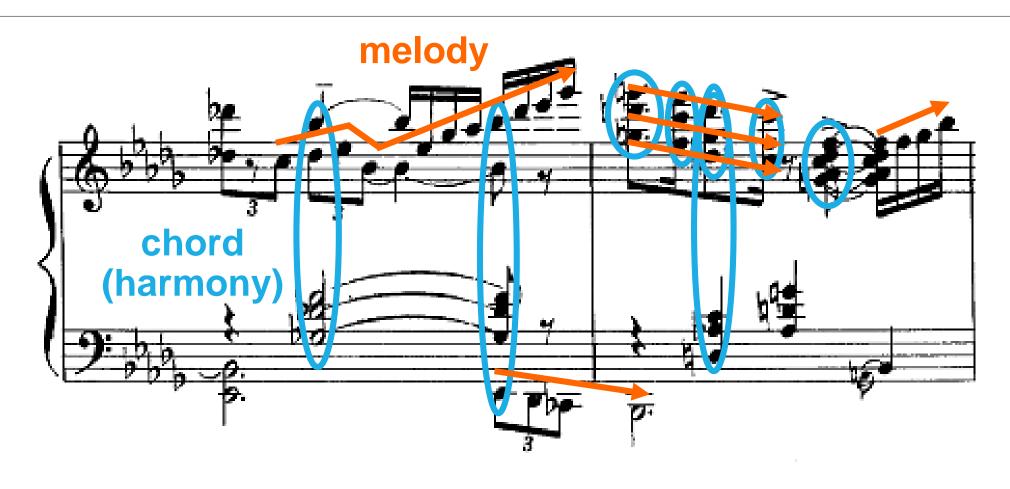
#### **Multi-track GAN**

## Multitrack Interdependency

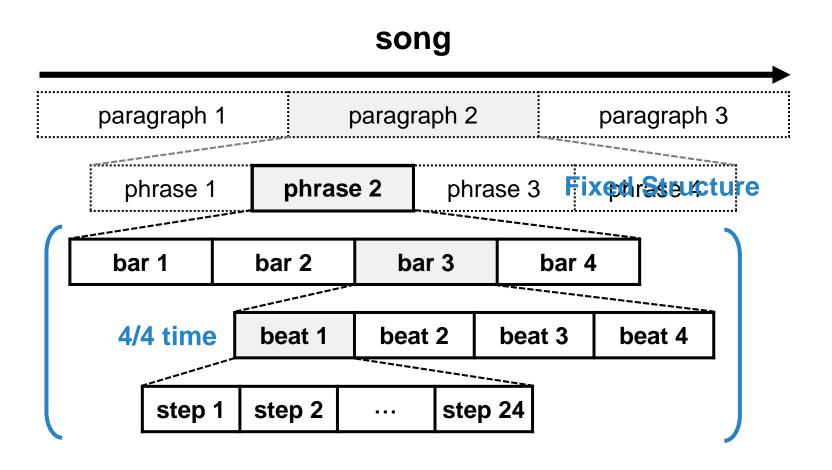


music & clip by *phycause* 

# Challenge II Convolutional Neural Networks Music Texture

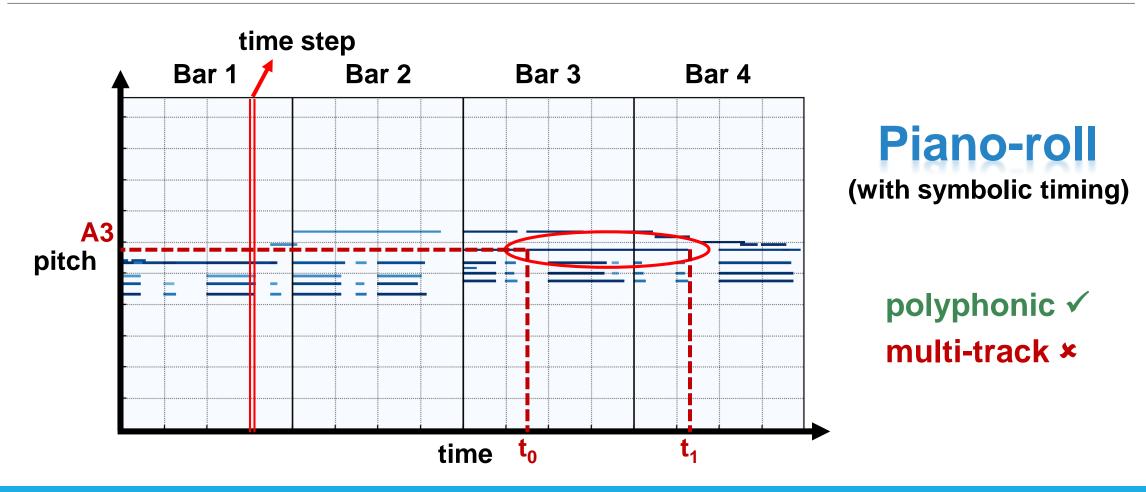


# Challenge III Convolutional Neural Networks Temporal Structure



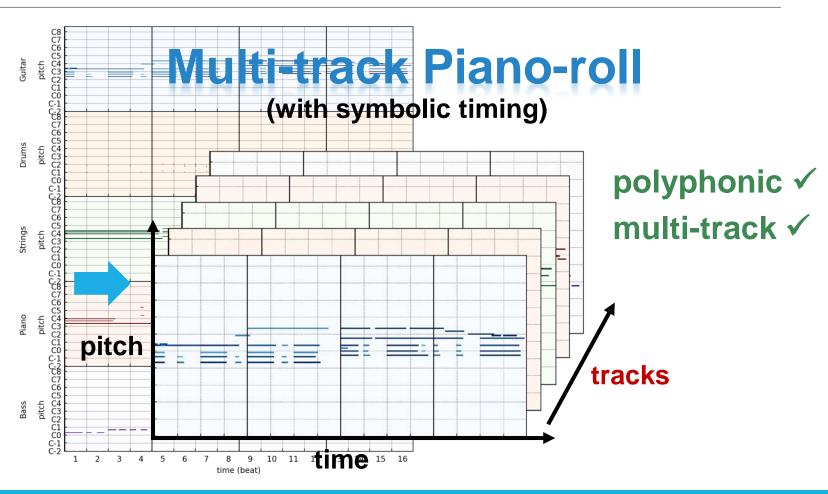
# Data

## **Data Representation**

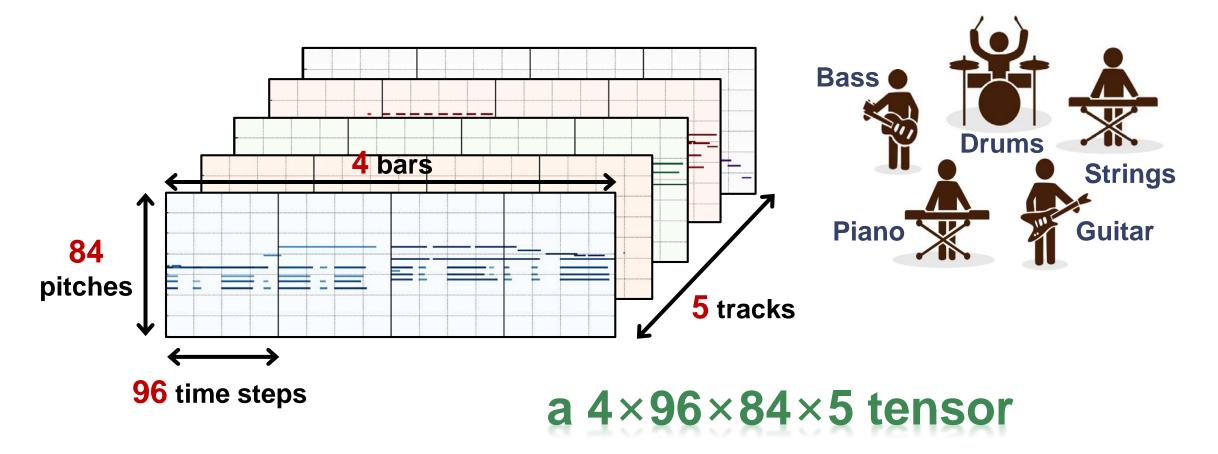




## **Data Representation**



## **Data Representation**



#### Data

#### [Dataset]

https://salu133445.github.io/lakh-pianoroll-dataset

[Pypianoroll] https://salu133445.github.io/pypianoroll/

#### LPD (Lakh Pianoroll Dataset)

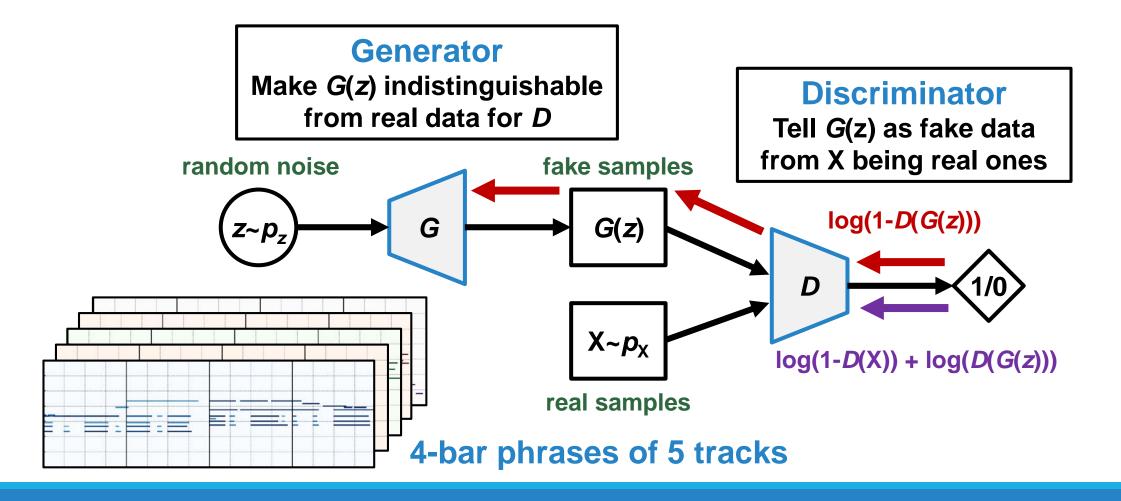
- >170,000 multi-track piano-rolls
- Derived from Lakh MIDI Dataset
- Mainly pop songs

#### **Pypianoroll** (Python package)

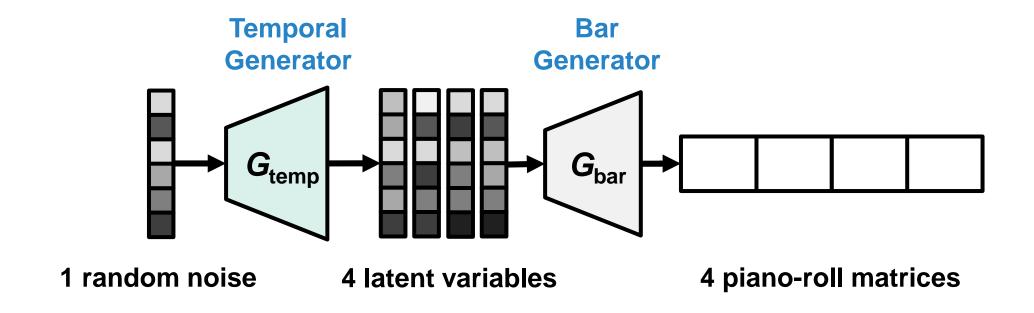
- Manipulation & Visualization
- Efficient I/O
- Parse/Write MIDI files
- On PYPI (pip installable)

# Proposed Model

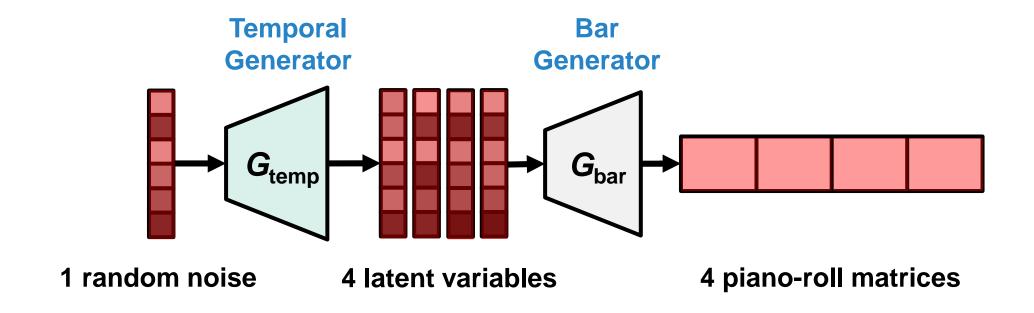
#### **Generative Adversarial Networks**

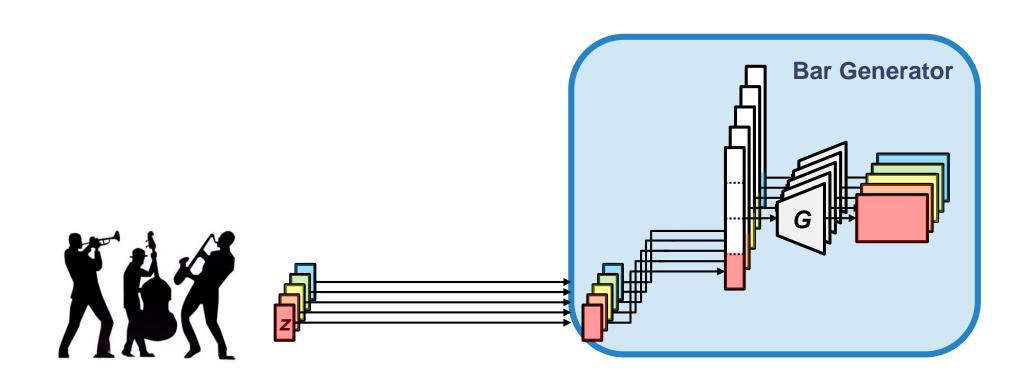


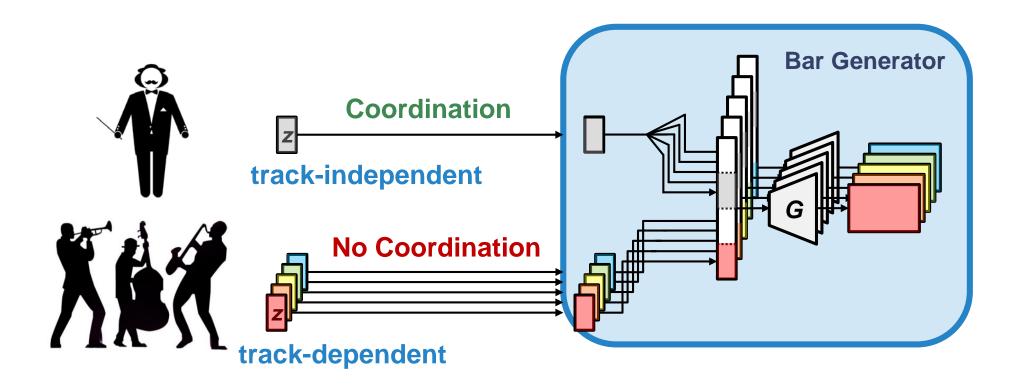
#### MuseGAN – An Overview

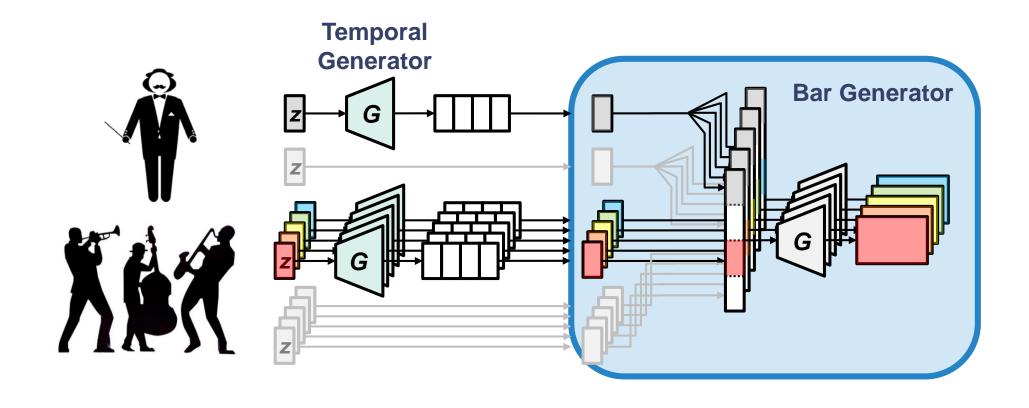


#### MuseGAN – An Overview

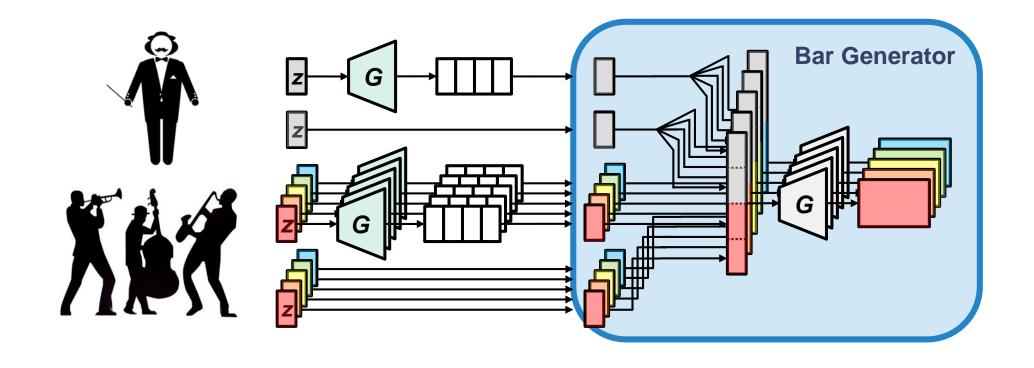




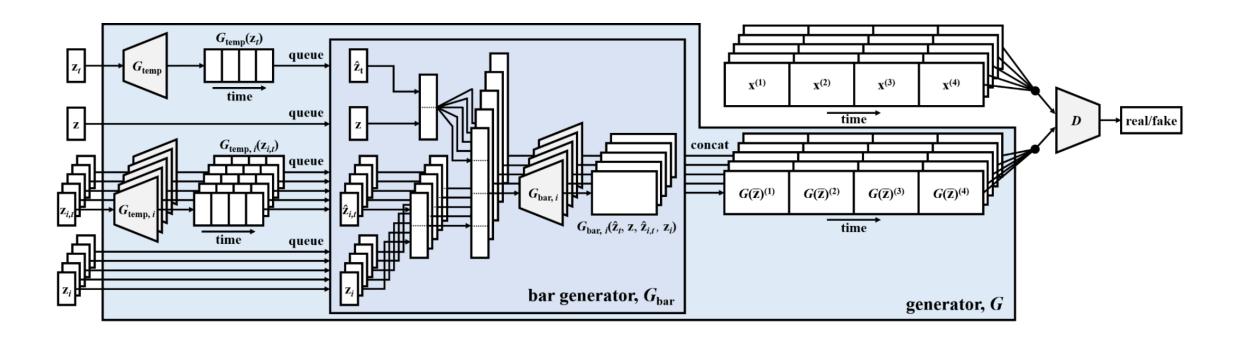




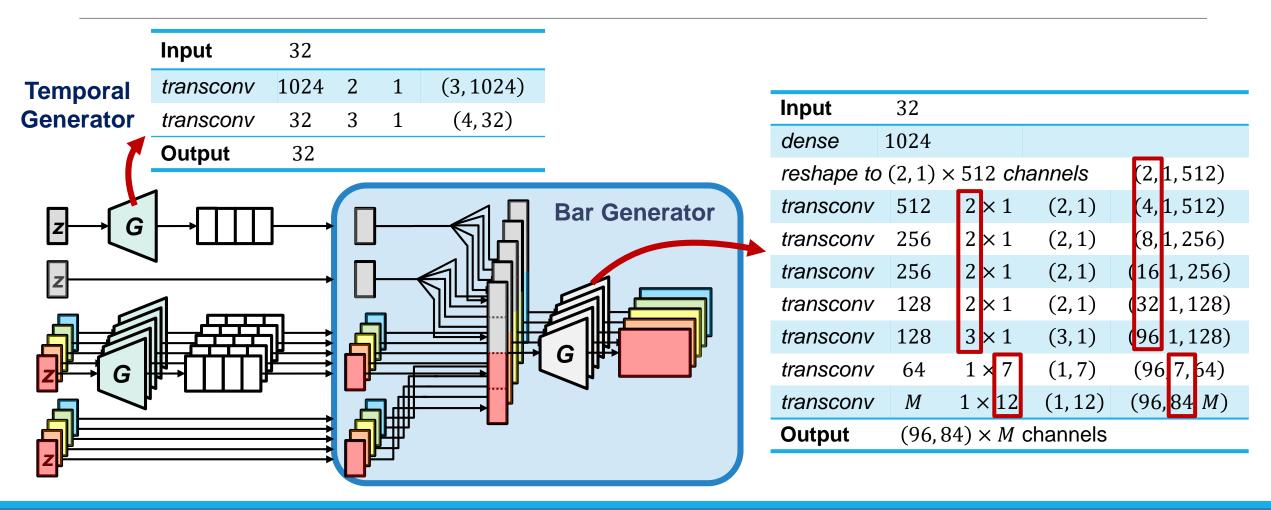
		Time		
		Dependent	Independent	
Trook	Dependent	Melody	Groove	
Track	Independent	Chords	Style	



#### MuseGAN



#### **Network Architectures**



# Results

#### Results

Sample 1

Sample 2

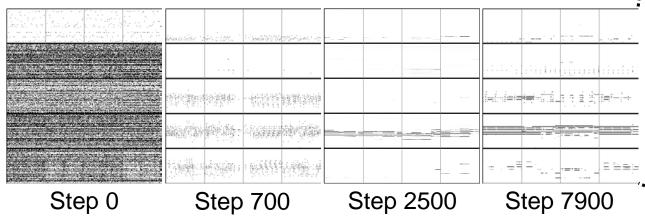


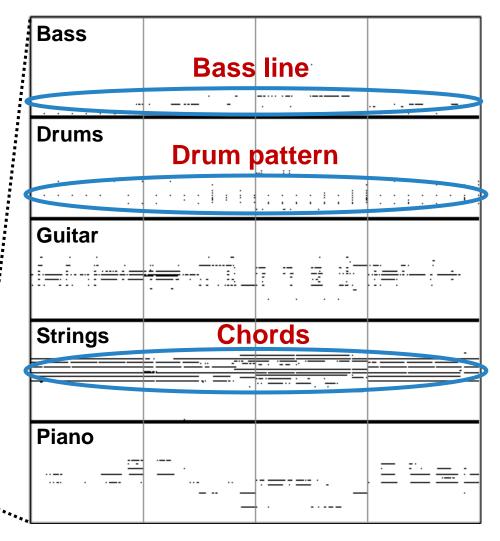


More samples available on demo page

https://salu133445.github.io/musegan/

Bass
Drums
Guitar
Strings
Piano

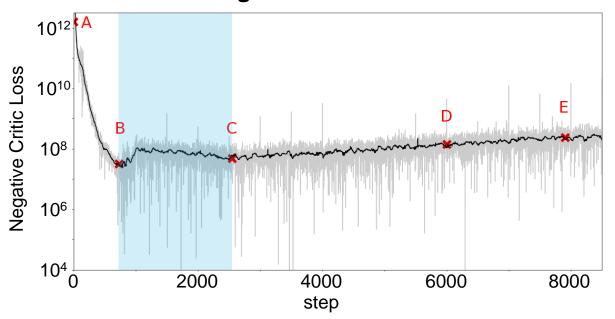


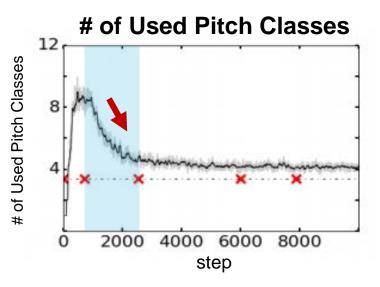


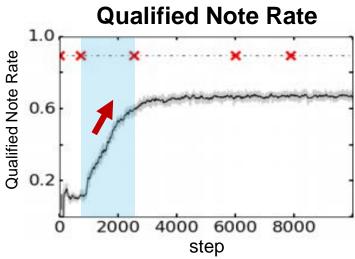
#### **Monitor the Training**

### **Objective Metrics**

#### **Negative Critic Loss**







## **User Study**

from scratch		H	R	MS	C	OR
	jam	2.83	3.29	2.88	2.84	2.88
non-pro	comp	3.12	3.36	2.95	3.13	3.12
	hybrid	3.15	3.33	3.09	3.30	3.16
	jam	2.31	3.05	2.48	2.49	2.42
pro	comp	2.66	3.13	2.68	2.63	2.73
	hybrid	2.92	3.25	2.81	3.00	2.93

H: harmonious

R: rhythmic

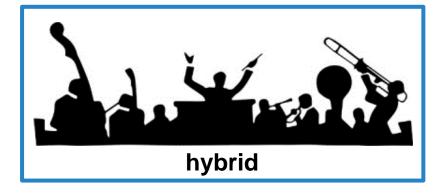
MS: musically structured

C: coherent

**OR: overall rating** 

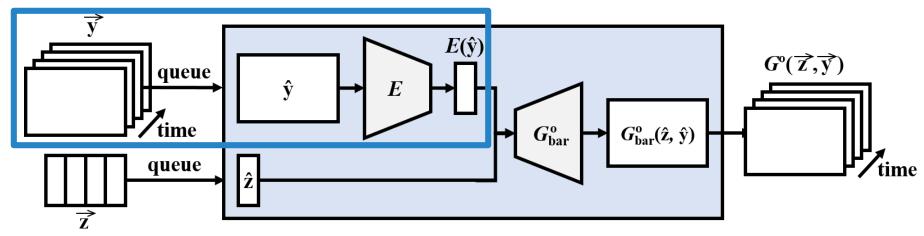






## **Accompaniment System**

#### **Conditional GAN**



Generation from Scratch

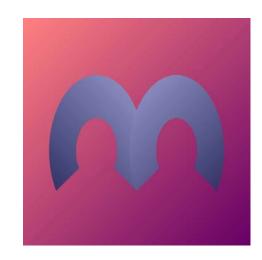
nothing → 5-track

Accompaniment System

single-track → 5-track

### Summary

- MuseGAN
  - a novel GAN for multi-track sequence generation
  - multi-track, polyphonic music
  - human-Al cooperative scenario
- Lakh Pianoroll Dataset (LPD) (new dataset)
- Pypianoroll (new Python package)



## **Recent Works**

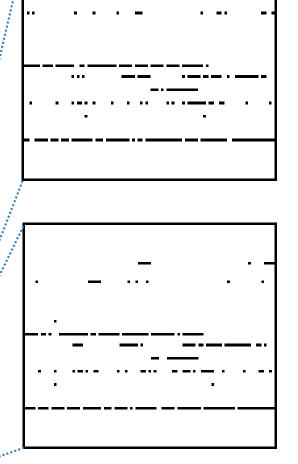
#### **Known Issue**

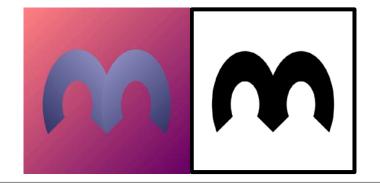
raw

Bernoulli

sampling

 Naïve binarization methods can easily lead to overly-fragmented notes





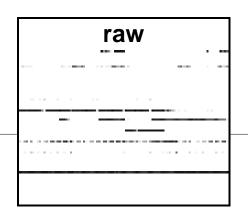
## BinaryMuseGAN

- use binary neurons at the output layer of the generator
- use straight-through estimator to estimate the gradients for the binary neurons (which involves nondifferentiable operation)

	Generator's outputs	Real data	
MuseGAN	real-valued	binary-valued	
BinaryMuseGAN	binary-valued	binary-valued	

Hao-Wen Dong and Yi-Hsuan Yang, "Convolutional Generative Adversarial Networks with Binary Neurons for Polyphonic Music Generation," to appear at ISMIR, 2018.

## **Qualitative Comparison**



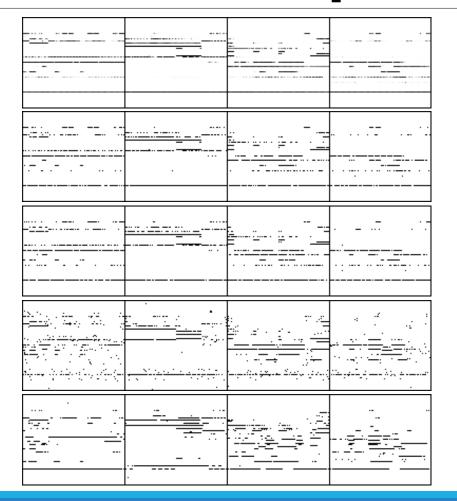
raw

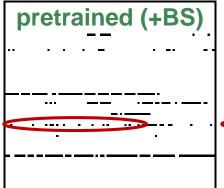
pretrained (+BS)

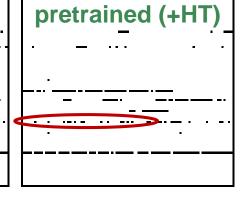
pretrained (+HT)

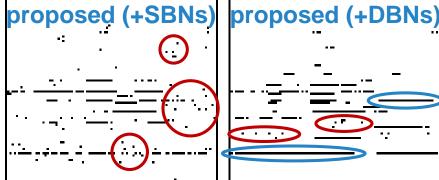
proposed (+SBNs)

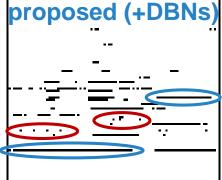
proposed (+DBNs)











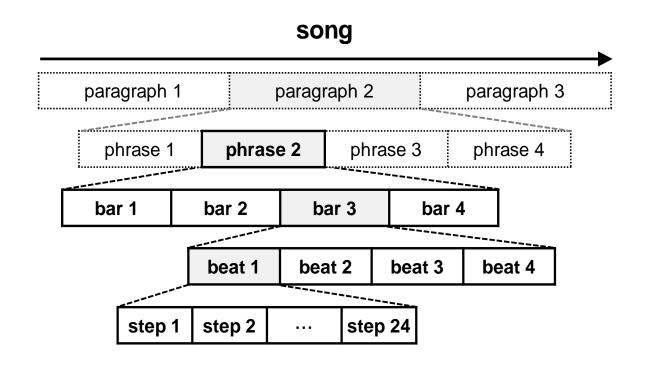
## **Future Works**

# **Future Works**

#### **Full Song Generation**

#### **Challenges**

- hierarchical temporal structure
- variable-length sequence generation



# **Future Works**

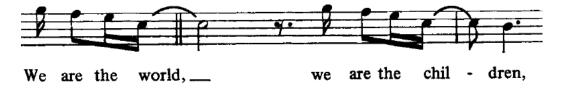
#### **Cross-modal Generation**

#### Challenge

cross-modal temporal interdependency

#### **Applications in Music**

music + lyrics



music + video

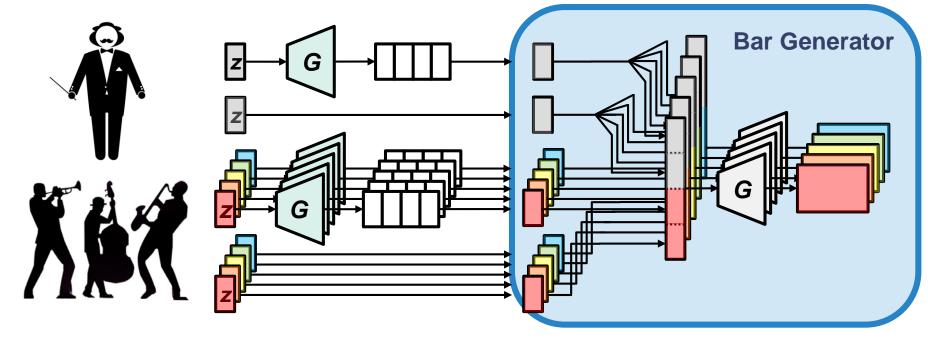


**Demo Page** 

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**Convolutional Generative Adversarial Networks with Binary Neurons for Polyphonic Music Generation** 

