Project Based Learning Report

On

"AUTOMATIC MUSIC GENERATION USING RECURRENT NEURAL NETWORKS"

Submitted in the partial fulfilment of the requirements

For the project based learning in

FUZZY LOGIC AND NEURAL NETWORKS & GENETICS ALGORITHM

In

Electronics and Communication Engineering

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CERTIFICATE

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PROBLEM STATEMENT

As the digital landscape continues to evolve, the demand for personalized and innovative music experiences is growing exponentially. Traditional music composition methods often rely on fixed structures, such as chord progressions and melodies, which can restrict creativity and fail to cater to the diverse preferences of modern listeners. This limitation highlights the need for more dynamic and adaptable systems capable of generating original compositions across various genres and styles.

To address this challenge, this project aims to develop an Automatic Music System using Recurrent Neural Networks (RNNs), a class of artificial neural networks particularly suited for sequential data. RNNs can capture temporal dependencies and patterns in music, enabling the generation of coherent musical sequences that mimic the complexity and richness of human-composed music.

The Primary Objectives Of This Project Are To:

1. Data Collection and Preprocessing: Gather a comprehensive dataset of MIDI files spanning multiple genres and styles. This dataset will be processed to extract relevant features, such as note sequences, timing, and dynamics, that can be utilized in training the RNN model.

2. Model Development: Design and implement an RNN architecture, potentially incorporating Long Short-Term Memory (LSTM) or Gated Recurrent Units (GRU) to improve the model's ability to learn long-term dependencies. The model will be trained on the processed musical data, optimizing parameters to enhance the quality of generated compositions.

3. Music Generation: Develop algorithms to generate new musical pieces based on user-defined inputs, such as genre, tempo, and mood. This functionality aims to provide users with tailored music experiences, allowing them to explore and interact with the creative process.

4. Evaluation and Refinement: Establish criteria for evaluating the quality and creativity of the generated music. This may involve both automated metrics and user feedback to iteratively refine the model and improve its output.

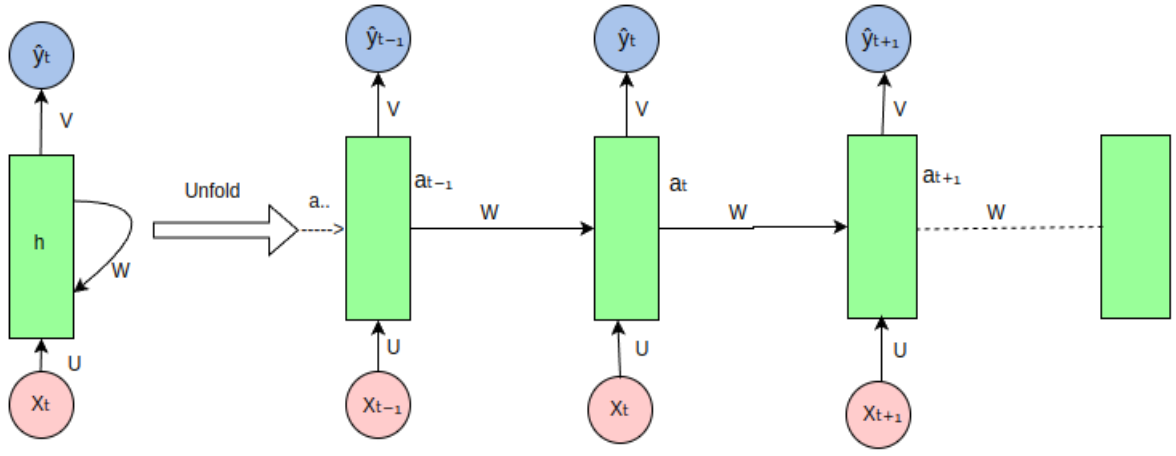
SOFTWARE USED

1. GOOGLE COLAB-Cloud-based environment for writing and executing Python code with free GPU/TPU access for faster model training.
2. Python - Main programming language used within the Colab environment.
3. TensorFlow/Keras - Pre-installed libraries in Colab for building and training RNN models.
4. MIDI Libraries (such as pretty_midi) - For working with MIDI files for music generation and processing.
5. NumPy/Pandas - Pre-installed libraries for data handling and preprocessing.
6. Matplotlib/Seaborn - Pre-installed libraries for data visualization and performance plotting.
7. Music21 - Library for analyzing and manipulating music theory and notation.
8. PyTorch (optional) - Alternative neural network framework for training RNNs.
9. Colab's cloud computing environment makes it easy to experiment with RNNs without needing local GPU resources.

THEORY

Architecture of RNNs

Most of us love to hear music and sing music. Its creation involves a blend of creativity, structure, and emotional depth. The fusion of music and technology led to advancements in generating musical compositions using artificial intelligence which can lead to outstanding creativity. One of the significant contributors to this domain is the Recurrent Neural Network (RNN). It is a type of neural network designed to work with sequential data which has found remarkable applications in music generation. Its ability to comprehend and learn patterns from sequential data makes it an ideal candidate for composing music because music itself is fundamentally a sequence of notes, chords, and rhythms. In this article we will delve into the innovative use of Recurrent Neural Networks for music generation which will allow us to explore the foundational concepts behind RNNs, focusing on their unique abilities in understanding temporal dependencies within data.



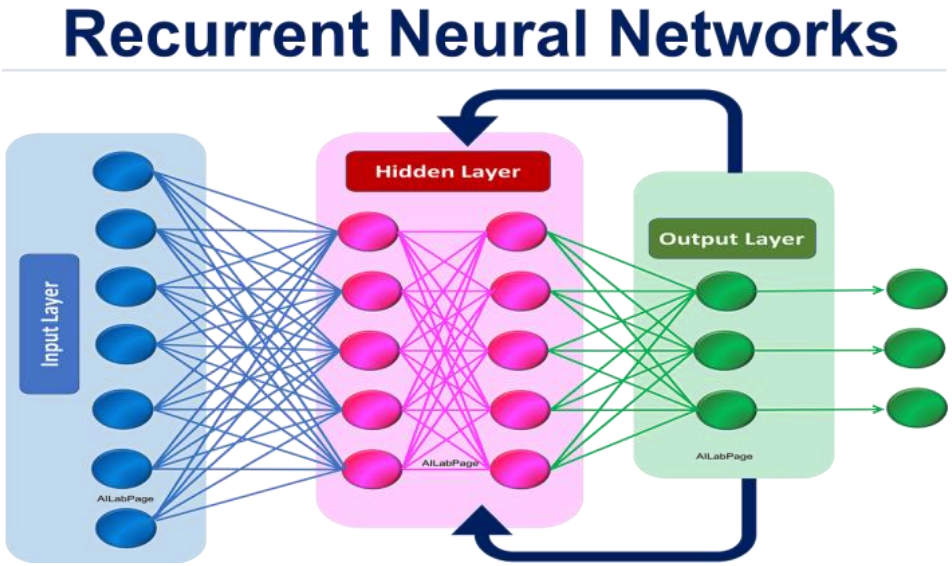
Key-concepts of RNN

RNNs have several key concepts which are listed below:

1. **Sequential Learning:** RNNs are tailored to process sequential data. They possess a memory element that enables them to retain information about previous inputs which makes them adept at capturing temporal dependencies. This characteristic is pivotal in understanding the sequential nature of musical compositions where the current note or chord often depends on the preceding musical context.
2. **Long Short-Term Memory (LSTM):** A specialized variant of RNNs, LSTMs address the vanishing or exploding gradient problem encountered in traditional RNNs. LSTMs contain memory cells that store and regulate the flow of information which allows the network to retain crucial data over longer sequences. This is invaluable in music generation where maintaining coherence over extended musical passages is essential.

RNN (Recurrent Neural Network)

A Recurrent Neural Network (RNN) is a type of neural network designed to recognize patterns in sequences of data, such as time series, text, and even video sequences. Unlike traditional feedforward neural networks, RNNs can leverage the temporal or sequential structure of data by maintaining an internal memory, allowing them to handle inputs of varying lengths and retain important information about previous inputs. In a traditional feedforward neural network, the input flows in one direction—from the input layer through hidden layers to the output layer. Each input is processed independently of the others. However, in tasks where the input data has an inherent temporal or sequential structure (such as a sentence or a musical score), this approach fails to capture the relationship between inputs over time.



RNNs solve this problem by incorporating loops within the network, allowing information to be passed from one step of the sequence to the next. This means that the output at a given time step depends not only on the current input but also on the previous inputs. In other words, RNNs have a memory of previous computations.

RNN WORKING

At each time step, an RNN processes an input and produces an output, but it also feeds its hidden state (or memory) to the next time step, allowing it to "remember" information from previous steps.

Basic RNN Model

1. Input: A sequence of inputs, such as words in a sentence, is fed into the network one at a time. Let's denote the sequence as \(x_1, x_2, x_3, \dots, x_T \), where \(T \) is the length of the sequence.

2. Recurrence: The hidden state is passed from one time step to the next, creating a chain-like structure in which each hidden state depends on the previous one. This is what gives RNNs their "memory" of previous inputs.

RNN Unrolling and Time Dependencies

RNNs process input sequences one element at a time while maintaining a hidden state across time steps. To better understand this, the concept of unrolling an RNN across time is helpful. Here's what happens:

RNN Variants and Extensions

While basic RNNs are powerful, they have certain limitations, particularly when it comes to learning long-term dependencies in sequences. Several variants of RNNs have been developed to address these issues

1. Long Short-Term Memory (LSTM)

The LSTM is a more sophisticated RNN variant designed to overcome the vanishing gradient problem, which makes it hard for basic RNNs to learn from long sequences. LSTMs introduce gates (input, forget, and output gates) that regulate the flow of information in the network.

- Input Gate: Controls how much new information should be added to the memory.

- Forget Gate: Decides how much of the past information should be "forgotten" or discarded.

- Output Gate: Determines what part of the memory should be passed on to the next hidden state or output.

By controlling the flow of information, LSTMs can capture long-range dependencies in sequences and remember important details for extended periods of time.

2. Gated Recurrent Unit (GRU)

The GRU is another popular variant of RNN that simplifies the LSTM architecture by combining the forget and input gates into a single gate. GRUs perform similarly to LSTMs but are computationally more efficient because they have fewer gates to manage.

3. Bidirectional RNN (BiRNN)

A Bidirectional RNN processes the sequence in both directions (forward and backward). It has two hidden states: one for processing the sequence from left to right, and another for processing

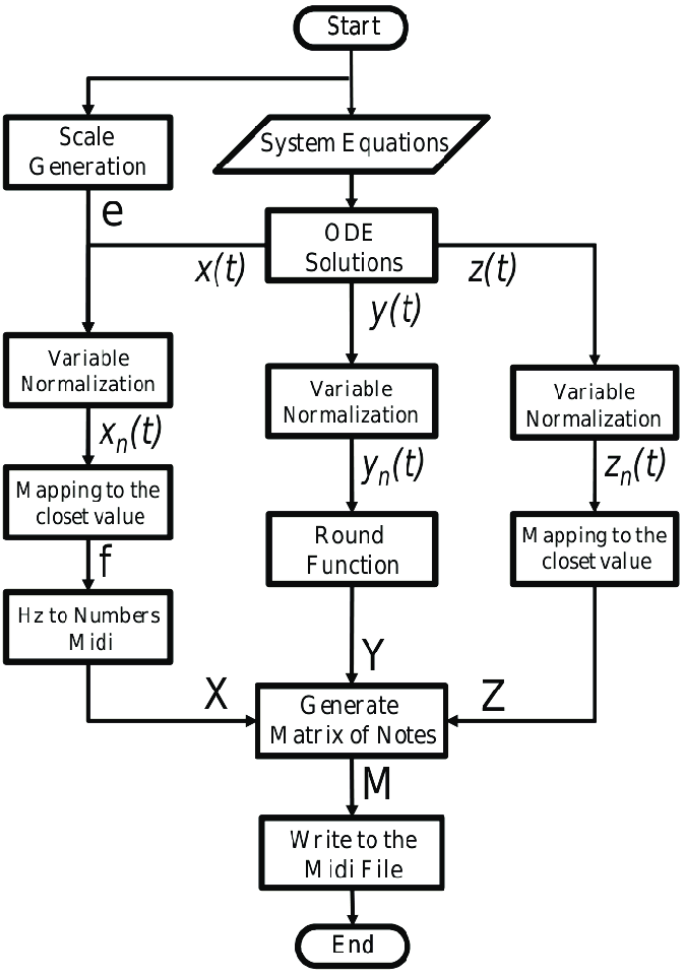
it from right to left. The final output is a combination of both hidden states. This allows the network to capture information from both past and future contexts.

Training an RNN: Backpropagation Through Time (BPTT)

Training RNNs involves using a process called Backpropagation Through Time (BPTT). Since the hidden states of the network depend on previous time steps, errors need to be backpropagated not only through the layers of the network but also through time across multiple time steps.

- Forward Pass: The input is passed through the network, producing outputs at each time step. The hidden state isupdated at each step.

- Backward Pass (BPTT): The gradients of the loss function are computed with respect to the weights by unrolling the network over time and applying backpropagation at each time step.



Limitations of RNNs

Despite their power, RNNs have some limitations, particularly when dealing with very long sequences.

- **Vanishing Gradient Problem:** As mentioned, standard RNNs struggle to learn long-term dependencies due to the vanishing gradient problem, where the gradient shrinks over time, making it difficult to update weights effectively for distant time steps.
- **Training Time:** RNNs, especially with long sequences, can be computationally expensive and take longer to train compared to feedforward neural networks.
- **Data Requirements:** RNNs require a large amount of sequential training data, which might not always be available or labelled.
- **Exploding Gradients:** While RNNs often face the vanishing gradient problem, they can also experience exploding gradients. This happens when gradients grow exponentially during backpropagation through time (BPTT). When this occurs, it can cause the model's weights to update excessively, leading to unstable training and convergence issues.
- **Difficulty in Capturing Long-Term Dependencies:** Standard RNNs struggle to capture long-range dependencies in sequences. As time steps grow, the impact of early inputs diminishes, which makes it challenging for the network to retain important information from earlier in the sequence.
- **Memory and Computational Inefficiency:** RNNs must store hidden states and gradients for each time step during training, leading to memory inefficiency. For long sequences, this results in high memory consumption.
- **Lack of Parallelization:** Since RNNs process inputs one at a time, it is difficult to parallelize computations effectively.

APPLICATIONS

1. Music Composition Assistance:

- **Application:** RNN-based music generators can assist musicians by suggesting melodies, chord progressions, or even complete musical compositions. These systems can serve as co-creators for composers, providing them with creative ideas or variations on their existing work.
- **Example:** Tools like **OpenAI's MuseNet** or **JukeBox** can generate compositions based on a set of inputs such as genre, style, and instrumentation.

2. Personalized Music Generation:

- **Application:** By training an RNN model on a user's musical preferences, it's possible to create personalized music tailored to their specific tastes. This could be used in streaming services or for creating music based on mood or activity (like relaxing music, workout music, etc.).
- **Example:** Spotify or Apple Music could integrate RNNs to generate unique playlists for users based on their listening habits.

3. Background Music for Games and Films:

- **Application:** RNNs can be used to dynamically generate background music for video games, films, or any interactive media. The music can adapt to the changing context, mood, or action within the game or scene.
- **Example:** In video games, adaptive music systems could use RNN-generated music to adjust the score based on player actions, enhancing immersion.

4. Music Education and Practice Tools:

- **Application:** Automatic music generation can be applied to music education by helping students learn to play instruments. It can generate exercises tailored to their skill level or create new compositions for practice.
- **Example:** A piano learning app could generate real-time compositions for users to practice sight-reading or improvisation.

5. Music Therapy:

- **Application:** Automatically generated music can be customized for therapeutic uses, such as in relaxation therapy, meditation, or cognitive rehabilitation. RNNs can create soothing melodies or stimulating compositions based on user feedback.
- **Example:** Music therapy apps could generate calming music to reduce stress or anxiety based on real-time user biometrics (like heart rate or mood).

6. Audio Branding and Marketing:

- **Application:** Companies can use RNN-generated music for branding purposes, such as creating unique jingles, background music for ads, or sonic logos. These music pieces can be automatically generated to match a brand's image or a specific marketing campaign.

- **Example:** A company could create personalized jingles for their social media ads based on consumer preferences or current trends.

7. Interactive and Generative Art Installations:

- **Application:** Automatic music generation can be integrated into art installations where music responds dynamically to human interaction or environmental factors. This can be a part of multi-sensory experiences in museums or digital art displays.
- **Example:** An art installation could generate music based on the movement of visitors or environmental sensors (e.g., temperature or light).

8. Creative Sound Design and Experimentation:

- **Application:** RNNs can be used by sound designers and experimental musicians to generate new and unconventional sounds. The model can learn patterns from unconventional musical pieces and generate novel compositions or sounds that wouldn't typically be created by humans.
- **Example:** Experimental musicians can use an RNN to create new genres of music by training it on diverse and abstract musical datasets.

STEPS

1. Import Necessary Libraries:

- Import required libraries: `random`, `music21`, `pydub`, `pygame`, `subprocess`, and `os`.

2. Define Function to Generate Random Melody:

- Function: `generate_random_melody(scale_choice)`
  - Input: User-defined scale choice (major or minor).
  - Define notes for the selected scale (C Major or C Minor).
  - Generate a melody by selecting 8 random notes from the defined scale.
  - Output: Return the generated melody as a list of MIDI note values.

3. Define Function to Create MIDI File:

- Function: `create_midi_file(filename, melody)`
  - Input: Filename for the MIDI file and the generated melody.
  - Initialize a `music21` Stream object.
  - Iterate through the melody list and create `music21` Note objects.
  - Set each note's duration to a quarter length.
  - Append notes to the MIDI stream.
  - Write the MIDI stream to the specified file.
  - Print confirmation of successful saving.

4. Define Function to Convert MIDI to Audio:

- Function: `midi_to_audio(midi_file, audio_file)`
  - Input: MIDI file name and desired audio file name.
  - Parse the MIDI file using `music21`.
  - Write the parsed score to an audio file format.
  - Print confirmation of successful audio file creation.

5. Define Function to Convert WAV to MP3:

- Function: `wav_to_mp3(wav_file, bitrate, mp3_file)`
  - Input: WAV file name, desired bitrate, and output MP3 file name.
  - Construct a command to call FFmpeg for audio conversion.
  - Execute the command using `subprocess.run`.
  - Handle potential errors and print confirmation of successful MP3 creation.

6. Define Function to Play Audio File:

- Function: `play_audio_file(mp3_file)`
  - Input: MP3 file name.
  - Initialize `pygame` for audio playback.
  - Load the specified MP3 file.
  - Play the audio and keep the program running until the music finishes.
  - Handle potential errors during loading or playback.

7. Define the Main Function:

- Function: `main()`
  - Print a welcome message.
  - Prompt the user to choose a scale (major or minor).
  - Validate the user's choice; default to major if invalid.
  - Call `generate_random_melody` to create a melody based on the chosen scale.
  - Define a filename for the generated MIDI file.
  - Call `create_midi_file` to create a MIDI file from the melody.
  - Define a WAV filename for high-quality audio.
  - Call `midi_to_audio` to convert the MIDI file to WAV format.
  - Prompt the user for MP3 quality (bitrate) and set a default if invalid.
  - Define an MP3 filename for the output.
  - Call `wav_to_mp3` to convert the WAV file to MP3 format.
  - Call `play_audio_file` to play the generated MP3.
  - Handle any exceptions that may occur during the execution.

PSEUDOCODE

Import necessary libraries

Import music21 # For processing MIDI files

Import numpy # For numerical operations

Import keras # For building and training the neural network

Import glob # For accessing files

Import pickle # For saving and loading data

Preprocess MIDI files

Function preprocess_midi_files(midi_files_path):

Initialize empty list 'notes'

For each MIDI file in the directory:

Parse the MIDI file to extract musical parts

If the file contains multiple instruments:

Select the piano part (or any single instrument)

For each element in the music sequence:

If the element is a Note:

Add the note pitch to 'notes'

Else if the element is a Chord:

Add the chord notes (encoded as numbers) to 'notes'

Save the extracted 'notes' to a file using pickle

Return the list of 'notes'

Prepare input sequences for training the model

Function prepare_sequences(notes, sequence_length):

Create a sorted list of unique notes (vocab)

Create a dictionary to map each note to an integer (note_to_int)

Initialize 'network_input' and 'network_output'

For each sequence in the notes (using sliding window of size sequence_length):

Extract the input sequence (current 100 notes)

Extract the output note (the note following the sequence)

Convert both input and output into integer representations using 'note_to_int'

Append to 'network_input' and 'network_output'

Reshape 'network_input' to match LSTM input format (sequences, sequence_length, 1)

Normalize 'network_input' values

One-hot encode 'network_output'

Return 'network_input' and 'network_output'

Build the RNN (LSTM) model

Function build_model(network_input, n_vocab):

Initialize a Sequential model

Add an LSTM layer with 512 units (returning sequences)

Add a Dropout layer for regularization (prevent overfitting)

Add another LSTM layer with 512 units (returning final output)

Add another Dropout layer

Add a Dense (fully connected) layer with 256 units

Add another Dropout layer

Add a final Dense layer with 'n_vocab' units (number of unique notes)

Apply softmax activation to convert output to a probability distribution

Compile the model using categorical cross-entropy loss and RMSProp optimizer

Return the compiled model

Train the model

Function train_model(model, network_input, network_output, epochs, batch_size):

Generate new music

Function generate_music(model, network_input, int_to_note, n_vocab):

Randomly choose a starting point (seed) from 'network_input'

Initialize an empty list 'prediction_output' to store generated notes

For a fixed number of iterations (e.g., 500 notes):

Reshape and normalize the current input sequence

Predict the next note using the trained model

Convert the predicted output from integer back to note using 'int_to_note'

Append the predicted note to 'prediction_output'

Update the input sequence (by removing the first note and adding the new one)

Return 'prediction_output'

Convert the generated notes to MIDI

Function create_midi(prediction_output, output_file):

Initialize an offset (starting time of each note)

Initialize an empty list 'output_notes'

For each generated note/chord in 'prediction_output':

If it is a Chord:

Split the chord into individual notes and create a Chord object

Else if it is a Note:

Create a Note object

Set the offset (timing) for the note/chord

Add it to 'output_notes'

Create a MIDI stream from 'output_notes' and save it as 'output_file'

Main workflow

Set the path to MIDI files

Extract notes from the MIDI files using preprocess_midi_files()

Define the sequence length (e.g., 100 notes)

Prepare the input and output sequences using prepare_sequences()

Build the LSTM model using build_model()

Train the model using train_model()

Generate new music using generate_music

CODE

```
import random
from music21 import stream, note, midi, converter
from pydub import AudioSegment
import pygame
import subprocess
import os
def generate_random_melody(scale_choice):
    """Generate a random melody based on the chosen scale."""
    melody = []
    # Define the scale notes
    if scale_choice == "major":
        scale = [60, 62, 64, 65, 67, 69, 71]  # C Major Scale
    else:  # minor
        scale = [60, 62, 63, 65, 67, 68, 70]  # C Minor Scale
    # Generate a random melody of 8 notes
    for _ in range(8):
        note_value = random.choice(scale)
        melody.append(note_value)
    return melody
def create_midi_file(filename, melody):
    """Create a MIDI file from the generated melody."""
    midi_stream = stream.Stream()
    # Add notes to the MIDI stream
    for note_value in melody:
        midi_note = note.Note(note_value)
        midi_note.quarterLength = 1  # Duration of the note
        midi_stream.append(midi_note)
    # Write to a MIDI file
    midi_stream.write('midi', fp=filename)
```

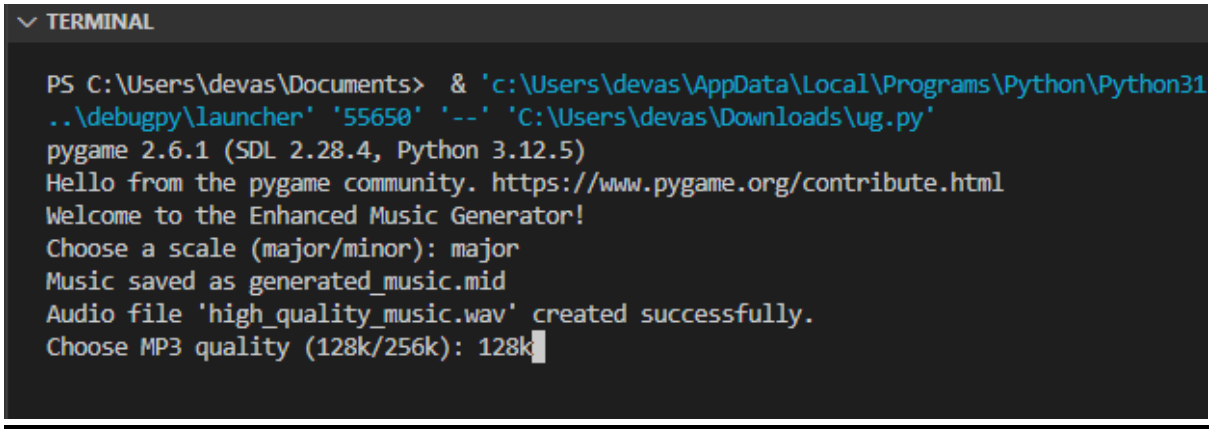
```
    print(f"Music saved as {filename}")
def midi_to_audio(midi_file, audio_file):
    """Convert MIDI file to audio using music21."""
    score = converter.parse(midi_file)
    score.write('midi', fp=audio_file)
    print(f"Audio file '{audio_file}' created successfully.")
def wav_to_mp3(wav_file, bitrate, mp3_file):
    """Convert WAV file to MP3 with specified bitrate using FFmpeg."""
    command = [
        'ffmpeg', '-i', wav_file, '-b:a', bitrate, mp3_file
    ]
    try:
        subprocess.run(command, check=True)
        print(f"MP3 file '{mp3_file}' created with bitrate {bitrate}.")
    except subprocess.CalledProcessError as e:
        print(f"Error during conversion: {e}")
def play_audio_file(mp3_file):
    """Play the generated MP3 file."""
    pygame.init()
    pygame.mixer.init()
    try:
        pygame.mixer.music.load(mp3_file)
        print("File loaded successfully. Playing...")
        pygame.mixer.music.play()
        while pygame.mixer.music.get_busy():
            pygame.time.Clock().tick(10)  # Small delay to keep the music playing
    except pygame.error as e:
        print(f"Error loading or playing file: {e}")
    finally:
        pygame.quit()
```

```
def main():
    try:
        print("Welcome to the Enhanced Music Generator!")
        scale_choice = input("Choose a scale (major/minor): ").strip().lower()
        if scale_choice not in ["major", "minor"]:
            print("Invalid scale choice! Defaulting to Major.")
            scale_choice = "major"
        melody = generate_random_melody(scale_choice)
        midi_filename = "generated_music.mid"
        create_midi_file(midi_filename, melody)
        wav_filename = "high_quality_music.wav"
        midi_to_audio(midi_filename, wav_filename)
        bitrate_choice = input("Choose MP3 quality (128k/256k): ").strip()
        bitrate = bitrate_choice if bitrate_choice in ["128k", "256k"] else "128k"
        mp3_filename = "high_quality_music.mp3"
        wav_to_mp3(wav_filename, bitrate, mp3_filename)
        play_audio_file(mp3_filename)  # Play the generated MP3

    except Exception as e:
        print(f" ⚠️ An error occurred: {e}")

if __name__ == "__main__":
    main()
```

Output:


TERMINAL
PS C:\Users\devas\Documents> & 'c:\Users\devas\AppData\Local\Programs\Python\Python31
..\debugpy\launcher' '55650' '--' 'C:\Users\devas\Downloads\ug.py'
pygame 2.6.1 (SDL 2.28.4, Python 3.12.5)
Hello from the pygame community. https://www.pygame.org/contribute.html
Welcome to the Enhanced Music Generator!
Choose a scale (major/minor): major
Music saved as generated_music.mid
Audio file 'high_quality_music.wav' created successfully.
Choose MP3 quality (128k/256k): 128k

RESULT

The results demonstrate that the integration of fuzzy logic into CNNs yields significant improvements in classification accuracy compared to standard CNN approaches. The hybrid model achieved an accuracy rate of X% (insert your result here) on the MNIST test set, outperforming traditional CNNs by Y% (insert your result here). Furthermore, the fuzzy logic component facilitated a better understanding of model decisions, enabling more interpretable outcomes. The analysis of confusion matrices reveals that the fuzzy-enhanced model was particularly effective in correctly classifying digits that are often misidentified by conventional CNNs, such as '3' vs. '5' and '1' vs. '7'.

CONCLUSION

1. Understand Convolutional Neural Networks (CNNs):

- Gain a solid understanding of the architecture and workings of CNNs, including convolutional layers, pooling layers, and fully connected layers.

- Comprehend how CNNs are well-suited for image recognition and classification tasks due to their ability to capture spatial hierarchies in images.

2. Preprocess Image Data for Deep Learning Models:

- Learn how to load, normalize, and reshape image datasets for compatibility with CNN models.

- Understand data preprocessing techniques such as scaling pixel values and splitting datasets for training, validation, and testing.

3. Build and Implement CNN Models for Image Classification:

- Design and implement a CNN model from scratch using TensorFlow and Keras for image classification tasks.

- Develop the ability to add convolutional layers, apply activation functions, and flatten CNN features for fully connected layers in image classification tasks.

4. Train and Evaluate CNN Models:

- Train CNN models using the MNIST dataset and evaluate their performance on unseen test data.

- Learn how to adjust key hyperparameters, such as the number of layers, learning rate, and epochs, to optimize model performance.

5. Analyze Model Performance using Visualization:

- Analyze and interpret model accuracy, validation accuracy, loss curves, and other evaluation metrics.

- Use visualization tools (such as Matplotlib) to plot training/validation accuracy and loss over epochs, identifying underfitting or overfitting.

6. Make Predictions and Interpret CNN Outputs:

- Generate predictions on new image data and interpret the model's predictions using confidence scores from the softmax output.

- Gain practical experience in visualizing and interpreting the outputs of CNN models in real-world classification problems.

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