

# Generation of sequences controlled by their “complexity”

## Concrete Problem

We want to generate *sequences* of musical “chords” (a chord is a set of notes basically) with some known constraints (allDiff, etc.) as well as control on the *complexity* of the sequence. This complexity in turn is defined by a dynamic programming algorithm working on the instantiated sequence, which makes the whole problem difficult.

## Problem Formalization

Let  $x = x_1, \dots, x_n$  be variables with finite domain  $X$

Let  $G = (X, E)$  be a directed graph on  $X$

Let  $Y$  be a finite set

Let  $C$  be a cost function on  $X \times Y$ , taking positive numeric values

Let  $T$  be a transition cost function between elements of  $Y$

$C: X \times Y \rightarrow [0, +\infty)$

$T: Y \times Y \rightarrow [0, 1]$

For a **path**  $x = x_1, \dots, x_n$  in graph  $G$ , we define the sequence

$$h(x) = \operatorname{argmin}_{(y_1, \dots, y_n) \in Y^n} \sum_{i \leq n} C(x_i, y_i) + \sum_{i < n} T(y_i, y_{i+1})$$

Problems with  $T = 0$  or  $Cte$

### Problem 1

Generate paths  $x = x_1, \dots, x_n$  with  $h(x) = K$ , where  $K$  is a constant

Variant 1:  $x$  are **cycles**

Variant 2:  $x$  are **all different**,  $x_i \neq x_j, \forall i, j$  (all different constraint on the  $x$ 's)

### Problem 2

Generate paths  $x = x_1, \dots, x_n$  with a predefined number  $N$  of unique values for  $h(x)$

This can be seen as posting an **NValue** constraint on  $h(x)$

Same variants as problem 1

Note:

This framework may be used to generate chord sequences with control on the harmonic complexity of the sequence (through the constraints  $K$  and  $N$ ). The  $x_1, \dots, x_n$  are the chords,  $y_1, \dots, y_n$  are the scales, obtained by applying an harmonic analysis algorithm to  $x_1, \dots, x_n$ .