

Global id	Year	Title	Link	Training time	Number of parameters	Resources	Total Compute Info	Company connection	Countries	Funding info	Commercial funding	Energy consumption	Environment	TDYW	Number of GPUs	Training time	Energy cost	Red Columns: Used for computations in the paper.
Unique ID for the article	Publication year	Title of the ISMR article	Link to the article	How long did the training take in total on how many GPUs, if specified	How many parameters were included in total, if specified: search param?	Have the computational resources used for training been specified (e.g. number of GPU)?	Inclusion of the total compute information on the model training: FullPartialNone. Partial will refer to cases where number of GPU is stated	Did the authors indicate an affiliation with a company (if yes, which)?	Which countries are the authors affiliated to?	Is funding information included in the paper (search fund, support?)	Was the research fully or partially funded by private companies	How much energy was consumed in the process (if specified)	Does the whole discuss issues related to environment of environmental concerns (search environment, sustainability, ecology, carbon, energy, kWh)	Formal Design Power of the indicated GPU model (W)	The number of GPUs used in the model training	Training time (hours)	The total energy cost of training (kWh)	
1	2023	Tyrbine Transfer Using Image-to-Image Denoising Diffusion Implicit Models	<a href="https://arxiv.org/abs/2303.00029">https://arxiv.org/abs/2303.00029</a>	No	No	No	None	No	Italy	No	Not available	No	No	N/A	N/A	N/A	N/A	
2	2023	PolyPhonix: A Diffusion Model for Polyphonic Score Generation With Internal and External Controls	<a href="https://arxiv.org/abs/2303.00030">https://arxiv.org/abs/2303.00030</a>	No	No	No	None	No	UAE, Singapore, China	No	Not available	No	No	N/A	N/A	N/A	N/A	
3	2023	Mono-to-Stereo Through Parametric Stereo Generation	<a href="https://arxiv.org/abs/2303.00031">https://arxiv.org/abs/2303.00031</a>	No	Yes: 34.8M parameters	No	None	Yes: Dolby Laboratories	Spain	No	Not available	No	No	N/A	N/A	N/A	N/A	
4	2023	VampNet: Music Generation via Masked Acoustic Token Modeling	<a href="https://arxiv.org/abs/2303.00042">https://arxiv.org/abs/2303.00042</a>	No	No	Yes: GPU memory budget of 72GB	Partial	Yes: Descript Inc.	USA	No	Not available	No	No	N/A	N/A	N/A	N/A	
5	2023	Exploring Sampling Techniques for Generating Melodies With a Transformer Language Model	<a href="https://arxiv.org/abs/2303.00038">https://arxiv.org/abs/2303.00038</a>	No	No	No	None	Yes: Sony Computer Science Laboratories (CSL)	Austria, France	Yes: ERC	No	No	No	N/A	N/A	N/A	N/A	
6	2023	Composer's assistant: An Interactive transformer for multi-track MIDI riffing	<a href="https://arxiv.org/abs/2303.00038">https://arxiv.org/abs/2303.00038</a>	No	No	No	Partial	No	USA	Uni IT support	No	No	No	N/A	N/A	N/A	N/A	
7	2023	Scoreformer: Expressive piano performance	<a href="https://arxiv.org/abs/2303.00069">https://arxiv.org/abs/2303.00069</a>	No	No	No	None	Yes: Peachnote GmbH	Russia, Germany	Uni IT support	No	No	No	N/A	N/A	N/A	N/A	
8	2023	Singing voice synthesis using differentiable LPC global-flow-inspired autoregressive	<a href="https://arxiv.org/abs/2303.00079">https://arxiv.org/abs/2303.00079</a>	No	Yes: 0.7M parameters	No	Partial	No	UK	Public	No	No	No	N/A	N/A	N/A	N/A	
9	2023	Text-to-Lyrics Generation With Image-Based Semantics and Reduced Risk of Plagiarism	<a href="https://arxiv.org/abs/2303.00067">https://arxiv.org/abs/2303.00067</a>	No	No	No	None	No	Japan	Public	No	No	No	N/A	N/A	N/A	N/A	
10	2022	Music Translation: Generating Piano Arrangements in Different Playing Levels	<a href="https://arxiv.org/abs/2303.00063">https://arxiv.org/abs/2303.00063</a>	No	No	No	None	Yes: Simply	Israel	No	Not available	No	No	N/A	N/A	N/A	N/A	
11	2022	GDSP-Based Singing Vocoders: A New Subtractive-Based Synthesizer and a Comprehensive Evaluation.	<a href="https://arxiv.org/abs/2303.00068">https://arxiv.org/abs/2303.00068</a>	Yes: Regular version up to 2.5 days and Resource-limited version (3min data) 3h training	Yes: 500k parameters	Yes: "For fair comparison, we train the vocoders of different approaches using a dedicated NVIDIA GeForce RTX 3090 GPU each."	Full	Yes: 470 Music Group Taiwan AI Labs, PARC	Taiwan, USA	Public	No	No	No	350	1	63	22.05	
12	2022	Pop Music Generation with Controllable Phrase Lengths	<a href="https://arxiv.org/abs/2303.00014">https://arxiv.org/abs/2303.00014</a>	No	No	No	None	No	Japan	Public	No	No	No	N/A	N/A	N/A	N/A	
13	2022	Exploiting Pre-trained Feature Networks for Generative Adversarial Networks in Audio-domain Loop Generation	<a href="https://arxiv.org/abs/2303.00010">https://arxiv.org/abs/2303.00010</a>	Yes: (a) Figure 4 indicates 12-hour training times 47)	No	Yes: Single V100 GPU	Full	Yes: Taiwan AI Labs	Taiwan	Public	N/A	No	No	250	1	48	12.00	
14	2022	Modeling the rhythm from lyrics for melody generation of pop song	<a href="https://arxiv.org/abs/2303.00019">https://arxiv.org/abs/2303.00019</a>	10 + 1.5 h	No	Yes: Single Tesla V100-SXM2-32GB GPU	Full	Yes: ByteDance	China	No	Not available	No	No	250	1	12	2.88	
15	2022	Sketching the Expression: Flexible Rendering of Expressive Piano Performance with Self-Supervised Learning	<a href="https://arxiv.org/abs/2303.00000">https://arxiv.org/abs/2303.00000</a>	No	No	No	None	No	South Korea	No	Not available	No	No	N/A	N/A	N/A	N/A	
16	2022	Akkordrummer: Conditional Beat-Aware Audio-Domain Drum Accompaniment Generation via Transformer VQ-VAE	<a href="https://arxiv.org/abs/2303.00022">https://arxiv.org/abs/2303.00022</a>	Yes: 2 days	Yes: 25M parameters	Yes: Single GeForce GTX 1080 Ti GPU	Full	Yes: Taiwan AI Labs	China, Taiwan	Public	No	No	No	250	1	48	12.00	
17	2022	Accompanet2: A Complete Harmonization and Accompaniment Arrangement System	<a href="https://arxiv.org/abs/2303.00032">https://arxiv.org/abs/2303.00032</a>	No	No	No	None	No	China, Singapore, UAE	No	Not available	No	No	N/A	N/A	N/A	N/A	
18	2022	Generating Coherent Drum Accompaniment with Fills and Improvisations	<a href="https://arxiv.org/abs/2303.00001">https://arxiv.org/abs/2303.00001</a>	No	No	No	None	No	India, USA	No	Not available	No	No	N/A	N/A	N/A	N/A	
19	2022	Symbolic Music Loop Generation with Neural Discrete Representations	<a href="https://arxiv.org/abs/2303.00048">https://arxiv.org/abs/2303.00048</a>	No	No	No	None	Yes: LG AI Research	USA	No	Not available	No	No	N/A	N/A	N/A	N/A	
20	2022	Musical Fast Inverse Waveform Music Generation	<a href="https://arxiv.org/abs/2303.00066">https://arxiv.org/abs/2303.00066</a>	Yes: 23 h on a RTX 2080 Ti GPU + Table 1 "For the Musiko model, we include both the generation of the latent vectors and the decoding step to the waveform domain. We use a RTX 2080 Ti and a Ryzen 5950x as the GPU and CPU, respectively. We report the average of 100 trials."	No	Yes: A RTX 2080 Ti (GPU) + and a Ryzen 5950x (CPU)	Partial	No	Austria	No	Not available	No	No	250	1	23	6.75	
21	2022	Symphony Generation with Permutation Invariant Language Model	<a href="https://arxiv.org/abs/2303.00065">https://arxiv.org/abs/2303.00065</a>	No	No	Yes: Eight 2080 Ti GPU	Partial	No	China, UK	Public	No	No	No	N/A	N/A	N/A	N/A	
22	2022	Multi-instrument Music Synthesis with Spectrogram Diffusion	<a href="https://arxiv.org/abs/2303.00072">https://arxiv.org/abs/2303.00072</a>	Yes: "Depending on model size and hardware availability, training took 4-134 hours"	No	Yes: "We trained four versions of the synthesis model: an 85M parameter "small" autoregressive model with no spectrogram context, an 85M parameter "small" diffusion model with no context, a 154M parameter "small" diffusion model with context, and a 412M parameter "base" diffusion model with context."	Full	Yes: Google Research Brain Team	USA	No	Not available	No	No	192	64	356	4374.53	
23	2022	DDX7: Differentiable FM Synthesis of Musical Instrument Sounds	<a href="https://arxiv.org/abs/2303.00073">https://arxiv.org/abs/2303.00073</a>	No	Yes: 405k parameters	No	None	No	UK	Public	No	No	No	N/A	N/A	N/A	N/A	
24	2022	Musdom: Generating Melody with Musical Form Based on Expert Systems and Neural Networks	<a href="https://arxiv.org/abs/2303.00068">https://arxiv.org/abs/2303.00068</a>	No	No	No	None	Yes: Microsoft Research Asia and Microsoft Azure	China	No	Not available	No	No	N/A	N/A	N/A	N/A	
25	2022	An Exploration of Generating Sheet Music Images	<a href="https://arxiv.org/abs/2303.00064">https://arxiv.org/abs/2303.00064</a>	No	No	No	None	No	USA	Public	No	No	No	N/A	N/A	N/A	N/A	
26	2022	Generating Music with Sentiment Using Transformer-GANs	<a href="https://arxiv.org/abs/2303.00036">https://arxiv.org/abs/2303.00036</a>	No	No	No	None	No	Brazil	No	Not available	No	No	N/A	N/A	N/A	N/A	
27	2022	Emotion-Driven Harmonization and Tempo Arrangement of Melodies Using Transfer Learning	<a href="https://arxiv.org/abs/2303.00089">https://arxiv.org/abs/2303.00089</a>	No	No	No	None	No	UK	No	Not available	No	No	N/A	N/A	N/A	N/A	
28	2022	Melody Riffing with User-Provided Structural Context	<a href="https://arxiv.org/abs/2303.00010">https://arxiv.org/abs/2303.00010</a>	No	No	No	None	Yes: Taiwan AI Labs	Taiwan, China	Public	No	No	No	N/A	N/A	N/A	N/A	
29	2022	Domain Adversarial Training on Conditional Variational Auto-Encoder for Controllable Music Generation	<a href="https://arxiv.org/abs/2303.00011">https://arxiv.org/abs/2303.00011</a>	Yes: 15 hours	No	Yes: "Our VAE and BERT discriminator each have 12.58M and 3.24M trainable parameters."	Full	No	Singapore, China, UAE	No	Not available	No	No	250	1	15	3.75	
30	2021	A Contextual Latent Space Model: Subsequence Modulation in Melodic Sequence	<a href="https://arxiv.org/abs/2303.00000">https://arxiv.org/abs/2303.00000</a>	No	No	No	None	Yes: Sony Computer Science Laboratories	Japan	No	Not available	No	No	N/A	N/A	N/A	N/A	
31	2021	Variable-Length Music Score Riffing via XLNet and Musically Specialized Positional Encoding	<a href="https://arxiv.org/abs/2303.00011">https://arxiv.org/abs/2303.00011</a>	No	No	No	None	No	Taiwan	No	Not available	No	No	N/A	N/A	N/A	N/A	
32	2021	Controllable deep melody generation via hierarchical music structure representation	<a href="https://arxiv.org/abs/2303.00017">https://arxiv.org/abs/2303.00017</a>	No	No	No	None	Yes: Akshay	USA	No	Not available	No	No	N/A	N/A	N/A	N/A	
33	2021	MINIGUS: Melodic Improvement Neural Generator Using Seg2Seg	<a href="https://arxiv.org/abs/2303.00001">https://arxiv.org/abs/2303.00001</a>	No	No	No	None	No	France	No	Not available	No	No	N/A	N/A	N/A	N/A	
34	2021	Symbolic Music Generation with Diffusion Models	<a href="https://arxiv.org/abs/2303.00005">https://arxiv.org/abs/2303.00005</a>	Yes: 13 hours	Yes: "about 30M" parameters	Yes: Single Tesla V100	Full	Yes: Google Brain	USA	No	Not available	No	No	250	1	13	3.25	
35	2021	Is Disentanglement enough? On Latent Representations for Controllable Music Generation	<a href="https://arxiv.org/abs/2303.00064">https://arxiv.org/abs/2303.00064</a>	No	No	No	None	No	USA	Yes	Nvidia GPU grant	No	No	N/A	N/A	N/A	N/A	
36	2021	BeTta: Learning an inspiration model from a single multi-track music segment	<a href="https://arxiv.org/abs/2303.00063">https://arxiv.org/abs/2303.00063</a>	No	No	No	Partial	No	China	Yes	No	No	No	N/A	N/A	N/A	N/A	
37	2021	MusBERT: Pre-training Music Representation for Music Understanding and Controllable Generation	<a href="https://arxiv.org/abs/2303.00000">https://arxiv.org/abs/2303.00000</a>	No	No	No	None	No	China	No	Not available	No	No	N/A	N/A	N/A	N/A	
38	2021	SurpriseNet: Melody Harmonization Conditioning on User-controlled Surprise Contours	<a href="https://arxiv.org/abs/2303.00012">https://arxiv.org/abs/2303.00012</a>	No	No	No	None	No	Taiwan	No	Not available	No	No	N/A	N/A	N/A	N/A	

39	2021	Learning long-term music representations via hierarchical contextual constraints	<a href="https://arxiv.org/abs/2009.00909">https://arxiv.org/abs/2009.00909.pdf</a>	No	No	No	No	No	No	China	No	No	Not available	No	No	No	N/A	N/A	N/A	N/A
40	2021	CollageNet: Fusing arbitrary melody and accompaniment into a coherent song	<a href="https://arxiv.org/abs/2009.00909">https://arxiv.org/abs/2009.00909.pdf</a>	No	No	No	No	No	No	China, USA	Yes	No	No	No	No	No	N/A	N/A	N/A	N/A
41	2021	AutoMontage: Accompaniment Arrangement via Phrase Selection and Style Transfer	<a href="https://arxiv.org/abs/2009.00014">https://arxiv.org/abs/2009.00014.pdf</a>	No	No	No	No	No	No	China	No	No	Not available	No	No	No	N/A	N/A	N/A	N/A
42	2020	Improving Polyphonic Music Models with Feature-Rich Encoding	<a href="https://arxiv.org/abs/2009.00909">https://arxiv.org/abs/2009.00909.pdf</a>	Yes, 3.25 hours	No	Yes, Single T4 Tensor Core GPU	Full	Yes, Humtap	Finland	No	No	Not available	No	No	No	70	1	3	0.23	
43	2020	Chord Jazzification: Learning Jazz Interpretations of Chord Symbols.	<a href="https://arxiv.org/abs/2009.00909">https://arxiv.org/abs/2009.00909.pdf</a>	No	No	No	No	No	No	Japan, Taiwan	Yes	No	No	No	No	No	N/A	N/A	N/A	N/A
44	2020	Learning Interpretable Representation for Controllable Polyphonic Music Generation	<a href="https://arxiv.org/abs/2009.00094">https://arxiv.org/abs/2009.00094.pdf</a>	No	No	No	No	No	No	China	No	No	Not available	No	No	No	N/A	N/A	N/A	N/A
45	2020	Connective Fusion: Learning Transformational Joining of Sequences with Application to Melody Creation.	<a href="https://arxiv.org/abs/2009.00099">https://arxiv.org/abs/2009.00099.pdf</a>	No	No	No	No	Yes, Sony Computer Science Laboratories	Japan	No	No	Not available	No	No	No	No	N/A	N/A	N/A	N/A
46	2020	Attributes-Aware Deep Music Transformation.	<a href="https://arxiv.org/abs/2009.00099">https://arxiv.org/abs/2009.00099.pdf</a>	No	No	No	No	No	No	Japan, France	Yes	No	No	No	No	No	N/A	N/A	N/A	N/A
47	2020	BeboNet: Deep Neural Models for Personalized Jazz Improvisations	<a href="https://arxiv.org/abs/2009.00032">https://arxiv.org/abs/2009.00032.pdf</a>	No	No	Yes, Single T4n X GPU	Partial	No	Israel	No	No	Not available	No	No	No	No	N/A	N/A	N/A	N/A
48	2020	Controllable Music Generation via Factorized Representations of Pitch and Rhythm.	<a href="https://arxiv.org/abs/2009.00146">https://arxiv.org/abs/2009.00146.pdf</a>	No	No	No	No	Yes, Smule	USA	Yes	Yes, Cygames	No	No	No	No	No	N/A	N/A	N/A	N/A
49	2020	Music FaderNets: Controllable Music Generation Based on High-Level Features via Low-Level Feature Modelling.	<a href="https://arxiv.org/abs/2009.00022">https://arxiv.org/abs/2009.00022.pdf</a>	No	No	No	No	No	Singapore	Yes	No	No	No	No	No	No	N/A	N/A	N/A	N/A
50	2020	Neural Loop Combiner: Neural Network Models for Assessing the Compatibility of Loops.	<a href="https://arxiv.org/abs/2009.00022">https://arxiv.org/abs/2009.00022.pdf</a>	No	No	No	No	Yes, TikTok	Taiwan, UK	Yes	No	No	No	No	No	No	N/A	N/A	N/A	N/A
51	2020	COCON: A Pseudo-Song Generator Based on a New Piano-roll, Wasserstein Autoencoders, and Optimal Interpolations	<a href="https://arxiv.org/abs/2009.00038">https://arxiv.org/abs/2009.00038.pdf</a>	No	No	No	No	Yes, Musi-co	Italy, Netherlands	No	No	Not available	No	No	No	No	N/A	N/A	N/A	N/A
52	2020	Generating Music with a Self-Correcting Non-Chronological Autoregressive Model	<a href="https://arxiv.org/abs/2009.00047">https://arxiv.org/abs/2009.00047.pdf</a>	No	No	No	No	Yes, Amazon Web Services	USA	No	No	Not available	No	No	No	No	N/A	N/A	N/A	N/A
53	2020	Hierarchical Timbre-Painting and Articulation Generation.	<a href="https://arxiv.org/abs/2009.00030">https://arxiv.org/abs/2009.00030.pdf</a>	No	Yes, 5.6M parameters	Yes, "Models such as ours are trained on a single GPU"	Partial	No	Israel	Yes	No	No	No	No	No	No	N/A	N/A	N/A	N/A
54	2020	The Jazz Transformer on the Front Line: Exploring the Shortcomings of AI-Composed Music through Quantitative Measures	<a href="https://arxiv.org/abs/2009.00039">https://arxiv.org/abs/2009.00039.pdf</a>	Yes, "roughly a full day"	Yes, 41M parameters	Yes, Single NVIDIA GTX 1080-Ti	Full	No	Taiwan	No	No	Not available	No	No	No	250	1	24	6.00	
55	2019	Learning to Traverse Latent Spaces for Musical Score Inspaining	<a href="https://arxiv.org/abs/2009.00040">https://arxiv.org/abs/2009.00040.pdf</a>	No	No	No	No	Yes, Sony CSL	USA, France	No	No	Not available	No	No	No	No	N/A	N/A	N/A	N/A
56	2019	Deep Music Analog: Via Latent Representation Disentanglement	<a href="https://arxiv.org/abs/2009.00072">https://arxiv.org/abs/2009.00072.pdf</a>	No	No	No	No	No	China, USA	Public	No	No	No	No	No	No	N/A	N/A	N/A	N/A
57	2019	BanNet: A Neural Network-based, Multi-Instrument Beatles-Style MIDI Music Composition Machine	<a href="https://arxiv.org/abs/2009.00079">https://arxiv.org/abs/2009.00079.pdf</a>	No	No	No	No	Yes, Snap Inc	USA	No	No	Not available	No	No	No	No	N/A	N/A	N/A	N/A
58	2019	LAINNES: Improving multi-instrumental music generation with cross-domain pre-training	<a href="https://arxiv.org/abs/2009.00093">https://arxiv.org/abs/2009.00093.pdf</a>	Yes, "less than a day"	Yes, 40M parameters	Yes, Four NVIDIA Titan X GPUs	Full	No	USA	Public	Yes, GPUs used in this research were donated by NVIDIA	No	No	No	No	250	4	20	20.00	
59	2019	Controlling Symbolic Music Generation based on Concept Learning from Domain Knowledge	<a href="https://arxiv.org/abs/2009.00030">https://arxiv.org/abs/2009.00030.pdf</a>	No	No	No	No	Yes, Sony Computer Science Laboratories	Japan	No	No	Not available	No	No	No	No	N/A	N/A	N/A	N/A
60	2019	Rendering Music Performance With Interpretation Variations Using Conditional Variational RNN	<a href="https://arxiv.org/abs/2009.00105">https://arxiv.org/abs/2009.00105.pdf</a>	No	No	No	No	Yes, Yamaha Corporation	Japan	No	No	Not available	No	No	No	No	N/A	N/A	N/A	N/A
61	2018	Transferring the Style of Homophonic Music Using Recurrent Neural Networks and Autoregressive Models	<a href="https://arxiv.org/abs/2009.00026">https://arxiv.org/abs/2009.00026.pdf</a>	No	No	No	No	No	China	Public	No	No	No	No	No	No	N/A	N/A	N/A	N/A
62	2018	StructurNet: Inducing Structure in Generated Melodies	<a href="https://arxiv.org/abs/2009.00028">https://arxiv.org/abs/2009.00028.pdf</a>	No	No	No	No	Yes, JukeDeck Ltd	UK	No	No	Not available	No	No	No	No	N/A	N/A	N/A	N/A
63	2018	Music generation and transformation with moment matching-scattering inverse networks	<a href="https://arxiv.org/abs/2009.00133">https://arxiv.org/abs/2009.00133.pdf</a>	No	No	Partially, Mentions GPU but no further details	No	No	France	Public	No	No	No	No	No	No	N/A	N/A	N/A	N/A
64	2018	A Predictive Model for Music Based on Learned Interval Representations	<a href="https://arxiv.org/abs/2009.00179">https://arxiv.org/abs/2009.00179.pdf</a>	No	No	No	No	Yes, Sony Computer Science Laboratories (CSL)	Austria, France	Public	No	No	No	No	No	No	N/A	N/A	N/A	N/A
65	2018	Conditioning Deep Generative Raw Audio Models for Structured Automatic Music	<a href="https://arxiv.org/abs/2009.00032">https://arxiv.org/abs/2009.00032.pdf</a>	No	No	No	No	No	USA	Public	No	No	No	No	No	No	N/A	N/A	N/A	N/A
66	2018	Interactive Arrangement of Chords and Melodies Based on a Tree-Structured Generative Model	<a href="https://arxiv.org/abs/2009.00000">https://arxiv.org/abs/2009.00000.pdf</a>	No	No	No	No	No	Japan	Public	No	No	No	No	No	No	N/A	N/A	N/A	N/A
67	2018	MIDI-VAE: Modeling Dynamics and Instrumentation of Music with Applications to Style Transfer	<a href="https://arxiv.org/abs/2009.00006">https://arxiv.org/abs/2009.00006.pdf</a>	Yes, 48 hours	No	Yes, All models are trained on single GPUs (GTX 1080). (there are four models)	Full	No	Switzerland	No	No	Not available	No	No	No	170	1	192	32.64	
68	2018	Convolutional Generative Adversarial Networks with Binary Neurons for Polyphonic Music Generation	<a href="https://arxiv.org/abs/2009.00018">https://arxiv.org/abs/2009.00018.pdf</a>	No	No	No	No	No	Taiwan	No	No	Not available	No	No	No	No	N/A	N/A	N/A	N/A
69	2018	A Generalized Parsing Framework for Generative Models of Harmonic Syntax	<a href="https://arxiv.org/abs/2009.00028">https://arxiv.org/abs/2009.00028.pdf</a>	No	No	No	No	No	Switzerland, Germany, CA	Public	No	No	No	No	No	No	N/A	N/A	N/A	N/A
70	2018	Part-Invariant Model For Music Generation And Harmonization	<a href="https://arxiv.org/abs/2009.00043">https://arxiv.org/abs/2009.00043.pdf</a>	No	No	No	No	No	USA	No	No	Not available	No	No	No	No	N/A	N/A	N/A	N/A
71	2017	Sampling Variations of Sequences for Structured Music Generation	<a href="https://arxiv.org/abs/2009.00000">https://arxiv.org/abs/2009.00000.pdf</a>	No	No	No	No	Yes, Sony CSL	France	Public	No	No	No	No	No	No	N/A	N/A	N/A	N/A
72	2017	Counterpoint by Convolution	<a href="https://arxiv.org/abs/2009.00047">https://arxiv.org/abs/2009.00047.pdf</a>	No	No	No	No	Yes, Google Brain	Canada	Public	No	No	No	No	No	No	N/A	N/A	N/A	N/A
73	2017	MoNet: A Convolutional Generative Adversarial Network for Symbolic-Domain Music Generation	<a href="https://arxiv.org/abs/2009.00046">https://arxiv.org/abs/2009.00046.pdf</a>	No	No	No	No	No	Taiwan	No	No	Not available	No	No	No	No	N/A	N/A	N/A	N/A
74	2017	Scale- and Rhythm-Aware Musical Note Estimation for Vocal F0 Trajectories Based on a Semi-Tatum-Synchronous Hierarchical Hidden Semi-Markov Model	<a href="https://arxiv.org/abs/2009.00004">https://arxiv.org/abs/2009.00004.pdf</a>	No	No	No	No	No	Japan	Yes	No	No	No	No	No	No	N/A	N/A	N/A	N/A
75	2017	A Study on LSTM Networks for Polyphonic Music Sequence Modelling	<a href="https://arxiv.org/abs/2009.00000">https://arxiv.org/abs/2009.00000.pdf</a>	No	No	No	No	No	UK	Yes	No	No	No	No	No	No	N/A	N/A	N/A	N/A
76	2017	Automatic Stylistic Composition of Bach Chorales with Deep LSTM	<a href="https://arxiv.org/abs/2009.00046">https://arxiv.org/abs/2009.00046.pdf</a>	No	No	No	No	Yes, Microsoft	UK	No	No	No	No	No	No	No	N/A	N/A	N/A	N/A
77	2017	Generating Nontrivial Melodies for Music as a Service	<a href="https://arxiv.org/abs/2009.00173">https://arxiv.org/abs/2009.00173.pdf</a>	Yes, four days	No	Yes, Single Nvidia Tesla K80	Full	No	USA	No	No	Not available	No	No	No	No	300	1	96	28.80
78	2017	SongDuetter: A Difficulty-Aware Arrangement System for Generating Guitar Solo Covers from Polyphonic Audio of Popular Music	<a href="https://arxiv.org/abs/2009.00064">https://arxiv.org/abs/2009.00064.pdf</a>	No	No	No	No	No	Japan	Yes	No	No	No	No	No	No	N/A	N/A	N/A	N/A
79	2017	From Bach to the Beatles: The Simulation of Human Tonal Expectation Using Ecologically-Trained Predictive Models	<a href="https://arxiv.org/abs/2009.00043">https://arxiv.org/abs/2009.00043.pdf</a>	No	No	No	No	No	Austria, Singapore	Yes	No	No	No	No	No	No	N/A	N/A	N/A	N/A
80	2017	Chord Generation from Symbolic Melody Using BLSTM Networks	<a href="https://arxiv.org/abs/2009.00134">https://arxiv.org/abs/2009.00134.pdf</a>	No	No	No	No	No	Korea	Yes	Yes, Kakao Corp, Kakao Brain Corp	No	No	No	No	No	N/A	N/A	N/A	N/A