# Quantum Annealing for Music Arrangement

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4 March 2025

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# Overview

- Theory
  - Adiabatic quantum computing
  - Quantum annealing
  - Music arrangement
- Motivations
- Method
- Results
- Conclusions

# Theory

# Adiabatic quantum computing

## Adiabatic principle

A system remains in its instantaneous eigenstate if a given perturbation is acting on it slowly enough.[1]

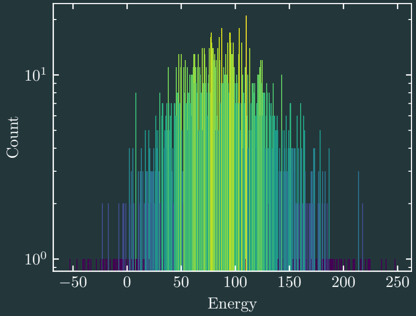
$$H(t) = \left(1 - \frac{t}{T}\right) H_0 + \frac{t}{T} H_p$$

- Universal and guaranteed
- A system that starts in a ground state, ends in a ground state
- Not possible in practice

[1] Born and Fock, 'Beweis des Adiabatensatzes'.

# Quantum annealing

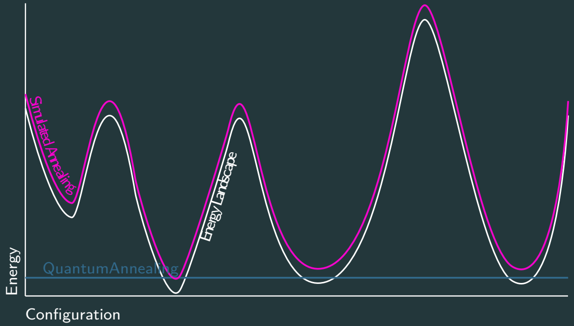
- Relaxes the adiabaticity
- Rate of change determined heuristically
- Final state is probabilistic, not deterministic




Distribution of 2000 solution energies

## Advantages

- Find the ground state of complicated Hamiltonians
- Quantum tunneling avoids local minima



# Ising model

**Initial Hamiltonian**

$$H_0 = h_0 \sum_{i=1}^{N} \sigma_i^x$$

**Problem Hamiltonian**

$$H_p(\sigma^z) = \sum_{i<j}^{N} J_{ij} \sigma_i^z \sigma_j^z + \sum_{i=1}^{N} h_i \sigma_i^z$$

# QUBO

**Quadratic Unconstrained Binary Optimisation**

Vector $x$ of qubits, matrix $Q$ of weights

$$f(x) = \sum_{i<j}^{N} Q_{i,j} x_i x_j + \sum_{i}^{N} Q_{i,i} x_i$$

- Aim to minimise this function
- Difficult to solve analytically
- Mapped to $H_p$ using simple change of variable
- Encodes problem solution into Hamiltonian's ground state

# What problems can we solve?

# Music arrangement

- Adaptation of previously composed pieces for practical or artistic reasons
- Traditionally complex and time-consuming
- *Reduction* can be shown to be computationally complex[2]


Quartet No. 1 in Bb major by Joseph Haydn

[2] Moses and Demaine, ‘Computational Complexity of Arranging Music’

# Motivations

# Motivations

- Classical methods of automatic arrangement[3]
- Field of quantum computer music is very new[4]
- Quantum annealing used to generate music[5]
- Novel adaption of this method to a new problem
- *This has never been done before!*

[3] Huang, Chiu and Shan, 'Towards an automatic music arrangement framework using score reduction'; Nakamura and Yoshii, 'Statistical piano reduction controlling performance difficulty'; Li et al., 'Automatic Piano Reduction of Orchestral Music Based on Musical Entropy'.

[4] Miranda, *Quantum Computer Music*.

[5] Freedline, 'Algorhythms'; Arya et al., 'Music Composition Using Quantum Annealing'.

# Method

# Method

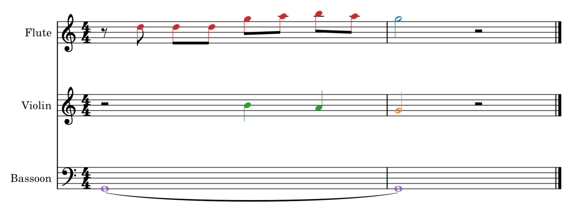
1. Split score into musical phrases
2. Arrange phrases into a graph
3. Formulate optimisation problem
4. Solve problem using QPU
5. Construct arrangement from solution

# 1. Split score

- Musical phrases chosen as smallest unit of music
- Preserve melody and structure when arranged

## Local boundary detection model (LBDM)[6]

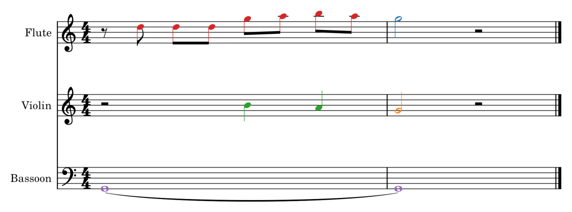
$$S_i = x_i \times (r_{i-1,i} + r_{i,i+1})$$




[6] Cambouropoulos, 'The Local Boundary Detection Model (LBDM) and its Application in the Study of Expressive Timing'.

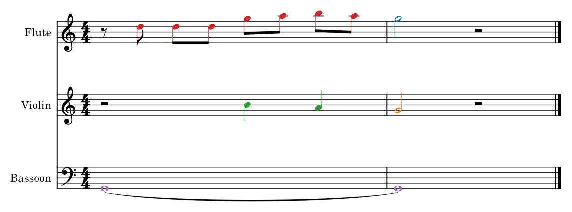
# 2. Create graph

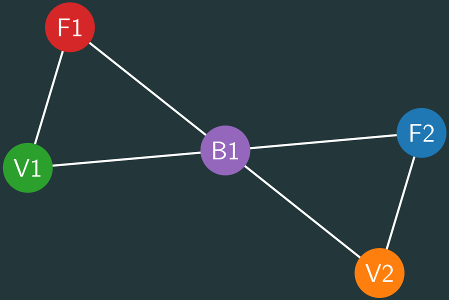
- Vertices (nodes) connected by edges
- Models pairwise relations between objects




- Nodes — phrases
- Edges — overlap between phrases

## 2. Create graph



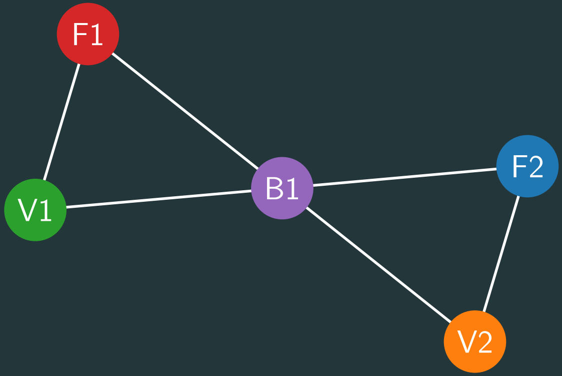
# 3. Create optimisation problem

## Proper vertex colouring

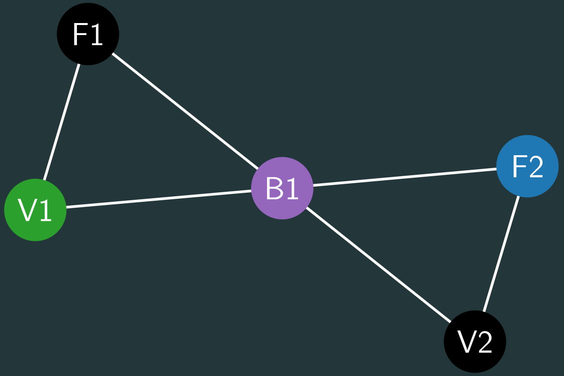
Colour each vertex such that no edge connects two vertices of the same colour

$$
\begin{aligned}
f(x) = &+A \sum_{v\in V}\left(1-\sum_{i=1}^{n} x_{v,i}\right)^2 &&+B \sum_{(u,v)\in E}\sum_{i=1}^{n} x_{u,i}x_{v,i} \\
&-C \sum_{v\in V}\sum_{i=1}^{n} W_v x_{v,i} &&-D \sum_{(u,v)\in E} W_{uv}\sum_{i=1}^{n}\sum_{j=1}^{n} x_{u,i}x_{v,j}
\end{aligned}
$$

# 3. Create optimisation problem

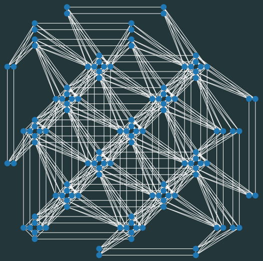


# 3. Create optimisation problem



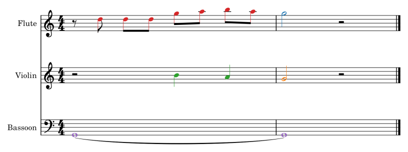
# 4. Solve problem

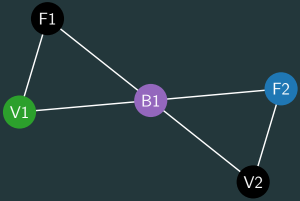
- Problem embedded onto D-Wave quantum hardware
- Quantum annealer optimises QUBO formulation
- Returns a sampleset of results

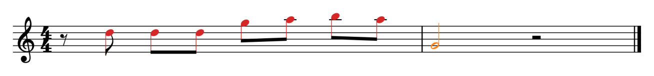


D-Wave Advantage QPU topology. Own work.

# 5. Construct arrangement



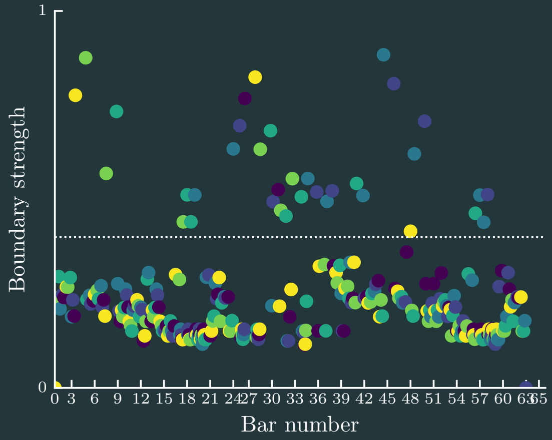
# Results

# Score

- Smaller ensemble chosen for problem size
- Well-defined musical structure
- Reduction to three instruments

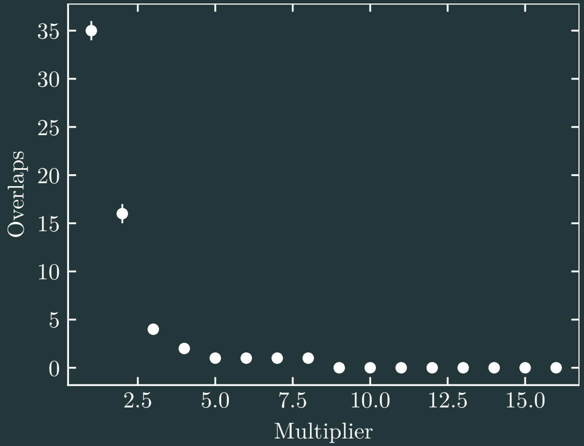

Quartet No. 1 in Bb major by Joseph Haydn

# Phrase detection



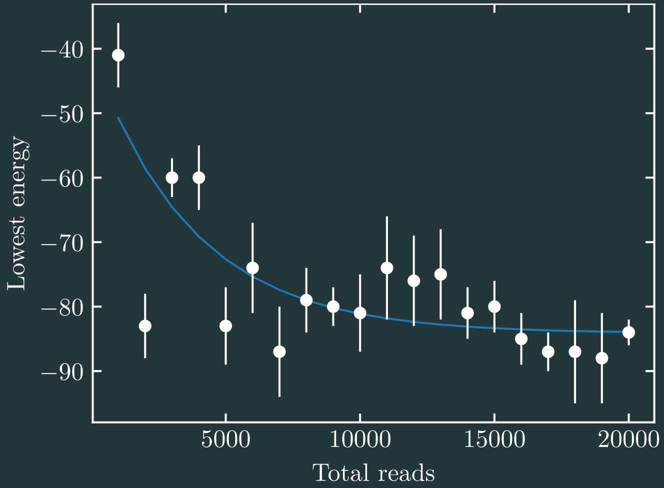

Boundary strengths for the Violin I part

# QUBO parameter variation

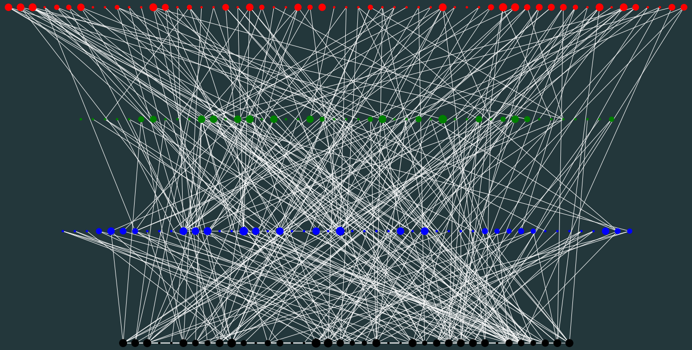



Variation of with edge weight Lagrange parameter, in multiples of the maximum node weight.

# Optimisation



# Example solution



# Conclusions

# Conclusions

- Novel application of quantum annealing
- QPU successfully returns low-energy states
- Necessary constraints for a valid arrangement fulfilled

# Future work

- Increased problem size
- Parametric variation of LBDM
- Physical limitations of instruments
- Qualitative judgement of computer arrangements[7]

[7] Pearce and Wiggins, 'Towards A Framework for the Evaluation of Machine Compositions'.

**Thank you!**

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# LBDM

## Boundary strength

$$S_i = x_i \times (r_{i-1,i} + r_{i,i+1})$$
$$r_{i,i+1} = \frac{|x_i - x_{i+1}|}{x_i + x_{i+1}}$$

## Normalisation

$$S'_i = \frac{S_i - \min(S_i)}{\max(S_i) - \min(S_i)}$$

## Weighting

$$S = \frac{1}{3}\left(S'_{\mathrm{pitch}} + 2S'_{\mathrm{IOI}}\right)$$



[8] Cambouropoulos, 'The Local Boundary Detection Model (LBDM) and its Application in the Study of Expressive Timing'.

# Phrase entropy

$x_i$ — parameter $x$ (pitch, IOI) of note $i$

**Shannon entropy**

$$H(X) := -\sum_i P(x_i) \log_2 P(x_i)$$

**Probability distribution**

$$P(x_i) = \frac{n_i}{N}$$



[9] Li et al., 'Automatic Piano Reduction of Orchestral Music Based on Musical Entropy'.

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