

# Music Arrangement via Quantum Annealing

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Lucas Kirby

30 January 2025

Department of Physics, Durham University

2025-01-28

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## Theory

Music arrangement

Quantum annealing

## Methods

## Results

## Conclusions

2025-01-28

# Music Arrangement via Quantum Annealing

## └ Overview

- What is music arrangement? What is quantum annealing?
- Methods used to solve the music arrangement problem
- Preliminary results from application of the method
- Concluding thoughts about this process

Overview

Theory

Music arrangement

Quantum annealing

Methods

Results

Conclusions

# Theory

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Music Arrangement via Quantum Annealing

└ Theory

Theory

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Beethoven's String Quartet No. 10

2025-01-28

## Music Arrangement via Quantum Annealing

- └ Theory
  - └ Music arrangement
    - └ Music arrangement

- Adaptation of music in terms of instrumentation, medium, or style
- Traditionally a complex process that requires a deep understanding of musical theory and structure
- Musically interesting whilst still remaining faithful to the source material
- Interest in automating this process
- Reduction is the rewriting of music for a smaller number of instruments (for example string quartet)



# Music arrangement

- Adaptation of previously composed pieces for practical or artistic reasons



The image displays a page from a musical score for Beethoven's String Quartet No. 10. The top section is titled 'Poco Adagio' and includes staves for Violin I, Violin II, Viola, and Violoncello. Each staff has the tempo marking 'Poco Adagio' and the instruction 'ad lib. voce'. The bottom section of the page shows a more complex musical passage with various dynamics like 'cresc.', 'p', and 'f', and markings like 'espress.'.

Beethoven's String Quartet No. 10

2025-01-28

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Music arrangement

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A small thumbnail image of a musical score, showing staves and musical notation.

# Music arrangement

- Adaptation of previously composed pieces for practical or artistic reasons
- Traditionally complex and time-consuming

The image displays a page from a musical score for Beethoven's String Quartet No. 10. The top section is titled 'Poco Adagio' and features four staves: Violin I, Violin II, Viola, and Violoncello. Each staff has a 'sotto voce' marking. The bottom section, marked with a Roman numeral 'II', shows a more complex arrangement with multiple staves and dynamic markings such as 'cresc.', 'espress.', and 'p'.

Beethoven's String Quartet No. 10

2025-01-28

## Music Arrangement via Quantum Annealing

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A small thumbnail image of a musical score, showing a page with multiple staves and musical notation.

# Music arrangement

- Adaptation of previously composed pieces for practical or artistic reasons
- Traditionally complex and time-consuming
- This study focuses on **reduction**

The image displays a musical score for Beethoven's String Quartet No. 10. The top section shows the first system with parts for Violin I, Violin II, Viola, and Violoncello, all marked 'Poco Adagio'. Below this, two more systems of the score are shown, featuring various musical notations such as 'cresc.', 'espress.', and 'p'.

Beethoven's String Quartet No. 10

2025-01-28

## Music Arrangement via Quantum Annealing

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# Adiabatic quantum computing (AQC)

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## Music Arrangement via Quantum Annealing

- └ Theory
  - └ Quantum annealing
    - └ Adiabatic quantum computing (AQC)

- Materials science, annealing is a slow heating/cooling process to make a material softer and less brittle
- Quantum computing, slow evolution of a system between Hamiltonians
- Done adiabatically (closed system), system remains in ground state



# Adiabatic quantum computing (AQC)

- *Materials* — heating and cooling a material to alter its physical properties

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

[Lucas, 2014]

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# Quantum annealing

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## Music Arrangement via Quantum Annealing

└ Theory

└ Quantum annealing

└ Quantum annealing

- How is this used to solve problems?
- Ising model, create a lattice of variables with two discrete values (spin up/down)
- Problem Hamiltonian, qubits  $\sigma^z$ , coupling strengths  $J_{ij}$  and field strengths  $h_i$
- Initial state is a superposition of all possible states
- If problem solution is encoded within the ground state, system will give solution after evolution

## Ising model

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

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## Music Arrangement via Quantum Annealing

- └ Theory
  - └ Quantum annealing
    - └ Quantum annealing

Quantum annealing

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## Initial state

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

[Lucas, 2014]

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[Lucas, 2014]

# Quantum annealing

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## Music Arrangement via Quantum Annealing

└ Theory

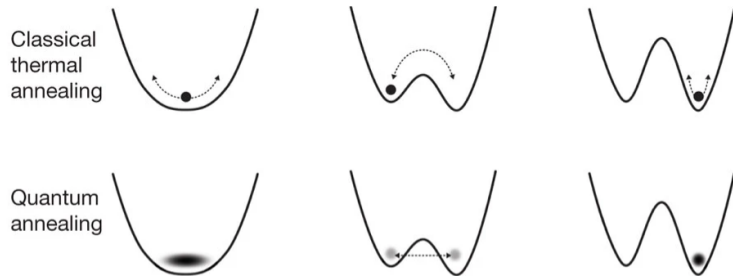
└ Quantum annealing

└ Quantum annealing

Quantum annealing



[Johnson et al., 2011]



[Johnson et al., 2011]

- What does this look like?
- Evolution of superposition to a particular state
- More efficiently escape from local minima via quantum tunneling
- Can solve harder problems with a more turbulent energy landscape



# QUBO

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## Music Arrangement via Quantum Annealing

- └ Theory
  - └ Quantum annealing
    - └ QUBO

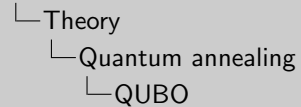
- How to encode a problem into a Hamiltonian?
- Similar form to the Ising model, but with binary variables (0 or 1)
- QUBO is a function to be minimised
- Set of binary variables  $x$ , matrix  $Q$  of real weights that describes interactions between variables
- Can read out variable values after evolution to give solution

## Quadratic Unconstrained Binary Optimisation

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

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Music Arrangement via Quantum Annealing



QUBO

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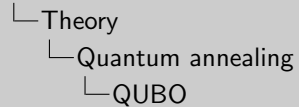
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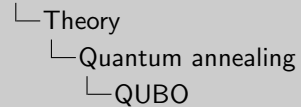
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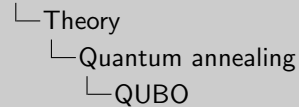
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- Encodes problem solution into Hamiltonian's ground state
- Remains in low-energy state via quantum tunneling

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## Music Arrangement via Quantum Annealing



QUBO

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## Music Arrangement via Quantum Annealing

└ Theory

└ Quantum annealing

How to combine them?

# How to combine them?

- How to apply quantum annealing to the problem of music arrangement?

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Music Arrangement via Quantum Annealing  
└─ Methods

Methods

# Methods

# Problem formulation

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## Music Arrangement via Quantum Annealing

### └─ Methods

### └─ Problem formulation

- Formulating arrangement as a problem to be solved via annealing, four-step process
- Split parts into musical phrases
- Arrange phrases into a graph (nodes and edges)
- Solve corresponding graph problem using quantum computing
- Construct final arrangement from the solution returned



## 1. Split parts into phrases

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# Problem formulation

1. Split parts into phrases
2. Arrange phrases into a graph

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1. Split parts into phrases
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3. Solve graph problem using QPU

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# Problem formulation

1. Split parts into phrases
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Problem formulation

1. Split parts into phrases
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# 1. Split parts

- First stage to separate each part of original score into phrases
- Phrases — smallest unit of music that preserves melody and structure
- Boundaries between phrases found using LBDM
- Measures the degree of change of a certain parameter between notes (explain equation)
- Check pitch and IOI
- Strengths above a threshold value are considered phrases

# 1. Split parts

## Local boundary detection model (LBDM)

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

[Cambouropoulos, 2011]

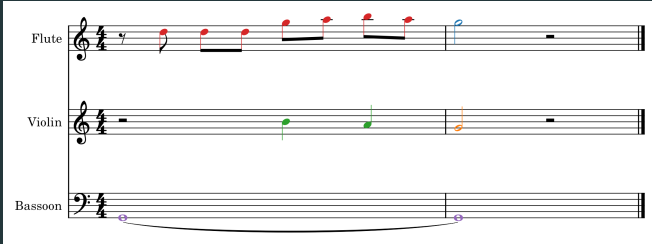
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## Music Arrangement via Quantum Annealing

### Methods

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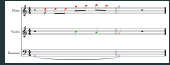
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## 2. Create graph

Flute

Violin

Bassoon

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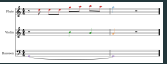
## Music Arrangement via Quantum Annealing

### └ Methods

### └ 2. Create graph

- Construct problem graph
- Each phrase becomes a node, edges between nodes if phrases overlap

2. Create graph



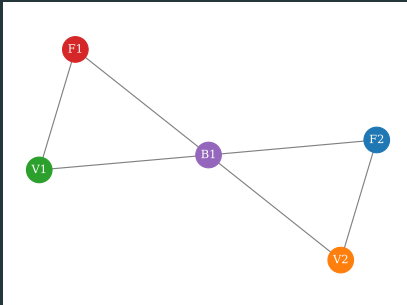


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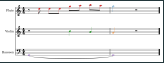
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### └ Methods

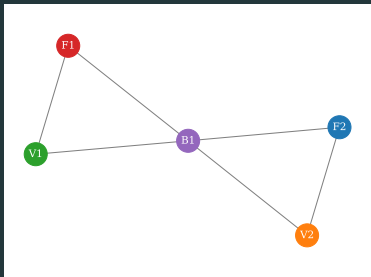
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### 3. Solve graph



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## Music Arrangement via Quantum Annealing

### └ Methods

#### └ 3. Solve graph



- Special case for reducing to a single monophonic part (one phrase played at a time)
- Solve problem graph using a graph theory problem called MIS
- Find largest subset of nodes such that no nodes within the subset are connected by an edge
- Enforces that only one simultaneous phrase can be played at once
- Constraint term enforces no edges
- Objective term is quantity to be minimised
- Lagrange parameters  $A/B$  determine the balance between constraint and objective

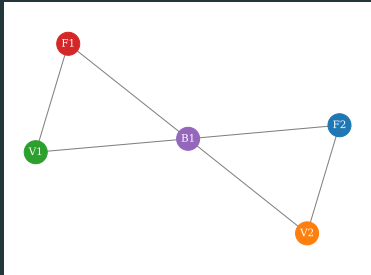
### 3. Solve graph

#### Maximal independent set (MIS)

Largest subset of nodes such that no nodes within the subset are connected by an edge

$$f(x) = A \sum_{ij \in E} x_i x_j - B \sum_i x_i$$

[Lucas, 2014]



#### └ Methods

#### └ 3. Solve graph

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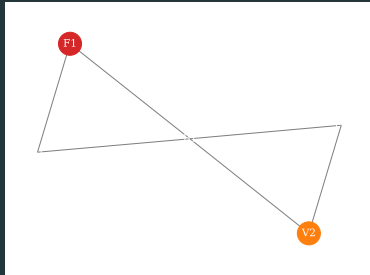
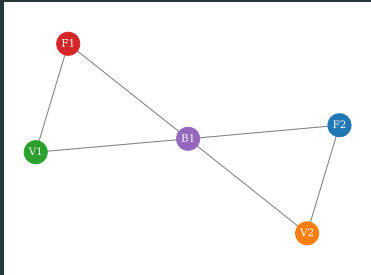
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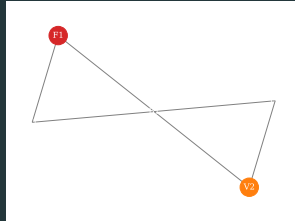
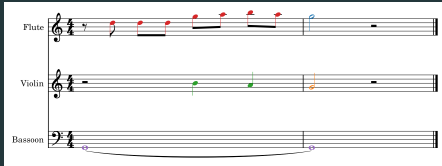
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[Lucas, 2014]

## 4. Construct arrangement



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## Music Arrangement via Quantum Annealing

└ Methods

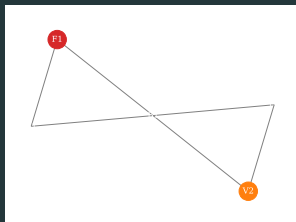
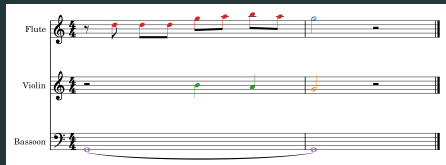
└ 4. Construct arrangement

- Take solution graph and combine selected nodes to create final arrangement

4. Construct arrangement



## 4. Construct arrangement



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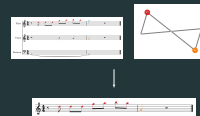
## Music Arrangement via Quantum Annealing

### └ Methods

### └ 4. Construct arrangement

- Take solution graph and combine selected nodes to create final arrangement

4. Construct arrangement



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# Results



Poco Adagio

Violin I

sotto voce

Poco Adagio

Violin II

sotto voce

Poco Adagio

Viola

sotto voce

Poco Adagio

Violoncello

sotto voce

6

cresc.

cresc.

cresc.

10

espress.

*p*

*f*

espress.

*p*

*f*

cresc.

*p*

*f*

*p*

String Quartet No. 10 by Ludwig van Beethoven

2025-01-28


## Music Arrangement via Quantum Annealing

Results

Excerpt

- Excerpt of String Quartet No. 10 in E-flat major, Op. 74, by Ludwig van Beethoven
- Chosen due to its relatively simple structure and smaller instrumentation, keeping the problem graph small

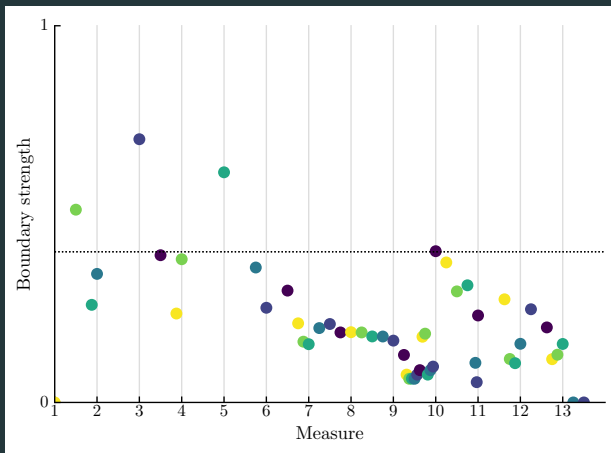
Excerpt



String Quartet No. 10 by Ludwig van Beethoven



# Phrase detection



Boundary strengths for the Violin I part

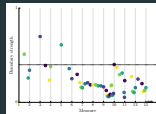
2025-01-28

## Music Arrangement via Quantum Annealing

└ Results

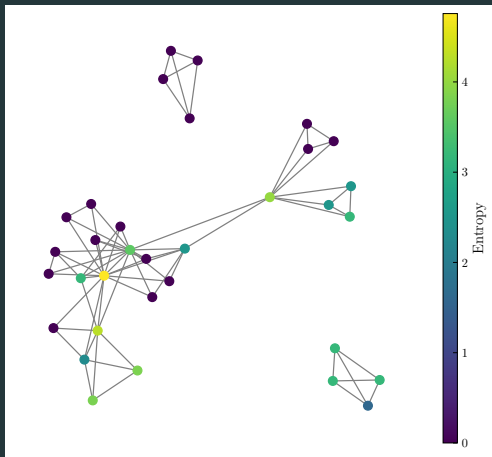
└ Phrase detection

Phrase detection



- Example of the LBDM finding suitable boundaries for phrases
- Threshold value of 0.4 chosen, finds five phrases

## Problem graph



Problem graph with 33 nodes and 70 edges

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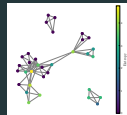
## Music Arrangement via Quantum Annealing

└ Results

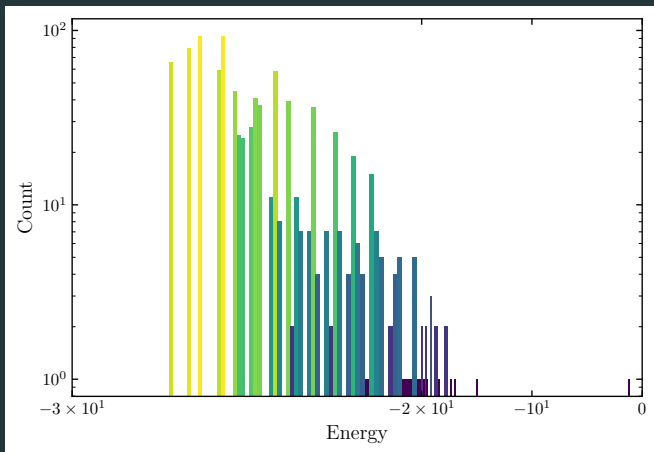
└ Problem graph

- 33 identified phrases (nodes) with 70 overlaps (edges)
- Nodes are weighted by the phrase entropy, how musically interesting the distribution of notes is

Problem graph



Problem graph with 33 nodes and 70 edges



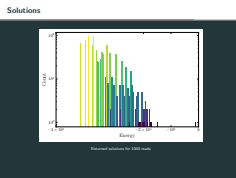
Returned solutions for 1000 reads

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## Music Arrangement via Quantum Annealing

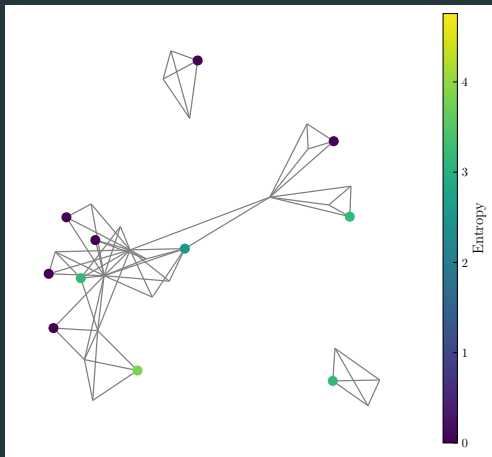
└ Results

└ Solutions



- Histogram of the returned solutions, only energies below zero shown
- Distribution of solutions due to the stochastic nature of annealing
- Not always guaranteed the ground state during evolution
- Lowest energy solution  $-26.8$  with a degeneracy of 34

## Example solution



Solution graph returning a subset of 11 nodes

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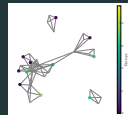
## Music Arrangement via Quantum Annealing

└ Results

└ Example solution

- Selected nodes from one of the lowest energy solutions
- Note in the cliques only one node could be selected

Example solution



# Final arrangement

**Poco Adagio**  
sotto voce

Violin I

Violin II

Viola

Violoncello

6

cresc.

cresc.

cresc.

10

espress.

p

f

espress.

p

f

cresc.

p

f

p

Selected phrases

**Poco Adagio**  
sotto voce

7

espress.

cresc.

p

12

f

Final arrangement

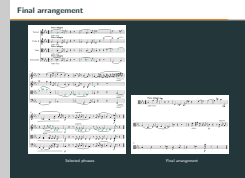
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## Music Arrangement via Quantum Annealing

Results

Final arrangement

- Selected phrases from solution graph highlighted
- Phrases concatenated to create the final arrangement



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Music Arrangement via Quantum Annealing  
└─ Conclusions

Conclusions

# Conclusions

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## Music Arrangement via Quantum Annealing

### └ Conclusions

### └ Conclusions

- Valid reduction gained from implemented method
- Monophonic lowest-energy solution
- Phrase identification and selection result in musically interesting final arrangement
- Displays some advantages over classical algorithms
- Does not require training data, costly in both time and resources
- Faster solve time compared to similarly-sized problems
- Method and more advanced versions of it removes the skill barrier for music arrangement

# Conclusions

- Successful in creating a valid single-part reduction



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# Conclusions

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- Advantage over classical algorithms [Huang et al., 2012]



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- Removes skill barrier for music arrangement



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- Problem size — full piece has upwards of 1000 phrases, compare solve times with classical algorithms
- LBDM parameters — phrases should be short and similar in length, prevents important notes being hidden in long phrases with low entropy
- Physical limitations — note ranges, note change speed
- Multiple parts — need different problem formulation, colouring problem with each colour representing a reduced part
- Quality judgement — Turing-like test, present subjects with human-/computer-generated scores

- Increased problem size

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## Music Arrangement via Quantum Annealing

└─ Conclusions

└─ Future work

Future work

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## Future work

- Increased problem size
- Parametric variation of LBDM

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- Increased problem size
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[Pearce and Wiggins, 2001]



**Thank you!**

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**Music Arrangement via Quantum Annealing**

└ **Conclusions**

Thank you!

# Music Arrangement via Quantum Annealing

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Lucas Kirby

30 January 2025

Department of Physics, Durham University

2025-01-28

Music Arrangement via Quantum Annealing

Music Arrangement via Quantum Annealing

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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

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

[Cambouropoulos, 2011]



- Boundaries always taken at beginning/end of piece
- Weightings derived by trial and error

LBDM	
Boundary strength	$S_i = x_i \times (r_{i-1,i} + r_{i,i+1})$ $r_{i,i+1} = \frac{ x_i - x_{i+1} }{x_i + x_{i+1}}$
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[Cambouropoulos, 2011]	

# Phrase entropy

## Shannon entropy

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

## Probability distribution

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

[Li et al., 2019]

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## Music Arrangement via Quantum Annealing

└ Phrase entropy

- Shannon entropy units in bits due to  $\log_2$
- Distribution calculated for pitch and duration

Phrase entropy

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

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

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