

# Music Information Retrieval with Python

PyStok, 29.03.2023

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Hi! I'm Mateusz







by K Karas

[www.fotobukaras.pl](http://www.fotobukaras.pl)

# LIVE IN CHINA 2019

JAZZ  
O P O  
LSKU



# MM3

Bartek Łuczakiewicz - bass  
巴尔托什·乌齐凯维奇 - 贝斯

Michał Milczarek - guitar  
米哈乌·米勒查莱克 - 吉他

Mateusz Modrzejewski - drums  
马特乌什·莫德热耶夫斯基 - 鼓

28.03 Guangzhou, European Jazz Festival, Xinghai Concert Hall  
29.03 Guangzhou, European Jazz Festival, JZ Club

30.03 Zhuhai, European Jazz Festival, Golden Jazz Academy

31.03 Guangzhou, European Jazz Festival, Music Factory

01.04 Zhuhai, Golden Jazz Academy

03.04 Zhongshan, Friends Bar

04.04 Shenzhen, Lavo

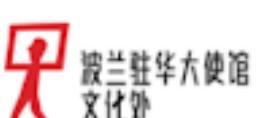
06.04 Guiyang, Starlight Theatre

07.04 Zunyi, Zunyi Grand Theatre

08.04 Zunyi, Music Academy

10.04 Chongqing, Nuts Live House

13.04 Chengdu, He Duoling Art Galery



19.10 Shenzhen, Oct-Loft Festival  
2017年10月19日 深圳 OCT-LOFT国际爵士音乐节

20.10 Guangzhou, Iba  
2017年10月20日 广州 即将公布

21.10 Zhongshan, tba  
2017年10月21日 中山 即将公布

22.10 Zhuhai, tba  
2017年10月21日 珠海 即将公布

23.10 Guangzhou, T:Union  
2017年10月23日 广州 TU凸空间

25.10 Chengdu, University of Electronics Science and Technology of China  
2017年10月25日 成都 电子科技大学

25.10 Chengdu, University of Electronics Science and Technology of China  
2017年10月26日 成都 电子科技大学

27.10 Chengdu, Yanjiyou Bookstore  
2017年10月27日 成都 言几又书店

28.10 Chengdu, White Night Bar  
2017年10月28日 成都 白夜

JAZZ  
ON TOUR  
O P O  
LSKU

Live!  
in China

2017

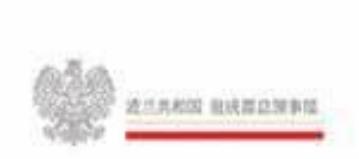
september / october

白色波兰2017中国巡演

Michał  
**MILCZAREK**Trio

米哈乌·米勒查莱克三重奏

Jazz Phonographic Debut of the Year in Poland 2014  
2014年波兰“爵士留声机首秀”金奖





# THE DUMPLINGS

## TRASA PRZYKRO MI

8.11 OBORNIKI  
9.11 WAŁBRZYSK  
10.11 WROCŁAW  
14.11 OSTRÓW WLKP.  
15.11 ŁÓDŹ  
16.11 KATOWICE **SOLD OUT**  
22.11 MYSŁOWICE **SOLD OUT**  
23.11 KRAKÓW **SOLD OUT**  
24.11 CHEŁM  
7.12 LUBLIN **SOLD OUT**  
8.12 BIELSKO-BIAŁA **SOLD OUT**

12.12 WROCŁAW **SOLD OUT**  
13.12 ZIELONA GÓRA **SOLD OUT**  
14.12 POZNAN **SOLD OUT**  
15.12 SZCZECIN **SOLD OUT**  
18.12 POZNAN **SOLD OUT**  
19.12 BYDGOSZCZ **SOLD OUT**  
20.12 WARSZAWA **SOLD OUT**  
21.12 BIAŁYSTOK **SOLD OUT**  
22.12 GDANSK **SOLD OUT**  
27.12 DĄBROWA GÓRNICZA  
28.12 WOLBROM  
30.12 WARSZAWA **SOLD OUT**

DO ZOBACZENIA PO PRZERWIE







# MIR

# Music Information Retrieval

# Music Information Retrieval

Processing music in useful ways

# Music Information Retrieval

Processing music in useful ways  
Generating new musical content

# Music Information Retrieval

Processing music in useful ways

Generating new musical content

Enhancing our perception of music

# Music

# Music

## Genre

# Music

Genre  
Mood

# Music

Genre

Mood

Instrumentation

# Music

Genre

Mood

Instrumentation

Timbre

# Music

Genre

Mood

Instrumentation

Timbre

Structure

# Music

Genre

Mood

Instrumentation

Timbre

Structure

Harmony

# Music

Genre

Mood

Instrumentation

Timbre

Structure

Harmony

Rhythm

# Music

Genre

Mood

Instrumentation

Timbre

Structure

Harmony

Rhythm

**Deep, complex form of expression and communication**



# Interacting with music



# Pedalboard

<https://github.com/spotify/pedalboard>

**Audio effects library by Spotify**

**Emulates popular musical effects (reverb, delay, distortion...)**

**Used for data augmentation and working with audio**



**PEDALBOARD**



```
1 from pedalboard import Pedalboard, Chorus, Reverb
2 from pedalboard.io import AudioFile
3
4 # Read in a whole audio file:
5 with AudioFile('some-file.wav') as f:
6     audio = f.read(f.frames)
7     samplerate = f.samplerate
8
9 # Make a Pedalboard object, containing multiple plugins:
10 board = Pedalboard([Chorus(), Reverb(room_size=0.25)])
11
12 # Run the audio through this pedalboard!
13 effected = board(audio, samplerate)
14
15 # Write the audio back as a wav file:
16 with AudioFile('processed-output.wav', 'w', samplerate, effected.shape[0]) as f:
17     f.write(effected)
```

# Pyo

<https://github.com/belangeo/pyo>

**Audio synthesis engine**

**Low-level digital signal processing**

**Actually used in live performances!**

# Matthieu Amiguet

*Les Chemins De Traverse*

**Python and Pyo used for:**

- **effects control**
- **implementing loopers**
- **implementing control**

**scripts for shows**



# Other cool tools

**Audiomentations**

audio effects

<https://github.com/iver56/audiomentations>

**PyDub**

audio editing

<https://github.com/jiaaro/pydub>

**Soundfile**

audio editing

<https://github.com/bastibe/python-soundfile>

# APIs

Spotify API

Deezer API

# APIs

Spotify API

Features: mood, danceability, energy, acousticness...

Deezer API

Musical structure: segments, beats, structure

Metadata, artist and album data

Recommendations

# Datasets

## ISMIR datasets

<https://ismir.net/resources/datasets>

status	dataset	metadata	contents	with audio
💀	<a href="#">200DrumMachines</a>	audio samples	7371 one-shots	yes
✓	<a href="#">ACM_MIRUM</a>	tempo	1410 excerpts (60s)	yes
✓	<a href="#">AcousticBrainz-Genre</a>	15-31 genres with 265-745 subgenres	audio features for about 2000000 songs	no
💀	<a href="#">ADC2004</a>	predominant pitch	20 excerpts	yes
✓	<a href="#">Acoustic Event Dataset</a>	28 event classes	5223 audio snippets	yes
✓	<a href="#">AIST Dance Video Database</a>	street dance videos	13,940 videos for 60 pieces	yes
✓	<a href="#">Amg1608</a>	valence & arousal	1608 excerpts (30s)	no
✓	<a href="#">AMT-pilot</a>	structure by multiple annotators	8 songs	yes

# Datasets

**mirdata**

**dataset utilities**

<https://github.com/mir-dataset-loaders/mirdata>

# Librosa

<https://github.com/librosa>

Music processing

Visualization

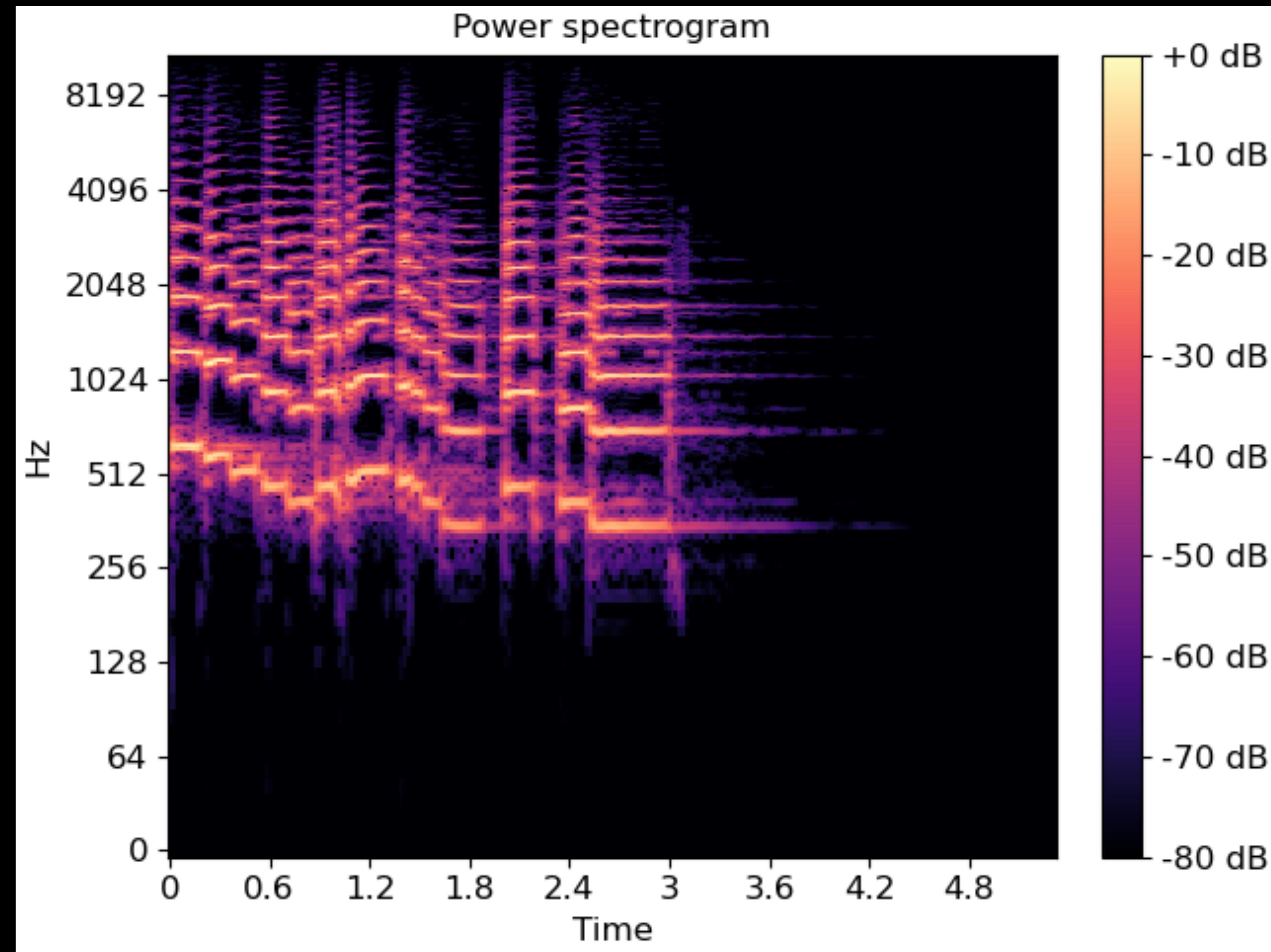
Feature extraction



McFee, Brian, et al. "*librosa: Audio and music signal analysis in Python.*"  
Proceedings of the 14th python in science conference. Vol. 8. 2015.



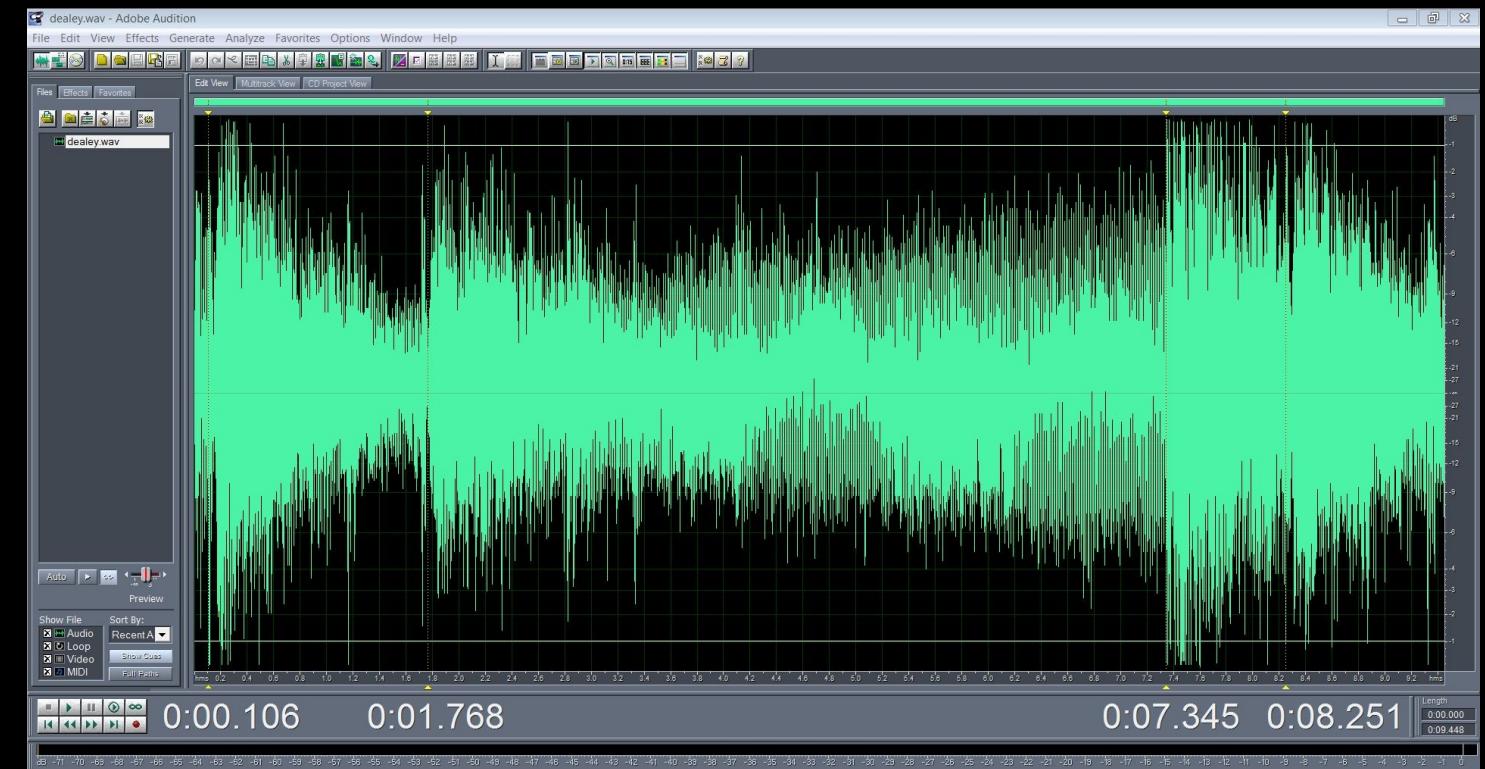
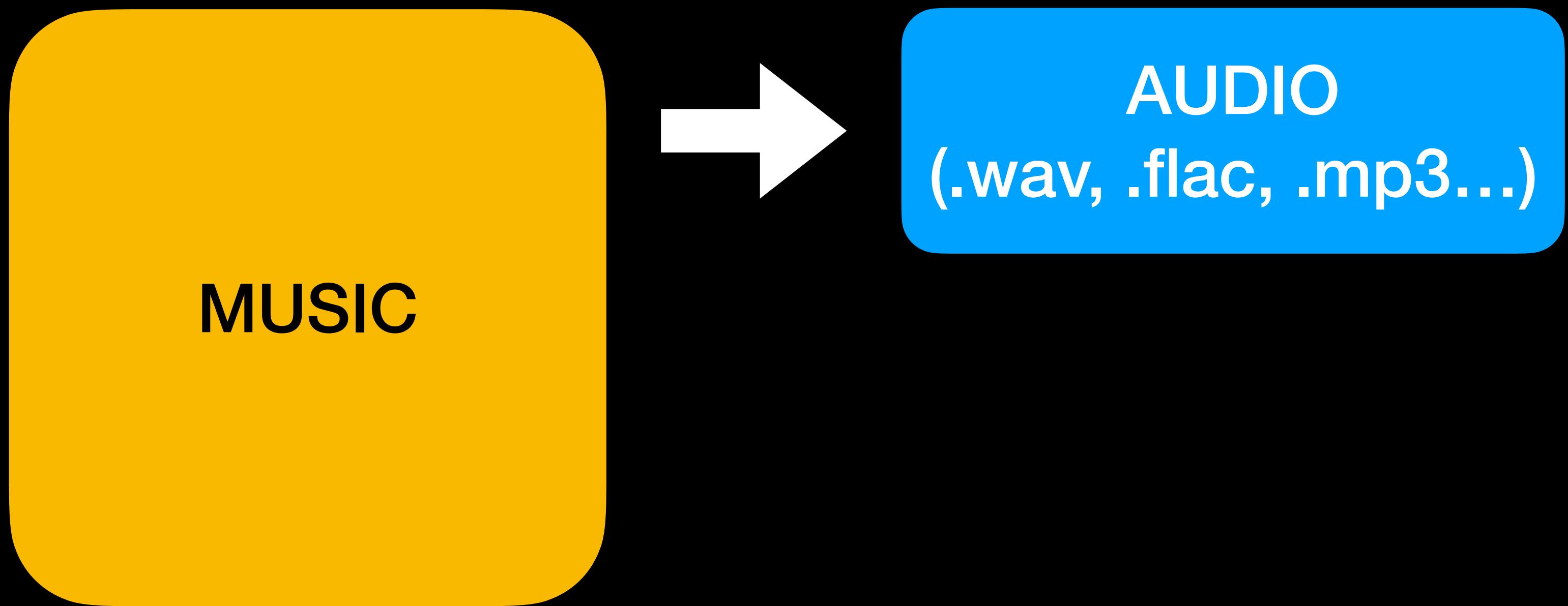
```
1 import librosa
2
3 # Extract harmonic and percussive parts
4 y, sr = librosa.load(librosa.ex('choice'))
5 y_harmonic, y_percussive = librosa.effects.hpss(y)
6
7 # Create a spectrogram
8 y, sr = librosa.load(librosa.ex('trumpet'))
9 S = np.abs(librosa.stft(y))
```



# Music representations

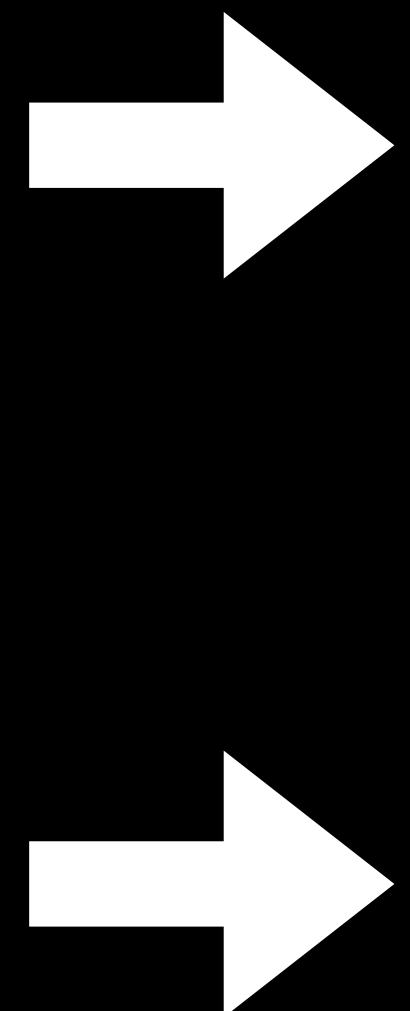
MUSIC

# Music representations

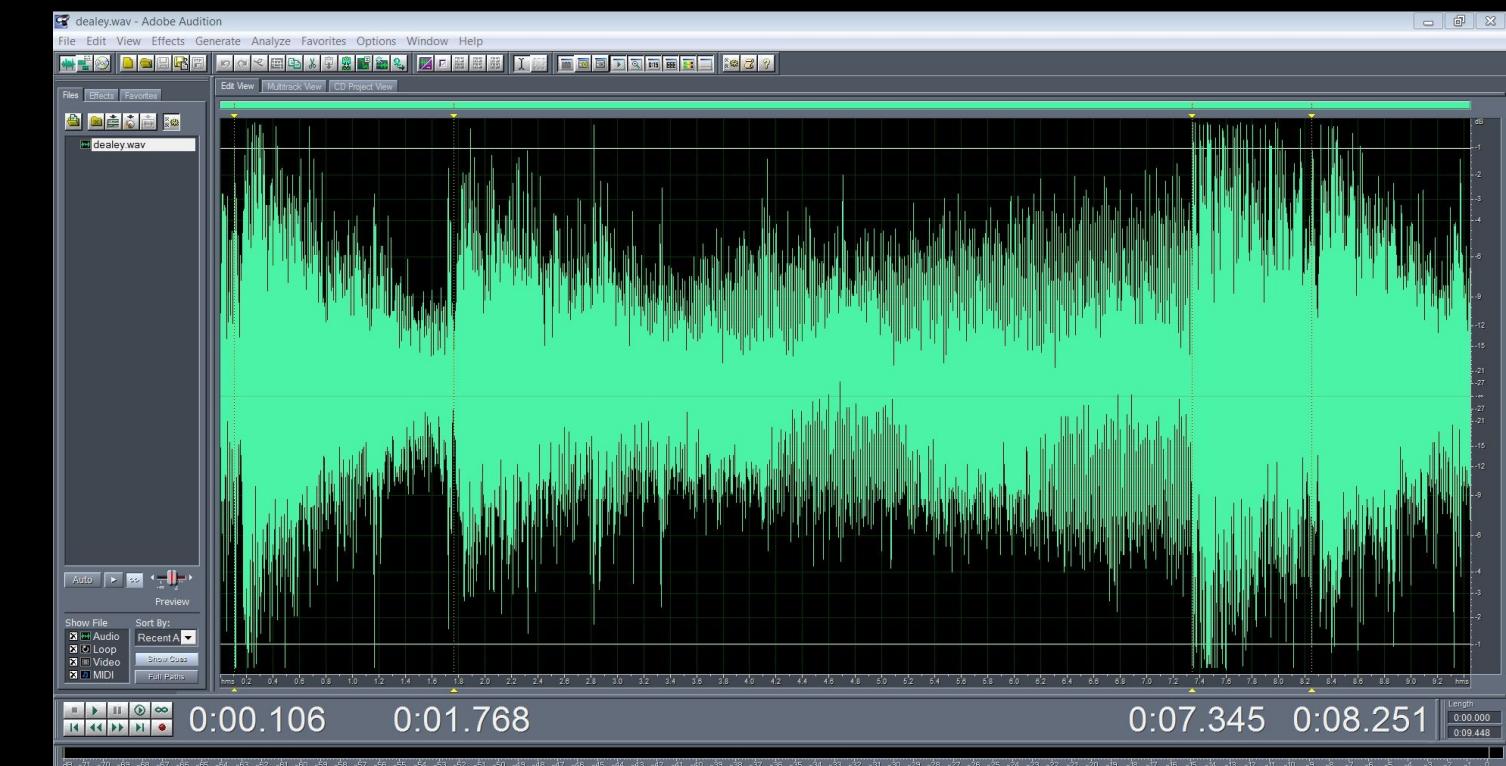


# Music representations

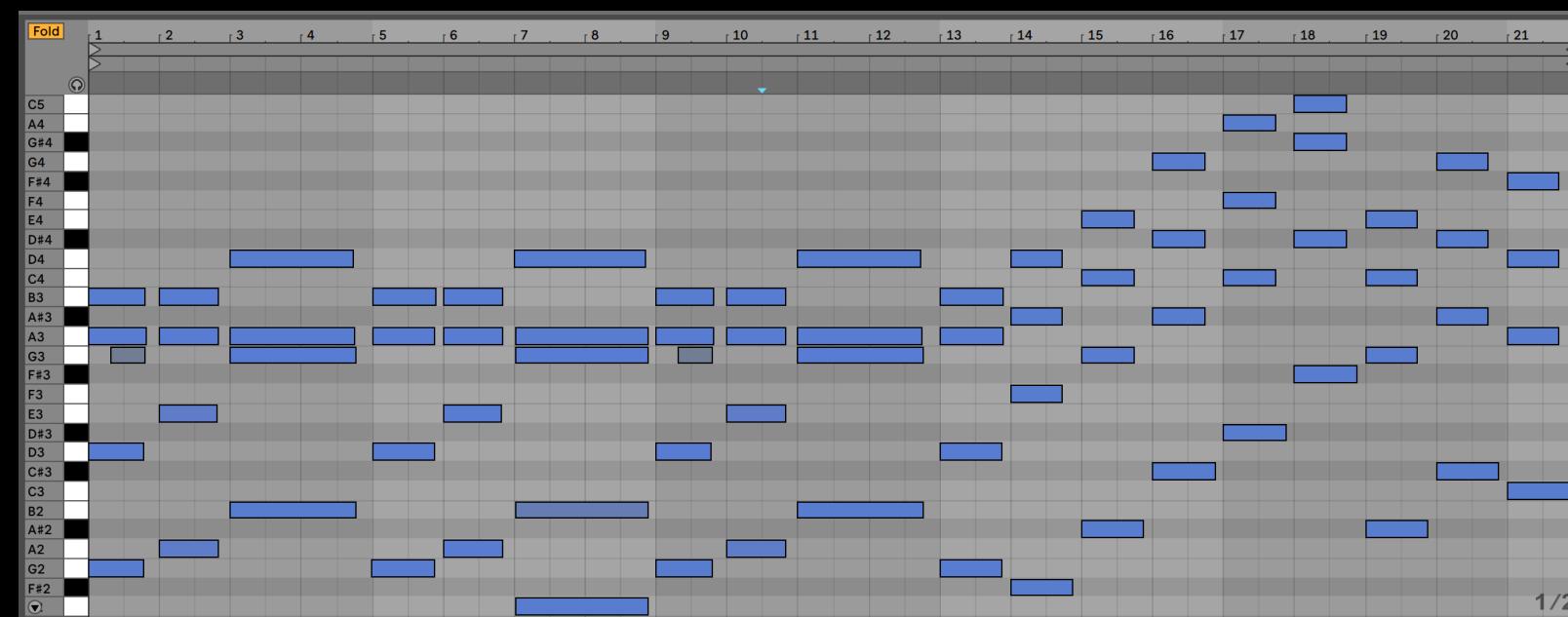
MUSIC



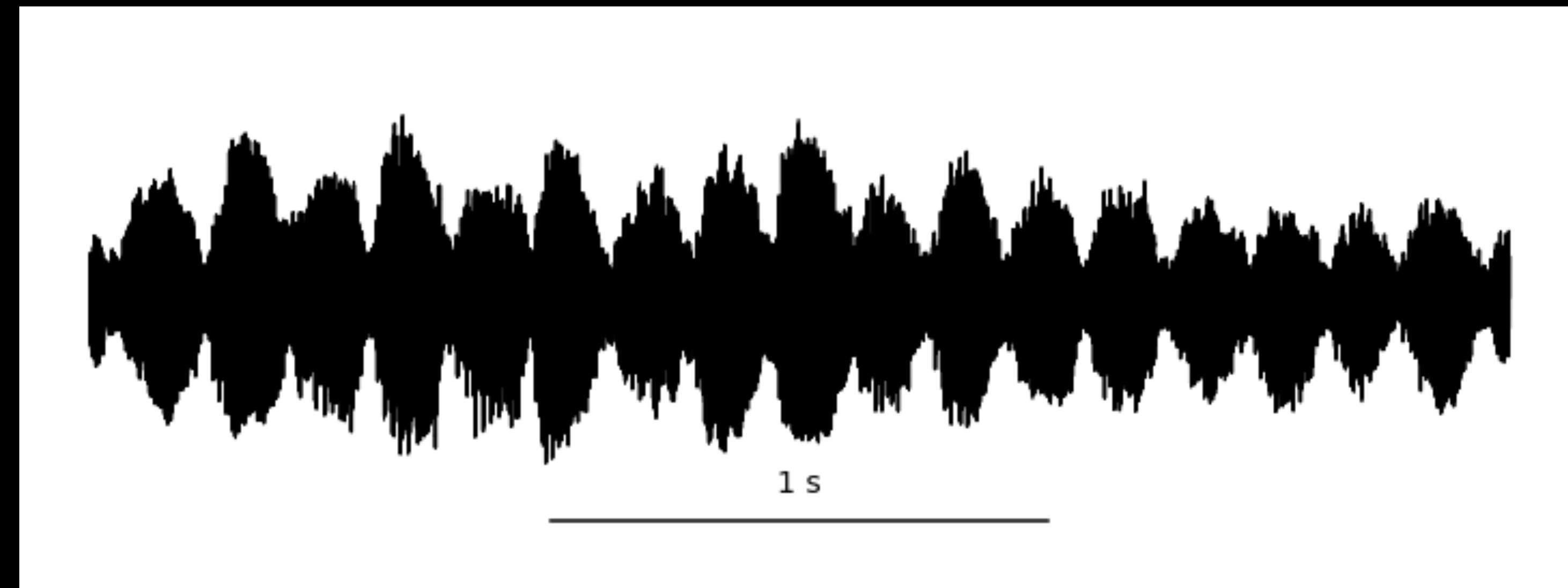
AUDIO  
.wav, .flac, .mp3...)



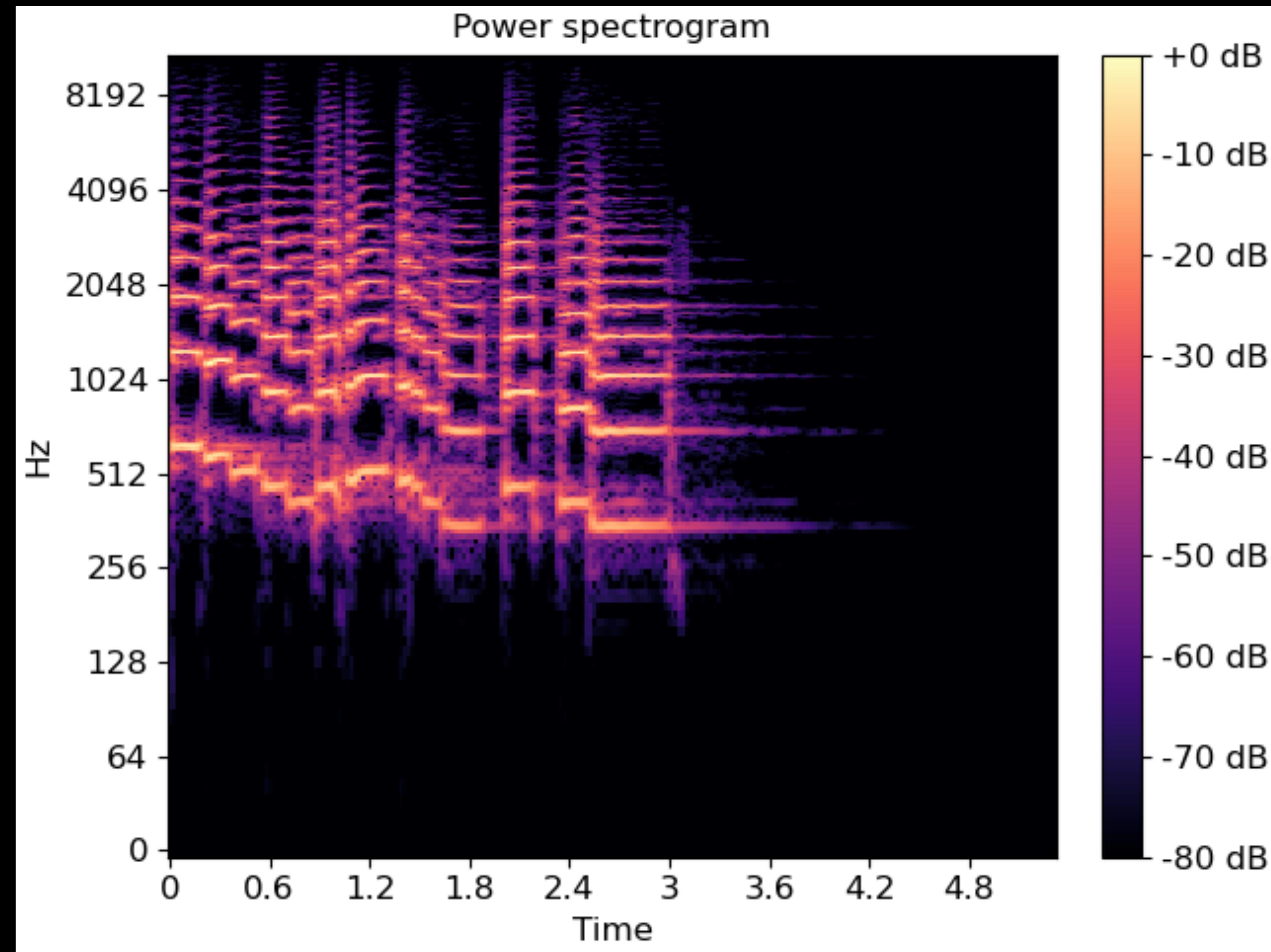
SYMBOLIC  
.mid, .abc, .mxl...)



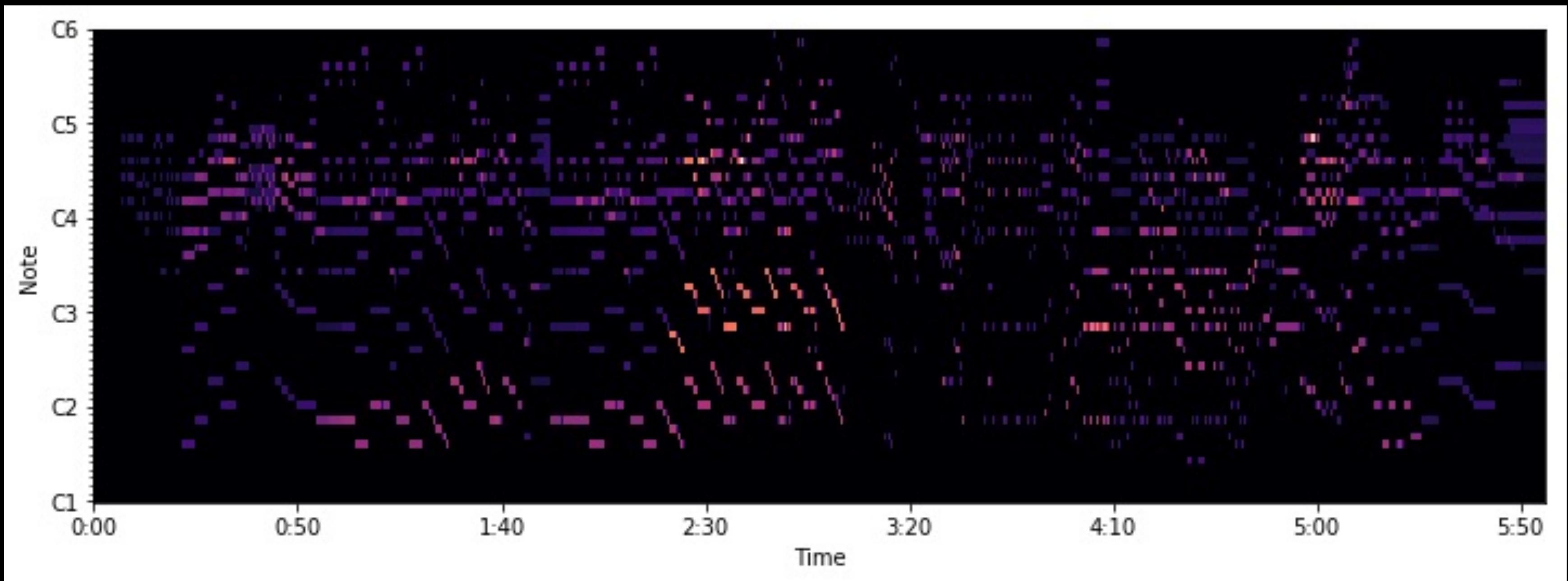
# Audio vs symbolic



Jan Van Balen, „What a WAV file looks like”, <https://jvbalen.github.io/notes/waveform.html>



# MIDI



# MIDI

Protocol invented in early 80's

Communicates synthesizers and computers

Stores note information and multiple control values

Relevant up to this day



# MIDI

The screenshot displays a DAW interface with a focus on a complex MIDI setup and a piano-roll style timeline.

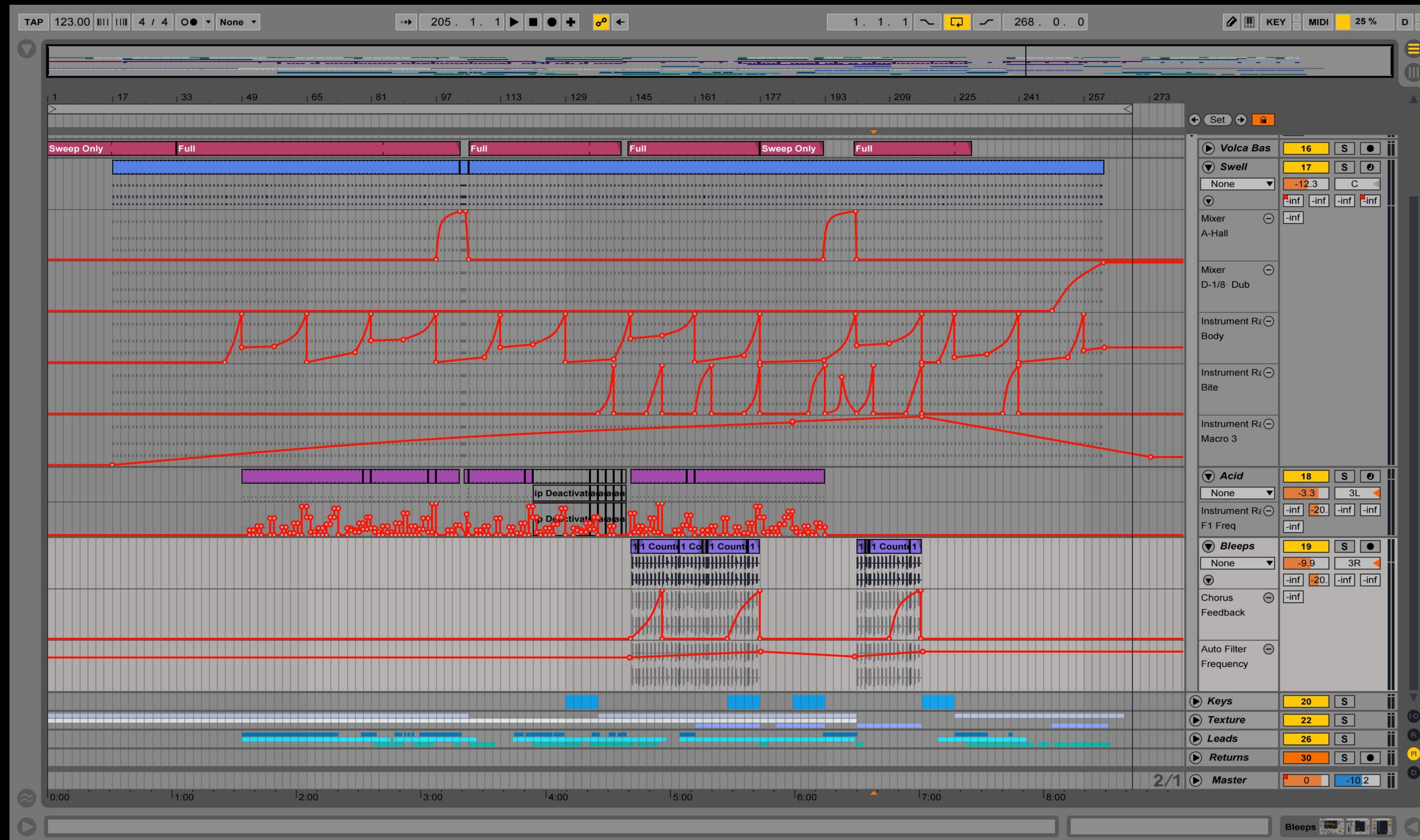
**MIDI Setup:**

- Device View:** Shows a grid of 24 MIDI channels. Many channels are assigned to various audio clips and effects, such as "Delay Vox", "Extra Line", "Vocals Hum", "White Noise", "Granular FX", "Impacts 1", "Impacts 2", "Impacts 3", "Impacts 4", "Bass Sub", "Bass Short", "Bass Reese", "Plastic Toy", "Synth K", and "Master".
- Audio Routing:** Below the device view, each channel has its "Audio From" and "Audio To" settings. Most channels are set to "All Ins" or "Ext. In" for audio input and "Master" for audio output.
- Volume Faders:** Each channel features a vertical fader with numerical values ranging from -Inf to 24. Many faders have specific values like 10, 11, 12, etc., displayed.

**Piano-Roll Timeline:**

- Clip View:** On the left, a panel titled "2 Clips" shows a list of clips and their properties. One clip is currently selected, showing its start and end times, position, length, signature (4/4), groove, scale, and launch parameters.
- Timeline:** The main workspace is a piano-roll style timeline spanning 22 measures. It displays various notes and events for the "Bass Sub" track. The notes are color-coded by pitch, with labels like C3, A#0, F#0, D#0, and C#0 visible.
- Velocity and Chance:** Below the timeline, a horizontal bar indicates velocity levels (127, 64, 1) and chance values (100%, 50%, 0%) for the notes.

# MIDI - effects and parameters



# The original symbolic format 😎



Two Arabesques

C.Debussy (1862-1918)

Andantino con moto

*p*

*a tempo*

*rit...* *pp*

*poco a poco cresc.*

*always cresc. and string.*

www.virtualsheetmusic.com  
1

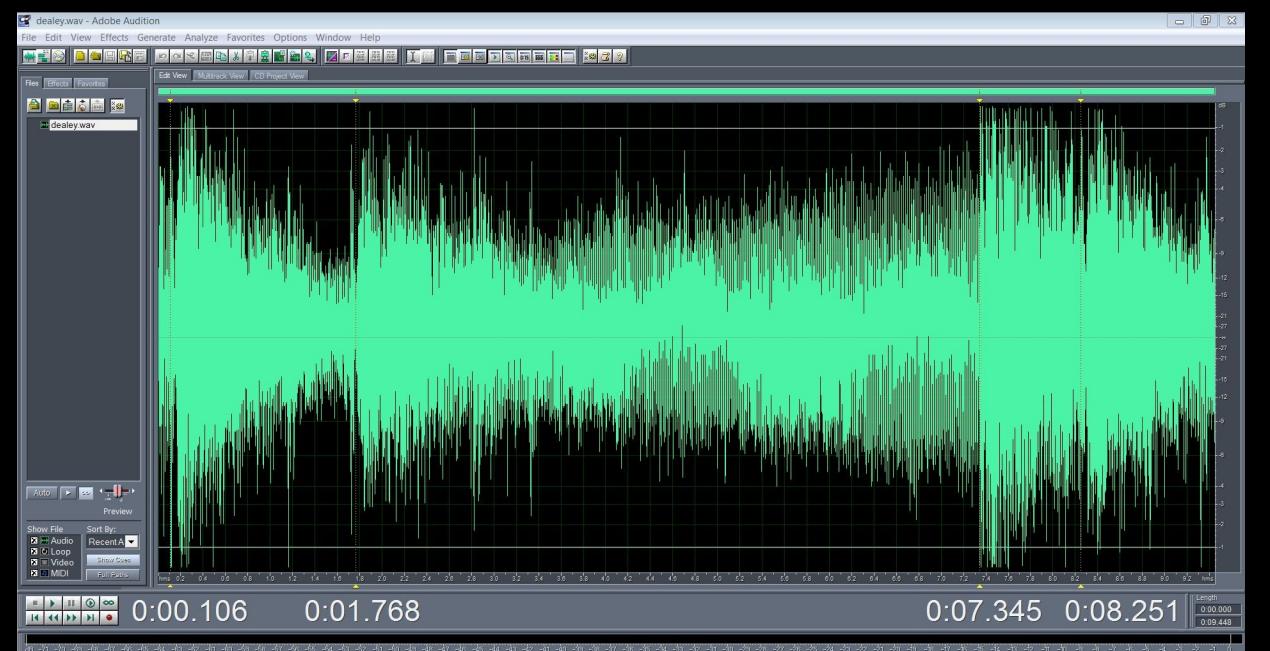
Low resolution sample

© 1999-2005 Virtual Sheet Music, Inc.

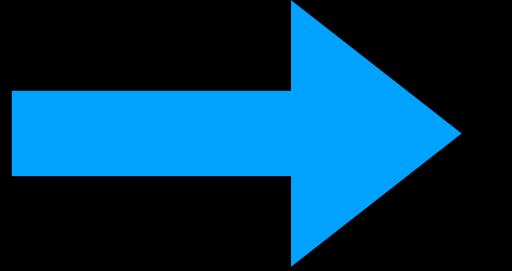
A modern sheet music transcription for piano of Debussy's 'Two Arabesques'. It consists of two systems of music. The first system is in common time and G major, labeled 'Andantino con moto'. The second system begins with a fermata and is labeled 'a tempo'. The notation includes various dynamics like *p*, *pp*, and *rit...*, and performance instructions like *poco a poco cresc.* and *always cresc. and string.*. The website www.virtualsheetmusic.com and the page number 1 are printed at the bottom.

# Learning from music

# Music tagging

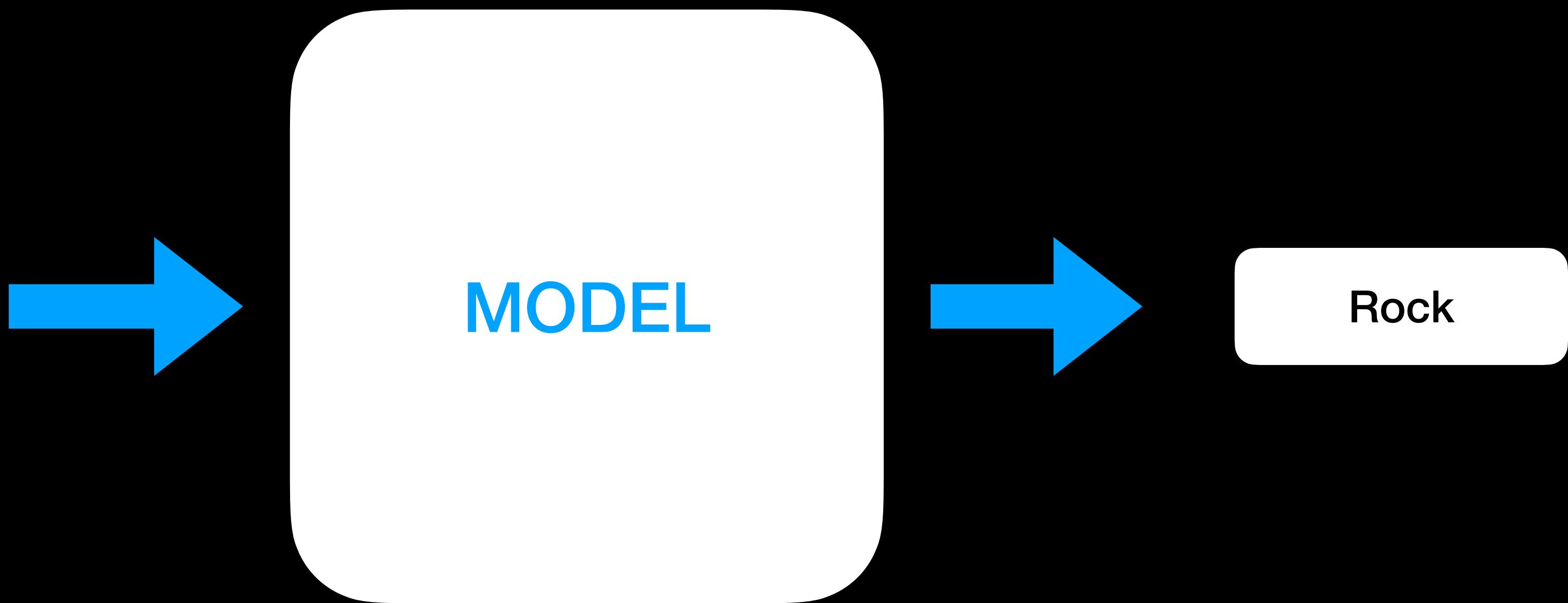
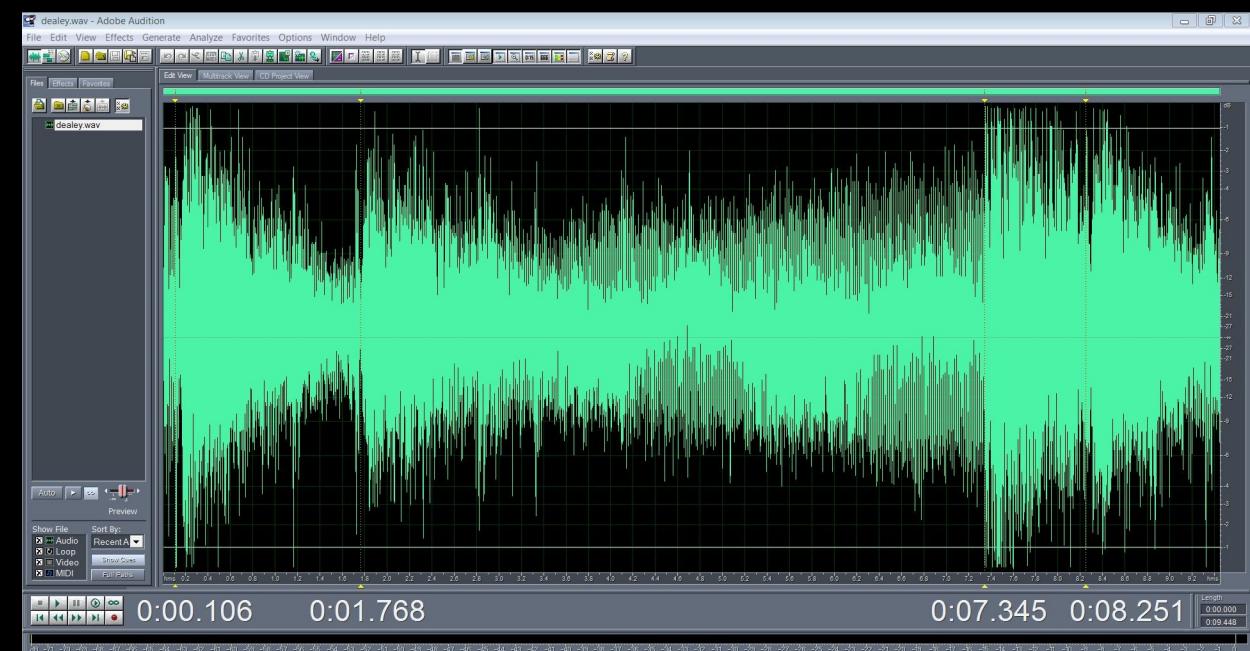


# Music tagging

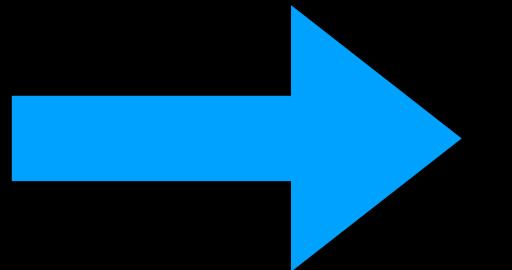


MODEL

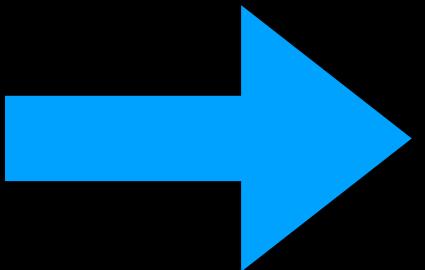
# Music tagging



# Music tagging



MODEL



Rock

Pop

Female singer

Guitar

Upbeat

Happy

Acoustic

90's

# Music tagging

**Music Classification: Beyond Supervised Learning,  
Towards Real-world Applications**

M. Won, J.Spijkervet, K. Choi, 2021

<https://music-classification.github.io/>

The screenshot shows a presentation slide with the following elements:

- Image:** A circular icon containing a piano keyboard and a small orange tag.
- Title:** Music Classification: Beyond Supervised Learning, Towards Real-world Applications
- Description:** This is a [web book](#) written for a [tutorial session](#) of the [22nd International Society for Music Information Retrieval Conference](#), Nov 8-12, 2021 in an online format. The [ISMIR conference](#) is the world's leading research forum on processing, searching, organising and accessing music-related data.
- Navigation:** Includes back, forward, and search icons.

# Music tagging

**State of the art music tagging models in Pytorch!**

M.Won, 2021

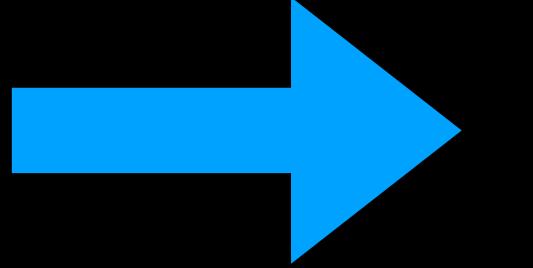
<https://github.com/minzwon/sota-music-tagging-models>

## Available Models

- **FCN** : Automatic Tagging using Deep Convolutional Neural Networks, Choi et al., 2016 [[arxiv](#)]
- **Musicnn** : End-to-end Learning for Music Audio Tagging at Scale, Pons et al., 2018 [[arxiv](#)]
- **Sample-level CNN** : Sample-level Deep Convolutional Neural Networks for Music Auto-tagging Using Raw Waveforms, Lee et al., 2017 [[arxiv](#)]
- **Sample-level CNN + Squeeze-and-excitation** : Sample-level CNN Architectures for Music Auto-tagging Using Raw Waveforms, Kim et al., 2018 [[arxiv](#)]
- **CRNN** : Convolutional Recurrent Neural Networks for Music Classification, Choi et al., 2016 [[arxiv](#)]
- **Self-attention** : Toward Interpretable Music Tagging with Self-Attention, Won et al., 2019 [[arxiv](#)]
- **Harmonic CNN** : Data-Driven Harmonic Filters for Audio Representation Learning, Won et al., 2020 [[pdf](#)]
- **Short-chunk CNN** : Prevalent 3x3 CNN. So-called *vgg-ish* model with a small receptive field.
- **Short-chunk CNN + Residual** : Short-chunk CNN with residual connections.

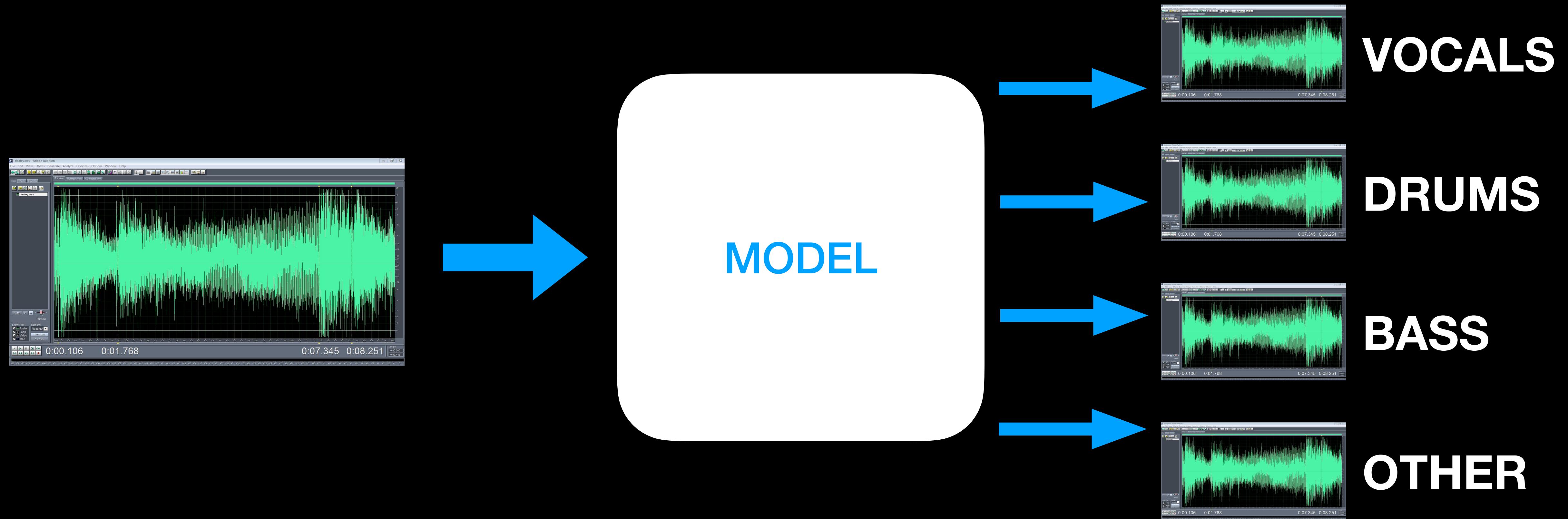
# Source separation

# Source separation



MODEL

# Source separation

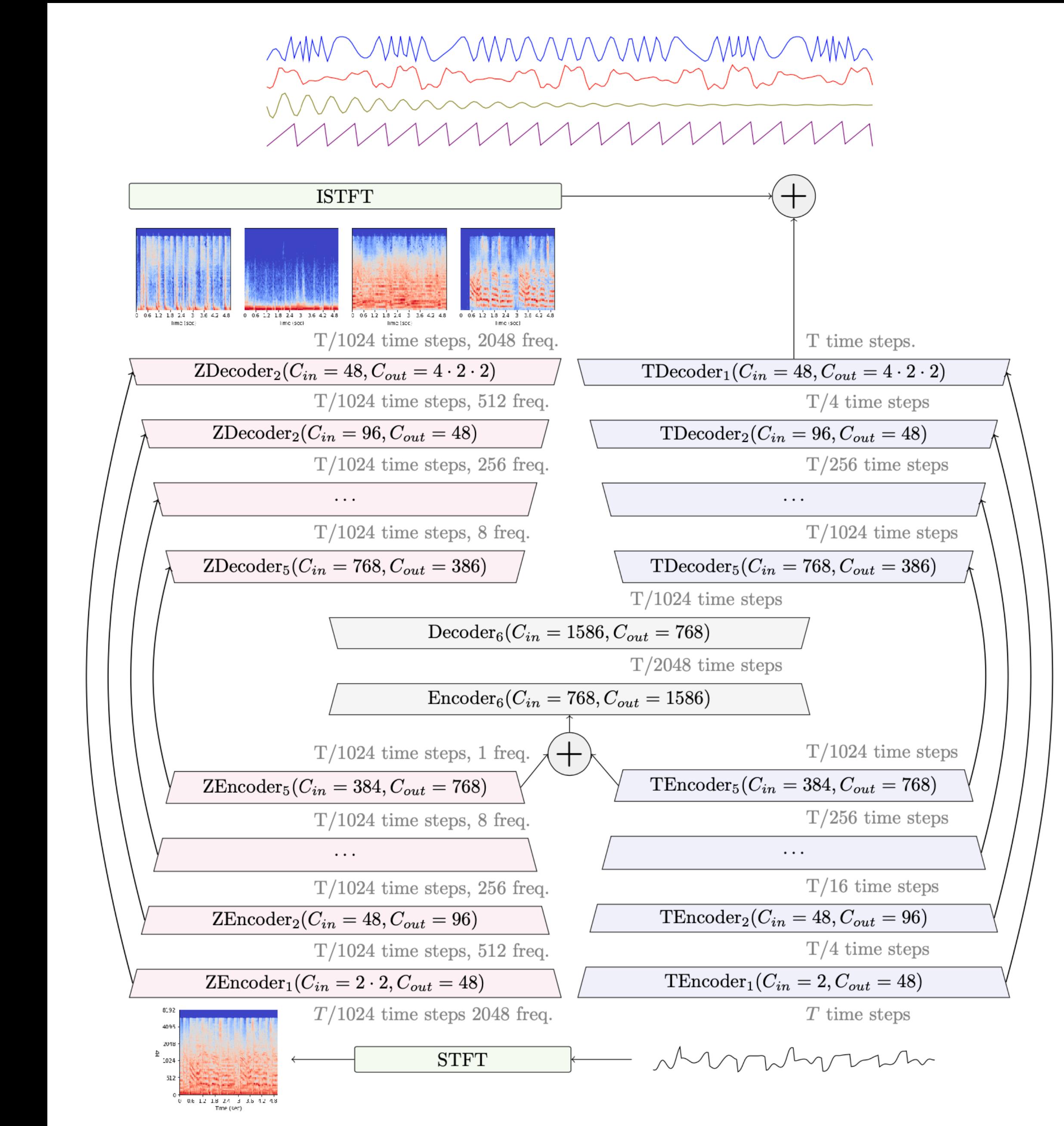


R. Bittner, J. Salamon, M. Tierney, M. Mauch, C. Cannam and J. P. Bello, "MedleyDB: A Multitrack Dataset for Annotation-Intensive MIR Research", in 15th International Society for Music Information Retrieval Conference, Taipei, Taiwan, Oct. 2014.

# Source separation

**Demucs**  
Facebook, 2020  
<https://github.com/facebookresearch/demucs>

Défossez, Alexandre. "Hybrid spectrogram and waveform source separation." Proceedings of the ISMIR 2021 Workshop on Music Source Separation, 2021



# Source separation

Spleeter  
Deezer, 2020

<https://github.com/deezer/spleeter>



```
1 from spleeter.separator import Separator
2 from spleeter.audio.adapter import AudioAdapter
3
4 audio_loader = AudioAdapter.default()
5 sample_rate = 44100
6 waveform, _ = audio_loader.load('/path/to/audio/file',
7                                     sample_rate=sample_rate)
8
9 # Separator config
10 separator = Separator('spleeter:2stems')
11
12 # Perform the separation:
13 prediction = separator.separate(waveform)
```

# Source separation

**Spleeter**  
**Deezer, 2020**

<https://github.com/deezer/spleeter>

## Izotope - Music Rebalance

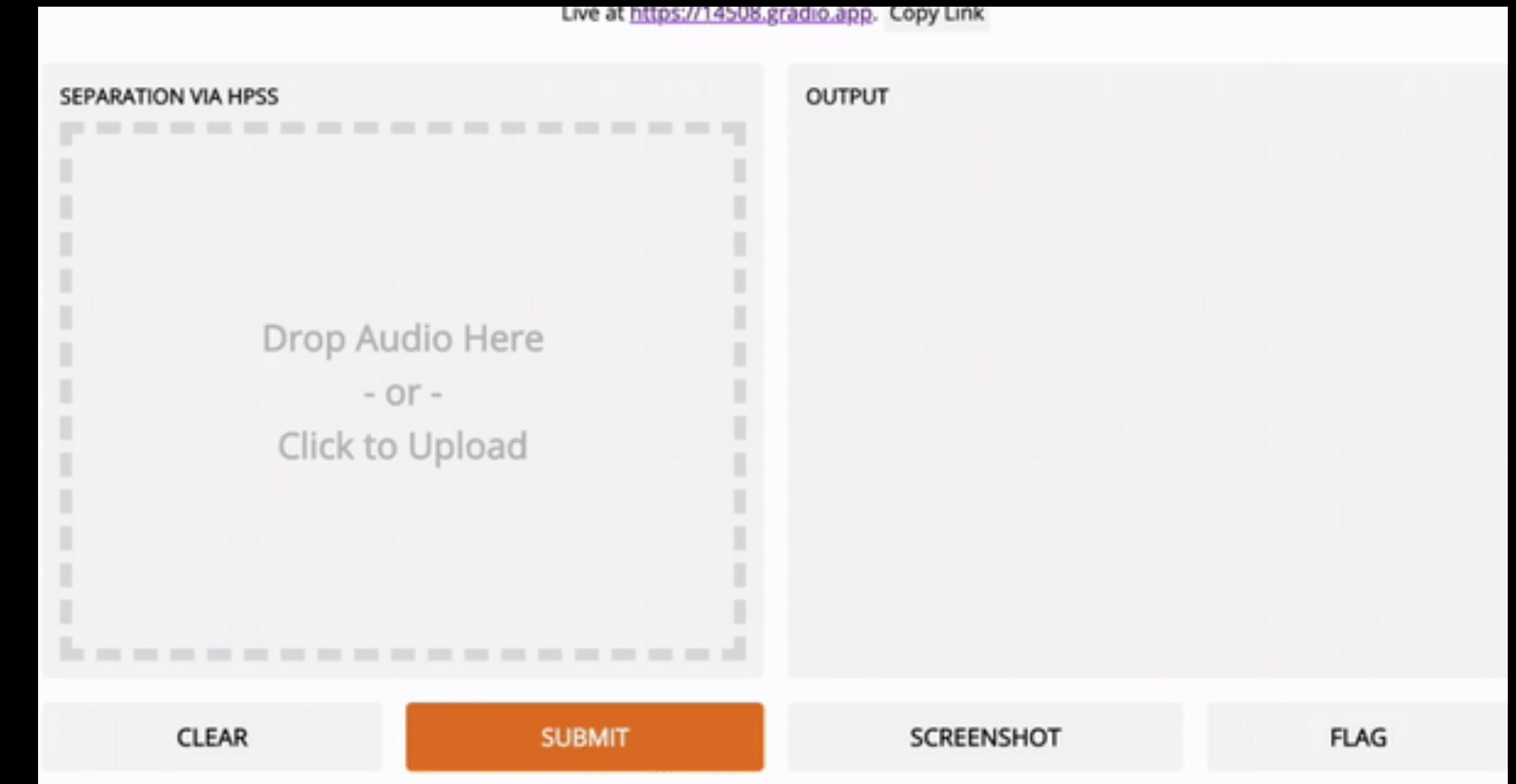


# Source separation

nussl

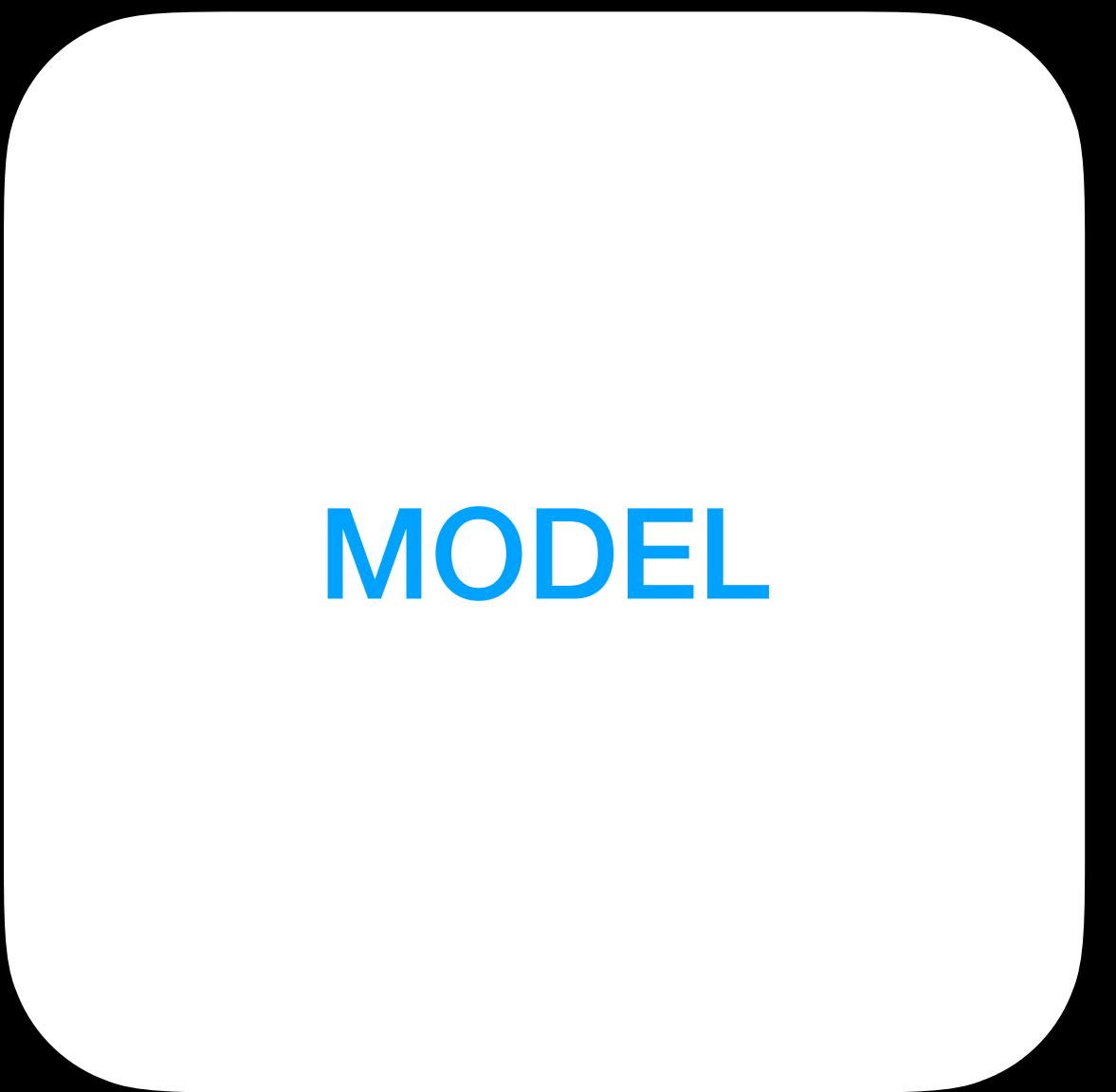
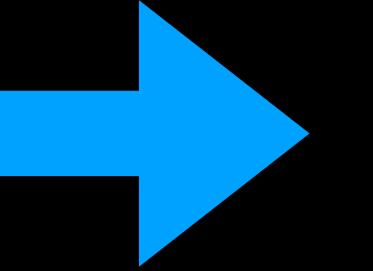
E.Manilow et al., 2018

<https://github.com/nussl/nussl>



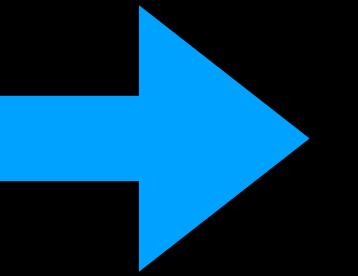
# Transcription

# Transcription

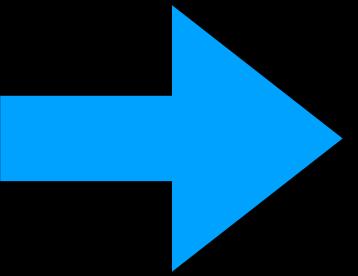


MODEL

# Transcription



MODEL



MIDI  
(or other symbolic format)

# Transcription

## Basic Pitch Spotify, 2022

<https://github.com/spotify/basic-pitch>

The screenshot shows the Basic Pitch website. At the top right are three buttons: 'DEMO' (underlined in pink), 'ABOUT', and 'GITHUB'. The main title 'BASIC PITCH' is displayed in large, bold, white letters. Below it, a pink rectangular area contains the text: 'Try Basic Pitch, a free audio-to-MIDI converter with pitch bend detection, built by Spotify. [Learn more](#) or follow the instructions below.' To the right of this text is a numbered list of three steps: 1. Press record and sing a ditty into your computer. Or drop a recording of any single instrument (piano, guitar, xylophone, you name it). 2. Then get a MIDI version back. Just like that. 3. Download the MIDI file to fine tune and make corrections in your favorite digital audio workstation. At the bottom left of the pink area is the text: 'Drop your audio file here or click to select one (.wav, .mp3, etc.)'. To the right of this text is a pink button with a microphone icon and the word 'RECORD'.

Try Basic Pitch, a free audio-to-MIDI converter with pitch bend detection, built by Spotify. [Learn more](#) or follow the instructions below.

- 1 — Press record and sing a ditty into your computer. Or drop a recording of any single instrument (piano, guitar, xylophone, you name it).
- 2 — Then get a MIDI version back. Just like that.
- 3 — Download the MIDI file to fine tune and make corrections in your favorite digital audio workstation.

Drop your audio file here or click to select one (.wav, .mp3, etc.)

Note: None of your audio is saved or stored. It all stays on your machine.

# Music recommendations

# Music recommendations

**Complex topic with massive business and cultural impact**

**Tagging, retrieval, ranking, engineering, A/B testing...**

# Music recommendations

**Complex topic with massive business and cultural impact**

**Tagging, retrieval, ranking, engineering, A/B testing...**

**Python libraries:** Spotlight, Surprise, Implicit, LightFM, pandas, TensorFlow, PyTorch

# **Other tasks**

**Beat tracking**

**Pitch tracking**

**Chord detection**

**Tempo estimation**

**Structure analysis**

**Transcription**

**Artist similarity**

**Clustering**

**Music training enhancement**

# Generating music

# Generating music

Neural audio synthesis

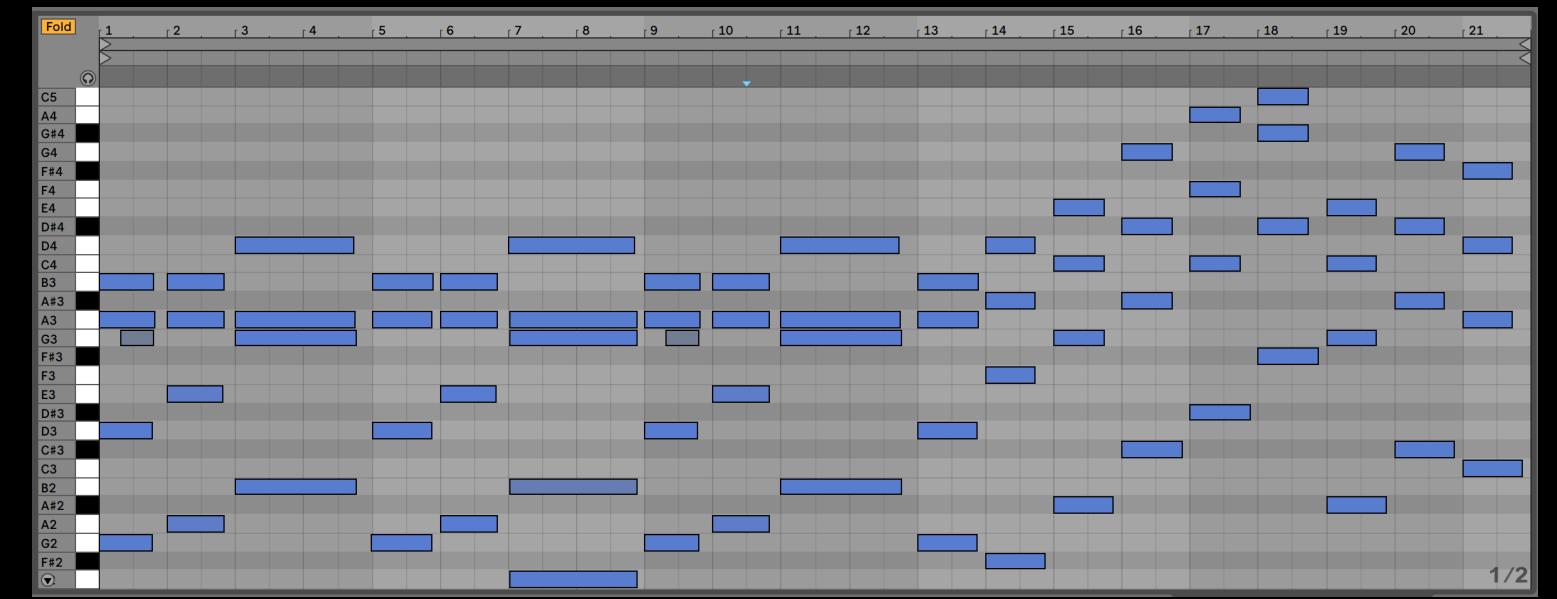
Symbolic music generation

# Generating music

Neural audio synthesis



Symbolic music generation



# Symbolic music generation

**Sturm, B. L., Santos, J. F., Ben-Tal, O., & Korshunova, I. (2016).**  
*Music transcription modelling and composition using deep learning.*  
arXiv preprint arXiv:1604.08723.

# Symbolic music generation

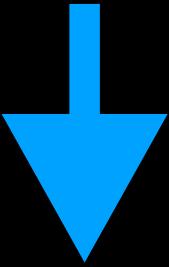
char-rnn

folk-rnn

Sturm, B. L., Santos, J. F., Ben-Tal, O., & Korshunova, I. (2016). *Music transcription modelling and composition using deep learning*. arXiv preprint arXiv:1604.08723.

# Symbolic music generation

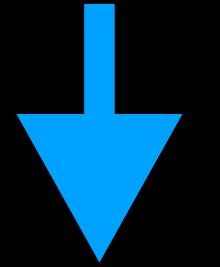
**char-rnn**



3 LSTM layers with 512 blocks each  
~5M parameters  
Optimizer = RMSProp  
Gradient clipping

LR = 0.002 with decay  
Minibatch: 50 samples, 50 characters

**folk-rnn**



LR = 0.003 with decay  
Minibatch: 64 transcriptions

# Symbolic music generation

## char-rnn

```
T: A Cup Of Tea
M: 4/4
L: 1/8
K: Amix
|:eA (3AAA g2 fg|eA (3AAA BGGf|eA (3AAA g2 fg|1afge d2 gf:|2afge d2 cd||
|:eaag efgf|eaag edBd|eaag efgf|afge dgfg:|
```

```
T: A Cup Of Tea
M: 4/4
L: 1/8
K: Ador
eAAa ~g2fg|eA~A2 BGBd|eA~A2 ~g2fg|1af (3gfe dG~G2:|2af (3gfe d2^cd||
eaag efgf|eaag ed (3Bcd|eaag efgb|af (3gfe d2^cd:|
```

## folk-rnn

```
<s> M:4/4 K:Cmix |: g c (3 c c c b 2 a b | g c (3 c c c d B B a | g c (3
c c c b 2 a b |1 c' a b g f 2 b a :| |2 c' a b g f 2 e f |: g c' c' b g
a b a | g c' c' b g f d f | g c' c' b g a b g | c' a b g f b a b :| <\s>
<s> M:4/4 K:Cdor g c c c' b 2 a b | g c c 2 d B d f | g c c 2 b 2 a b |1
c' a (3 b a g f B B 2 :| |2 c' a (3 b a g f 2 =e f | g c' c' b g a b a | g
c' c' b g f (3 d e f | g c' c' b g a b d' | c' a (3 b a g f 2 =e f :| <\s>
```

# Symbolic music generation

## Musical analysis:

- Typical structure of traditional Irish music: 8 bar „tune” and 8 bar „turn”
- Repetition and variation
- Harmony implicit in melody
- Checked against dataset for originality
- „No glaring mistakes”

T: Mal's Copperim, The

M: 4/4

L: 1/8

K: Dmaj

|: a>g | f2 f>e d2 d>B | A>BA<F A2 d>e | f2 d>f e<ac>d | e>dc>B Agfe |  
f2 f>e d2 d>B | A2 A>G F2 F2 | G2 B>A d2 c>d | [1 e>dc>A d2 :|[2 e2 d2 d2 ||  
|: f<g | a>Ag>A f>Ae>A | d>gd>B d2 g>A | f>Af>e d>ed>c | e>ed>c (3Bcd (3efg |  
a2 a>g f2 e2 | d2 A>d f2 f>g | a2 g>f e2 f>g | a2 A2 D2 ||

The musical score is a transcription of the melody 'Mal's Copperim, The' in D major, 4/4 time. It features a single melodic line on a staff with a treble clef. The score is divided into measures numbered 1 through 16. Roman numerals I, II, III, IV, and V are placed below the notes to indicate harmonic progressions. The score begins with a 2-bar introduction, followed by a 16-bar section divided into two 8-bar 'turns' by a vertical bar line. The first turn ends with a repeat sign and a 2-bar ending. The second turn ends with a final cadence.

# Symbolic music generation

**Google Magenta**

<https://magenta.tensorflow.org/>

Music Transformer

Music VAE

MelodyRNN

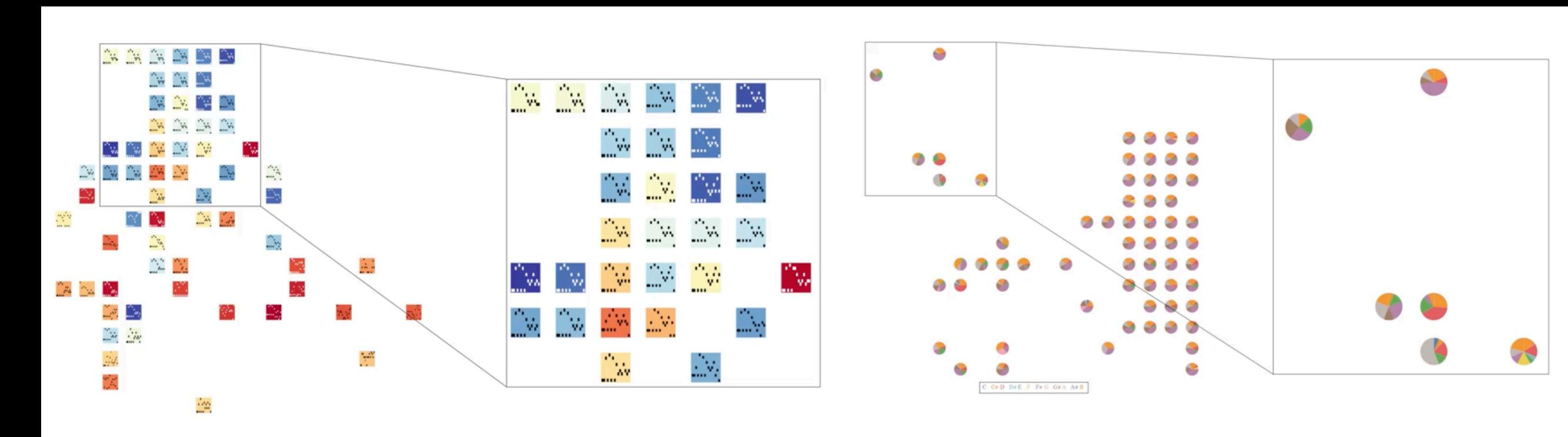
Bach Doodle

VST plug-ins!



# More new tools!

***Visualization for AI-Assisted Composing.***  
Rau, Simeon, et al.  
ISMIR 2022

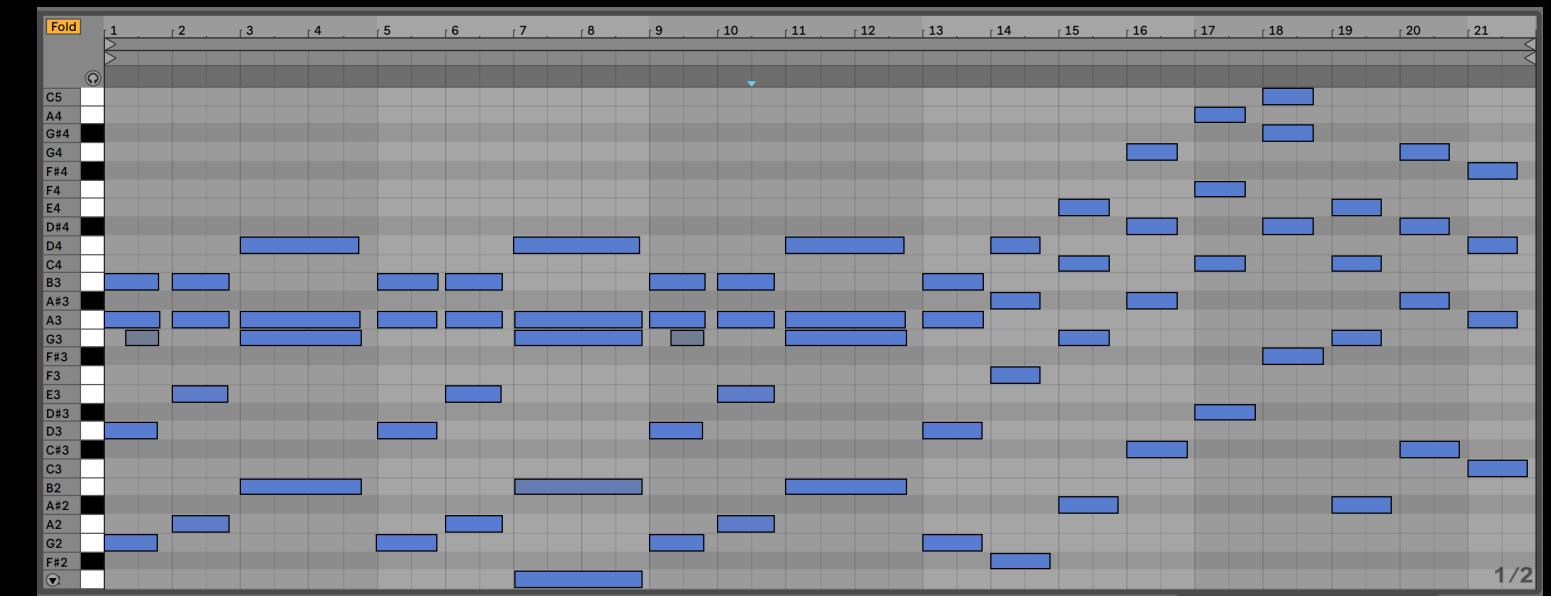


# Generating music

Neural audio synthesis



Symbolic music generation



# Neural audio synthesis

**PixelRNN, Wavenet**  
A. van den Oord et al.,  
Google / DeepMind, 2016

**DDSP**  
J. Engel et al., Google  
Magenta 2020



# Neural audio synthesis

**Jukebox**  
OpenAI, 2020

## Jukebox

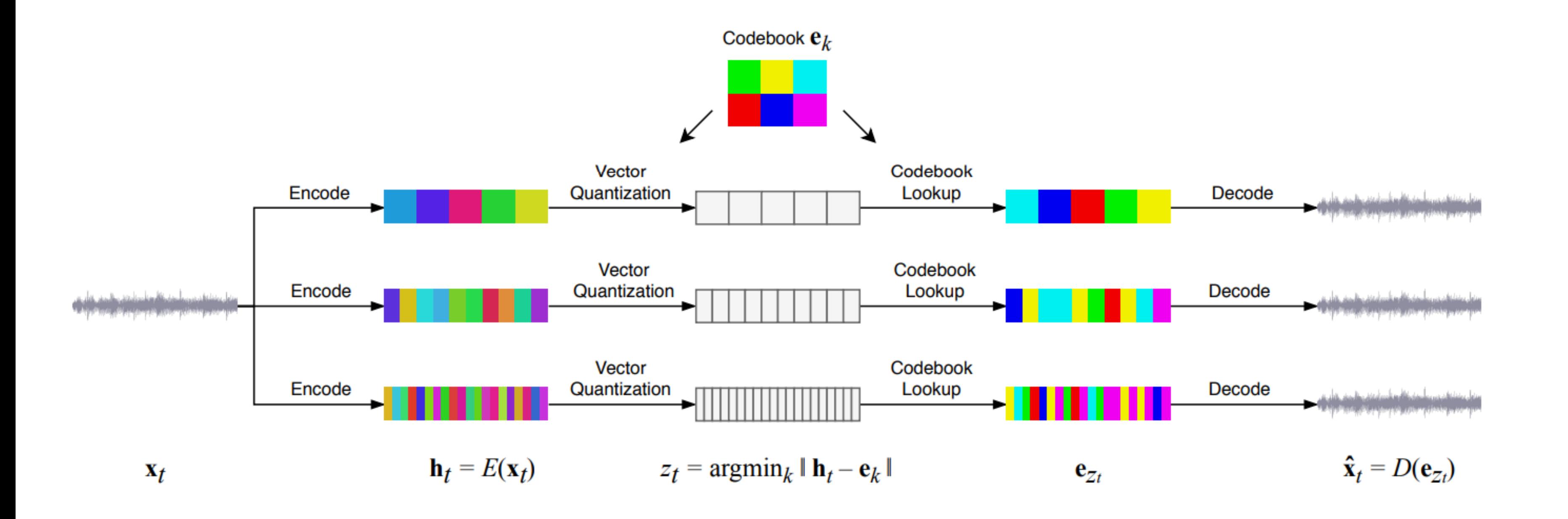
We're introducing Jukebox, a neural net that generates music, including rudimentary singing, as raw audio in a variety of genres and artist styles. We're releasing the model weights and code, along with a tool to explore the generated samples.

 READ PAPER

 VIEW CODE

# Neural audio synthesis

Jukebox  
OpenAI, 2020



$$\mathcal{L} = \mathcal{L}_{\text{recons}} + \mathcal{L}_{\text{codebook}} + \beta \mathcal{L}_{\text{commit}} \quad (1)$$

$$\mathcal{L}_{\text{recons}} = \frac{1}{T} \sum_t \|\mathbf{x}_t - D(\mathbf{e}_{z_t})\|_2^2 \quad (2)$$

$$\mathcal{L}_{\text{codebook}} = \frac{1}{S} \sum_s \|\text{sg}[\mathbf{h}_s] - \mathbf{e}_{z_s}\|_2^2 \quad (3)$$

$$\mathcal{L}_{\text{commit}} = \frac{1}{S} \sum_s \|\mathbf{h}_s - \text{sg}[\mathbf{e}_{z_s}]\|_2^2 \quad (4)$$

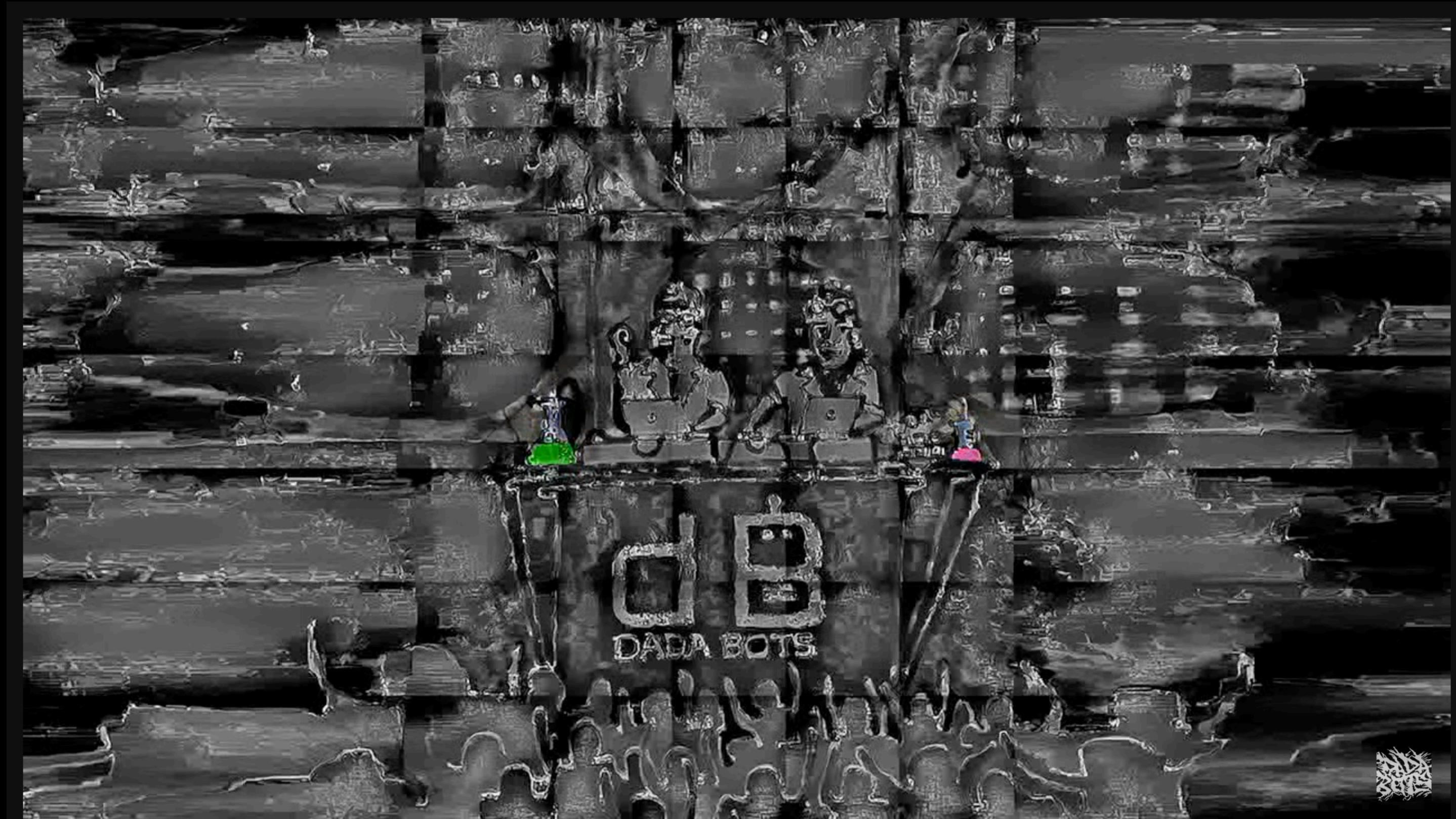
# Neural audio synthesis

Dadabots

# Neural audio synthesis

# Dadabots

# Relentless Doppelganger 😂



## RELENTLESS DOPPELGANGER \m/ \m/



DADABOTS

29,3 tys. subskrybentów

**Subskrybujesz**



10 tys



 Udostępnij

**≡+ Zapisz**



W tej chwili ogląda 1 osoba Transmisja zaczęła się 4 wrz 2019

**Neural network generating technical death metal, via livestream 24/7 to infinity.**

# Neural audio synthesis

Dadabots

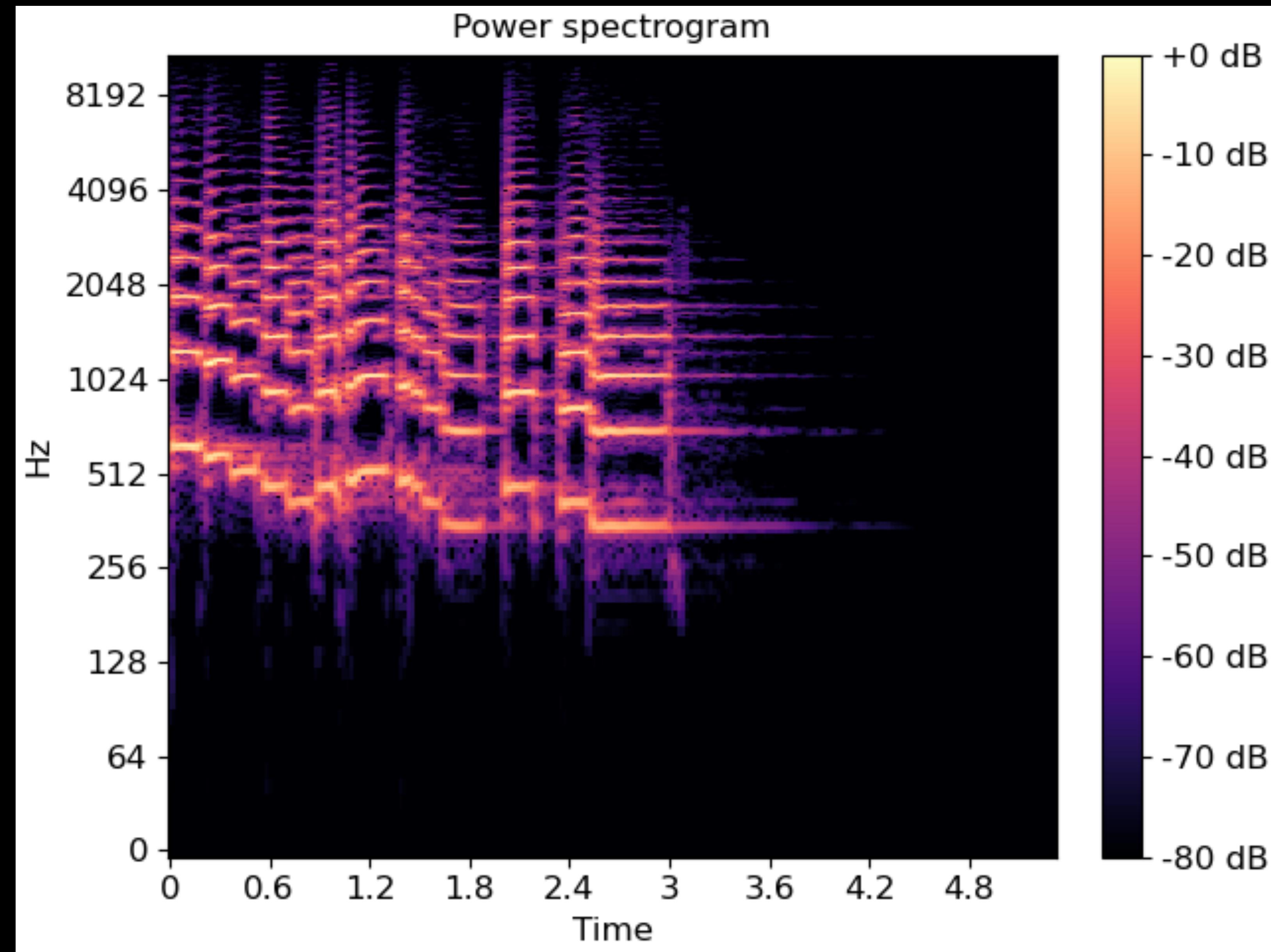
Relentless Doppelganger 😂

Nuns in a Moshpit 😂😂😂



*We generated nuns singing “hail satan”,  
death reeeeess, breakbeats, GuitarPro riffs  
& more using SampleRNN, Jukebox,  
Catch-A-Waveform, qubit neural  
synthesis, conceptular synthesis, DadaGP,  
and raw audio diffusion. Then assembled  
the pieces together in Ableton.*

Dadabots



# Riffusion

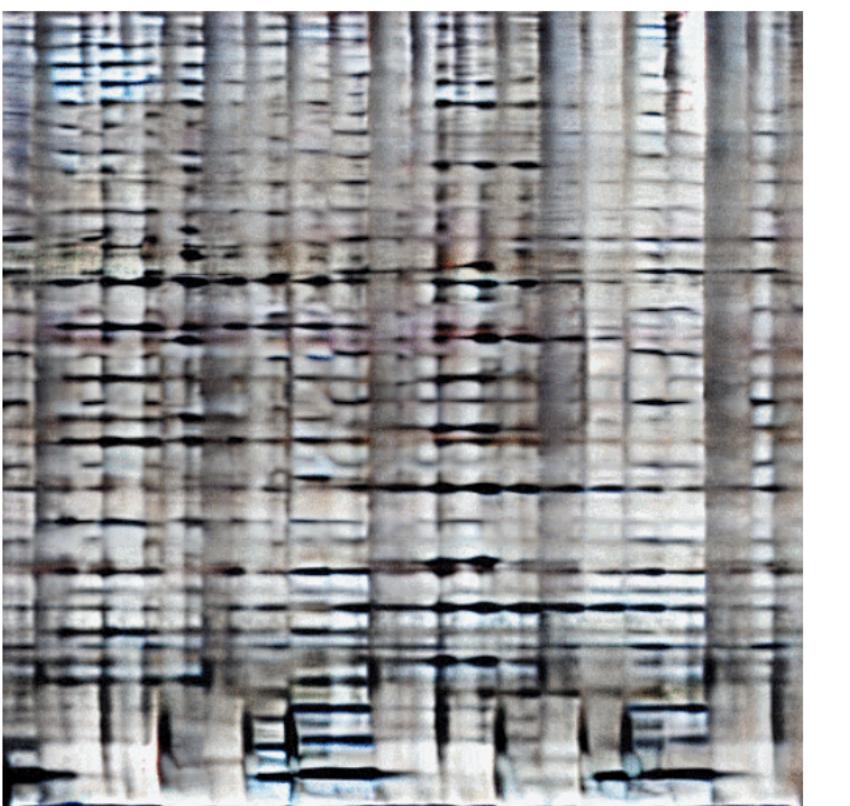
You've heard of [Stable Diffusion](#), the open-source AI model that generates images from text?

**photograph of an astronaut riding a horse**



Well, we fine-tuned the model to generate images of spectrograms, like this:

**funk bassline with a jazzy saxophone solo**



# Riffusion

[RIFFUSION]

ancient chinese hymn

church bells

eminem angry rap

...

UP NEXT: Anything you want

What do you want to hear next?

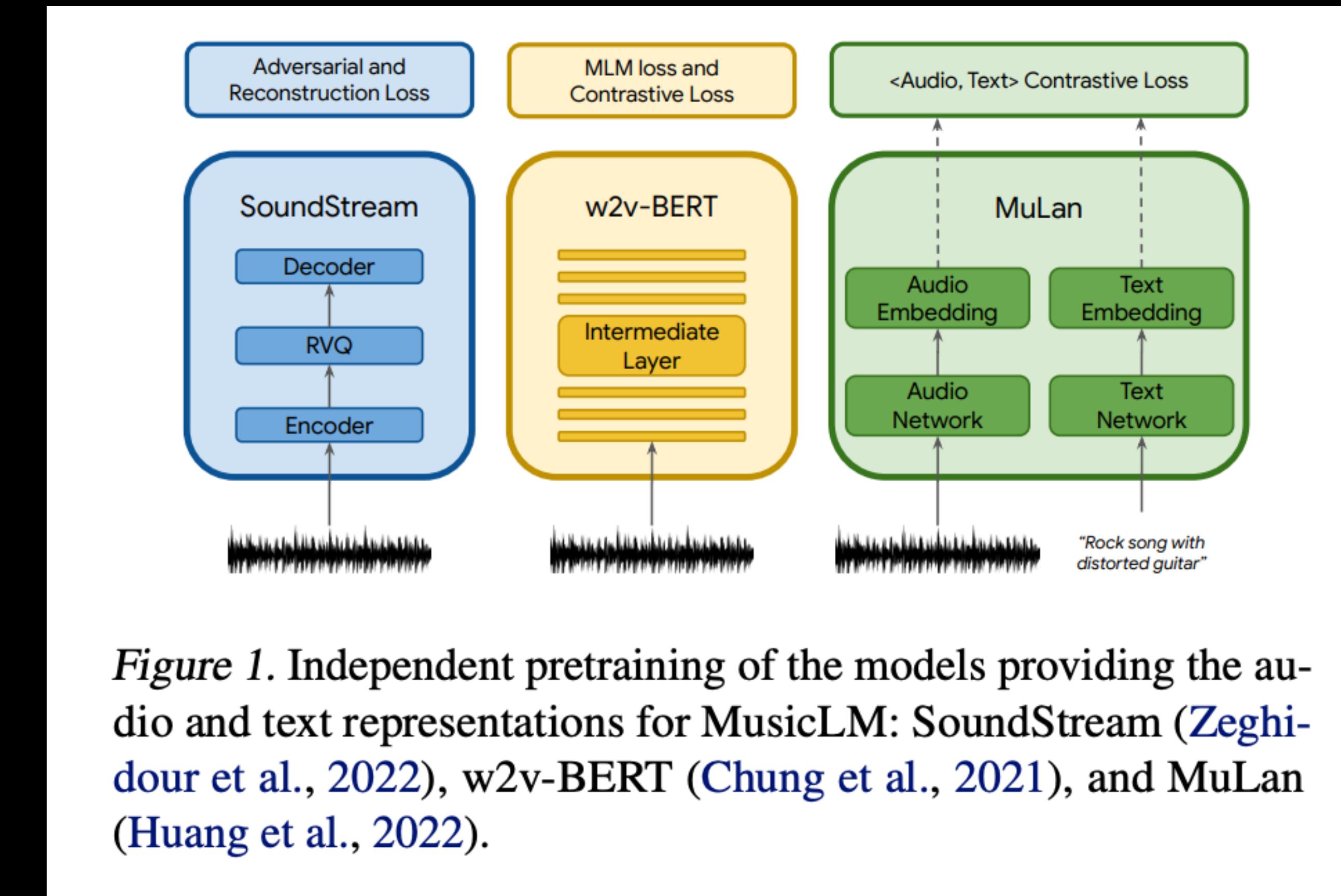
The interface features a dark blue background with white text. At the top is the title '[RIFFUSION]'. Below it is a list of tracks: 'ancient chinese hymn', 'church bells', and 'eminem angry rap'. There are three small circular icons on the right side: the top one contains two vertical bars (play/pause), the middle one contains an upward arrow (upload), and the bottom one contains a gear (settings). At the bottom, there's a red triangular graphic pointing right, followed by the text 'UP NEXT: Anything you want' and a dark grey button with a blue border containing the question 'What do you want to hear next?'. A decorative wavy pattern is at the very bottom.



# MusicLM

## MusicLM: Generating music from text

A. Agostinelli et al.,  
Google 2023



# Sample synthesis

# Sample synthesis

**DRUMGAN: SYNTHESIS OF DRUM SOUNDS WITH TIMBRAL FEATURE CONDITIONING USING GENERATIVE ADVERSARIAL NETWORKS**

**Javier Nistal**  
Sony CSL  
Paris, France

**Stefan Lattner**  
Sony CSL  
Paris, France

**Gaël Richard**  
LTCI, Télécom Paris  
Institut Polytechnique de Paris, France



**CRASH: Raw Audio Score-based Generative Modeling for Controllable High-resolution Drum Sound Synthesis**

Simon Rouard\*  
Sony CSL - CentraleSupélec  
simon.rouard@student-cs.fr

Gaëtan Hadjeres\*  
Sony CSL  
gaetan.hadjeres@sony.com

# Cultural impact

# Summary

# Summary

 MIR enables new experiences both for listeners and creators

# Summary

- ✓ MIR enables new experiences both for listeners and creators
- ✓ Autonomous music AI is still immature...

# Summary

- ✓ MIR enables new experiences both for listeners and creators
- ✓ Autonomous music AI is still immature...
- ✓ ...but it already enhances human creativity in novel ways

# Summary

- ✓ MIR enables new experiences both for listeners and creators
- ✓ Autonomous music AI is still immature...
- ✓ ...but it already enhances human creativity in novel ways
- ✓ Python has a rich ecosystem for working with music!

@mamodrzejewski

<https://dyspensa.ai/>



Thanks! 🙌

# Music Information Retrieval with Python

PyStok, 29.03.2023

Mateusz Modrzejewski [@mamodrzejewski](https://twitter.com/mamodrzejewski)