



Music AI: Threats and Opportunities

overview

alexander lerch

■ education

- Electrical Engineering (Technical University Berlin)
- Tonmeister (music production, University of Arts Berlin)

■ professional

- Associate Dean for Research & Creative Practice, **College of Design**, Georgia Tech
- Associate Professor, **School of Music**, Georgia Tech
- prev: 2000-2013: CEO at **zplane.development**

■ background

- machine learning for audio and music (20+ years)
- audio algorithm design (20+ years)
- commercial music software development (10+ years)
- entrepreneurship (10+ years)



introduction

artificial intelligence

■ artificial intelligence

- unclear definition: everything that is perceived to act intelligently
- changes over time

■ machine learning

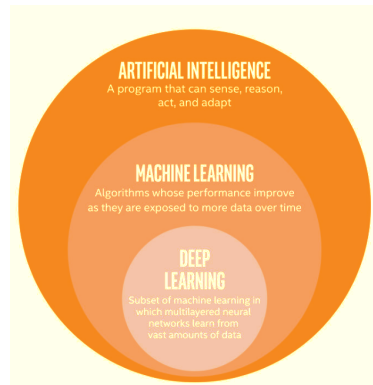
- data-driven: algorithm is more agnostic to task and is parametrized through training with data

■ deep learning

- deep neural networks are the ML approach used

■ generative AI

- deep neural networks *generating content*



machine learning

importance of data

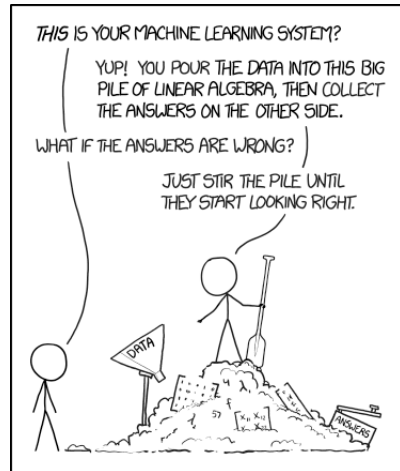


machine learning: generic algorithm mapping an input to an output

- mapping function is learned from patterns and characteristics **from data**
- ⇒ model **success largely depends on training data**

■ technical challenges concerning data

- *imbalance & bias* (distribution is skewed, biased)
- *diversity & representativeness*
- *subjectivity* of annotations
- *noisiness* (bad quality, bad annotations, ...)
- *amount*



machine learning

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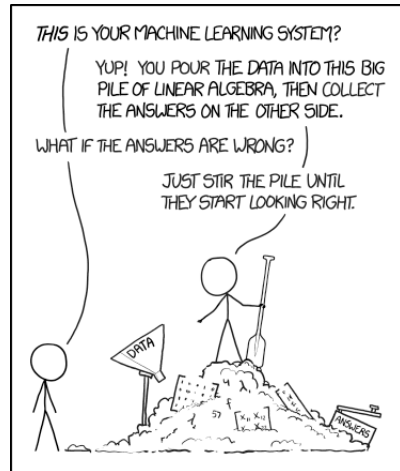


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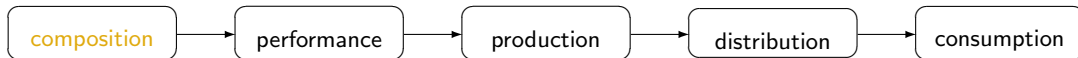
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musical communication

chain of musical communication



■ creation of musical ideas (“score”)

- defines style and idea

■ realization of musical ideas into acoustical rendition

- interpretation, modification, addition, and dismissal of score information
- unique acoustic representation of score

■ recording, mixing, and editing (in case of record media)

- editing and splicing of recorded data; timbre, equalization choices
- not separable from performance in a recording

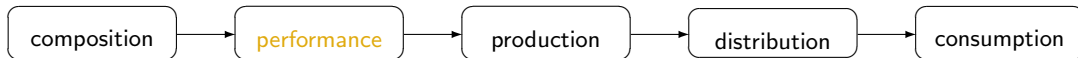
■ distribution & listening

- music recommendation and discovery



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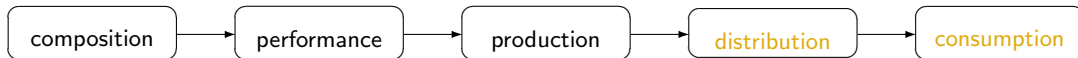


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musical communication

paradigm shift

■ historical technological shifts in music:

- recording devices (tape, grammophone)
- digitization/softwarization of recording studio

■ historical technological shifts in general:

- internet
- introduction of photography



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blues



funk



metal



chanson^a



systematic evaluation

evaluation targets

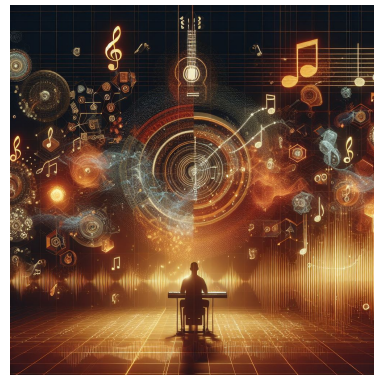
■ system output

- originality
 - ▶ plagiarism
 - ▶ diversity
 - ▶ creativity
- audio quality
- musical & aesthetic qualities

■ user experience

■ other criteria

- explainability
- bias
- ethical use of data & data curation practices
- resource use & environmental impact



systematic evaluation methods

■ subjective testing

- preference test
- Turing test
- rating of properties

■ objective testing

- *reference-independent*
- *comparison of distributions*

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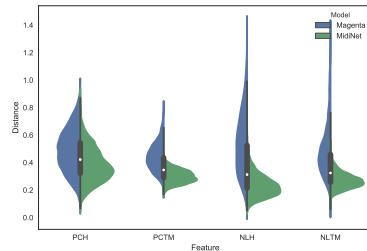
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music ai

opportunities & threats

opportunities

■ content creation:

- speed-up, increased efficiency
- creative possibilities (morphing, etc.)
- co-creative idea givers
- democratization

■ consumption:

- personalization
- effective discovery and accessibility
- (inter)active listening experiences

■ content creation:

- ethical use of data
- growth in plagiarism
- liability for harmful content
- livelihood of creators
- value perception of artistic content

■ consumption:

- consumer distrust through
 - ▶ inflationary ai-generated content
 - ▶ unexplainable black-box systems

■ both:

- 'mainstreamification'
- bias (data curation, for-profit system control)

music ai

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thank you!

links

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music informatics group: musicinformatics.gatech.edu

