GENERATIVE MUSIC ASSIGNMENT

Ana Bagić

SUMMARY

Introduction

Markov chains

Implementation

Code

Sonic work

Presentation title 3

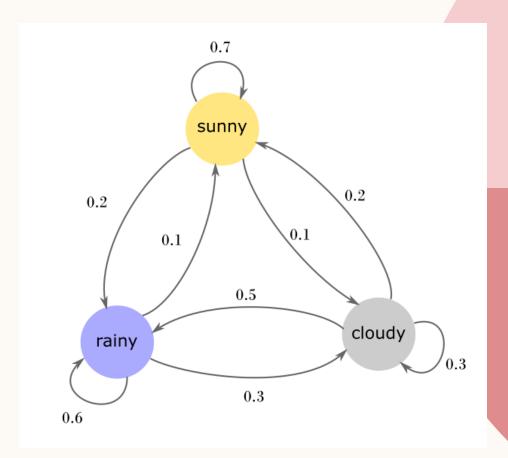
GENERATIVE MUSIC

- Algorithmic or procedural generation, rather than being composed by a human musician
- Rules, parameters or constraints
- Sound installations, music performances, video games
- Ever-changing, non-repeating musical experience

Presentation title 4

MARKOV CHAINS

- Future state only depends on the present state
- Set of possible values or states and transition probabilities between states



MY IMPLEMENTATION

- Using existing compositions to create Markov chains
- MIDI -> string -> tokens (n-grams) -> Markov chain

```
n_81_eighth n_54_eighth p_0.5 n_80_eighth n_61_eighth /

\p_0.5 n_81_eighth n_66_quarter p_0.5 n_80_eighth /

\p_0.5 n_81_eighth n_50_eighth p_0.5 n_76_eighth /

\n_57_eighth p_0.5 n_81_eighth n_64_quarter p_0.5 /
```

```
    $\frac{1}{3} \index 0000 = \{\text{tuple: 3}\} \(\text{'n_45_whole', 'n_48_whole', 'p_8.0'\)$
    $\frac{1}{3} \index 0001 = \{\text{tuple: 3}\} \(\text{'n_48_whole', 'p_8.0', 'n_45_whole'\)$
    $\frac{1}{3} \index 0002 = \{\text{tuple: 3}\} \(\text{'p_8.0', 'n_45_whole', 'n_48_whole'\)$
    $\frac{1}{3} \index 0003 = \{\text{tuple: 3}\} \(\text{'n_45_whole', 'n_48_whole'\, 'p_4.0'\)$
    $\frac{1}{3} \index 0004 = \{\text{tuple: 3}\} \(\text{'n_48_whole'\, 'p_4.0'\, 'n_40_whole'\)$
```

Markov chain using dictionary

```
> \(\frac{1}{1}\) ('n_45_whole', 'n_48_whole', 'p_8.0') = \(\frac{1}{1}\) ('n_48_whole', 'p_8.0', 'n_45_whole'), ('n_48_whole', 'p_8.0', 'n_45_whole')\)
\(\frac{1}{1}\) ('n_48_whole', 'p_8.0', 'n_45_whole') = \(\frac{1}{1}\) ('p_8.0', 'n_45_whole'), ('p_8.0', 'n_45_whole', 'n_48_whole')\)
\(\frac{1}{1}\) ('p_8.0', 'n_45_whole', 'n_48_whole') = \(\frac{1}{1}\) ('n_48_whole', 'n_48_whole', 'p_4.0'), ('n_45_whole', 'n_48_whole', 'p_4.0')\)
\(\frac{1}{1}\) ('n_45_whole', 'n_48_whole', 'p_4.0') = \(\frac{1}{1}\) ('n_48_whole', 'p_4.0', 'n_40_whole'), ('n_48_whole', 'p_4.0', 'n_36_whole'), ('n_48_whole', 'p_4.0', 'n_48_whole', 'p_4.0', 'n_40_whole')\)
\(\frac{1}{1}\) ('n_48_whole', 'p_4.0', 'n_40_whole') = \(\frac{1}{1}\) ('p_4.0', 'n_40_whole', 'n_55_whole')\)
\(\frac{1}{1}\) ('p_4.0', 'n_40_whole', 'n_55_whole', 'p_8.0')\)
\(\frac{1}{1}\) ('n_40_whole', 'n_55_whole', 'p_8.0') = \(\frac{1}{1}\) ('n_55_whole', 'p_8.0', 'n_40_whole')\)
```

- Yiruma: River Flows in You and Kiss the Rain
- Hans Zimmer: Time and He's a pirate

CODE AND RESULT