

# Simulating Music using R

Andrea Lanz

Git repo:

<https://github.com/ST541-Fall2018/andrealanz-project-musicsim.git>

## Purpose/Goals

- Explore how music is related to numerical information (frequency)
- Create a formal definition of music
- Use this definition to simulate music

## Guiding Questions:

- Are there properties and patterns in music that can be used to generate it?
- How can music be expressed in terms of a numerical definition?
- How can this numerical definition of music be simulated?

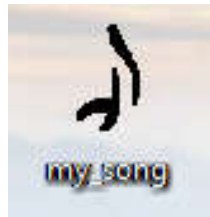
- ```
#(set-global-staff-size 14 )
\header{tagline = ""}
\melody = {
  \time 4/4
  \key c \major
  \clef treble
  fis4
  bes'2
  b'4
  \bar "|."
}
\paper{
  textheight = 220.\mm
  linewidth = 150.\mm
  indent = 0.\mm
}
\score{
  \melody
  \layout{ }
  \midi{
    \tempo 2 = 60
  }
}
```



# Method

- Take a random sample from a list of fundamental frequencies tuned to 440 Hz (108 total)
- Using tuneR functions, create a lilypond file

| Note                                                     | Frequency (Hz) |
|----------------------------------------------------------|----------------|
| C <sub>0</sub>                                           | 16.57          |
| C <sup>#</sup> <sub>0</sub> /D <sup>b</sup> <sub>0</sub> | 17.56          |
| D <sub>0</sub>                                           | 18.60          |
| D <sup>#</sup> <sub>0</sub> /E <sup>b</sup> <sub>0</sub> | 19.71          |
| E <sub>0</sub>                                           | 20.88          |
| F <sub>0</sub>                                           | 22.12          |
| F <sup>#</sup> <sub>0</sub> /G <sup>b</sup> <sub>0</sub> | 23.44          |
| G <sub>0</sub>                                           | 24.83          |
| G <sup>#</sup> <sub>0</sub> /A <sup>b</sup> <sub>0</sub> | 26.31          |



## Generate a random sample of notes:

```
generate_sample <- function(num_notes){  
  notes <- (readxl::read_xlsx("data/note_freqs.xlsx"))$`Frequency (Hz)`  
  samp <- sample(notes, num_notes, replace = TRUE)  
  map(samp, sine)  
}
```

## Generate a LilyPond file, given a sample:

```
generate_ly <- function(sample, file_name = "my_song.ly") {  
  n <- length(sample)  
  Wobj <- sample[[1]]  
  for(i in 2:n){  
    Wobj <- bind(Wobj, sample[[i]])  
  }  
  
  if(n <= 4){  
    bars <- 1  
  }else{  
    if(n %% 4 == 0){  
      bars <- n/4  
    }else{  
      bars <- n %% 4 + 1  
    }  
  }  
  
  WspecObject <- periodogram(Wobj, normalize = TRUE, width = 1024)  
  ff <- FF(WspecObject)  
  notes <- smoother(noteFromFF(ff))  
  melodyplot(WspecObject, notes)  
  qlily <- quantMerge(notes = notes, bars = bars , barsize = 4, minlength = 4)  
  
  lilyinput(qlily, file = file_name)  
}
```

# Results

Randomly generated notes:

[https://github.com/ST541-Fall2018/andrealanz-project-musicsim/blob/master/data/my\\_song.mp3](https://github.com/ST541-Fall2018/andrealanz-project-musicsim/blob/master/data/my_song.mp3)



Notes for “Ode To Joy”

