

MusicLDM

MUSIC LDM INTERACTIVE PLATFORM

WELCOME TO THE ONLINE INTERACTIVE PLATFORM OF MUSIC LDM
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MUSICLDM

INTRODUCTION

MUSICLDM: ENHANCING NOVELTY IN TEXT-TO-MUSIC GENERATION USING BEAT-SYNCHRONOUS MIXUP STRATEGIES

In this paper, we present MusicLDM, a state-of-the-art text-to-music model that adapts Stable Diffusion and AudioLDM architectures to the music domain. We achieve this by retraining the contrastive language-audio pretraining model (CLAP) and the Hifi-GAN vocoder, as components of MusicLDM, on a collection of music data samples. Then, we leverage a beat tracking model and propose two different mixup strategies for data augmentation: beat-synchronous audio mixup and beat-synchronous latent mixup, to encourage the model to generate music more diverse while still staying faithful to the corresponding style.

In this page, we present the generation demos of MusicLDM, and the comparison to Riffusion, MuBERT and AudioLDM's generations. Our MusicLDM was trained on Audiostock dataset, which contains 10,000 text-music pairs with the total duration of 455.35 hours. We show how the generation is on such magnitude of the dataset. All generations are in 16kHz sampling rate and 10-sec length.



NOW LET'S GENERATE SOME MUSIC

Put in a seed number if you want

Generate a piece of music about...

GENERATE NOW



THE 10S MUSIC CLIP BASED ON YOUR TEXT INPUT

LOAD THE AUDIO FILE

▶ 0:00 / 0:10

A horizontal progress bar for an audio player, showing the current position at 0:00 out of a total duration of 0:10. The bar is a thin black line with a small black triangle at the start.

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MUSICLDM

THANK YOU :)

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Thank you to Ke Chen and Tornike Karchkhadze for help during my process related to the MusicLDM model itself and related background algorithms.

I also gained help from Trevor from our music department and people from ITS on putting this on Datahub (DSMLP access) and setting connection as well as a domain name that I can put into use soon.

