

# Songs Generator App



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# Table of Contents

Introduction

01

Lyrics Generator

02

Music Generator

03

Voice Synthesis

04

Project  
Application

05

Project Timeline

06

Difficulties & Future Vision

07

Used  
Technologies

08



01

# Introduction

# Music has always been tied to technology.



Song = Music + Lyrics + Speech

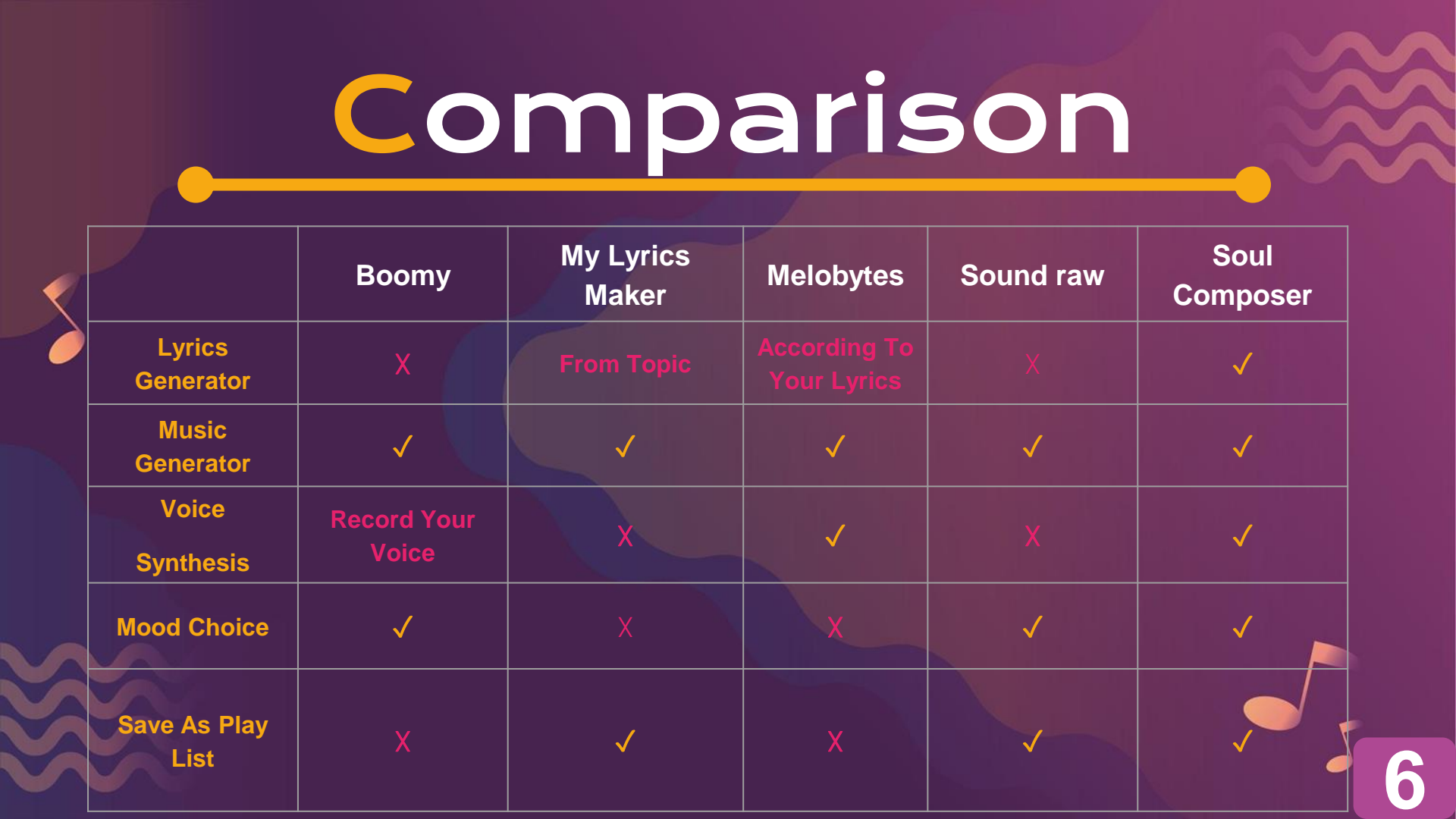
The creation of songs, music, and speech is a significant aspect of human creativity.

Can we teach machines to convey their emotions and ideas through AI songs



Soul Composer : is an app that generate lyrics and music according to the user's selected mood (happy, sad, etc.), then generate voice based on the lyrics and music that our app developed.

# Comparison



	Boomy	My Lyrics Maker	Melobytes	Sound raw	Soul Composer
Lyrics Generator	X	From Topic	According To Your Lyrics	X	✓
Music Generator	✓	✓	✓	✓	✓
Voice Synthesis	Record Your Voice	X	✓	X	✓
Mood Choice	✓	X	X	✓	✓
Save As Play List	X	✓	X	✓	✓

# Project Pipeline

User  
Authentication

User selects  
mood or  
emotion

Lyrics will be  
inspired by  
emotions

Music will be  
produced  
according to  
emotions

The song can  
be added to the  
user's playlist.

Voice Synthesis  
will be created  
from the lyrics  
and music



02

# Lyrics Generator



# Structure



**Model Objective:** generate lyrics based on emotion



**Dataset**

**Preprocessing**

**Architecture**

**Results**

# Data Set

- ❖ We have collected all of the songs from [allmusic.com](http://allmusic.com).
- ❖ Based on five emotions, five datasets
- ❖ has 200 songs, one for each emotion.

# Preprocessing Data

01

Tokenization

02

Lowercase Words

03

Remove Punctuation

04

Remove Duplicates

05

Sequences Of  
Token

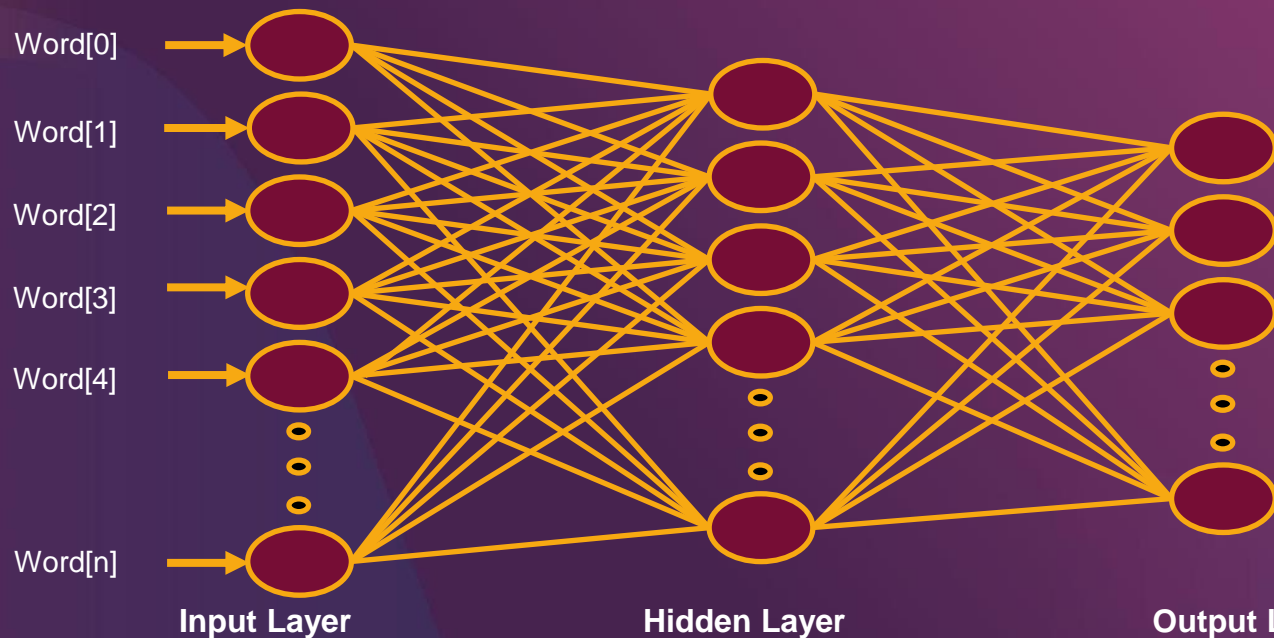
06

Sequence Of  
Integers

07

Separate The Sequence  
to input and output

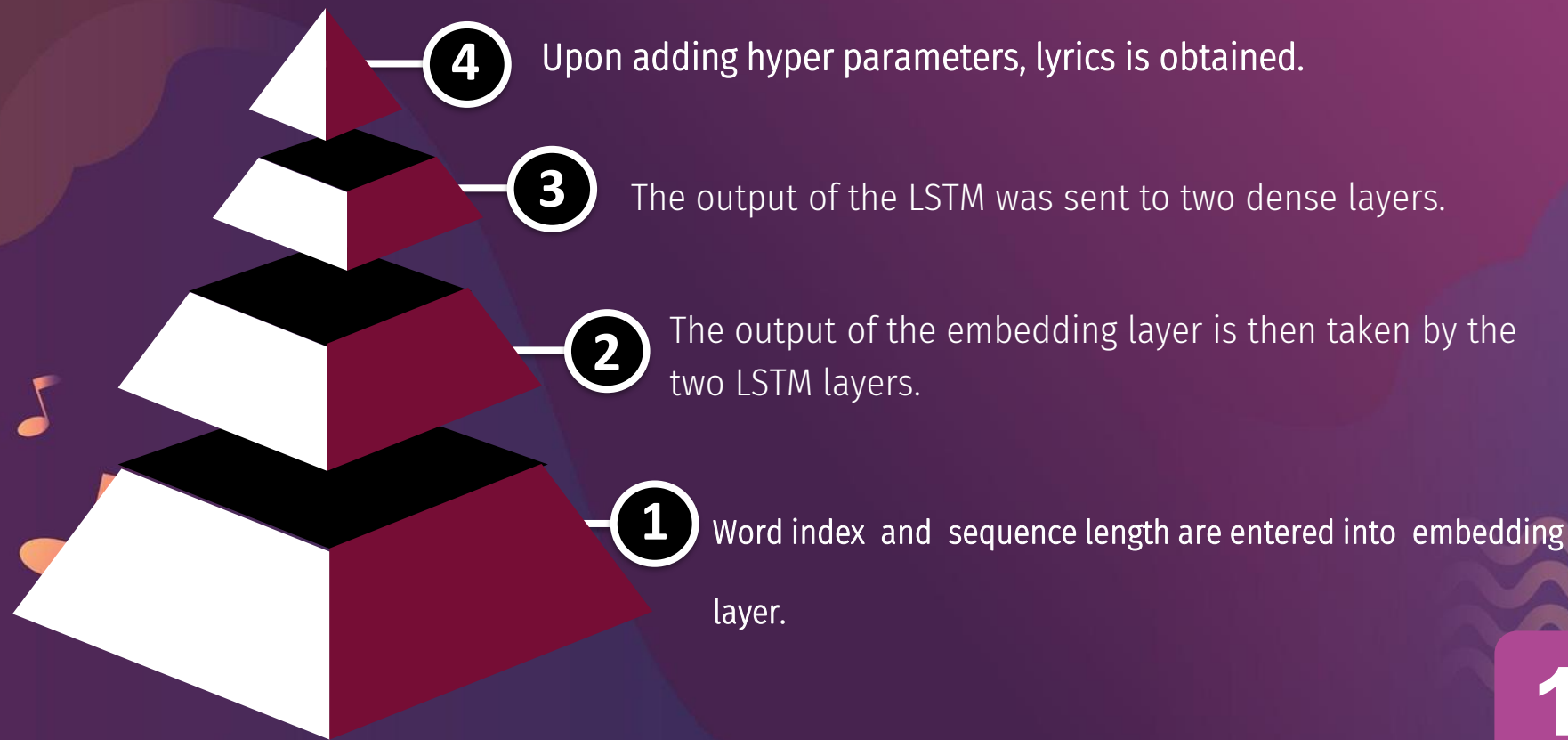
# Architecture



One Embedding Layer + two LSTM layers +  
two Dense layers with Relu

SoftMax  
Classification

# HOW WILL THE MODEL DO IT?



# Results

## Hyperparameters :

- ❖ **Activation** : Relu and softmax
- ❖ **Different epochs** : for each five models
- ❖ **Batch size** : 128
- ❖ **optimization algorithm** : Adam
- ❖ **loss function** : categorical crossentropy

**After** applying hyper parameters to our five models, we obtain varying degrees of accuracy **(92–96%)**.



03

# Music Generator

# Structure



**Model Objective** : generate music depending on emotion from midi files



**Dataset**

**Preprocessing**

**Architecture**

**Results**



# Data Set

- ❖ Our dataset POP909 includes piano tunes stored in the MIDI (Musical Instrument Digital Interface) format
- ❖ Using MuseScore3, we separate that dataset to five emotions.
- ❖ Each dataset contains between 50 to 85 midi file
- ❖ music21 (a toolkit for computer-aided musicology, MIT) These MIDI files data were extracted using a Python toolbox.

# Preprocessing Data

All dataset will be transformed into music21 objects.

01

02

Extract chords from objects scores

Obtain notes and their duration.

03

04

Choose the C major key

Mapping chords and durations to integers

05

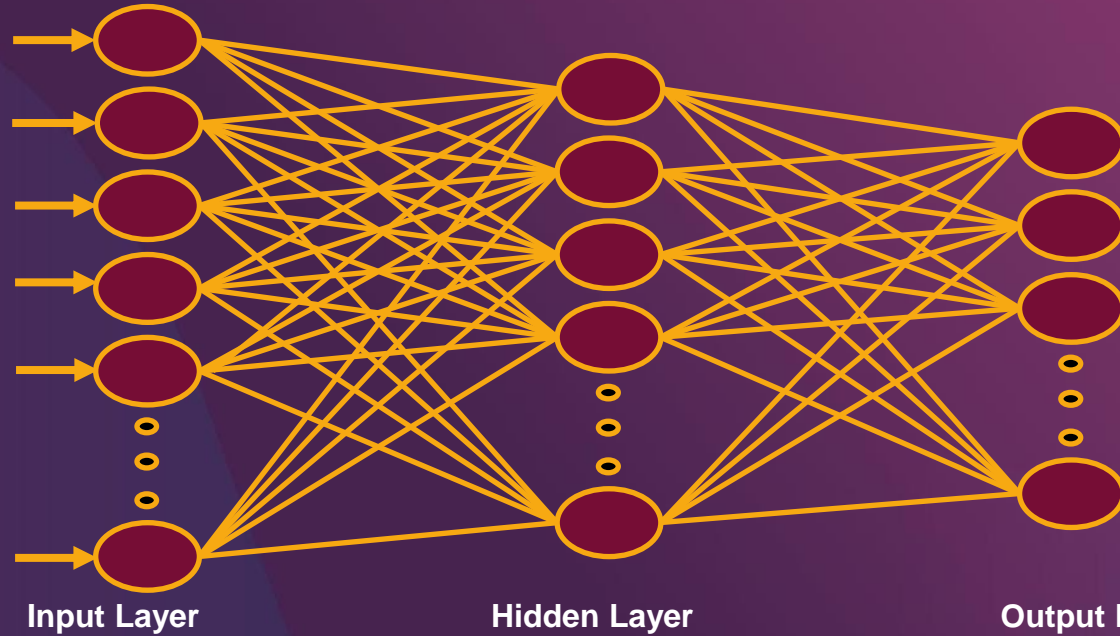
06

Create Sequence Of Integers for chords and durations

*Construct train and target sequences for chords and durations*

07

# Architecture

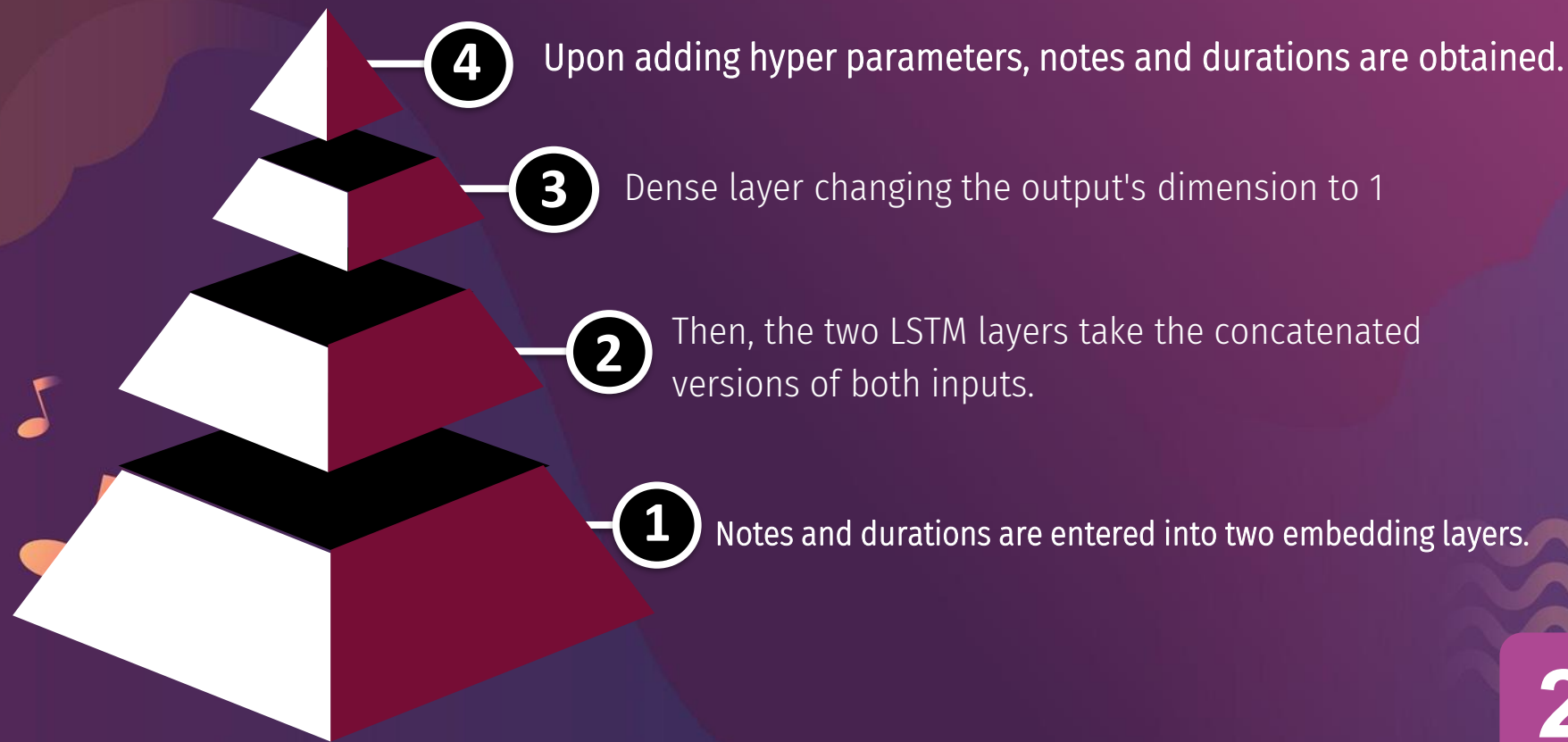


Two Embedding Layer + two LSTM layers +  
one Dense layers with tanh Function

Output Layer

SoftMax  
Classification

# HOW WILL THE MODEL DO IT?



# Results

## Hyperparameters :

- ❖ **Activation** : Tanh and softmax
- ❖ **Different epochs** : for each five models
- ❖ **Batch size** : 128
- ❖ **optimization** algorithm : RMSprop
- ❖ Learning rate : 0.01
- ❖ **loss function** : categorical crossentropy

**After** applying hyper parameters to our five models, we obtain varying degrees of accuracy (**94–96%**).



04

# Voice Synthesis

# Structure



Model's objective : is to generate voice from midi files and lyrics.

Hidden Markov Models (HMMs) were used to create a singing voice synthesizer.

# How?



Preprocessing the midi and the lyrics

01

02

Check The Midi File if Contains one Channel

Verify that the wording matches the amount of notes

03

04

Define the Voice's Speak Rate

Define the voice's tempo

05

06

Pass Mid, Lyrics, Speak Rate, and Tempo using  
Mid2Voice Models.

Call Voice Render in order to hear the voice

07



# Data Set

Table 1: *Singing voice database.*

Singer	1 male (non-professional)
Songs	60 Japanese children's songs (about 72minutes in total)
Sampling Rate	44.1kHz
Quantization	16bit

Table 2: *Mel-cepstral analysis condition.*

Sampling Rate	16kHz
Frame Shift	5ms
Window Length	25ms
Window Function	Blackman Window
Spectral Feature	24 mel-cepstral analysis [8]



# Voice Synthesizer



- ❖ In the training part, first we extract spectral and excitation parameters from a singing voice dataset and then they are modeled by context-dependent HMMs.
- ❖ Context-dependent state duration models and time-lag models are also estimated.
- ❖ In the synthesis part, first musical score to be synthesized is converted to a context-dependent label sequence.

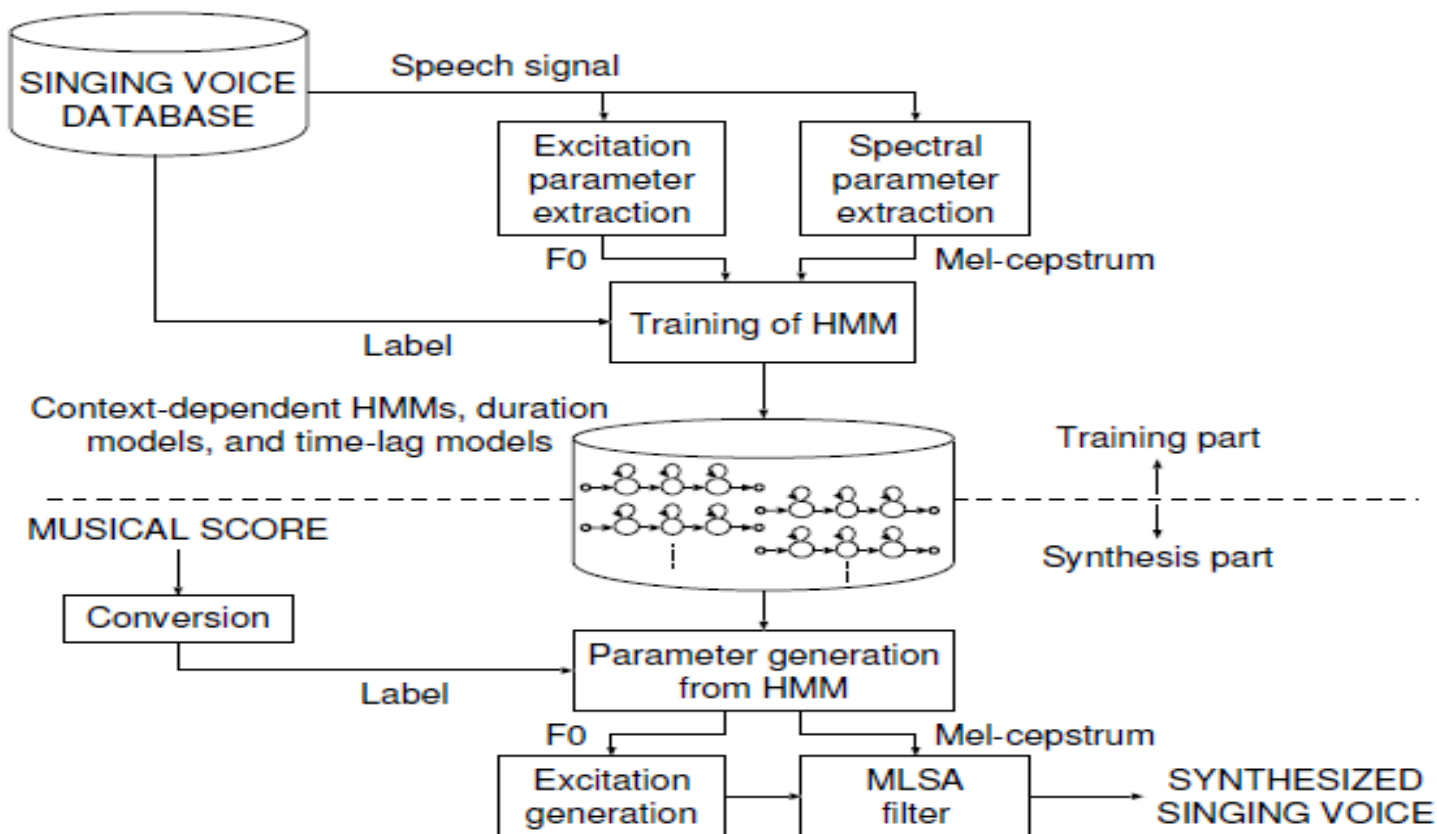


# Voice Synthesizer



- ❖ according to the label sequence, a song HMM is constructed by concatenating the context-dependent HMMs.
- ❖ spectral and excitation parameters are generated by HMM
- ❖ Finally, a speech waveform is synthesized directly from the generated spectral and excitation parameters using Mel Log Spectrum Approximation

# Voice Synthesizer





# Voice Synthesizer Example



We would want to express our gratitude to the doctors and listeners, in particular Dr. Nada and Dr. Masa, for guiding us during this journey.



05

# Project Application

How We Do That ?



User selects lyrics and music emotion, and API is called.

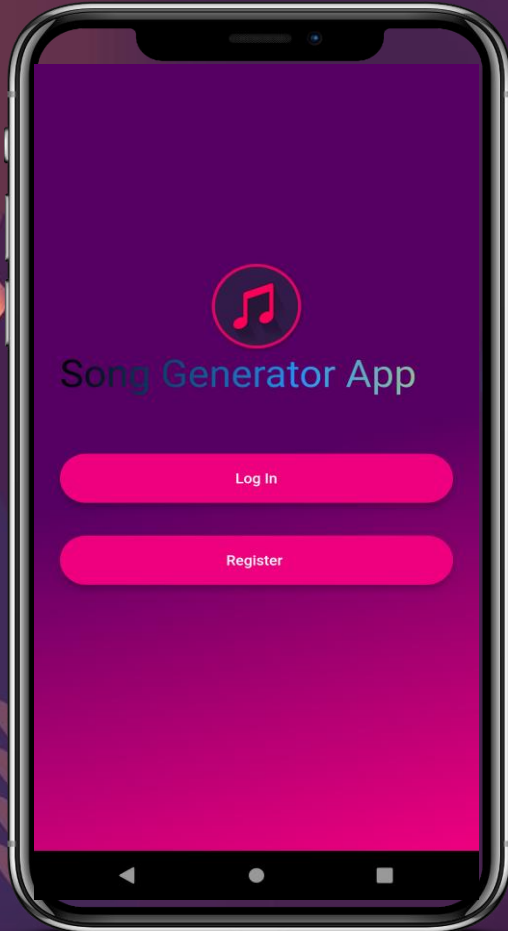
```
graph TD; A[User selects lyrics and music emotion, and API is called.] --> B[When an API detects an emotion, it sends it to a model, which then creates music and lyrics.]; B --> C[Generated music and lyrics are sent to the voice model. to generate a voice]; C --> D[Send music , lyrics and voice to the application, the user can now play it];
```

When an API detects an emotion, it sends it to a model, which then creates music and lyrics.

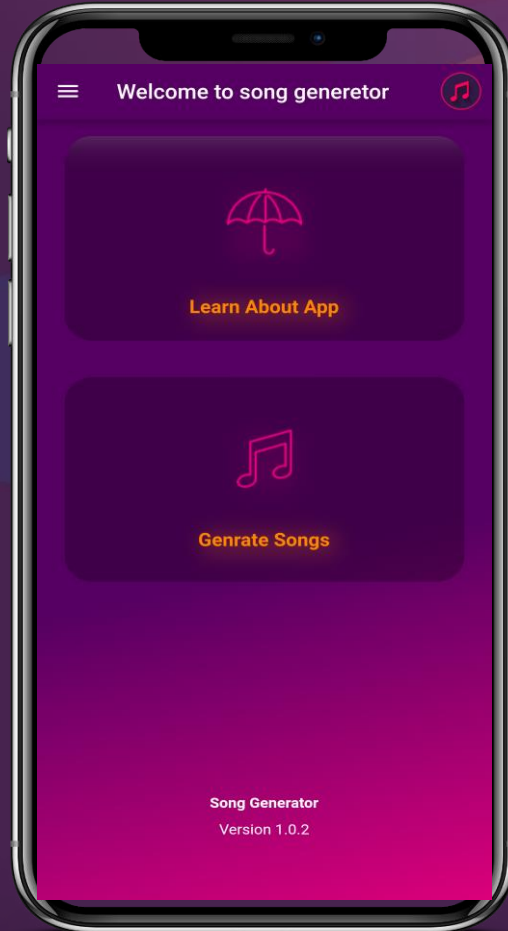
Generated music and lyrics are sent to the voice model. to generate a voice

Send music , lyrics and voice to the application, the user can now play it

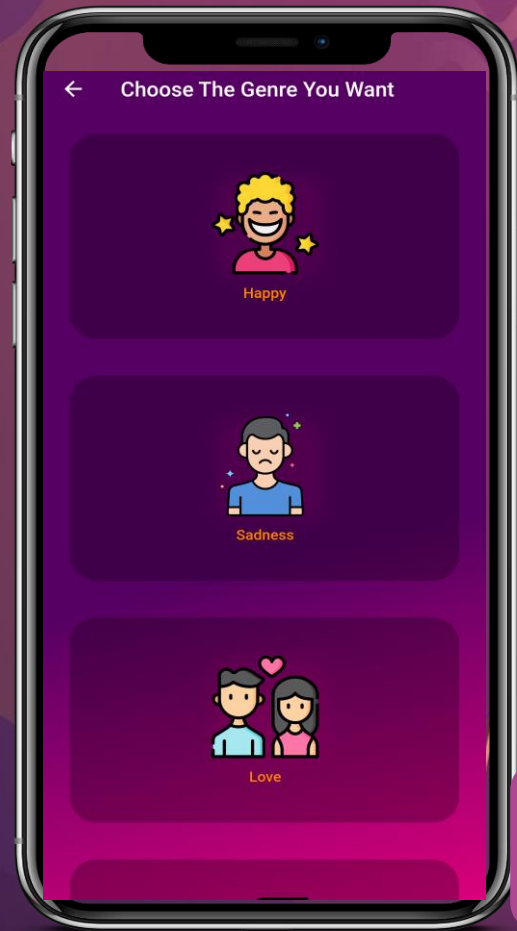
1



2

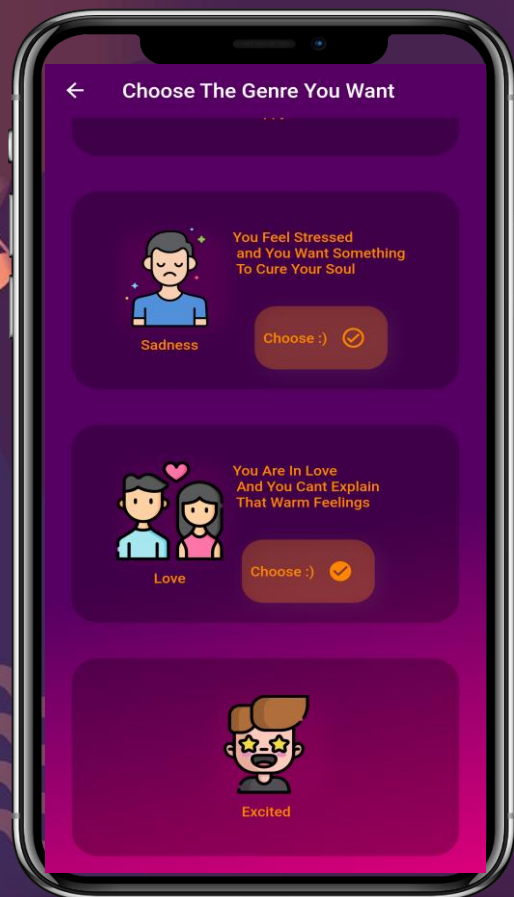


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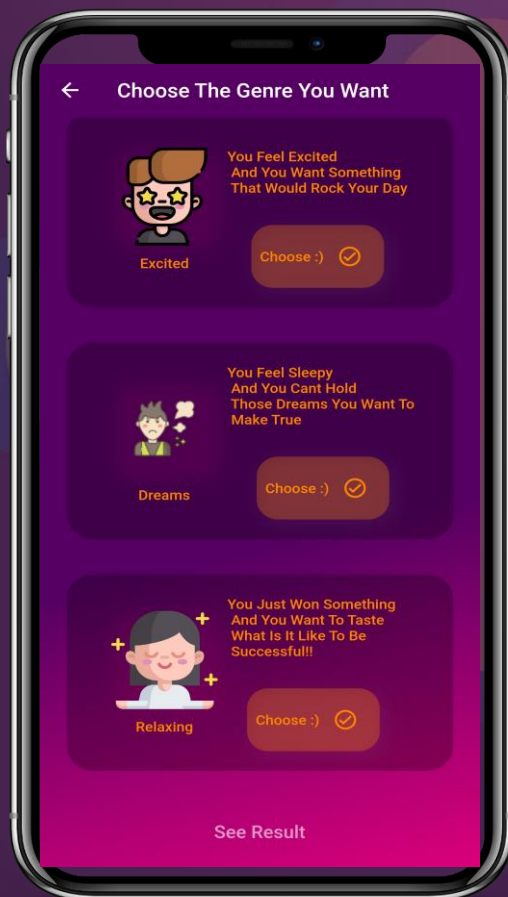




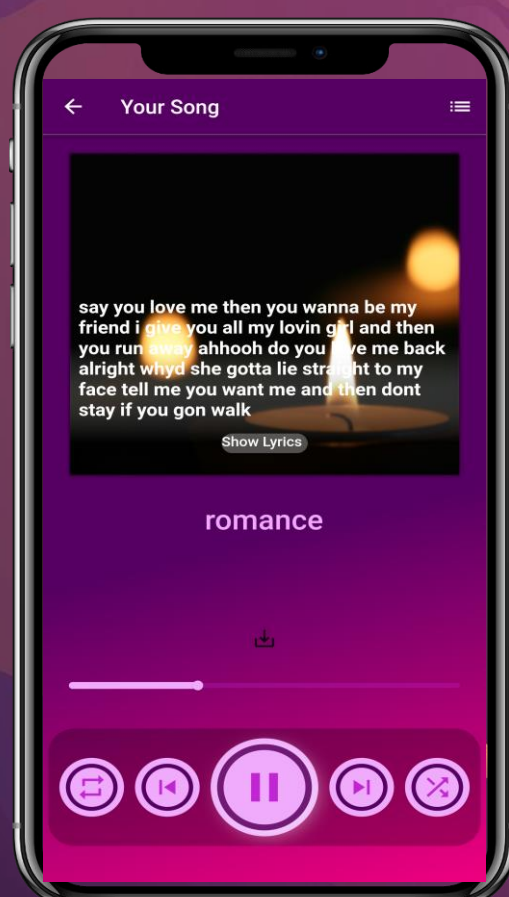
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5



6





# Project Timeline

**WEEK**  
**1-3**

**WEEK**  
**3-7**

**WEEK**  
**7-10**

**Building  
Lyrics**



**Building  
Music**



**Voice**

**Synthesis**



System  
Analysis

WEEK  
10-12

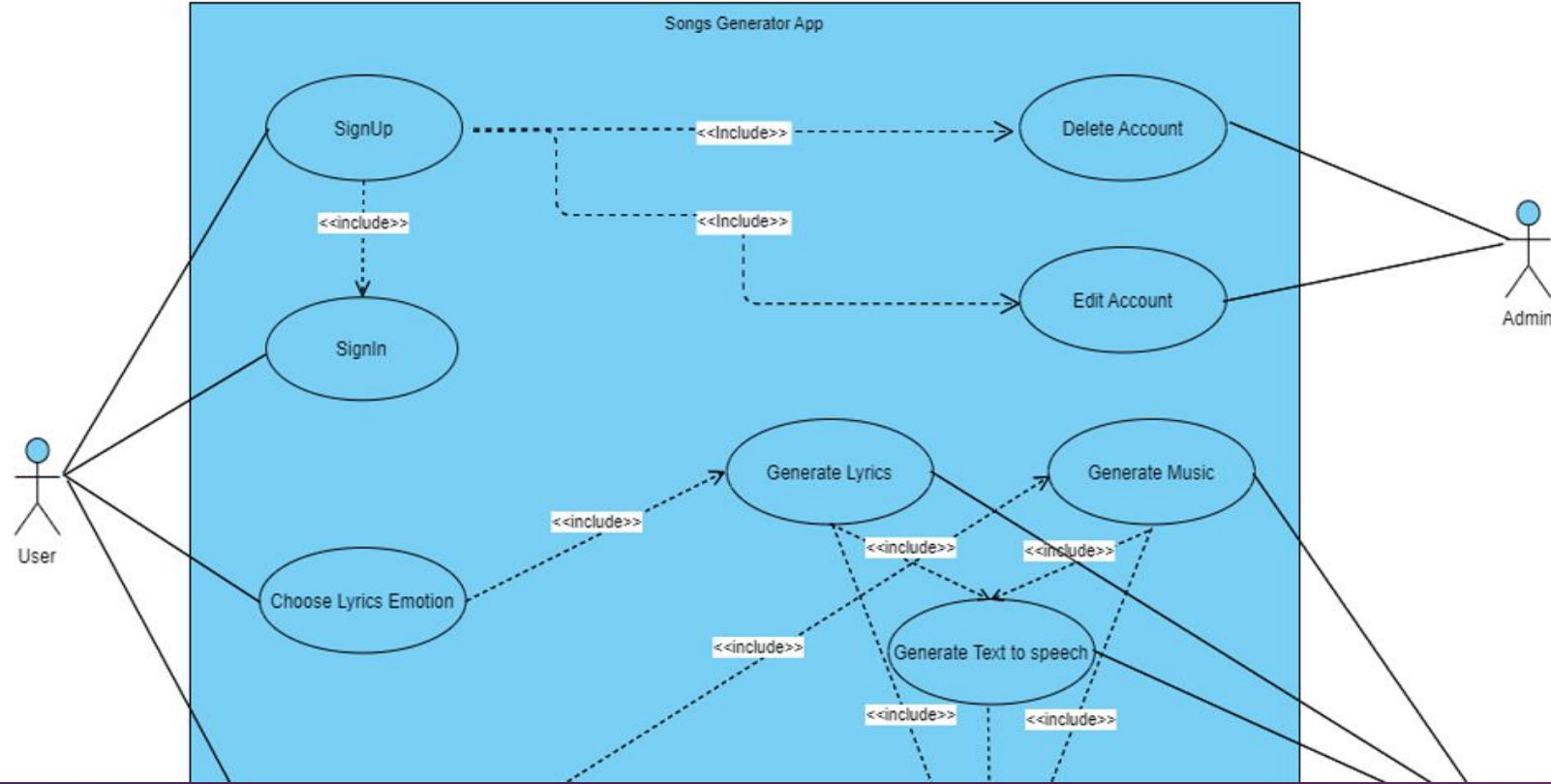
WEEK  
12-14

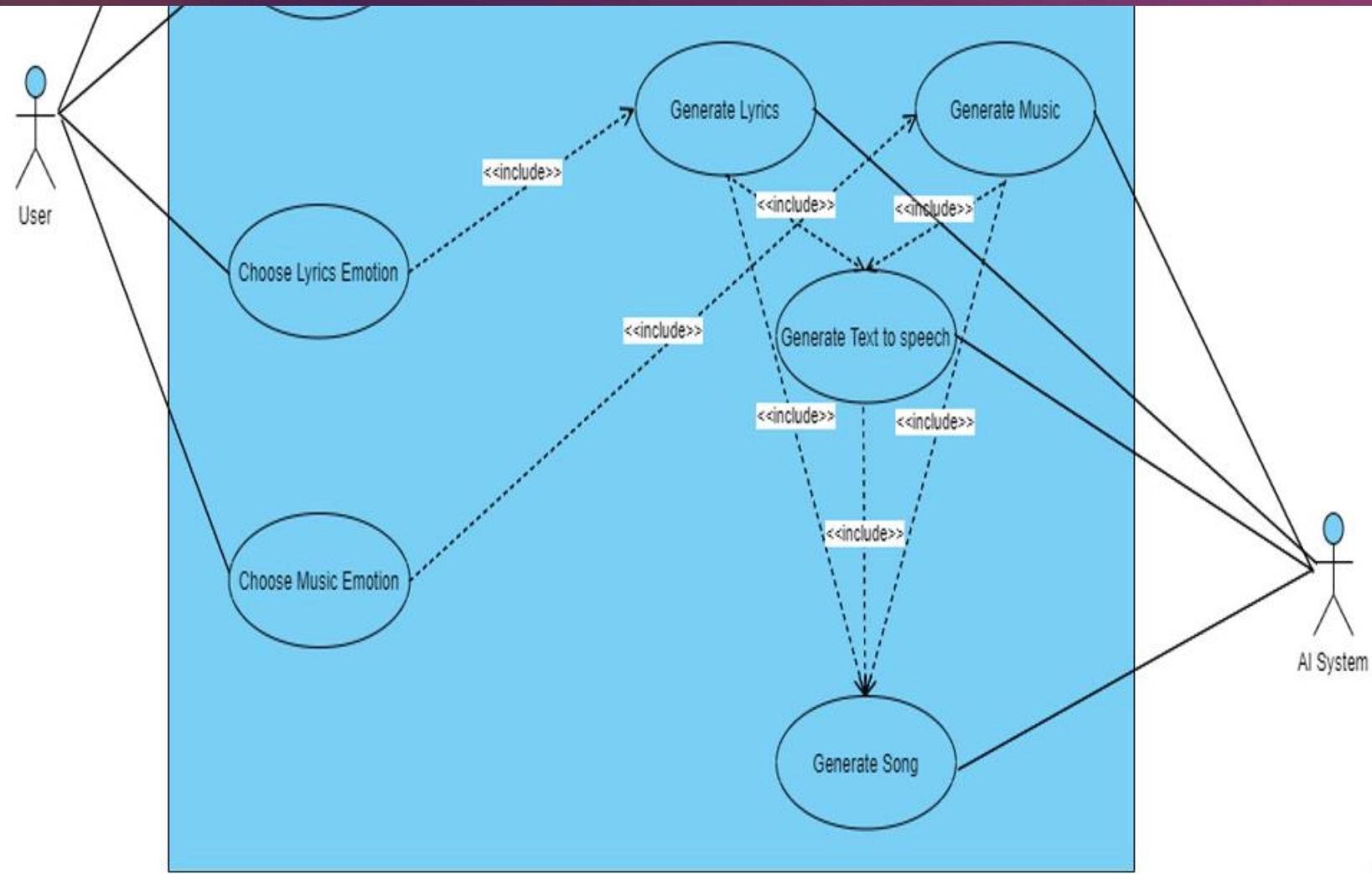
WEEK  
14-17

Impleme  
ntation

Testing and  
Report

# Use case Diagram







# DIFFICULTIES & FUTURE VISION

**Linking**

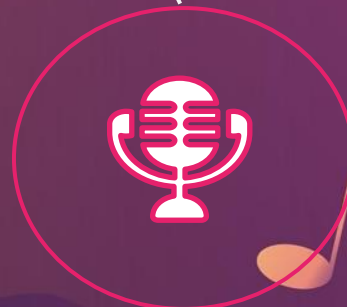


**Dataset**



**Understand Music**

**Training**



**Music Sync**



Song in another  
language

Voicing for particular  
artists

lyric video for the  
song

Various  
instrument  
music



08

# Used Technologies



POSTMAN



Flask

Application  
Building



Keras



TensorFlow

Model  
Developing





# THANKS!

For your  
time, attention, everything!