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Expressive Performance Rendering for Music Generation Systems

Performance data is heavily concentrated in single musical contexts, such as classical piano, which makes modelling performance in general terms more challenging. A potential approach to this problem lies in domain adaptation, which may be used to learn performance on other instruments from the perspective of piano.

A general model of performance may be required to generate performances for any number of instruments, and performances should form a cohesive whole when combined. This requires a system that is unbounded in the number of input sequences, and is able to facilitate some form of communication or high-level planning between sequences in performance generation.