

Hi!

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25.1.'23

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Artificial and Natural Intelligence

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Artificial and Natural Intelligence Literature Study

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Artificial and Natural Intelligence
Literature Study

Symbolic Music Representation Learning

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A Field Guide to Symbolic Music Representation Learning

Title	Creator	Year	Item Type	Publication
► A Survey on Artificial Intelligence for Music Generation: Agents, Domains and Perspectives	Hernandez-Olivan et al.	2022	Journal Article	
► Attend to Chords: Improving Harmonic Analysis of Symbolic Music Using Transformer-Bas...	Chen and Su	2021	Journal Article	Transactions of the International Soc...
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► ComMU: Dataset for Combinatorial Music Generation	Hyun et al.	2022	Preprint	
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Association for
Computing Machinery



NEURAL INFORMATION
PROCESSING SYSTEMS

nature

Dataset for Combinatorial Music Generation

automated mainstream drag-and-drop composing from high quality metadata

[1], #NIPS 2022
NIPS workshop [page and source](#)

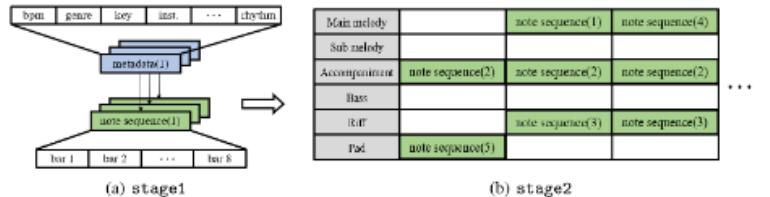


Figure 1: The whole process of **Combinatorial Music Generation**. In stage1, a note sequence (green box) is generated from a set (blue box) of metadata. Stage2 then combines note sequences generated from several metadata sets to create one completed music. The number of bars for a note sequence and the number of note sequences for a complete piece of music can be flexible (*ComMU* mostly has a note sequence of 4, 8, and 16 bars). In this work, we focus on solving stage1.

Motivation

- Industrializable [artistic control](#) over [generative](#) models (in preformatted mainstream domains)

Tasks

- [Combinatorial Music Generation](#) ([conditional](#)) (training is [supervised](#))

Ideas

- high quality [human-expert](#) data with powerful domain specific constraints ("12 metadata")
- [autoregressive](#) [sequence-completion](#) (with [Transformer-XL](#)[2]) as a baseline to show potential
 - [teacher-forcing](#) : [chord](#) symbols are injected to intended positions during generation

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- music = [repeated](#) overlay of unrelated, short, monophonic sequences. Relation only through common metadata in prompt.
- The usual flatness concern in latent codes applies (see [Hierarchical Latents](#))

Context

- see also [ComMU Dataset](#)

On FIGARO

- similar in [Description to Sequence](#), but in FIGARO:
- description is automatically generated from a bigger (unsorted) dataset
- using fewer assumptions
 - and thus fewer description components
 - #per-bar, thus less overall structure, but more flexible

On MMM[3]

- is the most similar in previous literature, but
- not feasible for [Combinatorial Music Generation > Homophonic Composition](#), because of no track role- nor chord-conditioning
- specialized for [resampling](#) or [Inpainting](#)

Data

- see [ComMU Dataset](#)
- #data-augmentation : with transposition and time dilation, yields $\times 60$ data amount

Evaluation

Controllability

- whether metadata information is faithfully adhered to
- determinable via simple algorithms, that heuristically extract information like note density, chords, tempo

Diversity

- Sum of pairwise [cosine-similarity](#) between [Chroma Vectors](#) ([harmony](#)) and [Groove](#)[4] ([rhythm](#)) across multiple generations from same metadata

Fidelity

- #[winrate](#) between generated and real sample ([human-survey](#))

Results

- [Sampling > Temperature](#) controls a between trade-off Controllability and Diversity.
- [Sampling > Top-K](#) ([5], [6]) K-value has negligible effect - unlike with text
 - due to smaller vocab size

Generation from humans

- composers tasked with extracting composing guidelines for specific industrial genres that use [Combinatorial Music Generation > Homophonic Composition](#).
- Composers tasked with composing short MIDI sequences that match this guidelines.
- Composed MIDI sequence and guideline (metadata) converted to REMI-like tokens.

Metadata

- precise tokens: bpm, key, instrument, time signature, pitch range, number of measure, min/max velocity, and rhythm
 - tempo constant across sequence
- ambiguous tokens: genre, track role and chord progression.
Comparison to other datasets regarding metadata given below.

On other Datasets

Table 1: Comparison of ComMU to recent MIDI datasets with various metadata. We compare ComMU to other MIDI dataset on 4 types of metadata: genre, instrument, track-role, and chord progression.

Dataset	Genre	Instrument	Track-role	Chord progression
Lakh MIDI [10]	✓	✓	-	-
MAESTRO [12]	✓	(✓) ¹	-	-
MSMD [13]	-	(✓) ¹	-	✓
ADL Piano MIDI [14]	✓	(✓) ¹	-	-
GiantMIDI-Piano [15]	-	(✓) ¹	-	✓
EMOPIA [23]	-	(✓) ¹	-	✓
ComMU(Ours)	✓	✓	✓	✓

¹include only one instrument.

See Table 1 of [ComMU](#) for an overview and Section 2 for a discussion.

- * Lakh MIDI Dataset [10], MAESTRO [12], and ADL Piano MIDI [14] have various meta-information such as genre, instrument, key, and time signature, but there is no chord information for the harmony of track-level composition.*
 - * MSMD [13], GiantMIDI-Piano [15], and EMOPIA [23] have chord information that can infuse harmony, but lack metadata such as genre, and rhythm that can reflect the intention of composition.*
 - * separates instruments from track role, other than [10,28,29]
 - in [Symbolic Music Loop Generation](#) both are the same as well
1. Hyun, Lee, Taehyun Kim, Hyelim Kang, Minjoo Ki, Hyechan Hwang, Kwanho Park, Sharang Han, and Seon Joo Kim. 2022. "ComMU: Dataset for Combinatorial Music Generation." arXiv. <https://doi.org/10.48550/arXiv.2211.09395>.

Future Work

- to develop specific architectures for the structure of music rather than text
1. Hyun, Lee, Taehyun Kim, Hyelim Kang, Minjoo Ki, Hyechan Hwang, Kwanho Park, Sharang Han, and Seon Joo Kim. 2022. "ComMU: Dataset for Combinatorial Music Generation." arXiv. <https://doi.org/10.48550/arXiv.2211.09395>.
2. Zihang Dai, Zhilin Yang, Yiming Yang, Jaime G Carbonell, Quoc Le, and Ruslan Salakhutdinov. Transformer-xl: Attentive language models beyond a fixed-length context. In Proceedings of the 57th Annual Meeting of the Association of Computational Linguistics (ACL), pages 2978–2988, 2019. ⁴
3. Jeff Ems and Philippe Pasquier. Mmm: Exploring conditional multi-track music generation with the transformer. arXiv preprint arXiv:2008.06048, 2020. ⁴
4. Simon Dixon, Fabien Gouyon, Gerhard Widmer, et al. Towards characterisation of music via rhythmic patterns. In International Society for Music Information Retrieval (ISMIR), 2004. ⁴
5. Angela Fan, Mike Lewis, and Yann Dauphin. Hierarchical neural story generation. In Proceedings of the 56th Annual Meeting of the Association for Computational Linguistics (ACL), pages 889–898, 2018. ⁴
6. Ari Holtzman, Jan Buys, Maxwell Forbes, Antoine Bosselut, David Golub, and Jejin Choi. Learning to write with cooperative discriminators. In Annual Meeting of the Association for Computational Linguistics (ACL), 2018. ⁴

The background of the slide features a dense, abstract pattern of small, semi-transparent colored circles in shades of pink, yellow, green, and blue, creating a bokeh-like effect.

A Field Guide to Symbolic *Music* Representation Learning

Poco più lento

dim.

dolce

102.

poco rallent.

a tempo

Tempo I^o

Sonate

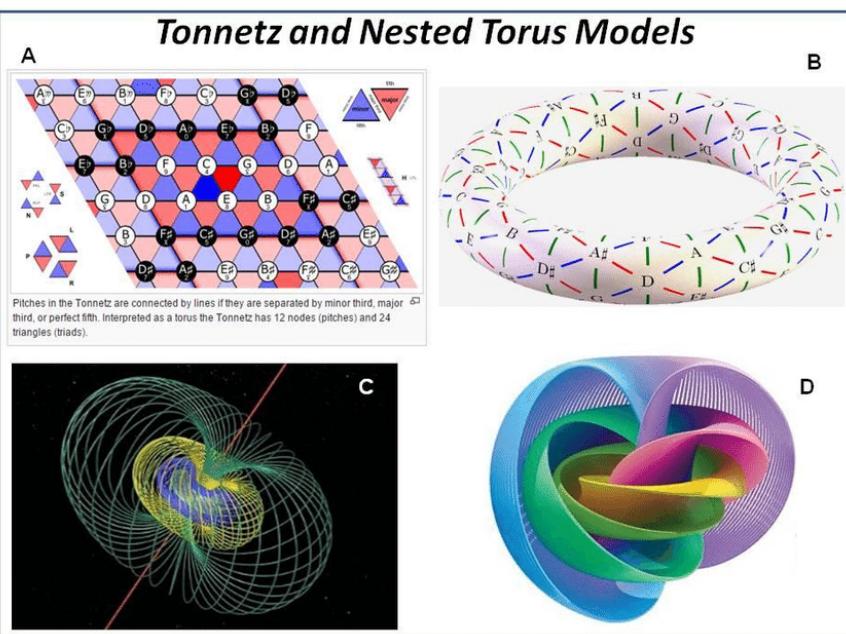
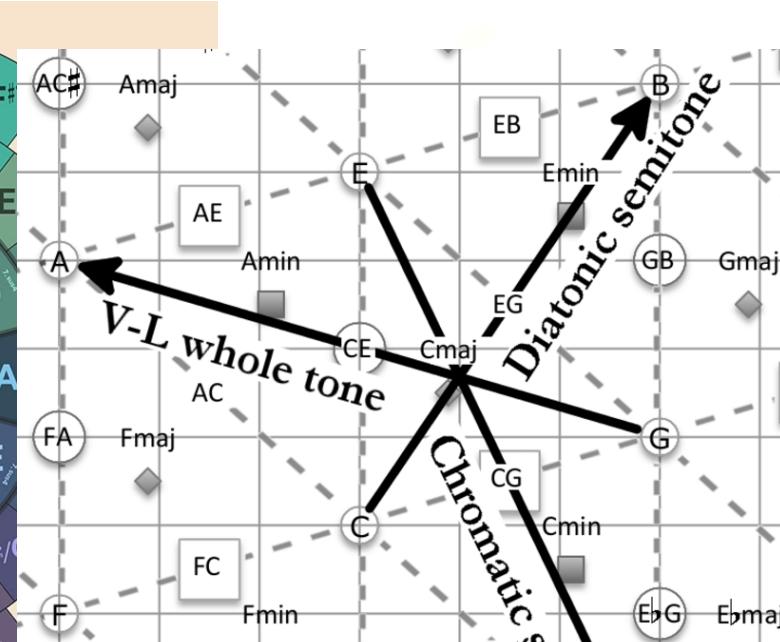
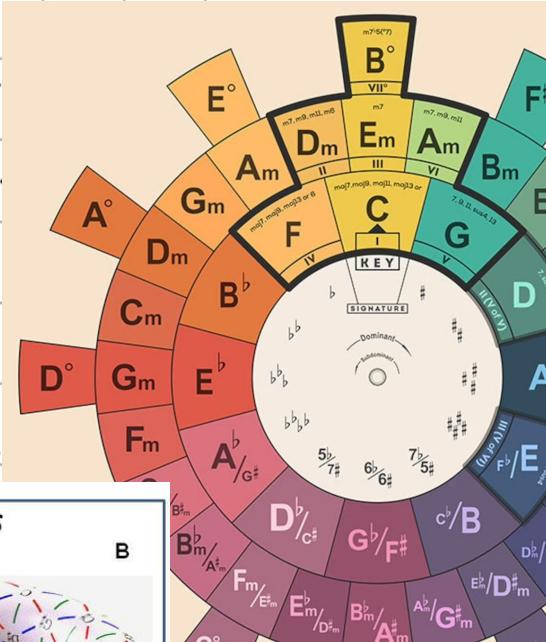
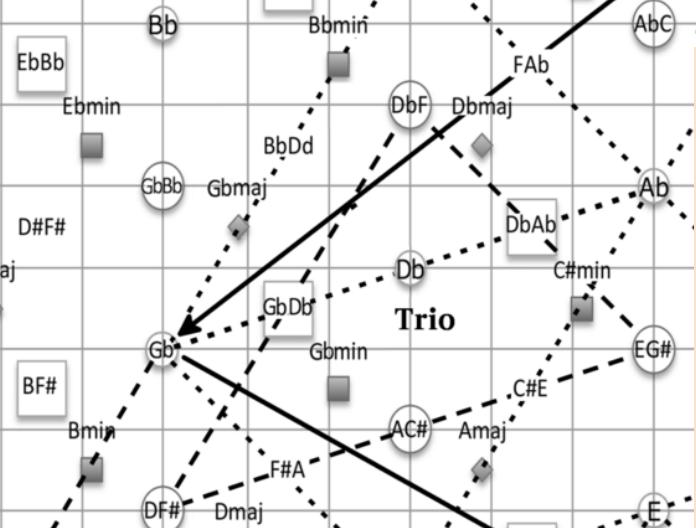
Sonata quasi una Fantasia ('The Moonlight')

L.van Beethoven Op 27 No2

Andante sostenuto

4

sempre ***pp*** e senza sordini



ON PEU PLUS ANIMÉ

LOGICAL CONTINUATION of the processes from ROTATIONS 1-3.

ANOTHER WHOLE TONE INTERJECTION

64 **pp** PROVIDES TIMBRAL CONTRAST - 'LIGHT' through 'CLOUDS'

a **pp** **i** **v** D#m D#m

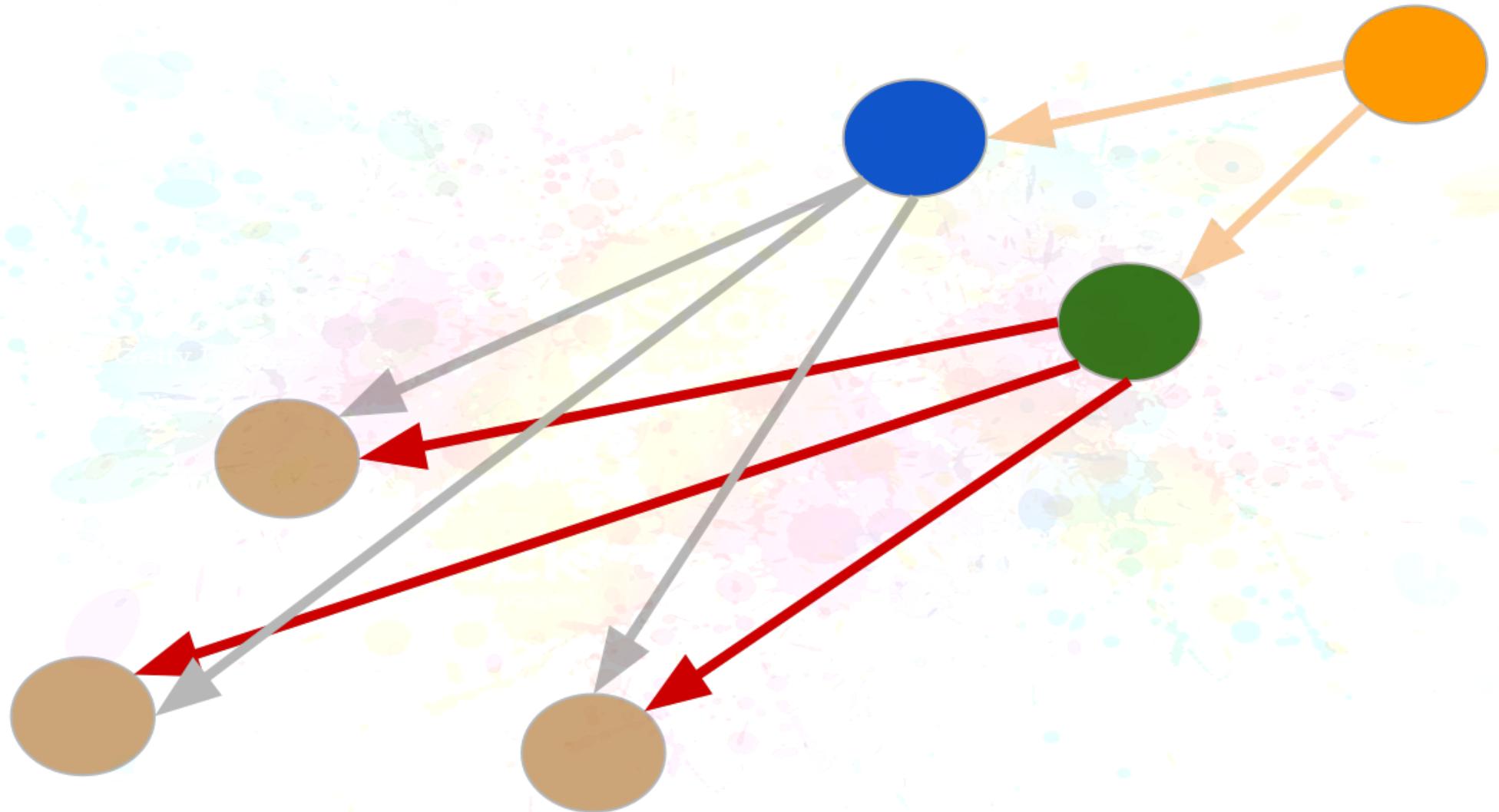
RESOLUTION
! of V7d **10** **n** **peu plus animé**
D#m

D# PENTATONIC THEME/MELODY

La petite note presque au même temps que l'8^e
p très expressif

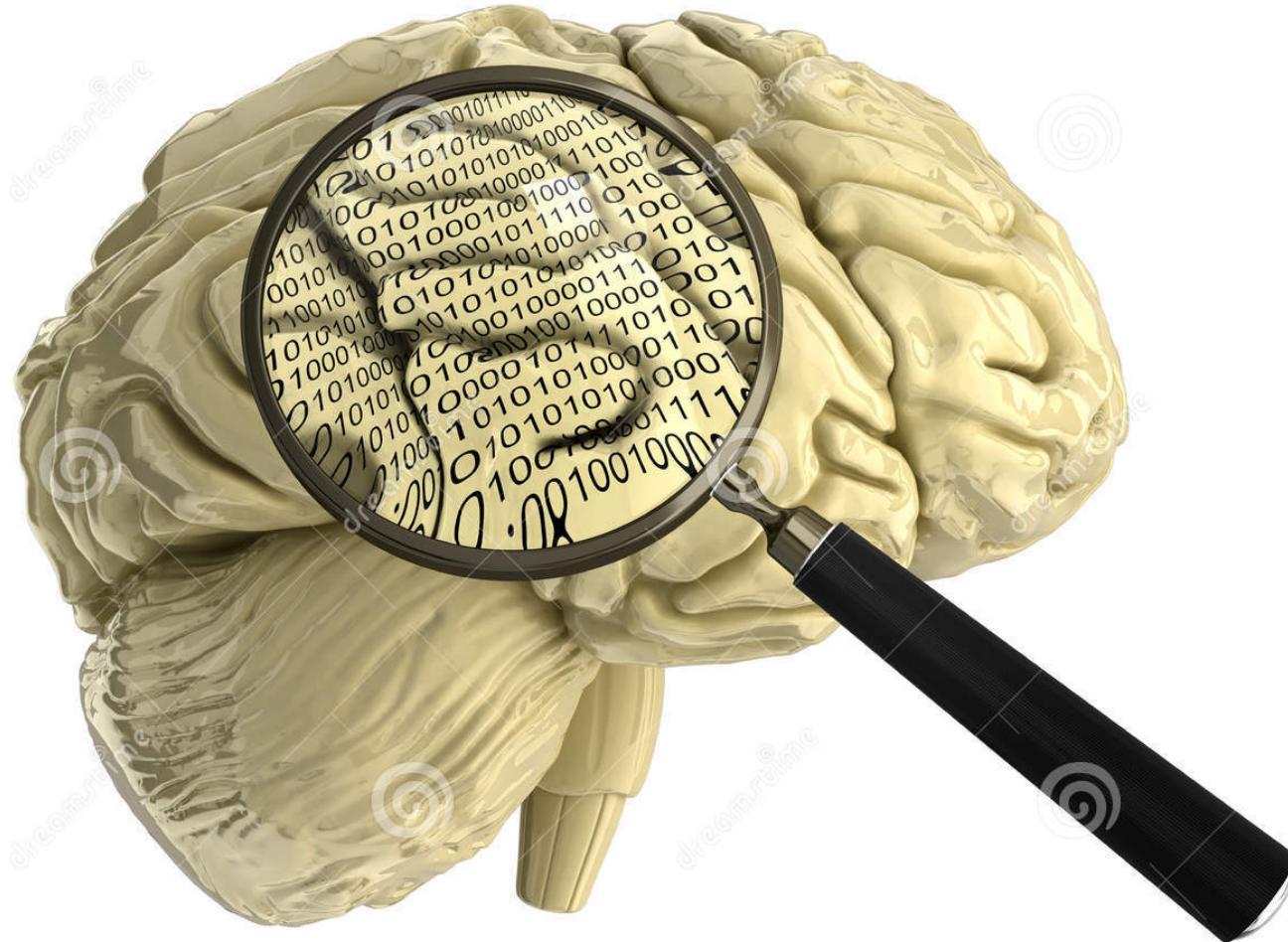
PERFECT 5TH IDEA

D# DRONE sets 'B' section aside, but also a developed version of 'x' from Rotation 1 & b. 15-20

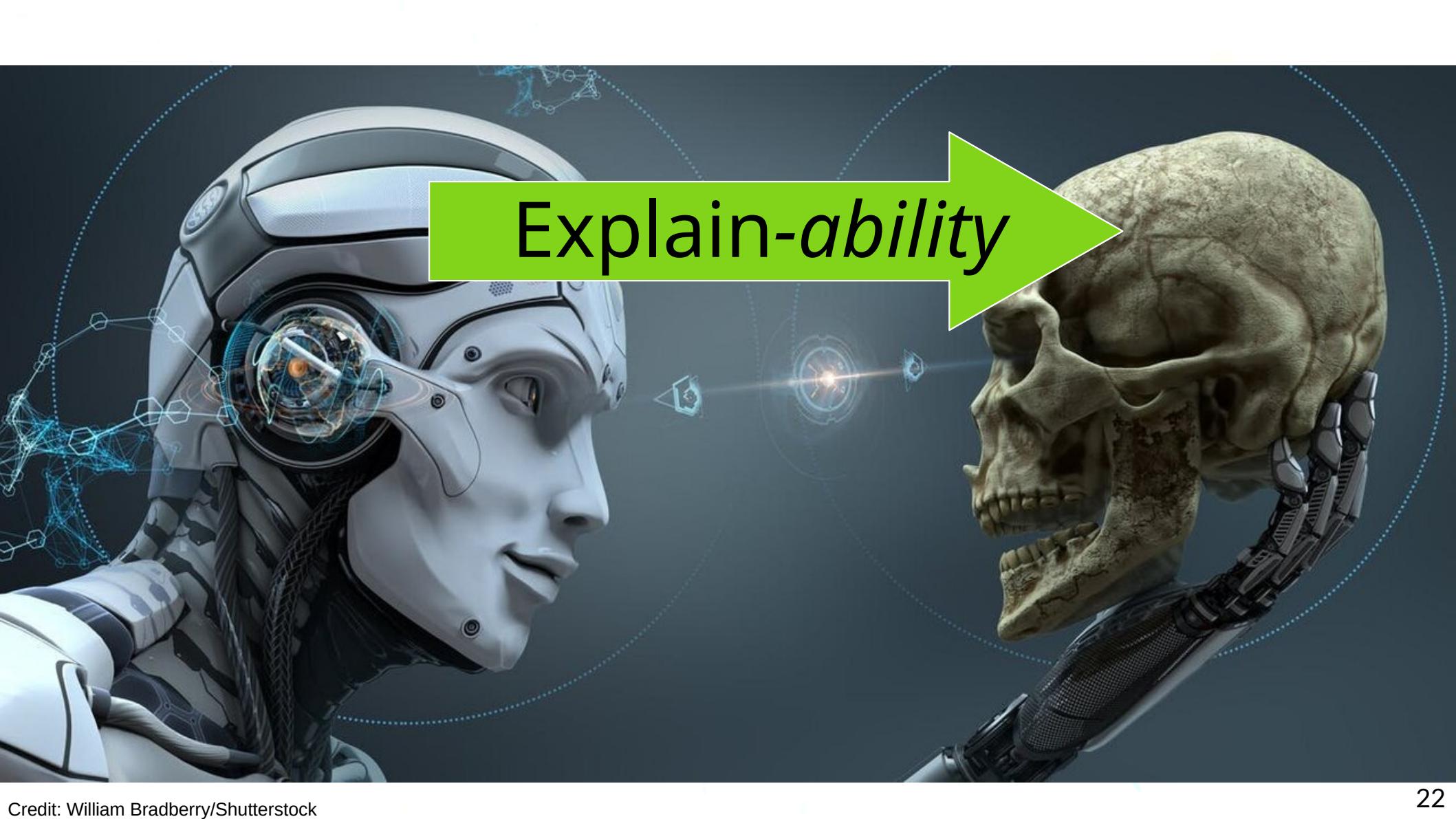




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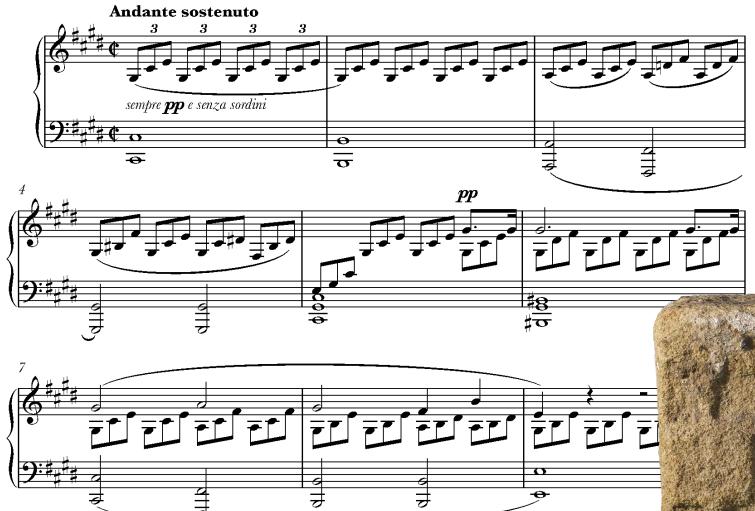
A composite image featuring a white, metallic, futuristic robot head on the left and a human skull on the right. The robot's eye area is transparent, revealing complex internal circuitry and glowing blue energy cores. A large green arrow points from the robot towards the skull. In the background, there are abstract blue geometric shapes and dotted lines.

Explain-ability

Sonate

Sonata quasi una Fantasia ("The Moonlight")

L.van Beethoven Op 27 No2

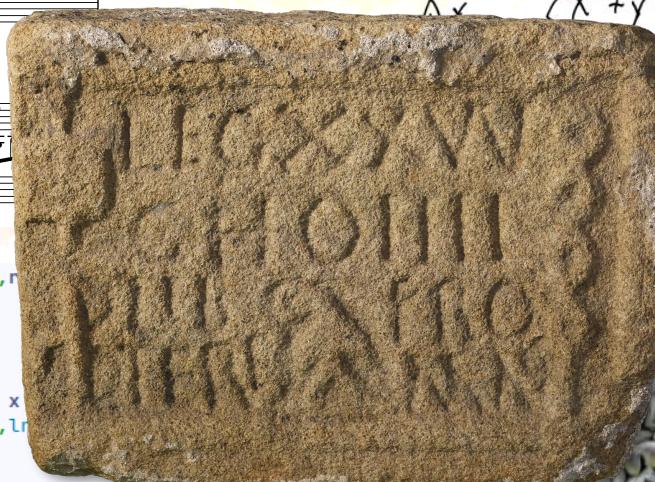


```
bifold :: Foldable t => (x -> (l,r) -> (r,l)) -> (l,r)
bifold f lr xs = foldr (\x g -> \(l,r) -> let
  (r'',l'') = g (l',r); (r',l') = f x (l,r'')
  in (r', l'')) swap xs lr
```

```
bifold' :: Foldable t => (x -> rl -> rl) -> rl -> t x
bifold' f lr = bifold (\x -> swap . both (f x)) (lr,lr)
```

```
foldI :: Foldable t => a -> (Int -> e -> a -> a) -> t e -> a
foldI a f s = snd $ fold (len s, a) (\e (i,a) -> (i-1, f i e a)) s
```

```
foldIs :: Foldable t => [Int] -> a -> (Bool -> Int -> e -> a -> a) -> t e -> a
foldIs (sort > reverse > (++ cycle [-1]) -> is) a f = snd . foldI
  (is, a) \ j e (i:is, a) -> (i==j & is ? (i:is), f (i==j) j e a)
```



$$\begin{aligned} & \frac{-x + b \cos 4x}{x^4} = A \\ & -1 \quad x > 0 \\ & \int_0^1 dx \left\{ y \sin \frac{x}{y} dy \right\} \\ & x \leq 0 \\ & \Delta x \quad (x^2 + y^2 + z^2 - 3z = 0) \\ & \Delta x + 5z = 4 \\ & \sin^2 \alpha + \cos^2 \beta = 1 \\ & A = \frac{1}{2} \sum_{n=1}^k \left(\frac{1}{2n-1} - \frac{1}{2n+1} \right) \\ & = \frac{1}{2} \left[\left(1 + \frac{1}{3} \right) + \left(\frac{1}{3} - \frac{1}{5} \right) + \dots + \left(\frac{1}{k-1} - \frac{1}{k+1} \right) \right] \\ & = \lim_{k \rightarrow \infty} S_k \end{aligned}$$



A Field Guide to *Symbolic* Music Representation Learning

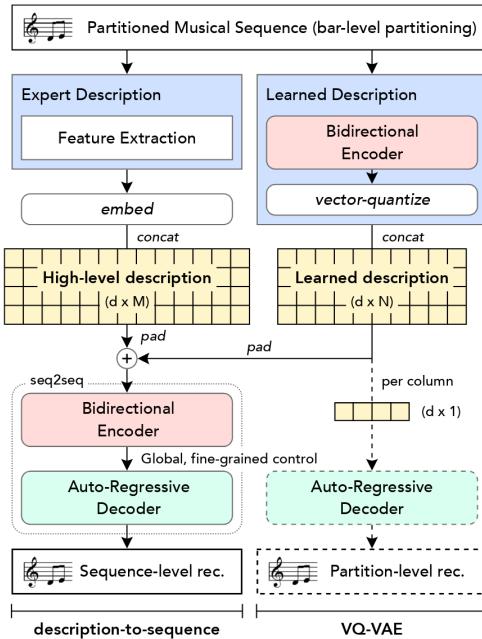


Figure 1. Overview of FIGARO. Dashed lines indicate components that are only used during training. d denotes the hidden dimension of the model, N the number of bars and M the length of the expert description ($M > N$ in our case).

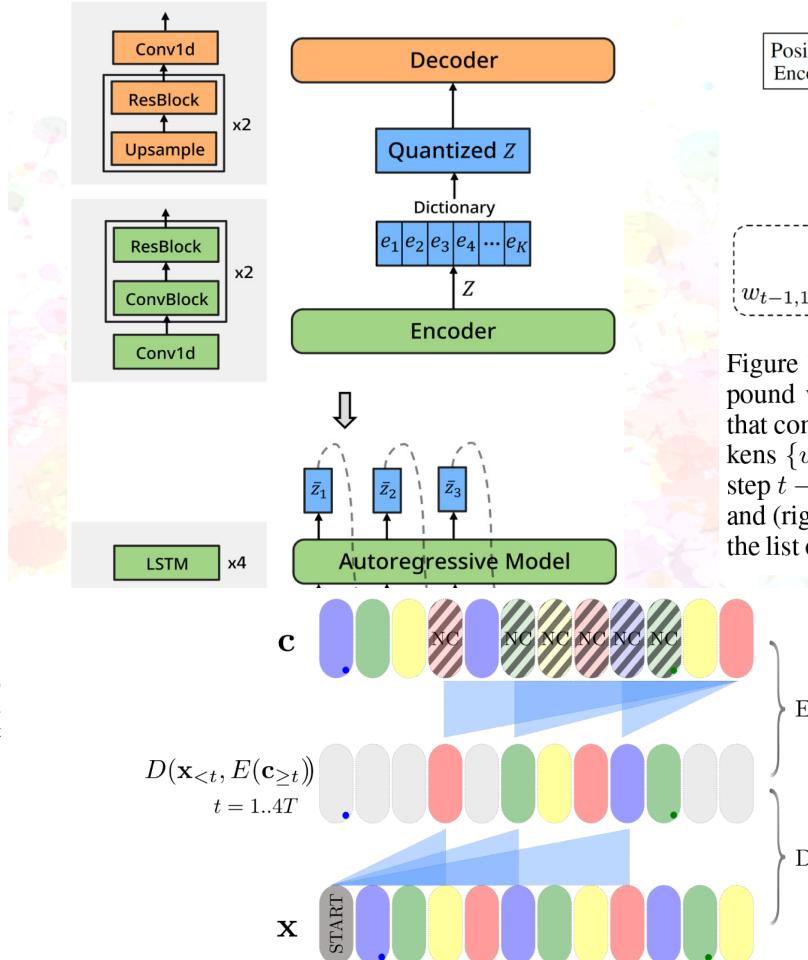


Figure 3: Schematization of our proposed masking scheme. Output tokens (middle row) can only attend to x and c tokens delimited by blue triangles; c is a masked version of x . For ease of implementation, a START token is appended before x . Our loss function only involves predictions over Non Constrained tokens.

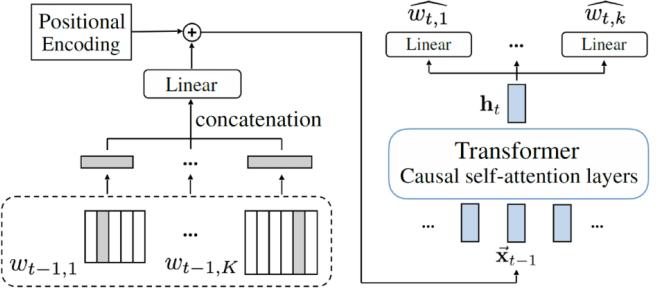


Figure 1: Illustration of the main ideas of the proposed compound word Transformer: (left) *compound word modeling* that combines the embeddings (colored gray) of multiple tokens $\{w_{t-1,k}\}_{k=1}^K$, one for each token type k , at each time step $t - 1$ to form the input \vec{x}_{t-1} to the self-attention layers, and (right) *token type-specific feed-forward heads* that predict the list of tokens for the next time step t at once at the output.

$$\mathcal{B}_{\mathbf{p}, \mathbf{d}}^{\text{arp}} := (\mathsf{P}_m, \mathfrak{C}, \{\mathbf{c}_1, \mathbf{c}_2, \mathbf{c}_3\}, \mathsf{b}_1) \quad (77)$$

$$\mathbf{c}_1 := (\mathsf{b}_1, [\mathbf{p}]_m, \mathsf{b}_2^m), \quad \mathbf{c}_2 := (\mathsf{b}_2, [\mathbf{p}]_m, \mathsf{b}_2^m), \quad (78a)$$

$$\mathbf{c}_3 := \left(\mathsf{b}_2, \begin{bmatrix} \mathbf{d}_1 \\ \mathbf{d}_2 \\ \vdots \\ \mathbf{d}_m \end{bmatrix}, \mathsf{b}_3 \right). \quad (78b)$$

$$\mathbf{p} := 2102\square1\square0\square$$

$$\mathbf{d} := 05\bar{7}$$

$$k := 3$$

$$\begin{bmatrix} 2 & 1 & 0 & 2 & \square & 1 & \square & 0 & \square \\ 2 & 6 & 5 & 2 & \square & 1 & \square & 0 & \square \\ 2 & \bar{6} & \bar{7} & 2 & \square & 1 & \square & 0 & \square \end{bmatrix}.$$

$$128 \ (\boldsymbol{\lambda}, 9_3)$$

A musical score consisting of three staves. The top two staves are in treble clef and the bottom staff is in bass clef. All staves have a common time signature (8/8). The tempo is indicated as quarter note = 128. The notes are represented by vertical stems with small circles at the top, indicating pitch and duration.



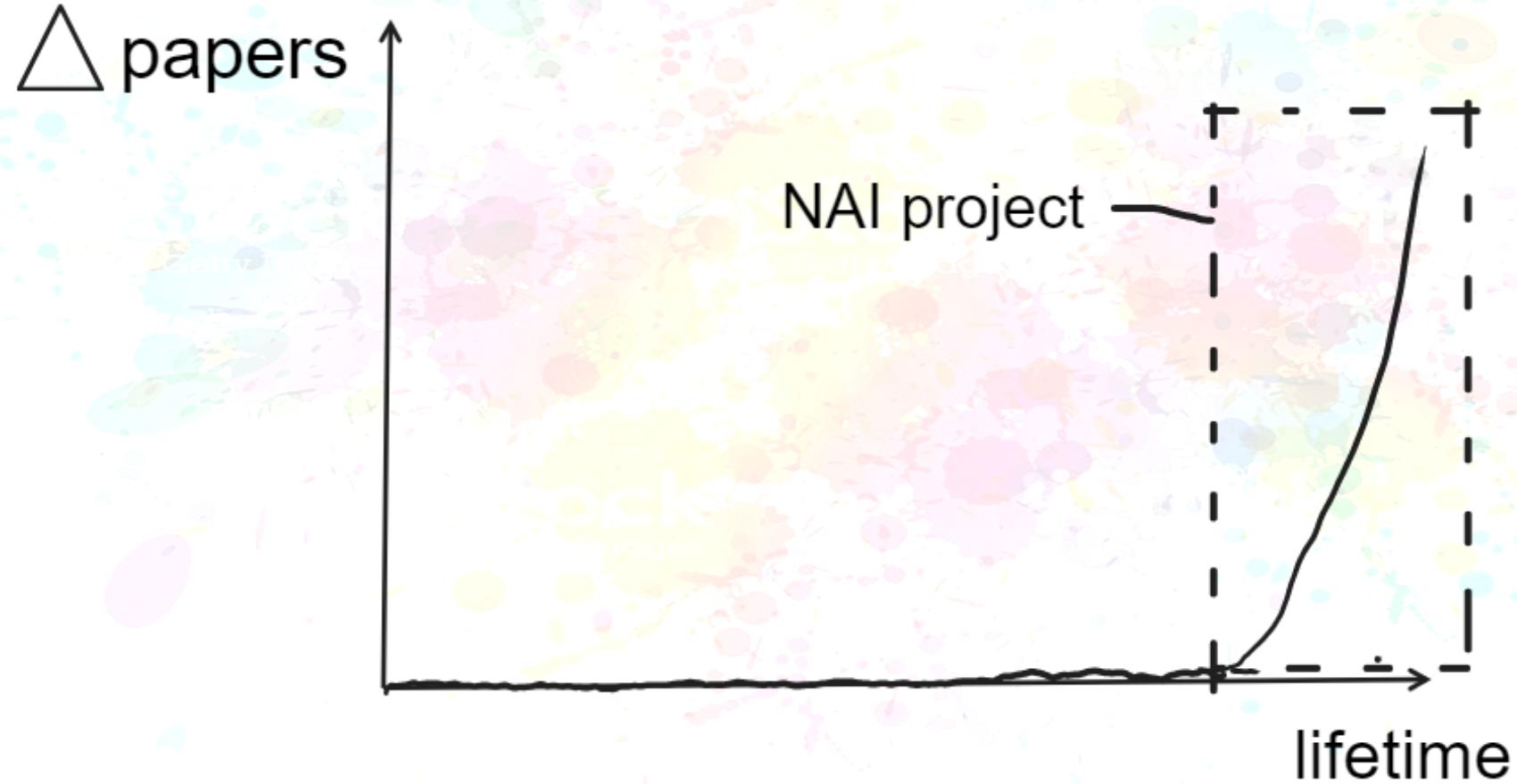
A Field Guide to Symbolic Music Representation *Learning*

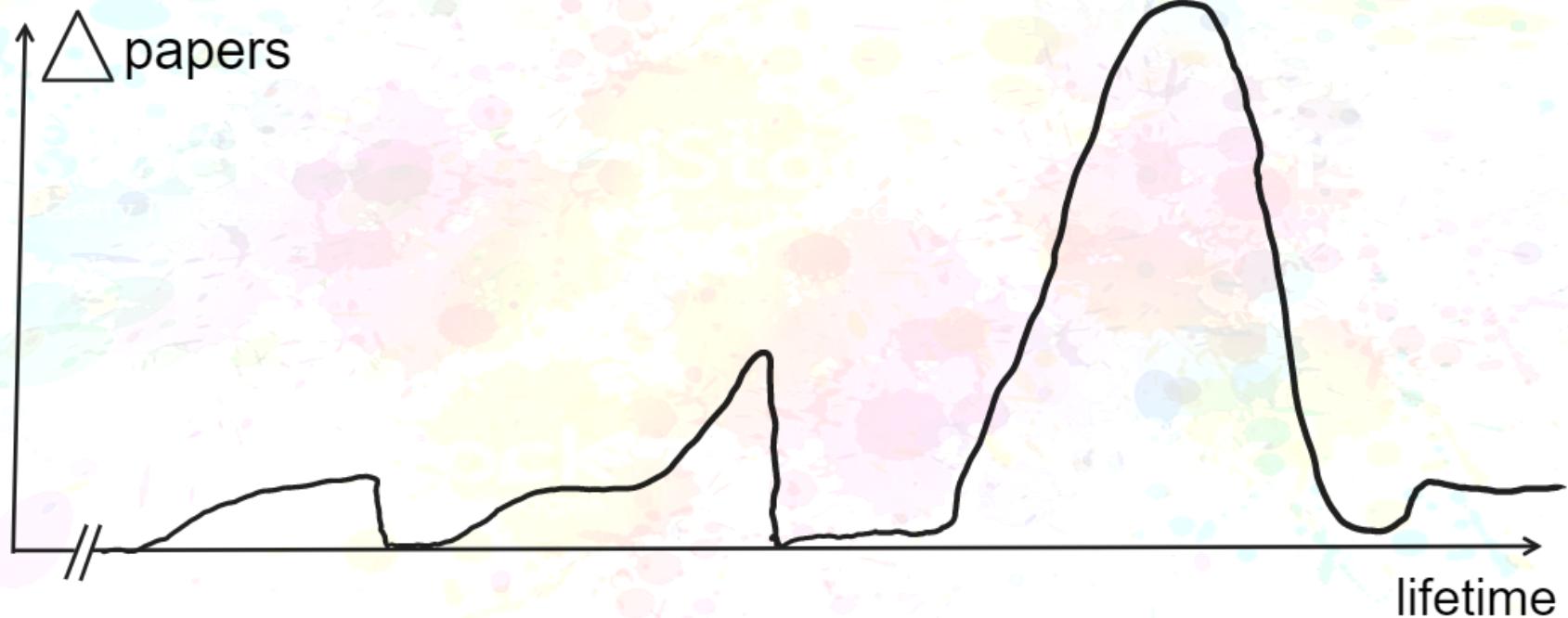
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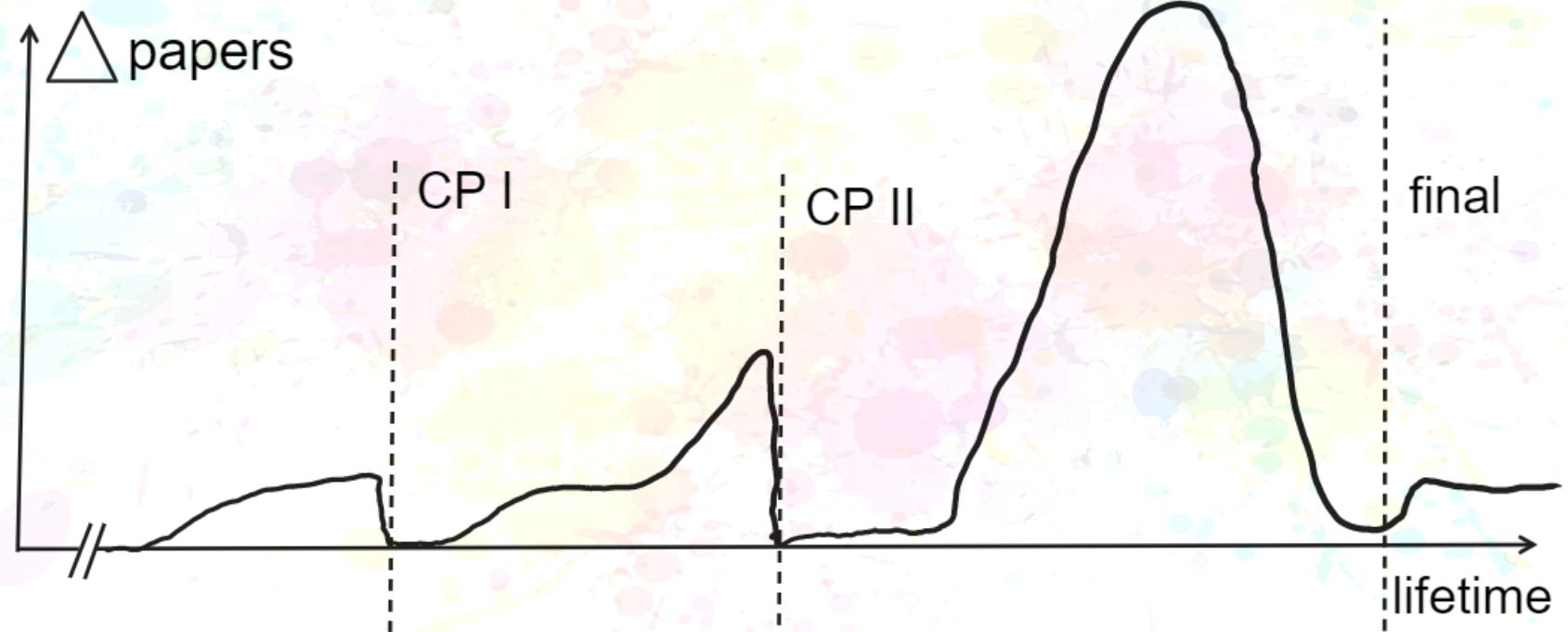
Δ papers

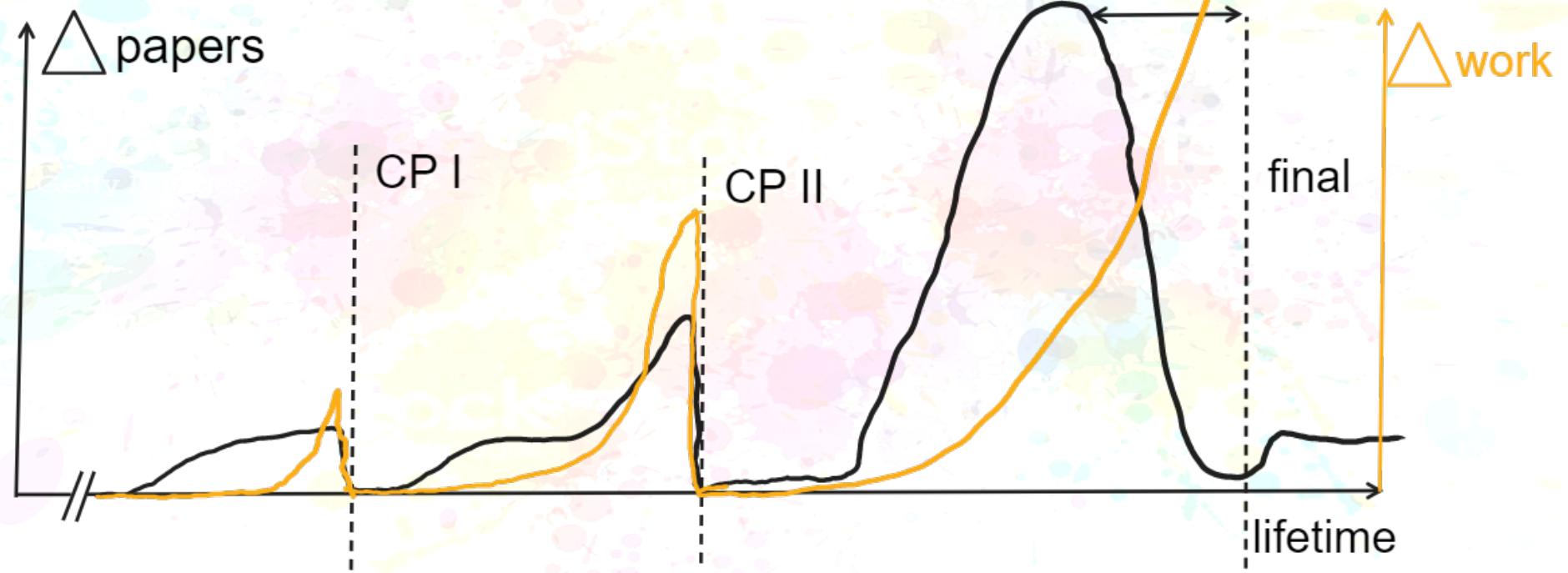


lifetime





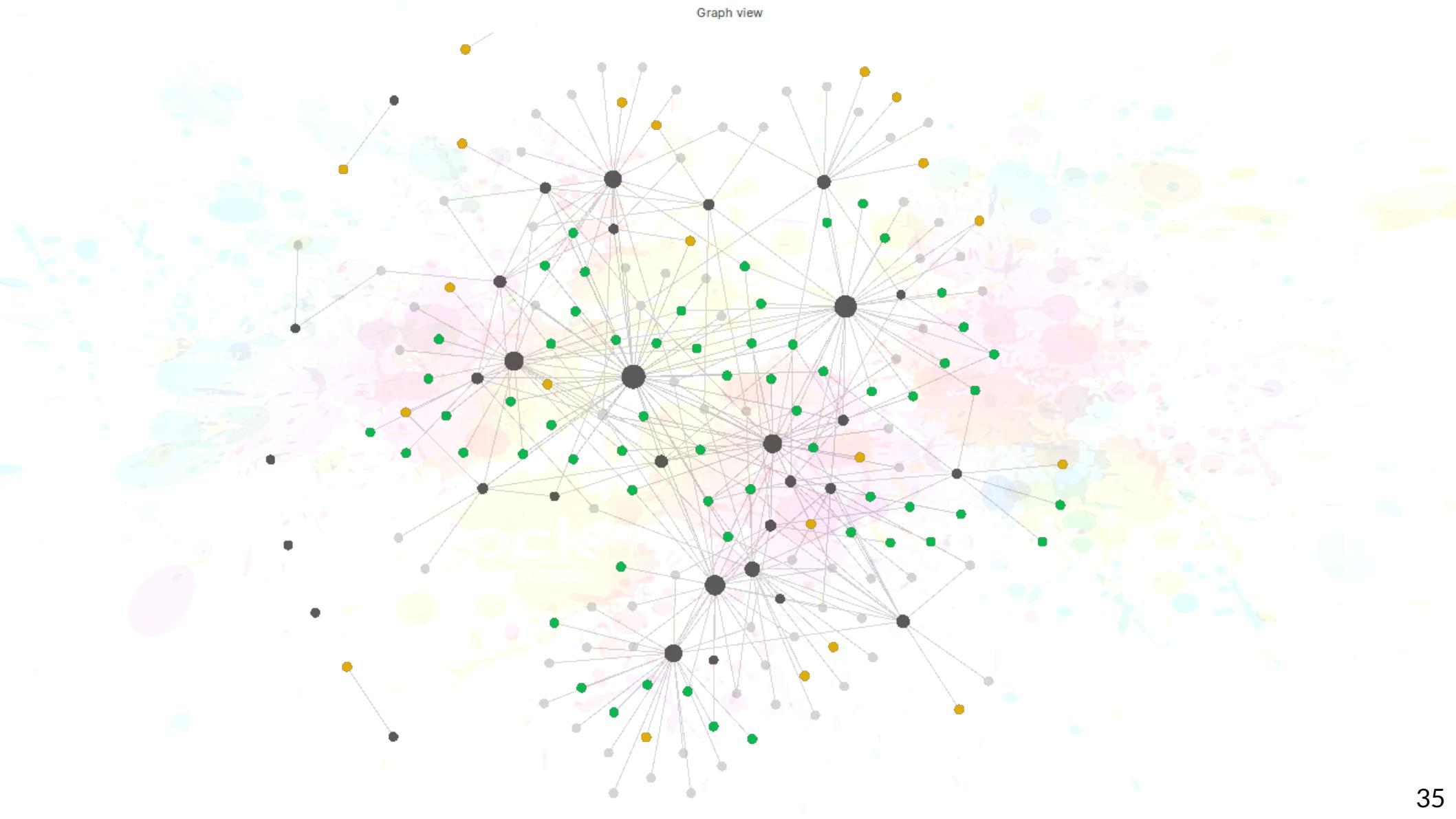






A Field Guide to Symbolic Music Representation Learning

Graph view



Compound Word Transformer

Dataset for Combinatorial Music Generation

automated mainstream drag-and-drop composing from high quality metadata

[1], #NIPS 2022
NIPS workshop [page and source](#)

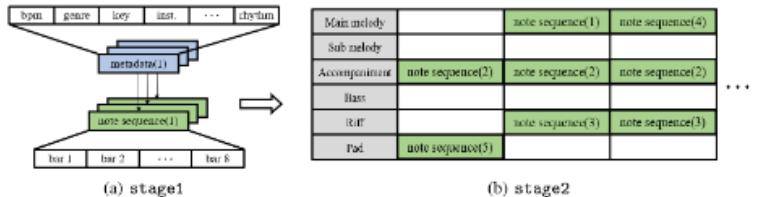


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- using fewer assumptions
 - and thus fewer description components
 - #per-bar, thus less overall structure, but more flexible

On MMM[3]

- is the most similar in previous literature, but
- not feasible for [Combinatorial Music Generation > Homophonic Composition](#), because of no track role- nor chord-conditioning
- specialized for [resampling](#) or [Inpainting](#)

Data

- see [ComMU Dataset](#)
- #data-augmentation : with transposition and time dilation, yields $\times 60$ data amount

Evaluation

Controllability

- whether metadata information is faithfully adhered to
- determinable via simple algorithms, that heuristically extract information like note density, chords, tempo

Diversity

- Sum of pairwise [cosine-similarity](#) between [Chroma Vectors](#) ([harmony](#)) and [Groove](#)[4] ([rhythm](#)) across multiple generations from same metadata

Fidelity

- #winrate between generated and real sample ([human-survey](#))

Results

- [Sampling > Temperature](#) controls a between trade-off Controllability and Diversity.
- [Sampling > Top-K](#) ([5], [6]) K-value has negligible effect - unlike with text
 - due to smaller vocab size

Generation from humans

- composers tasked with extracting composing guidelines for specific industrial genres that use [Combinatorial Music Generation > Homophonic Composition](#).
- Composers tasked with composing short MIDI sequences that match this guidelines.
- Composed MIDI sequence and guideline (metadata) converted to REMI-like tokens.

Metadata

- precise tokens: bpm, key, instrument, time signature, pitch range, number of measure, min/max velocity, and rhythm
 - tempo constant across sequence
- ambiguous tokens: genre, track role and chord progression.
Comparison to other datasets regarding metadata given below.

On other Datasets

Table 1: Comparison of ComMU to recent MIDI datasets with various metadata. We compare ComMU to other MIDI dataset on 4 types of metadata: genre, instrument, track-role, and chord progression.

Dataset	Genre	Instrument	Track-role	Chord progression
Lakh MIDI [10]	✓	✓	-	-
MAESTRO [12]	✓	(✓) ¹	-	-
MSMD [13]	-	(✓) ¹	-	✓
ADL Piano MIDI [14]	✓	(✓) ¹	-	-
GiantMIDI-Piano [15]	-	(✓) ¹	-	✓
EMOPIA [23]	-	(✓) ¹	-	✓
ComMU(Ours)	✓	✓	✓	✓

¹include only one instrument.

See Table 1 of [ComMU](#) for an overview and Section 2 for a discussion.

- * Lakh MIDI Dataset [10], MAESTRO [12], and ADL Piano MIDI [14] have various meta-information such as genre, instrument, key, and time signature, but there is no chord information for the harmony of track-level composition.*
- * MSMD [13], GiantMIDI-Piano [15], and EMOPIA [23] have chord information that can infuse harmony, but lack metadata such as genre, and rhythm that can reflect the intention of composition.*
- * separates instruments from track role, other than [10,28,29]
 - in [Symbolic Music Loop Generation](#) both are the same as well

1. Hyun, Lee, Taehyun Kim, Hyelim Kang, Minjoo Ki, Hyechan Hwang, Kwanho Park, Sharang Han, and Seon Joo Kim. 2022. "ComMU: Dataset for Combinatorial Music Generation." arXiv. <https://doi.org/10.48550/arXiv.2211.09395>.

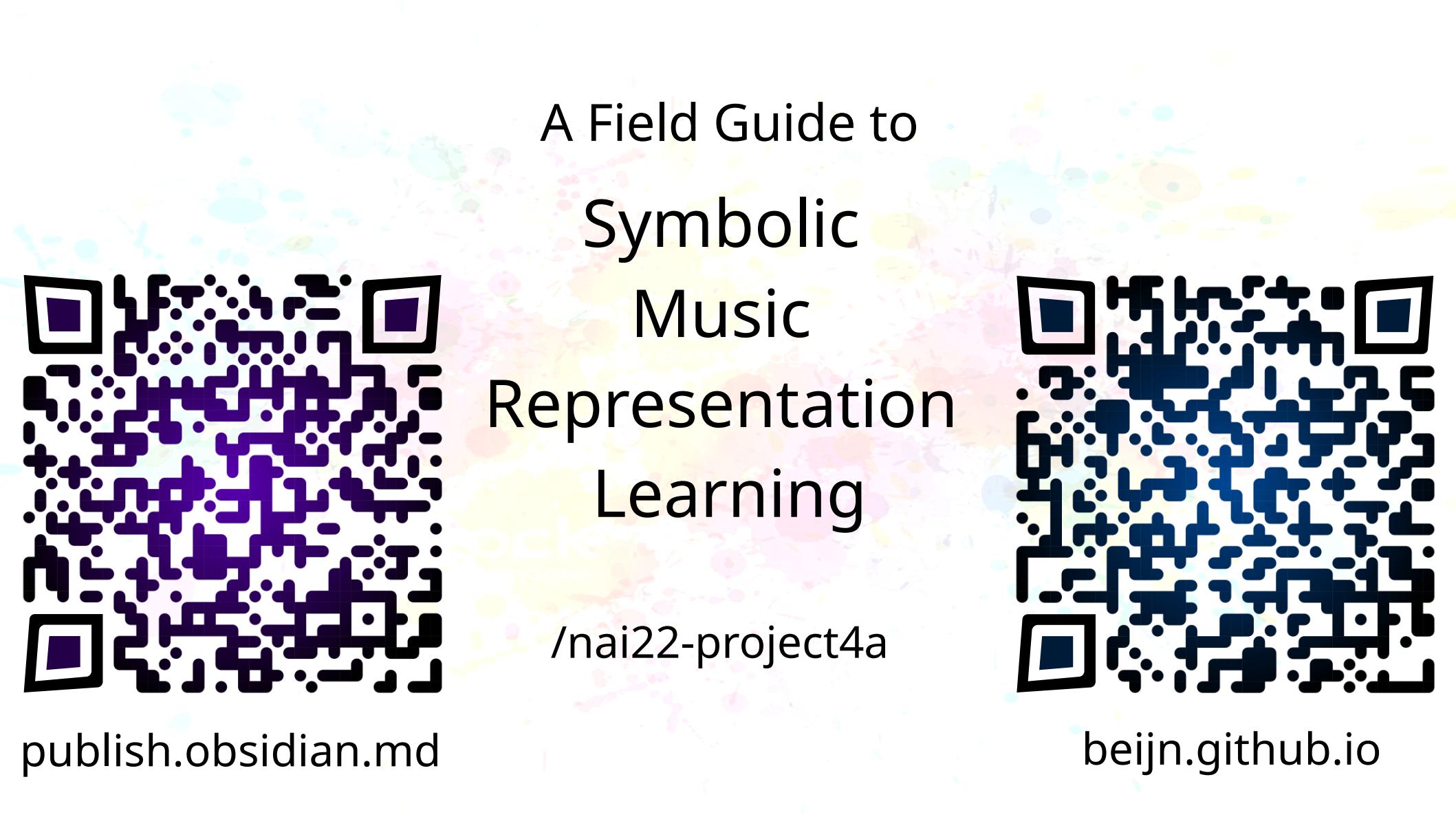
Future Work

- to develop specific architectures for the structure of music rather than text

- Hyun, Lee, Taehyun Kim, Hyelim Kang, Minjoo Ki, Hyechan Hwang, Kwanho Park, Sharang Han, and Seon Joo Kim. 2022. "ComMU: Dataset for Combinatorial Music Generation." arXiv. <https://doi.org/10.48550/arXiv.2211.09395>.
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* best before next year



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