

ARTIFICIAL INTELLIGENCE FOR CLASSICAL MUSIC COMPOSITION IN DIFFERENT ERAS

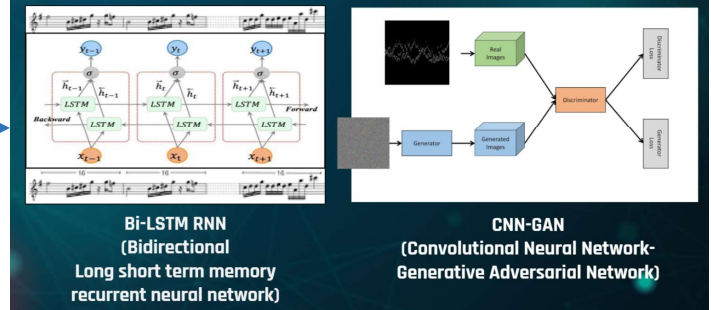
Objective

To generate Classical Music using generative models – Bi-LSTM and CNN-GAN – to compose Classical Music for four Classical Music genres and evaluate their performance respectively and collectively. Also, to further explore the possibility of AI in Classical Music composition.

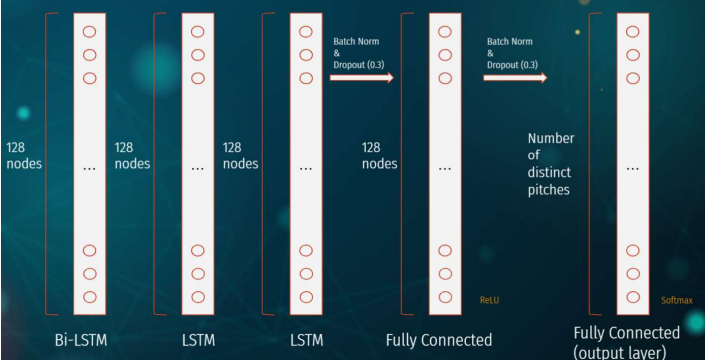
Four periods of musicians



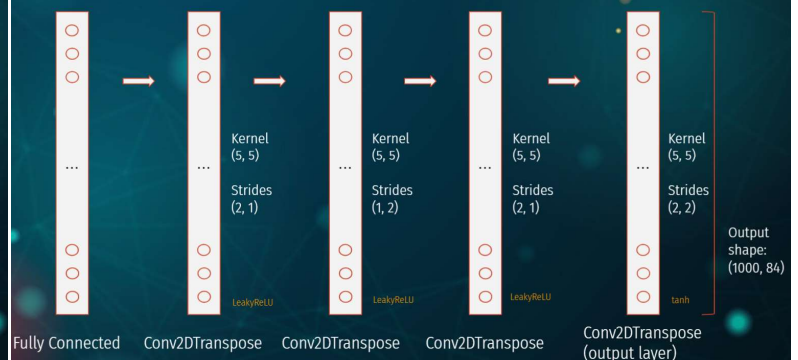
2 Models



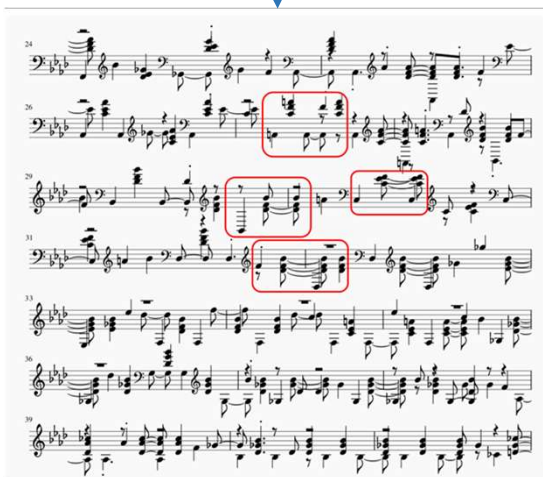
Bi-LSTM - structure



Generator structure (CNN)



Generated Results



Conclusion

- Notes and melodies are more predictable but less creative in horizontal perspective
- Easier to train and evaluate the model
- Suitable musical eras: Baroque, Classical, and some Romantic eras

- High uncertainty of notes and melodies
- Demonstrates valid musical structures in vertical perspective
- More difficult to train and evaluate the model
- Suitable musical eras: Modernist and Romantic eras