

4. RNN/LSTM

Computational Music Creativity



Universitat
Pompeu Fabra
Barcelona

MTG
Music Technology
Group

Save the Pets







Divide into 4 teams

- Cat rescue
- Dog rescue
- Hamster rescue
- Guinea pig rescue

Save the Pets rules

- Valerio asks questions

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 - [Buzz in to answer](#)

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 - Right answer -> 2 pets get saved

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- Only one person answers
- Others from your team can tag
- If you answer well, you save a pet
- Sometimes, you'll have time to reflect with your team
 - Buzz in to answer
 - Right answer -> 2 pets get saved
 - Wrong answer -> 2 pet get killed

What I like

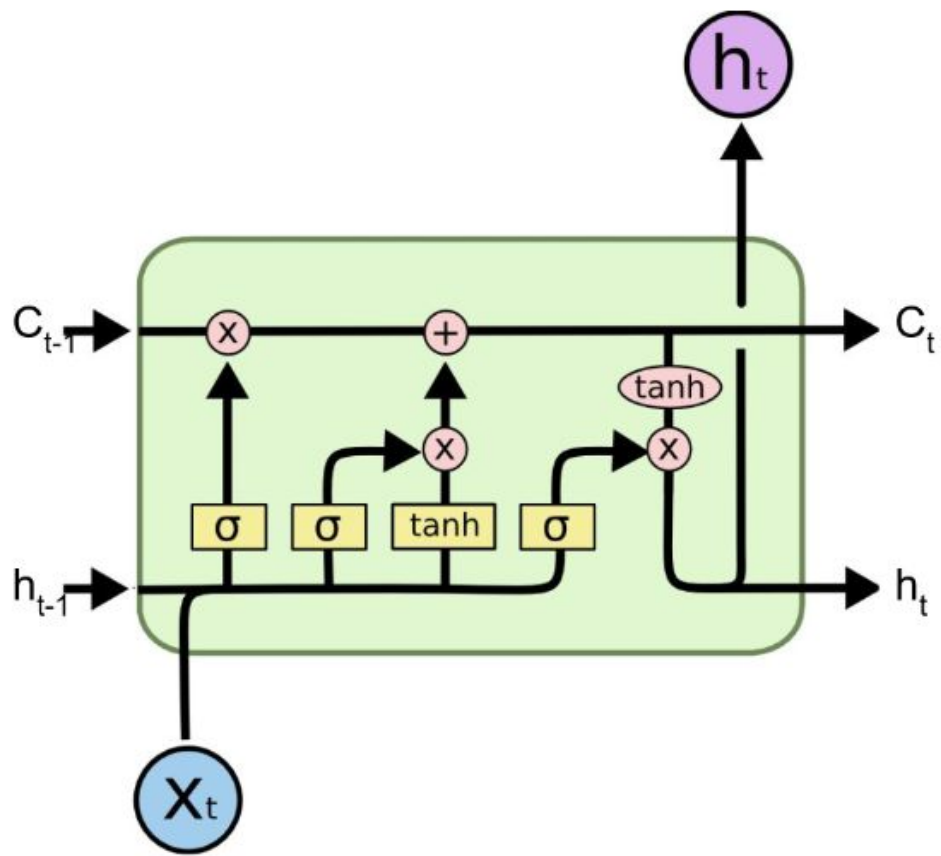
- Straight to the point
- No fluff
- Answer what I ask

**IF I DON'T UNDERSTAND
/ LIKE YOUR ANSWER**

I'LL MOVE TO THE NEXT TEAM

Real-time scores





My experience with RNN/LSTMs

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- Great for melody / chord generation
- Quality music data >> quantity of music data
- Work well to generate a phrase.
Beyond that -> random walk
- Handle simple poliphony well

Tips to use LSTMs

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- Use dropout layers (LSTM overfits)
- Craft music-aware representation (MIDI sucks)
- Play with *temperature*
- Objective evaluation sucks -> use humans
- Genre-specific LSTM >> one LSTM to rule them all

Tips to handle data with LSTMs

- Transpose all your melodies to C / Amin
- Augment data transposing to all keys

ANY QUESTIONS / DOUBTS/ IDEAS?



Activity 1: LSTM Variation

How do you use an LSTM melody generation model to evaluate melody inpainting variations?

Instructions:

- Work in groups (5 people)
- 10' to come up with solution
- 10' to discuss together

BachBot

BachBot goal

- Generate chorales in the style of Bach from scratch
- Harmonize melodic line (e.g., S), with other 3 voices (A, T, B) in the style of Bach

Corpus

- Train on 350+ Bach Chorales



Corpus pre-processing

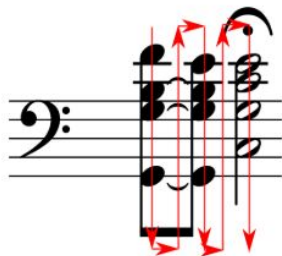
- Transpose (Cmaj / Amin)

Corpus pre-processing

- Transpose (Cmaj / Amin)
- Quantize

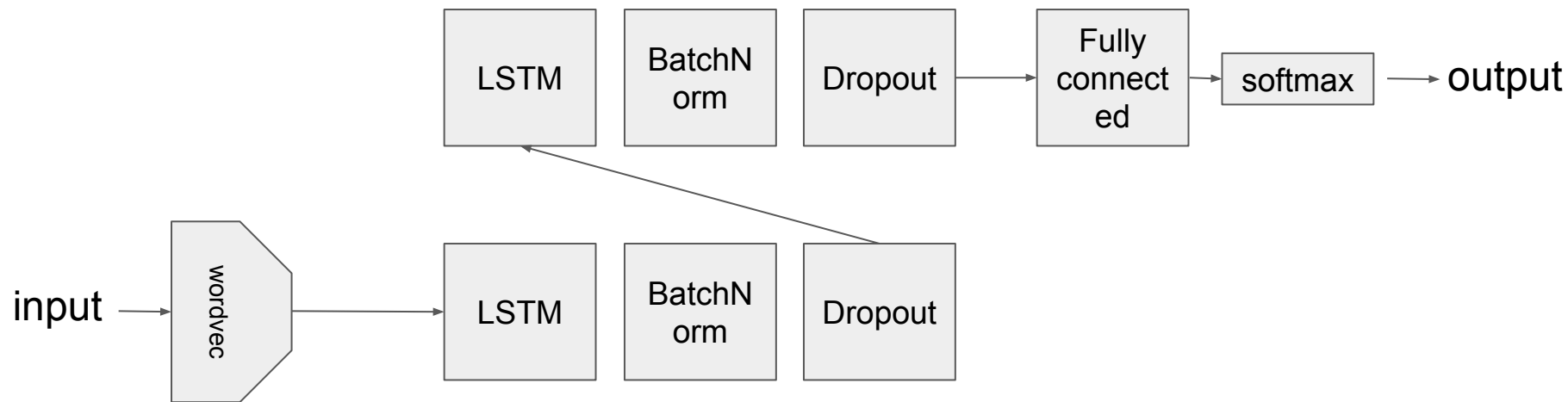
Corpus pre-processing

- Transpose (Cmaj / Amin)
- Quantize
- Tokenize individual notes in SATB, with delimiter (| | |)



START	(59, True)	(55, False)
(65, False)	(55, True)	(48, False)
(59, False)	(43, True)	
(55, False)		END
(43, False)	(.)	
	(64, False)	
(64, False)	(60, False)	

Model architecture



Model training

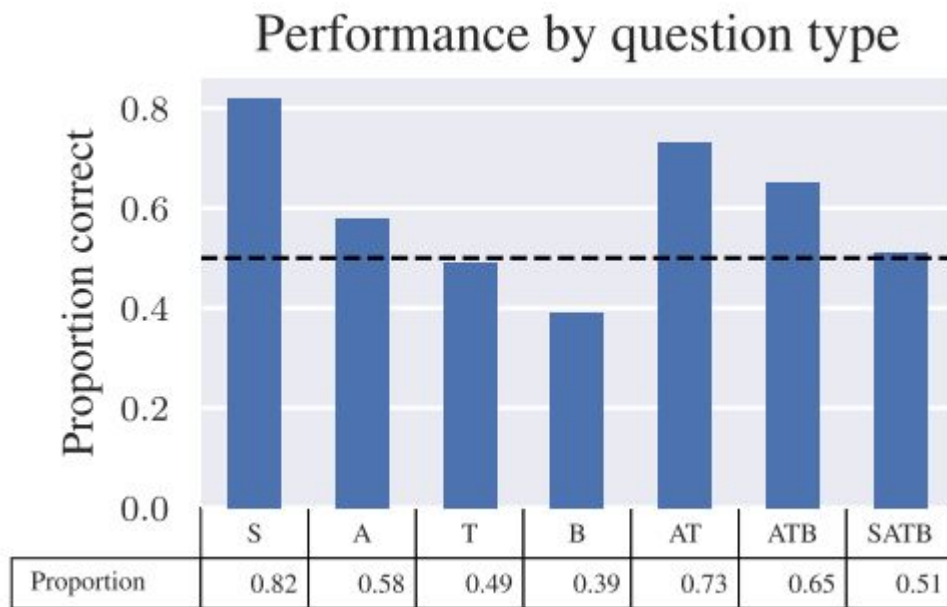
- Cross-entropy loss between predicted distribution and target distribution
- Teacher forcing

Hyperparameter fine tuning

- Grid search

Parameter	Values Searched
num_layers	{1, 2, 3, 4}
rnn_size	{128, 256, 384, 512}
wordvec	{16, 32, 64}
seq_length	{64, 128, 256}
dropout	{0.0, 0.1, 0.2, 0.3, 0.4, 0.5}

Evaluation



Activity 2: Evaluation

Provide evaluation strategies to assess the quality of music generated from an LSTM.

For each:

- Pros and cons
- Limitations

Instructions:

- Work in groups (5 people)
- 10' to come up with solution
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Assignment 3: Rock your LSTM

Implement an LSTM to automatically generate sequences of chords for rock music.

Deadline: 25 January at midnight