1. Course Intro Computational Music Creativity







Valerio Velardo

- Musician + AI + programmer
- PhD in Al music
- CEO and founder @ Melodrive
- Head of MLOps @ Utopia Music
- Founder @ The Sound of Al
- Al music consultant + recruiter
- Founder + CTO @ Transparent Audio



Computational Music Creativity



Computational Music Creativity

Generative Al Music





Teaching Assistant (Part 1)



Anmol Mishra

Overview

- 1. Survey
- 2. Part 1
- 3. Part 2 (Lonce)
- 4. Activities

Survey

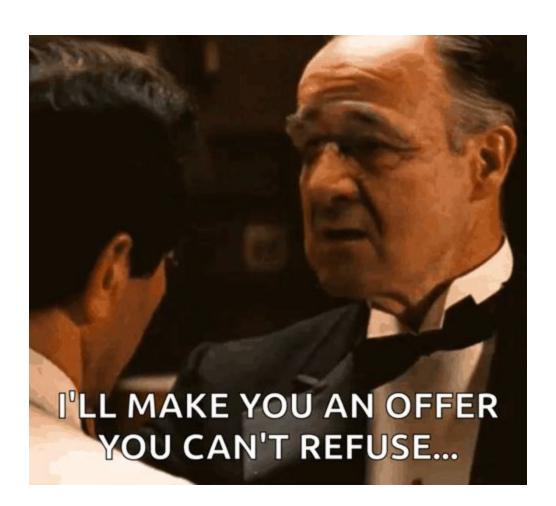
- Goal: Understand your experience
- 5 minutes
- https://forms.gle/ekWwsJPHEBDfY5Pp7

2. Part 1

Website

Repository





110% of your commitment, and effort

Mindset + skills to be hired as a gen Al mus engineer

TOUGH

TOUGH

EXCELLENCE



Welcome my new junior Al music engineers!

Things you'll learn

- Basic gen Al mus techniques (traditional + DL)
- Design gen mus systems from scratch
- Implement (gen mus) papers
- Use cloud services to run Al models
- Code / learn fast
- Solve problems
- Write clean code

Teaching approach

- Theory + practice
- Learn by doing
- Proactive + independent learning



Classes

Theory

- Genetic Algorithms
- Markov Chains
- RNN/LSTM
- Transformer

Practice

- o Assignments implementation
- Paper implementation
- o Reverse engineering
- Transformers hack session (cloud)



TRADITIONAL CLASSES



CURRED CVASSES

Valerio + Anmol in this course



You in this course



Before theory classes...

- Watch videos
- Learn theory
- Code along with tutorials
- Do quiz

What happens if you don't do pre-class chores?



What we'll do in theory classes

- Recap
- Share experience
- Activities / reinforcement learning
- Paper / application

Come with your laptop in class

Learning material

- Generative Music Al
- RNN/LSTM
 - Recurrent Neural Networks Explained Easily
 - Long Short Term Memory (LSTM) Networks
 Explained Easily
 - Generating Melodies with LSTM Nets



Tools







Quizzes

- 4 pre-class quizzes (1 per technique)
- Open 12 noon day before the class
- Close 12 noon day of the class

Assignments

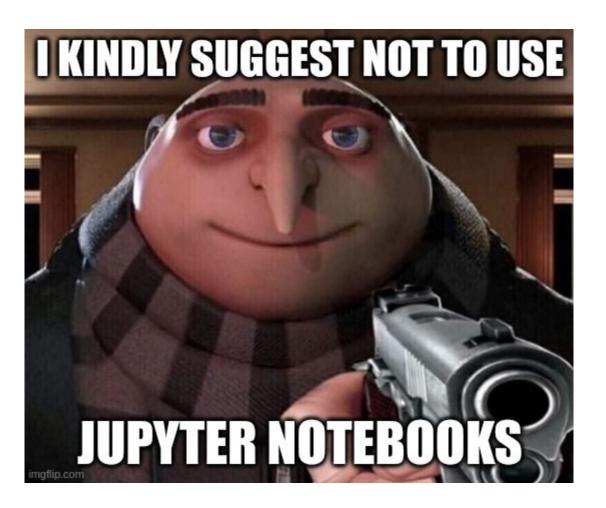
- 4 coding assignments (1 per technique)
- Deadline: Jan 26th at midnight
- Group work:
 - 1-2 people
 - Ideally: 1 engineer + 1 musician
 - Stay the same for 5 assignments

Paper implementation (you can already start!)

- Implement <u>Liquiprism: Generating</u>
 <u>Polyrhythms With Cellular Automata</u>
- Deadline: Jan 27th at midnight
- Group work:
 - o 1-2 people
 - Ideally: 1 engineer + 1 musician
 - Stay the same for 5 assignments

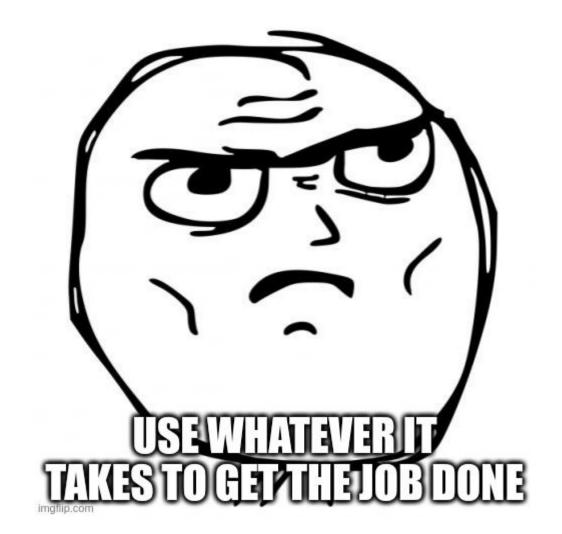
Assignments: Deliverables

- Use <u>dedicated Github Classroom</u>
- Include requirements.txt to install package



Final project

- Either for Part 1 or Part 2
- Part 1
 - Symbolic generative music system
 - Generates music in semi-realtime, sonified through a DAW
- 1 to 3 people



Course evaluation

• Part 1: 30%

• Part 2: 30%

• Final project: 40%

Part 1 evaluation

- Pre-class quizzes: 20%
- 4 code assignments + 1 paper implementation: 80%
 - Contribute equally
 - Pass / fail

Communication

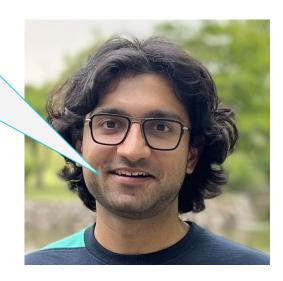
- #smc24-musicgen on MTG Slack
- DM @Valerio Velardo, @Anmol Mishra on MTG slack

You can book 20' sessions with me on <u>Calendly</u>. Individuals or groups.



Valerio

Yo, you can book office hours also with me! Send me a DM on the MTG Slack.



Anmol

3. Part 2 (Lonce)

4. Activities

Audio gen vs symbolic gen (15')

- Re-arrange class in 2 groups (audio fans vs symbolic fans)
- 2. Come up with reasons why your option is best and the other is bad
- 3. Debate with the other group

Ask Me Anything (10')

- Videos
- Job
- Industry
- Applications
- Personal experience
- Research
- Techniques
- Opinions
- ...

