Demo: Counterpoint by Construction

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Western music of the common practice period tends to loosely follow sets of rules, which were developed over time to ensure the aethetic quality of the composition. Among various rules, those for harmony [Piston et al. 1987] and counterpoint [Fux and Mann 1965] (a technique for generating multi-voice melodies) are continue to be taught to music students, not only as a means to understand the music of that period, but also as a foundation for modern art and popular music.

To help analyze and synthesize tonal music, it is worthwhile to encode these rules into a programming language, and as shown by recent studies, functional programming languages are particularly suited to this task. In the past decade, Haskell has been extensively used to encode the rules of harmony [De Haas et al. 2011, 2013; Koops et al. 2013; Magalhães and de Haas 2011; Magalhães and Koops 2014] as well as counterpoint [Szamozvancev and Gale 2017]. Since Haskell is a statically typed language, these frameworks often come with a form of type safety property, namely "well-typed music does not sound wrong". Unfortunately, it turns out that the type system of plain Haskell is sometimes not powerful enough to guarantee this property. To avoid generating music that "sounds wrong", previous studies have incorporated various language extensions, such as GADTs [Cheney and Hinze 2002] and singleton types [Eisenberg and Weirich 2013], to enable dependently-typed programming.

In this demonstration of work in progress, we present Music Tools [Cong and Leo 2019], a library of small tools that can be combined functionally to help analyze and synthesize music. To allow simple and natural encoding of rules, we built the library in Agda [Norell 2007], which is a functional language with full dependent types. As an application of the library, we demonstrate an implementation of species counterpoint, based on the rules given by Fux and Mann [1965]. To give a rough idea of what the rules look like, here are some of the requirements for composing two-part, first-species counterpoint:

- The interval between the two voices should not be a perfect fourth
- The two voices should not move to a perfect fifth or octave by similar motion
- The counterpoint should end with a proper cadence

Thanks to Agda's rich type system, we can fully express these rules using types, and thus ensure by construction that well-typed counterpoint satisfies all the required rules.

At the FARM workshop, we intend to give a gentle introduction to counterpoint, and describe our Agda implementation, showing how the type-based approach both aids human composition and allows for computer-generated creation of correct counterpoint. We then contrast our work to a recent study on generating natural-sounding counterpoint by machine learning [Huang et al. 2017], which does not give us correctness guarantees. Finally, we discuss further applications of our library, including handling of functional harmony.

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