# Music theory concepts for melody generation

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# Melody

• Sequence of notes and rests



# Melody

Sequence of notes and rests







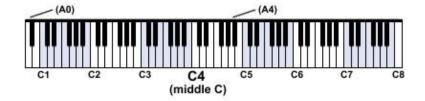


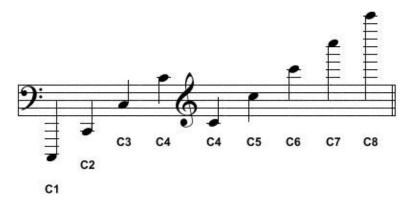
## Scientific pitch notation

- Note name + octave
- E.g., C3, D4, A1

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# Melody



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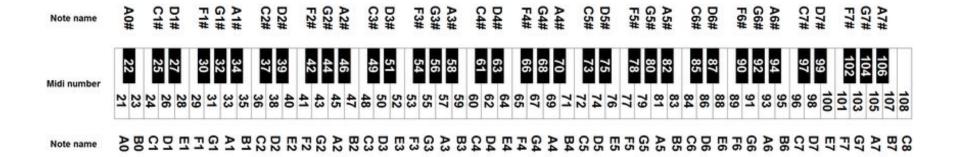
#### MIDI note notation

MIDI is a protocol to play, edit and record music

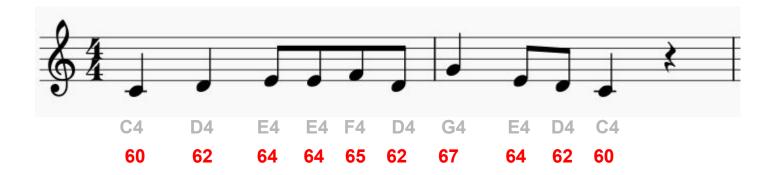
#### MIDI note notation

- MIDI is a protocol to play, edit and record music
- Map note names to numbers
- C4 = 60

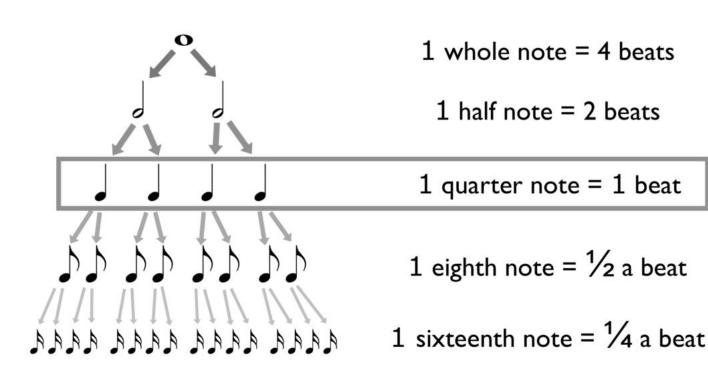
#### MIDI note notation



# Melody



#### Note values



# Melody



# Melody



Duration in # beats:

4

4

# Time signature



# Time signature

Time Signature	<b>Beat Duration</b>	Number of Beats
$\frac{3}{2}$	2 = 0	<b>3</b> =
34	<u>4</u> = .	<b>3</b> - ∫ ∫ ∫
3 8	<u>8</u> ₌ ♪	<b>3</b> ■ <b>) ) )</b>
3 16	<u> 16</u> = 🔊	<b>3</b> = <b>3</b>

## Key

- Group of pitches (i.e., scale) that forms the centre of a piece
- Tonic + mode
- E.g., C maj, D min

#### Tonic note

- Pitch that provides sense of arrival
- Centre of gravity
- Often found at the beginning/end of a piece

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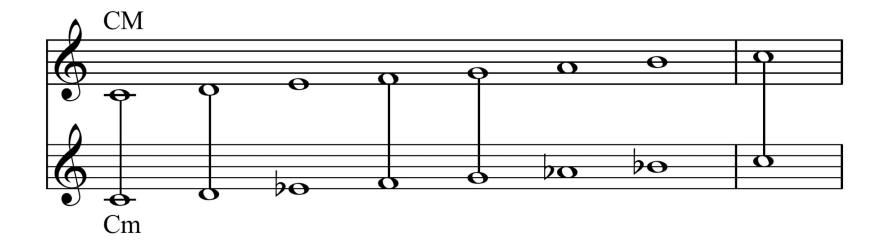


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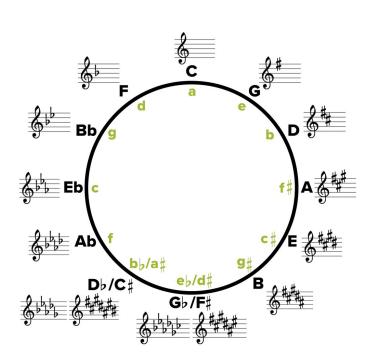
# Major/minor scale



# keys

12 notes x 2 modes = 24 keys

# # keys



### Transposition

- Moving collection notes up/down by a given interval
- Change key
- Musical content remains the same

# Music representation

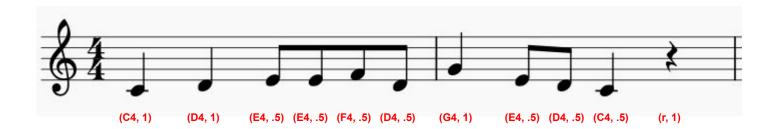


## Music representation: Idea 1

- Sequence
- Pitch/duration info for each note
- E.g., [(C4, 1), (D4, 1), ...]

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## Music representation: Idea 2

- Time series
- Sample melody at each 16th note
- Each step = 16th note
- Log MIDI note when note occurs
- Use "\_" symbol for held notes
- Use "r" symbol for rest

- 4/4 time signature
- 16 samples per bar
- 4 samples per quarter note







```
[ "60", "_", "_", "_", "_", "62", "_", "64", "_", "64", "_", "64", "_", "64", "_", "64", "_", "64", "_", "64", "_", "64", "_", "64", "_", "64", "_", "64", "_", "64", "_", "64", "_", "64", "_", "64", "_", "64", "_", "64", "_", "64", "_", "64", "_", "64", "_", "64", "_", "64", "_", "64", "_", "64", "_", "64", "_", "64", "_", "64", "_", "64", "_", "64", "_", "64", "_", "64", "_", "64", "64", "_", "64", "64", "_", "64", "64", "_", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "64", "
```



```
[ "60", "_", "_", "_", "_", "62", "_", "64", "_", "64", "_", "65", "_", "62", "_", ...]
```



## Preparing melodies for LSTM ingestion

Time series representation



Map time series representation to integers



One-hot encoding

#### What next?

• Preprocess folk song dataset