# 22. Mustango: TowardControllable Text-to-MusicGeneration

Generative Music Al









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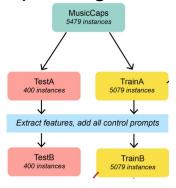
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## What will we cover?

- Mustango approach + architecture
- Usage to generate music

#### The MusicBench dataset:

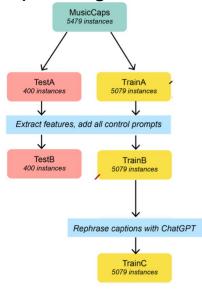
audio tracks with corresponding natural language descriptions of music features



Andrea Agostinelli, Timo I Denk, Zalán Borsos, Jesse Engel, Mauro Verzetti, Antoine Caillon, Qingqing Huang, Aren Jansen, Adam Roberts, Marco Tagliasacchi, et al. 2023. Musiclm: Generating music from text. arXiv preprint arXiv:2301.11325.

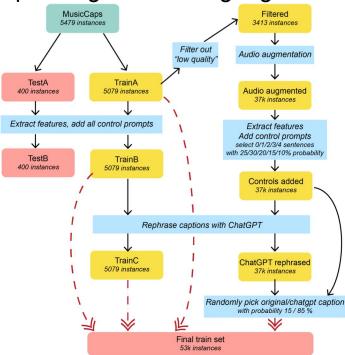
#### The MusicBench dataset:

audio tracks with corresponding natural language descriptions of music features



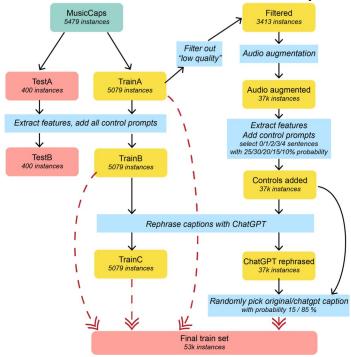
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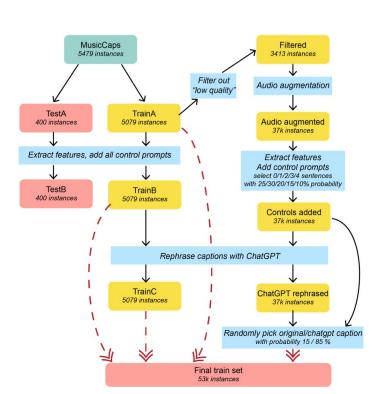


#### The MusicBench dataset:

audio tracks with corresponding natural language descriptions of music features



**Prompt:** "A female singer sings this bluesy melody. The song is medium tempo with minimal guitar accompaniment and no other instrumentation. The song's medium tempo is very emotional and passionate. The song is a modern pop hit but with poor audio quality. The key of this song is G minor. The time signature is 3/4. This song goes at 168.0 beats per minute. The chord progression in this song is Am7, G7, Cm, G, A7."



#### Summary

### MusicBench (a GPT-powered dataset)

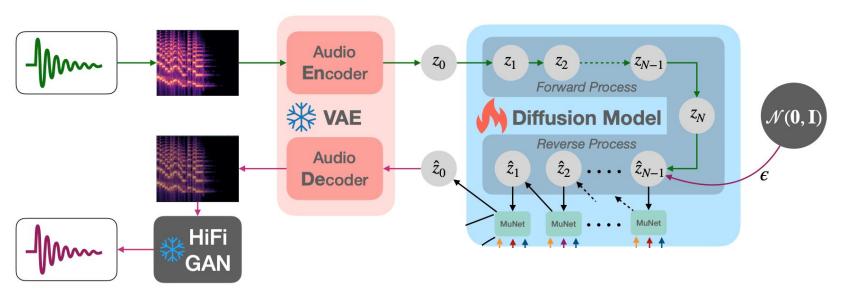
- A vast dataset of high-quality audio tracks
- Each paired with descriptions that highlight musical characteristics
  - key
  - o rhythm
  - o tempo
  - chord progression
  - o etc.

#### **Architecture**

A. Latent Diffusion Model

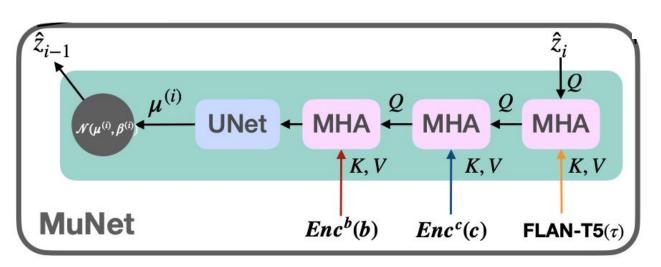
B. MuNET

#### **Latent Diffusion Model**



# Audio encoding and synthesis

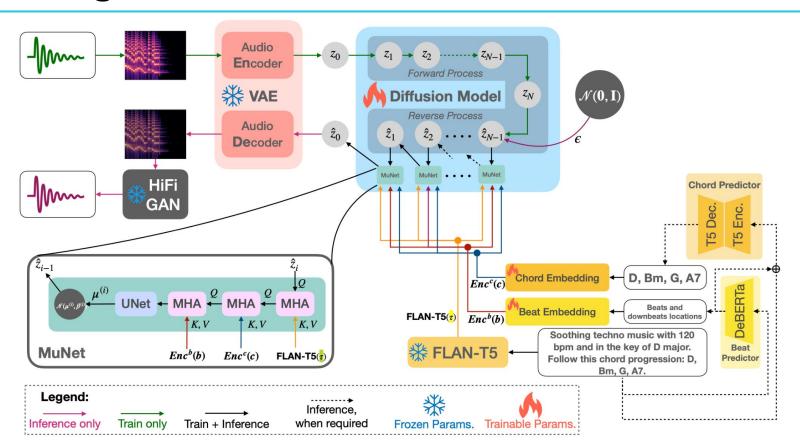
MuNet: Music-Domain-Knowledge-Informed UNet



tamps:  $t_1$ ,  $t_1 + t_2$ ,  $t_1 + t_2 + t_3 \dots$ , Max Beat.

# Conditioning of the audio synthesis

## Mustango



## **Demo time!**

