

Possible generative solutions:

- stochastic
- grammar (of computer music?)
- machine learning
- evolutionary

Resources:

- Brian Eno
- Population algorithm
- table based

chaos v. order
iteration v. periodicity

Start with sonic material.

Email Nick about resources.

Algorithmic composition:

- Illiac Suite (1955-1956) - Lejaren A. Hiller & Leonard M. Isaacson

↳ 16 rules in three categories: what is allowable, what is forbidden, what is required

↳ incl. rules for polyphony, no. of notes used etc...

↳ use of probability tables to control distribution of melodic intervals in four voices: computer selected pitch

↳ simpler intervals have higher probabilities

↳ individual events generated by chance

- Szegedy's (1975-1979) - Klara Barlow

↳ measure for strength of harmonic field (??), rhythmic uniformity

↳ several sound layers run simultaneously in 14 different tempi

↳ composed meta-structure