

• algorithms from extra musical disciplines:

↳ L-system: Model growth of plants (v. complex growth achieved from simple derivatives) → Cells (1993-1994) -

↳ Fibonacci (sum of terms preceding output)

↳ small motifs used as variables in L-systems

↳ need to choose number of generations - otherwise composition is indefinite

↳ cellular automata: cells influence each other, so elementary cell behaviour influences the system, but is also influenced by system as a whole
→ Horos (1986) - Iannis Xenakis

↳ "I am interested in models of evolution and growth rather than in theories for structural design" Beyer (1989)

↳ neural networks (cf. Gerhard E. Winkler, Hybrid II "Networks")

↳ Brownian motion (cf. Xenakis, Eonta)

Hanspeter Kyburz

• improvisational system: Voyager (1988-1990) - George Lewis

↳ analyse and respond to human composers

↳ "multiple parallel streams of music generation"

↳ "nonhierarchical, improvisational, subject-subject model of discourse, rather than a stimulus/response setup"

↳ OMAX from IRCAM: "AI based machine learning techniques to parse incoming musical data from human musicians, then the results of analysis to generate new material in an improvisatory context"