TRACK EXTENSION AND GENERATION USING MARKOV CHAINS

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ABSTRACT

Write this last.

1. INTRODUCTION

Music is typically constructed by humans, for humans. However, machines are becoming more adept at revealing patterns in the way musicians craft their chords. This enables humans to create their own music, and then let the machine take over the task of composer. Our project aims to understand and implement a framework for simple music generation through temporal inference techniques. In this paper, we explore previous implementations and existing literature regarding music generation, and present techniques for designing generative Markov models to create derivative musical works.

2. RELATED WORK

3. TIMELINE

Text here, probably a figure too. [1]

4. TASK DELEGATION

Text here.

5. RESOURCES

5.1 Tools

Any tools we'll use (e.g. Jupyter Notebooks, MIDI, Python libraries).

5.2 Data Sets

Data sets we'll use (e.g. 8-bit tracks to train/generate from).

6. REFERENCES

[1] Ilana Shapiro and Mark Huber. Markov chains for computer music generation. *Journal of Humanistic Mathematics*, 11(2):167–195, Jul 2021.