

Towards Automatic Instrumentation by Learning to Separate Parts in Symbolic Multitrack Music

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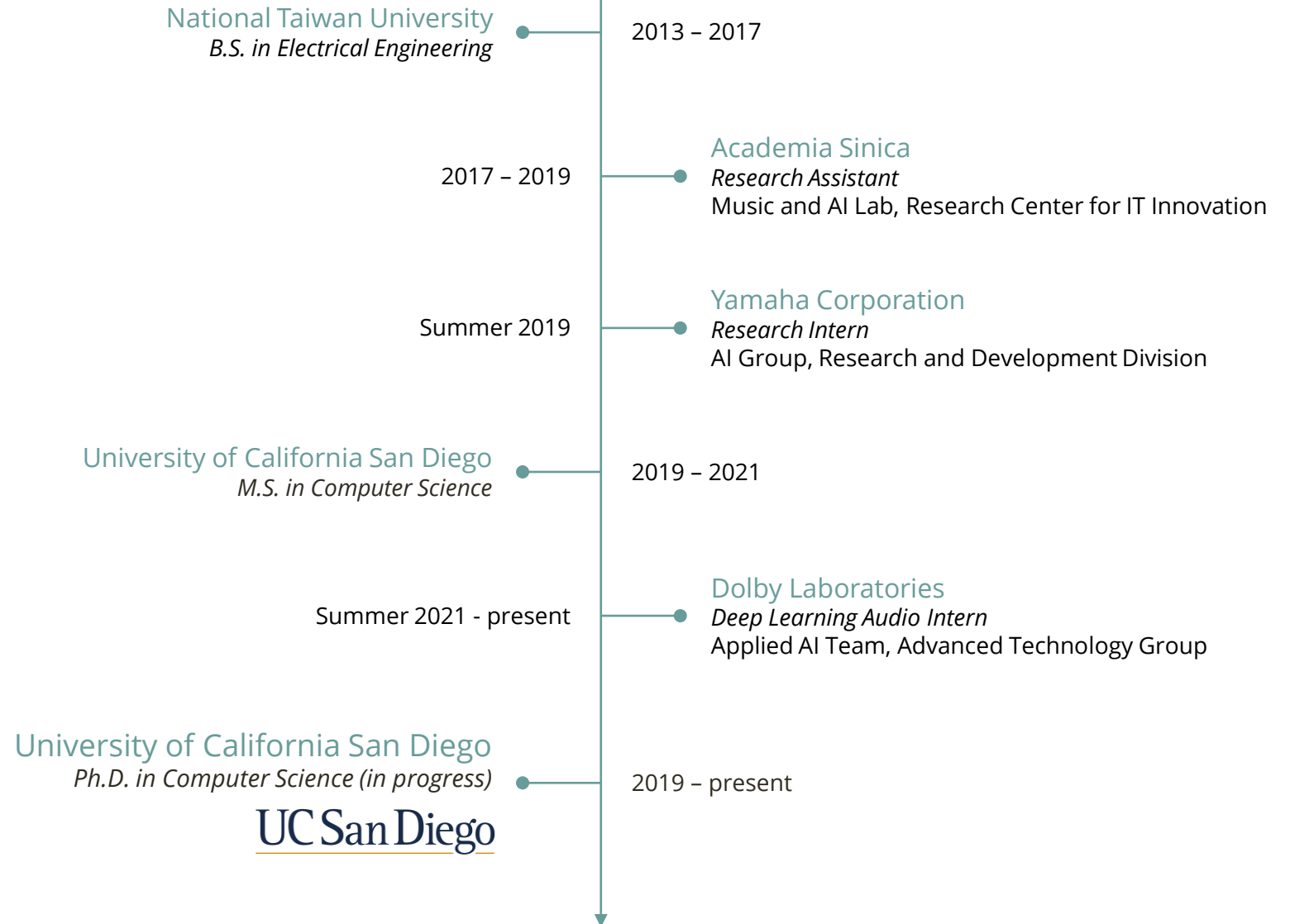
Advisors: Prof. Julian McAuley and Prof. Taylor Berg-Kirkpatrick

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About me

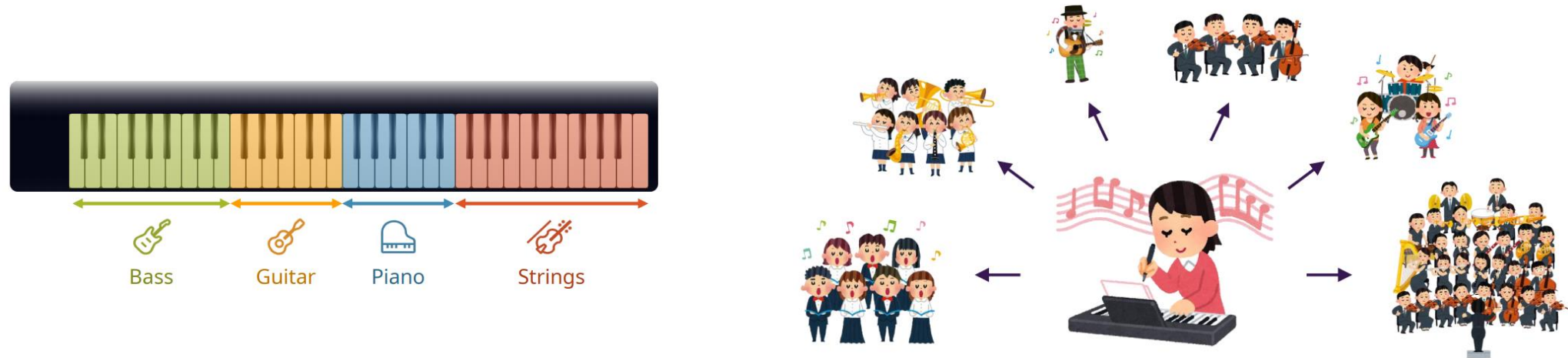


Hi, I'm Herman.
I do **Music x AI** research.
I love music and movies!



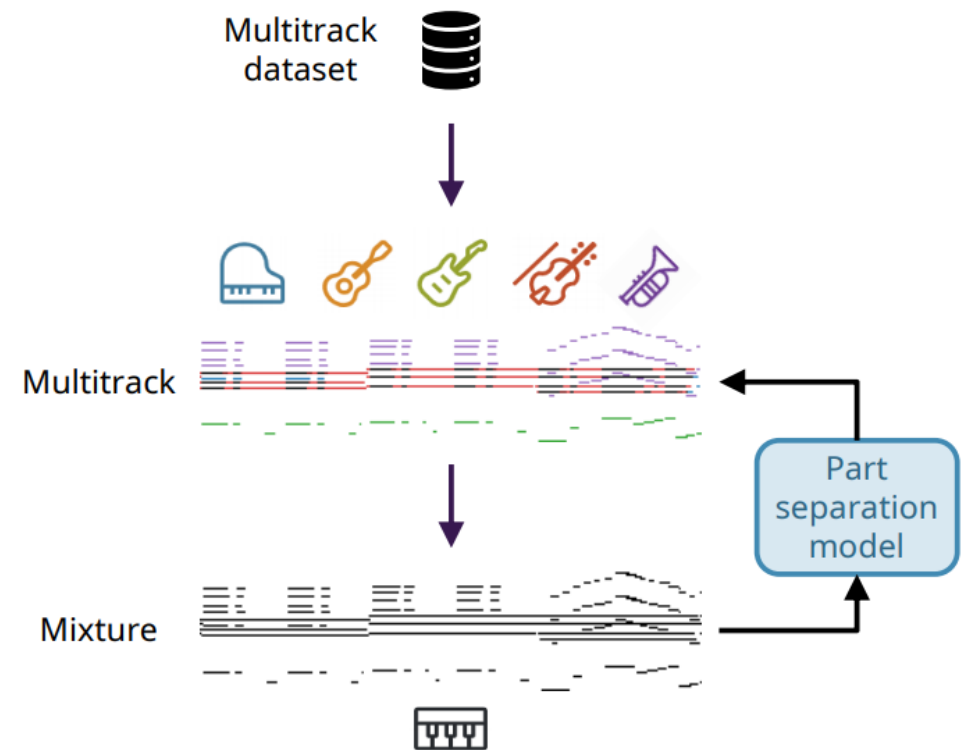
Automatic instrumentation

- **Goal**—Dynamically assign instruments to notes in solo music



Overview

- Acquire paired data of solo music and its instrumentation
 - Downmix multitracks into single-track mixtures
- Train a part separation model
 - Learn to infer the part label for each note in a mixture
- Approach automatic instrumentation
 - Treat input from a keyboard player as a downmixed mixture
 - Separate out the relevant parts



Data

- Four datasets of diverse genres and ensembles

Dataset	Hours	Files	Notes	Parts	Ensemble	Most common label
Bach chorales [31]	3.23	409	96.6K	4	soprano, alto, tenor, bass	bass (27.05%)
String quartets [32]	6.31	57	226K	4	first violin, second violin, viola, cello	first violin (38.72%)
Game music [33]	45.05	4.61K	2.46M	3	pulse wave I, pulse wave II, triangle wave	pulse wave II (39.35%)
Pop music [34]	1.02K	16.2K	63.6M	5	piano, guitar, bass, strings, brass	guitar (42.50%)



Models & input features

Models

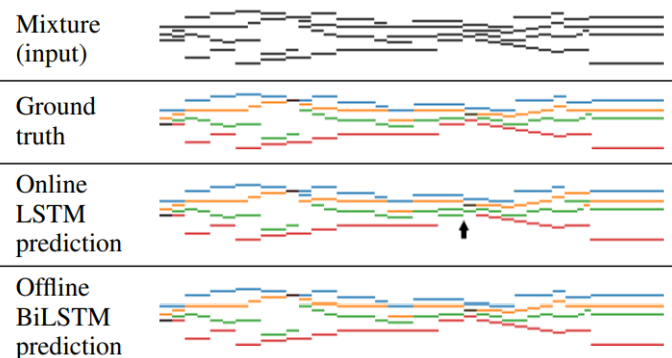
- Deep sequential models
 - Online LSTM
 - Offline BiLSTM
- Baseline models
 - Zone-based algorithm
 - Closest-pitch algorithm
 - Multilayer perceptron (MLP)

Input features

- time—onset time (in time step)
- pitch—pitch as a MIDI note number
- duration—note length (in time step)
- frequency—frequency of the pitch (in Hz)
- beat—onset time (in beat)
- position—position within a beat (in time step)

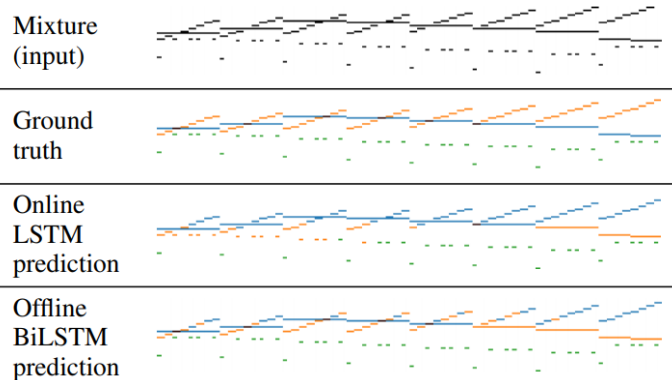
Qualitative results

Bach chorales



(Audio available. ¹ Colors: piano, soprano, tenor, bass.)

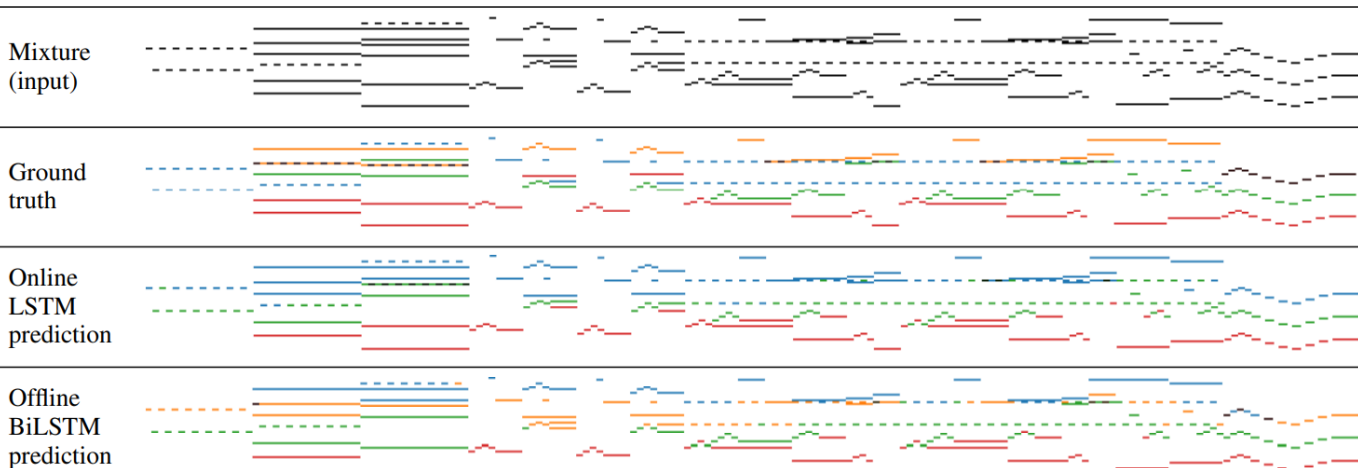
Game music



(Audio available. ¹ Colors: pulse wave I, pulse wave II, triangle wave.)

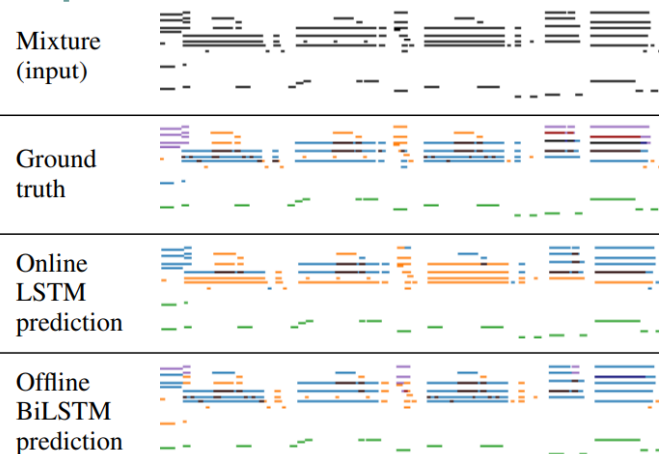
These examples
are all hard cases!

String quartets



(Audio available. ¹ Colors: first violin, second violin, viola, cello.)

Pop music



(Audio available. ¹ Colors: piano, guitar, bass, strings, brass.)

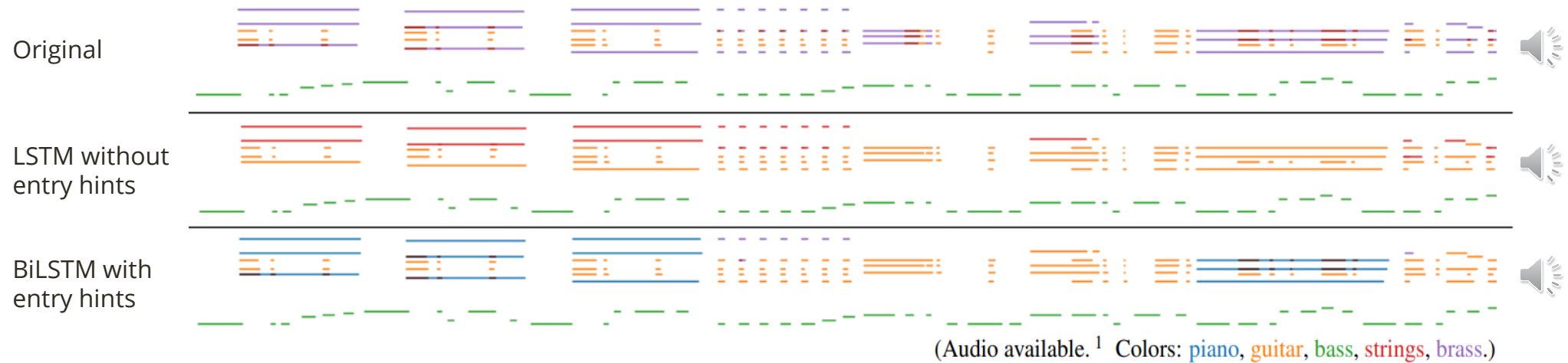
Quantitative results

- Proposed models outperform baseline models
- BiLSTM outperforms LSTM
- LSTM models outperform their Transformer counterparts

Model	Bach	String	Game	Pop
Online models				
Zone-based	73.14	58.85	43.67	57.07
MLP [9]	81.63	29.85	43.08*	33.50*
LSTM	93.02	67.43	50.22	74.14
Transformer-Dec	91.51	57.03	45.82	62.14
Zone-based (oracle)	78.33	66.89	79.54*	†
MLP [9] (oracle)	97.59	58.16	65.30	44.62
Offline models				
BiLSTM	97.13	74.38	52.93	77.23
Transformer-Enc	96.81	58.86	49.14	66.57
Online models (+entry hints)				
Closest-pitch	68.87	50.69	57.14	47.45
Closest-pitch (mono)	89.76	42.82	49.91	32.28
LSTM	92.70	62.64	62.11	74.19
Transformer-Dec	91.17	62.12	56.73	67.19
Offline models (+entry hints)				
BiLSTM	97.39	71.51	64.79	75.59
Transformer-Enc	93.81	56.72	54.67	67.23

Demo

- The proposed models can produce alternative convincing instrumentations for an existing arrangement



Summary

- Proposed a new task of part separation
- Showed that our proposed models outperform various baselines
- Presented promising results for applying a part separation model to automatic instrumentation

Future directions

- Generative modeling of automatic instrumentation
- Unpaired automatic instrumentation
- Large-scale pretraining for symbolic music models

Acknowledgement

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Thank you!