



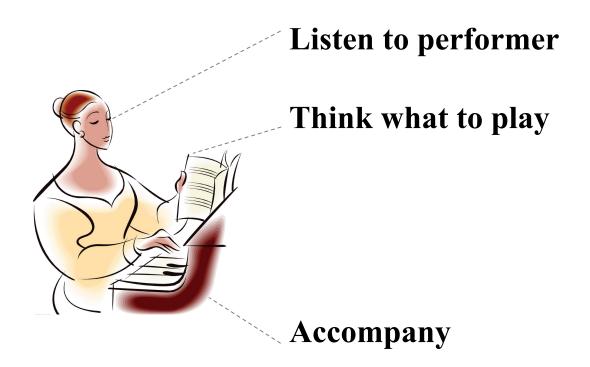
## **Music Accompanist**



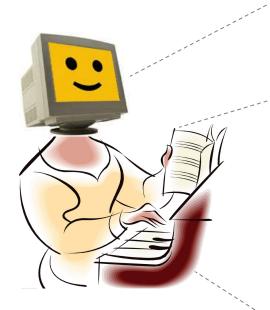












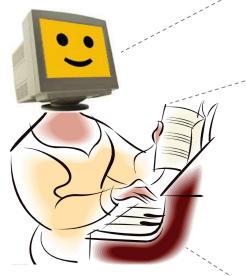
**Get Soloists Next Input** 

**Determine What State the Performer is in** 

**Generate Accompaniment** 







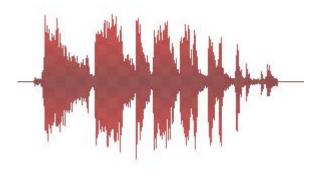
**Determine What State the Performer is in** 

Generate Accompaniment

### Input



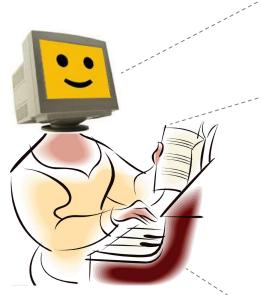












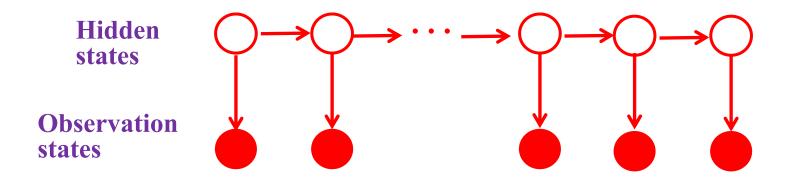
**Get Soloists Next Input** 

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. Generate Accompaniment

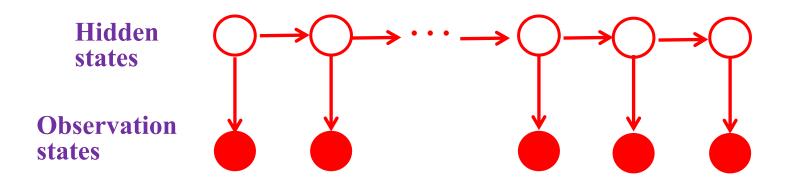
### **Hidden Markov Models**

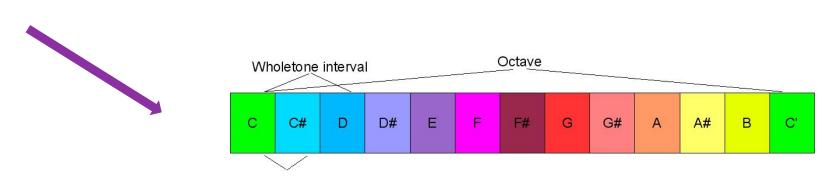




### **Hidden Markov Models**

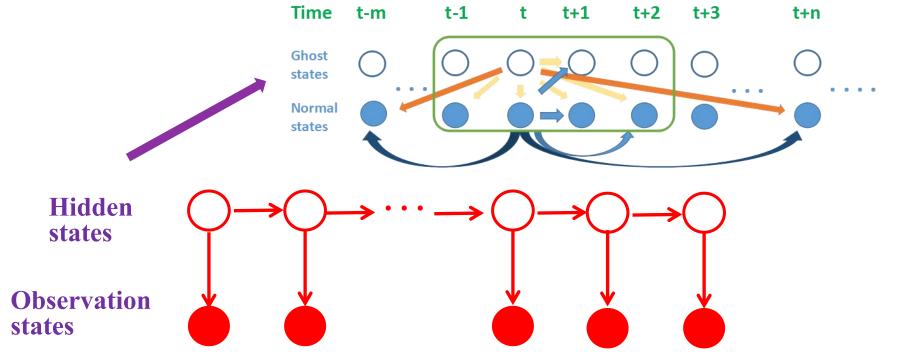


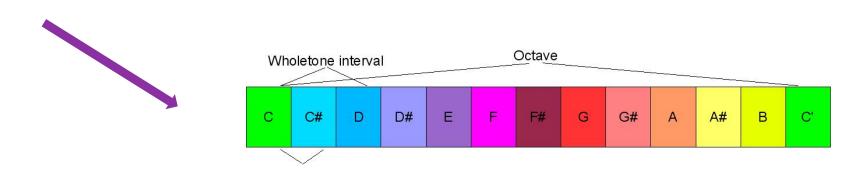




#### **Hidden Markov Models**





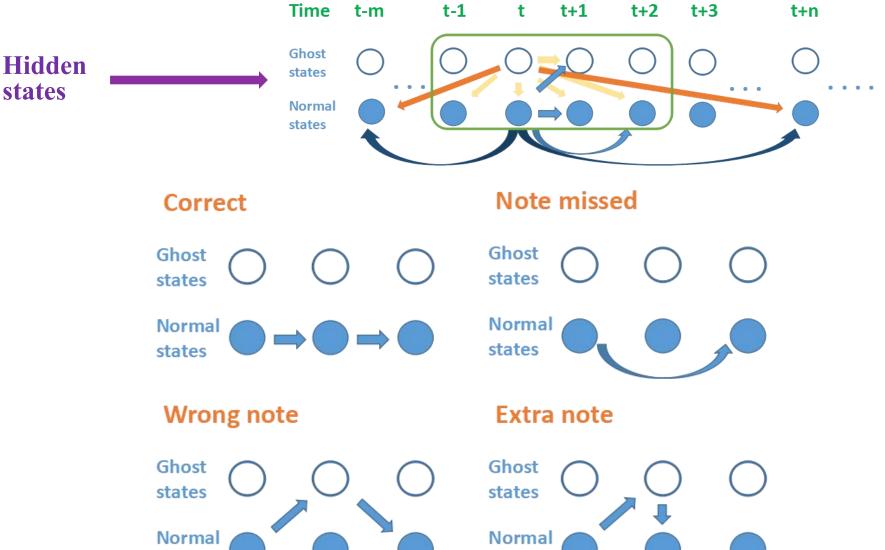






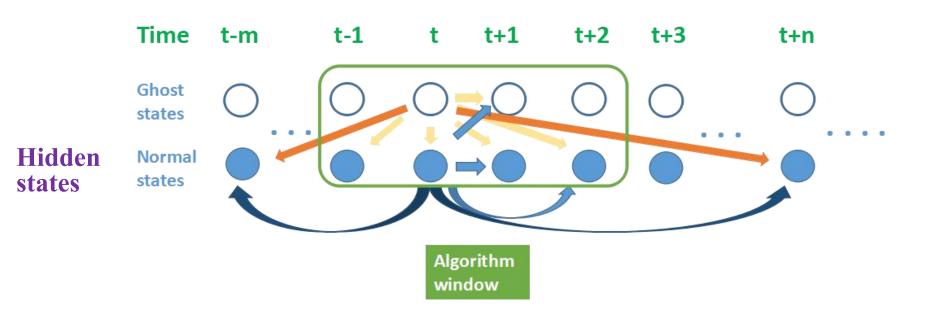
states



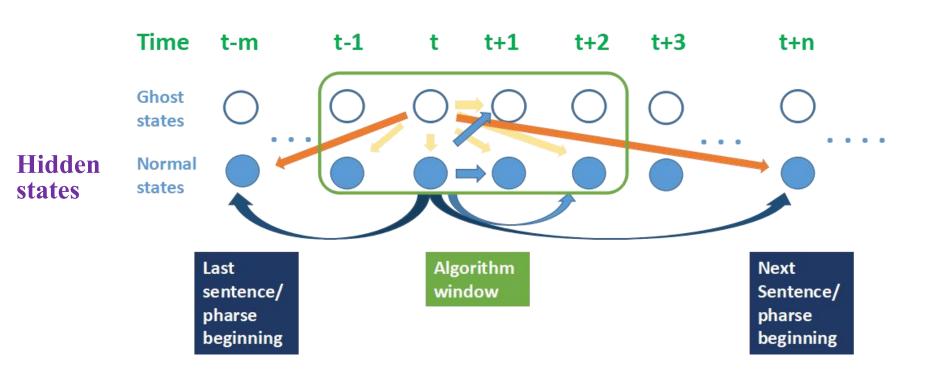


states

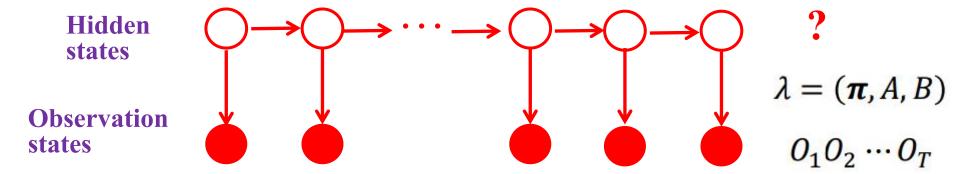






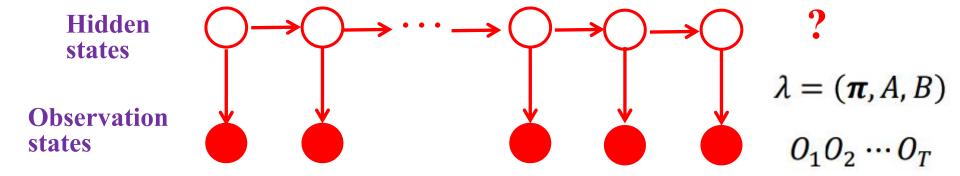






$$q_{1:t} = \underset{Q_{1:T}}{\operatorname{argmax}} P(Q_{1:T} | o_{1:T}, \lambda) = \underset{Q_{1:T}}{\operatorname{argmax}} P(Q_{1:T}, o_{1:T} | \lambda)$$

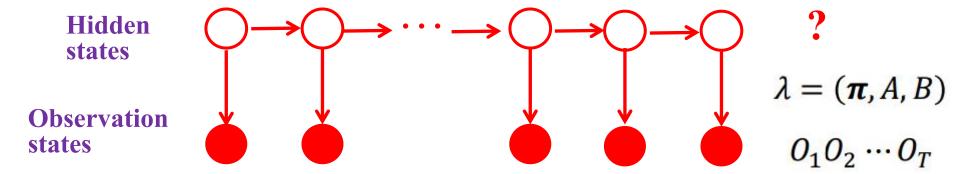




$$q_{1:t} = \underset{Q_{1:T}}{\operatorname{argmax}} P(Q_{1:T} | o_{1:T}, \lambda) = \underset{Q_{1:T}}{\operatorname{argmax}} P(Q_{1:T}, o_{1:T} | \lambda)$$

$$\delta_t(i) = \max_{q_{1:t-1}} P(q_{1:t-1}, q_t = S_i, o_{1:t} | \lambda)$$





$$\delta_t(i) = \max_{Q_{1:t-1}} Pr(Q_{1:t-1}, o_{1:t}, Q_t = S_i | \lambda)$$

$$\delta_{t+1}(i) = \max_{Q_{1:t}} Pr(Q_{1:t}, o_{1:t+1}, Q_{t+1} = S_i | \lambda)$$

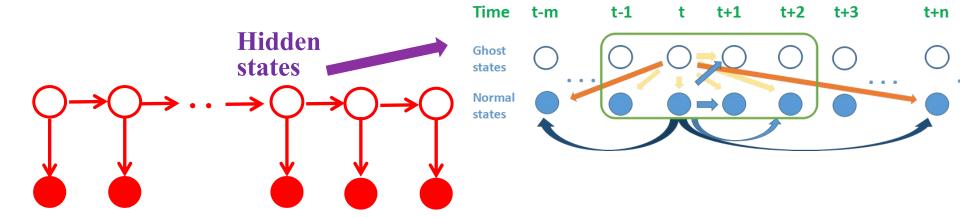
$$\delta_{t+1}(i) = \max_{1 \le j \le N} (\delta_t(j) A_{ji} b_i(o_{t+1})$$

Complexity

$$\delta_t(i)$$
  $\delta_{t+1}(i)$ 

 $N \times N$ 





$$\delta_t(i) = \max_{Q_{1:t-1}} Pr(Q_{1:t-1}, o_{1:t}, Q_t = S_i | \lambda)$$

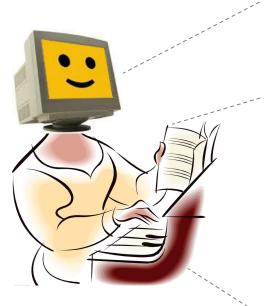
$$\delta_{t+1}(i) = \max_{Q_{1:t}} Pr(Q_{1:t}, o_{1:t+1}, Q_{t+1} = S_i | \lambda)$$

Complexity

$$\delta_t(i)$$
  $\delta_{t+1}(i)$ 

$$\delta_{t+1}(i) = b_i(o_{t+1}) \max \{ \max_{j \in nbh(i)} [\delta_t(j)A_{ji}], \max_j [\delta_t(j)\mu] \}_{\mathbf{W} \mathbf{X} \mathbf{N}}$$





**Get Soloists Next Input** 

**Determine What State the Performer is in** 

**Generate Accompaniment** 

### Accompanist



```
What to play?
     When to play?
3 / How fast/slow?
4 / How loud?
```

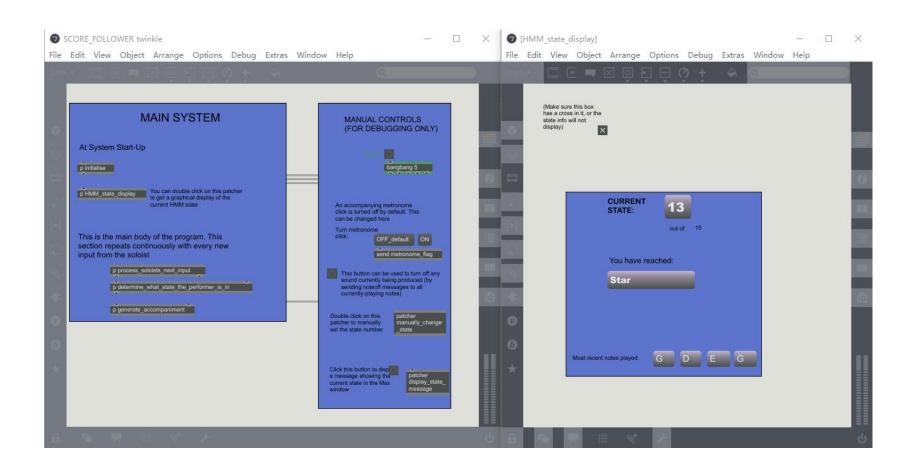
## Accompanist



What to play?
Rule based match When to play? Dynamic volume changing How fast/slow? Beat tracking Dynamic volume changing

# **Program with GUI**





### Have a try!



Score

**4** 

Embellish

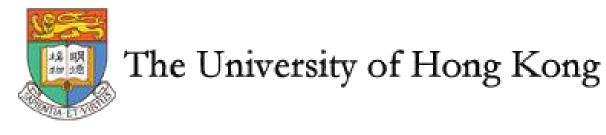
4

Errors

4

Temp changed





# Thank you!