

UNDERSTANDING MUSIC WITH HIGHER ORDER NETWORK

CSSS 18

Josefine Bohr Brask Ricky Laishram Carlos Marcelo Xindi Wang

QUESTION

- Can we use machine to understand how music is composed and structured?
- What makes music different between different eras, composers and genres?

DATA AND PROCESSING

- MIDI files from "The Largest MIDI Collection on the Internet"
- MIDI coding: 0 127, 12 notes across 11 octaves
- Using music2 I to detect the tonal note and set as a base, re-index each note relative to the base note



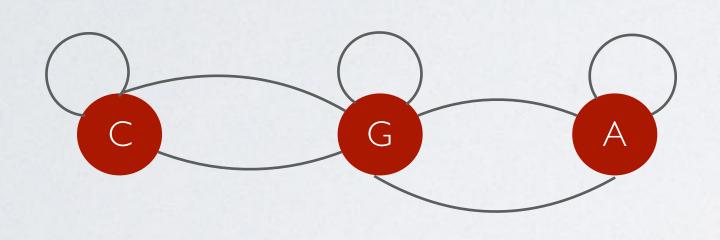
Snippet of Twinkle, Twinkle Little Star

Original coding: 60 60 67 67 69 69 67 Relative coding: 0 0 7 7 9 9 7

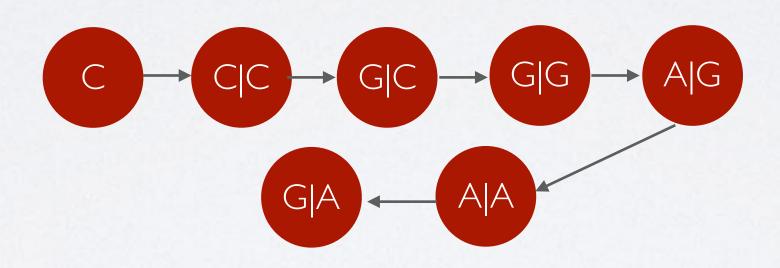
HIGHER ORDER NETWORK (HON)



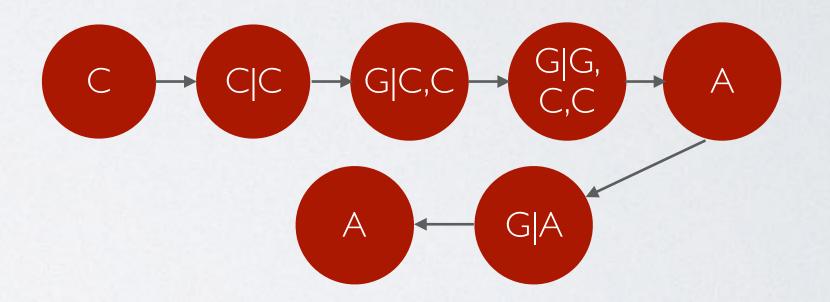
Snippet of Twinkle, Twinkle Little Star



Simple Network



Two-order Network



Higher-order Network ("fake")

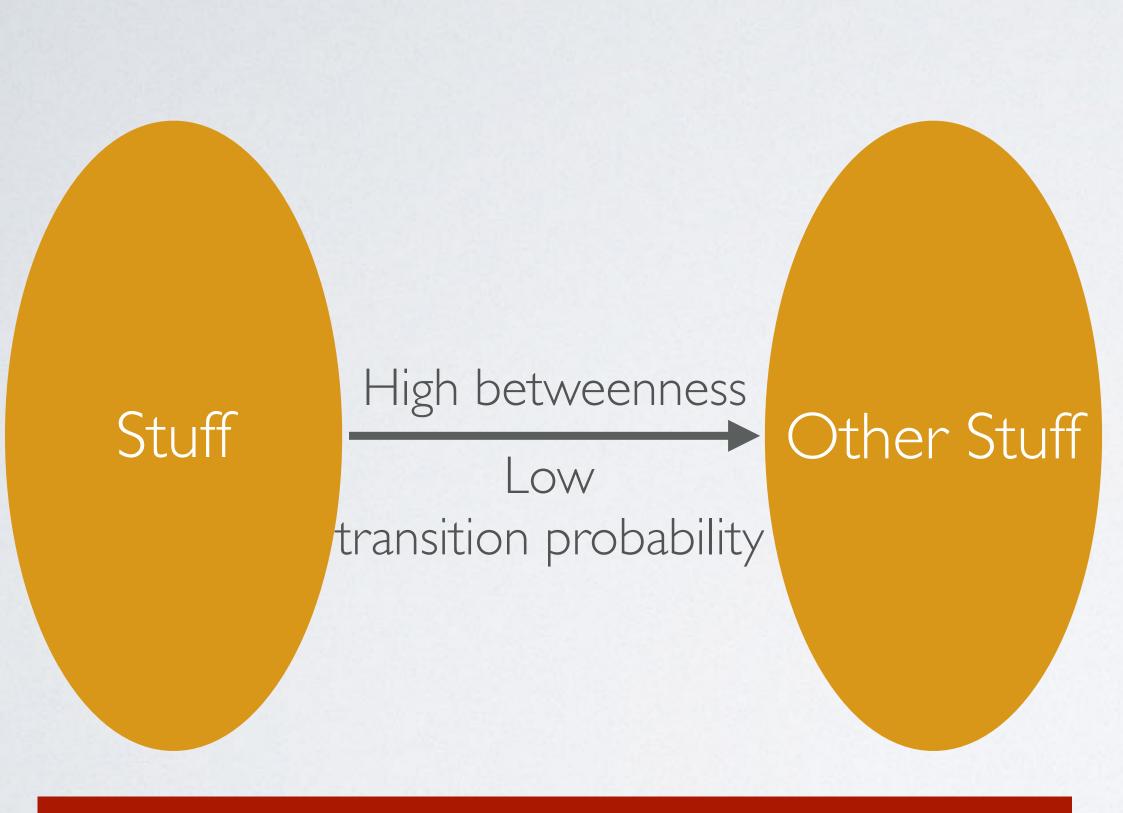
EIGENVALUES OF HON

FEATURES FROM HON

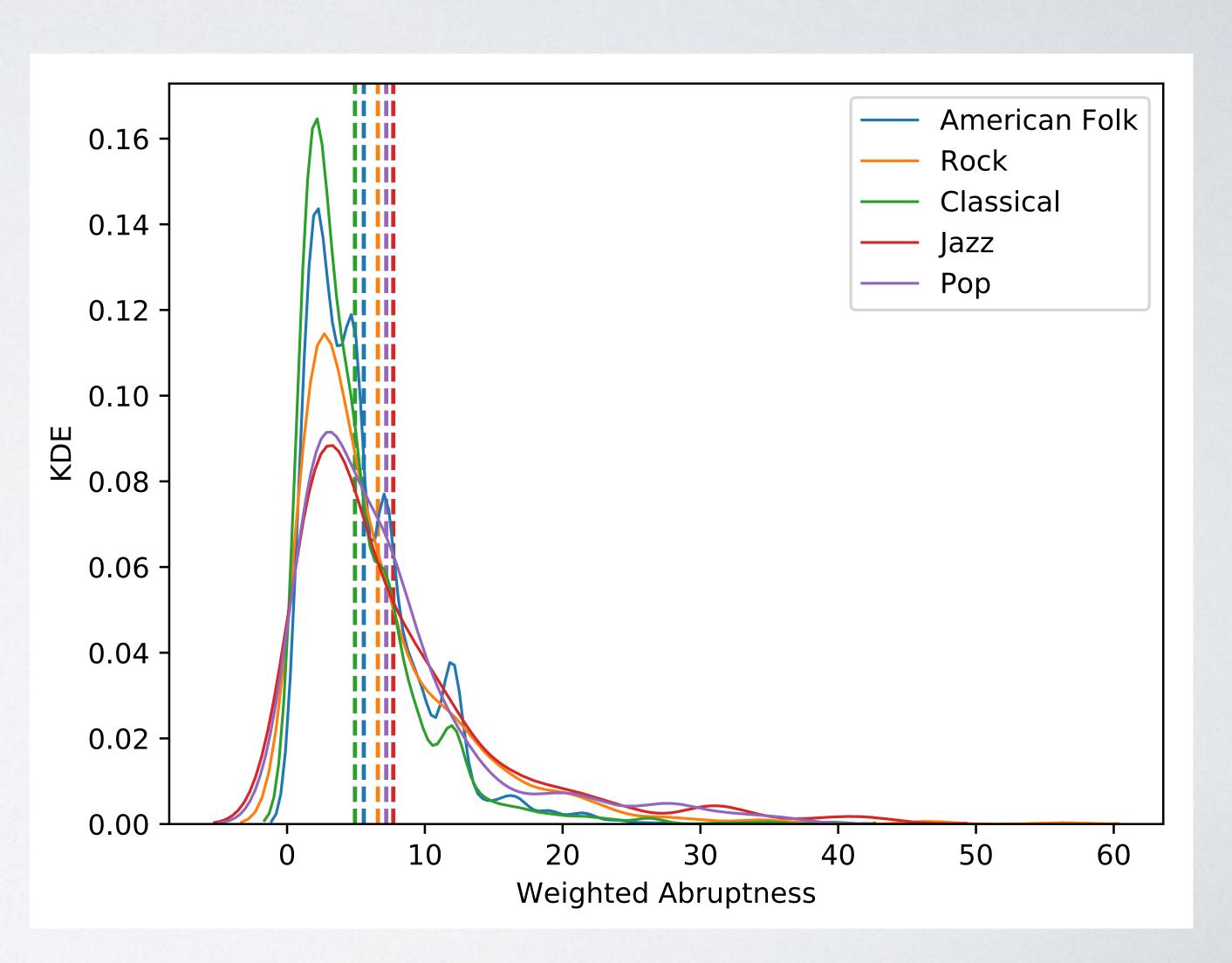
- Abruptness
- Branching
- Melodic

•

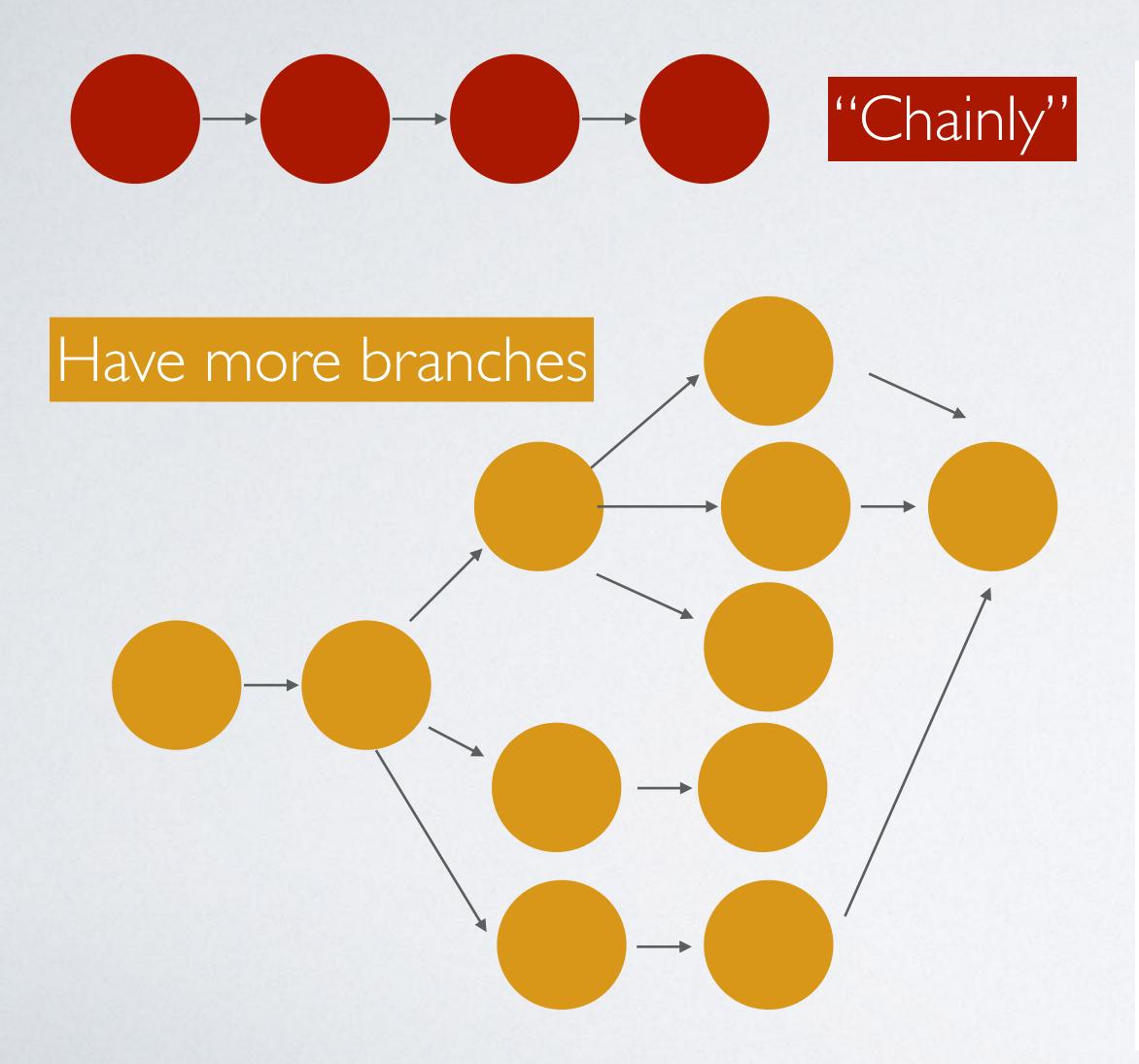
ABRUPTNESS

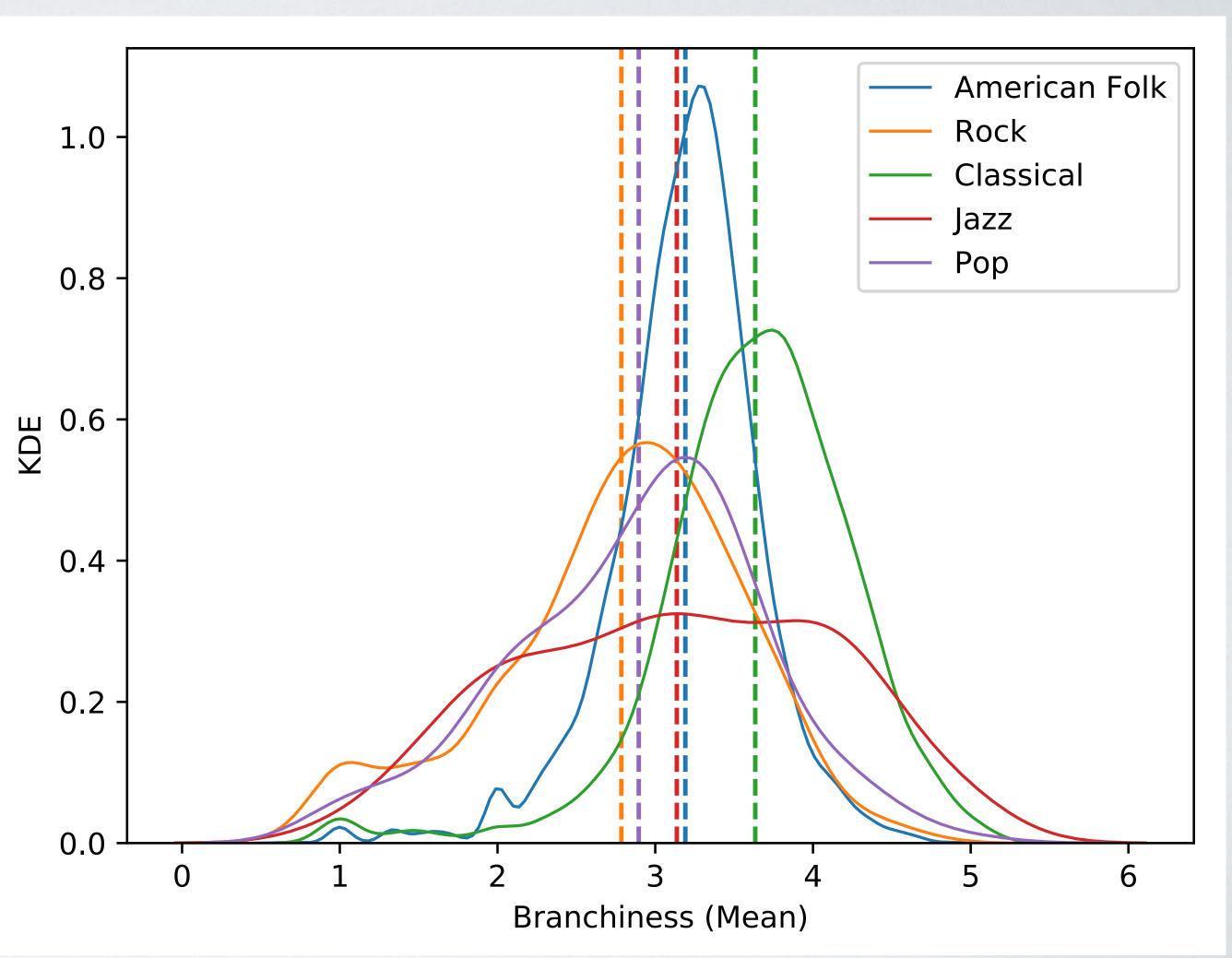


Abrupt if the note pitch change difference of the two end is large



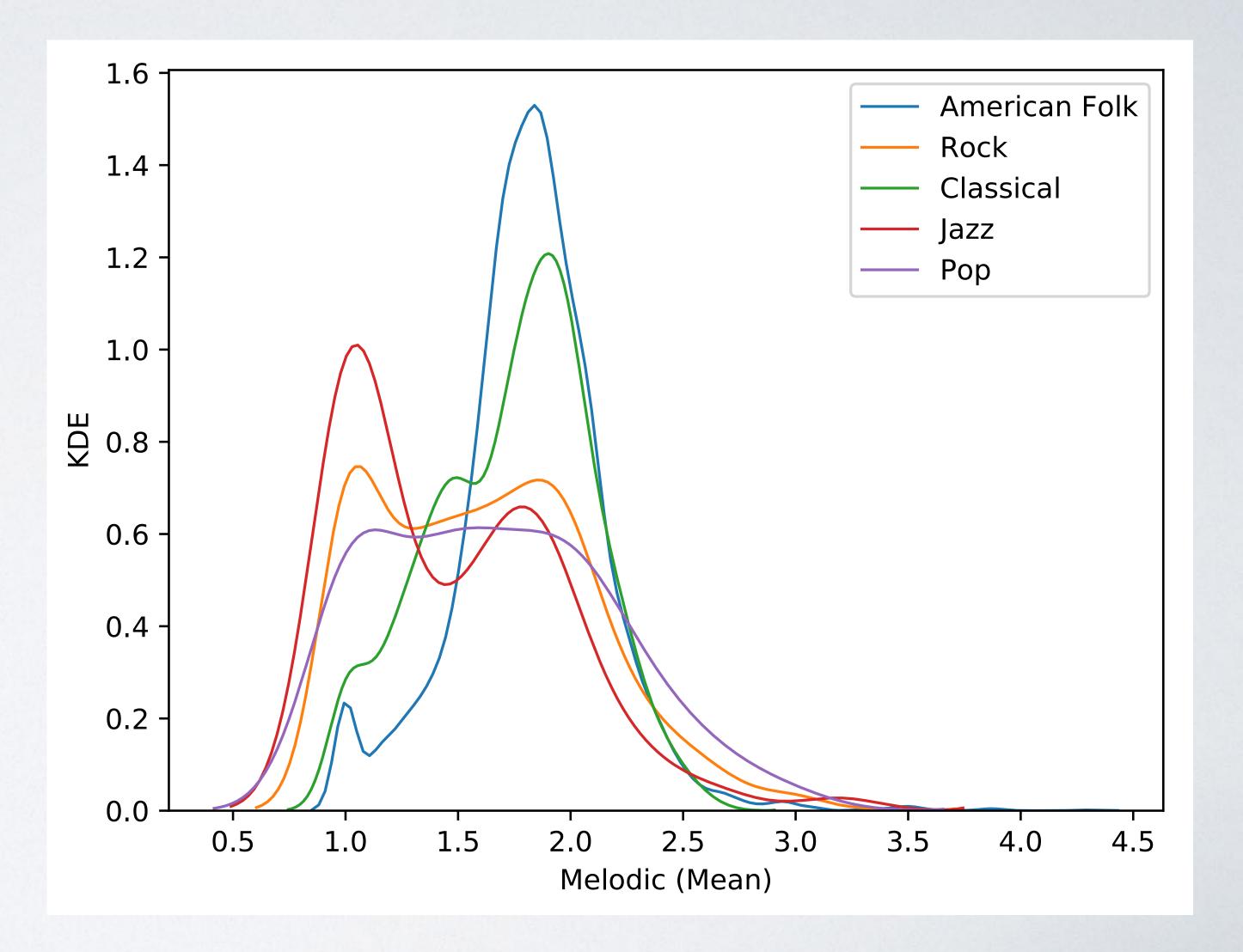
BRANCHING



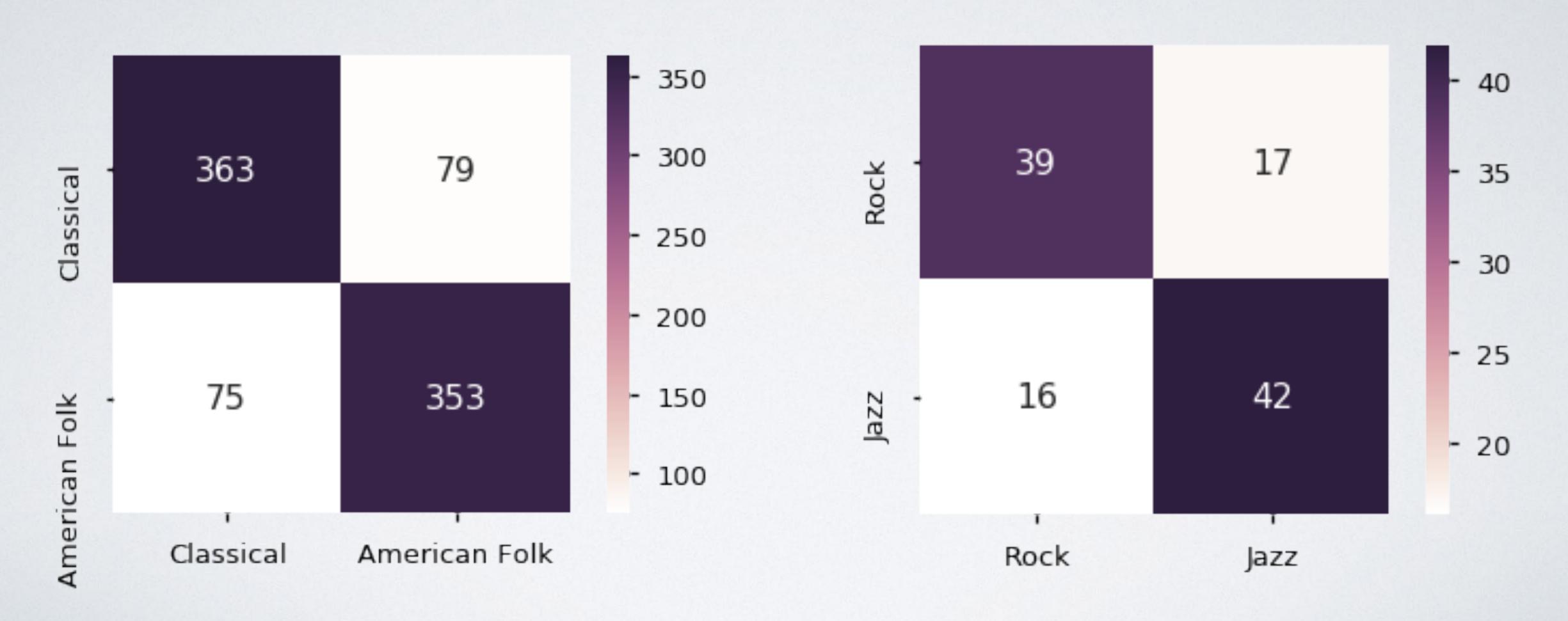


MELODIC

The length of extracted rules



REVERSE ENGINEERING IDENTIFY GENRES USING FEATURES



Classifier: Multilayer Perceptron

CASE STUDIES

FUTURE PLAN

- Multilayer network to incorporate different instruments
- · Add temporal information to capture rhythm
- and so much more! ©

Questions?

MIDI CODETABLE

Note	Octave										
	-1	0	1	2	3	4	5	6	7	8	9
С	0	12	24	36	48	60	72	84	96	108	120
C#	1	13	25	37	49	61	73	85	97	109	121
D	2	14	26	38	50	62	74	86	98	110	122
D#	3	15	27	39	51	63	75	87	99	111	123
E	4	16	28	40	52	64	76	88	100	112	124
F	5	17	29	41	53	65	77	89	101	113	125
F#	6	18	30	42	54	66	78	90	102	114	126
G	7	19	31	43	55	67	79	91	103	115	127
G#	8	20	32	44	56	68	80	92	104	116	
Α	9	21	33	45	57	69	81	93	105	117	
A#	10	22	34	46	58	70	82	94	106	118	
В	11	23	35	47	59	71	83	95	107	119	

OTHER FEATURES FROM HON

- Repeatedness
- Pitch range
 - Pitch range within the piece
 - Pitch range between rules
 - · Pitch range between adjacent rules