

Deep Learning Techniques for Music Generation Recurrent (5)

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Recurrent

#1 Limitation – Generation and #2 Limitation – Fixed Length

- Works OK

But:

- Fixed input (and output) length

#1 Limitation – Generation and #2 Limitation – Fixed Length Solution: Recurrent Network (RNN)

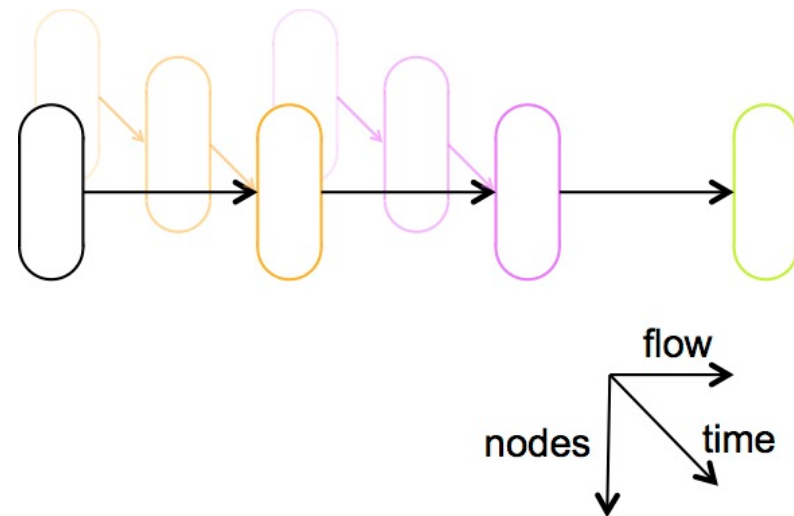
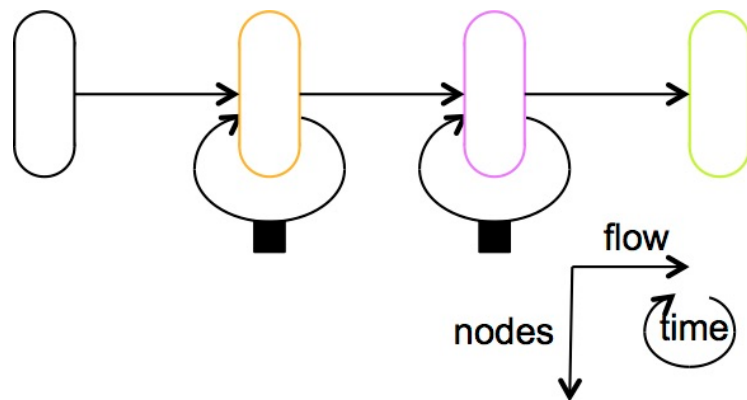
- Works OK

But:

- Fixed input (and output) length

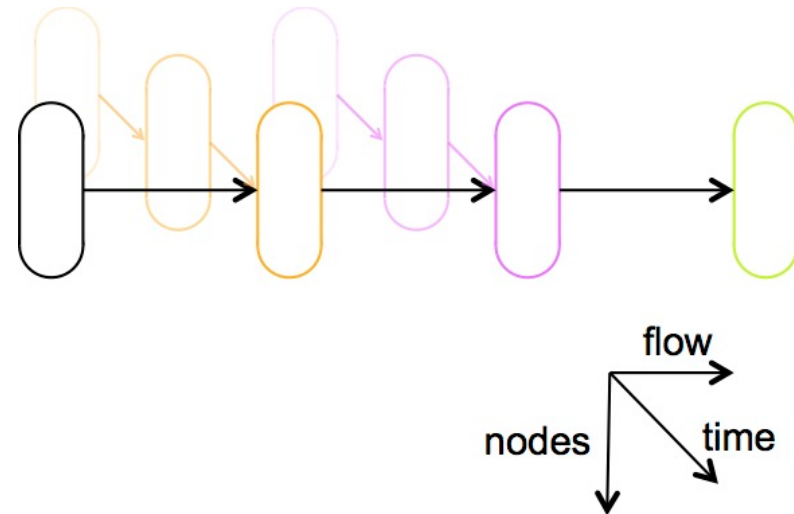
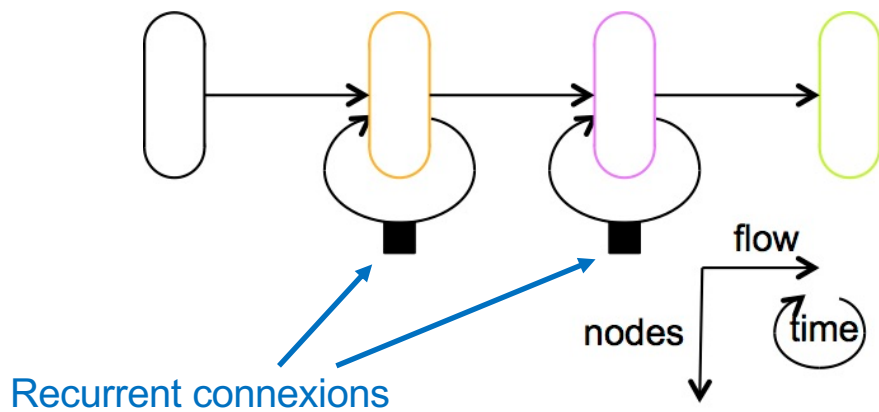
Solution:

- Recurrent Network (RNN)
- Variable length
- Memorizes previous steps
- Predicts next step

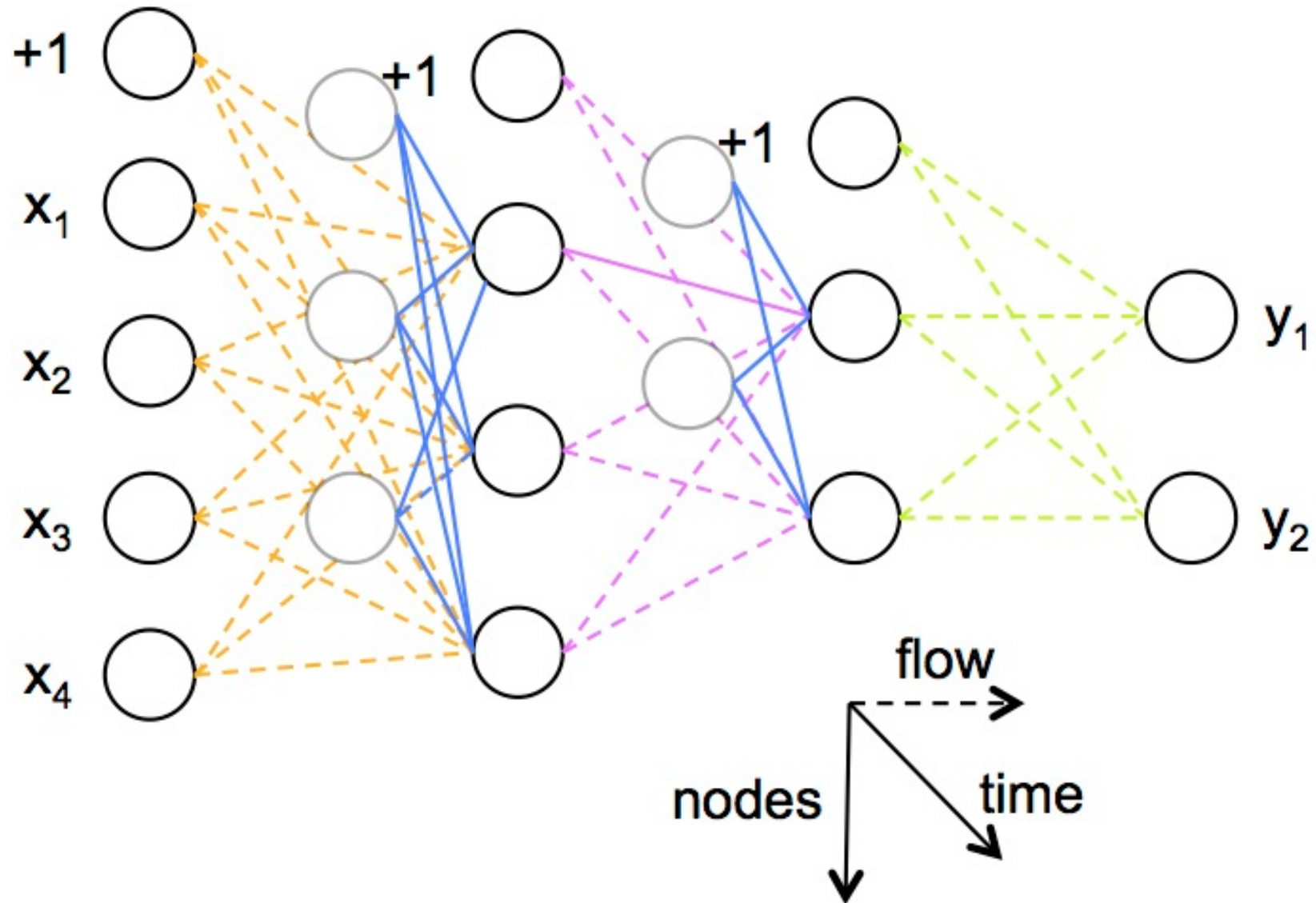


Recurrent Network (RNN)

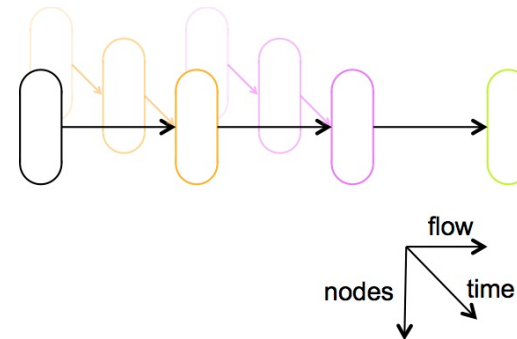
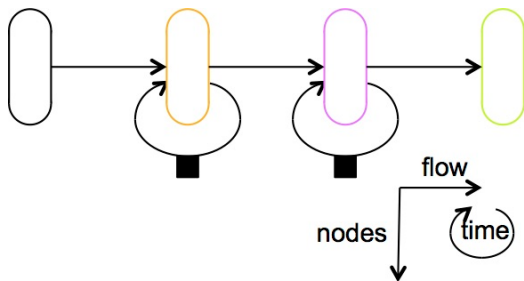
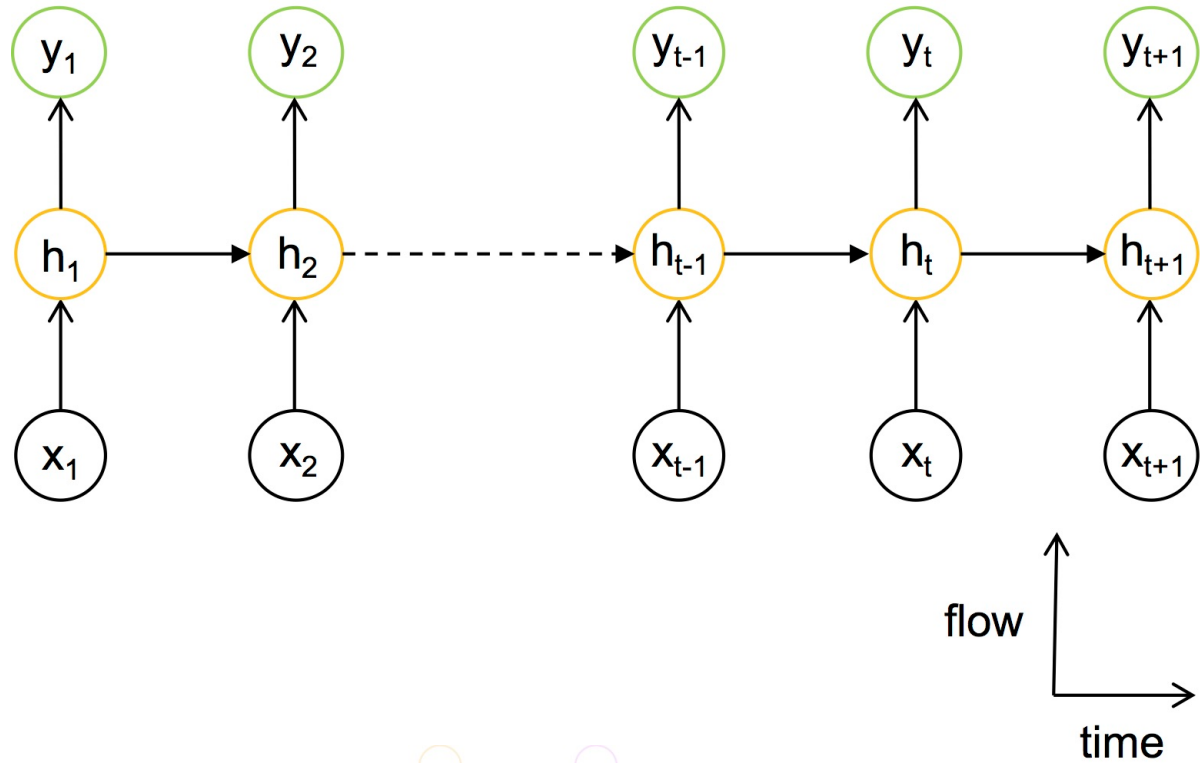
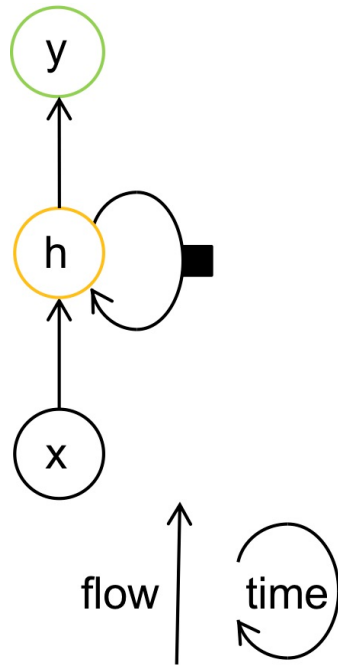
- Memorizes previous steps
- Can learn from previous step
- Predicts next step
- Can learn sequences



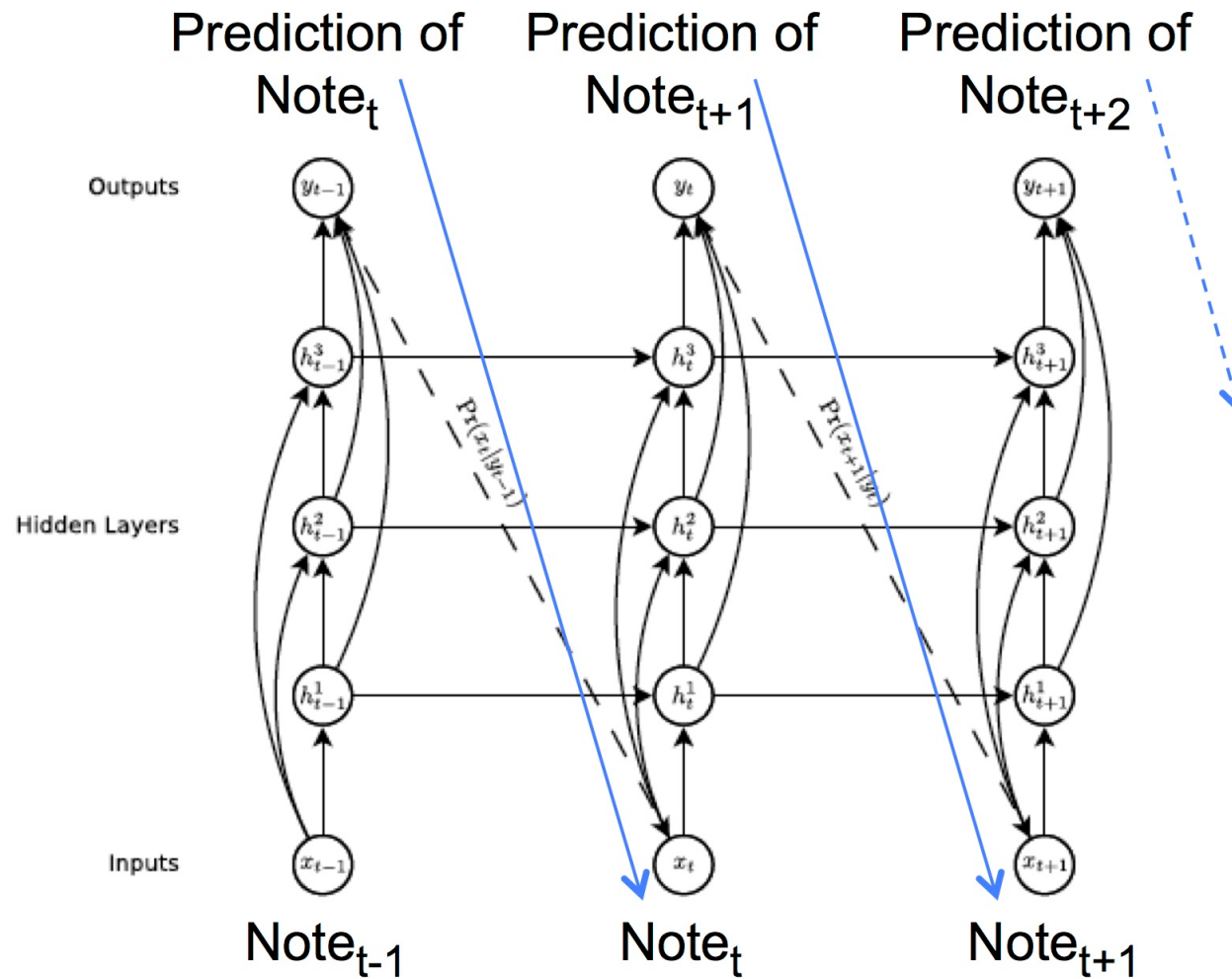
Recurrent Connexions



Alternative (More Common) Notation



RNN Prediction



Training a RNN

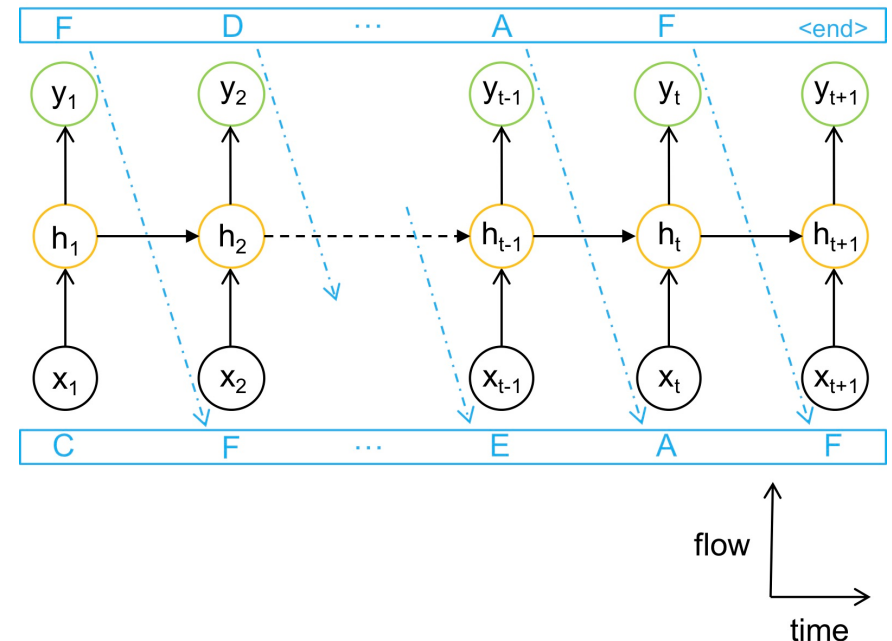
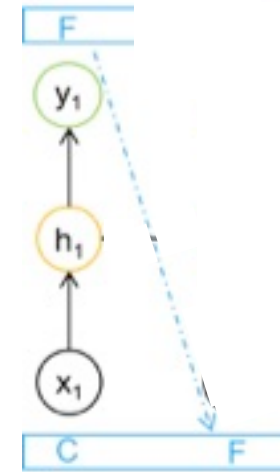
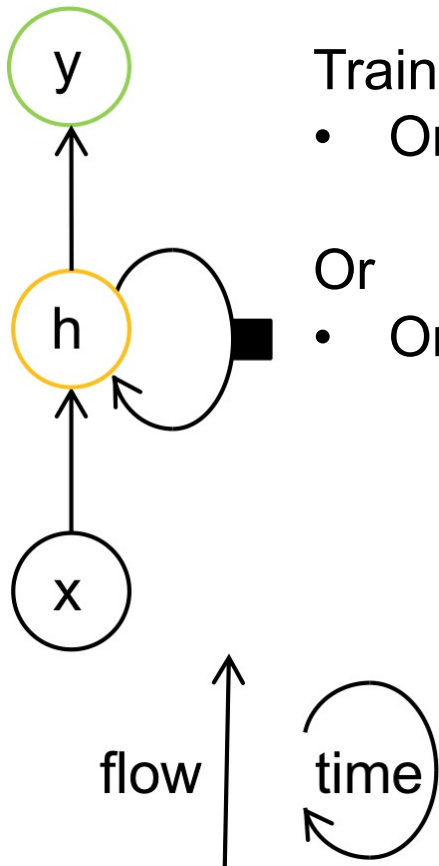
$y = \text{Expected next note}(x)$

Training with

- One example $(x, y) = \text{one note}$

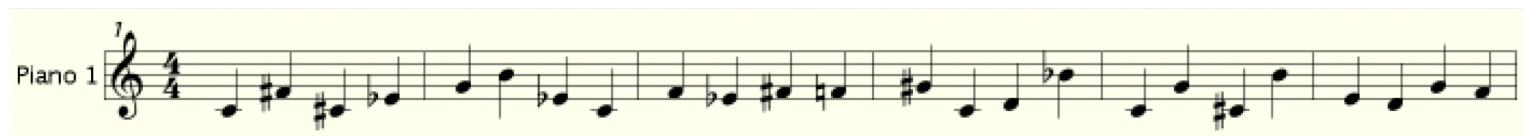
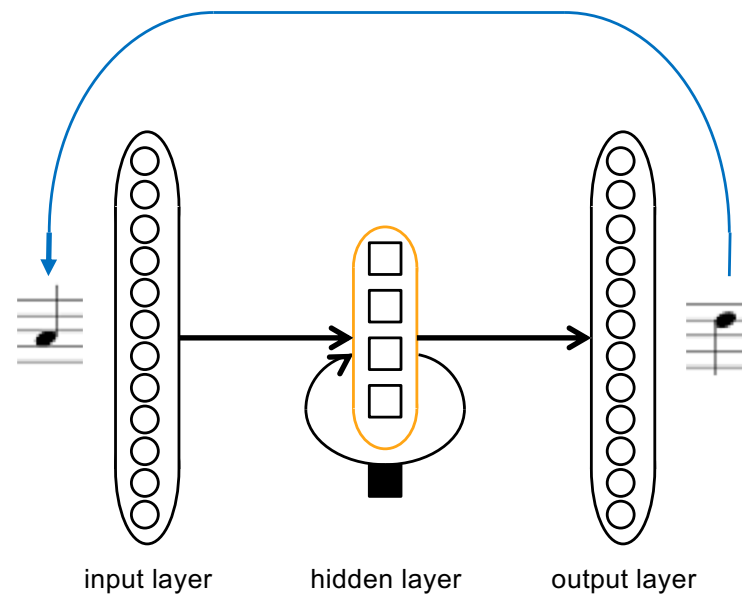
Or

- One example $(x, y) = \text{one melody}$
with $x = y$ translated 1 step back

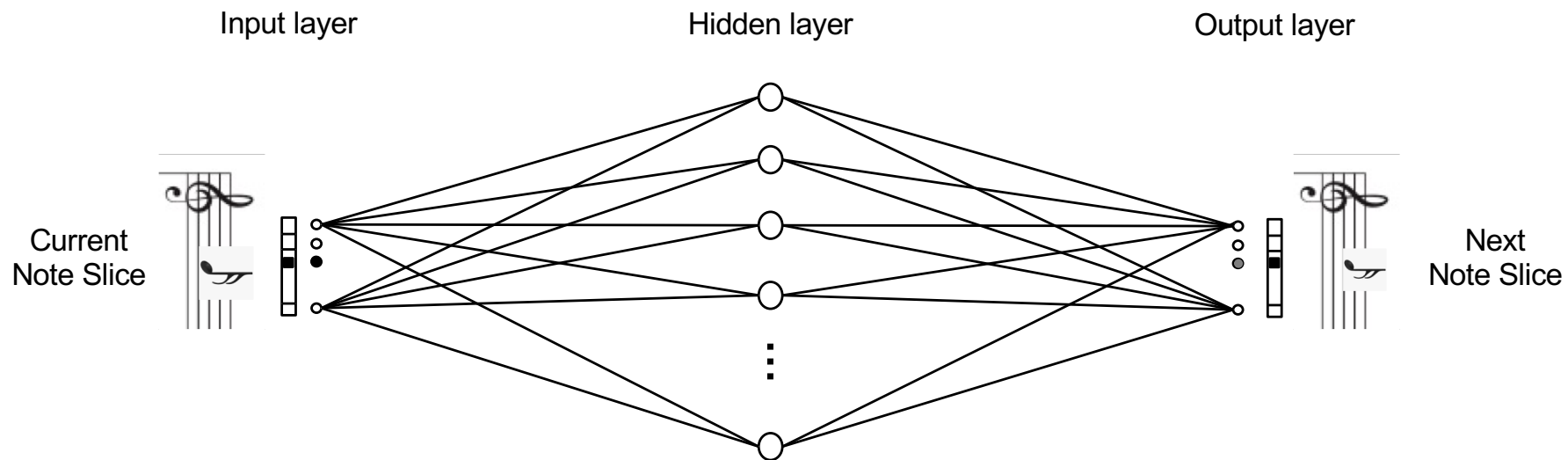


RNN Generation

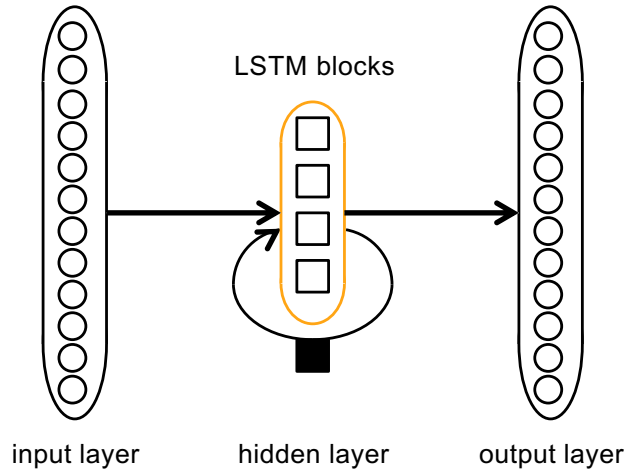
- Iterated generation
 - Note by Note
 - Reinject Next Note to Produce Next Next Note
 - Arbitrary Length



RNNMelody



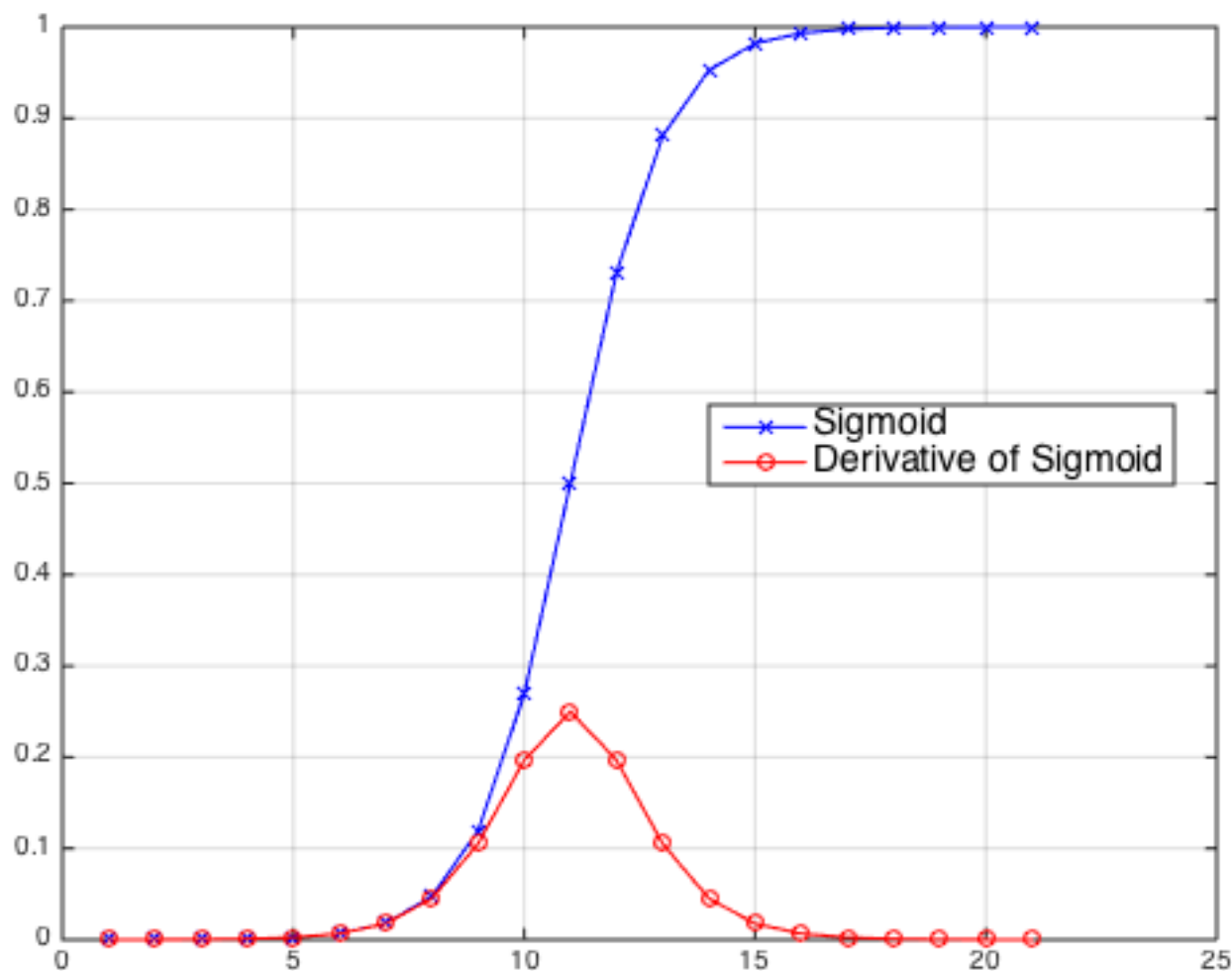
RNN – Iterative Feedforward – #1 Example



Corpus:
Soprano parts of Bach Chorales

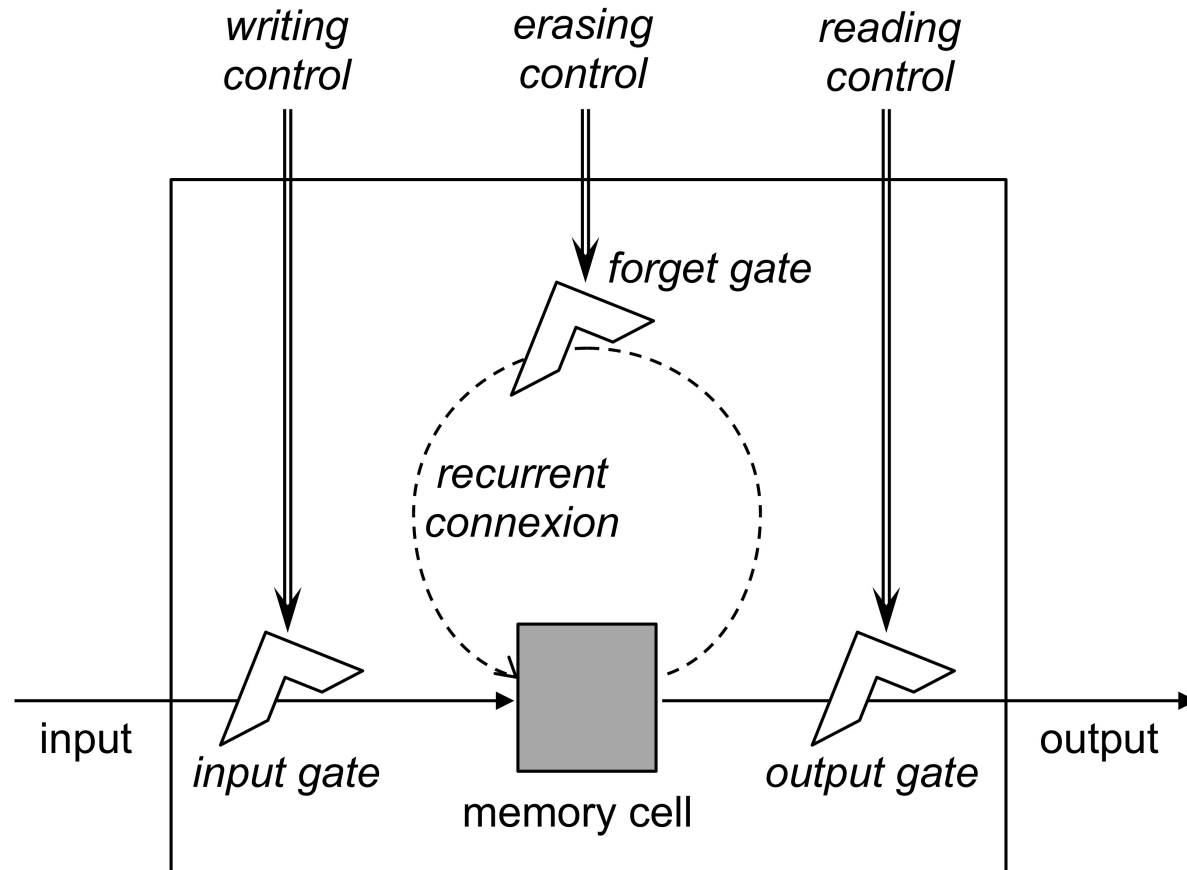


Gradient Vanishing/Explosion



LSTM (Long Short-Term Memory) [Hochreiter and Schmidhuber, 1997]

- Protection of Memory by Gates
- Gates are controlled by differentiable functions
- Thus subject to Training
- Training of the Meta-Level (Control)

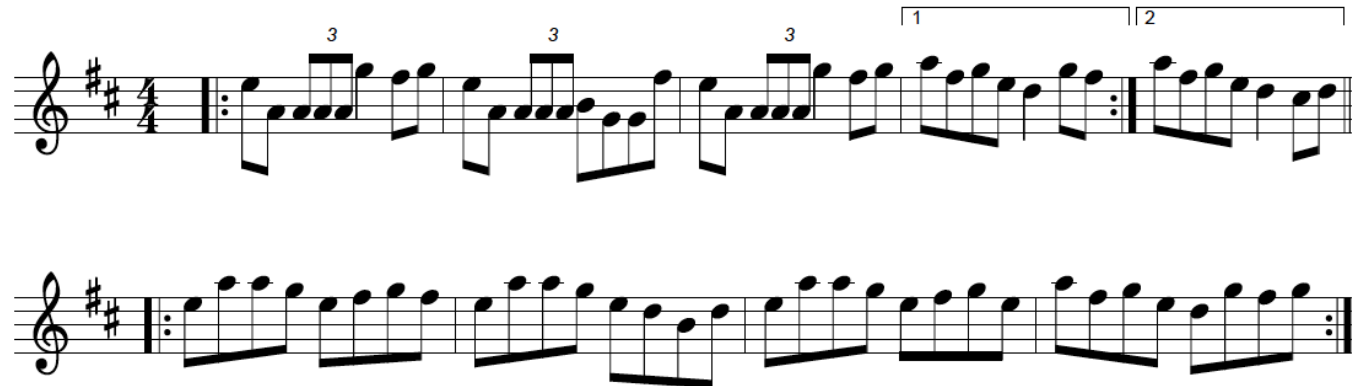


RNN – Iterative Feedforward – #2 Example

- Ex: Celtic melody generation [Sturm et al., 2016]
- Celtic Folk Music Corpus (Melodies)
- Text Encoding (ABC Notation)

X: 1
T: A Cup Of Tea
R: reel
M: 4/4
L: 1/8
K: Amix

|:eA (3AAA g2 fg|eA (3AAA BGGf|eA (3AAA g2
fg|1afge d2 gf:|2afge d2 cd||
|:eaag efgf|eaag edBd|eaag efge|afge dgfg:|



RNN Celtic Melody Generation

- Iterated generation
 - Note by Note
 - Arbitrary Length
- Ex: Celtic melody generation [Sturm et al., 2016]
- Celtic Folk Music Corpus (Melodies)
- Text Encoding (ABC Notation)
- Ex. of Melody Generated



Played by a human accordeonist

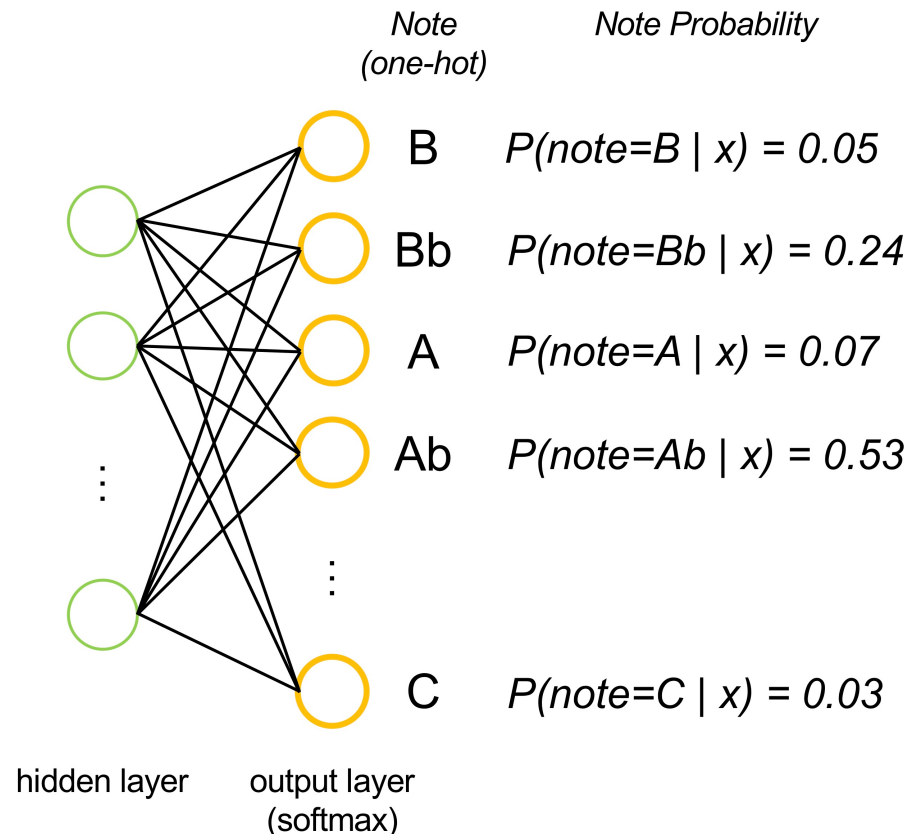


#3 Limitation – Variability

- No Variability in the Generation
- Because Neural Networks are Deterministic
 - Same Input -> Same Output
 - Same First Note -> Same Whole Melody Generated
- Solution:
 - Sampling

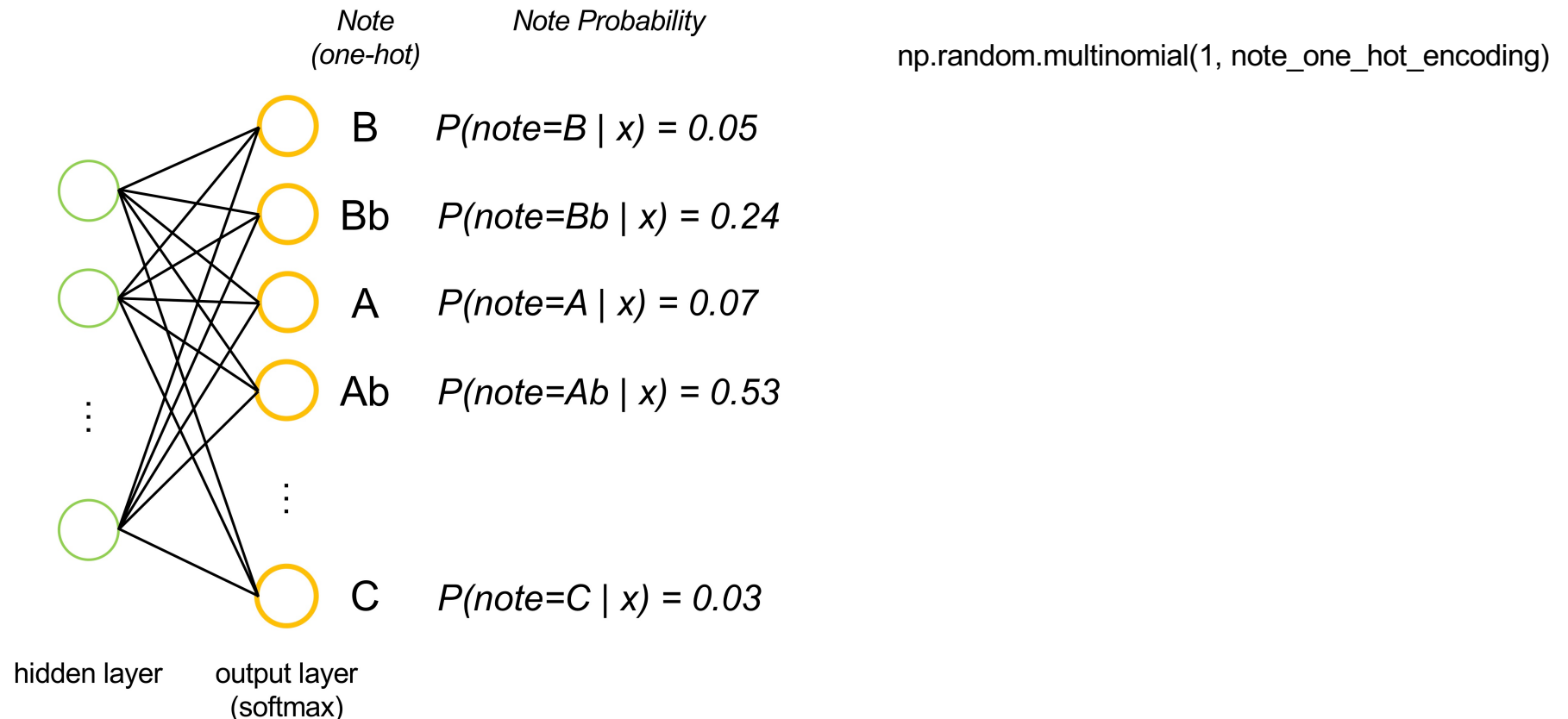
#3 Limitation – Variability – Solution: Sampling

- Input Representation: One-Hot Encoding
 - Corresponds to a Piano Roll Representation
- Softmax Output Layer
- Classification Task (between possible Notes)



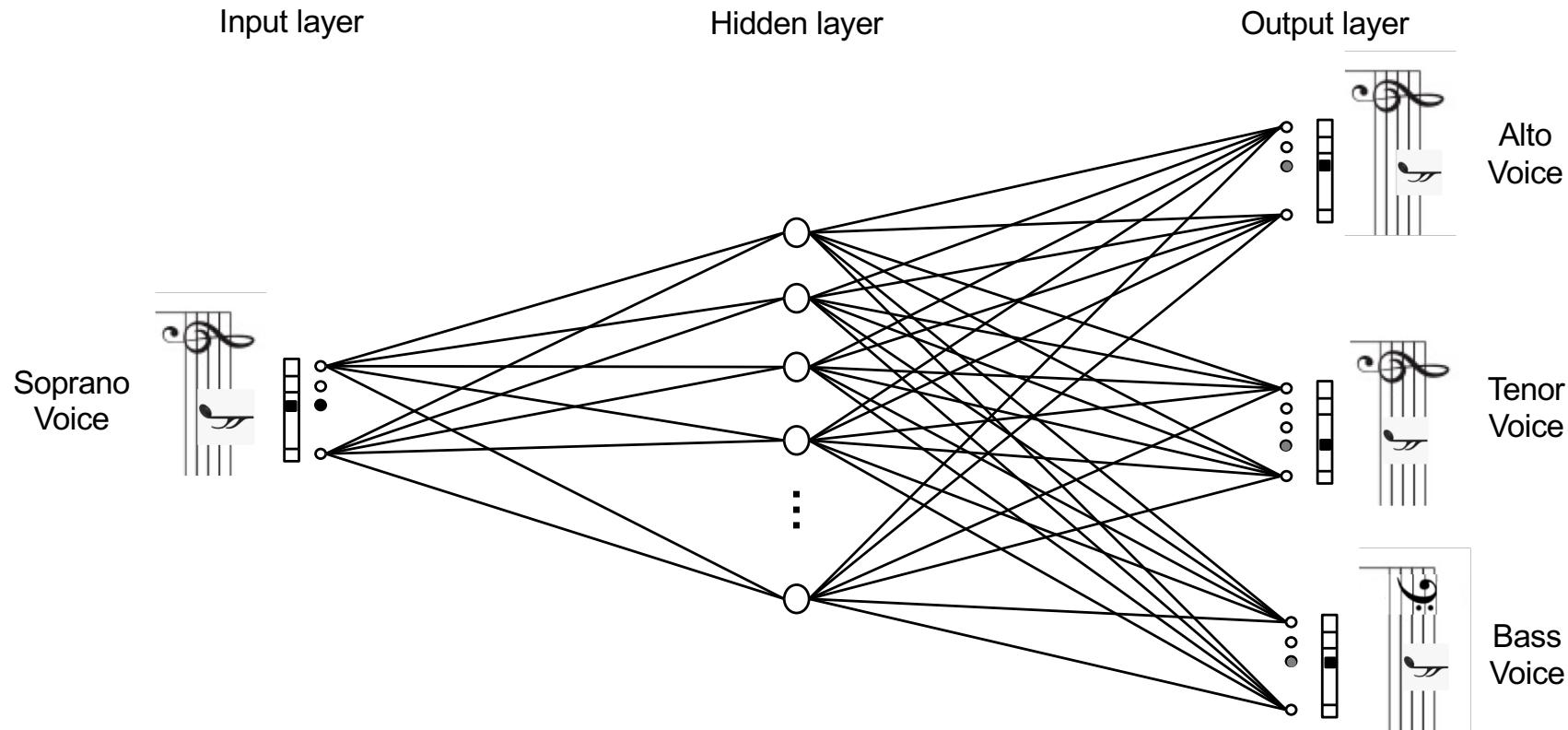
Sampling

- Deterministic Strategy:
 - Choose the Class (Note/Pitch) with the Highest Probability
- Sampling (Variability)
 - Sample within Possible Notes (Classes) (following the Probability Distribution)



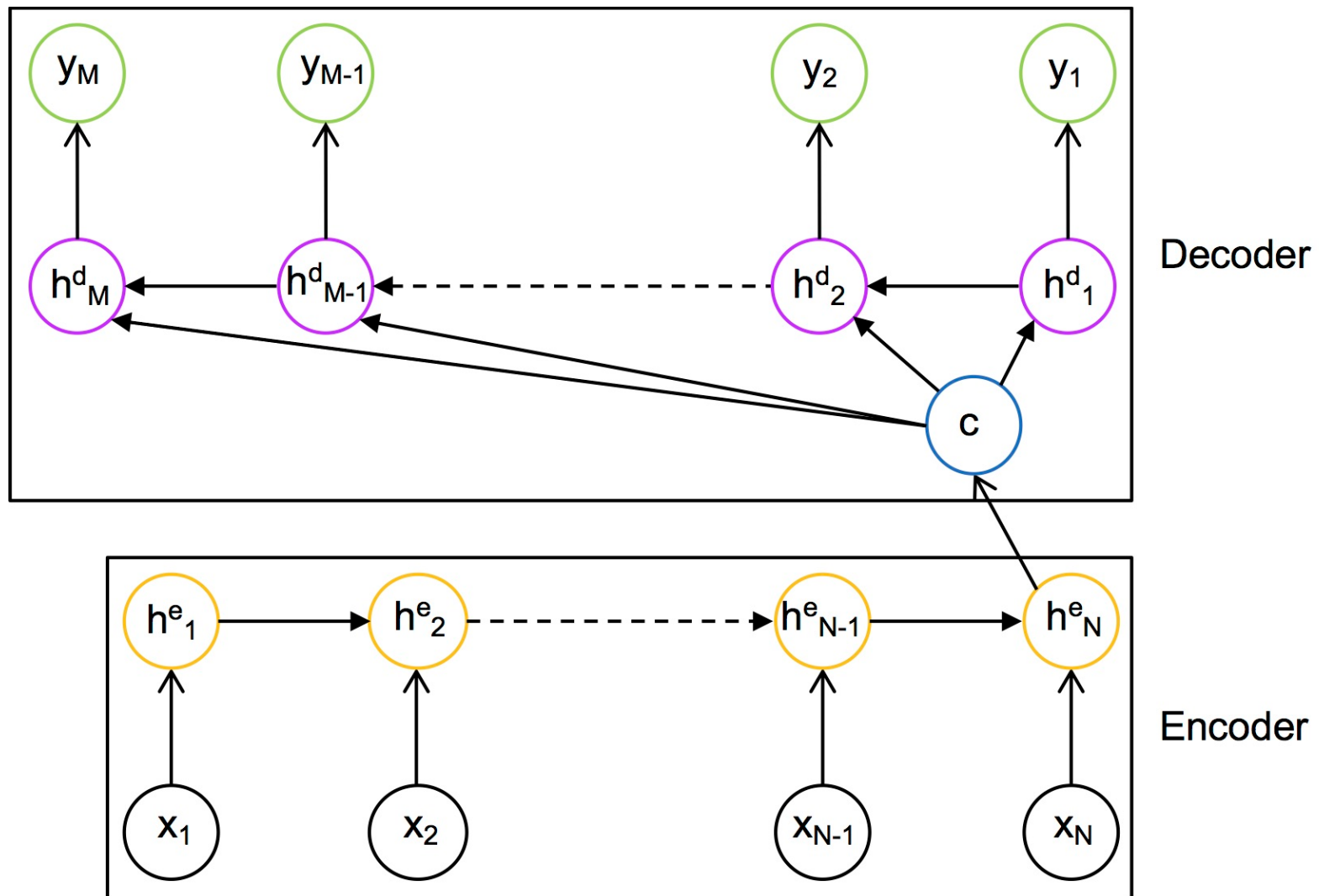
RNN Can Have Output Different Than Input

Bach Chorale Counterpoint Generation – RNN Version

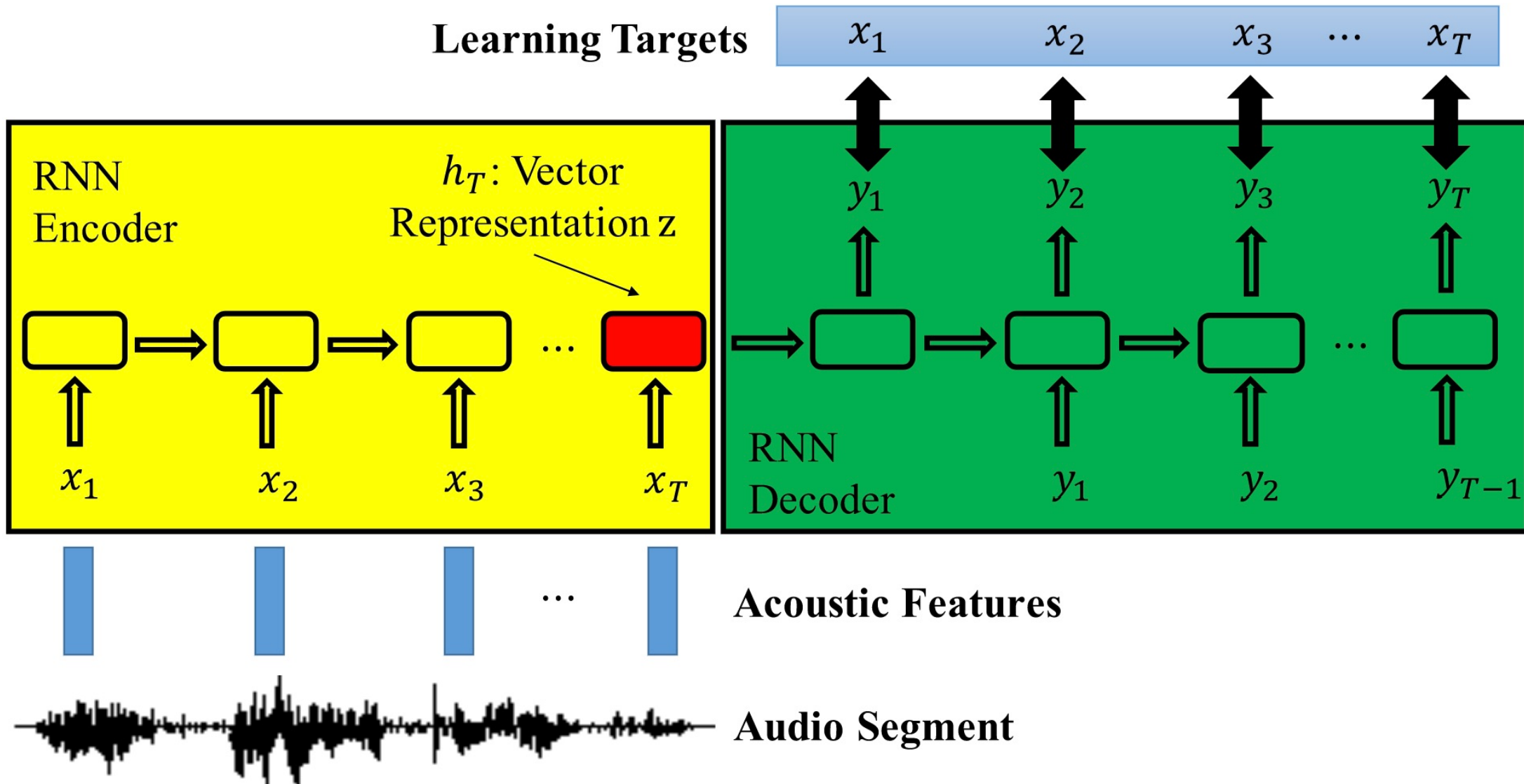


RNN Encoder-Decoder

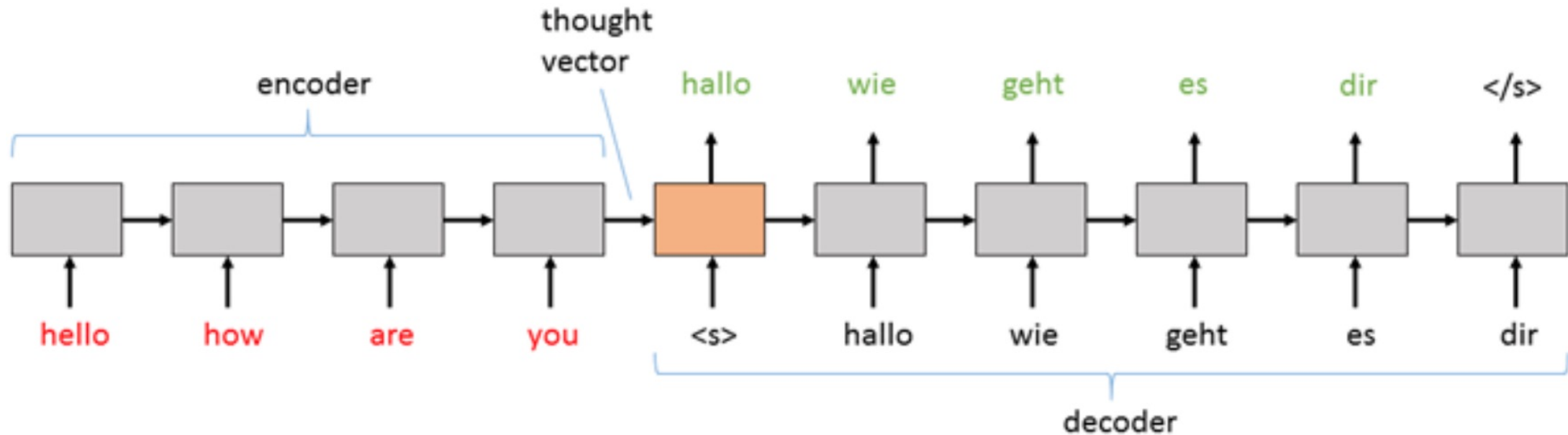
RNN Autoencoder : RNN Encoder-Decoder



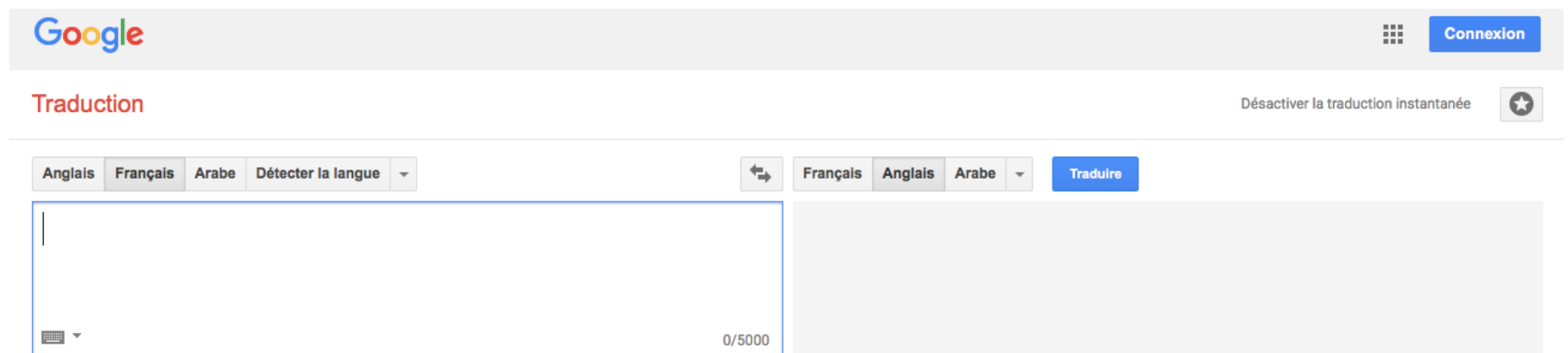
From Speech to Text [Chung et al., 2016]



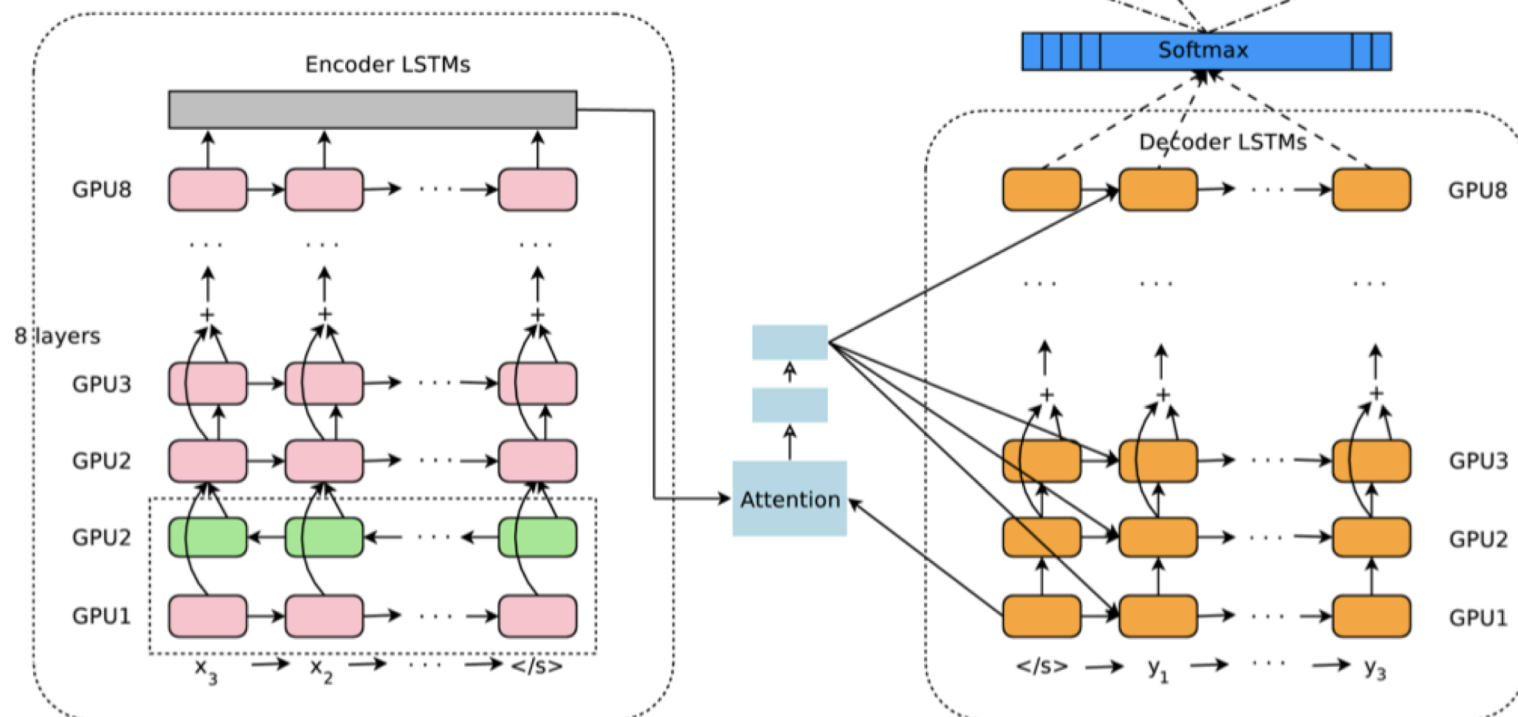
Translation Sequence to Sequence



Translation

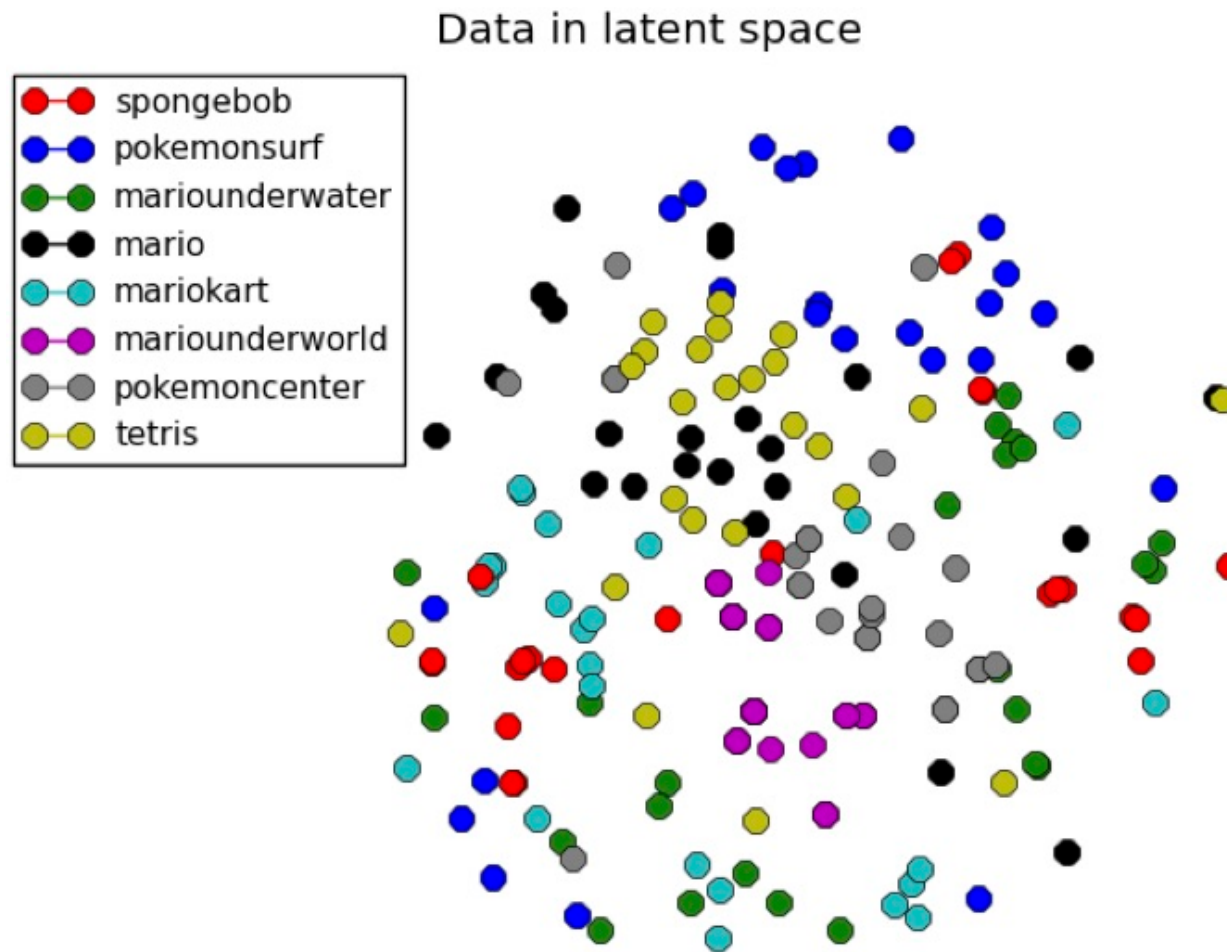


Saisissez

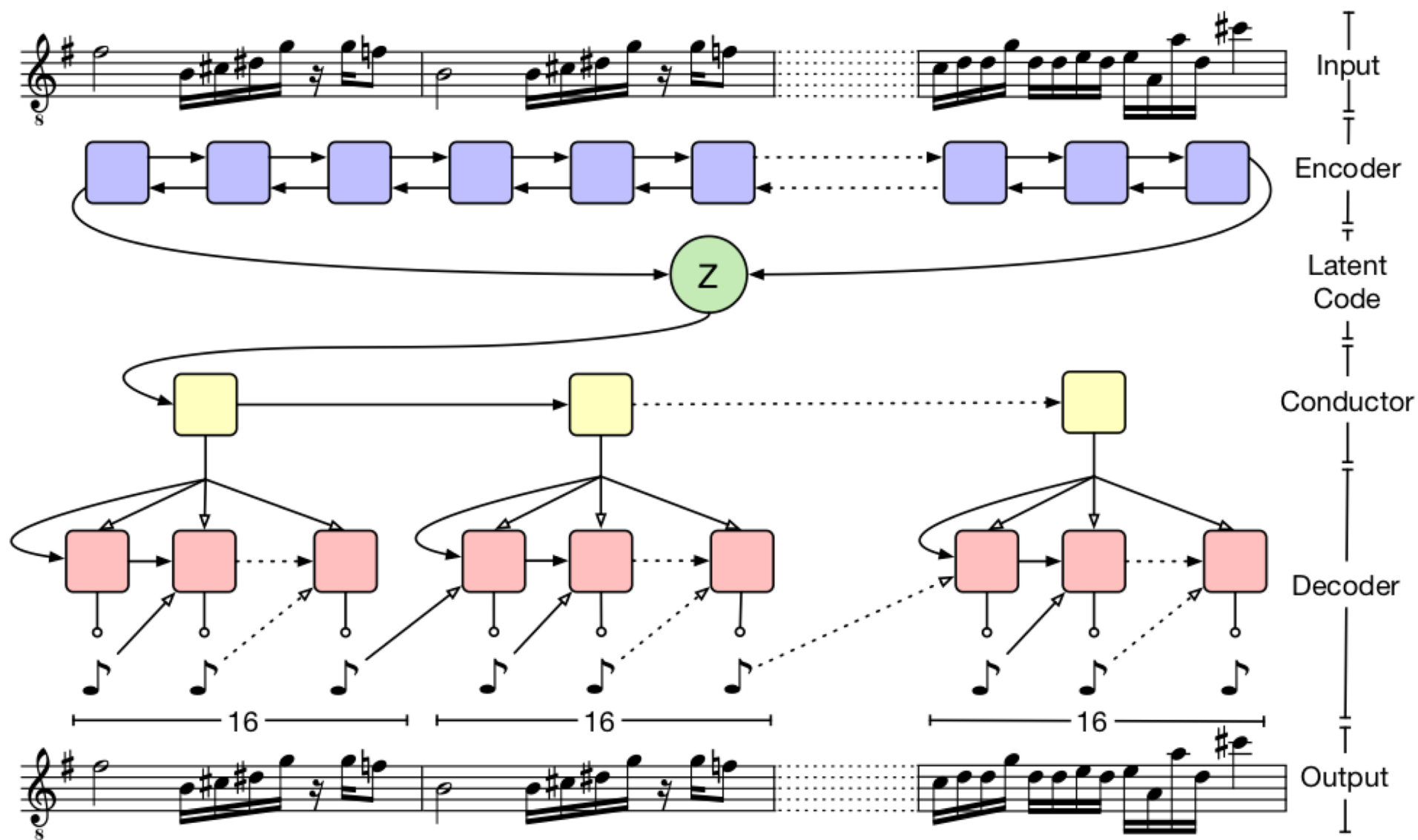


Variational RNN Encoder-Decoder

VRAE [Fabius and van Amersfoort, 2015]

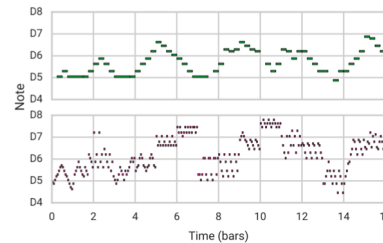
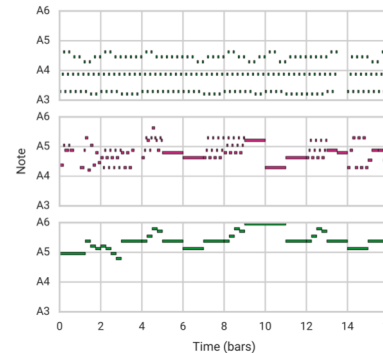


MusicVAE [Roberts et al., 2018]



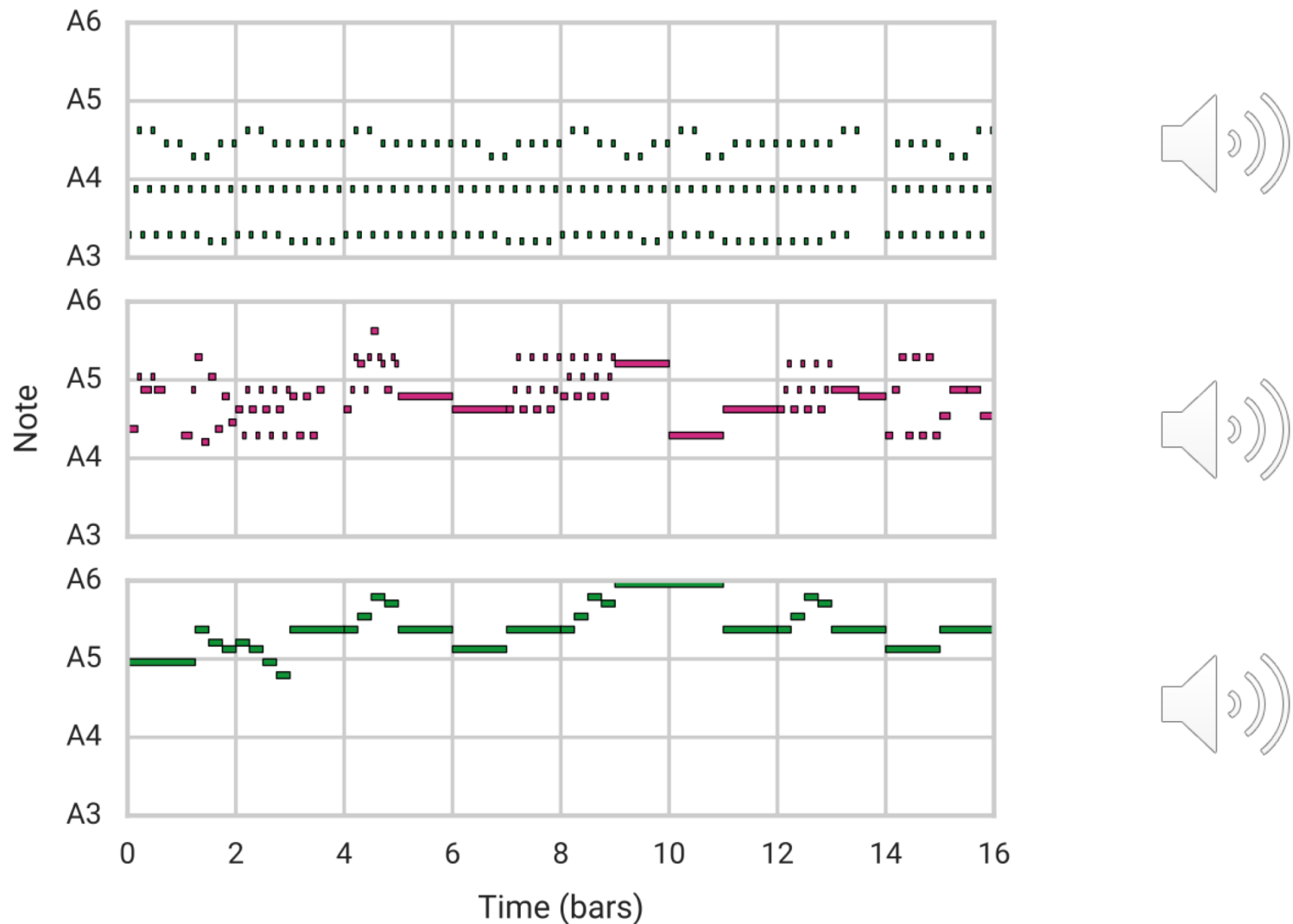
MusicVAE [Roberts et al., 2018]

- Hierarchical
 - Conductor RNN
 - Bottom RNN
- Longer term generation
- Structure
- Translation
- Interpolation (morphing)
- Averaging of some points
- Addition or subtraction of an attribute vector capturing a given characteristic
 - This attribute vector is computed as the average latent vector for a collection of examples sharing that attribute (characteristic)



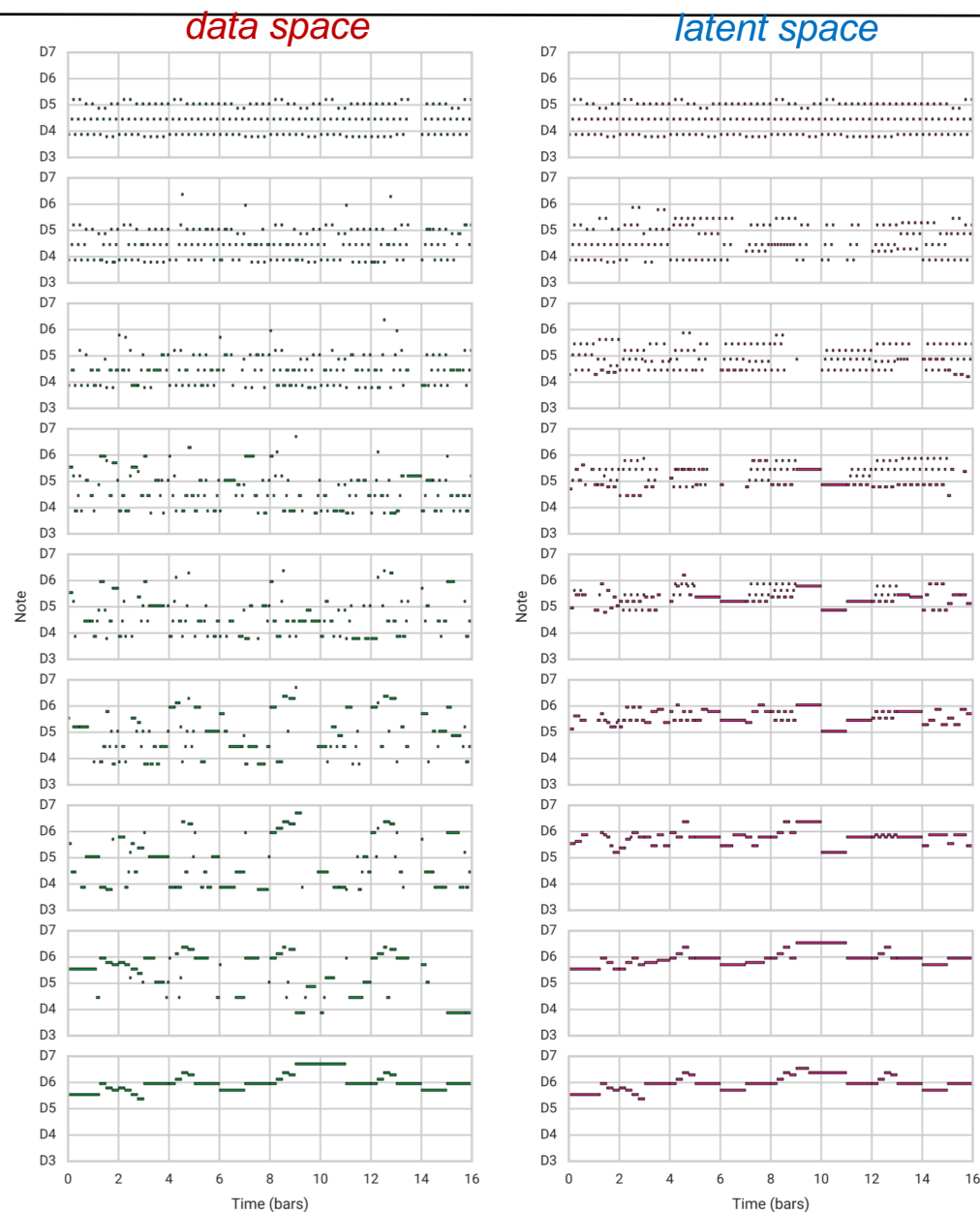
MusicVAE [Roberts et al., 2018]

- Averaging the latent space



MusicVAE [Roberts et al., 2018]

- Comparing Interpolation
 - In the **data space** (melodies)
 - In the **latent space**



MusicVAE [Roberts et al., 2018]

- Comparing Interpolation
 - In the **data space** (melodies)



- In the **latent space**



MusicVAE [Roberts et al., 2018]

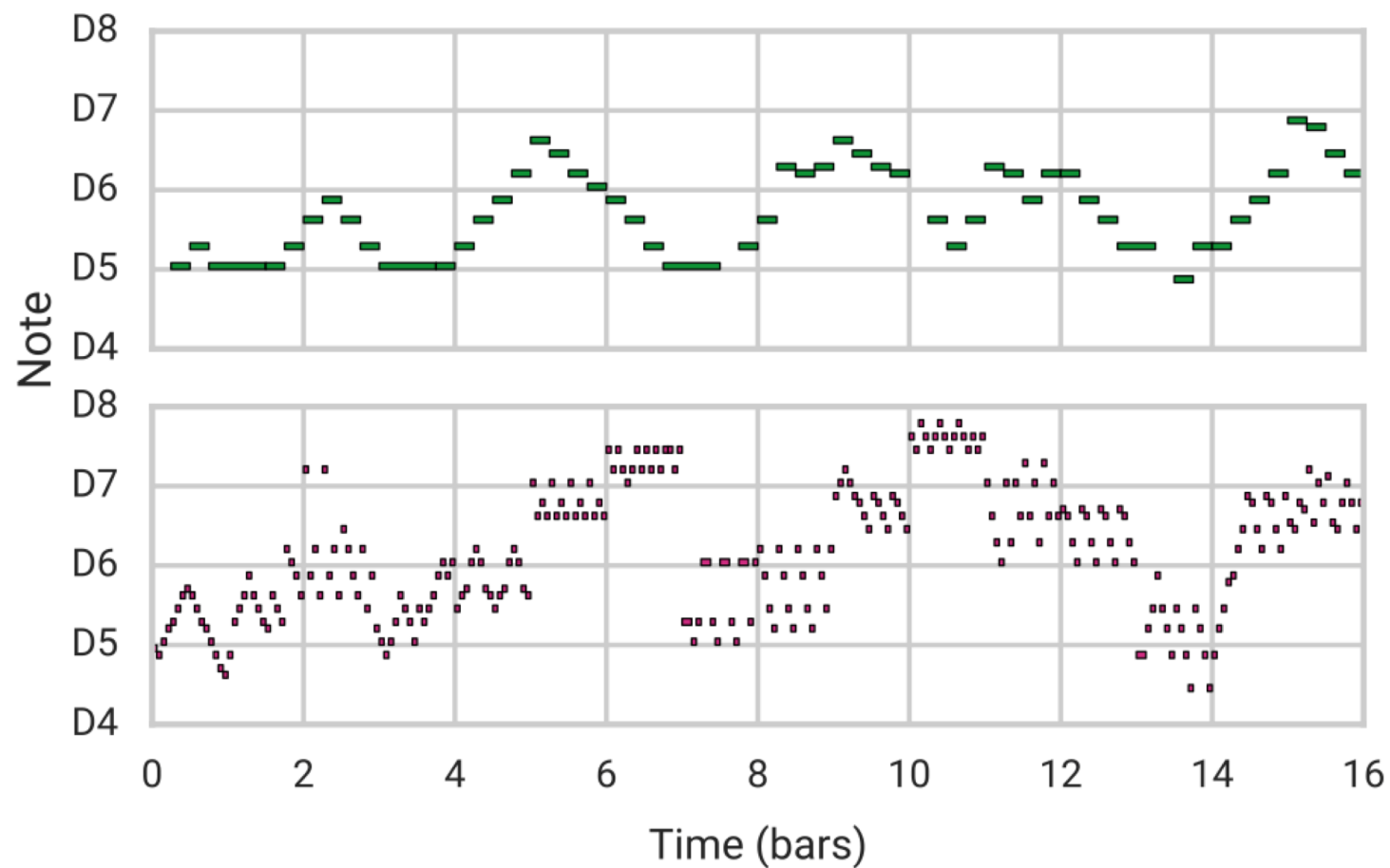


A

<https://www.youtube.com/watch?v=G5JT16fIZwM>

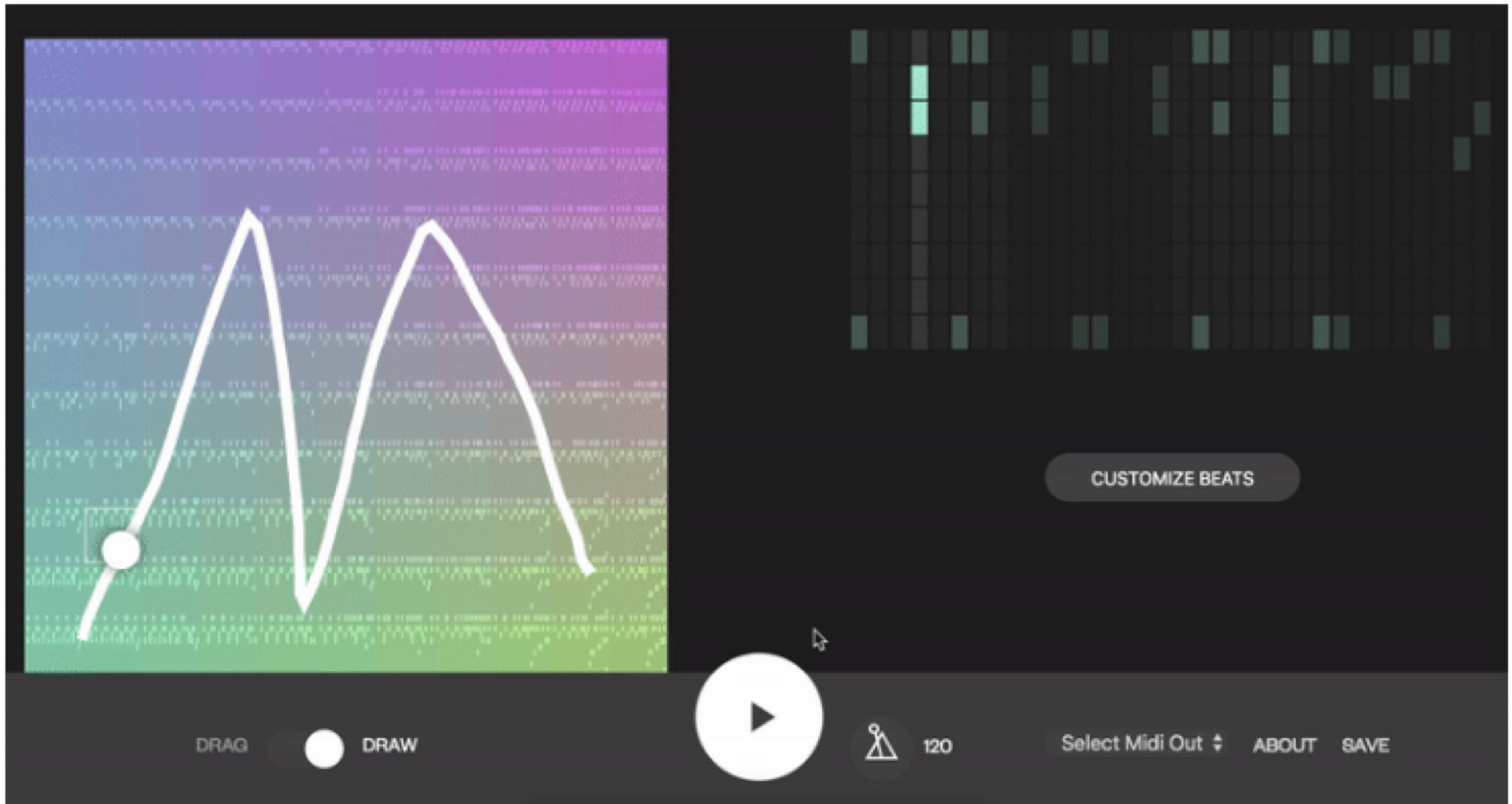
MusicVAE [Roberts et al., 2018]

- Adding a high note density attribute vector



BeatBlender in TensorFlow.js

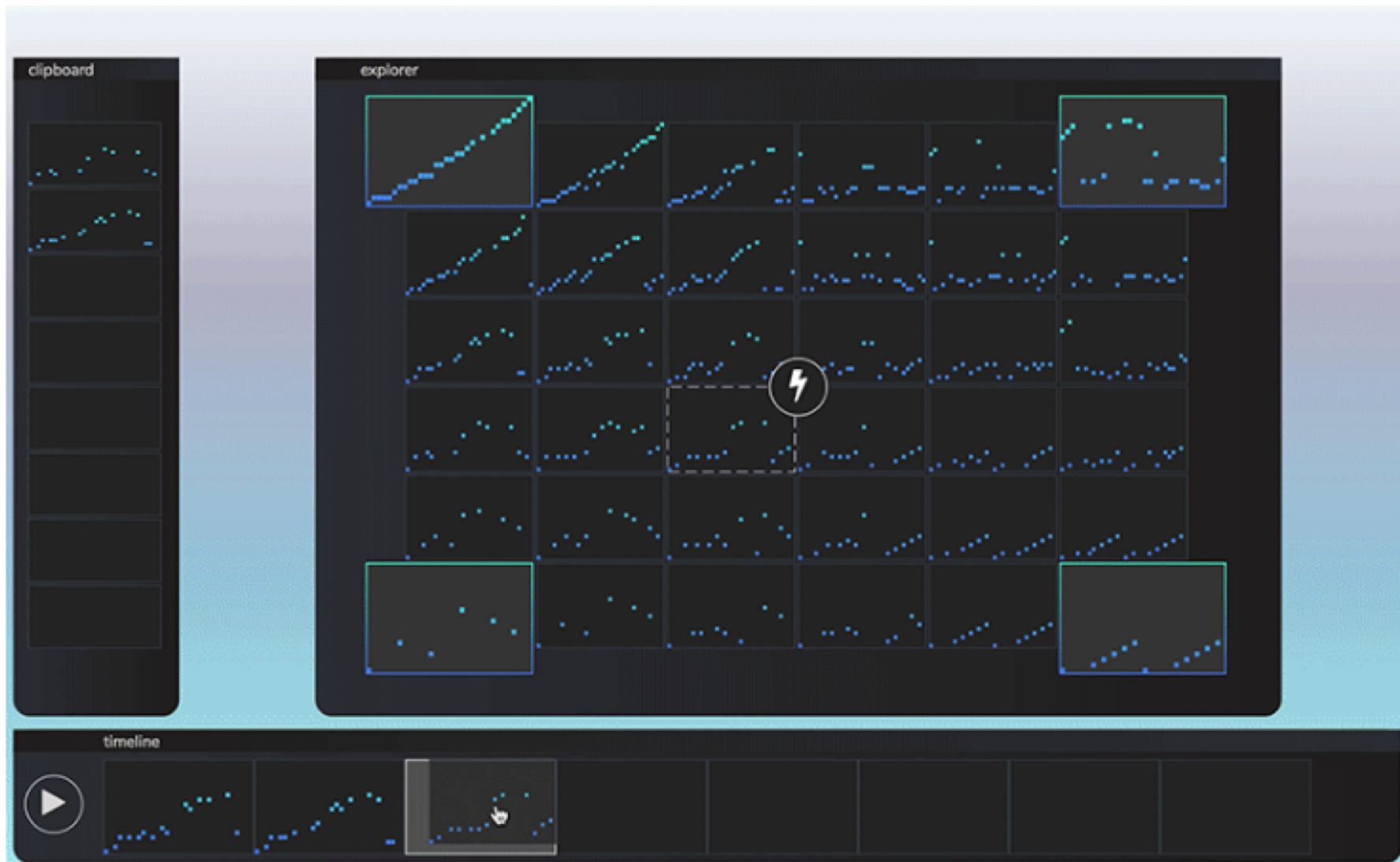
MusicVAE [Roberts et al., 2018]



<https://experiments.withgoogle.com/ai/beat-blender/view/>

LatentLoops in TensorFlow.js

MusicVAE [Roberts et al., 2018]



<https://teampieshop.github.io/latent-loops/>