

PAT 464/564 (Winter 2026)

Generative AI for Music & Audio Creation

Lecture 10: Transformers

Instructor: Hao-Wen Dong

Representative Types of Deep Generative Models

- **Deep autoregressive models**
 - Recurrent neural network (RNN)
 - Long short-term memory (LSTM)
 - Transformer model **Today's topic!**
- **Deep latent variable models**
 - Generative adversarial network (GAN)
 - Variational autoencoder (VAE)
 - Diffusion model
 - Flow-based model
- *And many others...*

Deep Autoregressive Models

Deep Autoregressive Models

- **Intuition:** Decompose the generation of a sequence into generating one item after another

A transformer is a



A transformer is a deep



A transformer is a deep learning



A transformer is a deep learning model



A transformer is a deep learning model introduced



A transformer is a deep learning model introduced in



Deep Autoregressive Models

- **Intuition:** Decompose the generation of a sequence into generating one item after another

$$P(x_i \mid x_1, x_2, \dots, x_{i-1})$$

Next word Previous words

$P(\text{electrical} \mid \text{A transformer is a})$ ↑

$P(\text{character} \mid \text{A transformer is a})$ ↑

$P(\text{gene} \mid \text{A transformer is a})$ ↑

$P(\text{model} \mid \text{A transformer is a})$ ↑

$P(\text{food} \mid \text{A transformer is a})$ ↓

$P(\text{musical} \mid \text{A transformer is a})$ ↓

Deep Autoregressive Models

- Intuition:** Decompose the generation of a sequence into generating one item after another

$$P(x_i | \underbrace{x_1, x_2, \dots, x_{i-1}}_{\text{Previous words}})$$

Next word

The whole sentence

$$X = (x_0, x_1, \dots, x_N)$$

$$P(X) = P(x_0) P(x_1 | x_0) P(x_2 | x_0, x_1) \dots P(x_N | x_1, x_2, \dots, x_{N-1})$$

1st word 2nd word given 1st word 3rd word given 1st & 2nd words Last word given all previous words

Deep Autoregressive Models

- **Intuition:** Decompose the generation of a sequence into generating one item after another

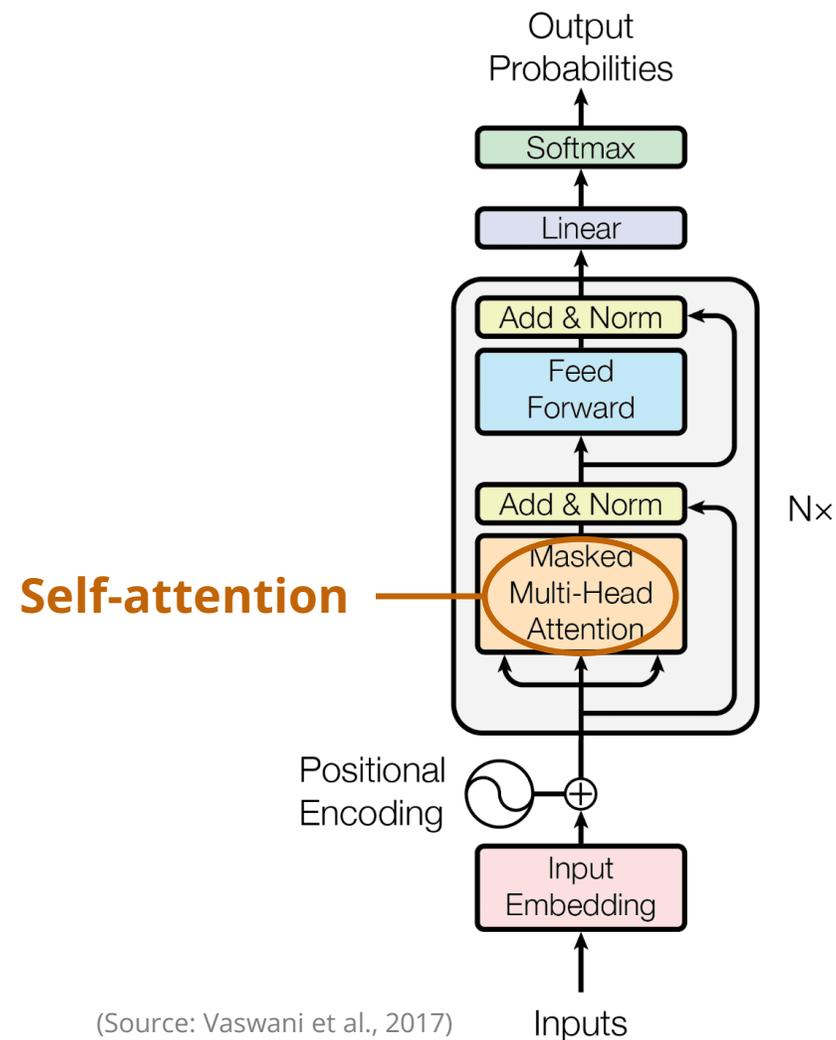
What we want the model to learn!

$$P(X) = P(x_0) P(x_1 | x_0) P(x_2 | x_0, x_1) \dots P(x_N | x_1, x_2, \dots, x_{N-1})$$
$$= P(x_0) \prod_{i=1}^N P(x_i | x_1, x_2, \dots, x_{i-1})$$

Transformers

What is a Transformer? (Vaswani et al., 2017)

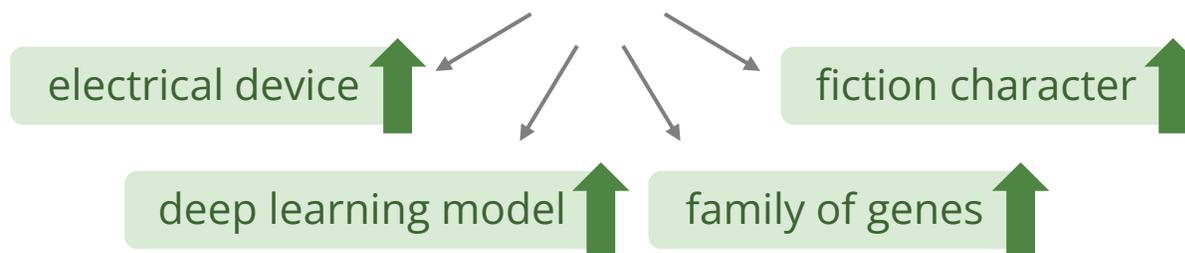
- A type of neural networks that use the **self-attention mechanism**



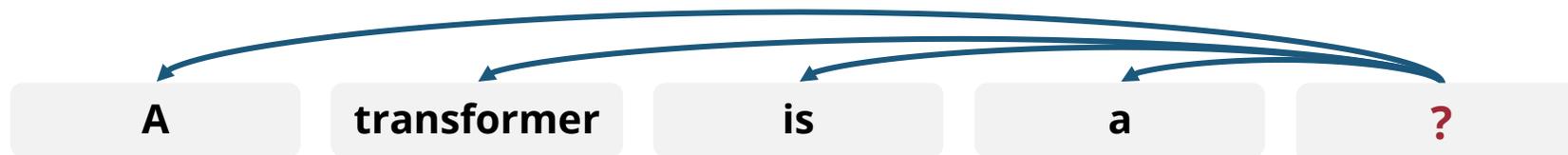
(Source: Vaswani et al., 2017)

Self-attention Mechanism (Cheng et al., 2016)

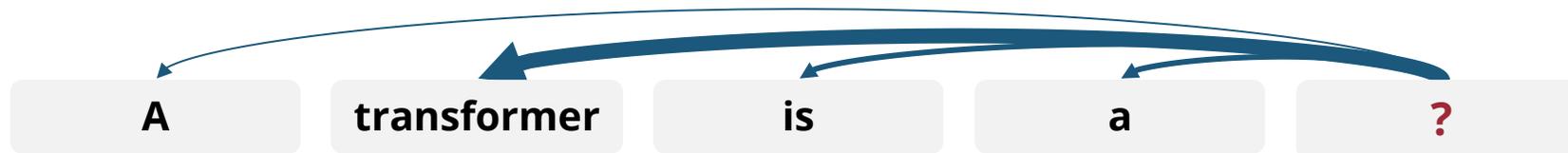
A transformer is a _____



Uniform attention

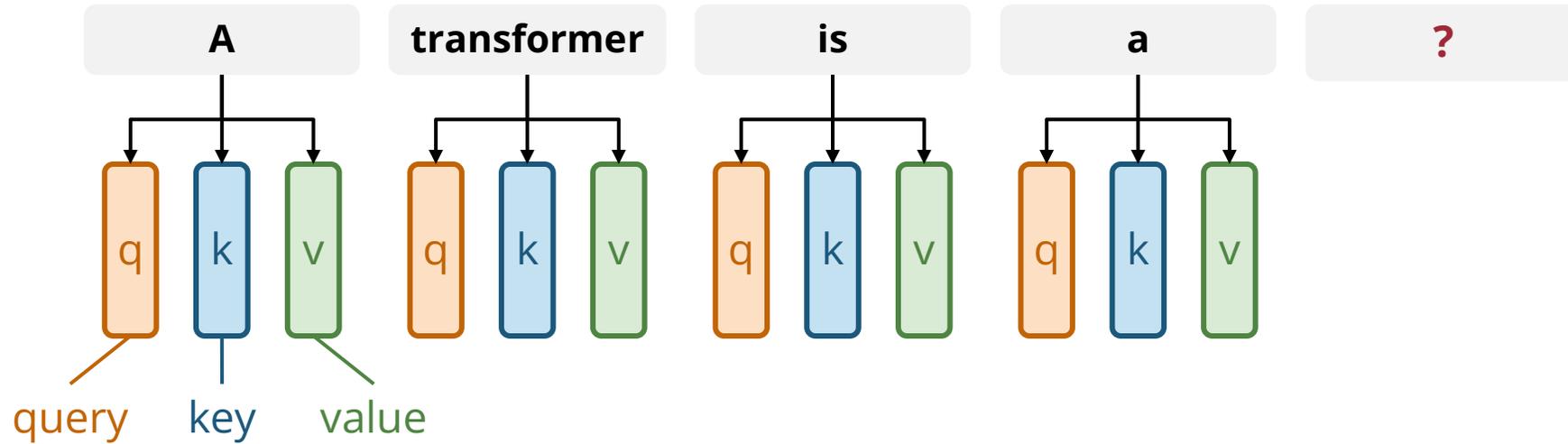


Variable attention

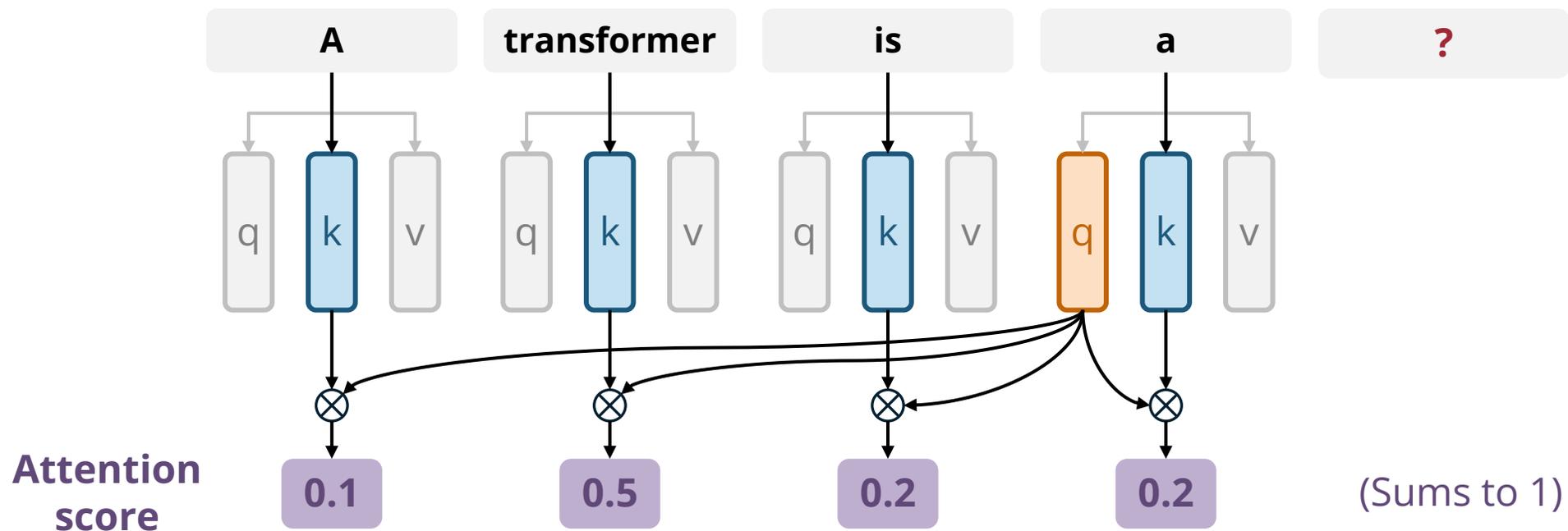


Transformers learn what to attend to from big data!

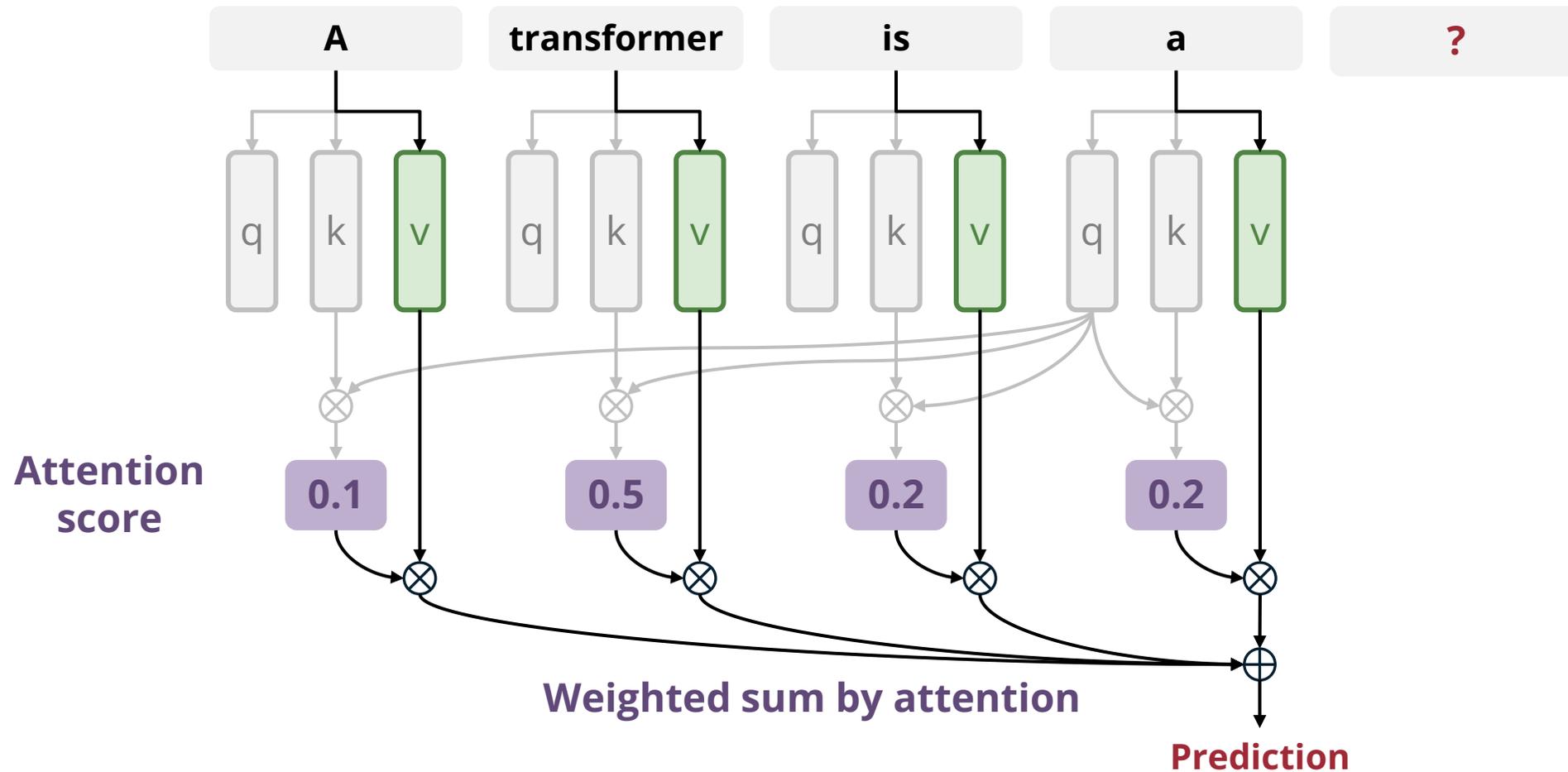
Demystifying Transformers (Vaswani et al., 2017)



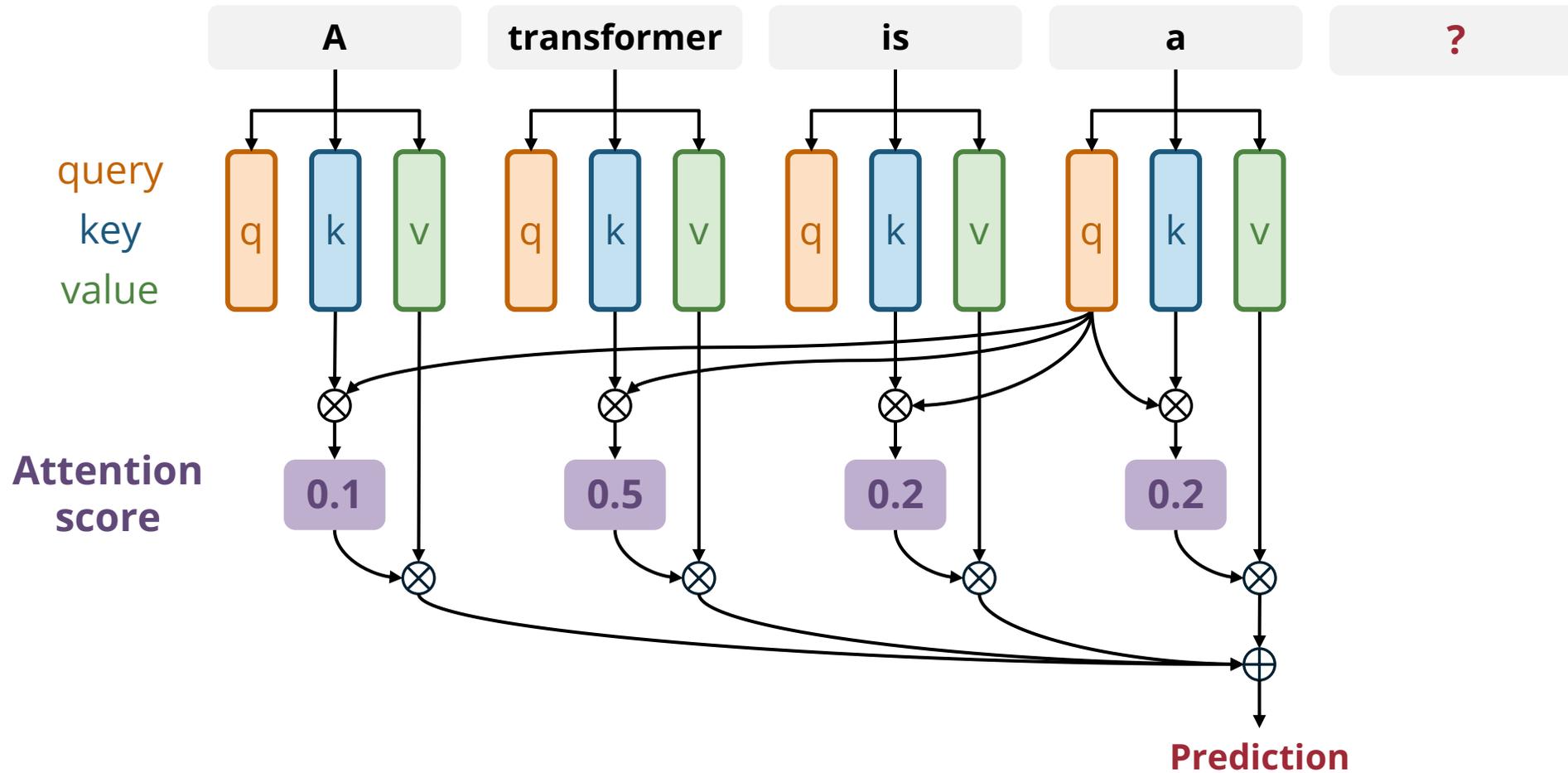
Demystifying Transformers (Vaswani et al., 2017)



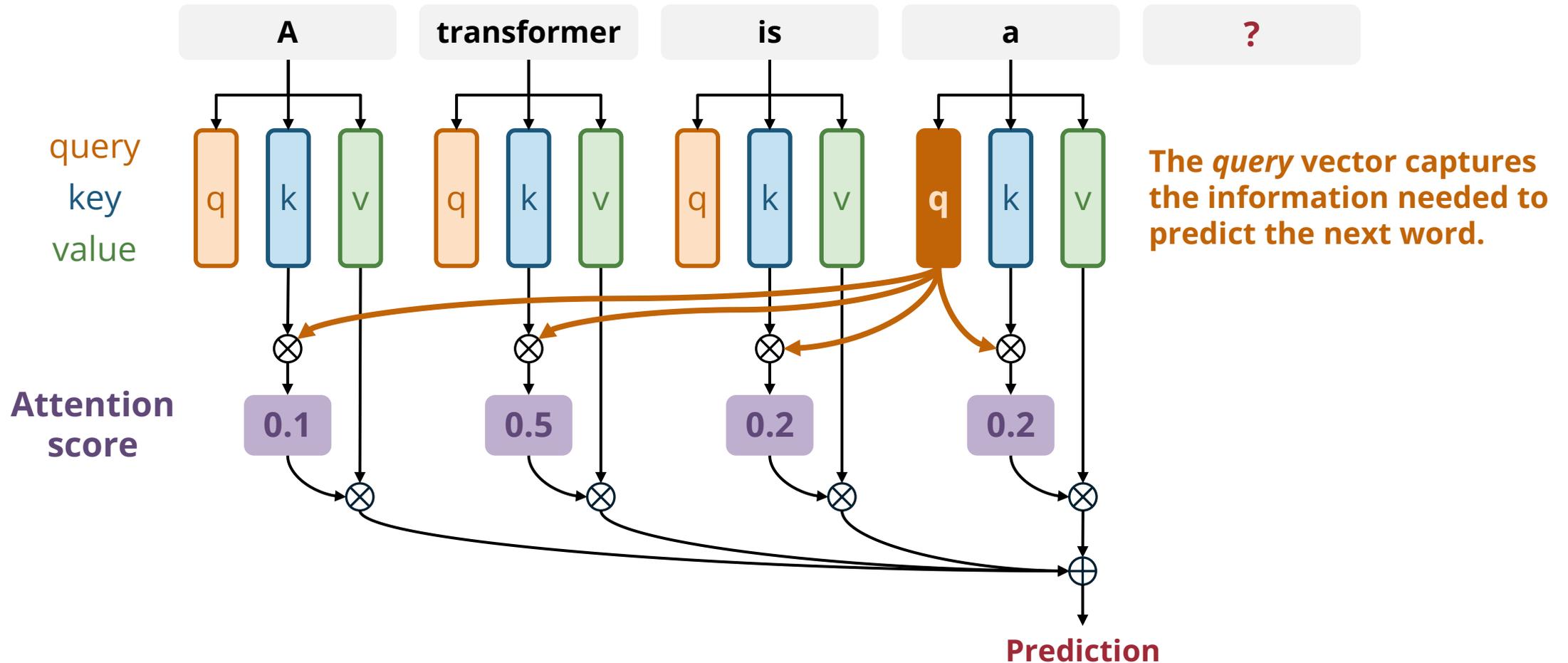
Demystifying Transformers (Vaswani et al., 2017)



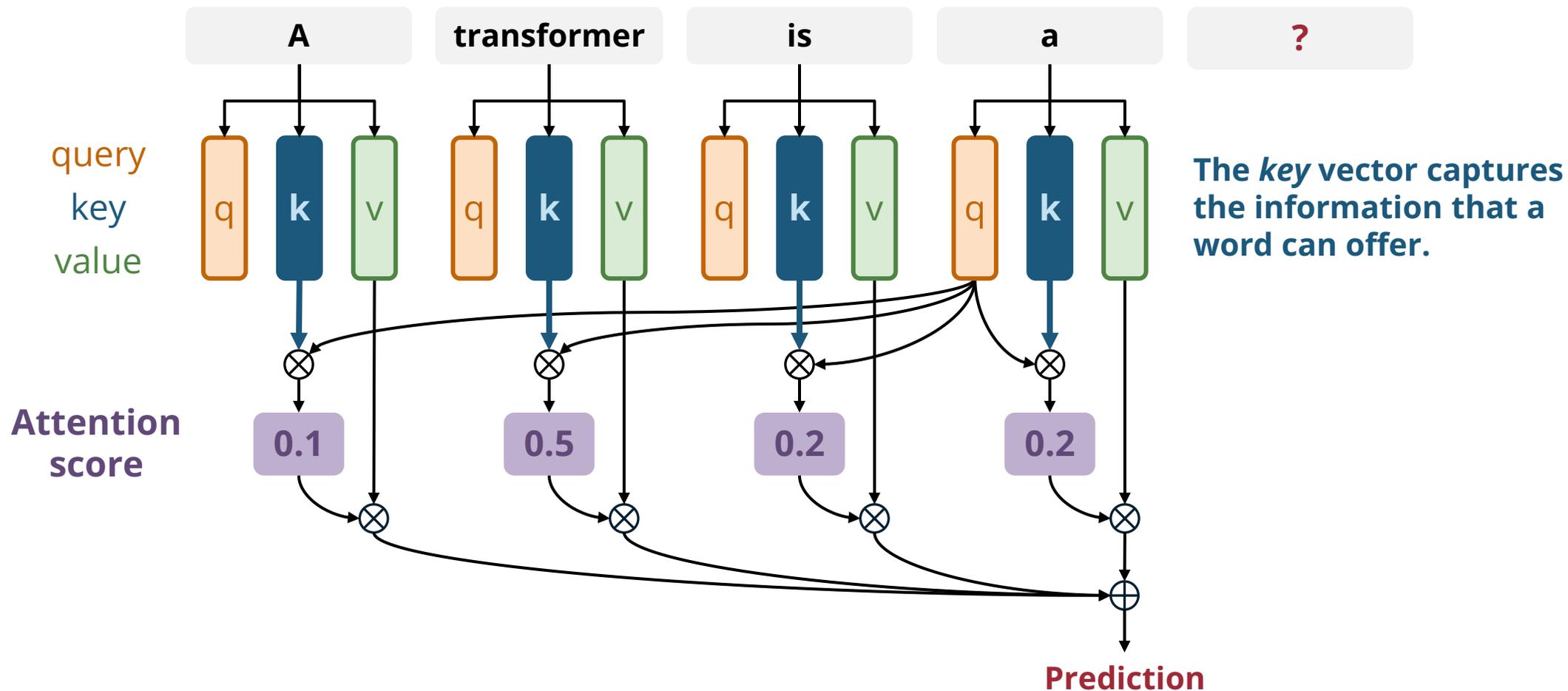
Demystifying Transformers (Vaswani et al., 2017)



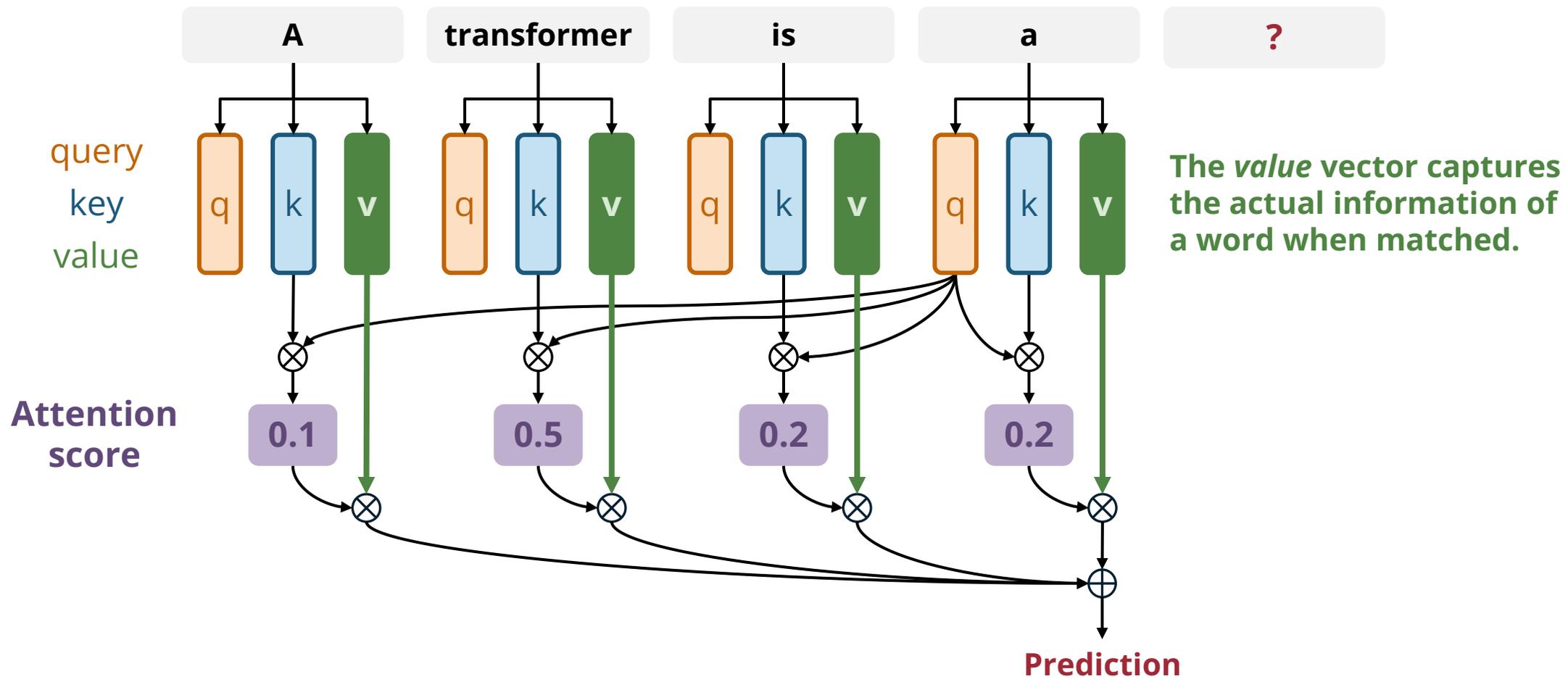
Demystifying Transformers (Vaswani et al., 2017)



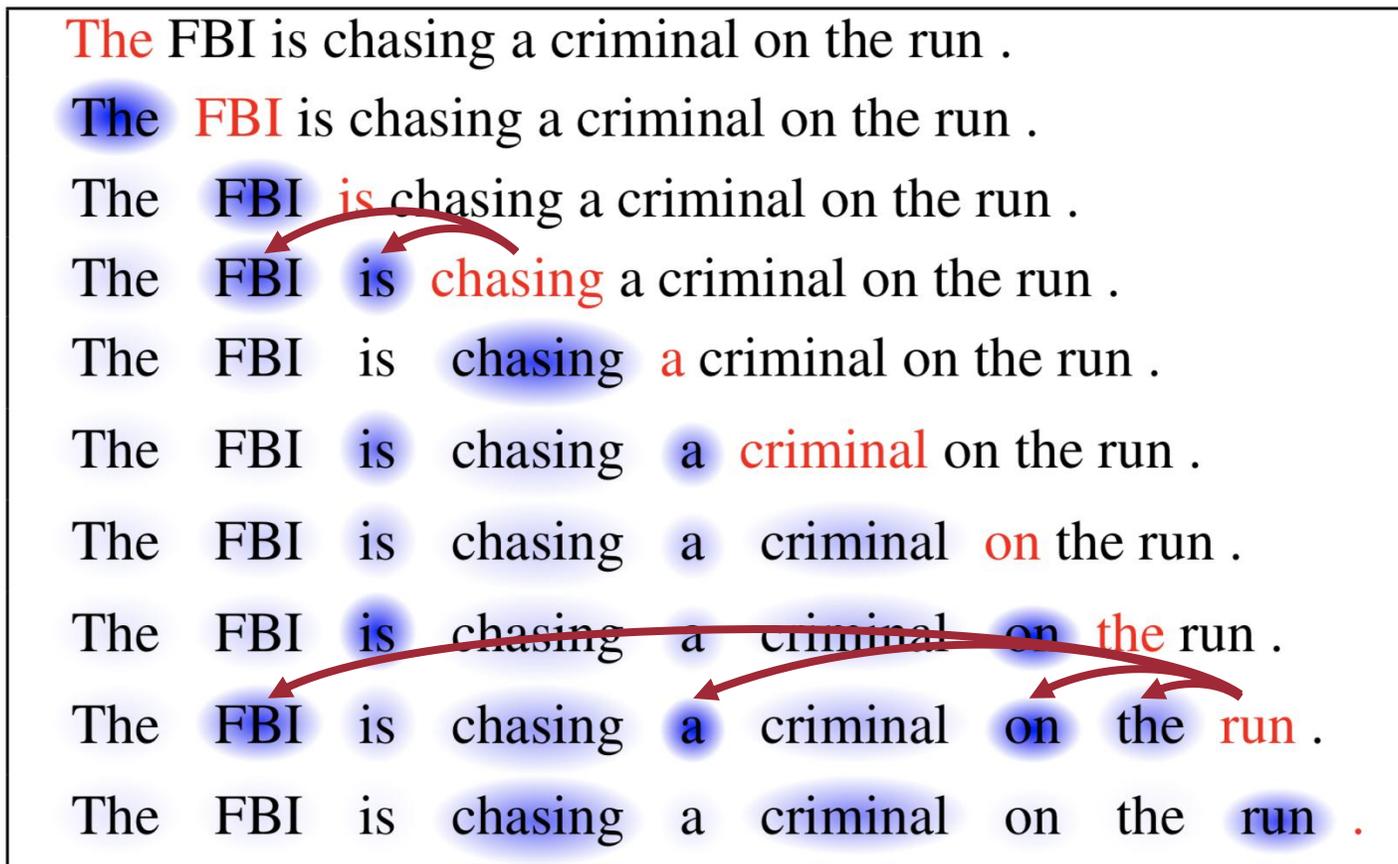
Demystifying Transformers (Vaswani et al., 2017)



Demystifying Transformers (Vaswani et al., 2017)

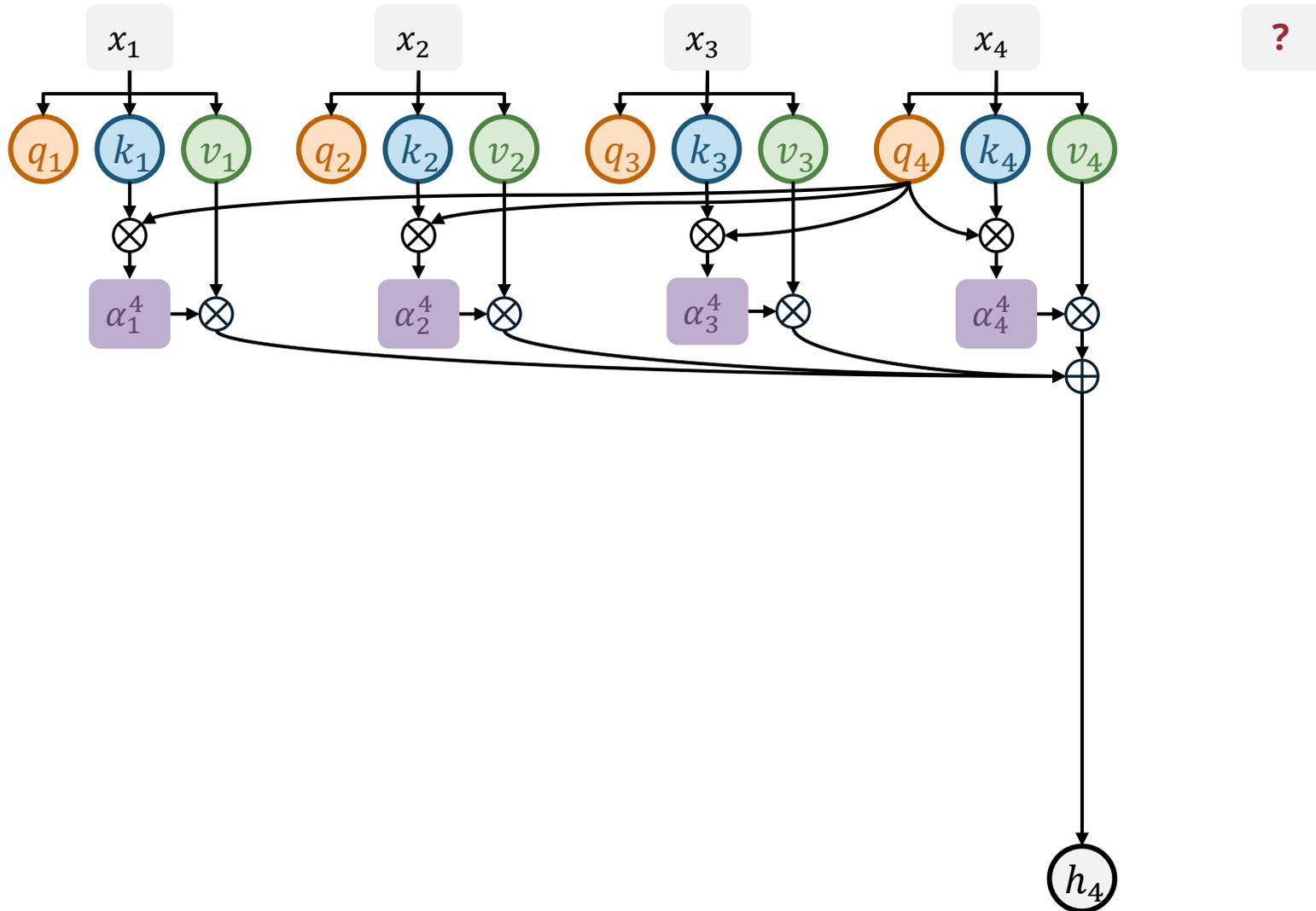


Why Self-Attention Mechanism?

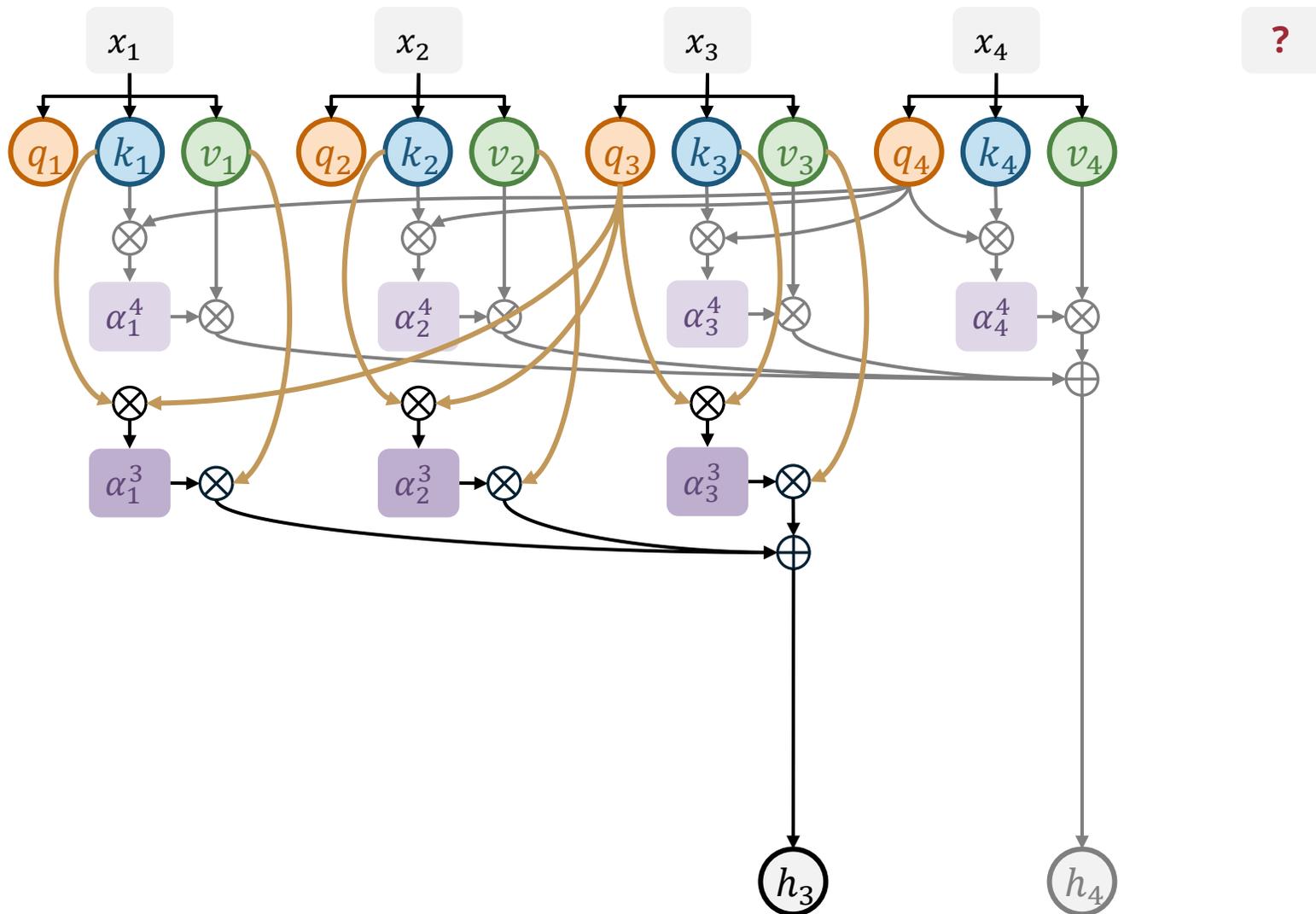


(Source: Cheng et al., 2016)

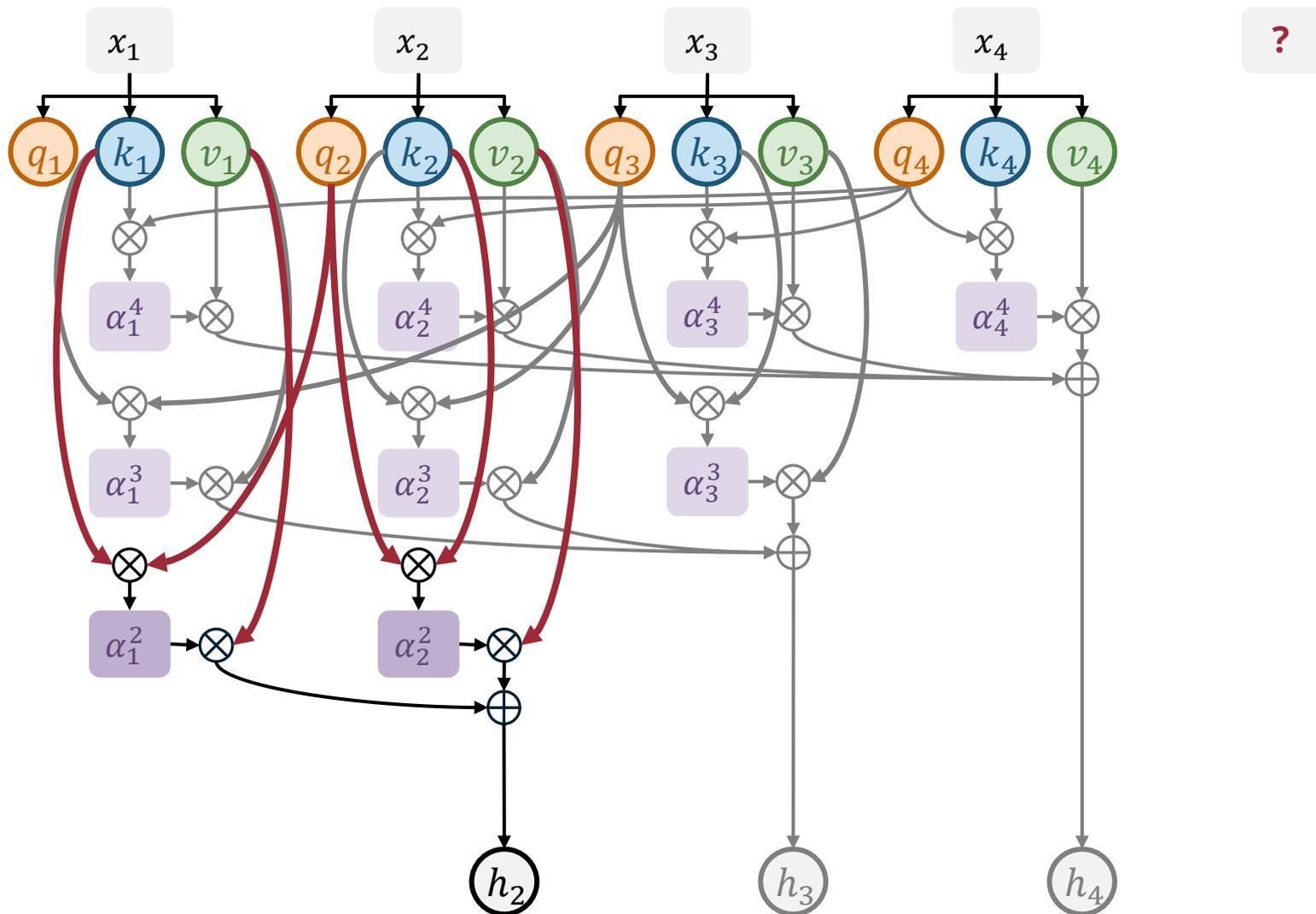
Demystifying Transformer Layers (Vaswani et al., 2017)



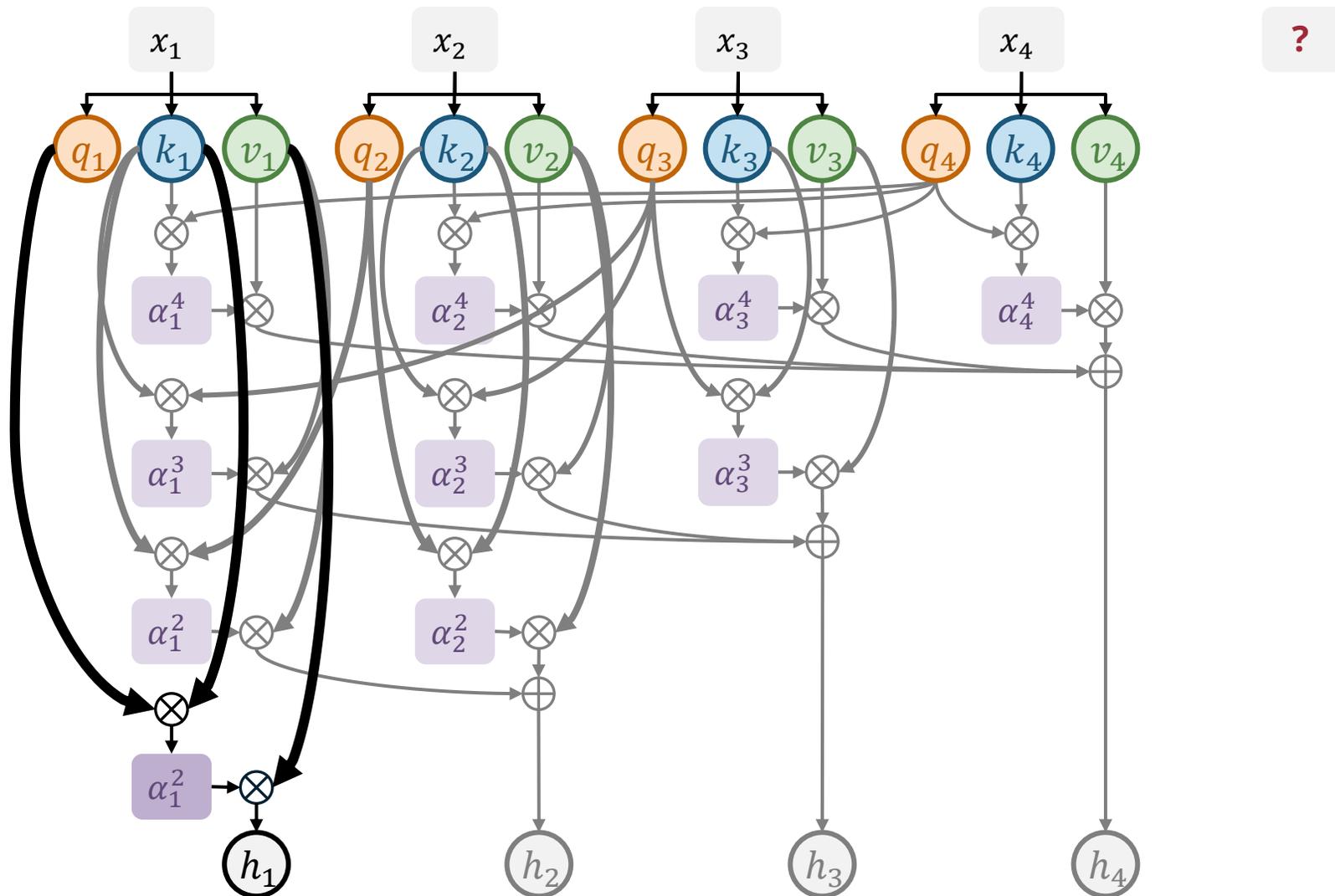
Demystifying Transformers (Vaswani et al., 2017)



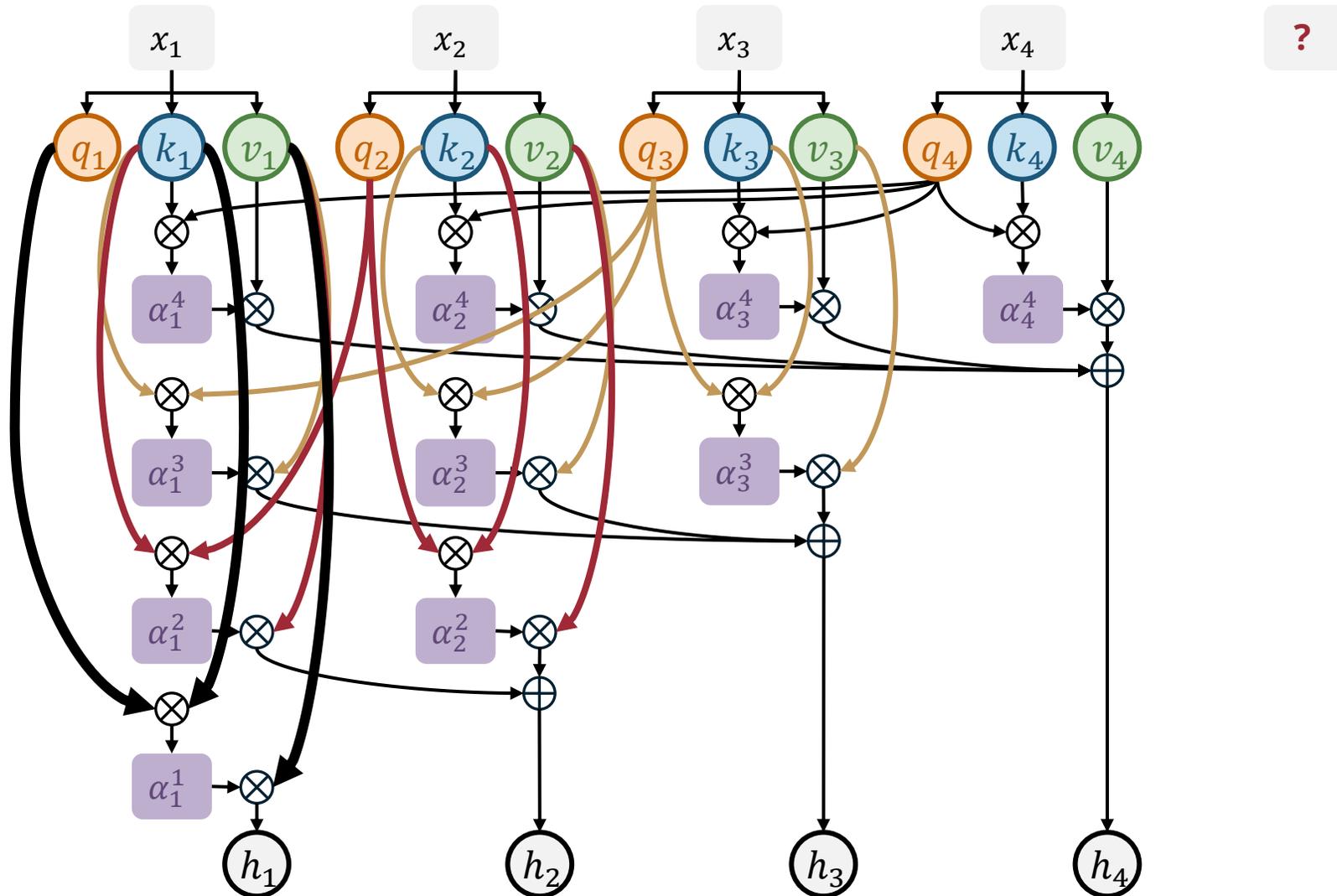
Demystifying Transformers (Vaswani et al., 2017)



Demystifying Transformers (Vaswani et al., 2017)

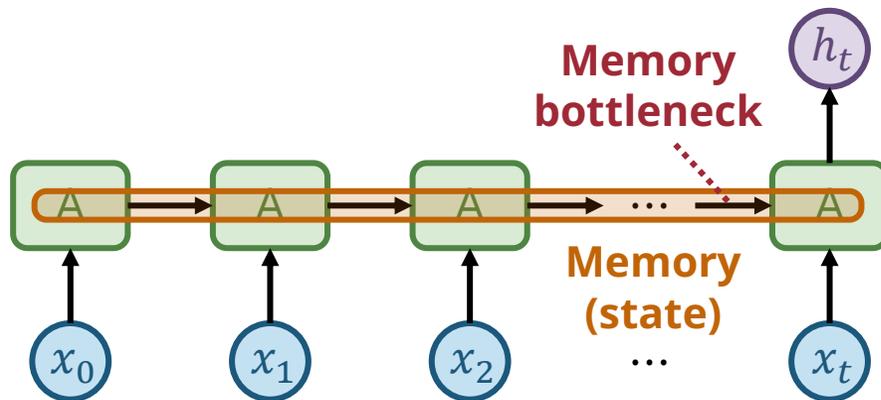


Demystifying Transformers (Vaswani et al., 2017)



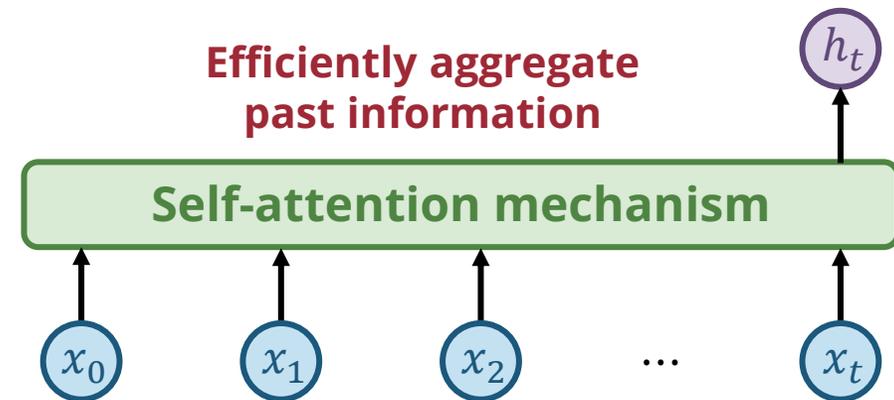
RNN vs. Transformer

RNN



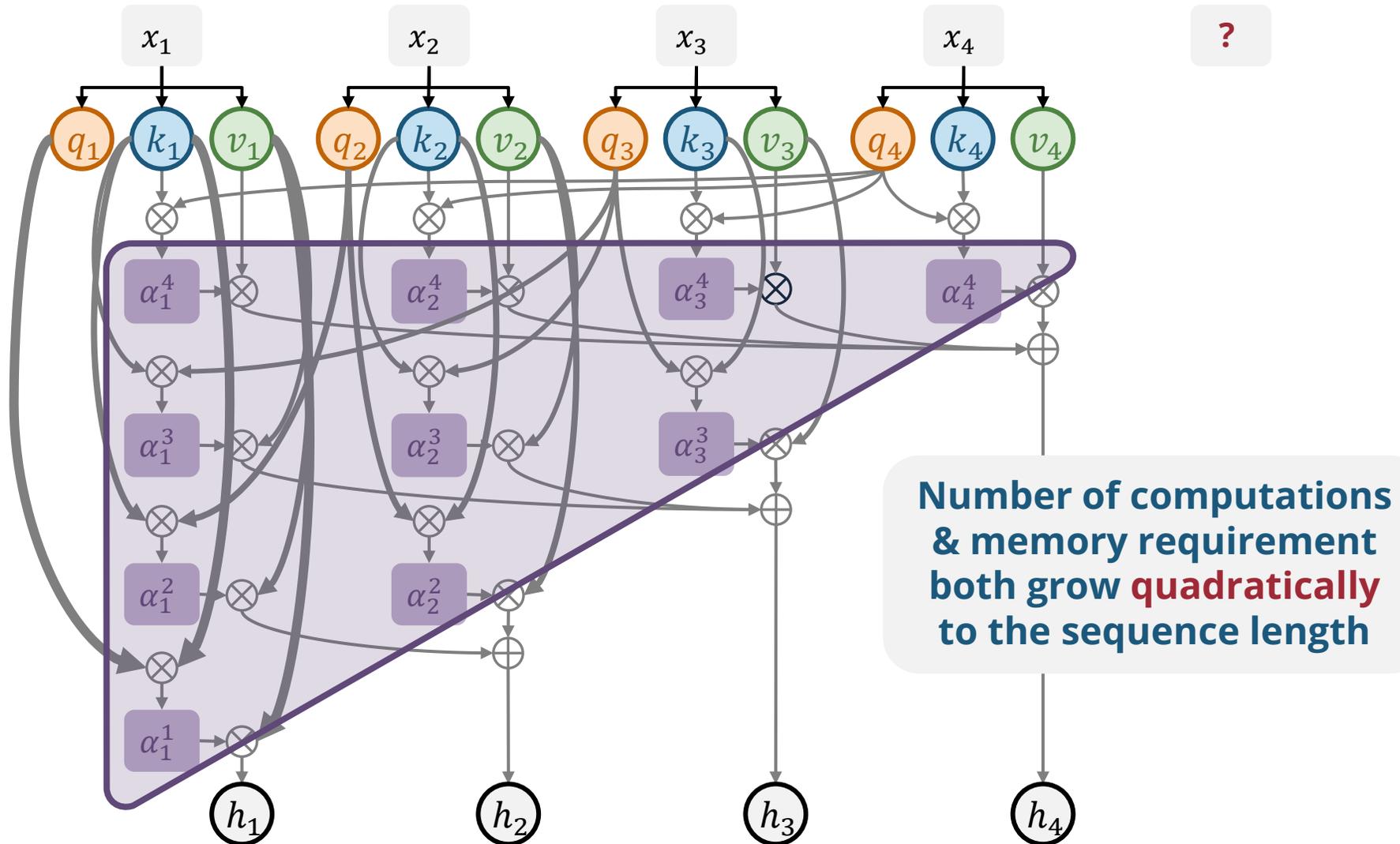
Pros: Requires less GPU memory
Cons: Memory bottleneck

Transformer



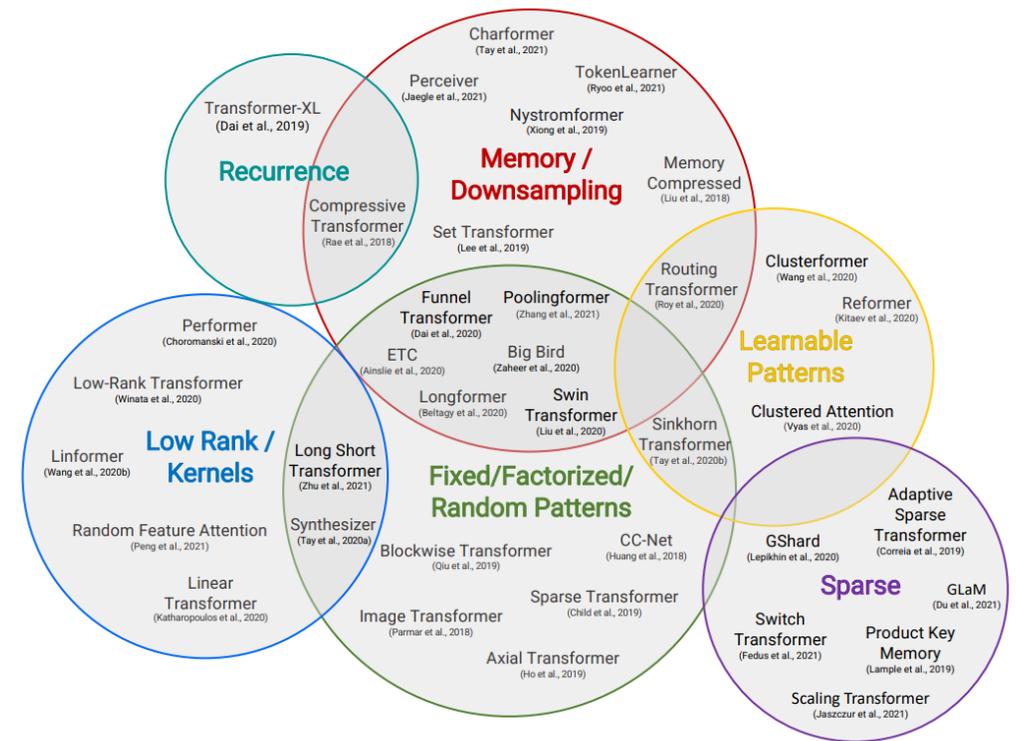
Pros: Alleviate memory bottleneck constraints
Cons: Requires more GPU memory

Demystifying Transformers (Vaswani et al., 2017)



Efficient Transformers

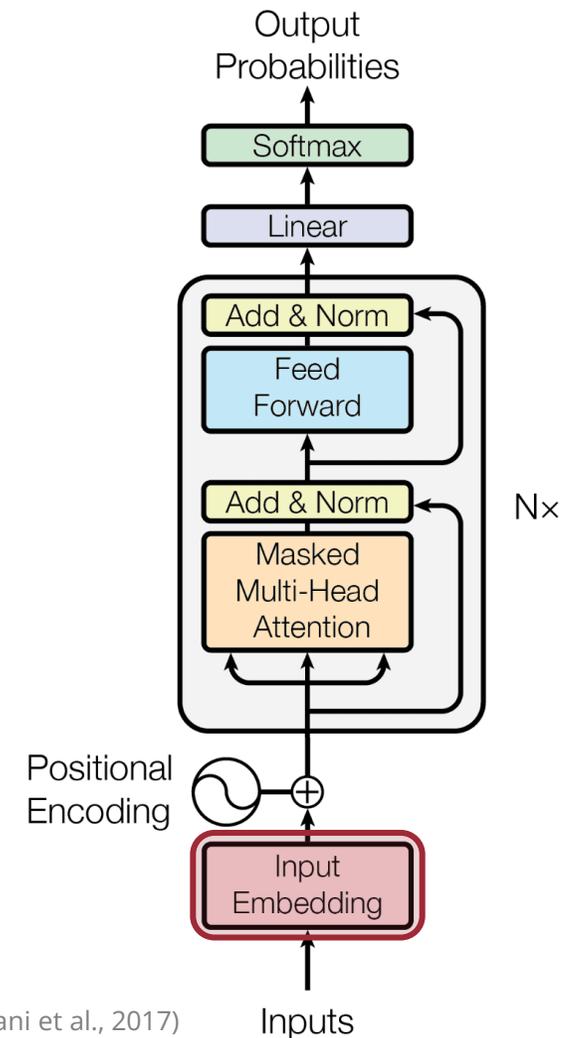
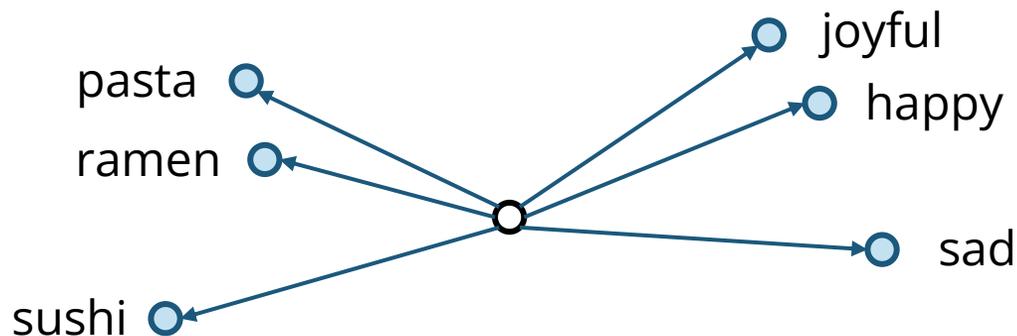
- The **memory requirement for self-attention** grows **quadratically!**
- There are many efficient transformer variants
 - Transformer-XL
 - Linear Transformer
 - Performer
 - Longformer
 - Reformer
 - Swin Transformer
 - ... *just to name a few*



(Source: Tay et al., 2022)

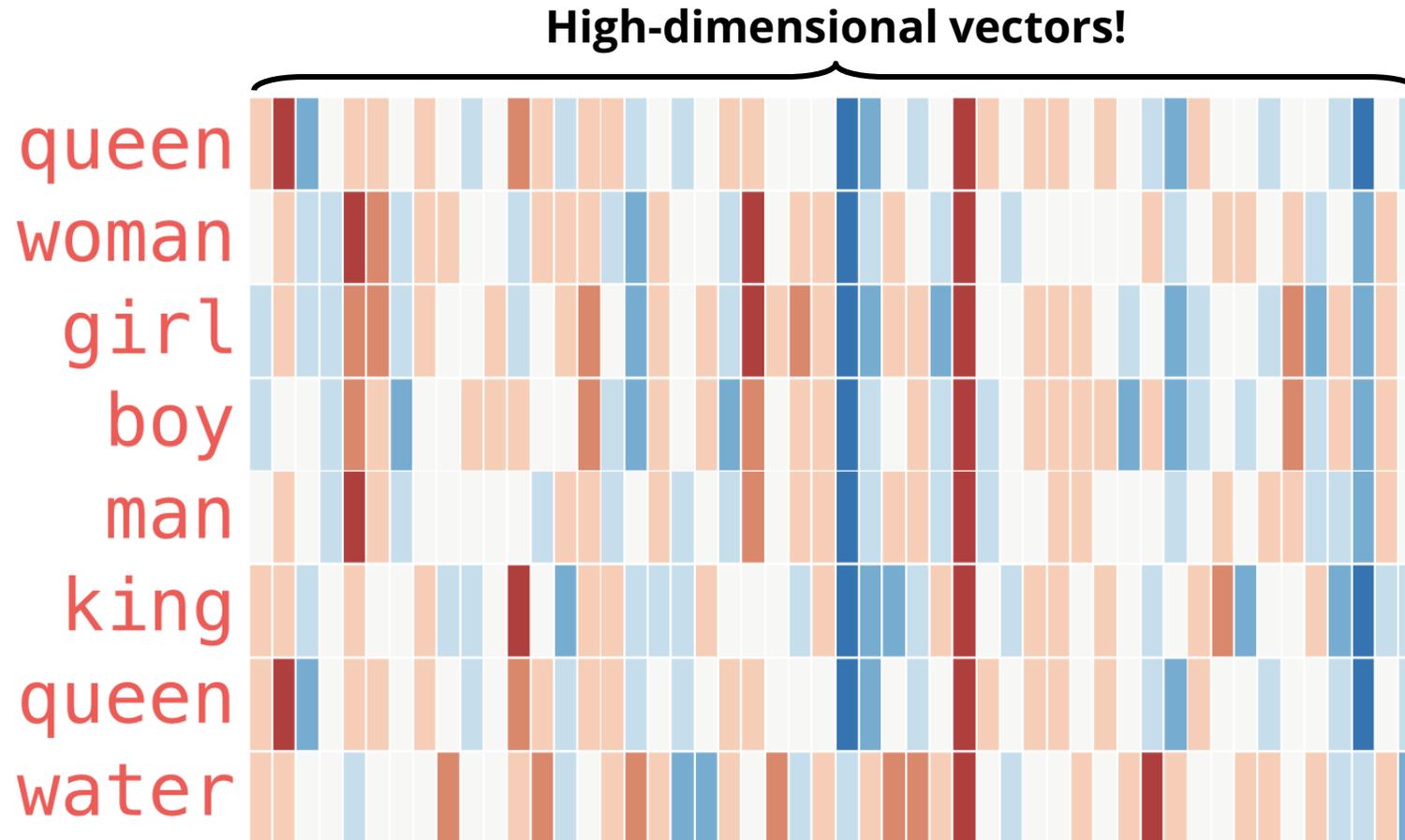
Word Embedding

- **Goal:** Learn to **represent words as vectors**
- **Intuition:** Synonyms should have close embeddings
- Should antonyms be far apart?
 - Not quite, antonyms usually fall in the same “topic”
 - For example, “happy” & “sad” are both emotions



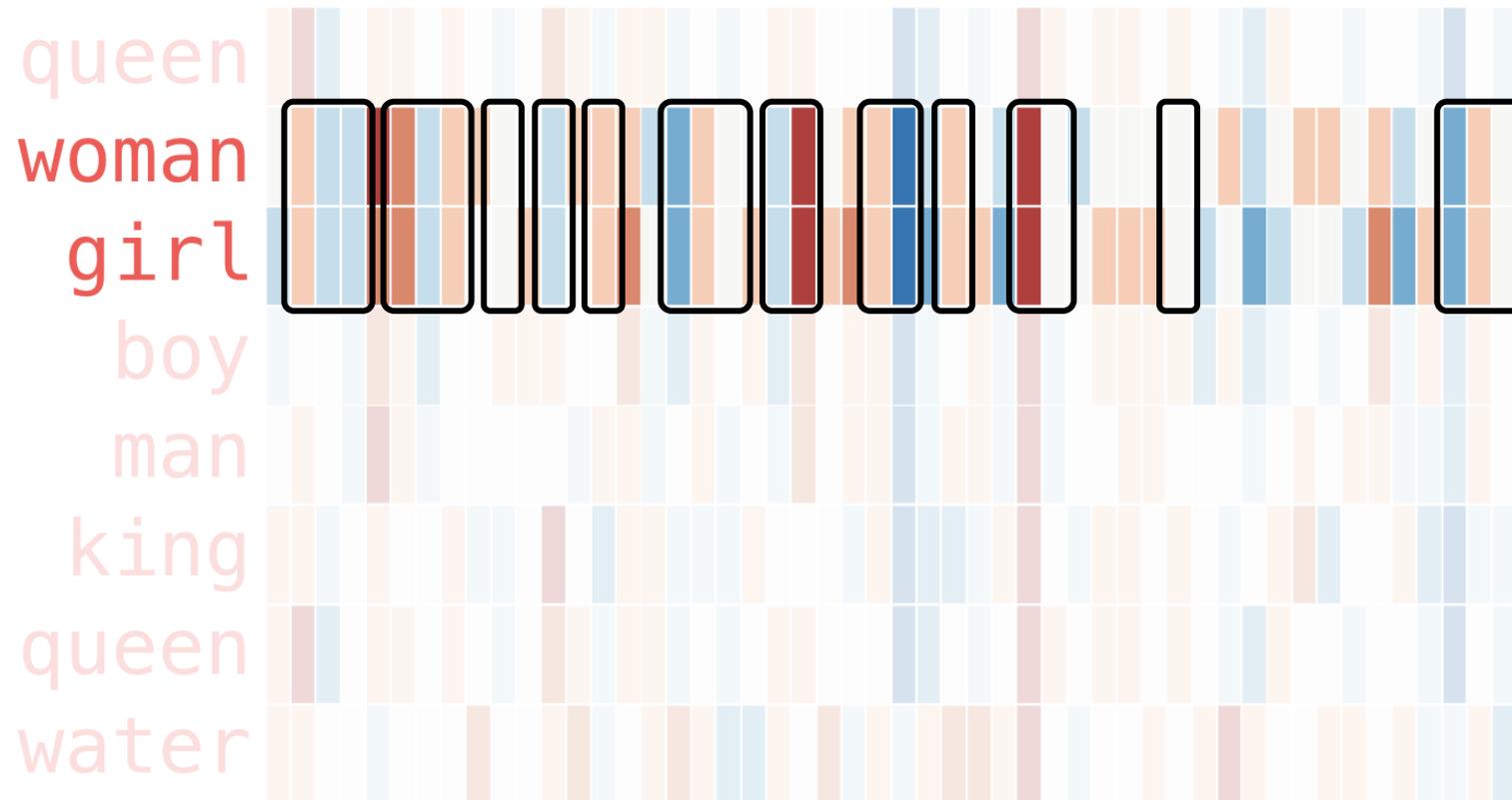
(Source: Vaswani et al., 2017)

Word Embedding: A Toy Example



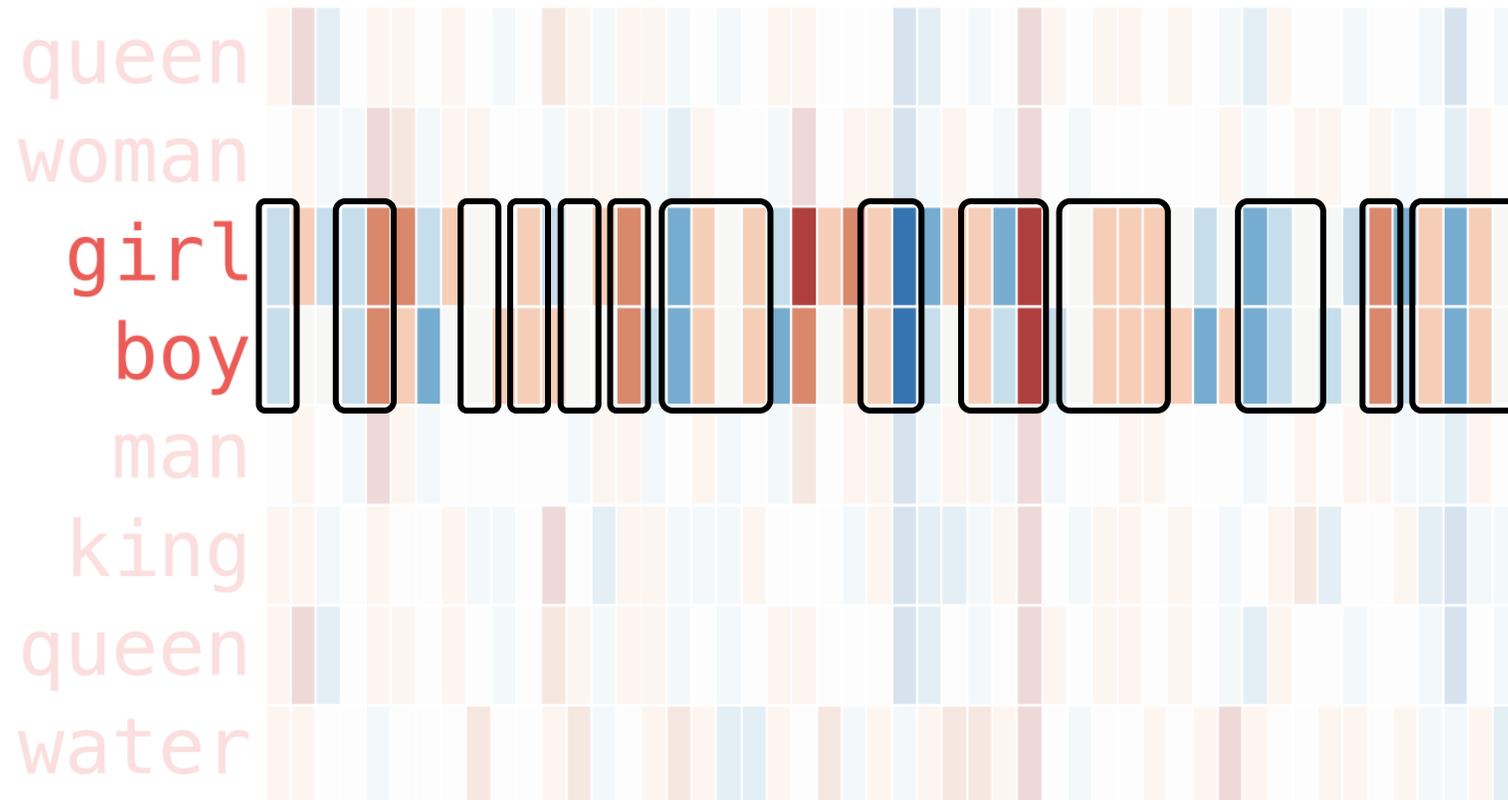
(Source: Alammar, 2019)

Word Embedding: A Toy Example



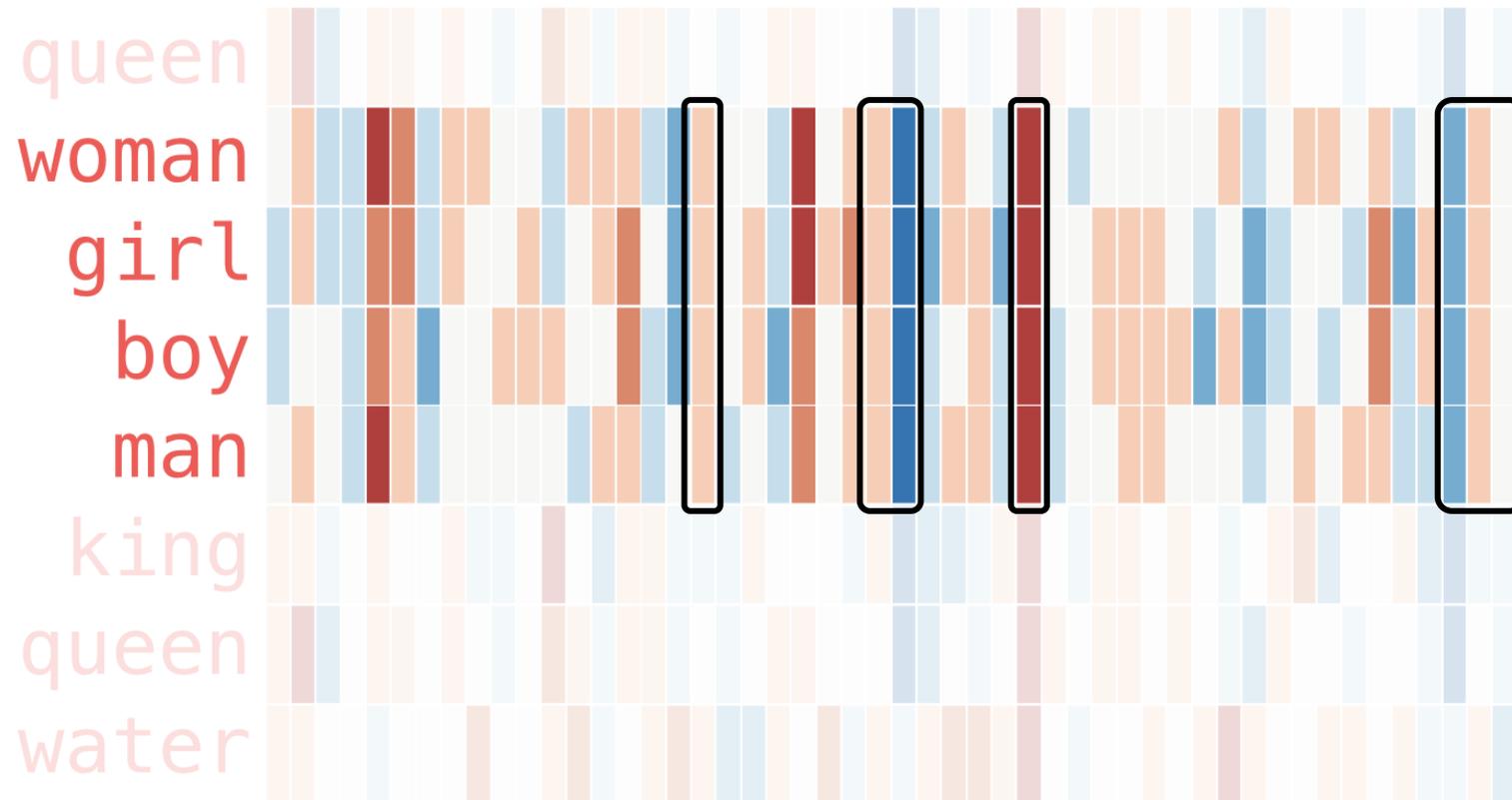
(Source: Alammar, 2019)

Word Embedding: A Toy Example



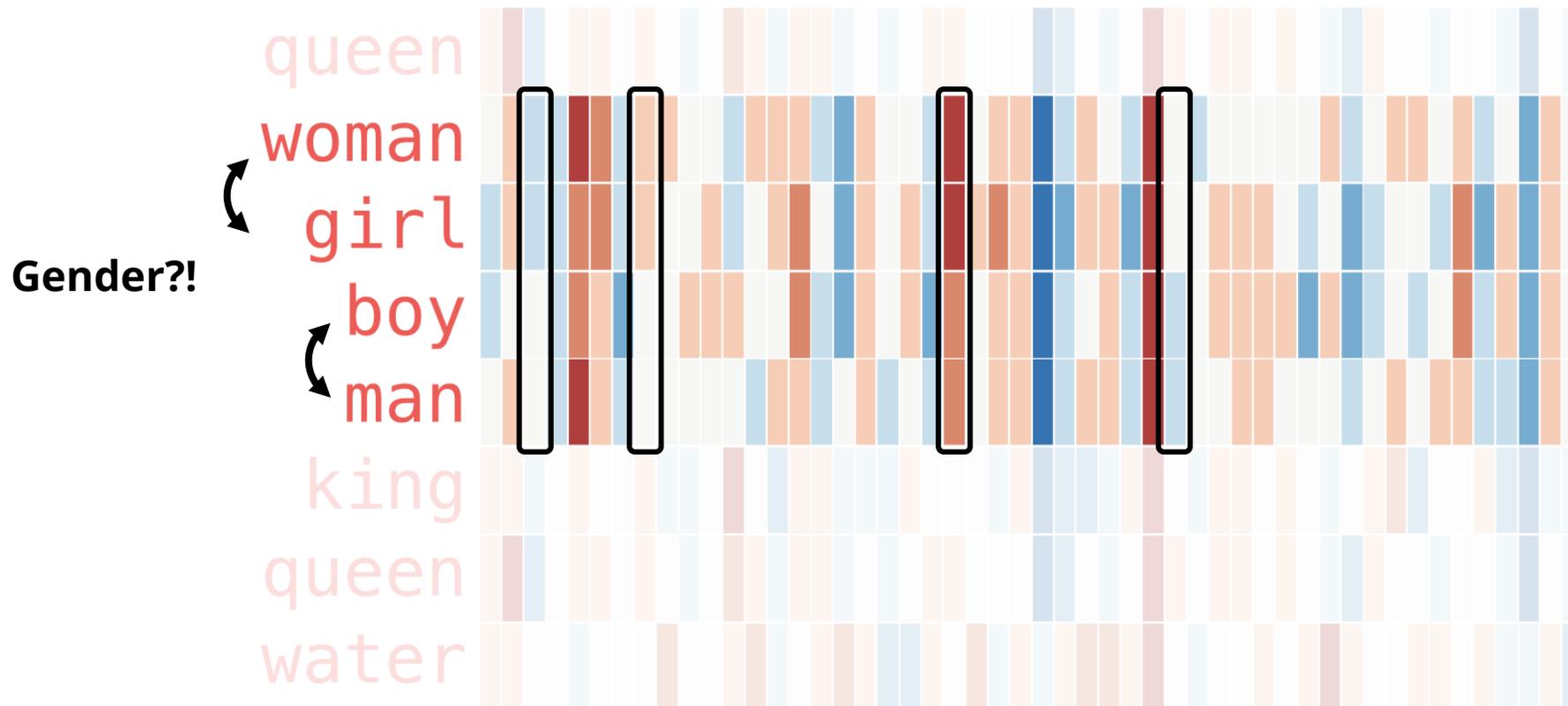
(Source: Alammar, 2019)

Word Embedding: A Toy Example



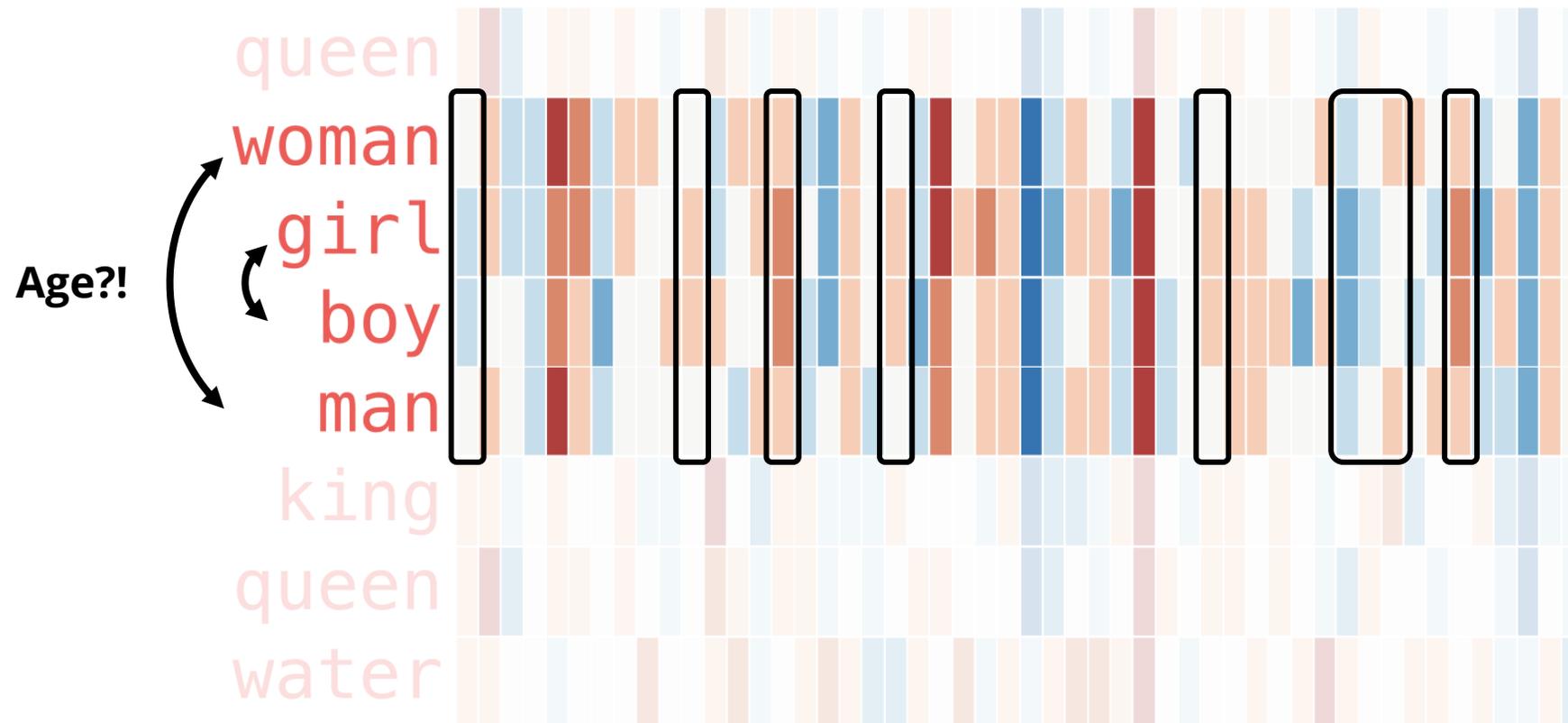
(Source: Alammr, 2019)

Word Embedding: A Toy Example



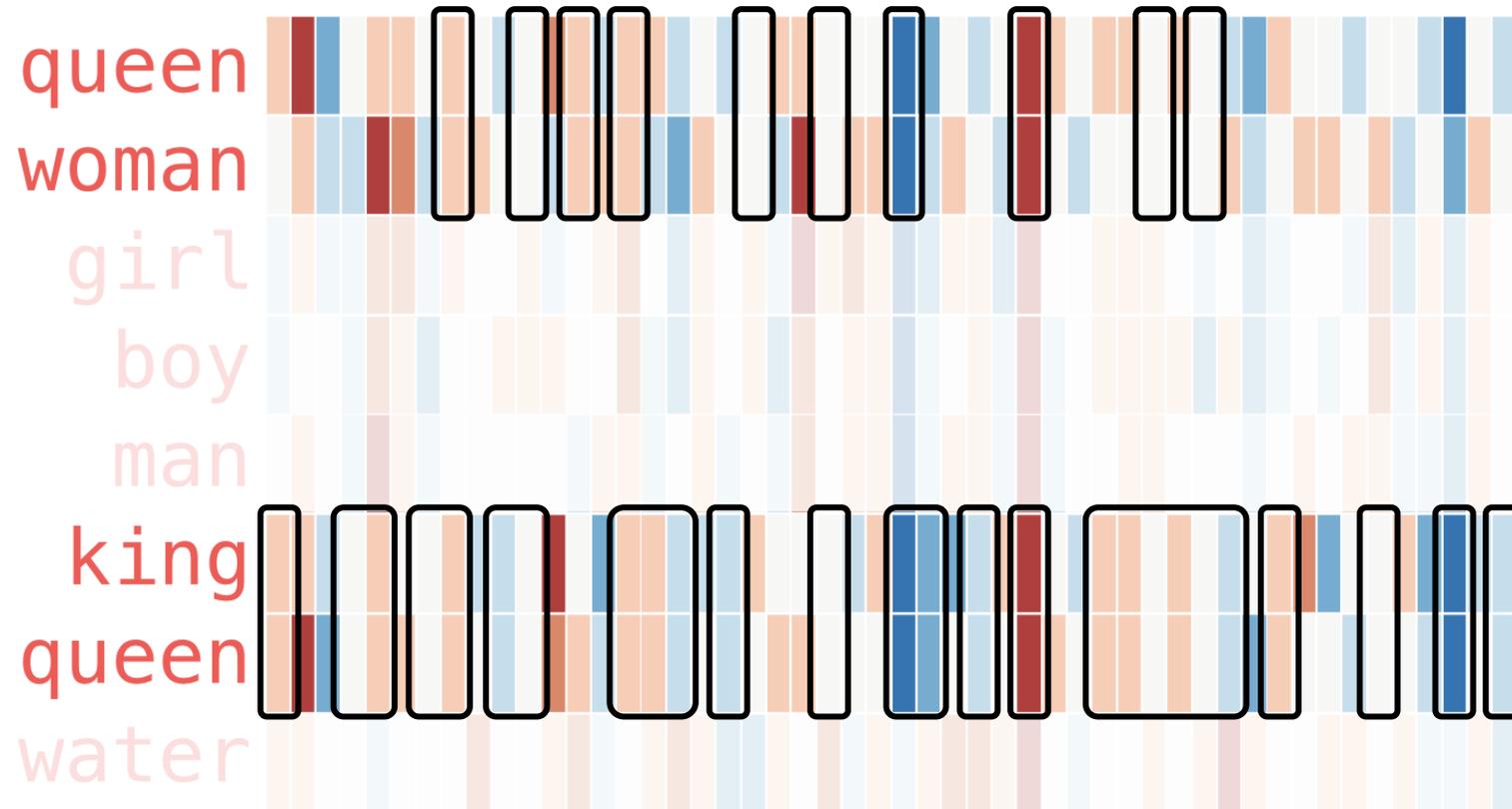
(Source: Alammar, 2019)

Word Embedding: A Toy Example



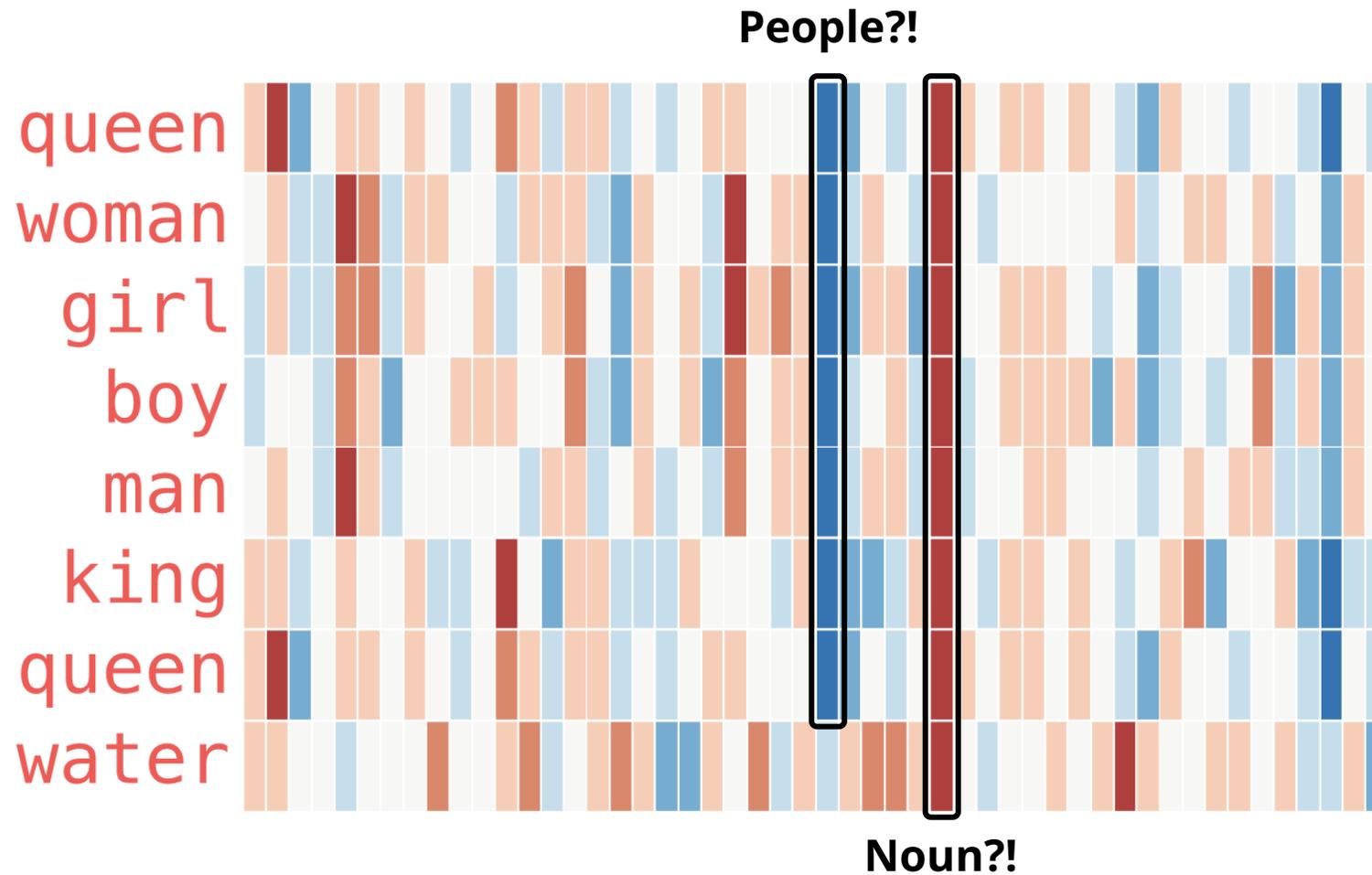
(Source: Alammar, 2019)

Word Embedding: A Toy Example



(Source: Alammar, 2019)

Word Embedding: A Toy Example



(Source: Alammar, 2019)

Word Embedding: Arithmetic

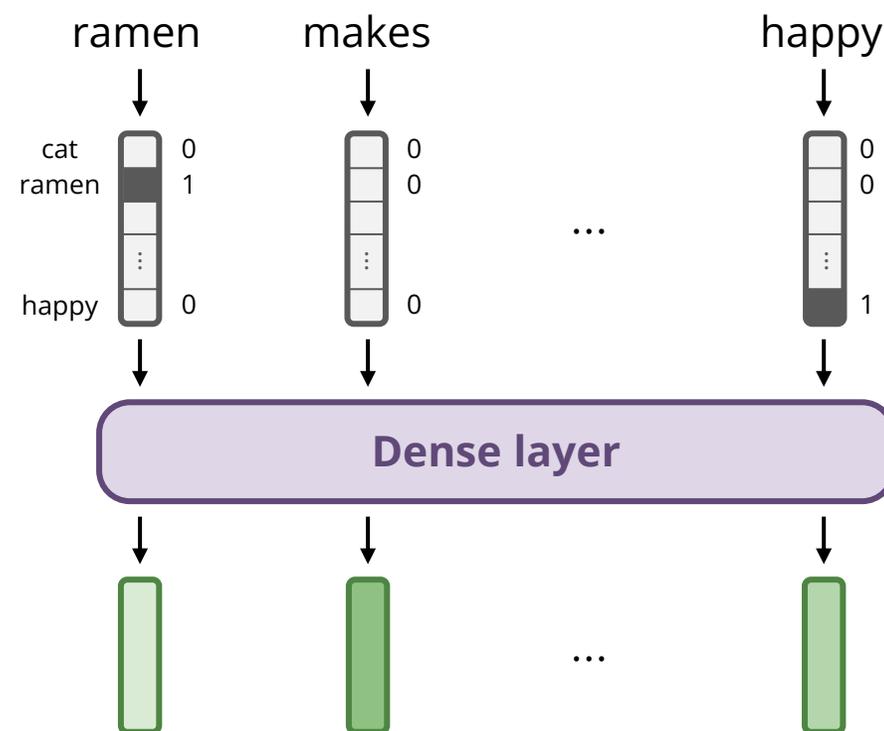
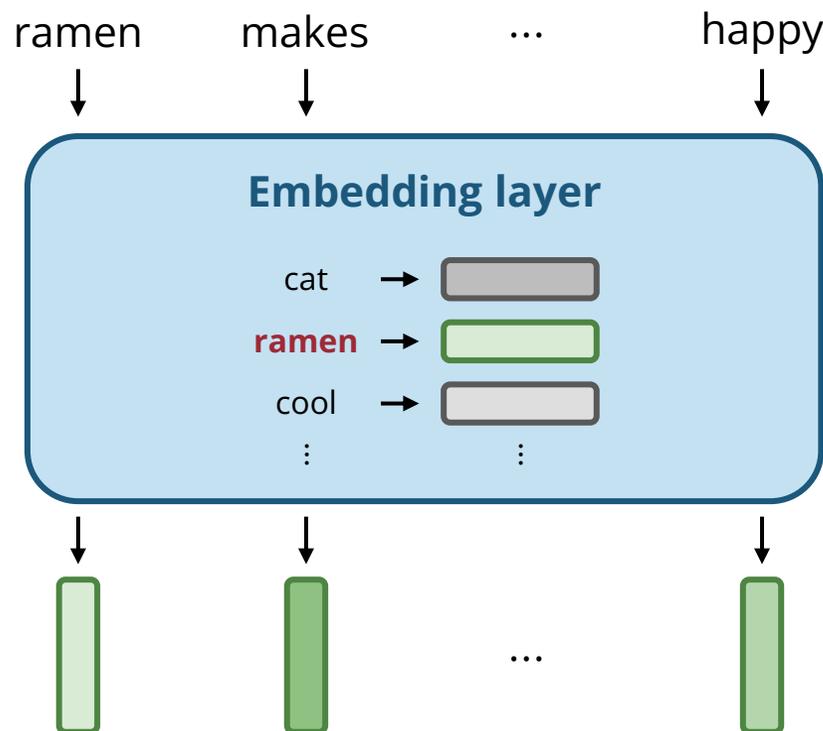
king - man + woman \approx queen



(Source: Alammar, 2019)

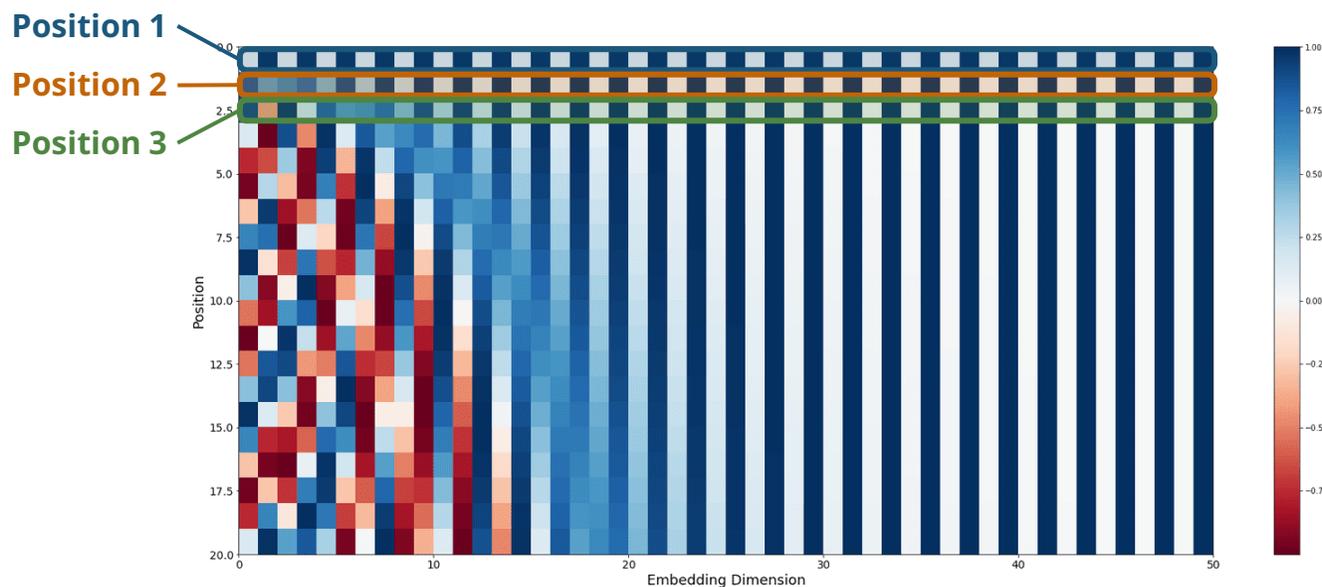
Word Embedding Layer

- A **word embedding layer** is functionally equivalent to **one-hot encoded words** followed by a **dense layer** → **But way faster thanks to hashing!**

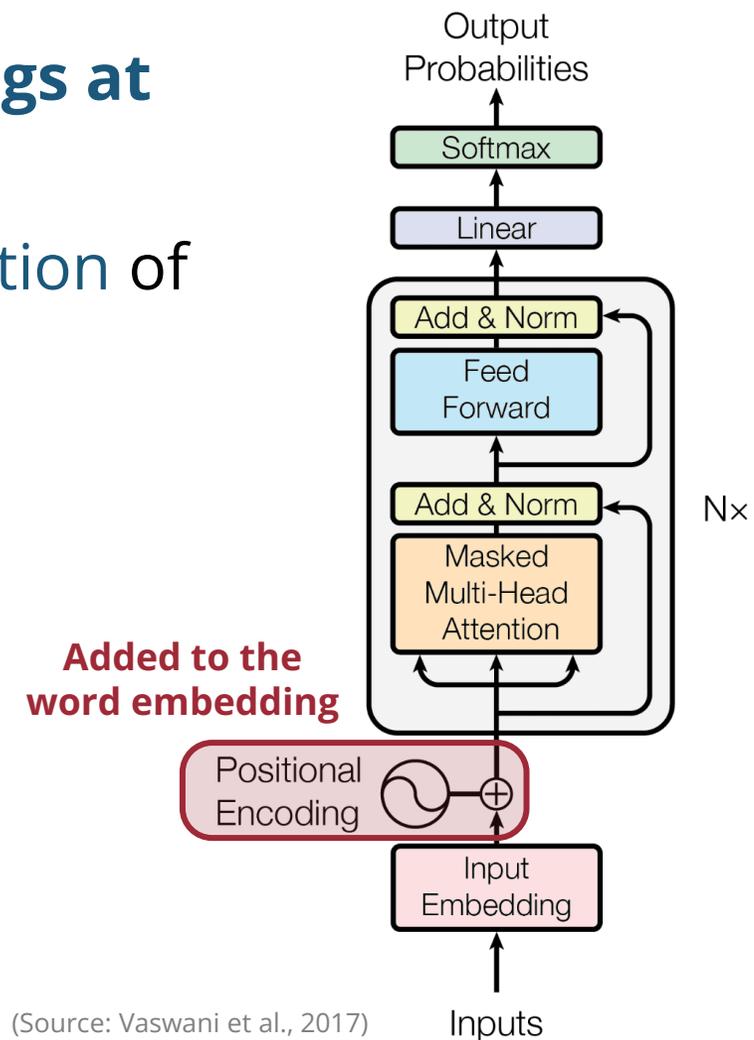


Positional Encoding

- **Intuition:** A word could have **different meanings at different positions**
- Positional encoding provides **positional information** of the words to the model



(Source: erdem.pl)



(Source: Vaswani et al., 2017)

Ashish Vaswani, Noam Shazeer, Niki Parmar, Jakob Uszkoreit, Llion Jones, Aidan N. Gomez, Lukasz Kaiser, and Illia Polosukhin, "Attention Is All You Need," *NeurIPS*, 2017. erdem.pl/2021/05/understanding-positional-encoding-in-transformers

Transformers for Music Generation

Representing Polyphonic Music

- We can now handle music with multi-pitch at the same time
 - In the literature, “polyphonic” & “multi-pitch” are often used interchangeably

Clair de Lune
from “Suite Bergamasque” L. 75
3rd Movement
Claude Debussy
(1862–1918)

Andante très expressif

Piano

pp *con sordina*

Note_on_65, Note_on_68, Time_shift_eighth_note, Note_on_77, Note_on_80,
Time_shift_half_note, Note_off_77, Note_off_80, Note_on_73, Note_on_77,
Time_shift_dotted_quarter_note, Note_off_65, Note_off_68, ...

Music Transformer (Huang et al., 2019)

- **Data**

- Yamaha e-Piano Competition dataset (MAESTRO)

- **Representation**

- 128 Note-On events

Almost the same representation as PerformanceRNN

- 128 Note-Off events

- 100 Time-Shift events (10ms–1s)

Expressive timing

- 32 Set-Velocity events

Expressive dynamics

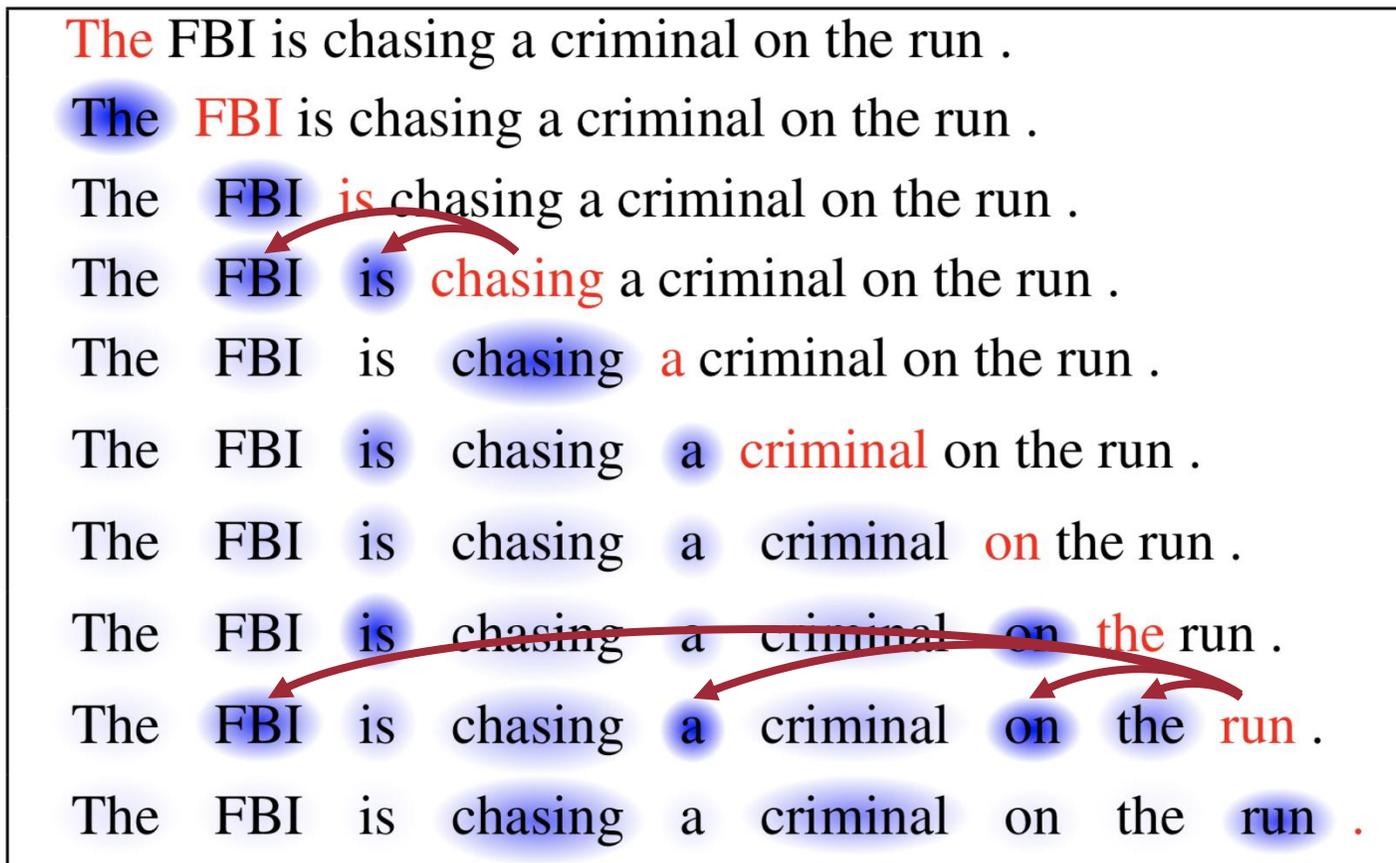
- **Model**

- Transformer

Examples of generated music



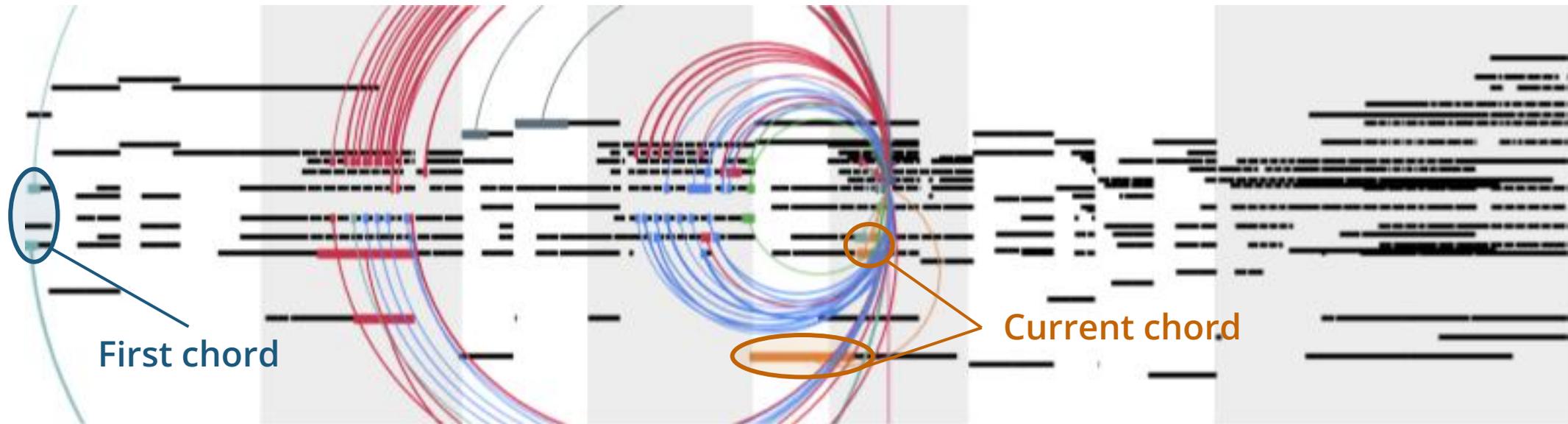
Why Self-Attention Mechanism?



(Source: Cheng et al., 2016)

Visualizing Musical Self-attention (Huang et al., 2018)

(Each color represents an attention head)



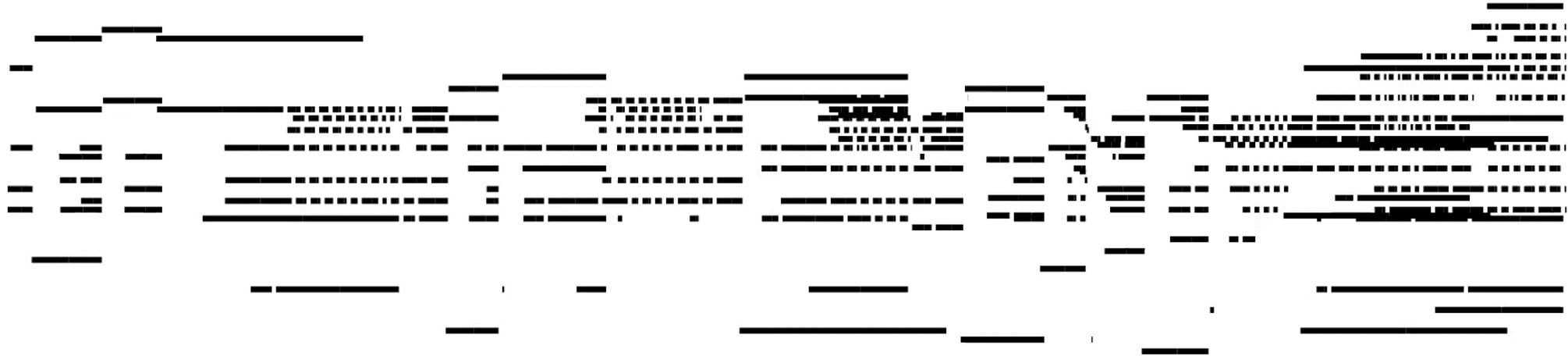
(Source: Huang et al., 2018)

Cheng-Zhi Anna Huang, Ashish Vaswani, Jakob Uszkoreit, Noam Shazeer, Ian Simon, Curtis Hawthorne, Andrew M. Dai, Matthew D. Hoffman, Monica Dinculescu, and Douglas Eck, "Music Transformer: Generating Music with Long-Term Structure," *ICLR*, 2019.

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Visualizing Musical Self-attention (Huang et al., 2018)

(Each color represents an attention head)



(Source: Huang et al., 2018)

Cheng-Zhi Anna Huang, Ashish Vaswani, Jakob Uszkoreit, Noam Shazeer, Ian Simon, Curtis Hawthorne, Andrew M. Dai, Matthew D. Hoffman, Monica Dinculescu, and Douglas Eck, "Music Transformer: Generating Music with Long-Term Structure," *ICLR*, 2019.

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Analyzing Musical Self-attention (Dong et al., 2023)

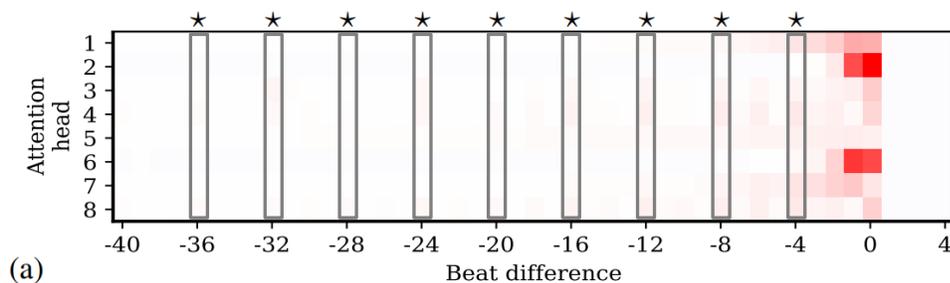
- Measuring **mean relative attention**

$$\gamma_k^{(d)} = \frac{\sum_{\mathbf{x} \in \mathcal{D}} \sum_{s > t} a_{s,t}(\mathbf{x}) \mathbb{1}_{x_t^{(d)} - x_s^{(d)} = k}}{\sum_{\mathbf{x} \in \mathcal{D}} \sum_{s > t} a_{s,t}(\mathbf{x})}$$

$$\tilde{\gamma}_k^{(d)} = \gamma_k^{(d)} - \frac{\sum_{\mathbf{x} \in \mathcal{D}} \sum_{s > t} \mathbb{1}_{x_t^{(d)} - x_s^{(d)} = k}}{\sum_{\mathbf{x} \in \mathcal{D}} \sum_{s > t} 1}$$

- The MMT model attends more to notes

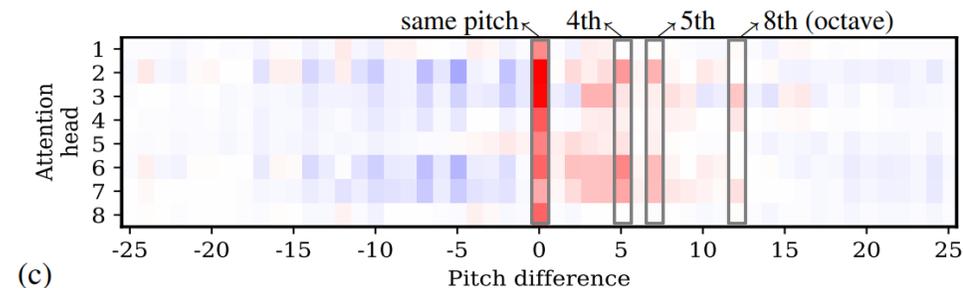
that are **4N beats away** in the past



Positive/negative gain

(Source: Dong et al., 2023)

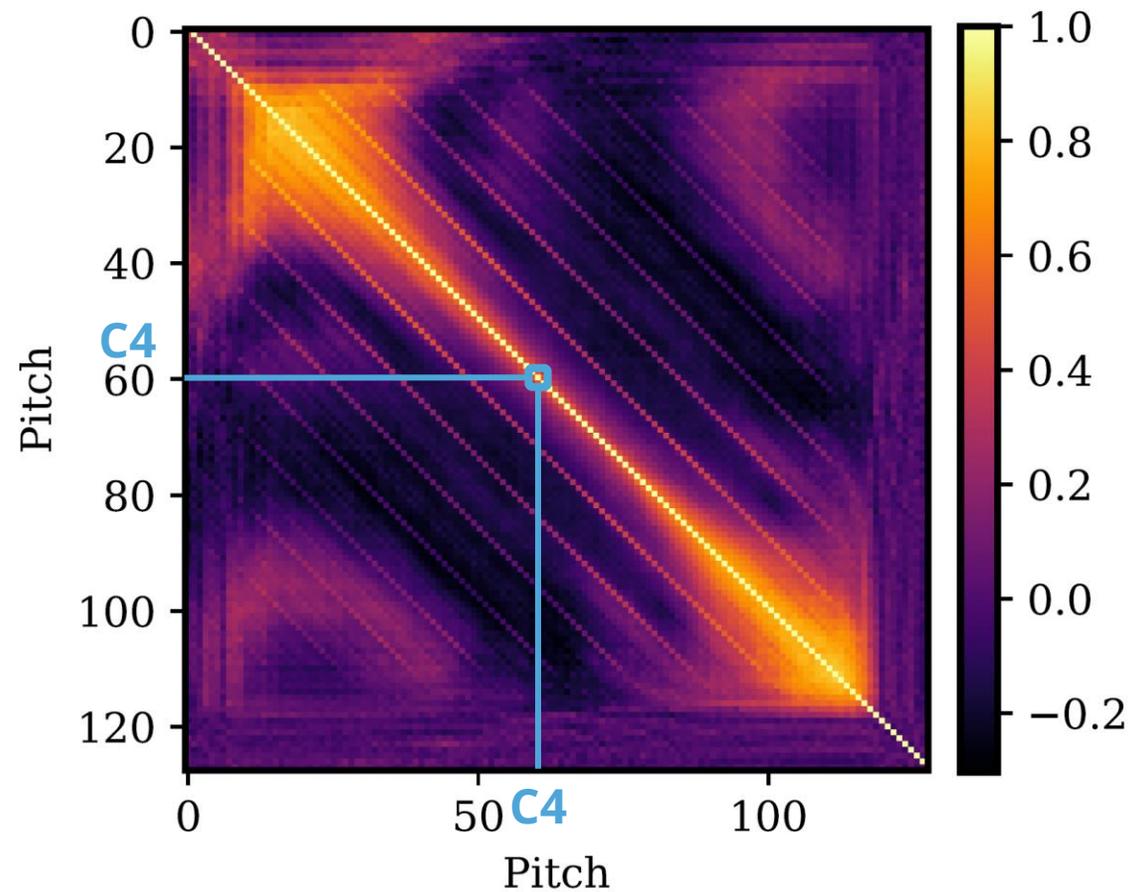
that has a pitch in an octave above which **forms a consonant interval**



Positive/negative gain

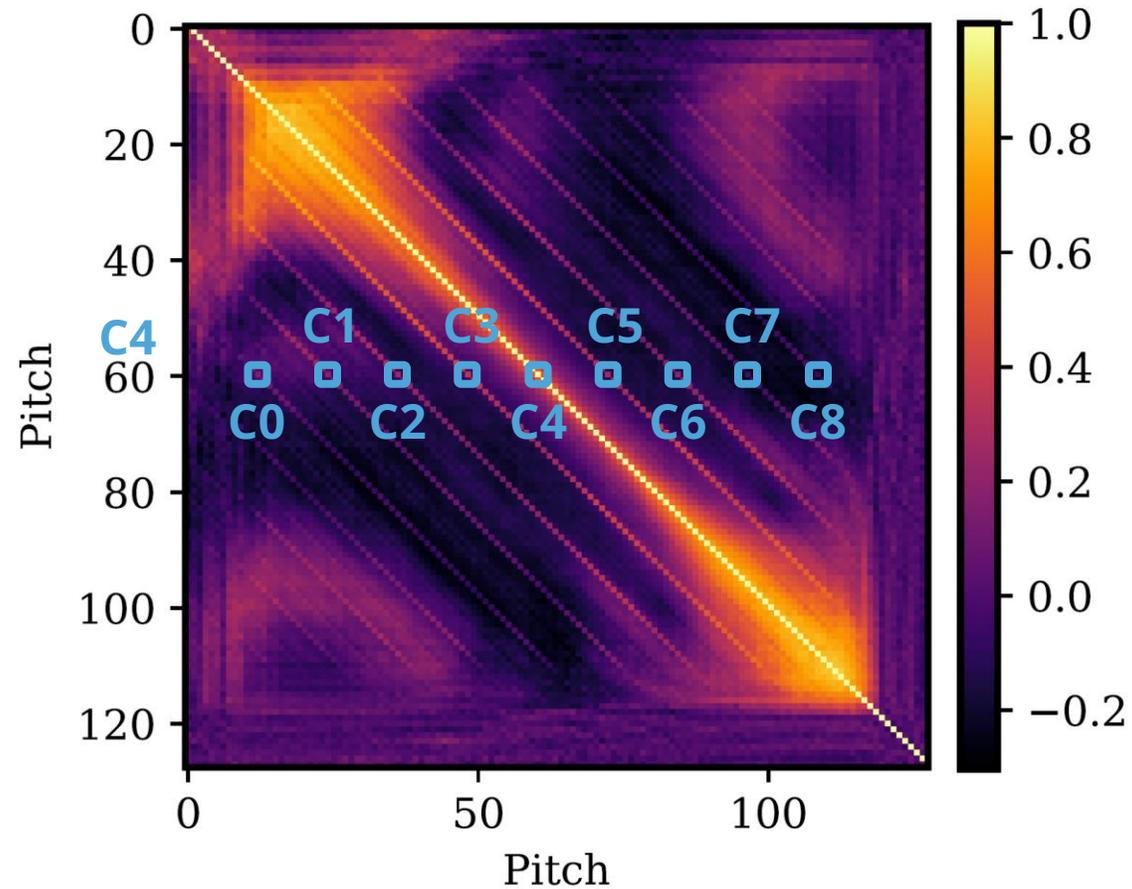
(Source: Dong et al., 2023)

Learned Pitch Embedding (Dong et al., 2023)



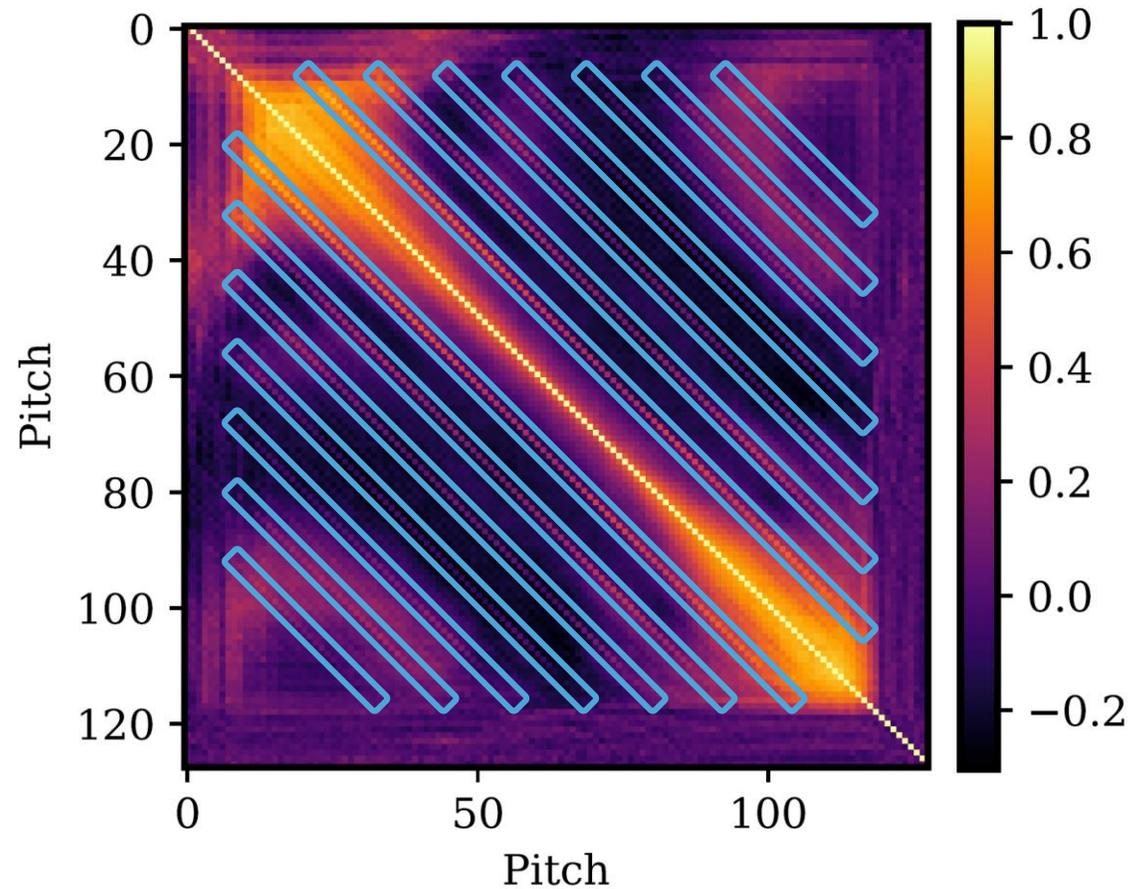
(Source: Dong et al., 2023)

Learned Pitch Embedding (Dong et al., 2023)



(Source: Dong et al., 2023)

Learned Pitch Embedding (Dong et al., 2023)



Transformer models can learn the concept of **octaves!**

(Source: Dong et al., 2023)

Transformers for **Multitrack** Music Generation

Representing Multiple Instruments

- Using **MIDI program change** messages
 - Program numbers: 1–128 (or 0–127)
 - 128 instruments in 16 families

Prog#	INSTRUMENT	Prog#	INSTRUMENT	65-72 REED	73-80 PIPE
1-8 PIANO		9-16 CHROMATIC PERCUSSION		65 Soprano Sax	73 Piccolo
1	Acoustic Grand	9	Celesta	66 Alto Sax	74 Flute
2	Bright Acoustic	10	Glockenspiel	67 Tenor Sax	75 Recorder
3	Electric Grand	11	Music Box	68 Baritone Sax	76 Pan Flute
4	Honky-Tonk	12	Vibraphone	69 Oboe	77 Blown Bottle
5	Electric Piano 1	13	Marimba	70 English Horn	78 Shakuhachi
6	Electric Piano 2	14	Xylophone	71 Bassoon	79 Whistle
7	Harpsichord	15	Tubular Bells	72 Clarinet	80 Ocarina
8	Clav	16	Dulcimer		
17-24 ORGAN		25-32 GUITAR		81-88 SYNTH LEAD	
17	Drawbar Organ	25	Acoustic Guitar(nylon)	81	Lead 1 (square)
18	Percussive Organ	26	Acoustic Guitar(steel)	82	Lead 2 (sawtooth)
19	Rock Organ	27	Electric Guitar(jazz)	83	Lead 3 (calliope)
20	Church Organ	28	Electric Guitar(clean)	84	Lead 4 (chiff)
21	Reed Organ	29	Electric Guitar(muted)	85	Lead 5 (charang)
22	Accoridan	30	Overdriven Guitar	86	Lead 6 (voice)
23	Harmonica	31	Distortion Guitar	87	Lead 7 (fifths)
24	Tango Accordion	32	Guitar Harmonics	88	Lead 8 (bass+lead)
33-40 BASS		41-48 STRINGS		89-96 SYNTH PAD	
33	Acoustic Bass	41	Violin	89	Pad 1 (new age)
34	Electric Bass(finger)	42	Viola	90	Pad 2 (warm)
35	Electric Bass(pick)	43	Cello	91	Pad 3 (polysynth)
36	Fretless Bass	44	Contrabass	92	Pad 4 (choir)
37	Slap Bass 1	45	Tremolo Strings	93	Pad 5 (bowed)
38	Slap Bass 2	46	Pizzicato Strings	94	Pad 6 (metallic)
39	Synth Bass 1	47	Orchestral strings	95	Pad 7 (halo)
40	Synth Bass 2	48	Timpani	96	Pad 8 (sweep)
49-56 ENSEMBLE		57-64 BRASS		97-104 SYNTH EFFECTS	
49	String Ensemble 1	57	Trumpet	97	FX 1 (rain)
50	String Ensemble 2	58	Trombone	98	FX 2 (soundtrack)
51	SynthStrings 1	59	Tuba	99	FX 3 (crystal)
52	SynthStrings 2	60	Muted Trumpet	100	FX 4 (atmosphere)
53	Choir Aahs	61	French Horn	101	FX 5 (brightness)
54	Voice Oohs	62	Brass Section	102	FX 6 (goblins)
55	Synth Voice	63	SynthBrass 1	103	FX 7 (echoes)
56	Orchestra Hit	64	SynthBrass 2	104	FX 8 (sci-fi)
				105-112 ETHNIC	
				105	Sitar
				106	Banjo
				107	Shamisen
				108	Koto
				109	Kalimba
				110	Bagpipe
				111	Fiddle
				112	Shanai
				113-120 PERCUSSIVE	
				113	Tinkle Bell
				114	Agogo
				115	Steel Drums
				116	Woodblock
				117	Taiko Drum
				118	Melodic Tom
				119	Synth Drum
				120	Reverse Cymbal
				121-128 SOUND EFFECTS	
				121	Guitar Fret Noise
				122	Breath Noise
				123	Seashore
				124	Bird Tweet
				125	Telephone Ring
				126	Helicopter
				127	Applause
				128	Gunshot

(Source: Roger Dannenberg)

MuseNet (Payne et al., 2019)

- **Data:** ClassicalArchives + BitMidi + MAESTRO
- **Representation:** “**instrument:velocity:pitch**”
 - Time shifts in real time (sec)
- **Model:** Transformer

```
bach piano_strings start tempo90
piano:v72:G1 piano:v72:G2 piano:v72:B4
piano:v72:D4 violin:v80:G4 piano:v72:G4
piano:v72:B5 piano:v72:D5 wait:12
piano:v0:B5 wait:5 piano:v72:D5 wait:12
...
```

Example of
generated music



Multitrack Music Machine (Ens & Pasquier, 2020)

- **Data:** Lakh MIDI Dataset (LMD)
- **Representation:** as shown →
- **Model:** Transformer



LETS START WITH SOME U2

youtu.be/NdeMZ3y-84Q

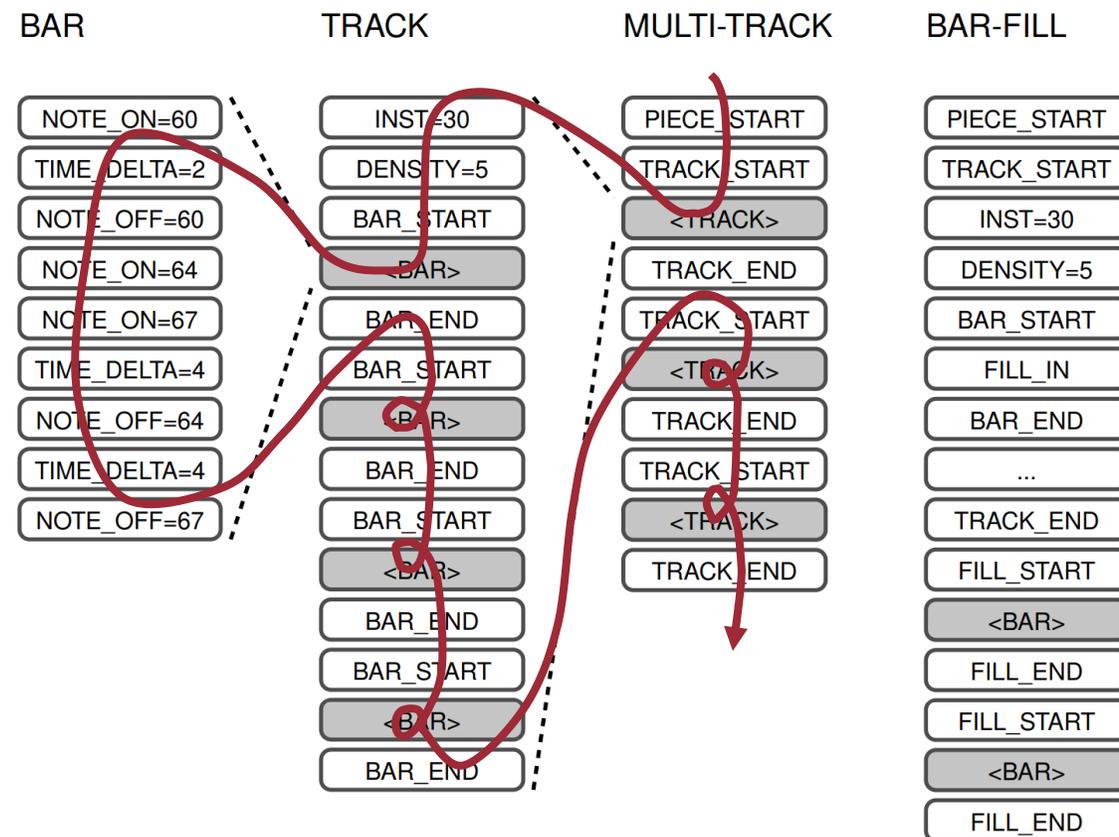


Fig. 1. The MultiTrack and BarFill representations are shown. The <bar> tokens correspond to complete bars, and the <track> tokens correspond to complete tracks.

(Ens & Pasquier, 2020)

Multitrack Music Transformer (Dong et al., 2023)

- **Data:** Symbolic Orchestral Database (SOD)
- **Representation:** “(beat, position, pitch, duration, instrument)”
- **Model:** Multi-dimensional Transformer

(0, 0, 0, 0, 0, 0)	Start of song
(1, 0, 0, 0, 0, 15)	Instrument: accordion
(1, 0, 0, 0, 0, 36)	Instrument: trombone
(1, 0, 0, 0, 0, 39)	Instrument: brasses
(2, 0, 0, 0, 0, 0)	Start of notes
(3, 1, 1, 41, 15, 36)	Note: beat=1, position=1, pitch=E2, duration=48, instrument=trombone
(3, 1, 1, 65, 4, 39)	Note: beat=1, position=1, pitch=E4, duration=12, instrument=brasses
(3, 1, 1, 65, 17, 15)	Note: beat=1, position=1, pitch=E4, duration=72, instrument=accordion
(3, 1, 1, 68, 4, 39)	Note: beat=1, position=1, pitch=G4, duration=12, instrument=brasses
(3, 1, 1, 68, 17, 15)	Note: beat=1, position=1, pitch=G4, duration=72, instrument=accordion
(3, 1, 1, 73, 17, 15)	Note: beat=1, position=1, pitch=C5, duration=72, instrument=accordion
(3, 1, 13, 68, 4, 39)	Note: beat=1, position=13, pitch=G4, duration=12, instrument=brasses
(3, 1, 13, 73, 4, 39)	Note: beat=1, position=13, pitch=C5, duration=12, instrument=brasses
(3, 2, 1, 73, 12, 39)	Note: beat=2, position=1, pitch=C5, duration=36, instrument=brasses
(3, 2, 1, 77, 12, 39)	Note: beat=2, position=1, pitch=E5, duration=36, instrument=brasses
...	...
(4, 0, 0, 0, 0, 0)	End of song

(Source: Dong et al., 2023)

Example of
generated music



Drums in MIDI

- **Channel 10** is reserved for drums
- Encoded by MIDI pitches 35–81
- Models that support drums
 - **MuseNet** (Payne et al., 2019)
 - **Song from PI** (Chu et al., 2017)
 - **MMM** (Ens and Pasquier, 2019)
 - *and many more...*

	A2		
	B2	A#2	
Acoustic Bass Drum (35)			
Bass Drum 1 (36)	C3		
Acoustic Snare (38)	D3	C#3	(37) Side Stick
Electric Snare (40)	E3	D#3	(39) Hand Clap
Low Floor Tom (41)	F3		
High Floor Tom (43)	G3	F#3	(42) Closed Hi-Hat
Low Tom (45)	A3	G#3	(44) Pedal Hi-Hat
Low-Mid Tom (47)	B3	A#3	(46) Open Hi-Hat
Hi-Mid Tom (48)	C4		
High Tom (50)	D4	C#4	(49) Crash Cymbal :
Chinese Cymbal (52)	E4	D#4	(51) Ride Cymbal 1
Ride Bell (53)	F4		
Splash Cymbal (55)	G4	F#4	(54) Tambourine
Crash Cymbal 2 (57)	A4	G#4	(56) Cowbell
Ride Cymbal 2 (59)	B4	A#4	(58) Vibraslap
Hi Bongo (60)	C5		
Mute Hi Conga (62)	D5	C#5	(61) Low Bongo
Low Conga (64)	E5	D#5	(63) Open Hi Conga
High Timbale (65)	F5		
High Agogo (67)	G5	F#5	(66) Low Timbale
Cabasa (69)	A5	G#5	(68) Low Agogo
Short Whistle (71)	B5	A#5	(70) Maracas
Long Whistle (72)	C6		
Long Guiro (74)	D6	C#6	(73) Short Guiro
Hi Wood Block (76)	E6	D#6	(75) Claves
Low Wood Block (77)	F6		
Open Cuica (79)	G6	F#6	(78) Mute Cuica
Open Triangle (81)	A6	G#6	(80) Mute Triangle

(Source: Wikipedia)

en.wikipedia.org/wiki/General_MIDI

Christine Payne, "MuseNet," *OpenAI*, 2019.

Hang Chu, Raquel Urtasun, and Sanja Fidler, "Song From PI: A Musically Plausible Network for Pop Music Generation," *ICLR Workshop*, 2017.

Jeff Ens and Philippe Pasquier, "MMM: Exploring Conditional Multi-Track Music Generation with the Transformer," *arXiv preprint arXiv:2008.06048*, 2020.

The Many Representations for Music Generation

- **PerformanceRNN** (Oore et al., 2020)
- **REMI** (Huang et al., 2020)
- **MuMIDI** (Ren et al., 2020)
- **Compound Word** (Hsiao et al., 2021)
- **REMI+** (von Rütte et al., 2023)
- **TSD** (Fradet et al., 2023)
- *and so on...*

The logo for MIDI Tok, featuring the word "MIDI" in a bold, black, sans-serif font, followed by "Tok" in a similar font. The letter "o" in "Tok" is stylized with a red and blue gradient.

github.com/Natooz/MidiTok

Sageev Oore, Ian Simon, Sander Dieleman, Douglas Eck, and Karen Simonyan, "This Time with Feeling: Learning Expressive Musical Performance", *Neural Computing and Applications*, 32, 2020.

Yu-Siang Huang and Yi-Hsuan Yang, "Pop Music Transformer: Beat-based Modeling and Generation of Expressive Pop Piano Compositions," *MM*, 2020.

Yi Ren, Jinzheng He, Xu Tan, Tao Qin, Zhou Zhao, and Tie-Yan Liu, "PopMAG: Pop Music Accompaniment Generation," *MM*, 2020.

Wen-Yi Hsiao, Jen-Yu Liu, Yin-Cheng Yeh, and Yi-Hsuan Yang, "Compound Word Transformer: Learning to Compose Full-Song Music over Dynamic Directed Hypergraphs," *AAAI*, 2021.

Dimitri von Rütte, Luca Biggio, Yannic Kilcher, and Thomas Hofmann, "FIGARO: Generating Symbolic Music with Fine-Grained Artistic Control," *ICLR*, 2023.

Nathan Fradet, Nicolas Gutowski, Fabien Chhel, and Jean-Pierre Briot, "Byte Pair Encoding for Symbolic Music," *EMNLP*, 2023.

Symbolic Music Datasets

- [JSBach Chorale](#)
- [MusicNet](#)
- [Essen Folk Song Dataset](#)
- [Wikifonia](#)
- [Lakh MIDI Dataset](#)
- [MetaMIDI](#)
- [MAESTRO](#)

Symbolic Music Datasets

Dataset	Format	Hours	Songs	Genre
Lakh MIDI Dataset	MIDI	>5000	174,533	misc
MAESTRO Dataset	MIDI	201.21	1,282	classical
Wikifonia Lead Sheet Dataset	MusicXML	198.40	6,405	misc
Essen Folk Song Dataset	ABC	56.62	9,034	folk
NES Music Database	MIDI	46.11	5,278	game
MusicNet Dataset	MIDI	30.36	323	classical
Hymnal Tune Dataset	MIDI	18.74	1,756	hymn
Hymnal Dataset	MIDI	17.50	1,723	hymn
music21's Corpus	misc	16.86	613	misc
EMOPIA Dataset	MIDI	10.98	387	pop
Nottingham Database	ABC	10.54	1,036	folk
music21's JSBach Corpus	MusicXML	3.46	410	classical
JSBach Chorale Dataset	MIDI	3.21	382	classical
Haydn Op.20 Dataset	Humdrum	1.26	24	classical

(Source: MusPy Documentation)

Four Paradigms of Music Generation



Symbolic music generation

Audio-domain music generation

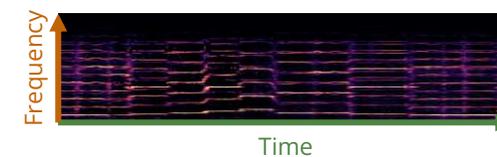
Text-based

Image-based

Time series-based

Image-based

```
Program_change_0,  
Note_on_60, Time_shift_2, Note_off_60,  
Note_on_60, Time_shift_2, Note_off_60,  
Note_on_76, Time_shift_2, Note_off_67,  
Note_on_67, Time_shift_2, Note_off_67,  
...
```



MIDI

Piano roll

Waveform

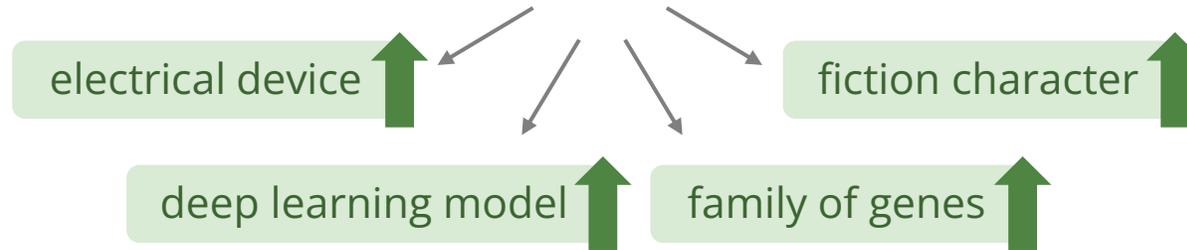
Spectrogram

So far!

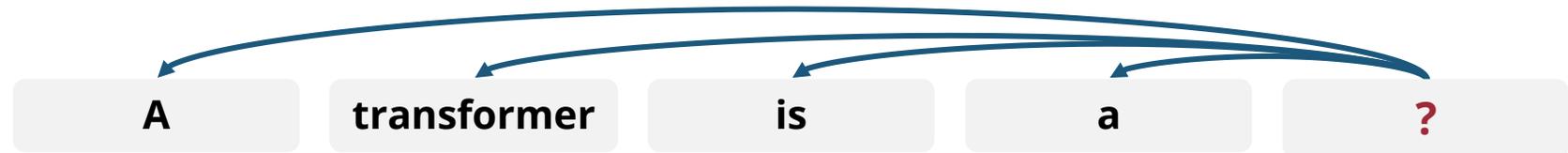
Recap

Self-attention Mechanism (Cheng et al., 2016)

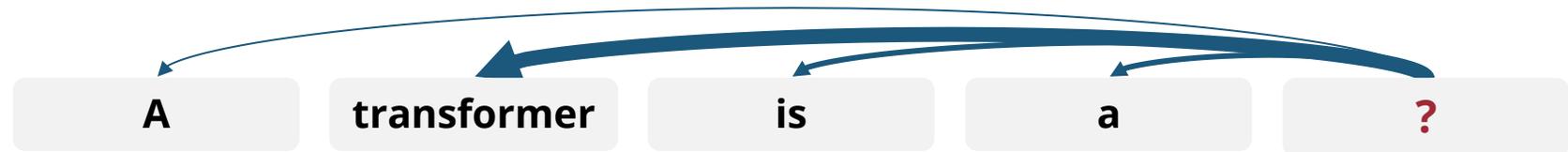
A transformer is a _____



Uniform attention

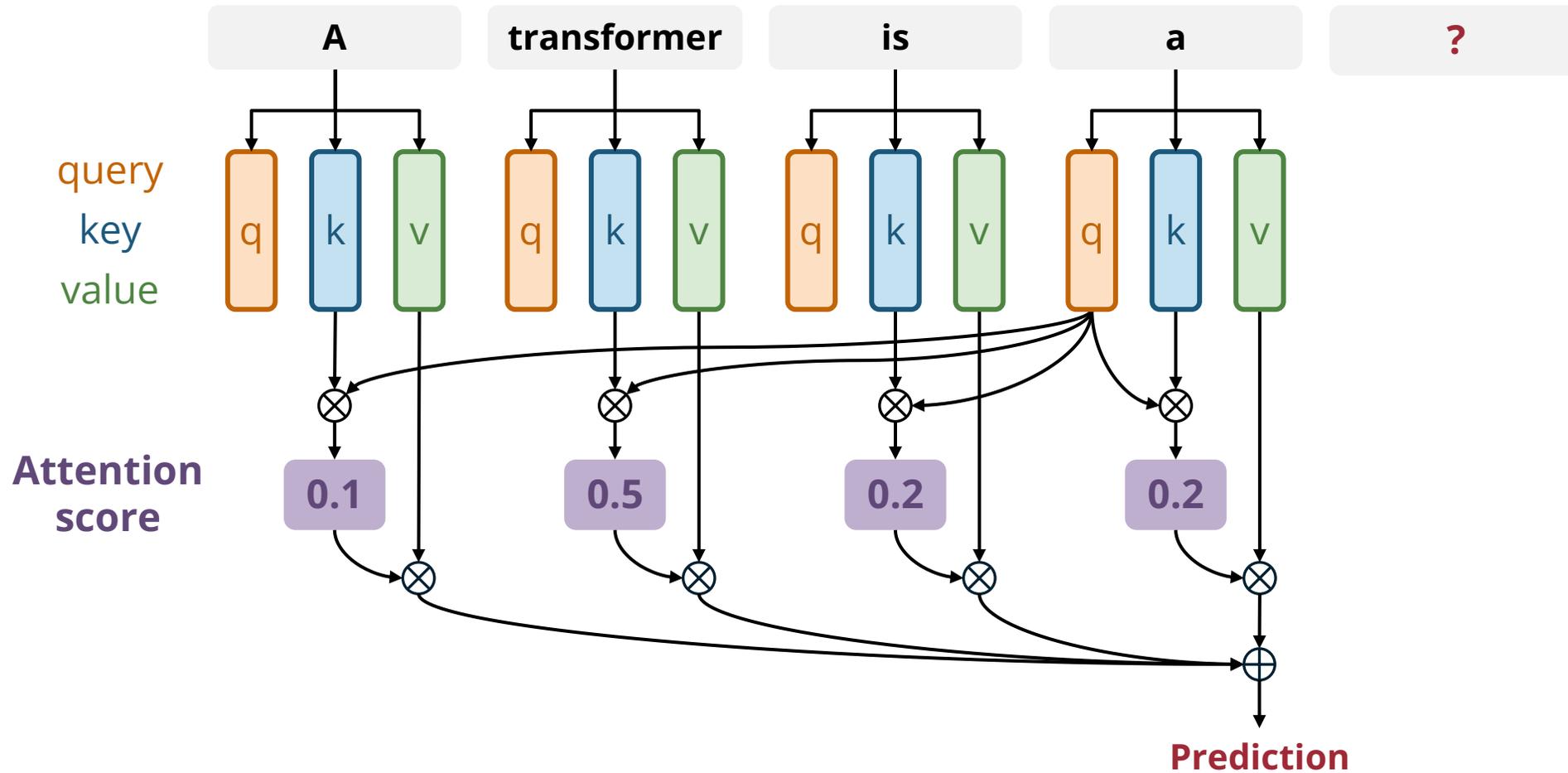


Variable attention

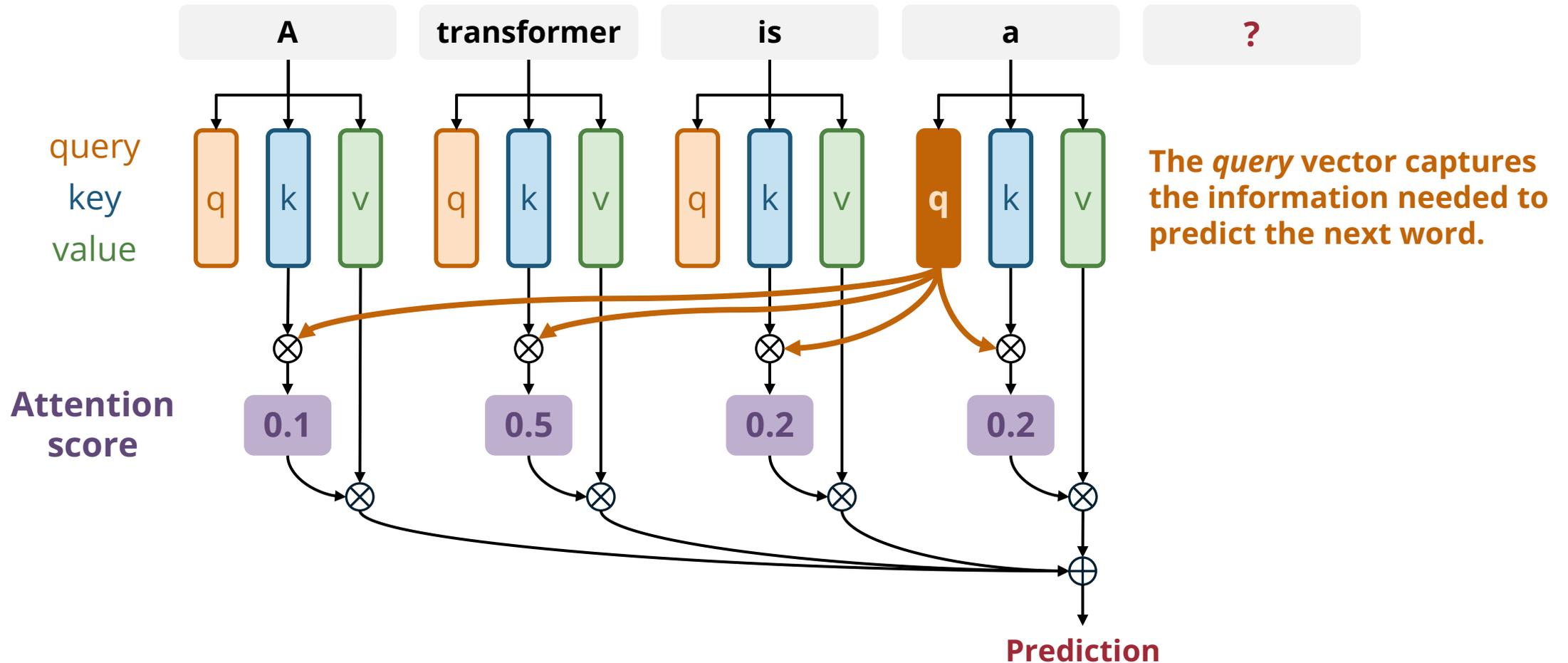


Transformers learn what to attend to from big data!

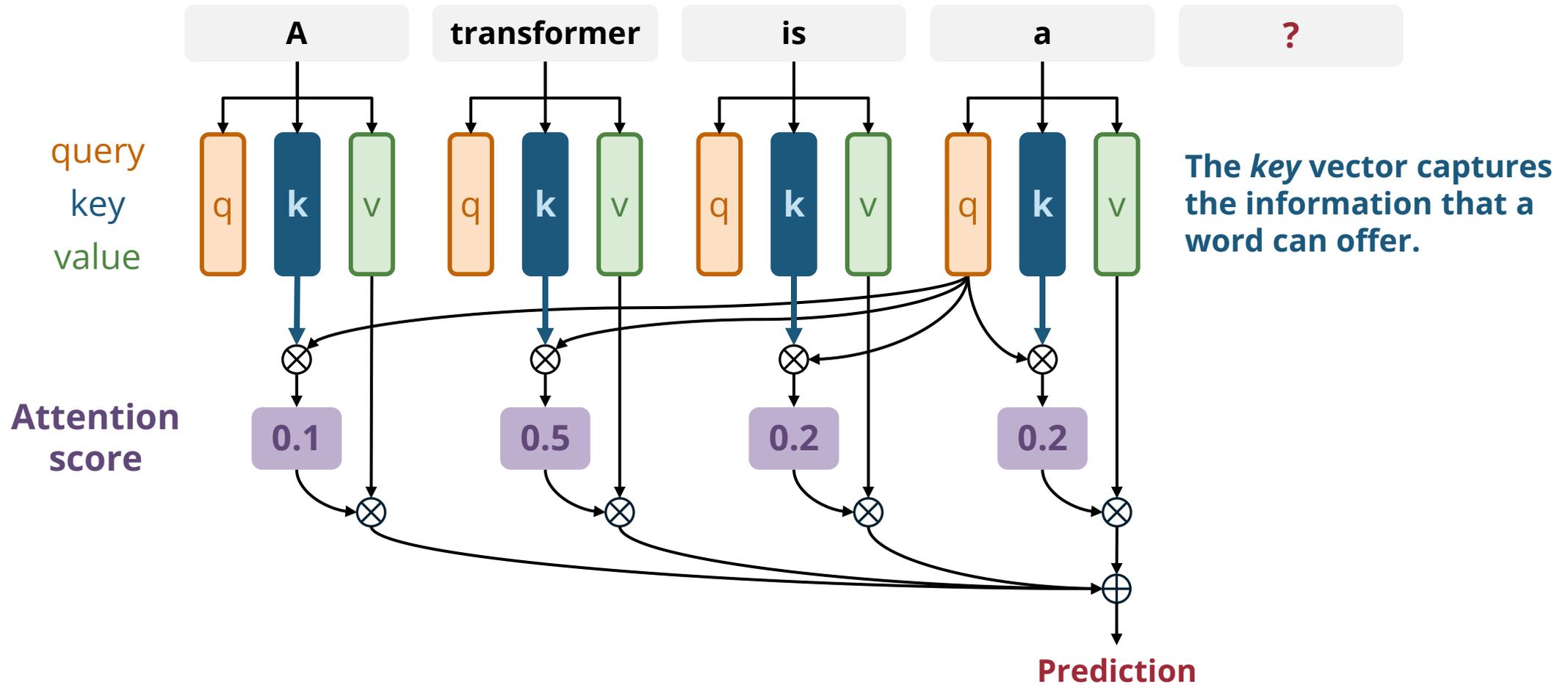
Demystifying Transformers (Vaswani et al., 2017)



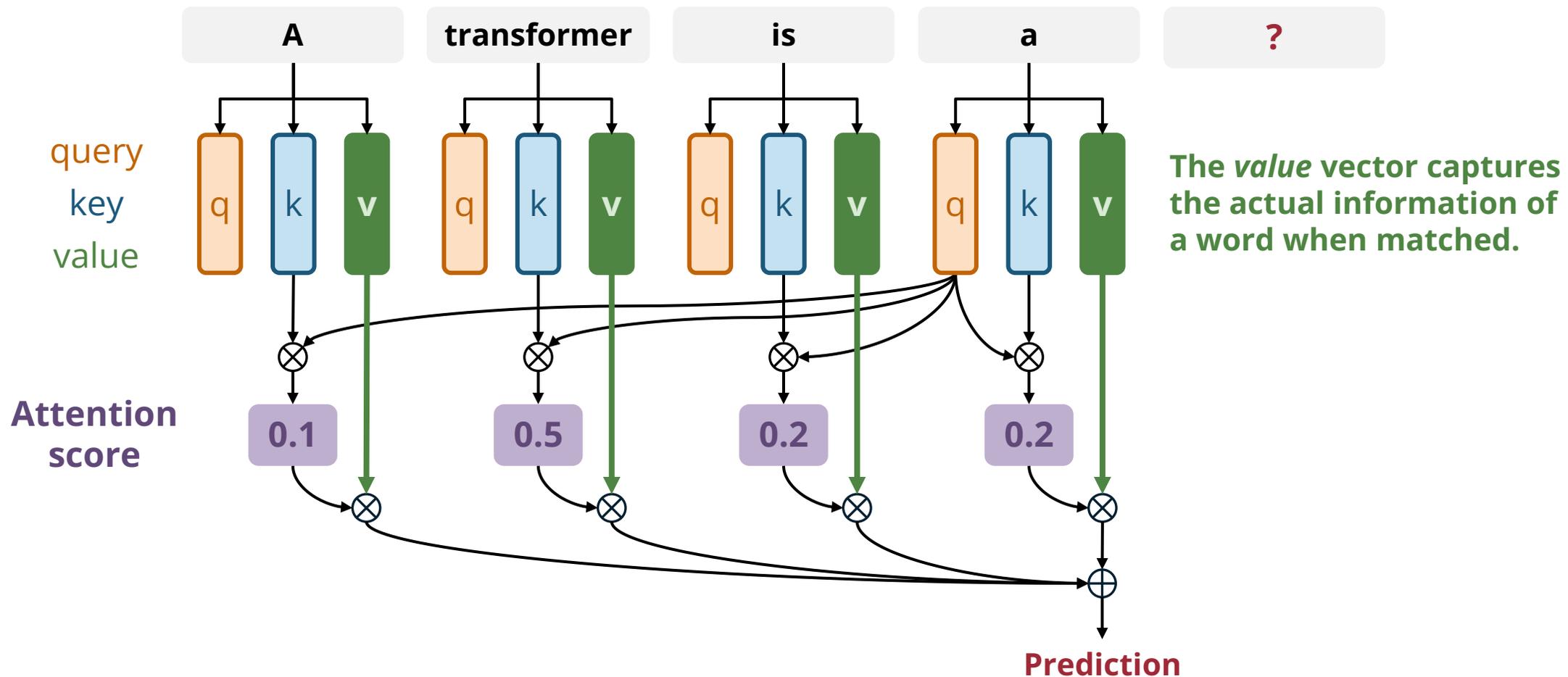
Demystifying Transformers (Vaswani et al., 2017)



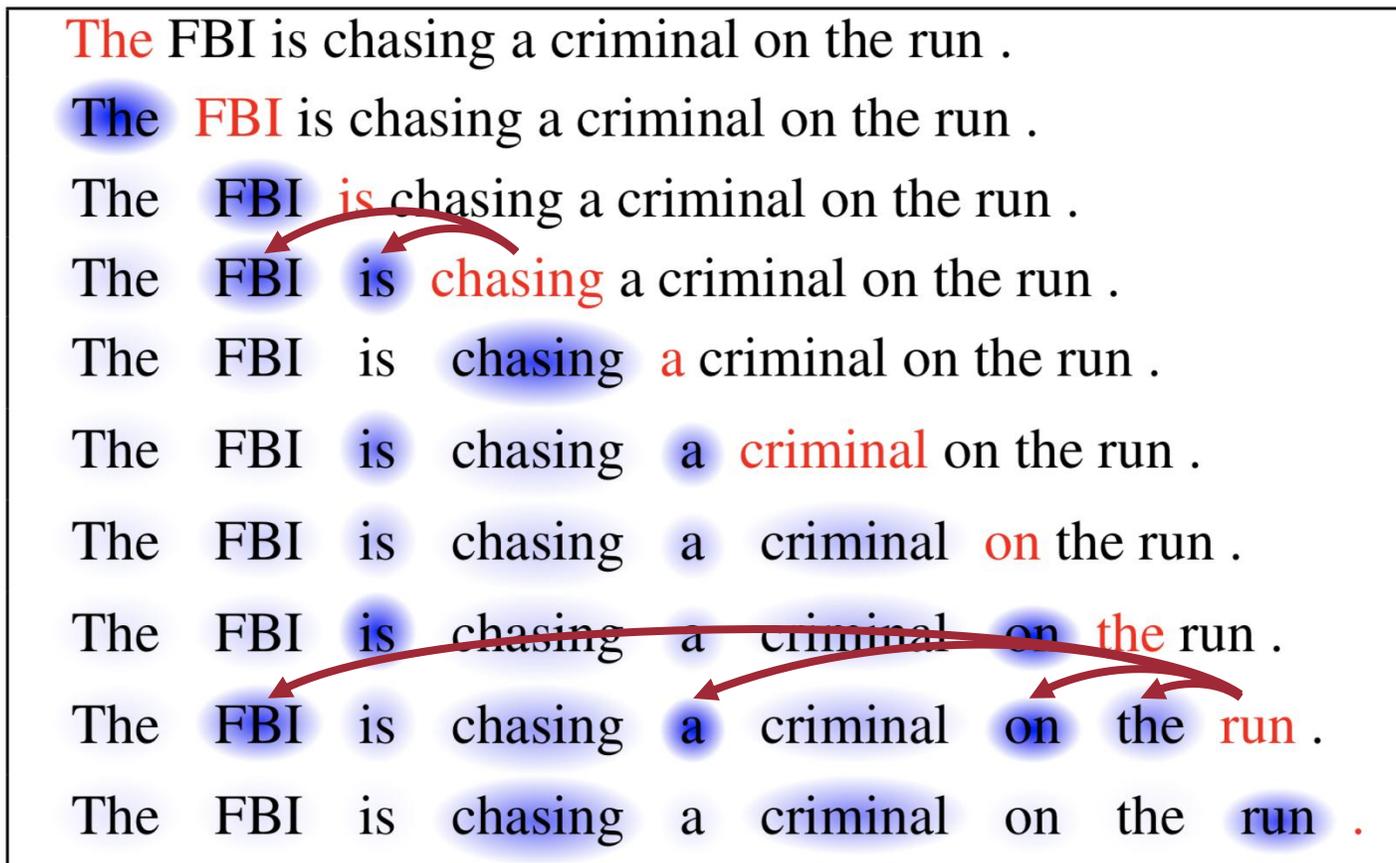
Demystifying Transformers (Vaswani et al., 2017)



Demystifying Transformers (Vaswani et al., 2017)



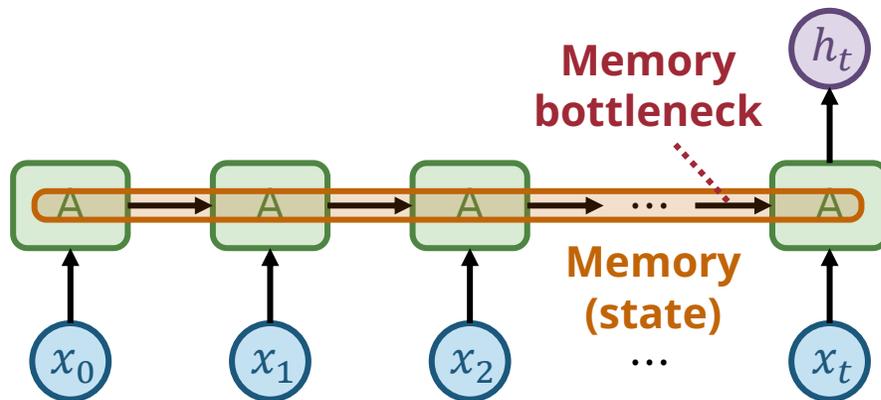
Why Self-Attention Mechanism?



(Source: Cheng et al., 2016)

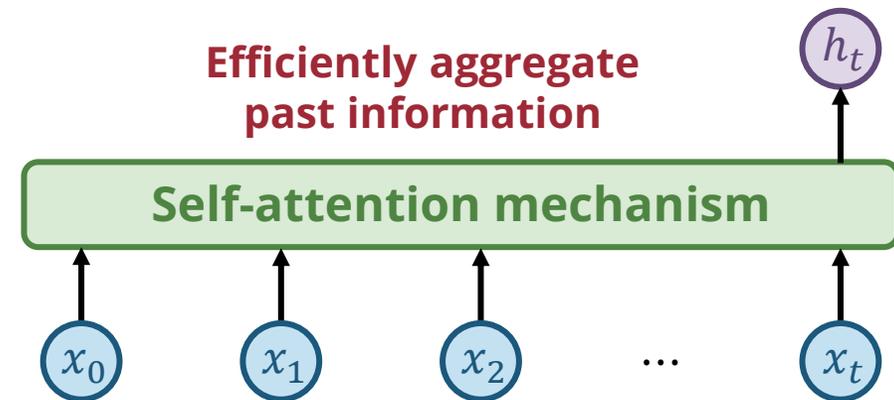
RNN vs. Transformer

RNN



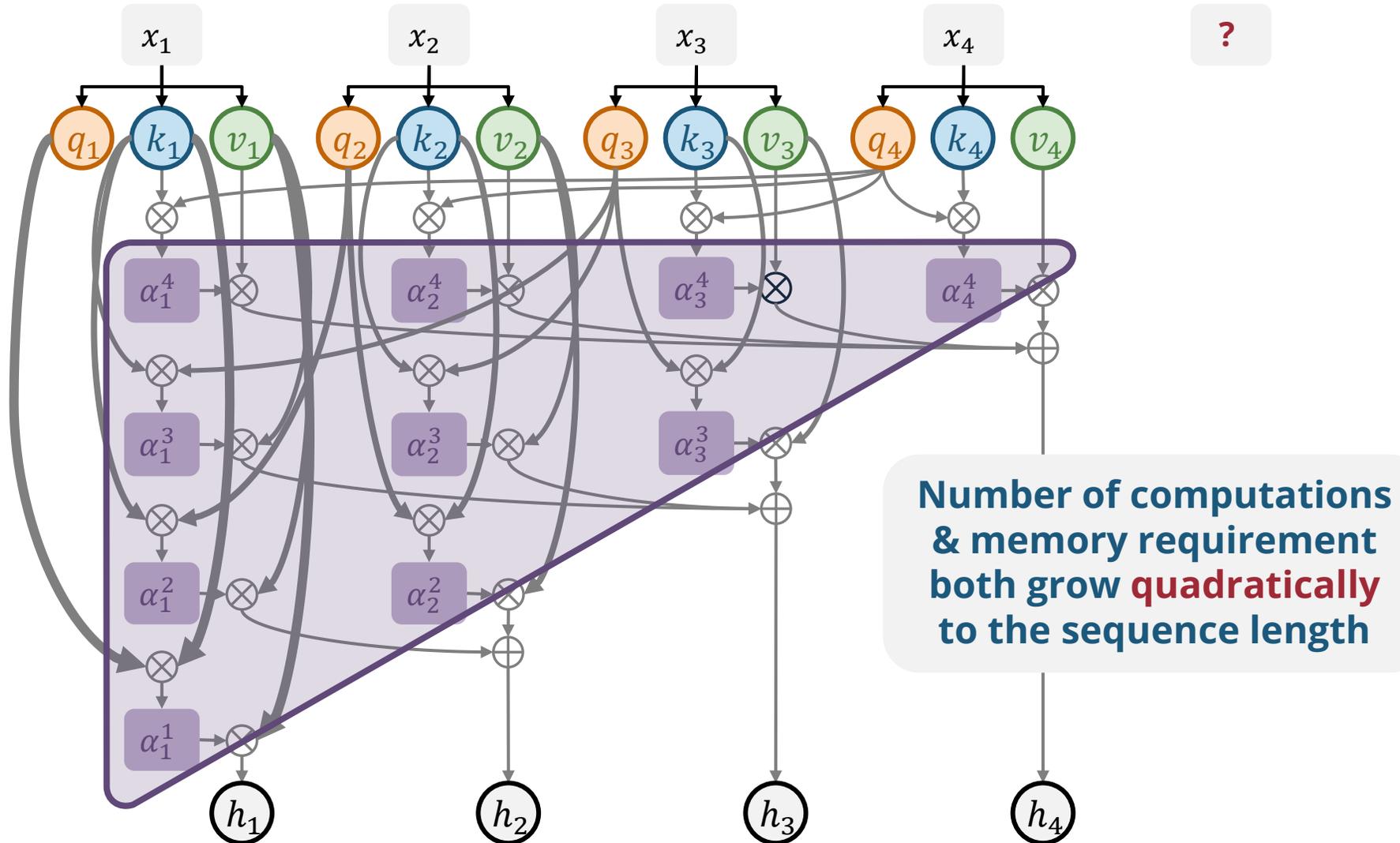
Pros: Requires less GPU memory
Cons: Memory bottleneck

Transformer



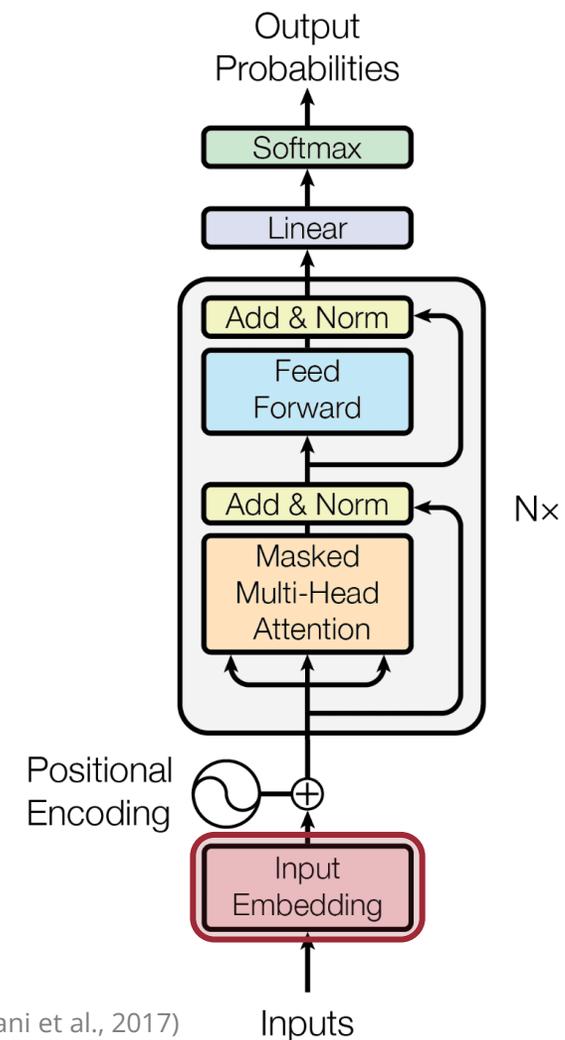
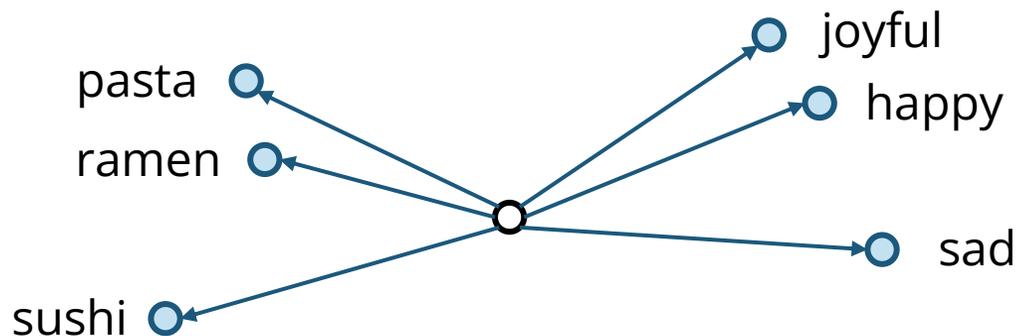
Pros: Alleviate memory bottleneck constraints
Cons: Requires more GPU memory

Demystifying Transformers (Vaswani et al., 2017)



Word Embedding

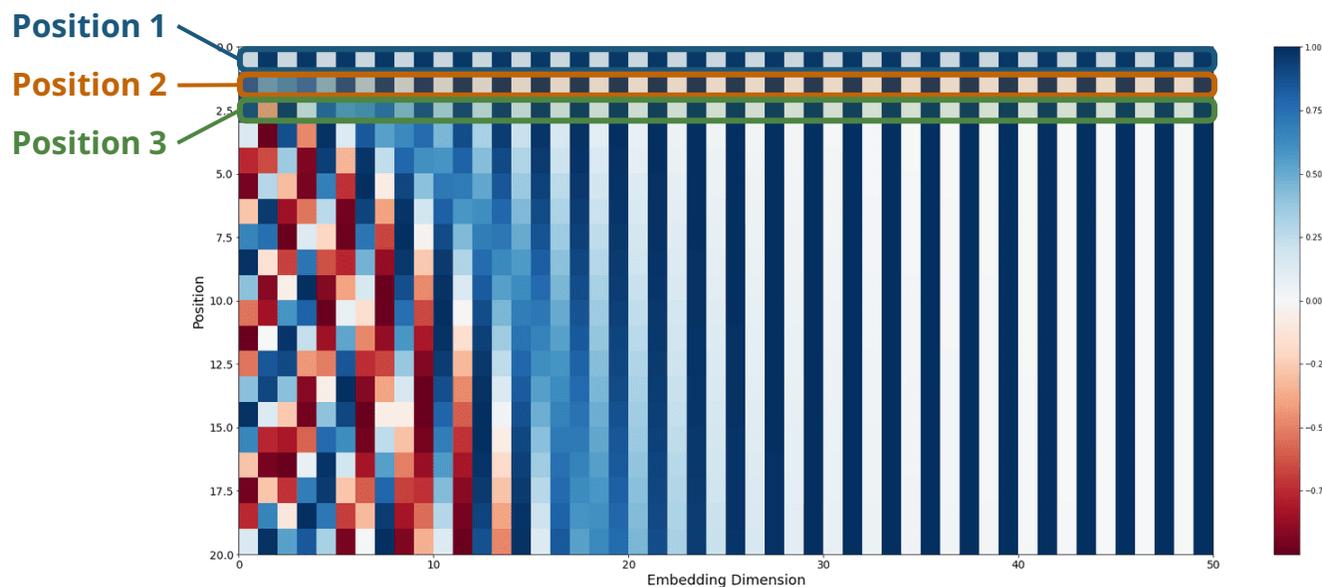
- **Goal:** Learn to **represent words as vectors**
- **Intuition:** Synonyms should have close embeddings
- Should antonyms be far apart?
 - Not quite, antonyms usually fall in the same “topic”
 - For example, “happy” & “sad” are both emotions



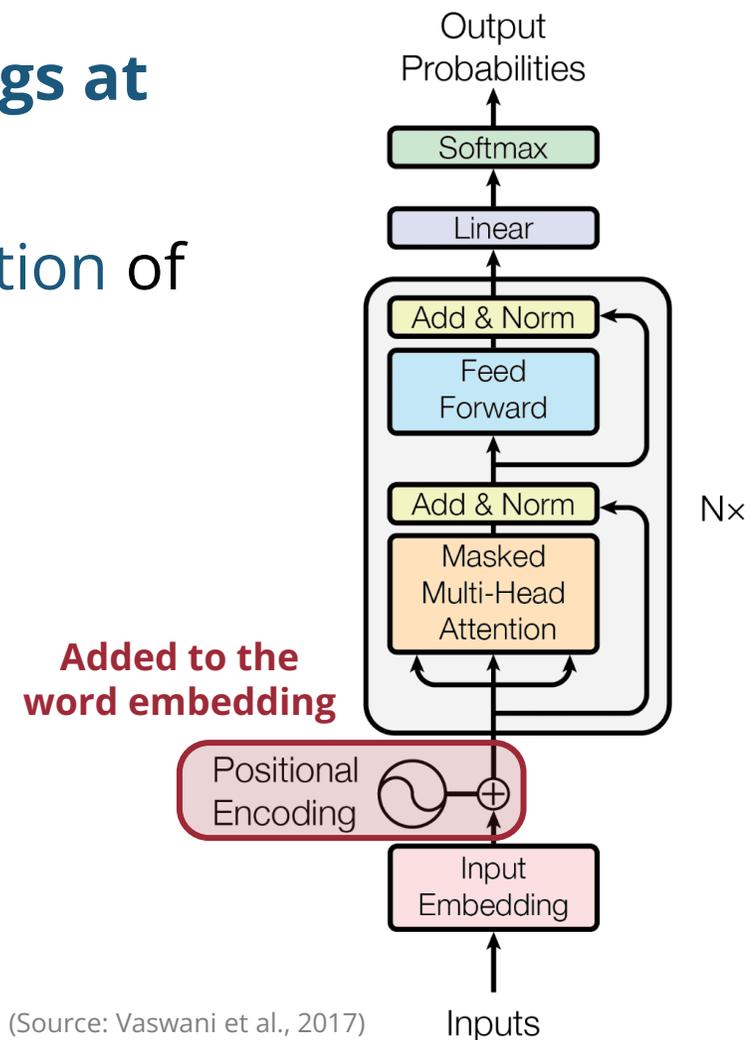
(Source: Vaswani et al., 2017)

Positional Encoding

- **Intuition:** A word could have **different meanings at different positions**
- Positional encoding provides **positional information** of the words to the model



(Source: erdem.pl)



(Source: Vaswani et al., 2017)

Ashish Vaswani, Noam Shazeer, Niki Parmar, Jakob Uszkoreit, Llion Jones, Aidan N. Gomez, Lukasz Kaiser, and Illia Polosukhin, "Attention Is All You Need," *NeurIPS*, 2017. [erdem.pl/2021/05/understanding-positional-encoding-in-transformers](https://arxiv.org/abs/1706.03762)

Music Transformer (Huang et al., 2019)

- **Data**

- Yamaha e-Piano Competition dataset (MAESTRO)

- **Representation**

- 128 Note-On events

Almost the same representation as PerformanceRNN

- 128 Note-Off events

- 100 Time-Shift events (10ms–1s)

Expressive timing

- 32 Set-Velocity events

Expressive dynamics

- **Model**

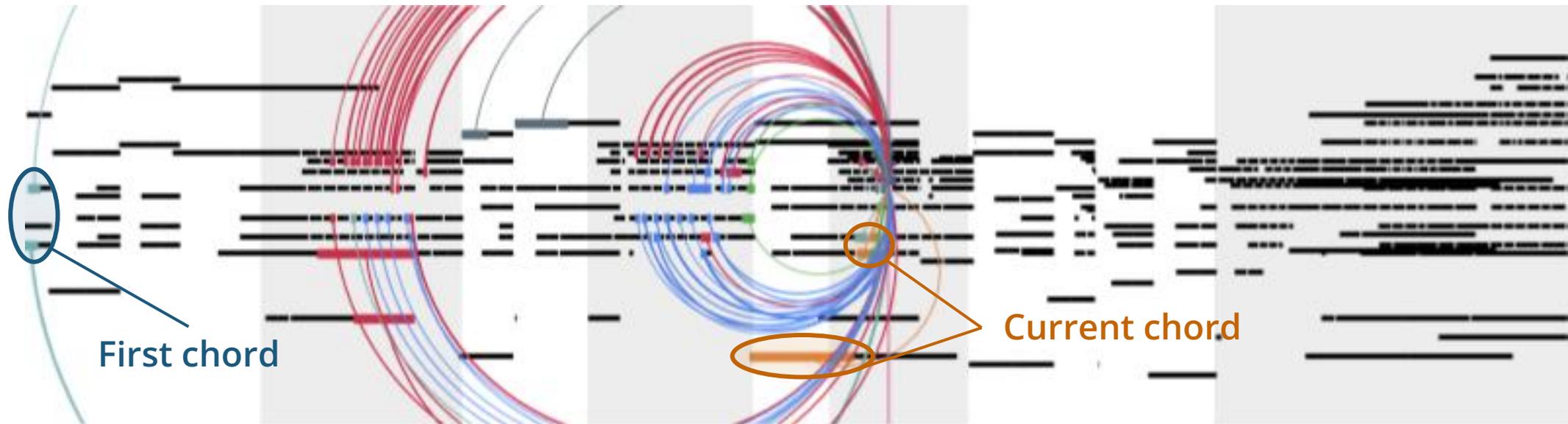
- Transformer

Examples of generated music



Visualizing Musical Self-attention (Huang et al., 2018)

(Each color represents an attention head)



(Source: Huang et al., 2018)

Cheng-Zhi Anna Huang, Ashish Vaswani, Jakob Uszkoreit, Noam Shazeer, Ian Simon, Curtis Hawthorne, Andrew M. Dai, Matthew D. Hoffman, Monica Dinculescu, and Douglas Eck, "Music Transformer: Generating Music with Long-Term Structure," *ICLR*, 2019.

Cheng-Zhi Anna Huang, Ashish Vaswani, Jakob Uszkoreit, Noam Shazeer, Ian Simon, Curtis Hawthorne, Andrew M. Dai, Matthew D. Hoffman, Monica Dinculescu, and Douglas Eck, "Music Transformer: Generating Music with Long-Term Structure," *Magenta Blog*, December 13, 2018.

Analyzing Musical Self-attention (Dong et al., 2023)

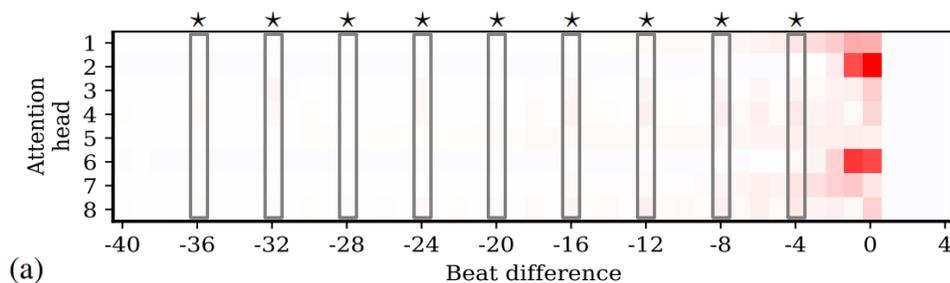
- Measuring **mean relative attention**

$$\gamma_k^{(d)} = \frac{\sum_{\mathbf{x} \in \mathcal{D}} \sum_{s > t} a_{s,t}(\mathbf{x}) \mathbb{1}_{x_t^{(d)} - x_s^{(d)} = k}}{\sum_{\mathbf{x} \in \mathcal{D}} \sum_{s > t} a_{s,t}(\mathbf{x})}$$

$$\tilde{\gamma}_k^{(d)} = \gamma_k^{(d)} - \frac{\sum_{\mathbf{x} \in \mathcal{D}} \sum_{s > t} \mathbb{1}_{x_t^{(d)} - x_s^{(d)} = k}}{\sum_{\mathbf{x} \in \mathcal{D}} \sum_{s > t} 1}$$

- The MMT model attends more to notes

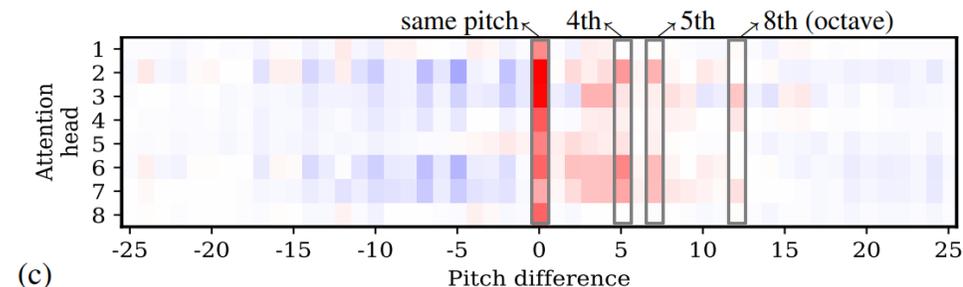
that are **4N beats away** in the past



Positive/negative gain

(Source: Dong et al., 2023)

that has a pitch in an octave above which **forms a consonant interval**

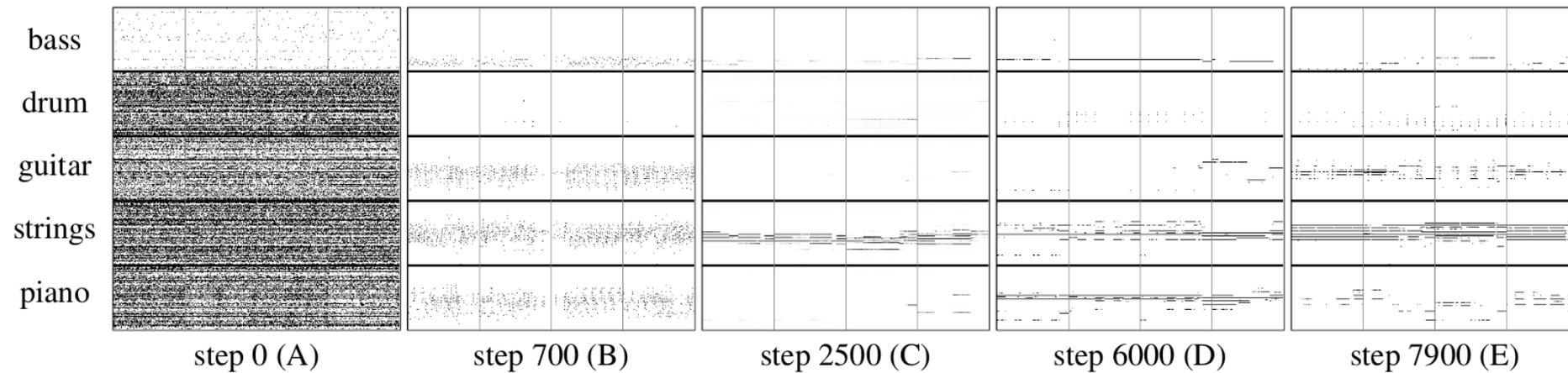


Positive/negative gain

(Source: Dong et al., 2023)

Next Lecture

VAEs & GANs



(Source: Dong et al., 2018)