PAT 498/598 (Fall 2024)

Special Topics: Generative Al for Music and Audio Creation

Lecture 1: Introduction

Instructor: Hao-Wen Dong



Welcome! Tell Us about Yourself!

- Name
- Pronouns
- Major/year
- Have you ever used any GenAl tools? Which tools?

About Me

- Hao-Wen (Herman) Dong
- Pronouns: he/him
- Email: hwdong@umich.edu
- Office: **Stearns 131** (10–15 min walk to the north from Moore)
- Office hours: 3–4PM, Mondays & Wednesdays
- Research areas: Generative AI for music and audio creation



Learning Goals

- Gain an overview of the field of AI music creation
- Learn fundamental AI concepts and principles
- Learn representative AI tools for music creation
- Gain hands-on experience on creating music using AI tools

Generative AI for Music and Audio Creation

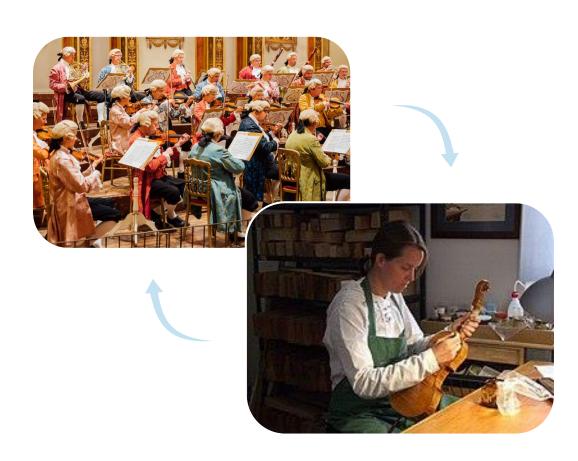
Generative Al for **Music** and Audio **Creation**

Generative Al for Music and Audio Creation

What is this course all about?

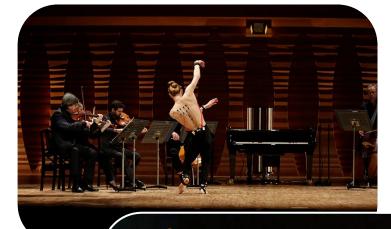
An introduction to generative AI and its applications to music and audio creation. Topics include music generation, audio synthesis and assistive music creation tools.

Music & Technology





(Source: Yamaha)



(Source: Sankei Shimbun)



(Shlizerman et al., 2019)



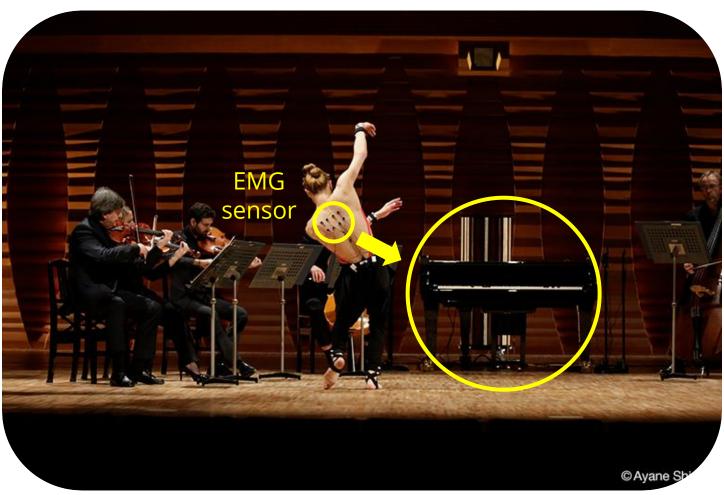
(Source: Robot Gizmos)

Shlizerman et al., "Audio to Body Dynamics," Proc. CVPR, 2018. https://www.yamaha.com/en/news_release/2018/18013101/

https://www.sankei.com/article/20240113-CQCOSQHJWFIYPJJKZDCITRTRVI/

https://www.roboticgizmos.com/shimon-musical-robot-deep-learning/

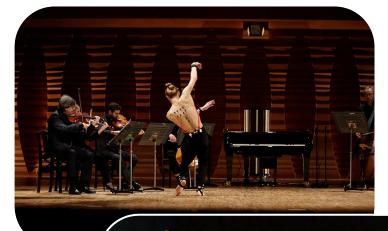
(Source: NBC DFW)



(Source: Yamaha)



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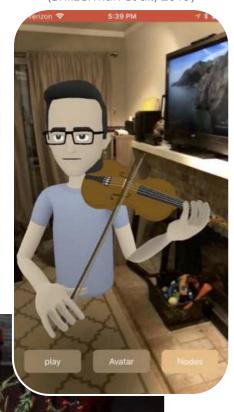
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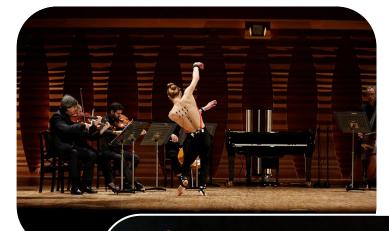
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(Source: Robot Gizmos)



(Source: Yamaha)





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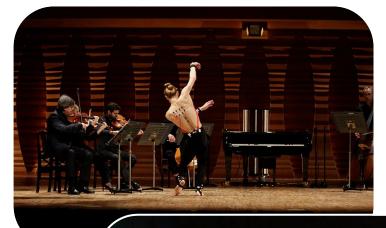
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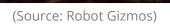
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(Source: Yamaha)





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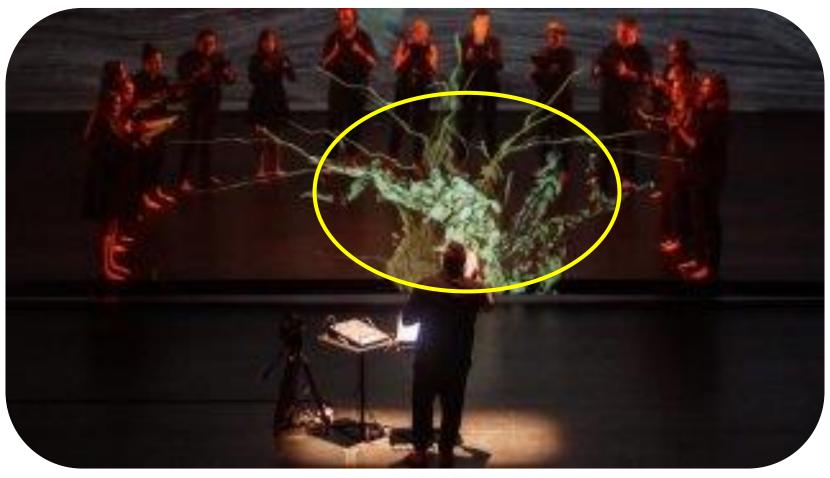
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(Shlizerman et al., 2019)

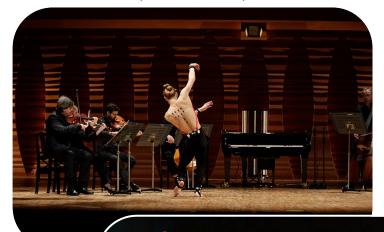






(Source: NBC DFW)

(Source: Yamaha)



(Source: Robot Gizmos)

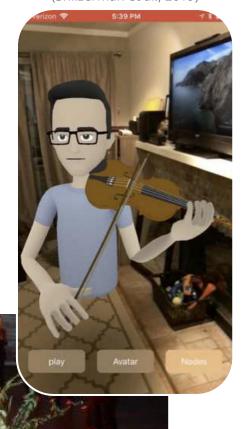
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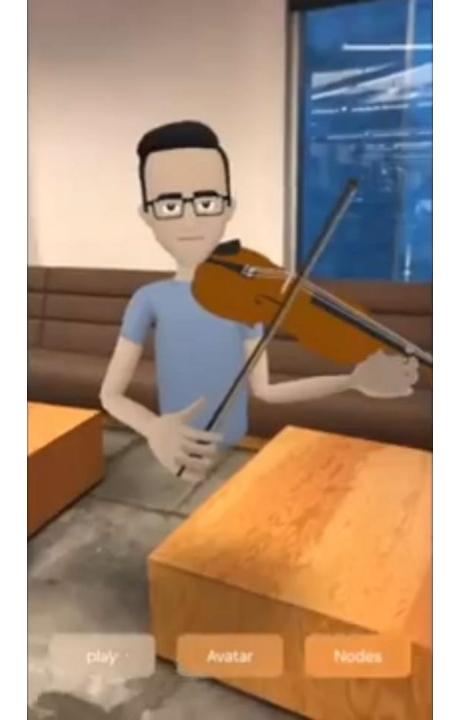
(Shlizerman et al., 2019)







(Shlizerman et al., 2019)



Course Logistics

Course Website

- Main website: hermandong.com/teaching/pat498_598_fall2024
 - Syllabus, schedule, lecture slides, code examples, etc.
- Piazza: Announcements, Q&A
- Gradescope: Assignment submission, grading, regrade requests
- Canvas: Recordings



Prerequisites

- Prior coding experience is recommended!
 - If you've taken any programming course, you should be fine
 - You should be comfortable reading code written by others
 - You should be able to write a nontrivial project using some programming language

Tentative Schedule

Generative AI Background

Week	Date	Lecture	
1	Aug 26	Introduction	
	Background		
	Aug 28	- AI & machine learning fundamentals	
2	Sep 2	No Class (Labor Day)	
	Sep 4	- Deep learning fundamentals I	
3	Sep 9	- Deep learning fundamentals II	
	Sep 11	Language models – RNNs, LSTMs & transformers	
4	Sep 16	- Generative adversarial nets & diffusion models	
	Sep 18	^L Music & audio processing fundamentals	

Symbolic Music Generation

Week	Date	Lecture						
Symbolic Music Generation								
5	Sep 23	- Melody generation						
	Sep 25	- Harmony & chord progression generation						
6	Sep 30	- Polyphonic music generation						
	Oct 2	- Multitrack music generation						
7	Oct 7	- Multimodal music generation I						
	Oct 9	^L Multimodal music generation II						
8	Oct 14	No Class (Fall Study Break)						

Audio Synthesis

Week	Date	Lecture	
		Audio Synthesis	
	Oct 16	- Time-domain audio synthesis I	
9 Oct 21		- Time-domain audio synthesis II	
	Oct 23	Frequency-domain audio synthesis I	
10	Oct 28	Frequency-domain audio synthesis II	
	Oct 30	- Multimodal audio synthesis I	
11 Nov 4		^L Multimodal audio synthesis II	
	Nov 6	Project pitch & discussion	
12	Nov 11	No Class (Travel)	
	Nov 13	No Class (Travel)	

Assistive Music Creation Tools

Week	Date	Lecture
		Assistive Music Creation Tools
13	Nov 18	- Neural audio effects
	Nov 20	- Auto-mixing
14	Nov 25	^L Live performance & interactive systems
	Nov 27	No Class (Thanksgiving)
15	Dec 2	Discussions — ethical concerns & copyright issues
	Dec 4	Review
16	Dec 9	Project presentation



Assignments

- Programming exercises to get you familiar with music AI tools
- Due at 11:59pm ET on the date specified
- Late submissions: 3 points deducted per day

Project

- An open-ended group project (group size: 2–3)
 - A major component of this course
 - Focused on creative & artistic use of AI tools
- Proposal is due on November 8 (tentative)
- Final presentation is scheduled on December 9
 - Let me know as soon as possible if you can't make it
- Final report is due on **December 15** (tentative)
- Late submissions: Not Accepted
 - You can always submit your work early and update it later

Grading

Assignments	40%	Project	60%
- Assignment 1	10%	- Proposal	10%
- Assignment 2	10%	- Final report	20%
- Assignment 3	10%	^L Presentation	30%
^L Assignment 4	10%		

Optional Reading

- "Al Song Contest: Human-Al Co-Creation in Songwriting" by Cheng-Zhi Anna Huang, Hendrik Vincent Koops, Ed Newton-Rex, Monica Dinculescu, and Carrie J Cai (paper)
- Course slides for "Deep Learning for Music Analysis and Generation" by Yi-Hsuan Yang (slides)
- "Intelligent Music Production" by Brecht De Man, Ryan Stables, and Joshua D. Reiss (<u>Amazon</u>)
- "Fundamentals of Music Processing" by Meinard Müller (<u>notebooks</u>)
 (<u>Amazon</u>)

Academic Integrity

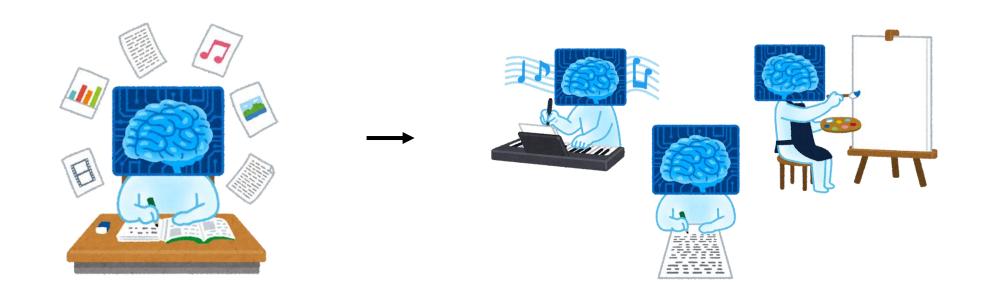
- Plagiarism and cheating violate SMTD's Academic Code of Conduct. All plagiarism, cheating and other academic misconduct cases will be reported to SMTD's Office of Academic and Student Affairs.
- All assignments must be completed on your own. You are welcome to exchange ideas with your peers, but this should be in the form of concepts and discussion, not in the form of writing and code.
- You must provide proper citations/references for any external resources you use in your writing and code.

Any Questions on the Syllabus?



Generative Al

What is Generative Al?



Generative AI is AI capable of generating text, images, music or other media.

Analytic Al vs Generative Al





Created with Adobe Firefly

Generative Al for Visual Arts

First Prize in Digital arts at Colorado State Fair Fine Arts Competition



(Source: Cosmopolitan)

Meet the World's

Magazine Cover

(Source: CNN Business)

Gloria Liu, "The World's Smartest Artificial Intelligence Just Made Its First Magazine Cover," Cosmopolitan, June 21, 2022. Rachel Metz, "Al won an art contest, and artists are furious," CNN Business, September 3, 2022. Refik Anadol on Al, Algorithms, and the Machine as Witness," MoMA Magazine, December 20, 2022. Lianne Kolirin, "Artist rejects photo prize after Al-generated image wins award," CNN, April 18, 2023.

(Source: MoMA Magazine)

Sony World
Photography Award in
Creative Open Category



(Source: CNN)

State of the Art – Text-to-Music Synthesis

Prompt: relaxing and smooth jazz played in a stylish cafe





Prompt: delightful country music with acoustic guitars





Prompt: cinematic and suspenseful orchestral music





huggingface.co/spaces/facebook/MusicGen



State of the Art – Video Generation





State of the Art - Music + Video Generation

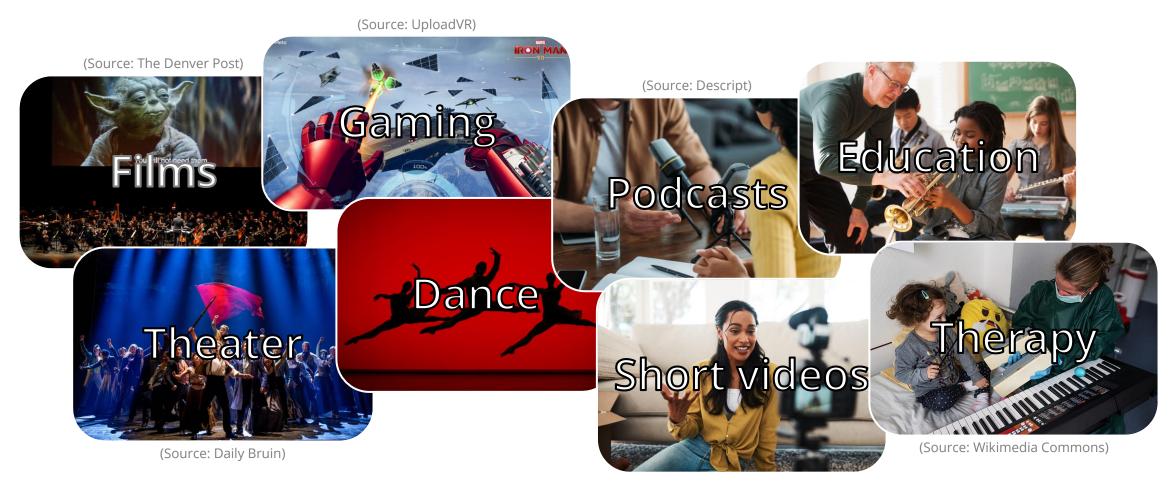


Video Runway Gen-2

Music MusicGen



Use Cases of Generative Al for Music & Audio

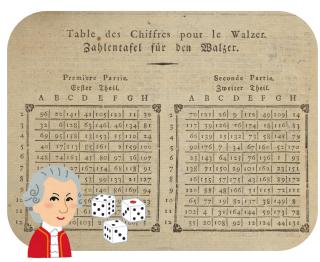


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https://www.descript.com/blog/article/what-is-the-best-audio-interface-for-recording-a-podcast
https://dailybruin.com/2023/08/04/theater-review-the-musical-les-misrables-offers-stellar-displays-and-impassioned-vocals

Al Music in the Early Days

The Early Days

Musical Dice Game (1792)



(Source: gbrachetta)

gbrachetta.github.io/Musical-Dice/

ILLIAC Suite (1957)



(Source: Illinois Distributed Museum)

Emily Howell (2003)



(Source: The Guardian)

Musical Dice Game (1792)



gbrachetta.github.io/Musical-Dice/

Let's try it out!



Lejaren Hiller – ILLIAC Suite for String Quartet (1957)

ILLIAC SUITE FOR STRING QUARTET

I. EXPERIMENT NO. I







youtu.be/n0njBFLQSk8 &
music.arts.uci.edu/abauer/3.1/scores/Hiller_Illiac_Suite.pdf

Emily Howell (by David Cope) – Prelude (2007)



Reading: David Cope on Emily Howell

- <u>David Cope: 'You pushed the button and out came hundreds and thousands of sonatas'</u>
 - Interview by Tim Adams published on *The Observer*, *The Guardians*, July 10, 2010

"People tell me they don't hear soul in the music," he says.
"When they do that, I pull out a page of notes and ask them to show me where the soul is. We like to think that what we hear is soul, but I think audience members put themselves down a lot in that respect. The feelings that we get from listening to music are something we produce, it's not there in the notes. It comes from emotional insight in each of us, the music is just the trigger."



What is Artificial Intelligence?

What is Artificial Intelligence?

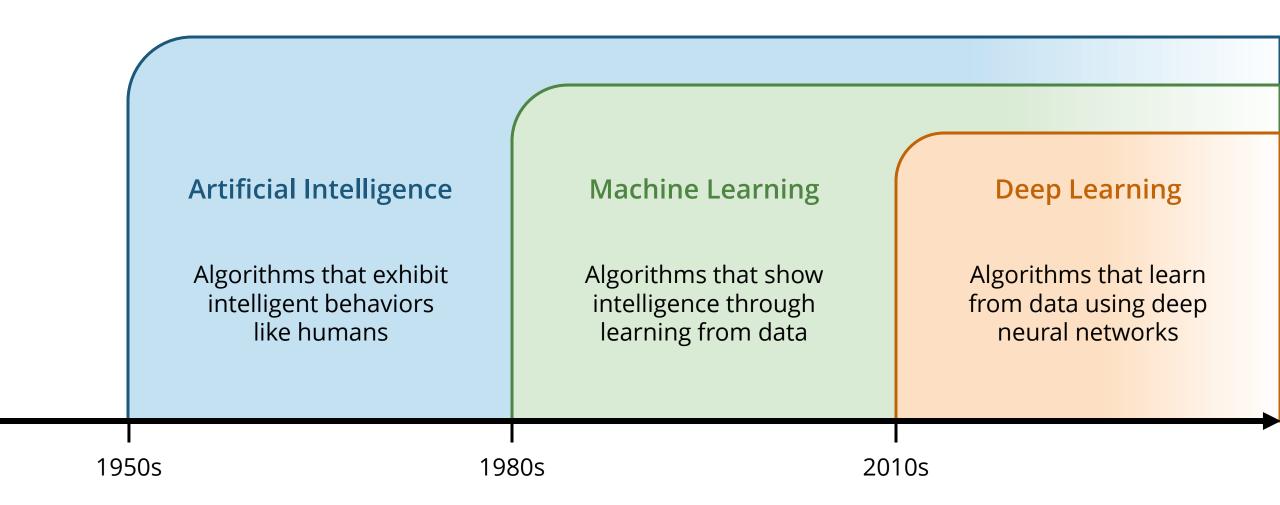
All is the study of how to make computers do things at which, at the moment, people are better.

– Elaine Rich and Kevin Knight, 1991



Elaine Rich and Kevin Knight, *Artificial Intelligence*. United Kingdom: McGraw-Hill, 1991. https://www.britannica.com/topic/Deep-Blue https://www.theguardian.com/technology/2016/mar/15/alphago-what-does-google-advanced-software-go-next https://www.youtube.com/watch?v=PFMRDm H9Sg

Al vs ML vs DL



Building Blocks of Modern Al Systems

