

Investigation of Methods of Computer Music Generation

Jeffrey Grafton

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1 Abstract

Many algorithms have been implemented to create random, pleasing music on the fly, but none is both entirely random and entirely pleasing. This project sorts through the various algorithms currently known and highlights the qualities and disadvantages of each.

2 Introduction

In this increasingly fast-paced world, it is becoming ever more necessary for computers to automate numerous parts of our lives, including our entertainment. With electronic devices around us nearly all the time, it only seems natural that soon they might be composing songs for us, even singing to us.

For around a decade, now, research has been taking place with respect to artificially generating music, though real developments have only come of late.

3 Background

I don't have much information in this area yet. Much research has been done in this field, but I haven't gleaned any of it yet.

4 References

MIT Computer Music Research: <http://www.ai.univie.ac.at/oefai/ml/music/musicproject.html>

Stanford Center for Computer Research in Music and Acoustics: <http://www.ai.univie.ac.at/oefai>