

## **Chapter 23. Meeting 23, Approaches: Expert Systems and Style Emulation**

### **23.1. Announcements**

- Sonic system reports due and presentations begin: 11 May

### **23.2. A Model of a Particle Feedback Systems**

- Review

### **23.3. Quiz**

- 10 Minutes

### **23.4. Style Experts**

- Style emulation
  1. One of the earliest approaches to generative music
  2. Often justified has offering musicological or analytical features
  3. Often valued because various forms of testing are possible
- Expert systems
  1. Sometimes considered a type of AI
  2. Typically used to solve non-trivial problems where probabilistic recommendations are valuable
  3. Notoriously narrow

### **23.5. Reading: Ebcioglu: An Expert System for Harmonizing Four-part Chorales**

- Ebcioglu, K. 1988. “An Expert System for Harmonizing Four-part Chorales.” *Computer Music Journal* 12(3): 43-51.
- What is meant by the term “analysis by synthesis”? Is such an approach broadly applicable in music?”
- Why do the author’s reject the approach of coding musical rules in a programming language, and instead offer what?
- The authors distinguish their approach from that of generating a random solution and testing the results: what is different in their approach?
- In general terms, describe the steps used to create chorales.
- Did the authors find that published theory texts were sufficient to implement their generative techniques?
- What are the main chorale views used?
- What level of results do the author’s report achieving?
- What hardware were they using, and how quickly could it solve harmonizations?

### **23.6. Recreating Works of the Past**

- Is their historical or musicological value to recreating works of the past?
- Is their aesthetic or artistic value to recreating the works of the past?
- Listen: 21 April 2006: Radio Lab, WNYC, show #202

### **23.7. Reading: Cope: Computer Modeling of Musical Intelligence in EMI**

- Cope, D. 1992. “Computer Modeling of Musical Intelligence in EMI.” *Computer Music Journal* 16(2): 69-83.
- What are the basic steps used in the production of music with Cope’s EMI system?

- How is music represented and what parameters are taken into account?
- What role does the pattern matcher play? What does it match?
- Given Cope's description, how does the augmented transition network (ATN) differ from something like a Markov chain?
- Is Cope's description of EMI sufficient to understand the techniques of production?
- Cope claims that musical intelligence is a "simulation of musical thinking"; does the EMI system approach musical intelligence?

### **23.8. Listening: Bach, Virtual Bach, and Cope**

- Listening: Cope, *Three Inventions, after Bach, No. 1*, 1997
- Compare to Bach Invention No. 6 in E Major
  
- Listening: Cope, *Three Inventions, after Bach, No. 2*, 1997
- Compare to Bach Invention No. 8 in F Major
  
- Listening: Cope, *Three Inventions, after Bach, No. 3*, 1997

[Page left blank]

MIT OpenCourseWare  
<http://ocw.mit.edu>

21M.380 Music and Technology: Algorithmic and Generative Music  
Spring 2010

For information about citing these materials or our Terms of Use, visit: <http://ocw.mit.edu/terms>.