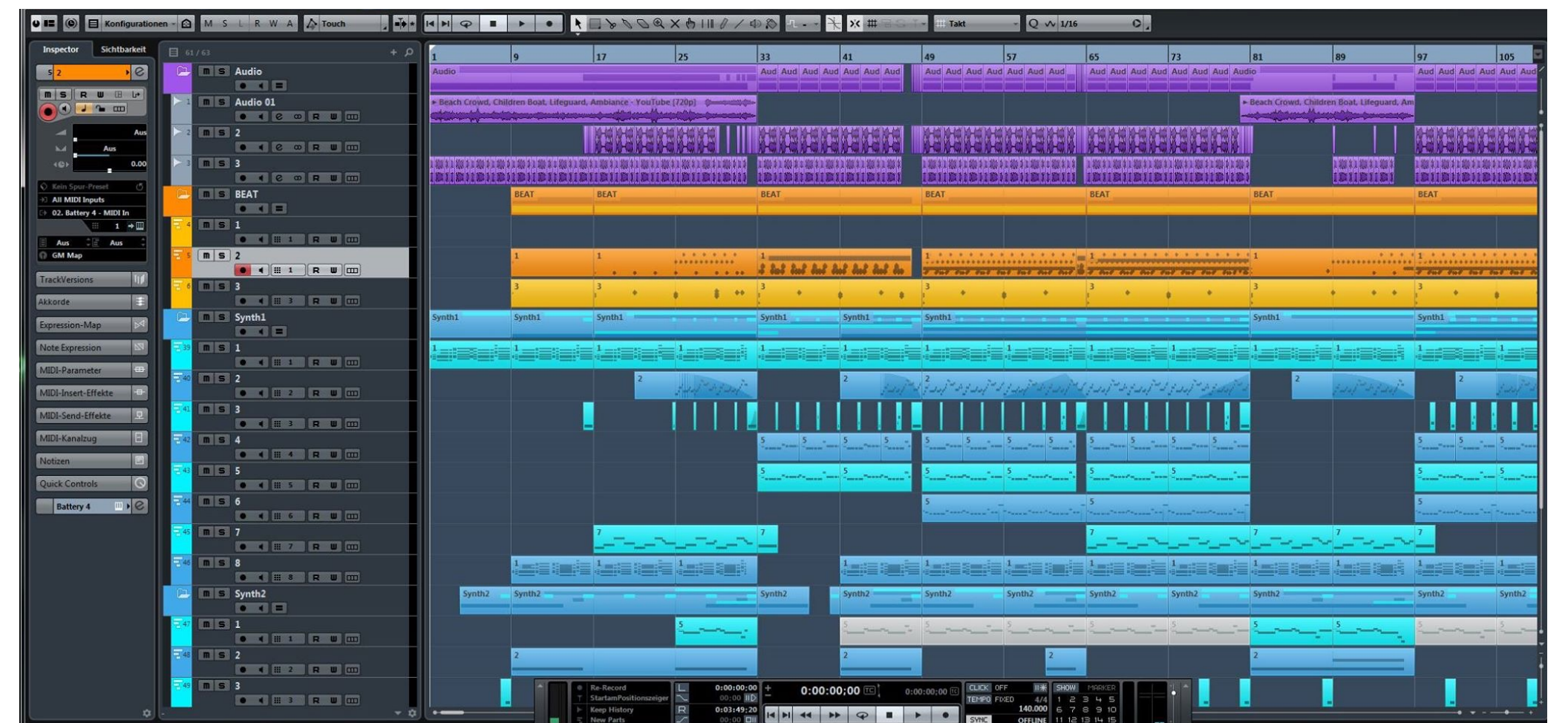


# An Intelligent Musical Rhythm Variation Interface

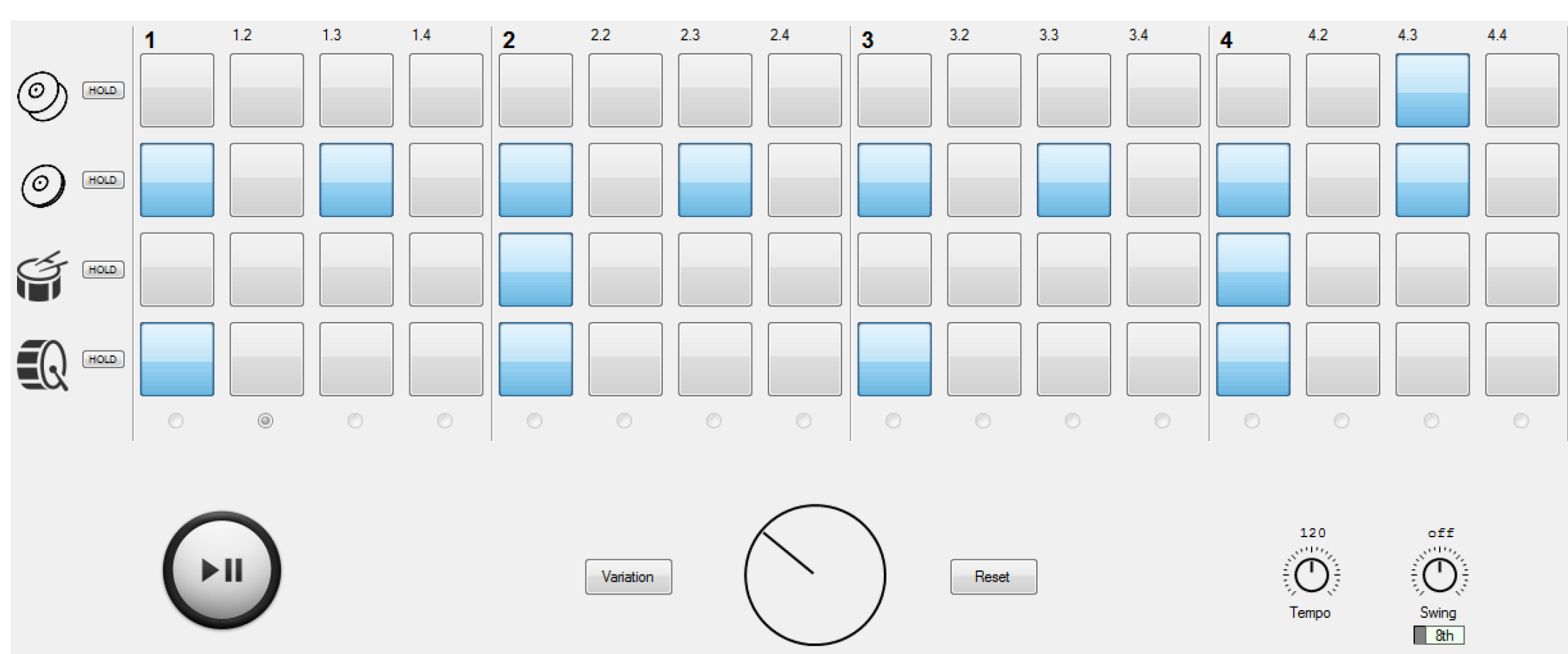
## 1 introduction

- > drum tracks in electronic dance music (EDM) arrangements are usually built from drum patterns from a drum pattern library or manually composed patterns
- > manual composition and creating variations is usually a cumbersome task
- > in this work an intelligent agent to improve the workflow for this task is introduced

screenshot of an EDM track in a DAW



screenshot of prototype



## 2 prototype

- > step sequencer like interface to enter seed patterns and visualize pattern variations
- > controls for playback, pattern variation, as well as tempo and swing
- > MIDI input and output for easy integration

## 3 variation algorithm

- > as variation method a restricted Boltzmann machine (RBM) is used
- > the RBM is trained on a data set of ~16,000 EDM rhythm patterns
- > to create variations the seed pattern is entered in the visible layer of the RBM and varied using Gibbs sampling

## 4 evaluation

- > qualitative interviews with ten experts
- > five aspects were evaluated (see evaluation results)
- > participants were exploring the prototype in combination with a hardware controller



## 5 conclusion

- > interaction with implemented prototype was well received
- > produced patterns are musically meaningful
- > seed patterns untypical for EDM yield unexpected variations
- > participants liked the idea of using the prototype in the studio but demanded additional features for the context of live environments

evaluation results

aspect	positive comments
seed rhythm is preserved	7
patterns are meaningful	9
prototype interaction	8
would use live	6
would use in studio	9