

Impro-Visor

A Research Project featuring Open-Source Software Development

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My Roles

- Researcher (music theory, machine learning)
- User (musician, jazz teacher)
- Project director (or BDFL)
- Chief evangelist
- Developer
- Maintainer



Collaborators from HMC

- Prof. Belinda Thom
- Stephen Jones
- Aaron Wolin
- David Morrison
- Martin Hunt
- Sayuri Soejima
- Stephen Lee
- Greg Bickerman

- Emma Carlson
- Paul Hobbs
- Alexandra Schofield
- August Toman-Yih
- Audrey Musselman-Brown
- Kevin Choi
- Hayden Blauzvern
- Kelly Lee



More Collaborators

- Steven Gomez, Darmouth College
- Jim Herold, Cal Poly Pomona
- Brandy McMenamy, Carleton College
- John Goodman, UK
- Jon Gillick, Wesleyan University
- Kevin Tang, Cornell University
- Chad Waters, Winthrop University
- Peter Swire, Brandeis University
- Sam Bosley, Stanford University
- Lasconic (Nicolas Froment), France
- Julia Botev, Rice University
- Zack Merritt, University of Central Florida

- Ryan Wieghard, Pomona College
- Amos Byon, Troy H.S.
- John Elliott, UK
- John Davison, Harvard University
- David Halpern, Columbia University
- Brian Howell, Belmont University
- Nick Chung, Troy H.S.
- Caitlin Chen, Los Osos H.S.
- Connor Yoste, Willamette University
- Nate Tarrh, Tufts University
- Anna Turner, Pomona College



Impro-Visor = "Improvisation Advisor"

Intended to help jazz musicians:

- Understand chord progressions and tunes
- Work out solo lines, provide notation tool
- Provide play-along with auto-accompaniment
- Be a trading companion



Chord Progressions for Standards and Jazz Tunes

- Jazz chord progressions can be complex.
- Beginning to intermediate players may have difficulty understanding them.
- But they need to understand them in order to be effective soloists.



Example Features

- Notation tool: Colorization for visual feedback
- Advice database: scales, licks, etc.
- Auto accompaniment: Pattern-based, with some style pattern learning
- Auto-improvisation: Grammar-based, with grammar learning from transcriptions
- Chord progression parsing: Into idiomatic progressions ("bricks")















Software Engineering Lessons (I)

- **Single source** for all platforms is best.
- Open, *Easily-Readable/writeable* Text Representations are helpful:
 - S expressions (as opposed to XML) used for musical vocabulary (chords, scales, voicings), leadsheets, style specifications
- Much Theory may underlie apparently simple interfaces.
 - **Grammars** are helpful for improvising music.
 - Sophisticated analysis techniques are needed for explaining tunes.



Example Theory

- Machine Learning of Jazz Grammars, Gillick, Tang, and Keller, Computer Music Journal, Fall 2010, Vol. 34, No. 3, Pages 56-66.
- Automating the Explanation of Jazz Chord Progressions Using Idiomatic Analysis, Keller, Schofield, Toman-Yih, Merritt, and Elliott,
 Computer Music Journal, Winter 2013, Vol. 37, No. 4, Pages 54-69.



Idiomatic Bricks Theory

- A way to comprehend tunes is to decompose them into building blocks.
- Music theory has recognized blocks such as cadences for a long time.
- Jazz musicians have refined this theory.



"LEGO Bricks" Approach

- Semi-formalized by Conrad Cork, 1988 ... 2008
- Extended by John Elliott, 2009.





Bricks: Idiomatic Subsequences of Chords

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Chord Sequence	Brick Name
Dm7 G7 C	Straight Cadence
Dm7b5 G7b9 Cm	Sad Cadence
Em7 A7 Dm7 G7 C	Long Cadence
C Am7 Dm7 G7	Plain Old Turnaround (POT)
C Eb7 Ab Db7	Ladybird Turnaround

A few hundred brick types have been identified.



Example Problem

- Given the chord sequence of a tune in textual form, parse the sequence into a sequence of bricks that best explains the tune.
- The brick explanation will be called a "roadmap".







Example: Satin Doll Roadmap

Bricks

Satin Doll

C Major						
Chromatic Dropback						
B7	Bb7	A7				
n	natic Dropba B7	natic Dropback B7 Bb7				

C Majo	r			D Major			Gb Major				C Major		
Two Go	Goes Approach Two Goes Approach			Stablemates Approach									
Dm7	G7	Dm7	G7	Em7	A7	Em7	A7	Am7	D7	Abm7	Db7	C69	

F Major				G Major		C Major		
Straight Cadence				Straight Approach		Straight Approach		
Gm7	C7	FM7		Am7	D7	Dm7	G7alt	
-							, ,	

C Major D Major Gb Major	C Major	D Major
Two Goes Approach Two Goes Approach Stablemates Approach		Straight Launcher
Dm7 G7 Dm7 G7 Em7 A7 Em7 A7 Am7 D7 Abm7 Db7	C69	Em7 A7



Software Engineering Lessons (II)

- Pay extreme attention to design of multiplyused low-level classes.
- Use Design Patterns:
 - Model-View-Controller (didn't use enough)
 - Command/Memo (maybe used too much)
 - Flyweight
 - Factory Method
 - Iterator



Life Lessons

- If using an existing library, try to live with its API, rather than re-coding your own version. (Or maybe use Adapter Pattern.)
- Evaluate the decision to depend on opensource libraries carefully.
- Beware of open-source trolls & vigilantes.



Goals Not Yet Realized

- Brick-Based Improvisation & Learning
- Audio input
- Reacting to soloist during trading
- Neural network critic / generation



Miscellaneous Details

- Platforms, etc.:
 - Windows, MacOSX, Linux
 - Repository and Tracking: SourceForge
 - Language: Java
 - Sound: MIDI
 - IDE: NetBeans
 - Libraries:
 - jMusic (Queensland University of Technology)
 - Polya (HMC)
 - clustering library



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For more information, including publications, downloading, tutorials, video, etc. please see:

http://www.cs.hmc.edu/~keller/jazz/improvisor/