

Table of Content

1. Introduction	1
1.1. Problem Statement	2
1.2. Hypothesis	3
1.3. Objectives	3
1.3.1. General Objective	3
1.3.2. Specific Objectives	3
1.4. Methodology	3
1.5. Thesis Structure	4
2. Background and Related Work	5
2.1. Scientific Disciplines	5
2.1.1. Artificial Intelligence	5
2.1.2. Machine Learning	6
2.1.3. Automated Music Generation	10
2.2. Music Generation	12
2.2.1. Preliminary Concepts	12
2.2.2. Data Representation	12
2.2.3. Vector Encoding	15
2.3. Music Inpainting Task	18
2.4. Related Work	18
2.4.1. Similar Benchmarks	18

2.4.2.	Music Inpainting Models	18
2.4.3.	Metrics	21
3.	MUSIB: Music Inpainting Benchmark	24
3.1.	Motivation	24
3.2.	Datasets	25
3.3.	Evaluation	27
3.3.1.	Note Metrics	27
3.3.2.	Divergence Metrics	31
3.4.	Results and Discussion	35
4.	MUSIB Implementation Details	38
4.1.	Data Processing	38
4.1.1.	Download from source	38
4.1.2.	Make data frames	40
4.1.3.	Clean data	41
4.2.	Feature Extraction	41
4.2.1.	Encoding MIDI as vectors	42
4.2.2.	MIDI Dataset	43
4.3.	Model Architecture and Training	44
4.4.	Evaluation	44
5.	Conclusions and Future Work	45
5.1.	Conclusions	45
5.1.1.	Main Findings	46
5.1.2.	Future Work	47
	Bibliography	53