Teaching a computer to output useable musical chord progressions, either by generating them itself or receiving guidelines form basic user input.

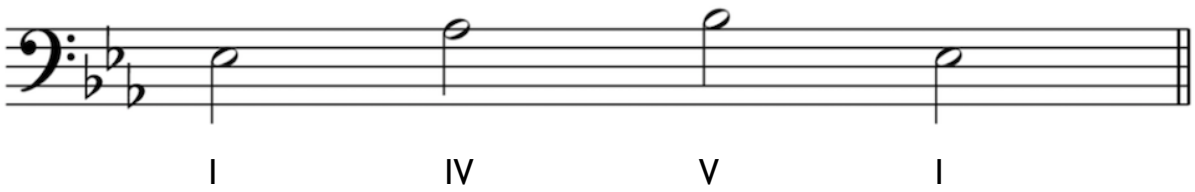
I IV V I
I I6 IV V7 I
V i V i V7 i
I vii*6 I6 I V64 I6 I V43 I6
I ii*6 V64--53 I
I vi IV ii7 V7/V V I
I V7/III III ii*6 i64 V64 i V7/iv iv V I

I --> anywhere
ii --> V, I64
iii --> vi, IV
IV --> V, ii, I
V --> I, vi, IV6
vi --> IV, ii, V
vii --> I6

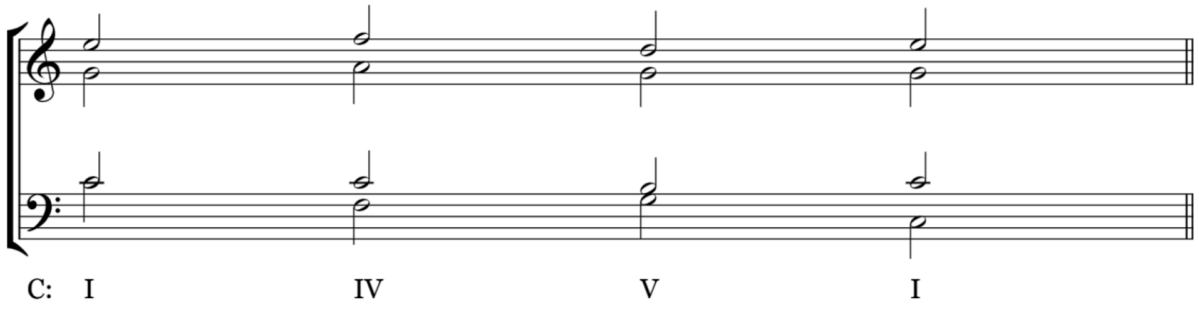
Example output level 1:
Output : I IV V I

Example output level 2 (Add possible notes for the bass line progression, based on an inputed key):
Key: EbM
Output: I IV V I Eb Ab Bb Eb

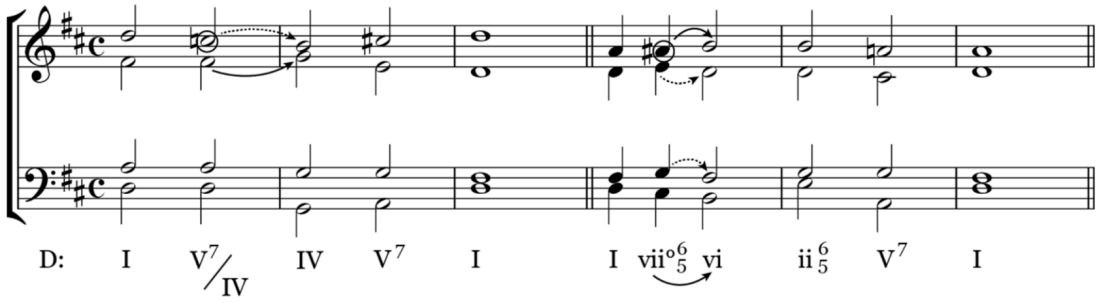
Example output level 3 (providing a visual representation of the output)
Output:



Example output level 4: (teaching a computer the basic rules of part writing, allowing it to output a full visual representation of all voices)



Example output level 5: (teaching a computer the more complex rules of part writing, allowing it to add suspensions, different embellishments, and possibly applied chords.



Example output level 6:

A collection of audio files for different pitches, allowing a program to play the examples that it makes.

Example output level 7:

David Cope: 'You pushed the button and out came hundreds and thousands of sonatas'

Tim Adams

Composer David Cope has spent the last 30 years teaching computers to create classical music

- **Hear an example from David Cope's Emily Howell project**
- **Download an Emmy Bach-style invention**