Artificial Intelligence in Audio and Music

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Message from the Guest Editor

Using a computer to analyze or synthesize music contents or sound signals is a vast multidisciplinary topic, having involved scientists and artists, researchers and musicians, programmers and composers, for decades. Nowadays, artificial intelligence seems to be the new terminology for computer science applied to human concerns. Music is one of them, and the always increasing power of computers allows tremendous applications, many now used in the industry.

For example, it is now possible to extract in real time musical information (e.g., sound sources, musical structure, etc.) from music scores or audio signals, to classify, identify, or even transform existing contents. However, it is also possible to generate new music contents from existing corpora after having learned from them. The aims can be scientific or artistic, academic or industrial, and the approaches can use classic algorithmics, machine learning, or even deep learning approaches.

For this Special Issue, we encourage all researchers in the computer music research area to propose recent developments where artificial intelligence plays a key role in the analysis, transformation, or synthesis of musical sound contents.

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Special Issue

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Message from the Editor-in-Chief

As the world of science becomes ever more specialized, researchers may lose themselves in the deep forest of the ever increasing number of subfields being created. This open access journal Applied Sciences has been started to link these subfields, so researchers can cut through the forest and see the surrounding, or quite distant fields and subfields to help develop his/her own research even further with the aid of this multi-dimensional network.

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