Towards Schenkerian Analysis by Computer: Deriving the Harmonic-Contrapuntal Structure of Music Automatically

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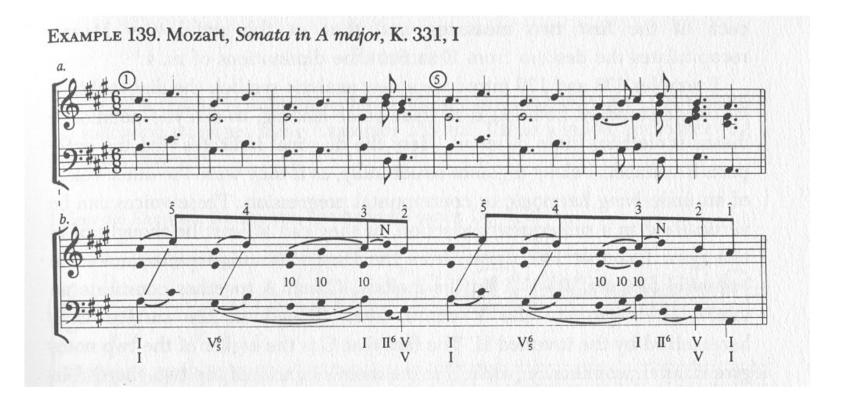
Schenkerian Analysis

Progressively reduces a score, removing less essential features, to reveal the 'background' structure.



Alternative Analyses

Forte & Gilbert:



Multi-levelled; Tree-like

Lerdahl & Jackendoff:

(Actually a somewhat different theory from Schenker, but does something similar)



Benefits

- The most influential and widely adopted theory and method of analysis for tonal music since the last quarter of the 20th c.
- Adumbrates many aspects of musical structure (key, harmony, segmentation, metre).
- Some evidence that it corresponds to perception and cognition of music.
- Based on two centuries of previous music theory.

BUT does remain controversial among musicians, and suffers from obscure arguments about detail.

Previous Work

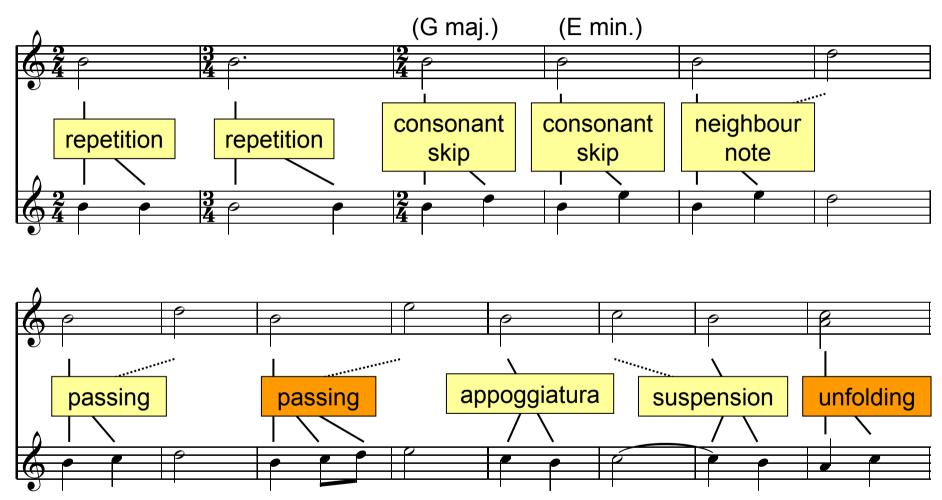
- Kassler (1967, 1975, 1977, 1988)
 - program which successfully analyses three-voice middlegrounds
- Smoliar et al. (1976, 1978, 1980)
 - program capable of verifying an analysis
- Lerdahl & Jackendoff (1983, 2001)
 - rule-based system for quasi-Schenkerian reduction
 - not demonstrably computable
- Mavromatis & Brown (2004)
 - demonstration of theoretical possibility of Schenkerian analysis by context-free grammar
- Hamanaka, Hirata & Tojo (2005-7)
 - implementation of Lerdahl & Jackendoff reduction with adjustment of parameters (now moving towards automatic parameter-setting)
- Gilbert & Conklin (2007)
 - probabilistic grammar for melodic reduction

Formalisation (non contentious)

- 1) Notes are defined by pitch and time (start and duration).
- 2) All notes on the 'surface' of the piece derive by a process of iterative elaboration of a single chord (i.e., several notes all with the same start and duration).
- 3) Only certain kinds of elaboration are possible.
- 4) Elaborations can have an associated key and harmony.
- 5) Simultaneous elaborations (in different parts/voices) must be consistent in key and harmony.

A piece of music is a tree-like structure of elaborations, BUT it has simultaneous trees (for different voices) and these may intertwine (a note can belong to more than one tree).

Elaborations



Further detail in Marsden, CHum (2001) and JNMR (2005).

Formalisation (contentious)

- 6) All elaborations produce two 'children'.
- 7) All elaborations have one 'parent' note.

(So trees are binary. Special 'note sequences' are produced in extended passing elaborations. Unfoldings, which should have multiple parents, are represented by multiple elaborations.)

8) Elaborations may require a specific preceding or following 'context note'.

(So branches of trees are not independent of each other.)

Restrictions (Temporary?)

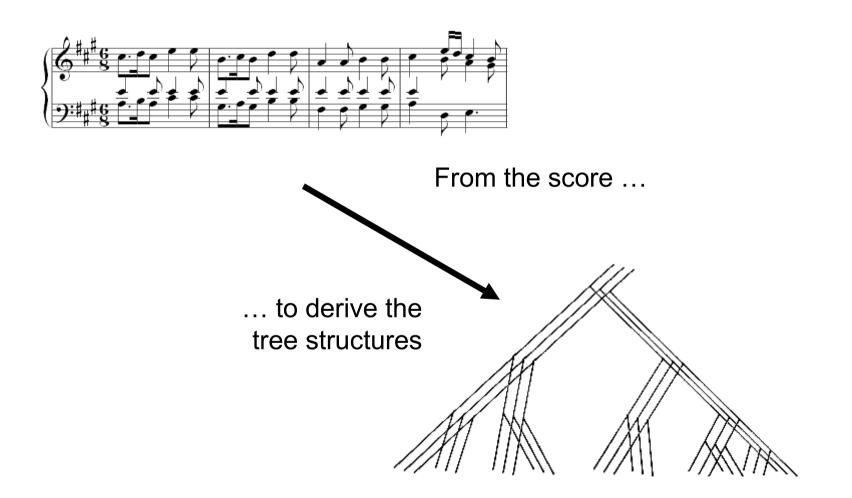
In order to allow a less inefficient analysis algorithm:

- 9) Simultaneous branching in trees must produce children with the same durations in each tree.
- 10)Preceding context notes must be present on the surface (e.g., in the case of the preparation of a suspension).11)Voices cannot cross each other.

Plus some arbitrary restrictions to avoid crazy solutions: 12)Chords in reductions must not be larger than a certain small number of notes.

13)Pairs of notes reduced must have a moderately simple ratio of durations.

The Problem



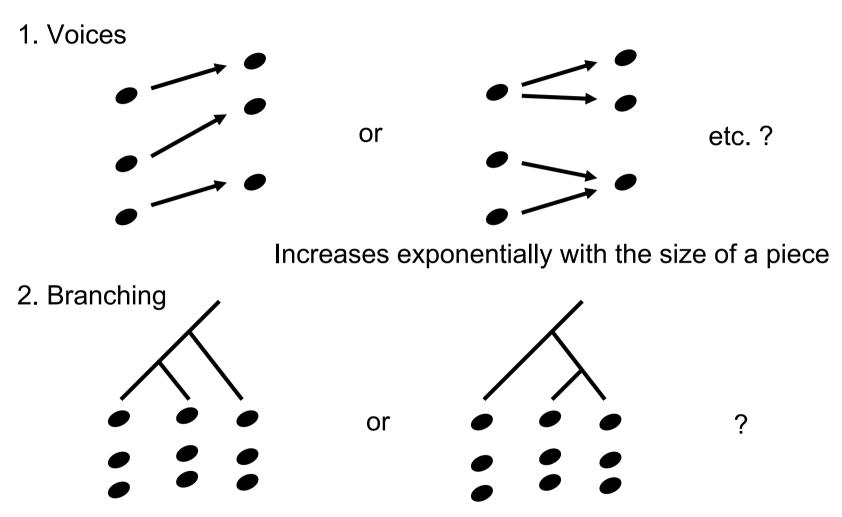
Local Solution-Finding

For any pair of notes, given knowledge of the preceding notes (on the surface) and possible and actual following notes (both on the surface and at higher levels), we can determine:

- which elaborations, if any, can produce these notes,
- what the parent note must be for each elaboration,
- what the requirements of key and harmony are for each elaboration.

So, given any pair of consecutive chords, knowledge of preceding and following chords, and rules of harmonic and tonal consistency, we can determine the possible parent chords of that sequence.

Combinatorial Problems

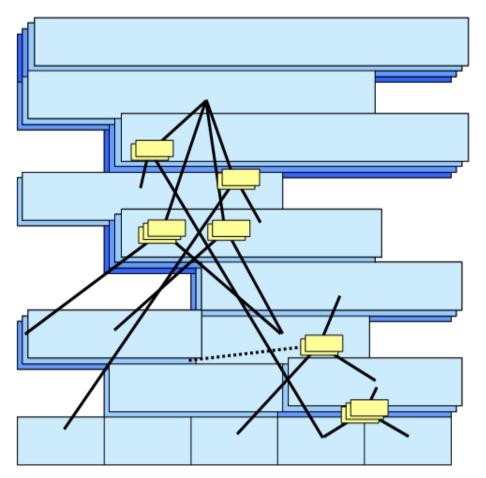


Increases factorially with the size of a piece

Attempted Solution

- Inspired by dynamic programming.
- Construct a 3D matrix of valid local solutions.
 - lowest level is all the 'chords' of the surface of the piece:
 1D, n cells
 - higher levels are all possible chords derived by reduction from all possible pairs of chords below:
 2D, (n l) * x cells
 (l level of reduction, x unknown but limited number of
 - possibilities)
- Any valid reduction tree can be derived from the matrix by selecting a top-level cell and then iteratively selecting pairs of possible children.

Illustration



- If we can know metrics of 'goodness' for local solutions, the best analysis can be derived by selecting the best children at each point.
 BUT, there are no accepted metrics.
- In principle, a matrix can be derived in O(n³) space and O(n⁴) time.
 BUT, 4 bars of Mozart took 170MB of heap space and 1hr 45mins!

Demonstration software

New Segr	IIGHL ##	Score by: Elabora Show: ○ Best so				Rescore	Pitch-class spe	llina	# ○ D# ○ F b ● Eb ● G		
Delete Se	egment	row1column	0-1		Segme	nt 2 of 3	Previou	s Next	Select I	Delete	
Load Exa	mple 1	Up Down	Back Fwd			lotes			Cumulative sco	ore: 1.0	
Load Exa	mple 2		Select Cle	ar	F5 A4		Harmor	iy PCs ^[F,A]			
Load Exa	imple 3	<u>%</u> 100	Notes					le PCs ^[F,A]			
Make Re	duction	67	' C5								
Clear Reduction		67	A4				Precontext P	itches			
Clear	All						Postcontext P	itches ⁰			
Row 3	L										
0-3	1-4	2-5	3-5	4-7		5-8					
58 A5		57 A5	100 _A5	70	G5						
69 F5		43 G5	33 G5	60							
54 C5		29 C5	100 C5_	70							
50 A4		29 Bb4	33 C5	70	ВЪ4						
65 F4		85 F4									
Row 2											
0-2	1-3	2-4	3-5	4-5		5-7	5-8				
100 A5_	50 A5		100 _A5	100		100 G5	100 F5				
50 F5	100 _F		50 G5		C5_	50 E5	67 C5				
50 C5	100 C5		100 C5	50	вь4	100 C5	67 A4				
58 A4	100 F4					100 _Bb4					
58 F4											
Row 1				_							
0-1	1-2	2-3	3-4	4-5		5-6	6-7	7-8			
100 F5		100 A5		100		100 G5	67 G5	100 F5			
67 C5		50 C5		100	Bb4	100 C5_	57 E5	100 _C5			
67 A4		100 F4				100 _Bb4	100 C5	100 A4			
Row O											
0	1	2	3	4		5	Б	7	8		
100 F5_	100 _F	_	100 _A5	100		100 G5	100 G5	100 E5	100 F5		
100 A4	100 C5	100 F4	100 C5	100	вь4_	100 <u>B</u> b4	100 C5_	100 _C5	100 A4		

Demonstration software (2)

New Segment >>	Score by: Elaborations per note Rescore Pitch-class spelling C# D# F# G# A#
<< New Segment	Show: O Best scoring I Full O All I Db I Eb I Gb I Ab I Bb
Delete Segment	row8 column0-8 Segment 1 of 27 Previous Next Select Delete
Load Example 1	Up Down Back Fwd Notes Cumulative score: 6.4166665
Load Example 2	Select Clear F5 C5 Harmony PCs [C,F,A]
Load Example 3	% Notes A4 56 A5
Make Reduction	56 F5
Clear Reduction	59 C5 Precontext Pitches
Clear All	56 F4 Postcontext Pitches
56 A5 56 F5 59 C5 56 A4 56 F4 Row 7 -7 0-7 1-8 51 A5 54 29 F5 58 29 F5 58 29 F5 58 29 F5 58 12 Bb4 54 53 A4 27 F4 Row 6 -7 0-6 1-7 44 A5 20 17 G5 100 46 F5 100 100 C5 20	F5 5 5 4 4 4 5 5 5 5 5 5 5 5 5 5 5 5 5 5

Demonstration software (3)

New Segment >>	Score by: Elaborations per note	Rescore O C# D# F# O G# A#
<< New Segment	Show: Sh	I Ob O Eb O Gb O Ab O Bb
Delete Segment	row 1 column 0-1	Segment 1 of 1 Previous Next Select Delete
Load Example 1	Up Down Back Fwd	Notes Cumulative score: 0.6666667
Load Example 2	Select Clear	F5 C5 Harmony PCs ^[C,F,A]
Load Example 3	% Notes 100 F5	A4 Scale PCs C,F,G,A]
Make Reduction	100 C5	
Clear Reduction	100 A4	Precontext Pitches
Clear All		Postcontext Pitches
Row 5 0-5 1-5 50 G5 100 F5 100 Bb4 50 F4	2-7 3-8	
Row 4 0-4 1-5 Row 3 0-3 1-4		8 7 5-8
100 F5 100 C5 100 A4 100 F4 Row 2		
0-2 1-3	2-4 3-5 4	5 5-7 5-8 100 F5 100 C5 100 A4
Row 1 0-1 1-2 100 F5 100 C5 100 A4	100 A5	5 5-6 6-7 7-8 0 GS 100 GS 0 Bb4 100 ES 100 C5

Further Work

- Revisions to make reduction procedure more efficient
 - minimising number of segments recorded (separation of constraints and chords)
 - tightening of harmonic constraints (e.g., avoidance of sevenths)
- Testing on 'ground truths' from published analyses
 - Oster archive (Chopin, Beethoven)
 - experimentation with scoring mechanisms based on Plum indices etc.

Further detail at www.lancs.ac.uk/staff/marsdena/research/schenker

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