

Ethical and Responsible AI Music Making Workshop• 17 July 2024 User-Centric Intelligent Context-Aware Assistive Multitrack Music Mixing

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Mixing

Audio mixing is the process of blending multitrack recordings

- Technical considerations together with creative, artistic or aesthetic decisions

Achieved with audio effects

- Gain
- Panning
- Equalization (EQ)
- Dynamic range compression (DRC)
- Artificial reverberation

More people are creating **audio** content



Short-form content

Demand for high quality audio



Producing high quality audio requires expertise

General Idea





Model Types



Direct Transformation

Black box system that lacks interpretability and controllability (context not incorporated)

Model Types



Black box system that allows interpretability and controllability (context not incorporated)



Why such a huge percentage is saying no?



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Adoption of AI Technology in the Music Mixing Workflow: An Investigation

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Results are generic and do not understand the context



Black box systems: limiting control and interpretability.

What we want?



Various media used by artists to communicate their expectations of the mix



How is context communicated?



Diff-MST: Differentiable Mixing Style Transfer





Ideal design for an assistive mixing system

What bias are we talking about here?

- There is no penultimate mix for a given set of tracks
 - But training methods may impose the idea especially with supervised methods
- Limited open source data very western music dominant especially pop and rock
 - How does this expand to folk/regional/other music that is not represented?
 - Underrepresented instruments, genres etc
- How can we use the limited open source multitrack data available to capture a diverse world
 - Using powerful methods to learn transformation self-supervision or unsupervised learning?
 - Augmentations or smart tricks to learn more from what is available?
 - Explore techniques to learn from existing unorganised data in the world

Responsible System Design: Thoughts for Discussion

- Giving back to community is key
 - Model's using data; building/learning from the work of giants
 - Ask what community wants.
 - Empirical studies to support and build expert knowledge base -> later used to design systems
 - How do they benefit in the process? Adding value to user's creative workflow
- Allow interaction and control
 - Give power back to the Human
 - This means asking what the user wants
 - Art is a human right
 - Ask users what would help them express themselves
 - Assistive tool most often preferred over automatic tools.

Thank You!