Remixing Music Pythonically

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> @atl http://atl.me/remix





Introduction

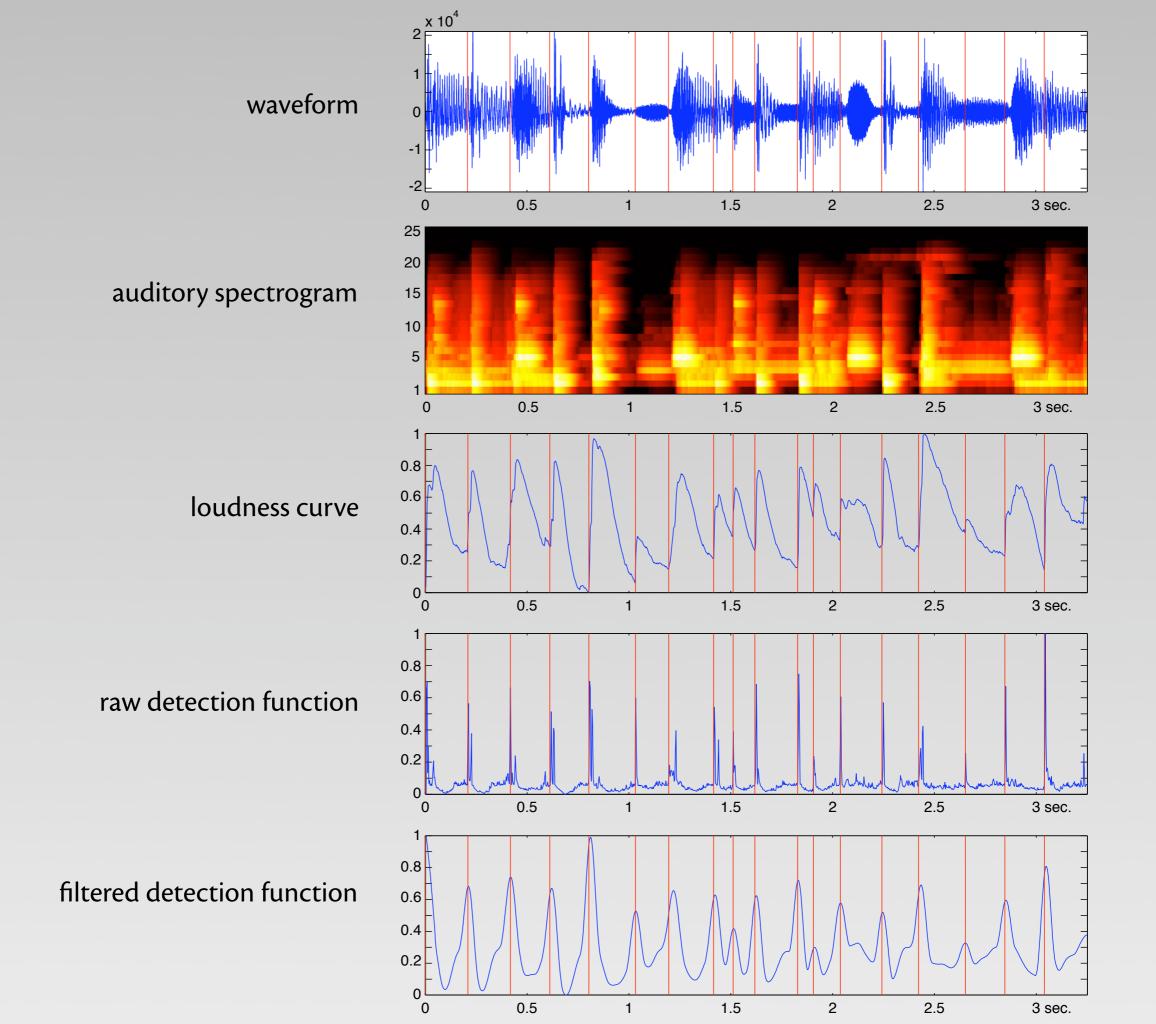
- What's the Echo Nest Remix API?
- Why change it?
- Try to make the API more fluent/expressive
- Try to make the API more capable with multitrack/effects
- How's that working out?



http://the.echonest.com/

The Echo Nest

- "Music Intelligence" company based near Boston
- Data feeds, Recommendation engine...
- Music listening API ("Analyze")
 - Oriented towards mixed/recorded music
 - Global features
 - Key, tempo, meter, &c

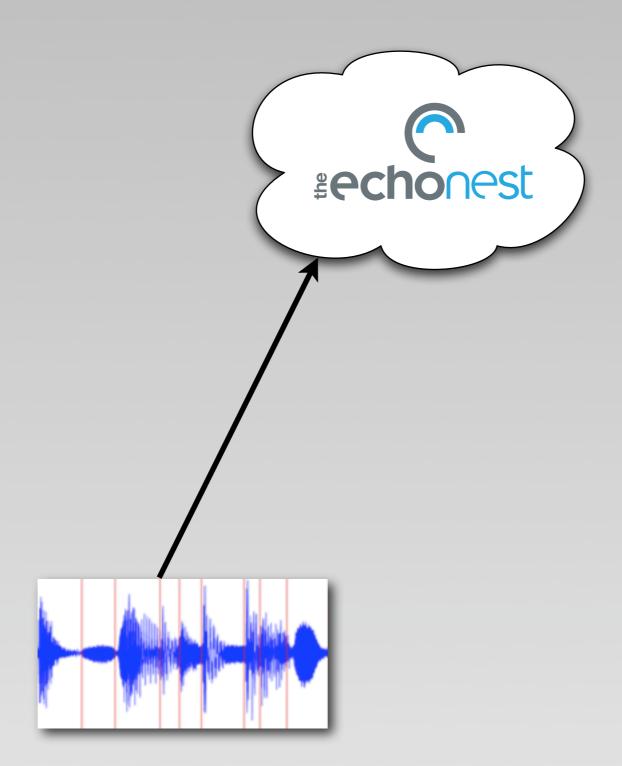


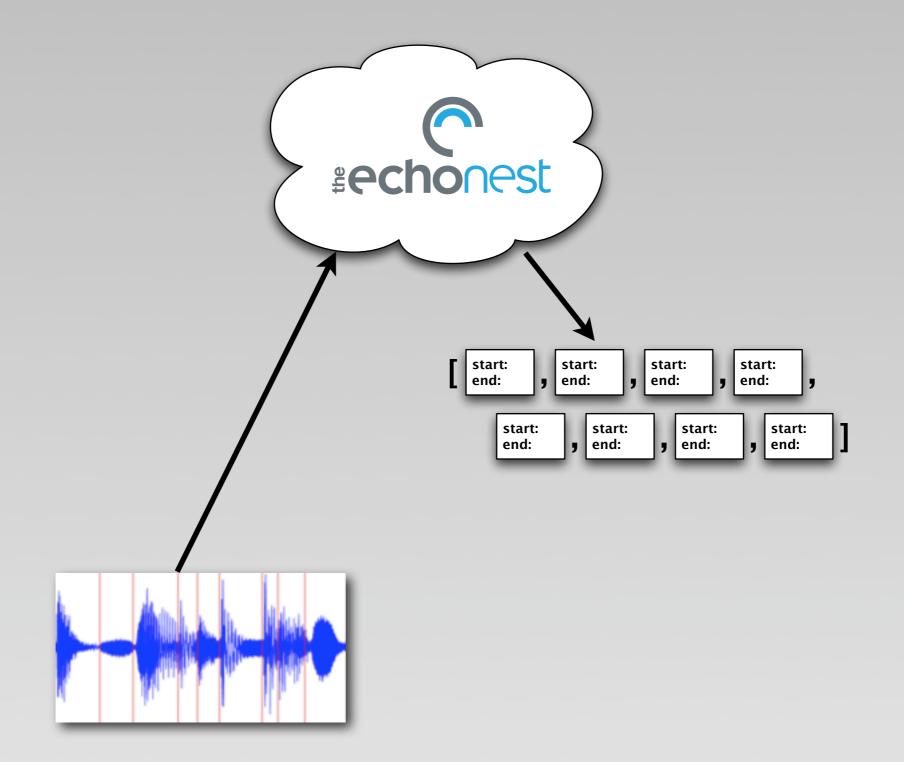
The Echo Nest Remix API

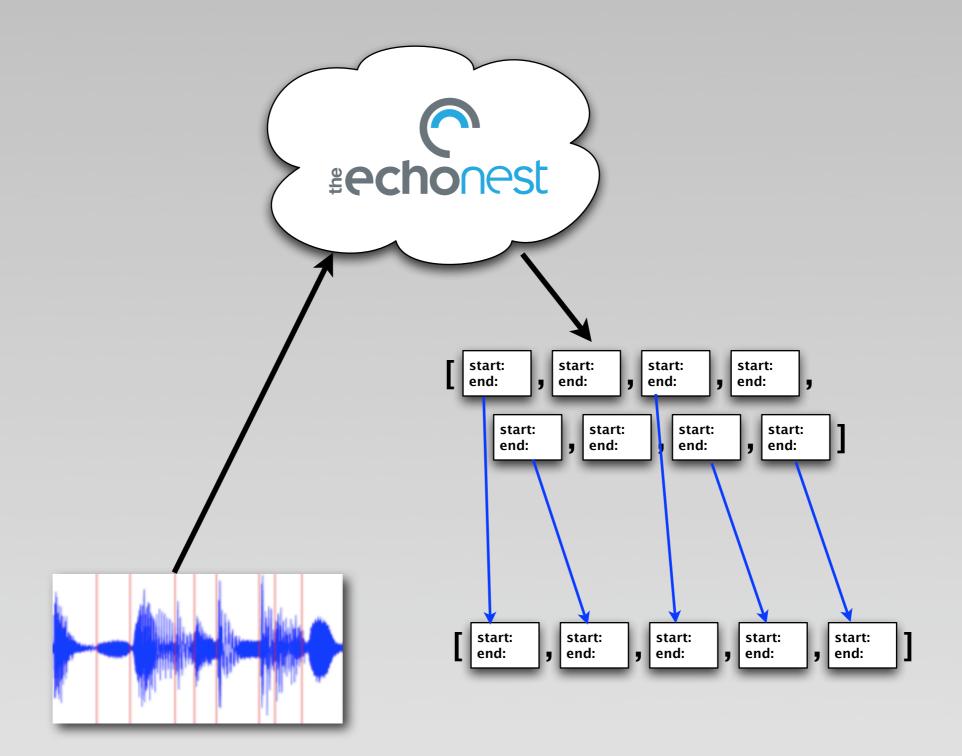
- …as originally released
- Python libraries, using NumPy
- Loads audio from file
- Uploads to Web API
- Uses Analyze transparently via the web
- Glues together metadata and audio

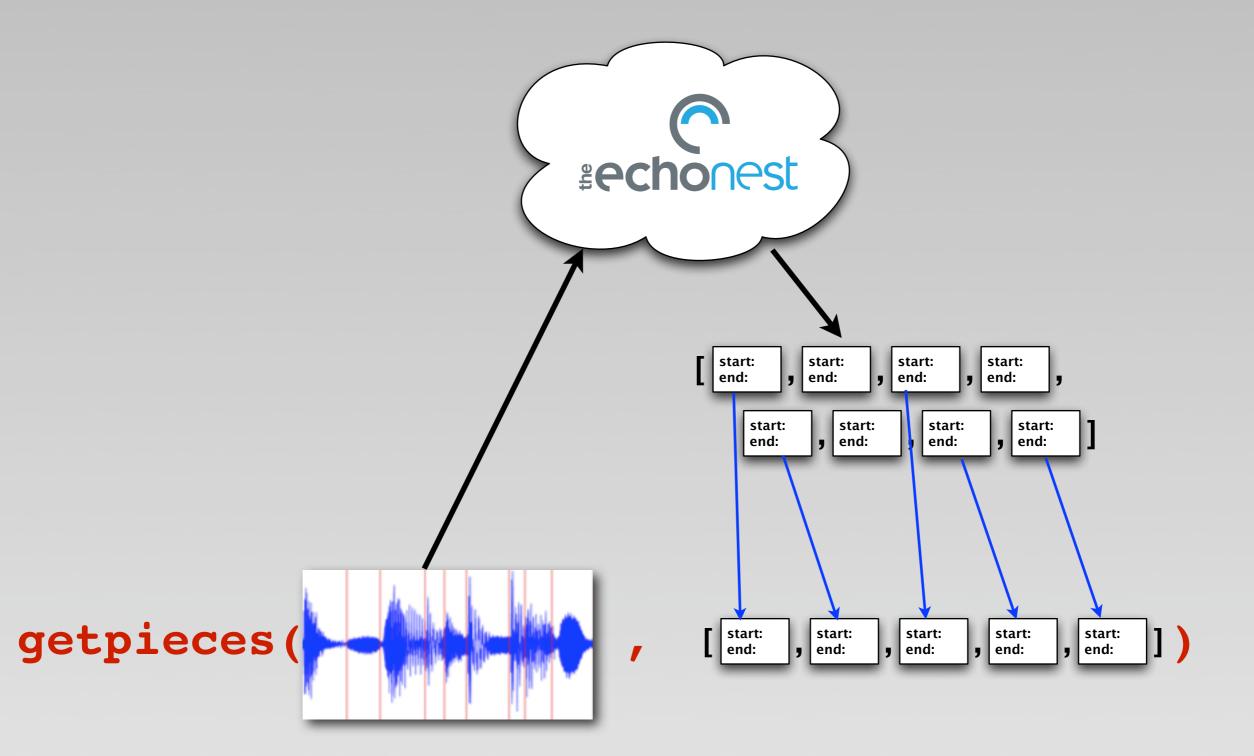
Genesis of Remix API

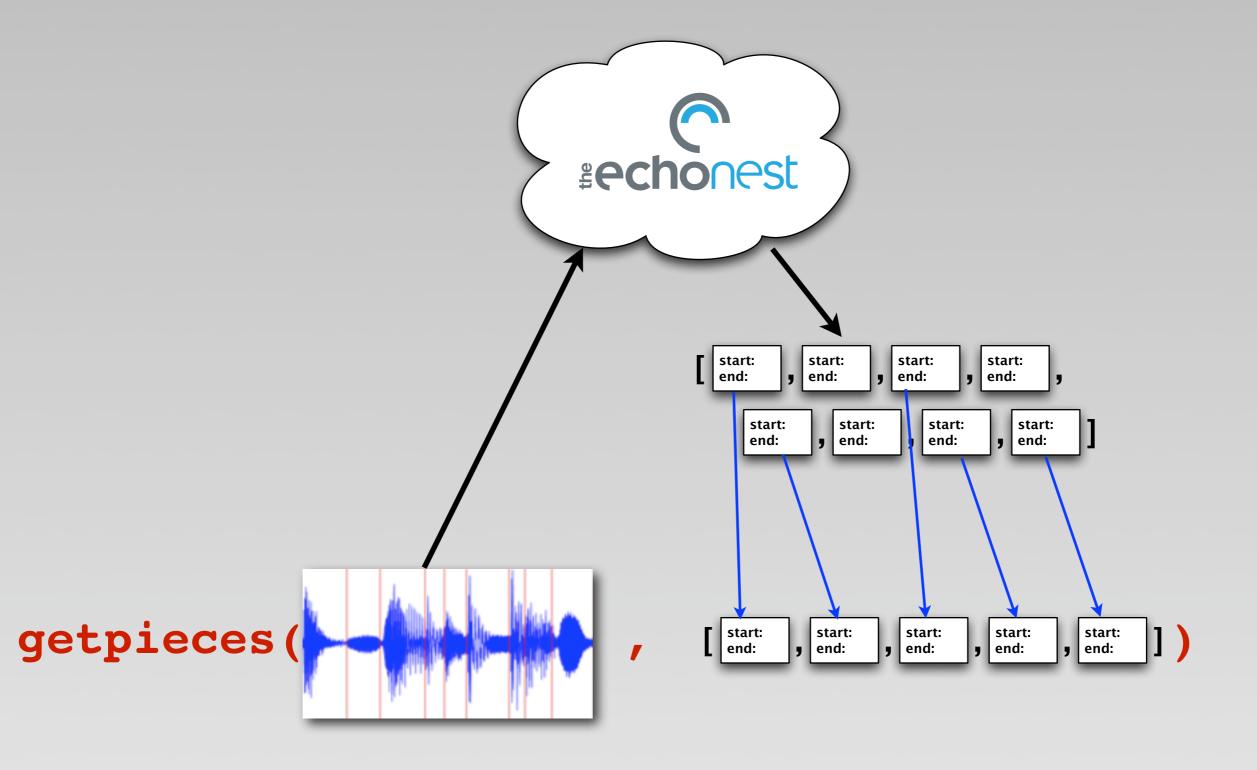
- Key abstraction: AudioQuantum class, unifying rhythmic units & segments
 - Start & duration
- Audio output
 - Make a list of AudioQuantums
 - Collect the samples from the original file, indexed by the start/duration in each
 AudioQuantum

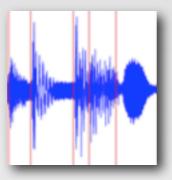












Modifying Remix

- Towards a more declarative style
 - Filtering, selection, sorting, navigation

- Flexibility in multiple dimensions
 - Many sources, effects, rendering



SLAP CHOP Keeping America Skinny one slap at a time

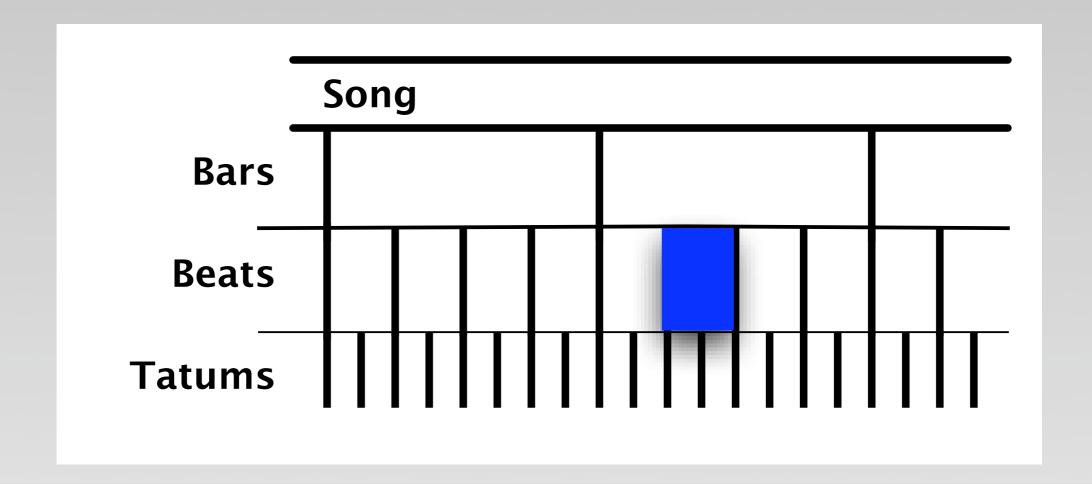
Making Remix more Fluent

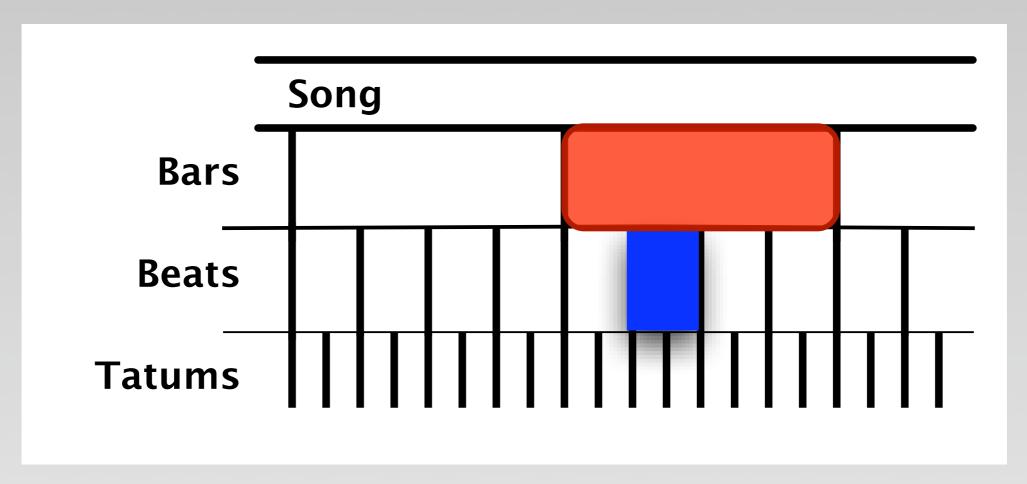
- Introducing the AudioQuantumList class
- Clear that the typical pattern was to create lists from source lists
- Filtering, Selection, Sorting on various features
- The filtering method is "that()"
- Makes for interesting naming (and definition) of filters

mybeats = song.analysis.beats.that(fall_on_the(1))

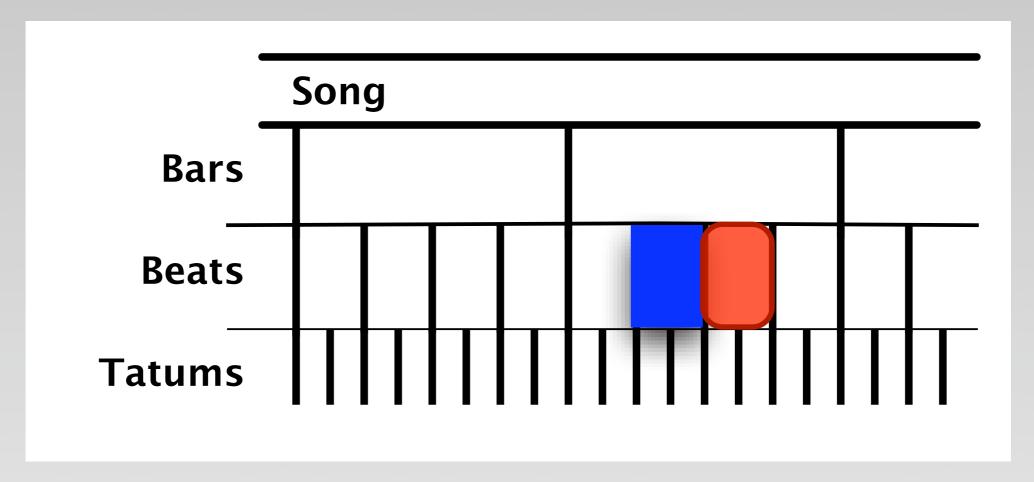
Granting contextual knowledge

- Implement back-links from AudioQuantum to AudioQuantumList
- The rhythm hierarchy is exposed via a series of "that()" queries on selected
 AudioQuantumLists
 - tatum.parent() → beat
 - beat.parent() → bar

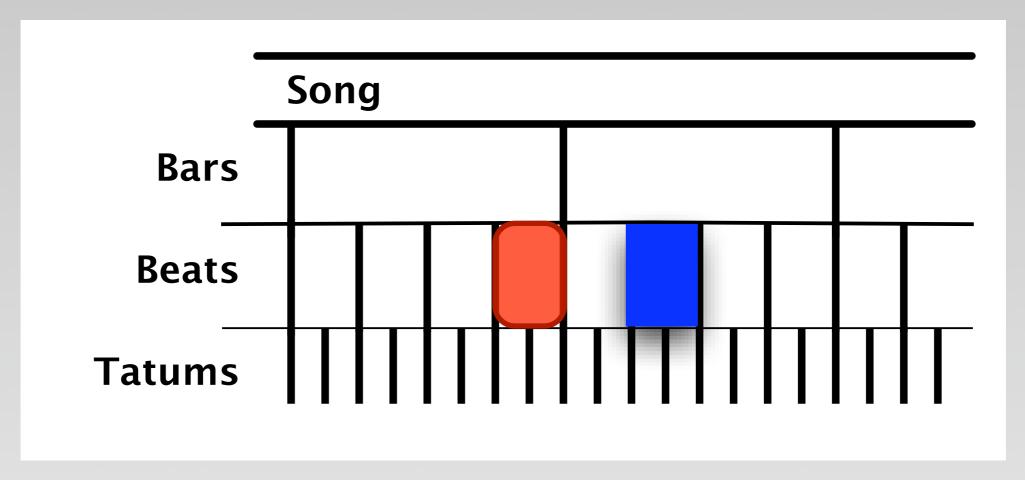




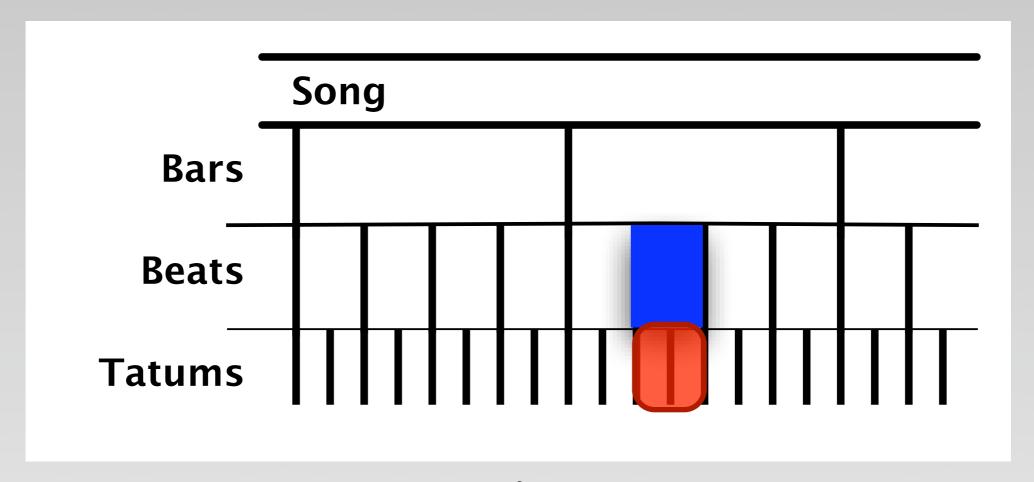
beat.parent()



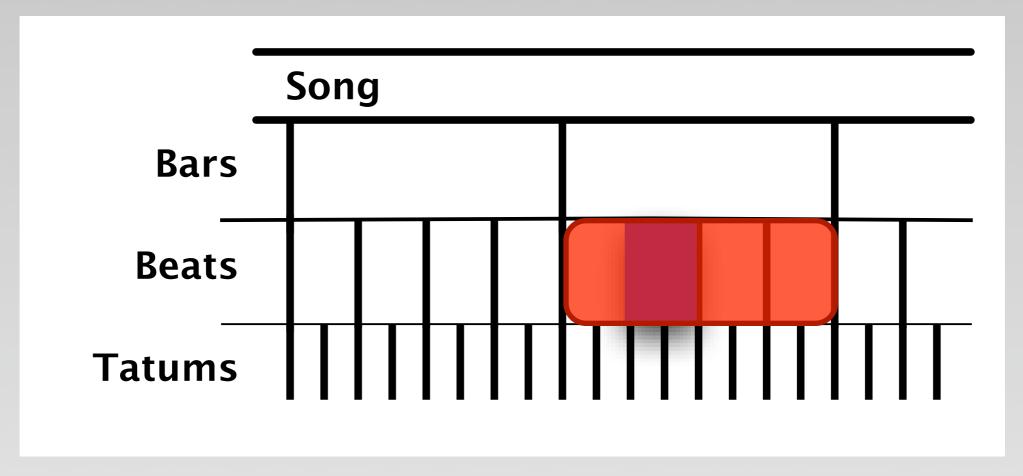
beat.next()



beat.prev(2)



beat.children()



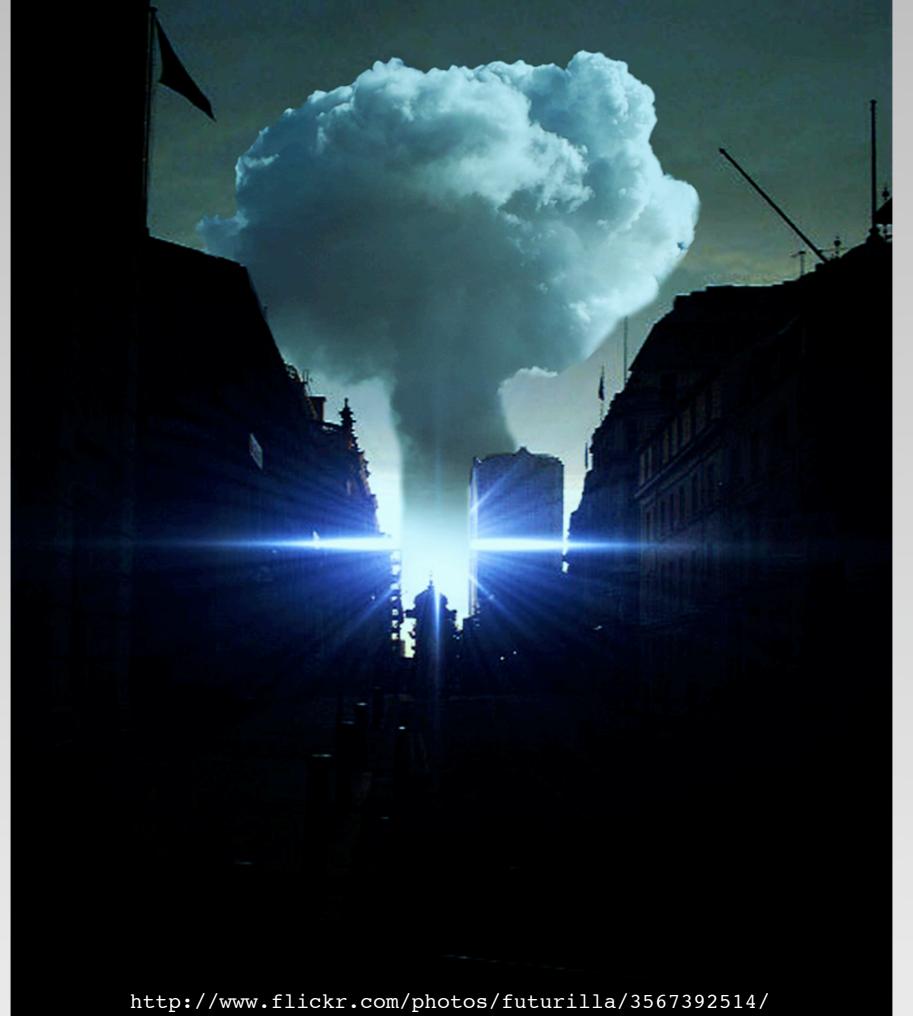
beat.group()

More fluency

```
•sorted by()
segments.sorted_by(timbre_distance from(x))
•beget () allows you to return an arbitrary list
•changed by () changes in place (on a
conditional)
remix = song.analysis.beats
     .changed by(adding('snare.wav'),
         if they=fall on the(2))
```

Multidimensional

- What if you want to remix more than one source?
- The Simultaneous class
 - An AudioQuantumList of elements that sound at the same time
- Experiment with a rendering pass
 - Good with a couple sources



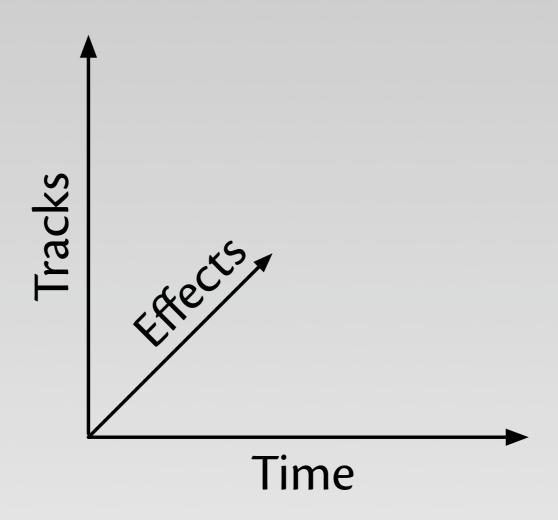
The rendering chain

- Walk a list of lists
 - Necessitates lazy loading (and thinking about memory management)
- Accumulate the results
 - Use a 32-bit sample array for lazy users
- Normalise and output

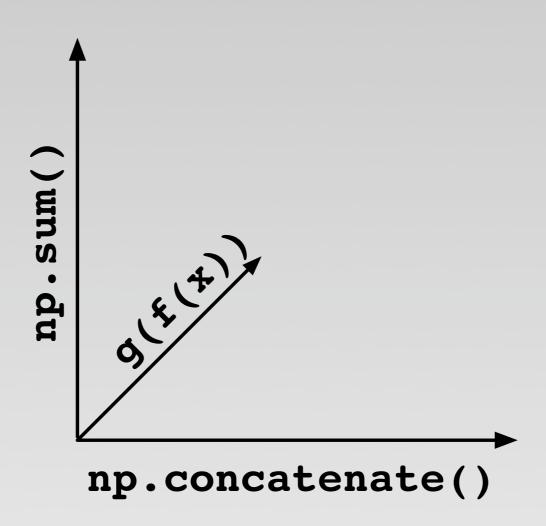
Audio effects

- The UserAudioQuantum was born
 - A sort of prototype-object, inheriting from (proxying) the original segment
 - Created upon user access
- Causally-connected self-representation
- Insert modification functions into the rendering chain

Three-dimensional remixing



Three-dimensional remixing



What happened?

- A declarative, fluent, natlang approach
- More connections, exposed with syntactic sugar
- Change from eager, linear rendering to something three-dimensional & lazy
- A framework for defining and applying effects

```
from echonest import audio
```

```
audio.AudioFile("input.mp3").analysis \
   .beats
   .changed_by(reversing, \
    if_they=fall_on_the(4))
   .encode("output.mp3")
```

Win/Fail?

Filtering methods

Navigation

Multiple sources

• Effects

Win/Fail?

Filtering methods



Multiple sources

• Effects







???

Where?

http://go.atl.me/remix-api

http://atl.me/remix

@atl



