

# Did you know that Music can...

- ⬡ ... Help stroke survivors recover their ability to speak and move?
- ⬡ ... Enable heart attack survivors to exercise longer?
- ⬡ ... Improve blood vessel function?
- ⬡ ... Decrease the amount of drugs needed to sedate patients?



# Algo-arias

## *Music and A.I.*

Advik Rai

Grade 11, River Hill High School

### Mentor

Dr. Alexander Pantelyat, M.D., FAAN

Director, JHU Center for Music and Medicine

Associate Professor of Neurology,

Johns Hopkins University School of Medicine



# Agenda

Background on Music  
Therapy

Research Question, Design

Emerging  
Technologies

Results and  
Conclusions

# Music Through the Ages

- ⬡ 60,000-year-old Paleolithic instruments: potential survival value
- ⬡ Plato: characterized music as a guide toward goodness
- ⬡ Pythagoras: prescribed music for health



# Growth of Music Therapy

- ⬡ Florence Nightingale (1820–1910)
  - Sustained tones helped patients recover faster
  - Discontinuous tones had negative effects
- ⬡ U.S. War Department music program used to recondition service members (1944–)
  - For PTSD, recuperating from injuries, etc.
  - In-hospital performances
  - First music therapy degree created



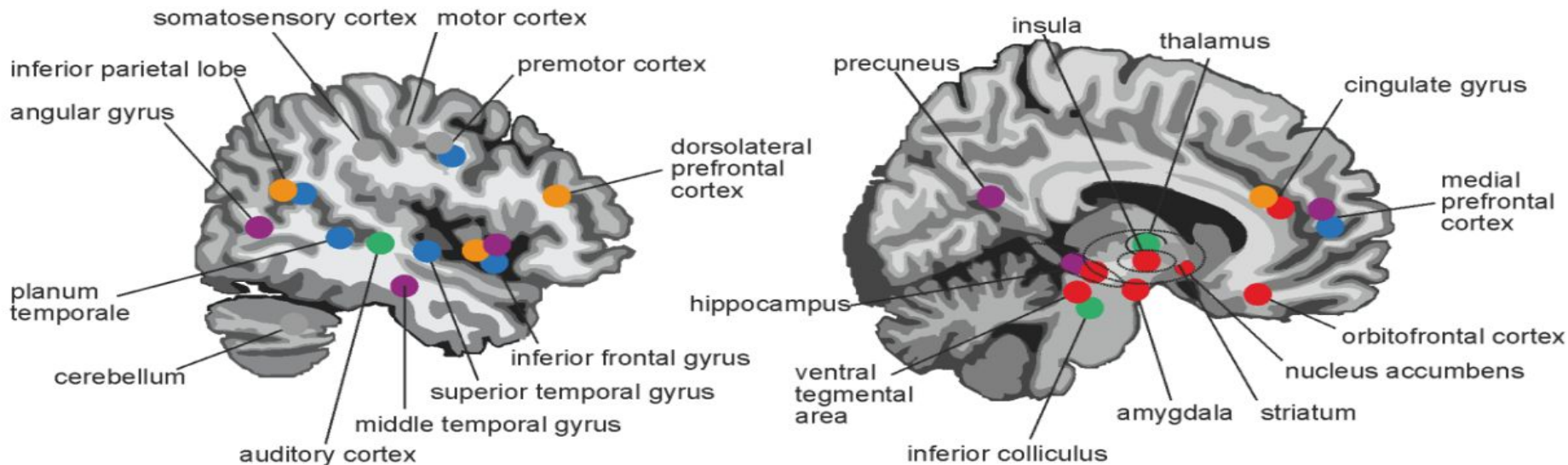


# Music Therapy Facts

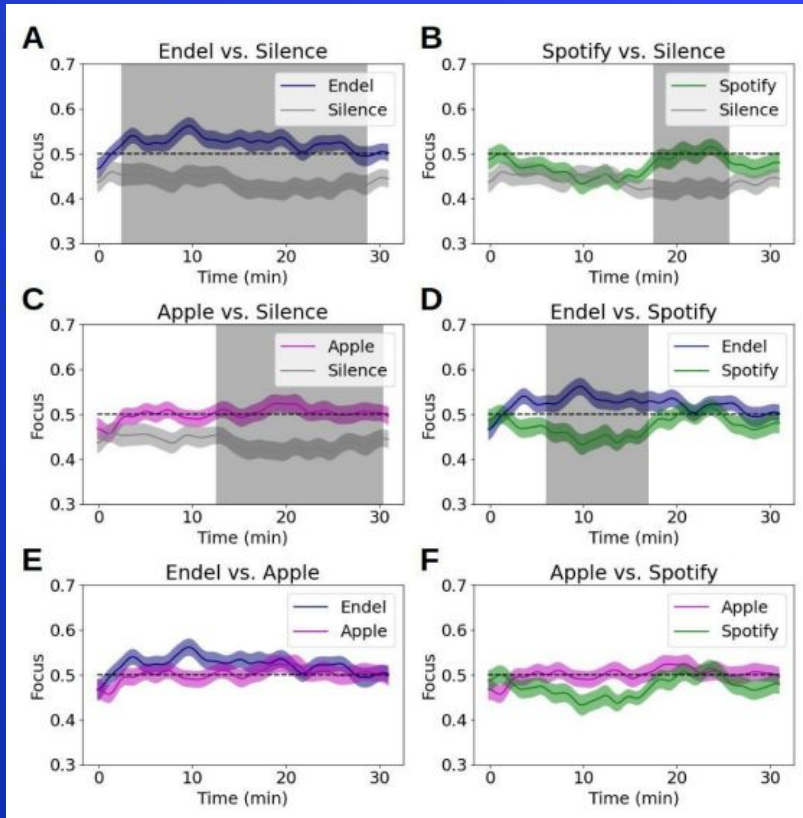
- Dropped ~4.4 mg ME of opioids used by surgical patients in 10 studies (Fu et al., 2020)
- Tailored music intervention reduced \$2,155 in expenses per ICU patient (Chlan et al., 2018)



# Key Brain Areas for Music Processing



# Background



- Music is growing in popularity as a non-invasive medical intervention
- Music generated through **Affective Algorithmic Composition** (AAC) affects your brain directly
- Real-time input highly personalizes this music for much stronger effects

---

(Haruvi et al., 2022)



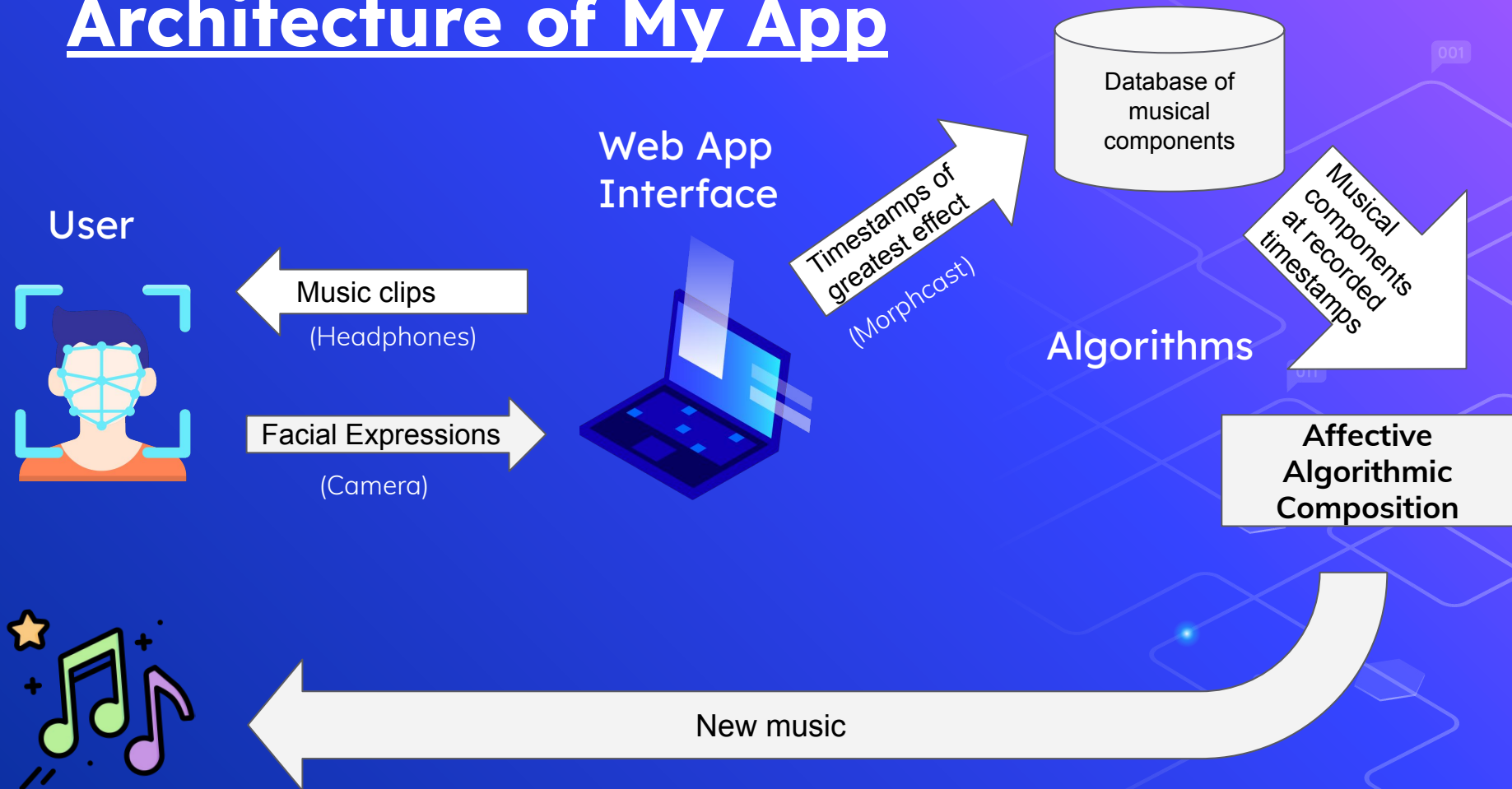
# My Research Design

- ⬡ Imagine a system that "reads" your music taste through facial expression/mood as you listen to different types of music
- ⬡ It would analyze your facial microexpressions to understand which components of the music resonate most with you
- ⬡ It would then create personalized music that perfectly complements your unique taste in real-time
- ⬡ Contrasts with traditional methods which may lack this level of real-time personalization and precision

# Research Question

How can AI technology make highly effective and personalized music using computer vision in conjunction with the knowledge of specific musical components such as rhythm, chord progressions, melodies, timbre, etc. to improve emotional regulation in patients with mental health and neurological conditions?

# Architecture of My App

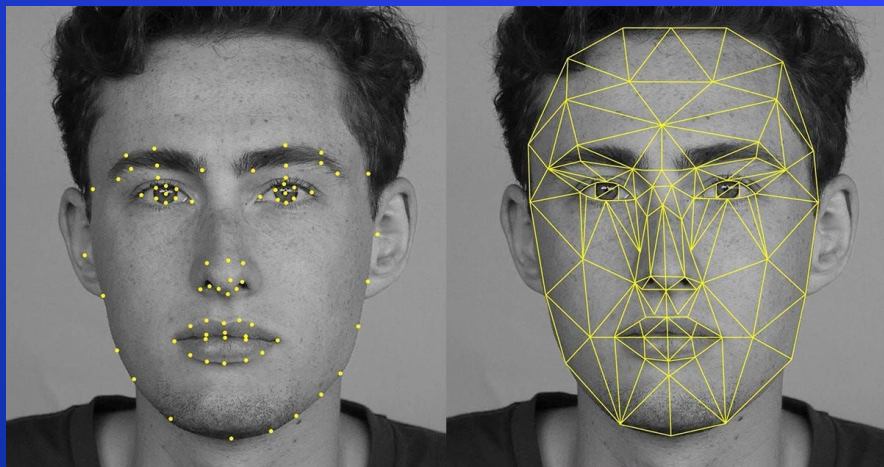


# Functioning of the Proposed Application

1. Various samples of music differing in genre, key, timbre, etc. played.
2. Facial microexpressions of the user analyzed in real-time.
3. Timestamps where the user experiences the strongest changes noted.
4. Musical components around those times recorded.
5. New music generated tailored to the user's emotional responses during next session.

# Facial expression recognition

Analyzing facial changes to map the mental states caused by music



- ⬡ Universal language
- ⬡ Provides immediate feedback
- ⬡ Free from bias and conscious manipulation

(Weth et al., 2015)



# Raw Data

```
VM99:19
▶ CanvasRenderingContext2D {canvas: canvas, globalAlpha: 1, globalCompositeOperation: 'source-over', filter: 'none', imageSmoothingEnabled: true, ...}

VM99:21
▼ ImageData {data: Uint8ClampedArray(307200), width: 320, height: 240, colorSpace: 'srgb'} ⓘ
  ▶ data: Uint8ClampedArray(307200) [146, 161, 158, 255, 145, 160, 157, 255, 142, 160, 157, ...]
    colorSpace: "srgb"
    height: 240
    width: 320
  ▶ [[Prototype]]: ImageData
```

Camera pixel data for each frame

```
Face arousal valence result ▶ {type: 'face_arousal_valence', output: {...}} VM52:2

Face arousal valence result VM52:2
▼ {type: 'face_arousal_valence', output: {...}} ⓘ
  ▼ output:
    ▶ affects38: {Afraid: 0.64, Amused: 0.14, Angry: 0.57, Annoyed: 0.78, Anxious: 0, ...}
    ▶ affects98: {Adventurous: 0, Afraid: 0.64, Alarmed: 0.42, Ambitious: 0.16, Amorous: 0, ...}
      arousal: 0.19
      quadrant: "Obstructive"
      valence: -0.38
    ▶ [[Prototype]]: Object
    type: "face_arousal_valence"
  ▶ [[Prototype]]: Object
```

Facial **arousal** & **valence** data for each frame

# Raw Data

001

```
{
  "camera": {
    "frameTimestamp": 1735875860398
  },
  "face_detector": {
    "totalFaces": 1,
    "rects": [
      {
        "y": 53.51083679199219,
        "x": 100.56505279541015,
        "width": 120.04585876464843,
        "height": 152.7856384277344,
        "confidence": 0.008162975311279
      }
    ],
    "faces": [
      {}
    ],
    "status": "INIT",
    "fullFrameDetection": true
  },
  "face_age": {
    "numericAge": 26,
    "age": {
      "-18": 0,
      "18-35": 1,
      "35-51": 0,
      "51+": 0
    }
  },
  "face_emotion": {
    "dominantEmotion": "Happy",
    "emotion": {
      "Angry": 0.22,
      "Disgust": 0.06,
      "Fear": 0.01,
      "Happy": 0.59,
      "Neutral": 0.08,
      "Sad": 0.03,
      "Surprise": 0.01
    }
  },
}
```

```
  "face_gender": {
    "gender": {
      "Female": 0.05,
      "Male": 0.95
    },
    "mostConfident": "Male"
  },
  "face_features": {
    "features": {
      "Arched Eyebrows": 0.09,
      "Attractive": 0.17,
      "Bald": 0.01,
      "Beard 5 O'Clock Shadow": 0.14,
      "Black Hair": 0.51,
      "Blond Hair": 0.01,
      "Brown Hair": 0.06,
      "Earrings": 0.06,
      "Eyebrows Bushy": 0.2,
      "Eyeglasses": 0.61,
      "Goatee": 0.09,
      "Gray Hair": 0,
      "Hat": 0.08,
      "High Cheekbones": 0.49,
      "Lipstick": 0.03,
      "Mustache": 0.11,
      "Narrow Eyes": 0.14,
      "Necklace": 0.04,
      "Necktie": 0.04,
      "Oval Face": 0.23,
      "Pale Skin": 0.19,
      "Rosy Cheeks": 0,
      "Sideburns": 0.07,
      "Straight Hair": 0.23,
      "Wavy Hair": 0.08
    }
  },
  "face_pose": {
    "pose": {
      "pitch": -0.02,
      "yaw": -0.02,
      "roll": 0.04
    }
  },
}
```

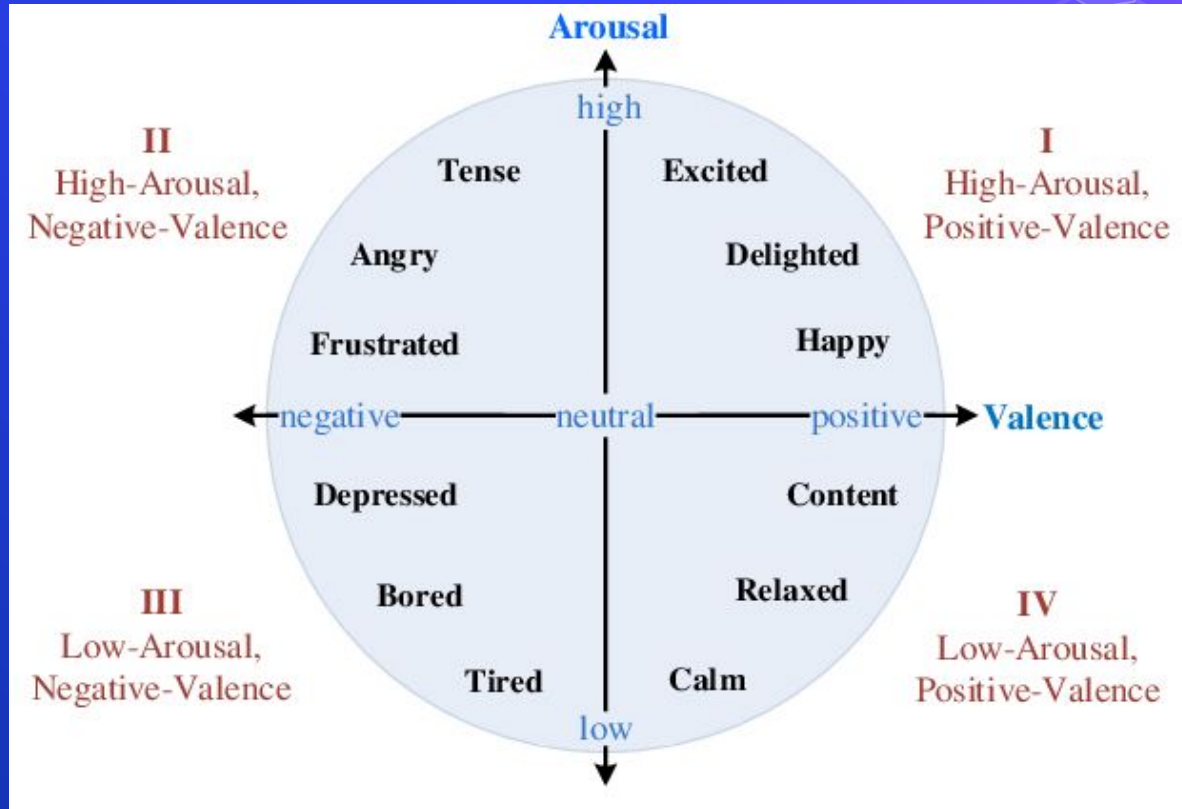
```
  "face_arousal_valence": {
    "arousal": -0.19,
    "valence": 0.3,
    "affects38": {
      "Afraid": 0,
      "Amused": 0.58,
      "Angry": 0,
      "Annoyed": 0,
      "Anxious": 0,
      "Apathetic": 0.49,
      "Astonished": 0,
      "Bored": 0.02,
      "Calm": 0.17,
      "Conceited": 0.03,
      "Contemplative": 0.52,
      "Content": 0.2,
      "Convinced": 0.21,
      "Delighted": 0.05,
      "Depressed": 0,
      "Determined": 0.21,
      "Disappointed": 0,
      "Discontented": 0,
      "Distressed": 0,
      "Embarrassed": 0.09,
      "Enraged": 0.01,
      "Excited": 0.01,
      "Feel Well": 0.23,
      "Frustrated": 0,
      "Happy": 0.12,
      "Hopeful": 0.84,
      "Impressed": 0.97,
      "Melancholic": 0.32,
      "Peaceful": 0.19,
      "Pensive": 0.55,
      "Pleased": 0.29,
      "Relaxed": 0.23,
      "Sad": 0,
      "Satisfied": 0.2,
      "Sleepy": 0.03,
      "Tired": 0.03,
      "Uncomfortable": 0.01,
      "Worried": 0.72
    }
  },
}
```

```
  "affects98": {
    "Adventurous": 0,
    "Afraid": 0,
    "Alarmed": 0,
    "Ambitious": 0.03,
    "Amorous": 0.37,
    "Amused": 0.58,
    "Angry": 0,
    "Annoyed": 0,
    "Anxious": 0,
    "Apathetic": 0.49,
    "Aroused": 0,
    "Ashamed": 0.05,
    "Astonished": 0,
    "At Ease": 0.23,
    "Attentive": 0.86,
    "Bellucose": 0,
    "Bitter": 0,
    "Bored": 0.02,
    "Calm": 0.17,
    "Compassionate": 0.09,
    "Conceited": 0.03,
    "Confident": 0.95,
    "Conscientious": 0.28,
    "Contemplative": 0.52,
    "Contemptuous": 0,
    "Content": 0.2,
    "Convinced": 0.21,
    "Courageous": 0.01,
    "Defiant": 0,
    "Dejected": 0,
    "Delighted": 0.05,
    "Depressed": 0,
    "Desperate": 0,
    "Despondent": 0.02,
    "Determined": 0.21,
    "Disappointed": 0,
    "Discontented": 0,
    "Disgusted": 0,
    "Dissatisfied": 0.02,
    "Distressed": 0,
    "Distrustful": 0.04,
    "Doubtful": 0.01,
    "Droopy": 0.01,
    "Embarrassed": 0.09,
    "Enraged": 0.01,
    "Enthusiastic": 0.37,
    "Envious": 0,
    "Excited": 0.01,
    "Expectant": 0.92,
    "Feel Guilt": 0.08,
    "Feel Well": 0.23,
    "Feeling Superior": 0.07,
    "Friendly": 0.25,
    "Frustrated": 0,
    "Glad": 0.18,
    "Gloomy": 0,
    "Happy": 0.12,
    "Hateful": 0,
    "Hesitant": 0.04,
    "Hopeful": 0.84,
    "Hostile": 0,
    "Impatient": 0.29,
    "Impressed": 0.97,

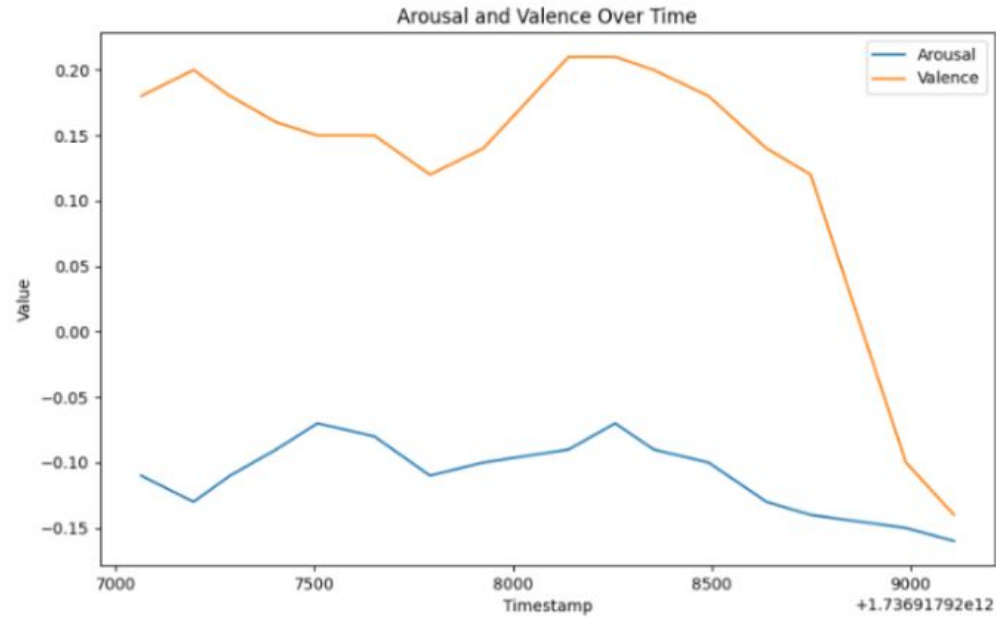
```

```
  "Indignant": 0.03,
  "Insulted": 0,
  "Interested": 0.7,
  "Jealous": 0.03,
  "Joyous": 0.09,
  "Languid": 0.25,
  "Light Hearted": 0.5,
  "Loathing": 0,
  "Longing": 0.92,
  "Lusting": 0,
  "Melancholic": 0.32,
  "Miserable": 0,
  "Passionate": 0.85,
  "Peaceful": 0.19,
  "Pensive": 0.55,
  "Pleased": 0.29,
  "Polite": 0.57,
  "Relaxed": 0.23,
  "Reverent": 0.06,
  "Sad": 0,
  "Satisfied": 0.2,
  "SelfConfident": 0.01,
  "Serene": 0.23,
  "Serious": 0.57,
  "Sleepy": 0.03,
  "Solemn": 0.32,
  "Startled": 0,
  "Suspicious": 0.06,
  "Taken Aback": 0.11,
  "Tense": 0,
  "Tired": 0.03,
  "Triumphant": 0,
  "Uncomfortable": 0.01,
  "Wavering": 0.01,
  "Worried": 0.72
},
  "quadrant": "Conductive"
},
  "face_attention": {
    "attention": 0.93
  },
  "face_positivity": {
    "positivity": 0.66
  }
}
```

# Valence Arousal Circumplex Model

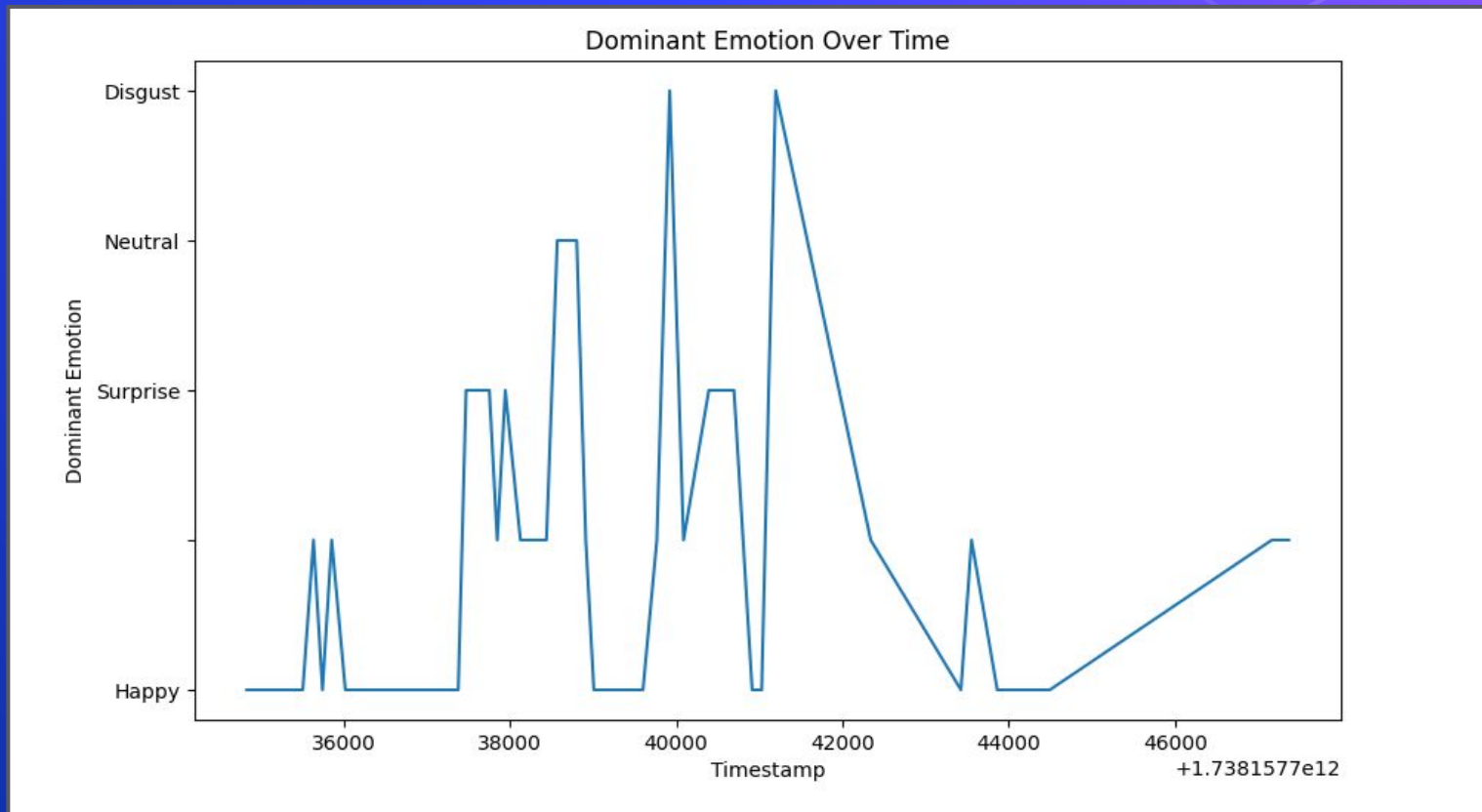


# Data Charts



**Figure 1.4.** User Arousal and Valence plotted over about 2000 ms using Python's matplotlib.

# Data Charts





# Applications and Future Work

- Cost-effective solutions to **alleviating anxiety, stress**
- Reducing duration of **hospital stays**
- Aiding in **substance abuse recovery**
- Reducing the need for opioid dosages for **pain management**
- Contributing to the burgeoning field of **Precision Music Medicine**
- Finding a sufficient blend of music that tests **all musical components**
- Feasibility of **real-time** music generation vs. batch/offline processing
- Aiding those with **neurological** conditions
- Have a **streamlined user experience**
- A **Mobile app** interface

# Conclusions and Outcomes

- ⬡ Music has a **powerful effect on our emotions** which can be harnessed therapeutically
- ⬡ **Music-based interventions** (MBIs) can surpass cultural boundaries and work for people of all backgrounds
- ⬡ Personalized MBIs have the potential to **improve mental health, manage pain**, aid in substance abuse recovery, etc.
- ⬡ Technological advancements like **Affective Algorithmic Composition (AAC)** and **Facial expression recognition** offer new possibilities for personalizing MBIs.





“One good thing about music:  
when it hits you, you feel no pain.”

—Bob Marley

# Works Cited

- Haruvi, A., Kopito, R., Brande-Eilat, N., Kalev, S., Kay, E., Furman, D. (2022). Measuring and modeling the effect of audio on human focus in everyday environments using Brain-Computer interface technology. *Frontiers in Computational Neuroscience*, 15.  
<https://doi.org/10.3389/fncom.2021.760561>
- Weth, K., Raab, M. H., & Carbon, C. (2015). Investigating emotional responses to self-selected sad music via self-report and automated facial analysis. *Musicae Scientiae*, 19(4), 412–432. <https://doi.org/10.1177/1029864915606796>
- Woods, K. J., Sampaio, G., James, T., Przysinda, E., Hewett, A., Spencer, A. E., Morillon, B., & Loui, P. (2021). Stimulating music supports attention in listeners with attentional difficulties. *bioRxiv* (Cold Spring Harbor Laboratory). <https://doi.org/10.1101/2021.10.01.462777>
- MorphCast. (2024, February 15). Emotion AI JS HTML5 SDK (JS API) | Face Emotion AI Analysis | MorphCast. <https://www.morphcast.com/sdk/>
- Web API Reference | Spotify for Developers. [developer.spotify.com/documentation/web-api/reference/get-audio-features](https://developer.spotify.com/documentation/web-api/reference/get-audio-features).
- Wiafe, A., & Fränti, P. (2023). Affective algorithmic composition of music: A systematic review. *Applied Computing and Intelligence*, 3(1), 27–43.  
<https://doi.org/10.3934/aci.2023003>
- Moskowitz, D. S., & Young, S. N. (2006). Ecological momentary assessment: what it is and why it is a method of the future in clinical psychopharmacology. In *McGill University, J Psychiatry Neurosci* (Vol. 31, Issue 1, pp. 13–20) [Journal-article]. CMA Media Inc.  
<https://www.ncbi.nlm.nih.gov/pmc/articles/PMC1325062/>
- Depp, Colin A., et al. "Ecological Momentary Facial Emotion Recognition in Psychotic Disorders." *Psychological Medicine*, vol. 52, no. 13, Jan. 2021, pp. 2531–39. <https://doi.org/10.1017/s0033291720004419>.  
<https://advikmrai.github.io/algoarias/>