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	Disciplina	005.11
	Soggetti	Computer science
		Computer networks
		Compilers (Computer programs)
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		Computer vision
		Signal processing
		Theory of Computation
		Computer Communication Networks
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	Nota di bibliografia	Includes bibliographical references and index.
	Nota di contenuto	A deep learning neural network for classifying good and bad photos -- Adapting and Enhancing Evolutionary Art for Casual Creation -- Comparing Fuzzy Rule Based Approaches for Music Genre Classification -- Quantum Zentanglement: Combining Picbreeder and Wave Function Collapse to Create Zentangles -- Emerging Technology System Evolution -- Fusion of Hilbert-Huang Transform and Deep Convolutional Neural Network for Predominant Musical Instruments Recognition -- Genetic Reverb: Synthesizing Artificial Reverberant Fields Via Genetic Algorithms -- Portraits of No One: An Interactive

Installation -- Understanding Aesthetic Evaluation with Deep Learning -- An Aesthetic-Based Fitness Measure and a Framework for Guidance of Evolutionary Design in Architecture -- Objective Evaluation of Tonal Fitness for Chord Progressions -- Coevolving Artistic Images Using OMNIREP -- Sound Cells in Genetic Improvisation: An Evolutionary Model for Improvised Music -- Controlling Self-Organization in Generative Creative Systems -- Emulation Games. See and Be Seen, a Subjective Approach to Analog Computational Neuroscience.

Sommario/riassunto	This book constitutes the refereed proceedings of the 9th European Conference on Artificial Intelligence in Music, Sound, Art and Design, EvoMUSART 2020, held as part of Evo*2020, in Seville, Spain, in April 2020, co-located with the Evo*2020 events EuroGP, EvoCOP and EvoApplications. The 15 revised full papers presented were carefully reviewed and selected from 31 submissions. The papers cover a wide spectrum of topics and application areas, including generative approaches to music and visual art, deep learning, and architecture.