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Soggetti	Algorithms Data mining Artificial intelligence Computer vision Computer science—Mathematics Mathematical statistics Digital humanities Data Mining and Knowledge Discovery Artificial Intelligence Computer Vision Probability and Statistics in Computer Science Digital Humanities
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Nota di contenuto	Algorithmic Songwriting with ALYSIA -- On Symmetry, Aesthetics and Quantifying Symmetrical Complexity -- Towards Polyphony Reconstruction Using Multidimensional Multiple Sequence Alignment -- Melody Retrieval and Classification Using Biologically-Inspired Techniques -- Evolved Aesthetic Analogies to Improve Artistic Experience -- Deep Artificial Composer: A Creative Neural Network Model for Automated Melody Generation -- A Kind of Bio-inspired Learning of mUsic styleE -- Using Autonomous Agents to Improvise

Music Compositions in Real-time -- Generating Polyphonic Music Using Tied Parallel Networks -- Mixed-initiative Creative Drawing with weblconoscope -- Clustering Agents for the Evolution of Autonomous Musical Fitness -- EvoFashion: Customising Fashion Through Evolution -- A Swarm Environment for Experimental Performance and Improvisation -- Niche Constructing Drawing Robots -- Automated Shape Design by Grammatical Evolution -- Evolutionary Image Transition Using Random Walks -- Evaluation Rules for Evolutionary Generation of Drum Patterns in Jazz Solos -- Assessing Augmented Creativity: Putting a Lovelace Machine for Interactive Title Generation through a Human Creativity Test -- Play It again: Evolved Audio Effects and Synthesizer Programming -- Fashion Design Aid System with Application of Interactive Genetic Algorithms -- Generalization Performance of Western Instrument Recognition Models in Polyphonic Mixtures with Ethnic Samples -- Exploring the Exactitudes Portrait Series with Restricted Boltzmann Machines -- Evolving Mondrian-Style Artworks -- Predicting Expressive Bow Controls for Violin and Viola. .

Sommario/riassunto

This book constitutes the refereed proceedings of the 6th International Conference on Evolutionary Computation in Combinatorial Optimization, EvoMUSART 2017, held in Amsterdam, The Netherlands, in April 2017, co-located with the Evo*2017 events EuroGP, EvoCOP and EvoApplications. The 24 revised full papers presented were carefully reviewed and selected from 29 submissions. The papers cover a wide range of topics and application areas, including: generative approaches to music, graphics, game content, and narrative; music information retrieval; computational aesthetics; the mechanics of interactive evolutionary computation; computer-aided design; and the art theory of evolutionary computation. .
