Abstract

Even the best musicians do not play rhythms with perfect precision. Slight deviations from an ideal beat pattern are a fundamental characteristic of music played by humans. The talk discusses the statistical laws underlying rhythmic fluctuations and their role in musical perception. Based on these findings one can make computer generated music sound more human. Audio examples from stochastic music to The Art of Fugue highlight the general role of long range correlations for music and for its perception by the information processing in our brains.