

***In Equilibrio* - a performance by a generative music composition system using multi-agents**

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Program Note

In Equilibrio (Italian: "In Balance") is a realtime composition created by Kinetic Engine, a multi-agent software designed by the composer. Responding to performance control over density, the first set of six agents interact to create an evolutionary rhythmic structure, communicating amongst themselves and altering their patterns in an effort to balance their own goals with those of the other agents. Rhythmic events are passed to a second set of six agents, which assign specific pitches: these decisions are mediated by their own desire to explore their environments (which are under performance control), while balancing the ensemble goal of harmonic stability.