

The VU sound corpus

Adding More Fine-grained Annotations to the Freesound Database

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What are sound events?

Sound events: everyday sounds that we hear around us

- ▶ Dogs barking, cats purring
- ▶ Cars in a traffic jam
- ▶ Doors opening and closing
- ▶ Water dripping from the tap
- ▶ Toilet flushing
- ▶ Footsteps

Questions

- ▶ What **kind of language** do we use to describe sound events?
- ▶ Can we reliably **crowdsource keywords** describing those events?
- ▶ What is the **variation and range** of those keywords?
- ▶ Is there a **difference between ‘expert’ authors and the crowd**?
- ▶ Could the keywords be **useful for sound retrieval**?

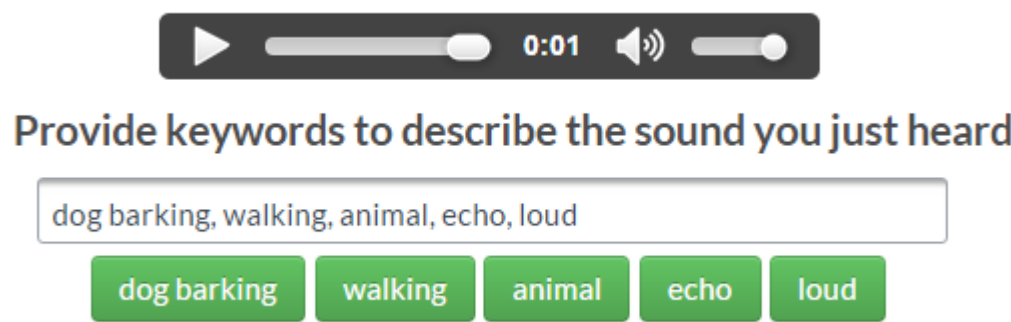
Data

Freesound.org (Font et al. 2013):

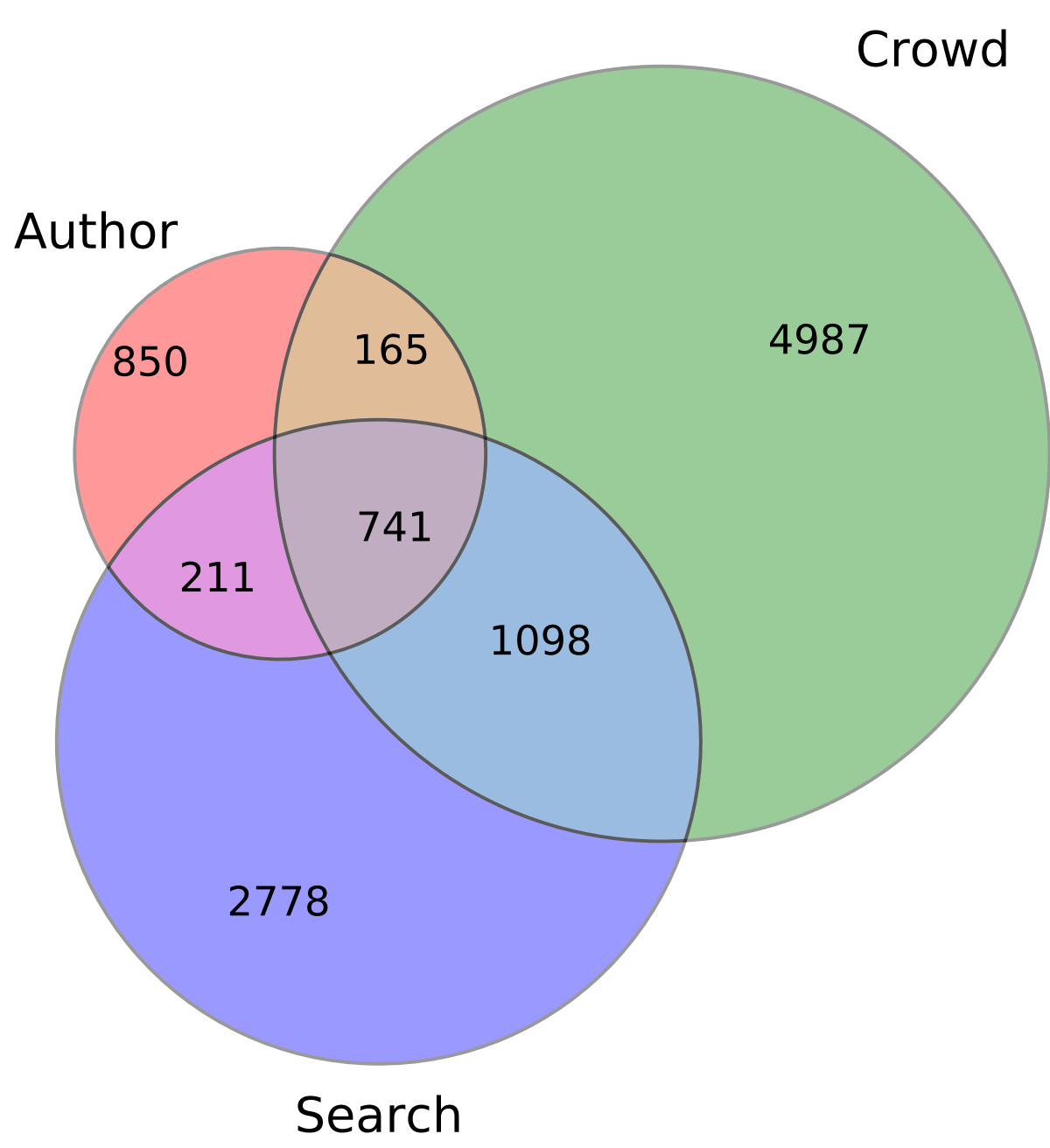
- ▶ Collaborative database of **Creative Commons**-licensed sounds
- ▶ Almost 300 000 sounds, with **tags** and **descriptions**
- ▶ 4 000 manually categorized as sound-effects (Font et al. 2014)
- ▶ Our final dataset: **2 133 sounds**

Task

- ▶ Using the Crowdrtruth framework (Dumitrache et al. 2015)
- ▶ Through www.crowdfunder.com
- ▶ Free labeling task
- ▶ Three sounds per task (short, med, long)
- ▶ Live segmentation of input into **labels**



Results



Set	% Overlap
Author tags	57
Search terms	72
Both	55
Non-overlapping	26

Type overlap

Token overlap

Main result: Authors differ from the crowd in the labels they use.

Author (a commercial party)

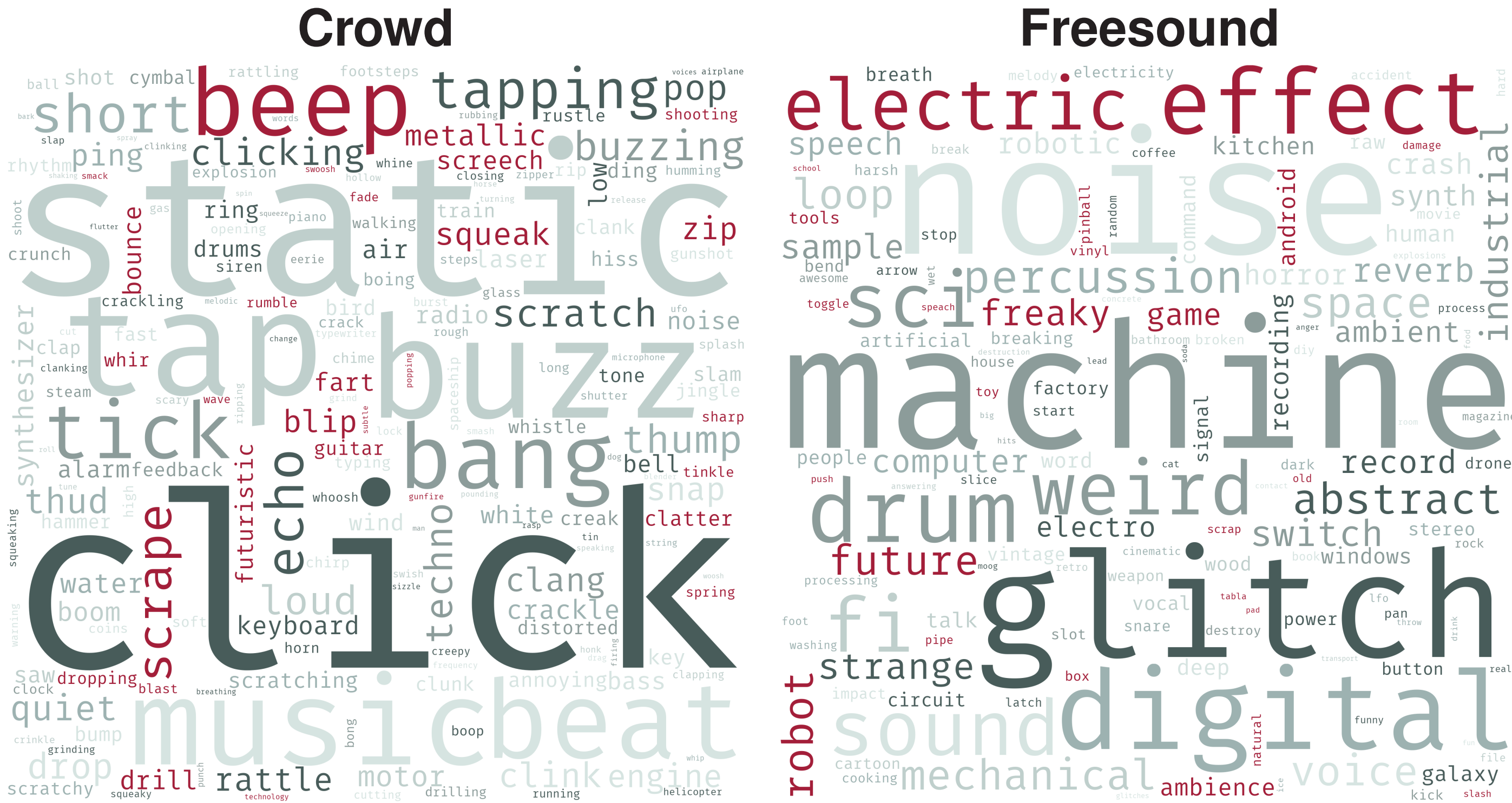
Film; Radio; Future; Alien; Futuristic; effects; Broadcasting; Recording; fx; Music-Production; Video; Screen; media; TV; space; Remixing; alien-sound-effects; Sound-Effects; pod-Cast; DVD; Home-Videos

Crowd-tags

ultra sound; video pings; mysterious; computerized; chaotic; robotic; robot; scales; buttons; computer; bleeping; synthetic; chimes; random; descending; tones; discordant; electronic; chaos; science; beeps; technology; playing music backward; high; pitchy; mix

Sound #158802.

Results (continued)

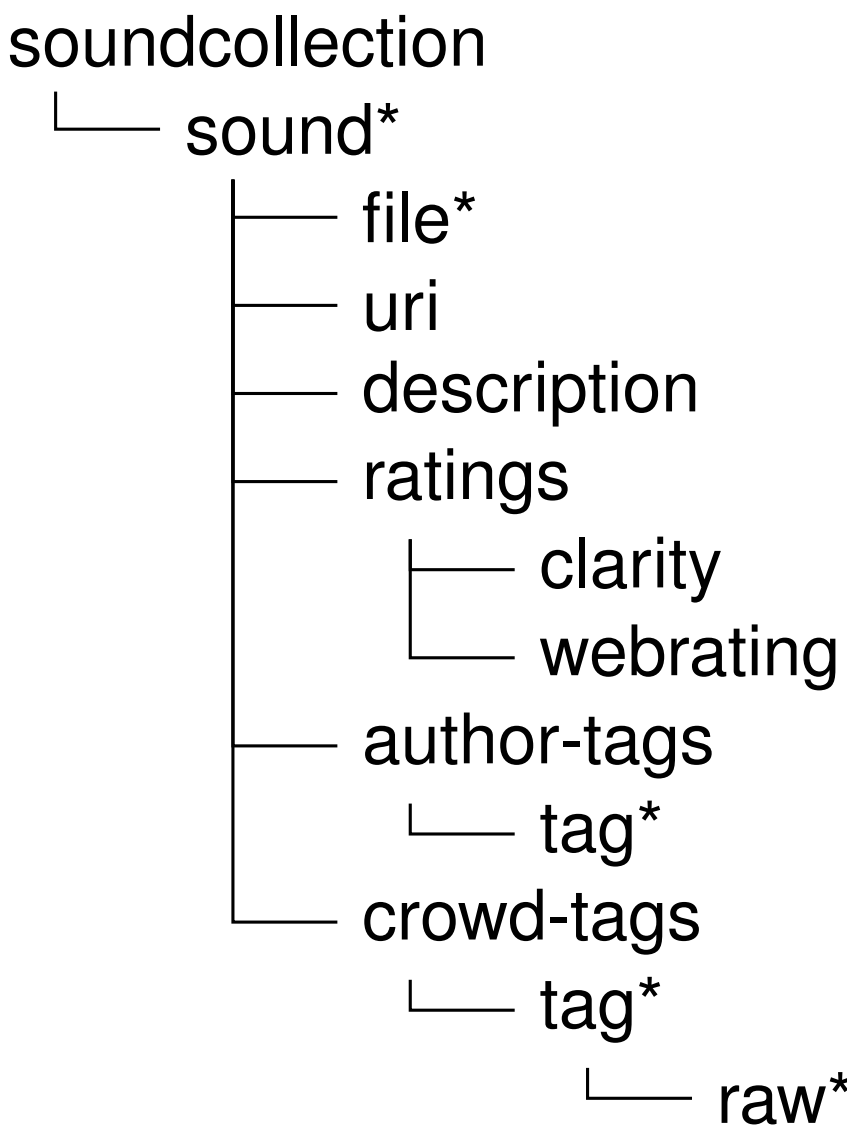


Typical items for the crowd-annotations versus the author-tags

(Generated using https://github.com/amueller/word_cloud, with relative scaling= 0.5)

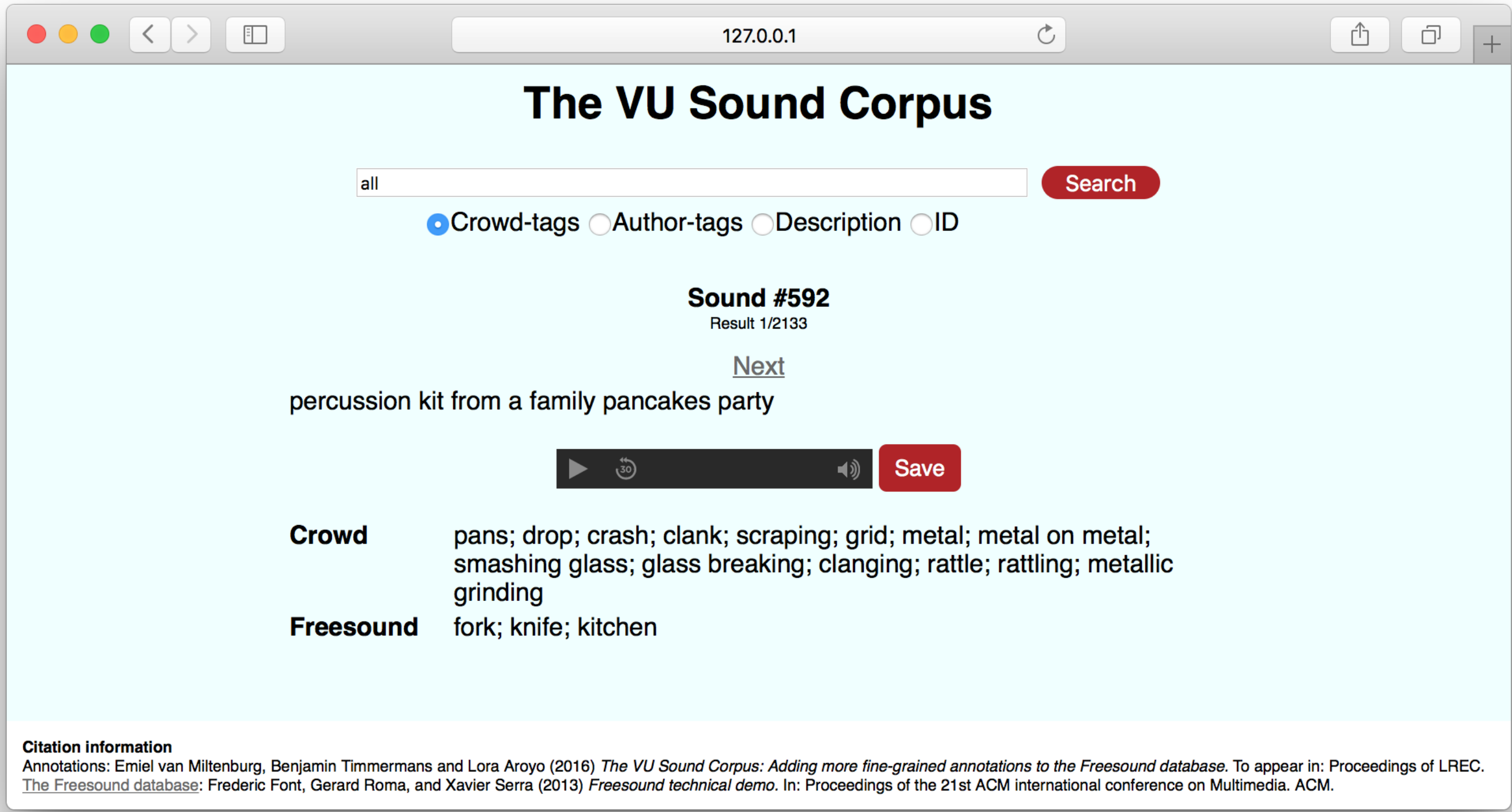
XML format

- ▶ Sounds part of sound collection
- ▶ Linked to Freesound.org URIs
- ▶ Provided with *id, batch, name, type, samplerate, duration, channels, bitrate* and *bitdepth*
- ▶ Batch number provides **transparency** about data collection



<https://github.com/CrowdTruth/vu-sound-corpus>

Sound browser interface



<https://github.com/evanmiltenburg/SoundBrowser>

References

Dumitrache, Anca, Oana Inel, Benjamin Timmermans, Lora Aroyo & Robert-Jan Sips. 2015. Crowdrtruth: Machine-human computation framework for harnessing disagreement in gathering annotated data. In Grotov, Van Gysel, Kanoulas, Azarbonyad, Voskarides, Best & Li (eds.), *Proceedings of the 14th dutch-belgian information retrieval workshop (DIR)*, 15.

Font, Frederic, Gerard Roma & Xavier Serra. 2013. Freesound technical demo. In *Proceedings of the 21st acm international conference on multimedia*, 411–412. ACM.

Font, Frederic, Joan Serrà & Xavier Serra. 2014. Audio clip classification using social tags and the effect of tag expansion. In *Audio engineering society conference: 53rd international conference: Semantic audio*, Audio Engineering Society.