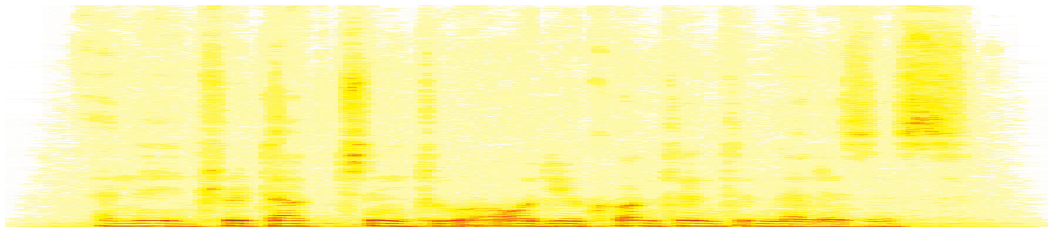


# Introduction to Audio Content Analysis

## Module 8.2: Music Similarity

alexander lerch



### corresponding textbook section

Chapter 8: Musical Genre, Similarity, and Mood (pp. 156–157)

- **lecture content**

- music similarity and its relation to musical genre
- clustering and visualization of feature space

- **learning objectives**

- describe potential issues with algorithms for measuring music similarity
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- simple k-means example
  - **goal:** minimize intra-cluster variance
  - **distance:** Euclidean
  - **procedure:**
    - 1 *initialization:*  
randomly select  $K$  points in the feature space as initialization.
    - 2 *assignment:*  
assign each observation to the cluster with the mean/centroid of the closest cluster.
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compute mean/centroid for each cluster.
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go to step 2 until the clusters converge.

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matlab source: [matlab/displayKMeans.m](#)

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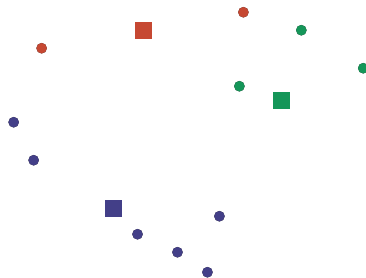


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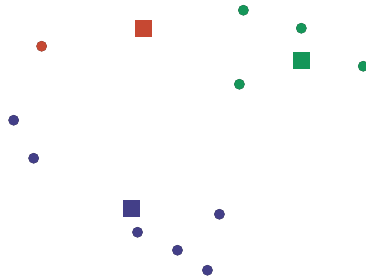


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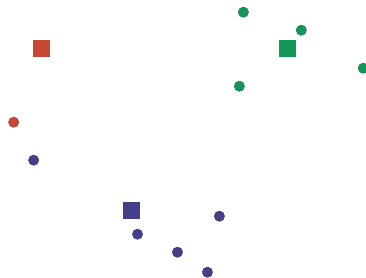
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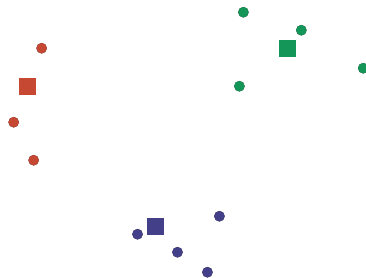
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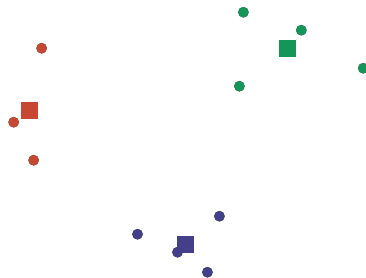


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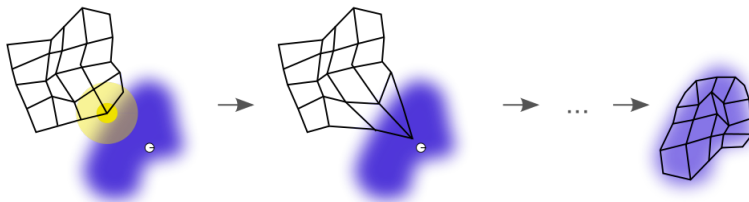
# audio similarity

visualization example: SOM 1/2

- 1 create a map with 'neurons'
- 2 train
  - for each training sample find BMU (best matching unit)
  - adapt BMU and neighbors toward training sample

$$W_v(t+1) = W_v(t) + \theta(u, v, t)\alpha(t)(D(t) - W_v(t))$$

- $\theta(u, v, t)$ : depends on neighborhood distance from BMU
- $\alpha(t)$ : learning restraint
- $D(t)$  training sample





<sup>1</sup>pampalk`islands`2001.

- **music similarity**
  - even less clearly defined than music genre
- **processing steps**
  - 1 extract features
  - 2 define some distance metric in feature space
- **clustering algorithms**
  - work to a certain degree with traditional features

