

# NeuralReverberator

AES MATLAB Plugin Student Competition

October 19th, 2018 - 145th AES Convention - New York, New York

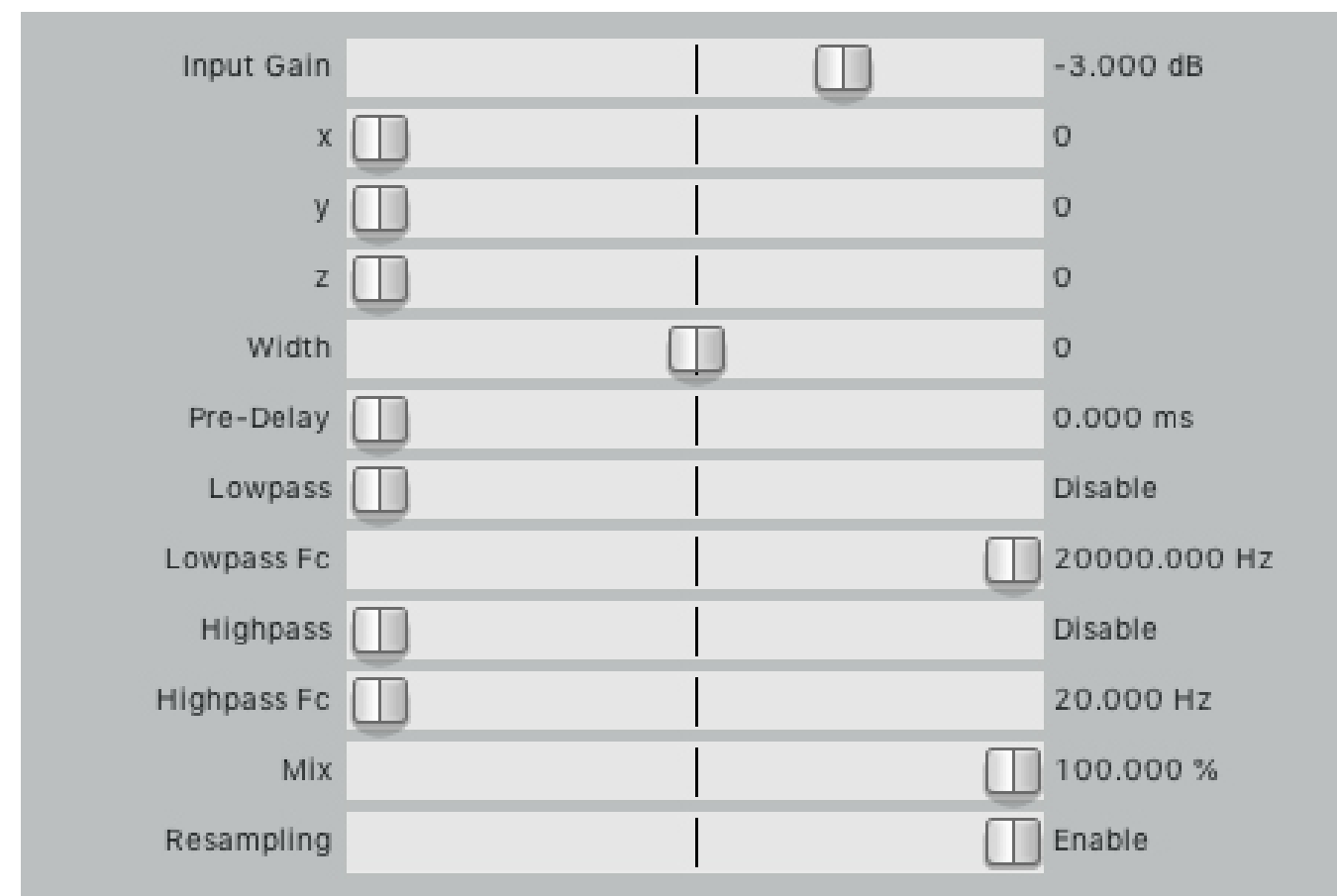
Christian Steinmetz

Clemson University

Holcombe Department of Electrical and Computer Engineering  
Department of Performing Arts, Audio Technology Concentration

What is it?

# Deep learning driven convolutional reverb plug-in

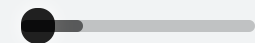


VST plug-in running in REAPER DAW

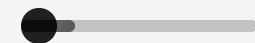
# Convolutional reverb



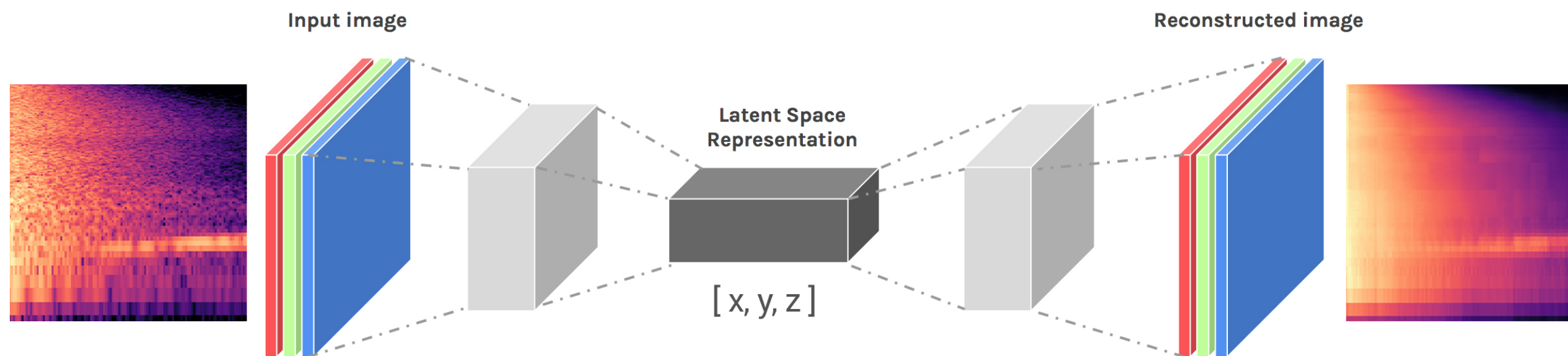
▶ 0:00 / 0:08



▶ 0:00 / 0:09



# Deep Autoencoder



# How does it sound?

Input Gain	<input type="range"/>	-3.000 dB
x	<input type="range"/>	0
y	<input type="range"/>	0
z	<input type="range"/>	0
Width	<input type="range"/>	0
Pre-Delay	<input type="range"/>	0.000 ms
Lowpass	<input type="range"/>	Disable
Lowpass Fc	<input type="range"/>	20000.000 Hz
Highpass	<input type="range"/>	Disable
Highpass Fc	<input type="range"/>	20.000 Hz
Mix	<input type="range"/>	100.000 %
Resampling	<input type="range"/>	Enable

▶ 0:00 / 0:09 ● 🔊 ⋮

Dry

▶ 0:00 / 0:09 ● 🔊 ⋮

Short reverb

▶ 0:00 / 0:09 ● 🔊 ⋮

Long dark reverb

▶ 0:00 / 0:09 ● 🔊 ⋮

Strange delay

# Dataset



# ~2,000 impulse responses



Truncated to 2 seconds in length

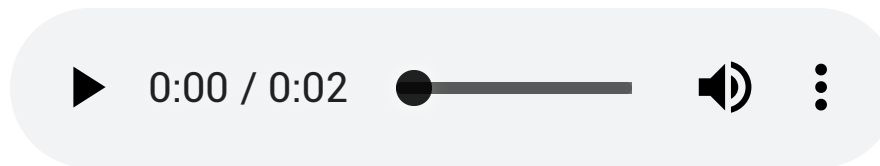
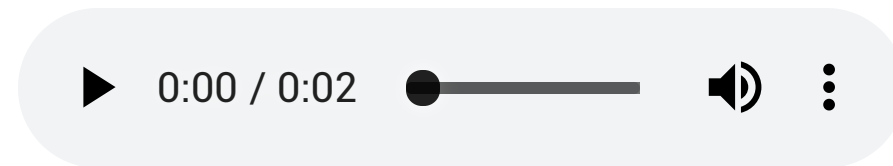
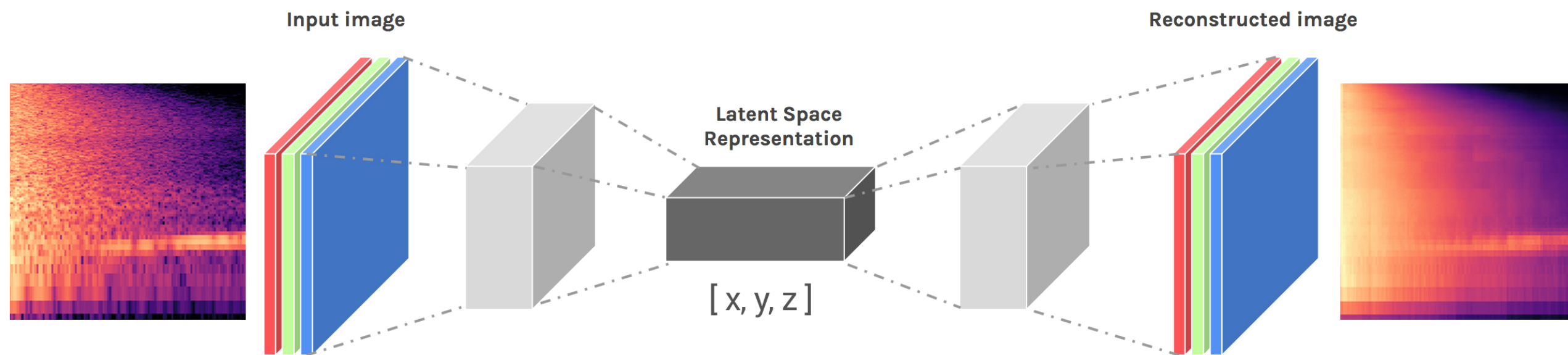
Downsampled to 16 kHz

Open AIR Library, Greg Hopkins, C4DM, and others

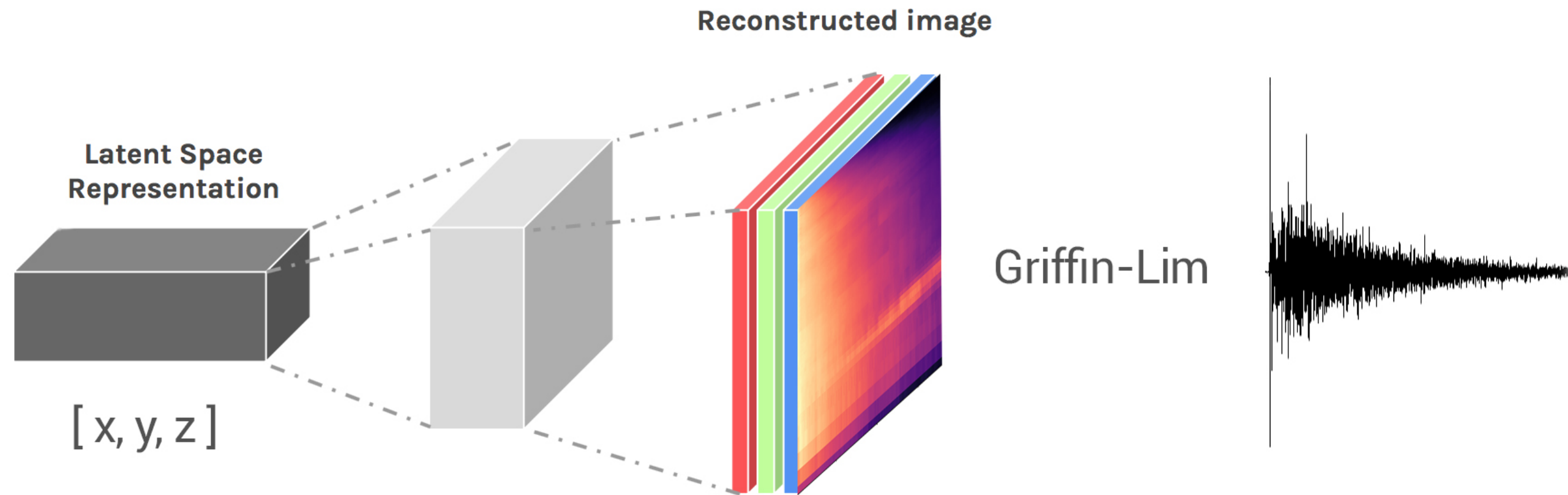


# Autoencoders

# Spectral Autoencoder



# Phase Reconstruction



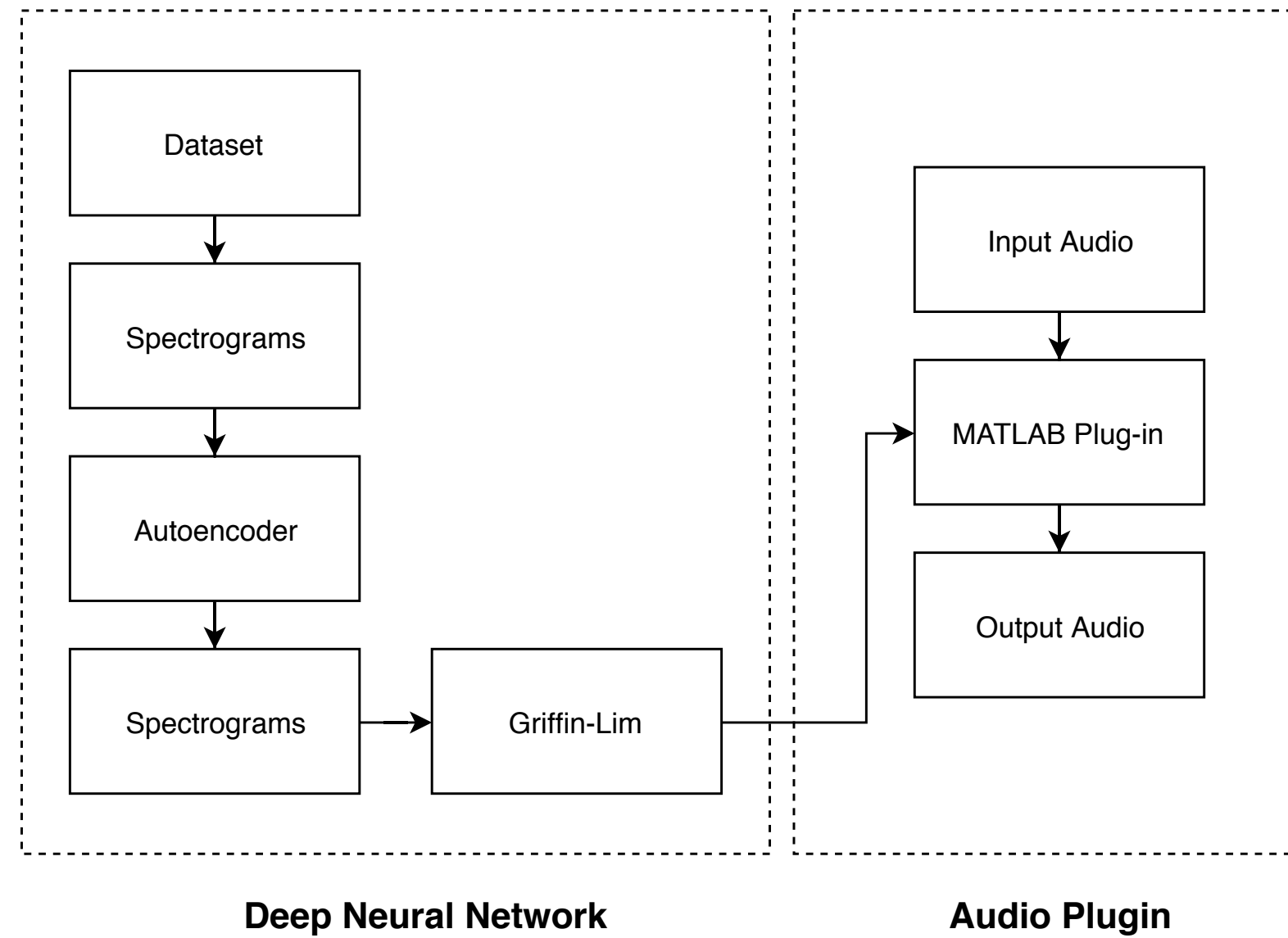
## Signal estimation from modified short-time Fourier transform

D. Griffin and Jae Lim

# MATLAB Plug-in



# Architecture



# Signal Processing

Input Gain	<input type="range"/>	-3.000 dB
x	<input type="range"/>	0
y	<input type="range"/>	0
z	<input type="range"/>	0
Width	<input type="range"/>	0
Pre-Delay	<input type="range"/>	0.000 ms
Lowpass	<input type="range"/>	Disable
Lowpass Fc	<input type="range"/>	20000.000 Hz
Highpass	<input type="range"/>	Disable
Highpass Fc	<input type="range"/>	20.000 Hz
Mix	<input type="range"/>	100.000 %
Resampling	<input type="range"/>	Enable

Latent Space

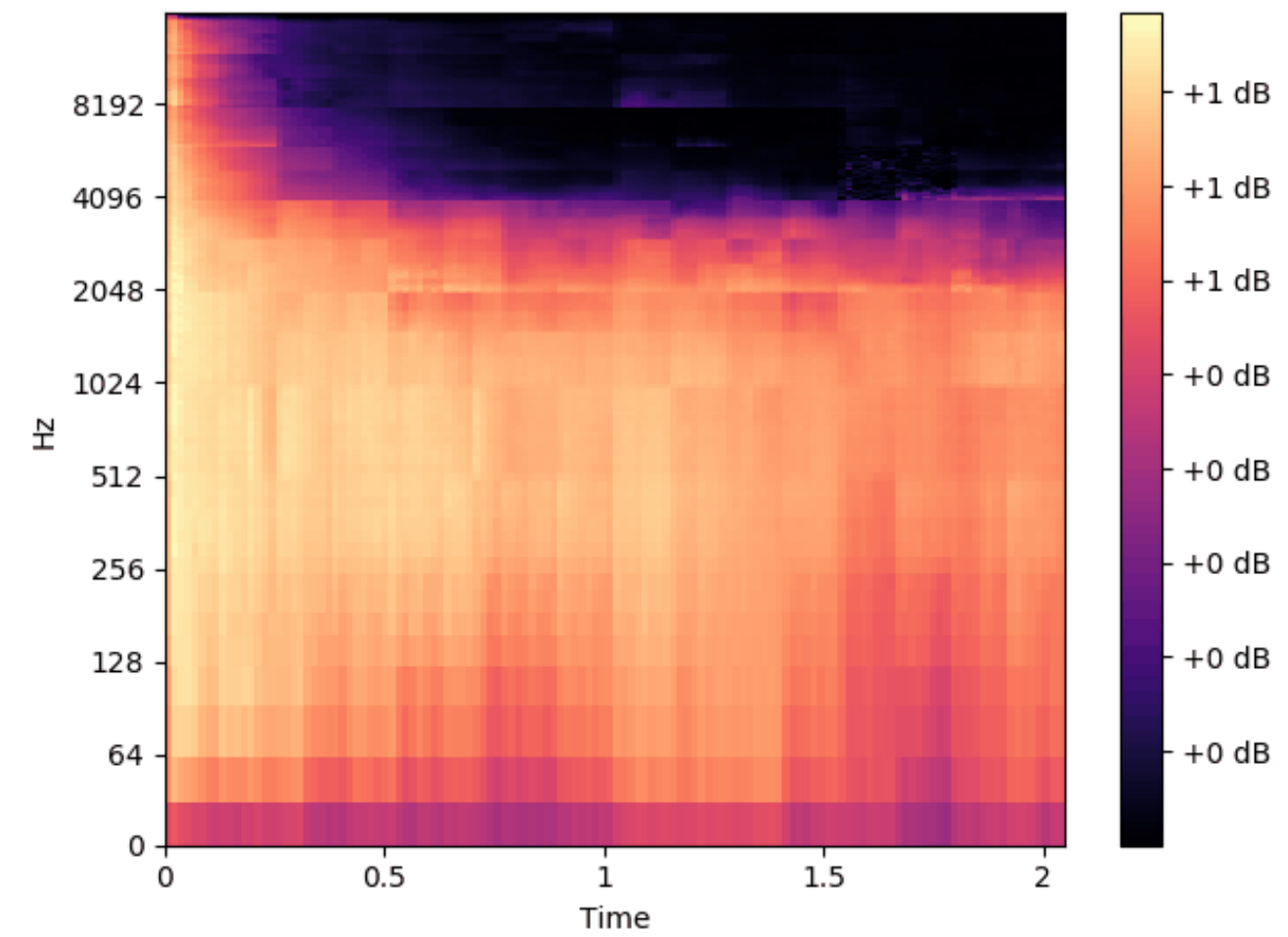
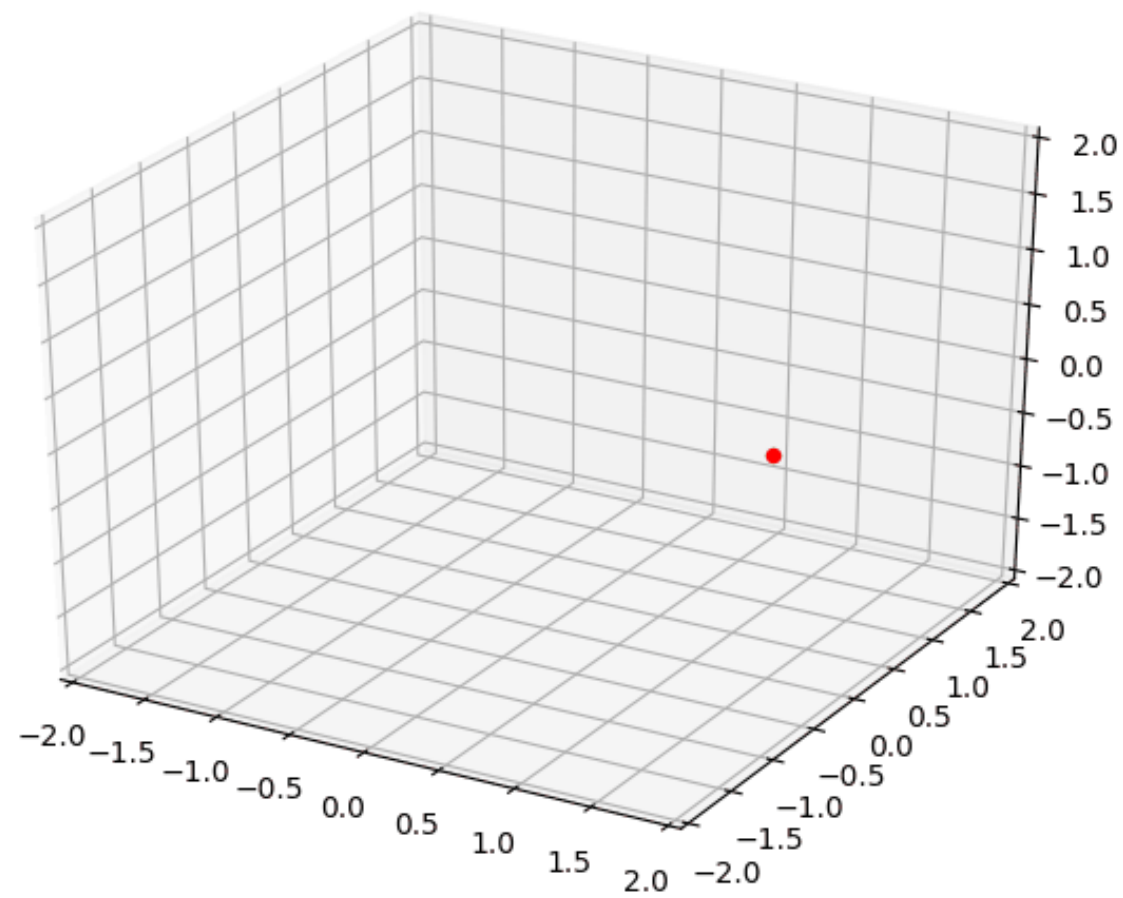
Stereo Width

Pre-Delay

Filtering

Resampling

# Latent Space



# Stereo Width

Autoencoder trained on mono impulse responses

Width control uses different impulse responses for Left and right channel

**`dsp.FrequencyDomainFIRFilter` System object**



# Pre-Delay

Delay the onset of the reverb signal

**dsp.VariableFractionalDelay** System object

# Filtering

Second order highpass and lowpass filters

**filter() function**

# Resampling

Impulse responses generated at 16khz sampling rate  
Allows resampling to 32kHz, 44kHz, 48kHz, and 96kHz

**`dsp.FIRRateConverter`**

# Future Directions



# Latent space arithmetic



## Unsupervised Representation Learning with Deep Convolutional Generative Adversarial Networks

Alec Radford, Luke Metz, Soumith Chintala

# Impulse response parallel



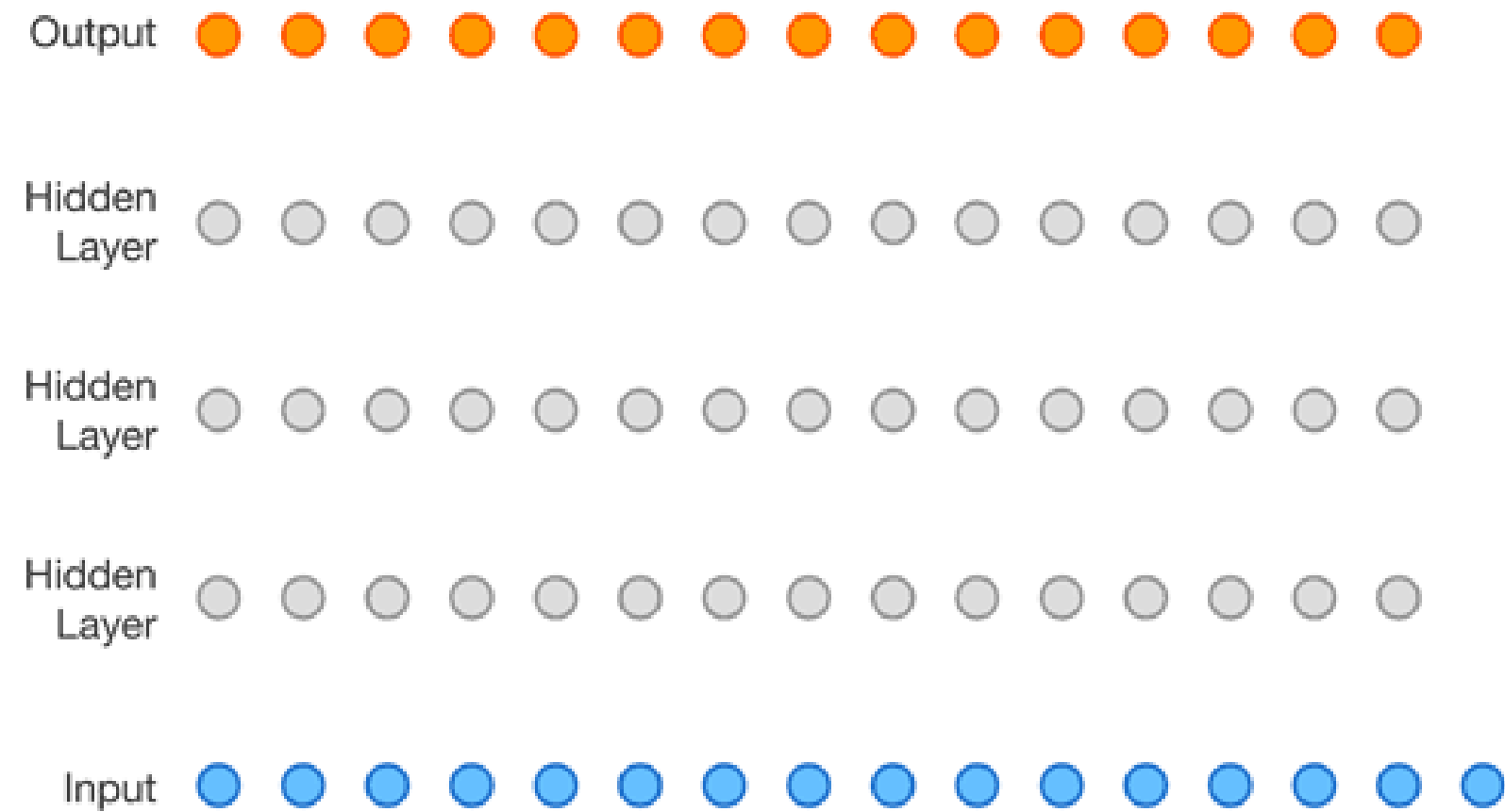
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# WaveNet autoencoder architecture



## WaveNet: A Generative Model for Raw Audio

Aaron van den Oord, Sander Dieleman, Heiga Zen, Karen Simonyan, Oriol Vinyals, Alex Graves, Nal Kalchbrenner, Andrew Senior, Koray Kavukcuoglu

# Thank you!

Code, trained models, and VST builds available on GitHub

<https://github.com/csteinmetz1/NeuralReverberator>

More details on blogpost

<http://www.christiansteinmetz.com/projects-blog/neuralreverberator>



@csteinmetz1



cjstein@clemson.edu