

Time-domain audio features

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Time-domain features

- Amplitude envelope (AE)
- Root-mean-square energy (RMS)
- Zero-crossing rate (ZCR)
- ...

Amplitude envelope

- Max amplitude value of all samples in a frame

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$$AE_t = \max_{k=t \cdot K}^{(t+1) \cdot K - 1} s(k)$$

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Amplitude envelope
at frame t

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Amplitude envelope
at frame t

Amplitude of
 k th sample

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Amplitude envelope
at frame t

Frame size

Amplitude of
 k th sample

Amplitude envelope

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Amplitude envelope
at frame t

First sample of frame t

Amplitude of
 k th sample

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Amplitude envelope
at frame t

Last sample of frame t

Amplitude of
 k th sample

First sample of frame t

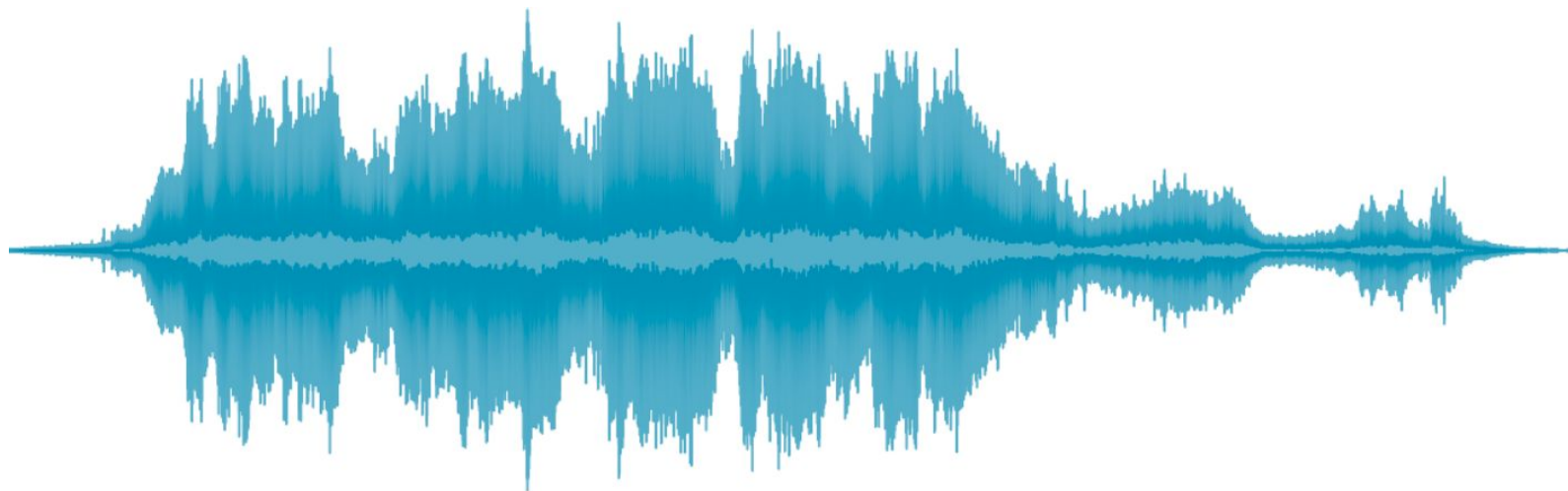
Amplitude envelope

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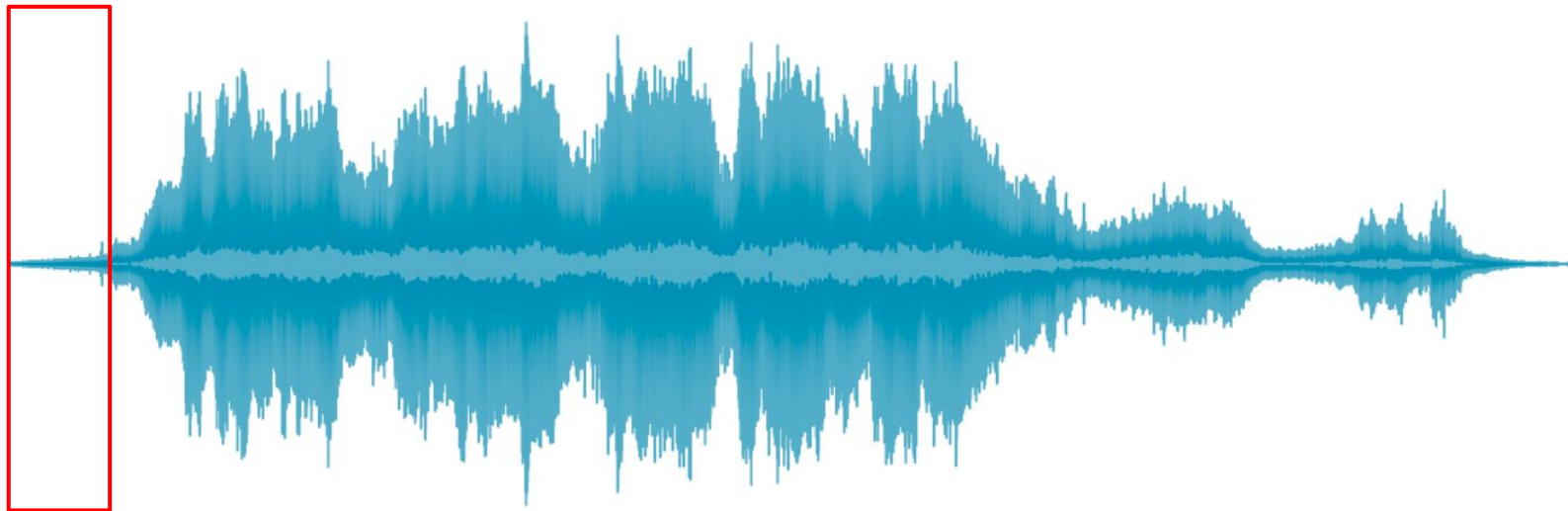
$$AE_t = \max_{k=t \cdot K}^{(t+1) \cdot K - 1} s(k)$$

Calculate AE for all the frames

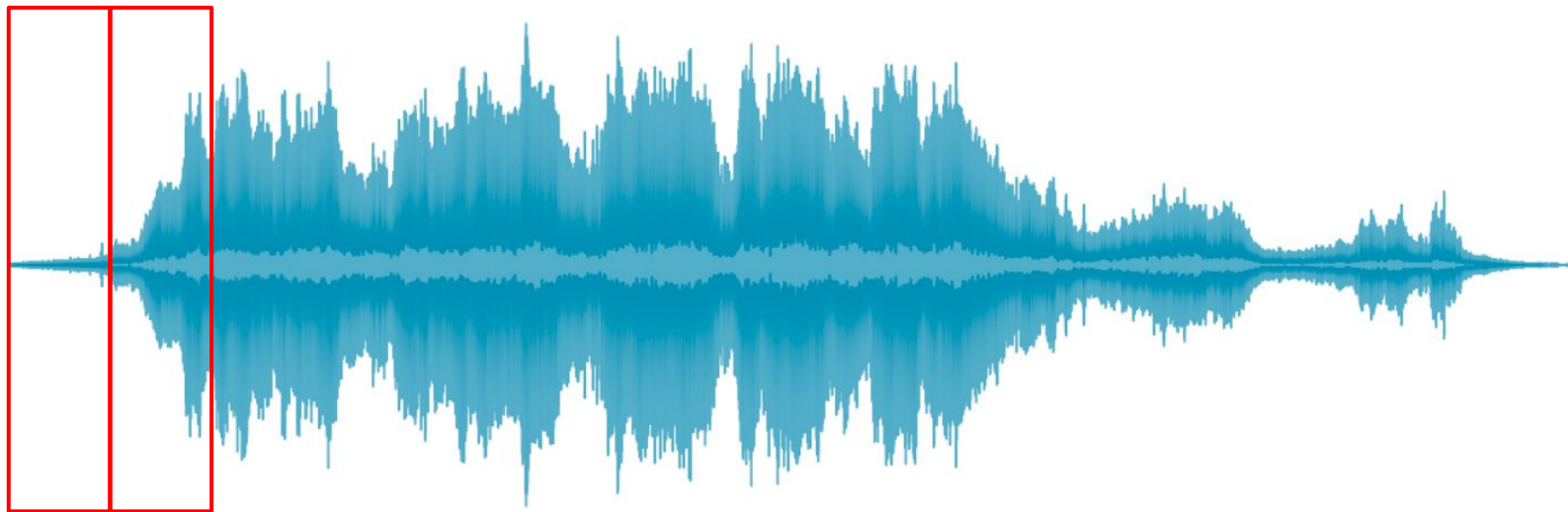
Amplitude envelope



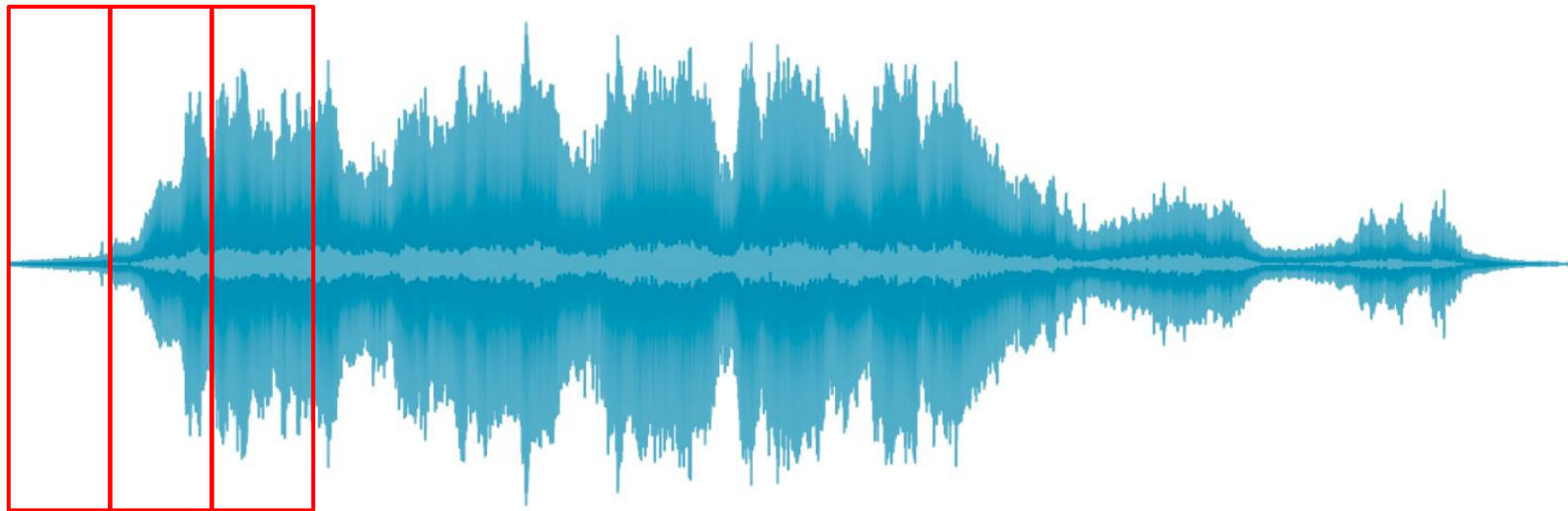
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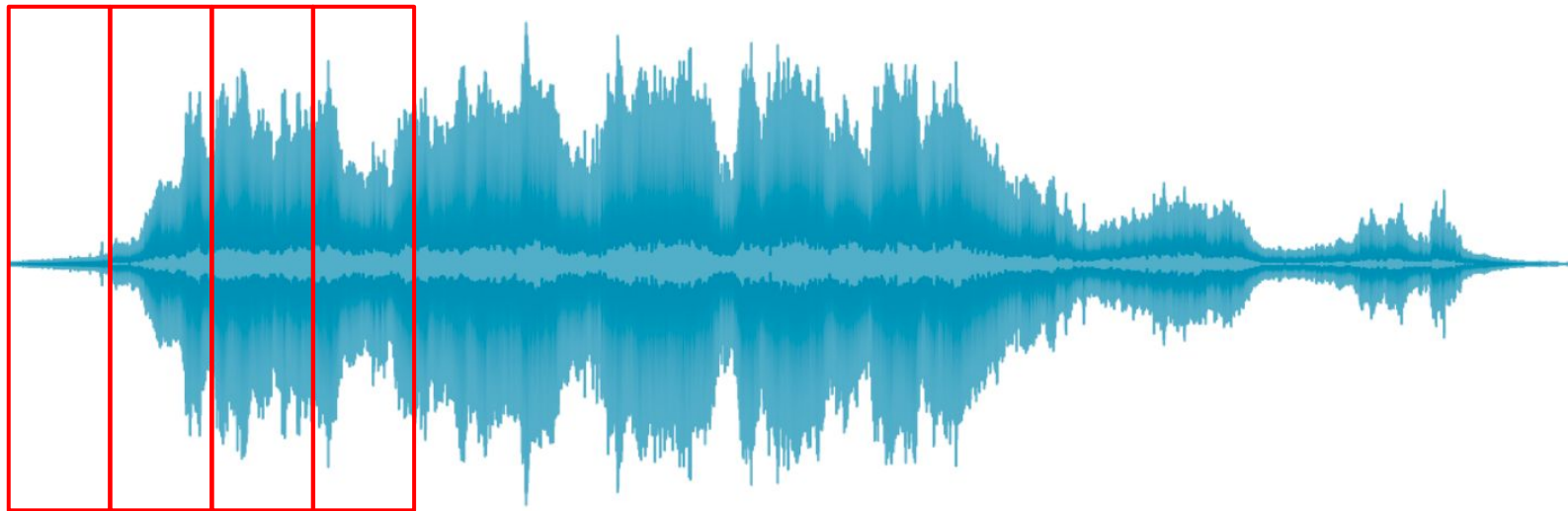
Amplitude envelope



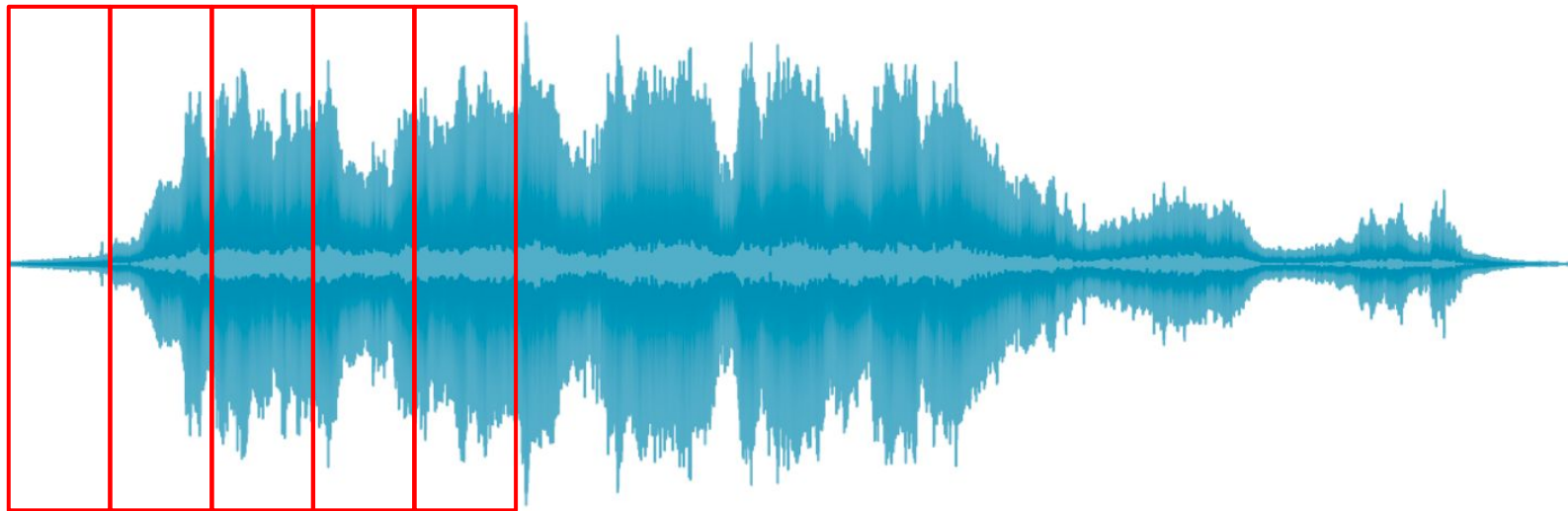
Amplitude envelope



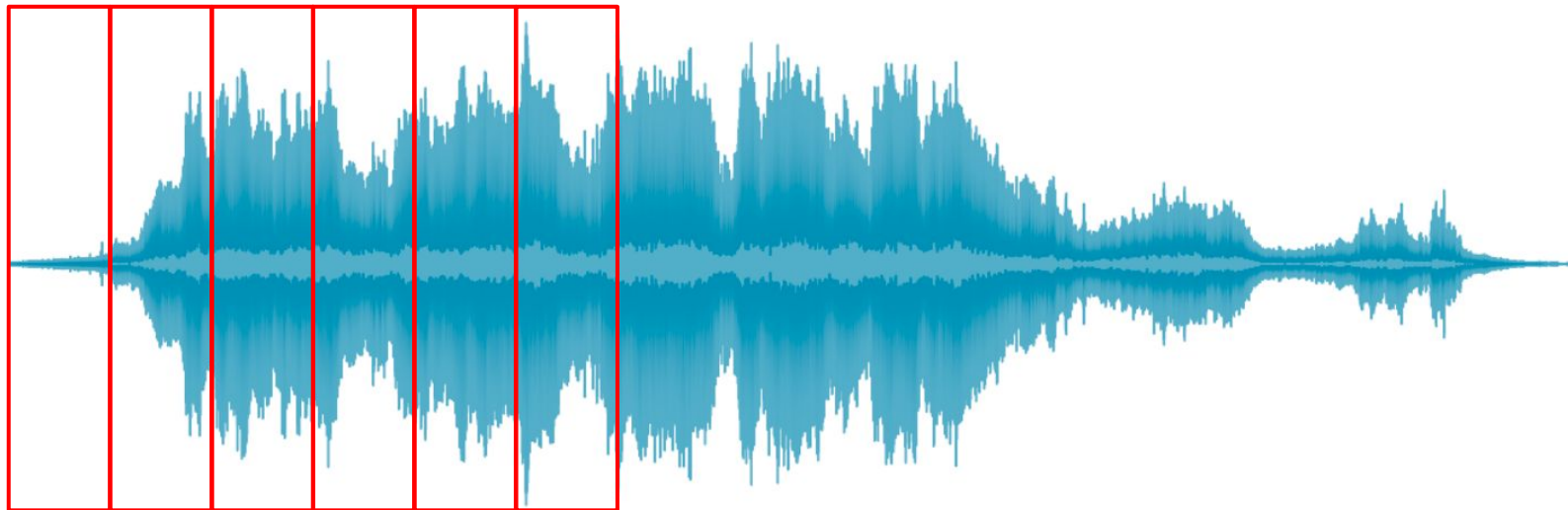
Amplitude envelope



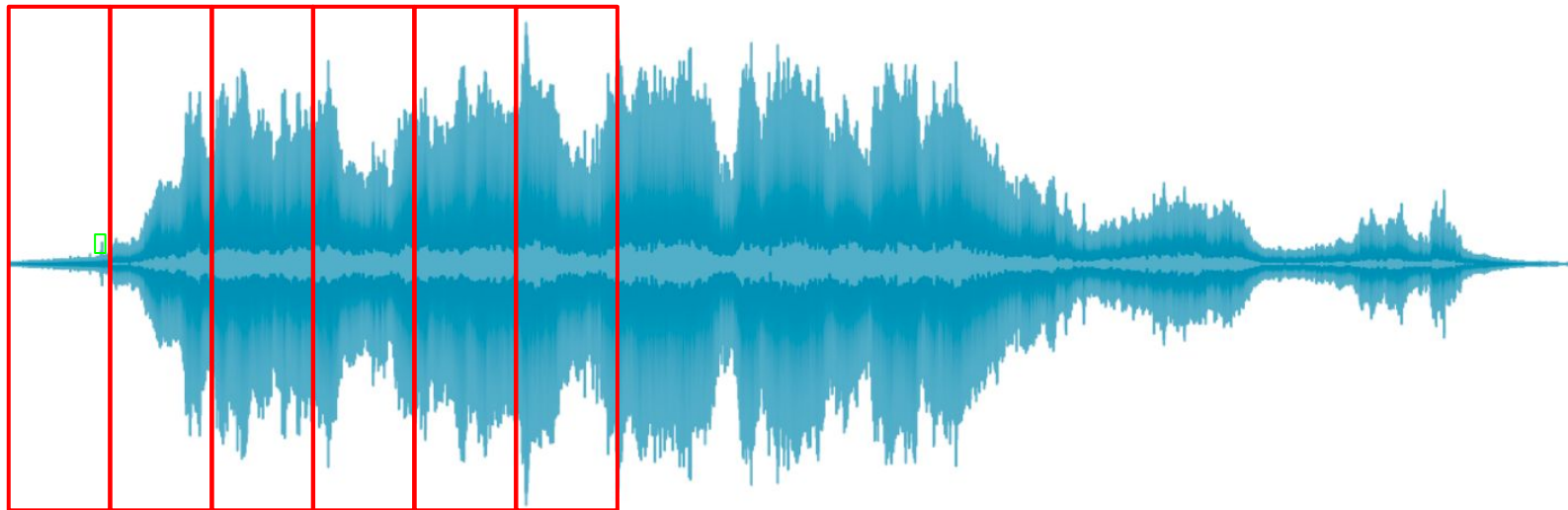
Amplitude envelope



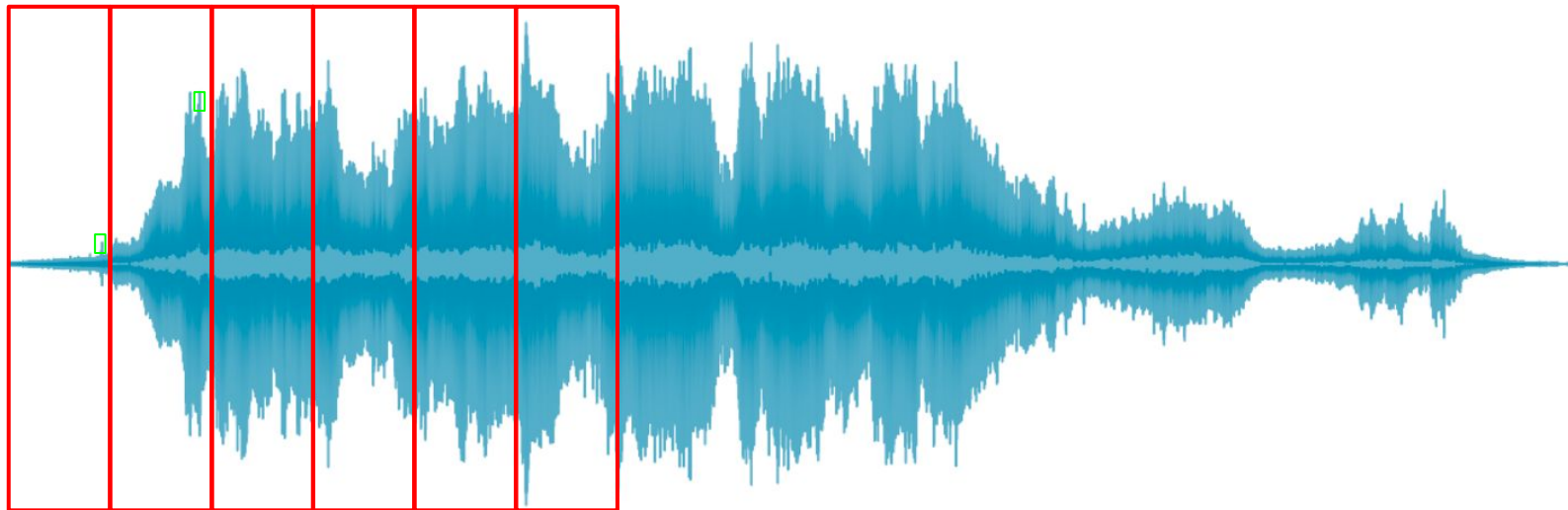
Amplitude envelope



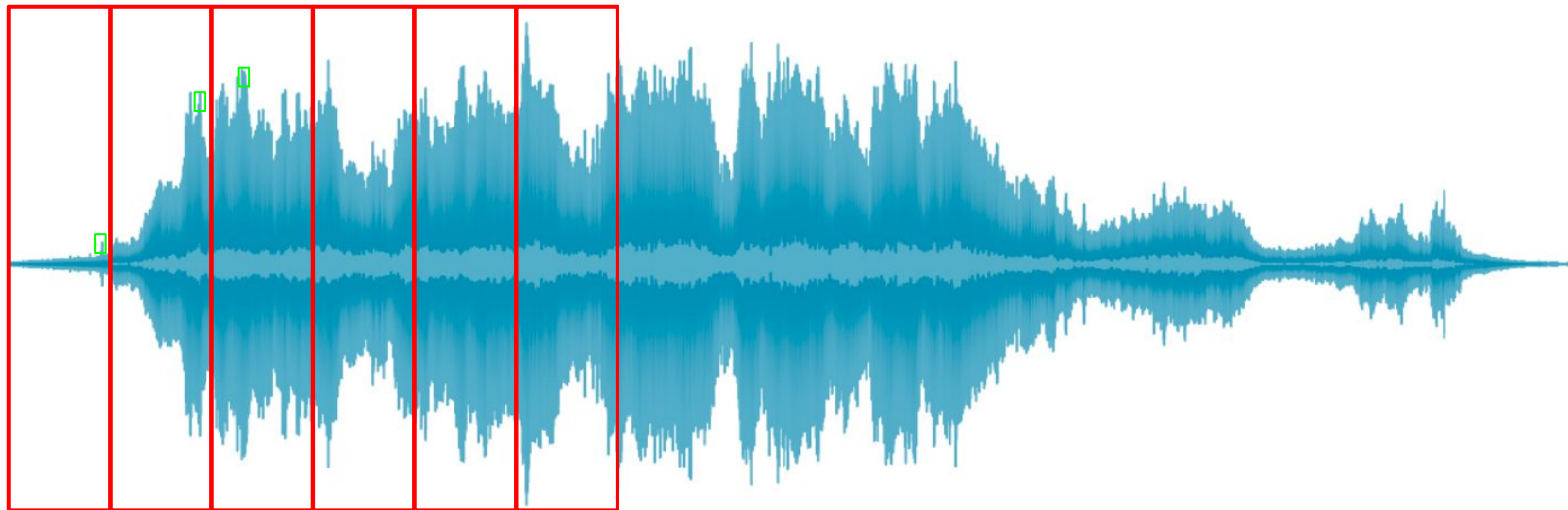
Amplitude envelope



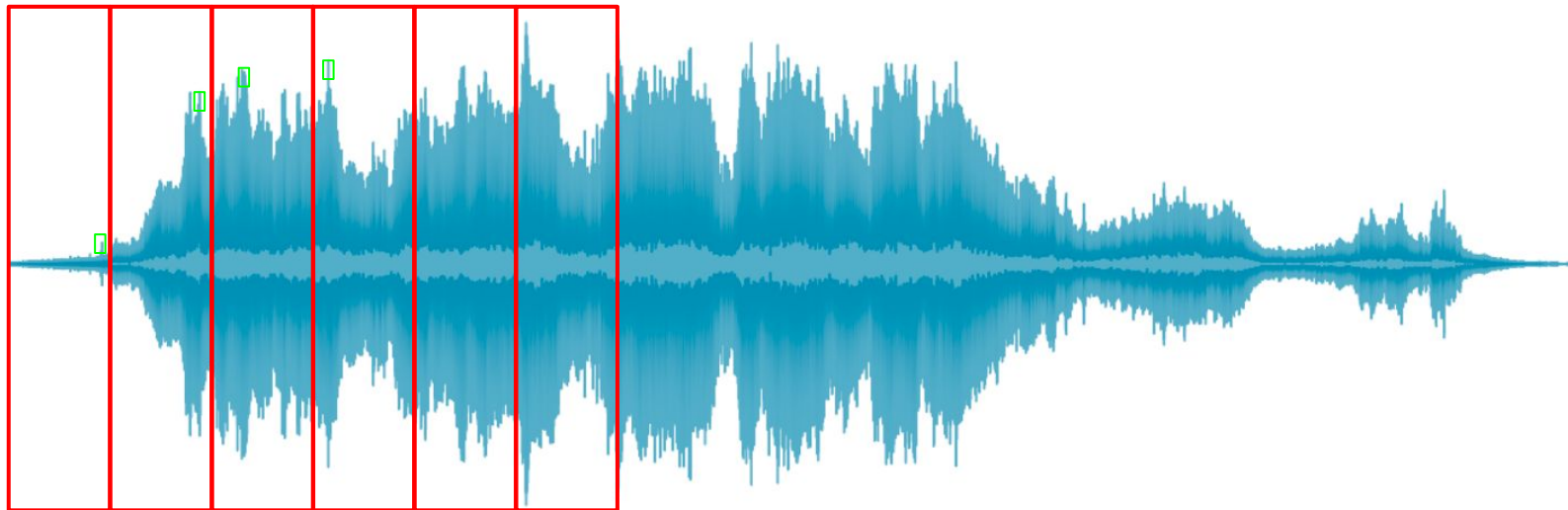
Amplitude envelope



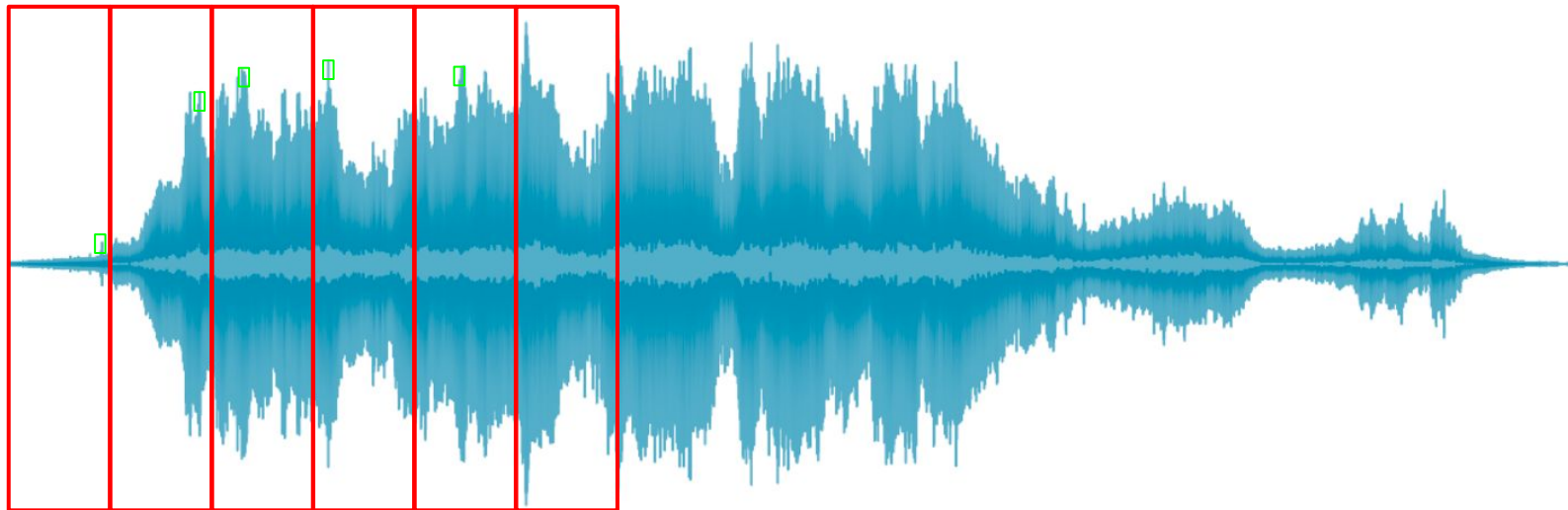
Amplitude envelope



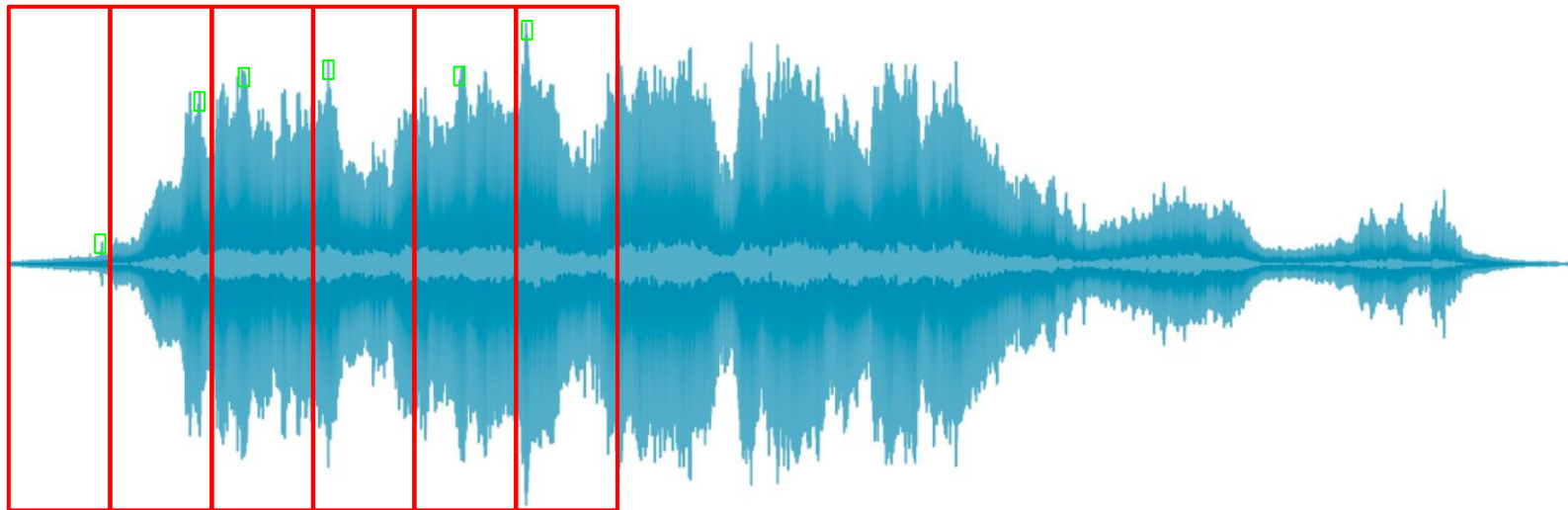
Amplitude envelope



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- Onset detection, music genre classification

Root-mean-square energy

- RMS of all samples in a frame

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$$RMS_t = \sqrt{\frac{1}{K} \cdot \sum_{k=t \cdot K}^{(t+1) \cdot K - 1} s(k)^2}$$

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Energy of k th sample

Root-mean-square energy

- RMS of all samples in a frame

$$RMS_t = \sqrt{\frac{1}{K} \cdot \sum_{k=t \cdot K}^{(t+1) \cdot K - 1} s(k)^2}$$

Sum of energy for all
samples in frame t

Root-mean-square energy

- RMS of all samples in a frame

$$RMS_t = \sqrt{\frac{1}{K} \cdot \sum_{k=t \cdot K}^{(t+1) \cdot K - 1} s(k)^2}$$

Mean of sum of energy

Root-mean-square energy

- RMS of all samples in a frame
- Indicator of loudness

Root-mean-square energy

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- Indicator of loudness
- Less sensitive to outliers than AE

Root-mean-square energy

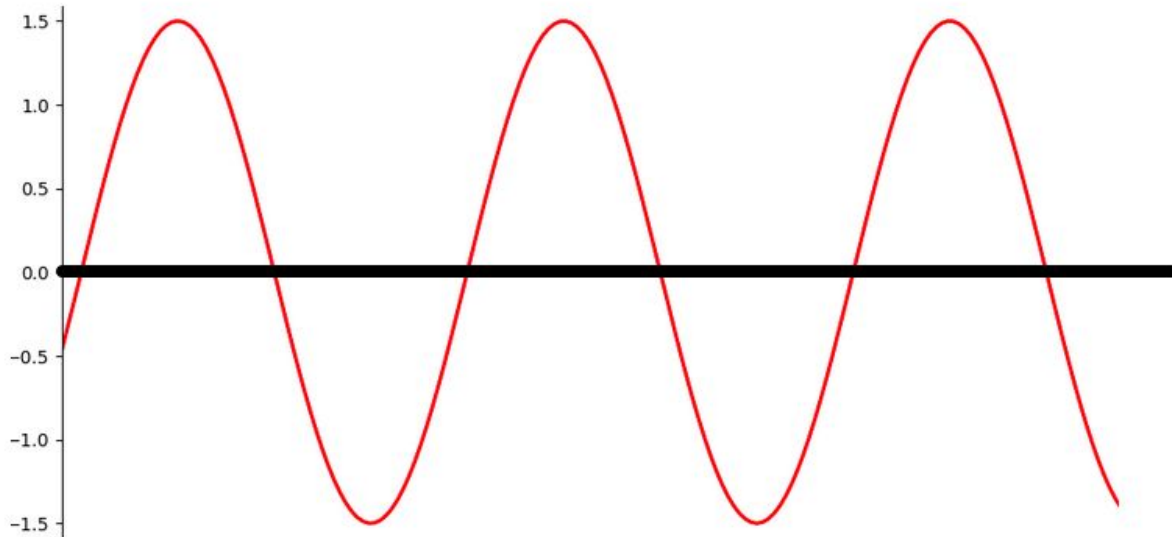
- RMS of all samples in a frame
- Indicator of loudness
- Less sensitive to outliers than AE
- Audio segmentation, music genre classification

Zero crossing rate

- Number of times a signal crosses the horizontal axis

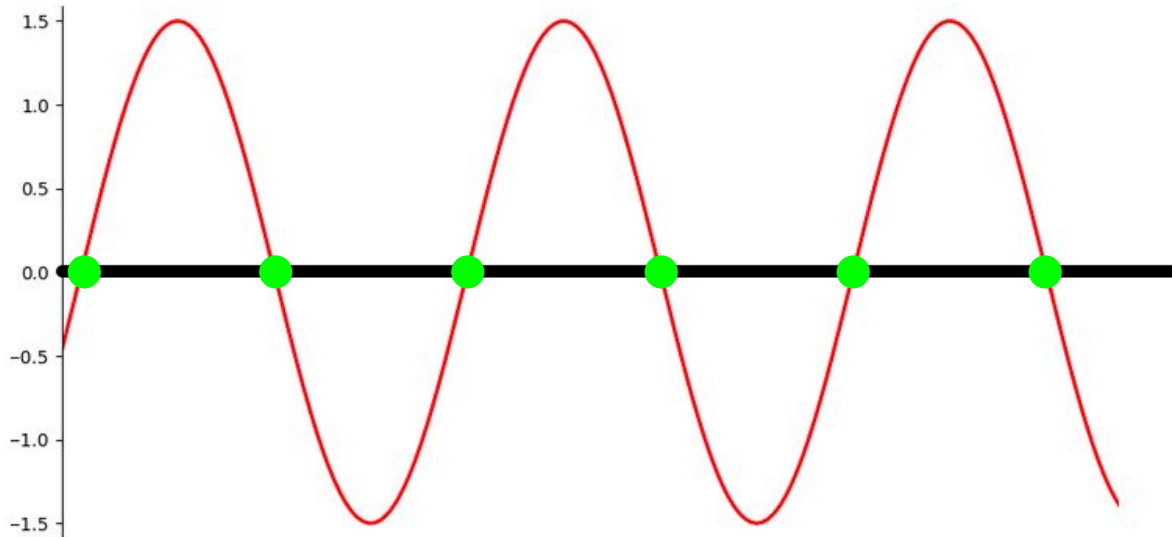
Zero crossing rate

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$$ZCR_t = \frac{1}{2} \cdot \sum_{k=t \cdot K}^{(t+1) \cdot K - 1} | \operatorname{sgn}(s(k)) - \operatorname{sgn}(s(k+1)) |$$

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Sign function:

- $s(k) > 0 \rightarrow +1$
- $s(k) < 0 \rightarrow -1$
- $s(k) = 0 \rightarrow 0$

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2

Zero crossing rate applications

- Recognition of percussive vs pitched sounds

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- Monophonic pitch estimation

Zero crossing rate applications

- Recognition of percussive vs pitched sounds
- Monophonic pitch estimation
- Voice/unvoiced decision for speech signals

What's up next?

- Implement amplitude envelope
- Visualise amplitude envelope for different music genres