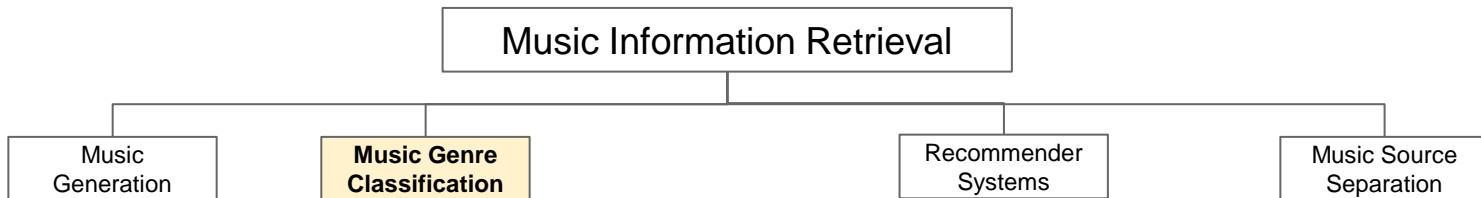


MUSIC GENRE CLASSIFICATION

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ILLINOIS INSTITUTE OF TECHNOLOGY



Music Genre Classification:

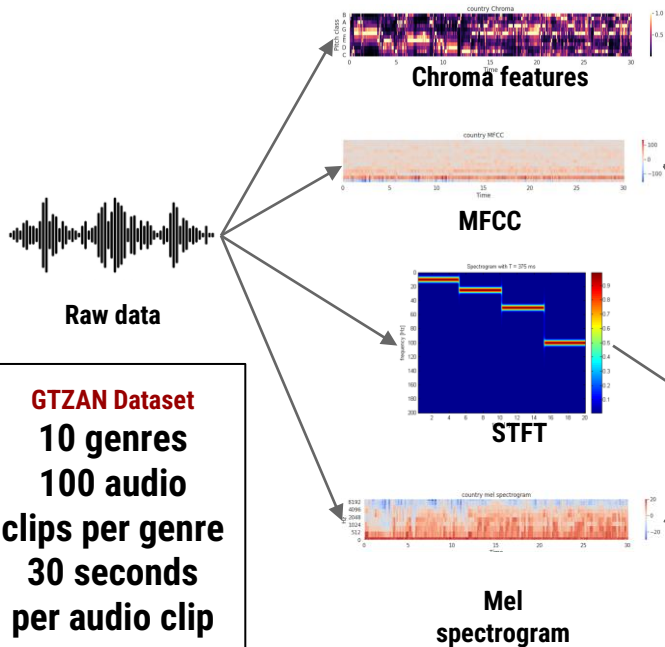
- Purpose is to distinguish one genre from another
- Challenging task since boundaries between genres are ambiguous
- Requires to extract meaningful features from audio
- Useful for music streaming companies Spotify and iTunes



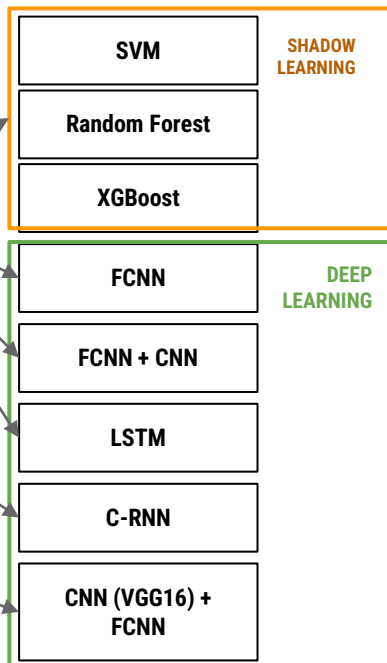


PROPOSED SOLUTION

FEATURES EXTRACTION



MODELS



MODEL EVALUATION AND RESULTS

	ACC	PRECISION	RECALL	F1	AUC	ROC	PR	MAE	RMSE
Model	0.92	0.91	0.93	0.92	0.94	0.95	0.96	0.97	0.98
Model	0.91	0.90	0.92	0.91	0.93	0.94	0.95	0.96	0.97
Model	0.90	0.89	0.91	0.90	0.92	0.93	0.94	0.95	0.96
Model	0.89	0.88	0.90	0.89	0.91	0.92	0.93	0.94	0.95
Model	0.88	0.87	0.89	0.88	0.90	0.91	0.92	0.93	0.94
Model	0.87	0.86	0.88	0.87	0.89	0.90	0.91	0.92	0.93
Model	0.86	0.85	0.87	0.86	0.88	0.89	0.90	0.91	0.92
Model	0.85	0.84	0.86	0.85	0.87	0.88	0.89	0.90	0.91
Model	0.84	0.83	0.85	0.84	0.86	0.87	0.88	0.89	0.90
Model	0.83	0.82	0.84	0.83	0.85	0.86	0.87	0.88	0.89

DEMO





DATA PRE-PROCESSING

HYPERPARAMETER SELECTION

SAMPLE RATE

Defines the number of discrete data instances used per second to represent the analog sound in digital form. This number is set to **22050** after literature research.

WINDOW SIZE AND SAMPLE SIZE

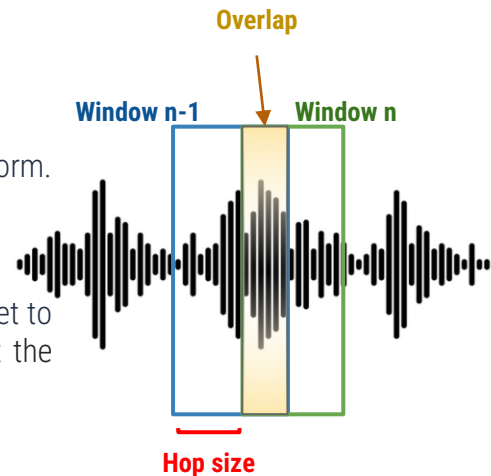
In order to do fourier transform, a window size and number of samples has to be defined. Windows size is set to **0.1** and number of samples size is set to **2048**. Optimal window size is the one where is expected that the properties of the signal chunk do not vary too fast.

OVERLAP

Defines how much the window size overlaps with each others. Higher the overlap, better information, but higher computation cost.. Set to **50%**

HOP SIZE

Amount the samples we shift to the right each time we take a new sample. Hop size to **512**.





DATA PRE-PROCESSING

Data Augmentation

AUDIO CLIP SEGMENTATION

Each audio clip has a duration of 30 seconds. We divide each clip into 10 segments, of 3 seconds.

Advantage: Reduce the dimension of audio in time domain and increase the training dataset.



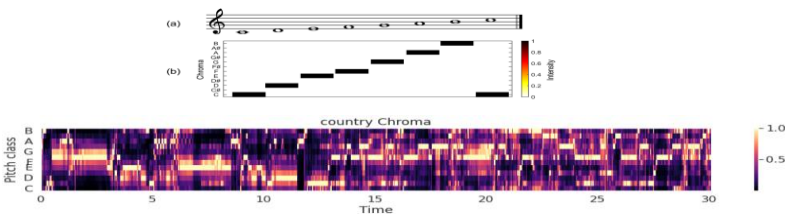
1,000 data points

Audio Segmentation

10,000 data points

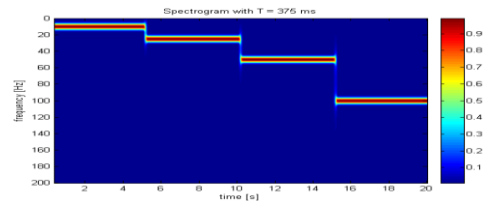


FEATURE ENGINEERING



Chroma features

- Imparts information about pitch trend of the music signal
- Represent the **12 semitones** (pitch classes) versus time.
- We observe 12 boxes stacked on top of each other, where the color intensity represent the contribution

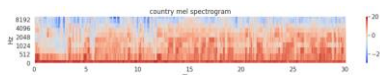


STFT Short time Fourier transform

- Sequence of fourier transforms on a windowed signal
- Provides time localized frequency information
- Captures frequency information when frequency components of a signal vary with time

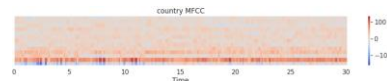


FEATURE ENGINEERING



Mel spectrogram

- Representation of the spectrogram in the Mel scale
- A **spectrogram** is the representation of frequencies vs time
- The **mel scale** is a non linear transformation, and scales the frequency to match what humans can hear
- DNN Learns complex representations from the images



MFCC

- **Mel-frequency cepstrum**, take the logarithm of Mel's frequency and then discrete cosine transformation
- Compresses the bands of Mel's spectrogram to 12-13 MFCC coefficients
- Coefficients are uncorrelated and work well with linear models



MODELS

MODELS

SVM

SHADOW
LEARNING

Random Forest

XGBoost

FCNN

DEEP
LEARNING

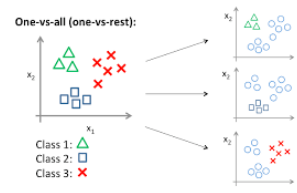
FCNN + CNN

LSTM

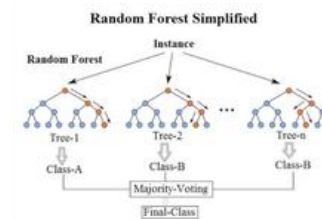
C-RNN

CNN (VGG16) + FCNN

Support Vector Machine classifies by constructing a hyper-plane based on support vectors (extreme values of each class). Able to learn non-linear decision boundaries using **Kernel trick**.



Random Forest classifies by building independent decision trees. Each decision tree is trained and the prediction is made by an average voting.



XGBoost is a decision-tree-based gradient boost algorithm that outperforms random forest. Unlike Random Forest, the successive decision trees built are not independent and each tree learns from the errors of previous tree. Incorporates pruning and regularization in cost function to avoid over-fitting.



MODELS

MODELS

SVM

SHADOW
LEARNING

Random Forest

XGBoost

FCNN

DEEP
LEARNING

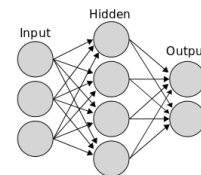
FCNN + CNN

LSTM

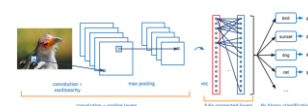
C-RNN

CNN (VGG16) + FCNN

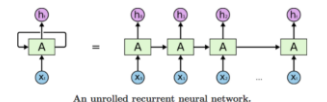
Fully Connected Neural Networks are a type of artificial neural network where all the nodes/neurons in one layer are connected to the neurons in the next layer



Convolutional Neural Networks is a class of deep neural networks, commonly applied to image recognition. The neurons represent 'template' which is applied to the image and it creates a feature map that summarize the presence of that feature. **VGG16** is a CNN proposed in 2015, highly popular and widely used.



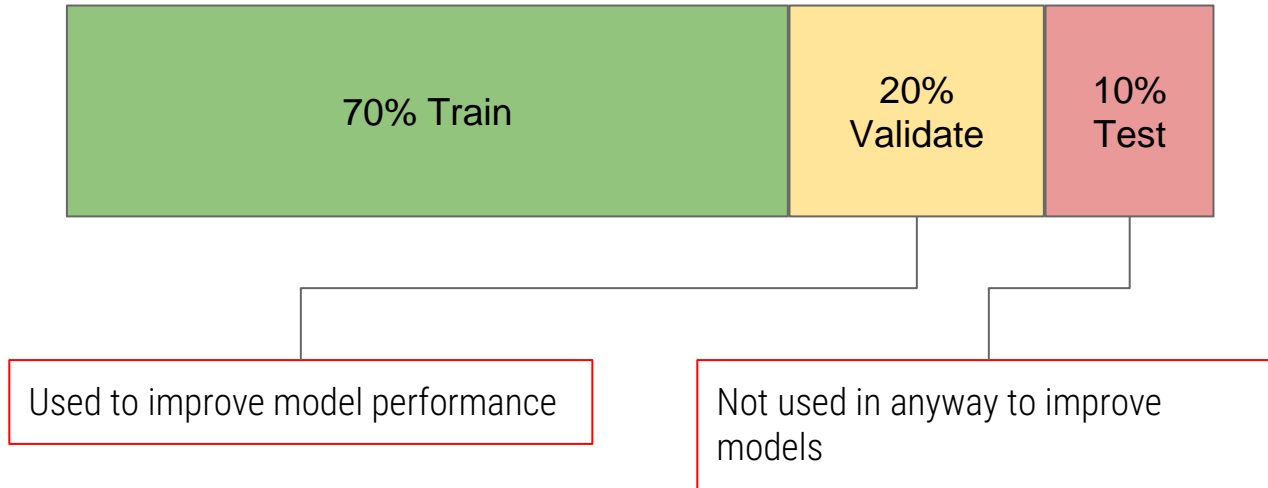
Long-Short Term Memory is an artificial recurrent neural network. This type of architecture are well suited to classify and predict time series data, since they take into account time dependencies.



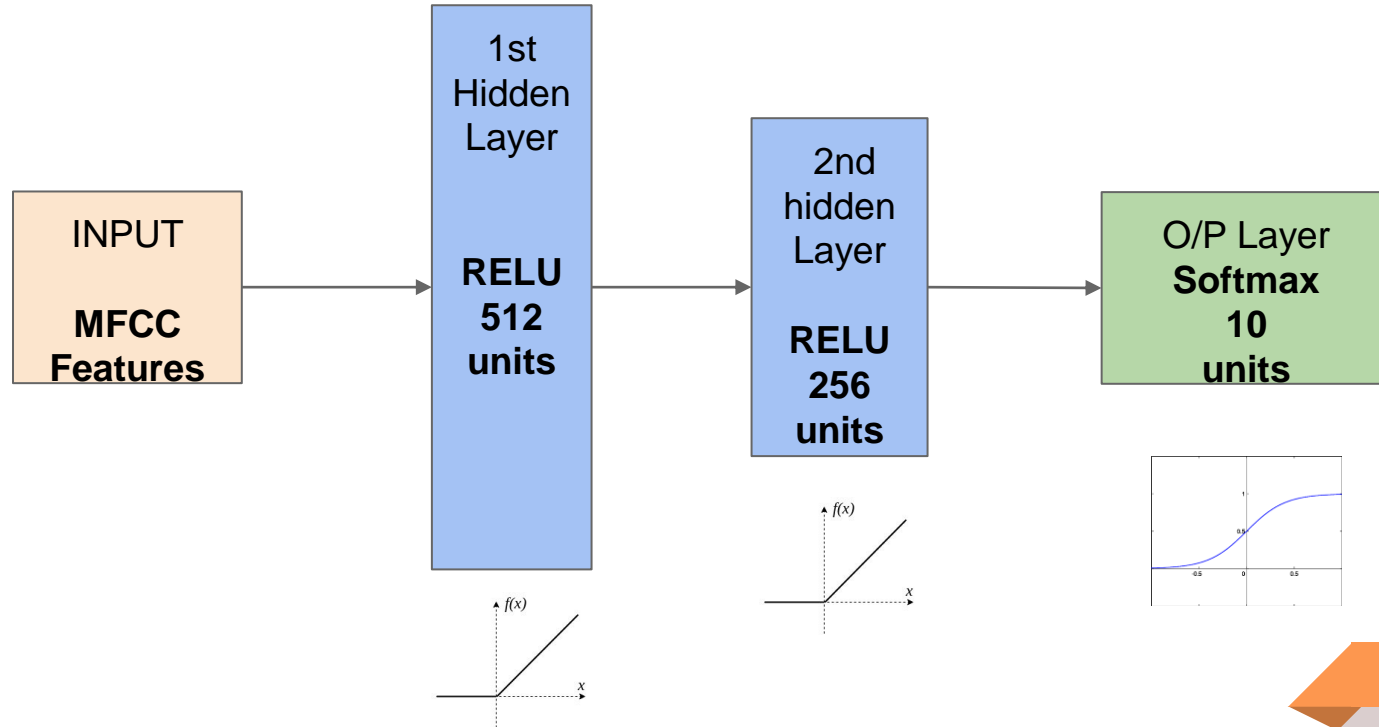
Convolutional Recurrent Neural Network involves a CNN followed by a RNN. It generates better results especially towards audio signal processing



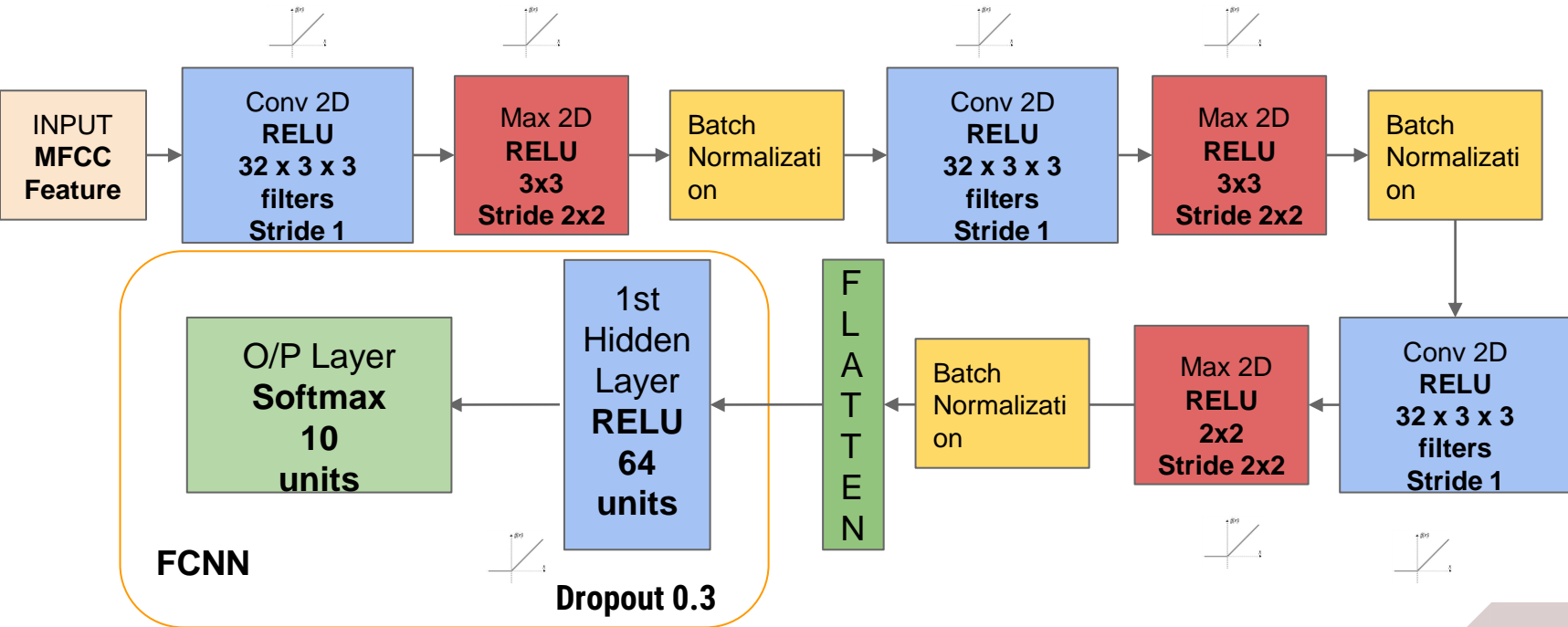
MODELS - Train, Validate and Test



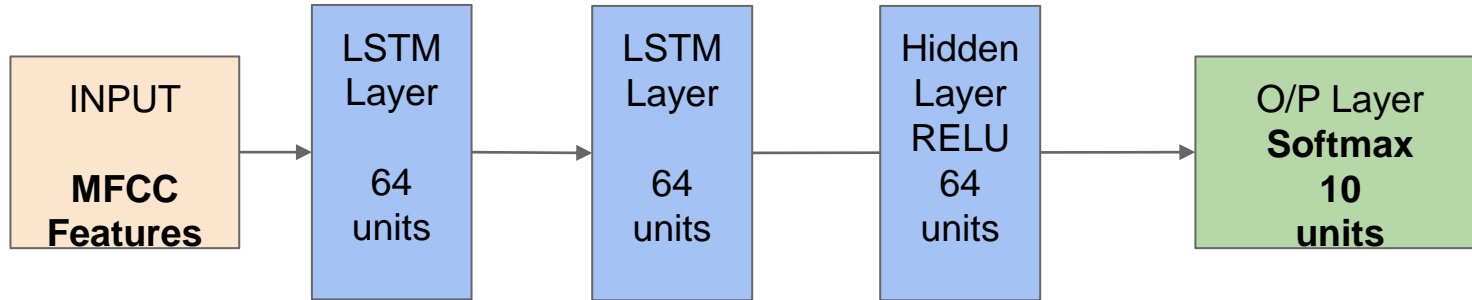
FCNN Architecture



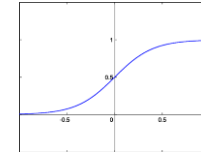
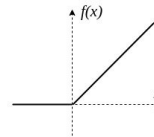
CNN+FCNN Architecture



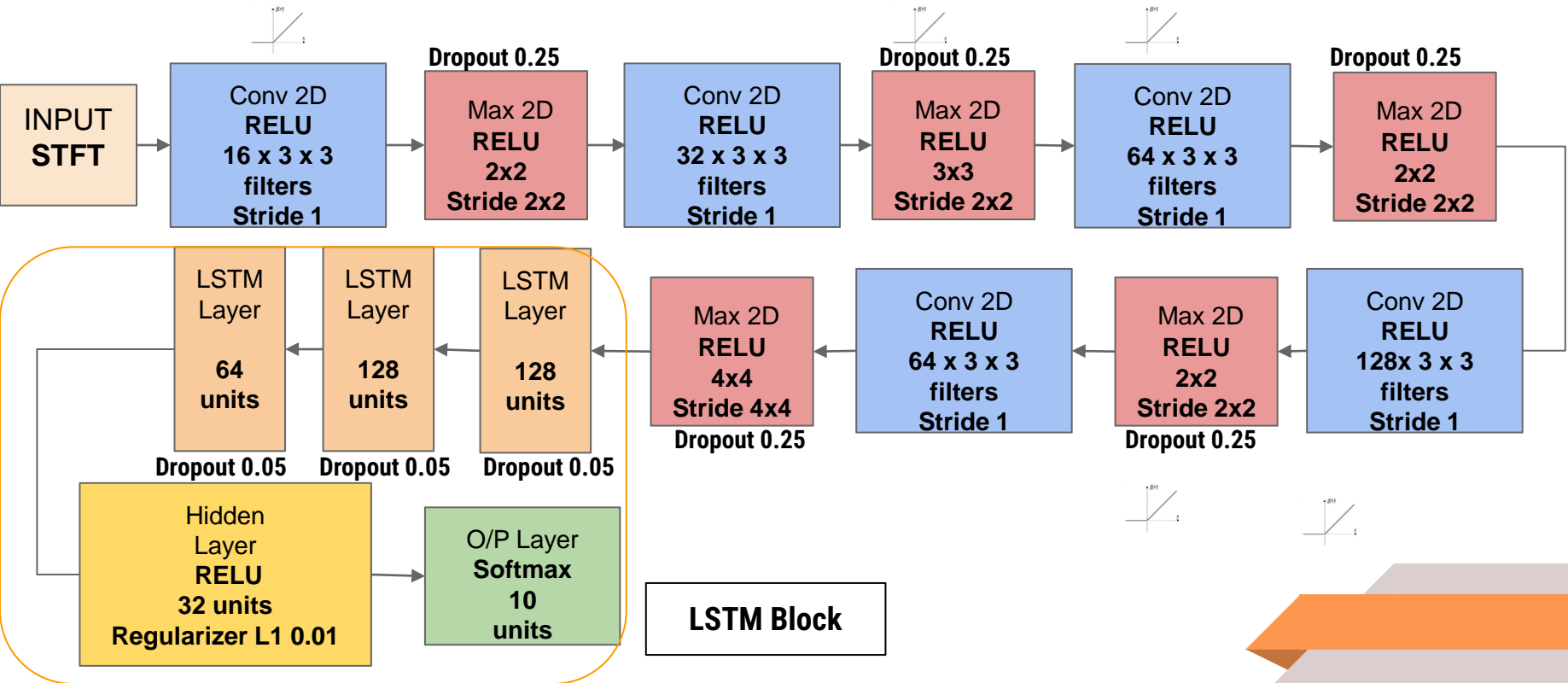
RNN Architecture



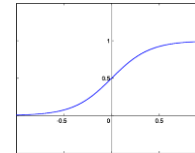
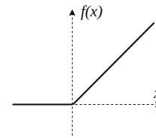
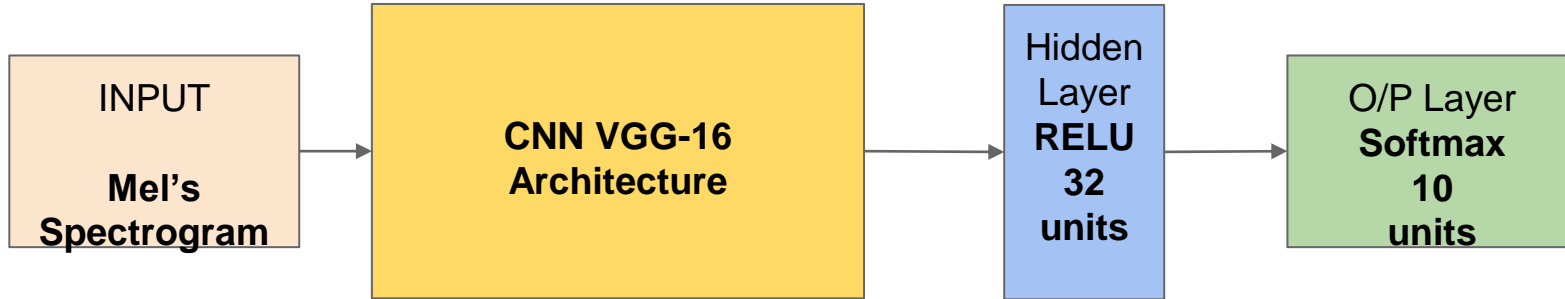
Dropout 0.3



CRNN Architecture





VGG 16 Architecture







RESULTS: Accuracy & F1-scores

Algorithm	Input	Accuracy	F1-score
SVM	MFCC	0.60	0.60
Random Forest	MFCC	0.91	0.91
 XGBoost	MFCC	0.97	0.97
FCNN	MFCC	0.62	0.61
FCNN+CNN	MFCC	0.71	0.70
LSTM	MFCC	0.62	0.61
 C-RNN	STFT	0.93	0.93
CNN (VG16)+ FCNN	Mel's Spectrogram	0.92	0.92



RESULTS: F1-scores

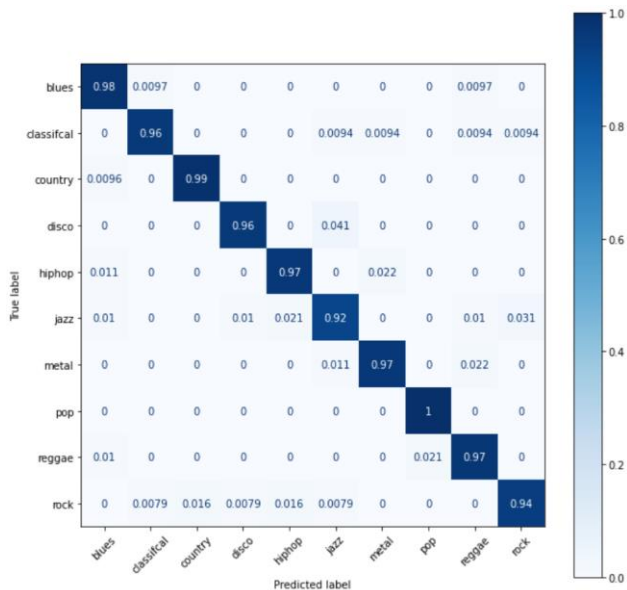
	BLUES	CLASSICAL	COUNTRY	DISCO	HIPHOP	JAZZ	METAL	POP	REGGAE	ROCK	AVERAGE
SVM	0.56	0.61	0.74	0.76	0.44	0.38	0.58	0.9	0.62	0.49	0.60
Random Forest	0.92	0.96	0.92	0.9	0.89	0.86	0.93	0.95	0.89	0.89	0.91
 XGBoost	0.95	0.96	0.97	0.97	0.97	0.95	0.98	0.98	0.97	0.96	0.97
FCNN	0.64	0.76	0.55	0.55	0.54	0.59	0.79	0.79	0.51	0.42	0.62
FCNN+CNN	0.84	0.87	0.58	0.67	0.79	0.81	0.68	0.67	0.66	0.57	0.70
LSTM	0.63	0.88	0.47	0.61	0.69	0.69	0.83	0.83	0.66	0.55	0.62
 C-RNN	0.98	0.92	0.91	0.95	0.95	0.92	0.95	0.95	0.97	0.81	0.93
CNN (VG16)+ FCNN	0.89	0.93	0.85	0.93	0.97	0.92	0.99	0.94	0.94	0.85	0.92



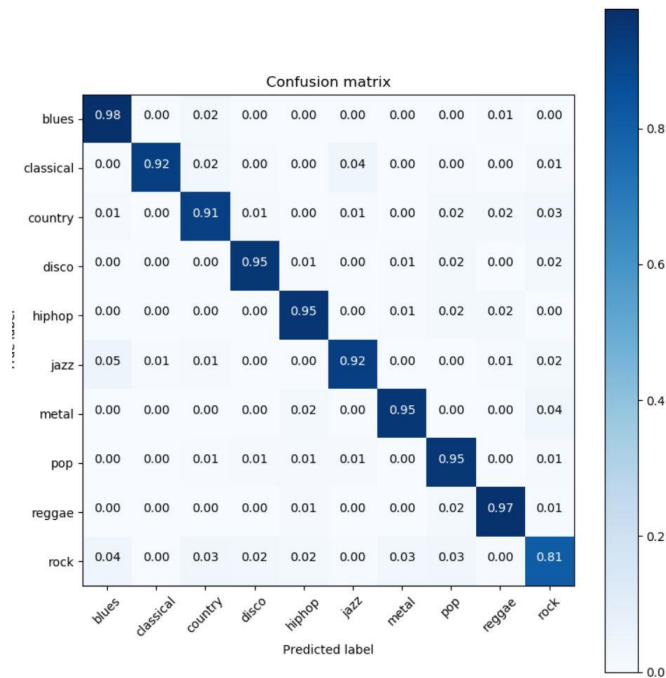
RESULTS: Winning Models



XGBoost



C-RNN





RESULTS: Why XGBoost?



XGBoost

- Ensemble tree method
- Builds decision trees sequentially and not independently
- **Gradient Boosting** - Model learns from its mistakes and gives more weightage to wrong predictions
- Leverages patterns in residuals and make weak learners stronger
- Minimizes a regularized objective function to avoid overfitting
- Prune decision trees to avoid overfitting
- Extremely fast and optimized

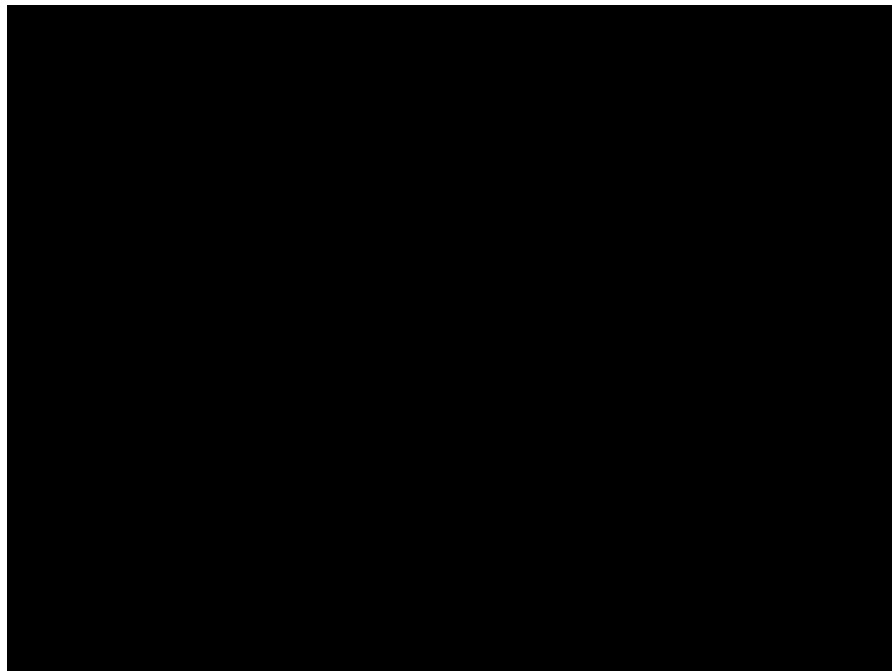


- CNN learns complex representations/features from the image
- CNN sends the set of derived features to RNN
- RNN analyzes features in order, captures temporal information and discover important links between features





DEMO





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THANKS!
