## ML4NR

Machine learning for noise reduction in old audio records

#### Bachelor thesis





#### Audio records



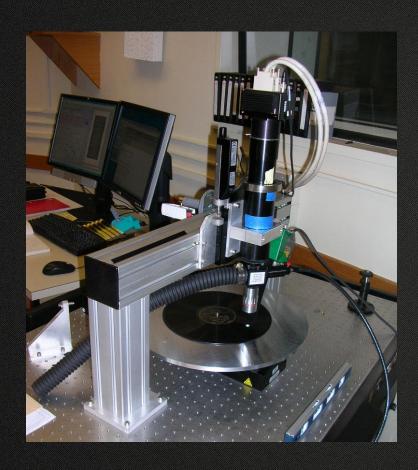




- Thomas Edison, 1877
- Impractical cylinders
- Brittle material, deterioration
- Here : 78 RPM Shellac discs

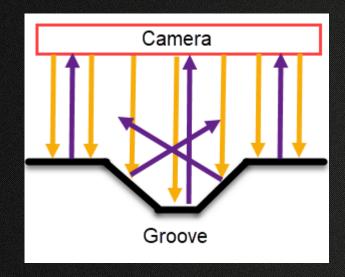
- Preservation of valuable data

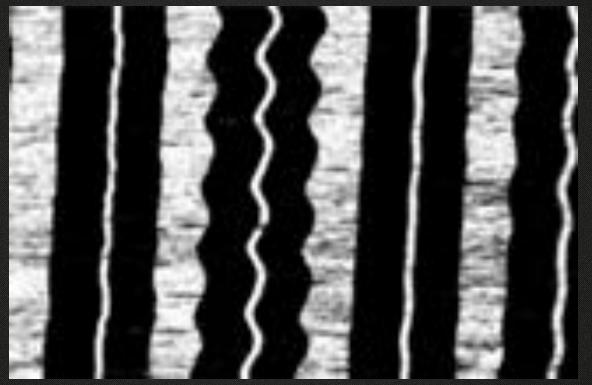
#### IRENE and Weaver

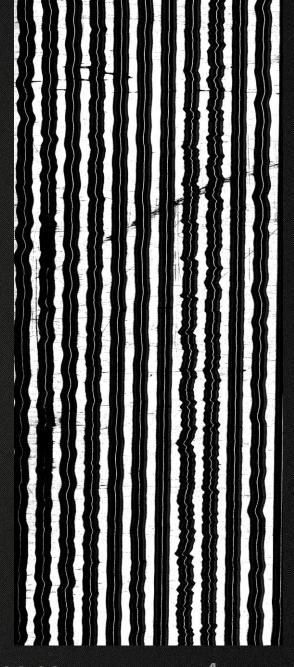


- Imaging machine
- Processing software
- Able to simulate playback
- Preservation of records as pictures

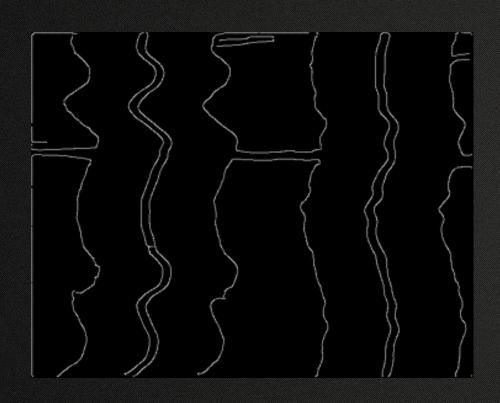
## Taking pictures







#### Audio reconstruction



- Edge detection, middle of groove
- Perpendicular velocity, not position
- Affected by noise



## Machine learning

Classification: FNN, CNN, RNN, ResNet, ...

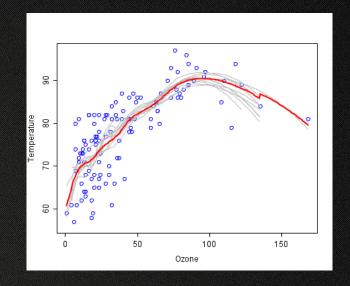
Regression: logistic, linear, LSTM, CNN ...

Reinforcement: Decision making

Generation: GAN, ...

Denoising: Auto-encoder, ...



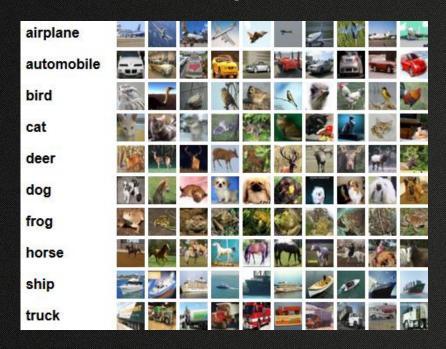




## Objectives

- Improve the audio generated from images. Divided in prototypes for validation :
- Prototype 0 : Keras familiarization
- Prototype 1 : clean sound from clean sine grooves
- Prototype 2 : clean sound from noisy sine grooves
- Prototype 3: noisy sound from disc images
- Prototype 4 : clean sound from disc images

## Prototype 0



#### Keras:

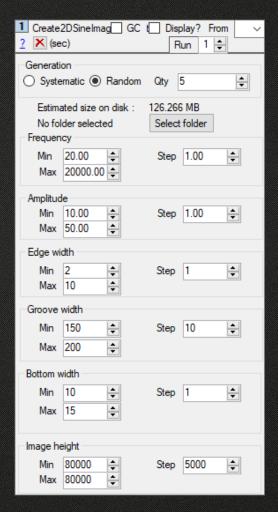
- Makes implementation of machine learning modes simpler
- Lots of tools for data processing

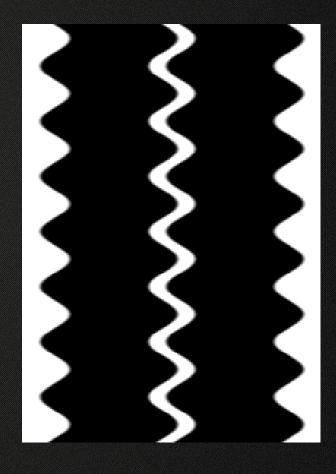
#### CIFAR-10:

- 60'000 images in 10 classes

#### Prototype 1 - dataset

- Generation of pure sine groove images with Weaver (80'000 x 220)
- Randomized values for robustness of training
- Weaver's audio reconstruction as target

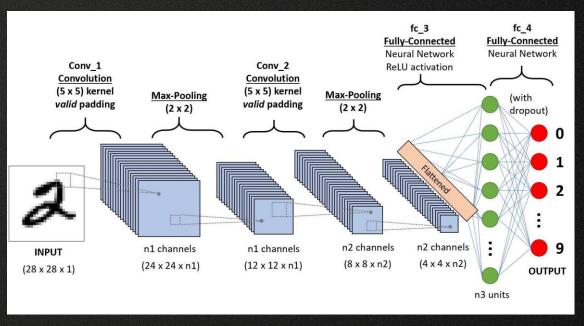




#### Prototype 1 – first version

- Convolutional neural network (same as prototype 0)
- Input : entire groove image Target : entire sound wave

- Problems : Trillions of weights



#### Prototype 1 – second version

- Long Short-Term Memory network
- Input: block of rows
- Problem : no convergence

Target: amplitude of sound(~= lateral velocity of stylus)



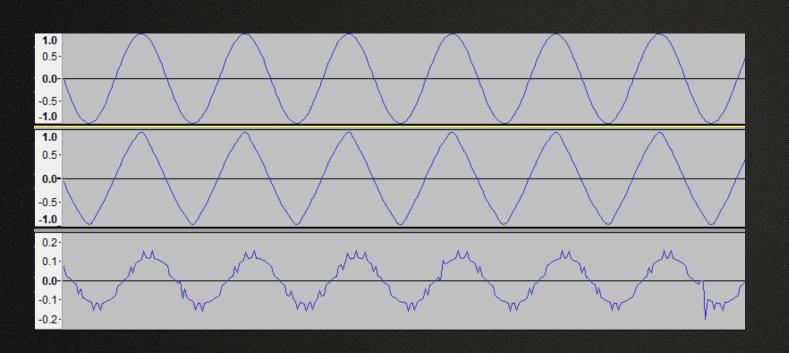
## Prototype 1 — third version

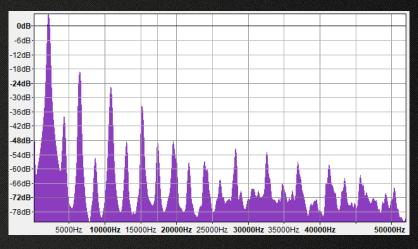
- CNN again
- Input : block of rows
- Target : amplitude of sound (lateral velocity od stylus)

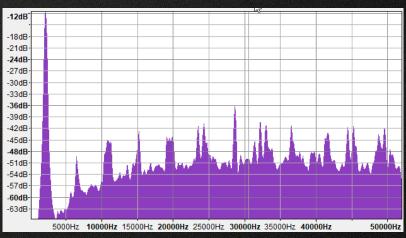
- Data preprocessing: Normalization of pixel values (0 to 1), generation of pure sine wave as target

- Promising results!

## Prototype 1 — third version



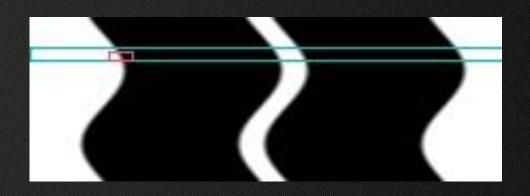




## Prototype 1 – Fine tuning

Finding best values for all hyper-parameters:

- Number of rows in a block
- Number of predictions in a block
- Size of convolution filters
- Max pooling or not, what size
- Dropout or not, what rate
- Optimizer and its learning and decay rate
- Activation functions

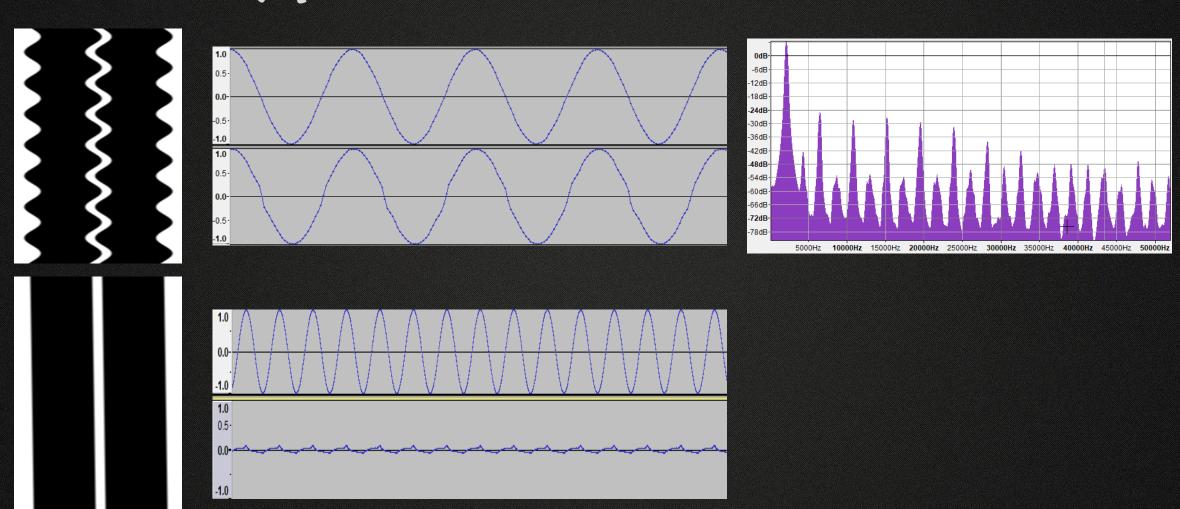


#### Prototype 1 — Final Results

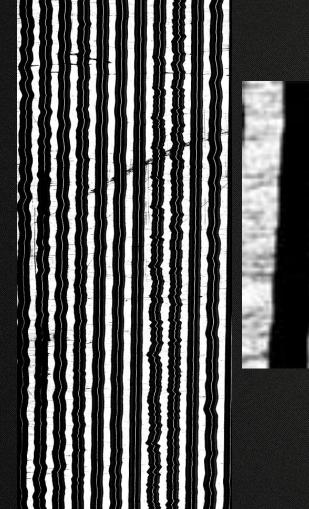
Best values = small values!

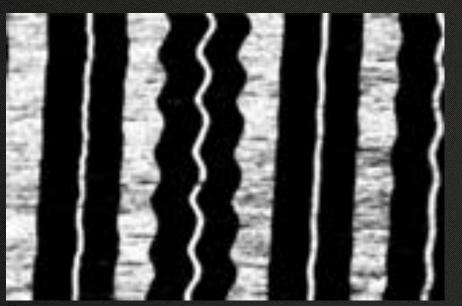
- Only 5 rows each time, with 1 prediction
- Convolutions of 3x3
- Max pooling of 2x2
- Dropout of 0.25 for first layers, 0.5 for last
- Close to default values for RMSprop optimizer
- ReLu for first layers, tanh for last

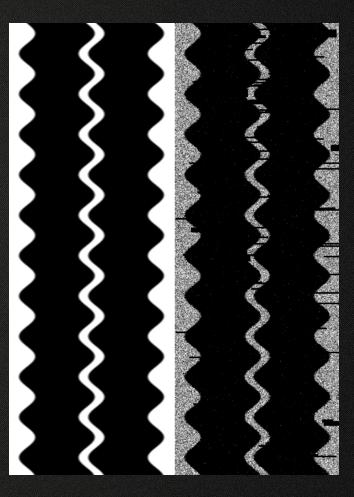
## Prototype 1 – Final Results



# Prototype 2 – Noisy images







## Prototype 2 – Fine tuning again

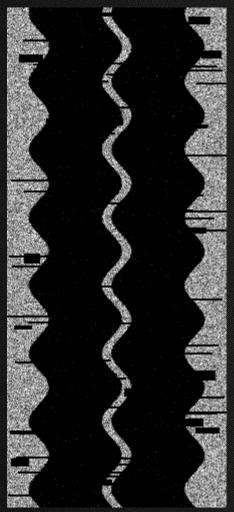
- Properties are different
- Maybe seeing more rows can help correct defaults
- The optimizer is bad : results are fast but not improving over time.

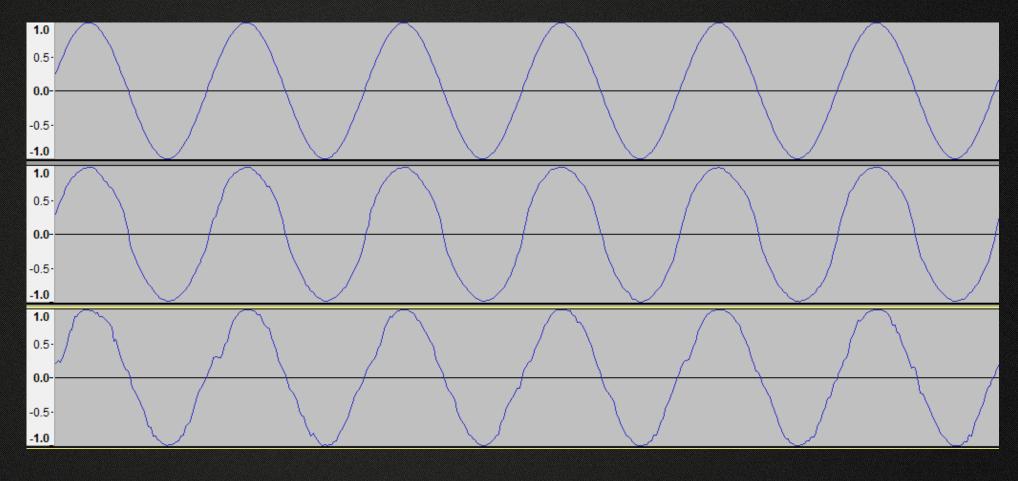
- General architecture stays the same

#### Prototype 2 – Results

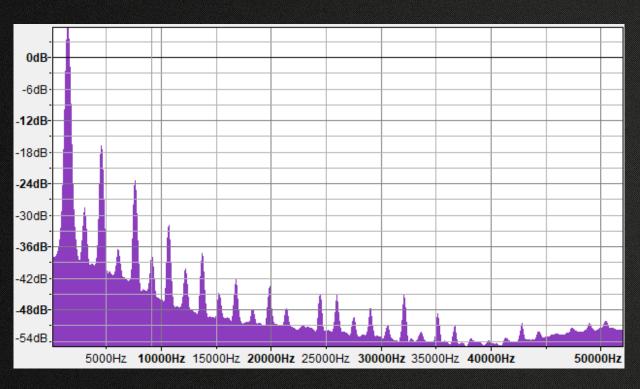
- Best results with 15 rows of pixels
- RMSProp and Adam optimizers have good but different results, slightly improving over time

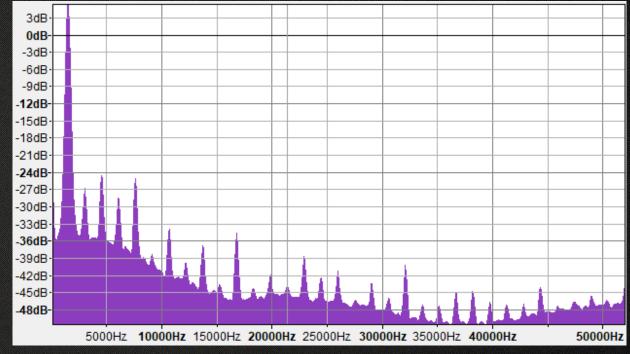
## Prototype 2 – Results





## Prototype 2 – Results





## Next steps

- Using actual disc images
- Transfer learning or training from the start
- Finish report and evaluate project