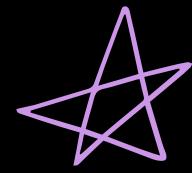
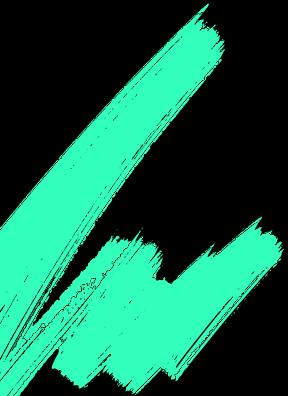
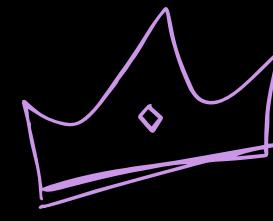


# ALL THAT K-POP X MORE THAN K-POP

**weAone**  
SHOW ME WHAT YOU GOT





# LIST

우린 모두 케이팝으로 연결되어 있어



1. 나의 최애가 내 최애곡을?

2. 내 최애가 춤 춤의 안무가?!

3. 내 무드를 알려줘!

4. 내 곡과 어울리는 곡?!

# 주제 선정 배경

우리는 K-pop을 '듣는다'  
좀 더 즐겨볼 수 없을까?  
무대영상, 교차편집, 숨들명,,,  
케이팝러에게는 아쉽다,,  
그렇다고? 매번 콘서트를 갈 수 없는 노릇!

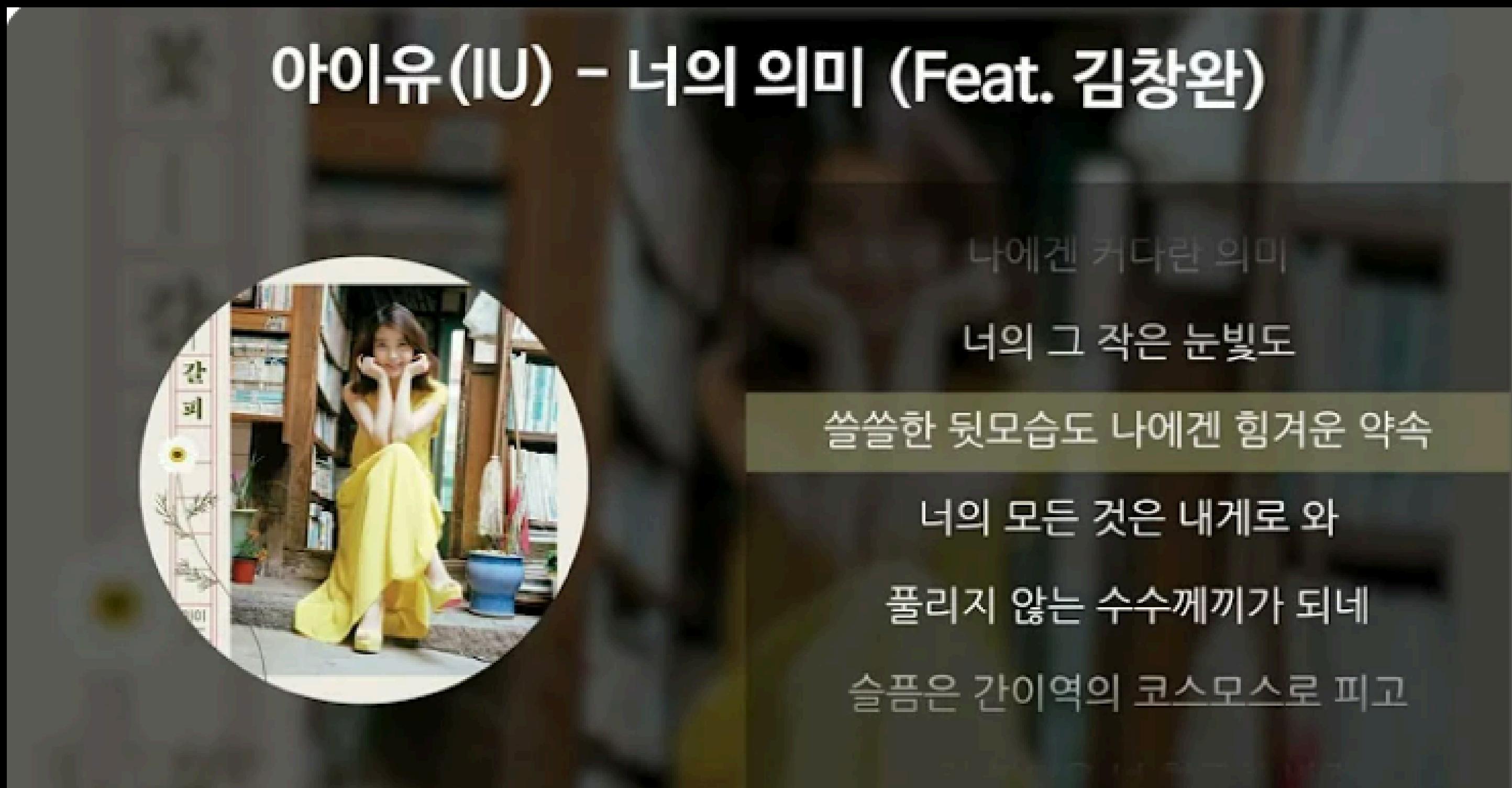
우린 '딥러닝'을 통해 k-pop을 즐겨보고자 한다.

# WHITEBOARD PAGE

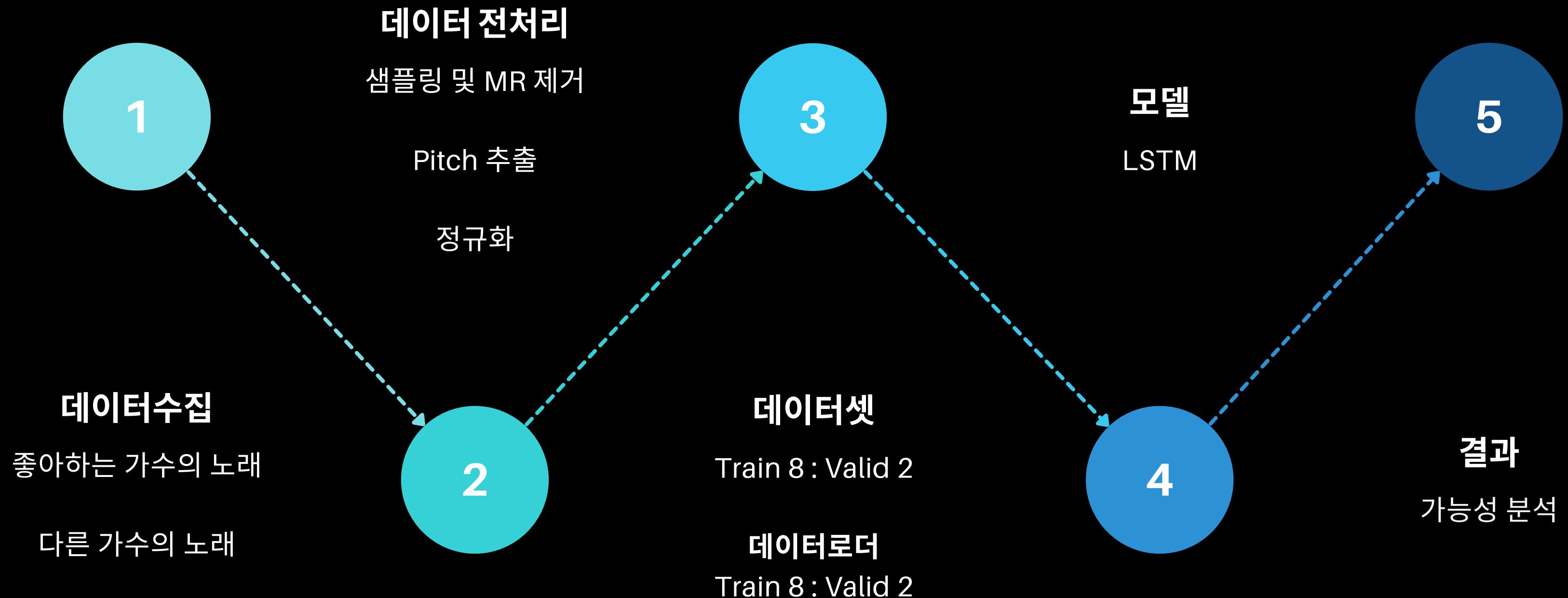
나의 최애가  
나의 최애곡을  
불러줄 수 있을까?

발표자 : 이승민

# 소주제 선정 배경 : 가수들의 커버

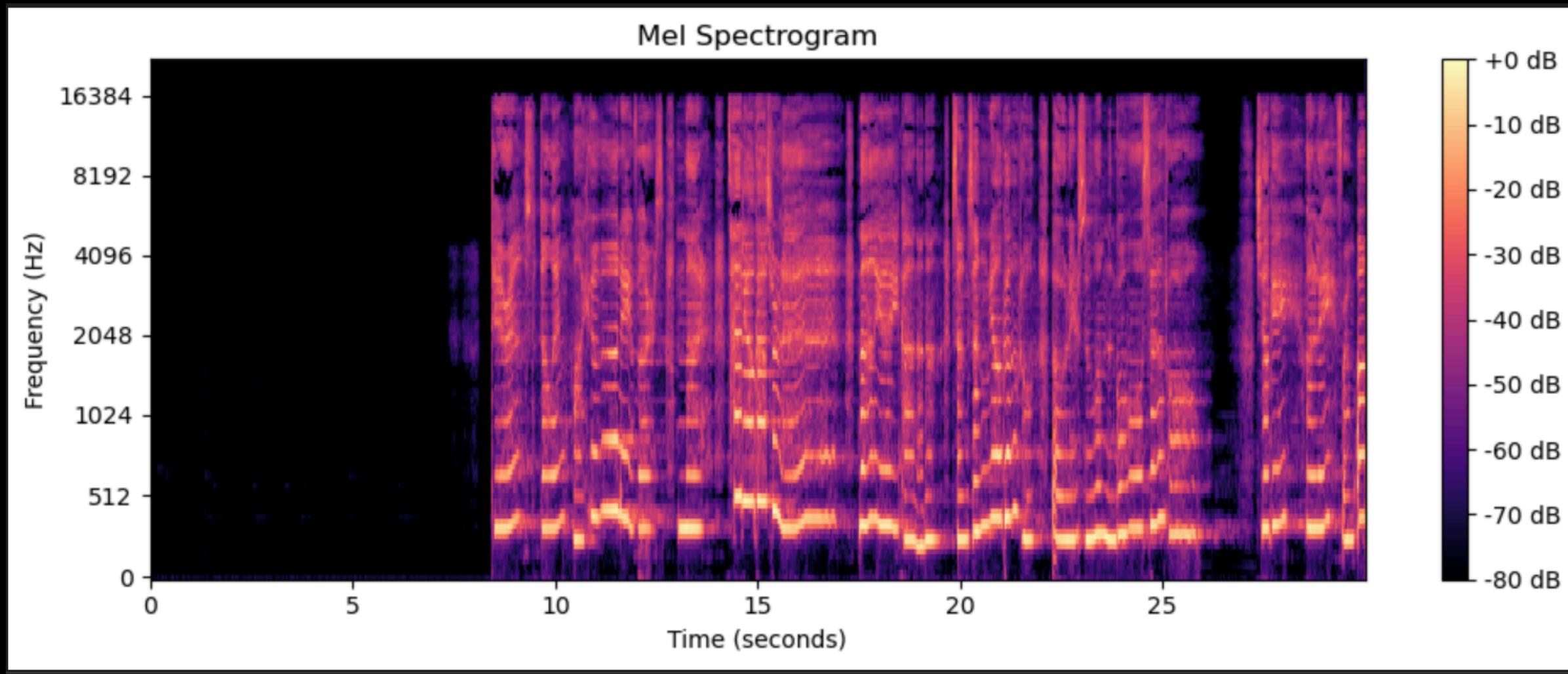


# Work Flow



# 모델 방향성 고민

CNN vs RNN(LSTM) v



## RNN(LSTM) 선정 이유 : 확장성 고려

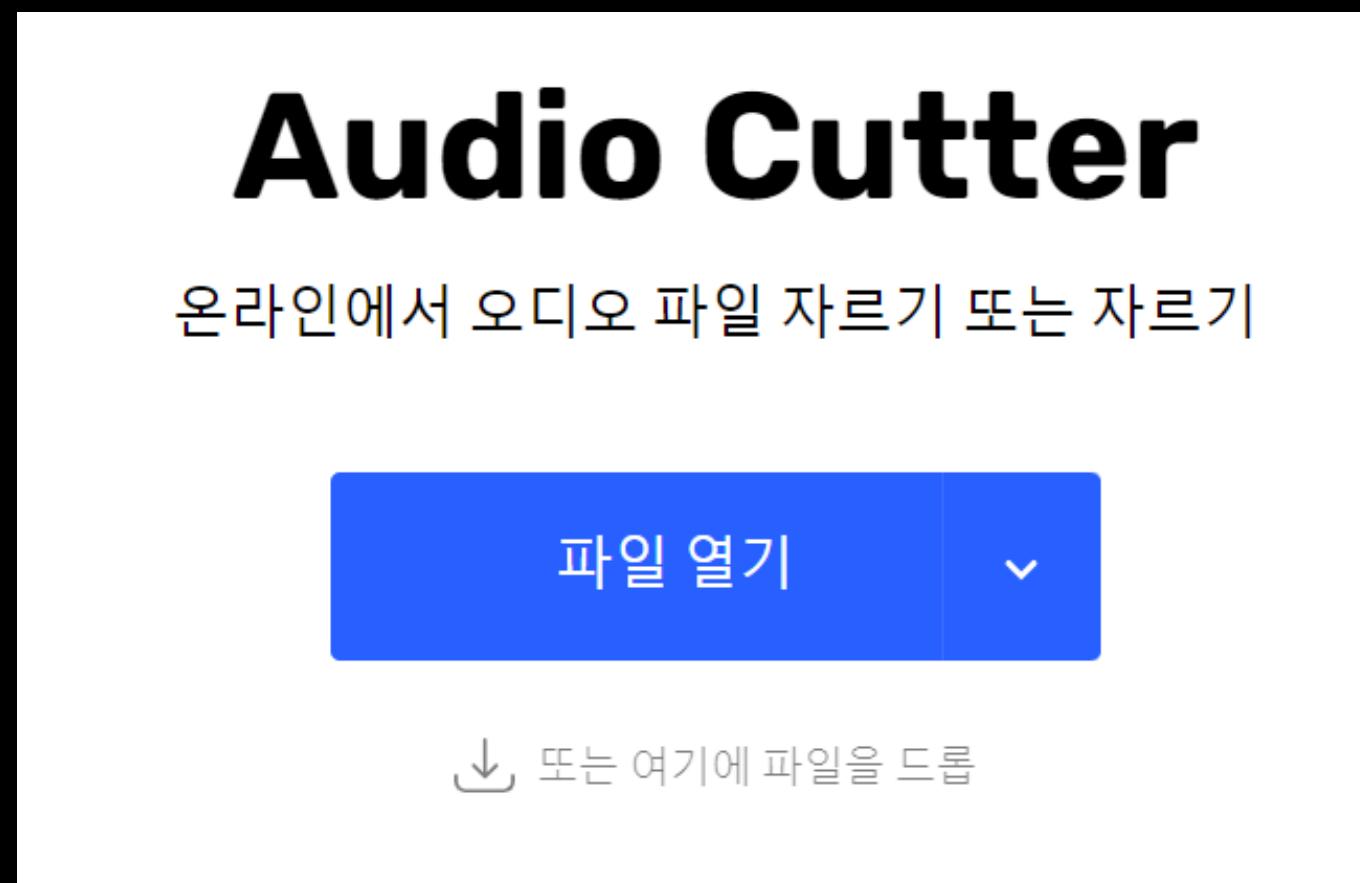
-> 고음 지속 능력에 대한 판단 모델 등 음악적 능력을 판단하는 모델 구축 시  
위 사진과 같이 다양한 필터를 통해 특징을 추출해내는 CNN보다  
시간적 의존성을 학습하고 장기 의존성 문제를 해결하는 RNN이 유리함

# 데이터 수집

1. 좋아하는 가수 선정
2. 가수의 노래 10곡 선정
3. 최애곡 (다른 가수) 선정

# 데이터 전처리

- 샘플링 및 MR 제거



# 데이터 전처리

- Pitch 추출

librosa 모듈 사용  
python package for music and audio analysis.



# 데이터 전처리

## - 정규화

피치 데이터의 스케일이 2000을 넘어가서  
Loss값이 크게 잡힐 수 있으므로 스케일링 진행

랜덤으로 추출하였기에 정규분포를 따르지 않고, 최저-최고음의  
피치를 뽑기에 이상치가 없으므로 Min-Max 스케일링 진행

# 데이터셋, 데이터로더 생성

```
# 데이터셋 생성
train_dataset = VocalRangeDataset(torch.tensor(train_features, dtype=torch.float32), torch.tensor(train_targets, dtype=torch.float32))
val_dataset = VocalRangeDataset(torch.tensor(val_features, dtype=torch.float32), torch.tensor(val_targets, dtype=torch.float32))
✓ 0.0s

# 데이터로더 생성
train_loader = DataLoader(train_dataset, batch_size=4, shuffle=True)
val_loader = DataLoader(val_dataset, batch_size=4, shuffle=False)
✓ 0.0s
```

# 모델 생성 및 학습

```
import torch.nn as nn

class VocalRangeModel(nn.Module):
    def __init__(self):
        super(VocalRangeModel, self).__init__()
        self.lstm = nn.LSTM(input_size=2, hidden_size=50, num_layers=2, batch_first=True)
        self.fc = nn.Linear(50, 2) # 최종 출력은 최저음과 최고음

    def forward(self, x):
        # LSTM 레이어
        out, (hidden, cell) = self.lstm(x)
        # 마지막 시간 단계의 출력을 사용
        out = self.fc(out[:, -1, :])
        return out
```

```
criterion = nn.MSELoss()
optimizer = optim.Adam(model.parameters(), lr=0.001)

# 손실을 저장할 리스트 초기화
train_losses = []
val_losses = []

# 학습 루프
EPOCHS = 50

for epoch in range(EPOCHS): # 에포크 수 설정
    model.train()
    total_train_loss = 0
    num_batches = 0

    for data, targets in dataloader:
        optimizer.zero_grad()
        # 입력 데이터 차원 조정: 배치 크기 x 시퀀스 길이 x 특성 수
        outputs = model(data.unsqueeze(1))
        loss = criterion(outputs, targets)
        loss.backward()
        optimizer.step()
        total_train_loss += loss.item()
        num_batches += 1

    avg_train_loss = total_train_loss / num_batches
    train_losses.append(avg_train_loss) # 훈련 손실 저장

    model.eval()
    val_loss = 0
    total_val_loss = 0
    num_val_batches = 0

    with torch.no_grad():
        for data, targets in val_loader:
            outputs = model(data.unsqueeze(1))
            val_loss += criterion(outputs, targets).item()
            total_val_loss += val_loss
            num_val_batches += 1

    avg_val_loss = total_val_loss / num_val_batches
    val_losses.append(avg_val_loss) # 검증 손실 저장

    print(f'Epoch {epoch+1}: >3, Training Loss = {avg_train_loss:.8f}, Validation Loss = {avg_val_loss:.8f}')
```

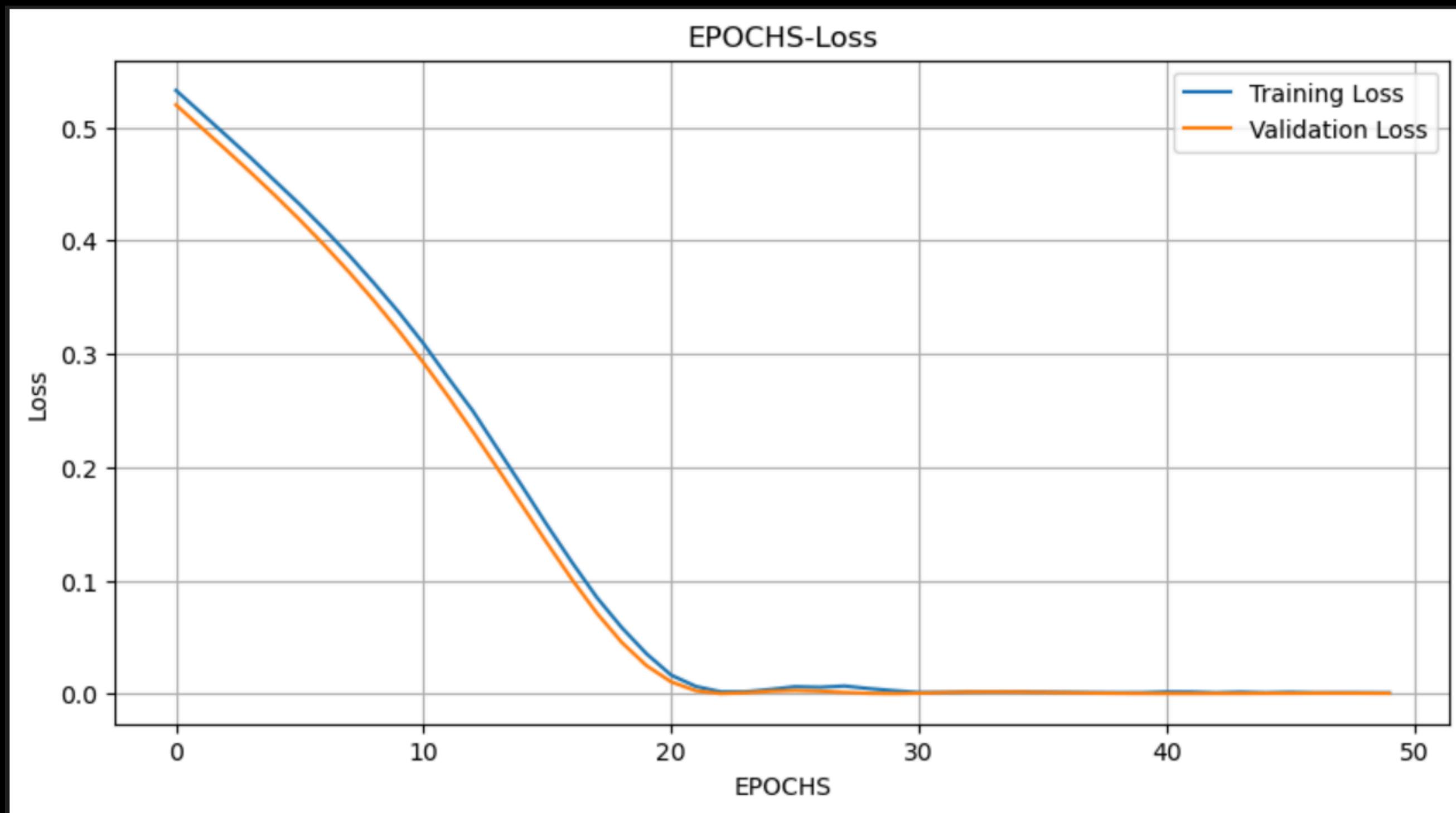
# 모델 생성 및 학습

## - 훈련 결과

Epoch 1,	Training Loss = 0.53249474,	Validation Loss = 0.51969087
Epoch 2,	Training Loss = 0.51294770,	Validation Loss = 0.50012767
Epoch 3,	Training Loss = 0.49325164,	Validation Loss = 0.48044139
Epoch 4,	Training Loss = 0.47335348,	Validation Loss = 0.46037501
Epoch 5,	Training Loss = 0.45254300,	Validation Loss = 0.43969887
Epoch 6,	Training Loss = 0.43181786,	Validation Loss = 0.41819364
Epoch 7,	Training Loss = 0.40984244,	Validation Loss = 0.39565051
Epoch 8,	Training Loss = 0.38676200,	Validation Loss = 0.37189224
Epoch 9,	Training Loss = 0.36224674,	Validation Loss = 0.34676957
Epoch 10,	Training Loss = 0.33661284,	Validation Loss = 0.32014042
Epoch 11,	Training Loss = 0.30893979,	Validation Loss = 0.29193056
Epoch 12,	Training Loss = 0.27862709,	Validation Loss = 0.26212585
Epoch 13,	Training Loss = 0.24920354,	Validation Loss = 0.23085225
Epoch 14,	Training Loss = 0.21569584,	Validation Loss = 0.19844040
Epoch 15,	Training Loss = 0.18234638,	Validation Loss = 0.16538629
Epoch 16,	Training Loss = 0.14829959,	Validation Loss = 0.13242280
Epoch 17,	Training Loss = 0.11574154,	Validation Loss = 0.10054309
Epoch 18,	Training Loss = 0.08484210,	Validation Loss = 0.07103611
Epoch 19,	Training Loss = 0.05841110,	Validation Loss = 0.04532708
Epoch 20,	Training Loss = 0.03526518,	Validation Loss = 0.02475761
Epoch 21,	Training Loss = 0.01633572,	Validation Loss = 0.01040072
Epoch 22,	Training Loss = 0.00634489,	Validation Loss = 0.00254892
Epoch 23,	Training Loss = 0.00160593,	Validation Loss = 0.00004415
Epoch 24,	Training Loss = 0.00161453,	Validation Loss = 0.00075567
Epoch 25,	Training Loss = 0.00368224,	Validation Loss = 0.00219904
...		
Epoch 47,	Training Loss = 0.00077180,	Validation Loss = 0.00039522
Epoch 48,	Training Loss = 0.00083761,	Validation Loss = 0.00042096
Epoch 49,	Training Loss = 0.00078232,	Validation Loss = 0.00036697
Epoch 50,	Training Loss = 0.00071977,	Validation Loss = 0.00029858

# 모델 생성 및 학습

## - 시각화



# 모델 생성 및 학습

## - 역스케일링 후 음역대 추출

```
# 역스케일링 함수
def unscale_pitch(scaled_pitch, min_pitch, max_pitch):
    # min-max 스케일링한 값을 다시 역스케일링
    return scaled_pitch * (max_pitch - min_pitch) + min_pitch
```

```
# 평균 계산 및 역스케일링
final_min_freq = np.mean(final_predicted_min_freqs)
final_max_freq = np.mean(final_predicted_max_freqs)

# 역스케일링 적용
final_min_freq = unscale_pitch(final_min_freq, min_pitch, max_pitch)
final_max_freq = unscale_pitch(final_max_freq, min_pitch, max_pitch)

# 학습 완료 후 최종 예측된 음역대를 노트로 변환
final_min_note = freq_to_note(final_min_freq)
final_max_note = freq_to_note(final_max_freq)

# 최종 예측된 음역대 출력
print(f"Final Predicted Vocal Range: {final_min_note} to {final_max_note}")

✓ 0.0s
```

Final Predicted Vocal Range: C#2 to A6

# 결과

내가 좋아하는 노래,  
불러줄 수 있어?

```
# 부를 수 있는 확률 계산
probability = calculate_singing_probability((artist_min_note, artist_max_note), (song_min_note, song_max_note))
print(f"당신의 최애가 최애곡을 부를 수 있는 확률! : {probability:.2f}%")
✓ 0.0s
```

당신의 최애가 최애곡을 부를 수 있는 확률! : 0.93%

# 결과

## - 다른 샘플로 테스트

Epoch 1,	Training Loss = 0.42125759,	Validation Loss = 0.41288865
Epoch 2,	Training Loss = 0.40998022,	Validation Loss = 0.40192482
Epoch 3,	Training Loss = 0.39893518,	Validation Loss = 0.39112866
Epoch 4,	Training Loss = 0.38807084,	Validation Loss = 0.38043654
Epoch 5,	Training Loss = 0.37724714,	Validation Loss = 0.36977351
Epoch 6,	Training Loss = 0.36646114,	Validation Loss = 0.35906652
Epoch 7,	Training Loss = 0.35560516,	Validation Loss = 0.34824914
Epoch 8,	Training Loss = 0.34462258,	Validation Loss = 0.33726230
Epoch 9,	Training Loss = 0.33342491,	Validation Loss = 0.32605183
Epoch 10,	Training Loss = 0.32199001,	Validation Loss = 0.31456518
Epoch 11,	Training Loss = 0.31025116,	Validation Loss = 0.30275315
Epoch 12,	Training Loss = 0.29812145,	Validation Loss = 0.29057014
Epoch 13,	Training Loss = 0.28563394,	Validation Loss = 0.27797085
Epoch 14,	Training Loss = 0.27271423,	Validation Loss = 0.26491749
Epoch 15,	Training Loss = 0.25928850,	Validation Loss = 0.25138161
Epoch 16,	Training Loss = 0.24538092,	Validation Loss = 0.23734275
Epoch 17,	Training Loss = 0.23089329,	Validation Loss = 0.22279617
Epoch 18,	Training Loss = 0.21589912,	Validation Loss = 0.20774868
Epoch 19,	Training Loss = 0.20041274,	Validation Loss = 0.19222689
Epoch 20,	Training Loss = 0.18436478,	Validation Loss = 0.17628539
Epoch 21,	Training Loss = 0.16797398,	Validation Loss = 0.15999523
Epoch 22,	Training Loss = 0.15123786,	Validation Loss = 0.14346419
Epoch 23,	Training Loss = 0.13434166,	Validation Loss = 0.12682879
Epoch 24,	Training Loss = 0.11747998,	Validation Loss = 0.11025427
Epoch 25,	Training Loss = 0.10068030,	Validation Loss = 0.09394236
...		
Epoch 47,	Training Loss = 0.00040049,	Validation Loss = 0.00066387
Epoch 48,	Training Loss = 0.00039495,	Validation Loss = 0.00099749
Epoch 49,	Training Loss = 0.00044244,	Validation Loss = 0.00126730
Epoch 50,	Training Loss = 0.00057142,	Validation Loss = 0.00146798

# 결과

## - 다른 샘플로 테스트

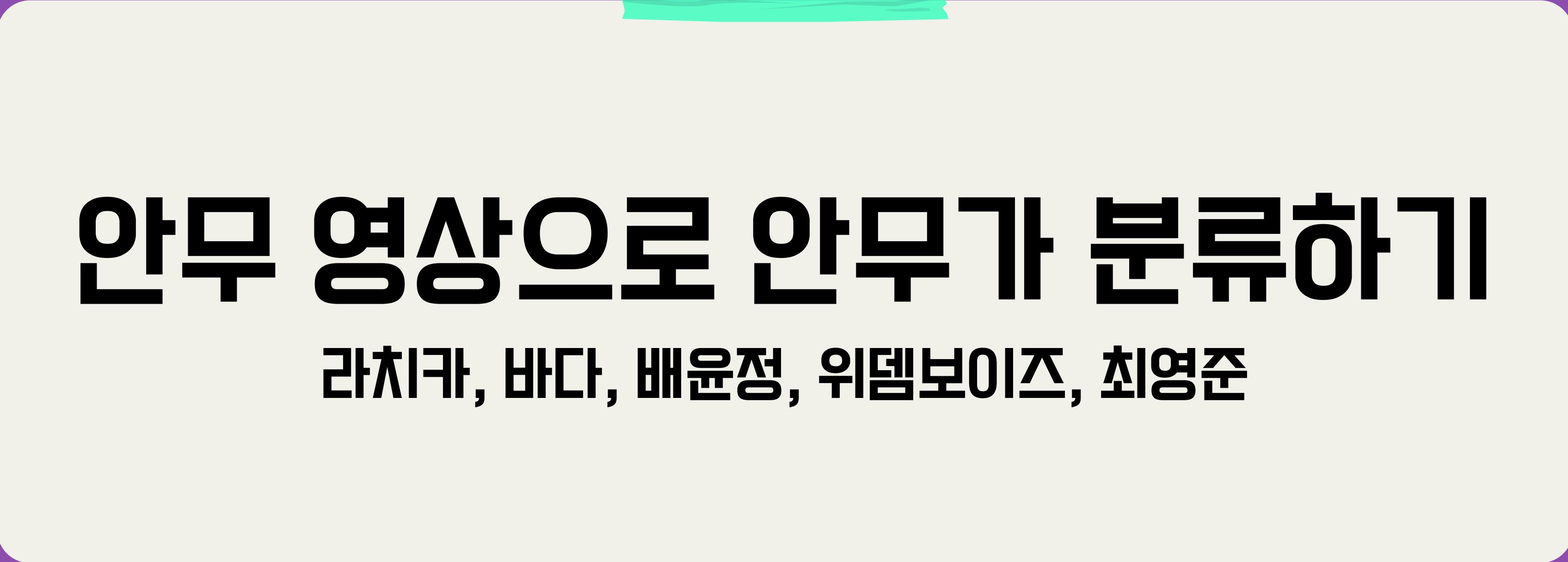
```
# 최종 예측된 음역대 출력
print(f"Final Predicted Vocal Range: {final_min_note} to {final_max_note}")
✓ 0.0s
Final Predicted Vocal Range: C2 to A#5
```

```
# 부를 수 있는 확률 계산
probability = calculate_singing_probability((artist_min_note, artist_max_note), (song_min_note, song_max_note))
print(f"일반인이 최애곡을 부를 수 있는 확률! : {probability:.2f}%")
✓ 0.0s
일반인이 최애곡을 부를 수 있는 확률! : 0.77%
```

## 결론

- 음역대를 추출하려면 역스케일링을 통한 주파수 회복이 중요하다.
- 음역대만으로 접근을 한다면 높은 정확도를 뽑아낼 수 있다.
- 다양한 요소를 고려할 시 시계열 처리로 접근해야 하므로 LSTM과 RNU로 접근해야 한다.

# WHITEBOARD PAGE



**안무 영상으로 안무가 분류하기**

**라치카, 바다, 배운정, 위뎀보이즈, 최영준**

**발표자 : 이시영**



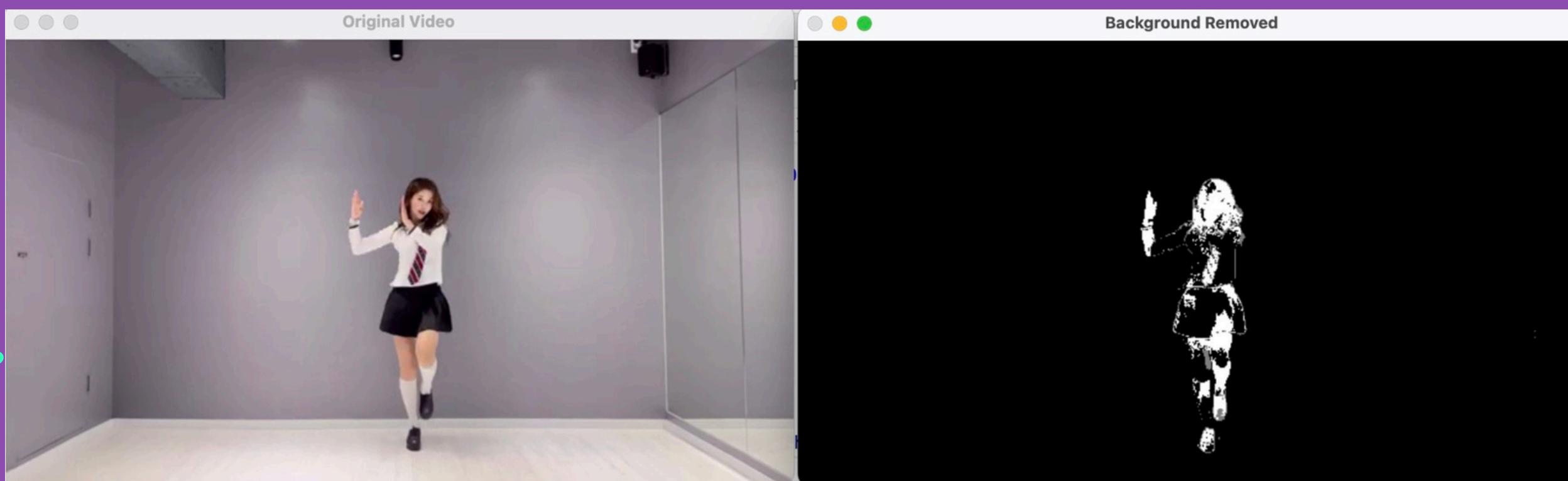
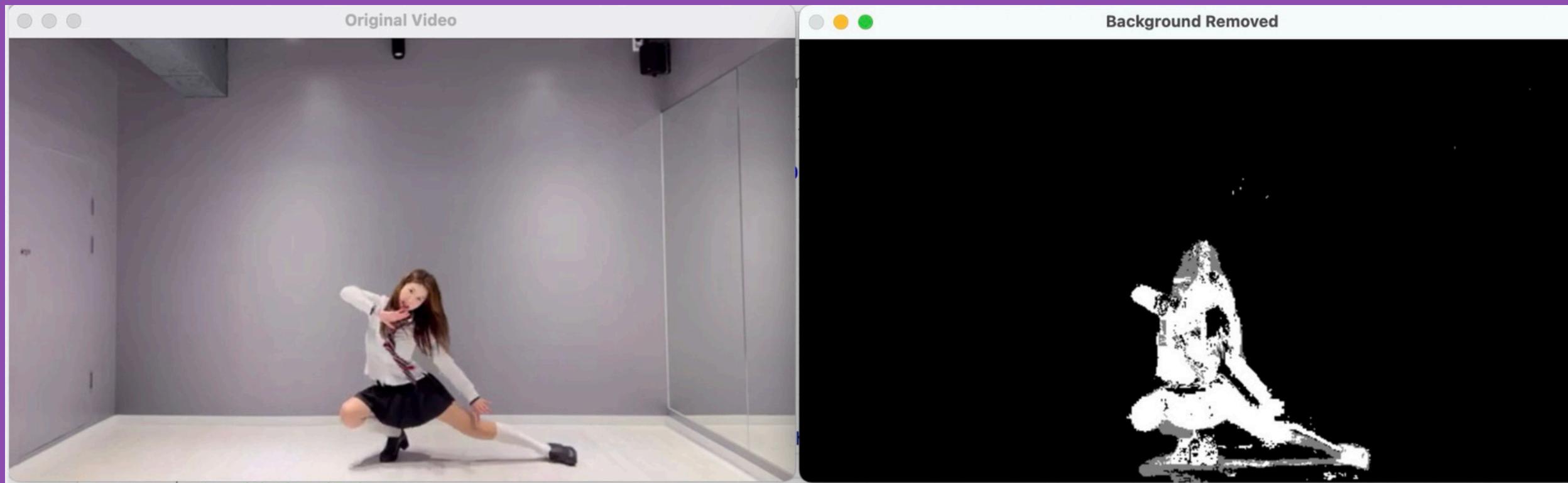
# **영상 데이터셋 구성**

**안무팀 별 최소 50개 영상 준비**

**30개 영상으로 데이터셋 구성**

**20:5:5 train/valid/test 구성**

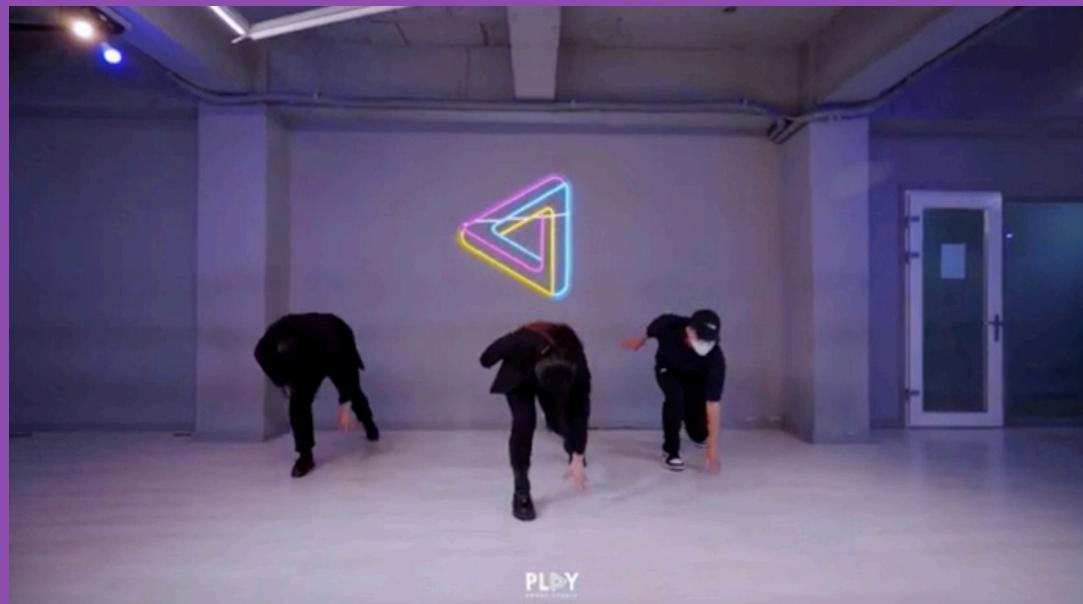
# OPEN CV를 이용한 배경 제거





카메라 무빙 없을 것

최소한의 인원만

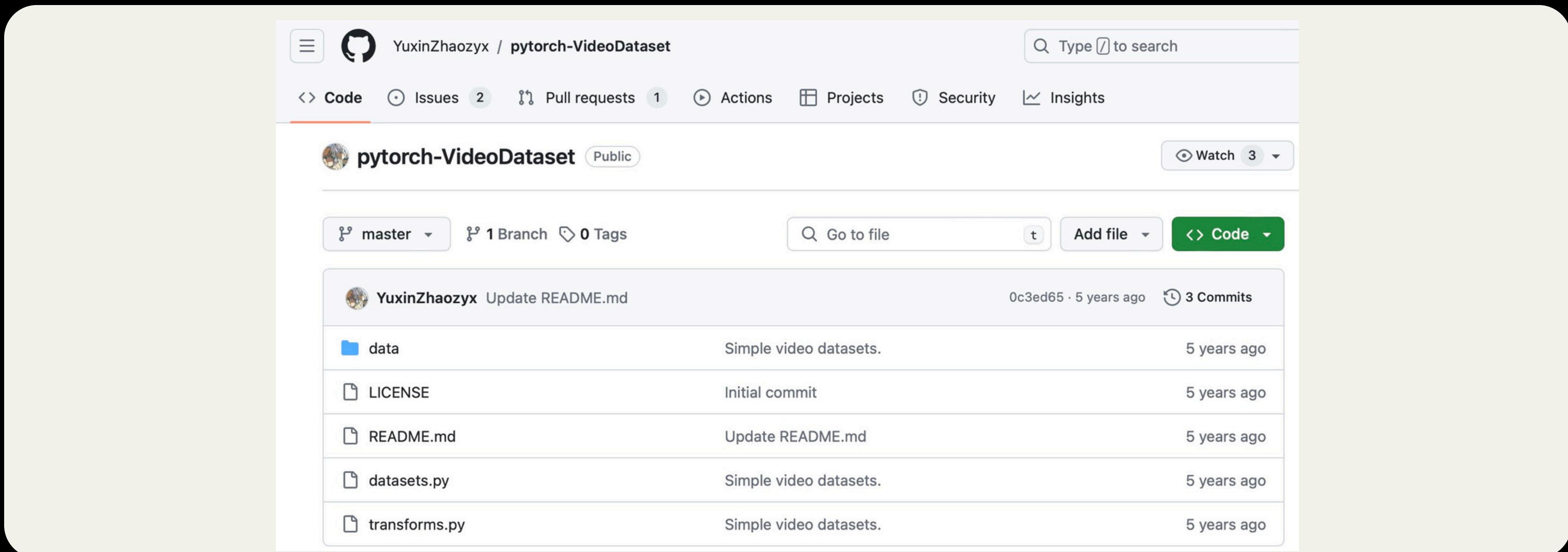


거울에 반사되는 모습이 없거나  
있더라도 고정적일 것

학원 로고 등이 없을 것

개인 안무 커버 거울모드 영상 위주로 선정

# VIDEO TO TENSOR

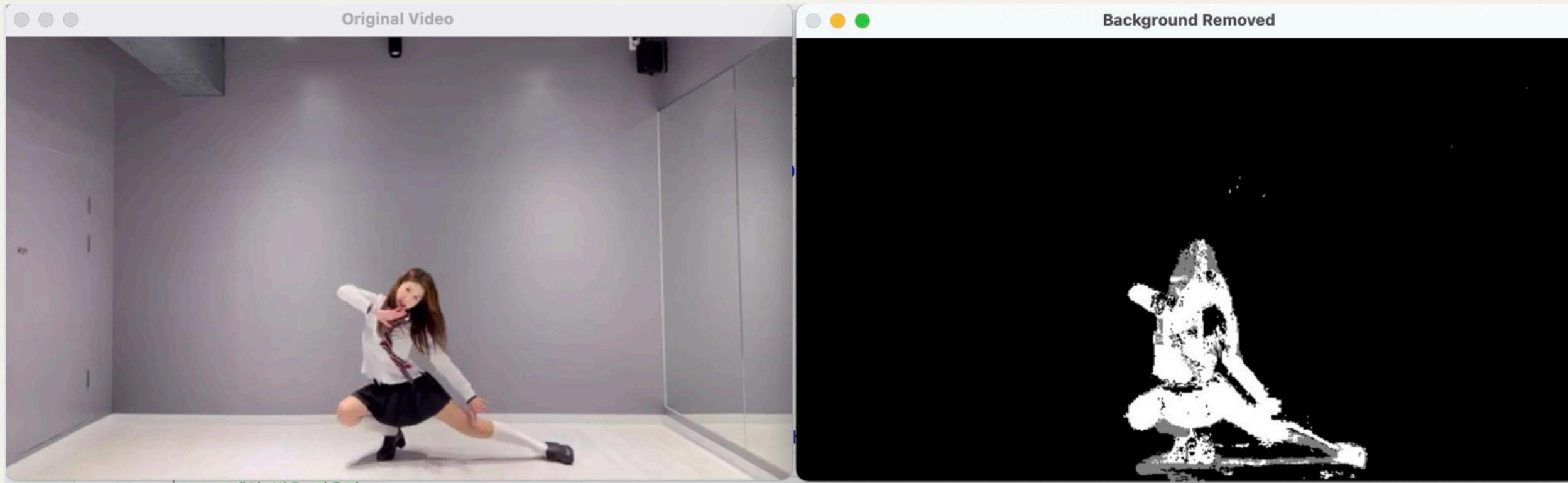


The screenshot shows a GitHub repository page for 'YuxinZhaozyx / pytorch-VideoDataset'. The repository is public and contains 1 branch and 0 tags. The master branch has 3 commits from YuxinZhaozyx, all made 5 years ago. The commits are:

- Update README.md (0c3ed65 · 5 years ago)
- data (Simple video datasets. · 5 years ago)
- LICENSE (Initial commit · 5 years ago)
- README.md (Update README.md · 5 years ago)
- datasets.py (Simple video datasets. · 5 years ago)
- transforms.py (Simple video datasets. · 5 years ago)

하루를 투자했으나 5차원 데이터 이해가 안 돼서 실패

# 영상 처리과정



원본 영상

흑백 영상

흑백 프레임

# CrossEntropyLoss, AdamW

```
class CNN(nn.Module):
    def __init__(self, num_classes):
        super(CNN, self).__init__()
        self.conv1 = nn.Conv2d(in_channels=3, out_channels=32, kernel_size=3, padding=1)
        self.relu1 = nn.ReLU()
        self.pool1 = nn.MaxPool2d(kernel_size=2, stride=2) # Output size: (32, 36, 64)

        self.conv2 = nn.Conv2d(in_channels=32, out_channels=64, kernel_size=3, padding=1)
        self.relu2 = nn.ReLU()
        self.pool2 = nn.MaxPool2d(kernel_size=2, stride=2) # Output size: (64, 18, 32)

        self.fc1 = nn.Linear(64 * 16 * 8, 128) #After pool2: torch.Size([9, 64, 16, 8]) 64 * 16* 8 끌 하기
        self.relu3 = nn.ReLU()
        self.fc2 = nn.Linear(128, num_classes)

    def forward(self, x):
        x = self.conv1(x)
        x = self.relu1(x)
        x = self.pool1(x)
        # print("After pool1:", x.shape) # Debug: print the shape

        x = self.conv2(x)
        x = self.relu2(x)
        x = self.pool2(x)
        # print("After pool2:", x.shape) # Debug: print the shape

        x = x.view(x.size(0), -1)
        # print("Before FC:", x.shape) # Debug: print the shape

        x = self.fc1(x)
        x = self.relu3(x)
        x = self.fc2(x)
        return x
```

## CNN

```
class CRNN(nn.Module):
    def __init__(self, num_classes):
        super(CRNN, self).__init__()
        self.num_classes = num_classes
        # CNN Layers
        self.conv1 = nn.Conv2d(in_channels=3, out_channels=32, kernel_size=3, padding=1)
        self.relu1 = nn.ReLU()
        self.pool1 = nn.MaxPool2d(kernel_size=2, stride=2)
        self.conv2 = nn.Conv2d(in_channels=32, out_channels=64, kernel_size=3, padding=1)
        self.relu2 = nn.ReLU()
        self.pool2 = nn.MaxPool2d(kernel_size=2, stride=2)

        # LSTM Layers
        self.lstm = nn.LSTM(input_size=64 * 16 * 8, hidden_size=256, num_layers=1, batch_first=True)
        self.fc = nn.Linear(256, num_classes)

    def forward(self, x):
        batch_size, seq_len, C, H, W = x.shape
        c_in = x.view(batch_size * seq_len, C, H, W) # Combine batch and seq_len for CNN processing
        x = self.conv1(c_in)
        x = self.relu1(x)
        x = self.pool1(x)
        x = self.conv2(x)
        x = self.relu2(x)
        x = self.pool2(x)

        # Prepare for LSTM
        x = x.view(batch_size, seq_len, -1) # Combine batch and seq_len for LSTM processing
        lstm_out, (h_n, c_n) = self.lstm(x)
        # We use the last hidden state to classify
        x = self.fc(lstm_out[:, -1, :])
        return x
```

## CRNN

# 모델별 결과

## CNN

```
Epoch [20/30], Train Loss: 0.1587, Train Accuracy: 0.9441, Valid Loss: 0.1602, Valid Accuracy: 0.9434  
Epoch [21/30], Train Loss: 0.1575, Train Accuracy: 0.9445, Valid Loss: 0.1554, Valid Accuracy: 0.9453  
Epoch [22/30], Train Loss: 0.1567, Train Accuracy: 0.9450, Valid Loss: 0.1545, Valid Accuracy: 0.9468  
Epoch [23/30], Train Loss: 0.1558, Train Accuracy: 0.9453, Valid Loss: 0.1634, Valid Accuracy: 0.9432  
Epoch [24/30], Train Loss: 0.1544, Train Accuracy: 0.9457, Valid Loss: 0.1667, Valid Accuracy: 0.9430  
Epoch [25/30], Train Loss: 0.1542, Train Accuracy: 0.9457, Valid Loss: 0.1696, Valid Accuracy: 0.9404  
Epoch [26/30], Train Loss: 0.1544, Train Accuracy: 0.9456, Valid Loss: 0.1663, Valid Accuracy: 0.9418  
Epoch [27/30], Train Loss: 0.1529, Train Accuracy: 0.9462, Valid Loss: 0.1613, Valid Accuracy: 0.9433  
Epoch [28/30], Train Loss: 0.1532, Train Accuracy: 0.9464, Valid Loss: 0.1442, Valid Accuracy: 0.9508
```

Test Loss: 1.6101  
Test Accuracy: 0.2265

## CRNN

```
Epoch [1/20], Train Loss: 0.6385, Train Accuracy: 0.7537, Valid Loss: 0.3680, Valid Accuracy: 0.8667  
Epoch [2/20], Train Loss: 0.2778, Train Accuracy: 0.9006, Valid Loss: 0.2569, Valid Accuracy: 0.9089  
Epoch [3/20], Train Loss: 0.2086, Train Accuracy: 0.9264, Valid Loss: 0.1988, Valid Accuracy: 0.9307  
Epoch [4/20], Train Loss: 0.1804, Train Accuracy: 0.9365, Valid Loss: 0.1790, Valid Accuracy: 0.9376  
Epoch [5/20], Train Loss: 0.1661, Train Accuracy: 0.9420, Valid Loss: 0.1703, Valid Accuracy: 0.9416  
Epoch [6/20], Train Loss: 0.1541, Train Accuracy: 0.9462, Valid Loss: 0.1562, Valid Accuracy: 0.9459  
Epoch [7/20], Train Loss: 0.1471, Train Accuracy: 0.9487, Valid Loss: 0.1581, Valid Accuracy: 0.9440  
Epoch [8/20], Train Loss: 0.1413, Train Accuracy: 0.9512, Valid Loss: 0.1592, Valid Accuracy: 0.9431  
Epoch [9/20], Train Loss: 0.1360, Train Accuracy: 0.9532, Valid Loss: 0.1457, Valid Accuracy: 0.9502  
Epoch [10/20], Train Loss: 0.1320, Train Accuracy: 0.9543, Valid Loss: 0.1441, Valid Accuracy: 0.9502
```

Test Loss: 0.1548  
Test Accuracy: 0.9460

# 과대적합? 그러나 가능성은 있다

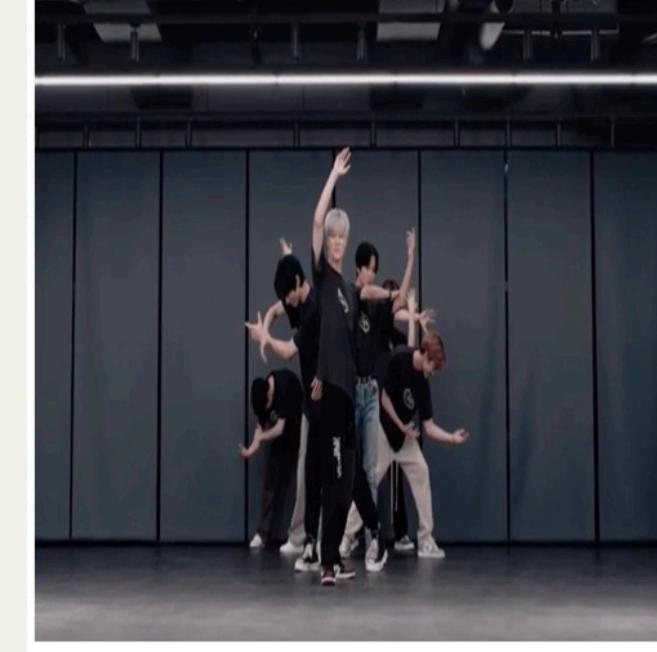
인원 수가 많으면 위템보이즈 or 최영준 ?

그러나 해당 댄서의 시그니처 포즈라고 예상되는 것들을 넣으면 예측률이 높다

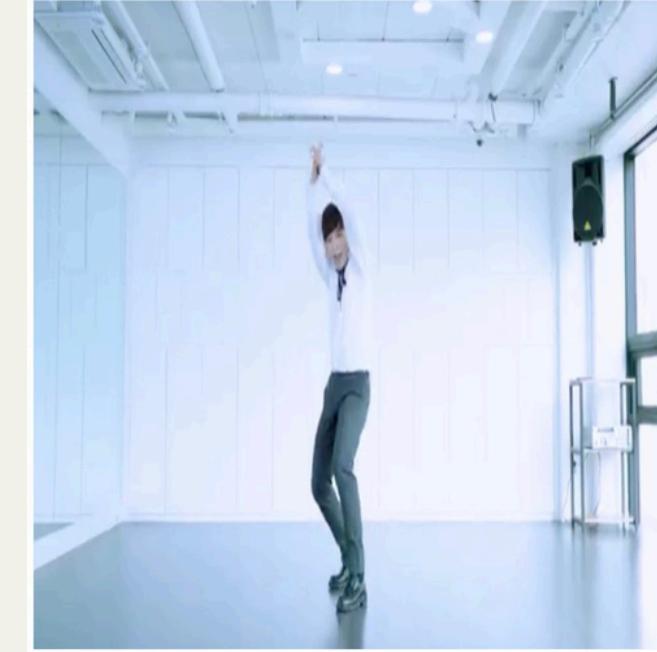
Prediction: 배윤정 안무가입니다.



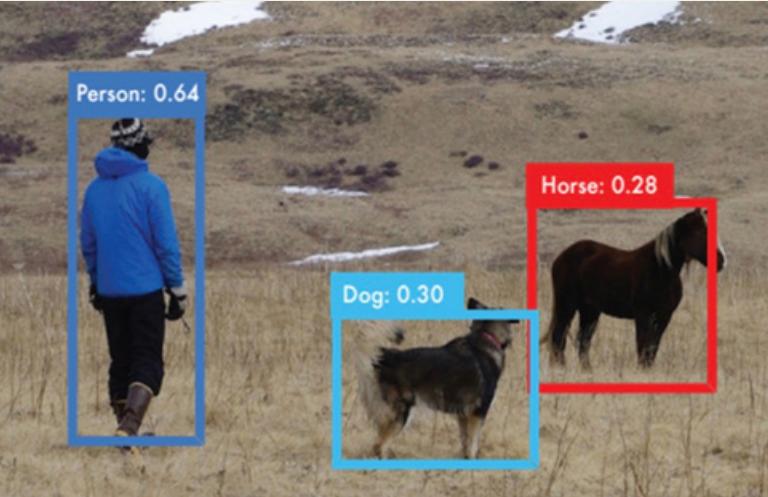
Prediction: 바다 안무가입니다.



Prediction: 최영준 안무가입니다.



# 발전시킬 점



YuxinZhaozyx / pytorch-VideoDataset

Code Issues 2 Pull requests 1

pytorch-VideoDataset Public

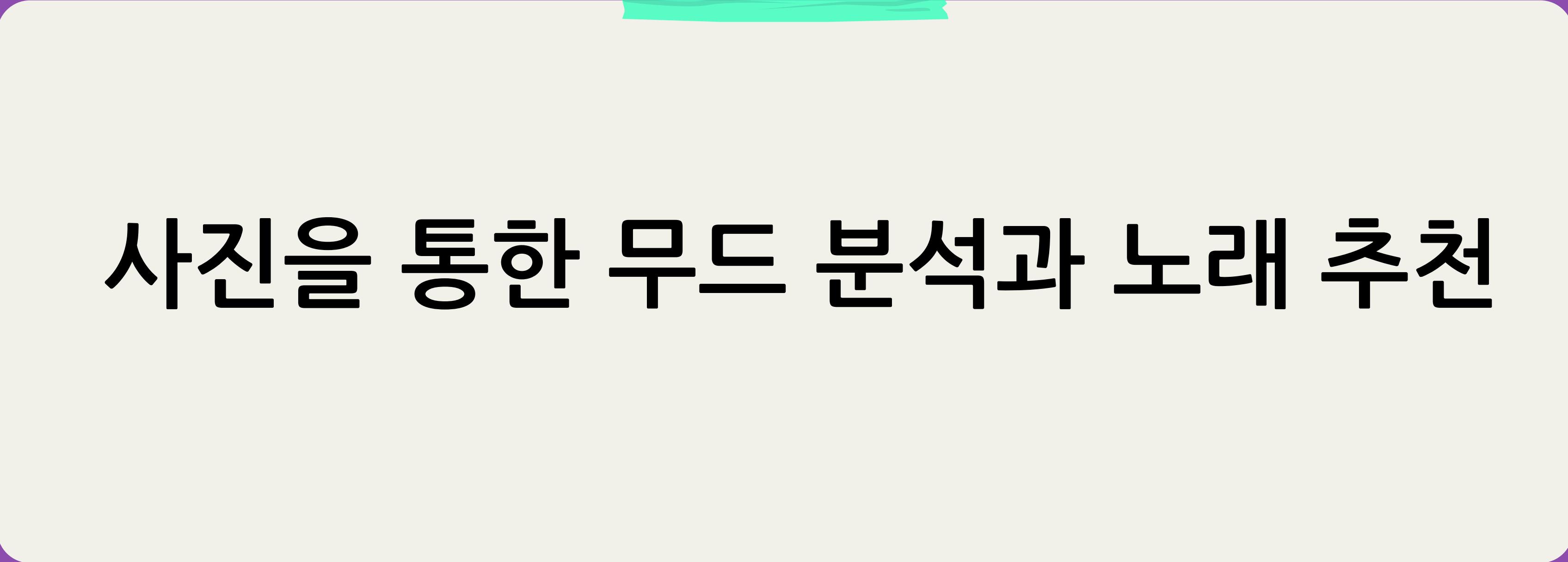
A screenshot of a GitHub repository page for 'pytorch-VideoDataset'. It shows the repository details, including the owner 'YuxinZhaozyx', the repository name 'pytorch-VideoDataset', and its status as 'Public'. It also shows the number of code files (2), issues (2), and pull requests (1).

YOLO를 써서 남은 배경정보도 모두 없애버린다면?

VideoToTensor여야  
전체적인 움직임에 대한 이해가 생기지 않을까?

안무가보다는 장르적인 특성을 인식하는 게 아닐까?

# WHITEBOARD PAGE

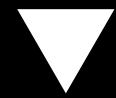


**사진을 통한 무드 분석과 노래 추천**

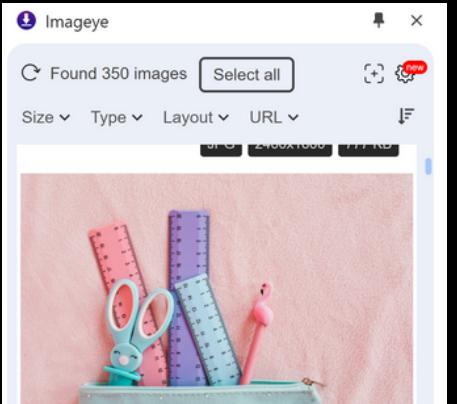
발표자 : 임소영

# 자료 준비

크롬에서 키워드 검색  
(ex. angry mood)



Imageye 이용하여 다운로드



다운로드 파일 중 jpg가 아닌 파일  
형식과 크기가 너무 작거나 글씨로  
채워진 사진들은 delete

# 전처리

- 1) 사진크기 (32,32)로 resize
- 2) 텐서화
- 3) Normalize  
(0.485, 0.456, 0.406),  
(0.229, 0.224, 0.225)

# Dataset

- Train dataset = 0.7
- valid dataset = 0.1
- test dataset = 0.2

# Dataloader

- batchsize = 10
- 1개의 배치 안에 있는 이미지 확인

```
def show_batch(dl):
    """Plot images grid of single batch"""
    for images, labels in dl:
        fig,ax = plt.subplots(figsize = (16,12))
        ax.set_xticks([])
        ax.set_yticks([])
        ax.imshow(make_grid(images,nrow=16).permute(1,2,0))
        break

show_batch(train_dl)
```



# model class 생성

```
mood_model(
```

```
    (conv1): Conv2d(3, 8, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1))
```

```
    (conv2): Conv2d(8, 16, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1))
```

```
    (pool): MaxPool2d(kernel_size=2, stride=2, padding=0, dilation=1, ceil_mode=False)
```

```
    (fc1): Linear(in_features=1024, out_features=64, bias=True)
```

```
    (fc2): Linear(in_features=64, out_features=32, bias=True)
```

```
    (fc3): Linear(in_features=32, out_features=8, bias=True)
```

```
)
```

# 변수 설정

- device 설정
- model 변수 설정
- 손실함수 : CrossEntropyLoss
- optimizer : Adam ( $lr = 0.01$ )
- scheduler : MultiStepLR

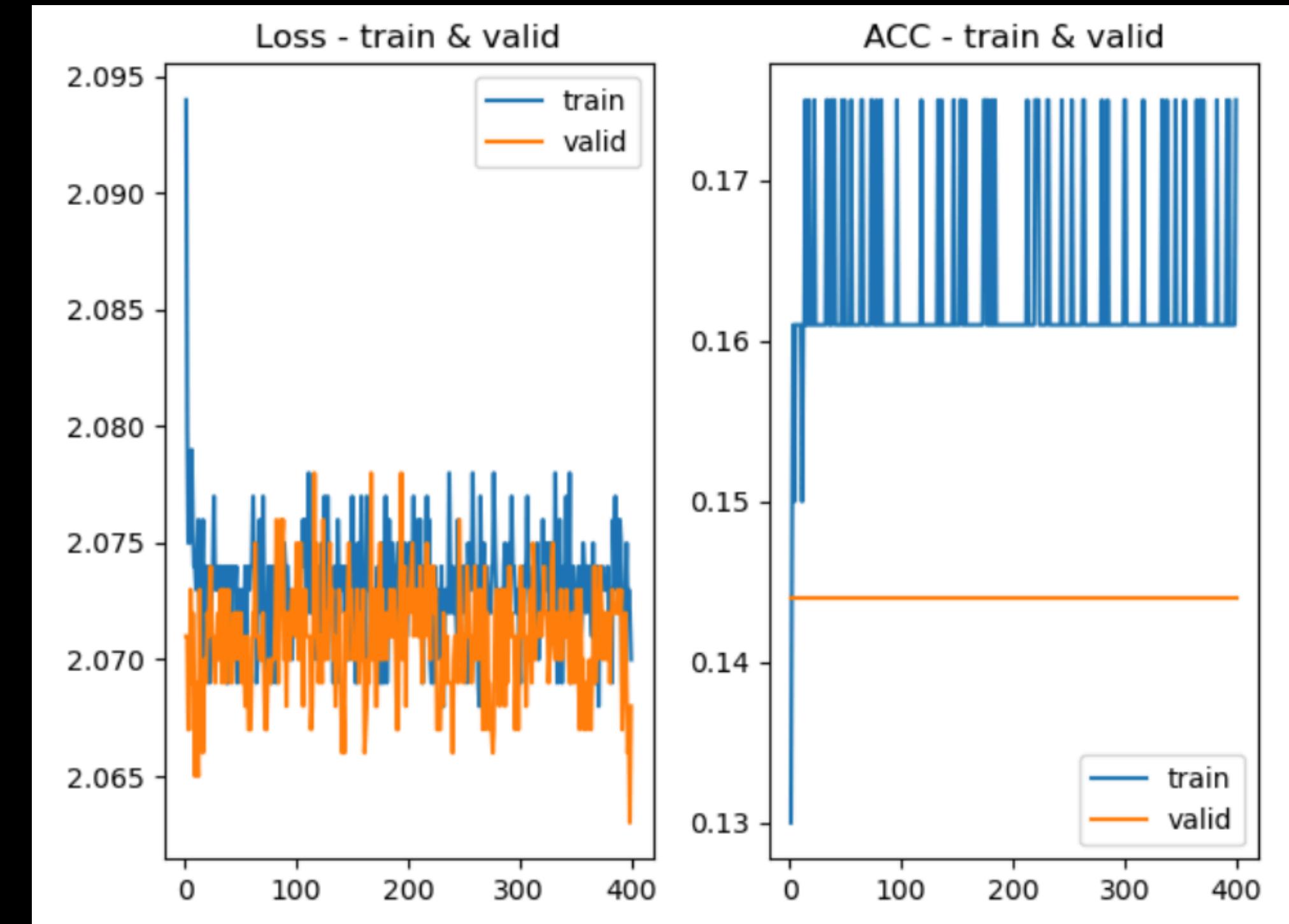
# 학습, 검증, 예측 함수 생성

400 epoch

[ valid ]

loss = 2

acc = 0.14



# predict

predict loss : 2.074 predict acc : 0.156



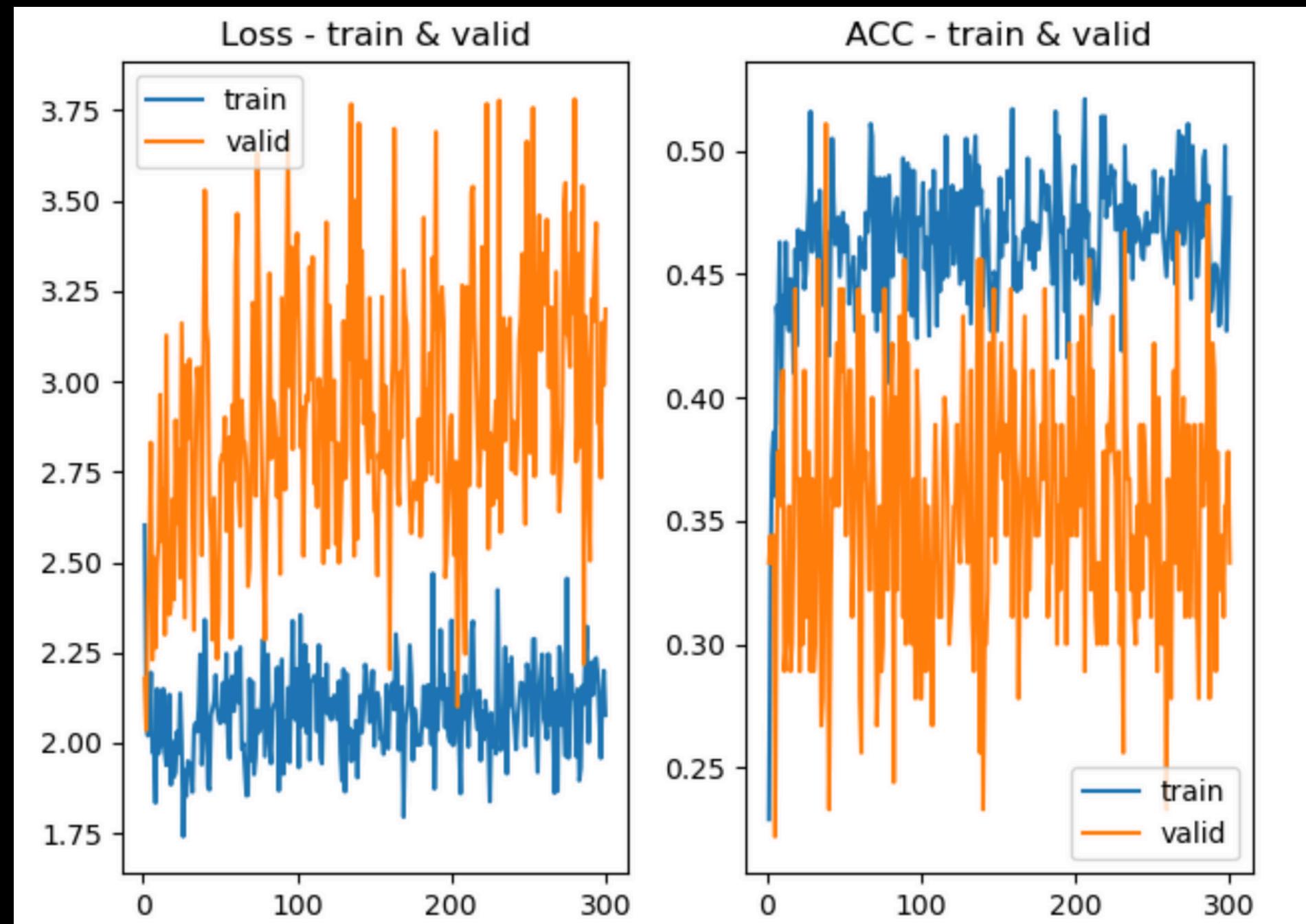
갑자기, 달콤했던 resnet의  
기억이 생각났다.

*resnet18*으로 만들어서 가동시켜 보자!

$$\text{🏃} = 3 \quad \text{🏃} = 3 \quad \text{🏃} = 3$$

# RESNET18 (가중치 설정 0) 결과

300 epoch



[ 기존 CNN - valid ]

loss = 2

acc = 0.14

[ ResNet - valid ]

loss = 2.9

acc = 0.35

accuracy가 향상되었다.

# ResNet18의 predict

[ CNN의 predict ]

predict loss : 2.074

predict acc : 0.156

[ ResNet의 predict ]

predict loss : 3.274

predict acc : 0.3

predict의 accuracy도 향상되었다.

# 모델 저장 HTML 생성

# 배경음악

# main HTML

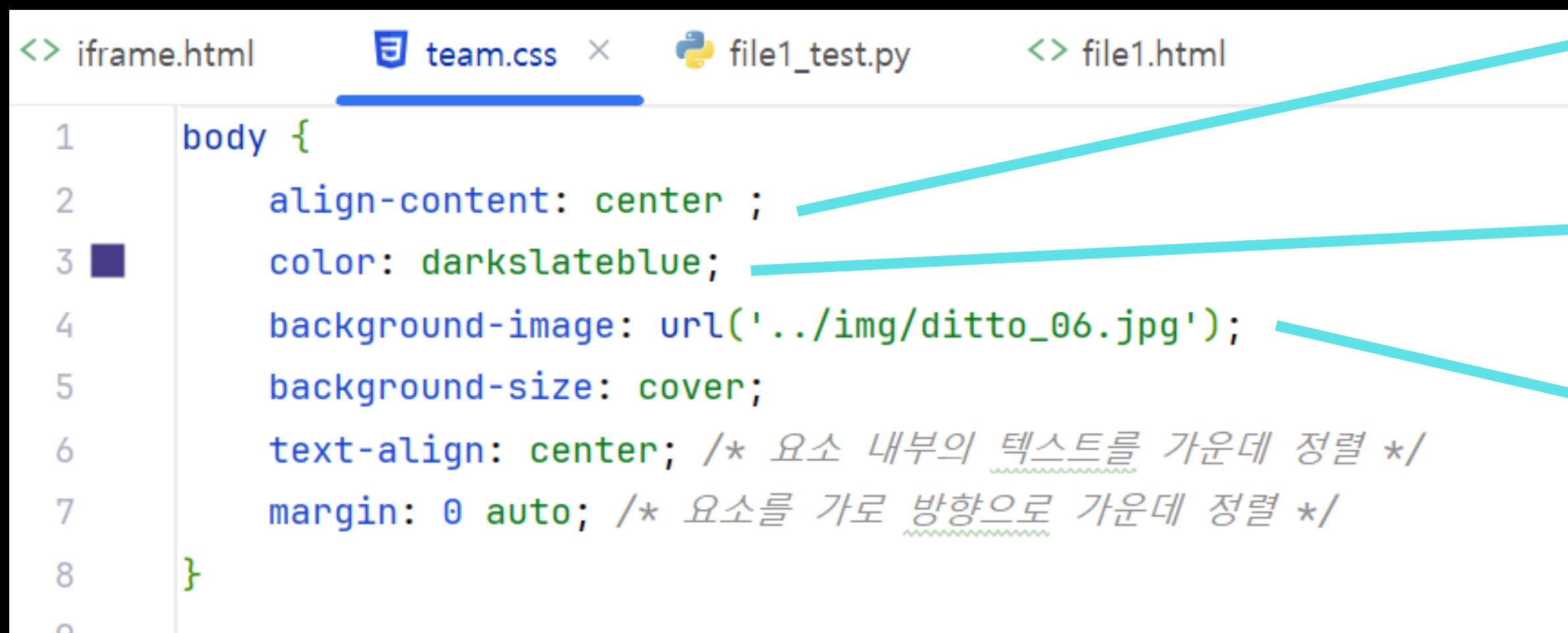
# iframe : HTML

# iframe : HTML2

## iframe : HTML3

# iframe : HTML4

# main html에 적용된 CSS



The screenshot shows a code editor with several tabs at the top: 'iframe.html', 'team.css' (which is currently selected), and 'file1\_test.py'. The 'team.css' tab contains the following CSS code:

```
1 body {  
2     align-content: center ;  
3     color: darkslateblue;  
4     background-image: url('../img/ditto_06.jpg');  
5     background-size: cover;  
6     text-align: center; /* 요소 내부의 텍스트를 가운데 정렬 */  
7     margin: 0 auto; /* 요소를 가로 방향으로 가운데 정렬 */  
8 }  
9
```

중앙정렬

폰트색 설정

배경 사진 지정

# html1 (무드 모델 시연할 창)

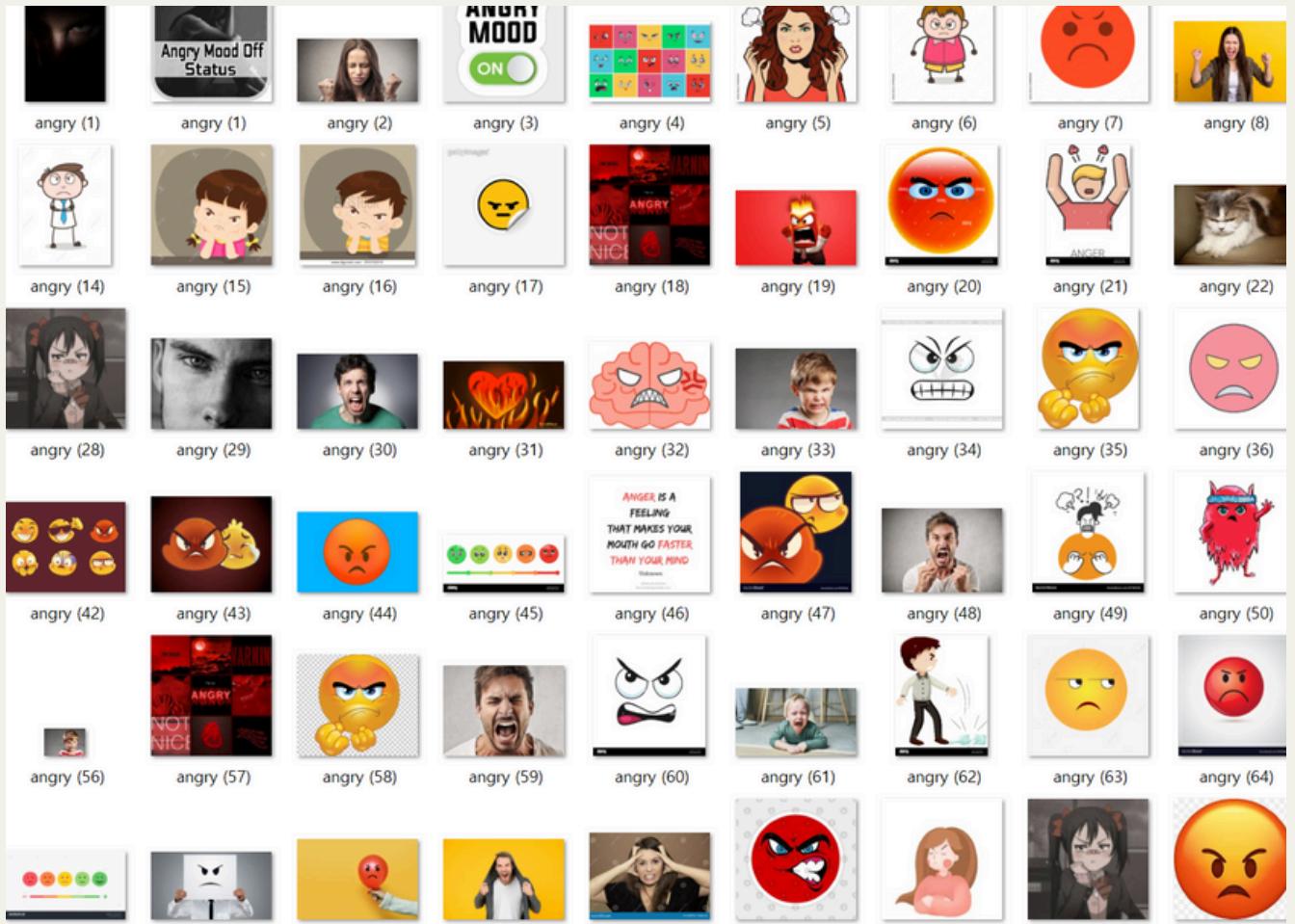
```
<h1>임소영</h1>  
<h3>당신의 무드를 알려드릴게요.</h3>  
<h3>당신의 사진을 넣어주세요! </h3>
```

```
<form method = 'post' action = "/cgi-bin/file1_test.py" enctype = 'multipart/form-data'>  
    <input type = "file" name="img_file" accept = "image/png, image/jpeg"><br><br>  
    <br>  
    <input type="image" src="../img/save_button.png" alt="Submit" style="width: 100px; height: 100px;"><br><br><br>  
</form>
```

제출 버튼에 이미지 설정

사진을 제출할 form 생성

# 왜 성능이 그렇게 되었을까?



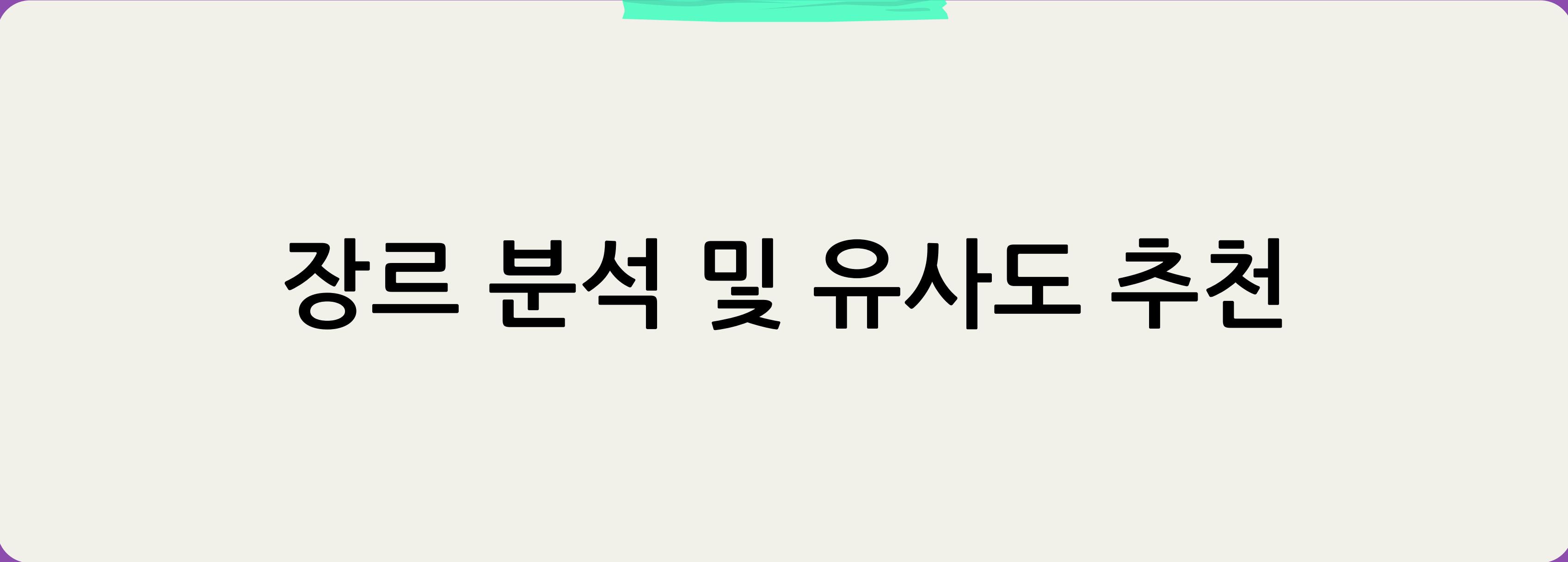
Garbage In , Garbage Out  
각 무드당 100개, 총 800개

# 좀 더 발전시켜보자면?

- 엎었던 open CV를 활용하여 HTML에서 셀카를 찍는 기능 재도전
- 셀카를 찍고 본인의 표정의 mood를 분석하여 노래 추천하기

~~사실 저의 최종 목표는 이거였어요.. ㅠ~~

# WHITEBOARD PAGE



장르 분석 및 유사도 추천

발표자 : 이윤서

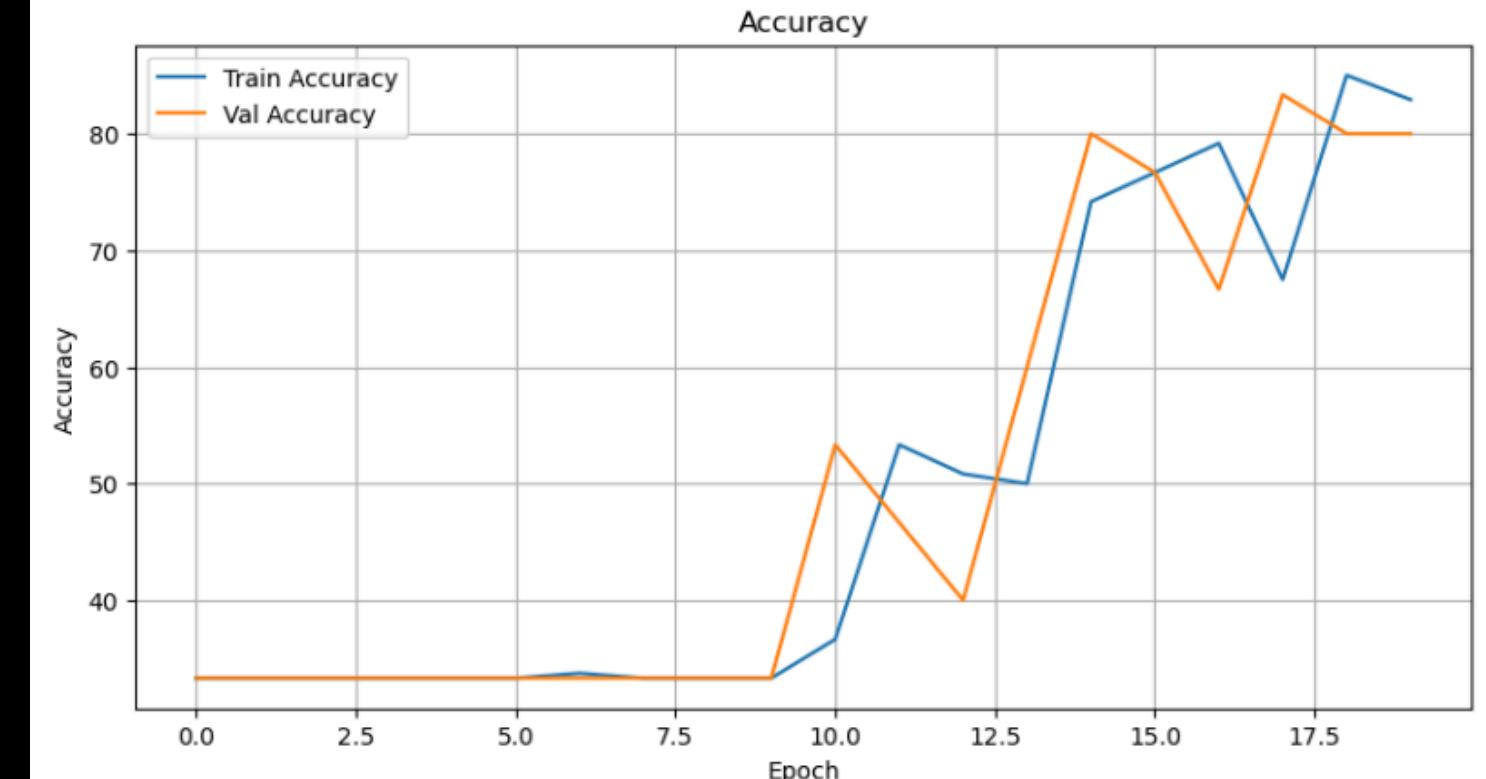
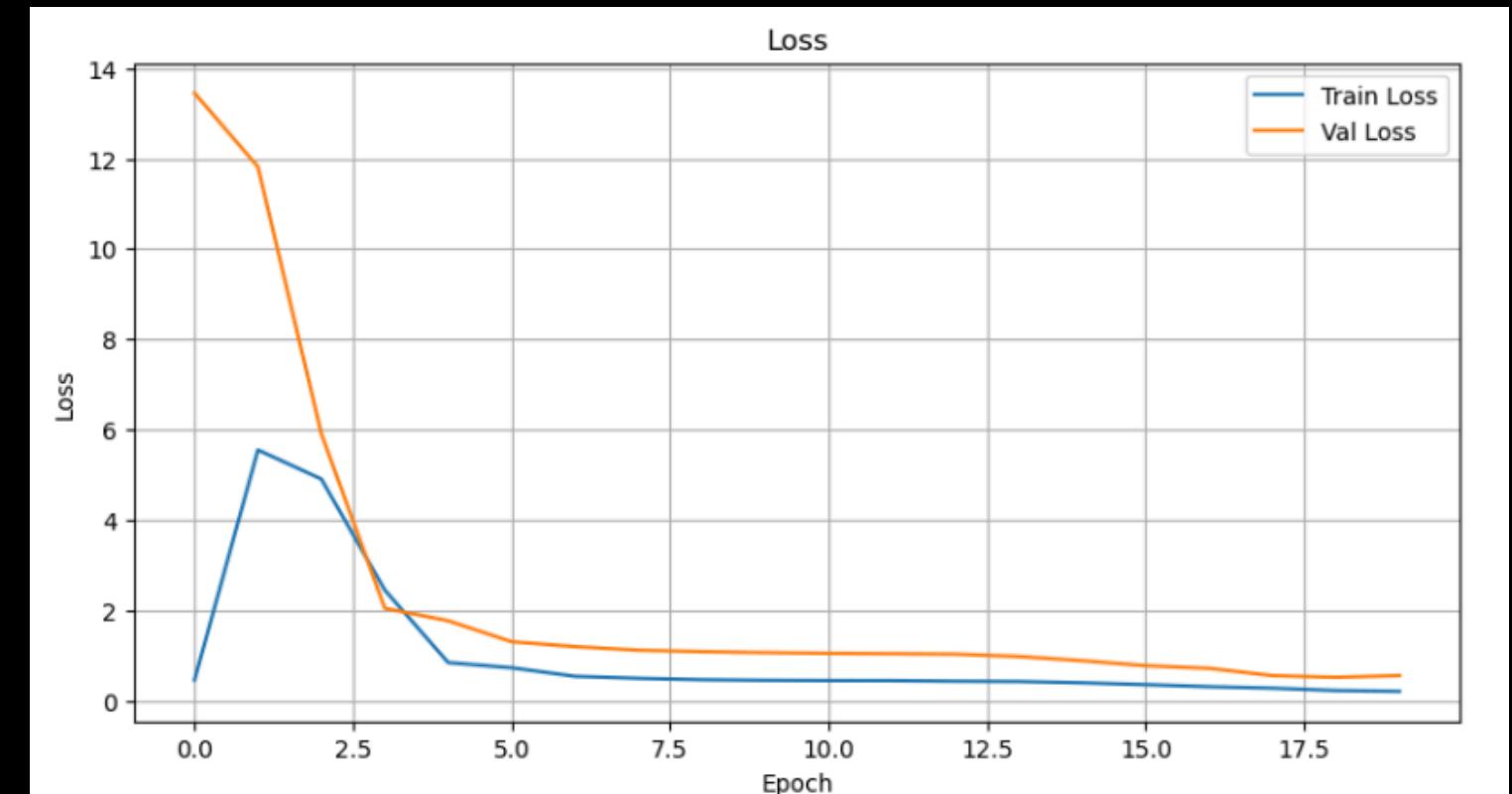
# 순서 댄스 / 트로트 / 발라드 다중분류

1. CNN
2. CNN+RNN
3. 머신러닝
4. 노래추천

# CNN

## 모델 구조

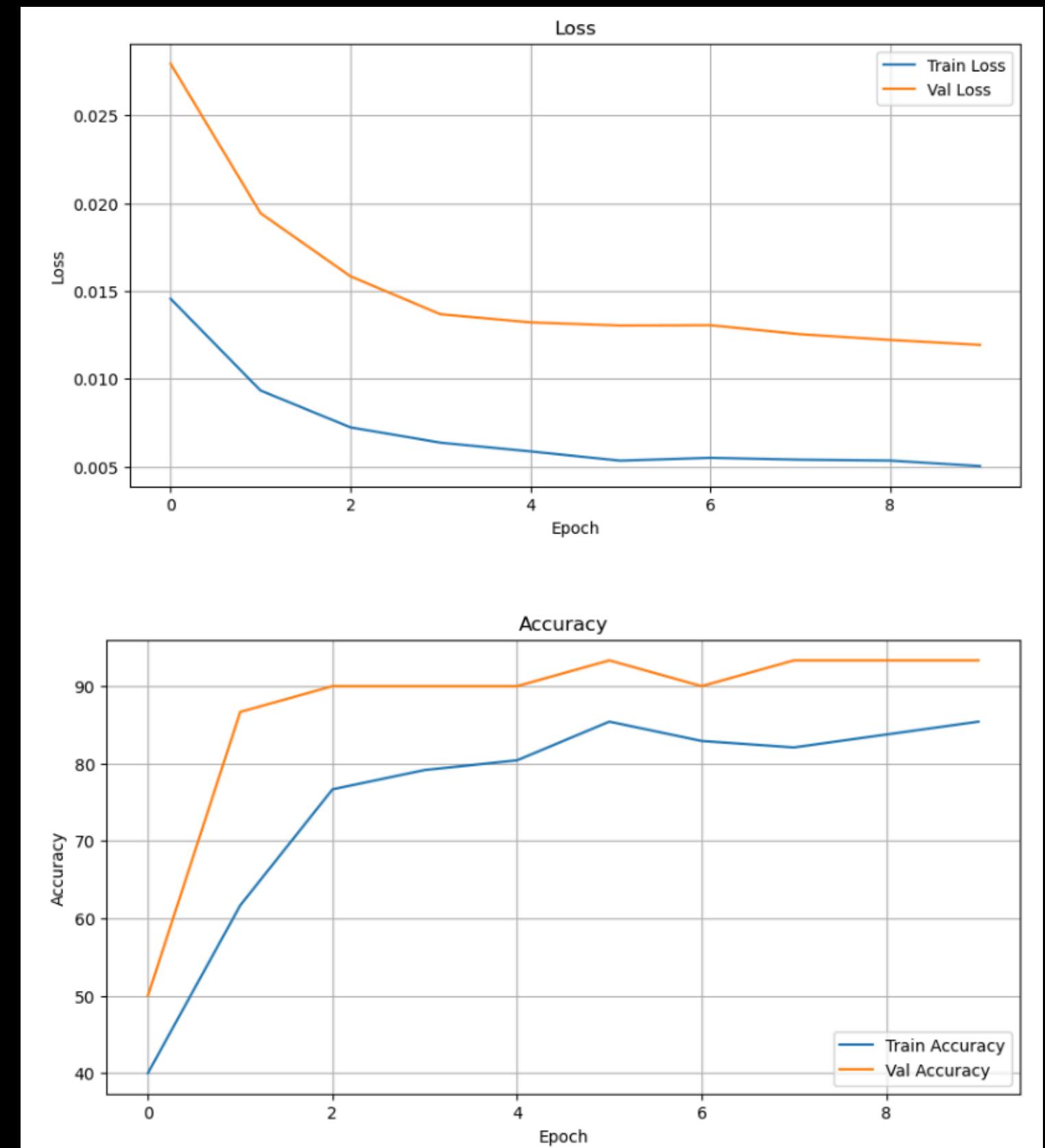
```
MultiClassCNN(  
    (conv1): Conv2d(3, 16, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1))  
    (conv2): Conv2d(16, 32, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1))  
    (conv3): Conv2d(32, 64, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1))  
    (fc1): Linear(in_features=640000, out_features=128, bias=True)  
    (fc2): Linear(in_features=128, out_features=3, bias=True)  
)
```



# CNN

## VGG16 모델 구조

```
genreClassifier(  
    features): Sequential(  
        (0): Conv2d(3, 64, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1))  
        (1): ReLU(inplace=True)  
        (2): Conv2d(64, 64, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1))  
        (3): ReLU(inplace=True)  
        (4): MaxPool2d(kernel_size=2, stride=2, padding=0, dilation=1, ceil_mode=False)  
        (5): Conv2d(64, 128, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1))  
        (6): ReLU(inplace=True)  
        (7): Conv2d(128, 128, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1))  
        (8): ReLU(inplace=True)  
        (9): MaxPool2d(kernel_size=2, stride=2, padding=0, dilation=1, ceil_mode=False)  
        (10): Conv2d(128, 256, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1))  
        (11): ReLU(inplace=True)  
        (12): Conv2d(256, 256, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1))  
        (13): ReLU(inplace=True)  
        (14): Conv2d(256, 256, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1))  
        (15): ReLU(inplace=True)  
        (16): MaxPool2d(kernel_size=2, stride=2, padding=0, dilation=1, ceil_mode=False)  
        (17): Conv2d(256, 512, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1))  
        (18): ReLU(inplace=True)  
        (19): Conv2d(512, 512, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1))  
        (20): ReLU(inplace=True)  
        (21): Conv2d(512, 512, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1))  
        (22): ReLU(inplace=True)  
    ...  
        (2): Dropout(p=0.5, inplace=False)  
        (3): Linear(in_features=4096, out_features=4, bias=True)  
    )  
)
```

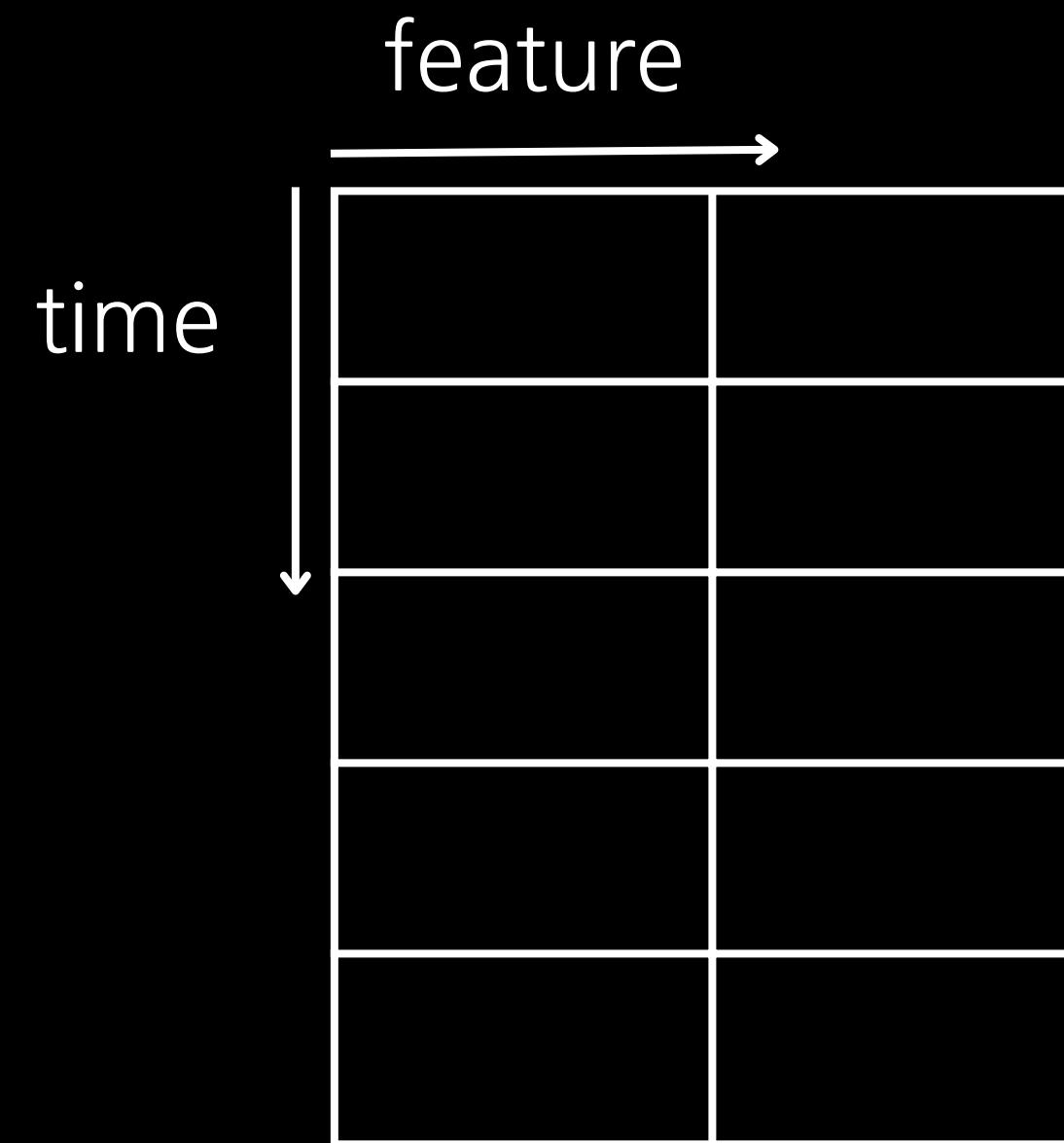
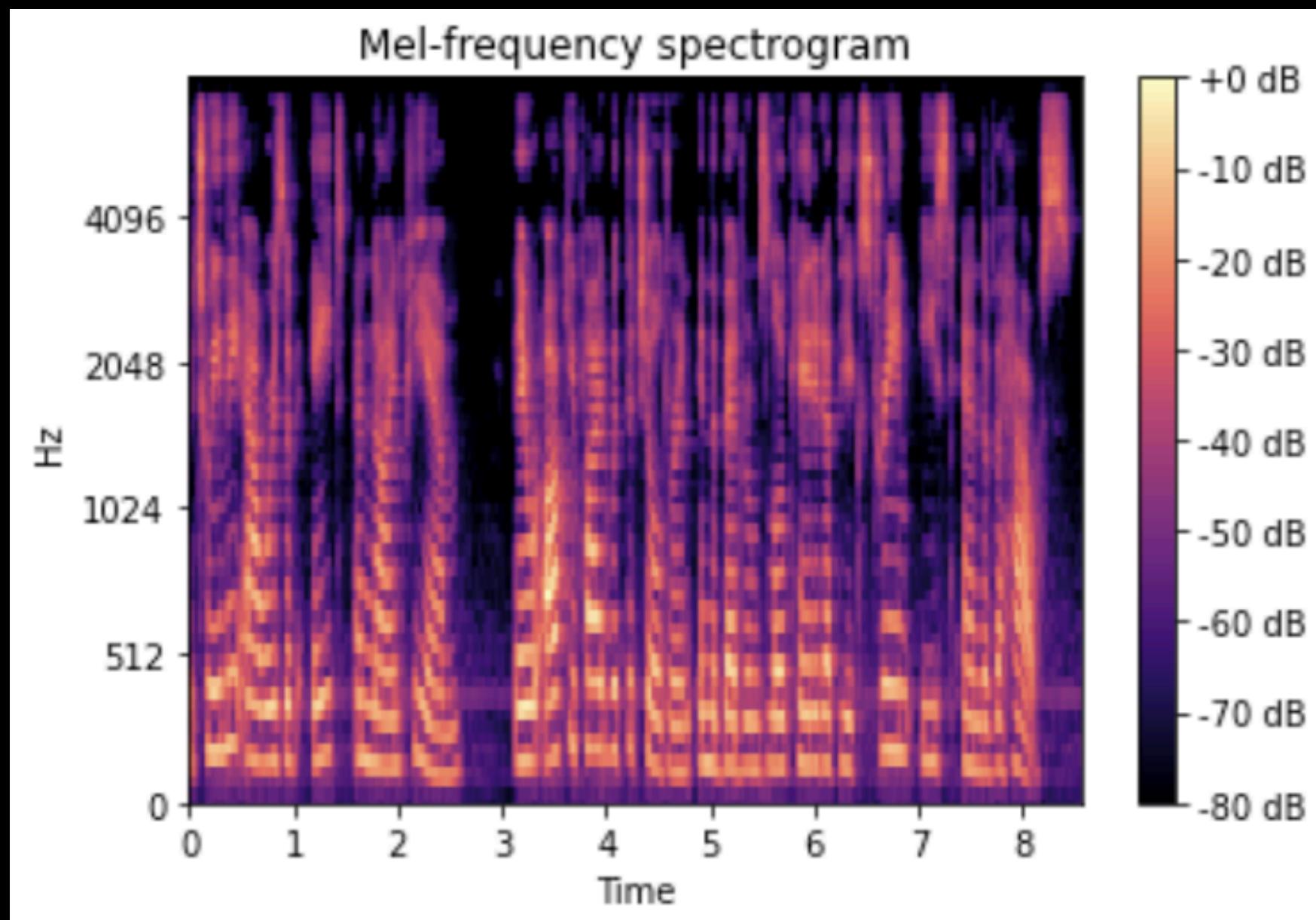


# CNN

## 결과

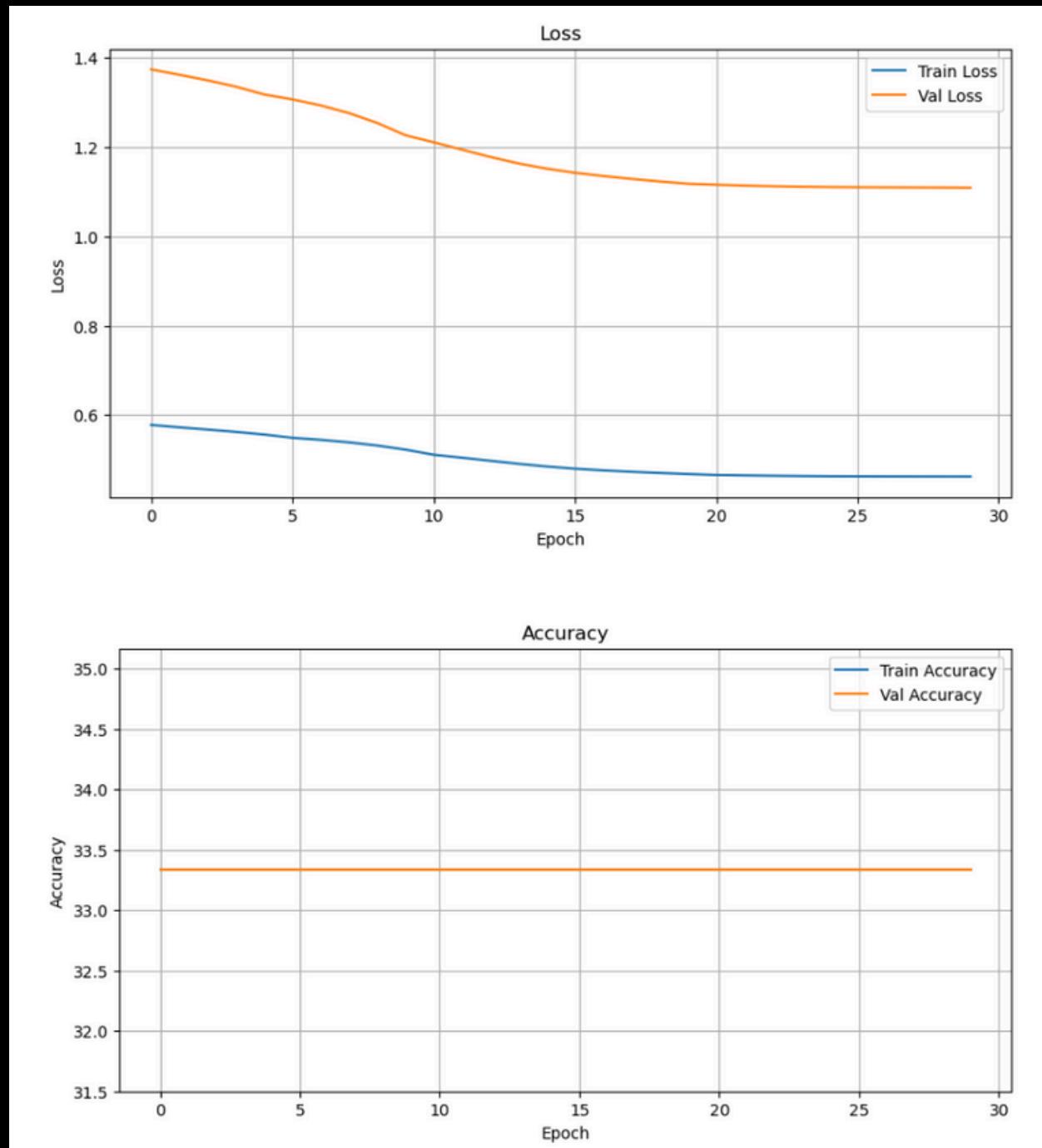
	Test Accuracy
계층3 CNN	0.800
VGG16	0.930

# CNN+RNN



시간 별로 주파수 범위의 평균과 분산을 구하여 전치

# CNN+RNN



피쳐가 2개니까 그런 거 아닐까?

결과 : 0.33 -> 하나로 밀고 있다

# CNN+RNN

## STFT(Short Time) 기반 특성 뽑기

```
# Spectral Centroids 계산
spectral_centroids = librosa.feature.spectral_centroid(y=y, sr=sr)[0]

# Spectral Rolloff 계산
spectral_rolloff = librosa.feature.spectral_rolloff(y=y, sr=sr)[0]

# Chromagram 계산
chromagram = librosa.feature.chroma_stft(y=y, sr=sr, hop_length=512)

# Zero-Crossing Rate (제로 크로싱? 비율)
zero_crossing_rate = librosa.feature.zero_crossing_rate(y)[0]

# Root Mean Square (RMS) Energy (평균 제곱근 에너지)
rms_energy = librosa.feature.rms(y=y)[0]

# Spectral Bandwidth (주파수 대역폭)
spectral_bandwidth = librosa.feature.spectral_bandwidth(y=y, sr=sr)[0]

# Spectral Contrast (주파수 대비)
spectral_contrast = librosa.feature.spectral_contrast(y=y, sr=sr)

# Spectral Flatness (주파수 평평도)
spectral_flatness = librosa.feature.spectral_flatness(y=y)

# BPM 계산
tempo, _ = librosa.beat.beat_track(y=y, sr=sr)

# 하모니(음색) -> 코러스 좀... / 충격파(둥둥)
harmonic, percussive = librosa.effects.hpss(y=y)
```

(1378, )	(1296, )
(1378, )	(1296, )
(12, 1378)	(7, 1296)
(1378, )	(1, 1296)
(1378, )	(663330, )
(1378, )	(1292, )
(7, 1378)	(1292, )
(1, 1378)	(12, 1292)
(705184, )	(1292, )
(1296, )	(1292, )
(1296, )	(1292, )
(12, 1296)	(7, 1292)
(1296, )	(1, 1292)

피쳐 길이가 다 다른  
-> 실패!

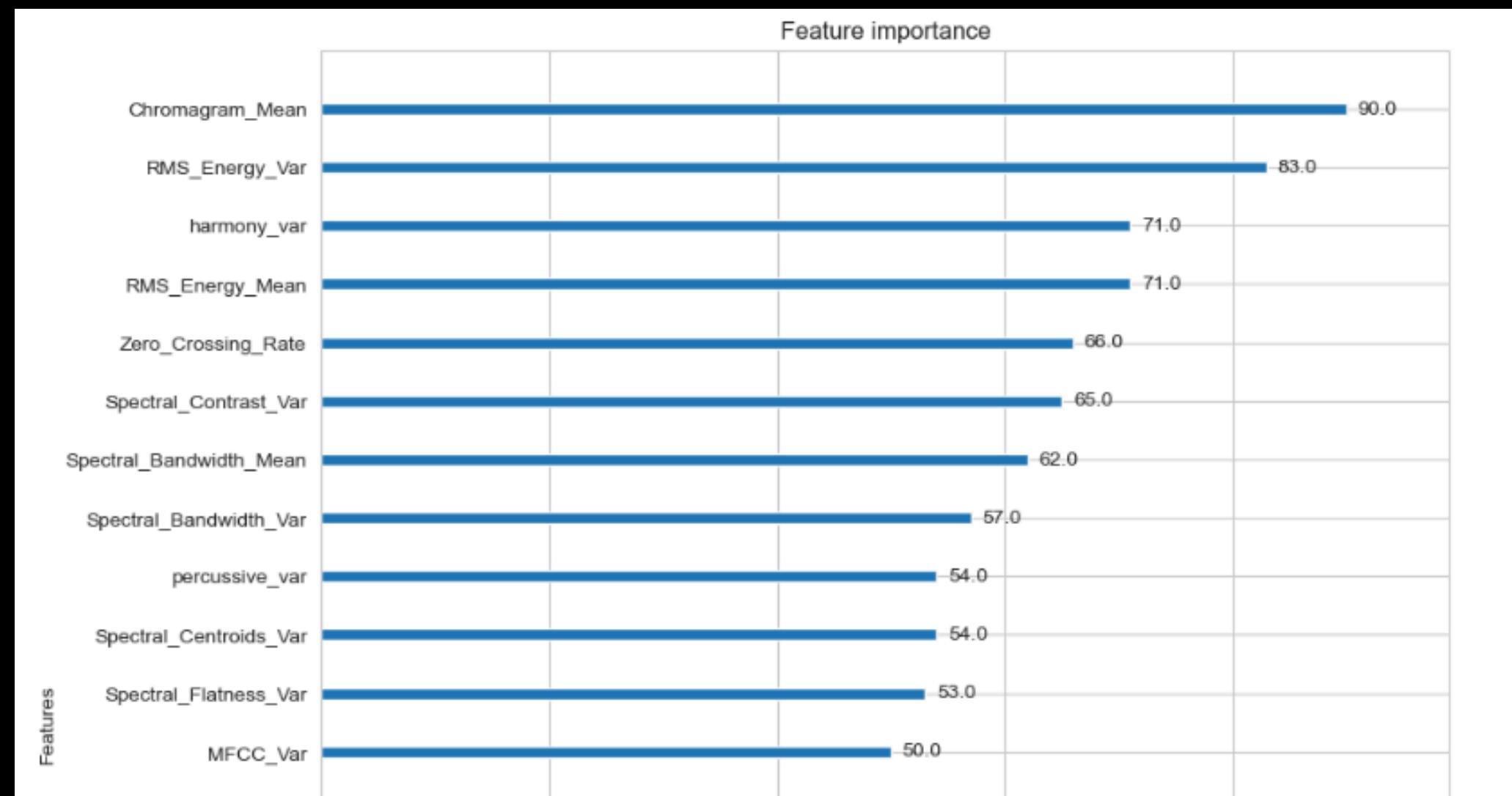
# ML

# chromagram

## 뽑은 feature 22개로 머신러닝 돌리기

```
data = {
    # 파일 경로
    'Filename': os.path.join(wav_dir, wav_file),
    # 특성
    'MFCC_Mean': [np.mean(mfccs)],
    'MFCC_Var': [np.var(mfccs)],
    'Chromagram_Mean': [np.mean(chromagram)],
    'Chromagram_Var': [np.var(chromagram)],
    'Spectral_Centroids_Mean': [np.mean(spectral_centroids)],
    'Spectral_Centroids_Var': [np.var(spectral_centroids)],
    'Spectral_Rolloff_Mean': [np.mean(spectral_rolloff)],
    'Spectral_Rolloff_Var': [np.var(spectral_rolloff)],
    'Zero_Crossing_Rate': [np.mean(zero_crossing_rate)],
    'RMS_Energy_Mean': [np.mean(rms_energy)],
    'RMS_Energy_Var': [np.var(rms_energy)],
    'Spectral_Bandwidth_Mean': [np.mean(spectral_bandwidth)],
    'Spectral_Bandwidth_Var': [np.var(spectral_bandwidth)],
    'Spectral_Contrast_Mean': [np.mean(spectral_contrast)],
    'Spectral_Contrast_Var': [np.var(spectral_contrast)],
    'Spectral_Flatness_Mean': [np.mean(spectral_flatness)],
    'Spectral_Flatness_Var': [np.var(spectral_flatness)],
    'Tempo': [tempo],
    "harmony_mean" : [harmonic.mean()],
    "harmony_var" : [harmonic.var()],
    "percussive_mean" : [percussive.mean()],
    "percussive_var" : [percussive.var()],
    # 정답!
    'label': genre_name
}
```

1. chromagram(템포에 대한 정보X)
2. RMSEnergy(템포에 대한 정보O)



# ML

## 결과

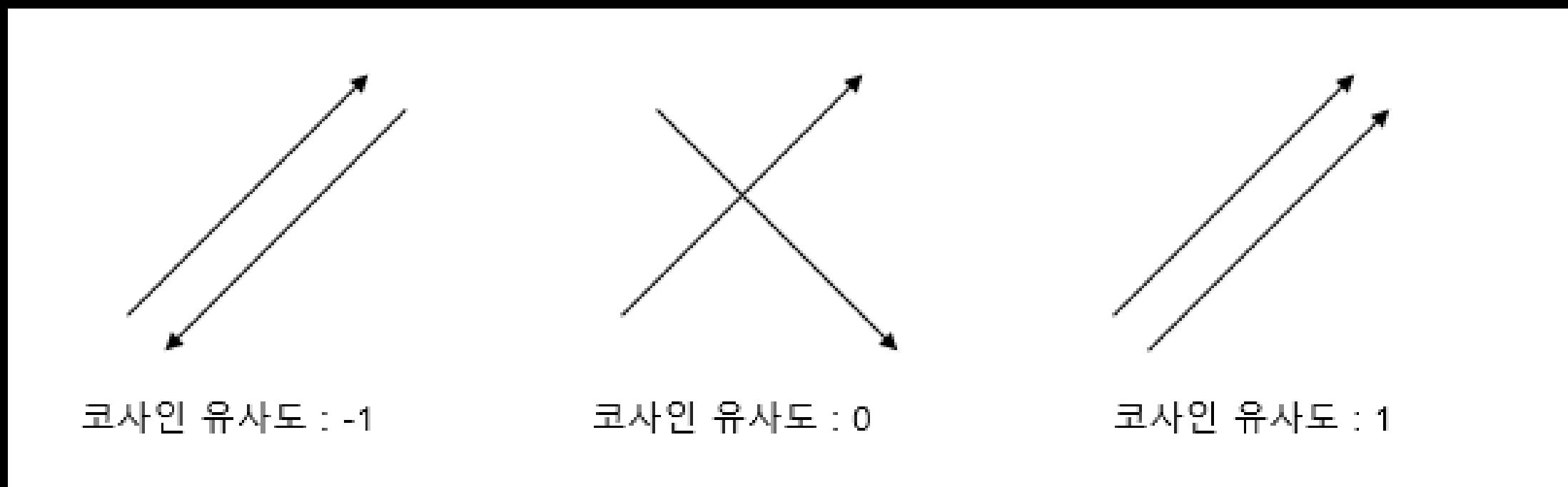
	Accuracy	Precision	Recall	F1
랜덤포레스트	0.900	0.902	0.903	0.900
XGBoost	0.900	0.908	0.903	0.903

# 모델 최종 결과

	Test Accuracy
VGG16	0.930
XGBoost	0.900
CNN+RNN	0.333

# 노래 추천

## 코사인 유사도



두 벡터가 가리키는 방향이 얼마나 유사한지 계산

# 노래 추천

## 결과

find_similar_songs('balad5.wav', sim_d)		
✓	0.0s	
내 음악 : balad5.wav		
유사한 음악		
Filename		
<a href="#">./sounds/ballade/balad20.wav</a>	0.857262	
<a href="#">./sounds/ballade/balad26.wav</a>	0.793949	
<a href="#">./sounds/ballade/balad12.wav</a>	0.790618	
<a href="#">./sounds/ballade/balad24.wav</a>	0.789220	
<a href="#">./sounds/trot/trot31.wav</a>	0.788101	
find_similar_songs('dance5.wav', sim_d)		
✓	0.0s	
내 음악 : dance5.wav		
유사한 음악		
Filename		
<a href="#">./sounds/dance/dance19.wav</a>	0.862671	
<a href="#">./sounds/dance/dance70.wav</a>	0.830613	
<a href="#">./sounds/dance/dance66.wav</a>	0.827733	
<a href="#">./sounds/dance/dance69.wav</a>	0.821662	
<a href="#">./sounds/dance/dance1.wav</a>	0.780364	
find_similar_songs('trot5.wav', sim_d)		
✓	0.0s	
내 음악 : trot5.wav		
유사한 음악		
Filename		
<a href="#">./sounds/trot/trot18.wav</a>	0.918261	
<a href="#">./sounds/trot/trot20.wav</a>	0.779123	
<a href="#">./sounds/trot/trot24.wav</a>	0.717591	
<a href="#">./sounds/trot/trot16.wav</a>	0.713232	
<a href="#">./sounds/trot/trot46.wav</a>	0.680030	

새로운 음악을 넣으면 기존 음악들과의 유사도를 측정하여 음악을 추천해줌



# **HTML**

## **demonstration**