

LEARNING INVARIANTS FOR POLYPHONIC INSTRUMENT RECOGNITION

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ABSTRACT

The abstract should be placed at the top left column and should contain about 150-200 words.

To achieve invariance to translation as well as frequency transposition, we pool neighboring units in the time-frequency domain (t, k_1) over non-overlapping rectangles of width Δt and height Δk_1 .

1. INTRODUCTION

2. DEEP CONVOLUTIONAL NETWORKS

2.1 Time-frequency representation

We used the implementation from the librosa package [3] with $Q = 12$ filters per octave, center frequencies ranging from 55 Hz to 14 kHz (8 octaves from A1 to A9), and a hop size of 23 ms. Furthermore, we applied perceptual weighting of loudness in order to reduce the dynamic range between the fundamental partial and its upper harmonics. A 3-second sound excerpt $x(t)$ is represented by a time-frequency matrix $\mathbf{x}_1(t, k_1)$ of width $T = 128$ samples and height $K_1 = 96$ MIDI indices.

2.2 Architecture

First of all, we apply a family $\mathbf{W}_2(\tau, \kappa_1, k_2)$ of $K_2 = 50$ learned time-frequency convolutional operators, whose supports are constrained to have width Δt and height Δk_1 .

$$\mathbf{W}_2^{t, k_1} * \mathbf{x}_1 = \sum_{\substack{0 \leq \tau < \Delta t \\ 0 \leq \kappa_1 < \Delta k_1}} \mathbf{W}_2(\tau, \kappa_1, k_2) \mathbf{x}_1(t - \tau, k_1 - \kappa_1) \quad (1)$$

Furthermore, element-wise biases $\mathbf{b}_2(k_2)$ are added to the convolutions, resulting in the tensor

$$\mathbf{y}_2(t, k_1, k_2) = \mathbf{b}_2 + (\mathbf{x}_1^{t, k_1} * \mathbf{W}_2). \quad (2)$$

The second step is the application of a pointwise non-linearity. We have chosen the *rectified linear unit* (ReLU) because of its popularity in computer vision and its computational efficiency.

$$\mathbf{y}_2^+(t, k_1, k_2) = \max(\mathbf{y}_2(t, k_1, k_2), 0) \quad (3)$$

$$\mathbf{x}_2(t, k_1, k_2) = \max_{\substack{0 \leq \tau < \Delta t \\ 0 \leq \kappa_1 < \Delta k_1}} \left\{ \mathbf{y}_2^+(t + \tau, k_1 + \kappa_1, k_2) \right\} \quad (4)$$

$$\mathbf{y}_3(t, k_1, k_3) = \sum_{k_2} (\mathbf{x}_2^{t, k_1} * \mathbf{W}_3) \quad (5)$$

$$\mathbf{x}_4(k_4) = \left(\sum_{v_3} \mathbf{W}_4(k_4, v_3) \mathbf{x}_3(v_3) \right)^+ \quad (6)$$

$$\mathbf{x}_5(k_5) = \left(\sum_{k_4} \mathbf{W}_5(k_5, k_4) \mathbf{x}_4(k_4) \right)^+ \quad (7)$$

$$\mathbf{y}_6(k_6) = \sum_{k_5} \mathbf{W}_6(k_6, k_5) \mathbf{x}_5(k_5) \quad (8)$$

We define the categorical cross-entropy as

$$\mathcal{L}(\mathbf{x}_6, \mathcal{I}) = - \sum_{k_5 \in \mathcal{I}} \log \sigma(\mathbf{y}_6(k_5)). \quad (9)$$

The goal is to minimize the average loss $\mathcal{L}(\mathbf{x}_6, \mathcal{I})$ for across all pairs $(\mathbf{x}_6, \mathcal{I})$ in the training set.

2.3 Training

The network is trained on categorical cross-entropy with *Adam* [2], a state-of-the-art stochastic optimizer for gradient-based learning.

3. DEEP SUPERVISION OF MELODIC CONTOUR

3.1 Disentangling pitch from timbre

3.2 Extraneous supervision

$$\mathcal{L}(\mathbf{x}_2, \mathcal{P}) = - \sum_{(t, k_1) \in \mathcal{P}} \log \sigma \left(\sum_{k_2} \mathbf{x}_2(t, k_1, k_2) \right) \quad (10)$$



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3.3 Joint supervision

4. SINGLE-INSTRUMENT CLASSIFICATION

4.1 Experimental design

In order to evaluate the proposed algorithms, we used MedleyDB [1], a dataset of 122 multitracks annotated with instrument activations as well as melodic f_0 curves when present. We

4.2 Results

5. POLYPHONIC CLASSIFICATION

5.1 Experimental design

5.2 Results

6. CONCLUSIONS

7. REFERENCES

- [1] Rachel Bittner, Justin Salamon, Mike Tierney, Matthias Mauch, Chris Cannam, and Juan Bello. Medleydb: a multitrack dataset for annotation-intensive mir research. *International Society for Music Information Retrieval Conference*, 2014.
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