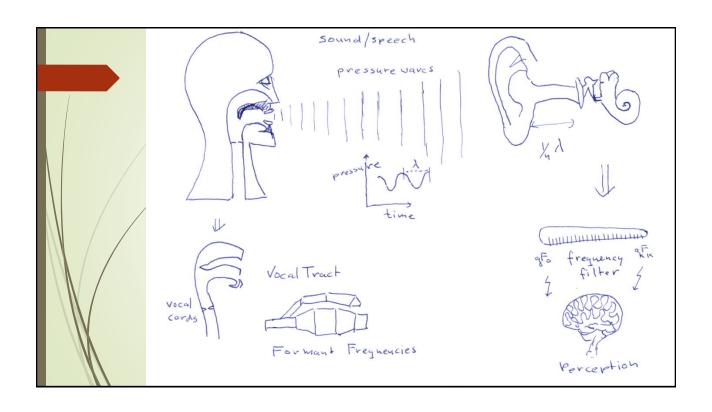
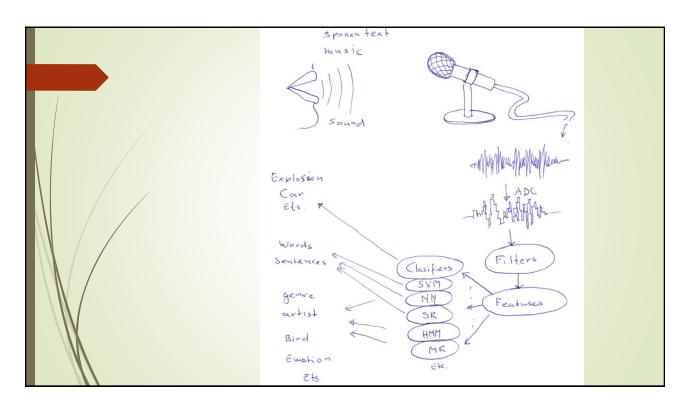
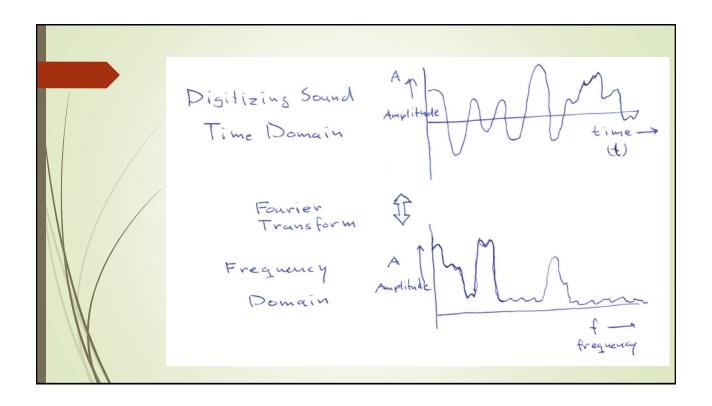
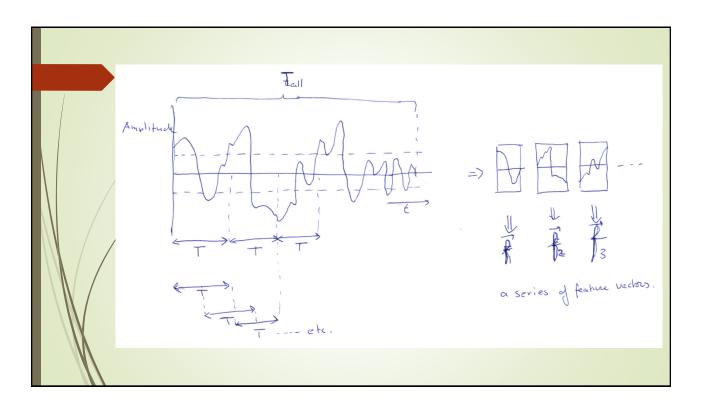


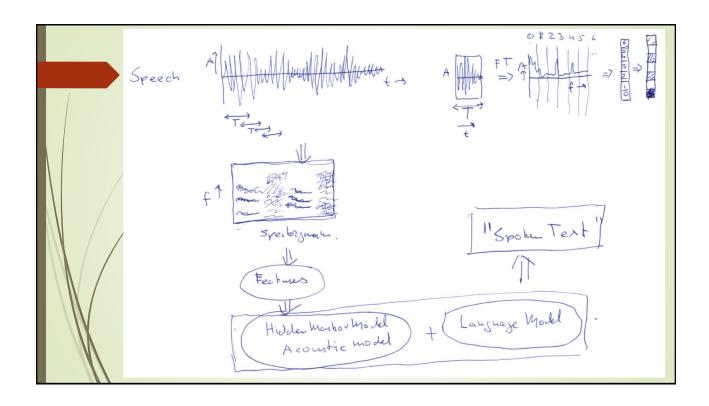
Overview 6-9 Organization and Introduction Audio Production and Processing + Vocal Tract Workshop@Home 20-9 ADC and an Algebraic Introduction to FT 27-9 FFT + FFT Workshop@Home Project Proposals (presentations by students) + Student Paper Selection 11-10 Audio Features and Data Sets + Audio Features Workshop@Home 18-10 Machine Learning + Machine Learning Workshop@Home 25-10 Student Paper Presentations I. Student Paper Presentations II. Grading (6 ECTS): 8-11 Student Paper Presentations III. Presentations and Project (60% of grade). Class discussions, 15-11 Student Paper Presentations IV. attendance, and workshops (40% of grade). 22-11 No Class – Online Project Progress Meetings 29-11 Final Project Presentations Demo 12-12 Project Deliverables: - Final Technical Project - Paper (4-8 pages), code, and - Web Site (or github) See: http://liacs.leidenuniv.nl/~bakkerem2/api/













https://dblp.org/db/conf/index.html ISMIR https://dblp.org/db/conf/ismir/index.html Interspeech https://dblp.org/search?q=interspeech https://dblp.org/db/journals/ejasmp/index.html

Previous Projects I Audio Indexing the 1.000.000 song data set Second Voice Generation Chord Recognition Robustness of Musical Genre Identification Audio Phantom Materialization Improved Mobile Song Recognition Harmonic Model Based Audio Transformations An iOS App using Bliss for Improved Content-Based Music Similarity, Visualization and Automatic Play-List Generation. Communication through Text-To-Speech ScoreAid Indexing and Predicting Bands from Unknown **Emotion Recognition** Interpolation between Different Instruments **Instrument Detection** Modular Synthesizer Musical Instrument Recognizer (Hit Predictor Annotation) **Pitch Perfector** Audio Feature Extraction with Deep Belief Inter-Voice Morphing **Networks Audio Morphing**

Previous Projects II

- A Steglbiza implementation using traditional digital signal processing techniques: Steganography in music through tempo modulation
- Transfer Learning limited edition sounds (VGG16)
- Tempo Extraction From Electroencephalography Using a Single EEG Channel
- Monophonic Music Generation with LSTM Recurrent Neural Networks
- Blind speech signal separation from stereo sound input
- Gaussian Process Audio Model For Audio Textures Modelling And Synthesis

Previous Projects III

- A Deep Learning Approach to Instrument
 Detection and Chord Estimation via Frequencybased Feature Extraction
- Open-Air Acoustic Delay-line Memory using a Micro-controller
- → / Midioke
- Towards Real Time Audio Mosaicing
- Artist Recognition with Convolutional Recurrent Neural Networks
- Automatically Identifying and Fixing Single Channel Audio Defects in Stereo Audio
- Information transmission by multilevel pitched audio

- Event Detection using Wavelet Packets.
- Dynamic Play-list Generation.
- Automatic Song Remixer.
- Isolating Voices in Sacred Harp Singing.
- Voicecrack: A geolocation- and voice authentication-based password recovery mechanism.
- Song year prediction based on dynamic range values.
- Quotes to Characters.
- Arduino Peripheral Sound Imitation System.

API 2022 Projects

- Music Analyzer Information Extraction and Visualization
 - https://github.com/arvindeva/API-final-project
 - https://api-final-project.vercel.app/
- Exploring the Limits of DDSP
 - https://github.com/skylerf1/API_Final/
- Generative Adversarial Networks for Audio Generation: A Comparative Study
 - https://github.com/ernestvmo/API-project
- Mapping LPC predictor coefficients to reflection coefficients of an N-tube 2-Dimensional waveguide filter in real-time
 - https://tinyurl.com/3hebyhx8
- Music Genre Classification and Noise Separation
 - https://github.com/BingxuanW/api_project/tree/master
- Audio Processing and Indexing Musical Instrument Identification
 - https://github.com/thomasmaliappis/api
- MUSICNN FOR DMX LIGHTING SOFTWARE AUTOMATION
 - https://github.com/poldemort/Musicnn-for-DMX

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