

MUSIC INFORMATION RETRIEVAL

AND THE PRINCIPLES OF AUDIO PROCESSING AND ANALYSIS

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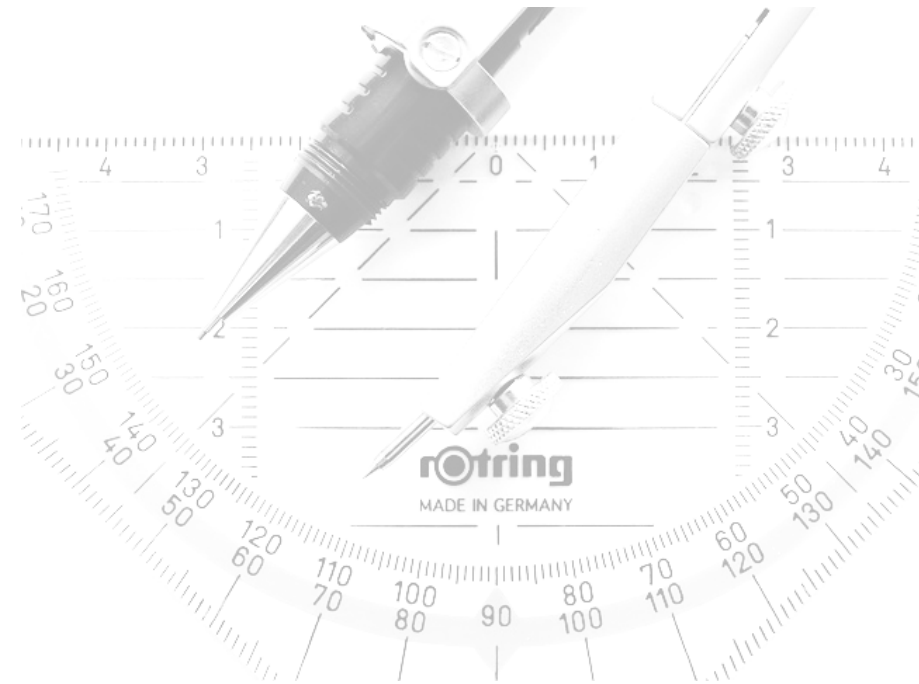
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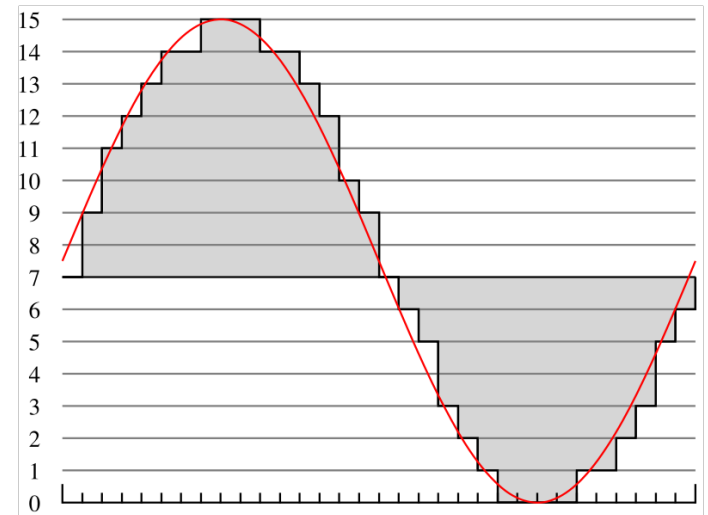
FEATURE EXTRACTION FROM MUSIC

Extracting Music Information

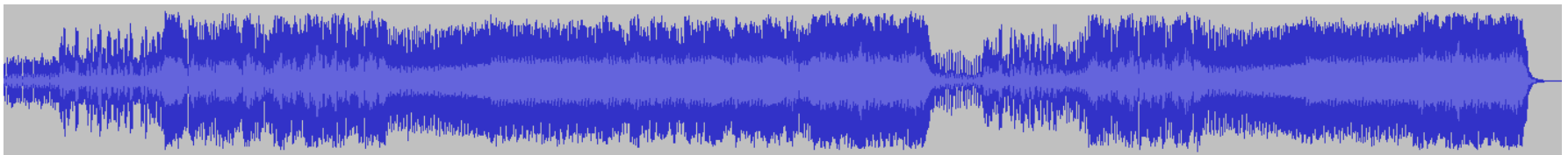
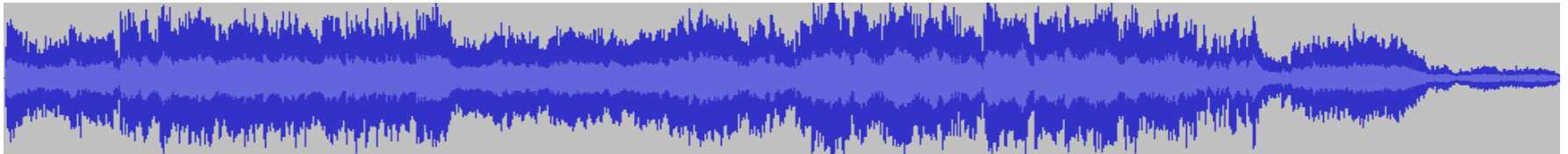
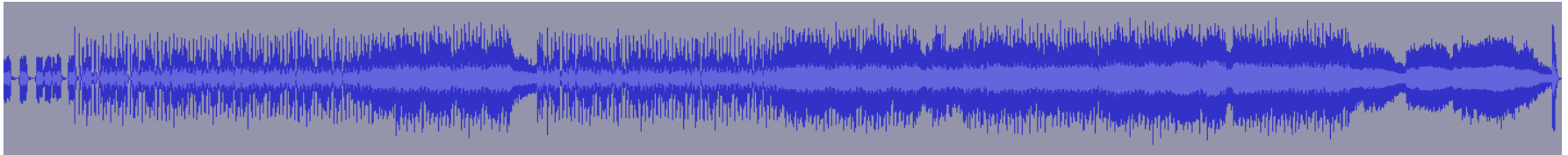


TOO MUCH AUDIO DATA

- Digital Audio
 - Sampling Rate: 44,100 Hz
 - 16-bit resolution for each channel
 - 2 channels for stereo
 - 88,200 Integers per second
 - 15,9 Millions for mainstream music (3min)
 - 60,5 MB

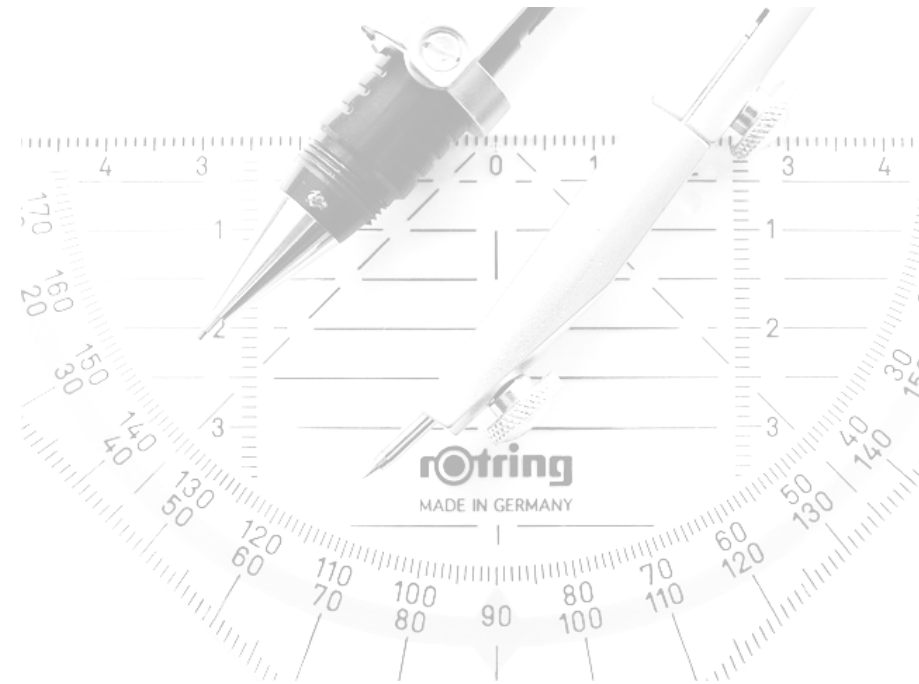


EXCERCISE: SAME GENRE?



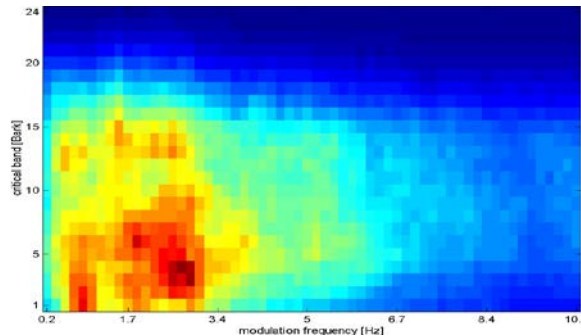
FEATURE EXTRACTION FROM MUSIC

By example...

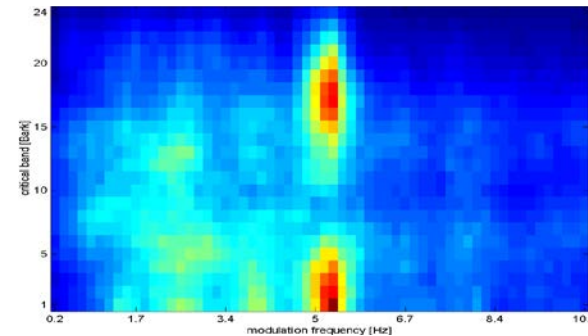


RHYTHM PATTERN (RP)

- fluctuations on critical frequency bands (a.k.a. Fluctuation Pattern)
- covers rhythm in the broad sense

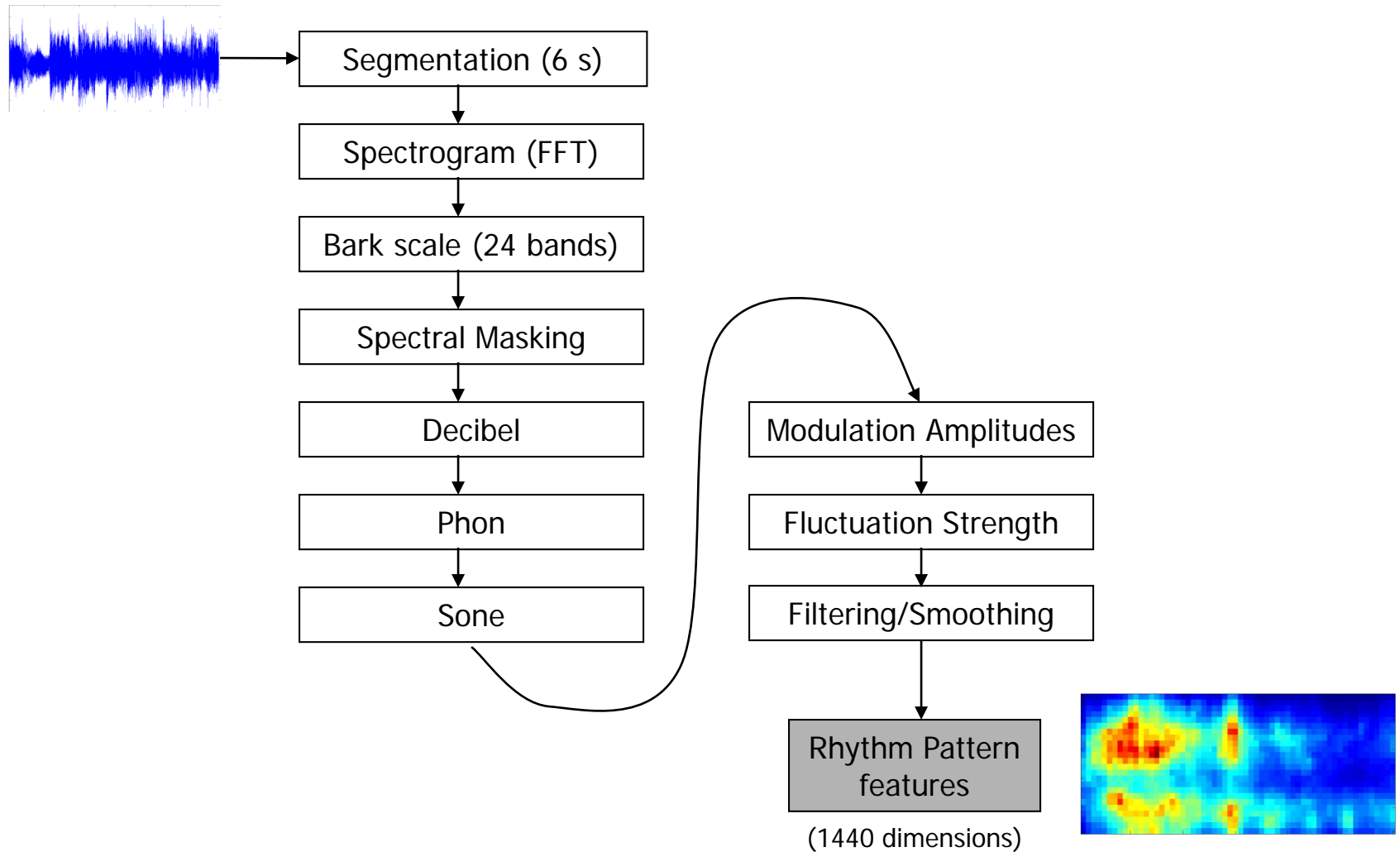


Classical

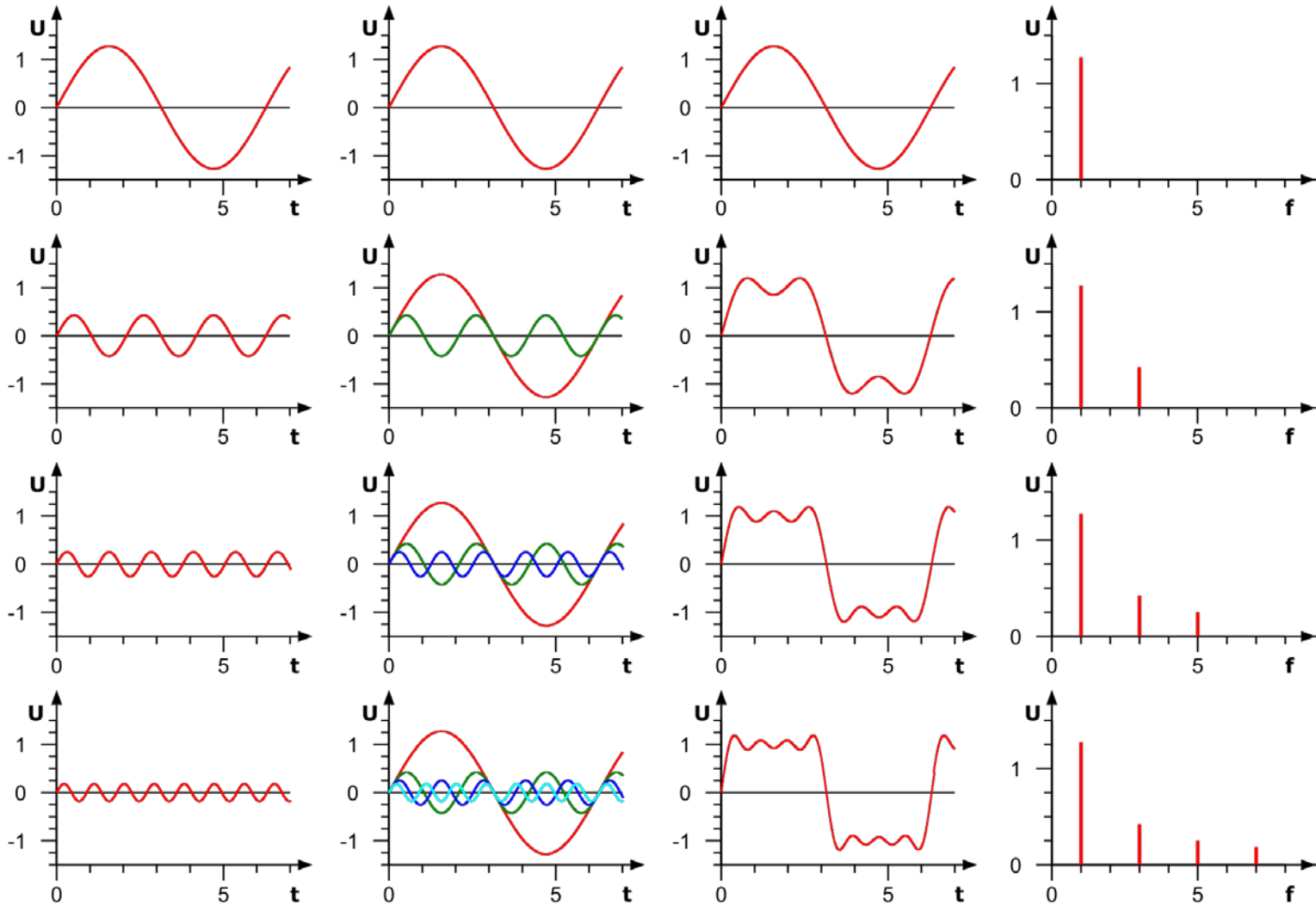


Rock

RHYTHM PATTERN (RP)

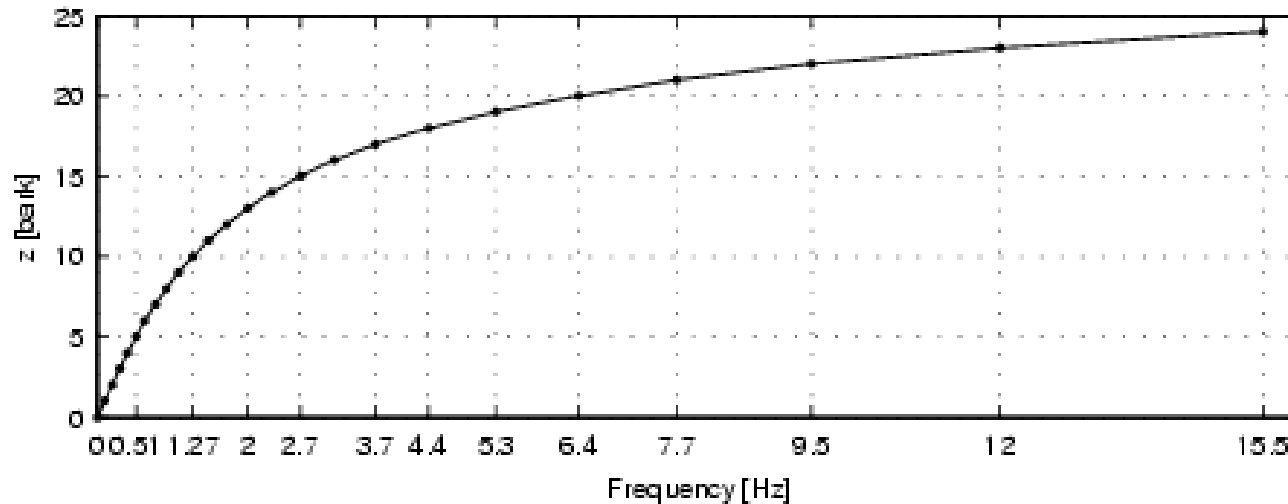


FOURIER TRANSFORM



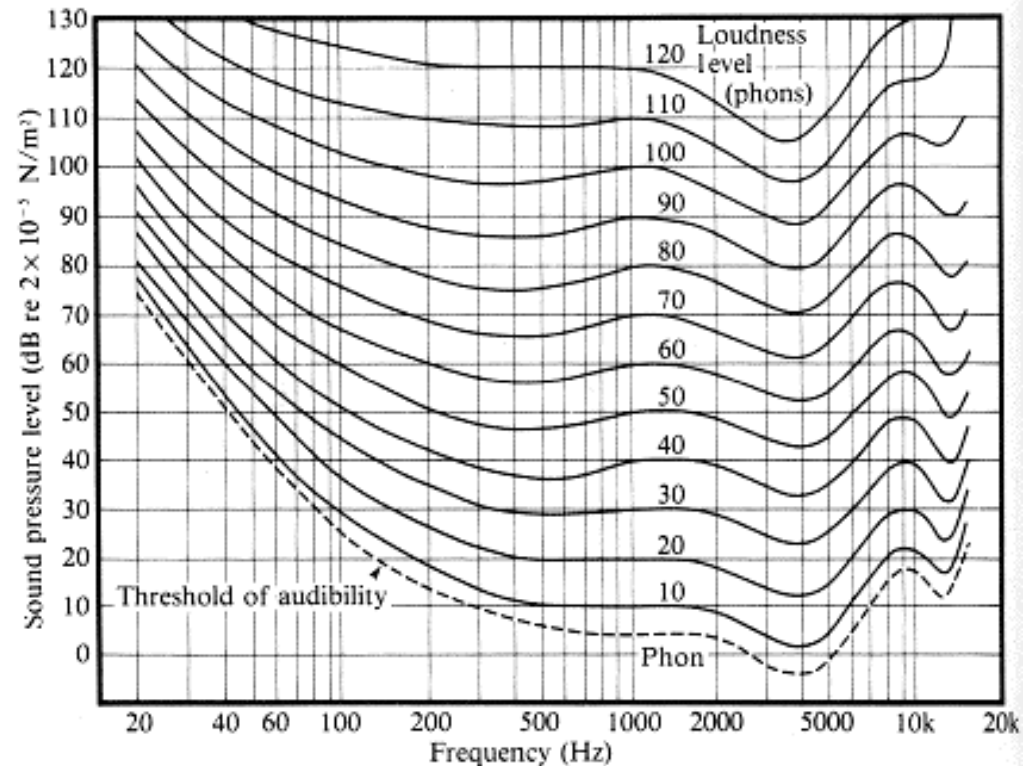
BARK SCALE

- psychoacoustical scale (related to Mel scale)
- 24 „critical bands“ of hearing (non-linear)
- proposed by Eberhard Zwicker in 1961



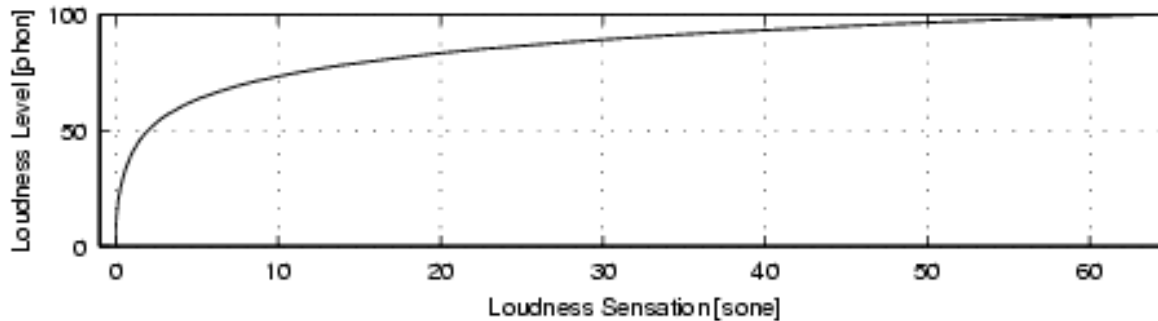
Equal loudness curves (Phon)

- Relationship between sound pressure level in decibel and hearing sensation is not linear
- Perceived loudness depends on frequency of the tone
- equal loudness contours for 3, 20, 40, 60, 80, 100 phon



on-line test: <http://www.phys.unsw.edu.au/jw/hearing.html>

Sone Transformation



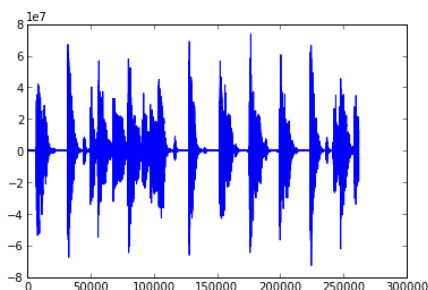
Sone	1	2	4	8	16	32	64
Phon	40	50	60	70	80	90	100

- Perceived loudness measured in Phon does not increase linearly
- Transformation into Sone
- Up to 40 phon slow increase in perceived loudness, then drastic increase
- Higher sensibility for certain loudness differences

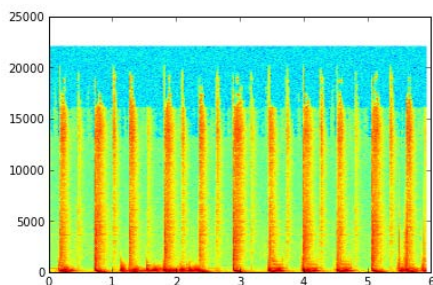
RHYTHM PATTERN (RP): 2 EXAMPLES

Queen – Another One Bites The Dust (first 6 seconds)

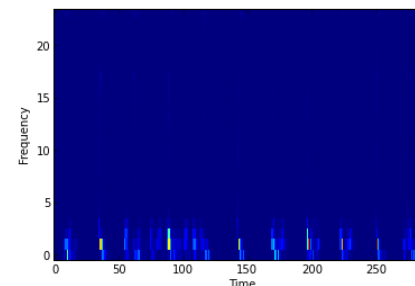
PCM Audio Signal



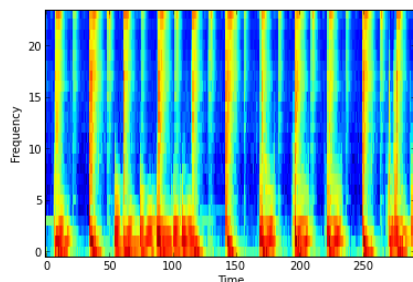
Power Spectrum



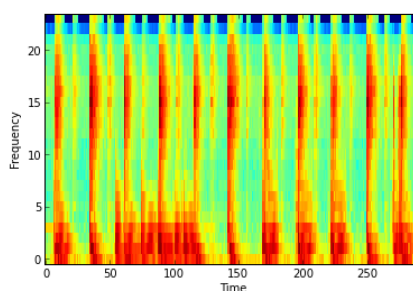
Bark Scale



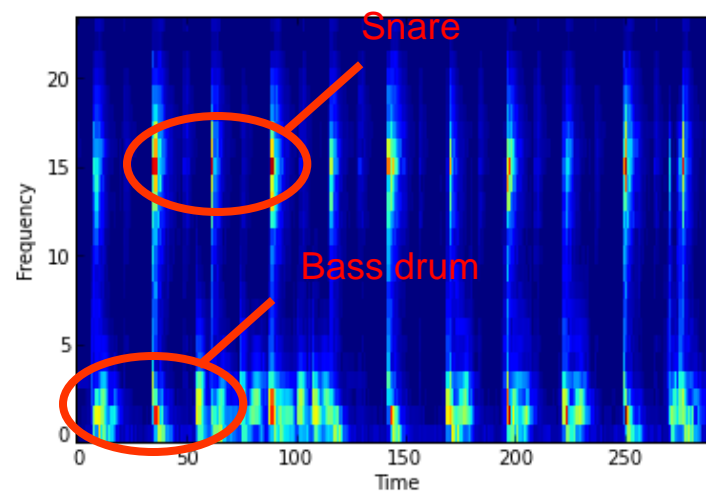
Decibel



Phon



Sone



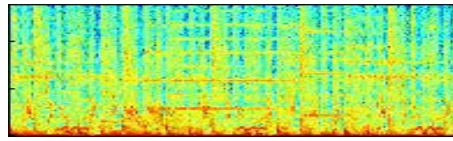
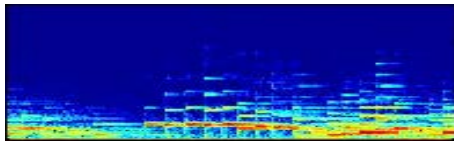
RHYTHM PATTERN (RP): 2 EXAMPLES

Classical

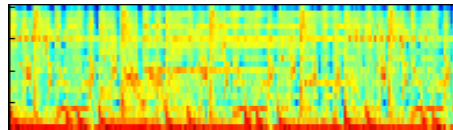
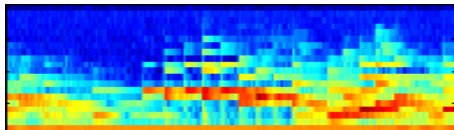
Metal



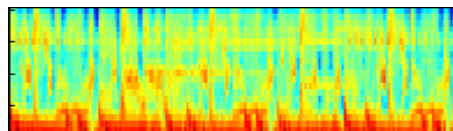
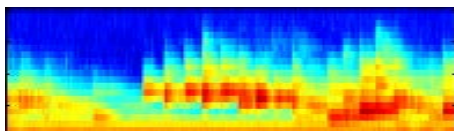
PCM Audio Signal



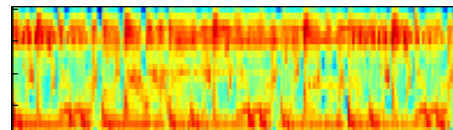
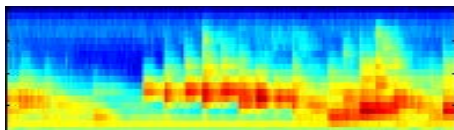
Power Spectrum



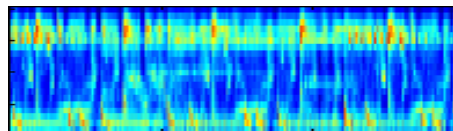
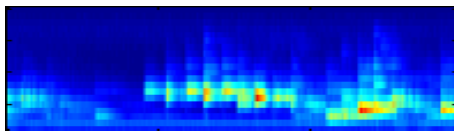
Frequency Bands



Masking Effects



Phon

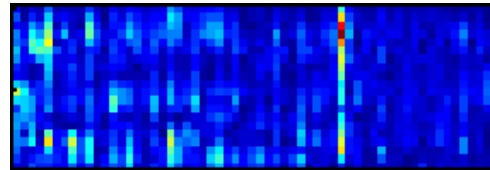
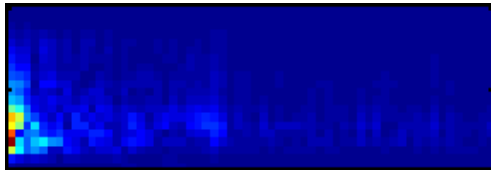


Sone

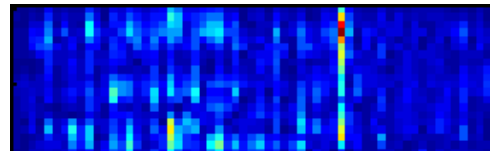
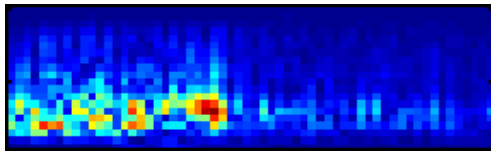
RHYTHM PATTERN (RP): 2 EXAMPLES

Classical

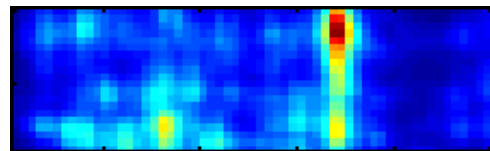
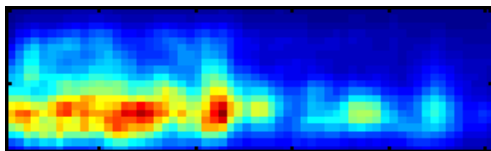
Metal



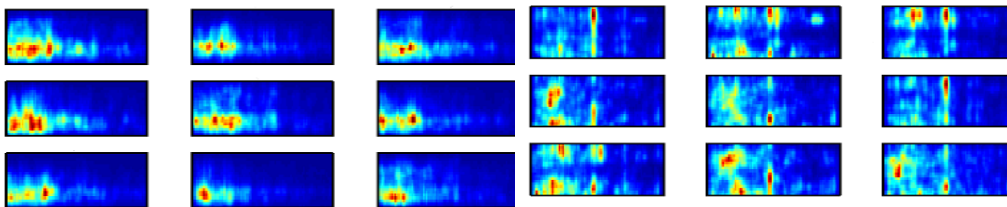
modulation amplitude
spectrum ("cepstrum")



Fluctuation Strength



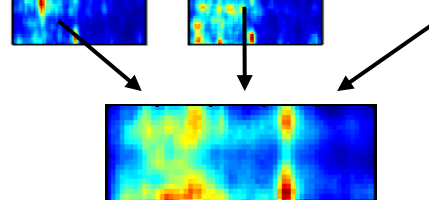
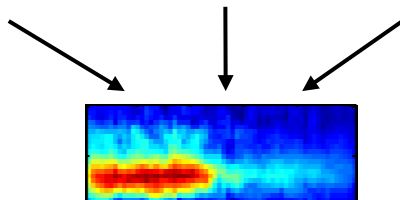
Filter (Gradient, Gauss)



Median

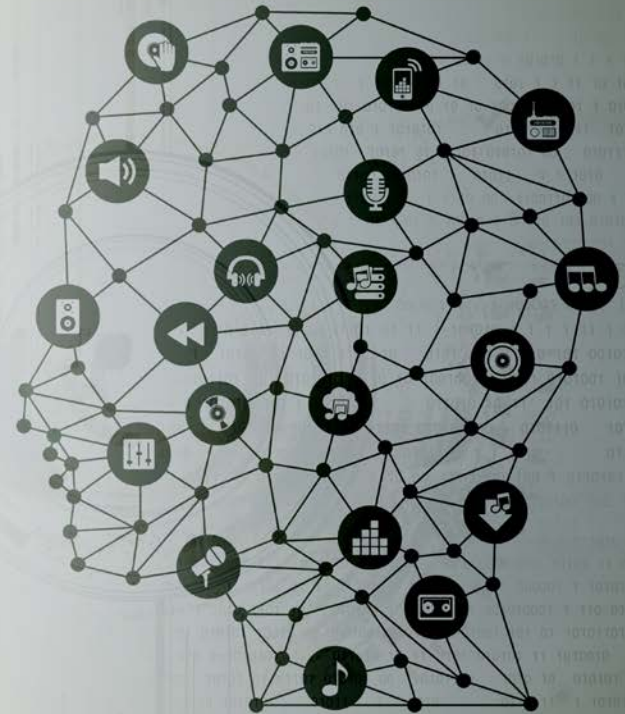
$24 \times 60 =$

1.440-dim feature vec.



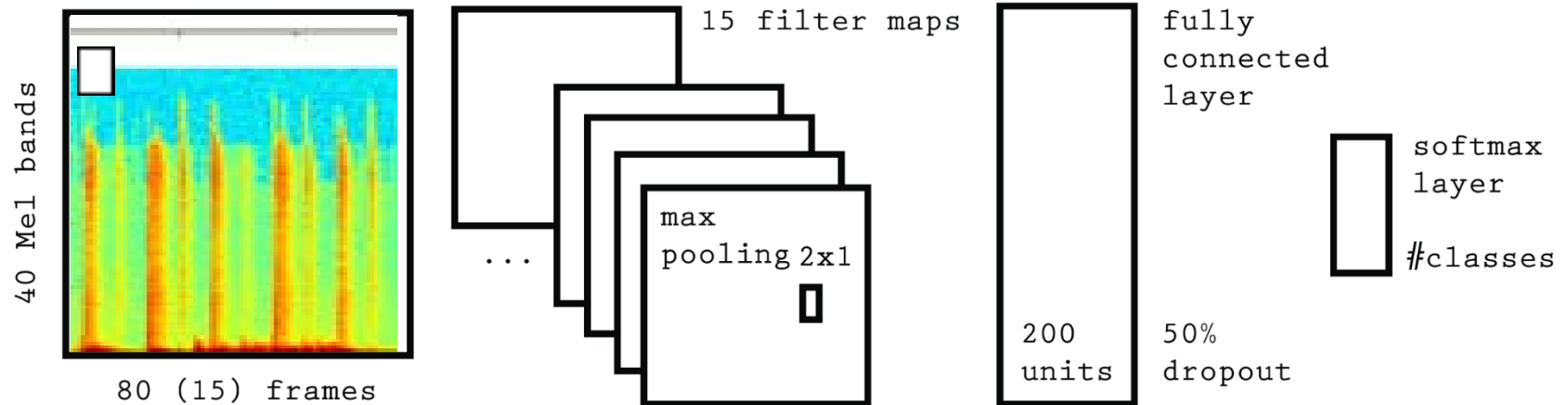
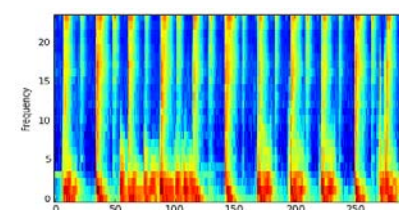
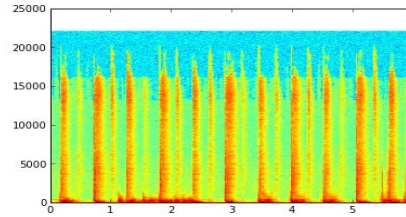
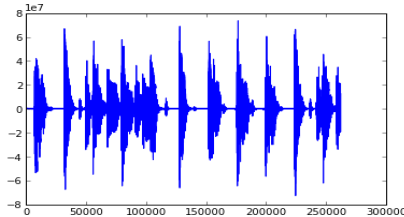
DEEP LEARNING

for
Music Information Retrieval



DEEP LEARNING FOR MUSIC IR

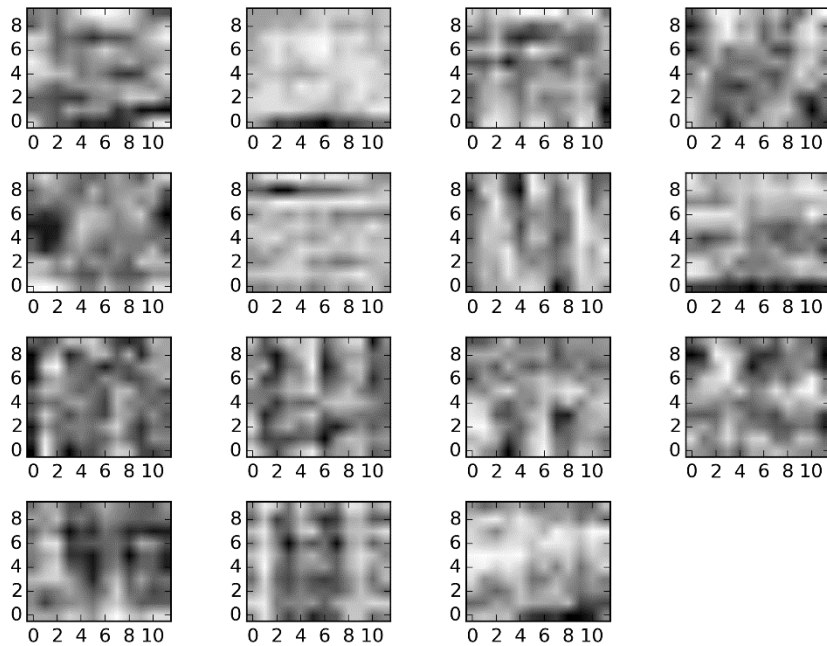
Pre-Processing: Waveform → Spectrogram → 40 Mel bands → Log scale



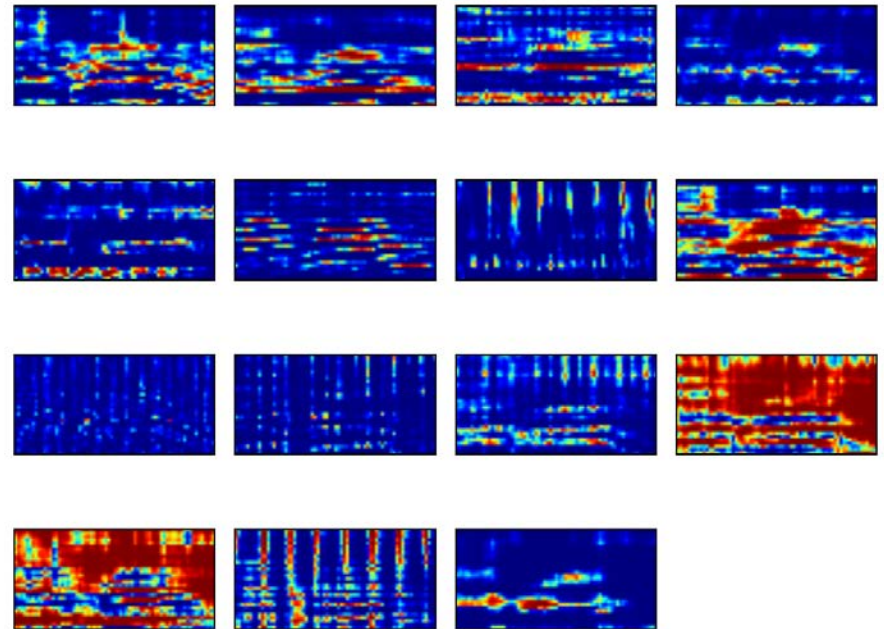
Winning algorithm MIREX 2015 music/speech classification task (99.73%) by Thomas Lidz

VISUALIZING CNN FILTERS LEARNED FOR MUSIC/SPEECH CLASSIFICATION

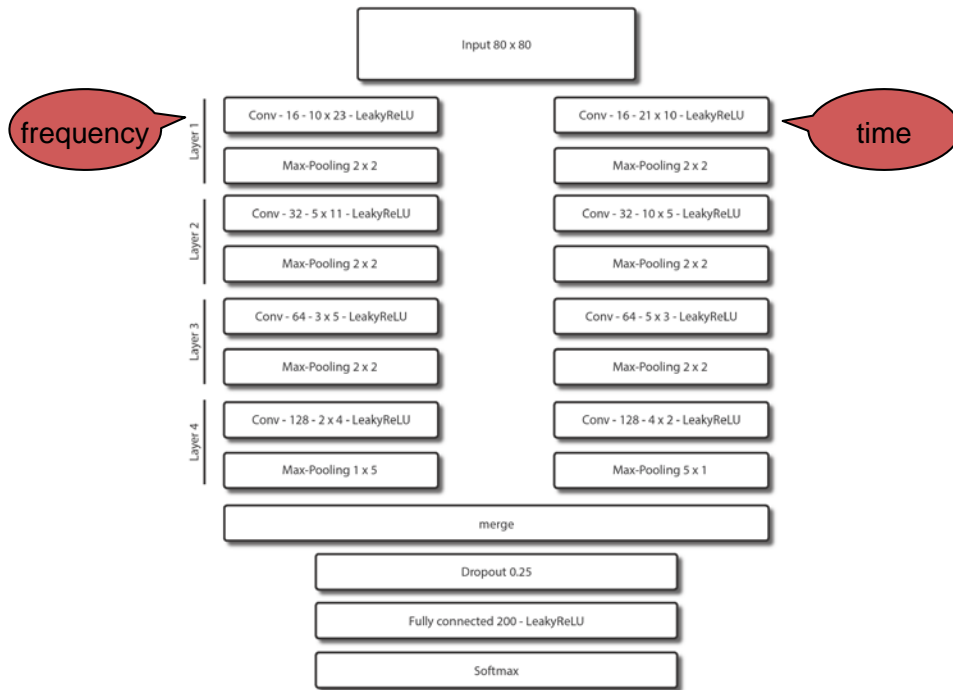
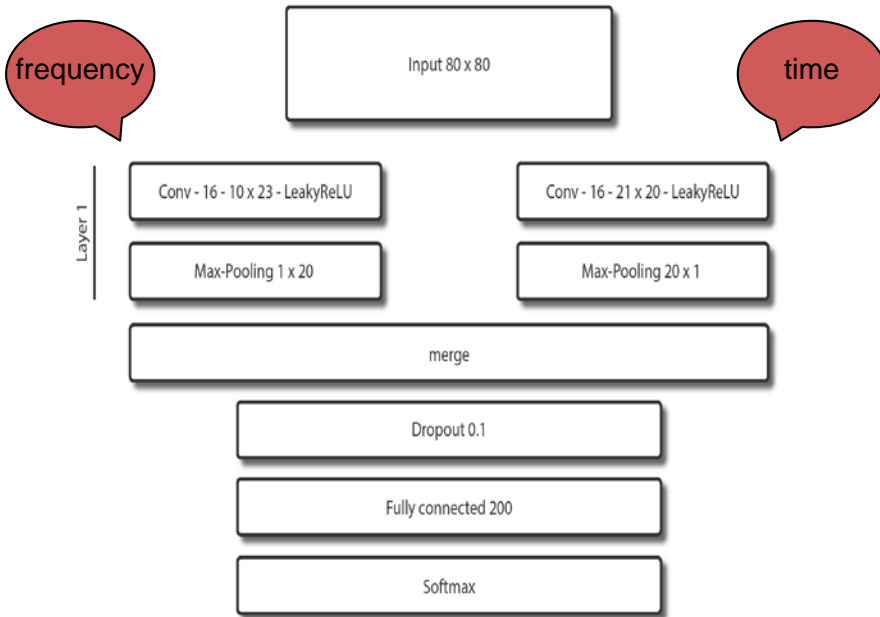
Learned Filter Weights



Convolved Spectrograms



DEEP VS. SHALLOW



100 epochs

200 epochs

	Shallow	Deep	Shallow	Deep
GTZAN	78.1	78.6	80.8	80.6
ISMIRgenre	85.5	84.1	84.9	85.1
Latin	92.4	94.4	93.5	95.1
MSD	63.9	67.2	/	/

THANK YOU!



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