



Introduction to **Audio Content Analysis**

module 1.0: introduction to MIR/ACA

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introduction

overview

corresponding textbook section

chapter 1

■ lecture content

- audio content analysis
- typical applications

■ learning objectives

- list goals and applications in ACA
- understand the general development of the field
- differentiate various fields related to ACA



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content in audio signals

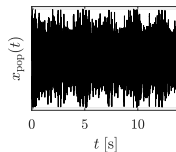
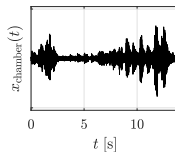
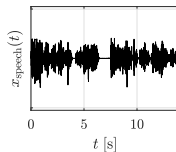
examples for audio signal content

■ speech

- text information
- speaker
- recording environment
- ...

■ music

- melody
- harmony
- structure
- instruments
- mood
- genre
- ...



introduction

audio content analysis — goals

Audio Content Analysis

The field of Audio Content Analysis (ACA) aims at designing and applying algorithms for the **automatic extraction of content information from the raw (digital) audio signal**.

This enables content-driven and content-adaptive services which describe, categorize, sort, retrieve, segment, process, and visualize the signal and its content.

introduction

audio content analysis — research fields

■ **speech** analysis

- speech recognition
- speech emotion recognition
- ...

■ **urban sound** analysis

- noise pollution monitoring
- audio surveillance
- ...

■ **industrial sound** analysis

- monitoring the state of mechanical devices (engines, etc.)
- monitoring the health of livestock
- ...

■ **musical audio** analysis

- music transcription
- music classification

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musical audio vs. other audio

music ...

- is a **wide band** signal
unlike many other audio signals
- comprises both **tonal and noise** components
like most audio signals
- combines **multiple sound sources**
unlike speech, like urban sound
- is a **poly-timbral** mixture
unlike industrial sound
- sources are **harmonically related and synchronous**
unlike other multi-source signals
- has a highly structured language that is **abstract**
unlike speech

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audio content analysis — related terms and areas

■ terminology

- *Music Informatics*
 - ▶ overarching term for nearly everything with music and computers
- *Music Information Retrieval (MIR)*:
 - ▶ analysis and retrieval of music data
 - ▶ includes audio, symbolic, and other data
 - ▶ might also cover other tasks (source separation, generation)
- *Machine Listening & Computer Audition*
 - ▶ focus on the recognition and understanding of music
- *Computational Auditory Scene Analysis (CASA)*
 - ▶ focus on human perception & cognition, understanding of the auditory scene

introduction

audio content analysis — research field

■ interdisciplinary

- digital signal processing
- machine learning / data mining
- musicology
- music psychology
- ...

■ ISMIR community

- annual conferences
- conference papers & Transactions
- ISMIR-Community mailing list
- MIREX: MIR Evaluation eXchange

■ related publication outlets

- *conferences*: ISMIR, ICASSP, ICME, SMC, DAFx, ACM MM, ...
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audio content analysis — history

■ historic

- mechanical devices

■ expert systems

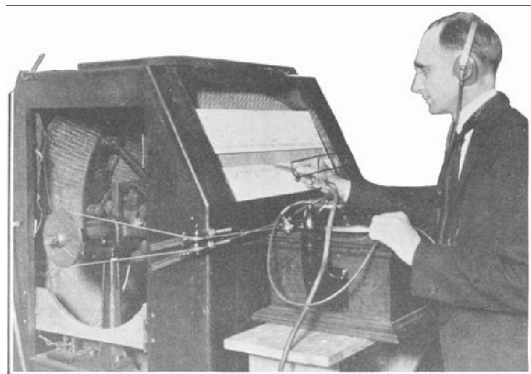
- rule-based approaches

■ data-driven **traditional ML systems**

- feature design plus ML engine

■ deep neural networks

- role of expert knowledge diminishes



The tonoscope for analyzing the pitch of the tones on a disk phonograph record

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audio content analysis — history

■ historic

- mechanical devices

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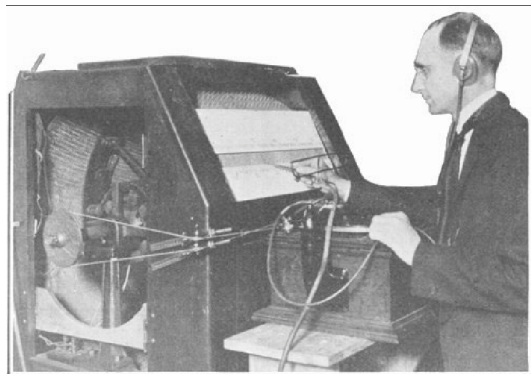
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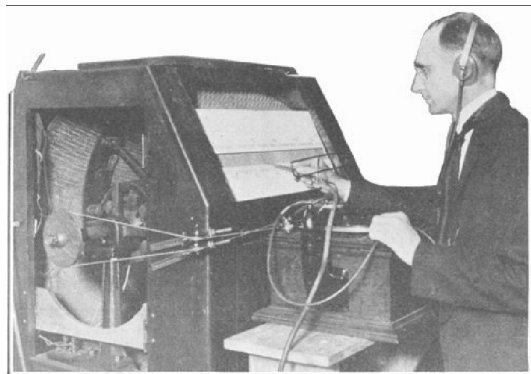
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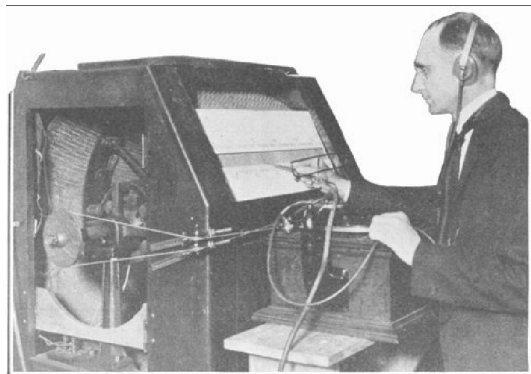
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■ music browsing and music discovery

- search & retrieval, similarity, interfaces (e.g., QBH)

■ music consumption

- creative music listening

■ music production

- adaptive parametrization, enhancements of creative process

■ music education

- musically intelligent software tutoring

■ generative music

- interactive soundtracks (games, video)

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(commercial) application examples

■ recommendation, playlist generation



lost.fm

PANDORA

■ fingerprinting



■ score following



■ (multi-) pitch detection

melodyne



summary

lecture content

■ audio content analysis

- aims at extracting data about the (musical) content from the music signal
- interdisciplinary field

■ related areas

- music information retrieval, machine listening, ...

■ applications cover music ...

- discovery, consumption, production, education, generation

