Introduction to Audio Content Analysis

Module 2.0: Audio Content Analysis Process

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corresponding textbook section

Chapter 2

■ lecture content

- audio content
- processing steps in a typical ACA system

■ learning objectives

- discuss typical forms of content in an audio signal
- describe the typical signal flow in an ACA system



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audio content sources

Georgia Center for Music Tech Technology

what are the sources of (musical) audio content?



audio content



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1 score/composition:

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- examples: melody, key, harmony, rhythmic patterns, ...

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3 production:

- aesthetic choices
- editing & processing
- examples: sound quality (EQ, microphone positioning), changes in timing and pitch

- **III** tonal: related to pitch
- 2 timbral: related to sound quality
- 4 temporal: related to rhythm and tempo

audio content categories

- 1 tonal: related to pitch
 - examples: melody, chords, intonation, vibrato, . . .
- 2 timbral: related to sound quality
 - examples: instrument(ation), playing technique, venue, audio processing, . .
- intensity-related: related to musical dynamics
 - examples: accents, loudness, . . .
- 4 temporal: related to rhythm and tempo
 - examples: timing, meter, rhythmic patterns, . . .

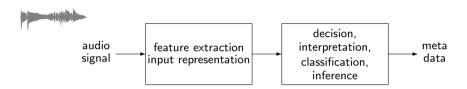
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other non-musical content descriptions: e.g., statistical, technical

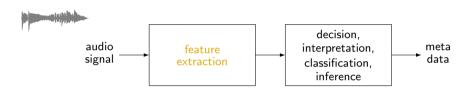


feature representation

- compact and non-redundant
- task-relevant
- easy to analyze

classification

 map or convert feature to comprehensible domain

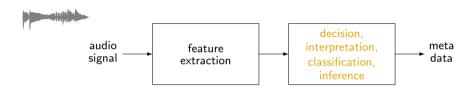


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audio content

- is shaped by the musical ideas (score), the music performance, and the (studio) production
- can relate to timbre, pitch, intensity, tempo and rhythm (but there is both lower level and higher level content)
- the flow chart of an ACA system at its most fundamental level shows
 - a feature extraction step to extract meaningful descriptors
 - a classification or inference step to produce a "human" result

