



Introduction to **Audio Content Analysis**

module 7.5: musical key recognition

alexander lerch

introduction

overview

corresponding textbook section

section 7.5

■ lecture content

- definition of musical key
- pitch chroma feature
- standard approach for key recognition

■ learning objectives

- explain the defining properties of a musical key
- implement a simple pitch chroma feature extractor
- describe and discuss a simple automatic key recognition system



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key

tonic & mode

- **tonic:** first scale degree
 - most “important” pitch class
- **mode:** set of diatonic pitch relationships
 - Major: 2, 2, 1, 2, 2, 2, 1
 - Minor: 2, 1, 2, 2, 1, 2, 2

Major (Aeolic) Minor

(Harmonic) Minor Dorian

Phrygian Lydian

Mixolydian Lokrian

Chromatic Wholetone

key

key & key signature 1/2

- **key:**
defined by *tonic* (root note) and *mode*
 - defines a set of pitch classes constructing both pitch and harmonic content
- **modulation** (local key changes):
common in various styles, uncommon in others
- **key signature:**
indicates current key with accidentals (score notation)

key

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key

key & key signature 2/2

C Major *G Major*

D Major *A Major*

E Major *B Major*

F# Major *Gb Major*

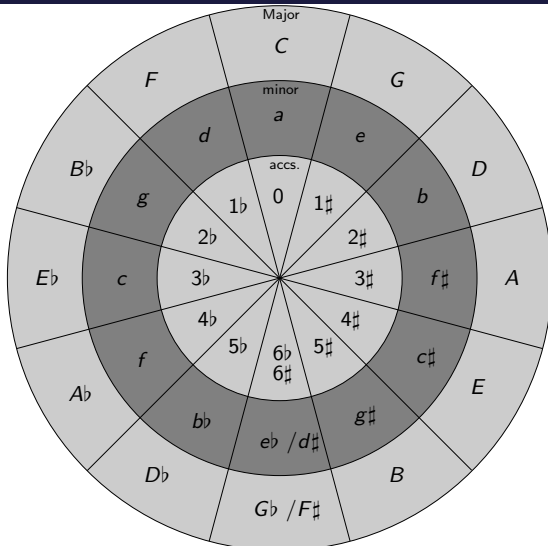
Db Major *Ab Major*

Eb Major *Bb Major*

F Major *C Major*

musical pitch

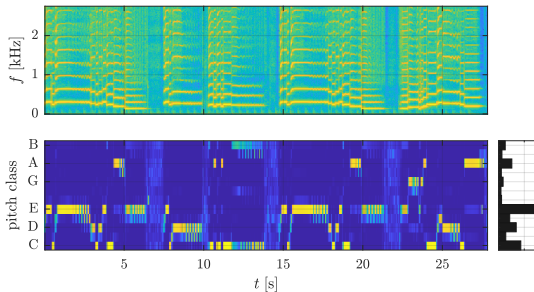
key: circle of fifths



pitch chroma

introduction

- pitch class distribution
- 12-dimensional vector
- **no** octave information
 - robust representation
 - no differentiation between unison and octave



pitch chroma

computation 1/2

- 1 divide spectral representation into **semi-tone bands**
- 2 compute mean per band

$$\mu(j, n) = \frac{1}{k_u(j) - k_l(j) + 1} \sum_{k=k_l(j)}^{k_u(j)} |X(k, n)|^2$$

- 3 sum/mean every 12th band

$$\nu(j \% 12, n) = \sum_{o=o_l}^{o_u} \mu(j, n),$$

$$\nu(n) = [\nu(0, n), \nu(1, n), \nu(2, n), \dots, \nu(10, n), \nu(11, n)]^T$$

pitch chroma

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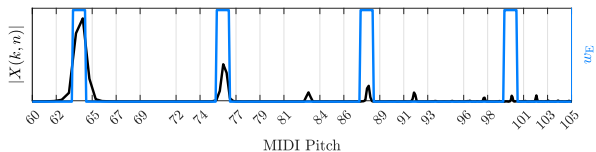
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pitch chroma

computation 2/2



pitch chroma

computation: simple variants

■ STFT:

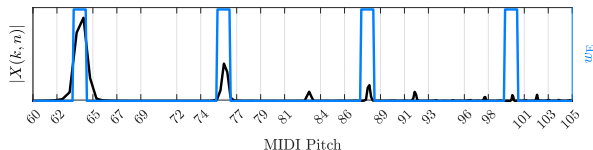
- *weighted* mean of bins (window function)
- *tonalness preprocessing* (local maxima etc)

■ sum of **filterbank** output energies

■ CQT:

- sum of bins/peaks

■ beat-synchronous chroma



pitch chroma

computation: simple variants

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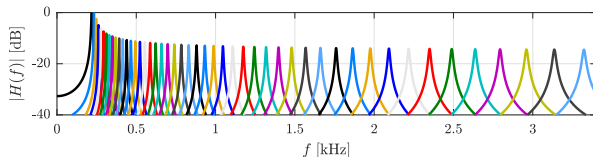
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pitch chroma

normalization

■ pitch chroma as *distribution*:

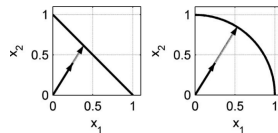
$$\sum_{k=0}^{11} \nu(k, n) = 1$$

■ pitch chroma as *vector*:

$$\sqrt{\sum_{k=0}^{11} \nu(k, n)^2} = 1$$

■ other options:

- e.g., short-term energy normalization (CENS)



pitch chroma normalization

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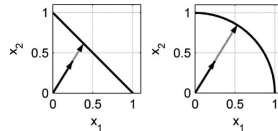
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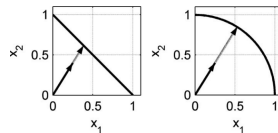
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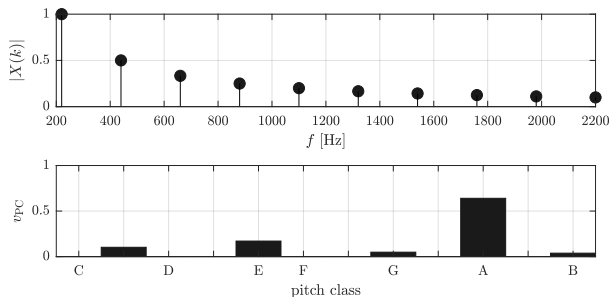
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pitch chroma

problem 1: amplitude distortion

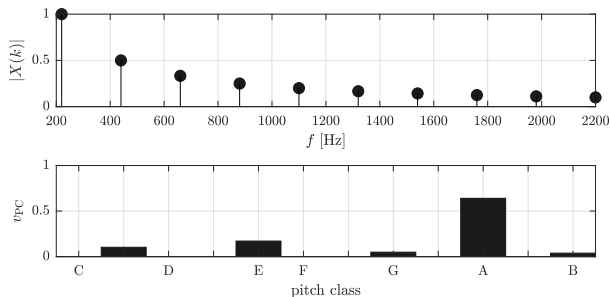


■ every pitch contains not only fundamental but higher harmonics

- ⇒ de-emphasize higher frequencies
- ⇒ build amplitude model
- ⇒ use multi-pitch detection system

pitch chroma

problem 1: amplitude distortion



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 - ⇒ de-emphasize higher frequencies
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pitch chroma

problem 2: frequency distortion

- higher harmonics are not “in-tune”

Harmonic	$ \Delta C(f, f_T) $
$f = f_0$	0
$f = 2 \cdot f_0$	0
$f = 3 \cdot f_0$	1.955
$f = 4 \cdot f_0$	0
$f = 5 \cdot f_0$	13.6863
$f = 6 \cdot f_0$	1.955
$f = 7 \cdot f_0$	31.1741
$\mu_{ \Delta C }$	6.9672

key detection

introduction

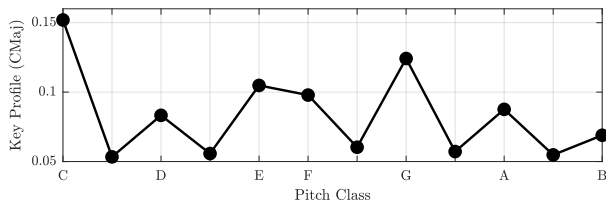
assumption:

- *pitch class distribution* is prototypical for key
 - tonic/root note is tonal center
 - tonal and harmonic relations define importance and occurrence of individual pitch classes
 - different root notes result in simple shift of distribution

key detection

processing steps of simple key detection

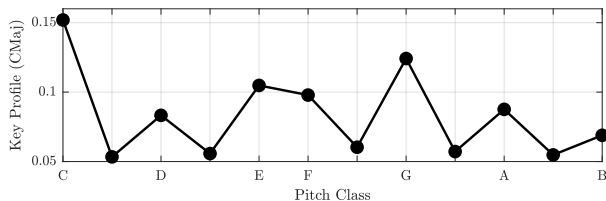
- 1 define reference distribution for specific keys
- 2 extract average pitch chroma from audio
- 3 compute distance between template and extracted chroma



key detection

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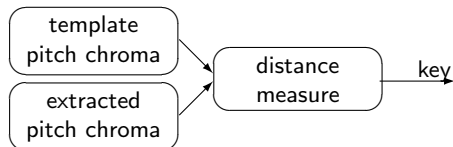
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key detection

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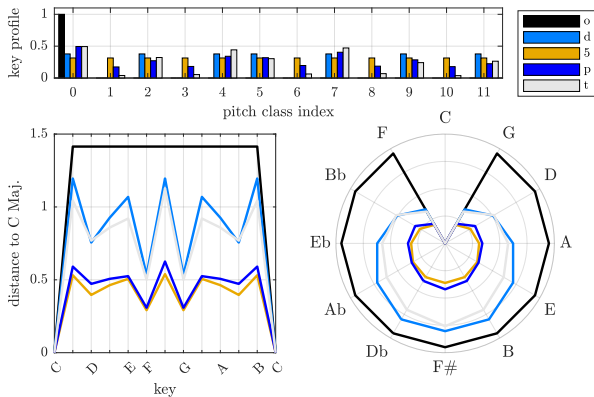
key template distance animation



key detection

key templates

- *Orthogonal* ν_o : root note is most salient component, other components negligible
 - same distance to all keys
 - no major/minor distinction
- *Diatonic* ν_d : all key-inherent pitches weighted equally
 - linear increasing key dist
- *Probe tone Ratings* ν_p : derived from perceptual tonal similarity
- *Extracted Key Profiles* ν_t : derived from real-world data



key detection

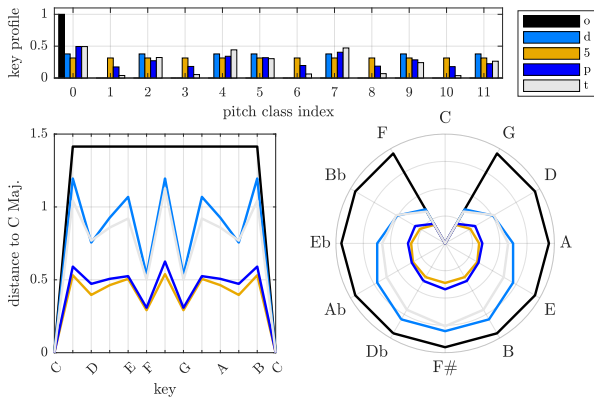
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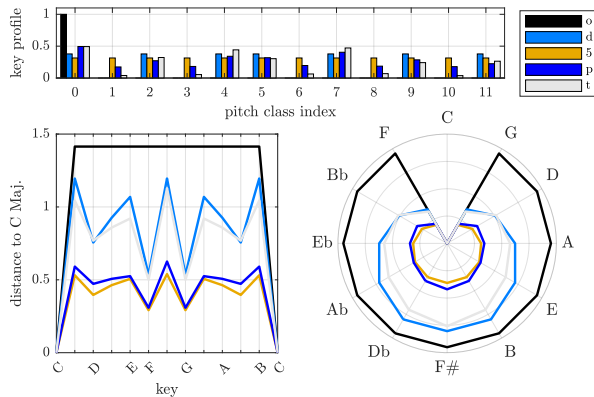
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key detection

key templates

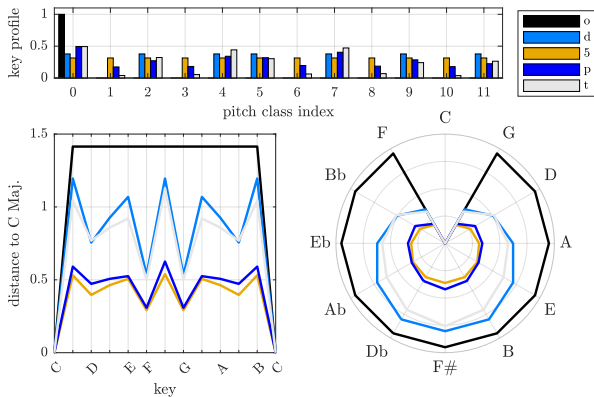
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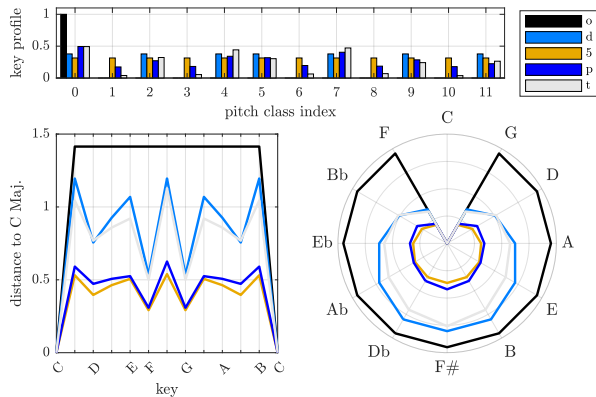
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key detection

variants

- **tonalness weight:**
estimate the tonality/noisiness and weight instantaneous pitch chroma
- **multiple estimations:**
split piece into regions and estimate key through majority
- **real-time key detection:**
estimate in sliding window

key detection

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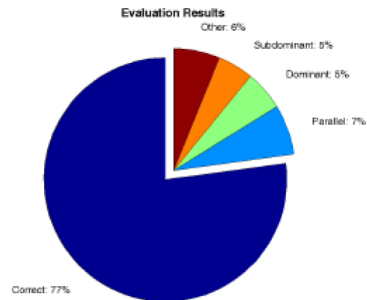
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key detection

results & typical errors

■ typical errors: related keys

- Dominant
- Subdominant
- Relative
- Major/Minor



graph from¹

¹A. Lerch, "Ein Ansatz zur automatischen Erkennung der Tonart in Musikdateien," in *Proceedings of the VDT International Audio Convention* (23. Tonmeistertagung), Leipzig, Nov. 2004.

summary

lecture content

■ musical key

- set of pitch classes constructing pitched content
- defined by *tonic* (important center) and *mode* (scale)

■ pitch chroma

- reduced 12-dimensional octave-independent pitch representation
- relatively robust against timbre variation

■ automatic key recognition

- standard approach is template-based
- extracted average pitch chroma is compared with predefined template
- inverse distance measure indicates key likelihoods

