Why audio features?

Description of sound

Why audio features?

- Description of sound
- Different features capture different aspects of sound

Why audio features?

- Description of sound
- Different features capture different aspects of sound
- Build intelligent audio systems

Audio feature categorisation

- Level of abstraction
- Temporal scope
- Music aspect
- Signal domain
- ML approach

Level of abstraction



High-level

Examples: instrumentation, key, chords, melody, rhythm, tempo, lyrics, genre, mood



Mid-level

Examples: pitch- and beat-related descriptors, such as note onsets, fluctuation patterns, MFCCs



Low-level

Examples: amplitude envelope, energy, spectral centroid, spectral flux, zero-crossing rate

Knees, P., & Schedl, M. (2016). *Music similarity* and retrieval: an introduction to audio-and web-based strategies

Temporal scope

- Instantaneous (~50ms)
- Segment-level (seconds)
- Global

Music aspect

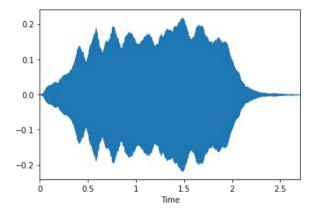
- Beat
- Timbre
- Pitch
- Harmony
- ...

• Time domain

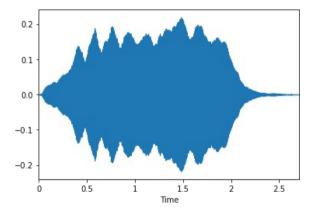
Time domain

Amplitude envelope Root-mean square energy Zero crossing rate

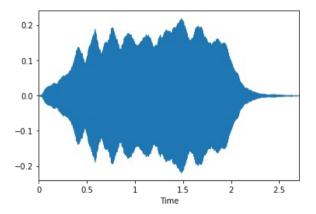
Time domain



- Time domain
- Frequency domain

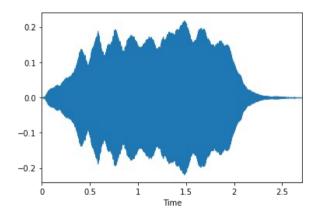


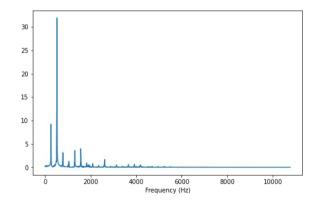
- Time domain
- Frequency domain



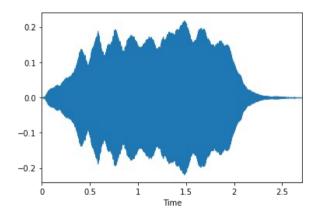
Band energy ratio Spectral centroid Spectral flux

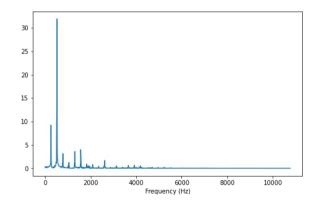
- Time domain
- Frequency domain





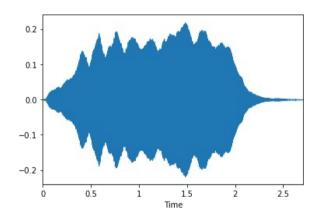
- Time domain
- Frequency domain
- Time-frequency representation

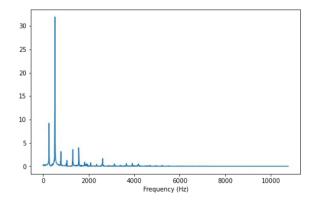




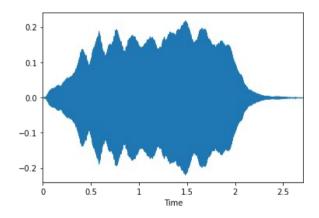
- Time domain
- Frequency domain
- Time-frequency representation

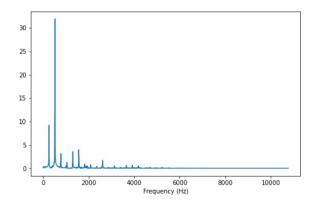
Spectrogram
Mel-spectrogram
Constant-Q transform

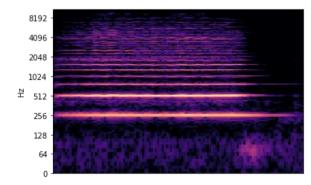




- Time domain
- Frequency domain
- Time-frequency representation







Machine learning approach

- Traditional machine learning
- Deep learning

Amplitude envelope
Root-mean square energy
Zero crossing rate
Band energy ratio
Spectral centroid
Spectral flux
Spectral spread
Spectral roll-off

- - -

Amplitude envelope

Root-mean square energy

Zero crossing rate

Band energy ratio

Spectral centroid

Spectral flux

Spectral spread

Spectral roll-off

- - -

Amplitude envelope Zero crossing rate Spectral flux

Amplitude envelope Zero crossing rate Spectral flux



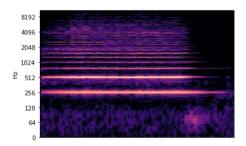
Traditional ML algorithm

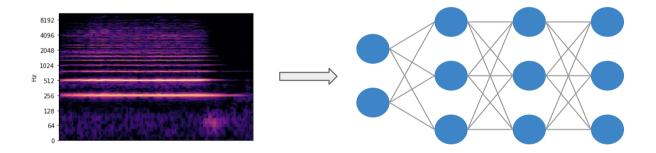
Amplitude envelope Zero crossing rate Spectral flux

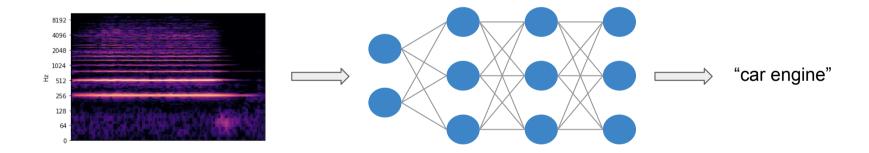
 $\qquad \qquad \Longrightarrow$

Traditional ML algorithm

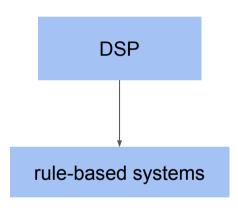
car engine"

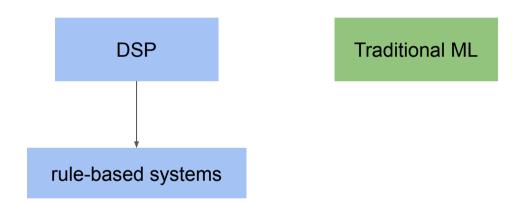


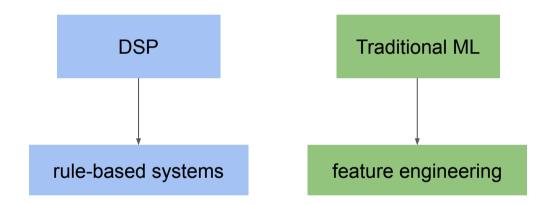


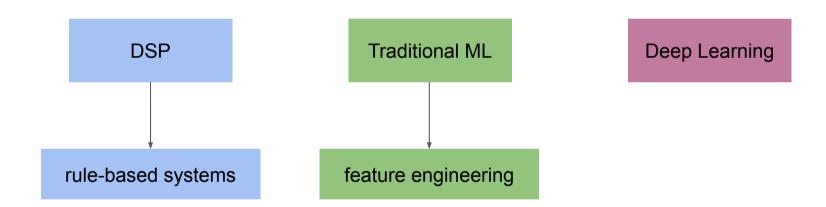


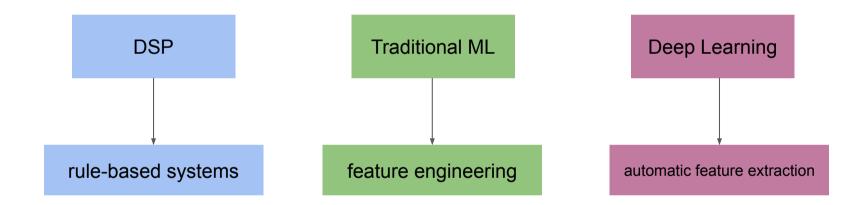
DSP











What's up next?

• Feature extraction pipeline