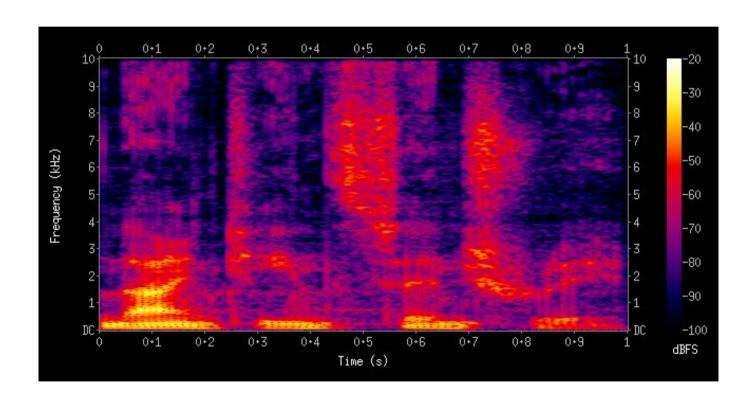
Previously...



Psychoacoustic experiment

Psychoacoustic experiment

- 1st sample: C2 C4 -> (65 262Hz)
- 2nd sample: G6 A6 -> (1568 1760Hz)

Psychoacoustic experiment

- 1st sample: C2 C4 -> (65 262Hz)
- 2nd sample: G6 A6 -> (1568 1760Hz)

200 Hz

Humans perceive frequency logarithmically

• Time-frequency representation

- Time-frequency representation
- Perceptually-relevant amplitude representation

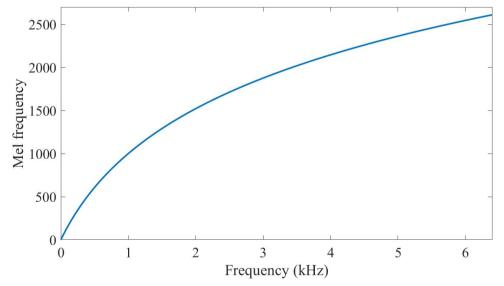
- Time-frequency representation
- Perceptually-relevant amplitude representation
- Perceptually-relevant frequency representation

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Mel spectrograms

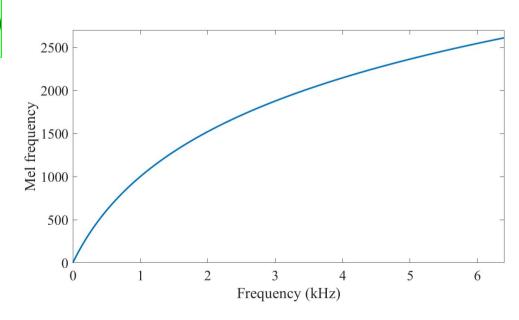
Mel-scale

- Logarithmic scale
- Equal distances on the scale have same "perceptual" distance
- 1000 Hz = 1000 Mel



Mel-scale

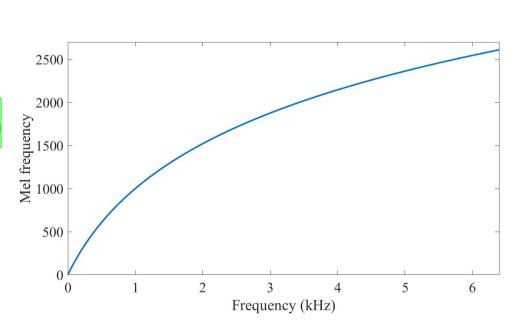
$$m = 2595 \cdot log(1 + \frac{f}{500})$$



Mel-scale

$$m = 2595 \cdot log(1 + \frac{f}{500})$$

$$f = 700(10^{m/2595} - 1)$$



Recipe to extract Mel spectrogram

- 1. Extract STFT
- 2. Convert amplitude to DBs
- 3. Convert frequencies to Mel scale

Recipe to extract Mel spectrogram

- 1. Extract STFT
- 2. Convert amplitude to DBs
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Convert frequencies to Mel scale

- 1. Choose number of mel bands
- 2. Construct mel filter banks
- 3. Apply mel filter banks to spectrogram

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It depends on the problem!

Convert frequencies to Mel scale

- 1. Choose number of mel bands
- 2. Construct mel filter banks
- 3. Apply mel filter banks to spectrogram

1. Convert lowest / highest frequency to Mel

$$m = 2595 \cdot log(1 + \frac{f}{500})$$

- 1. Convert lowest / highest frequency to Mel
- 2. Create # bands equally spaced points

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- 2. Create # bands equally spaced points

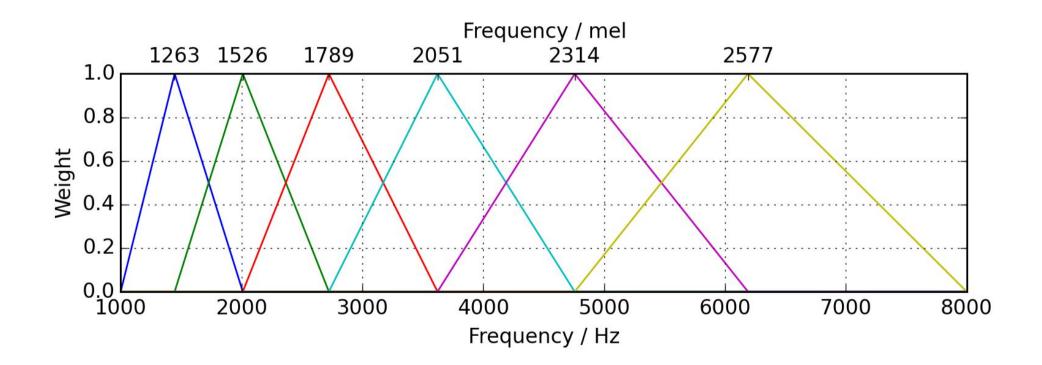


- 1. Convert lowest / highest frequency to Mel
- 2. Create # bands equally spaced points
- 3. Convert points back to Hertz

$$f = 700(10^{m/2595} - 1)$$

- 1. Convert lowest / highest frequency to Mel
- 2. Create # bands equally spaced points
- 3. Convert points back to Hertz
- 4. Round to nearest frequency bin

- 1. Convert lowest / highest frequency to Mel
- 2. Create # bands equally spaced points
- 3. Convert points back to Hertz
- 4. Round to nearest frequency bin
- 5. Create triangular filters



Mel filter banks' shape

(# bands, framesize / 2 + 1)

Convert frequencies to Mel scale

- 1. Choose number of mel bands
- 2. Construct mel filter banks
- 3. Apply mel filter banks to spectrogram

$$M = (\# bands, framesize / 2 + 1)$$

M = (# bands, framesize / 2 + 1)

Y = (framesize / 2 + 1, # frames)

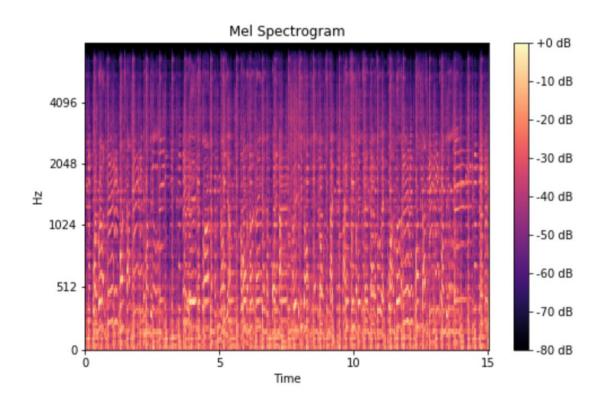
$$M = (\# bands, framesize / 2 + 1)$$

$$Y = (framesize / 2 + 1, # frames)$$

Mel spectrogram = MY

Mel spectrogram = MY

(# bands, # frames)



Mel spectrogram applications

- Audio classification
- Automatic mood recognition
- Music genre classification
- Music instrument classification
- ...

What's up next?

- Extract Mel spectrograms with Python and Librosa
- Visualise Mel spectrograms
- Extract and visualise Mel filter banks