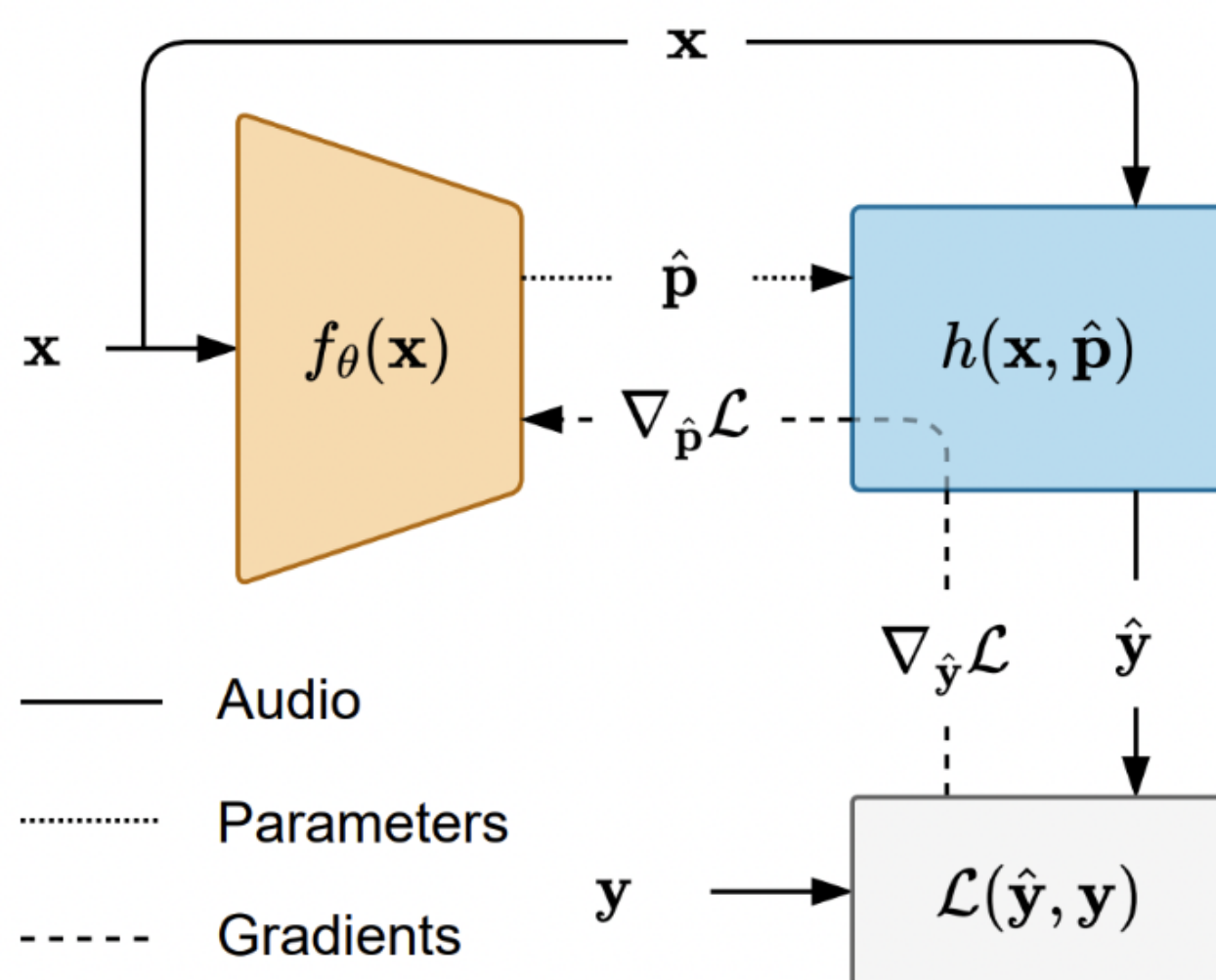


Designing and Controlling Audio Effects with Machine Learning

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Finding

Automatic differentiation has been shown empirically to perform best in order to train neural network models to learn to control audio effects, however this is a white-box approach that limits its applicability in real-world scenarios.

Question

How can we not only learn to control non-differentiable signal processors but also learn to dynamically construct an audio processing graph of these processors for specific tasks.