Loudness

CS185C Elton Vinh, Edward Huang

Dataset

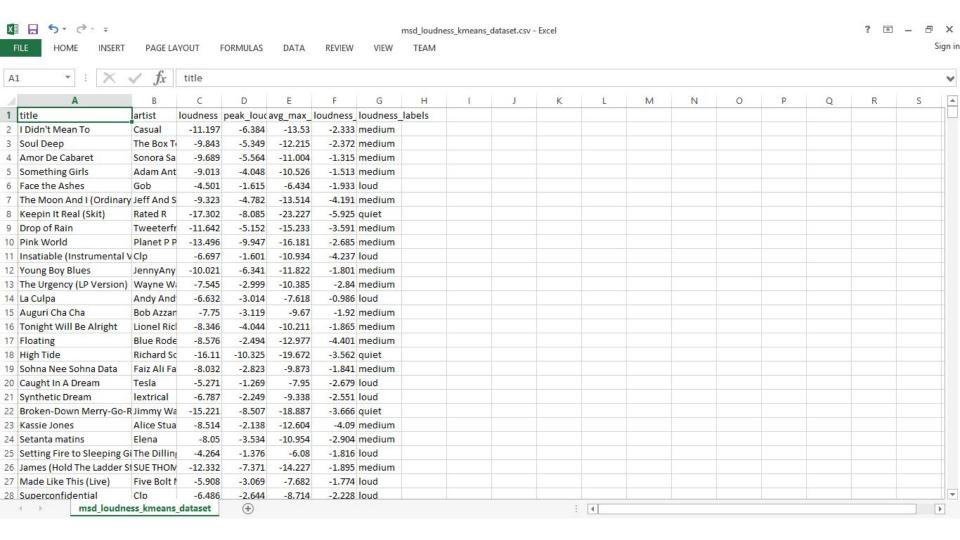
- Million Song dataset
 - Million Song Subset
 - Loudness Overall loudness in dB
 - Segments Loudness Max Max dB value within the given segment
 - Segments are musically relevant portions of the song
- Echonest API
 - Generated a large dataset through playlist feature
 - API didn't provide the information we needed

Features:

- loudness
 - general loudness of the track
- peak_loudness
 - max loudness
- avg_max_loudness
 - segment (~ musical event, or onset)
 - segments_loudness_max max loudness during each segment
 - average of max loudnesses during each segment
- loudness_diff_average
 - loudness_difference segment_loudness_max loudness
 - loudness_diff_average average of all differences

X, y

- X = loudness, peak_loudness, avg_max_loudness, loudness_diff_averages
 - shape=(n_samples, n_features)
 - o n_samples = 10,000
 - on features = 3
- y = loudness_labels
 - o loud
 - medium
 - quiet



Kmeans

• n_clusters = 3

Accuracy

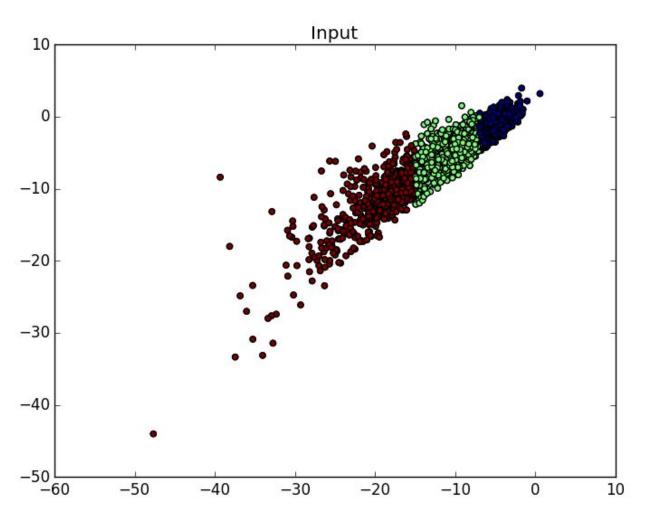
Precision

Recall

Matches: 2245

Accuracy: 0.6741741741741

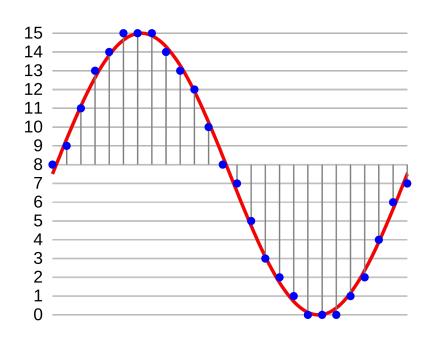
Genre/Algo	KMEANS
loud	0.55
	1.00
medium	0.78
	0.55
quiet	1.00
	0.51



avg_max_loudness

Pulse Code Modulation(PCM)

- Analog signals are represented as binary in the digital domain
- Analog signal measured at regular intervals(sampling)
- Amplitude is rounded off at predetermined levels(quantization)
- 16bit depth: 65,536 levels
- 24bit depth: 16,777,216 levels



Clipping

- What is clipping?
 - A form of waveform distortion
 - Often occurs when trying to increase Vrms
- Brickwall Limiting
 - Artificial brickwall limit
 - Removes transients
- How do we tell?
 - Waveform analysis
 - Decibel analysis
- Model
 - Features: loudness, loudness_diff_avg, peak_loudness, avg_max_loudness
 - Unsupervised Learning: k-means with two clusters for clipped and unclipped

Clipping

