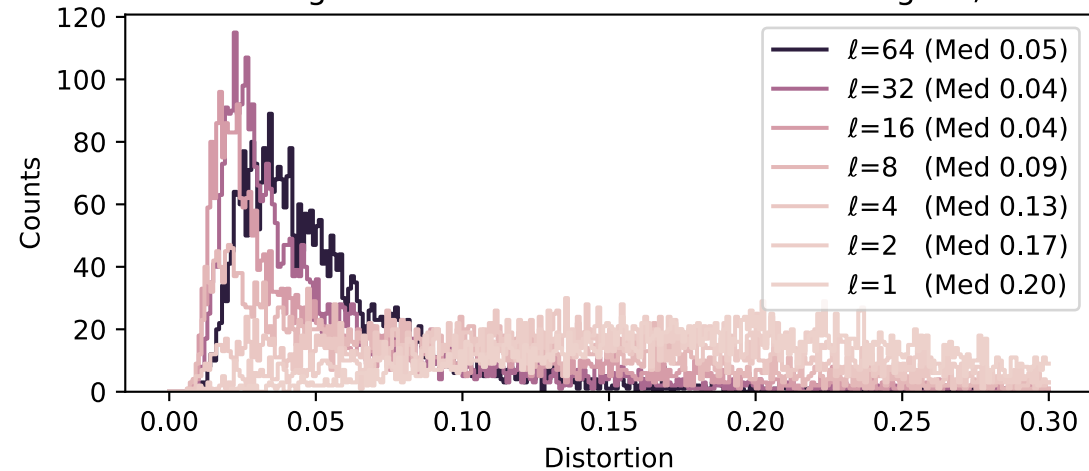


3D MeshSeg in GTzan Distortion vs Window Length ℓ , $\lambda=0.1$ 3D MeshSeg in GTzan SNR vs Window Length ℓ , $\lambda=0.1$ 