

# Results



	<b>Audfprint</b>	<b>Panako</b>	<b>Olaf</b>	<b>NeuralFP*</b>	<b>NeuralFP-spc</b>
<b>No_SS</b>	2.08%	6.43%	4.94%	<b>41.80%</b>	12.90%
<b>Moises</b>	+13.52%	+4.26%	+4.45%	+5.26%	+16.03%
<b>Demucs</b>	+13.25%	+2.13%	+2.92%	+3.50%	+13.34%
<b>MRX</b>	+10.88%	+1.97%	+2.45%	+1.11%	+11.25%
<b>UMX</b>	+10.16%	+1.86%	+2.05%	-0.38%	+10.04%
<b>UNetAtt_sharp</b>	+9.58%	+1.22%	+1.93%	-1.16%	+8.86%
<b>Dwave</b>	+9.42%	+1.01%	+1.39%	-1.81%	+8.43%
<b>UNetAtt_flat</b>	+9.30%	+0.75%	+1.27%	-1.93%	+7.45%
<b>UNet_large_sharp</b>	+8.62%	+0.43%	+1.19%	-4.48%	+7.20%
<b>Denoiser</b>	+8.35%	+0.39%	+1.12%	-5.74%	+6.79%
<b>USS</b>	+7.92%	-0.02%	+1.02%	-11.89%	+5.33%
<b>UNet_sharp</b>	+7.80%	-0.60%	+0.58%	-12.11%	+4.75%
<b>UNet_flat</b>	+7.47%	-1.58%	-0.09%	-13.85%	+2.88%
<b>Spleeter</b>	+7.43%	-1.59%	-0.23%	-16.11%	+2.72%
<b>WaveUNet</b>	+3.01%	-4.86%	-1.44%	-17.90%	-0.84%
<b>WaveUNet_sharp</b>	+2.65%	-5.12%	-4.36%	-28.02%	-8.19%
<b>XUMX</b>	+2.25%	-5.12%	-3.13%	-37.57%	-10.76%

# Conclusion

- Source separation helps somehow to identify more background music