

On the Impact and Interplay of Input Representations and Network Architectures for Automatic Music Tagging

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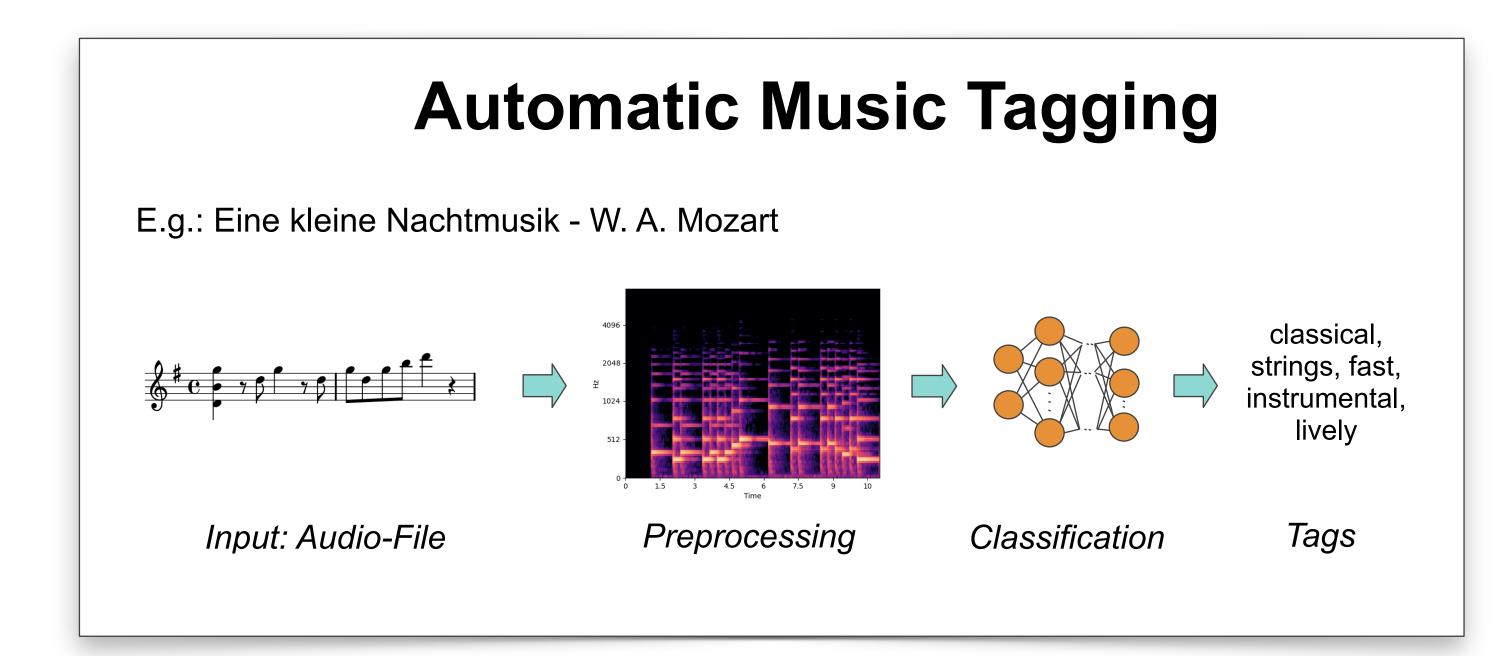
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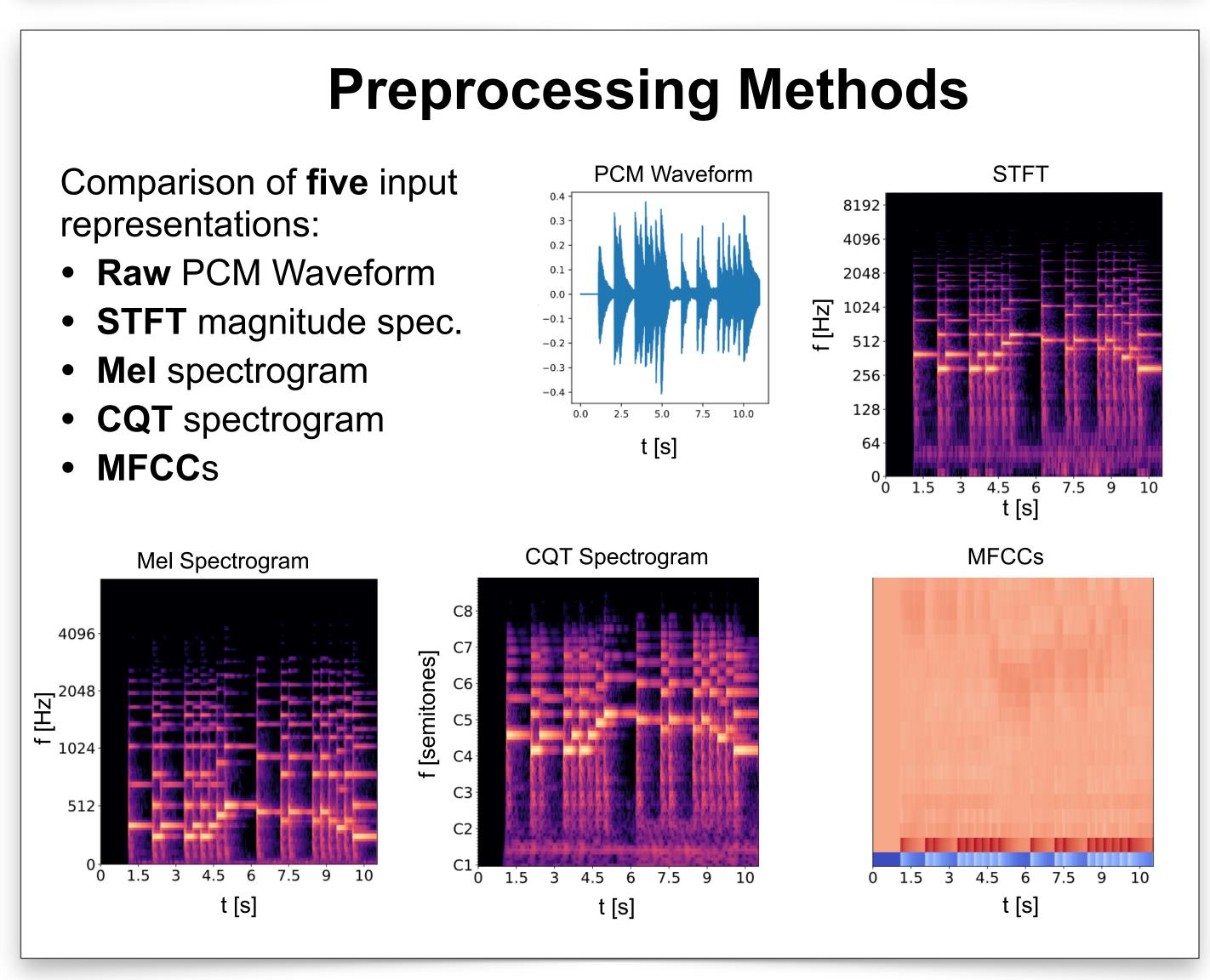
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Network Architectures

Comparison of **five** network architectures:

- VGG-16 [1]
- **ResNet** [2]
- **SENet** [3]
- Musicnn [4]
- Musicnn w/ dilated CNN frontend (Dilated CNN)

Experiment Setup

Datasets:

- MagnaTagATune (~25 000 examples)
- MTG-Jamendo (~55 000 examples)

Evaluation:

- Multiple runs (5-7) per configuration (5x5 configurations)
- ROC-AUC and PR-AUC metrics

Statistical analysis:

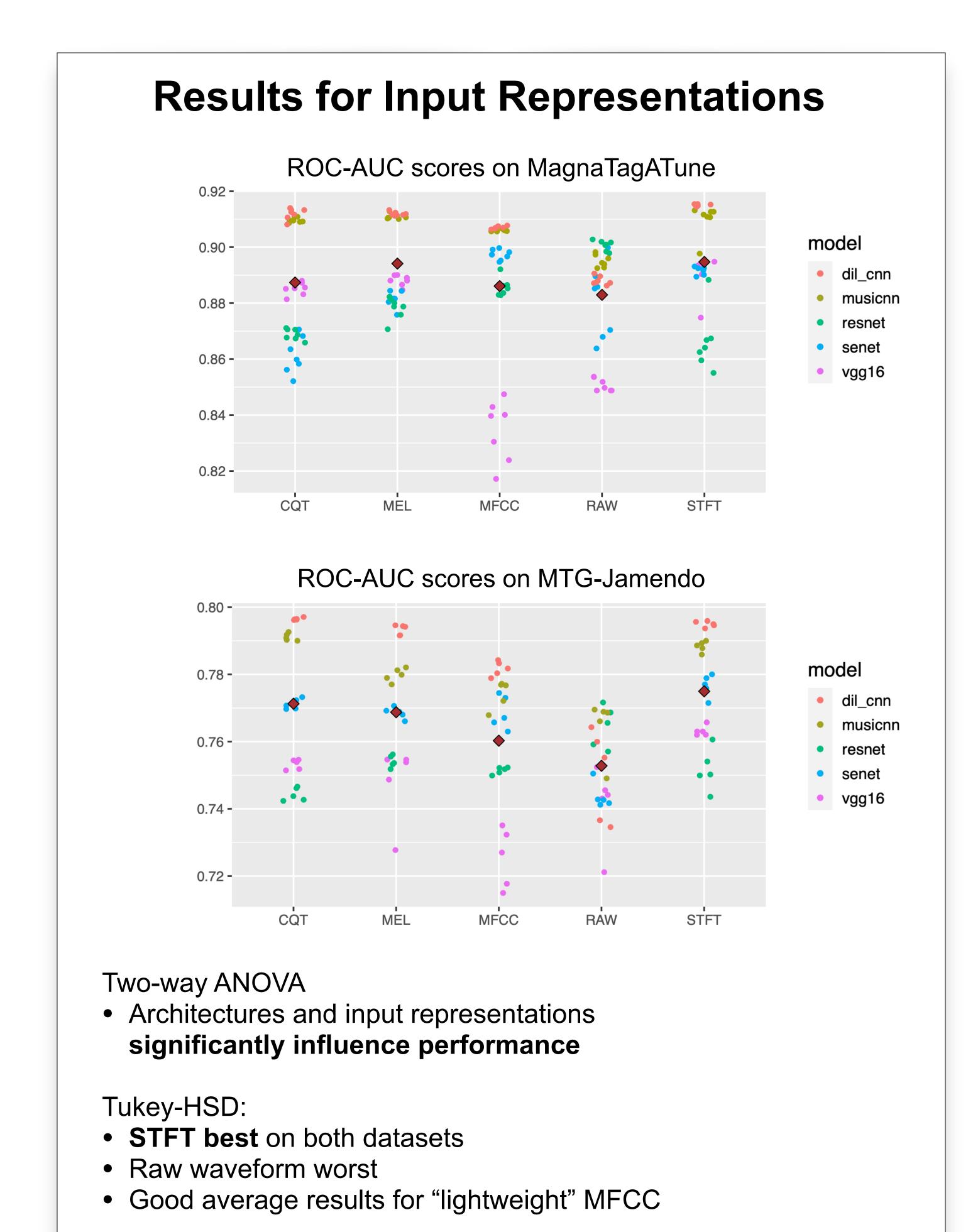
- Impact model preprocessing method (Two-Way ANOVA)
- Rank preprocessing methods (Tukey-HSD range test)

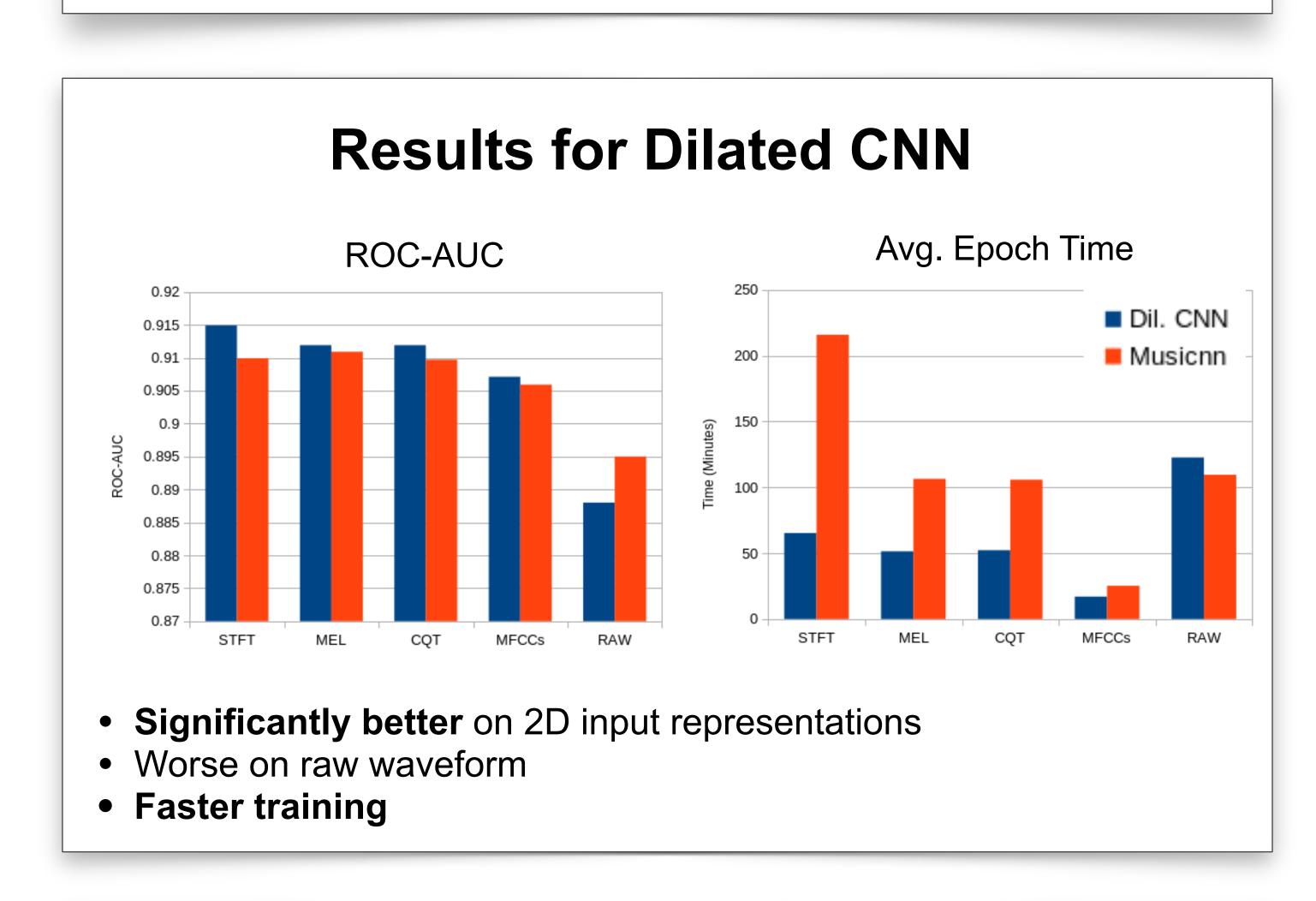
[1] K. Simonyan and A. Zisserman, "Very deep convolutional networks for large-scale image recognition," in Proceedings of the 3rd International Conference on Learning Representations (ICLR), San Diego, CA, USA, 2015.

[2] K. He, X. Zhang, S. Ren, and J. Sun, "Deep residual learning for image recognition," in Proceedings of the IEEE Conference on Computer Vision and Pattern Recognition (CVPR), Las Vegas, Nevada, USA, 2016.

[3] T. Kim, J. Lee, and J. Nam, "Sample-level CNN architectures for music auto-tagging using raw waveforms," in Proceedings of the 43th IEEE International Conference on Acoustics, Speech and Signal Processing (ICASSP), Calgary, AB, Canada, 2018.

[4] J. Pons and X. Serra, "Musicnn: Pre-trained convolutional neural networks for music audio tagging," in Late Breaking and Demos of the 20th International Society for Music Information Retrieval Conference (ISMIR), Delft, The Netherlands, 2019.





Conclusions

- Input representation does influence performance
- No consistent trends for individual tag categories
- Dilated CNN can improve performance and training time