

THE DEVELOPMENT OF A DRUM IDENTIFIER AND TRANSCRIBER

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AUTOMATIC DRUM TRANSCRIPTION

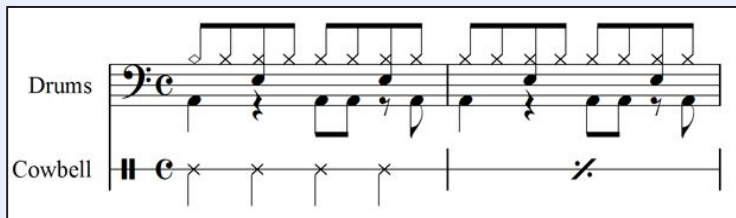
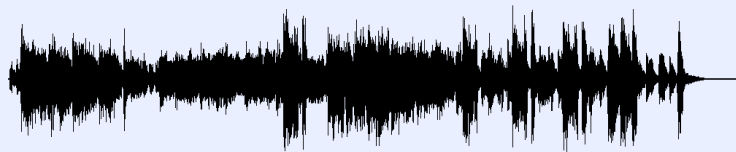


Figure 1. An Audio Waveform Turned into Drum Sheet Music

- Audio File to Symbolic Representation
 - Sheet Music or MIDI File
- Differentiate Noise-Based Instruments

PARTS OF A DRUM SET

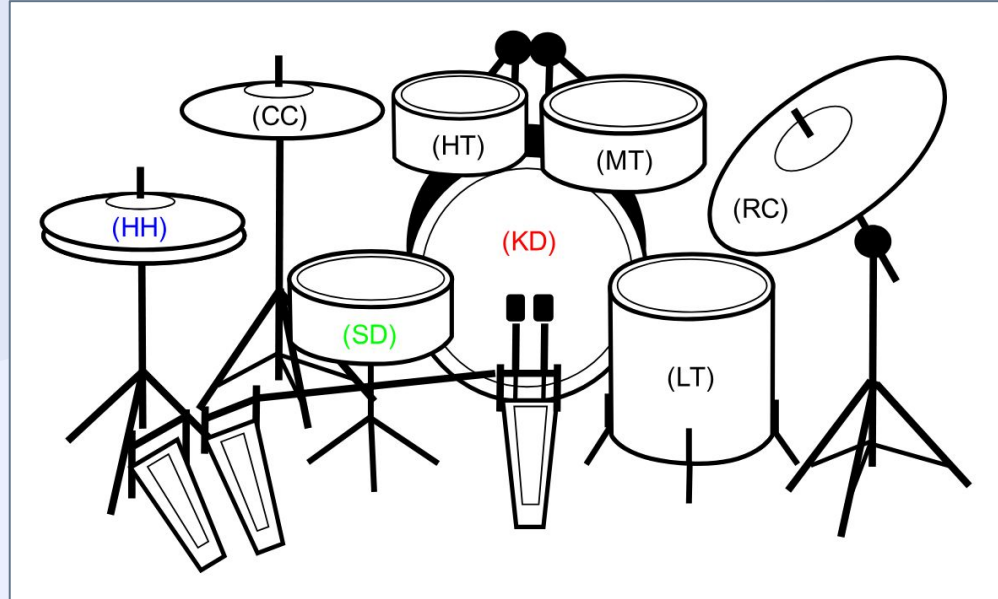


Figure 2. Most Important Parts of a Drum Kit. Adapted from “A Review of Automatic Drum Transcription” by Wu et al, 2018, *IEEE*

RELATED WORK

- Onset & Frames
(Callender et al., 2020)
- DT Ensemble
(Vogl et al., 2018)

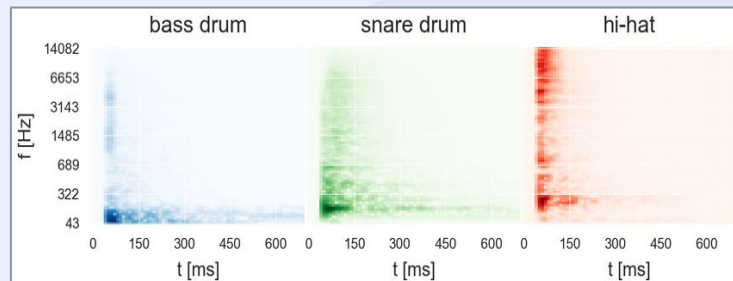


Figure 3. Spectrograms for drum sounds. Adapted from "Deep Learning Methods for Drum Transcription" by R. Vogl, 2018, Nov, Computational Perception.

RELATED WORK

- Seq2Seq
(Hawthorne et al., 2021)
- hFT-Transformer
(Toyama et al., 2023)
- MT3
(Gardener et al., 2022)

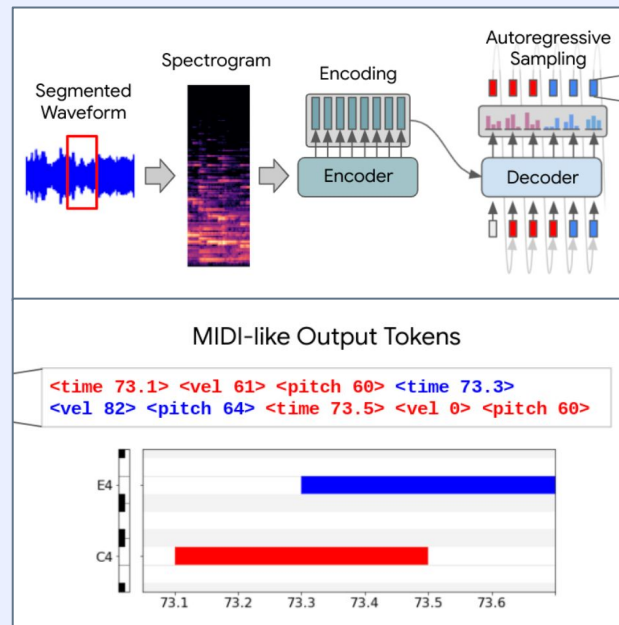
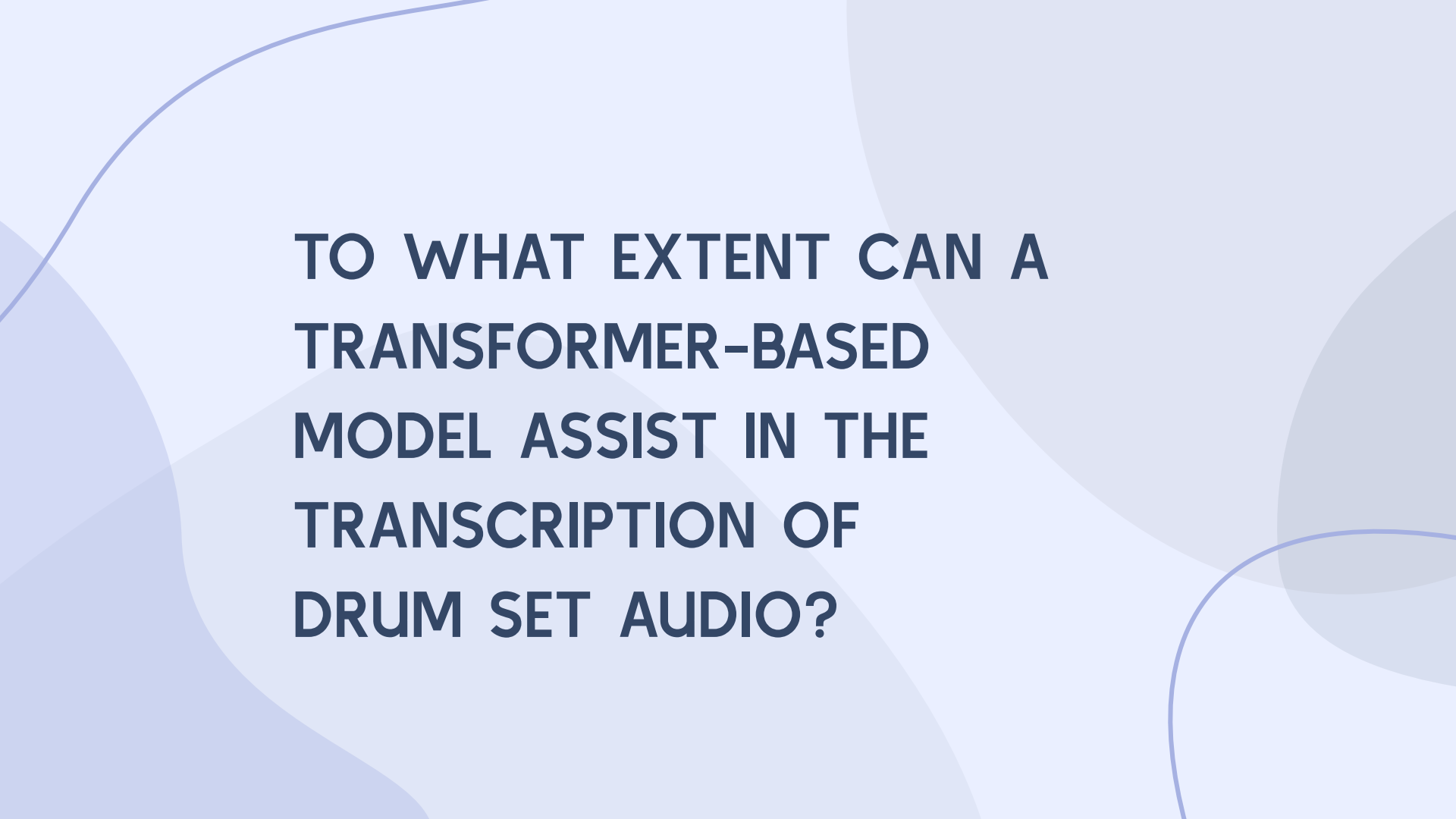


Figure 4. Generic Encoder-Decoder Architecture. Adapted from "Sequence to Sequence Piano Transcription with Transformers" by Hawthorne et al., 2021, *ISMIR*.



**TO WHAT EXTENT CAN A
TRANSFORMER-BASED
MODEL ASSIST IN THE
TRANSCRIPTION OF
DRUM SET AUDIO?**

DATASET - E-GMD

444

**Hours of Drum
Set Audio**

45,537

**Total
Sequences**

22

**Instrument
Mappings**

DATASET - IMST

2

**Hours of Drum
Set Audio**

104

**Total
Sequences**

3

**Instrument
Mappings**

MODEL STRUCTURE

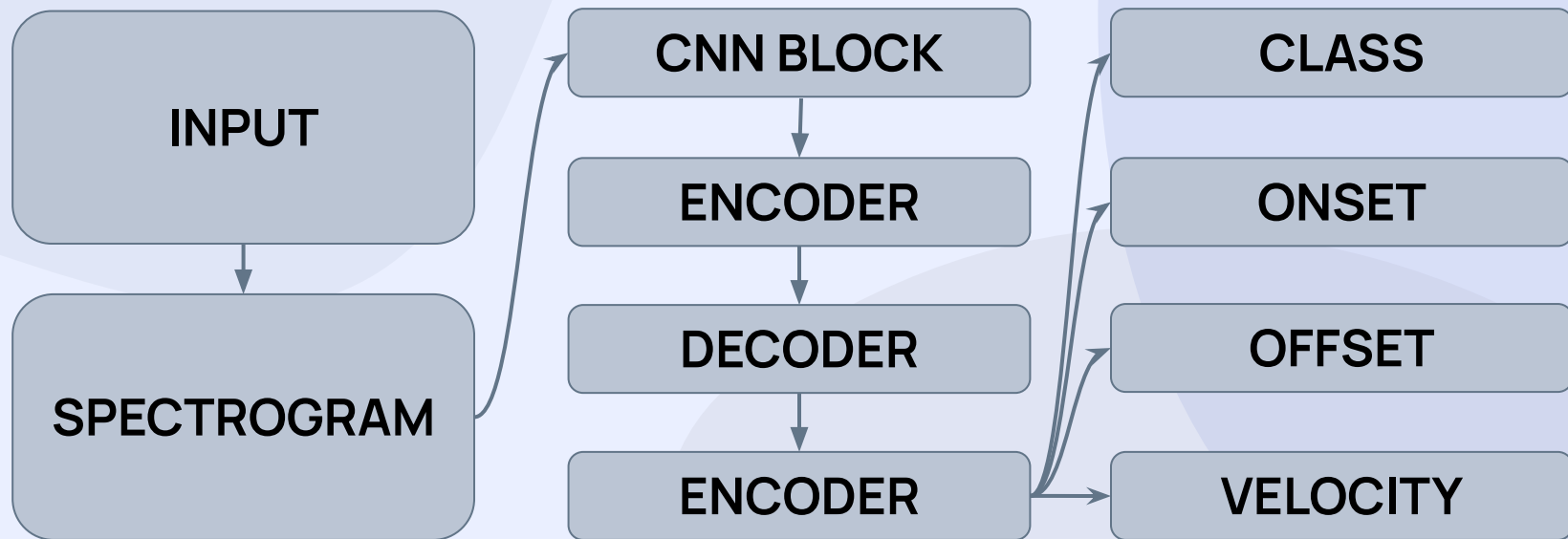


Figure 5. Flowchart for the structure of the model.

SPECTROGRAM INPUT

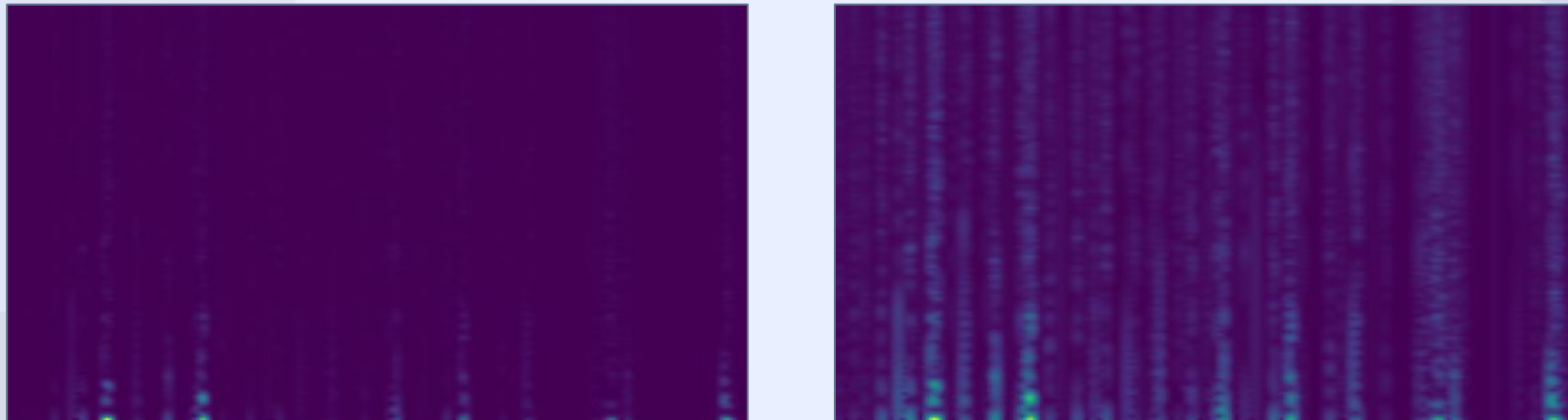


Figure 6. Example of Spectrogram Input. Left is unmodified. Right is square-rooted for visualization.

MODEL STRUCTURE

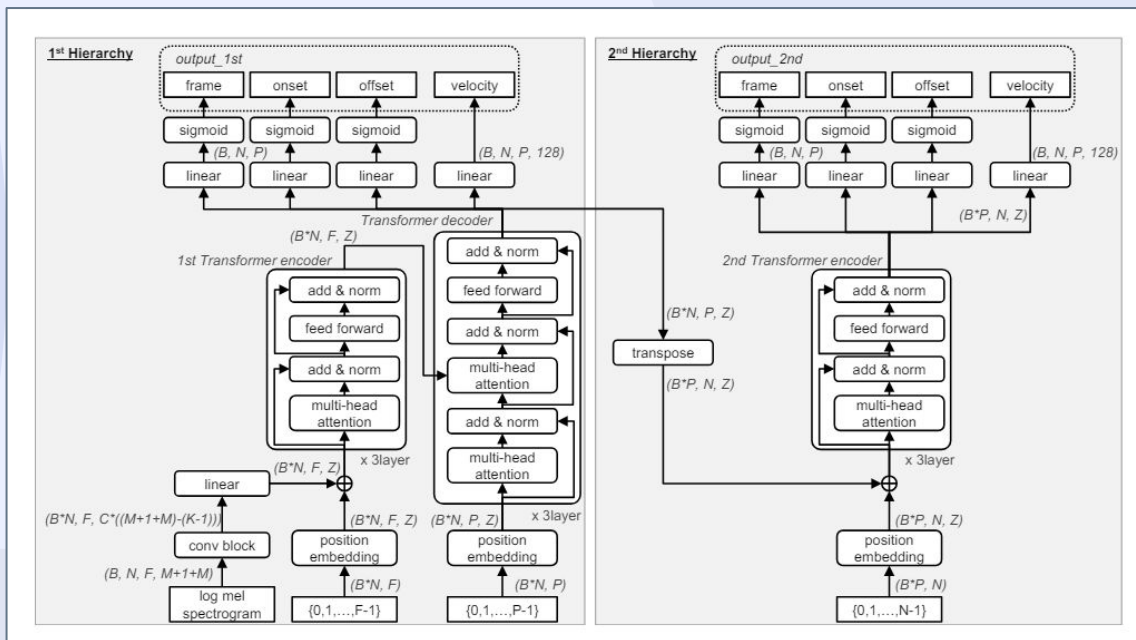


Figure 7. More Detailed Flowchart of the Model Architecture. Adapted from “Automatic Piano Transcription with Hierarchical Frequency-Time Transformer” by Toyoma et al., 2023, *ISMIR*

CHALLENGES



Figure 8. A GPU Server Room

- Overfitting Tests
- Training Processing Power
- Multi-GPU Training

RESULTS - LOSS

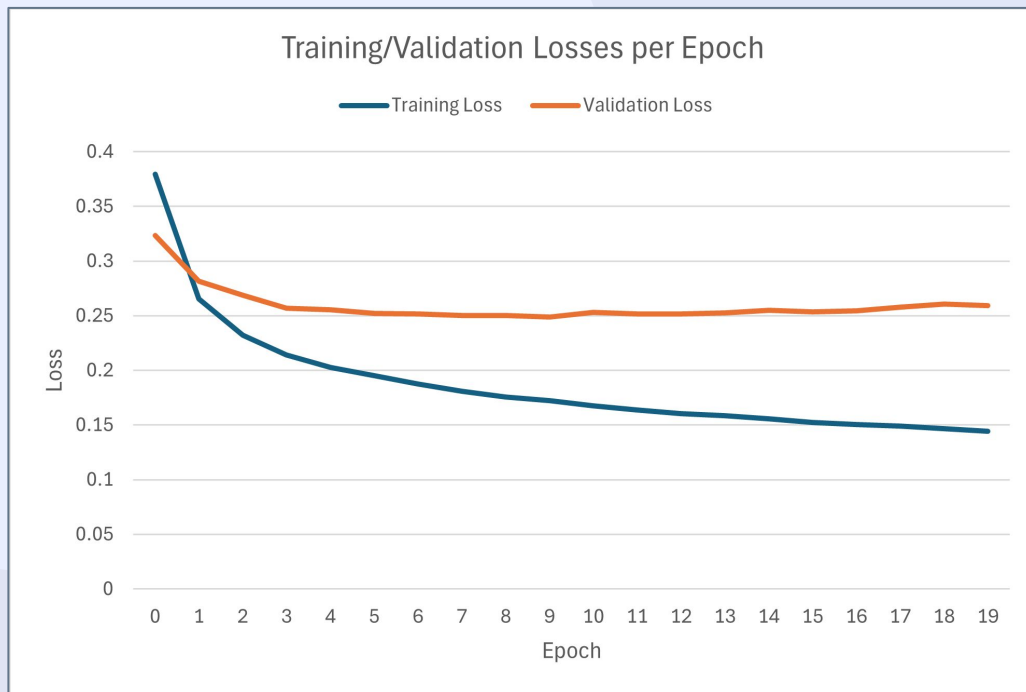


Figure 9. Shows Training and Validation Loss per Epoch Number

RESULTS – BEST EPOCH

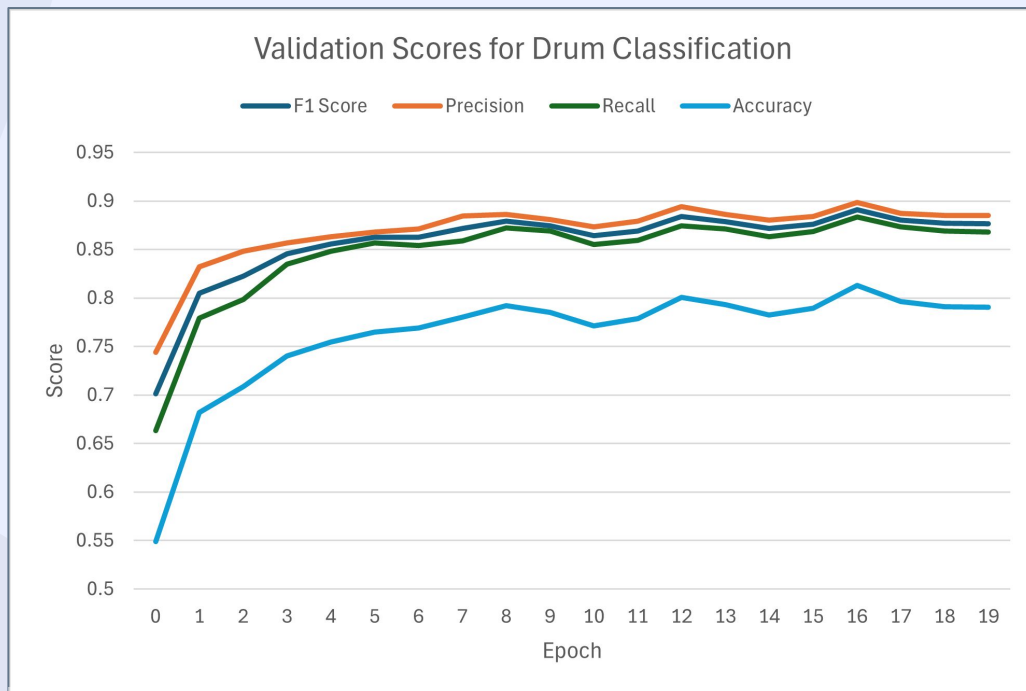


Figure 10. Shows Classification Scores per Epoch Number

RESULTS – BEST EPOCH

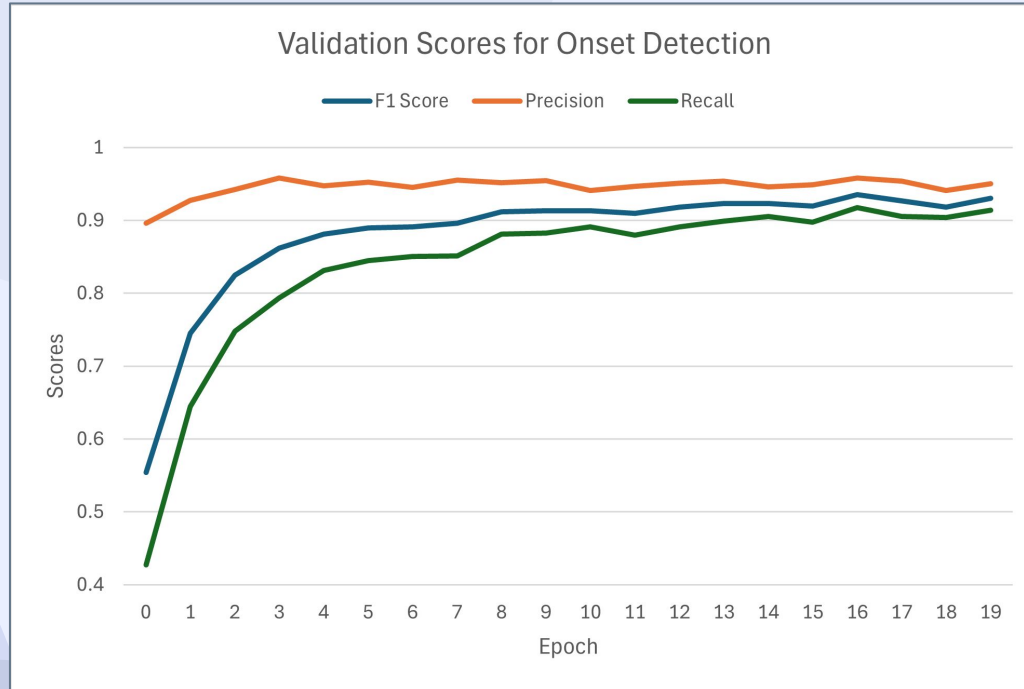


Figure 11. Shows Onset Scores per Epoch Number

RESULTS - BEST EPOCH

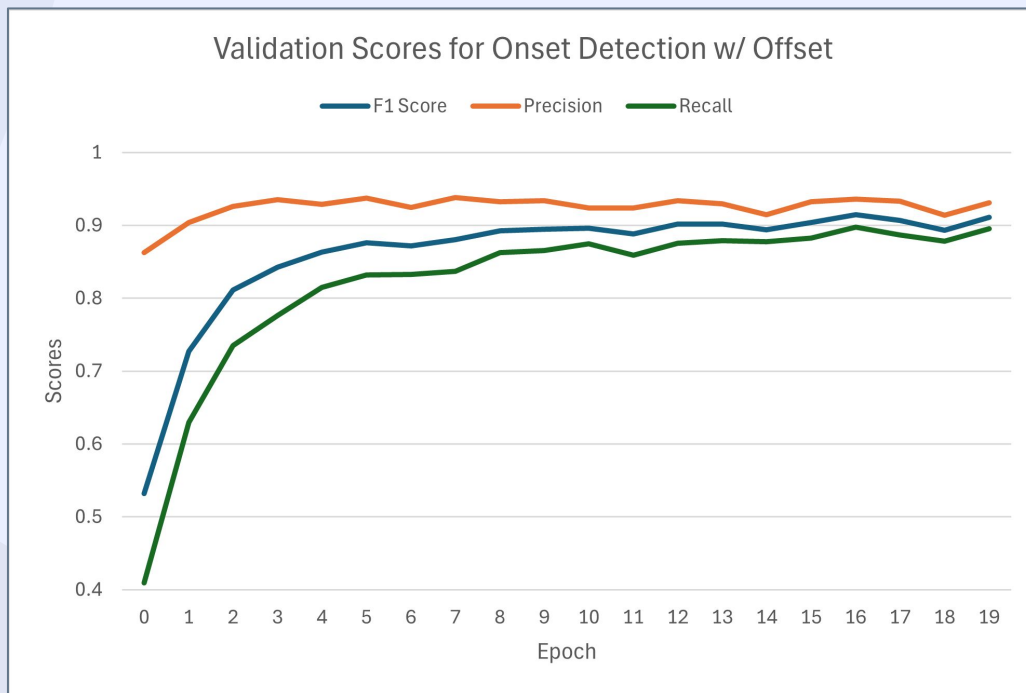


Figure 12. Shows Onset with Offset Scores per Epoch Number

RESULTS - BEST EPOCH

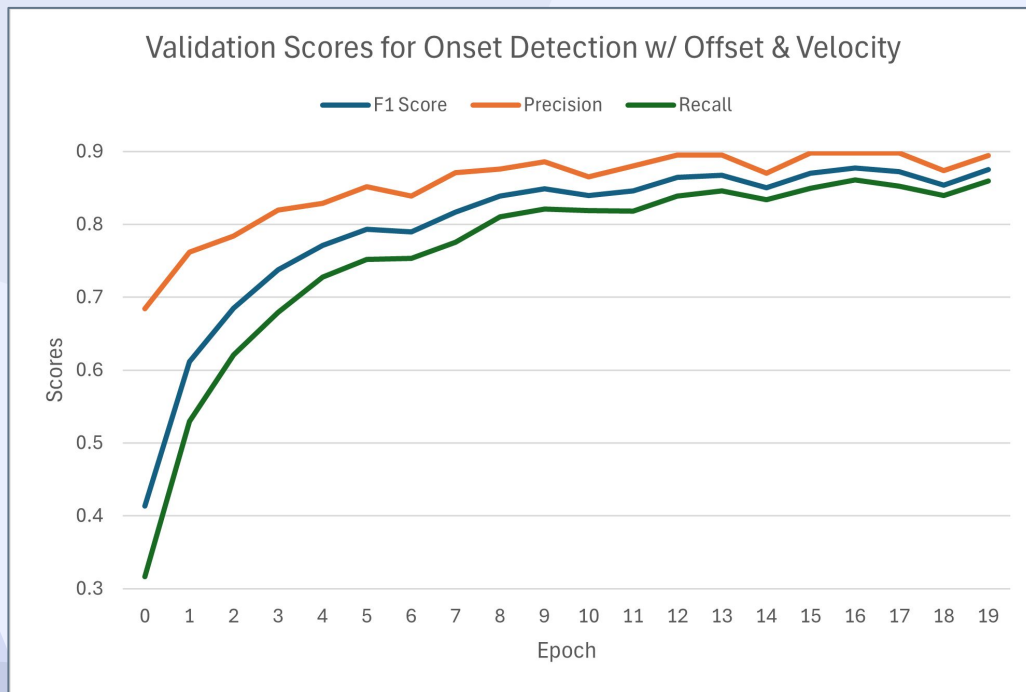


Figure 13. Shows Onset with Offset and Velocity Scores per Epoch Number

RESULTS - EVALUATION ON E-GMD

83.28

Class
F1 Score (%)

86.02

Onset
F1 Score (%)

83.67

Onset w/
Offset
F1 Score (%)

80.86

Onset w/
Offset &
Velocity
F1 Score (%)

RESULTS - COMPARISON ON E-GMD

MODEL	ONSET F1 (%)	VELOCITY F1 (%)
My Model	86.02	83.11
Onset & Frames	83.40	61.70
DT Ensemble	64.98	—

RESULTS - COMPARISON WITH E-GMD

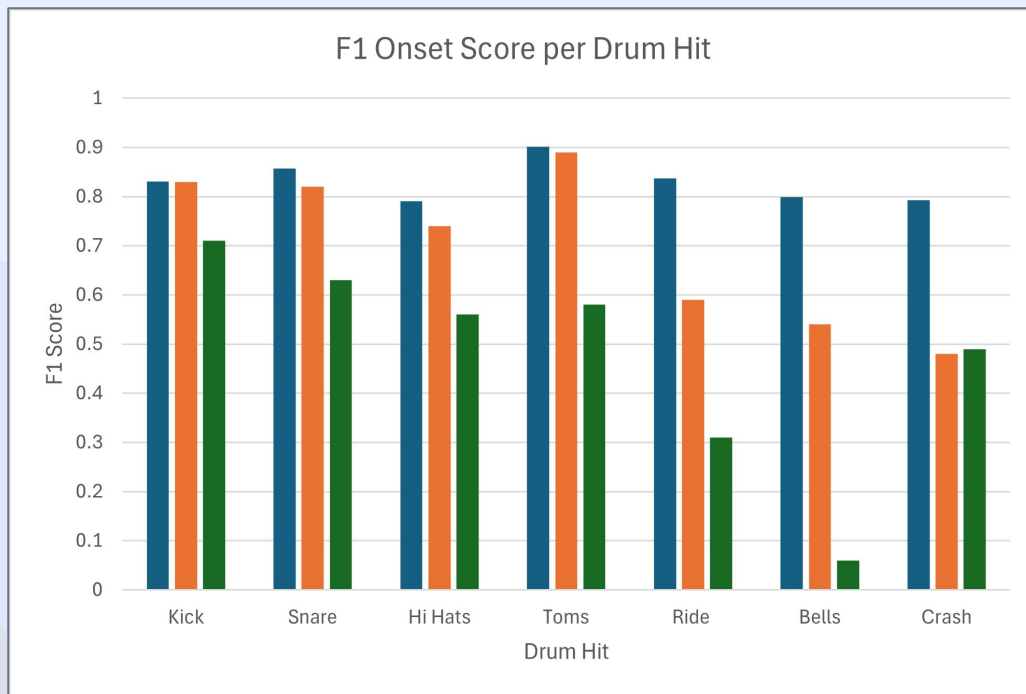


Figure 14. Shows F1 Onset Score per Drum Hit. Blue is My Model. Orange is Onset & Frames. Green is DT Ensemble.

LIMITATIONS

- **Reliance on Isolated Drum Set Audio**
- **Comparison with IMST**

MODEL	ONSET F1 (%)
My Model	77.90
Onset & Frames	85.72
DT Ensemble	91.49

CONCLUSION



Figure 15. A Drum Set Midi File

- **Model shows promise**
- **Highest F1 Scores
Achieved on E-GMD**
- **Creative Applications**

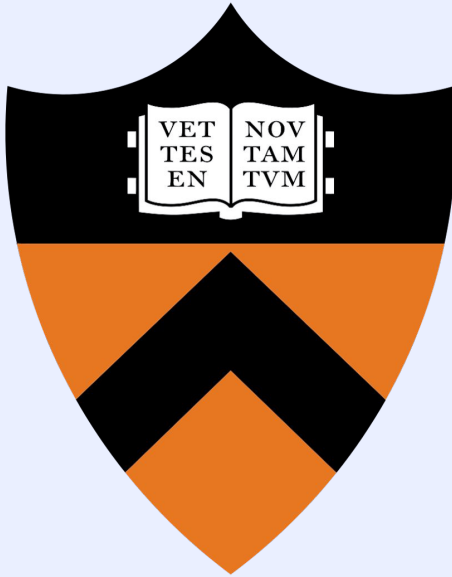
FUTURE WORK

- Increase F1 Scores on IMST
- Real-Time Application



Figure 15. A Person Playing a Drum Set

ACKNOWLEDGEMENTS



- Dr. Adam Finkelstein
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