

# **10T1: Beyond Audio Signal Processing in Music Applications**

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# Audio signal processing beyond this course

- Detection/estimation of sinusoids
- Partial tracking
- Transient modeling
- Multi-resolution
- Residual analysis/modeling
- Synthesis of sinusoids and noise
- Other sound modeling approaches

# Beyond audio signal processing

- Other music signals/data
  - Scores, lyrics
  - Gestures, video
  - Contextual and community information
- Data processing methods
  - Statistical analysis
  - Pattern analysis
  - Machine learning
- Semantic technologies
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- User-centered studies
  - Perception and cognition
  - Human-computer interaction

# References and credits

- <http://mtg.upf.edu/technologies/sms>
- “Roadmap for Music Information ReSearch”: <http://mtg.upf.edu/node/2737>
- <http://en.wikipedia.org/wiki/Statistics>
- [http://en.wikipedia.org/wiki/Machine\\_learning](http://en.wikipedia.org/wiki/Machine_learning)
- [http://en.wikipedia.org/wiki/Knowledge\\_representation\\_and\\_reasoning](http://en.wikipedia.org/wiki/Knowledge_representation_and_reasoning)
- [http://en.wikipedia.org/wiki/Music\\_psychology](http://en.wikipedia.org/wiki/Music_psychology)
- [http://en.wikipedia.org/wiki/Human-computer\\_interaction](http://en.wikipedia.org/wiki/Human-computer_interaction)
- Slides released under CC Attribution-Noncommercial-Share Alike license and available from <https://github.com/MTG/sms-tools>

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