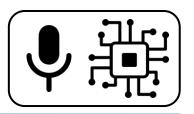
# **Computational Analysis of Sound and Music**



# Music Information Retrieval – Music Transcription 1/2

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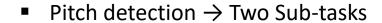
# **Outline**

Pitch Tracking



#### Introduction

- Pitch
- Perceptual sound attribute
- Allows ordering from low to high in a frequency-related scale



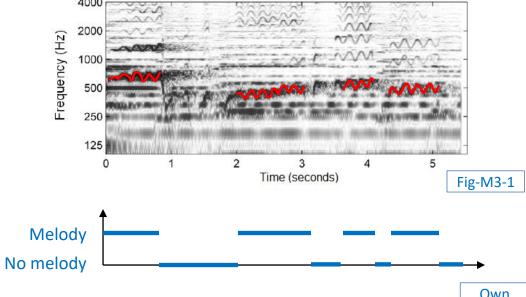


**FMP Notebooks** 

1) Pitch detection



2) Voicing detection



Own



#### Introduction

- Application Scenarios
  - Music Instrument Tuning
  - Music Education
  - Music Transcription
  - Bioacoustics (e.g., bird call recognition)







Fig-M3-2

Fig-M3-3

Fig-M3-4



#### **Complexity Levels**

Pitch detection of isolated monophonic instruments



Aud-M3-1

Predominant melody extraction in polyphonic music



Aud-M3-2

Polyphonic melody extraction



Aud-M3-3



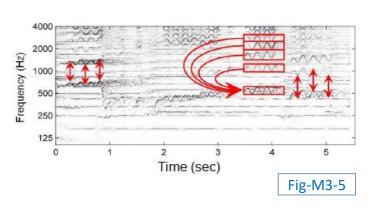


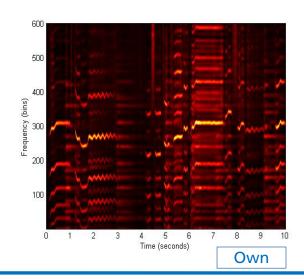
#### **Traditional Method**

- MELODIA [Salamon & Gomez, 2012]
  - Melody extraction from polyphonic music
- Steps
- Sinusoid Extraction
  - Equal loudness filter
  - STFT
  - Detection of predominant peaks
  - Frequency refinement via instantaneous frequency (IF)

#### **Traditional Method**

- Steps
- Harmonic summation
  - Sum over possible harmonic frequencies
  - Frequencies → pitch candidates

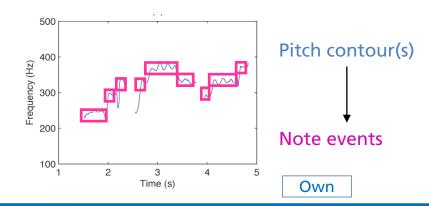






#### **Traditional Method**

- Steps
- Pitch contour creation & melody selection
  - Auditory streaming cues → group peaks to continuous paths (pitch contours)
  - Select melody contours using features (e.g. average pitch / salience, vibrato)
  - Note formation (one pitch value)



#### **Traditional Method**

Melodia plugin available for Sonic Visualiser

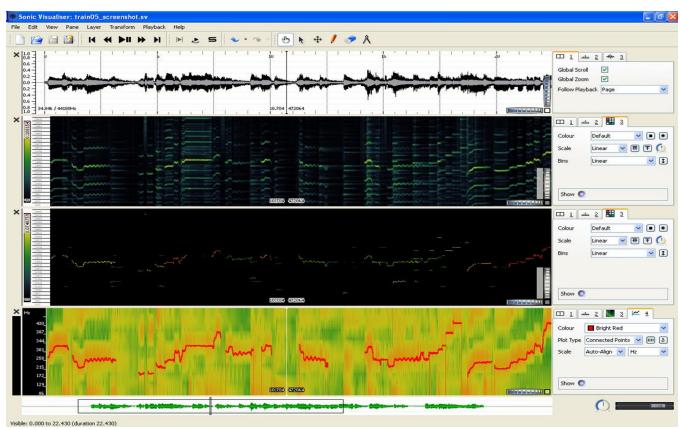
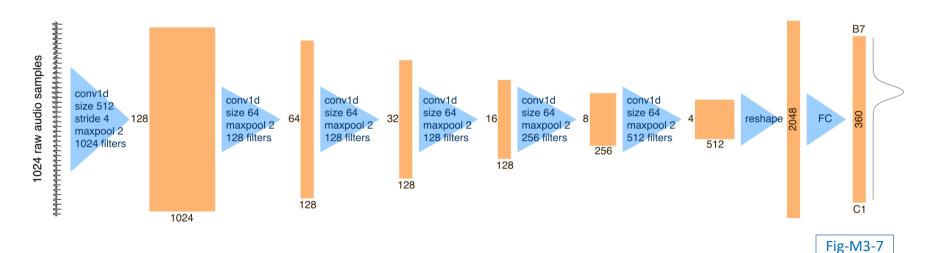


Fig-M3-6



#### **DL-based Method**

- CREPE (Convolutional Representation for Pitch Estimation) [Kim et al., 2018]
  - Monophonic pitch tracker
  - End-to-end modeling
    - Audio samples → pitch likelihoods
    - 20 cent resolution (5 pitch bins per semitones)





#### **DL-based Method**

- Auto-encoder structure (U-Net) [Hsieh et al., 2019]
  - Time-frequency representations (2D)  $\rightarrow$  pitch saliency map (2D)
  - (Bottleneck) embedding encodes pitch voicing (melody activity)

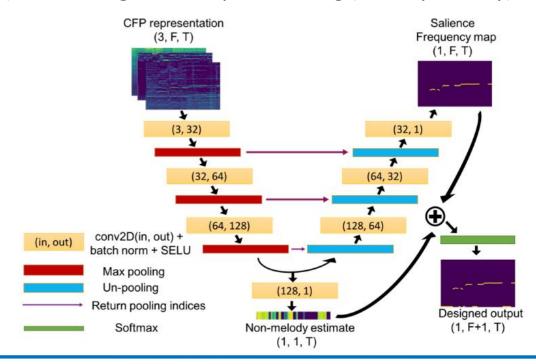


Fig-M3-8



# **Programming session**



Fig-A2-13

# References

#### **Images**

- Fig-M3-1: [Müller, 2015], p. 449, Fig. 8.15(b)
- Fig-M3-2: <a href="https://unsplash.com/de/fotos/person-die-braune-e-gitarre-spielt-bAHwQEJqAb8">https://unsplash.com/de/fotos/person-die-braune-e-gitarre-spielt-bAHwQEJqAb8</a>
- Fig-M3-3: https://cdn2.whatoplay.com/screenshots/2631slide-4.jpg
- Fig-M3-4: https://unsplash.com/de/fotos/tierfotografie-flamingoschwarm-ub1sSvJ Tbs
- Fig-M3-5: [Müller, 2015], p. 449, Fig. 8.15(a)
- Fig-M3-6: https://www.upf.edu/documents/8071534/8190069/melodia vamp screenshot.png
- Fig-M3-7: [Kim et al., 2018], p. 2, Fig. 1
- Fig-M3-8: [Hsieh et al., 2019], p. 2, Fig. 2



# References

#### **Audio**

AUD-1: Aislinn – Capclear (2013), <a href="https://freemusicarchive.org/music/Aislinn/Aislinn/10">https://freemusicarchive.org/music/Aislinn/Aislinn/10</a> - Aislinn - Capclear

AUD-2: Aislinn – Fourteen Days (2013), <a href="https://freemusicarchive.org/music/Aislinn/Aislinn/11">https://freemusicarchive.org/music/Aislinn/Aislinn/11</a> - Aislinn - Fourteen days

AUD-3: Anonymous Choir – Amicus Meus (2009),

https://freemusicarchive.org/music/Anonymous Choir/Toms Luis de Victorias Amicus Meus/Amicus Meus



### References

#### References

Müller, M. (2021). Fundamentals of Music Processing - Using Python and Jupyter Notebooks (2nd ed.). Springer.

Kim, J. W., Salamon, J., Li, P., & Bello, J. P. (2018). Crepe: A Convolutional Representation for Pitch Estimation. Proceedings of the IEEE International Conference on Acoustics, Speech and Signal Processing (ICASSP), 161–165. New Orleans, USA.

Salamon, J., & Gomez, E. (2012). Melody extraction from polyphonic music signals using pitch contour characteristics. IEEE Transactions on Audio, Speech and Language Processing, 20(6), 1759–1770.

Hsieh, T. H., Su, L., & Yang, Y. H. (2019). A Streamlined Encoder/Decoder Architecture for Melody Extraction. Proceedings of the IEEE International Conference on Acoustics, Speech and Signal Processing (ICASSP), 156–160. Brighton, UK.

