Machine Listening for Music and Sound Analysis

Lecture 2 – Machine Learning/Deep Learning

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Learning Objectives

- Introduction
- Learning paradigms
- Machine learning (ML) project pipeline
- Deep learning

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Introduction

- Goals
  - "...give computers the ability to learn without being explicitly programmed" [Samuels, 1959]
  - Learning structures in given (un)labeled data to make predictions on new / unseen data
- Paradigm change
  - Before: manually designed / general-purpose features
  - Now: joint representation learning (features) & data modeling (classification)
- Related disciplines
  - Statistics, data science, optimization

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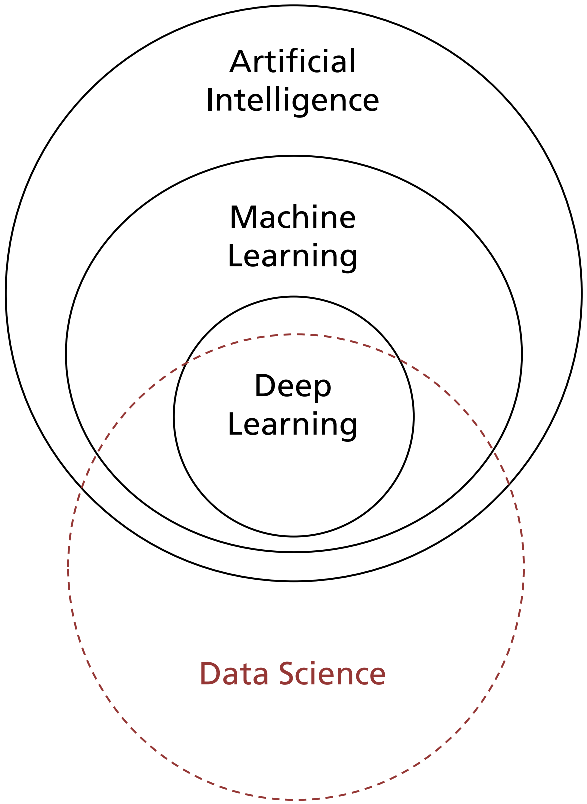
Introduction
Terminology

- Artificial Intelligence (AI)
  - “an agent‘s ability to achieve goals in a wide range of environments“ [Legg & Hutter, 2007]
- Machine Learning (ML)
  - Pattern recognition, data modeling, learning, prediction
- Deep Learning (DL)
  - (Brain-inspired) artificial neural networks (ANN)
- Data Science
  - Knowledge extraction from data



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Introduction
Application Scenarios

- Computational finance (credit scoring, algorithmic trading)
- Computer vision (face & object recognition, motion detection)
- Computational biology (tumor detection, drug discovery, DNA sequencing)
- Energy (price & load forecasting)
- Predictive maintenance (automotive, aerospace, manufacturing)
- Natural language processing (sentiment classification, text search, translation)
- Machine listening (music transcription, instrument recognition, sound event detection, acoustic scene classification)

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Learning Paradigms

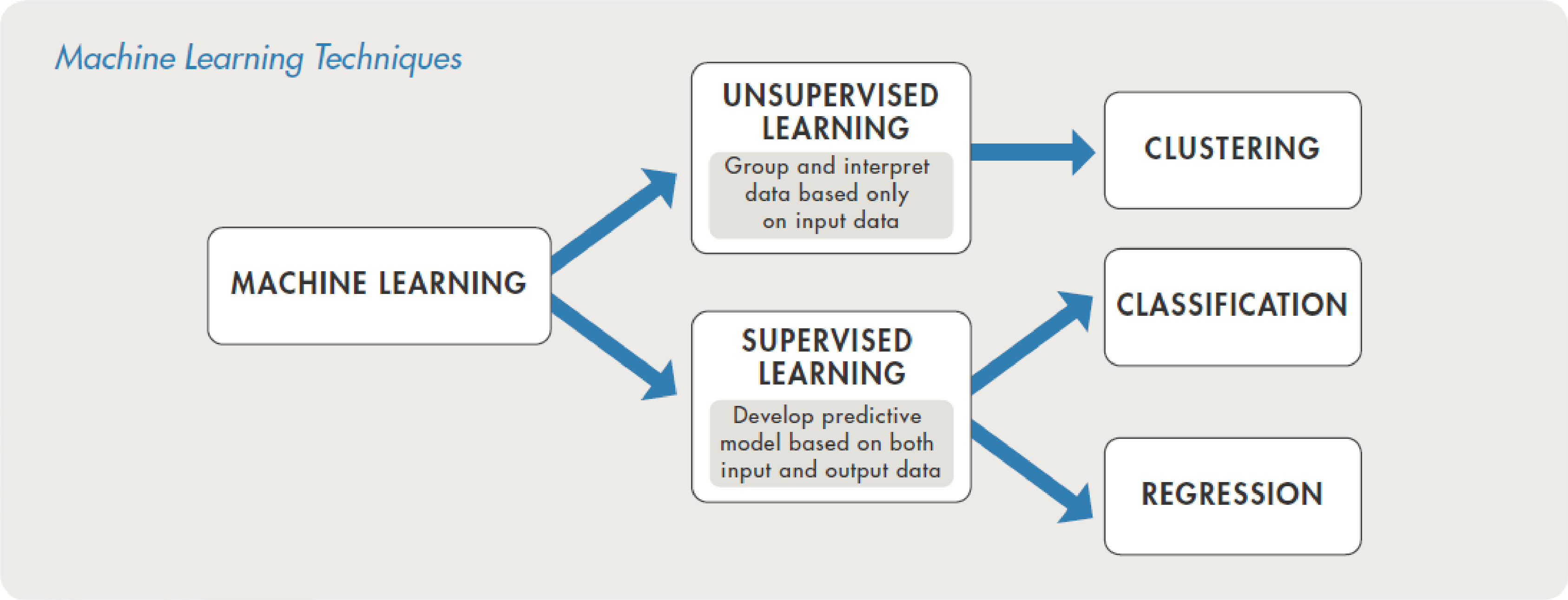

Fig. 1

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Learning Paradigms
Unsupervised Learning

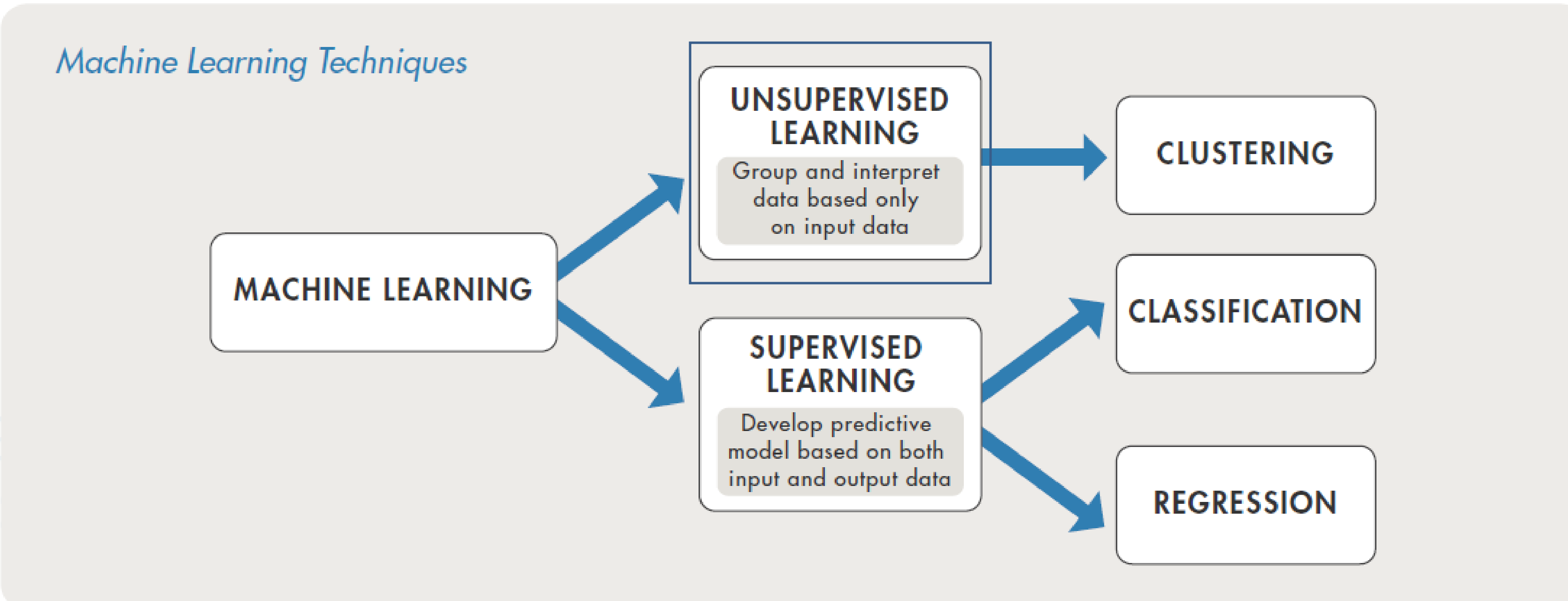

Fig. 1

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Learning Paradigms
Unsupervised Learning

- Goal → Model hidden structure in data

- Example → (Naïve) k-means clustering
  - Initialize means
  - Repeat (until convergence)
    - Assignment (assign data points to closest cluster)
    - Update (recalculate cluster means)

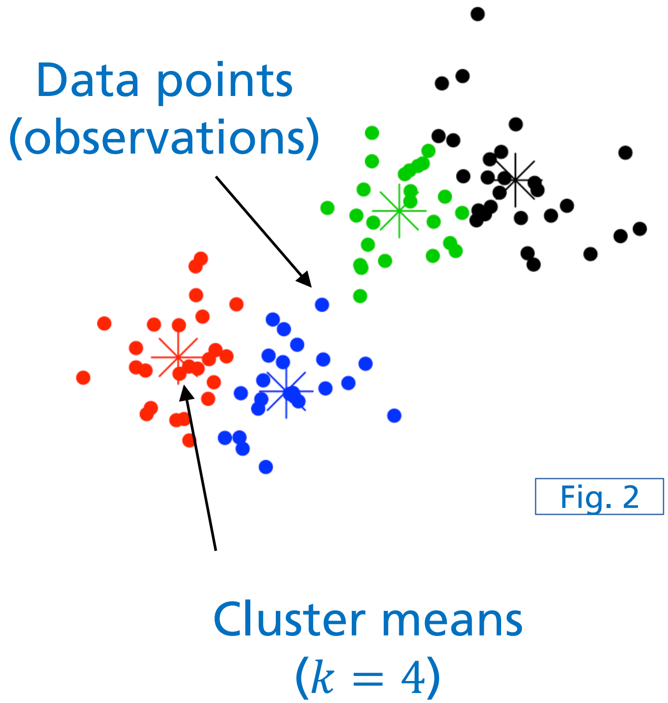

Fig. 2

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Learning Paradigms
Supervised Learning

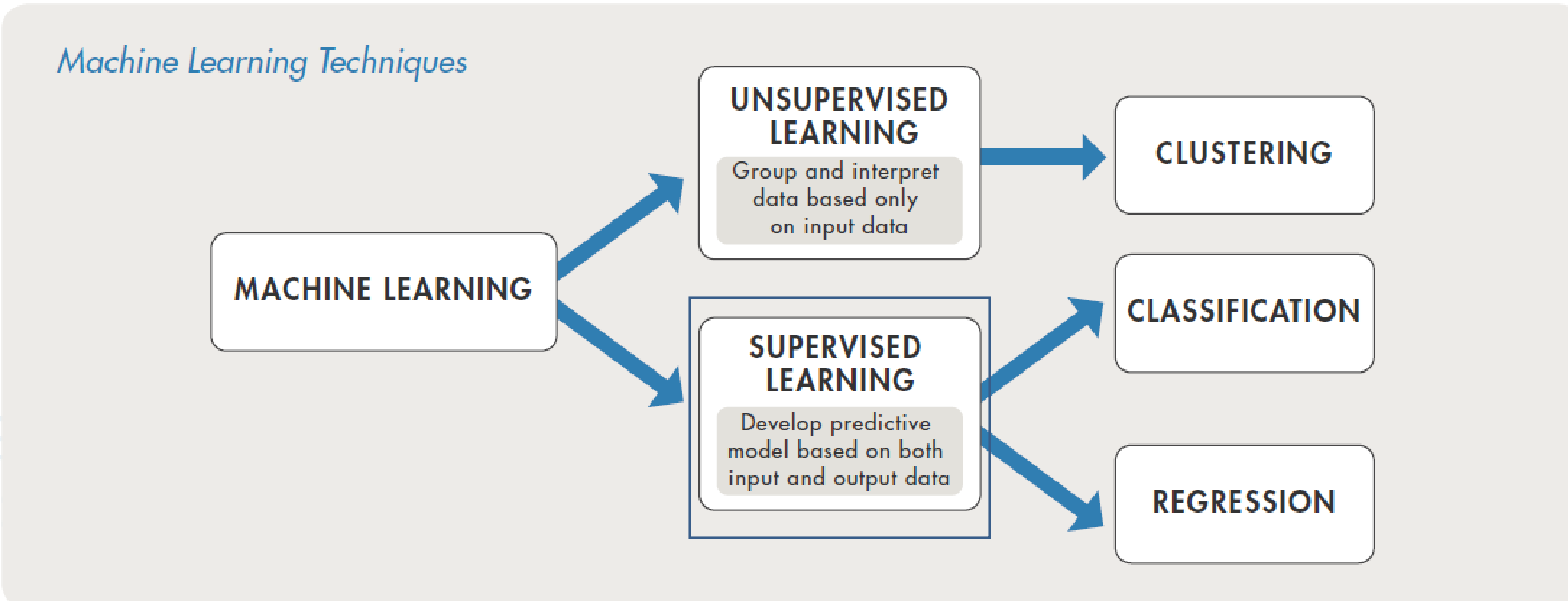

Fig. 1

[2]

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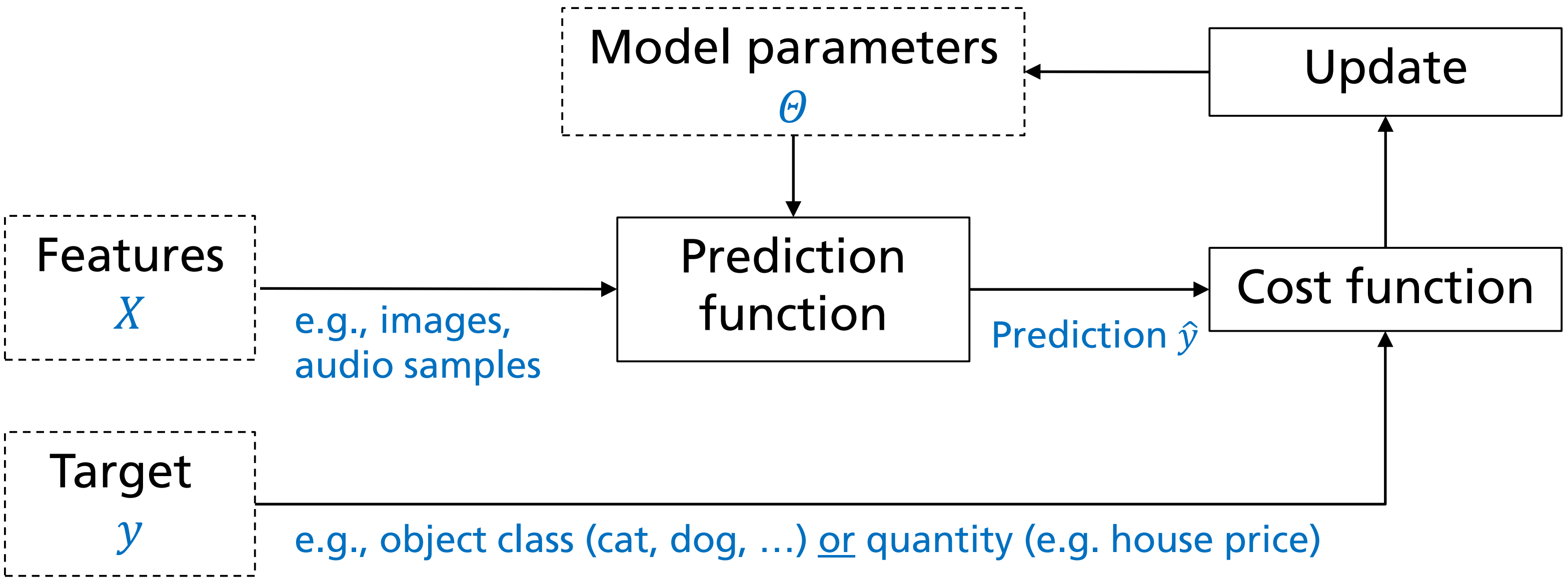
Learning Paradigms
Supervised Learning



Learning Paradigms
Supervised Learning - Classification

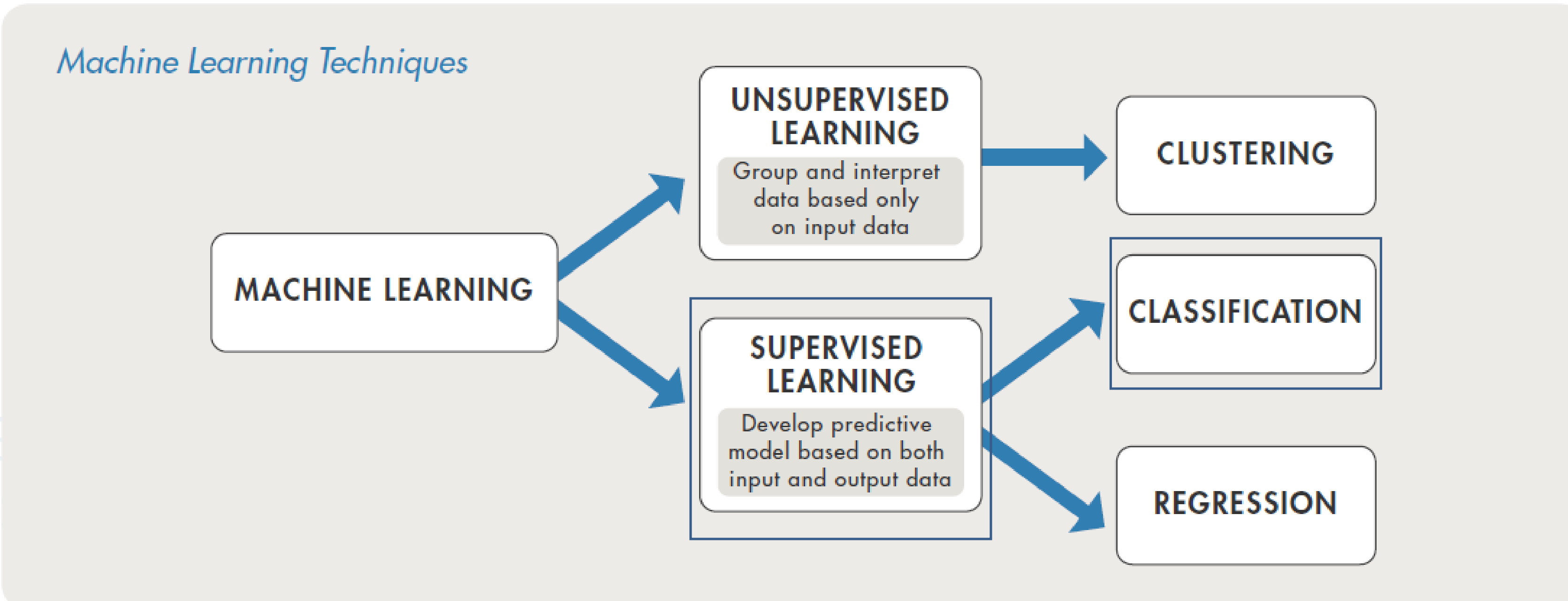


Fig. 1

[2]

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Learning Paradigms
Supervised Learning - Classification

- Predict one or multiple categorical labels from features
    - Examples → music genre, instrument(s), key
- Feature space modeling (Example: 2 classes)

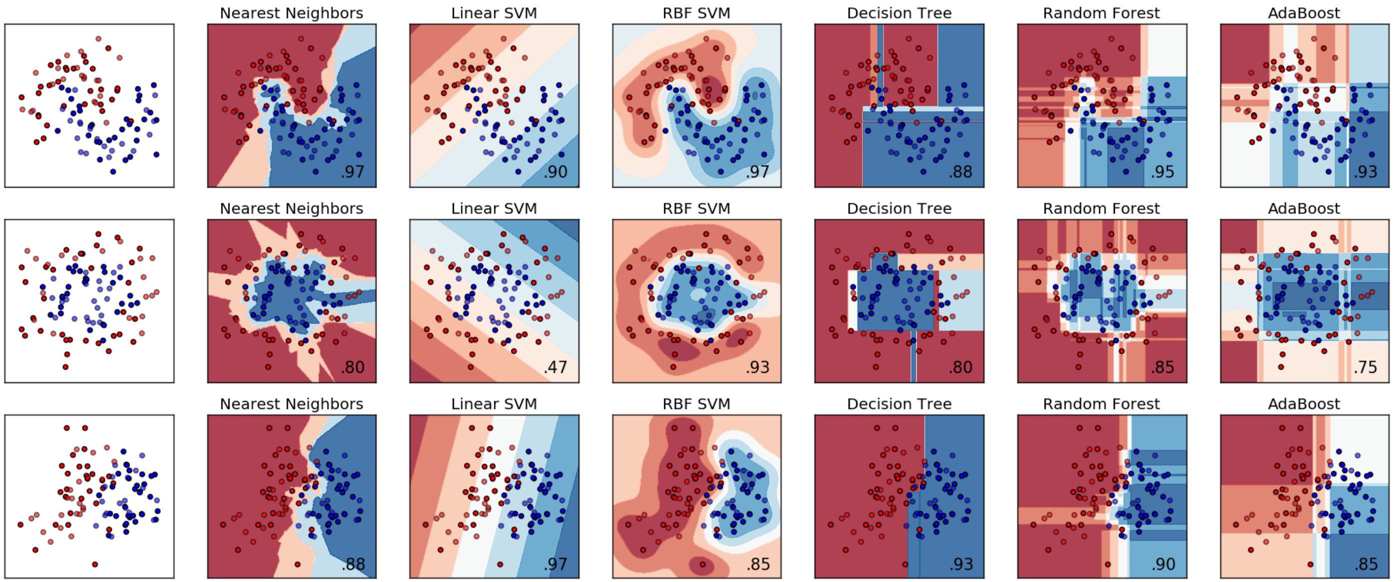

Fig. 3

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Learning Paradigms
Supervised Learning - Classification

- Example: k-Nearest Neighbors
  - Training → store all examples
  - Development → find best k
  - Test → assign test item to dominant class label of the k closest training data items
- Distance measures
  - Euclidean distance, Manhattan distance, cosine distance, …

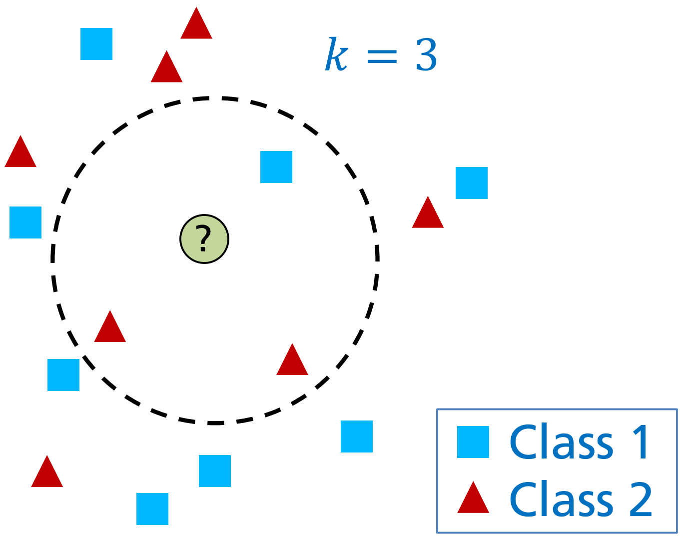

Fig. 4

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Learning Paradigms
Supervised Learning

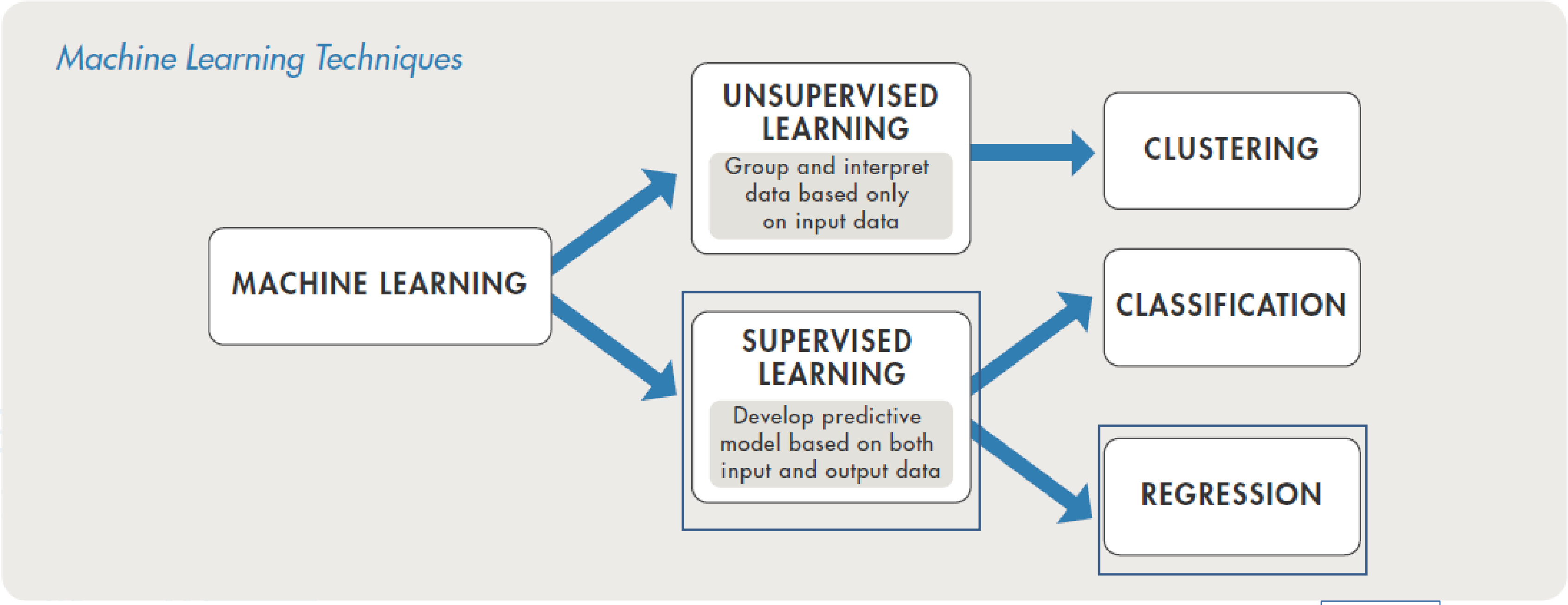

Fig. 1

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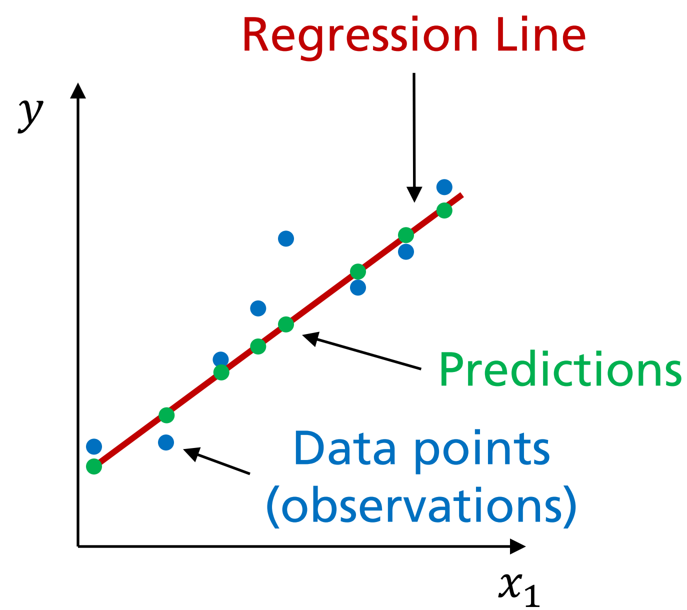
Learning Paradigms

Supervised Learning - Regression

- Goal
  - Predict a dependent (response) variable given one or multiple independent variables (features)
  - Continuous quantities
- Examples
  - Univariate (linear) regression:
    - $y \approx \beta_0 + \beta_1\, x_1$
      - $\beta_0 \rightarrow$ bias
      - $\beta_1 \rightarrow$ weight
      - $x \rightarrow$ feature
      - $y \rightarrow$ target



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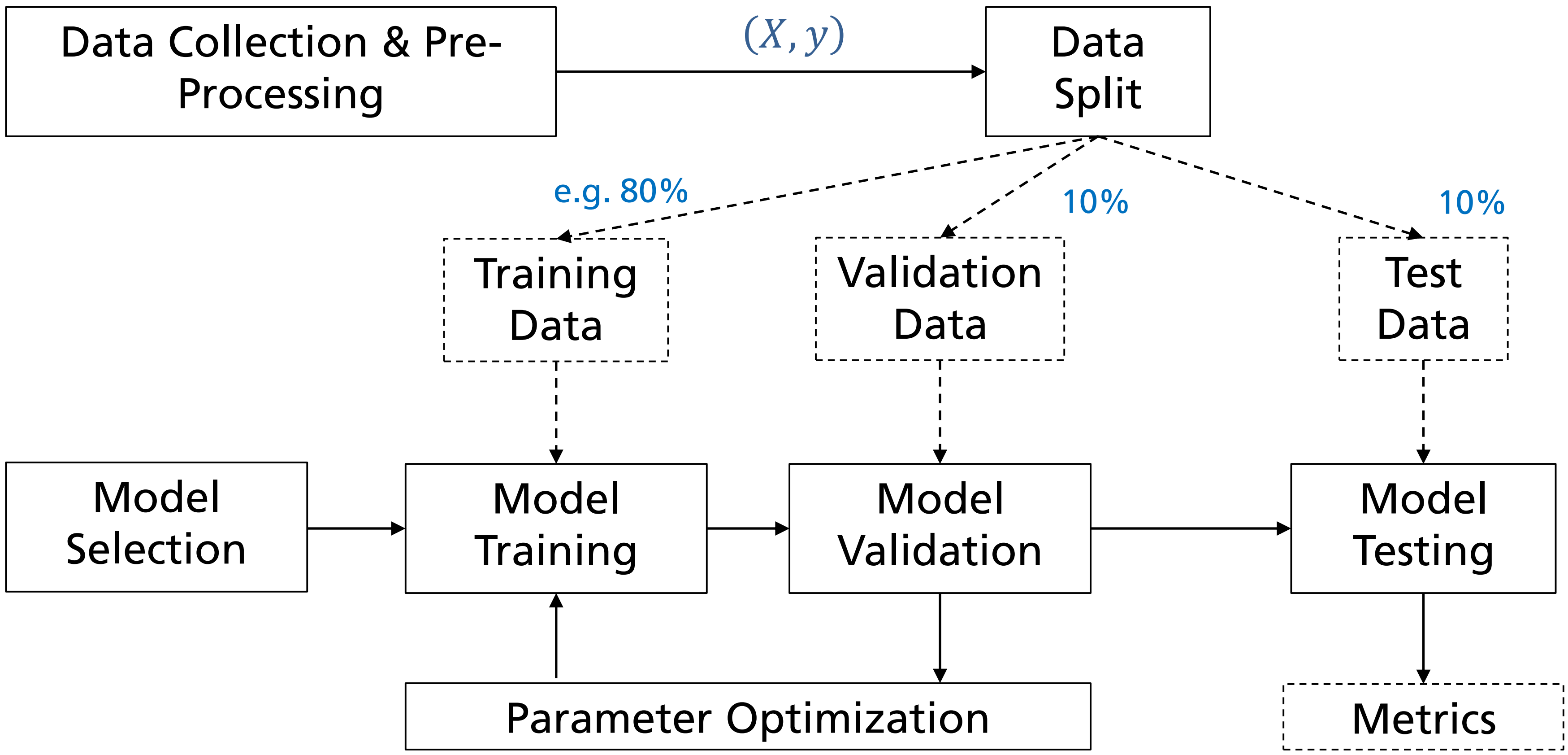
ML Project Pipeline
Overview



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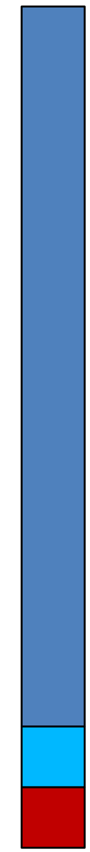
ML Project Pipeline
Data Split

- Training Set
  - Model learns from this data
- Validation / Development Set
  - Used to fine-tune the model (hyper)parameters
  - Model occasionally sees but does not learn from this data
- Test set
  - Only used once after the model training & tuning is completed
  - Should reflect the targeted real-world use case for the model
- Common split ratios
  - 80/10/10% or even 98/1/1% (for large datasets)



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ML Project Pipeline
Data Collection & Pre-Processing

- Data collection
  - Check for available data resources for given (or related) task
  - Collect / record / annotate new data
  - Ensure data variability
    - Example (from acoustic condition monitoring) → include different motor engine types & conditions, recording locations, microphones, …
- Data cleanup / pre-processing
  - Remove errors, silence, empty files, …
  - Balance dataset (proportions among class examples)
  - Normalize (depends on the model)

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ML Project Pipeline
Model Selection

- Many models and approaches exist
  - Types (SVM, GMM, logistic regression, DNNs)
  - Hyperparameters (SVM kernel functions, DNN layer types)
- Often constrained by the use-case / task
  - Model complexity (memory, training time, training data amount)
- Feature pre-processing depends on model type
- Use simple models for simple tasks

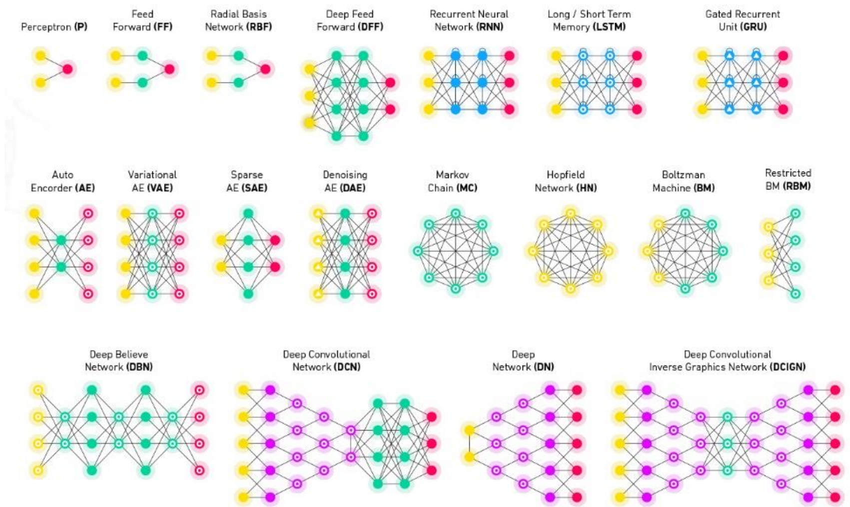

Fig. 6

ML Project Pipeline
Model Training

- Iterative process
    - Use (batches of) training data to iteratively improve model predictions (optimization)
        - Learn from examples
    - Update model parameters according to loss function
- Typically: start with random parameter initialization

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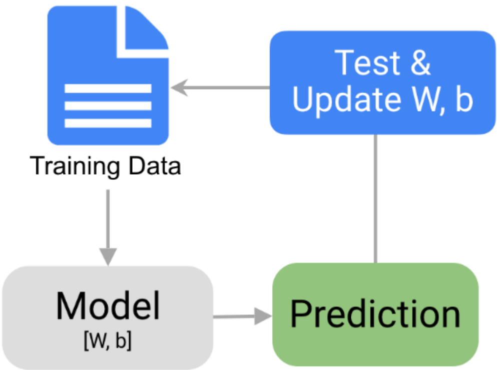
ML Project Pipeline
Model Training

- Example: linear regression

$$y \approx \beta_0 + \beta_1\, x_1$$

- Training loop



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ML Project Pipeline
Model Validation

- Regular model evaluation each or multiple training iteration
- Helps to
  - optimize model (hyper)parameters
  - detect overfitting on training data
  - stop the training

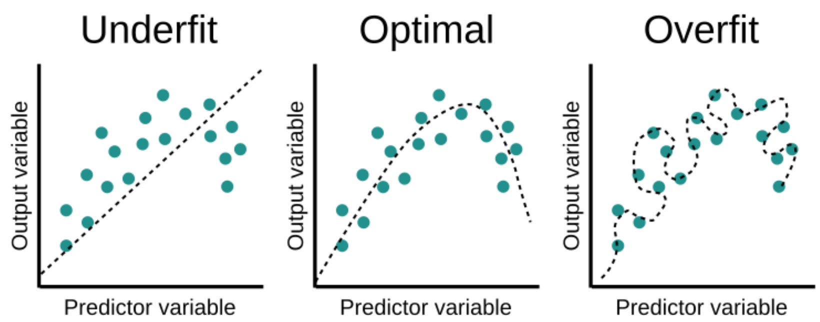
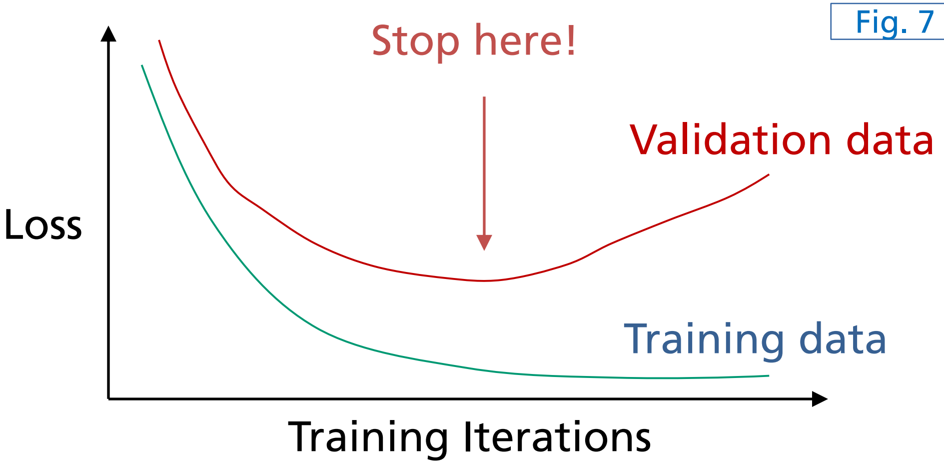


Fig. 7



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ML Project Pipeline
Model Testing

- Example: Binary classification evaluation
  - True/false positives (TP/FP)
  - True/false negatives (TN/FN)
  - Metrics
    - Precision
    - Recall
    - Accuracy
    - F-score

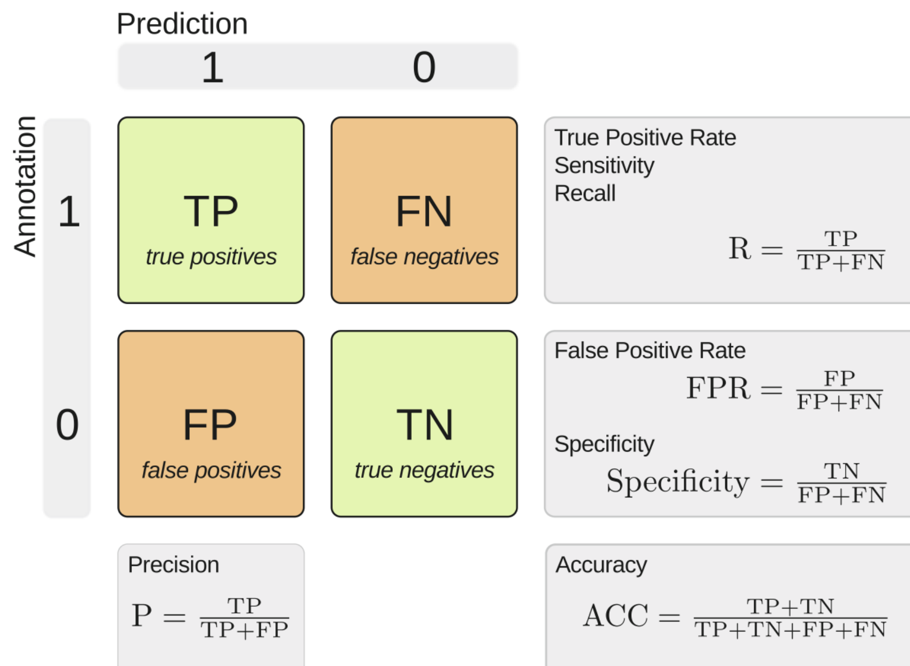

Fig. 8

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Deep Learning
Introduction

- Artificial neural networks → mimic brain processing
    - Connected neurons
    - Weighted input summation
    - Non-linear processing
- Shallow networks → deep networks

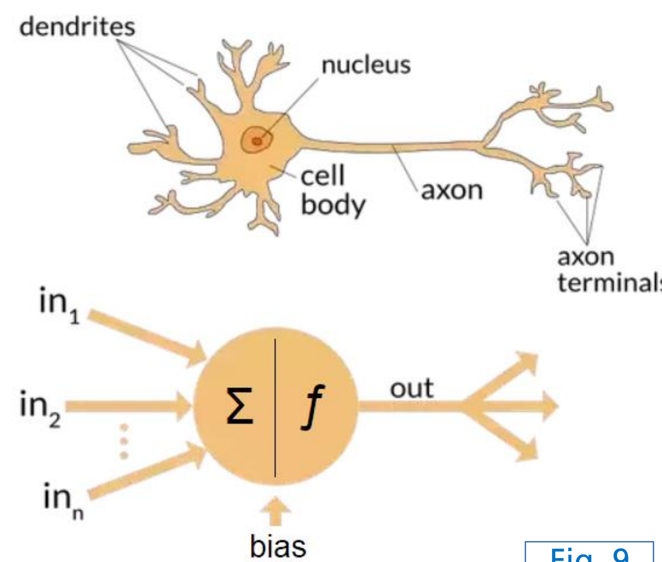

Fig. 9

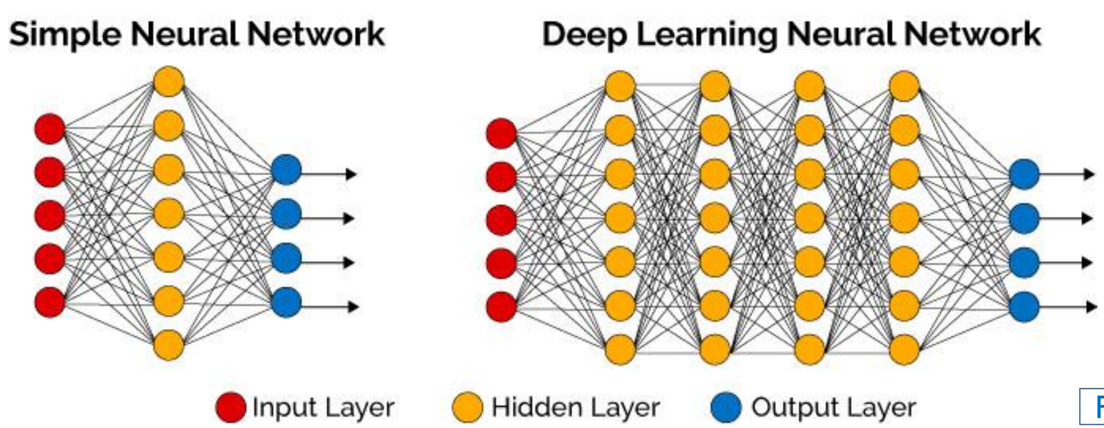

Fig. 10

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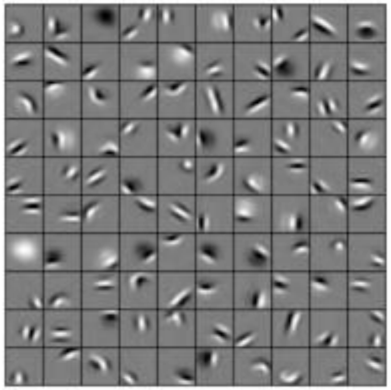
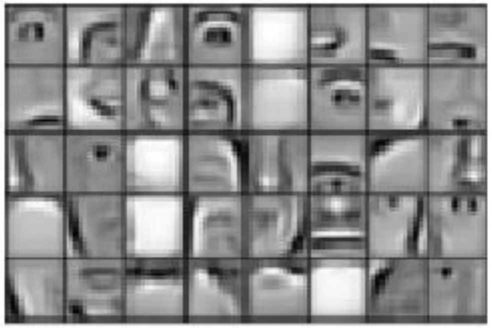
Deep Learning
Introduction

- Hierarchical feature learning
  - Example (face recognition)



Edges, curves



Shapes, object parts

Objects (faces)

Fig. 11

First layers → Final layers

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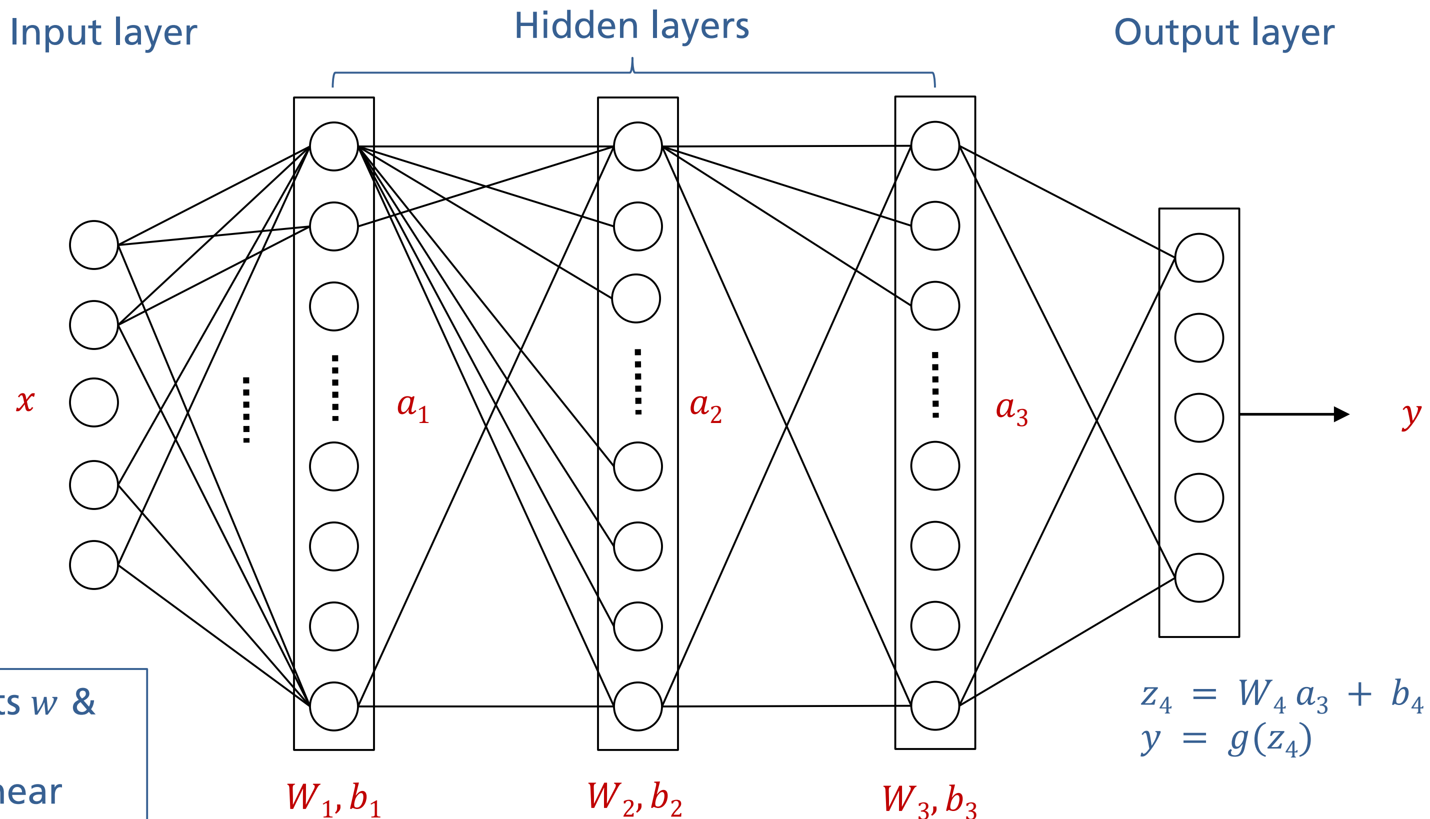
Deep Learning

Fully-connected (Deep) Neural Networks



$$z_4 = W_4 a_3 + b_4$$
$$y = g(z_4)$$

$$z_1 = W_1 x + b_1$$
$$a_1 = g(z_1)$$

$$z_2 = W_2 a_1 + b_2$$
$$a_2 = g(z_2)$$

$$z_3 = W_3 a_2 + b_3$$
$$a_3 = g(z_3)$$

1) Weights w & biases b
2) Non-linear activation function $g(z)$

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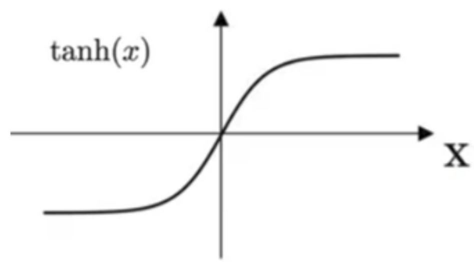
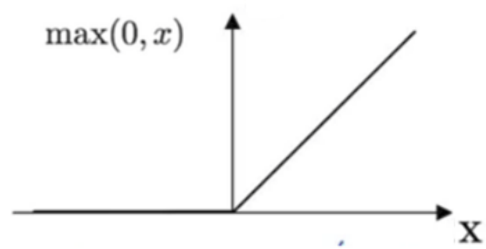
Deep Learning
Activation Functions

- Activation functions add non-linearity
- Make networks more powerful in (complex) pattern recognition
- Examples:

Hyper Tangent Function



ReLU Function



Sigmoid Function

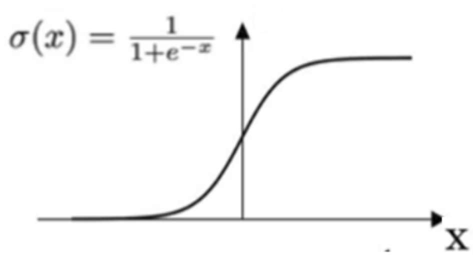


Fig. 12

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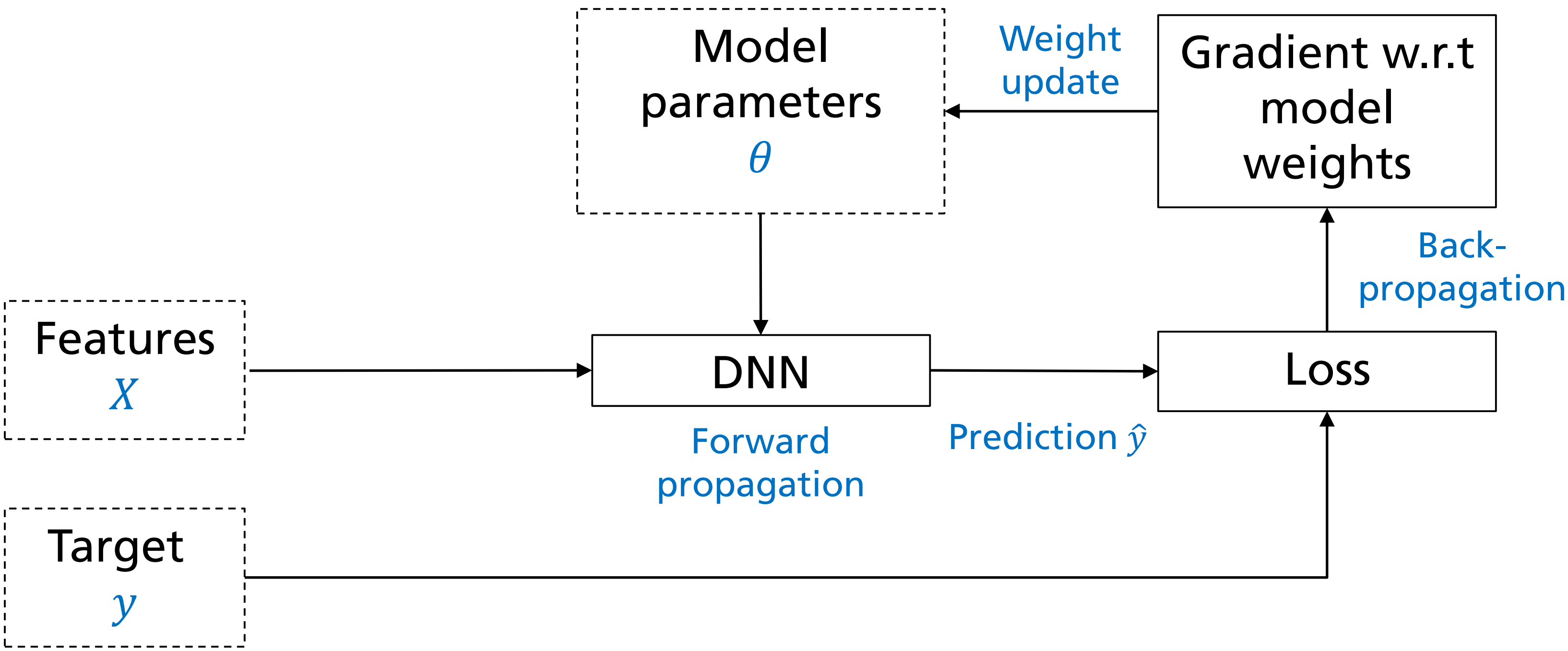
Deep Learning
Training

- Overview



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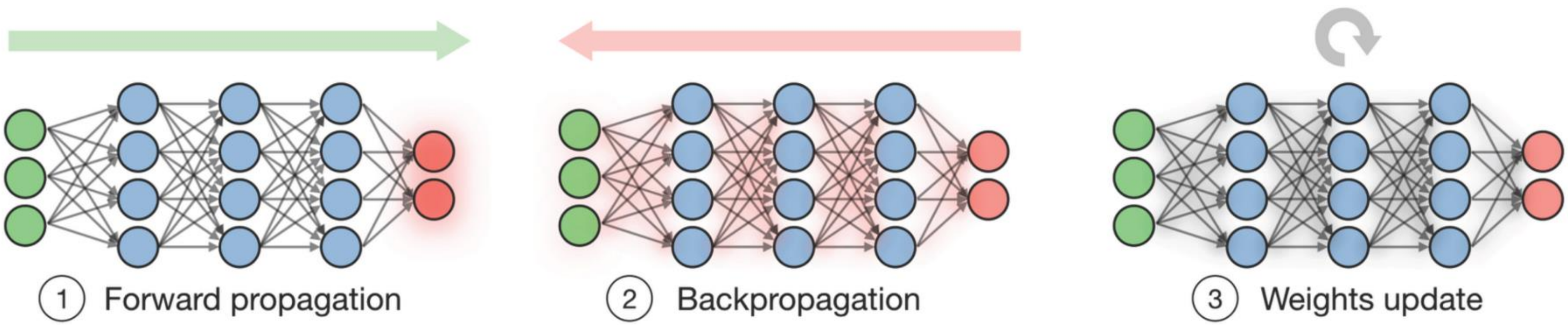
Deep Learning
Training

- Forward propagation → propagate batch of training data through the network → compute loss (compare to targets)
- Backpropagation → backpropagate loss → compute gradients of loss w.r.t. weights
- Weights update → use gradients & learning rate to update weights



$$L(z,y) = -\Big[y\log(z) + (1-y)\log(1-z)\Big]$$

$$\frac{\partial L(z,y)}{\partial w}$$

$$w \longleftarrow w - \alpha\frac{\partial L(z,y)}{\partial w}$$

Fig. 20

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Deep Learning
Training

- Gradient descent
    - Move in opposite direction of gradient
    - Learning rate effects step size

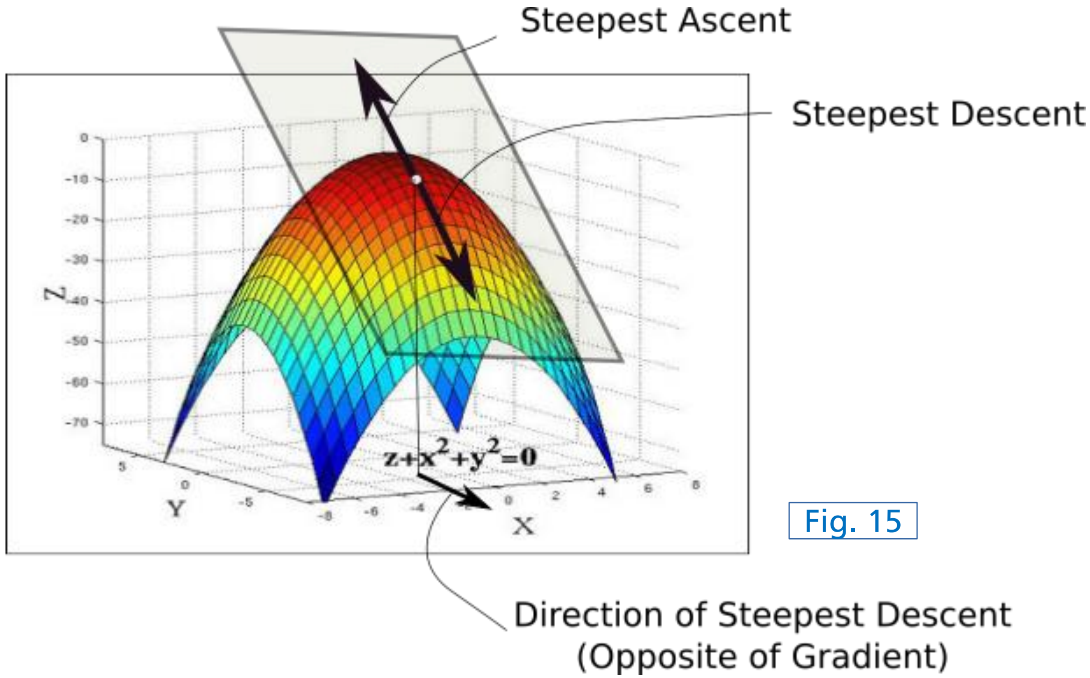

Fig. 15

Deep Learning
Training

- Loss contour
  - Goal → find global minima

Toy example

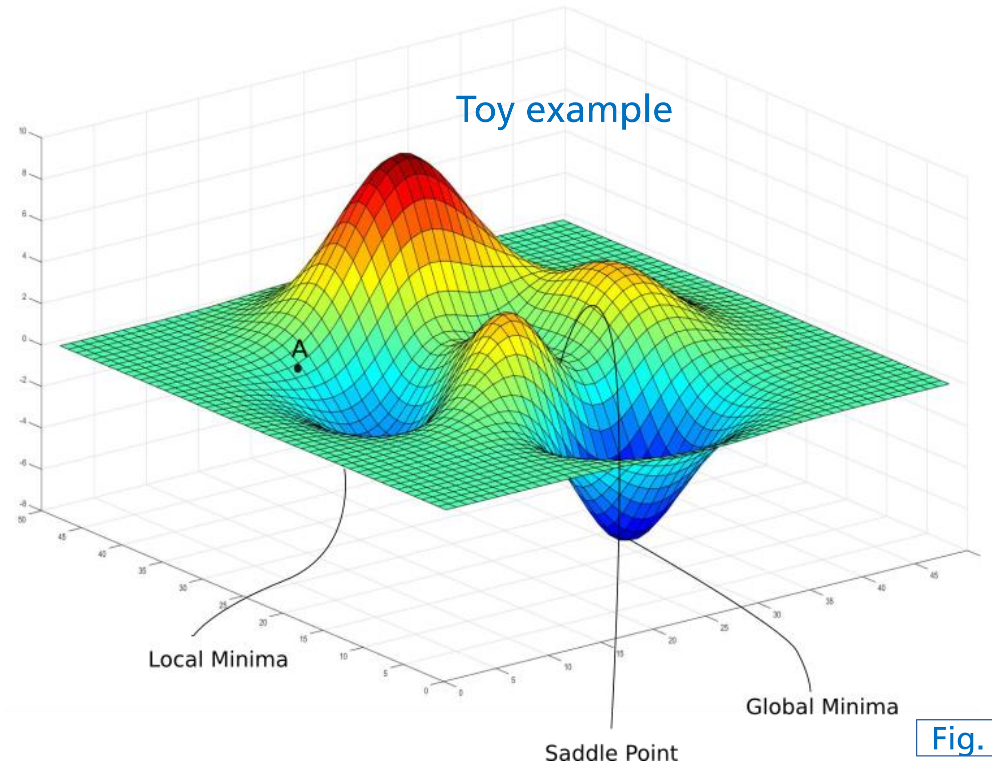

Fig. 13

Complex DNN

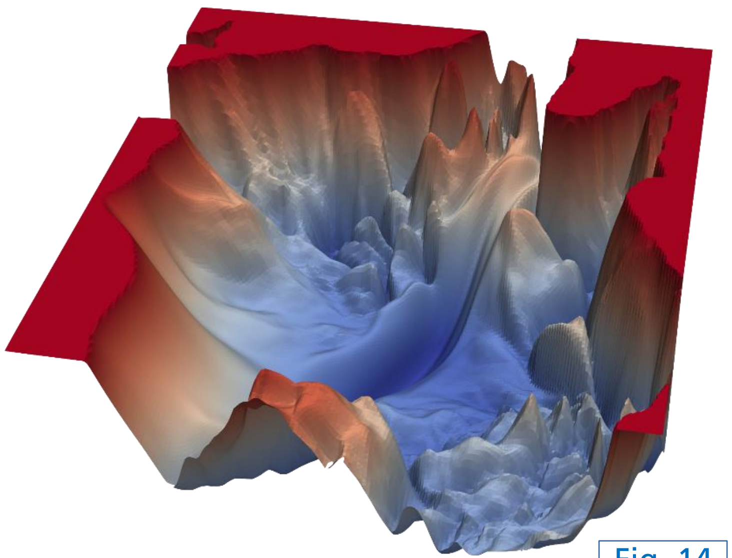

Fig. 14

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Deep Learning
Playground

- A neural network playground!
  - https://playground.tensorflow.org

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Deep Learning
Convolutional Neural Networks (CNN)

- Convolutional layers
  - “Convolution” → (local) dot-product between filter and input
  - Shared weights (across input)
  - translation of input → translation of activations (equivariance)
- Pooling → local aggregation / down-sampling

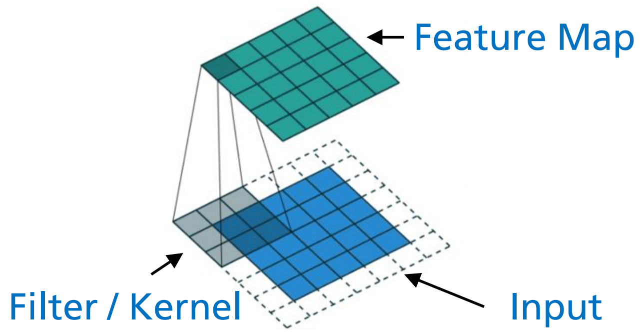
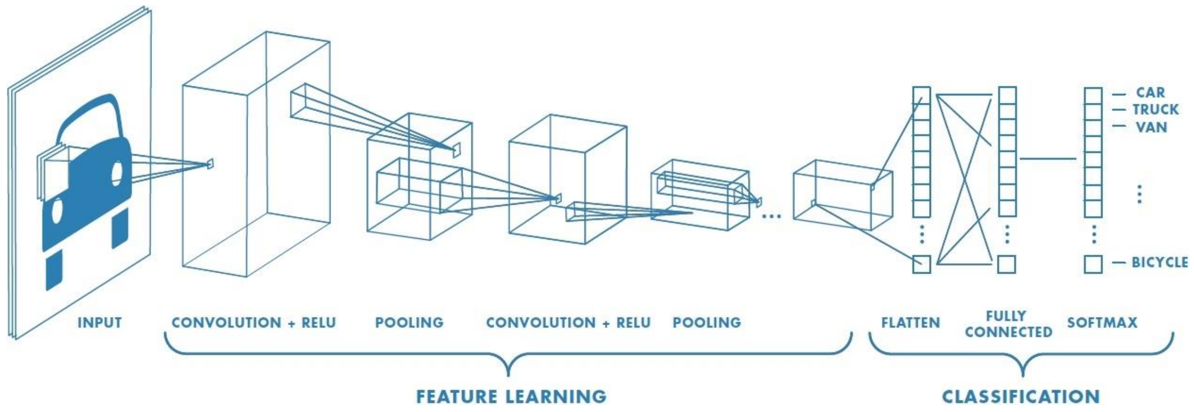


Fig. 16



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Deep Learning

Recurrent Neural Networks (RNN)

- Recurrent layers
  - Model sequential data → model dynamic temporal behaviour
  - Internal memory state(s) → memorize previous data for future predictions
- Vanishing gradient problem
  - Gating mechanisms (Gated Recurrent Units (GRU), Long Short-term Memory (LSTM)

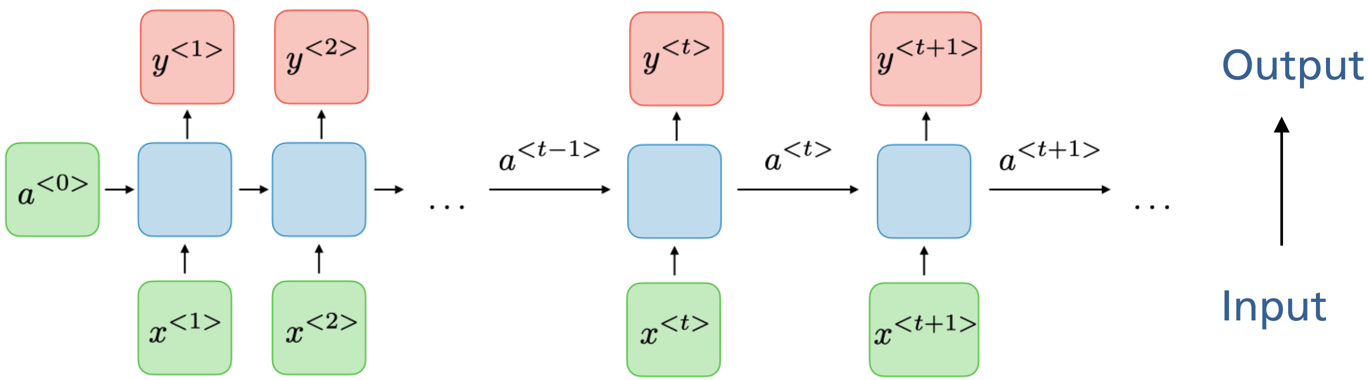

Fig. 18

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Deep Learning
Recurrent Neural Networks (RNN)

- Application Examples
  - One-to-many: sequential music generation (given a starting note)
  - Many-to-one: sentiment classification (positive vs. negative)
  - Many-to-many: machine translation (e.g. Spanish to German)

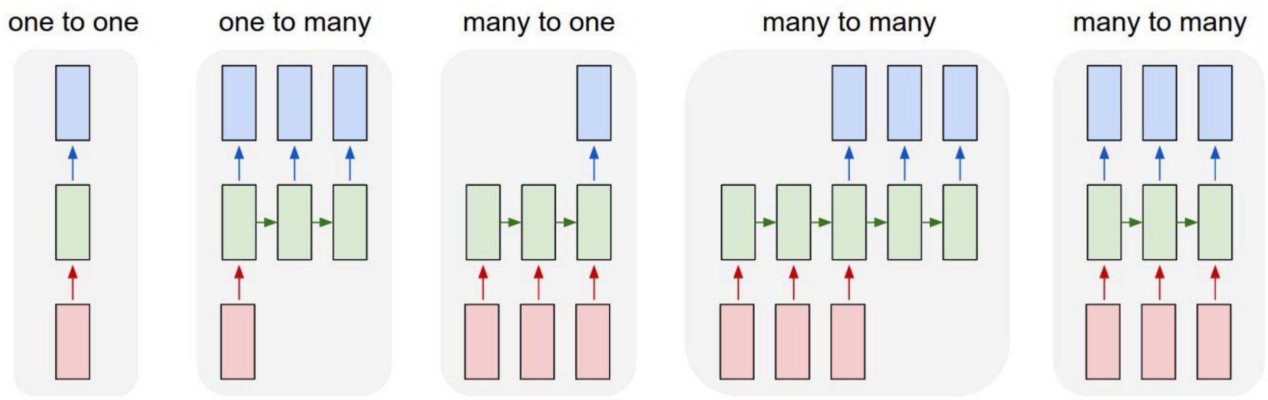

Fig. 19

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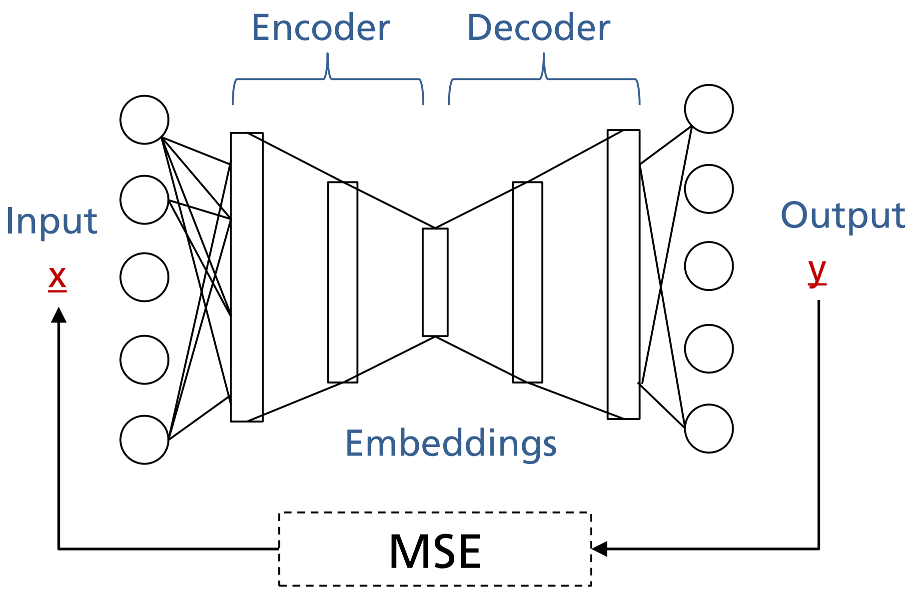
Deep Learning
Autoencoders

- Symmetric architecture (decoder & encoder)
- Objective: minimize reconstruction error (e.g., mean squared error, MSE)
- Compression of input (embedding)
- Prioritize important information → learn useful representations



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Summary

- Introduction
    - Terminology, application scenarios
- Learning Paradigms
    - Unsupervised, supervised, self-supervised learning
- ML project pipeline
    - Data collection, pre-processing, split
    - Model selection, training, validation, testing
- Deep Learning
    - DNN, CNN, RNN, Autoencoders

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Images

Fig. 1: [Machine Learning, 2016], p. 4, Fig. 2

Fig. 2: https://i0.wp.com/www.sthda.com/sthda/RDoc/figure/clustering/ partitioning-cluster-analysis-k-means-plot-4-groups-1.png

Fig. 3: https://i.stack.imgur.com/hsilO.png (https://scikit-learn.org/stable/auto_examples/classification/plot_classifier_comparison.html)

Fig. 4: https://miro.medium.com/max/975/1*OyYyr9qY-w8RkaRh2TKo0w.png (reproduced)

Fig. 5: https://lilianweng.github.io/lil-log/assets/images/self-sup-lecun.png

Fig. 6: https://www.asimovinstitute.org/wp-content/uploads/2019/04/NeuralNetworkZoo20042019.png

Fig. 7: https://www.educative.io/api/edpresso/shot/6668977167138816/image/5033807687188480

Fig. 8: [Virtanen, 2018], p. 170, Fig. 6.7

Fig. 9: https://miro.medium.com/max/915/1*SJPacPhP4KDEB1AdhOFy_Q.png

Fig. 10: https://www.skampakis.com/wp-content/uploads/2018/03/simple_neural_network_vs_deep_learning.jpg

Fig. 11: https://pic4.zhimg.com/80/v2-057b248288a8af2f01272a956f862873_1440w.png

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Images

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Fig. 15: https://blog.paperspace.com/content/images/2018/05/grad.png

Fig. 16: https://www.wandb.com/articles/intro-to-cnns-with-wandb

Fig. 17: https://www.freecodecamp.org/news/an-intuitive-guide-to-convolutional-neural-networks-260c2de0a050/

Fig. 18: https://wiki.tum.de/download/attachments/22578349/RNN1.png

Fig. 19: https://stanford.edu/~shervine/teaching/cs-230/illustrations/architecture-rnn-ltr.png

Fig. 20: [Srihari, 2020], p.8, (Fig. 1)

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Thank you!

- Any questions?

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