

# **Deep Learning for Audio Signal Processing**

# Choose your task

$x =$    
input sequence

$y = \begin{cases} \text{single global label} & \text{a single red square} \\ \text{label per time step} & \text{a sequence of 8 red squares} \\ \text{label sequence} & \text{a sequence of 5 red squares} \end{cases}$

$\square = \begin{cases} \diamond \star \triangle \circ & \text{single class} \\ \diamond \star \triangle \circ & \text{set of classes} \\ 2.71828 & \text{numeric value} \end{cases}$

Source: <https://arxiv.org/pdf/1905.00078.pdf>



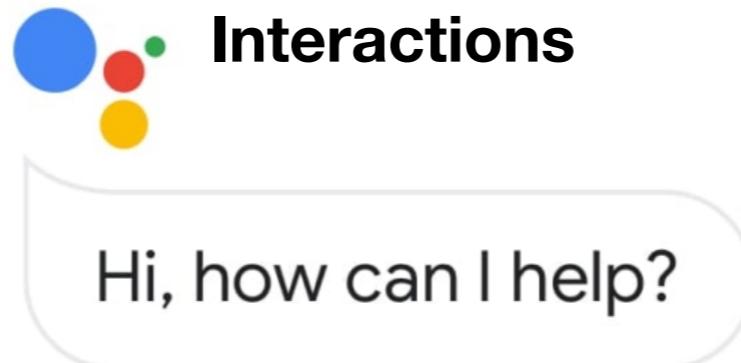
# Motivation



Source: <https://magenta.tensorflow.org/2016/07/15/lookback-rnn-attention-rnn>

## Art & Fun

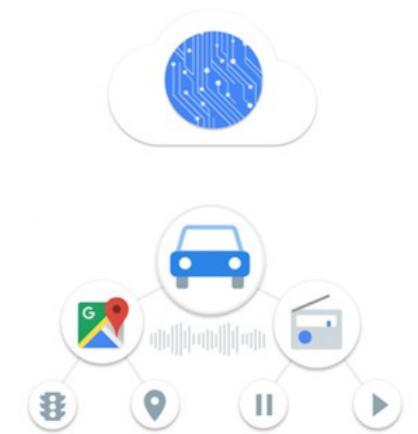
1. Music Generation
2. Merging Sounds
3. Sound Interpolation



Source: <https://pofm.ru/v-google-assistant-dobavleno-opciya-vozobnovleniya-podkasta/>

## Text-to-Speech

1. Voice Assistants
2. Screen Readers
3. Translation
4. More Natural Computer-Human Interactions



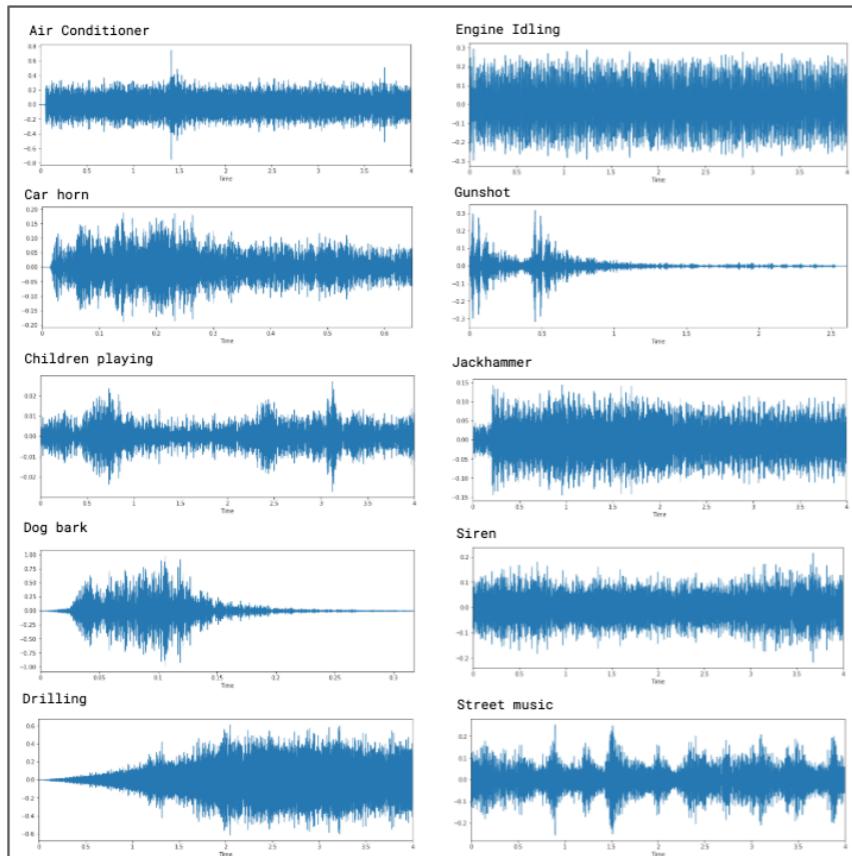
Source: <https://towardsdatascience.com/auto-transcribe-google-speech-api-time-offsets-in-python-7c24c4db3720>

## Speech Recognition

1. Natural Language Interfaces
2. Hands-free Control

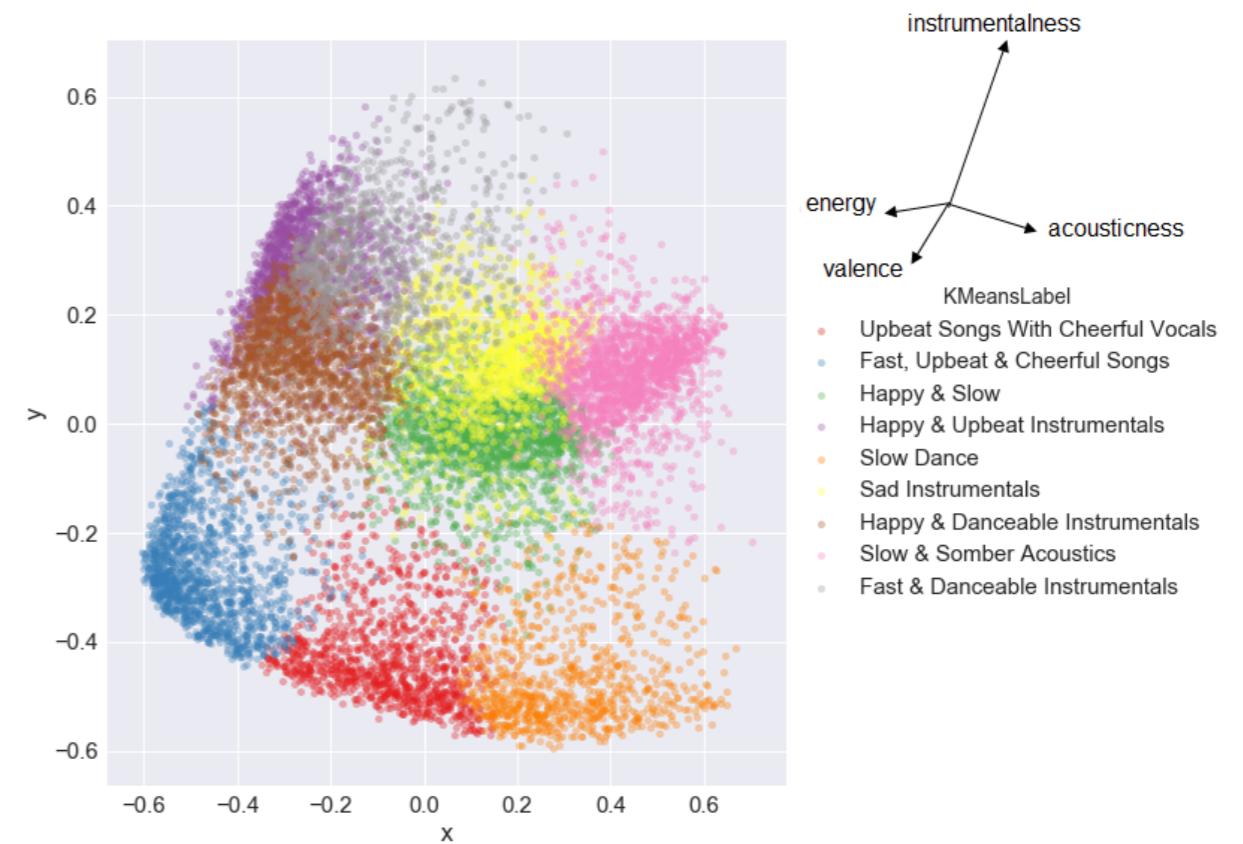
# Motivation (Less Fancy)

## Classification



Source: <https://medium.com/@mikesmales/sound-classification-using-deep-learning-8bc2aa1990b7>

## Clustering



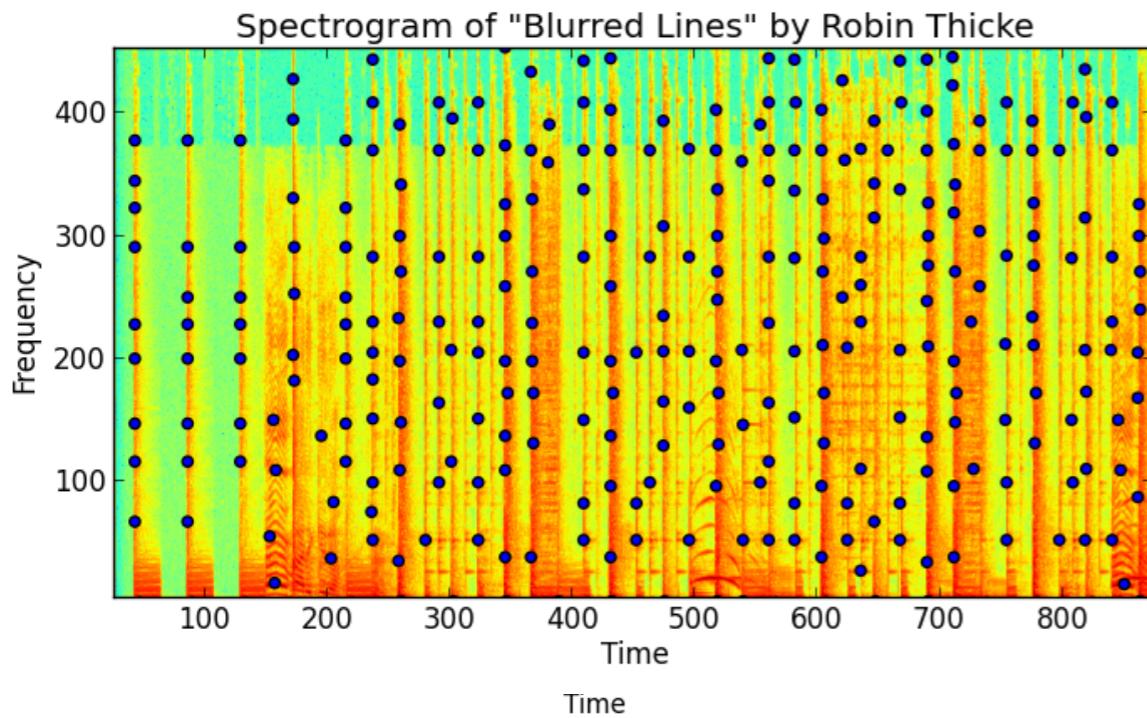
Source: <https://medium.com/latinixinai/discovering-descriptive-music-genres-using-k-means-clustering-d19bdea5e443>

# Real world problems

## 1. Audio Classification Music Tagging

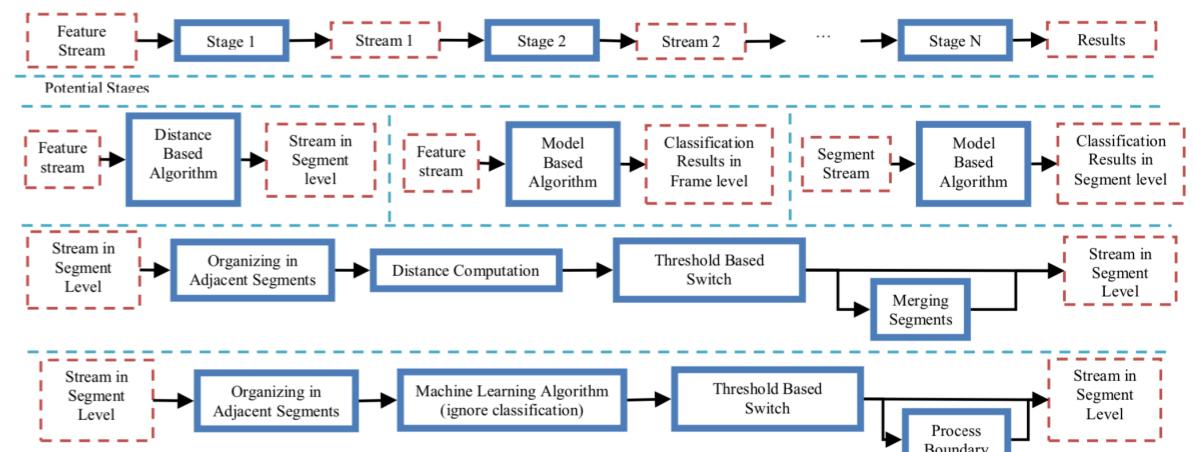


## 2. Audio Fingerprinting



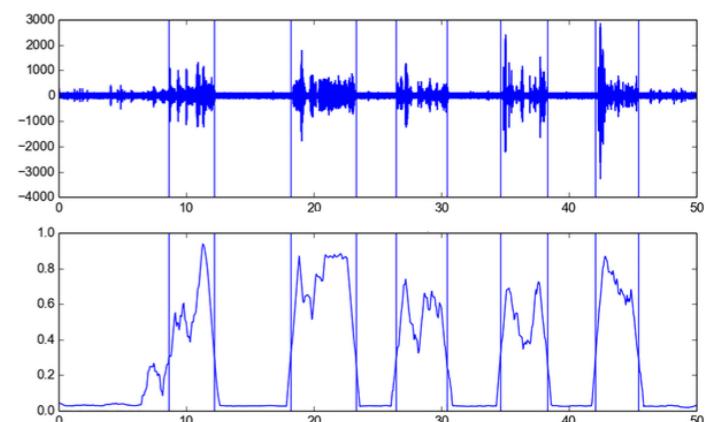
Source: <https://willdrevo.com/fingerprinting-and-audio-recognition-with-python/>

## 3. Audio Segmentation Audio Source Separation Beat Tracking



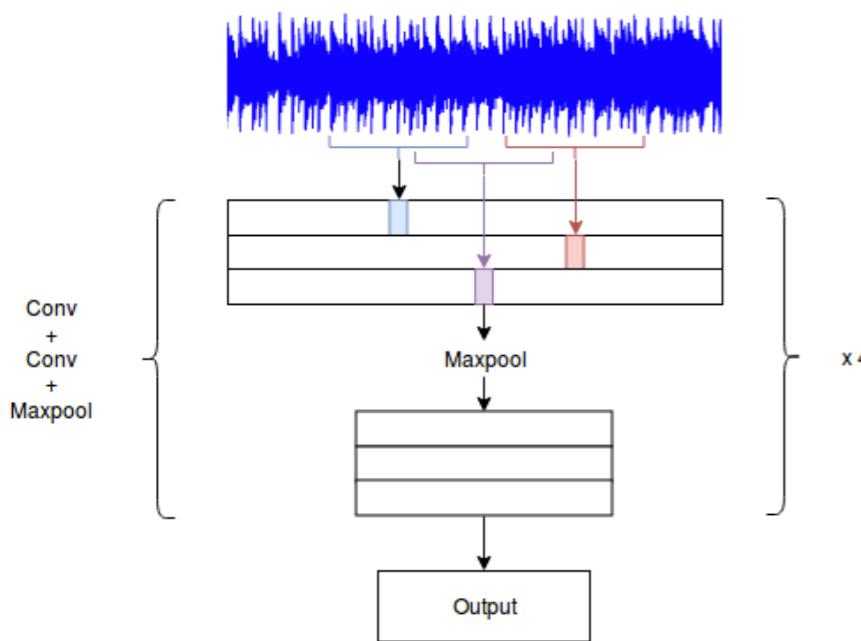
A typical usage scenario involves:

- loading an audio file
- computing a time-frequency transform to obtain a spectrogram, and
- using some of the source separation algorithm (such as non-negative matrix factorization) to obtain a time-frequency mask



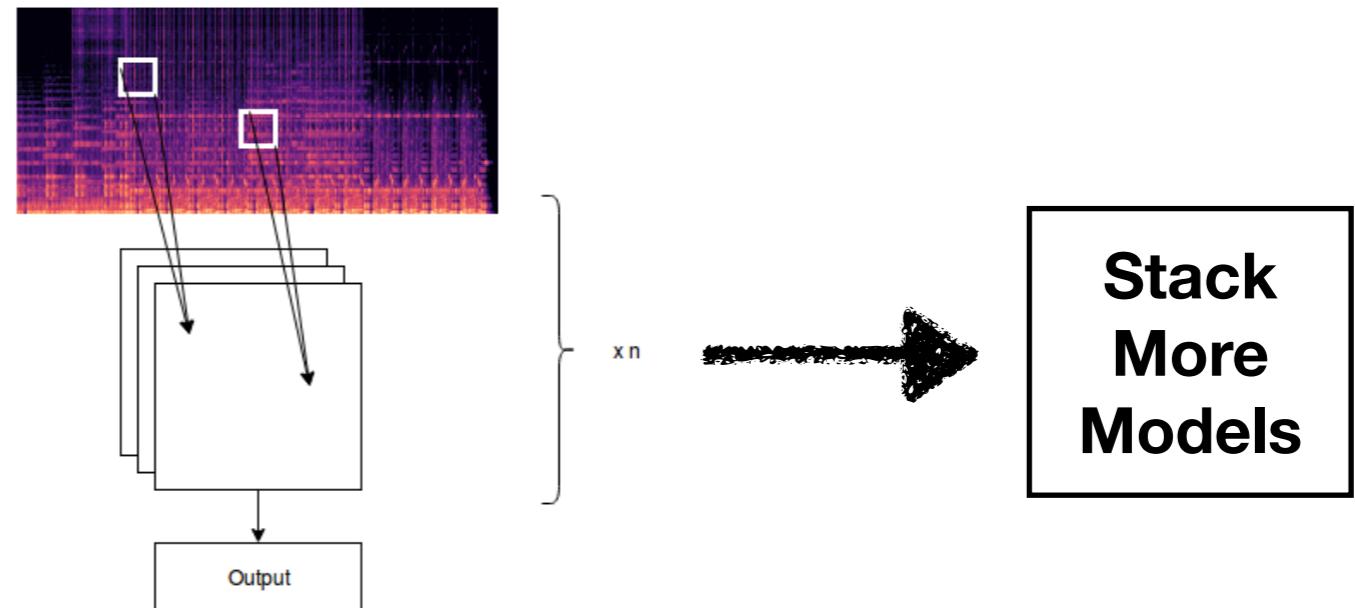
# Audio Classification

Raw audio wave  
1D convolutions



Source: <https://medium.com/@CVxTz/audio-classification-a-convolutional-neural-network-approach-b0a4fce8f6c>

Log-Mel spectrogram



Source: [https://miro.medium.com/max/1044/1\\*N9cxrH0nMlohogWal3UcfQ.png](https://miro.medium.com/max/1044/1*N9cxrH0nMlohogWal3UcfQ.png)

**Stack  
More  
Models**

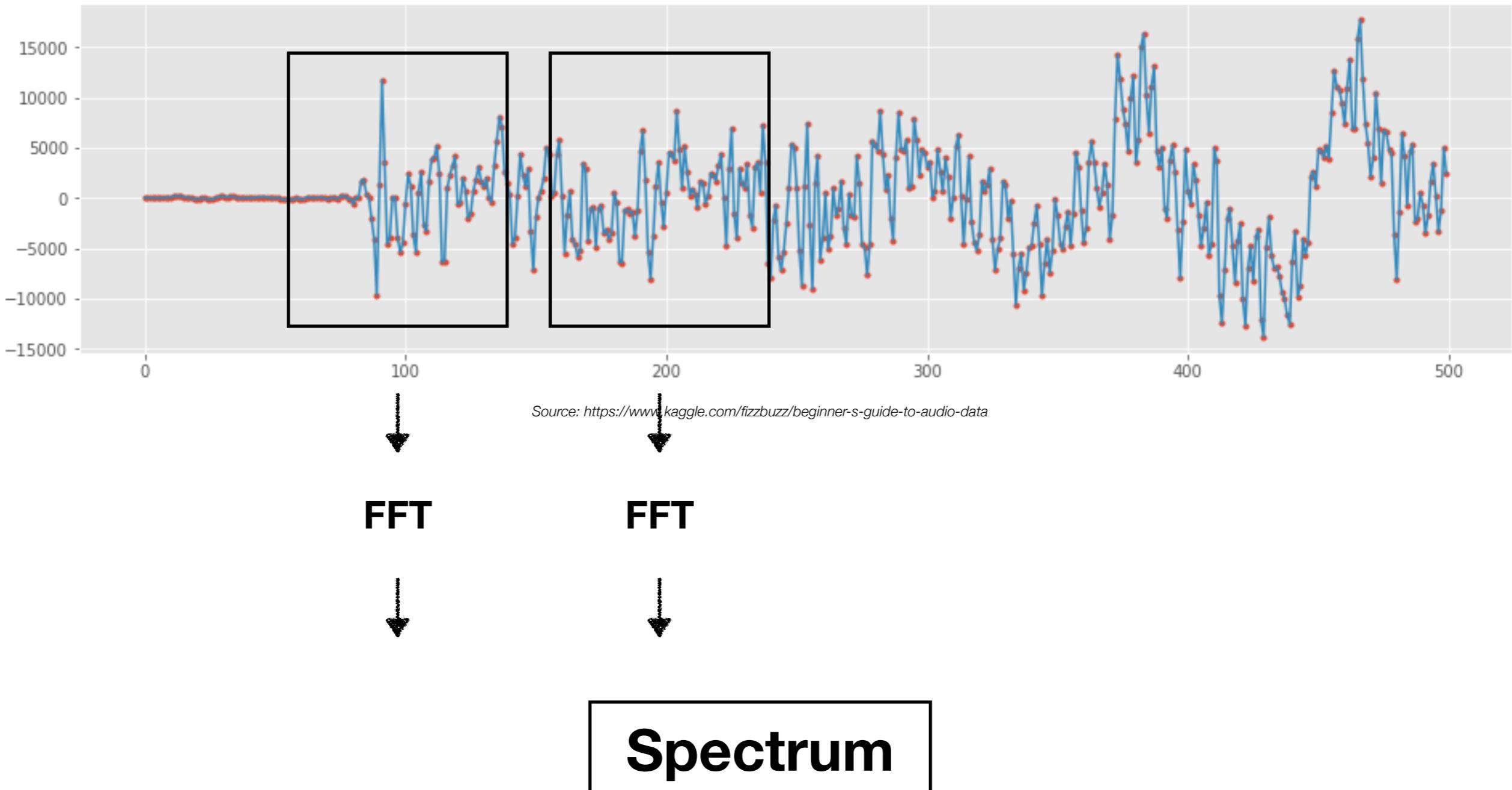
Research Prediction Competition

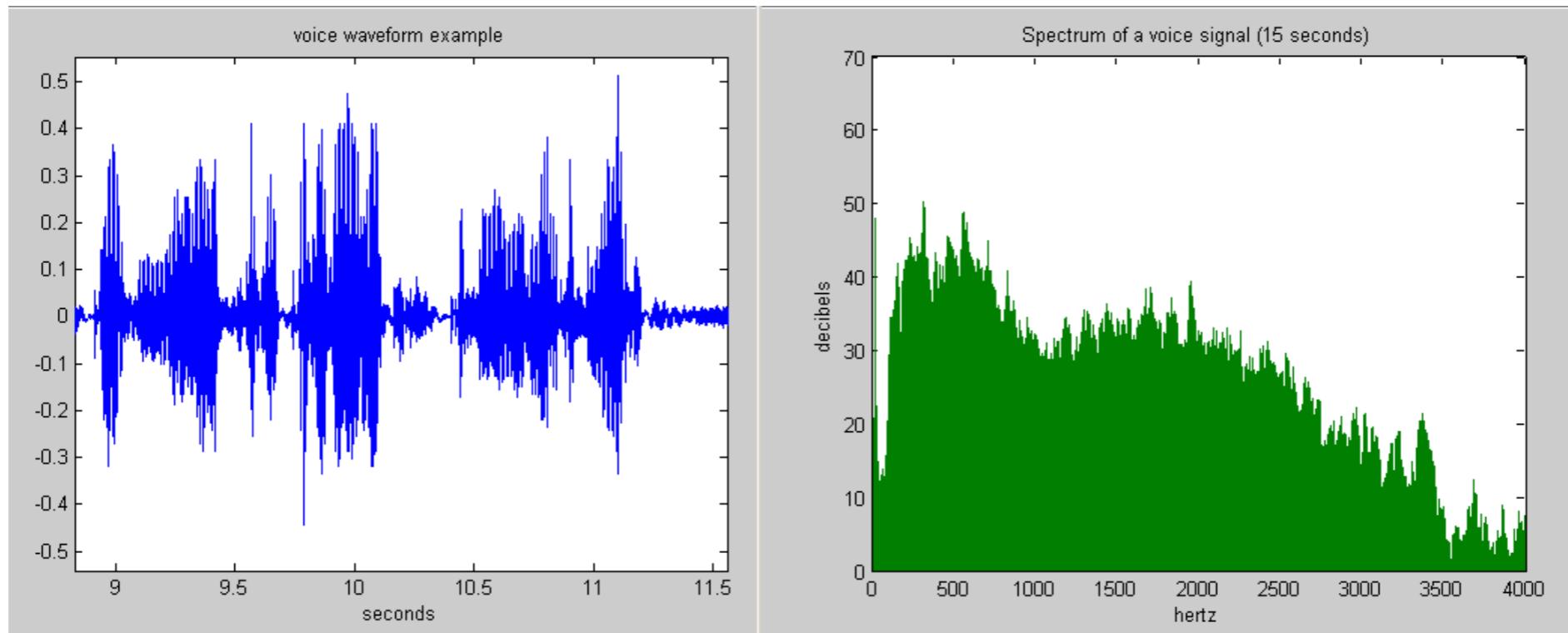
**Freesound General-Purpose Audio Tagging Challenge**

Can you automatically recognize sounds from a wide range of real-world environments?

558 teams · a year ago

# Spectograms & MFCC



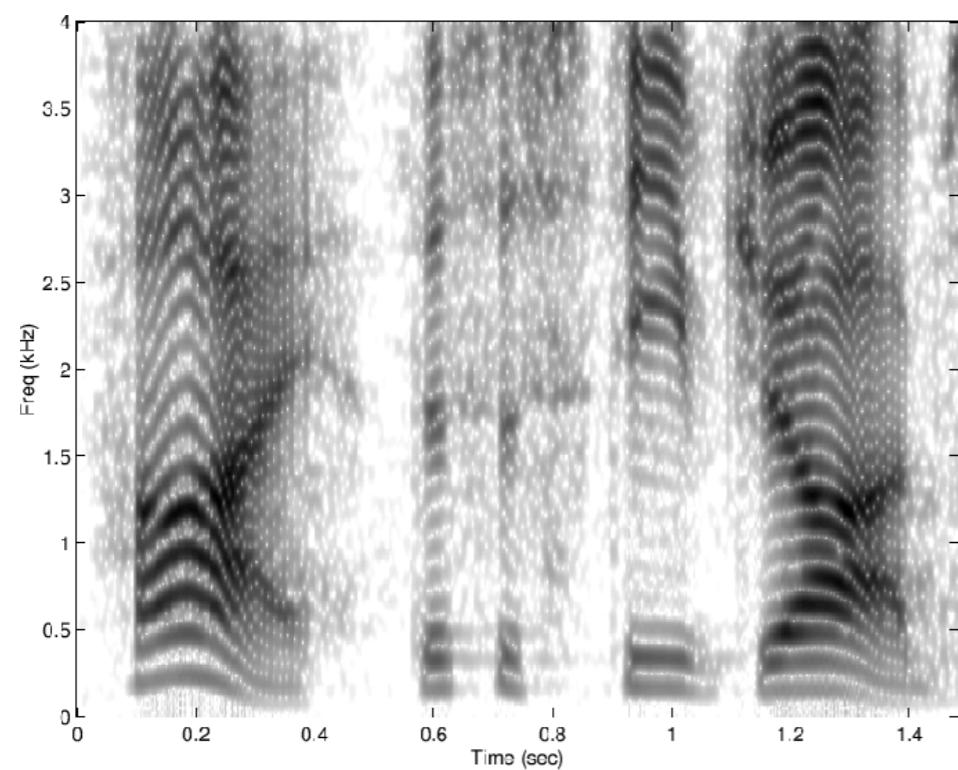


Source: <https://habr.com/ru/post/226143/>

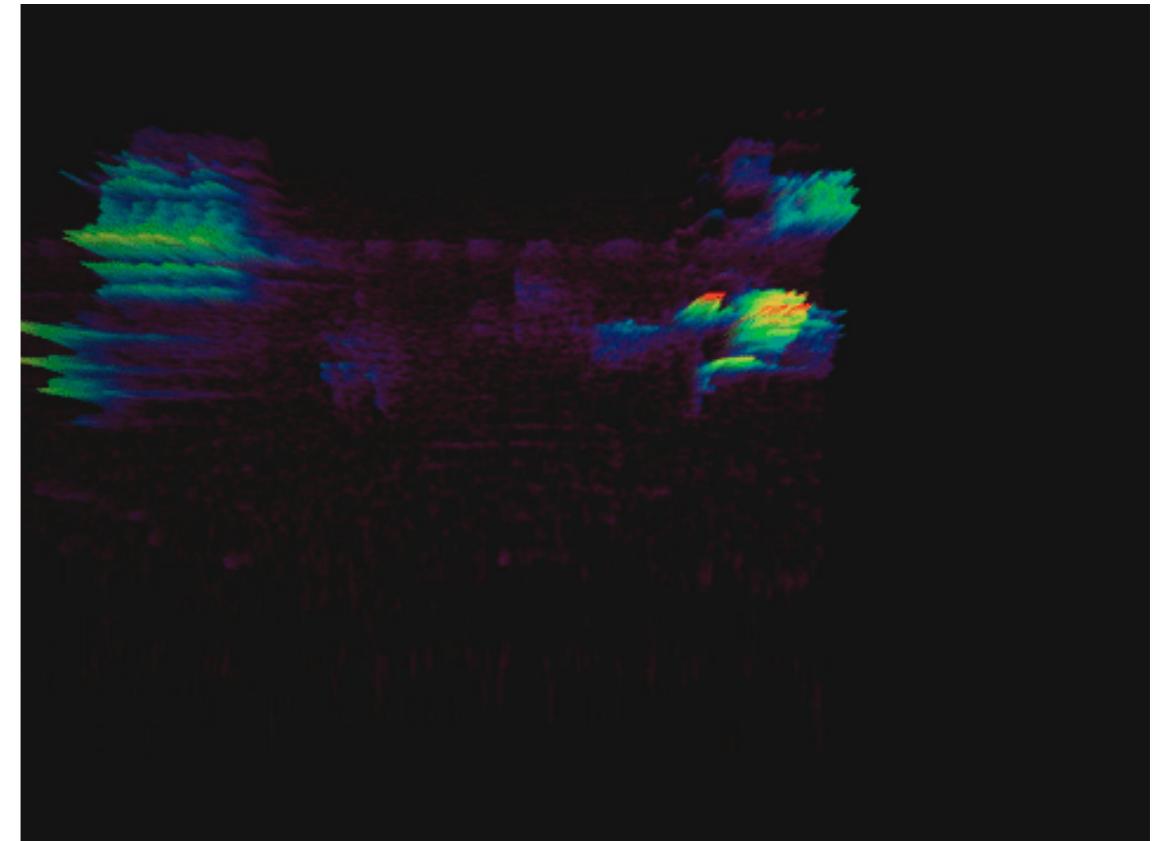
**MAP spectral amplitude to a grey level (0- 255) value.**

0 represents black and 255 represents white.

Higher the amplitude, darker the corresponding region.



Source: [https://www.dsprelated.com/freebooks/sasp/Spectrogram\\_Speech.html](https://www.dsprelated.com/freebooks/sasp/Spectrogram_Speech.html)



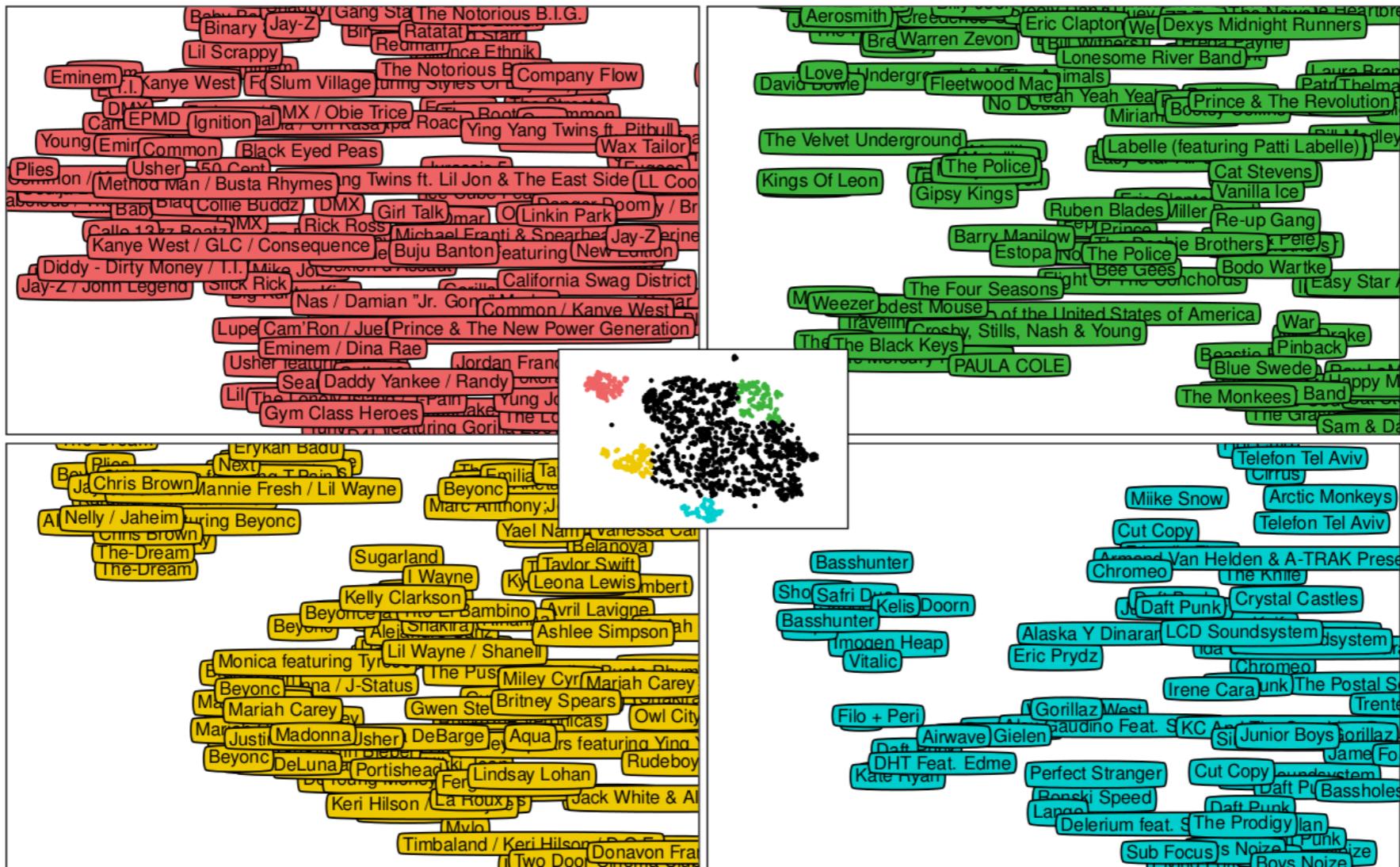
Source: <https://xakep.ru/wp-content/uploads/2019/09/236259/bird.gif>

# Real world problems

## 7. Music Recommendation

### Collaborative filtering

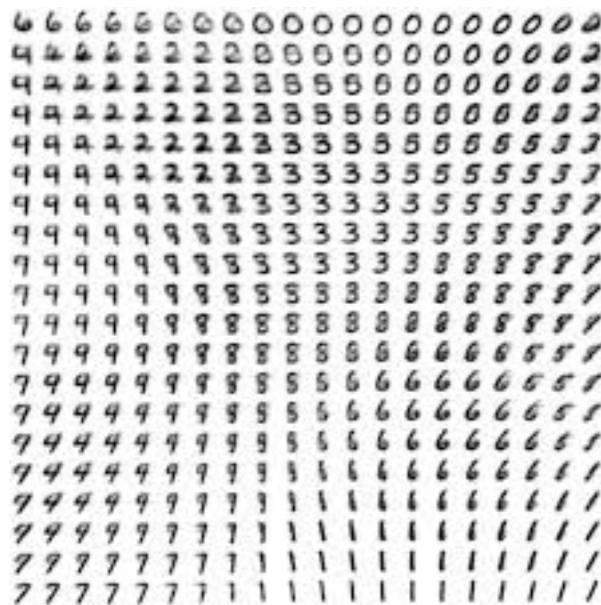
### Content-based recommendation



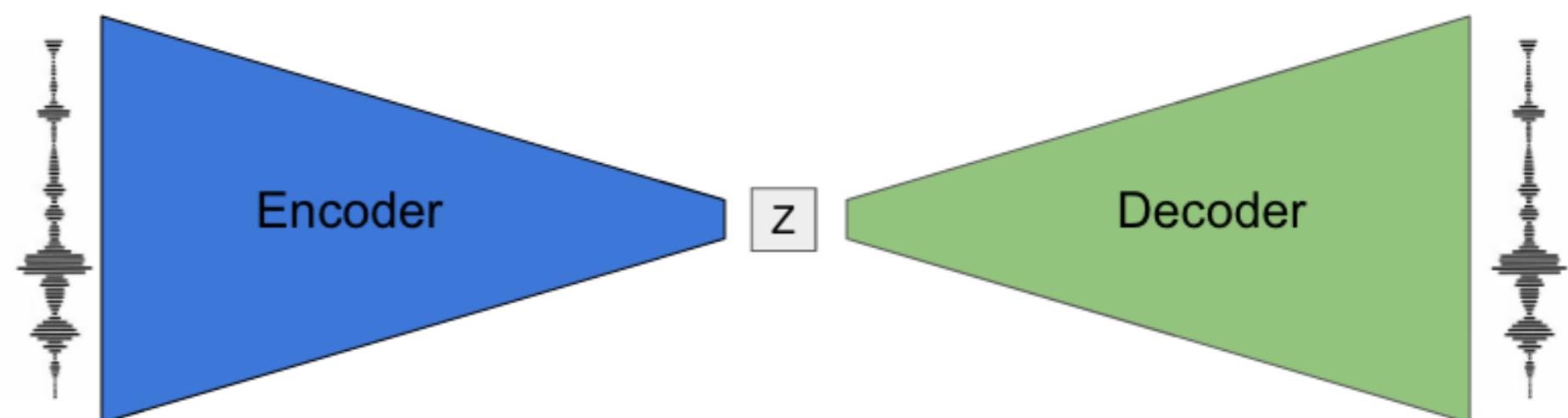
Source: <http://benanne.github.io/2014/08/05/spotify-cnns.html>

# Working with music

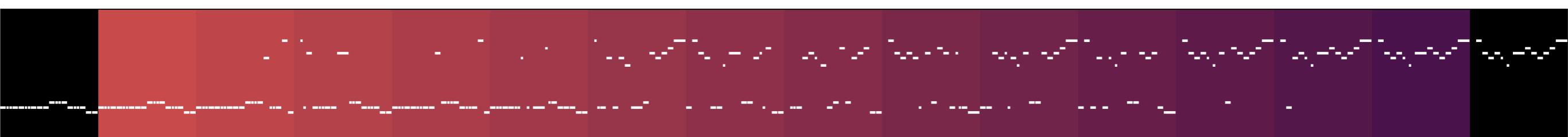
# MusicVAE



Source: [https://www.researchgate.net/figure/VAE-learned-manifold-of-the-MNIST-dataset-A-VAE-with-a-two-dimensional-latent-space-was\\_fig11\\_332547811](https://www.researchgate.net/figure/VAE-learned-manifold-of-the-MNIST-dataset-A-VAE-with-a-two-dimensional-latent-space-was_fig11_332547811)



Source: <https://magenta.tensorflow.org/music-vae>



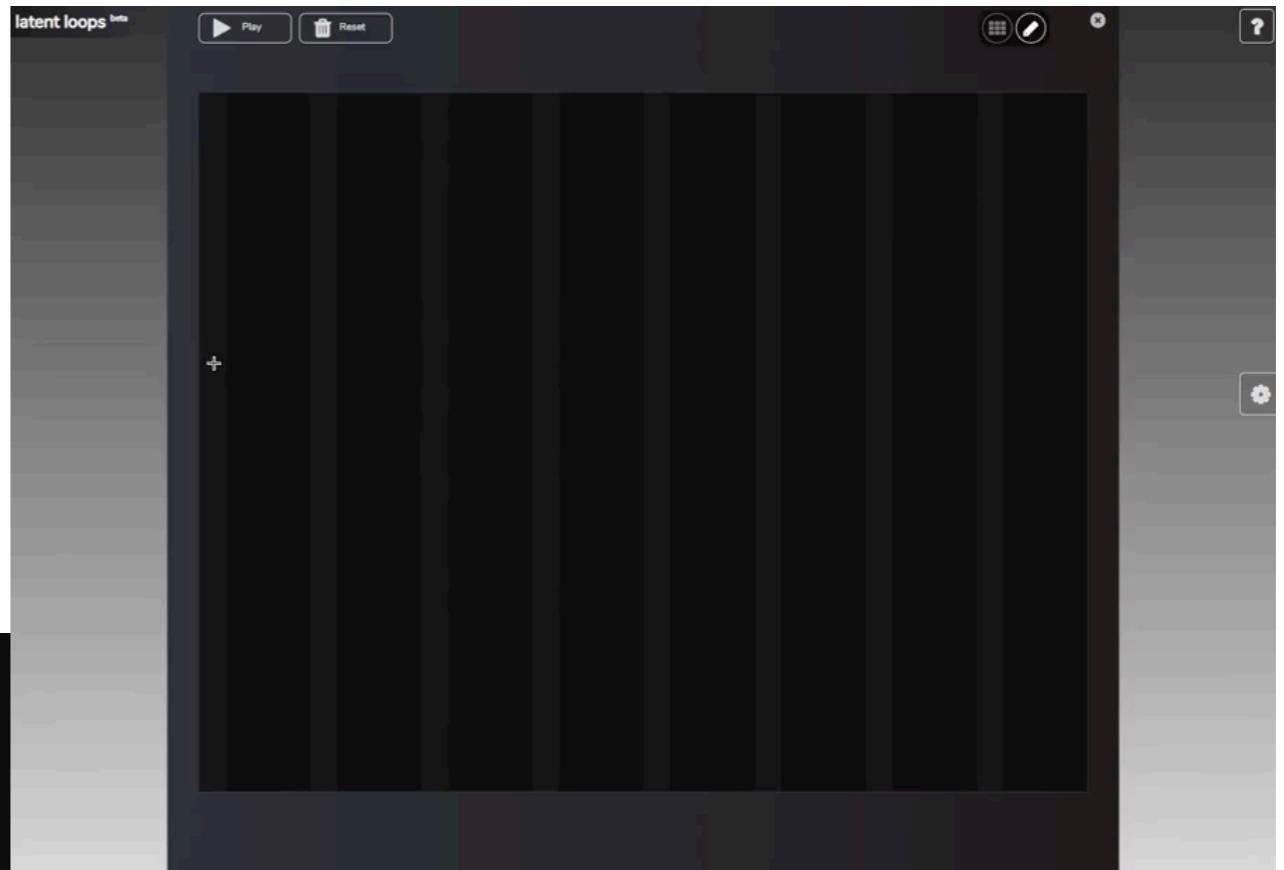
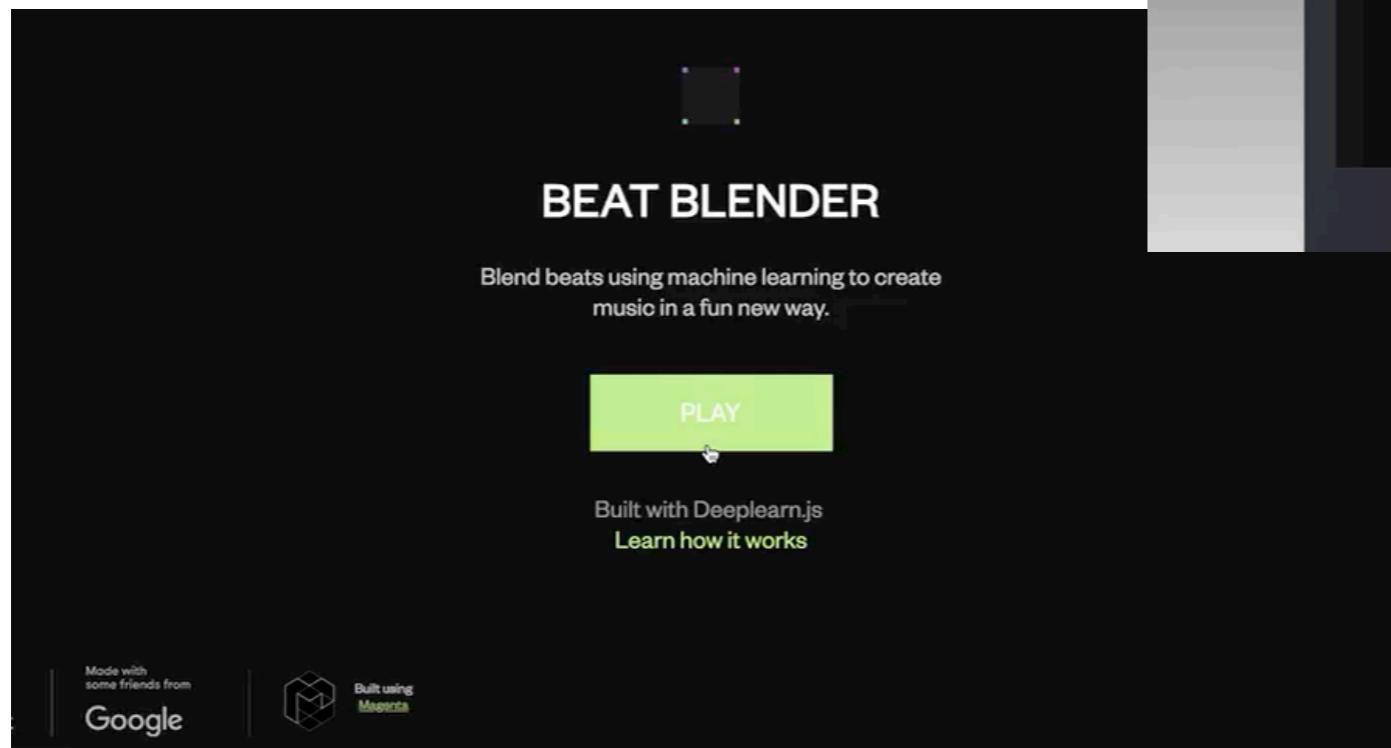
NOT VAE



VAE

# Tools for musicians

## Beat Blender



## Latent Loops

**NSynth**

moving to the actual  
sound...