



# *Metrical Analysis of Music Signals*

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# What's the song?



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# What's the song?



- ⑥ rhythm is **essential** to music
- ⑥ *pulse* and *meter* characteristics are **very robust** to signal transformation
  - △ transformed
  - △ original

# *Objective of this presentation*

- 
- ⑥ Give a general overview about the metrical analysis of music signals as well as some research axis of my PhD work

# *Presentation content*

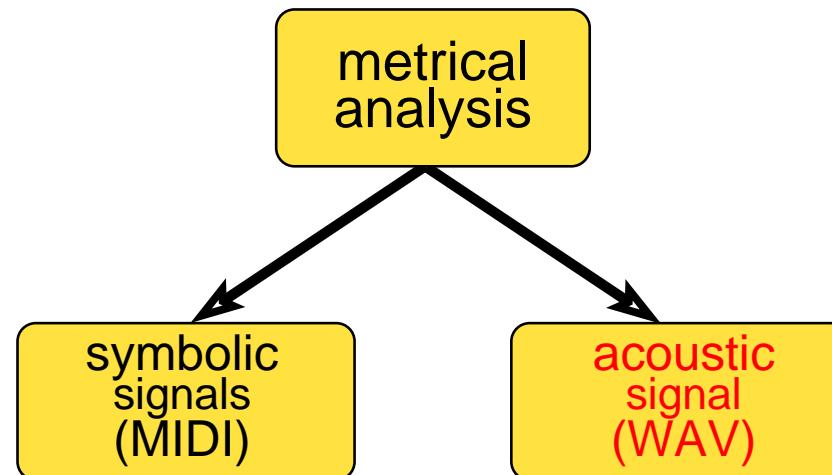
- ⌚ Introduction
- ⌚ Beat-tracking model
- ⌚ Performance analysis
- ⌚ Conclusions

# Introduction

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- ⑥ metrical analysis is an essential part of this field
  - △ important for many audio applications
    - rhythm alignment of musical instruments
    - cut and paste operations in audio editing
    - MIR
    - music transcription
    - special effects

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  - △ automatic estimation is difficult for a broad variety of music

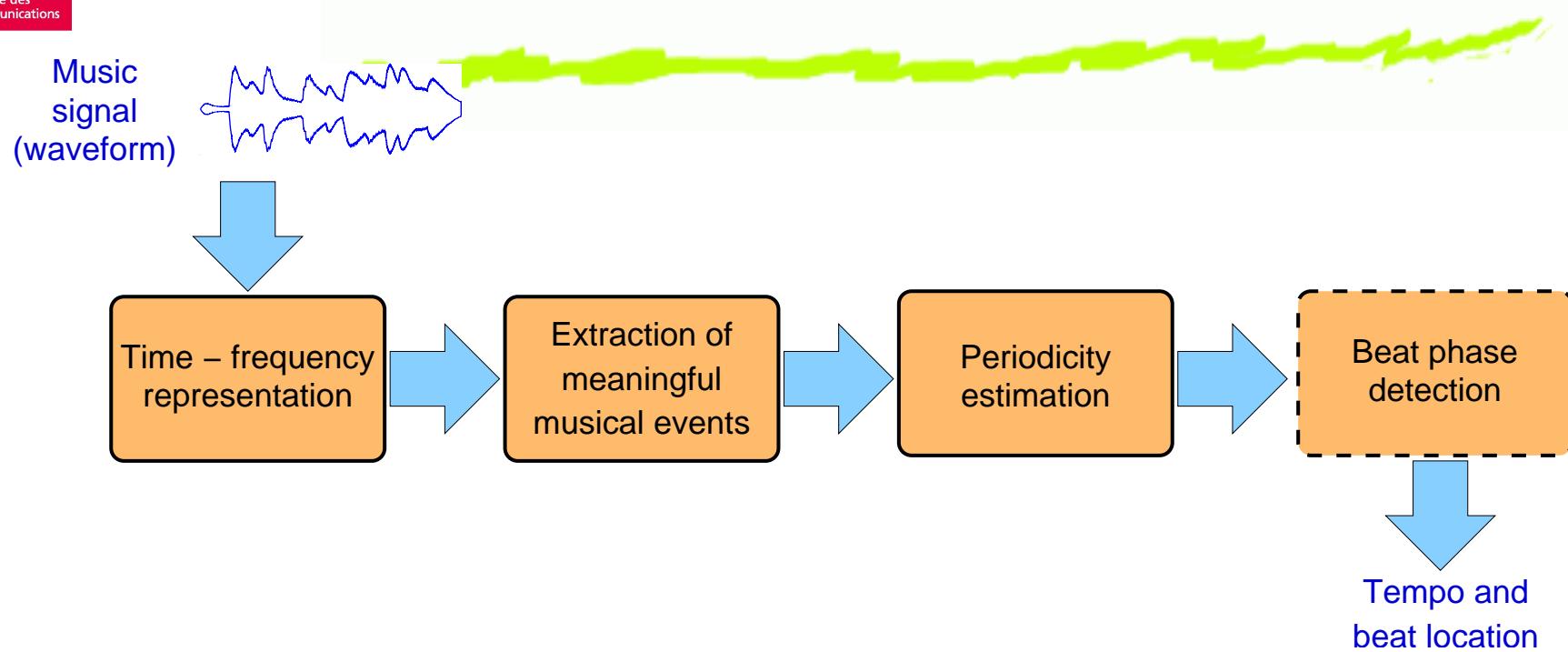


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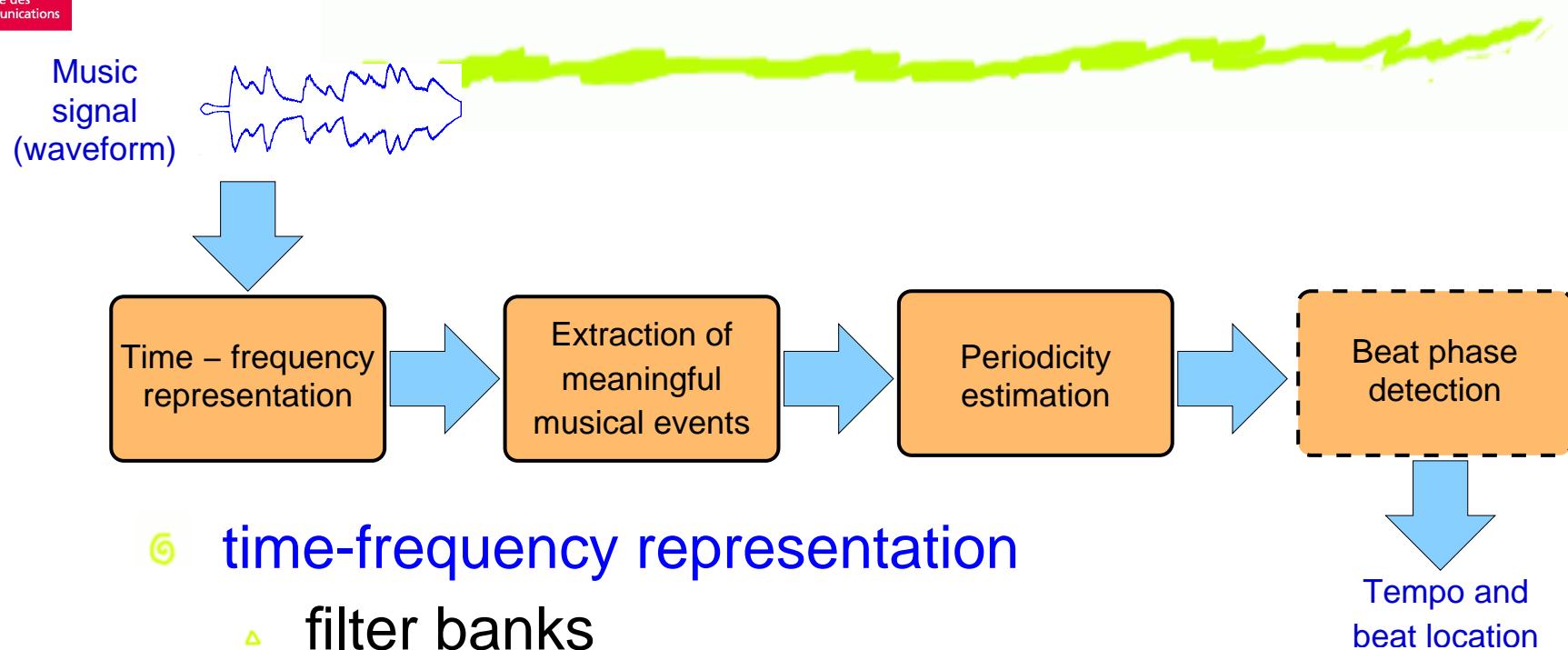


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- ⌚ the proposed system aims at various musical genres
- ⌚ most algorithms are based on the same general architecture

# General architecture



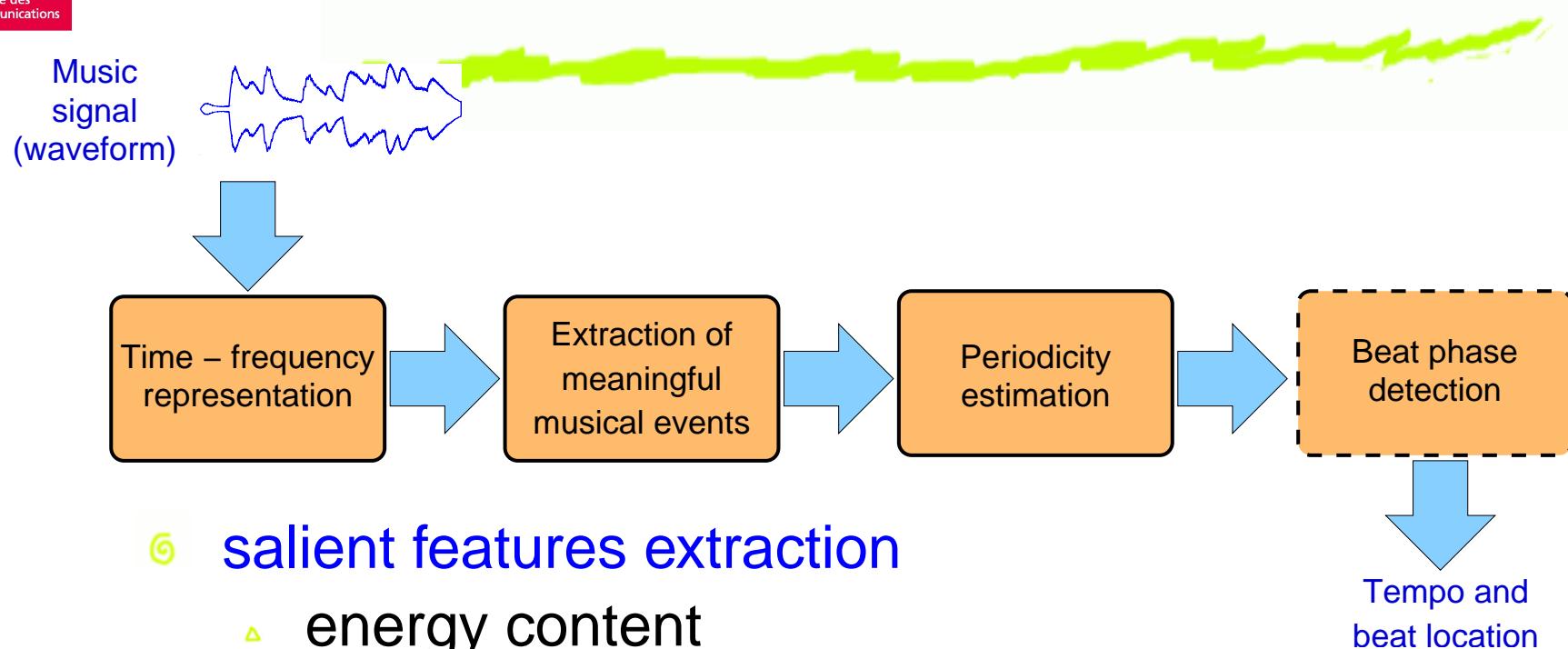
# General architecture



## ⑥ time-frequency representation

- △ filter banks
- △ STFT
- △ wavelets
- △ matching pursuit
- △ parametric models
- △ Wigner-Ville

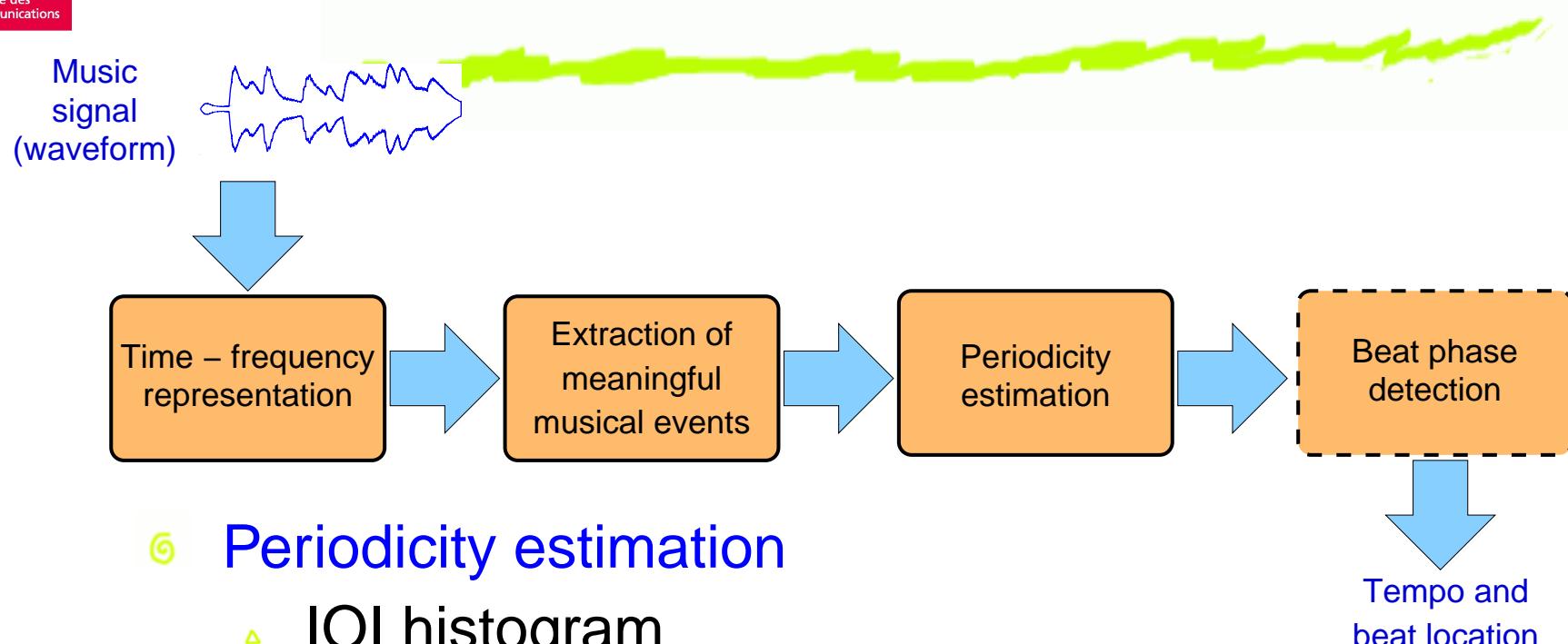
# General architecture



## ⑥ salient features extraction

- △ energy content
- △ high-frequency content
- △ spectral difference
- △ phase stability
- △ probabilistic models
- △ SVM
- △ ICA

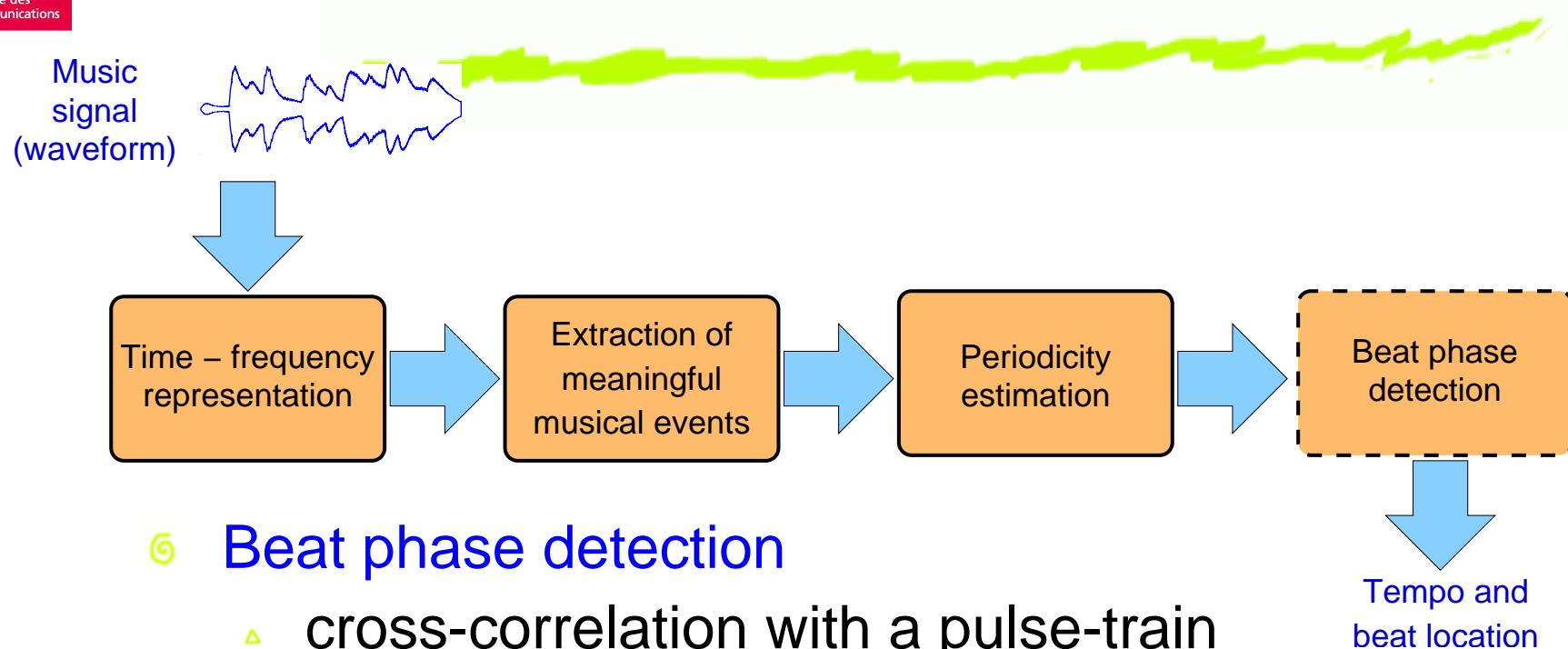
# General architecture



## ⑥ Periodicity estimation

- △ IOI histogram
- △ pitch estimation methods (ACF, spectral product, YIN, etc.)
- △ bank of *comb filter resonators*
- △ probabilistic models (GMM, bayesian networks)
- △ resonators based on neural networks
- △ periodicity transform

# General architecture



## ⑥ Beat phase detection

- △ cross-correlation with a pulse-train
- △ pick-picking



- ⌚ Introduction
- ⌚ **Beat-tracking model**
- ⌚ Performance analysis
- ⌚ Conclusions

# Beat-tracking model

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  - △ a **novel idea**, to perform tempo estimation on the residual part of a harmonic/noise decomposition
  - △ the residual part was computed using a *noise subspace projection* approach
  - △ the audio signal is modeled as:

$$x(n) = \sum_{k=1}^M \alpha_k e^{i\omega_k n + \phi_k} + e(n)$$

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- △ if cannot be modeled as a complex exponential (i.e., onsets, attacks) it is considered as the *residual*

# Harmonic plus noise decomposition



- ⌚ piano example **original** and **residual**
- ⌚ french horn example **original** and **residual**
- ⌚ violin example **original** and **residual**

# Harmonic plus noise decomposition



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- ⌚ about subspace-based techniques
  - ⚠ much more precise than Fourier analysis
  - ⚠ very robust to high noise levels
  - ⚠ very short analysis windows can be used
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  - ⚠ much more precise than Fourier analysis
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  - ⚠ very short analysis windows can be used
  - ⚠ not required to subtract the sinusoids
  - ⚠ very computationally demanding
  - ⚠ the *model order* must be well estimated

# *detection of salient features*

⑥ what is a *salient feature*?

# *detection of salient features*



## ⑥ what is a *salient feature*?

- △ those timepoints where there is a marked change in any of the perceived psychoacoustical properties of sound, i.e., *loudness, timbre and pitch*

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- ⑥ robust detection for polyphonic music is a difficult task

# *detection of salient features*



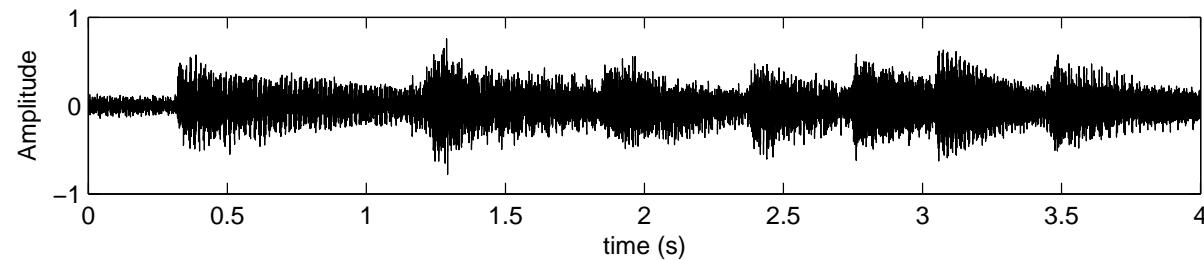
- ⑥ what is a *salient feature*?
  - △ those timepoints where there is a marked change in any of the perceived psychoacoustical properties of sound, i.e., *loudness, timbre and pitch*
- ⑥ robust detection for polyphonic music is a difficult task
- ⑥ motivated by previous work, we define the *Spectral Energy Flux (SEF)*  $E(f, k)$  of an audio signal

# *Spectral energy flux (1/2)*

## ⑥ Piano example

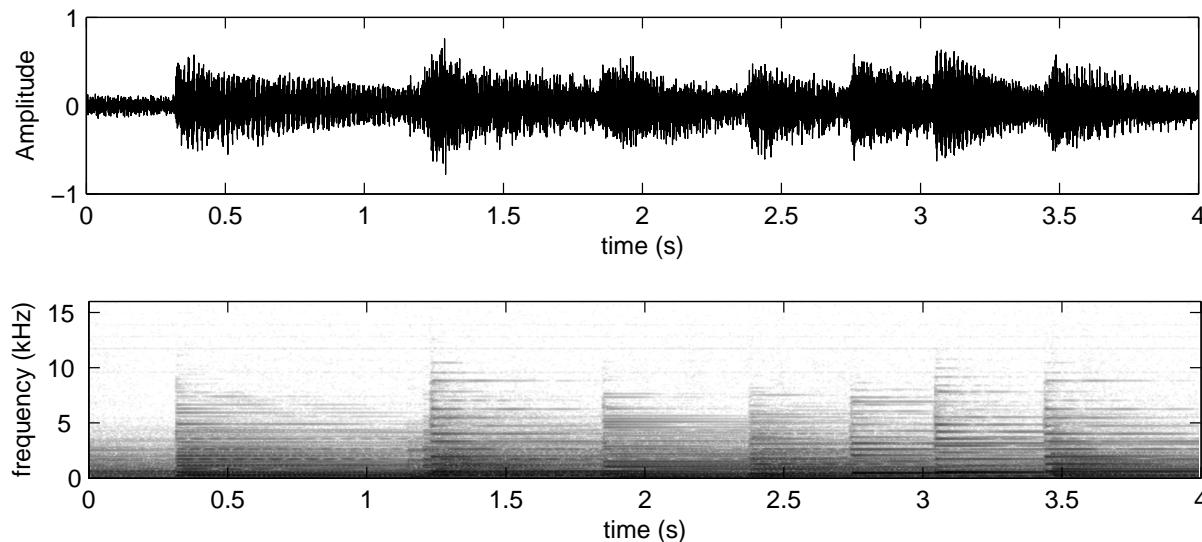
# *Spectral energy flux (1/2)*

## 6 Piano example



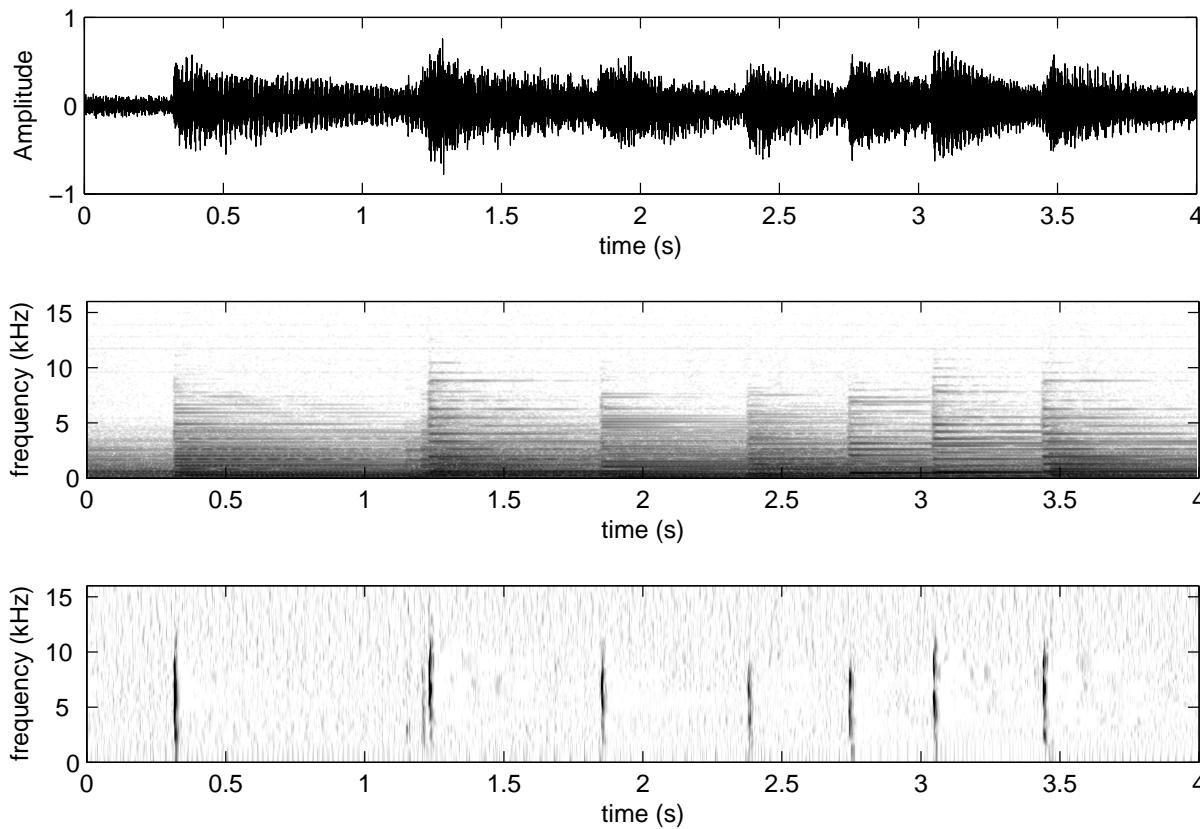
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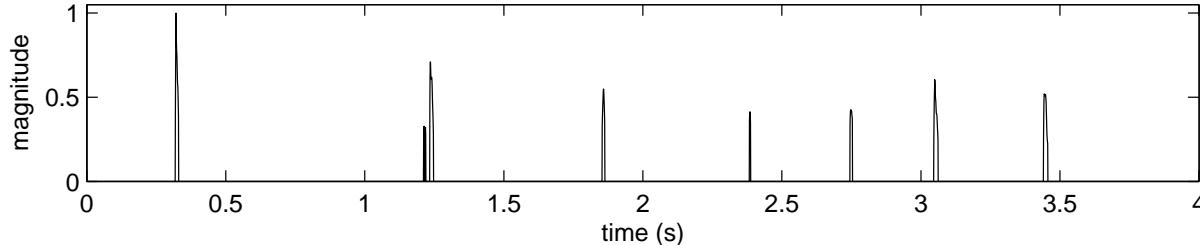
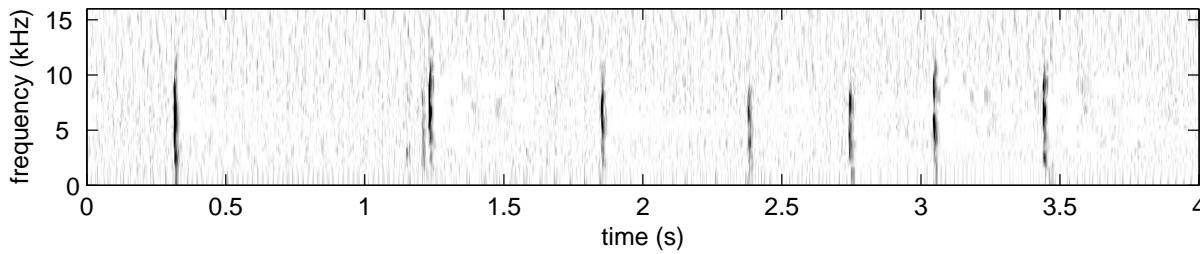
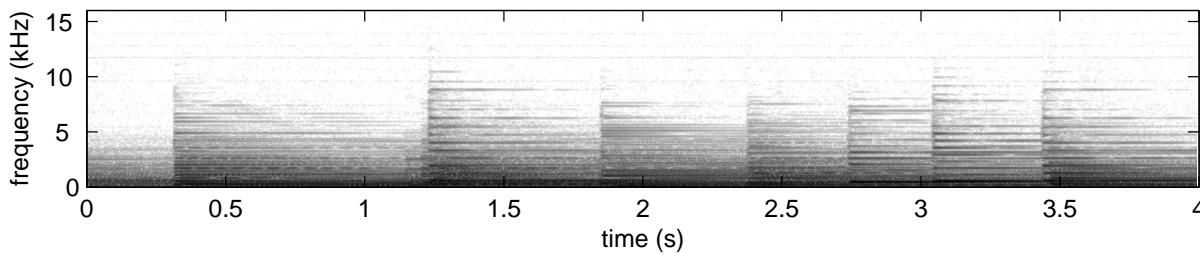
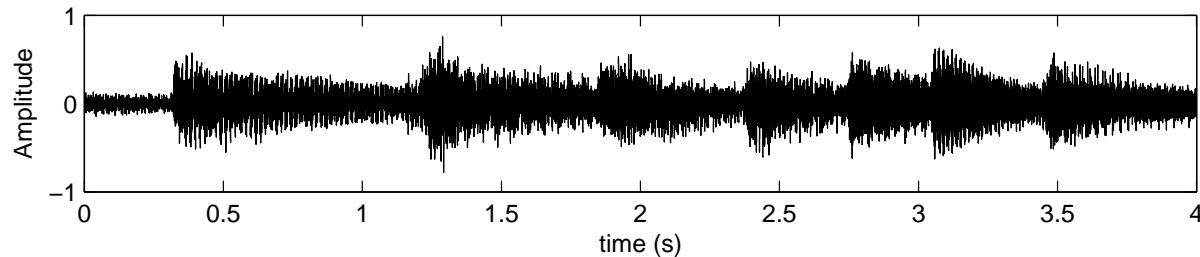
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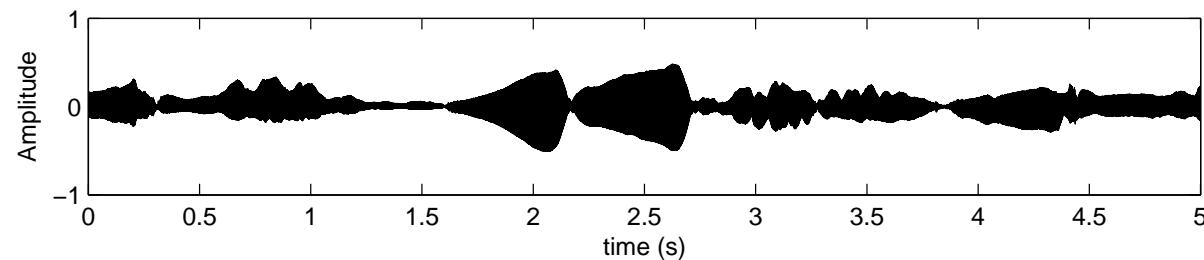


# *Spectral energy flux (2/2)*

6 Violin example

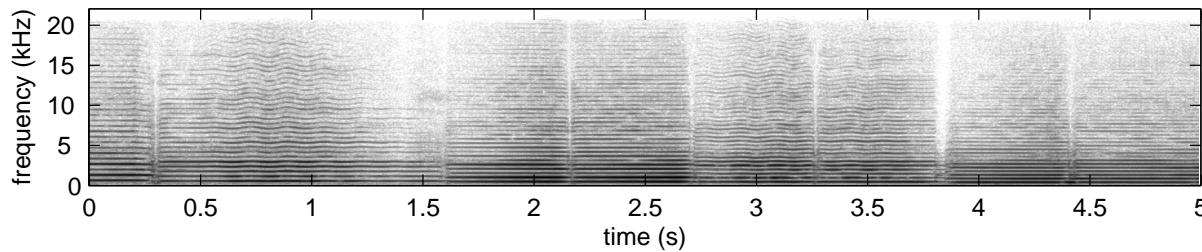
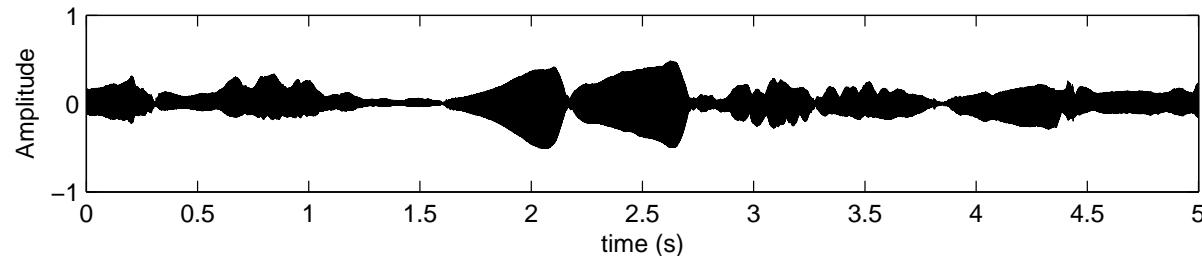
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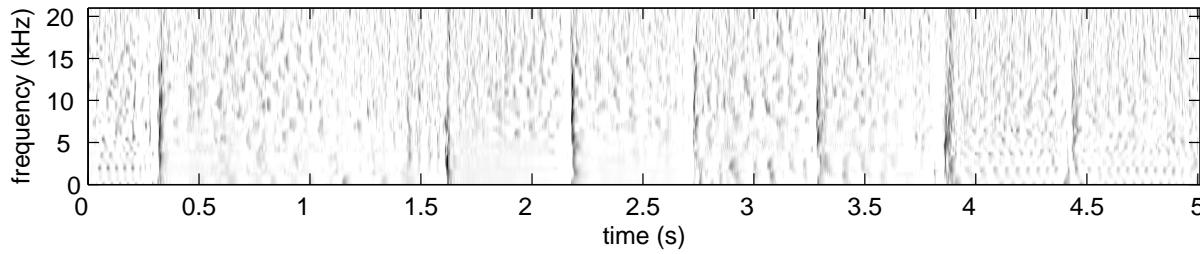
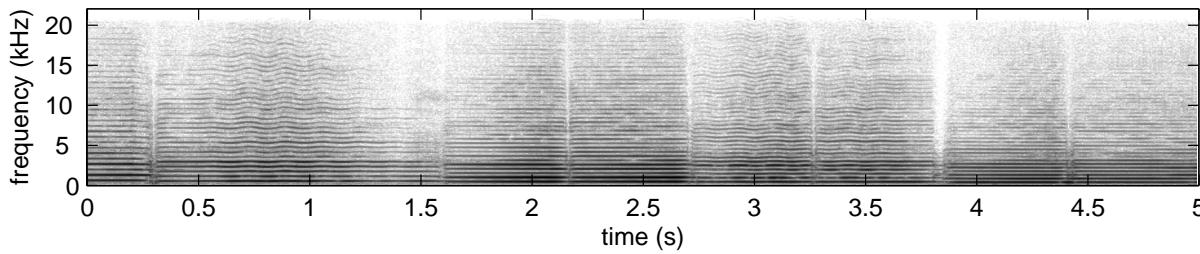
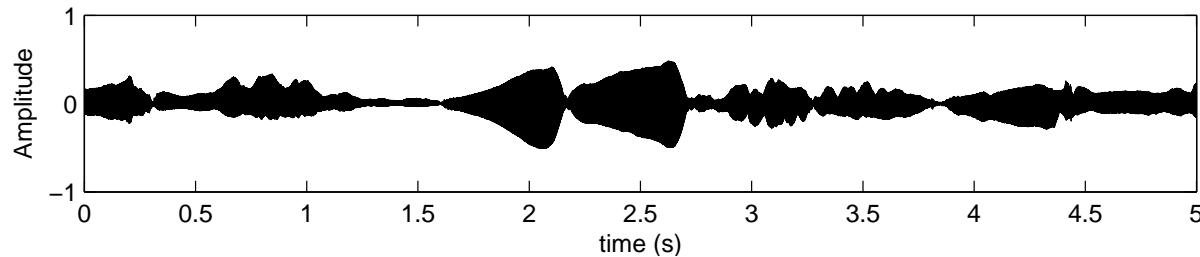
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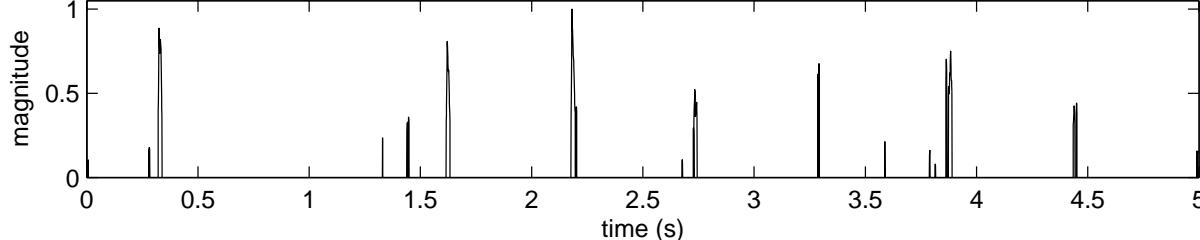
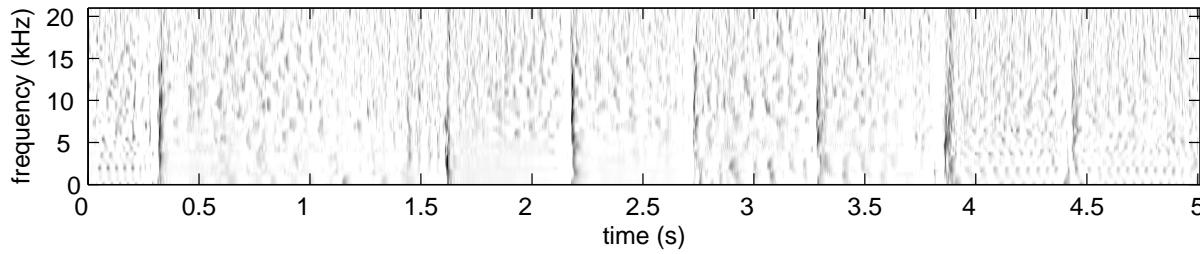
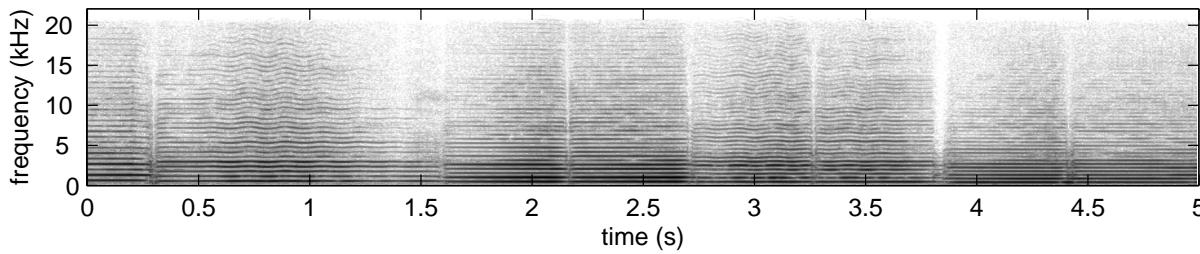
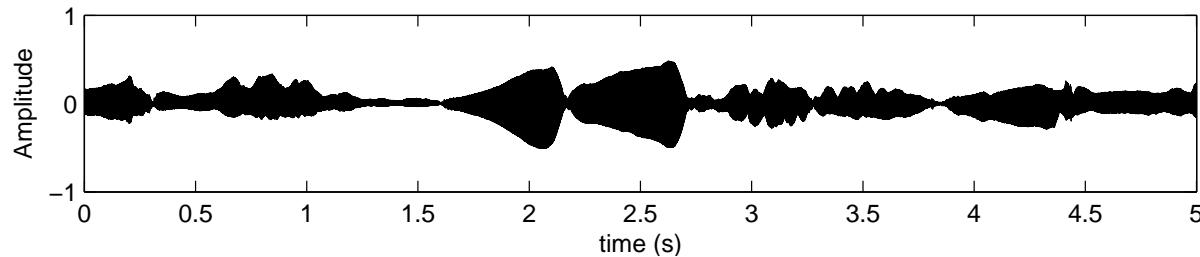
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# *Periodicity estimation and beat location*



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# Periodicity estimation and beat location



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- ⑥ detection function periodicity is found using two different methods
  - △ *spectral product*
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# Periodicity estimation and beat location



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- ⑥ detection function periodicity is found using two different methods
  - △ *spectral product*
  - △ *autocorrelation function*
- ⑥ beat location is found via a cross-correlation with an artificial pulse-train

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- ⌚ Introduction
  - ⌚ Beat-tracking model
  - ⌚ **Performance analysis**
  - ⌚ Conclusions

# Performance analysis

- ⑥ evaluation using a corpus of 489 musical excerpts

# Performance analysis

- evaluation using a corpus of 489 musical excerpts
- wide diversity of musical genres

Genre	Pieces	Percentage
classical	137	28.0 %
jazz	79	16.2 %
latin	37	7.6 %
pop	40	8.2 %
rock	44	9.0 %
reggae	30	6.1 %
soul	24	4.9 %
rap, hip-hop	20	4.1 %
techno	23	4.7 %
other	55	11.2 %
<b>total</b>	<b>489</b>	<b>100 %</b>

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- ⑥ tempi in the 50 to 200 BPM range
- ⑥ the tempo of each musical piece was manually annotated and **cross-validated** by at least two musicians

# Results

- ⑥ the algorithm was compared to our previous work
- ⑥ it was also compared to our own implementation of the methods proposed by Paulus<sup>1</sup> and Scheirer<sup>2</sup>
- ⑥ overall recognition rate for the evaluated systems

Method	Recognition rate
Paulus	56.3 %
Scheirer	67.4 %
SP .	63.2 %
AC .	73.6 %
SP using SEF.	84.0 %
AC using SEF	89.7 %

<sup>1</sup>Paulus J. and Klapuri A., "Measuring the similarity of rhythmic patterns", Proc. ISMIR 2002.

<sup>2</sup>Scheirer, E.D., "Tempo and beat analysis of acoustic music signals", JASA, January 1998.

# Sound examples



- ⑥ example rock
- ⑥ example country music
- ⑥ example soul
- ⑥ example salsa
- ⑥ example guitare
- ⑥ example jazz 1
- ⑥ example jazz 2
- ⑥ example musique classique 1
- ⑥ example musique classique 2

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  - ⑥ global success rate of 89.7%
  - ⑥ the **system works off-line**