

Rhythm Analysis in Music

EECS 352: Machine Perception of
Music & Audio

Some Definitions

- Rhythm
 - “movement marked by the regulated succession of strong and weak elements, or of opposite or different conditions.” [OED]



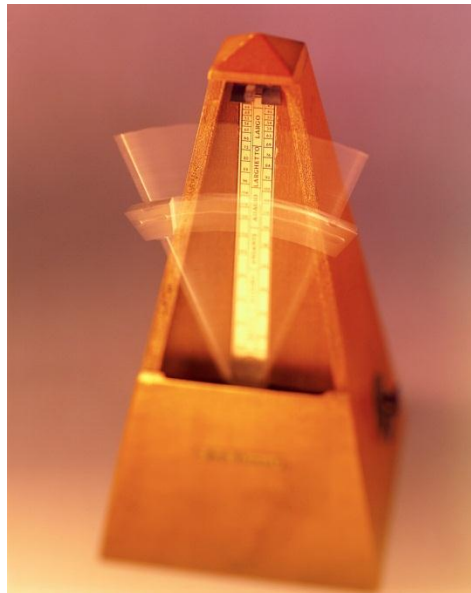
Some Definitions

- Beat
 - Basic unit of time in music



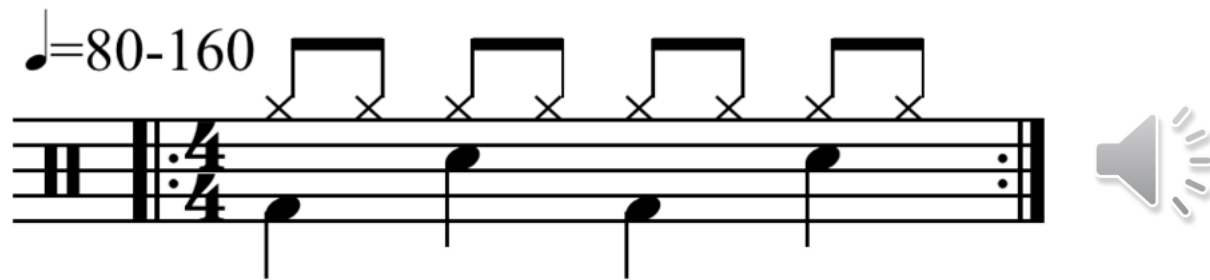
Some Definitions

- Tempo
 - Speed or pace of a given piece, typically measured in beats per minute (BPM)



Some Definitions

- Measure (or bar)
 - Segment of time defined by a given number of beats

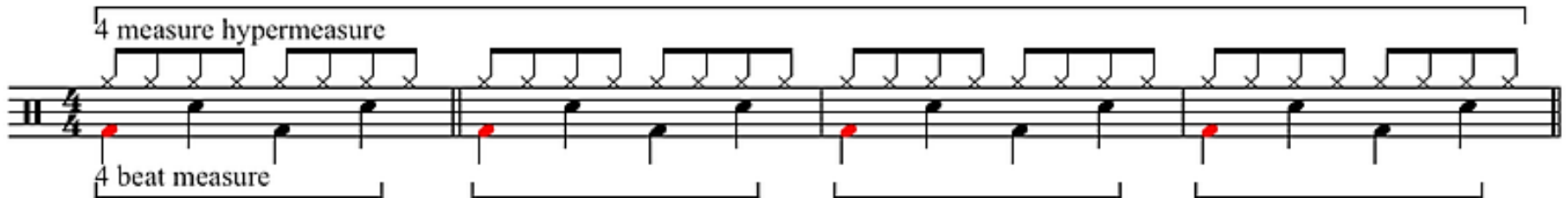


A 4-beat measure drum pattern.

[[http://en.wikipedia.org/wiki/Metre_\(music\)](http://en.wikipedia.org/wiki/Metre_(music))]

Some Definitions

- Meter (or metre)
 - Organization of music into regularly recurring measures of stressed and unstressed beats



Hypermeter: 4-beat measure and 4-measure hypermeasure. Hyperbeats in red.

[[http://en.wikipedia.org/wiki/Metre_\(music\)](http://en.wikipedia.org/wiki/Metre_(music))]

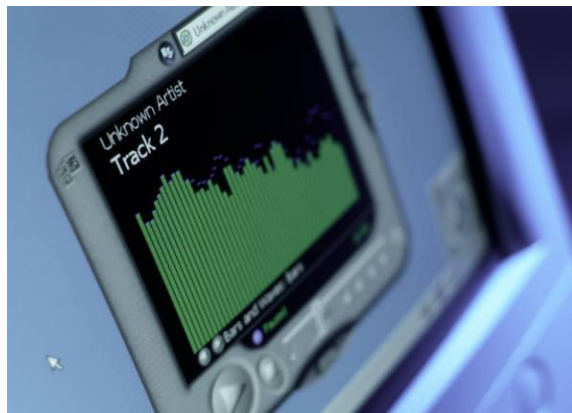
Rhythm Analysis Tasks

- Onset Detection
- Tempo Estimation
- Beat Tracking
- Higher-level Structures



Practical Interest

- Identify/classify/retrieve by rhythmic similarity
- Music segmentation/summarization
- Audio/video synchronization
- And... Source separation!



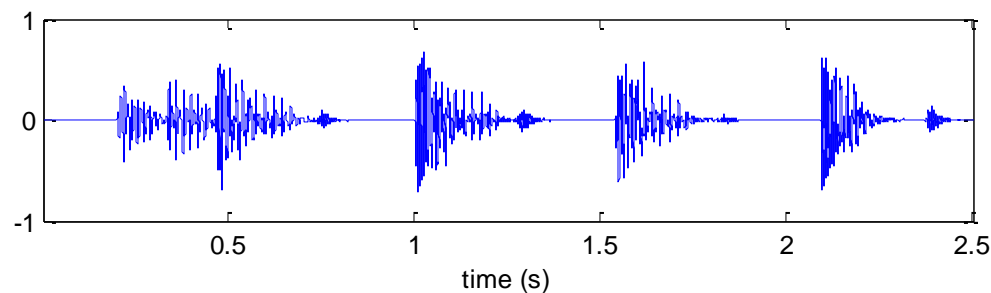
Intellectual Interest

- “Music understanding” [Dannenberg, 1987]
- Music perception
- Music cognition
- And... Fun!



Onset Detection (what?)

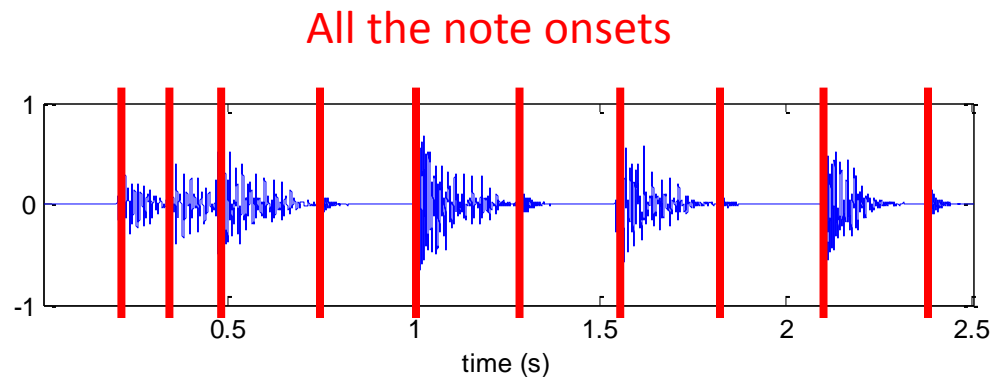
- Identify the starting times of musical elements
- E.g. notes, drum sounds, or any sudden change
- See *novelty curve* [Foote, 2000]



Beginning of *Another one bites the dust* by Queen.

Onset Detection (how?)

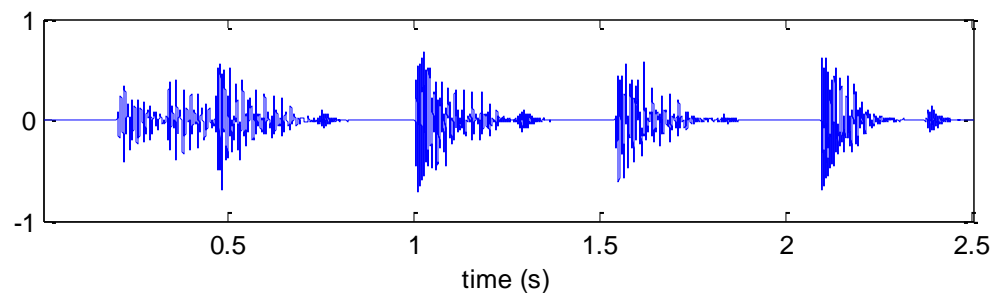
- Analyze amplitude (drums have high energy!)
- Analyze other cues (e.g. spectrum, pitch, phase)
- Analyze self-similarity (see *similarity matrix*)



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Tempo Estimation (what?)

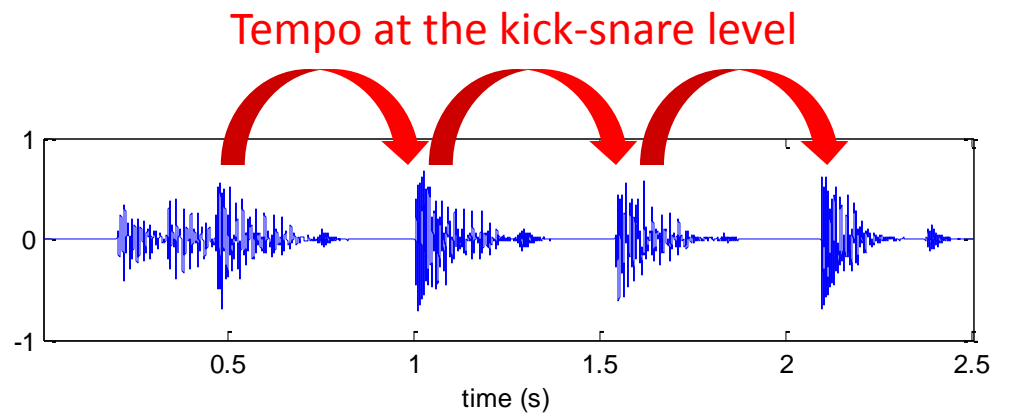
- Identify periodic or quasi-periodic patterns
- Identify some period of repetition
- See *beat spectrum* [Foote et al., 2001]



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Tempo Estimation (how?)

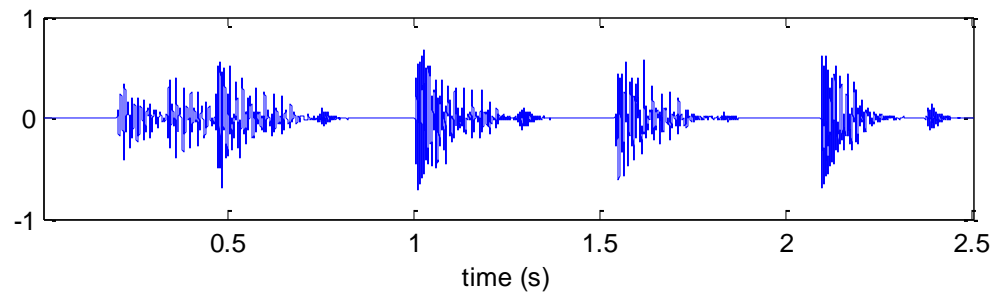
- Analyze periodicities using the *autocorrelation*
- Compare the onsets with a bank of comb filters
- Use the Short-Time Fourier Transform (STFT)



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Beat Tracking (what?)

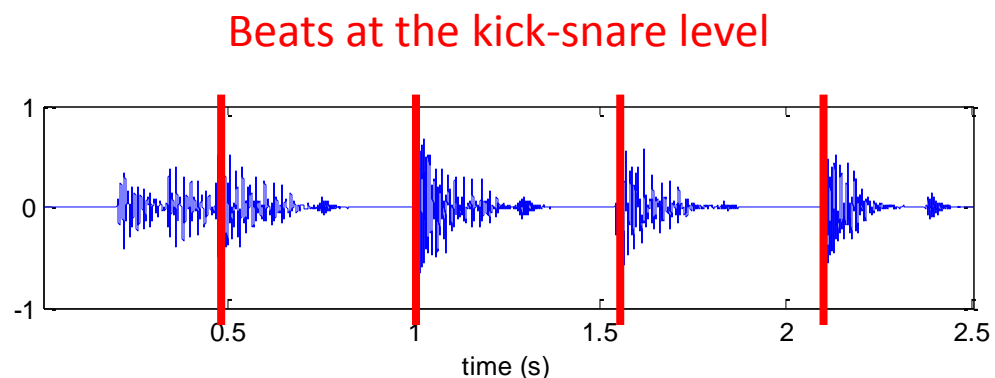
- Identify the beat times
- Identify the times to which we tap our feet
- See (also) *beat spectrum*



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Beat Tracking (how?)

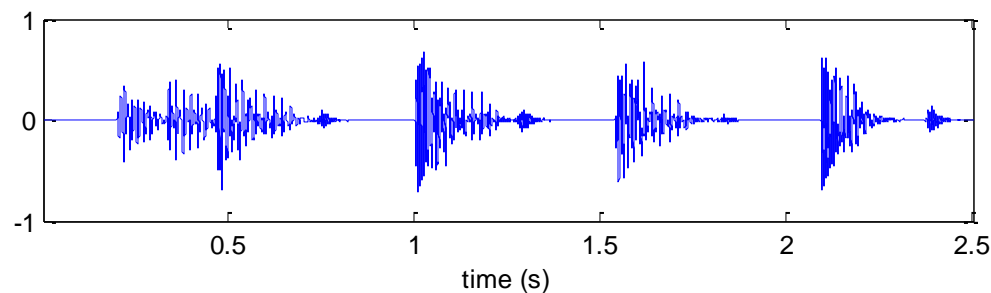
- Find optimal beat times given onsets and tempo
- Use Dynamic Programming [Ellis, 2007]
- Use Multi-Agent System [Goto, 2001]



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Higher-level structures (what?)

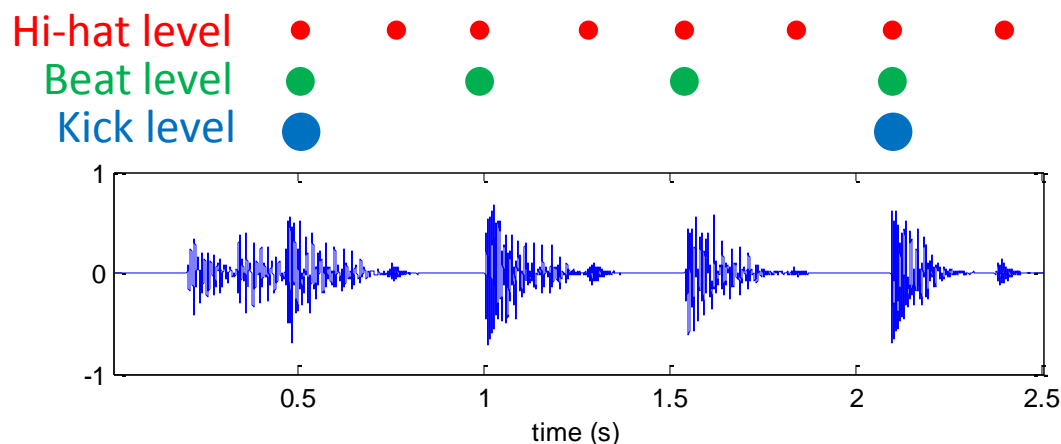
- Rhythm, meter, etc.
- “Music understanding”
- See (again) *beat spectrum* and *similarity matrix*



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Higher-level structures (how?)

- Extract onsets, tempo, beat
- Use/assume additional knowledge
- E.g. how many beats per measure? Etc.



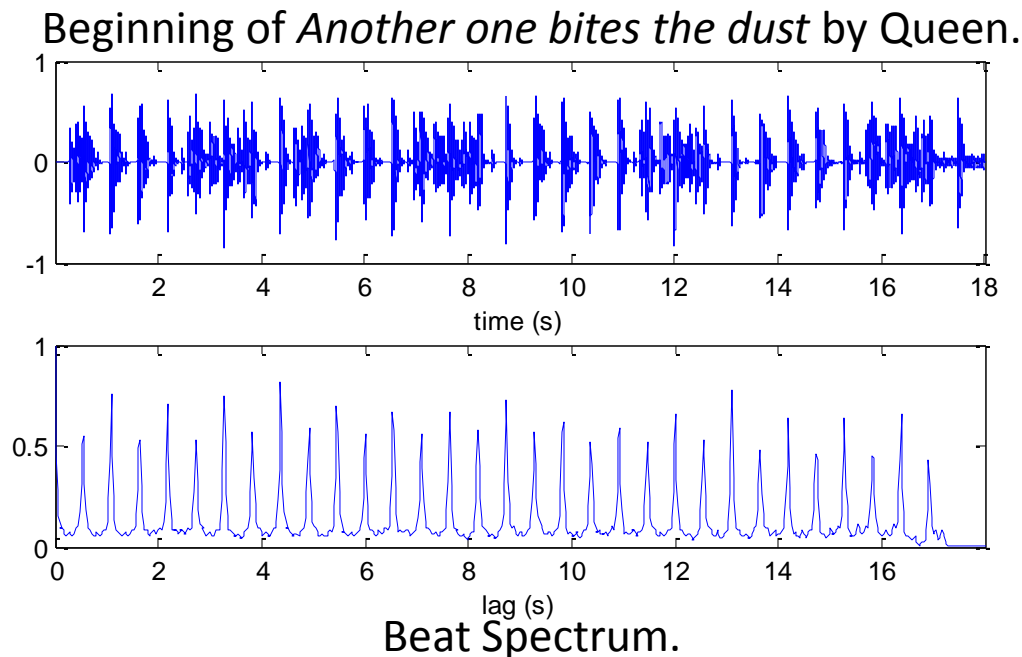
Beginning of *Another one bites the dust* by Queen.

State-of-the-Art

- Some interesting links
 - Dannenberg's articles on beat tracking:
<http://www.cs.cmu.edu/~rbd/bib-beattrack.html>
 - Goto's work on beat tracking:
<http://staff.aist.go.jp/m.goto/PROJ/bts.html>
 - Ellis' Matlab codes for tempo estimation and beat tracking:
<http://labrosa.ee.columbia.edu/projects/beattrack/>
 - MIREX's annual evaluation campaign for Music Information Retrieval (MIR) algorithms, including tasks such as onset detection, tempo extraction, and beat tracking:
http://www.music-ir.org/mirex/wiki/MIREX_HOME

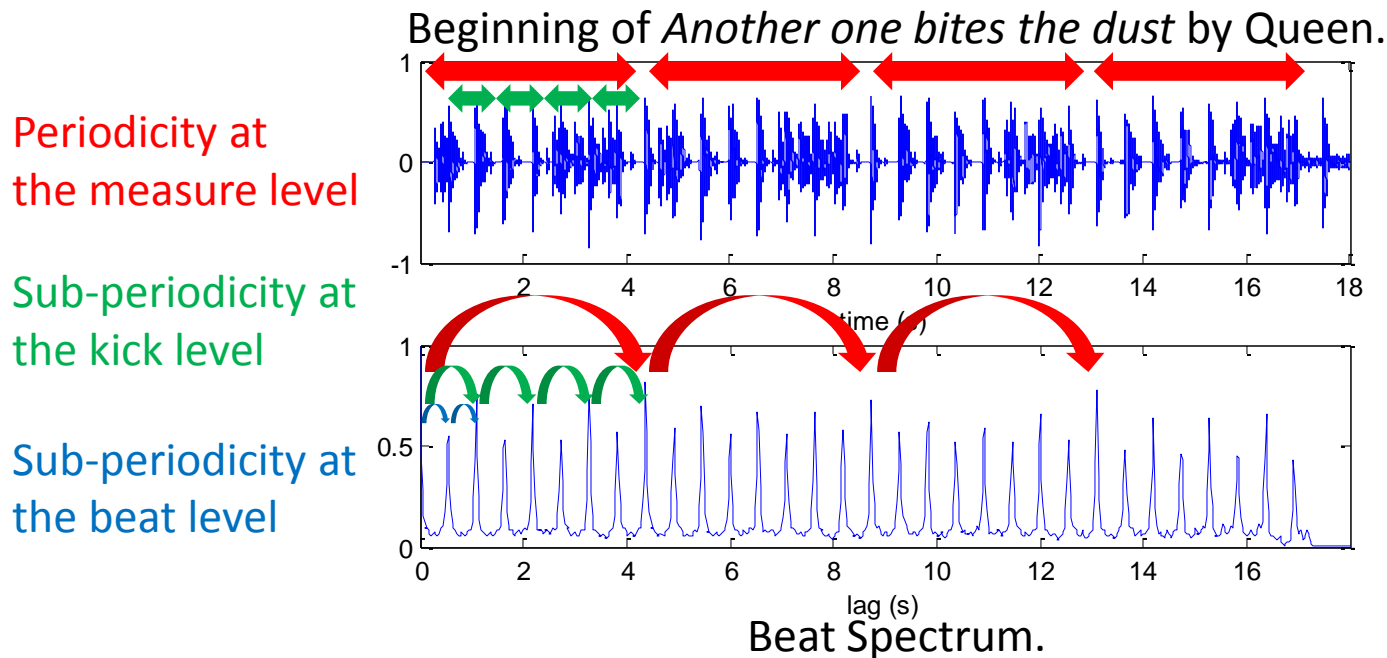
Foote's Beat Spectrum

- Definition
 - Using the autocorrelation function, we can derive the beat spectrum [Foote et al., 2001]



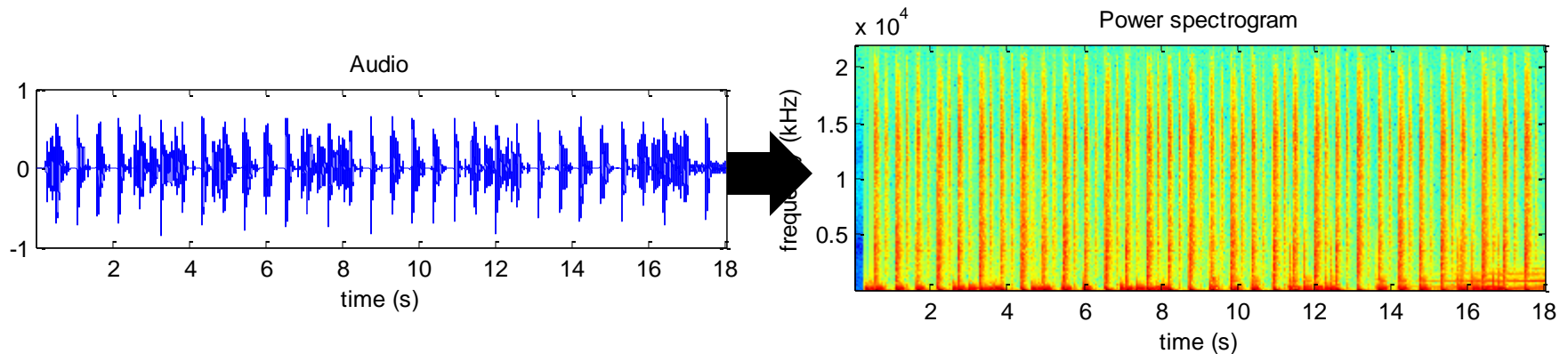
Foote's Beat Spectrum

- Use
 - The beat spectrum reveals the hierarchically periodically repeating structure of the audio



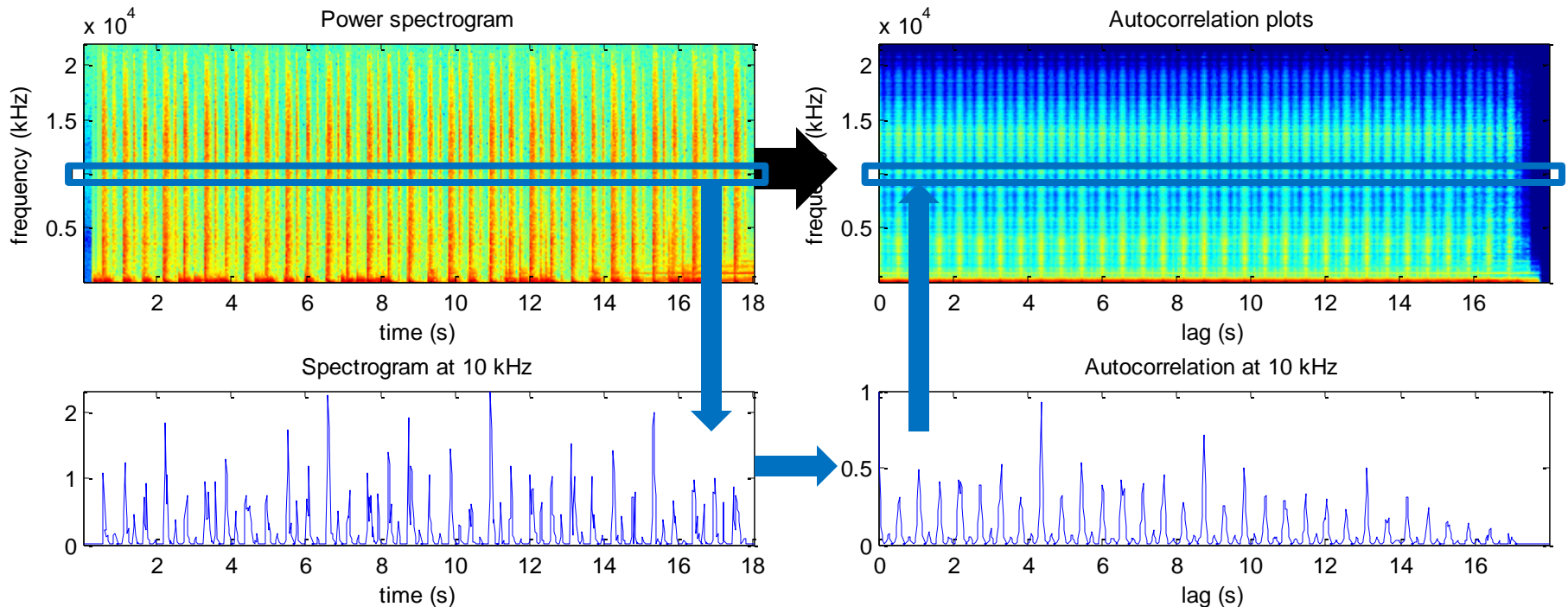
Foote's Beat Spectrum

- Calculation
 - Compute the power spectrogram from the audio using the STFT (square of magnitude spectrogram)



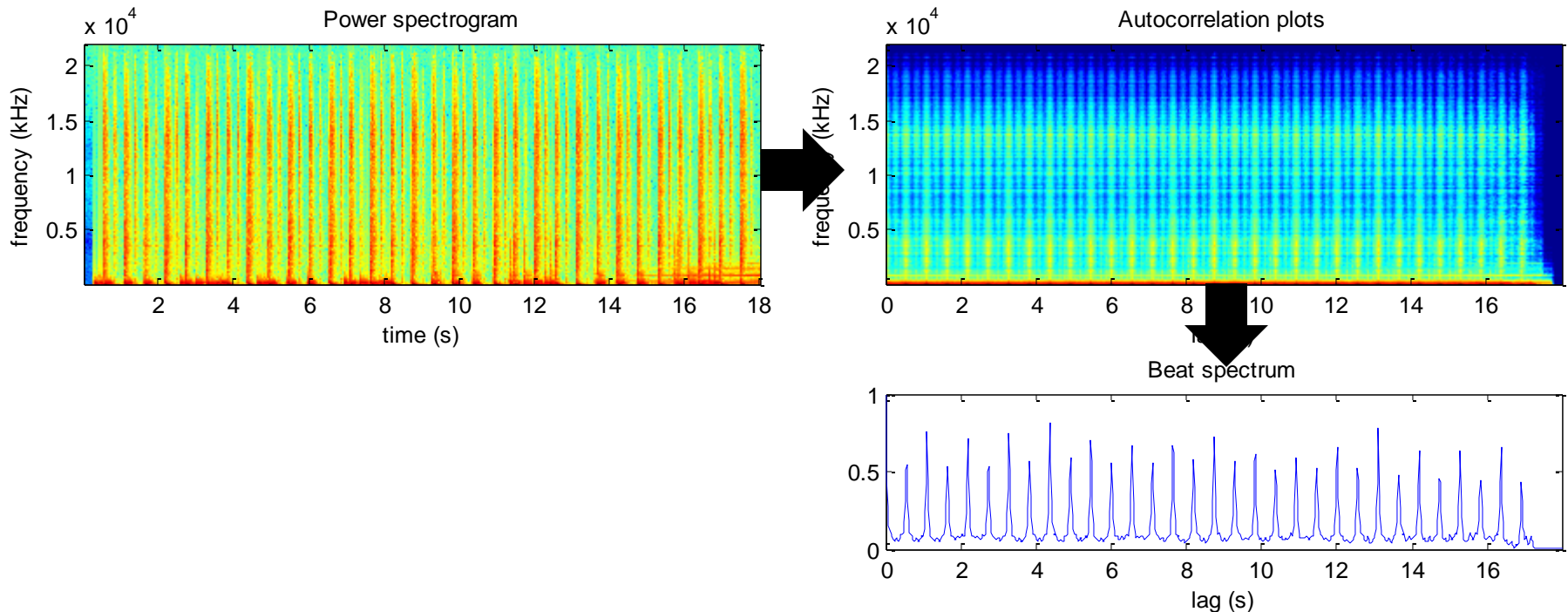
Foote's Beat Spectrum

- Calculation
 - Compute the autocorrelation of the rows of the spectrogram



Foote's Beat Spectrum

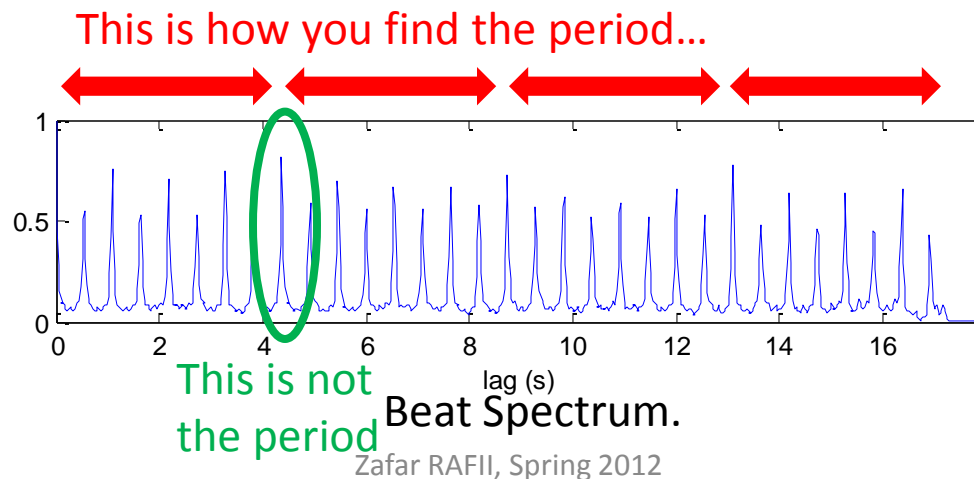
- Calculation
 - Compute the mean of the autocorrelations (of the rows)



Foote's Beat Spectrum

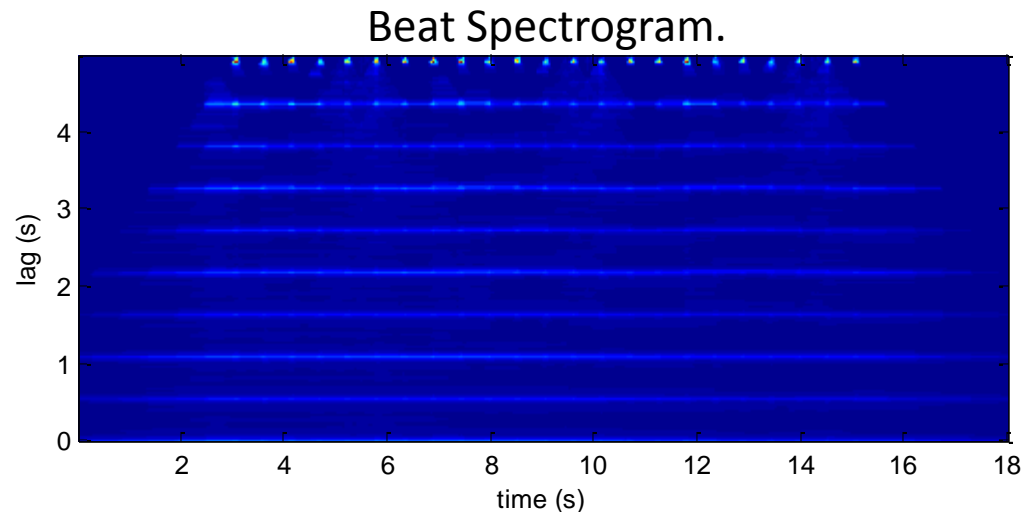
- Notes

- The first highest peak in the beat spectrum does not always correspond to the repeating period!
- The beat spectrum does not indicate where the beats are or when a measure starts!



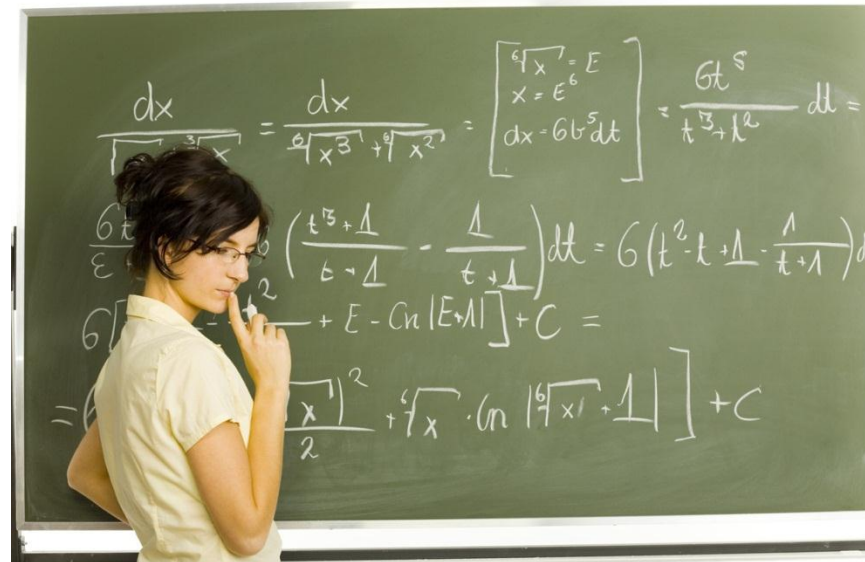
Foote's Beat Spectrum

- Notes
 - The beat spectrum can also be built using the *similarity matrix* [Foote et al., 2001]
 - A *beat spectrogram* can also be built using successive beat spectra [Foote et al., 2001]



Foote's Beat Spectrum

- Question
 - Can we use the beat spectrum for source separation?...
 - To be continued...



References

- R. B. Dannenberg, “Music Understanding by Computer,” *1987/1988 Computer Science Research Review*, Carnegie Mellon School of Computer Science, pp. 19-28, 1987.
- J. Foote, “Visualizing Music and Audio using Self-Similarity,” in *7th ACM International Conference on Multimedia (Part 1)*, Orlando, FL, USA, pp. 77-80, October 30-November 05, 1999.
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- M. Goto, “An Audio-based Real-time Beat Tracking System for Music With or Without Drum-sounds,” *Journal of New Music Research*, vol. 30, no. 2, pp. 159-171, 2001.
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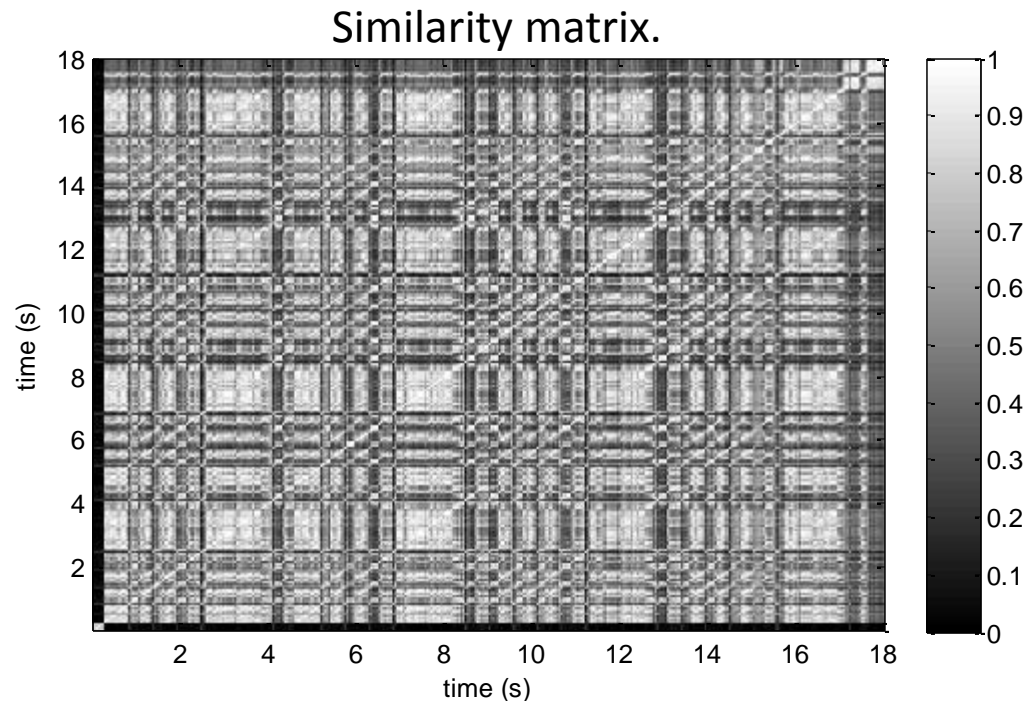
The Similarity Matrix

- Calculation
 - The similarity matrix S of X is basically the matrix multiplication between transposed X and X , after (generally) normalization of the columns of X

$$S(j_1, j_2) = \frac{\sum_{k=1}^n X(k, j_1)X(k, j_2)}{\sqrt{\sum_{k=1}^n X(k, j_1)^2} \sqrt{\sum_{k=1}^n X(k, j_2)^2}}$$

The Similarity Matrix

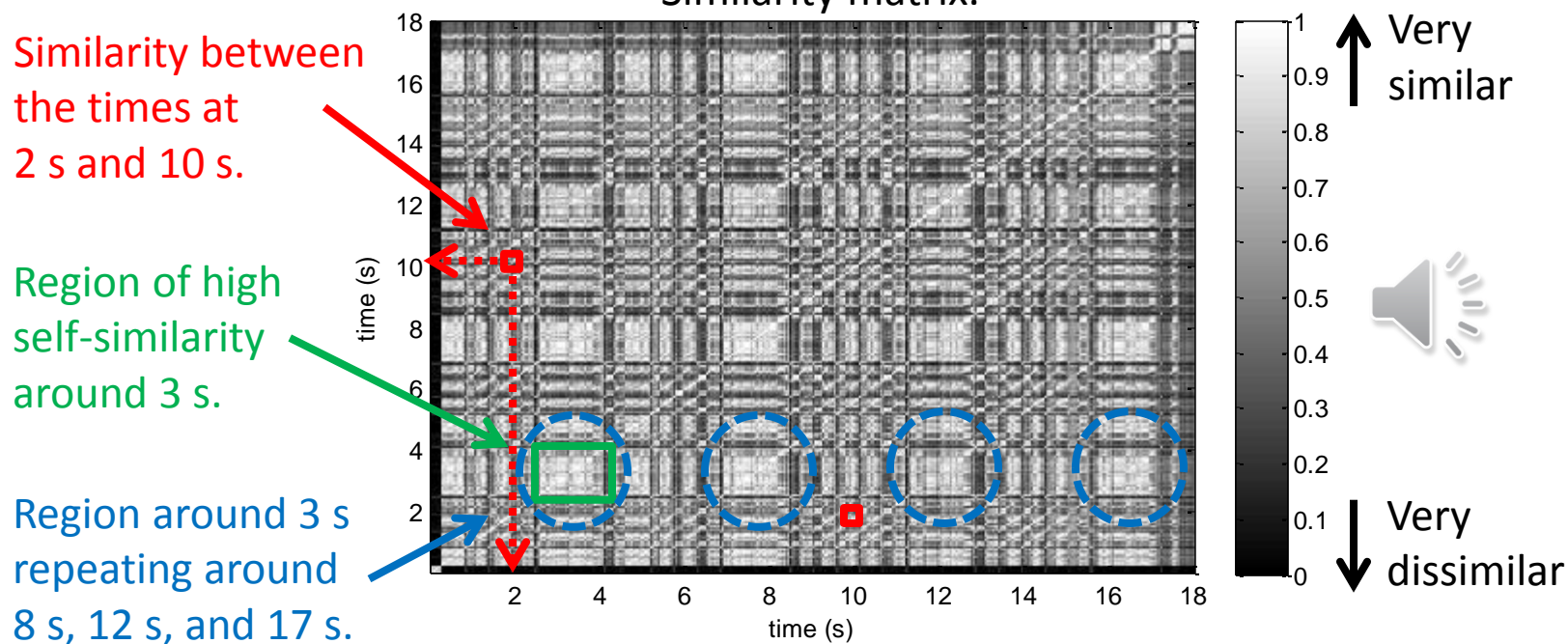
- Definition
 - Matrix where each point measures the similarity between any two elements of a given sequence



The Similarity Matrix

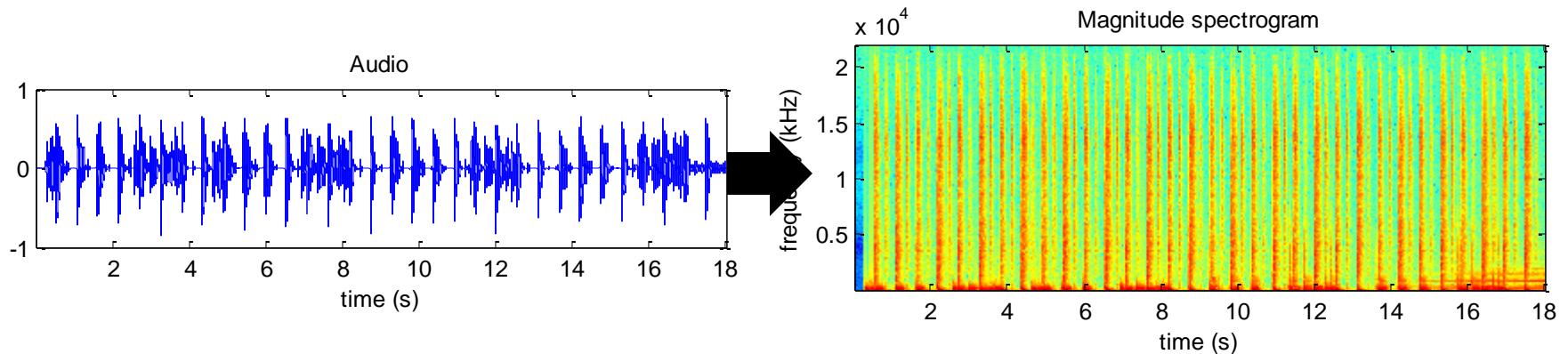
- Use
 - Visualize time structure of an audio [Foote, 1999]
 - Identify repeating/similar patterns

Similarity matrix.



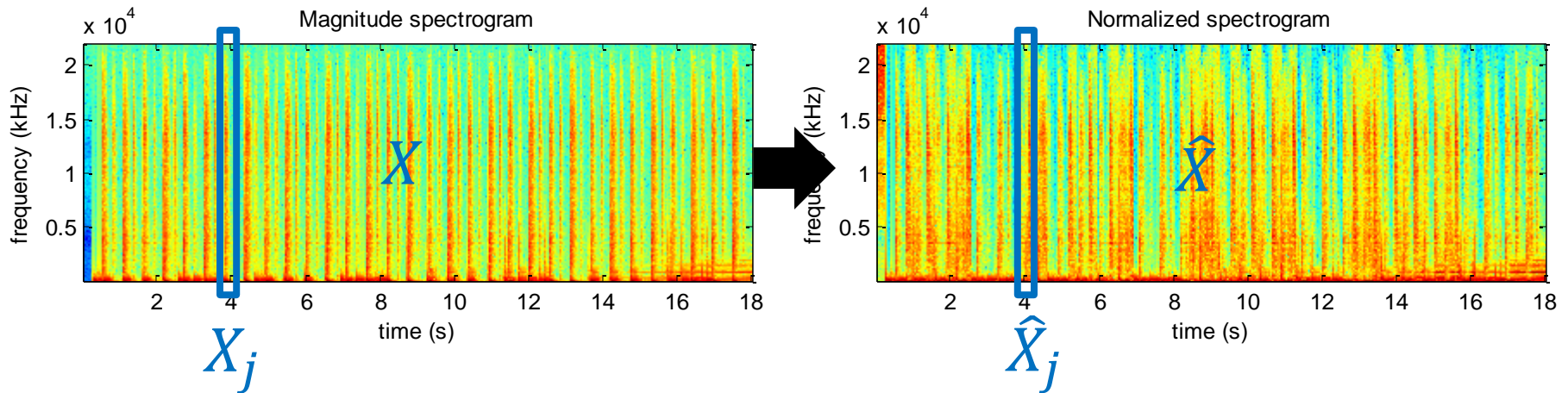
The Similarity Matrix

- Calculation
 - Compute the magnitude spectrogram from the audio using the STFT



The Similarity Matrix

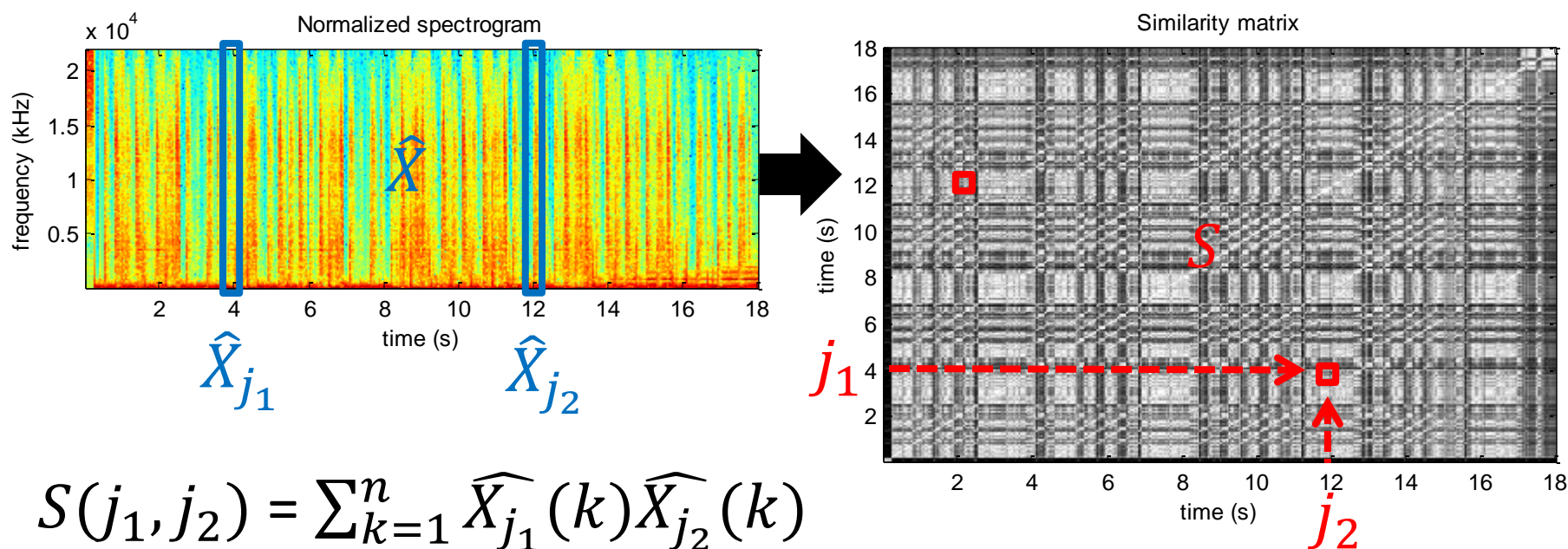
- Calculation
 - Normalize the columns of the spectrogram by dividing them by their Euclidean norm



$$\hat{X}_j(i) = \frac{X_j(i)}{\sqrt{\sum_{k=1}^n X_j(k)^2}}$$

The Similarity Matrix

- Calculation
 - Compute the dot product between any two pairs of columns and save them in the similarity matrix



The Similarity Matrix

- Notes
 - The similarity matrix can also be built from other features (e.g. MFCCs, chromagram, pitch contour)
 - The similarity matrix can also be built using other measures (e.g. Euclidean distance)

