

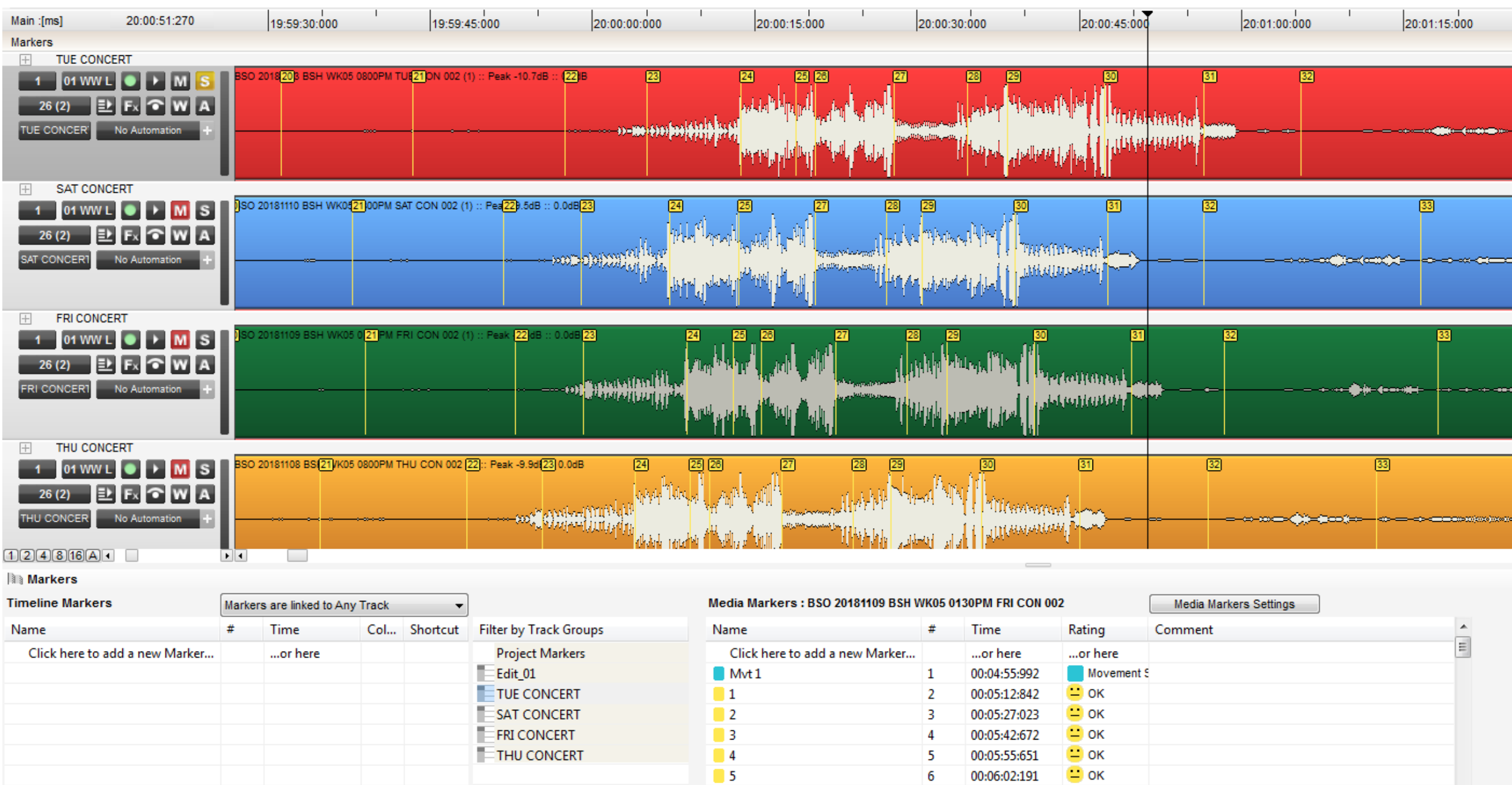
Using Dynamic Time Warping to Improve the Classical Music Production Workflow

Background & Motivation

- Current music production workflow requires a great deal of manual work for the sound engineer
- Goal: Bring recent advances in Music Information Retrieval (MIR) techniques to music production tools to streamline the process**
- Plan:
 - Investigate the current music production workflow
 - Explore all areas in the workflow that could benefit from digital signal processing and MIR-based tools
 - Build and iterate on these tools
 - Transform the tools into products that are beneficial and easy to use

The Classical Music Production Workflow

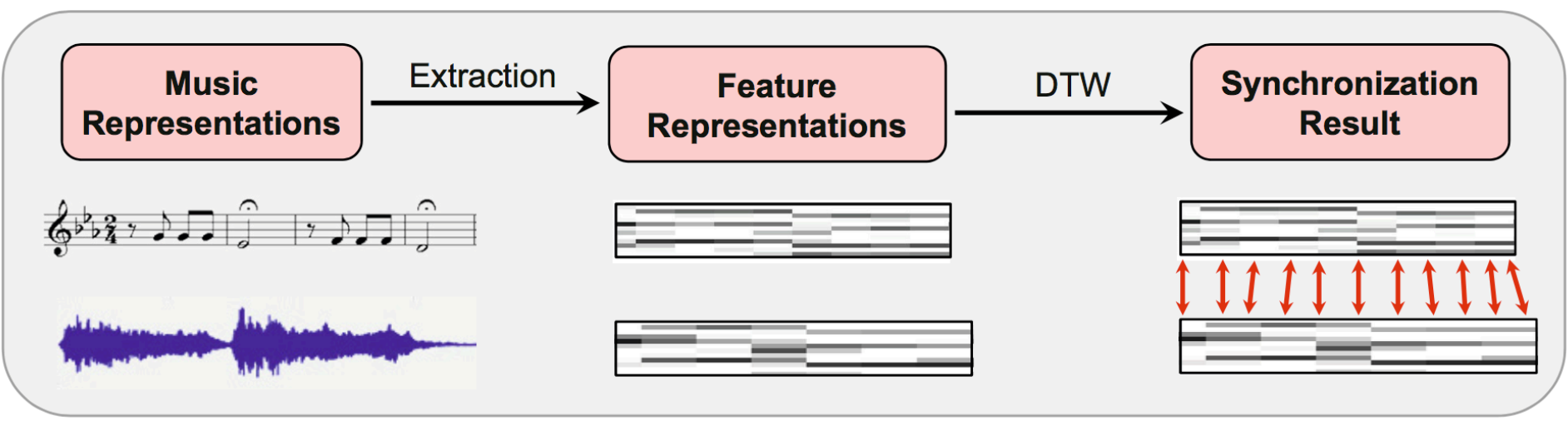
- Comprises recording, editing, mixing, and mastering music
- Tools for producing music:
 - Digital Audio Workstations (DAWs)
 - Virtual Studio Technology (VST) plugins
- Pain point: identifying the content of several tracks of music while editing and mixing**
 - No universal solution
- Related work:
 - Handwritten notes and visual cues: direct markings on the score, looking at waveforms
 - Digital markings: add markings directly to audio recording (in DAW software)
 - Sequoia's Multi-Synchronous Cut: find similar audio in a music project



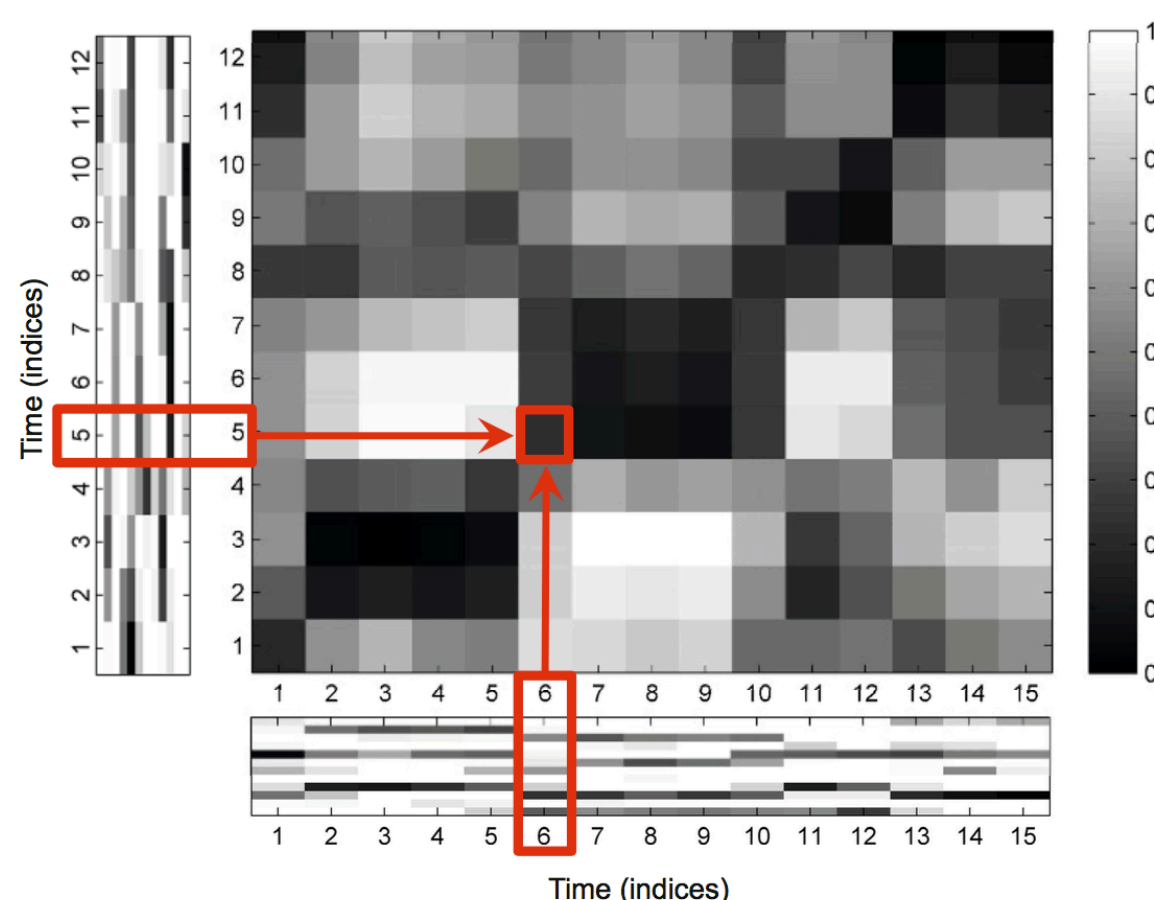
Digital markings in Pyramix DAW

Proposed Solution: Dynamic Time Warping (DTW)

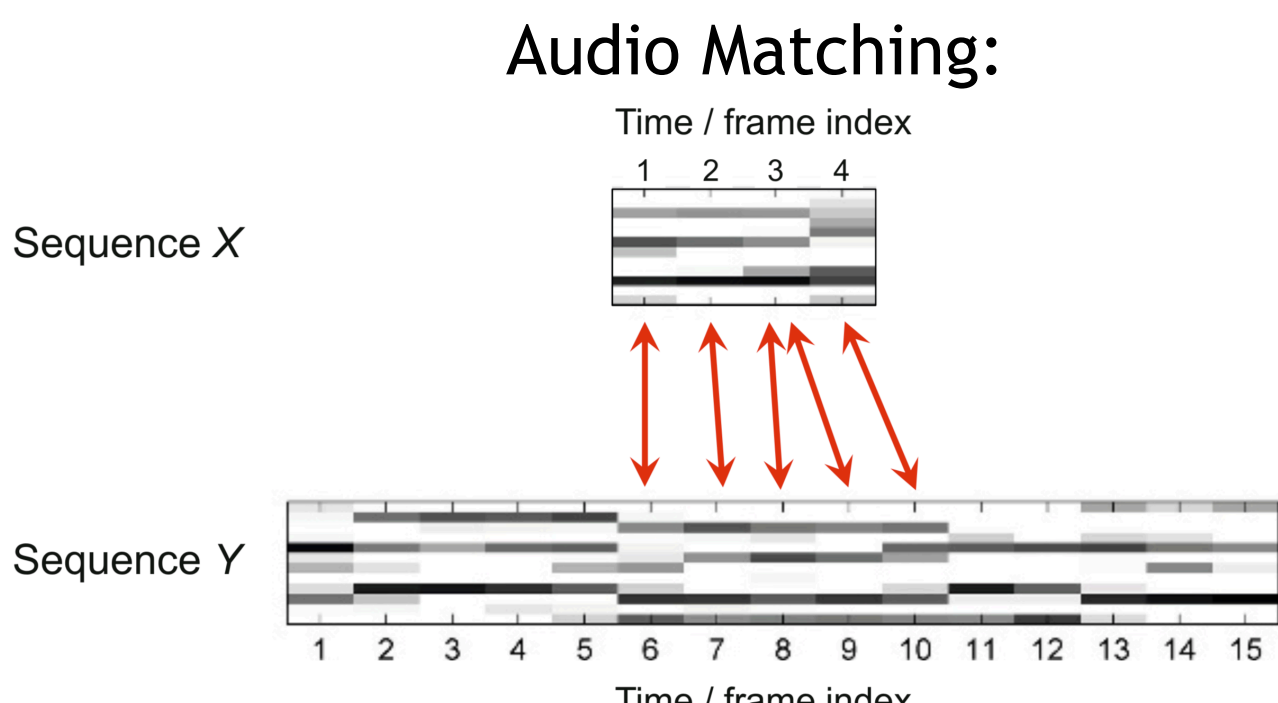
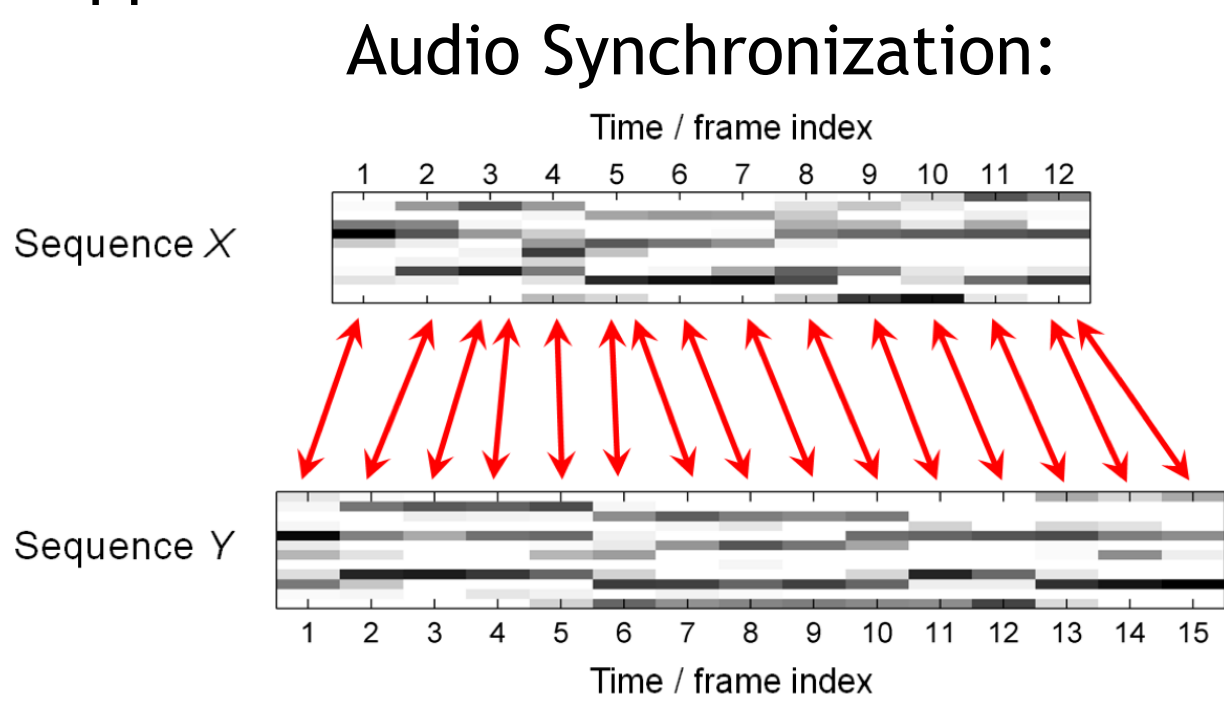
- Reduce manual work by using DTW to help identify relative content of several tracks
- DTW: robust algorithm for synchronizing two recordings of a piece of music



- Goal: find alignment between two sequences (may be nonlinear)**
 - Need a cost/similarity metric to compare elements of sequences with each other (we use cosine distance)
 - Calculate cost metric for each pair of elements for two sequences, yields a matrix ("cost matrix")
 - Find alignment with minimal overall cost (optimization problem)



- Applications:

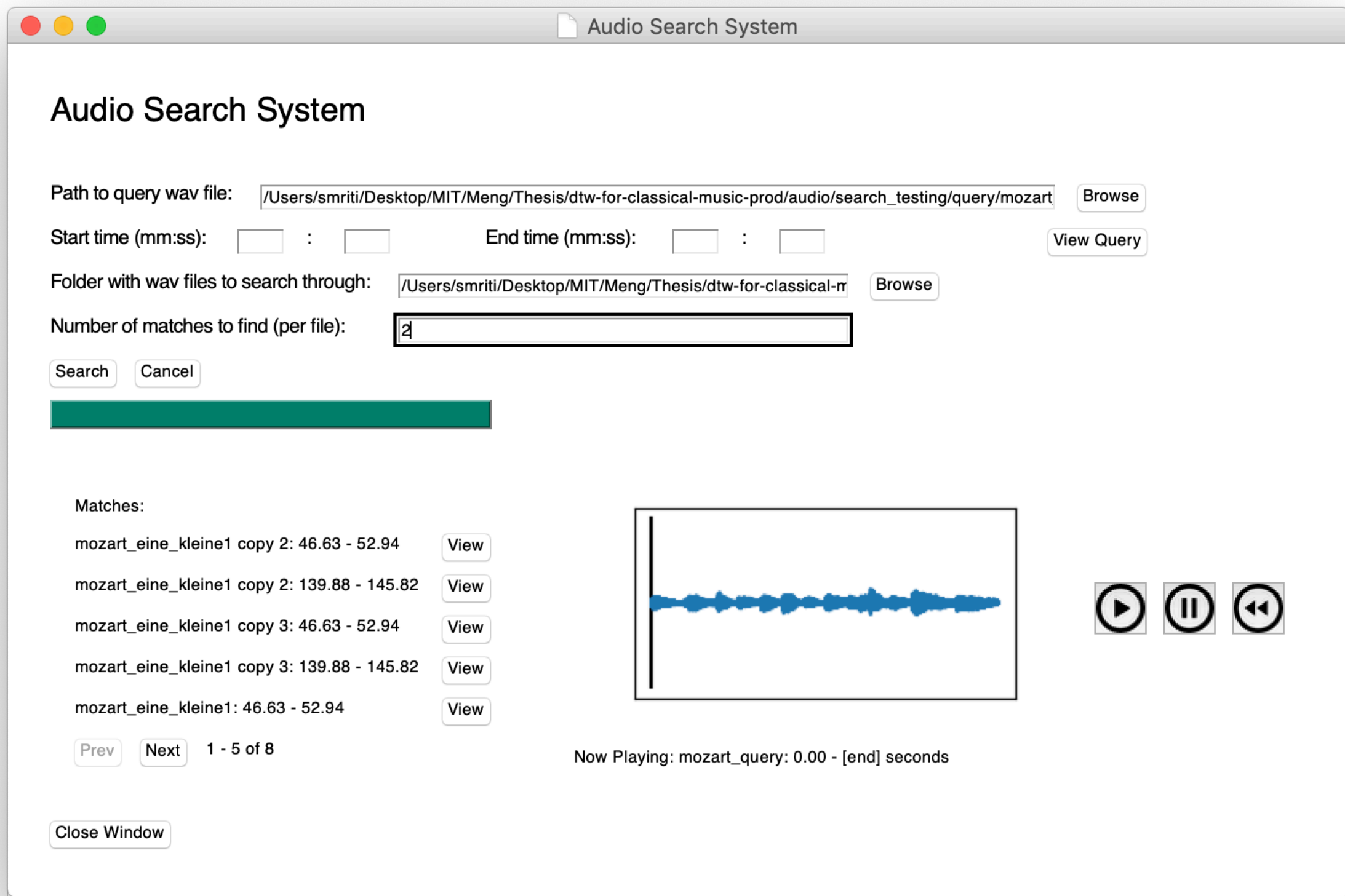
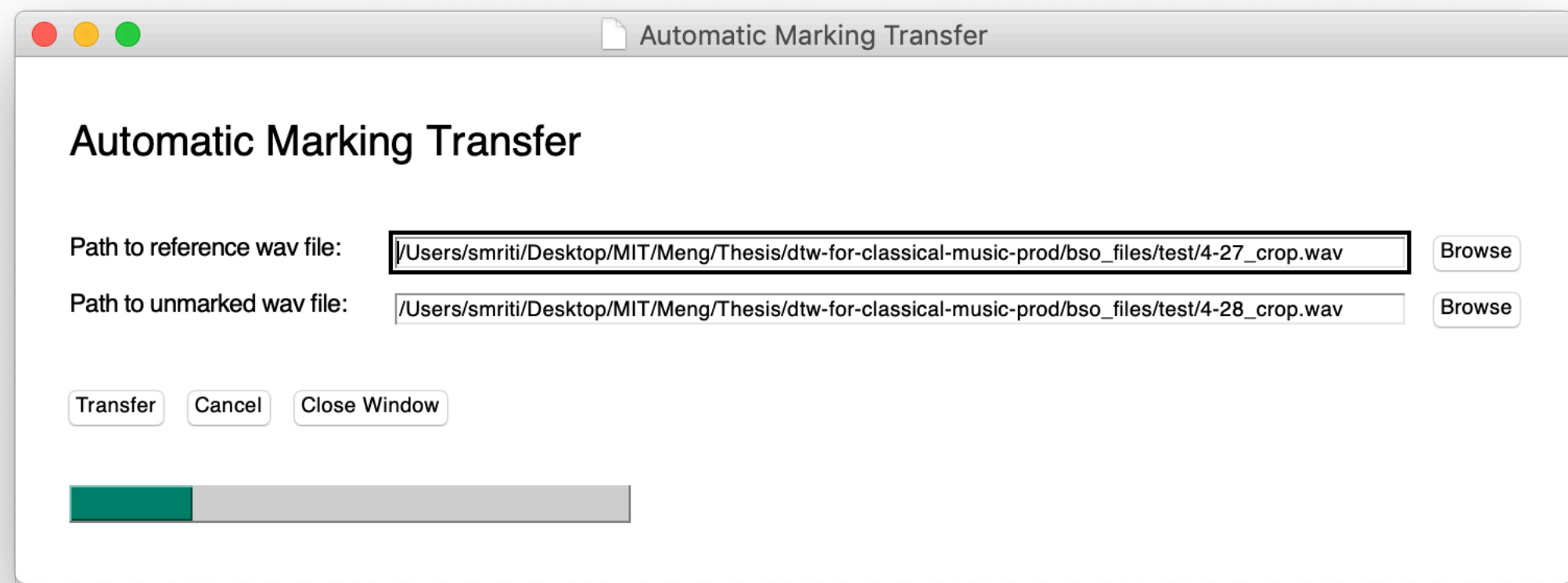


Methodology

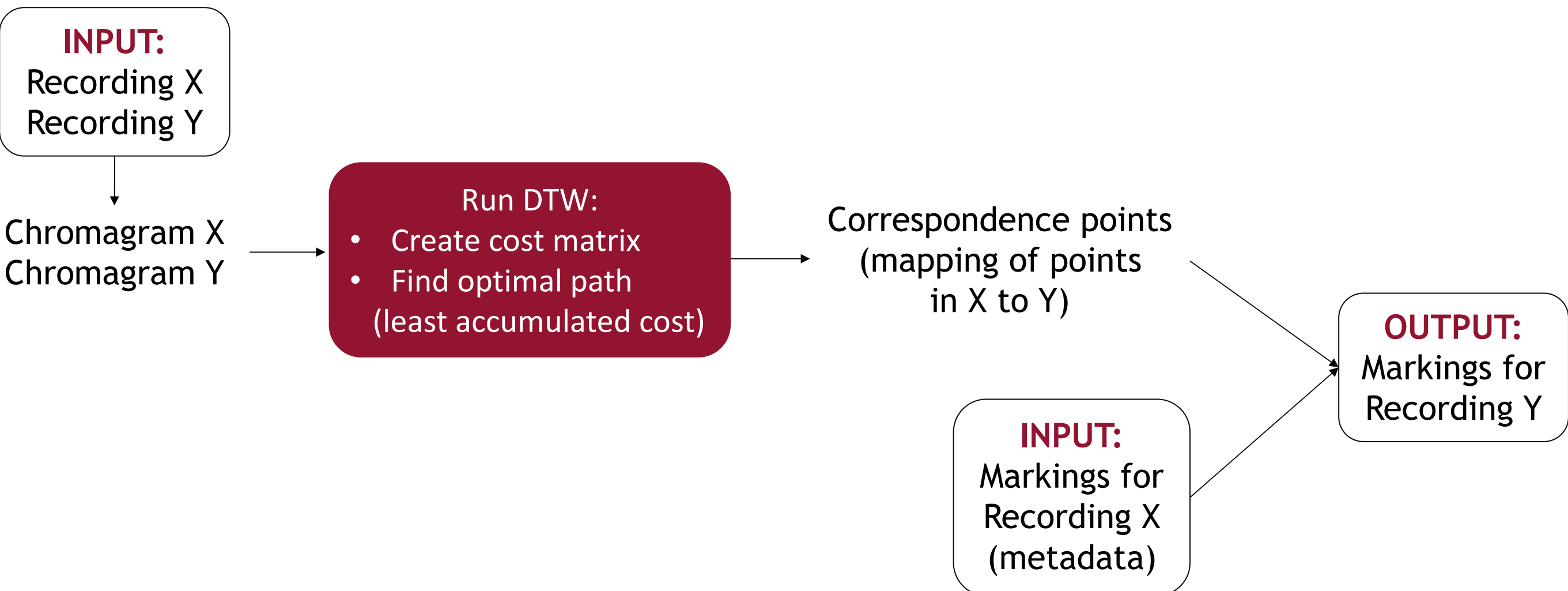
- Collaborate with stakeholders
 - Boston Symphony Orchestra (BSO) sound engineers, to gather requirements
 - Freelance and radio station sound engineers, to identify additional workflows
- Propose, design, implement, and test tools
 - Created successful standalone applications, packaged and distributed as Windows executables

Tools Implemented:

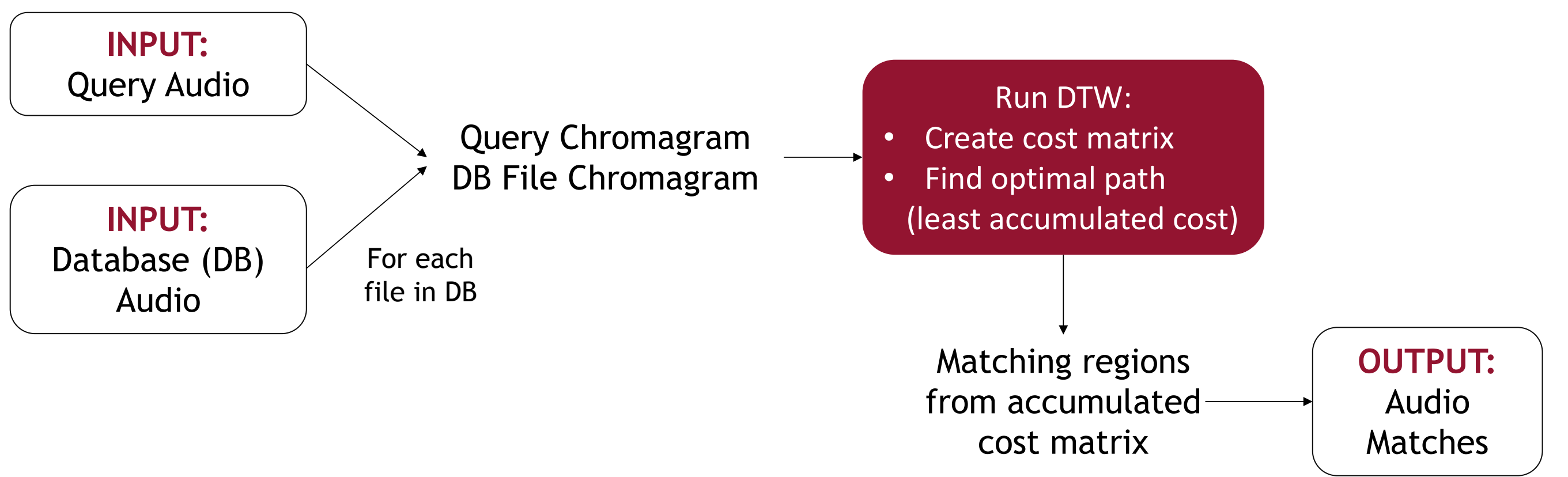
Automatic Marking Transfer (AMT) and Audio Search (AS)



Automatic Marking Transfer (AMT): automatically transfers user-created markings (timed metadata) from one recording of a piece to other recordings of the same piece (which may vary in tempo, timbre, and dynamics)



Audio Search (AS): searches a project for all occurrences of a musical section of a piece that match an audio query snippet (i.e., audio matching)



- Libraries used: PySimpleGUI, LibROSA, NumPy, xml, Pygame, threading, trace, wavfile (scipy.io), PyInstaller
- Code (open source under GNU GPL) at: <https://github.com/smritip/dtw-for-classical-music-prod>

Evaluation & Results

- Metrics: accuracy, time saved, ease of use and integration into traditional workflow
- Results: initial feedback positive
 - AMT: "performed better than even me and saves time" - BSO sound engineer
 - AS: "extremely useful in speeding up mixing" - radio station sound engineer

Future Directions

- Further Evaluation and Testing
- Integration of AMT & AS into DAWs
- Additional features: rewrite in C++ and use JUCE, Mac applications, richer GUIs, ...
- Other applications: genres other than classical music, speech and video, ...
- More potential tools: MIR algs. beyond DTW for beat tracking, chord detection, ...

Key References:

- [1] Muller, Meinard. Fundamentals of Music Processing: Audio, Analysis, Algorithms, Applications. Springer, 2015.
- [2] Pramanick, Smriti. "Using Dynamic Time Warping to Improve the Classical Music Production Workflow." MIT Music Technology Lab, Aug. 2019, musictech.mit.edu/sites/default/files/documents/pramanick_meng.pdf.