CCRMA MIR Workshop 2011 Day 3 Stephen Travis Pope and Steve Tjoa Imagine Research {stephen, steve}@imagine-research.com

Day 3 Overview

- Overview
- 2nd-Stage Processing
- Segmentation or music and non-musical audio
- Post-processing: What are we doing?
- Classification: KNN vs SVM training and testing
- Clustering vs Classification: Tree-based systems
- Audio Transcription: Onsets and per-onset features
- Other applicationsClassification/estimation in the presence of polyphony
- Applications



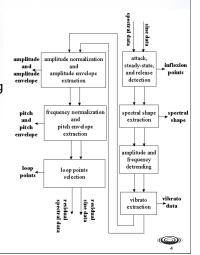
2nd-Stage Processing

- Thresholds and Data Pruning
- Perceptual Mapping
- Data Reduction
 - Averaging, GMMs, Running Averages
- Feature-data-smoothing
 - De-spiking, sticky values, filter, etc.



Multi-stage Processing

- Feature extraction
- · Perceptual mapping
- Signal statistics
- Calculus
- Smoothing
- Segmentation
- Classification



Multi-pass Cross-domain

- Initial segmentation, ID of significant notes or sections based on time-domain or spectral track statistics
- Detailed analysis of short segments (see Fig 1 above to find first note of vocal)
- Suggests heuristic approach, agents, or blackboard architecture



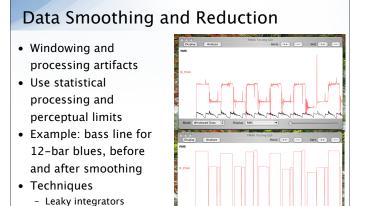
Derived Features

- Adding semantics to low-level features
- · Perceptual mapping
- Tracking tempo, meter, harmonic center
- Segmentation: lengths, regularity, intro, coda, fade, per-segment averages
- Instrument identification (signatures)
- · Location of important sections/notes



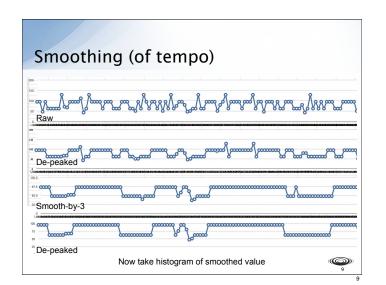
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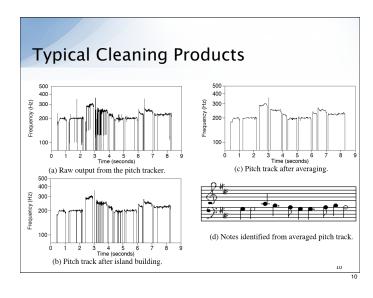
Pich Togotory Ocoup Statistics Computetion (Fig. 13) Read 1 forme of samples from sound file into sample errory s() Read 1 forme of samples from sound file into sample errory s() Some Feature vector processing (from Blum et al. patent #5,918,223) The sample file of this forme ond connect to mapping from sound file into sample errory s() Some Feature Vector Feature Vector Some Feature Vector Some Feature Vector Feature Vector Some Feature Vector Some Feature Vector Feature Vector Feature Vector Some Feature Vector Feature Vector



- Sticky values and islands

Perceptual Mapping

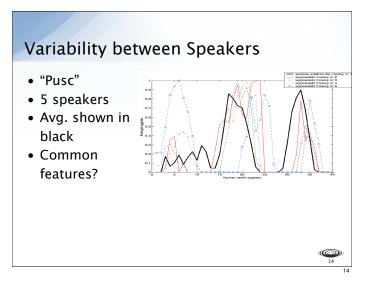


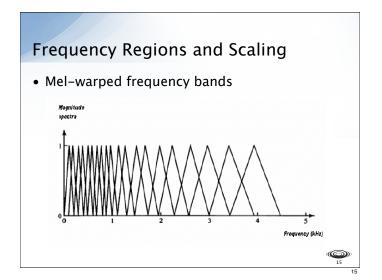


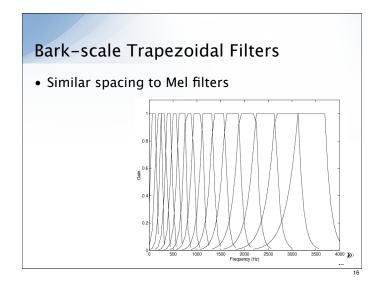
Envelope Data Reduction • Curve-fitting algorithms • Least-squared error calculation • Hierarchical techniques • Geometrical techniques • Catalog-based systems

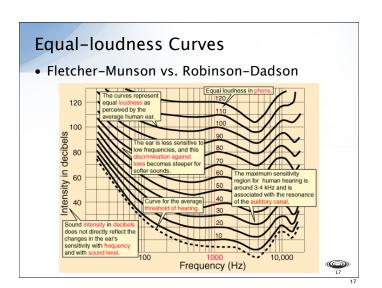
Amplitude dB scale, mapped by equal-loudness curves, grouped into freq. regions Frequency Pitch-mapped, scale warped, spectral bands Envelopes Tempo See more examples

Noise and Variability • Energy/time for word "pusc" • Same speaker, multiple recordings









musical Audio Segmentation based on islands of similar features Segmentation based on regular difference peaks Segmentation based on labeling

Segmentation of Music and Non-

Audio Segmentation

- · Typical audio segmentation requirements
 - Speech vs. music vs. other sound
 - Speaker change detection
 - Discover song verses/refrains
- Segmentation of Music
 - Assume somewhat regular segment length (verse)
 - Relationship to musical form guidelines
 - Assume good autocorrelation of segments
 - What feature weighting to use?



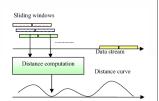
Basic Segmentation Techniques

- · Inter-window distance metrics
 - Choose a weighting of the feature vector that gives a good dynamic range (of distance)
 - Look for regular distance peaks (autocorrelation of distance metric)
 - Iterate as necessary
- Heuristic techniques
 - Neural nets, HMM
- Statistical techniques
 - Bayesian, Gaussian



Segmentation with a Distance Metric

- Use overlapping windows
- Choose distance metric (feature weighting) carefully or try several of them



- Locate distance peaks, possibly assume they lie at regular intervals
- Examples: speech, single instrument, mixed songs

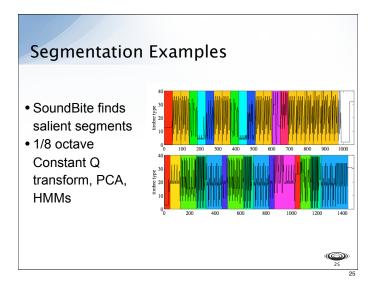


Distance Metric Weightings # RMS-centric configuration # Spectral-/pitch-centric configuration nterConfiguration { kHPRMS 0.5 kDynamicRange 0.5 kLPRMS 1 kZeroCrossings 0.5 kBassPitch 0.5 kHPRMS 1 kSpectralVariety 0.5 kSpectralSlope 1 kSpectralCentroid 0.5 kSpectralBandM kZeroCrossings 0.5 kBassPitch 0.5 kSpectralVariety 1 kSpectralBandMax 0.5 kDvnamicRange 1 kTempo 0.5 # MFCC- & tracking-centric configuration SegmenterConfiguration (kHFRMS 0.2 kSpectralVariety 1 kBassDynamicity 1 kZeroCrossings 0.2 kBassPitch 0.5 # Tracking-centric configuration SegmenterConfiguration { kRMS 0.5 kHPRMS 0.2 kSpectralSlope 0.2 kSpectralCentroid 0.2 kSTrackBirths 0.5 kSpectralVariety 0.5 kSpectralBandMax 0.5 kSTrackDeaths 0.5 kSTrackBirths 1 kSTrackDeaths 1 kMFCCFirst 1

22

Distance Metrics with 5 Weightings Choose weighting that yields best dynamic range (red or green)

Time-based signal segmentation (GT) • Time series of feature vectors V(t)• f(t) = d(V(t), V(t-1))• $d(x,y) = (x-y)C^{-1}(x-y)^{t}$ (Mahalanobis) • df/dt peaks correspond to texture changes



Segmentation Examples • 8S (Siren/Smalltalk) phoneme segmenter • 1/2-octave filter banks, RMS, LPC coeff

Song Segmentation Data

select artist, title, SegmentWeight, NumSegments, VerseLength,
 TypicalStart, SoloStart, SoloCentroid, SoloVariety, SoloTempo,
 SoloDynRange from FSongs where title = 'I Believe In Love';

artist | title | segmentWeight | numsegments

Paula Cole | I Believe In Love | 0.923772 | 0.24 (7)

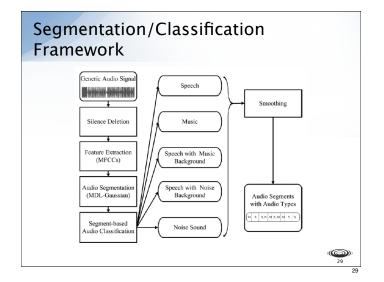
| verselength | typicalstart | solostart
 | 0.631119 | 0.280232 | 0.590672

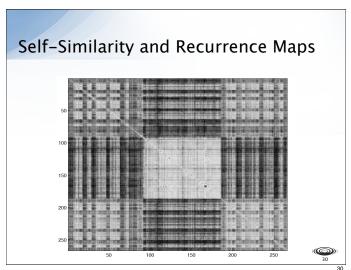
| s_centroid | s_variety | s_tempo | s_dynrange
 | 0.4991 | 0.001422 | 0.3360 | 0.654455

Rhythmic Segmentation

- Windowed amplitude envelope, extract note onsets if possible
- Look for changes in total energy (e.g., silence)
- Look for regularly-space events at several levels of hierarchy (assume ratios of 2 or 3 as basis)
- · Works well for many genres

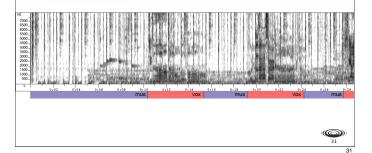






Segmentation for Indexing

• Berenzweig's singing detector



Segmented Feature Vectors

- Multi-stage feature extraction
 - 1: Data analysis and segmentation (using a complex set of distance metrics)
 - 2: Prune the data to maintain a small set of feature vectors (1-per-segment & song peak/average data).
- Add in segment-length statistics, confidence
- Delivers a complex feature matrix with segment-length data, segmentation confidence, and a collection of individual feature vectors



Using Segmentation

- Seg for summarization
- Seg for clustering
- Seg for finger-printing
- Seg statistics alone
 - # segs, confidence, fade I/O
- Song structure
 - typical/solo verses
- Solo instr, singer ID



Post-processing

- What are we doing?
- Storing Feature Data
 - SQL, JSON, XML, etc.
- · Classification/Clustering
- Transcription
- Labeling
- Mixed-mode apps

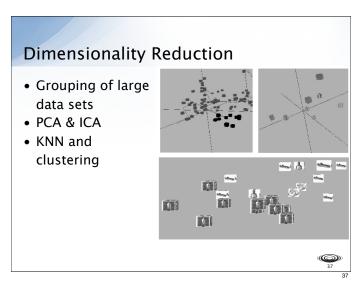


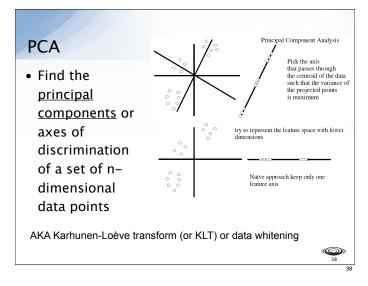
Processing Large Data Sets

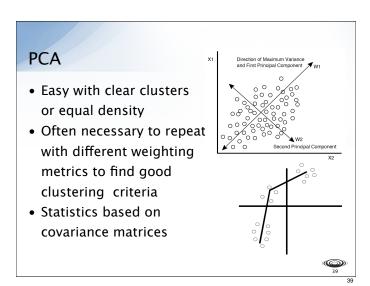
- Given a rich feature vector for a large data set
 - Dimensionality reduction find a small set of discriminating variables or feature weightings
 - Clustering find groups in a higher-dimensional space
- (Related?) Classify a sound according to a set of criteria and/or a catalog

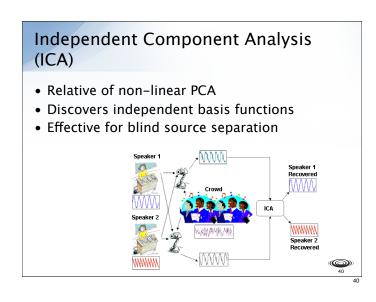


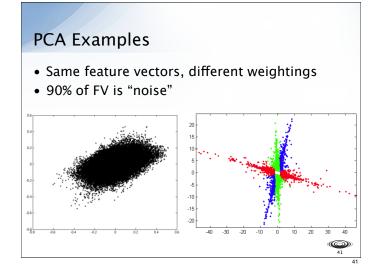
Dimensionality Reduction try to represent the feature space with fewer dimensions Naïve approach keep only one feature axis

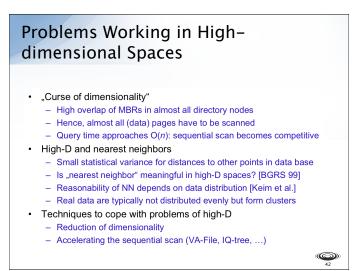












Dimensionality Reduction

- · Linear Reduction Techniques
 - First phase: Rotation of data space
 - Principal Components Analysis (PCA, KLT): $O(d^3) + O(d^2)$
 - · Discrete Fourier/Cosine Transform: O(d log d)
 - · Wavelet Transform: O(d)
 - Second phase: Projection to lower dimensions $(d \rightarrow r)$
 - After rotation, just discard the last (d r) coordinates
 - · L, distance values for sure get smaller:



- · Non-linear techniques
 - Multi-Dimensional Scaling (MDS)
 - FastMap (extension of MDS) [Fal+]



Example: Feature Rank (InfoGain)

```
0.22089
          8 SpectralVariety
                                            0.06263
                                                      44 fp gravity
0.20219
          55 SpectralVarietyVar
                                            0.05001
                                                      12 SpectralBandMax
0.19994
          46 fp focus
                                            0.03816
                                                      38 HighPeakAmp
          20 MFCCCoeff4
0.17689
                                            0.03233
                                                      41 BHSUM1
0.16469
          18 MFCCCoeff2
                                            0.02625
                                                      37 LowPeakBPM
0.16457
          21 MFCCCoeff5
                                            0.02625
                                                     36 LowPeakAmp
0.16404
          19 MFCCCoeff3
                                            0.02625
                                                      40 HighLowRatio
0.12209
         22 MFCCCoeff6
                                            0.02625
                                                      39 HighPeakBPM
0.12151
          17 MFCCCoeff1
                                            0.02455
                                                      35 SoloRMS
0.11668
          45 fp_bass
43 BHSUM3
                                            0.02414 34 SoloTempo
0.08726
                                            0.02105
                                                     42 BHSUM2
0.08701
          24 STrackDeaths
                                            0.02001
                                                     33 SoloDynRange
0.08701
          23 STrackBirths
                                            0.01918
                                                      9 SpectralFlux
0.08701
          16 SpectralBand4
                                                     15 SpectralBand3
0.08475
          7 SpectralSlope
                                            0.01772
                                                      14 SpectralBand2
0.08387
          10 SpectralRolloff
                                            0.01715
                                                      13 SpectralBand1
0.08115
         51 ZeroCrossingsVar
                                            0.01026
                                                     25 TempoAvg
0.07597
          4 ZeroCrossings
                                            0.01001
                                                      32 SoloVariety
0.07 2 LPRMS
0.06621 3 HPRMS
                                                     31 SoloCentroid
                                            0.00991
```



Example: 1st 2 PCA Dimensions

- 0.18 MFCCCoeff6 + 0.18 MFCCCoeff5 + 0.18 MFCCCoeff4 + 0.18 MFCCCoeff3 + 0.18 MFCCCoeff2 + 0.18 SpectralFlux + 0.18 SpectralRolloff + 0.18 SpectralFluxVar + 0.18 SpectralSlopeVar + 0.18 SpectralRolloffVar + 0.18 SpectralSlope + 0.18 MFCCCoeff6Var + 0.18 MFCCCoeff5Var + 0.18 MFCCCoeff4Var + 0.18 MFCCCoeff3Var + 0.18 MFCCCoeff2Var + 0.179 SpectralBand2Var + 0.179 SpectralBand1Var + 0.179 STrackBirthsVar + 0.179 STrackDeathsVar + 0.179 SpectralBand4Var + 0.179 SpectralBand3Var + 0.179 SpectralBand3 + 0.179 SpectralBand2
- 0.378 BHSUM3 0.345 LowPeakAmp 0.323 BHSUM1 0.309 BHSUM2 -0.298 HighPeakAmp - 0.294 fp_bass - 0.269 ZeroCrossingsVar - 0.267 ZeroCrossings - 0.237 HPRMS + 0.161 TempoWeight + 0.161 TempoAvg - $0.15 \text{ fp_gravity} - 0.12 \text{ LPRMSVar} + 0.114 \text{ HighPeakBPM} + 0.114 \text{fp_focus} +$ 0.093 LowPeakBPM + 0.086 HPRMSVar - 0.058 SpectralVarietyVar + 0.054 QuietSections + 0.053 LPRMS - 0.049 SpectralBandMaxVar - 0.049 RMSVar - 0.045 PeakVar - 0.041 SoloTempo



Example: *ART-Tree-learning

0.06447 47 RMSVar

SpectralVarietyVar <= 0.021884 | fp_focus <= 0.415299 | MFCCCoeff1Var <= 0.127492 | | fp_bass <= 0.412635 | | | BassDynamicity <= 0.698656 DynamicRangeVar <= 0.370633 SpectralCentroidVar <= 0 HPRMS <= 0.867819: Rock-Alternative (17.0/3.0) HPRMS > 0.867819 | SoloStart <= 0.015131: Rock (3.0) | SoloStart > 0.015131: Rock-Alternative (3.0/1.0) | | SpectralCentroidVar > 0: Rock (4.0/2.0) | DynamicRangeVar > 0.370633: Rock (5.0/1.0) | BassDynamicity > 0.698656 | LPRMS <= 0.852023: unknown (2.0/1.0) LPRMS > 0.852023: Pop-BritPop (2.0/1.0) fp bass > 0.412635 | | | LPRMS <= 0.687344: Comedy (2.0/1.0) | LPRMS > 0.687344: unknown (2.0/1.0) MFCCCoeff1Var > 0.127492 | FadeOut <= 0.1

NumSegments <= 0: Jazz-Big Band_Swing (3.0/1.0)
NumSegments > 0
| SoloVariety <= 0.001143: Blues (3.0/1.0)
| SoloVariety > 0.001143: Rock (3.0/1.0)

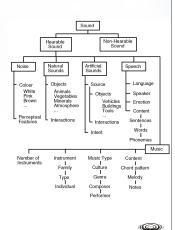


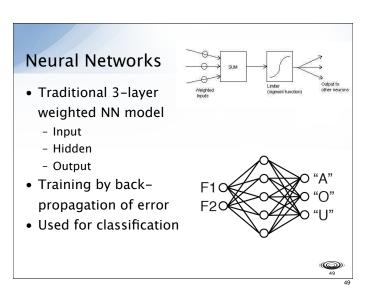
Music Classification

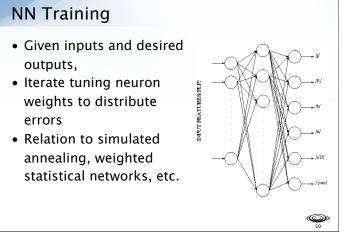


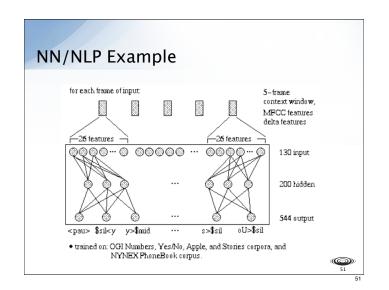
Classification

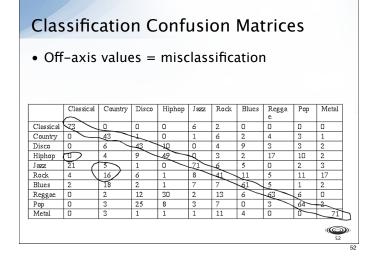
- · Data clustering in highdimensional non-linear spaces is complex
- · Mapping discovered clusters to genres isn't obvious
- · Rule-based techniques
- · Easy for a small number of genres (< 10)
- · Quite a challenge for many genres (> 50)
- · Requires a large segmented feature vector

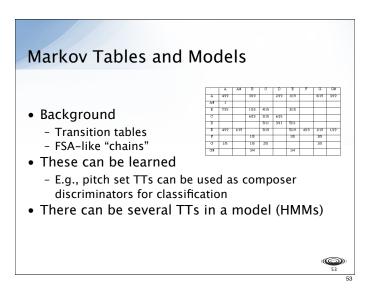


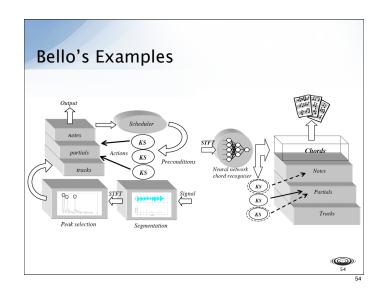




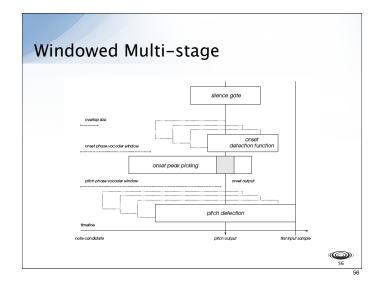








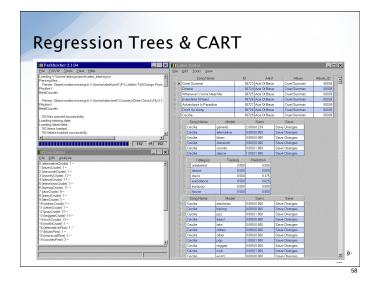
Multi-stage Systems (again) • Incorporate statistical and heuristic methods (possibly using large data stores) after cross-domain multi-stage feature extraction



Clustering vs Classification

- Tree-based systems
 - CART
- Partitioning System
 - CURE

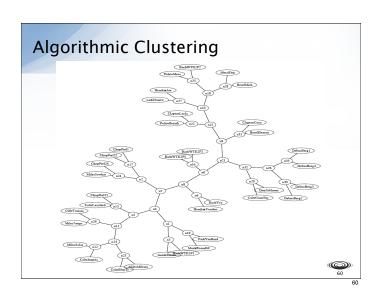


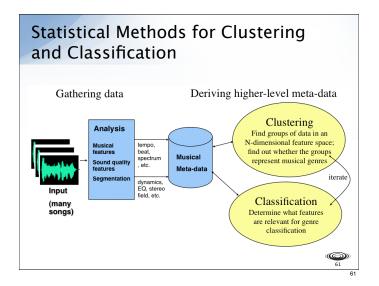


Rule-learning

- fp_focus > 0.519652
- AND fp_bass <= 0.273051
- AND LPRMS <= 0.858613
- AND ZeroCrossings <= 0.197117
- AND FadeOut > 0.1 AND FadeOut <= 0.7
- AND SpectralVarietyVar <= 0.021011
- AND MFCCCoeff1Var <= 0.393386
- AND SpectralBandMaxVar <= 0.003615
- --> Classical (78.0/1.0)



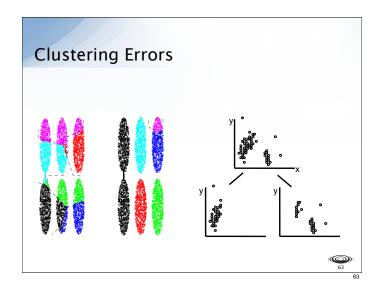


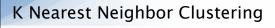


Clustering and Classification

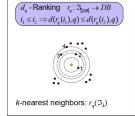
- Clustering: Given a feature vector derived for a data set, find the feature weighting for which the data groups are best delineated
- Classification: relate clusters to perceptual groups such as speech/music/snd-effect or musical genres

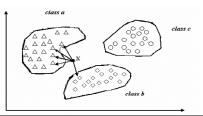






- For each item, locate its k nearest neighbors and collect the distances to them
- Apply a threshold to identify data clusters
- · Change distance metric as necessary

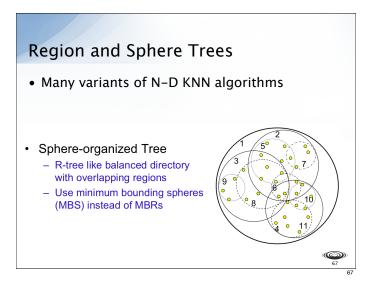


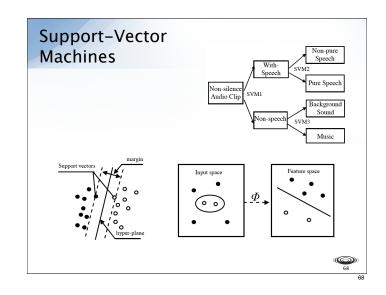


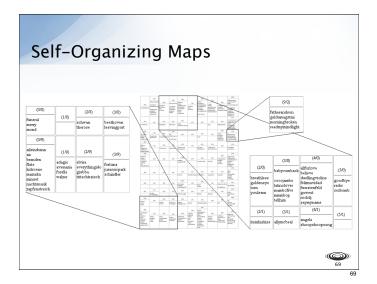
Advanced KNN/Region Systems

- Hierarchical indexes (trees) for high dimensions
 - Adopt the size of directory nodes in order to locally simulating sequential scans of the data
 - Examples: X-Tree [BKK 96], IQ-Tree [BBJK+ 00]
- · Metric Indexes for spaces w/o dimensions
 - For arbitrary distance functions (edit dist, morphological dist)
 - Applicable even to high-dimensional spaces
 - Examples: M-Tree [CPZ 97], Slim tree [FSTT 00]
- · Anchoring Methods (vantage points, etc.)
 - Select r landmarks among the data objects
 - Use distance values to *r* landmarks as *r* dimensions
 - Examples: vp-tree [FCCM 00], mvp-tree [TÖ 97], [VV 02]





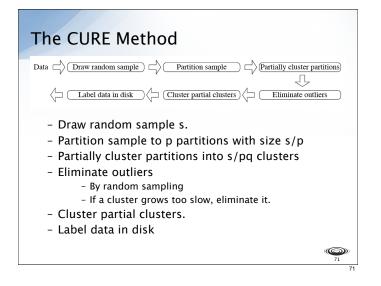


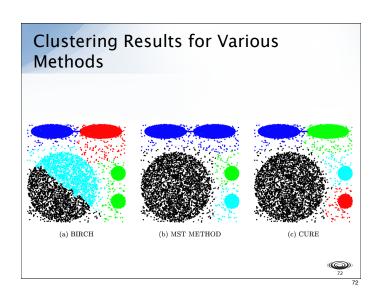


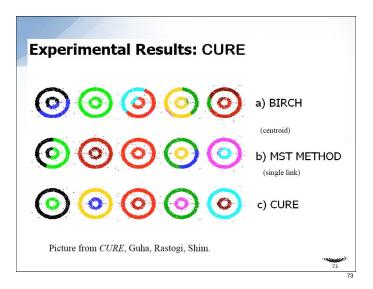
Clustering Using Representatives (CURE)

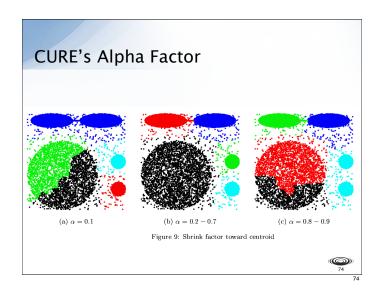
- Middle path between single representative (centroid based) or full representative (complete linkage)
- Uses multiple representative points to evaluate the distance between clusters, adjusts well to arbitrary shaped clusters and avoids single-link effect
- Pick/label representatives carefully











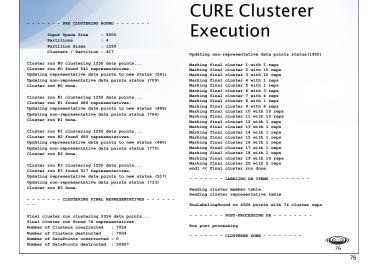
Using CURE The clusterer command is executed with command-line options to configure the clustering partition pools. The options are: -p [NUM] - Number of pre-clustering partitions (2 - 50) -q [NUM] - Pre-clustering partition factor (3) -k [NUM] - Desired number of Clusters (4 - 50) -c [NUM] - Representatives per cluster (2 - 15) -a [NUM] - Representative scaling factor (0.2 - 0.7) [OPTIONAL_FLAGS]: -x [STR] - configuration file name [Configuration.txt] - Displays the parsed command parameters and exits

- Displays this message

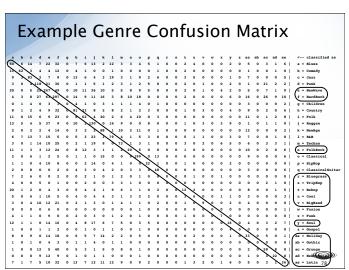
Typical values (for a database of about 50000 entries):

fclusterer -p 20 -q 3 -k 20 -c 8 -a 0.4





Cross-genre Distances Mixed - 2 Blondie, 2 Cat Stevens, 2 Bill Cosby PCA-semi-weighted EMD 45851 45953 36818 0.00000 0.18307 0.21873 0.24543 0.24404 1.08880 45851 0.18307 0.00000 0.14053 0.20046 0.24095 1.08670 0.21873 0.14053 0.00000 0.11590 0.25070 1.09486 36818 0.24543 0.20046 0.11590 0.00000 0.27534 1.10789 0.24404 0.24095 0.25070 0.27534 0.00000 1.08433 1.08880 1.08670 1.09486 1.10789 (1.08433 0.00000

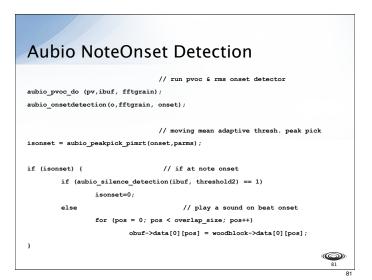


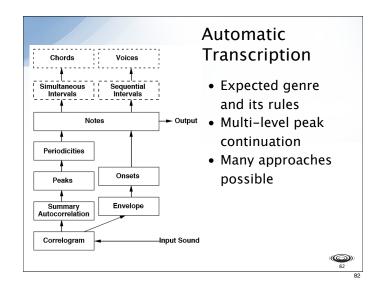
Audio Transcription

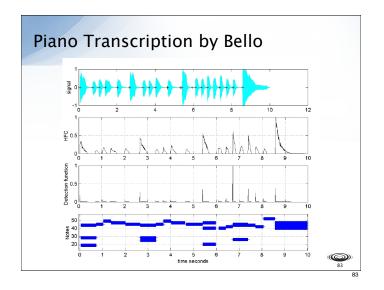
- Onset-detection
 - See above
- Per-onset features
 - See above
- Pruning, selection
 - Rule-based system?

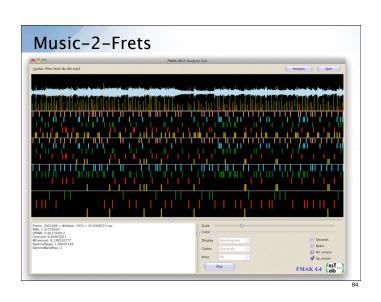


Table 1. Characteristics of some meter estimation systems.			
Reference	Input	Output	Technique
Temperley & Sleator (1999)	MIDI	Meter, time quantization	Rule-based approach; implementation of the preference rules in (Lerdahl et al., 1983)
Dixon (2001)	MIDI, audio	Tactus	First find periods using IOI histogram, then phases using multiple agents
Raphael (2001)	MIDI, audio	Tactus, time quantization	Probabilistic generative model for onset times; MAP estimation (Viterbi)
Cemgil & Kappen (2003)	MIDI	Tactus, time quantization	Probabilistic generative model for onset times; sequential Monte Carlo methods
Goto & Mur-aoka (1995, 1997)	Audio	Meter	Extract onset components; IOI histogram; multiple tracking agents
Scheirer (1998)	Audio	Tactus	Bank of comb filters to analyze periodicity of power envelopes at six subbands
Laroche (2001)	Audio	Tactus, swing	Extract discrete onsets; maximum- likelihood estimation
Sethares & Staley (2001)	Audio	Meter	Calculate RMS-energies at 1/3-octave subbands; apply a periodicity transform
Gouyon et al. (2002)	Audio	Tatum	First find periods (IOI histogram), then phases by matching isochronous pattern
Klapuri et al. (to appear)	Audio	Meter	Measure degree of accentuation; bank of comb filters; probabilistic model





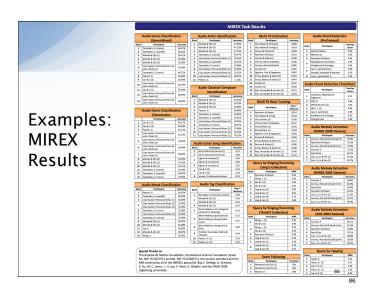




Other applications

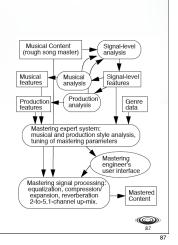
- Source separation
- Similarity match
- Search (by various criteria)
- Play-list generation
- Summarization (thumb-nailing)
- Content-ID (finger-printing, tagging)

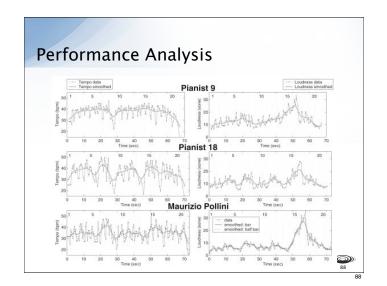




In the Literature

- Accompaniment
- Transcription
- Segmentation
- Classification
- Instrument ID
- Mapping experts
- Fingerprinting





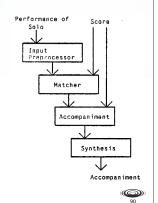
Performance Rule Extraction

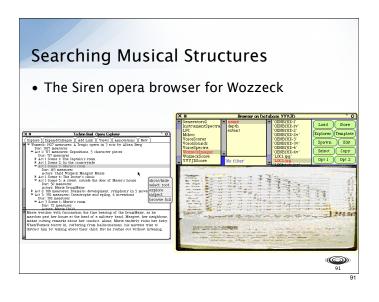
- Given a set of performance rules
 - Lerdahl & Jackendoff
- Segment and analyze performance into tempo-phrasing functions
- Search for a weighting of the rules to match the performance
- Learn a performer's style

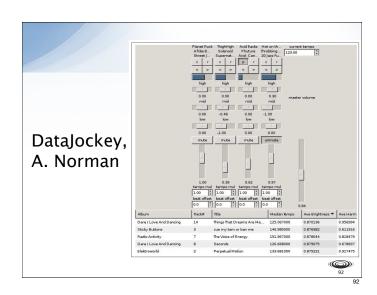


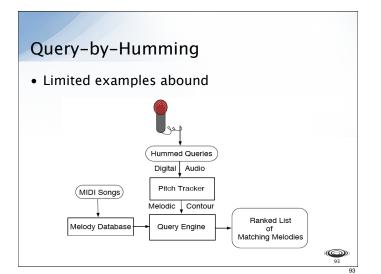
Automatic Accompaniment

- Score format
- Input format
- Matching algorithm
- Output format
- Output generation
- Handling failures











Audio Summarization and Thumb-nailing

- Audio thumb-nailing assumes good segmentation, and location of the most typical short segment
 - Choose most-frequently repeated section (is that appropriate?)
 - Choose first incidence of common section
 - Some applications require a single note or a common signal window?

Content Matching, Finger-printing

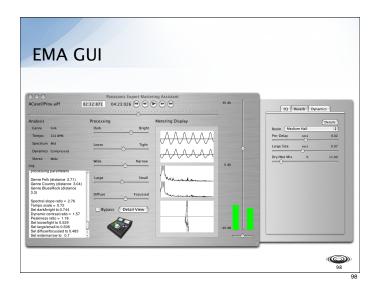
- Important for indexing and stream-following (e.g., segmentation of video)
- Genre classification (speech, music, effect) useful for segmentation and indexing
- Exact finger-printing for digital rights management (some systems in use)
- Still difficult to avoid false positives and not be easily spoofed



Expert Mastering Assistant

- · Analyze, classify a song
- Compare it to its "genre representative" taken from a carefully crafted DB
- Use expert rules to determine optimal processing parameters
- Perform DASP in real-time user feedback (display) and interaction





Searching, Indexing, and Players

- The most common MDB application!
- Players often suffer from poor (or no) derived metadata or sophisticated indexing



- · Some recent systems are changing this...
- There are many hard issues



Applications

- Feature vector pruning, data reduction
- Segmentation examples: phonemes, musical segments
- SVMs for classification
- CURE for clustering
- Multipitch estimation, source separation, denoising



Lab 3

- Continue Lab 1 in MATLAB
- Continue Lab 2 in C/C++
- Work on 2nd-stage processing using the SampleAnalyzer app (add a couple new features and fancier averaging, smoothing, thresholding, etc.)
- Prepare to do bulk feature extraction on the CAL500 data set to a CSV or MATLAB file

