Intelligent Analysis of Composite Acoustic Signals

by: John M. Chowning

The "proposed" research concerns the architecture of an intelligent system for analyzing composite acoustic signals in the music domain.

The proposed methodology attempts to integrate knowledge from signal processing, perception, structural analysis of signals, reasoning for signal understanding and learning. The *scientific quality* of the proposal is very high. There are very few research groups in the world that could carry on research like this. The applicants seem to have excellent ideas on how to make use of their knowledge in different domains. The *importance* of the research seems very high to being the complex analysis of complex acoustic signals, a very important problem especially when tracking of simultaneous acoustic signals is involved.

The capability of the applicants seems to be very high. Their analysis of the problem is deep on all aspects. They seem to have an excellent perception on AI and signal processing techniques that could be useful for the problem they wish to solve. They should have, perhaps insisted more on the difficulties of learning rules automatically, being Machine Learning a discipline still far from producing solutions to real complex problems.

The only aspect that is not particularly exciting in this proposal is the publication record of the applicants describing work supported by previous NSF Contracts.

I am not familiar with the amount of publications produced by the Computer Music Community. I was a little surprised not to see any journal publication in the list on page 2. I must say that publications listed on page 2 appeared in the Proceedings of important conferences. Having a paper accepted at IJCAI-85 must have been particularly difficult for a researcher in computer music.

The budget seems reasonable to me.

In conclusion, I consider the proposal content excellent, but I am rating the overall proposal "very good" because I would have preferred seeing more evidence of previous work disseminated in International Journals.

Review: "Intelligent Analysis of Composite Acoustic Signals"

NSF Proposal Num: 86-13574

This is a proposal to continue development of a system for acoustic analysis of complex audio signals - music or otherwise - using pattern recognition techniques that analyze a signal both in frequency and time to separate and recognize repeated structures. It includes proposals for novel signal processing techniques as well as AI architectures to achieve this end. This is a continuation of a project begun in 1983 on which they seem to have made considerable progress. Very briefly, I strongly recommend support of this project. The problem is an interesting and important one and they clearly have the skills to make excellent progess on it. This work contributes to the development of systems capable of synthetic perception.

In their previous work, the authors have tackled some very difficult problems with considerable success, as far as one can tell from their publications. It is difficult to tell exactly since they tend to illustrate each system with only a single example. But they appear to have systems that distinguish the edges of a string of lagato notes played on a cello, recognize rhythmic figures in audio signals and resolve the separate notes in a simultaneously played piano chord. These are considerable achievements.

One major difference between the proposed project and the earlier one is that they now are interested in building a more general auditory perception system - one not restricted to music. I am of two minds as to whether this is a good move. On one hand, it makes sense since auditory stream segregation is a more basic and primitive skill than music perception. Presumably even fairly primitive nervous systems must do a pretty good job of this (flies and fish probably do it OK, but cats are probably as good at this as humans). Probably only people really perceive musical structure. Their proposed new problem domain (although they do not commit themselves to it wholeheartedly) is the perception of multiple birdsongs, rather like the sound background in a Tarzan movie, one supposes. This is a good problem since it allows simulation of the "cocktail party effect" but with fairly simple signals to analyze.

I only hope they record their own birdsong tapes for starters since field recordings will be very noisy raising the difficult question of deciding whether or not there is a signal there at all along with the problem of what the pattern is when do you know it's there. In fact, the signal detection question could really only be solved after the problem of pattern detection is solved. That is, listeners ability to detect patterns in noise is better than one would predict from their sensitivity to random unpredictable signals in noise. This justifies using clean signals in early stages of this work. And, of course, their reasoning may be (although it does not seem to be spelled out) that to differentiate musical voices they must first solve the auditory segregation problem.

A second advantage of the multiple birdsong task is that the notes of many birdsongs are nearly sinusoidal (although third-harmonic distortion can easily occur during analog processing). Real birdsongs, however, are not as regularly structured as music and seem to be inherently probabilistic.

Still, much simpler problems might be ones that simulate the ecological auditory streaming problem faced by typical land animals: simultaneous chair squeeks, footfalls, a mesquito, bus driving by, a kid on an intermittently squeeky swing, etc. It just might be that these would be easier yet still challenging.

On the other hand, there are reasons why I regret seeing them abandon the focus on music. Music offers the opportunity to work on integrating the rhythm detection system (which they have begun) and the melodic pattern detector (also begun). Since melodies change notes at points in the rhythm cycle that are metrically strong, ie, at points that are small rational-fractions of the cycle. These two systems should be brought together. A blackboard may be a reasonable way to achieve this integration – but I think the blackboard should, for music, move quickly from a flat one to a cylindrical or toroidal one. For birdsong, the blackboard will have to be flat.

I applaud their increased attention to the psychological literature on perceptual streaming (especially that of Bregman and his group). It is very likely that results from research on human performance will be useful. In this proposal, however, they are not very explicit on how this work is relevant and what use will be made of it. In fact, I sense an incipient contradiction between their endorsement of the Bounded-Q signal processing, basically a signal-processing hack that improves the resolution of the upper frequencies beyond what a normal FFT would produce, and the interest in building auditory models directly into their system. There is nothing remotely analogous to this in human auditory function, for which the a log-scaled FFT is a reasonable first-order approximation. It is likely that human auditory systems achieve their streaming and frequency discrimination skills through techniques having no resemblance to this trick possibly via time-domain techniques. (Obviously, this not a reason not to do it; I am only noting what appears to be a discrepancy between the two approaches within the proposal. This difference of viewpoint may reflect differences of orientation within the research group.)

Basically, I think they have a very promising idea and address an extremely important problem in the development of intelligent systems that approach human performance. They have a good chance at success given their previous record of productivity. They should definitely be supported.

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theoretically inter	resting but in addition a	system to automatically transc	ribe and write out
a score for a music	cal performance would be o	f great value in understanding	what constitutes
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The BQFT trans	sform is a very attractive	way to analyze the raw signal	s. It is
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This prop a sal	deals with the analys	is and perception of acoustic	cianale by
computers. Sp	ecifically, the invest	tigators propose a genera ă fra	mework for
the recognitio	n of complex sounds for	nom multiple sources. The pro-	iect renvecante
a continuation	and extension of work	k performed at the CCRMA over	the past five years.
On the positiv	e side, I found the pr	roposed research important and	exciting. It
attempts to de	velop a computational	model for human sound percept	ion, utilizing
disciplines ra	nging from acoustics a	and music to computer science	and signal
knowledge and	ne proposed architectu	ure enables investigators to re	epresent
providing a fl	constraints from diffe	erent domains in an independen	t manner, while
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	availating Signification	y our knowledge about human in	terrigence.
A number of is:	sues, however, remain	unresolved in my mind. The pr	ronosal
represents a ma	ajor departure from th	ne investigators' previous effo	ort in that
they now stress	s the domain-independe	ent nature of their research. H	moving wwav
Trom music to e	encom a ass other a oo us	stic signals. I believe such a	a change in
emphasis could	be a mistake, since d	lomain-specific knowledge can p	provide the
necessary level	rage for sound percept	tion. The motivation for such	a shift in
a cheech woods	ot very clear. To me,	this is not unlike proposing	to build
of this rabilit	ty to meet their goal	language-independent. I am al of dealing with polyphonic sou	so dubious
I saw no clear	evidence that their r	esearch results can can succes	ind, Since
alize from a s	ingle source to multin	le sources. I believe the inv	ostigators
are overly amb	tious and optimistic:	they have outlined a far too	difficult
problem to tack	(le in a two-vear peri	od. Finally, I am unable to t	fall whather
the research en	mphasis is on the unde	erstanding of sound percention.	or on the
development of	an expert system. Pe	rhaps a more specific research	plan would
have helped.			•
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OVERALL RATING: EXCELLEN	T VERY GOOD	GOOD FAIR POOR	•