

INESC PORTO

INSTITUTO DE ENGENHARIA DE SISTEMAS  
E COMPUTADORES DO PORTO



Universidade do Porto

**FEUP** Faculdade de  
Engenharia

**FCT** Fundação para a Ciência e a Tecnologia  
MINISTÉRIO DA CIÊNCIA E DO ENSINO SUPERIOR Portugal

# Analysis and Recognition of Audio oriented to Music Applications

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# Summary

- Short Bio
- R&D Past Experience
- Research Proposal
- Conclusion

# Short Bio

- Engineering Academic Degrees:
  - Engineer Degree in Electrical and Computer Engineering – FEUP – 1997
    - Project: **“A Digital 20 Band Equalizer based on a Texas Instruments C31”**
  - MSc. Degree in Electrical and Computer Engineering – FEUP – Jan. 2002
    - MSc. Dissertation: **“PCM to MIDI Transposition”**
    - Advisor: Prof. Dr. **Aníbal João de Sousa Ferreira** (FEUP / INESC Porto)
    - Reviewers: Prof. Dr. **Xavier Serra** (UPF / MTG) and Prof. Dr. **Francisco José Oliveira Restivo** (FEUP).
  - PhD Student in Electrical and Computer Engineering – FEUP / INESC Porto
    - Started in December 2003 (minimum duration = 3 years)
    - PhD thesis: **“Analysis and Recognition of Audio oriented to Music Applications”**
    - Advisor: Prof. Dr. **Aníbal João de Sousa Ferreira** (FEUP / INESC Porto)

# Short Bio

- **Music background**

- Piano and Music Theory lessons (5th grade) at the Conservatory of Music of Porto – Portugal

- **Research Interests**

- Acoustics / Psychoacoustics
- Auditory Scene Analysis
- Digital Signal Processing
- Pattern Recognition / Machine Learning
- Analysis, Processing and Classification of digital audio signals
- Interactive applications to the musical and sound expressivity



# Short Bio

- **Publications**

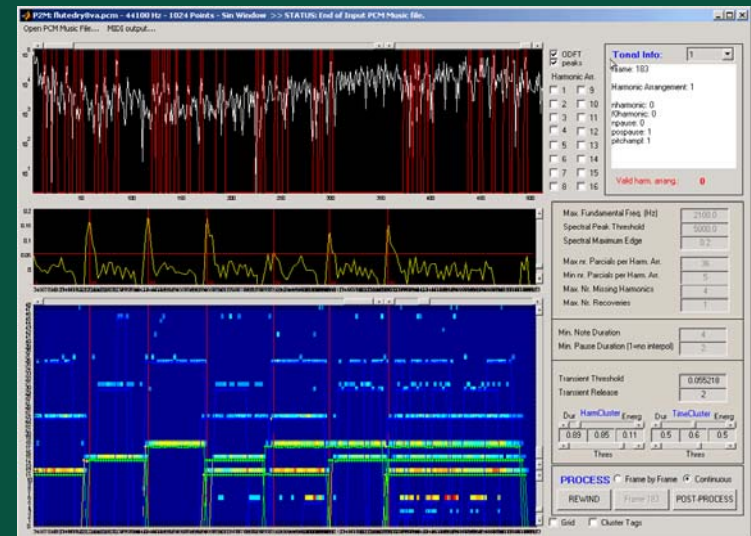
- “PCM to MIDI Transposition”, 112 AES Conference – Audio Engineering Society – Munich, May 2002.
- “PCM to MIDI Transposition”, MSc thesis, School of Engineering of the University of Porto (FEUP), January 2002.
- “Implementation of a Real-Time Audio Decoder: ASCdec”, 107 AES Conference – Audio Engineering Society – New York, September 1999.
- “Implementation of a New Method to Digital Audio Equalization”, 106 AES Conference – Audio Engineering Society – Munich, May 1999.
- "20 Band Digital Audio Equalizer, Implementation on an Expand TMS320C31DSK", Technical Report, Texas Instruments "Challenge '97".

- **Participation in Projects**

- **VISNET** - “*NETworked audio Visual media technologies*”
  - FP6-2002-IST-1 European Union Network of Excellence Project
  - audio and multimodal analysis work packages.
- **ORBIT** - “*Object Re-configurable Broadcast Infrastructure Trial*”
  - a contract project between INESC Porto and the BBC
  - development of automatic audio segmentation and classification tools.

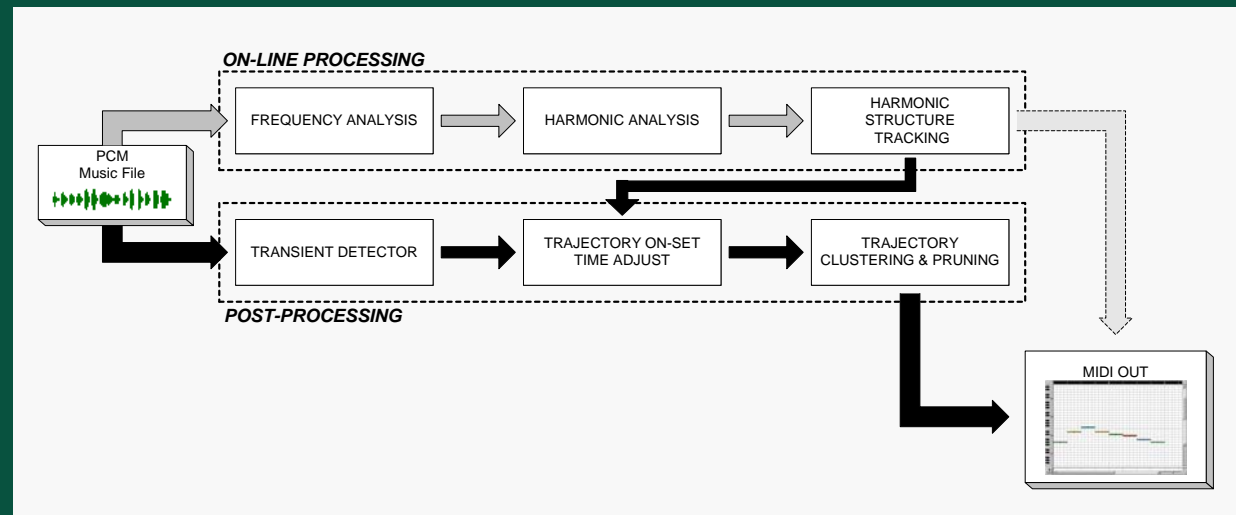
# R&D Past Experience

- PCM to MIDI Transcription
  - Extraction of specific features out of a POLYPHONIC musical acoustic signal in order to estimate the musical notes played:
    - Fundamental Freq. → *Pitch*
    - Onsets /Offsets → *Duration*
    - Energy → *Dynamics*
  - Other relevant features to consider
    - Spectral profiles → *Timbre*
    - Beat → *Rhythm/Time Signature*
    - ...



# R&D Past Experience

- PCM to MIDI Transcription
  - System Overview

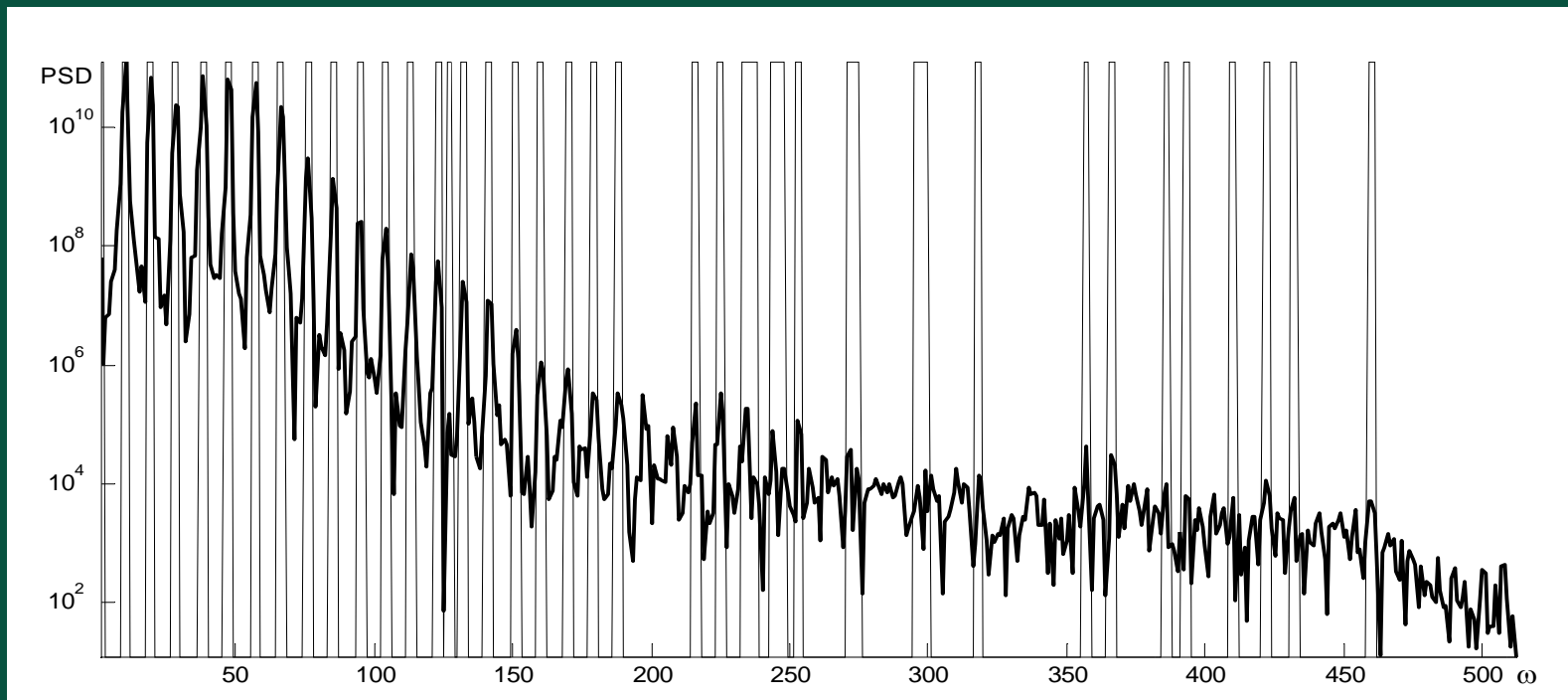


- Frequency Analysis Front-End

- Based around a **50% overlap analysis scheme**
- Uses an ***N*-point sine window and ODFT**
- Use of **accurate frequency estimation method** to increase spectral selectivity without compromise of time resolution

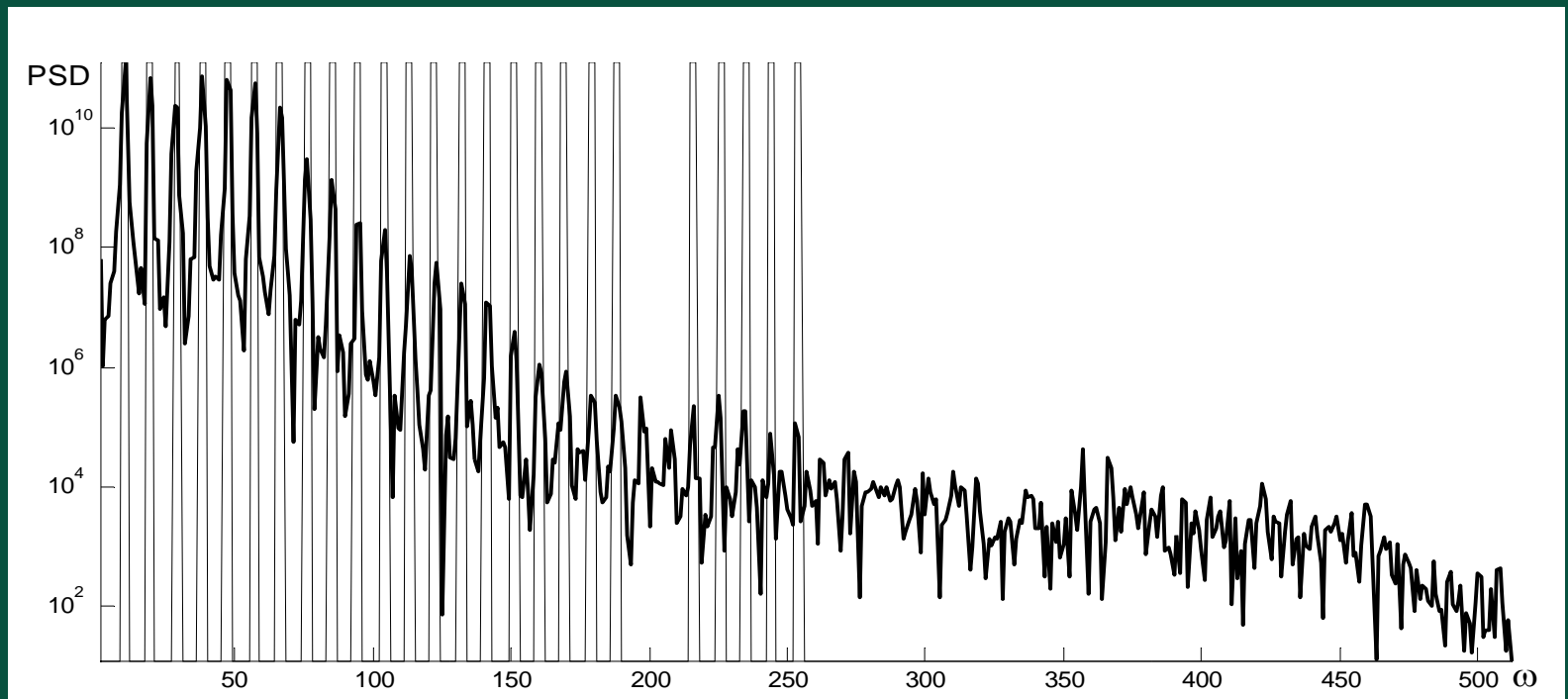
# R&D Past Experience

- PCM to MIDI Transcription
  - Harmonic Analysis
    - Peak Detector



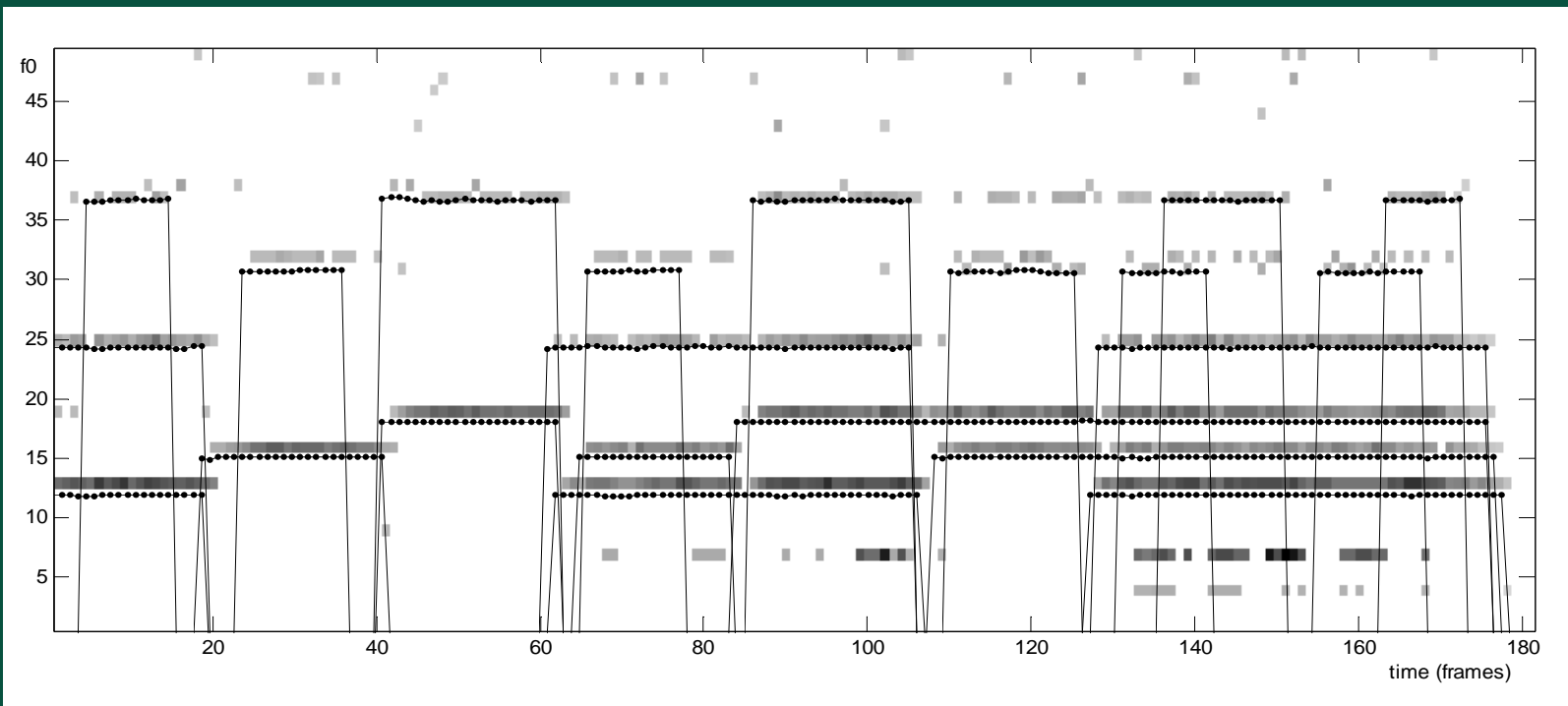
# R&D Past Experience

- PCM to MIDI Transcription
  - Harmonic Analysis
    - Harmonic Series Detector → FUNDAMENTAL FREQUENCY



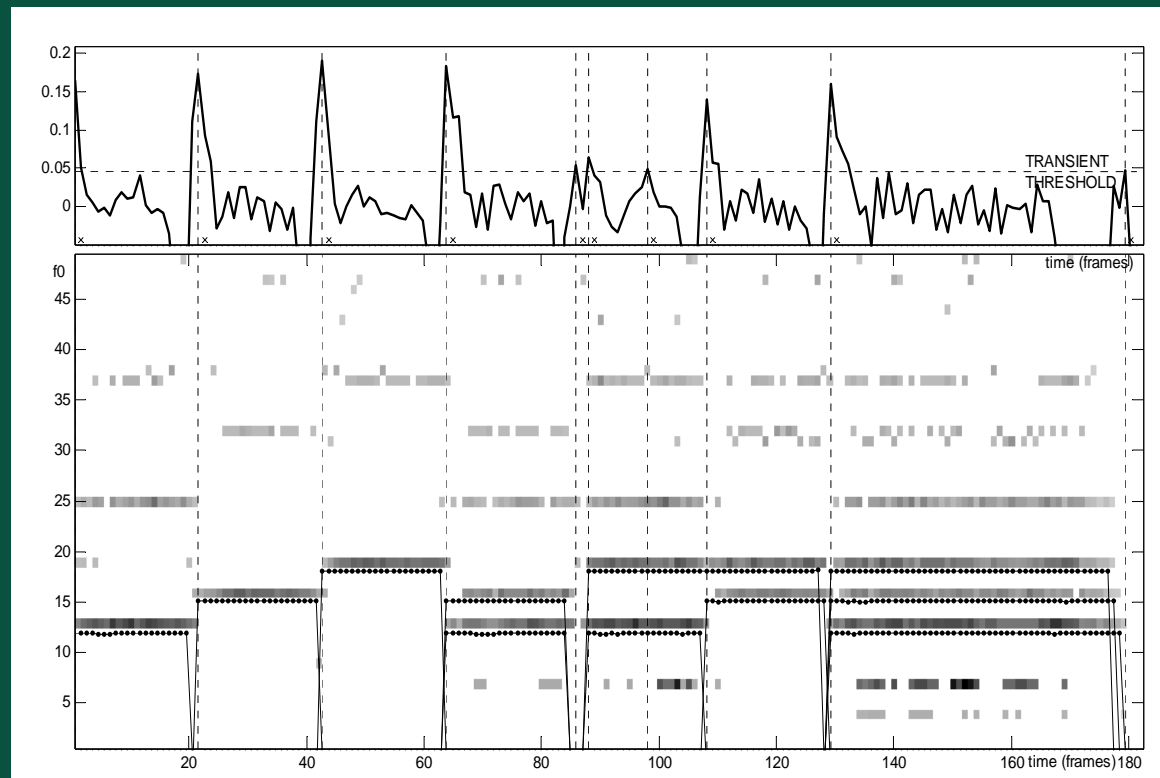
# R&D Past Experience

- PCM to MIDI Transcription
  - Harmonic Series Analysis
    - Tracking of *FUNDAMENTAL FREQUENCY* over time → TRAJECTORIES



# R&D Past Experience

- PCM to MIDI Transcription
  - Harmonic Series Analysis
    - Selection of best trajectories → estimation of MUSICAL NOTES...





# R&D Past Experience



- PCM to MIDI Transcription

- Some Results and Examples:



- Simple Piano piece:

- Original (Audio PCM): 
      - Transcribed (MIDI): 

- Taivas:

- Original (Audio PCM):  (from A.Klapuri webpage - <http://www.cs.tut.fi/~klap/iiro/dafx2000/> )
      - Transcribed (MIDI): 

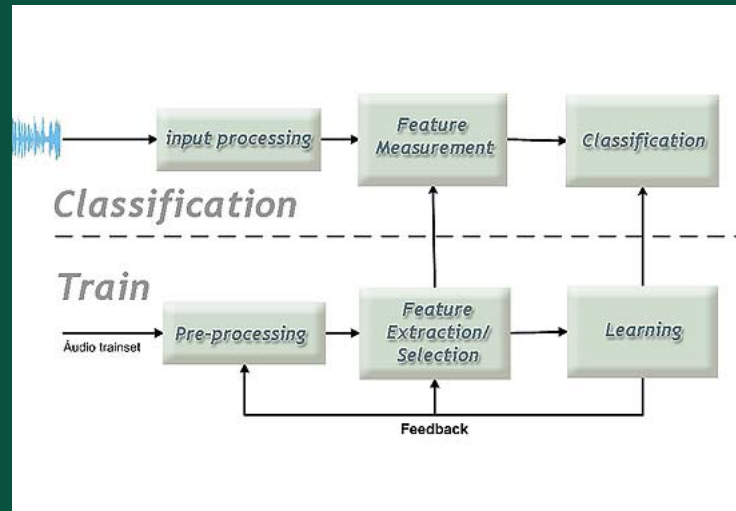
- Two Singing Voices:

- Original (Audio PCM): 
      - Transcribed (MIDI): 

# R&D Past Experience

- Audio Classification

- Time Segmentation and Classification of audio streams



- Challenges:

- Genre dependency of features
- Feature space dimensionality
- Feature selection
- Taxonomies
  - user-oriented **VS** feature-oriented
  - Flat Classifier **VS** Hierarchical Classifier
- Classify → Segment **VS** Segment → Classify

# R&D Past Experience

- Audio Classification

- Feature Extraction

- Time domain features:
      - Zero-Crossing Rate (ZCR)
      - High Zero-Crossing Rate (HZCR)
      - Energy Ratio
      - ...
    - Spectral features:
      - Centroid
      - Roll-Off
      - Flux
      - Flatness
      - MFCC coefficients
      - ...
    - LPC analysis

- Classifiers

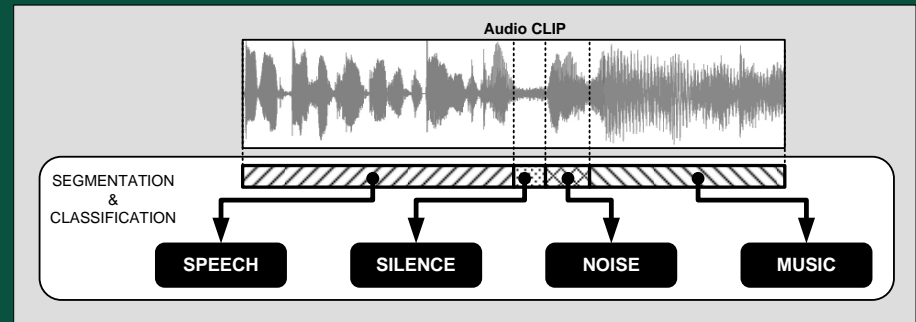
- Statistical classifiers
      - Gaussian
      - GMM
    - Decision Trees
    - Clustering
    - ...



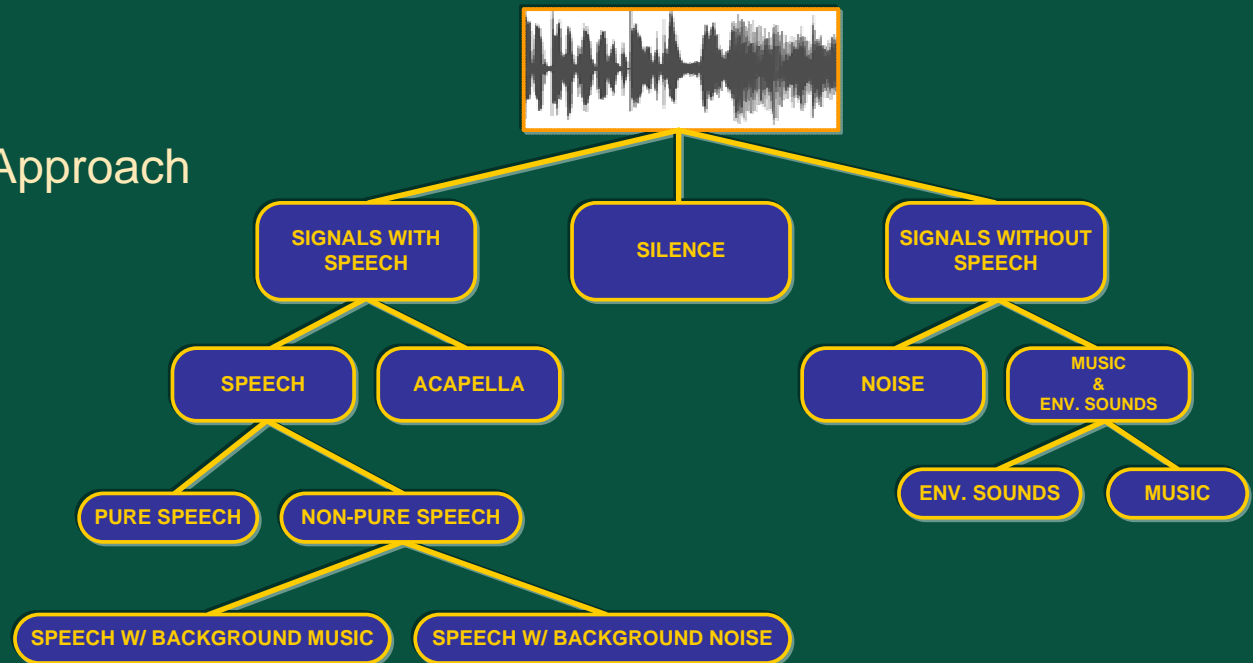
# R&D Past Experience

- Audio Classification

- Flat / Direct Approach



- Hierarchical Approach



# R&D Past Experience

- Audio Classification

The screenshot displays the QtAudioClassifier application window. The 'AudioFile' field shows 'D:/AudioDataBase/teste003.wav'. The 'Process Classification' section shows 'Select Extractor & Classifier' set to 'SVHIERARCHICAL' and a status indicator 'Classifying: MUSIC'. The 'Results' tab is active, showing a table of classification results:

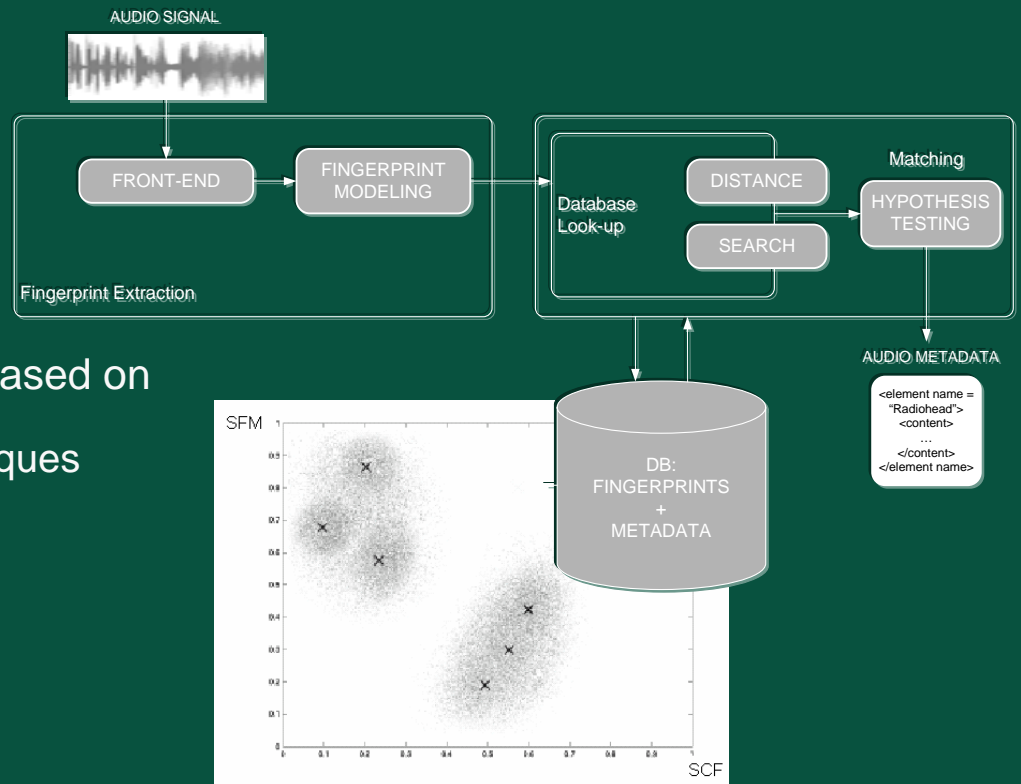
Class	Confidence (%)	Start	End	Duration
MUSIC	71.2101	0	524600	524600
ACAPELLA	53.2703	524590	552210	27620
MUSIC	61.864	552200	635040	82840
SPEECH_&_MUSIC	82.9397	635030	911140	276110
NOISE	81.0246	911130	1132020	220890
MUSIC	86.0953	1132010	1408120	276110

The 'Features' tab is also visible, showing a list of extractor features and their indices. The 'Classifier / Feature' tree shows a hierarchical structure of classifiers and their associated features. A plot at the bottom shows the 'Feature Plotted' value over time, with a sharp drop from approximately 0.14 to 0.02 at around 0.014 seconds.

## DEMO

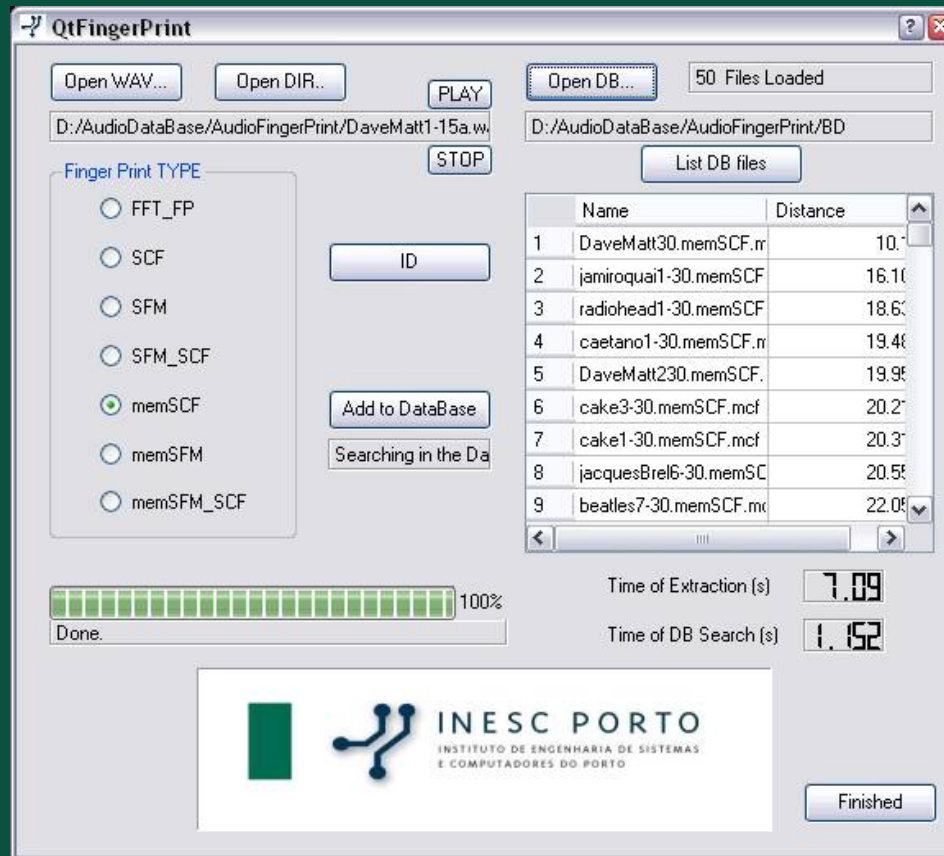
# R&D Past Experience

- Audio Fingerprinting
  - Simple experiments based on published solutions
    - Based on perceptual features
      - SFM
      - SCF
      - MFCC
      - Band Energies
    - Perceptual hashing based on
      - Clustering techniques
      - ...



# R&D Past Experience

- Audio Fingerprinting



## DEMO

# Research Proposal

## “Analysis and Recognition of Audio oriented to Music Applications”

- Proposal should:
  - Capitalize previous R&D experience in:
    - Multi-pitch estimation
    - Audio Segmentation / Classification
    - (*Audio Fingerprinting*)
  - Address the study and development of new methodologies for:
    - Analysis of audio signals
    - Extraction of perceptually relevant features and descriptors
    - Robust classifiers for the automatic classification / description of audio contents

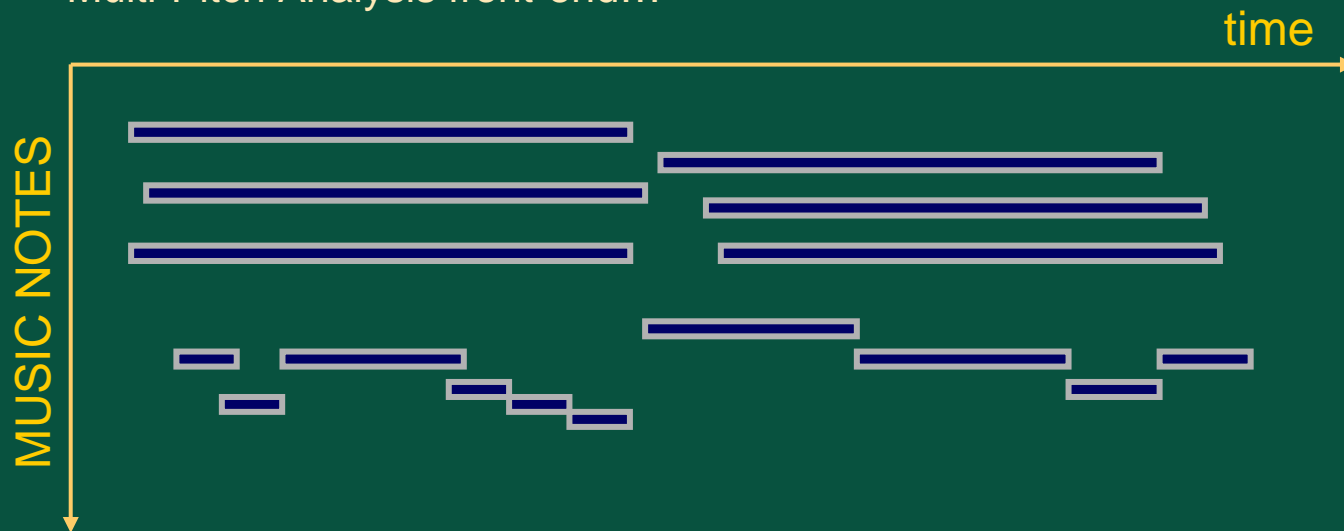


# Research Proposal

- Combining ideas from...
  - Temporal Audio Segmentation / Classification...

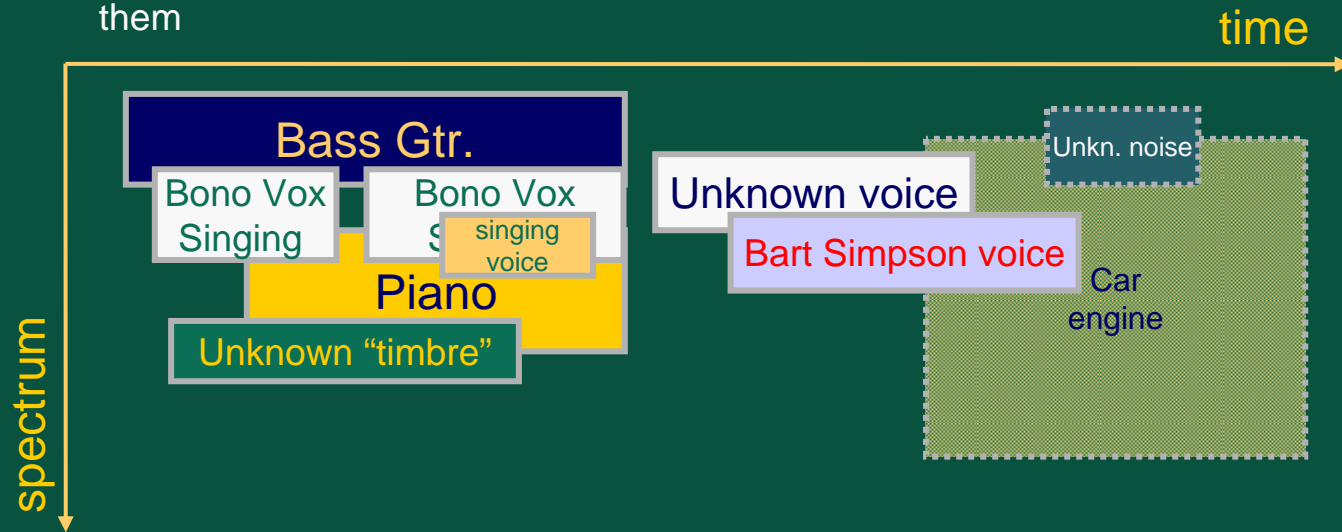


- Multi-Pitch Analysis front-end...



# Research Proposal

- Try to “segment” and recognize distinct and concurrent Sound Events in a continuous sound mixture:
  - Similar to the way Human auditory system works
    - Distinct sound sources → different acoustic properties → different perceptual cues
    - Capable to segment sounds from a time/ frequency mixture and classify / recognize them



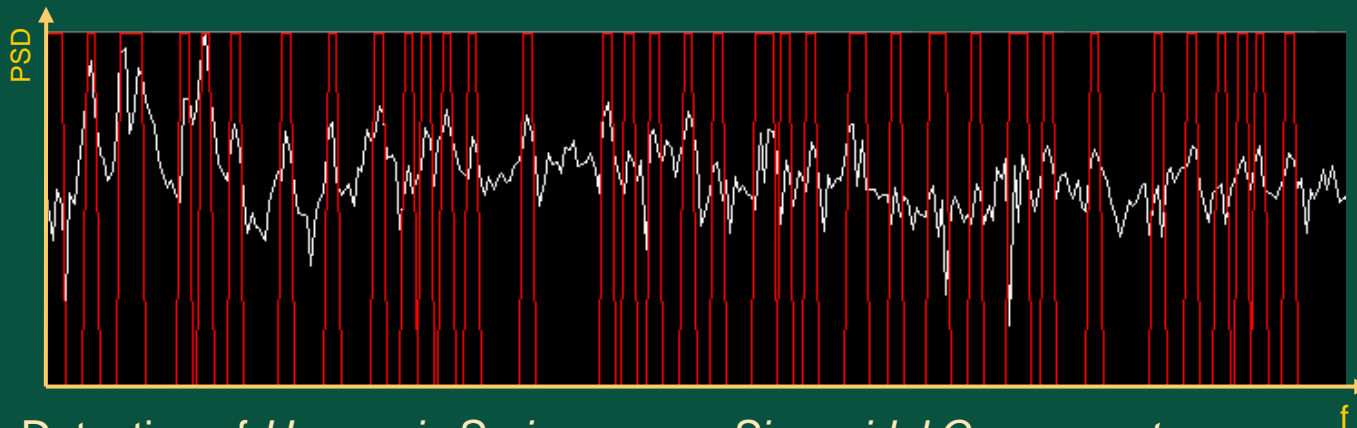
# Research Proposal

- Challenges:
  - No general solution for the separation of time and frequency overlapping sounds
  - Same sound source → generates varying sounds over time
  - *Quasi-Harmonic* sounds **VS** *Non-Harmonic* sounds
  - **FACT**: Full separation not yet today a reality
- Learn from published work on...
  - Psychoacoustics
  - ASA / CASA
  - Frequency / Harmonic / Multi-Pitch Analysis
  - Sound Separation / Recognition
  - Pattern Recognition / Machine Learning / AI

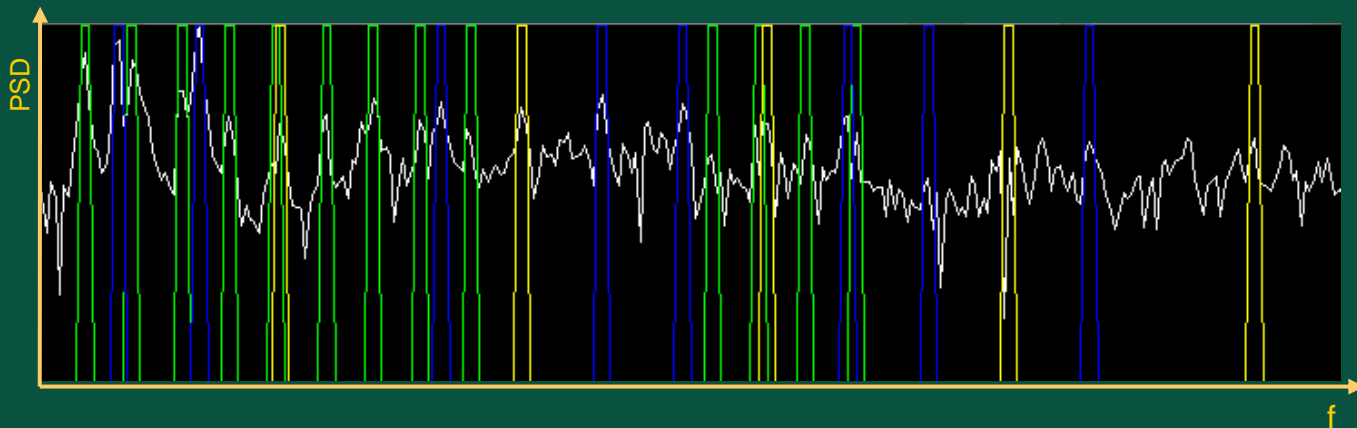


# Research Proposal

- Proposed Approach for “Segmentation” / Recognition of Harmonic Sounds
  - Accurate identification of Sinusoidal Components in the audio signal spectrum

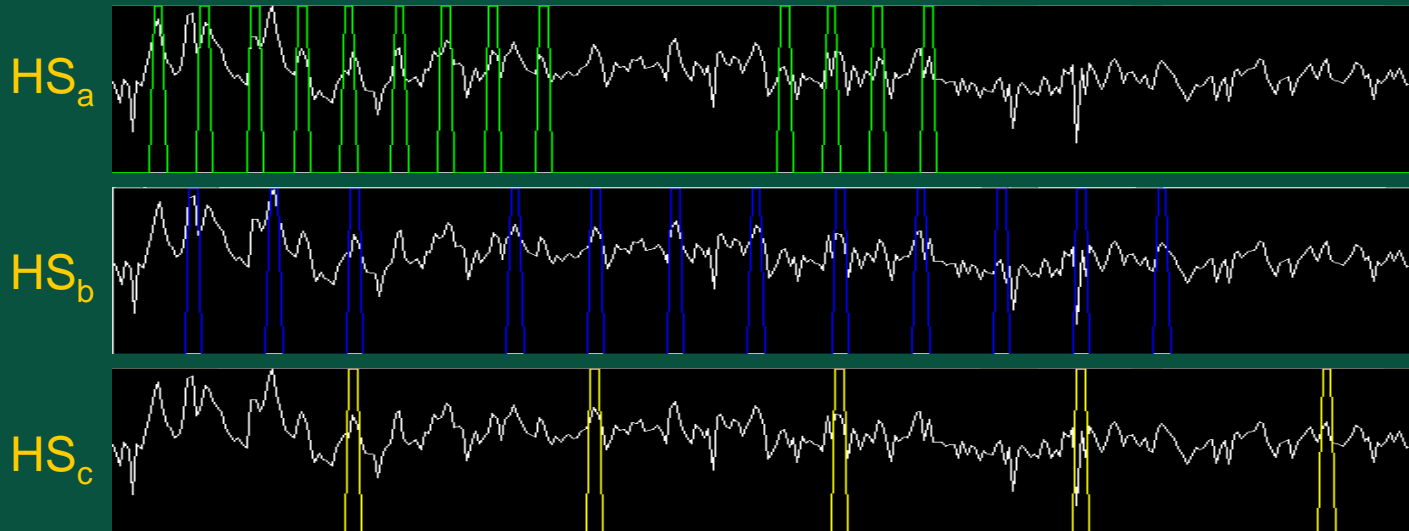
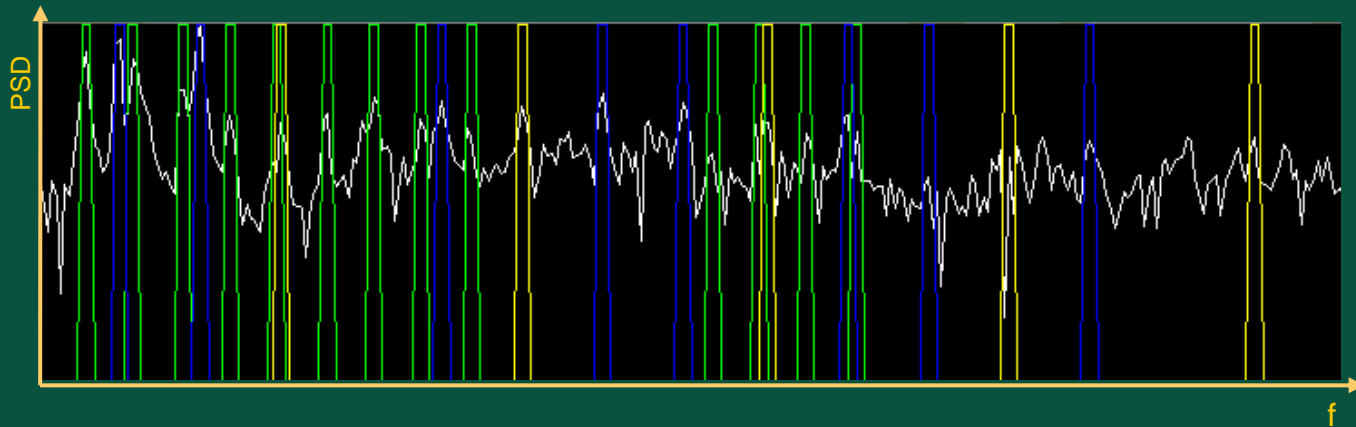


- Detection of Harmonic Series among Sinusoidal Components

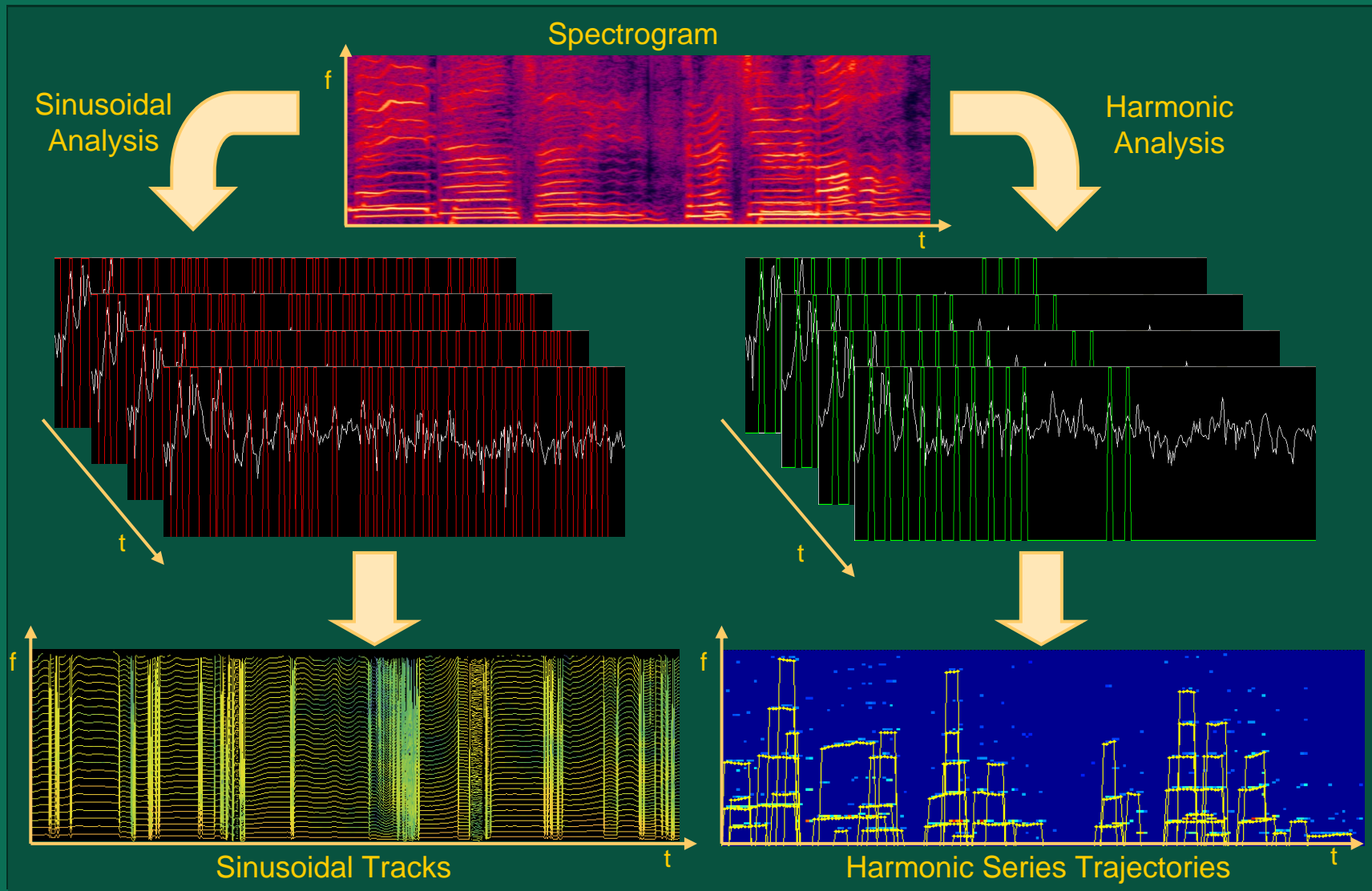


# Research Proposal

- Harmonic Series → good evidence of distinct (harmonic) *Sound Events*...



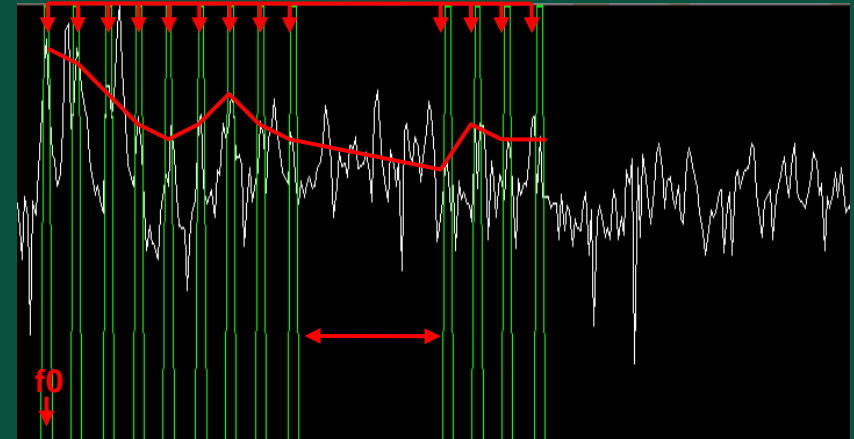
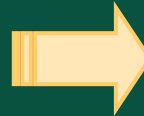
# Research Proposal



# Research Proposal

- Harmonic Series Trajectories → Sound Event:
  - **Already a good evidence of an harmonic *Sound Event***
  - Possible to extract relevant features:

- Fundamental frequency ( $f_0$ )
- Avg. Nr. Of Partial
- Missing Harmonics
- Avg. Energy of each partial
- Energy Decay of each partial
- Freq. modulation of each partial
- ...



Avg. Spectrum and Harmonic Series feat. over trajectory duration

- **Source Invariant Features → RECOGNITION**
  - e.g. “Timbre” related features
  - Possible to use Pattern Recognition / Machine Learning methods

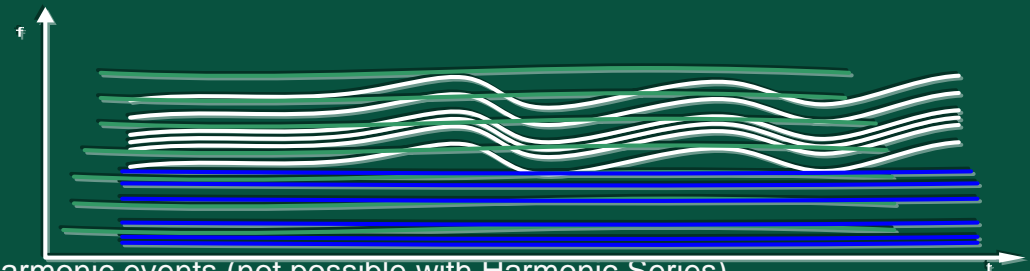
# Research Proposal

- Sinusoidal Tracks → Sound Event:

- Sound Events may also be found by grouping sinusoidal tracks:

- Common fate (ASA):

- On-set / off-set
- Modulation
- ...



- May be used to detect non-harmonic events (not possible with Harmonic Series)
- Harmonic relation ( → **Harmonic Series Trajectory!**)
- Spectral Models ( previously learned "timbre" models)

- Difficulties in both Sinusoidal and Harmonic tracking

- Time / Frequency resolution of freq. analysis front-end
- Bad modelling capabilities of transient part (i.e. attack) of sounds (!)
- Shared partials between Sound Events
- Masked partials
- Noisy signals
- ...



# Research Proposal

- Conclusions

- Research Proposal tries to **take advantage of previous experiences** in the areas of **Digital Signal Processing** and **Pattern Recognition / Machine Learning**, **multi-pitch estimation** and **audio segmentation / classification** (like the “Lazy Classification Algorithms” ;-))
- Will demand **learning from other research areas** such as **Psychoacoustics**, **Auditory Scene Analysis**, ... (learning from other areas is supposed to be a good thing, isn't it? ;-))
- Try to **derive new perceptually motivated features** for audio and music segmentation/classification
- Will definitely keep me busy for a long time! ;-)

**So, before I really start, please let me know if you think I'm pointing my efforts into a completely wrong direction!!**



# Thank You!



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