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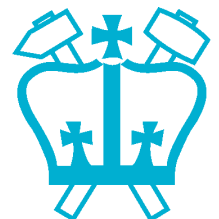
# Research in Sound Analysis

Dan Ellis

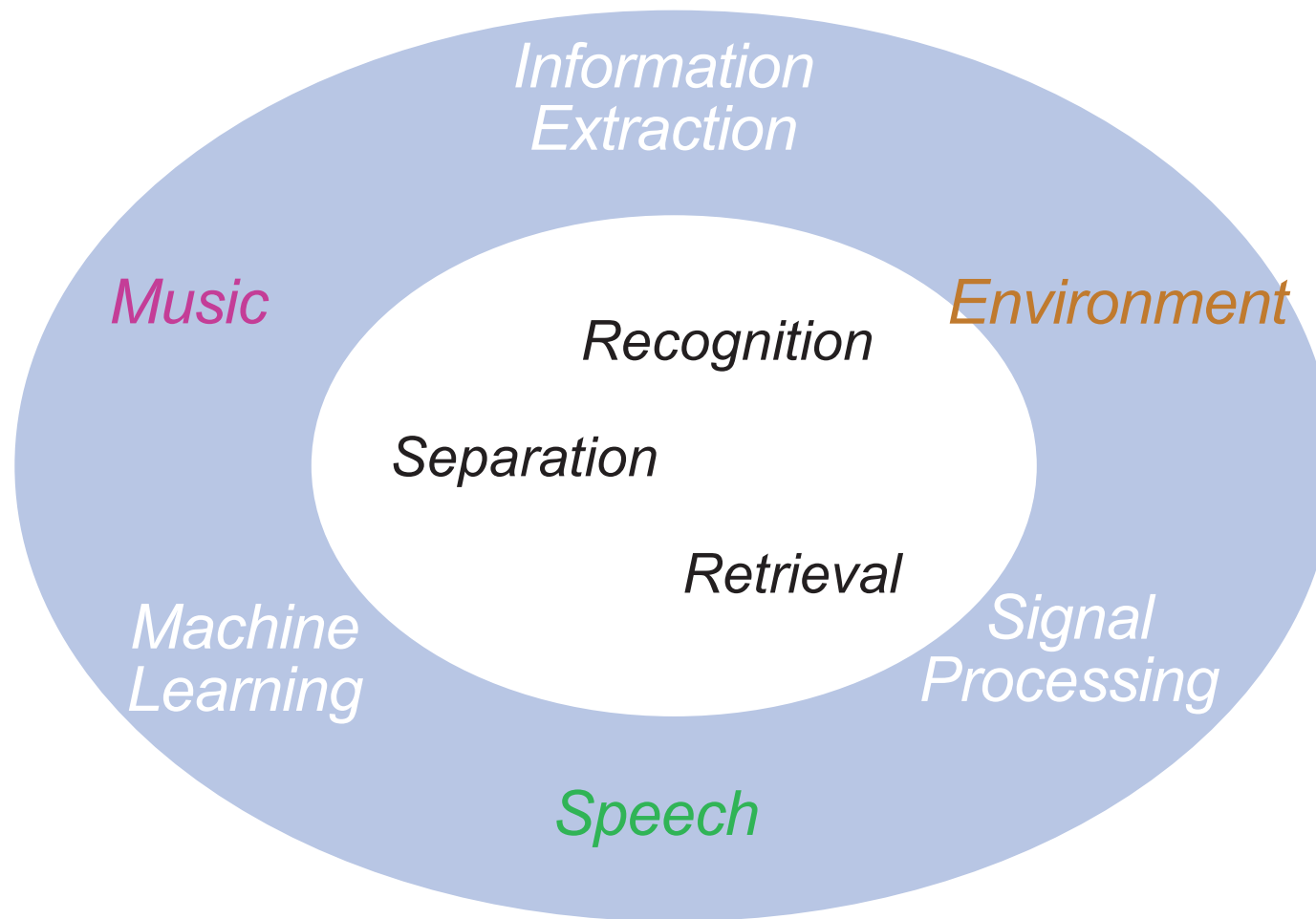
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1. Personal and Consumer Audio
2. Musical Cover Song Detection
3. Binaural Source Separation



# LabROSA Overview



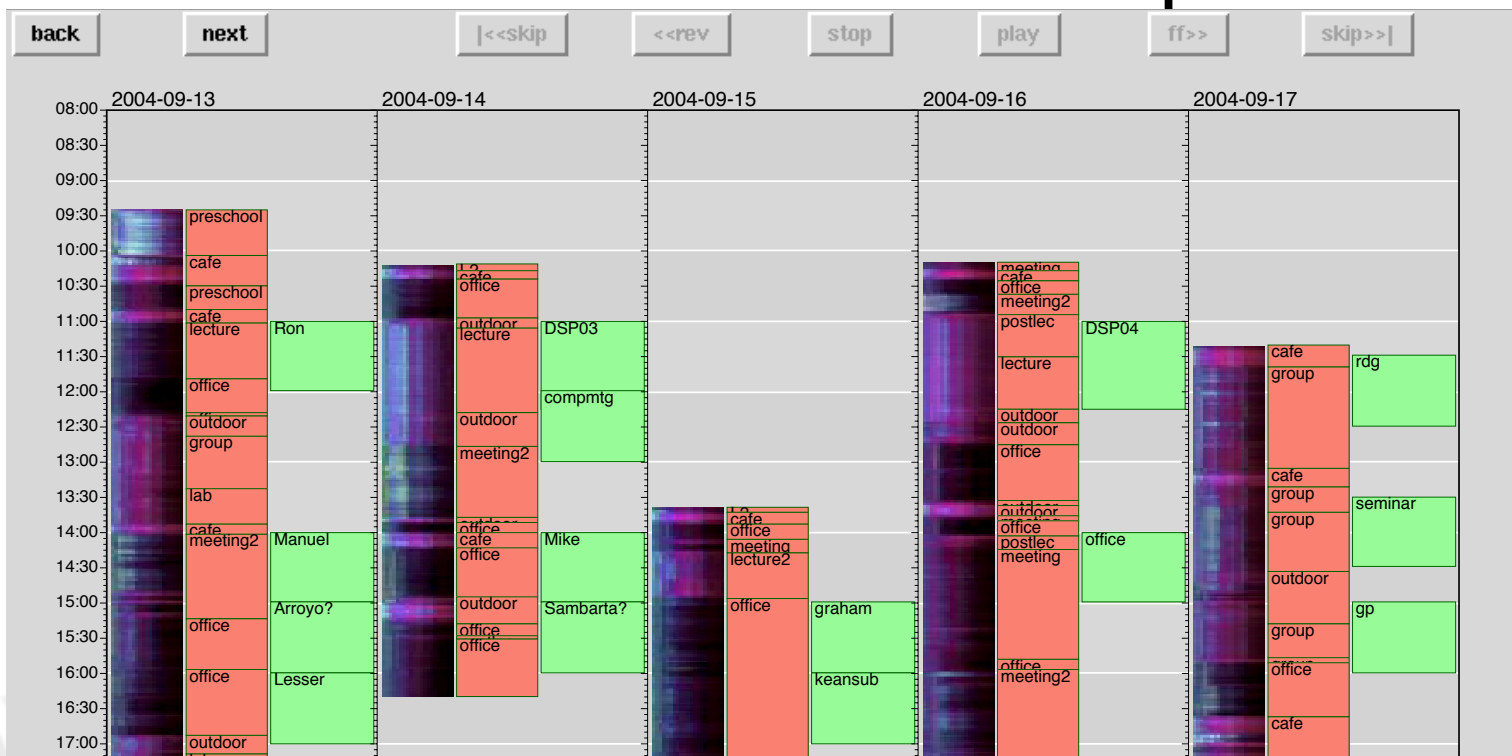
# I. Personal Audio Archives

- Easy to record **everything** you hear
  - <2GB / week @ 64 kbps
- Hard to **find anything**
  - how to scan?
  - how to visualize?
  - how to index?
- Need **automatic analysis**
- Need **minimal impact**



# Browsing Interface

- Browsing / Diary interface
  - links to other information (diary, email, photos)
  - synchronize with note taking? (*Stifelman & Arons*)
  - audio thumbnails
- Release **Tools** + “how to” for capture



Sound Analysis - Ellis

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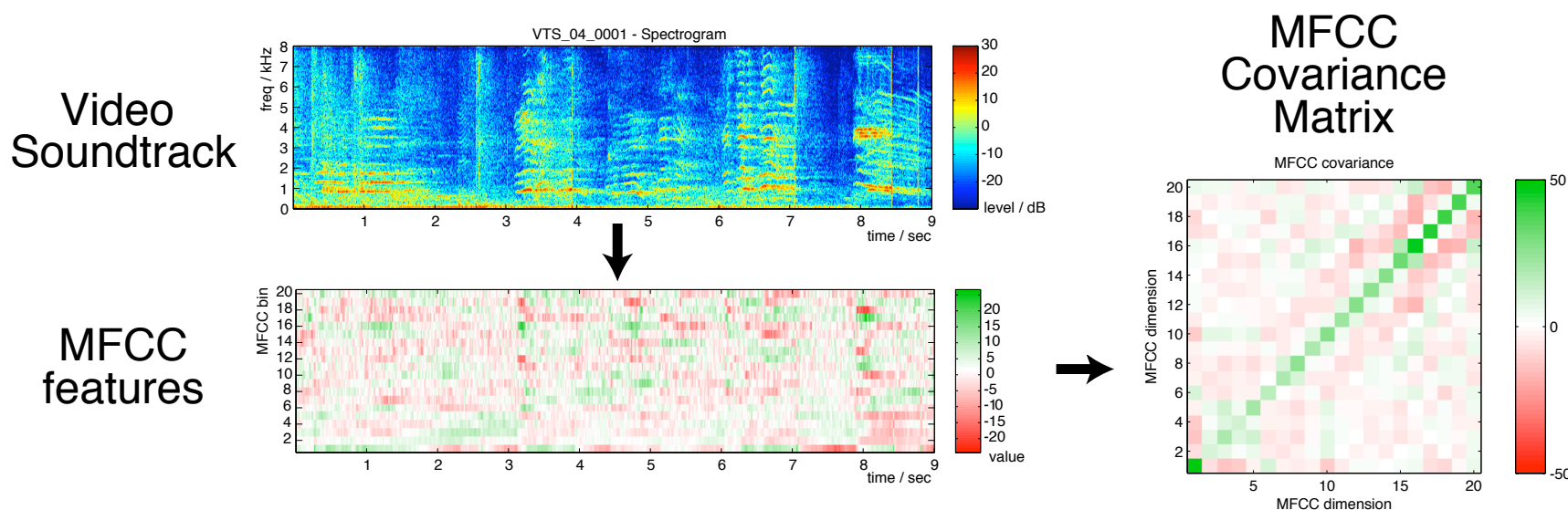
# Consumer Video

- Short video clips as the **evolution of snapshots**
  - 10-60 sec, one location, no editing
  - **browsing?**
  
- More information for **indexing...**
  - video + audio
  - foreground + background



# MFCC Covariance Representation

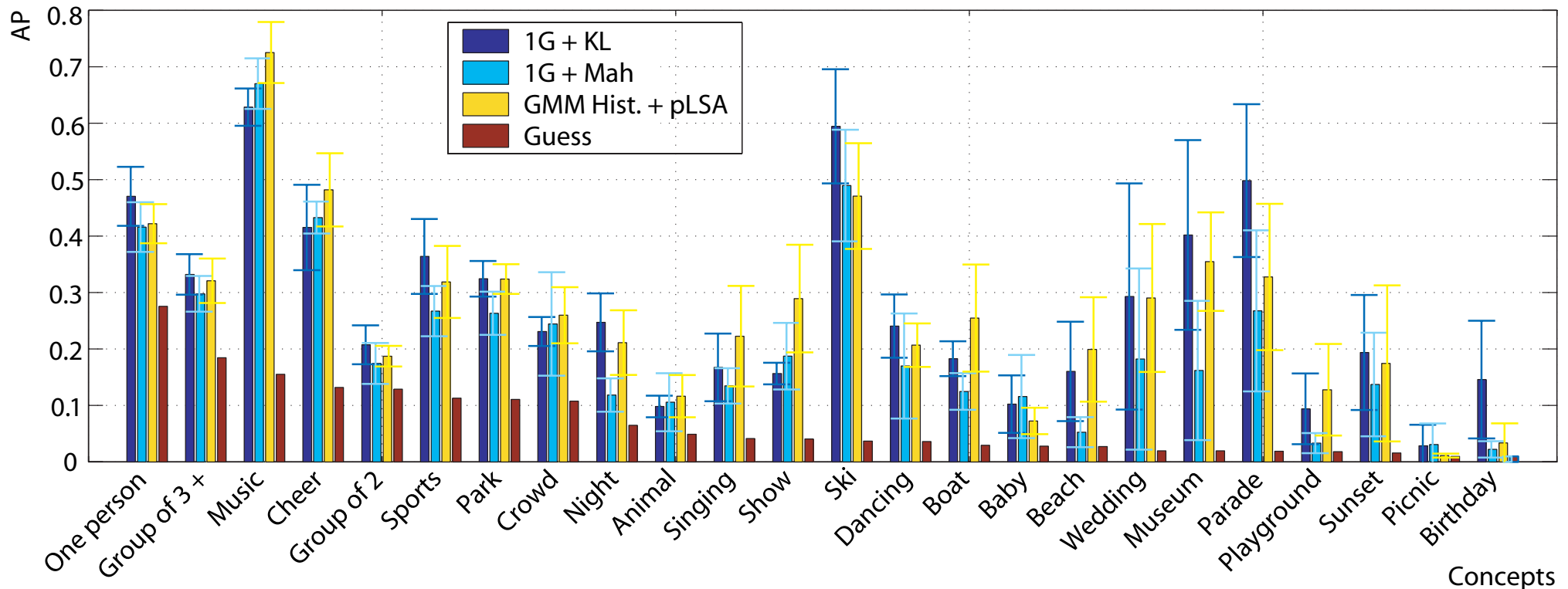
- Each clip/segment → **fixed-size** statistics
  - similar to speaker ID and music genre classification
- Full **Covariance** matrix of MFCCs
  - maps the kinds of **spectral shapes** present



- Clip-to-clip **distances** for SVM classifier
  - by KL or 2nd Gaussian model

# Audio-Only Results

- Wide range of results:




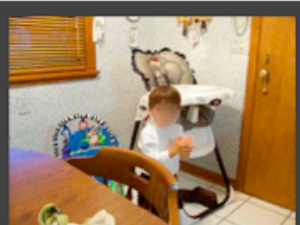

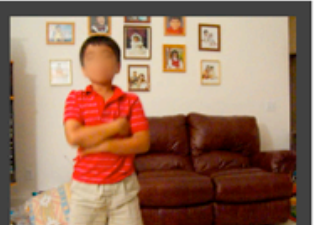


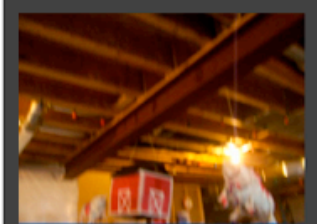

- audio (music, ski) vs. non-audio (group, night)
- large AP uncertainty on infrequent classes

# How does it 'feel'?

- Browser impressions: **How wrong** is wrong?

BASED ON: videos  
RESULT SET: pLSA\_5run  
CONCEPTS: baby  
DISPLAY #: 12  
Reset

Videos AP=[0.0839]

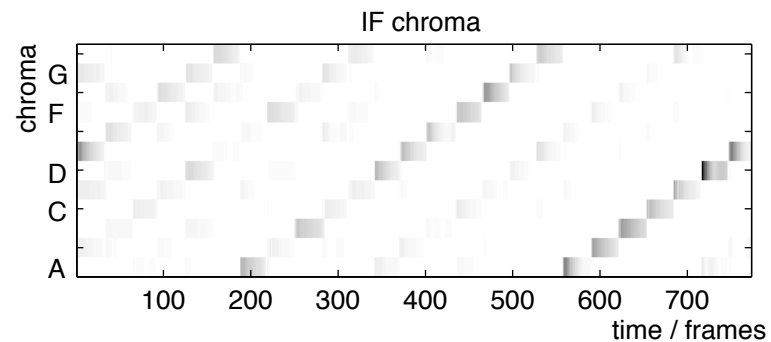
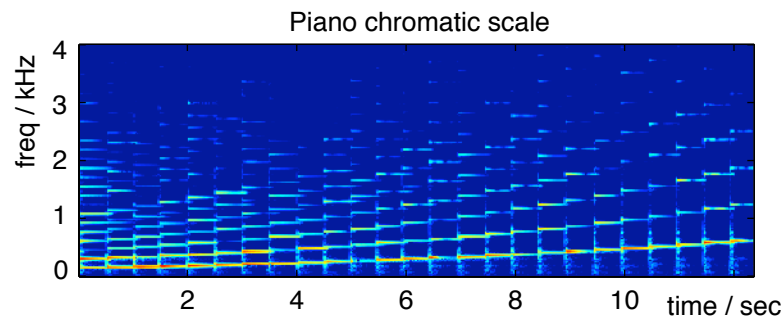
 <p>VTS_04_01_0947.mpg Score: 0.018422</p> <p><input type="radio"/> Positive <input type="radio"/> Negative</p>	 <p>VTS_04_01_0577.mpg Score: 0.014194</p> <p><input type="radio"/> Positive <input type="radio"/> Negative</p>	 <p>VTS_04_01_0385.mpg Score: 0.013534</p> <p><input checked="" type="radio"/> Positive <input checked="" type="radio"/> Negative</p>	 <p>VTS_04_01_0876.mpg Score: 0.011062</p> <p><input type="radio"/> Positive <input type="radio"/> Negative</p>
 <p>VTS_04_01_0836.mpg Score: 0.01078</p> <p><input type="radio"/> Positive <input type="radio"/> Negative</p>	 <p>VTS_04_01_0639.mpg Score: 0.009237</p> <p><input type="radio"/> Positive <input type="radio"/> Negative</p>	 <p>VTS_04_01_0933.mpg Score: 0.007782</p> <p><input type="radio"/> Positive <input type="radio"/> Negative</p>	 <p>VTS_04_01_0007.mpg Score: 0.006562</p> <p><input type="radio"/> Positive <input type="radio"/> Negative</p>

Top 8 hits  
for "Baby"

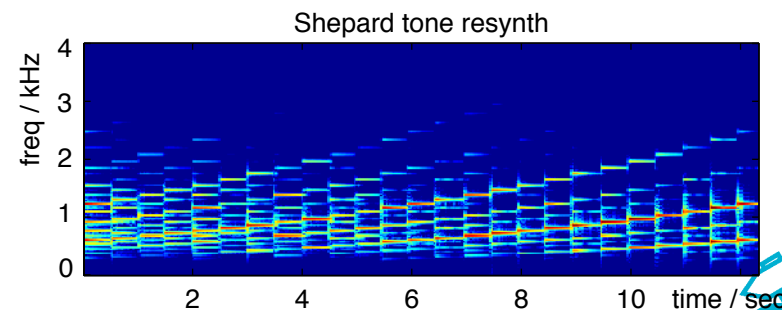
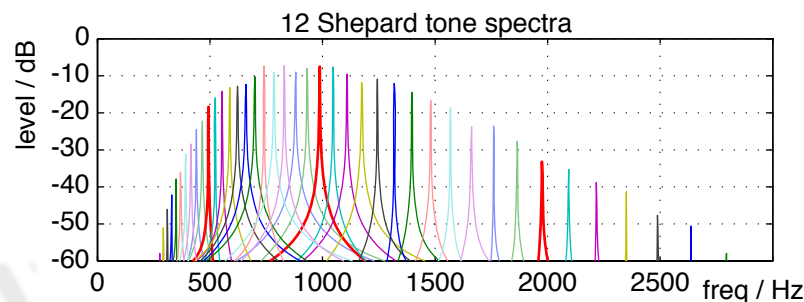
# 2. Cover Song Detection: Chroma

- Chroma features map spectral energy into one **canonical octave**
  - i.e. 12 semitone bins

*Piano scale*



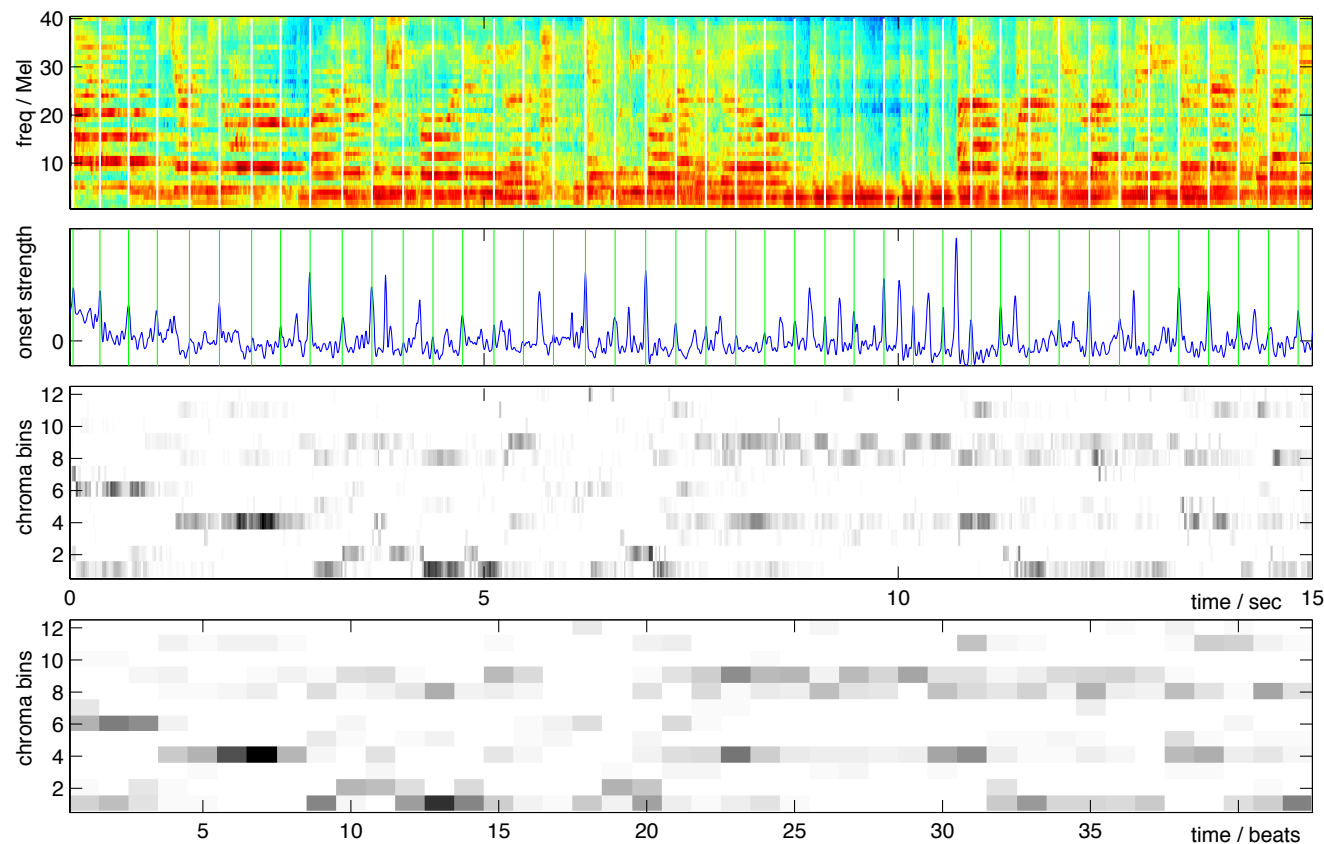
- Can resynthesize as “Shepard Tones”
  - all octaves at once





# Beat-Synchronous Chroma Features

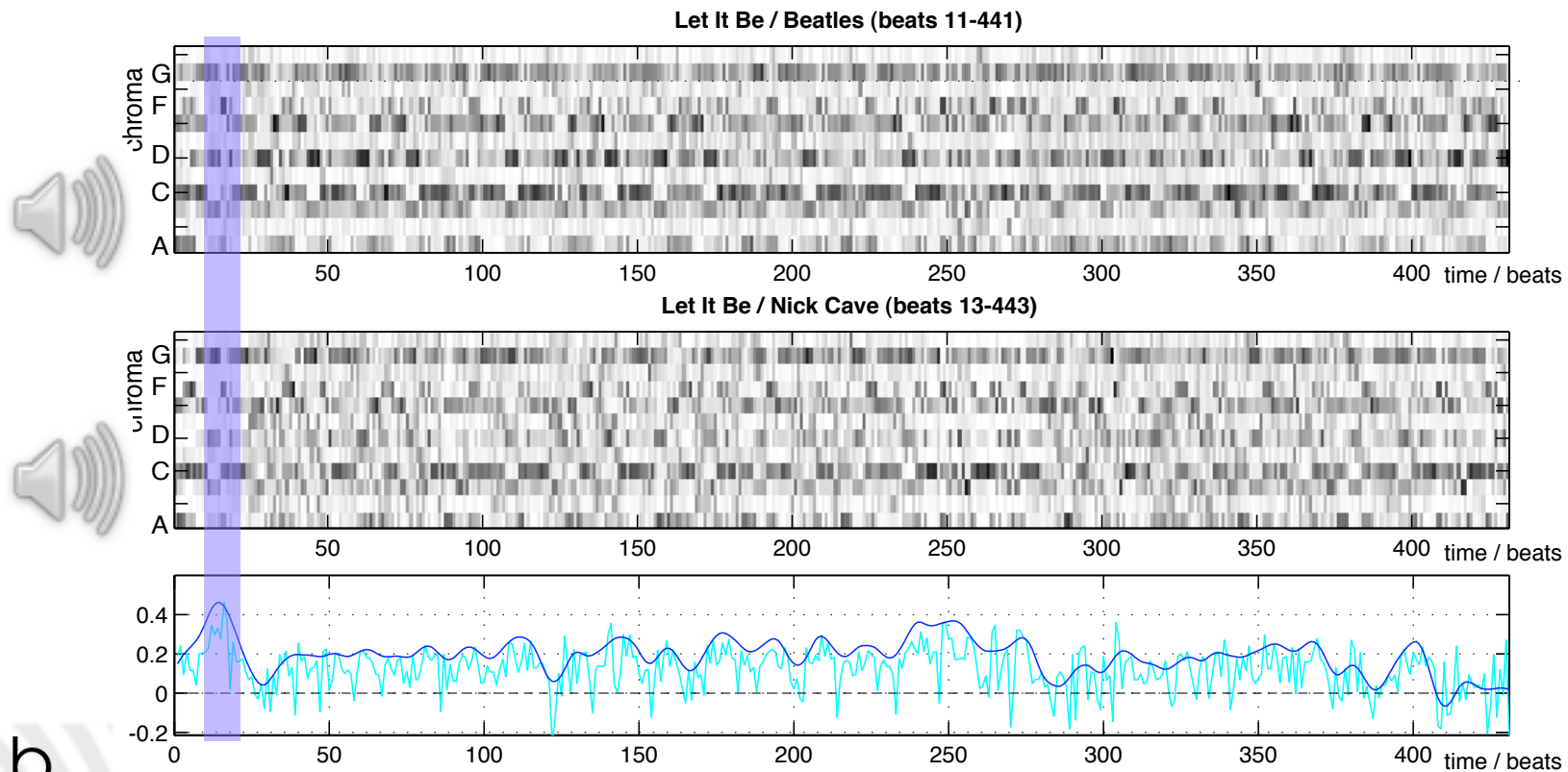
- **Beat + chroma features** / 30ms frames
  - **average chroma** within each beat
- compact; sufficient?



# Cross-Correlation Matching

- **Look inside** global cross-correlation to find matching fragments...

- $xcorr = \sum_t \sum_f (C_1(t, f) \cdot C_2(t, f))$  - view along time



# “The Meaning of Music”

The ultimate goal of this research...

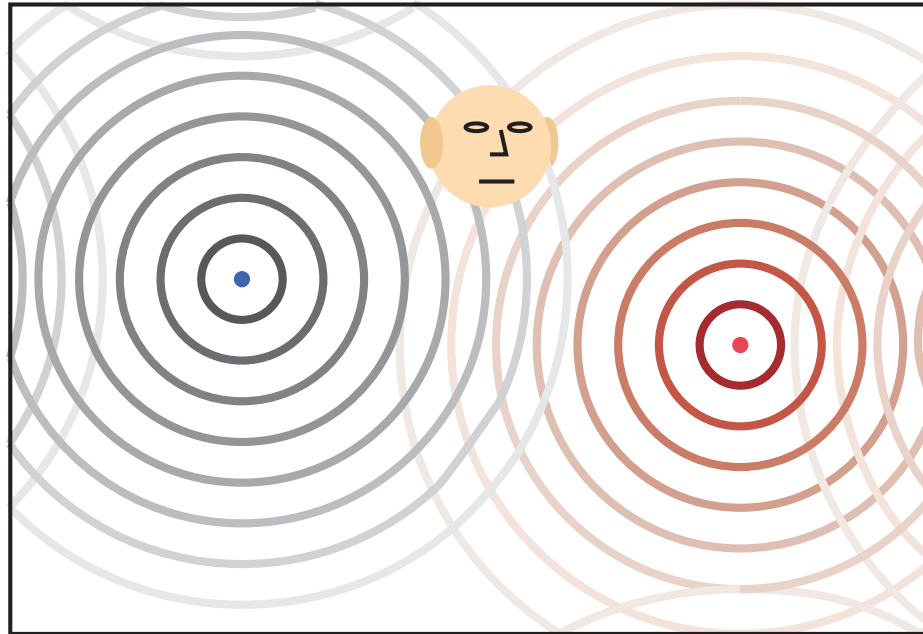
- What does music **evoke** in a listener’s **mind**?
  - i.e. “what does it all mean?” (metaphysics?)
  - study with subjective experiments
  - (then build detectors for specific responses ...?)
- What **phenomena** are denoted by “**music**”?
  - i.e. delineate the “set of all music”
  - (the ultimate music/nonmusic classifier?)





# 3. Binaural Source Separation

- 2 or 3 sources in reverberation
  - assume just 2 'ears'



- Tasks:
  - identify positions of sources (and number?)
  - recover source signals

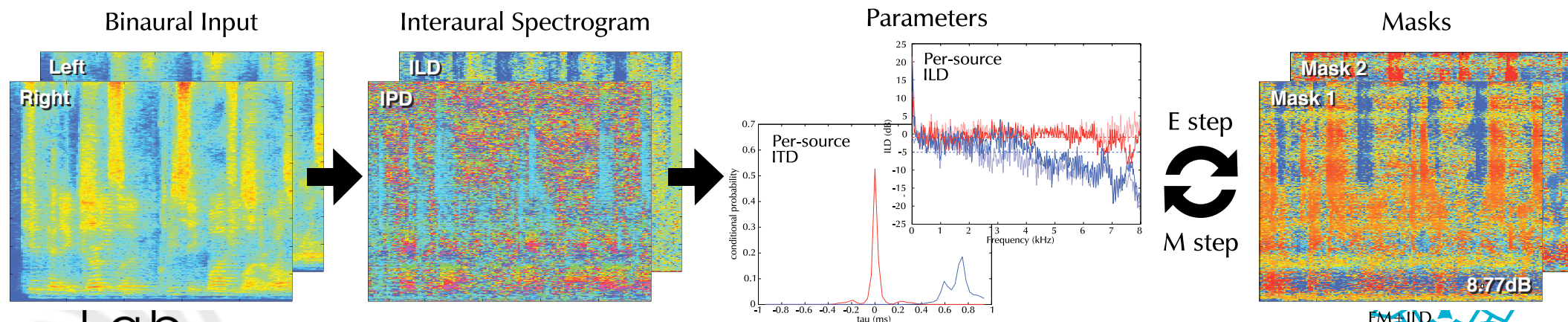
# Spatial Estimation in Reverb

Mandel & Ellis '07

- Model interaural spectrum of each source as stationary level and time differences:

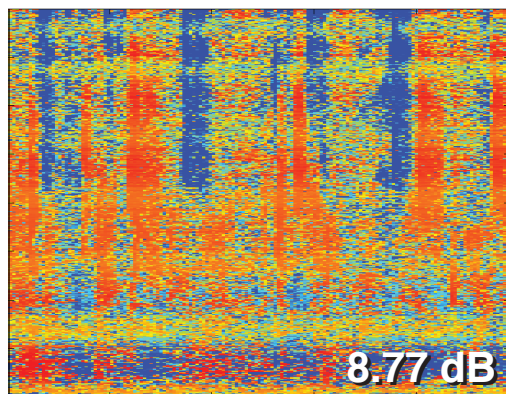
$$\frac{L(\omega, t)}{R(\omega, t)} = a(\omega) e^{j\omega\tau} N(\omega, t)$$

- converge via EM to  $a()$ ,  $\tau$  for each source
- mask is  $\Pr(X(t, \omega) \text{ dominated by source } i)$



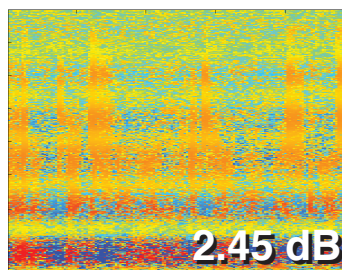
# Spatial Estimation Results

- **Modeling uncertainty** improves results
  - tradeoff between constraints & noisiness



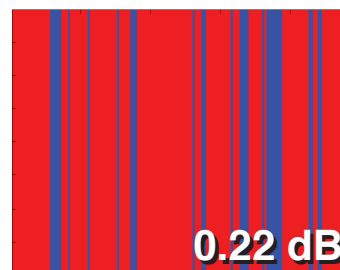
EM+ILD

8.77 dB



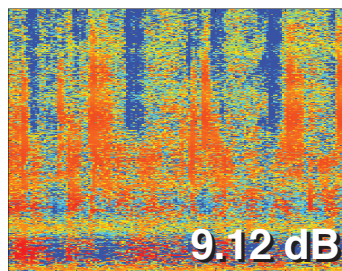
EM-ILD (only IPD)

2.45 dB



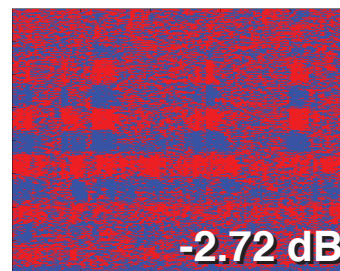
PHAT-histogram

0.22 dB



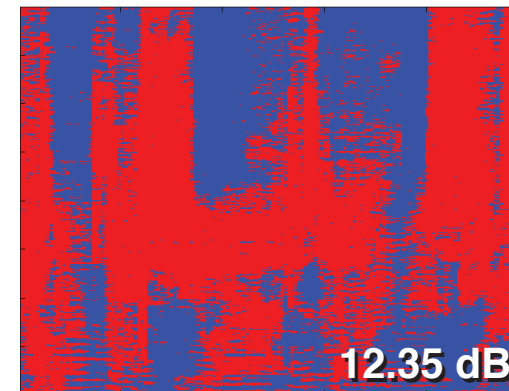
EM+1ILD (tied means)

9.12 dB



DUET

-2.72 dB



Ground Truth

12.35 dB

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# Conclusions

- **LabROSA**
  - information from sound ...
  - ... via signal processing and machine learning
- **Environmental Sound**
- **Music Audio**
- **Source Separation**
- **Speech, models, dolphins...**

