EE E6820: Speech & Audio Processing & Recognition

Lecture 6: Nonspeech and Music

1. Music and nonspeech
2. Environmental sounds
3. Music synthesis techniques
4. Sinewave synthesis
5. Music analysis

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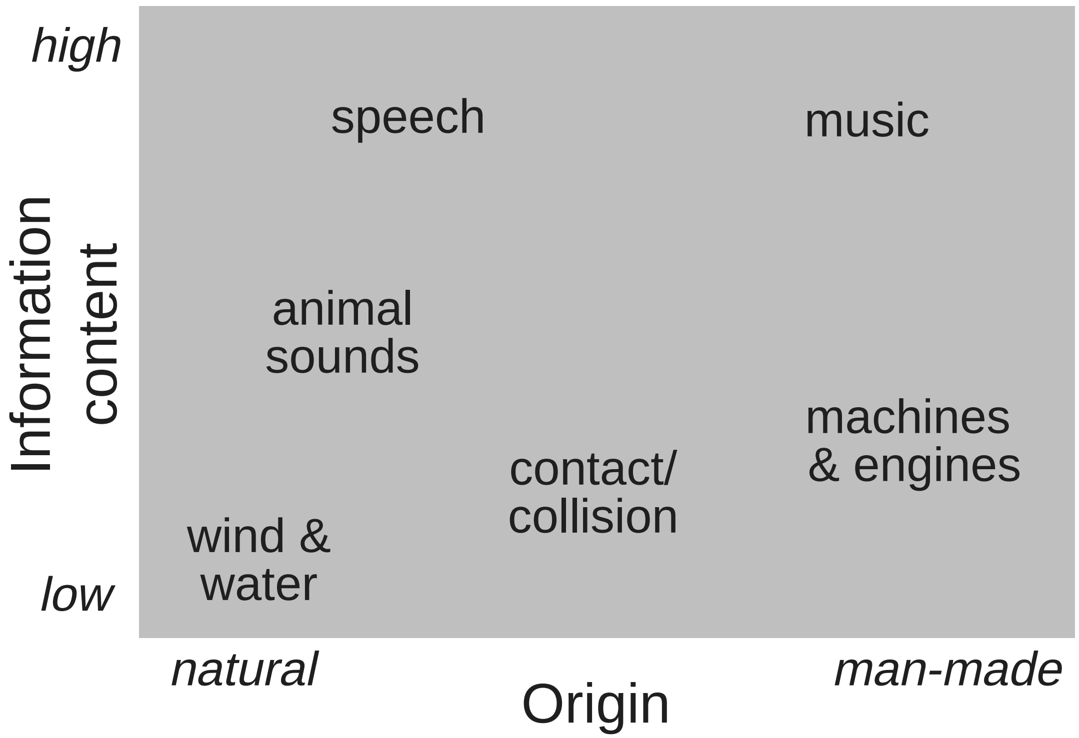
1 Music & nonspeech

- **What is 'nonspeech'?**
  - according to research effort: a little music
  - in the world: most everything



attributes?

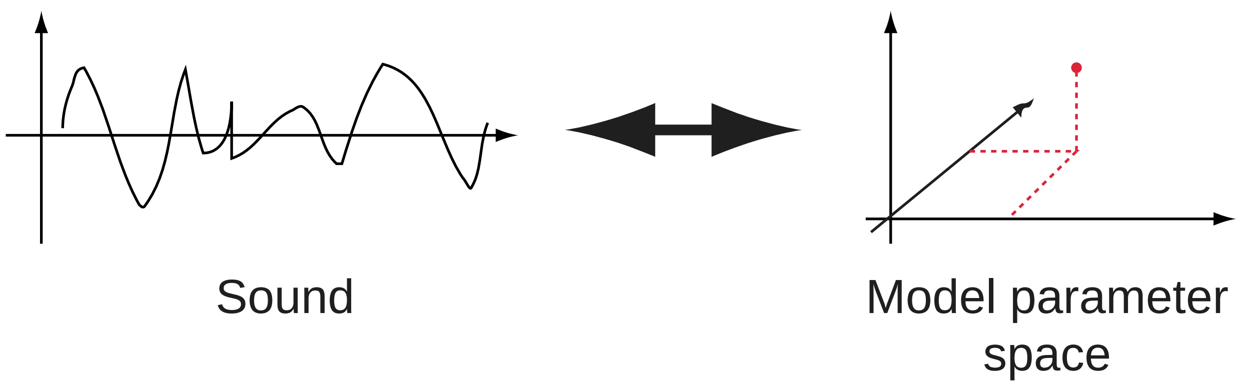
Sound attributes

- **Attributes suggest model parameters**
- **What do we notice about 'general' sound?**
  - psychophysics: pitch, loudness, 'timbre'
  - bright/dull; sharp/soft; grating/soothing
  - sound is not 'abstract':
    tendency is to describe by source-events
- **Ecological perspective**
  - what matters about sound is 'what happened'

  → our percepts express this more-or-less directly

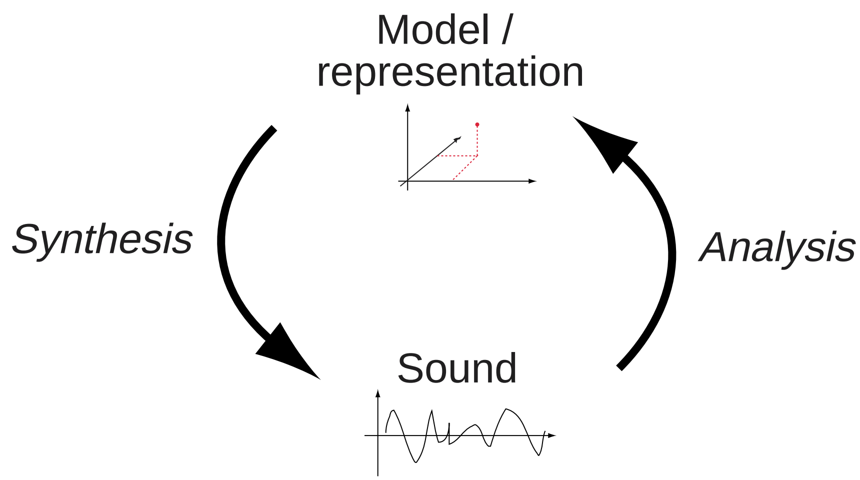
Motivations for modeling

- **Describe/classify**
  - cast sound into model because want to use the resulting parameters
- **Store/transmit**
  - model implicitly exploits limited structure of signal
- **Resynthesize/modify**
  - model separates out interesting parameters



Analysis and synthesis

- **Analysis is the converse of synthesis:**



- **Can exist apart:**
  - analysis for classification
  - synthesis of artificial sounds
- **Often used together:**
  - encoding/decoding of compressed formats
  - resynthesis based on analyses
  - analysis-by-synthesis

Outline

1. **Music and nonspeech**
2. **Environmental sounds**
   - Collision sounds
   - Sound textures
3. **Music synthesis techniques**
4. **Sinewave synthesis**
5. **Music analysis**

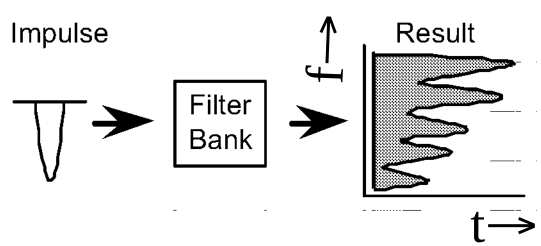
2

Environmental Sounds

- **Where sound comes from: mechanical interactions**
  - contact / collisions
  - rubbing / scraping
  - ringing / vibrating
- **Interest in environmental sounds**
  - carry information about events around us .. including indirect hints
  - need to create them in virtual environments .. including soundtracks
- **Approaches to synthesis**
  - recording / sampling
  - synthesis algorithms

Collision sounds

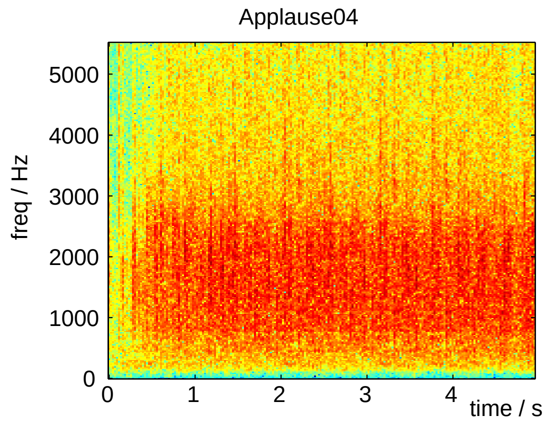
- **Factors influencing:**
  - colliding bodies: size, material, damping
  - local properties at contact point (hardness)
  - energy of collision
- **Source-filter model**
  - "source" = excitation of collision event (energy, local properties at contact)
  - "filter" = resonance and radiation of energy (body properties)
- **Variety of strike/scraping sounds**
  - resonant freqs ~ size/shape
  - damping ~ material
  - HF content in excitation/strike ~ mallet, force

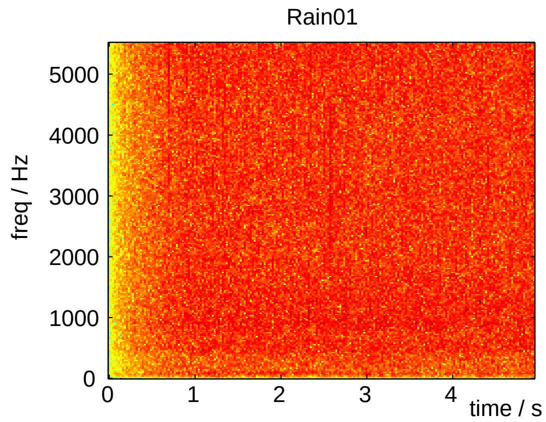


(from Gaver 1993)

Sound textures

- **What do we hear in:**
  - a city street
  - a symphony orchestra
- **How do we distinguish:**
  - waterfall
  - rainfall
  - applause
  - static

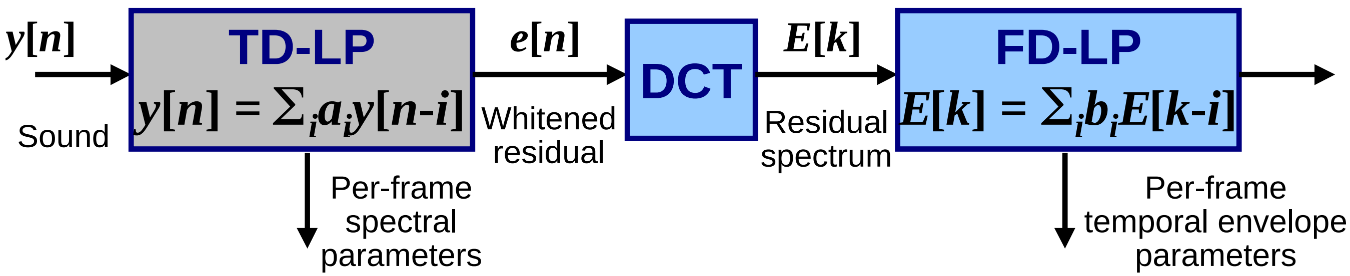




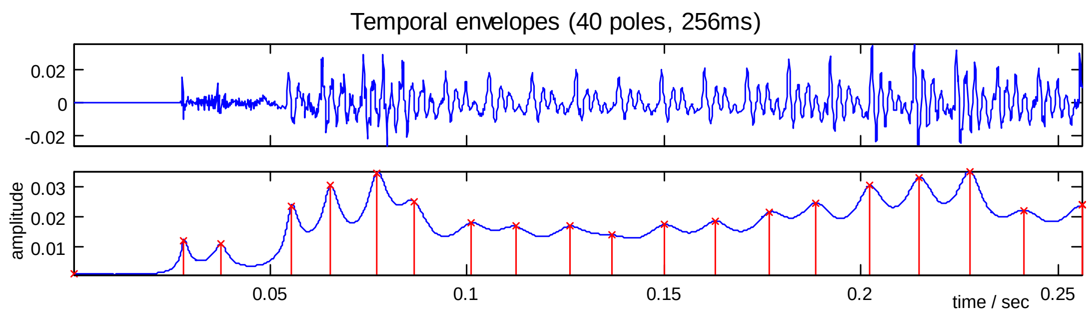
- **Levels of ecological description...**

Sound texture modeling (Athineos)

- **Model broad spectral structure with LPC**
  - could just resynthesize with noise
- **Model fine temporal structure in residual with linear prediction in time domain**



  - precise dual of LPC in frequency
  - 'poles' model temporal events



- **Allows modification / synthesis?**

Outline

1. **Music and nonspeech**
2. **Environmental sounds**
3. **Music synthesis techniques**
   - Framework
   - Historical development
4. **Sinewave synthesis**
5. **Music analysis**

elements?

3 Music synthesis techniques

- **What is music?**
  - could be anything → flexible synthesis needed!
- **Key elements of conventional music**
  - instruments

  →note-events (time, pitch, accent level)

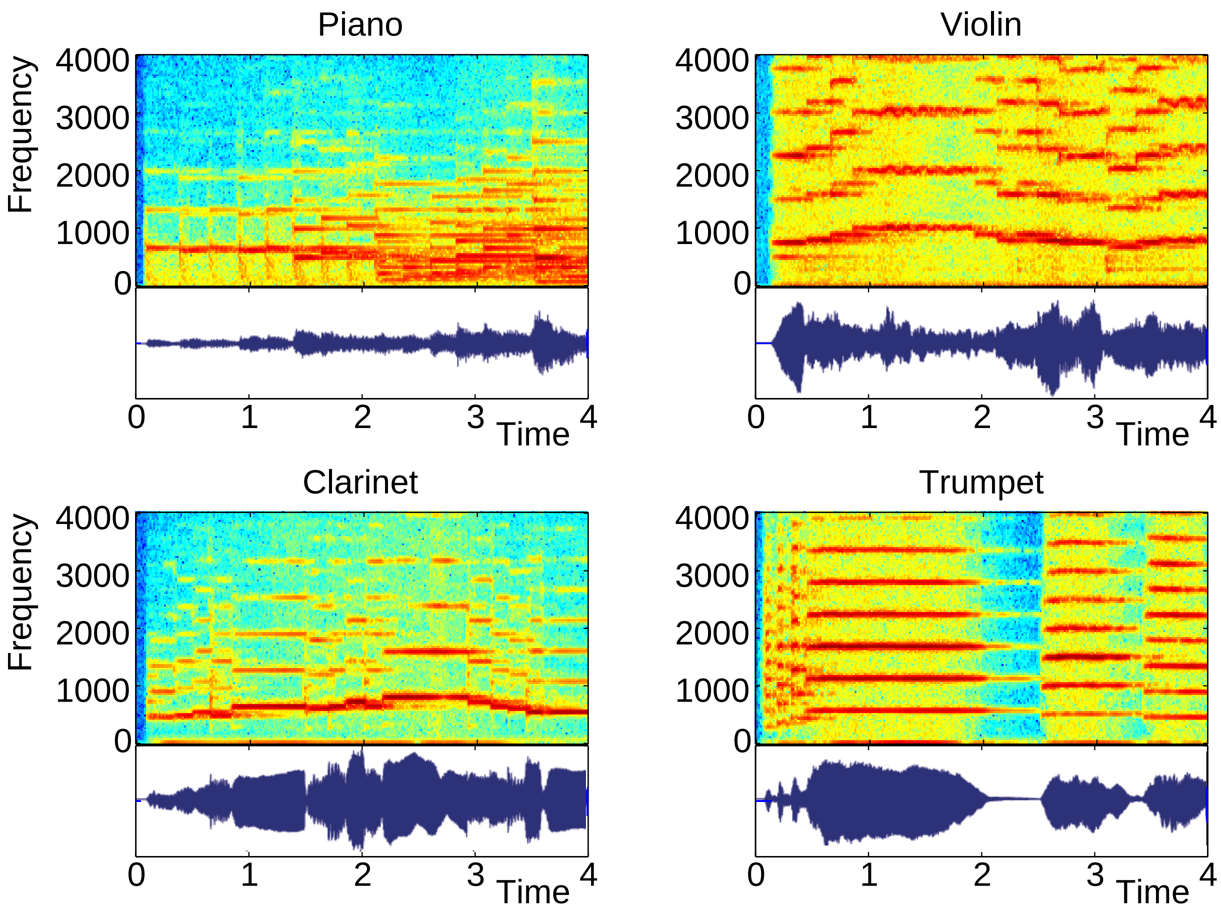
  →melody, harmony, rhythm
  - patterns of repetition & variation
- **Synthesis framework:**

  instruments: common framework for many notes

  score: sequence of (time, pitch, level) note events

The nature of musical instrument notes

- **Characterized by instrument (register), note, loudness/emphasis, articulation...**



distinguish how?

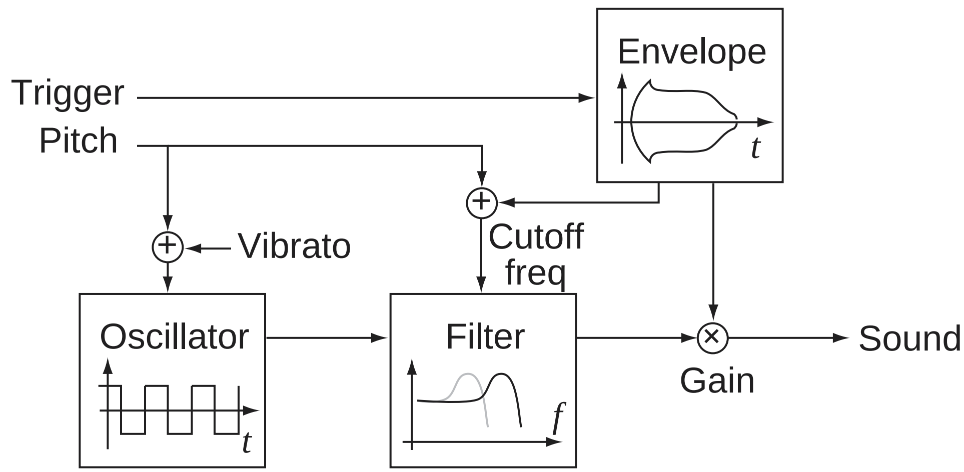
Development of music synthesis

- **Goals of music synthesis:**
  - generate realistic / pleasant new notes
  - control / explore timbre (quality)
- **Earliest computer systems in 1960s (voice synthesis, algorithmic)**
- **Pure synthesis approaches:**
  - 1970s: Analog synths
  - 1980s: FM (Stanford/Yamaha)
  - 1990s: Physical modeling, hybrids
- **Analysis-synthesis methods:**
  - sampling / wavetables
  - sinusoid modeling
  - harmonics + noise (+ transients)

others?

Analog synthesis

- **The minimum to make an ‘interesting’ sound**



- **Elements:**
  - harmonics-rich oscillators
  - time-varying filters
  - time-varying envelope
  - modulation: low frequency + envelope-based
- **Result:**
  - time-varying spectrum, independent pitch

FM synthesis

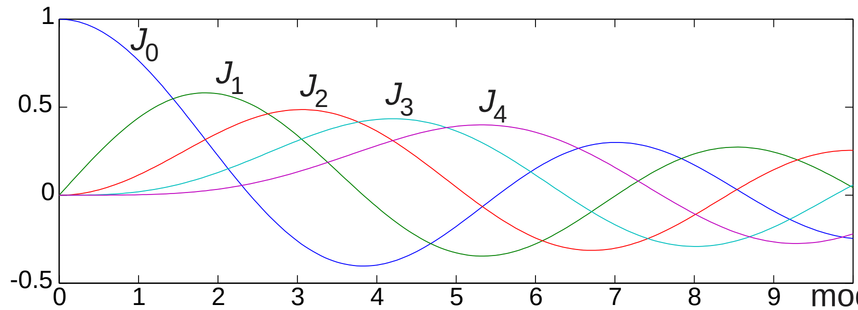
- **Fast frequency modulation → sidebands:**

$$\cos(\omega_c t + \beta \sin(\omega_m t)) = \sum_{n=-\infty}^{\infty} J_n(\beta) \cos((\omega_c + n\omega_m)t)$$

phase modulation

  - a harmonic series if $\omega_c = r \cdot \omega_m$

- $J_n(\beta)$ **is a Bessel function:**



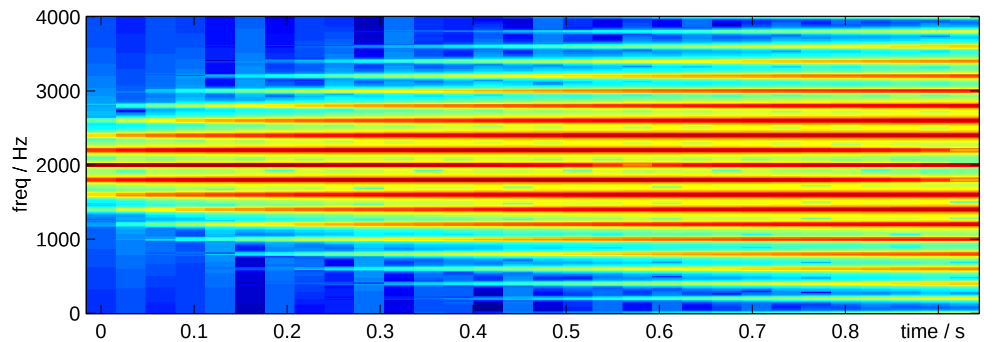
modulation index β

$J_n(\beta) \approx 0$ for $\beta < n - 2$

→ **Complex harmonic spectra by varying β**

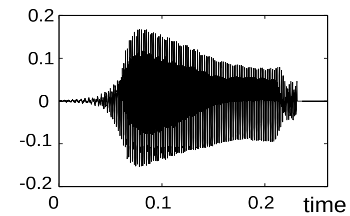
$\omega_c = 2000 Hz$

$\omega_m = 200 Hz$



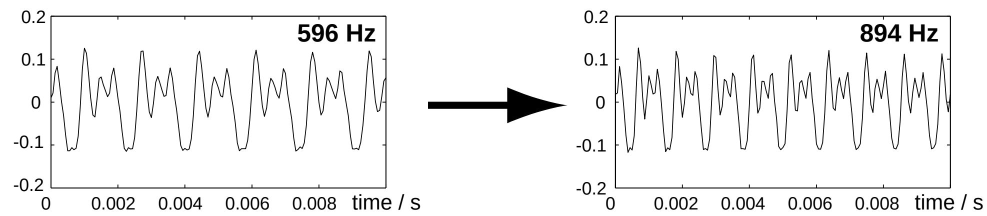
what use?

Sampling synthesis

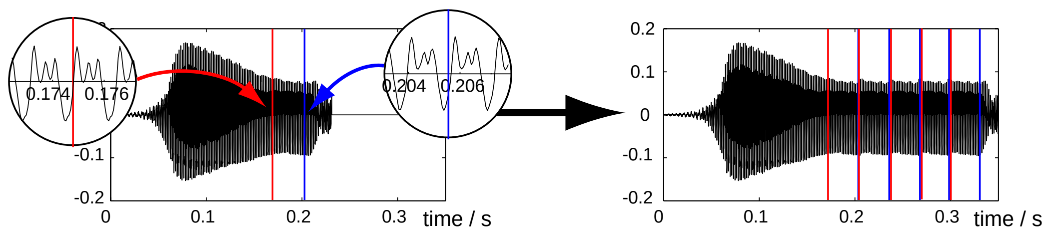


- **Resynthesis from real notes**
  → vary pitch, duration, level

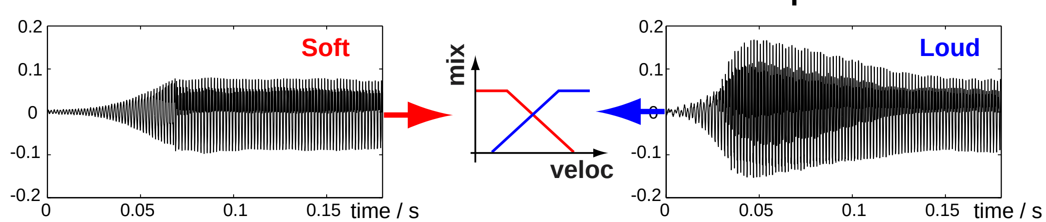
- **Pitch:** stretch (resample) waveform



- **Duration:** loop a ‘sustain’ section



- **Level:** cross-fade different examples



  - need to ‘line up’ source samples

good
& bad?

Outline

1. **Music and nonspeech**
2. **Environmental sounds**
3. **Music synthesis techniques**
4. **Sinewave synthesis** (detail)
   - Sinewave modeling
   - Sines + residual ...
5. **Music analysis**

4 Sinewave synthesis

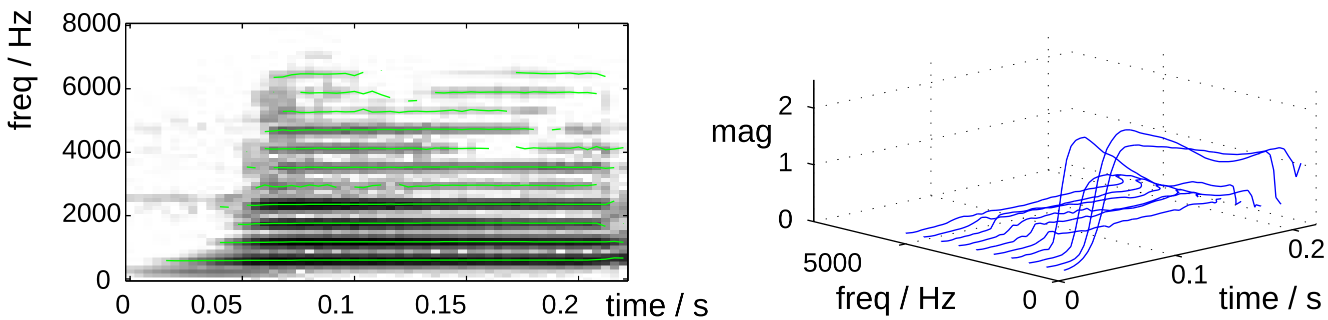
- **If patterns of harmonics are what matter, why not generate them all explicitly:**

  $$s[n] = \sum_k A_k[n] \cos(k \cdot \omega_0[n] \cdot n)$$

  - particularly powerful model for pitched signals

- **Analysis (as with speech):**
  - find peaks in STFT $|S[\omega,n]|$ & track
  - or track fundamental ω_0 (harmonics / autoco) & sample STFT at $k \cdot \omega_0$

  → set of $A_k[n]$ to duplicate tone:



- **Synthesis via bank of oscillators**

Steps to sinewave modeling - 1

- **The underlying STFT:**

$$X[k, n_0] = \sum_{n=0}^{N-1} x[n + n_0] \cdot w[n] \cdot \exp -j\left(\frac{2\pi k n}{N}\right)$$

What value for N (FFT length & window size)?
What value for H (hop size: $n_0 = r \cdot H$, $r = 0, 1, 2...$)?

- **STFT window length determines freq. resol'n:**

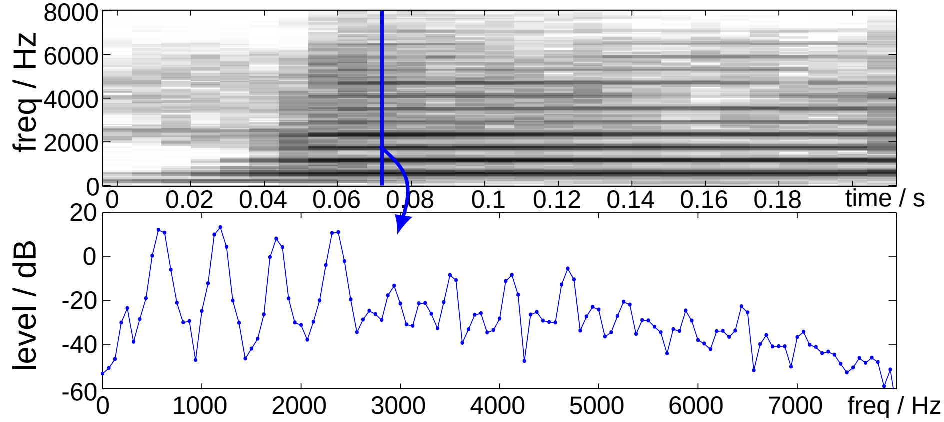
$$X_w(e^{j\omega}) = X(e^{j\omega}) * W(e^{j\omega})$$

- **Choose N long enough to resolve harmonics**
  → 2-3x longest (lowest) fundamental period
  - e.g. 30-60 ms = 480-960 samples @ 16 kHz
  - choose $H \leq N/2$

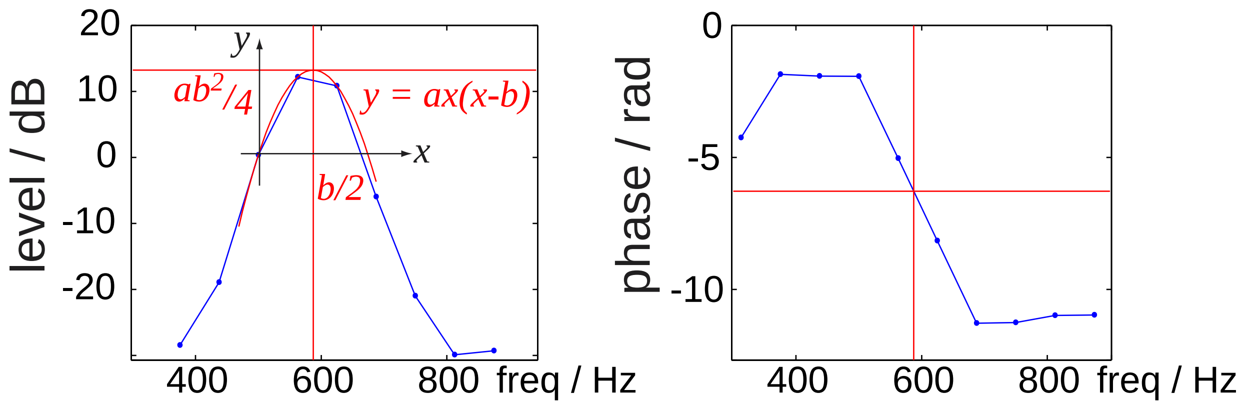
- **N too long → lost time resolution**
  - limits sinusoid amplitude rate of change

Steps to sinewave modeling - 2

- **Choose candidate sinusoids at each time by picking peaks in each STFT frame:**



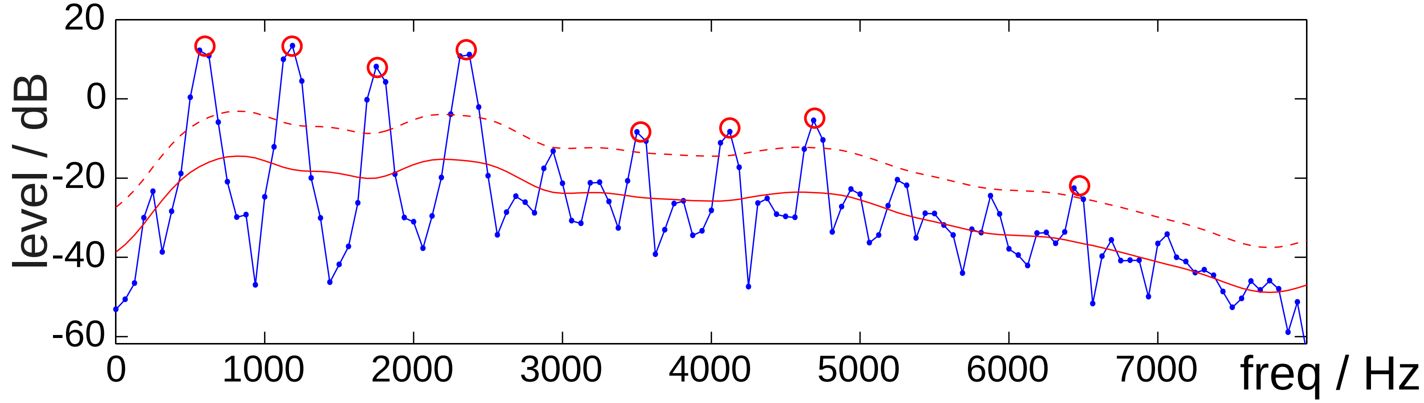
- **Quadratic fit for peak:**



+ linear interpolation of unwrapped phase

Steps to sinewave modeling - 3

- **Which peaks to pick?**
  Want ‘true’ sinusoids, not noise fluctuations
  - ‘prominence’ threshold above smoothed spec.

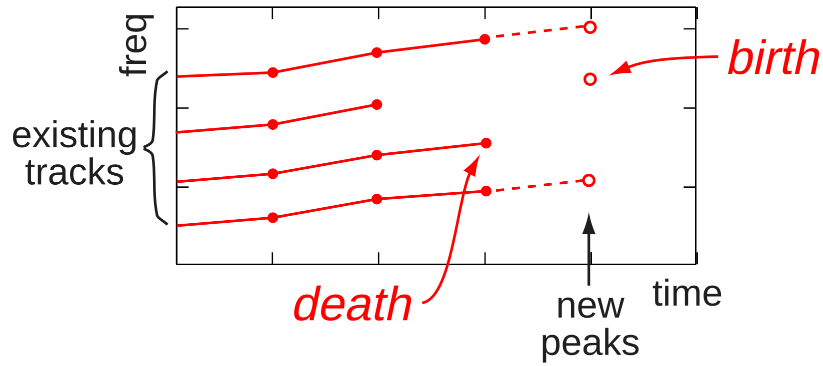


- **Sinusoids exhibit stability...**
  - of amplitude in time
  - of phase derivative in time

  → compare with adjacent time frames to test?

Steps to sinewave modeling - 4

- **'Grow' tracks by appending newly-found peaks to existing tracks:**



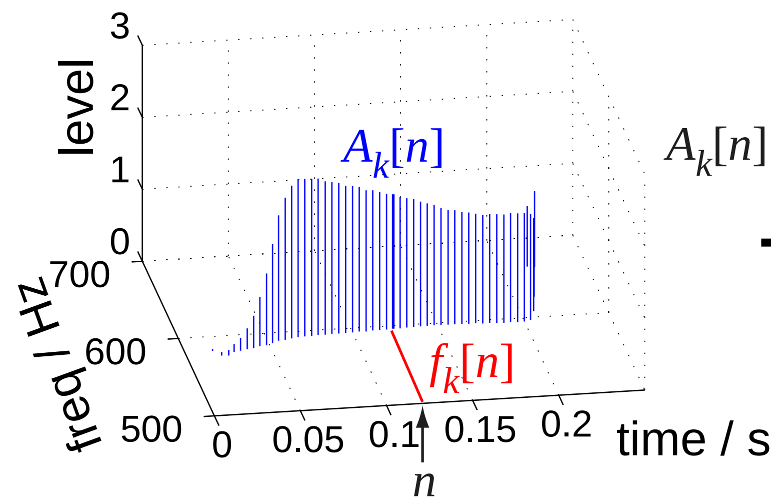
  - ambiguous assignments possible

- **Unclaimed new peak**
  - 'birth' of new track
  - backtrack to find earliest trace?

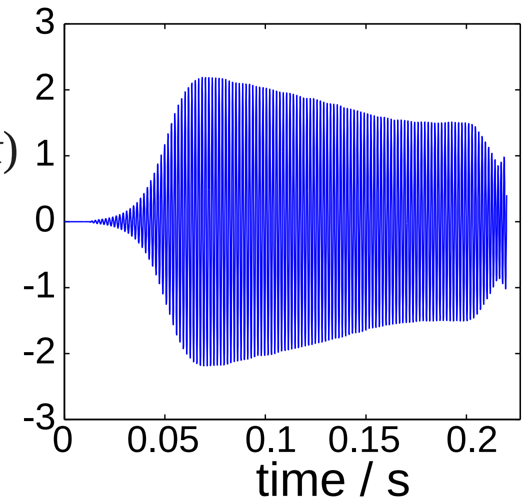
- **No continuation peak for existing track**
  - 'death' of track
  - or: reduce peak threshold for *hysteresis*

Resynthesis of sinewave models

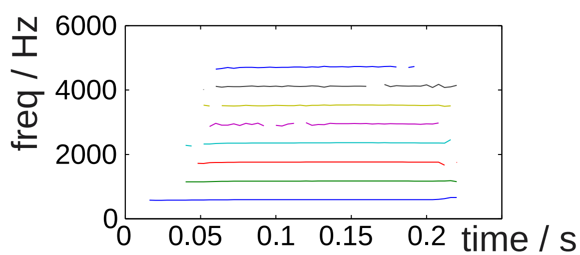
- **After analysis, each track defines contours in frequency, amplitude $f_k[n], A_k[n]$ (+ phase?)**
  - use to drive a sinewave oscillators & sum up

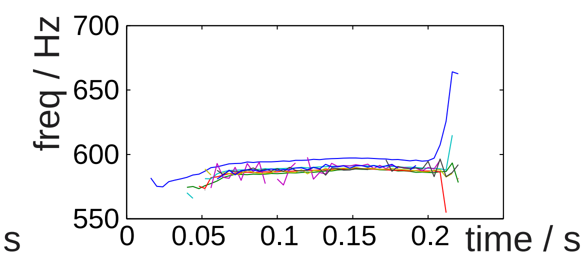


$A_k[n]\cdot\cos(2\pi f_k[n]\cdot t)$ →



- **'Regularize' to exactly harmonic $f_k[n] = k\cdot f_0[n]$**

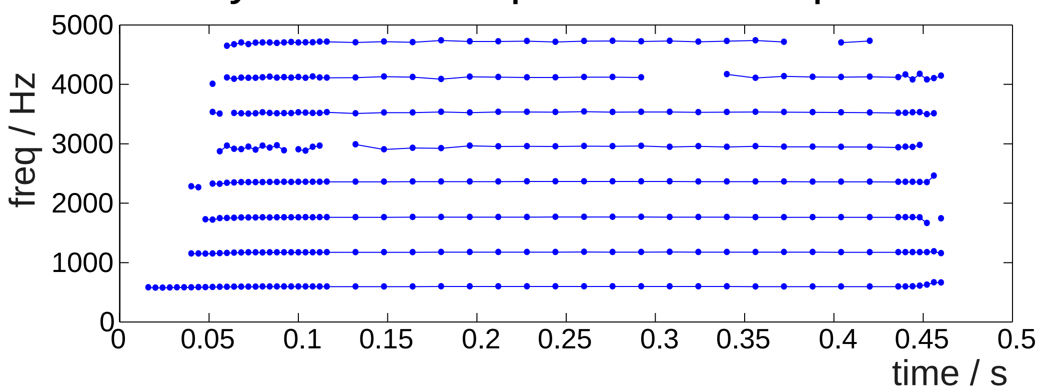




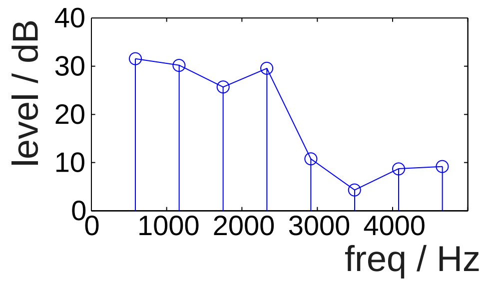
what to do?

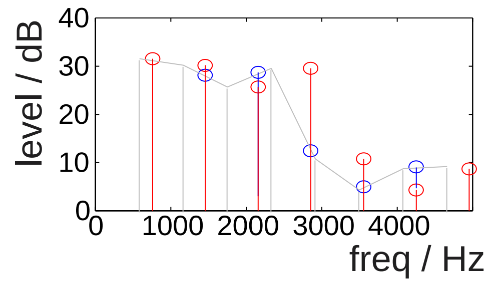
Modification in sinewave resynthesis

- **Change duration by warping timebase**
  - may want to keep onset unwarped



- **Change pitch by scaling frequencies**
  - either stretching or resampling envelope





- **Change timbre by interpolating params**

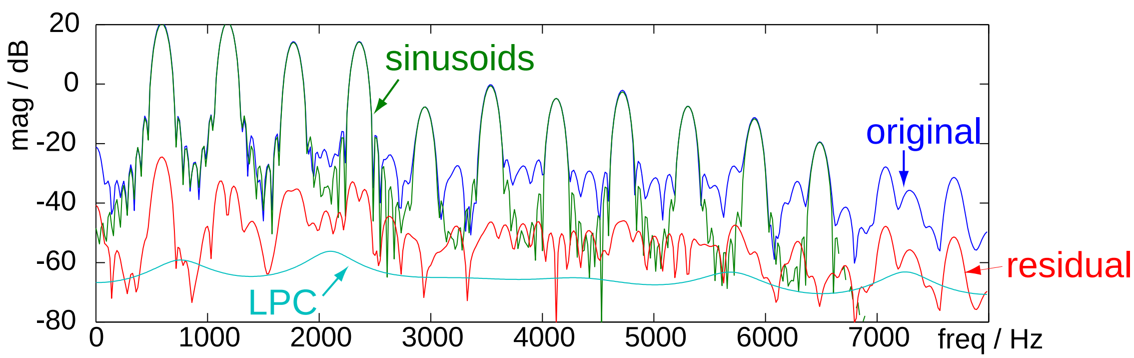
Sinusoids + residual

- **Only 'prominent peaks' became tracks**
  - remainder of spectral energy was noisy?

  → model residual energy with noise
- **How to obtain 'non-harmonic' spectrum?**
  - zero-out spectrum near extracted peaks?
  - or: resynthesize (exactly) & subtract waveforms

$$e_s[n] = s[n] - \sum_k A_k[n]\cos(2\pi n \cdot f_k[n])$$

.. must preserve phase!



- **Can model residual signal with LPC**

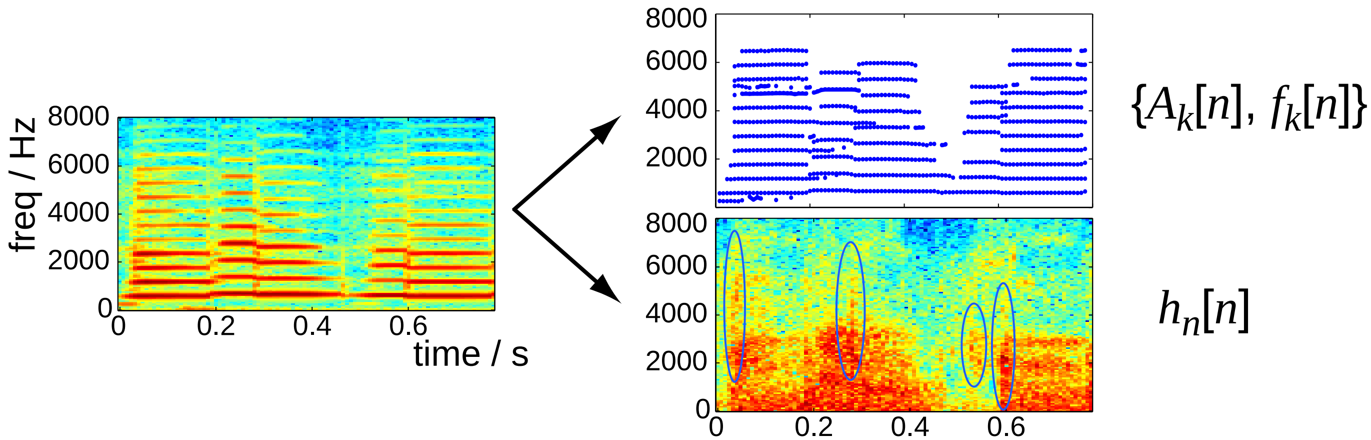
  →flexible representation of noisy residual

Sinusoids + noise + transients

- **Sound represented as sinusoids and noise:**

$$s[n] = \underbrace{\sum_k A_k[n]\cos(2\pi n \cdot f_k[n])}_{\textbf{Sinusoids}} + \underbrace{h_n[n] * b[n]}_{\textbf{Residual } e_s[n]}$$

Parameters are $\{A_k[n], f_k[n]\}, h_n[n]$



- **Separate out abrupt transients in residual?**

$$e_s[n] = \sum_k t_k[n] + h_n[n] * b'[n]$$

  - more specific → more flexible

Outline

1. Music and nonspeech
2. Environmental sounds
3. Music synthesis techniques
4. Sinewave synthesis
5. **Music analysis**
    - Instrument identification
    - Pitch tracking

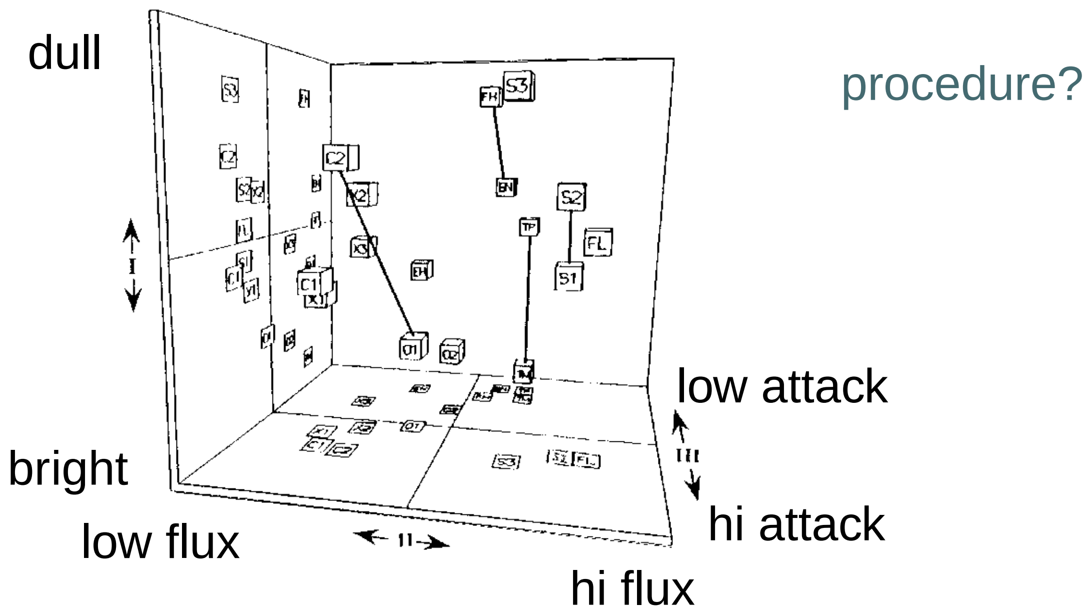
5

Music analysis

- **What might we want to get out of music?**
- **Instrument identification**
  - different levels of specificity
  - ‘registers’ within instruments
- **Score recovery**
  - transcribe the note sequence
  - extract the ‘performance’
- **Ensemble performance**
  - ‘gestalts’: chords, tone colors
- **Broader timescales**
  - phrasing & musical structure
  - artist / genre clustering and classification

Instrument identification

- **Research looks for perceptual 'timbre space'**

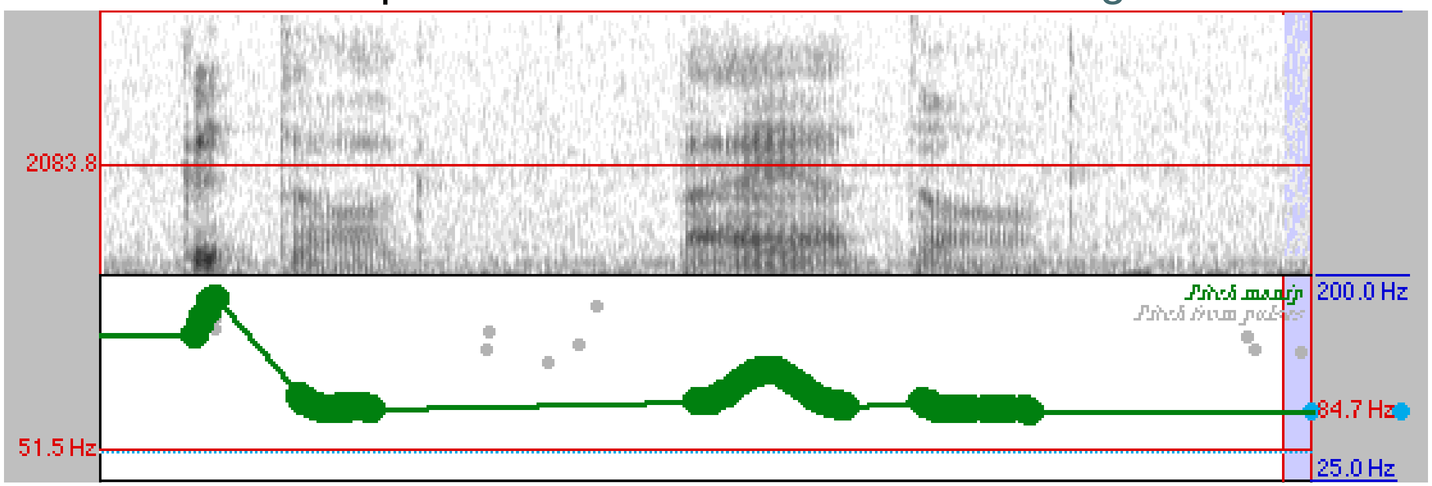


- **Cues to instrument identification**
  - onset (rise time), sustain (brightness)
- **Hierarchy of instrument families**
  - strings / reeds / brass
  - optimize features at each level

Pitch tracking

- **Fundamental frequency (→ pitch) is a key attribute of musical sounds**
  →pitch tracking as a key technology
- **Pitch tracking for speech**
  - voice pitch & spectrum highly dynamic
  - speech is voiced and unvoiced

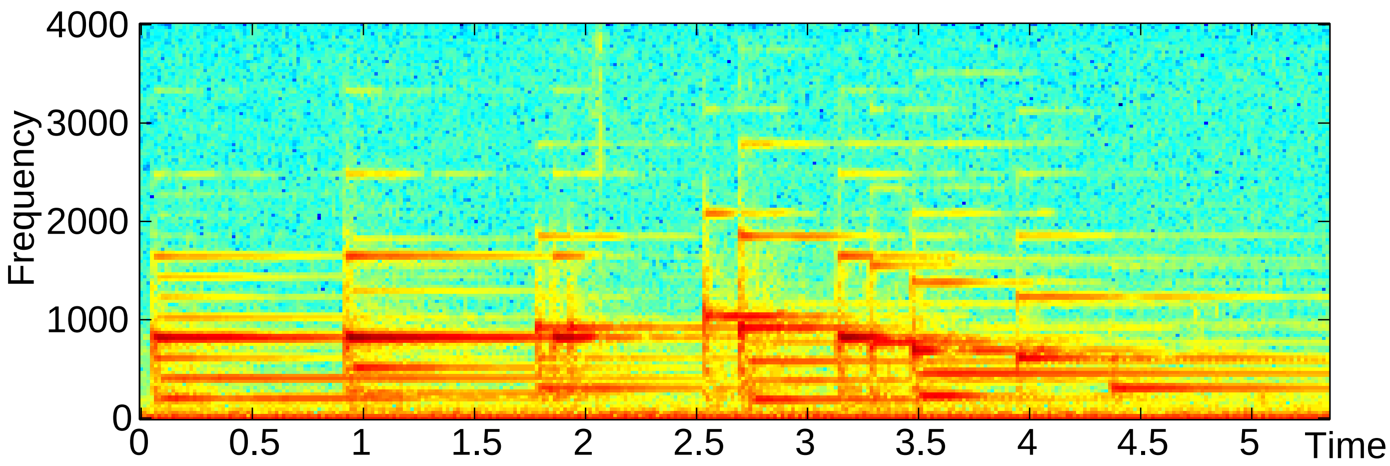
ground truth?



- **Applications**
  - voice coders (excitation description)
  - harmonic modeling

Pitch tracking for music

- **Pitch in music**
  - pitch is more stable (although vibrato)
  - but: multiple pitches



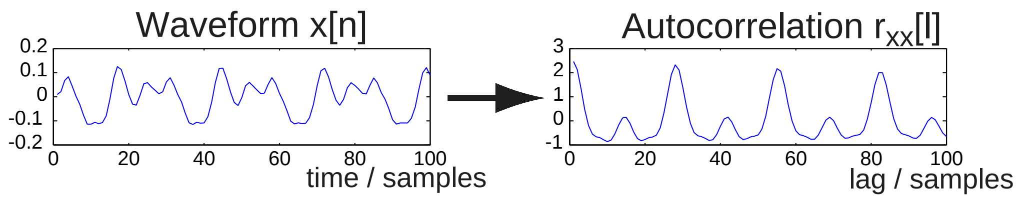
??

- **Applications**
  - harmonic modeling
  - music transcription (→ storage, resynthesis)
  - source separation
- **Approaches: "place" & "time"**

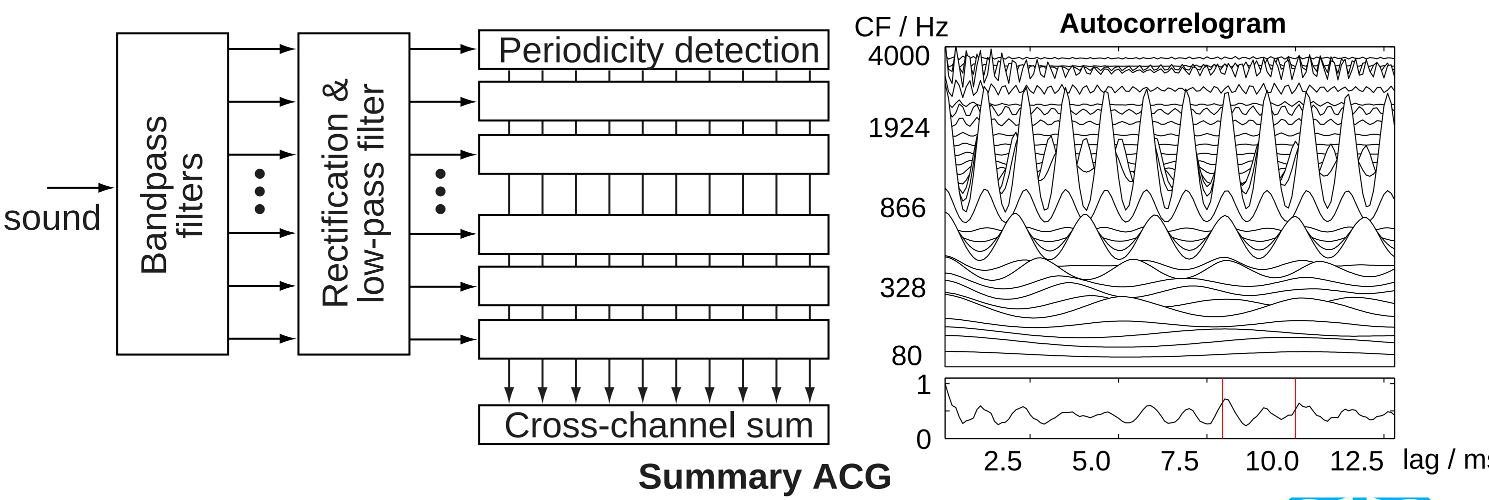
Meddis & Hewitt pitch model

- **Autocorrelation (time) based pitch extraction**
  - fundamental period → peak(s) in autocorrelation

$$x(t) \approx x(t+T) \quad \rightarrow \quad r_{xx}(T) = \int x(t)x(t+T) \approx max$$

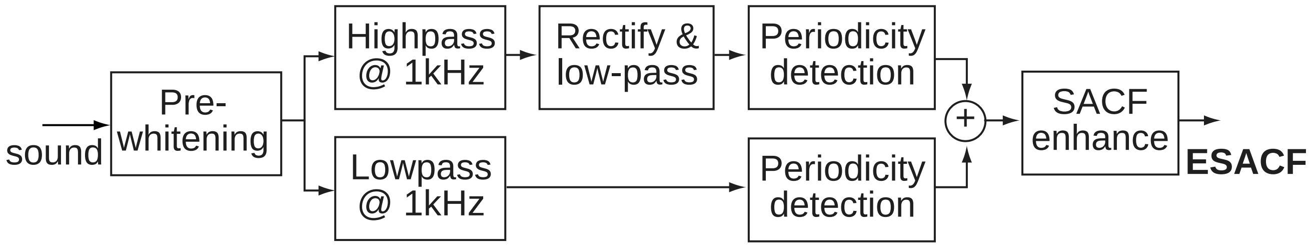


- **Compute separately in each frequency band & 'summarize' across (perceptual) channels**

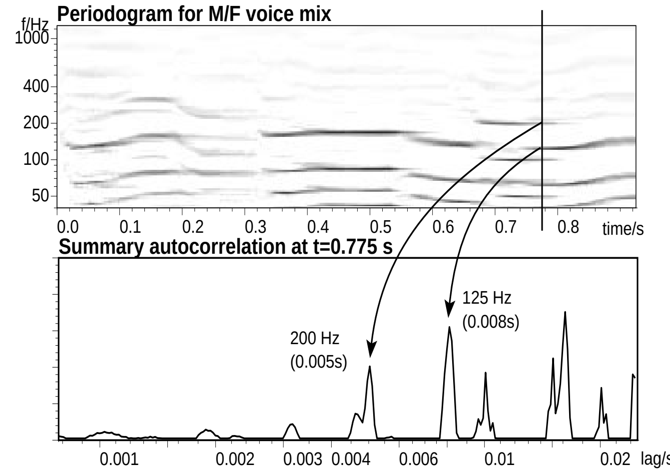


Tolonen & Karjalainen simplification

- **Multiple frequency channels can have different dominant pitches ...**
- **But equalizing (flattening) the spectrum works:**



→ **Summary AC as a function of time:**

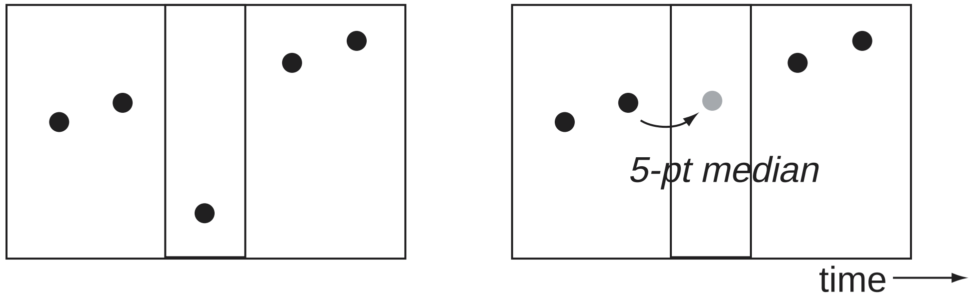


lag vs. freq?

- 'Enhancement' = cancel subharmonics

Post-processing of pitch tracks

- **Remove outliers with median filtering**



- **Octave errors are common:**
    - if $x(t) \approx x(t+T)$ then $x(t) \approx x(t+2T)$ etc.

    $\rightarrow$ **dynamic programming/HMM**

- **Validity**
    - "is there a pitch at this time?"
    - voiced/unvoiced decision for speech
- **Event detection**
    - when does a pitch slide indicate a new note?

Summary

- **‘Nonspeech audio’**
  - i.e. sound in general
  - characteristics: ecological
- **Music synthesis**
  - control of pitch, duration, loudness, articulation
  - evolution of techniques
  - sinusoids + noise + transients
- **Music analysis**
  - different aspects: instruments, pitches, performance

and beyond?