

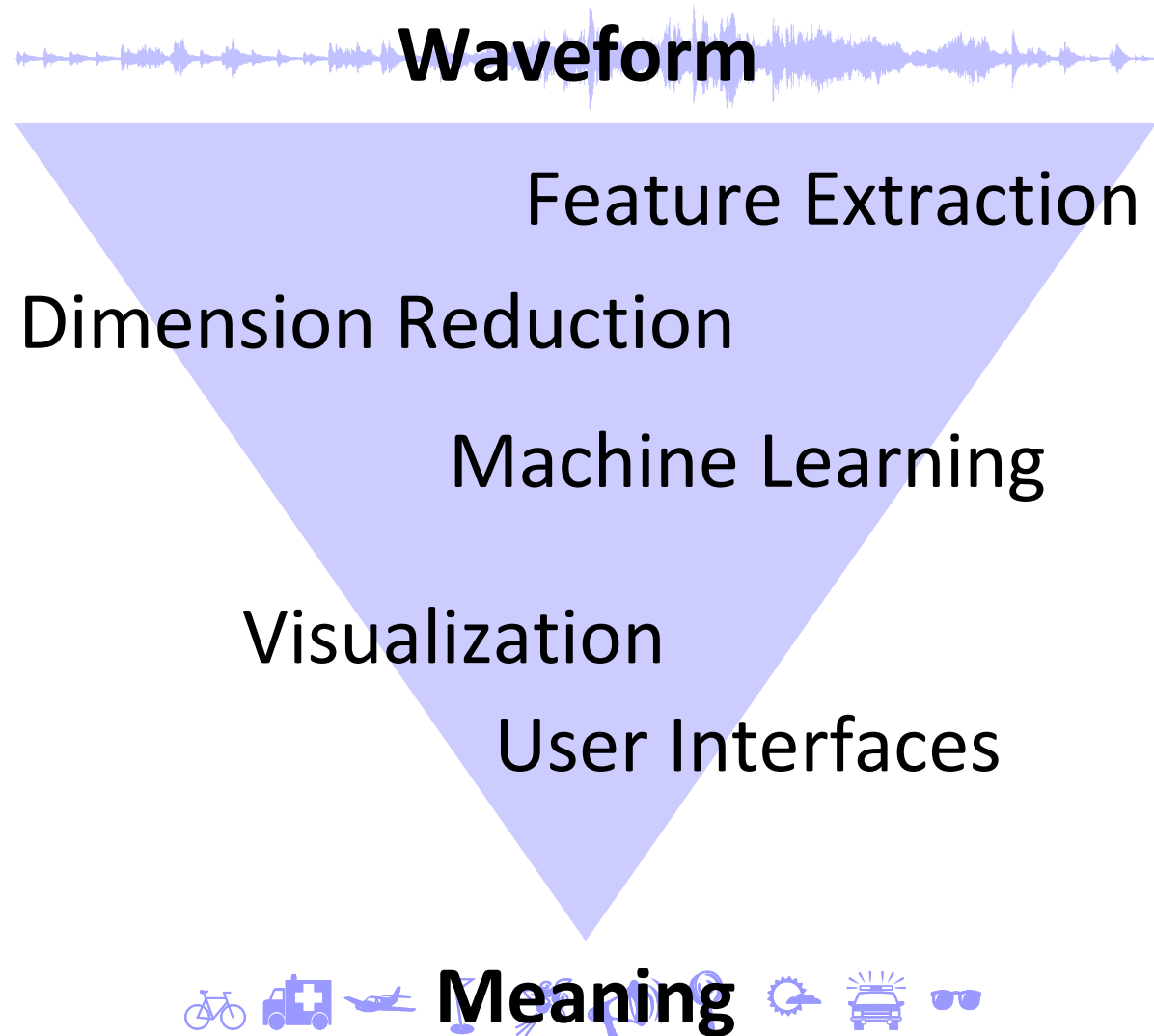
# Do-It-Yourself Semantic Audio

**Jörn Loviscach**

Fachhochschule Bielefeld, Germany  
(Bielefeld University of Applied Sciences)

*The presentment style of this tutorial  
is due to technical requirements of the conference.  
Given a choice, I would have used hand sketches instead.*

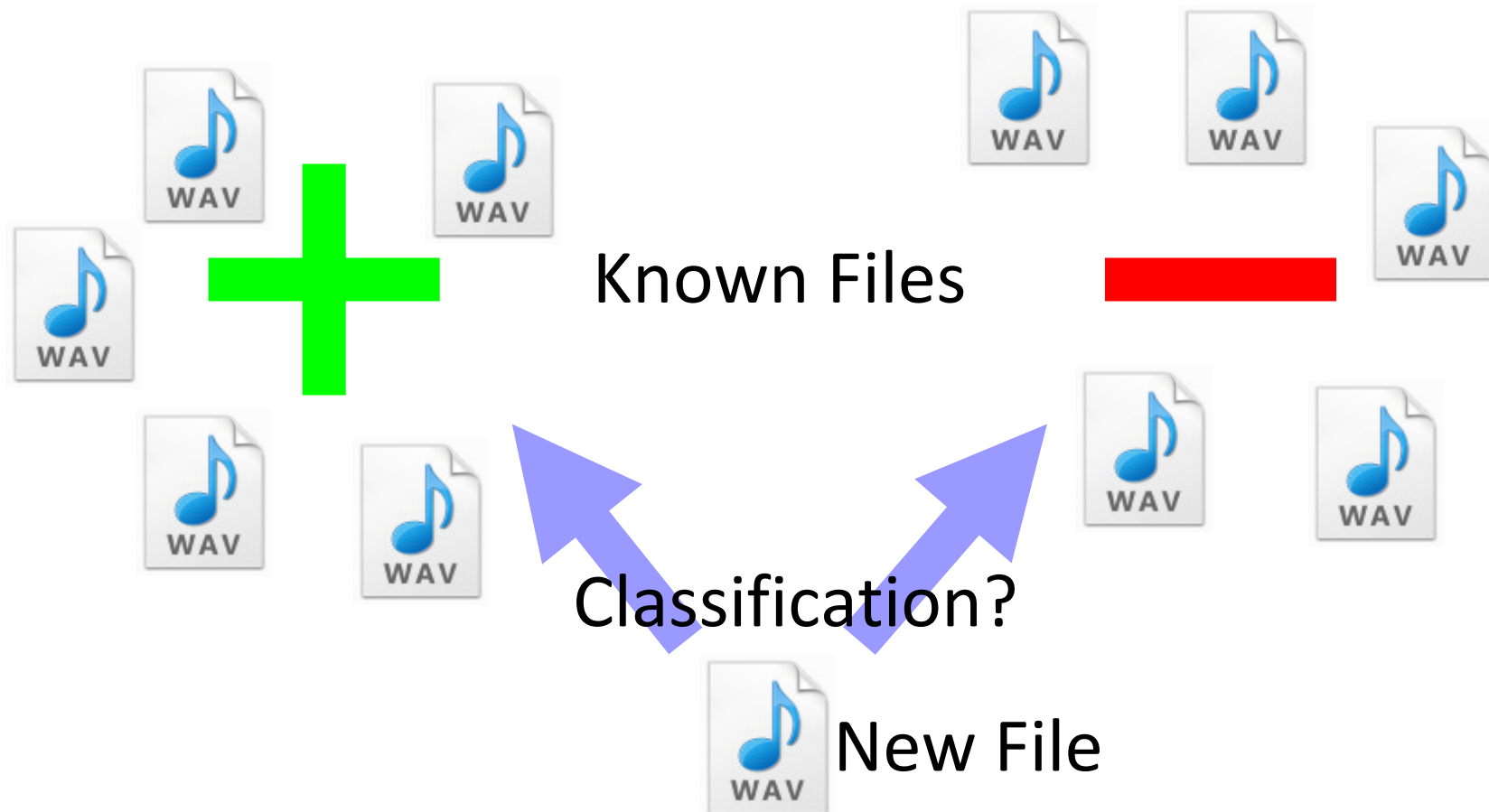
# The Funnel Principle



# Some Applications:

## Music Information Retrieval (1)

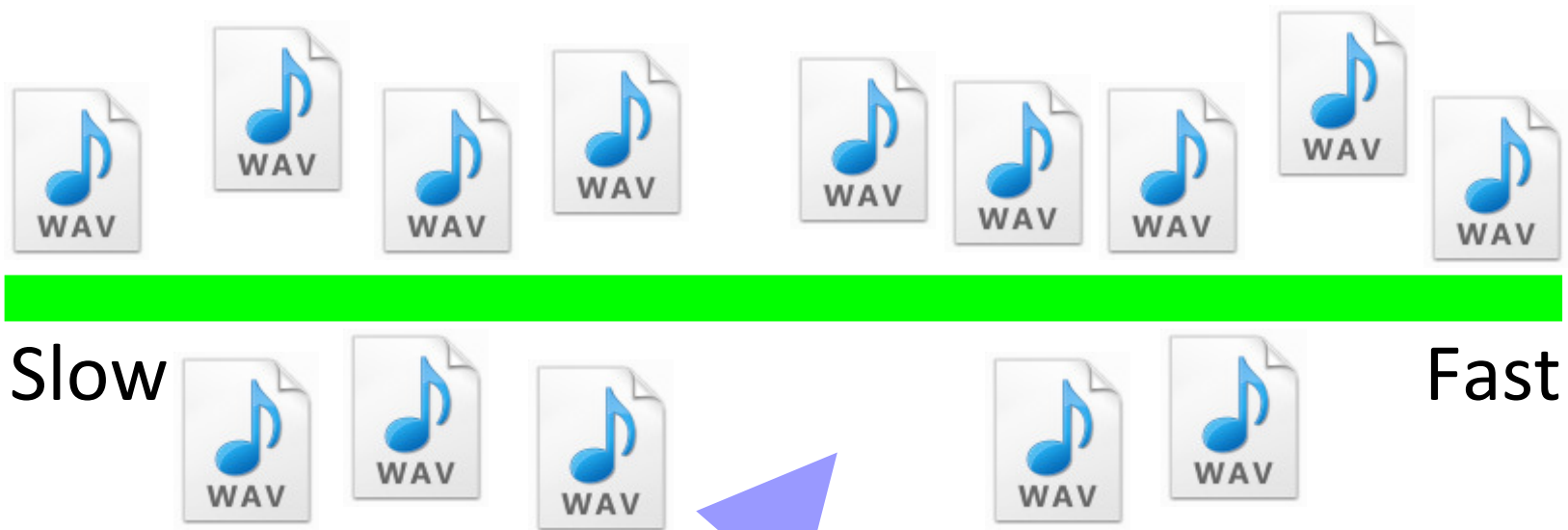
Find music similar to music that the listener likes



# Some Applications:

## Music Information Retrieval (2)

Find music that fits to walking/jogging

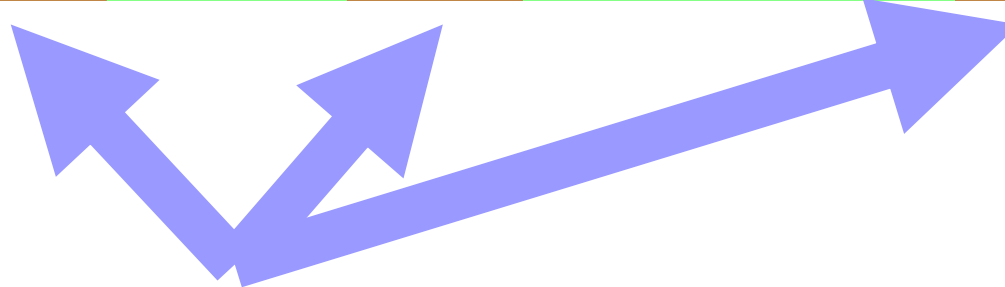


Pick an  
appropriate  
tempo

# Some Applications:

## Music Information Retrieval (3)

Extract the chorus of a song

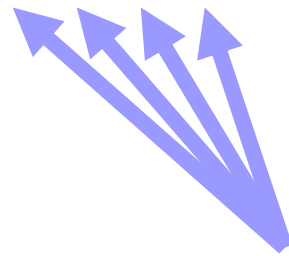


Find the most prominent repeated part

# Some Applications:

## Music Information Retrieval (4)

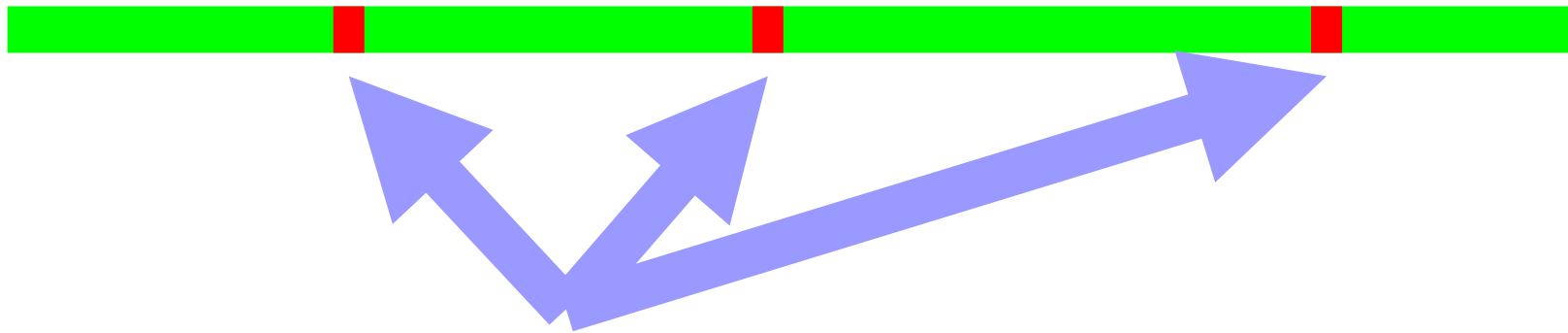
Segment radio archives: news, music, ads, etc.



Cluster temporal evolution  
and classify those clusters

# Some Applications: Forensics

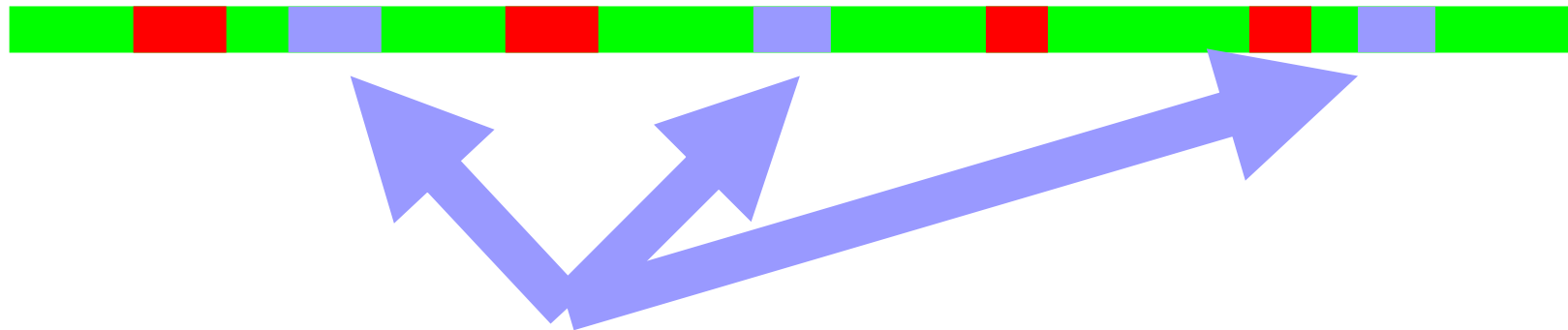
Detect gunshots in surveillance recordings



Find and classify  
acoustic events

# Some Applications: Language Learning

Identify the accent of a speaker

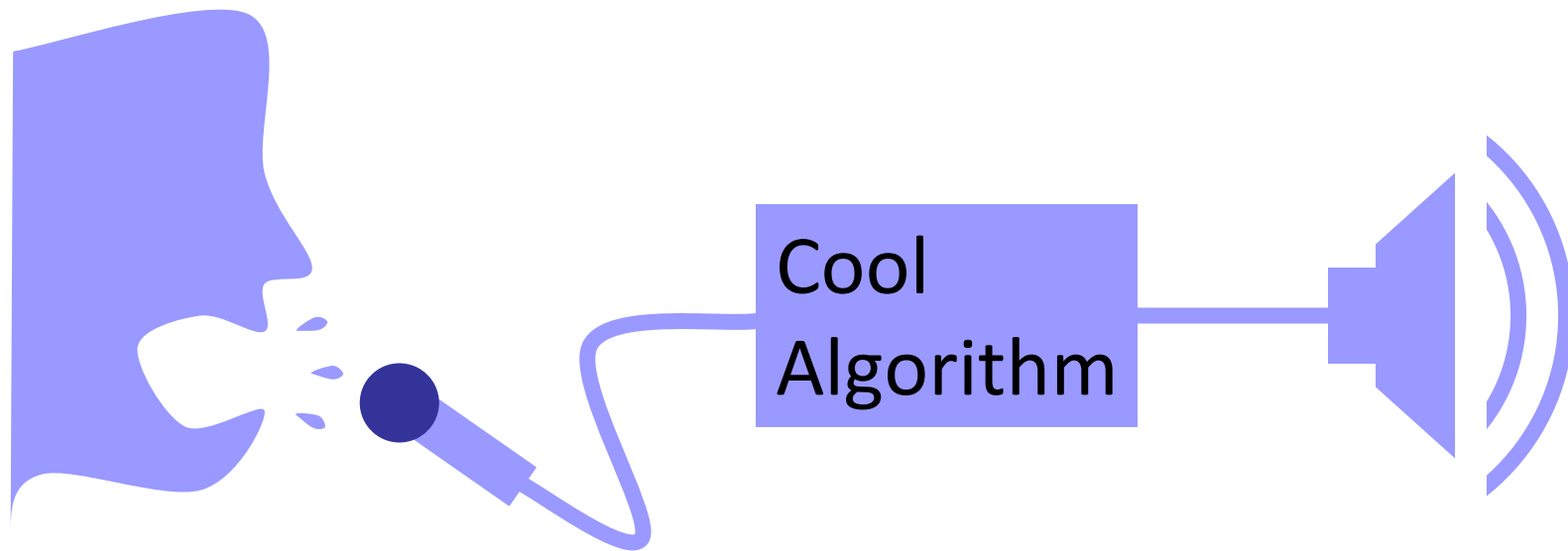


Recognize phonemes  
and classify their timbre



# Some Applications: Music Making

Control digital musical instruments acoustically



# Objective of this Tutorial

Get going

- for free
- without C++ programming

Basic methods of

- Feature Extraction
- Machine Learning

# Agenda

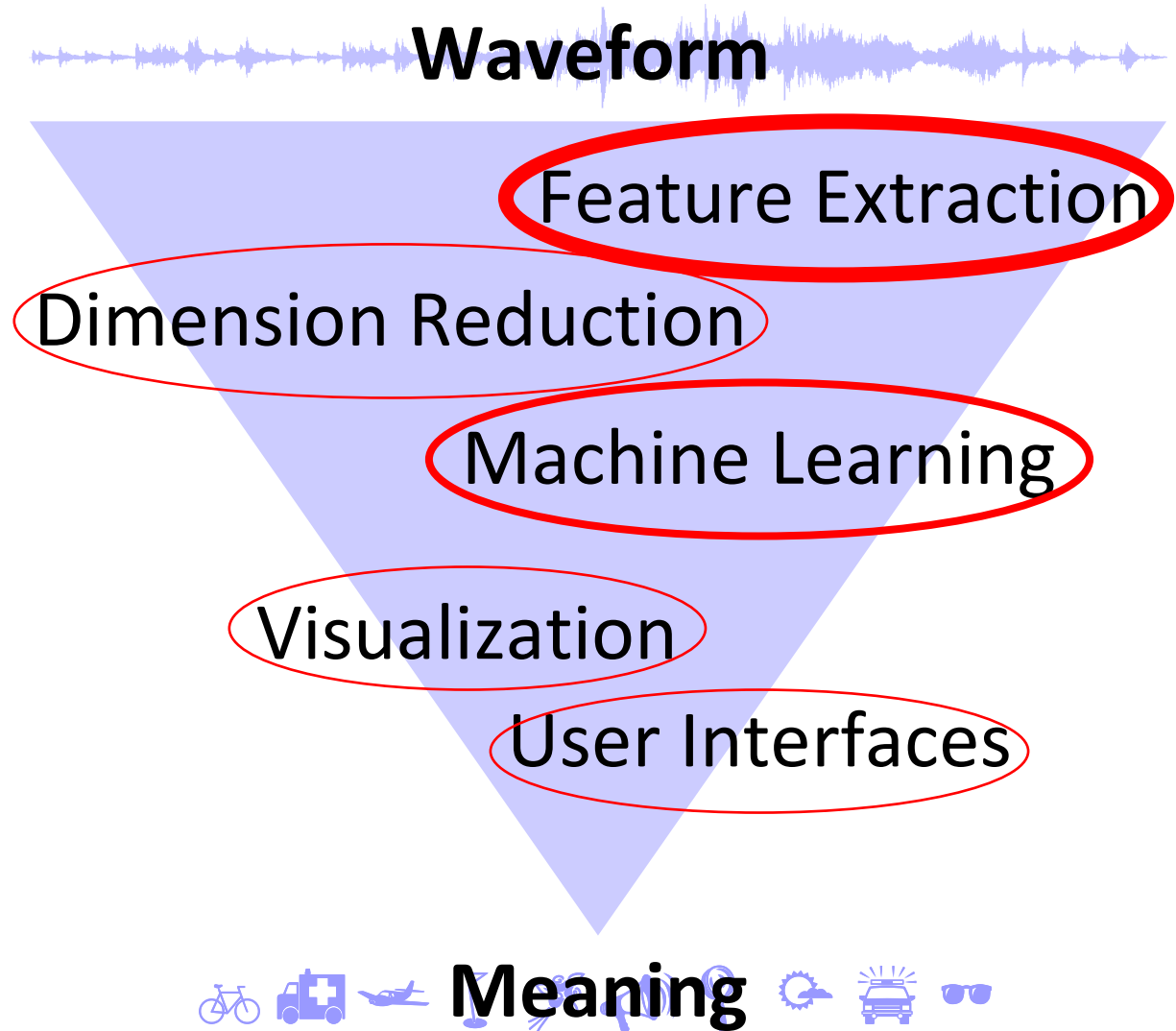
- The software landscape
- Basic feature extraction:
  - Sonic Visualizer
  - jAudio and Excel
- Feature extraction and machine learning:
  - jAudio and WEKA
  - MIRtoolbox in MATLAB®
- Real-time applications:
  - timbreID in Pure Data

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- The software landscape
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Questions so far?

# The Software Landscape: Scope



# The Software Landscape: Offline vs. Real Time

- Offline processing
  - Currently the typical mode
- Real-time processing
  - Applications:
    - Score following & chord recognition for live music
    - Live control of digital musical instruments

# The Software Landscape: Packaging

Many shapes and forms ...

	Feature Extraction	Machine Learning	User Interface	Offline	Real-time	C/C++/Java	MATLAB®	Pure Data, Max/MSP	Stand-alone	Web Service	Active Development	Web Address
MARSYAS	✓	✓	⊘	✓	✓	✓	⊘	⊘	✓	⊘	✓	<a href="http://marsyas.info/">http://marsyas.info/</a>
CLAM	✓	⊘	⊘	✓	✓	✓	⊘	⊘	⊘	⊘	✓	<a href="http://clam-project.org/">http://clam-project.org/</a>
openSMILE	✓	✓	⊘	✓	✓	✓	⊘	⊘	✓	⊘	✓	<a href="http://opensmile.sourceforge.net/">http://opensmile.sourceforge.net/</a>
LibXtract	✓	⊘	⊘	✓	⊘	✓	⊘	✓	✓	⊘	✓	<a href="http://sourceforge.net/projects/libxtract/">http://sourceforge.net/projects/libxtract/</a>
Aubio	✓	⊘	⊘	✓	⊘	✓	⊘	⊘	⊘	⊘	✓	<a href="http://aubio.org/">http://aubio.org/</a>
jAudio (part of jMIR)	✓	⊘	✓	✓	⊘	✓	⊘	⊘	✓	⊘	⊘	<a href="http://sourceforge.net/projects/jaudio/">http://sourceforge.net/projects/jaudio/</a>
Music-to-Knowledge (M2K)	✓	✓	⊘	✓	⊘	✓	✓	⊘	✓	⊘	⊘	<a href="http://www.music-ir.org/evaluation/m2k/">http://www.music-ir.org/evaluation/m2k/</a>
Maate	✓	⊘	⊘	✓	⊘	✓	⊘	⊘	⊘	⊘	⊘	<a href="http://lwn.net/2002/0321/a/maate.php3">http://lwn.net/2002/0321/a/maate.php3</a>
MPEG-7 Audio Encoder	✓	⊘	⊘	✓	⊘	✓	⊘	⊘	✓	⊘	⊘	<a href="http://mpeg7audioenc.sourceforge.net/">http://mpeg7audioenc.sourceforge.net/</a>
MIRtoolbox	✓	✓	⊘	✓	⊘	⊘	✓	⊘	⊘	⊘	✓	<a href="https://www.jyu.fi/hum/laitokset/musiikki/en/research/coe/materials/mirttoolbox/mirttoolbox">https://www.jyu.fi/hum/laitokset/musiikki/en/research/coe/materials/mirttoolbox/mirttoolbox</a>
MA Toolbox	✓	✓	⊘	✓	⊘	⊘	✓	⊘	⊘	⊘	⊘	<a href="http://www.ofai.at/~elias.pampalk/ma/">http://www.ofai.at/~elias.pampalk/ma/</a>
Computer Audition Toolbox (CATbox)	✓	✓	⊘	✓	⊘	⊘	✓	⊘	⊘	⊘	⊘	<a href="http://cosmal.ucsd.edu/cal/projects/CATbox/catbox.htm">http://cosmal.ucsd.edu/cal/projects/CATbox/catbox.htm</a>
MPEG-7 XM	✓	⊘	⊘	✓	⊘	⊘	✓	⊘	⊘	⊘	⊘	<a href="http://mpeg7.doc.gold.ac.uk/mirror/index.html">http://mpeg7.doc.gold.ac.uk/mirror/index.html</a>
PsySound3	✓	✓	⊘	✓	⊘	⊘	✓	⊘	⊘	⊘	⊘	<a href="http://psysound.wikidot.com/">http://psysound.wikidot.com/</a>
IPEM Toolbox	✓	✓	⊘	✓	⊘	⊘	✓	⊘	⊘	⊘	⊘	<a href="http://www.ipem.ugent.be/?q=node/27">http://www.ipem.ugent.be/?q=node/27</a>
Soundspotter	✓	✓	⊘	✓	✓	⊘	⊘	✓	⊘	⊘	✓	<a href="http://soundspotter.org/">http://soundspotter.org/</a>
timbreID	✓	✓	⊘	✓	✓	⊘	⊘	✓	⊘	⊘	✓	<a href="http://williambrent.conflations.com/pages/research.html">http://williambrent.conflations.com/pages/research.html</a>
MuBu	✓	✓	✓	✓	✓	⊘	⊘	✓	⊘	⊘	✓	<a href="http://imtr.ircam.fr/imtr/MuBu">http://imtr.ircam.fr/imtr/MuBu</a>
Chuck	✓	⊘	⊘	✓	✓	⊘	⊘	⊘	✓	⊘	✓	<a href="http://chuck.cs.princeton.edu/">http://chuck.cs.princeton.edu/</a>
Sonic Visualiser	✓	⊘	✓	✓	⊘	⊘	⊘	⊘	✓	⊘	✓	<a href="http://www.sonicvisualiser.org/">http://www.sonicvisualiser.org/</a>
Sonic Annotator	✓	⊘	✓	✓	⊘	⊘	⊘	⊘	✓	⊘	✓	<a href="http://www.omras2.org/SonicAnnotator">http://www.omras2.org/SonicAnnotator</a>
Praat	✓	⊘	✓	✓	⊘	⊘	⊘	⊘	✓	⊘	✓	<a href="http://www.fon.hum.uva.nl/praat/">http://www.fon.hum.uva.nl/praat/</a>
EchoNest	✓	✓	⊘	✓	⊘	⊘	⊘	⊘	⊘	✓	✓	<a href="http://developer.echonest.com/">http://developer.echonest.com/</a>
MPEG-7 Audio Analyzer	✓	⊘	⊘	✓	⊘	⊘	⊘	⊘	⊘	✓	⊘	<a href="http://mpeg7ld.nue.tu-berlin.de/">http://mpeg7ld.nue.tu-berlin.de/</a>



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MARSYAS	✓	✓	⊘	✓	✓	✓	⊘	⊘	✓	⊘	✓	<a href="http://marsyas.info/">http://marsyas.info/</a>
CLAM	✓	⊘	⊘	✓	✓	✓	⊘	⊘	⊘	⊘	✓	<a href="http://clam-project.org/">http://clam-project.org/</a>
openSMILE	✓	✓	⊘	✓	✓	✓	⊘	⊘	✓	⊘	✓	<a href="http://opensmile.sourceforge.net/">http://opensmile.sourceforge.net/</a>
LibXtract	✓	⊘	⊘	✓	⊘	✓	⊘	✓	✓	⊘	✓	<a href="http://sourceforge.net/projects/libxtract/">http://sourceforge.net/projects/libxtract/</a>
Aubio	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	
jAudio (part of jMIR)	✓	⊘	✓	✓	⊘	✓	⊘	⊘	✓	⊘	⊘	<a href="http://sourceforge.net/projects/jaudio/">http://sourceforge.net/projects/jaudio/</a>
Music-to-Knowledge (M2K)	✓	✓	⊘	✓	⊘	✓	✓	⊘	✓	⊘	⊘	<a href="http://www.music-ir.org/evaluation/m2k/">http://www.music-ir.org/evaluation/m2k/</a>
Maate	✓	⊘	⊘	✓	⊘	✓	⊘	⊘	⊘	⊘	⊘	<a href="http://lwn.net/2002/0321/a/maate.php3">http://lwn.net/2002/0321/a/maate.php3</a>
MPEG-7 Audio Encoder	✓	⊘	⊘	✓	⊘	✓	⊘	⊘	✓	⊘	⊘	<a href="http://mpeg7audioenc.sourceforge.net/">http://mpeg7audioenc.sourceforge.net/</a>
MIRtoolbox	✓	✓	⊘	✓	⊘	⊘	✓	⊘	⊘	⊘	✓	<a href="https://www.jyu.fi/hum/laitokset/musiikki/en/research/coe/materials/mirtoolbox/mirtoolbox">https://www.jyu.fi/hum/laitokset/musiikki/en/research/coe/materials/mirtoolbox/mirtoolbox</a>
MA Toolbox	✓	✓	⊘	✓	⊘	⊘	✓	⊘	⊘	⊘	⊘	<a href="http://www.ofai.at/~elias.pampalk/ma/">http://www.ofai.at/~elias.pampalk/ma/</a>
Computer Audition Toolbox (CATbox)	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	<a href="http://sd.edu/cal/projects/CATbox/catbox.htm">sd.edu/cal/projects/CATbox/catbox.htm</a>
MPEG-7 XM	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	<a href="http://c.gold.ac.uk/mirror/index.html">c.gold.ac.uk/mirror/index.html</a>
PsySound3	✓	✓	⊘	✓	⊘	⊘	✓	⊘	⊘	⊘	⊘	<a href="http://psysound.wikidot.com/">http://psysound.wikidot.com/</a>
IPEM Toolbox	✓	✓	⊘	✓	⊘	⊘	✓	⊘	⊘	⊘	⊘	<a href="http://www.ipem.ugent.be/?q=node/27">http://www.ipem.ugent.be/?q=node/27</a>
Soundspotter	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	
timbreID	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	
MuBu	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	<a href="http://imtr.ircam.fr/imtr/MuBu">http://imtr.ircam.fr/imtr/MuBu</a>
Chuck	✓	⊘	⊘	✓	✓	⊘	⊘	⊘	✓	⊘	✓	<a href="http://chuck.cs.princeton.edu/">http://chuck.cs.princeton.edu/</a>
Sonic Visualiser	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	<a href="http://www.sonicvisualiser.org/">http://www.sonicvisualiser.org/</a>
Sonic Annotator	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	<a href="http://www.omras2.org/SonicAnnotator">www.omras2.org/SonicAnnotator</a>
Praat	✓	⊘	✓	✓	⊘	⊘	⊘	⊘	✓	⊘	✓	<a href="http://www.fon.hum.uva.nl/praat/">http://www.fon.hum.uva.nl/praat/</a>
EchoNest	✓	✓	✓	✓	✓	✓	✓	✓	⊘	✓	✓	<a href="http://developer.echonest.com/">http://developer.echonest.com/</a>
MPEG-7 Audio Analyzer	✓	✓	✓	✓	✓	✓	✓	✓	⊘	✓	⊘	<a href="http://mpeg7ld.nue.tu-berlin.de/">http://mpeg7ld.nue.tu-berlin.de/</a>

## Libraries for C/C++ or Java

## Toolboxes for MATLAB®

## Extensions for Pure Data and Max/MSP

## Stand-alone solutions

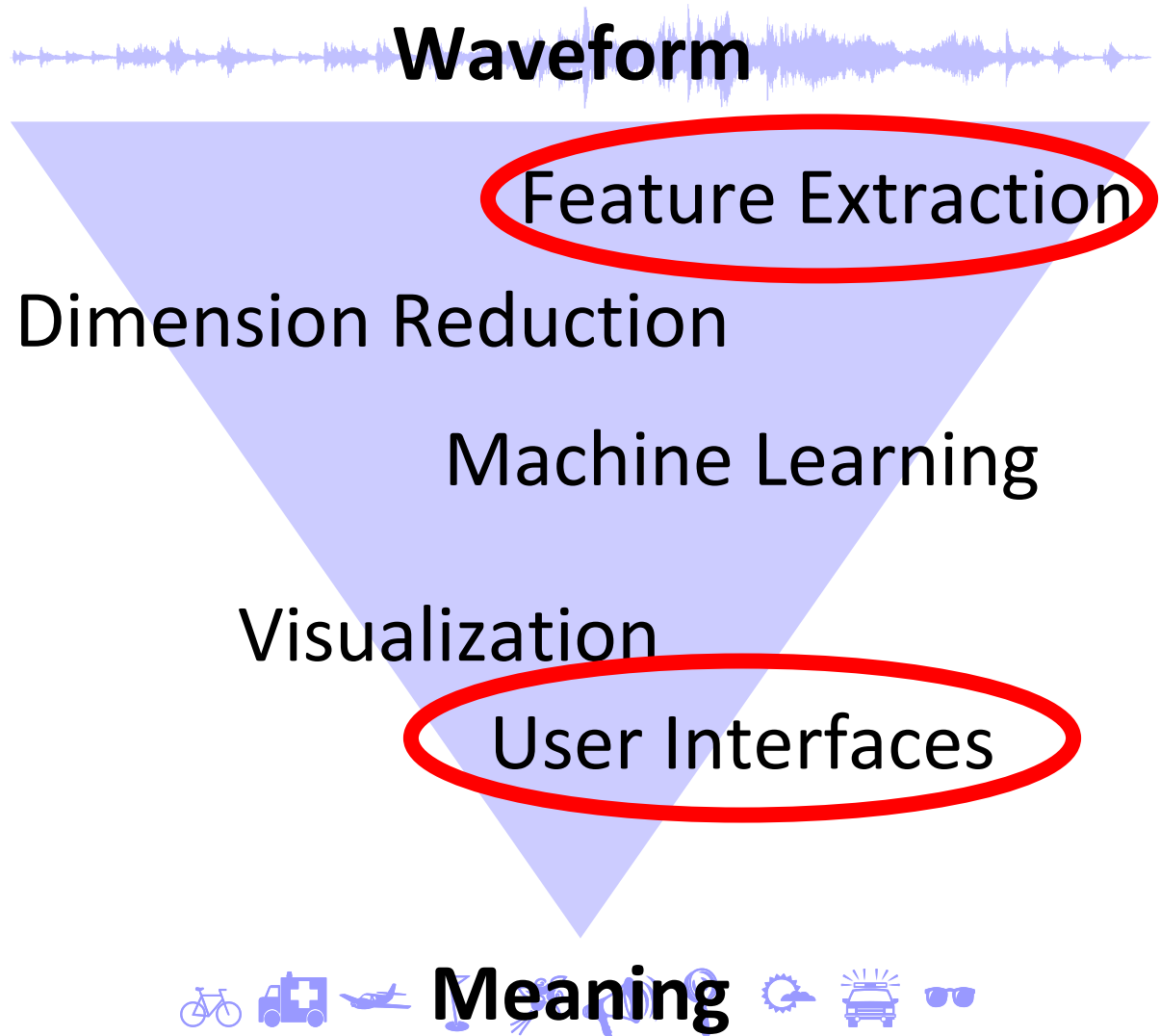
## Web Services

# Agenda

- The software landscape
- Basic feature extraction:
  - Sonic Visualizer
  - jAudio and Excel
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- Real-time applications:
  - timbreID in Pure Data

Questions so far?

# Sonic Visualizer



# Sonic Visualiser

- Manual and automated markup
- Many feature extractors available;  
install in C:\Program Files (x86)\Vamp Plugins
- Great for experiments with feature extraction
- Things to see and try:
  - Details next to mouse pointer
  - Draw musical notes
  - Align timelines of two versions  
of a recording (plug-in)

# Male/Female Segmentation

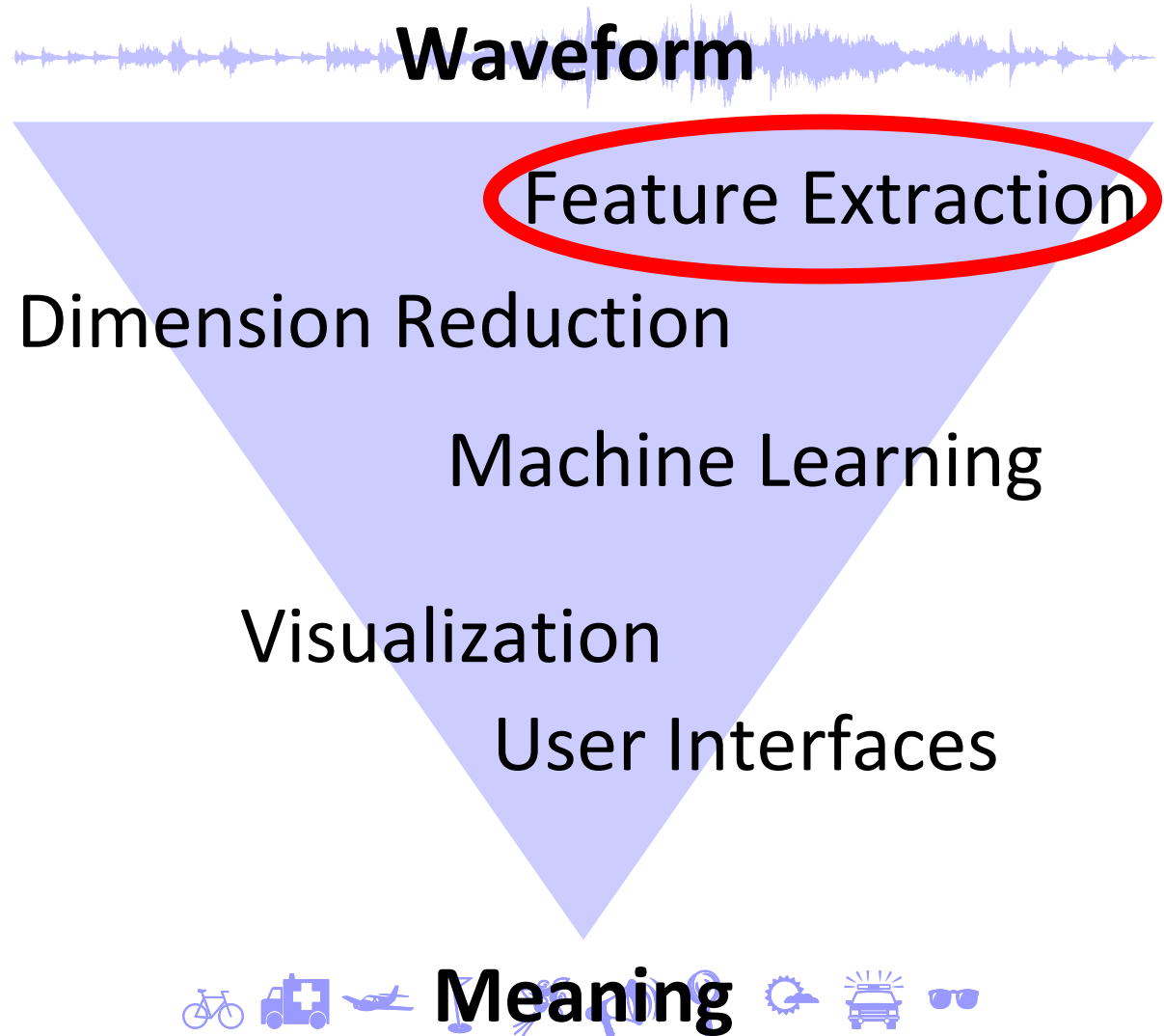
- Add new pane; add spectrogram
- Window: 32,768 samples; vert. axis logarithmic
- Add new time instants layer
- Add markers
- Plot type: segmentation
- Name markers (edit layer data)
- Edit markers if needed
- Export annotation layer

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Questions so far?

# jAudio and Excel



# jAudio: the Program

- Feature extractor
- Graphical user interface and command line
- Java-based
- Multi-threaded
- Batch processing (add multiple files at once!)
- Export e.g. as ACE (XML-based);  
nice for Excel



# jAudio: Catches

- Install as admin
- Override standard heap size:  
No double-click to start, rather  
`java -Xmx1024M -jar jAudio.jar`  
in the directory of the jar. (Batch file!)
- No ä or é in audio file names:  
XML output broken
- XML and ARFF: cleartext. Huge files!  
Export as few values as possible.

# Sorting Files by Loudness

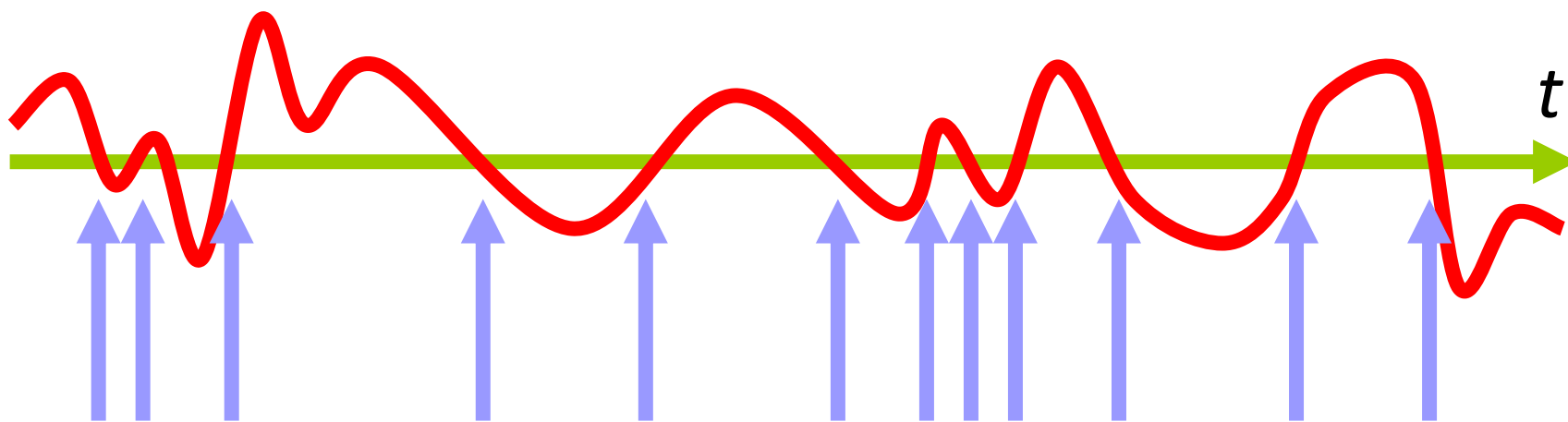
- Set paths for output files
- Do not export standard deviation (Alter Aggregators, click Save!)
- For each file, extract overall mean of root mean square
- Import into Microsoft Excel
- Sort and plot

# Sorting Sounds by Brightness

- These are different ways of measuring brightness:
  - Number or rate of zero crossings
  - Spectral centroid
  - Spectral rolloff point
- jAudio: for each file, extract overall mean
- Import into Microsoft Excel
- Sort and/or plot (x = item number)

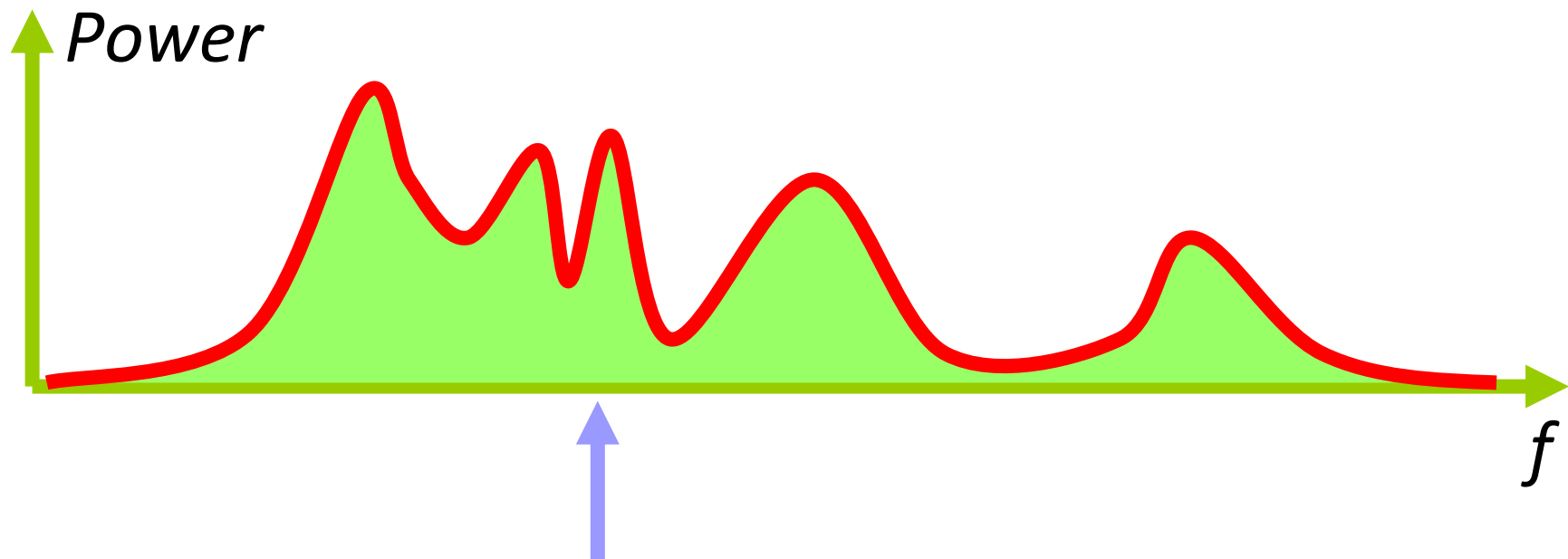
# Zero Crossings

- Number or rate of sign changes
- Related to frequency and noise content
- Independent of volume
- Issue: sensitive to noise and harmonics



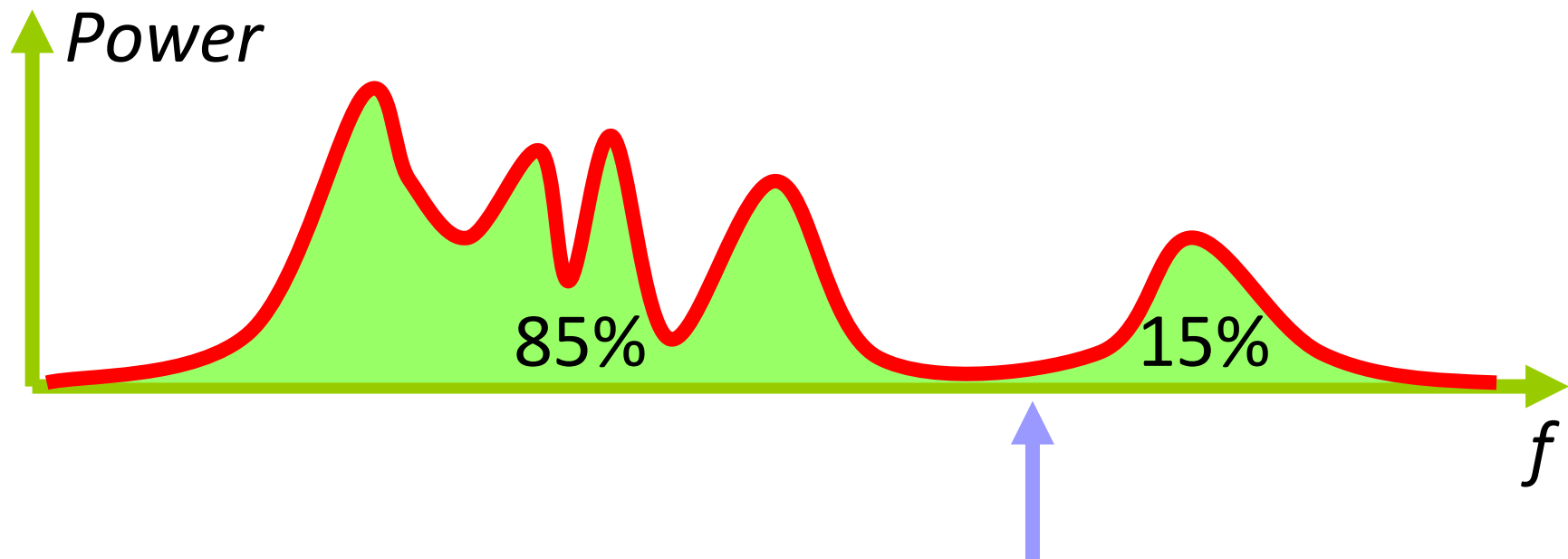
# Spectral Centroid

- Mean frequency (center of mass) of the power spectrum (linear or log freq.)
- Independent of volume (if  $\sqrt{\text{Power}}$ )



# Spectral Rolloff Point

- Determine the frequency that divides the audio power 85:15 (for instance)
- Independent of volume (if  $\sqrt{\text{Power}}$ )
- Fluctuating with empty spectral regions

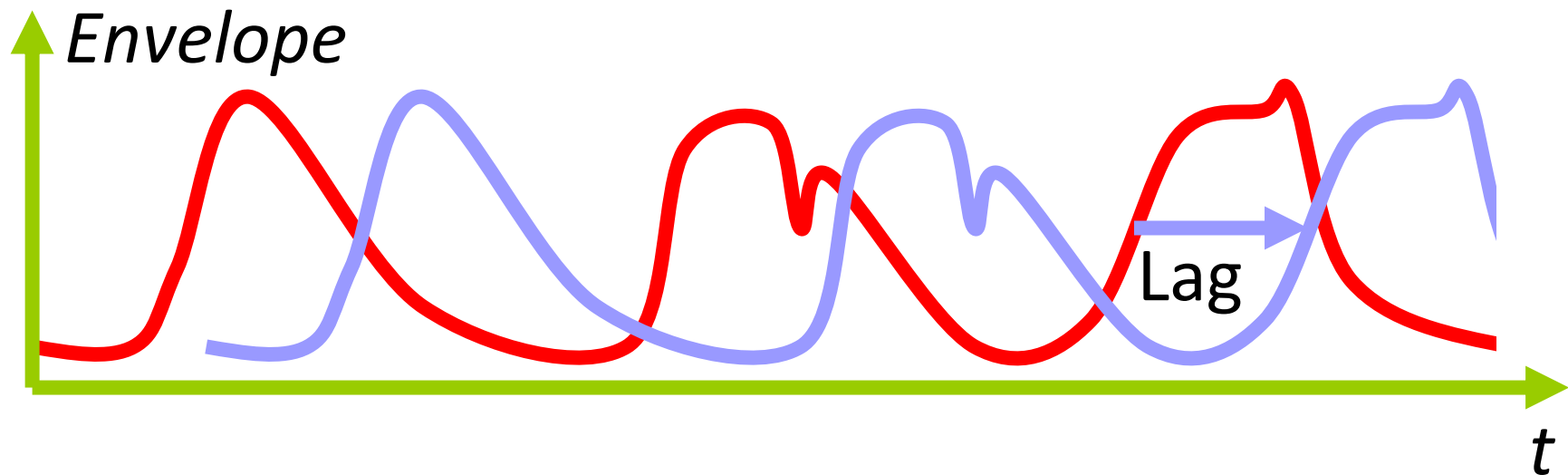


# Sorting Music by Tempo

- Demos with Sonic Visualiser:
  - Note onsets
  - Beat and bar tracker
- jAudio:  
for each file, extract mean  
of strongest beat
- Import into Microsoft Excel
- Sort and/or plot (x = item number)

# Strongest Beat

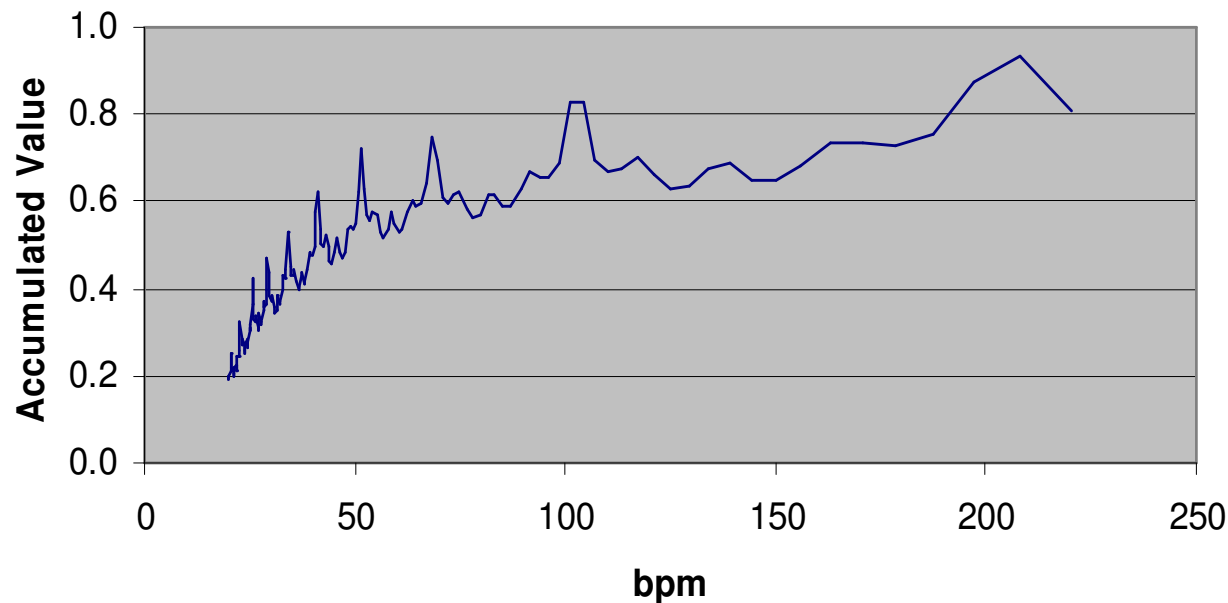
- Compute envelope
- Compute autocorrelation
- Return inverse of time lag of maximum autocorrelation (except 0)





# Strongest Beat

- Issue with ambiguity:  
jAudio picks the maximum histogram bin
- Could improve that in Excel  
by extracting the full histogram

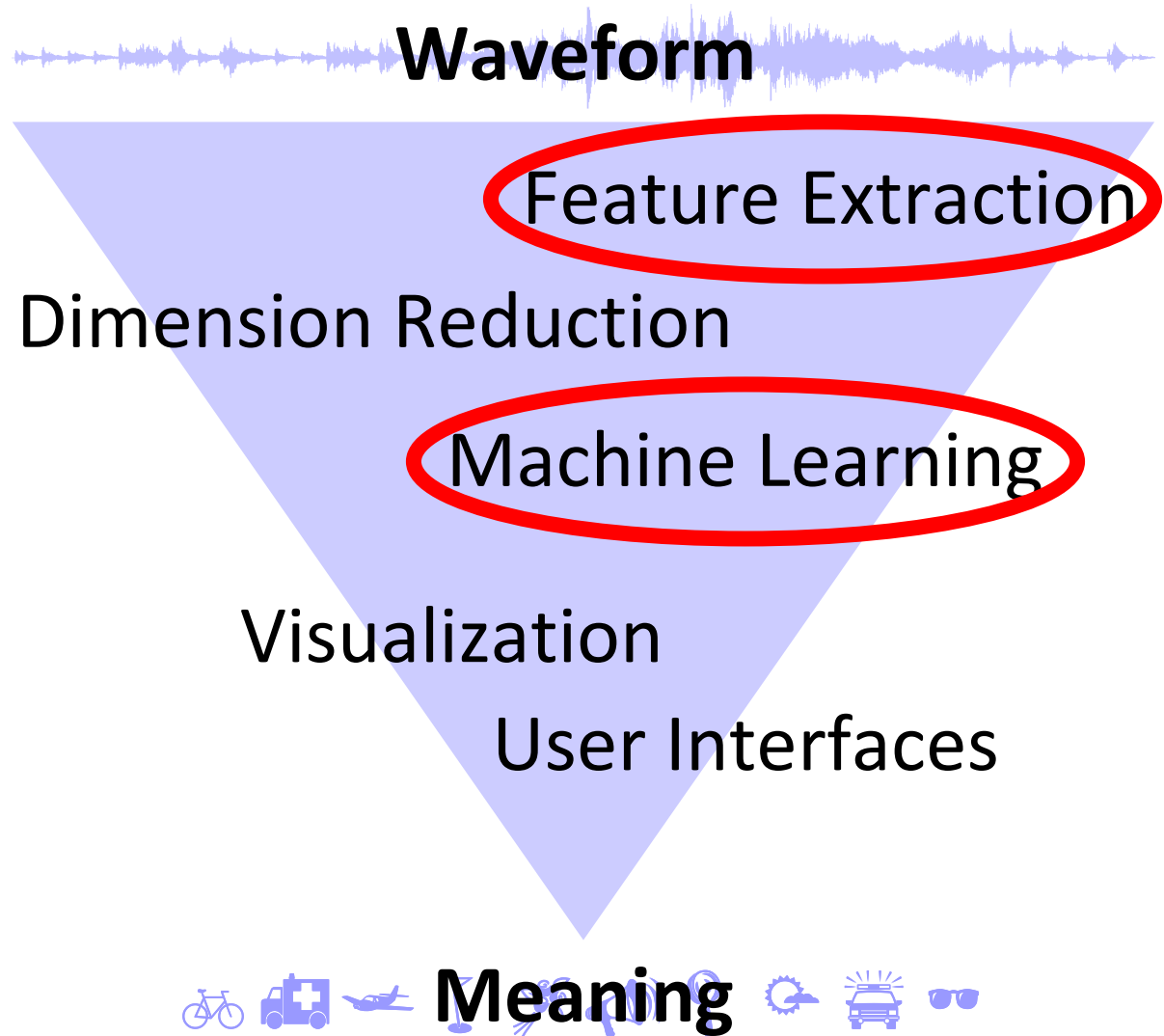


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- The software landscape
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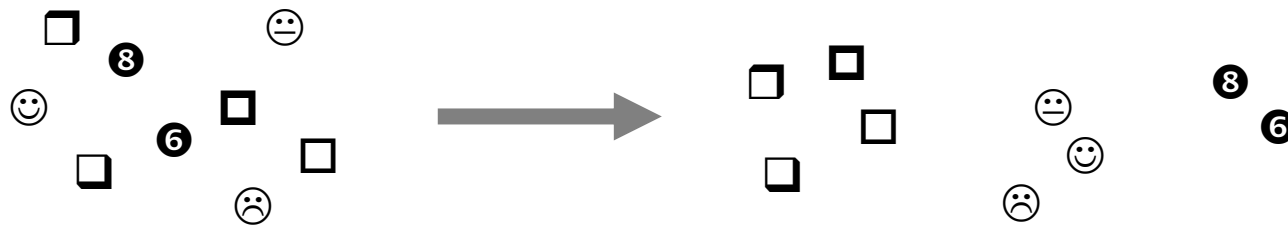
# jAudio and WEKA



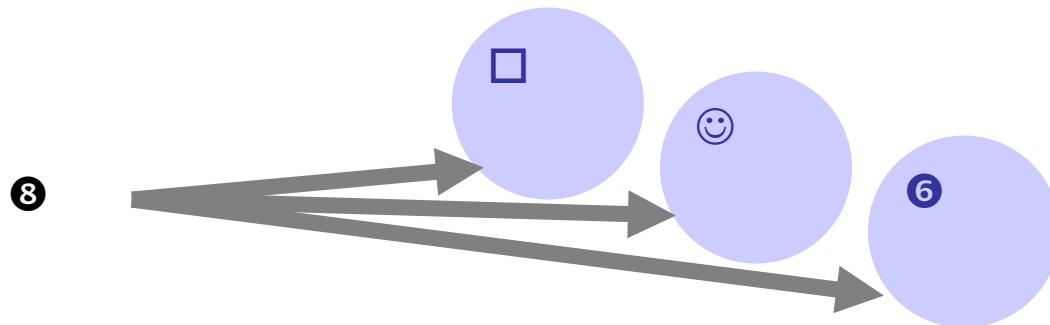
# WEKA: the Program

Huge collection of machine learning algorithms

- Clustering: unsupervised machine learning



- Classification: supervised machine learning



# WEKA: the Program

- Great for experiments
- ARFF: Plaintext file format for input data, one of the two formats written by jAudio
- Java-based
- In RunWeka.ini:  
maxheap=512m

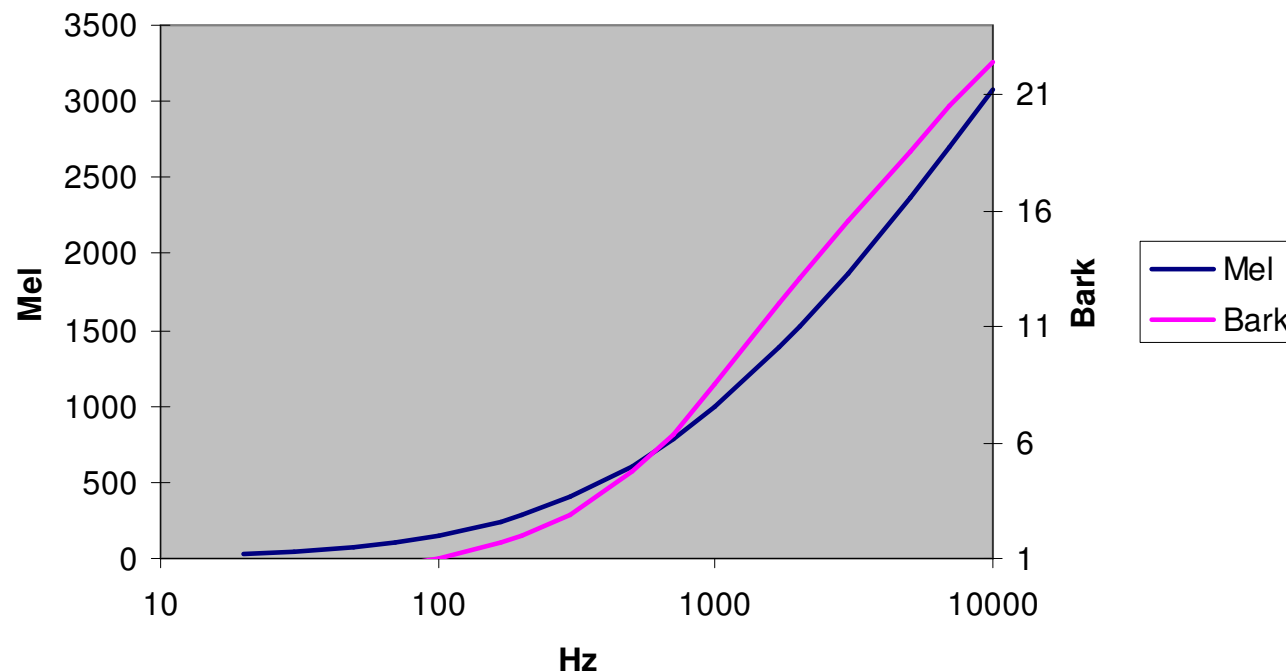
# Clustering Sounds by Similarity

- Demo: vowel sounds
- jAudio: extract MFCC averages
- Export as ARFF (change file extension!)
- Import into WEKA Explorer: Preprocess
- Retain only the means of MFCCs 1...12
- Cluster:
  - Store clusters for visualization
  - Visualize cluster assignments

# MFCCs: Mel-Frequency Cepstral Coefficients (1)

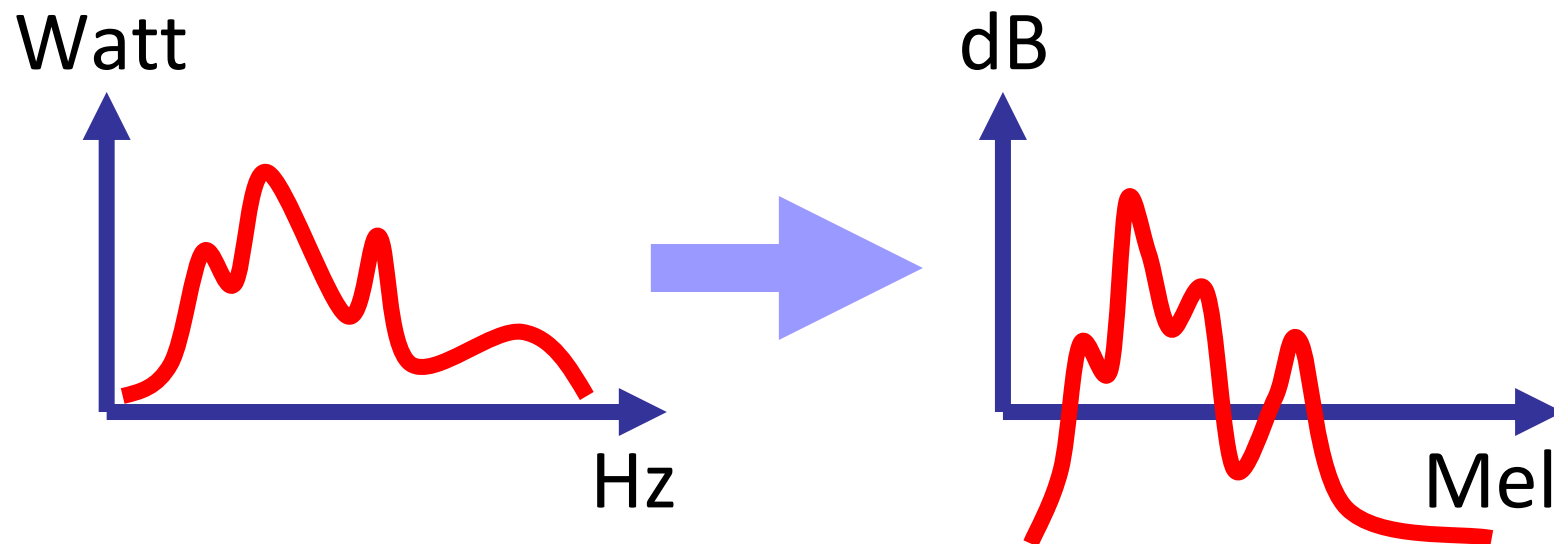
Rough idea of what the ear sends to the brain

- Step 1: Short-time spectrum in perceived frequency scale



# MFCCs: Mel-Frequency Cepstral Coefficients (2)

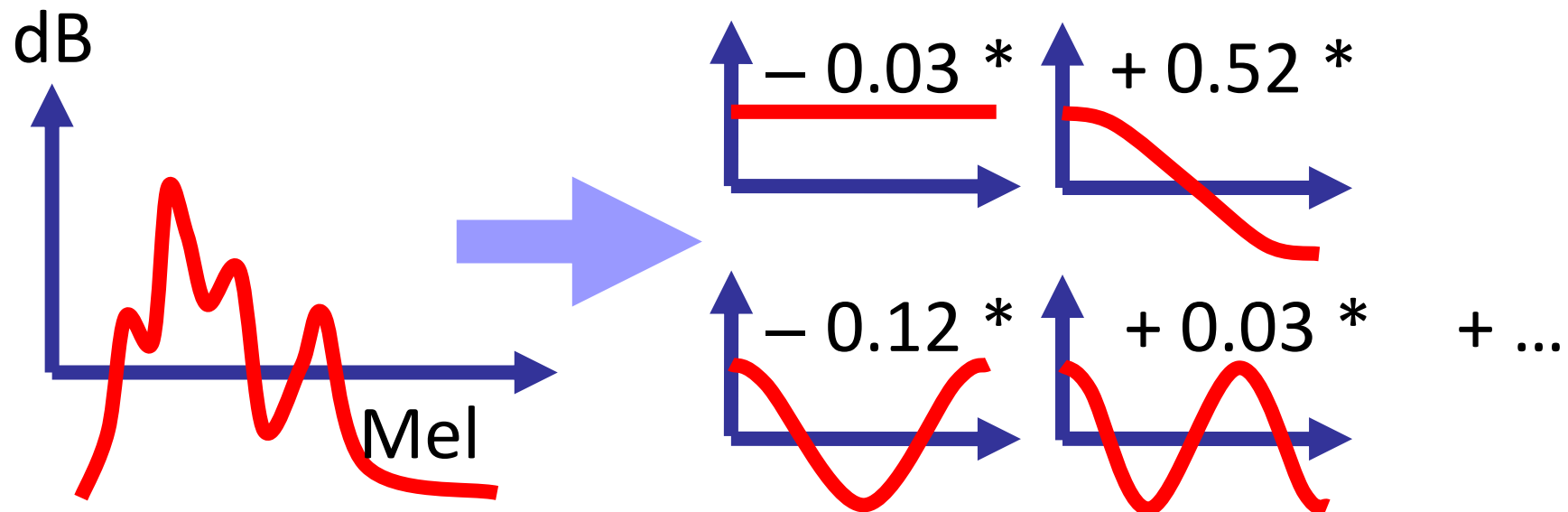
- Step 2: Compute approximate perceived loudness: log of power
- Intermediate result: spectrum as perceived





# MFCCs: Mel-Frequency Cepstral Coefficients (3)

- Step 3: Describe the overall shape of this spectrum
- Do this through a mixture of cosine shapes
- MFCCs = the amounts of the different cosines

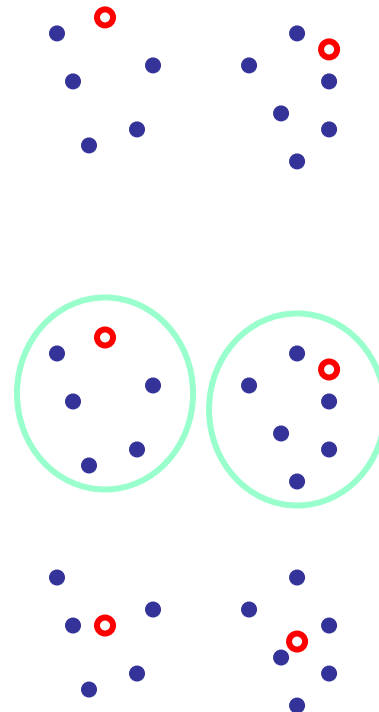


# MFCCs: Mel-Frequency Cepstral Coefficients (4)

- Demo with Sonic Visualizer
- MFCC 0 is just the audio level:  
Discard it to be independent of level
- Fine structure of spectrum is ignored
- What MFCCs are not designed to do:
  - Tell different fundamental frequencies apart
  - Distinguish harmonic/inharmonic/noise
- Demo: vocal percussion

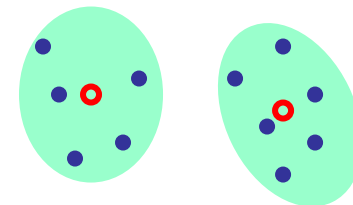
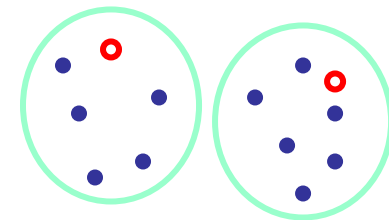
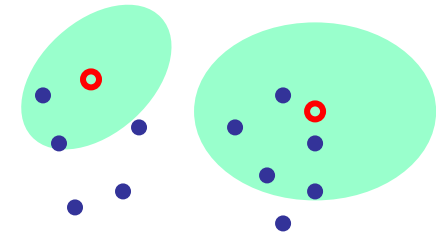
# Clustering: k-Means

- Input: data points, number of clusters (guess)
- Pick random centers for clusters
- Iterate:
  - Assign each data point to the nearest center
  - New center = centroid of all points assigned
- Output: classification and centers



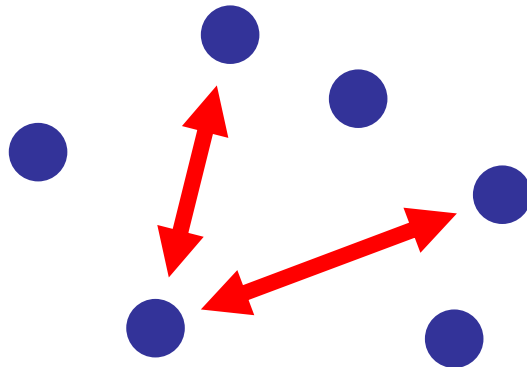
# Clustering: Expectation Maximization (EM)

- Input: data points, number of clusters (guess)
- Pick random centers/sizes for clusters
- Iterate:
  - Assign each data point to the most probable center
  - New center/size according to points assigned
- Output: classification and centers



# Clustering: Caveats

- Metric structure  $\approx$  perception?



- Are all data dimensions of the right scale?
  - Weka: Visualize All
  - Weka: Standardize, Math Expression, ...
- Vital when combining different features

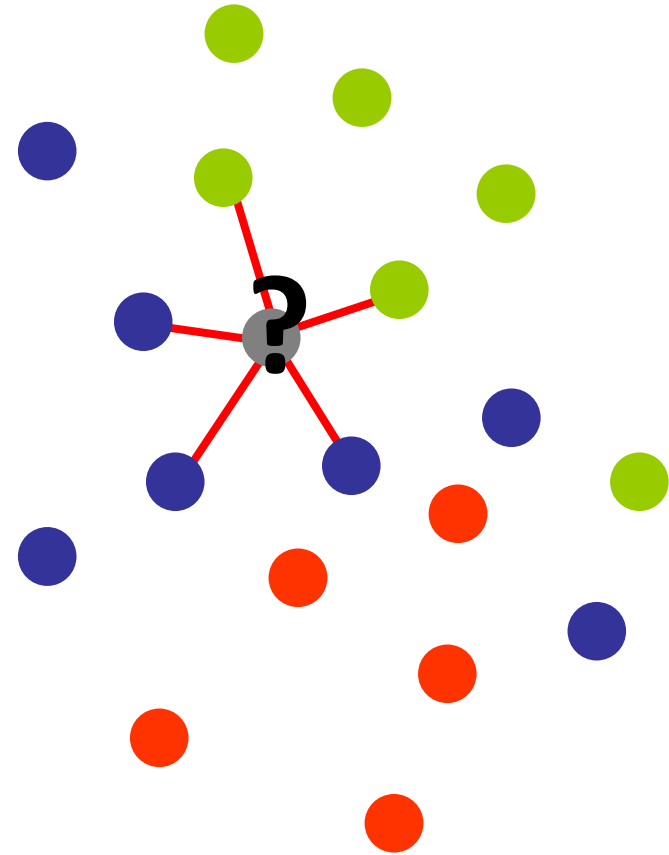
# Music Classification

- jAudio: extract MFCC averages
- Add to ARFF file:
  - @ATTRIBUTE class {classical, jazz, pop, rock}
  - Class of each file
- Import into WEKA Explorer
- Classify
- Visualize classifier errors

# Classification:

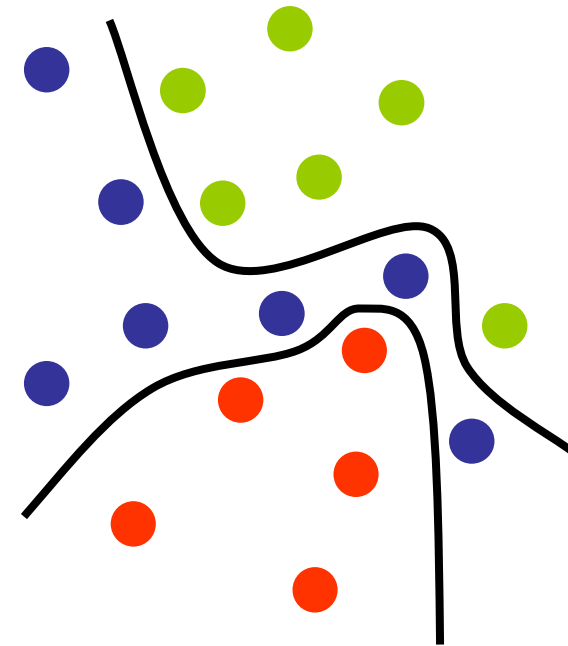
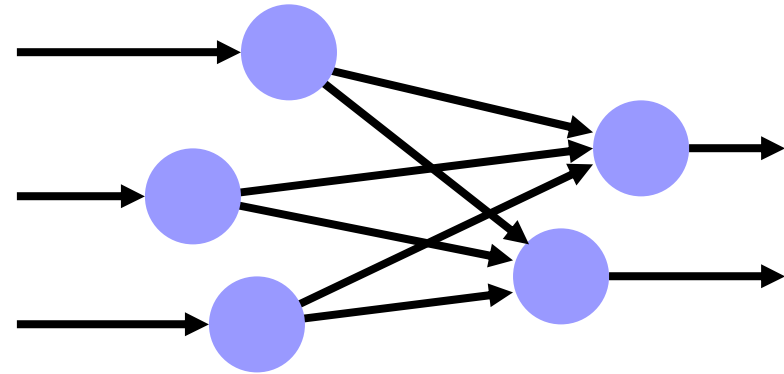
## k Nearest Neighbors (kNN)

- Input:
  - Classified exemplars
  - The number  $k$
  - The item  $x$  to be classified
- Find the  $k$  exemplars nearest to  $x$
- Vote by majority among them



# Classification: Zoo of Methods

- Neural Networks
- Support-Vector Machines
- and dozens more



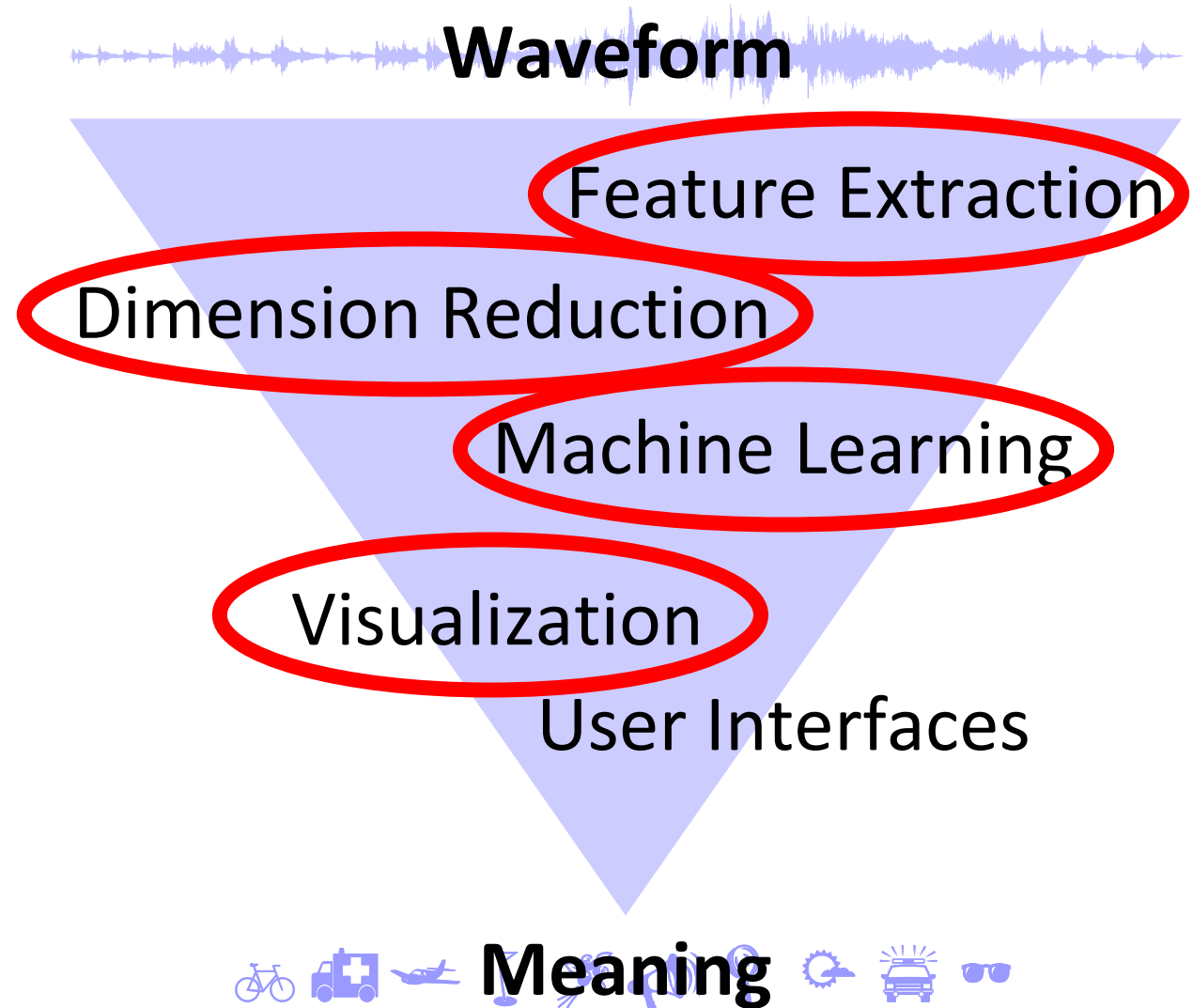


# Agenda

- The software landscape
- Basic feature extraction:
  - Sonic Visualizer
  - jAudio and Excel
- Feature extraction and machine learning:
  - jAudio and WEKA
  - MIRtoolbox in MATLAB<sup>®</sup>
- Real-time applications:
  - timbreID in Pure Data

Questions so far?

# MIRtoolbox in MATLAB®



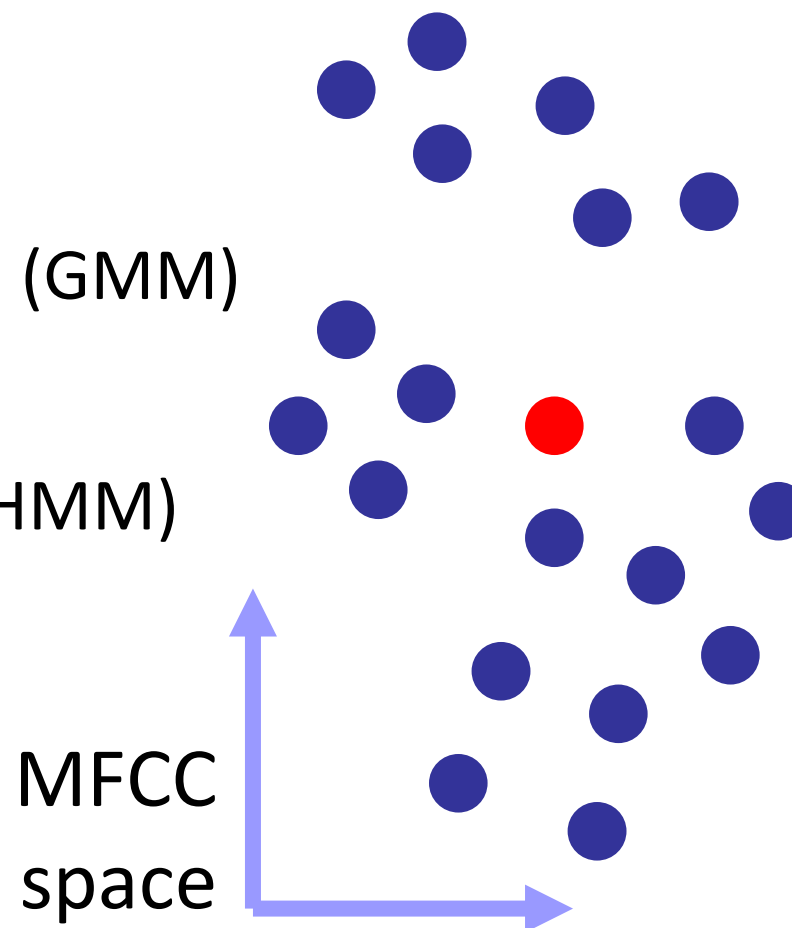
# MIRtoolbox: the software

- All in one well-designed package, great for experimentation:
  - Low-level features
  - Dimension reduction
  - Machine Learning
- Requires MATLAB<sup>®</sup>, which is costly
- Slower than Java or C++, even though intermediate results are reused

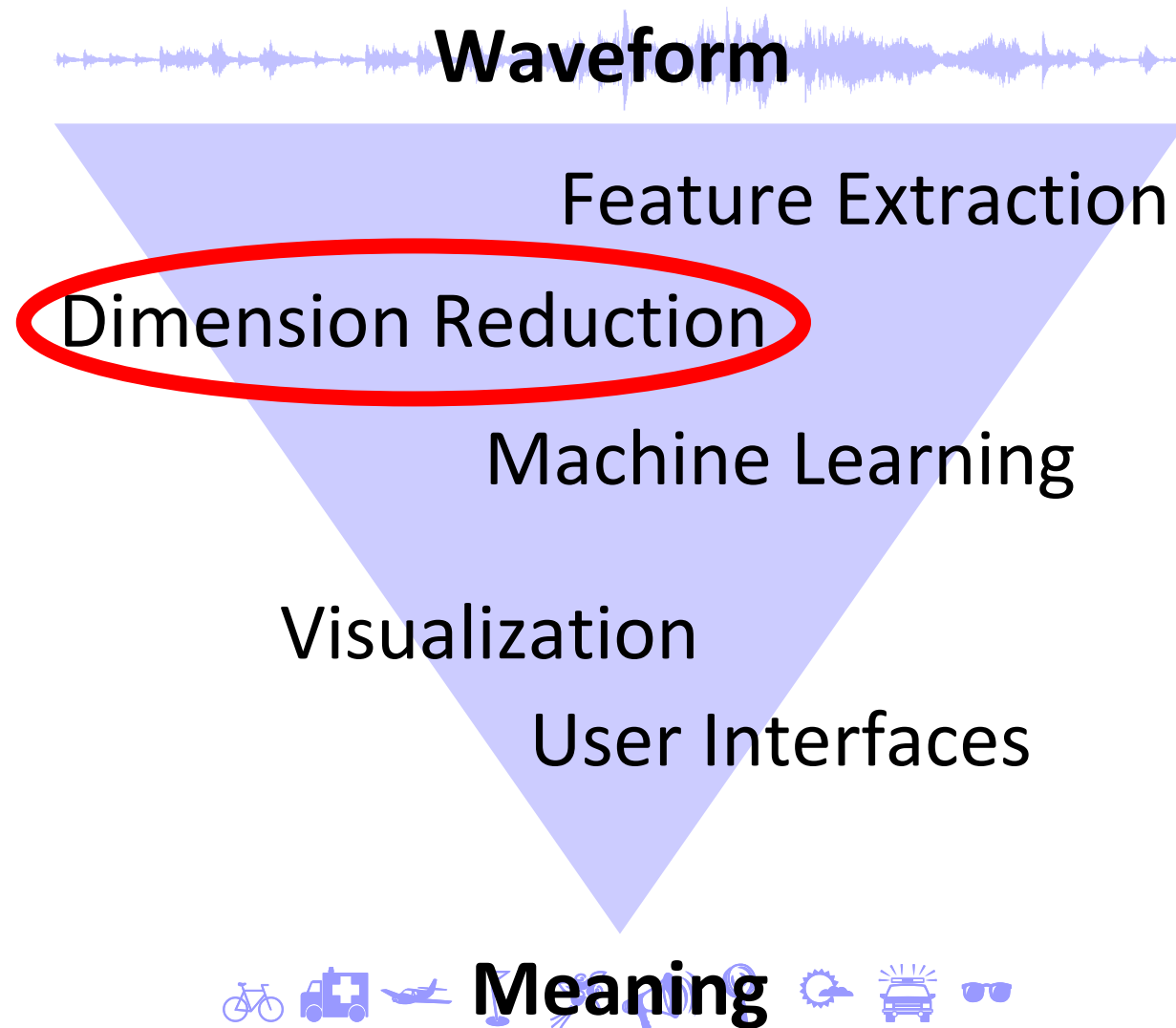
# Music Classification: Improvements (1)

Not **mean** of MFCCs, but statistical model

- Ignoring time order:
  - k-Means
  - Gaussian Mixture Model (GMM)
- With time order:
  - Hidden Markov Model (HMM)



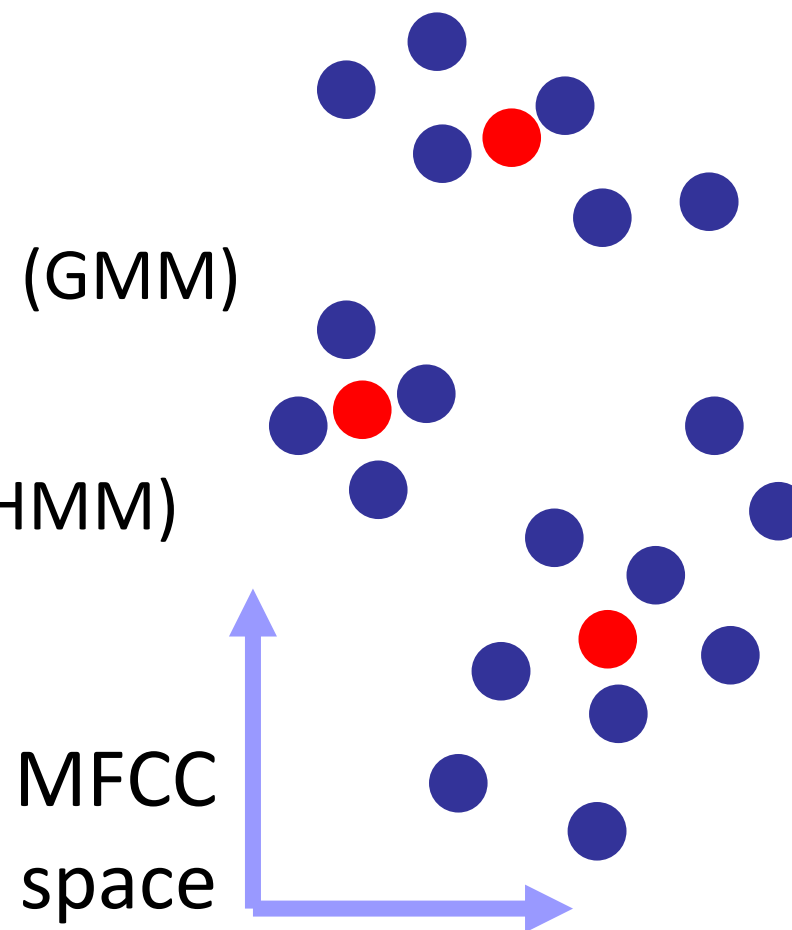
# Music Classification: Improvements (2)



# Music Classification: Improvements (3)

Not mean of MFCCs, but statistical model

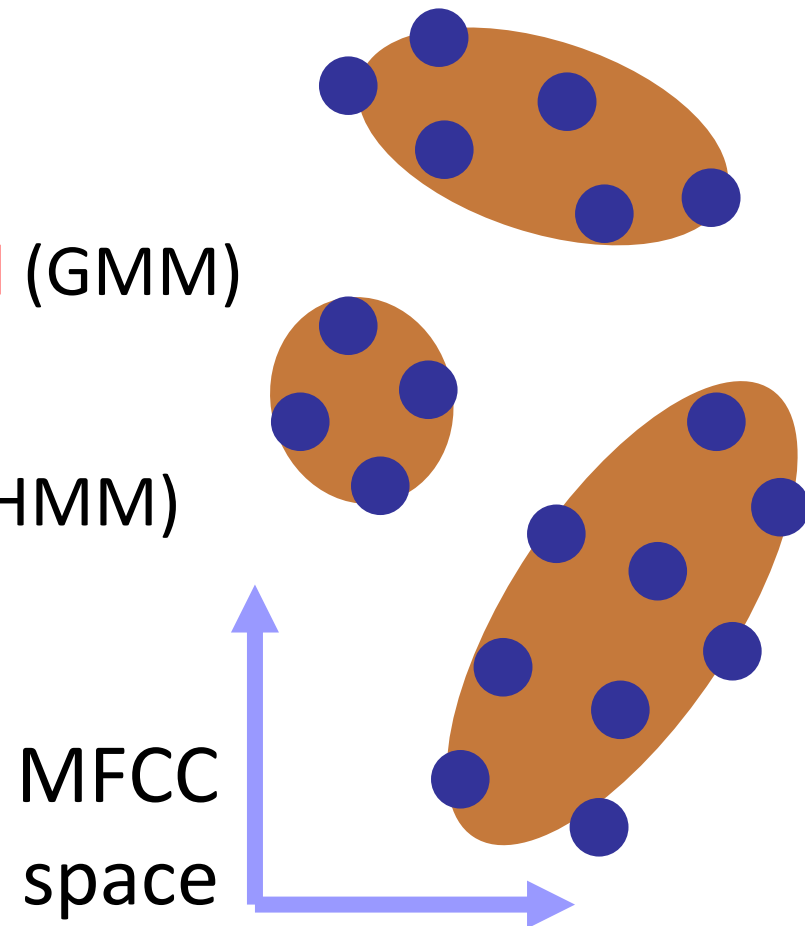
- Ignoring time order:
  - **k-Means**
  - Gaussian Mixture Model (GMM)
- With time order:
  - Hidden Markov Model (HMM)



# Music Classification: Improvements (4)

Not mean of MFCCs, but statistical model

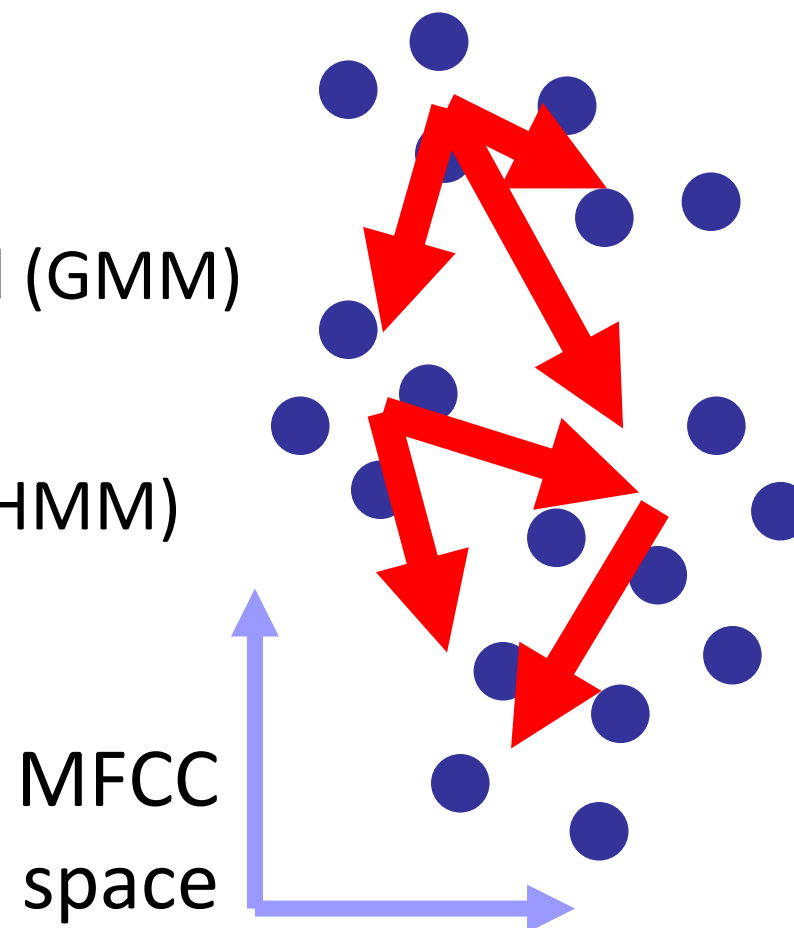
- Ignoring time order:
  - k-Means
  - **Gaussian Mixture Model (GMM)**
- With time order:
  - Hidden Markov Model (HMM)



# Music Classification: Improvements (5)

Not mean of MFCCs, but statistical model

- Ignoring time order:
  - k-Means
  - Gaussian Mixture Model (GMM)
- With time order:
  - **Hidden Markov Model (HMM)**





# MIRtoolbox in Action

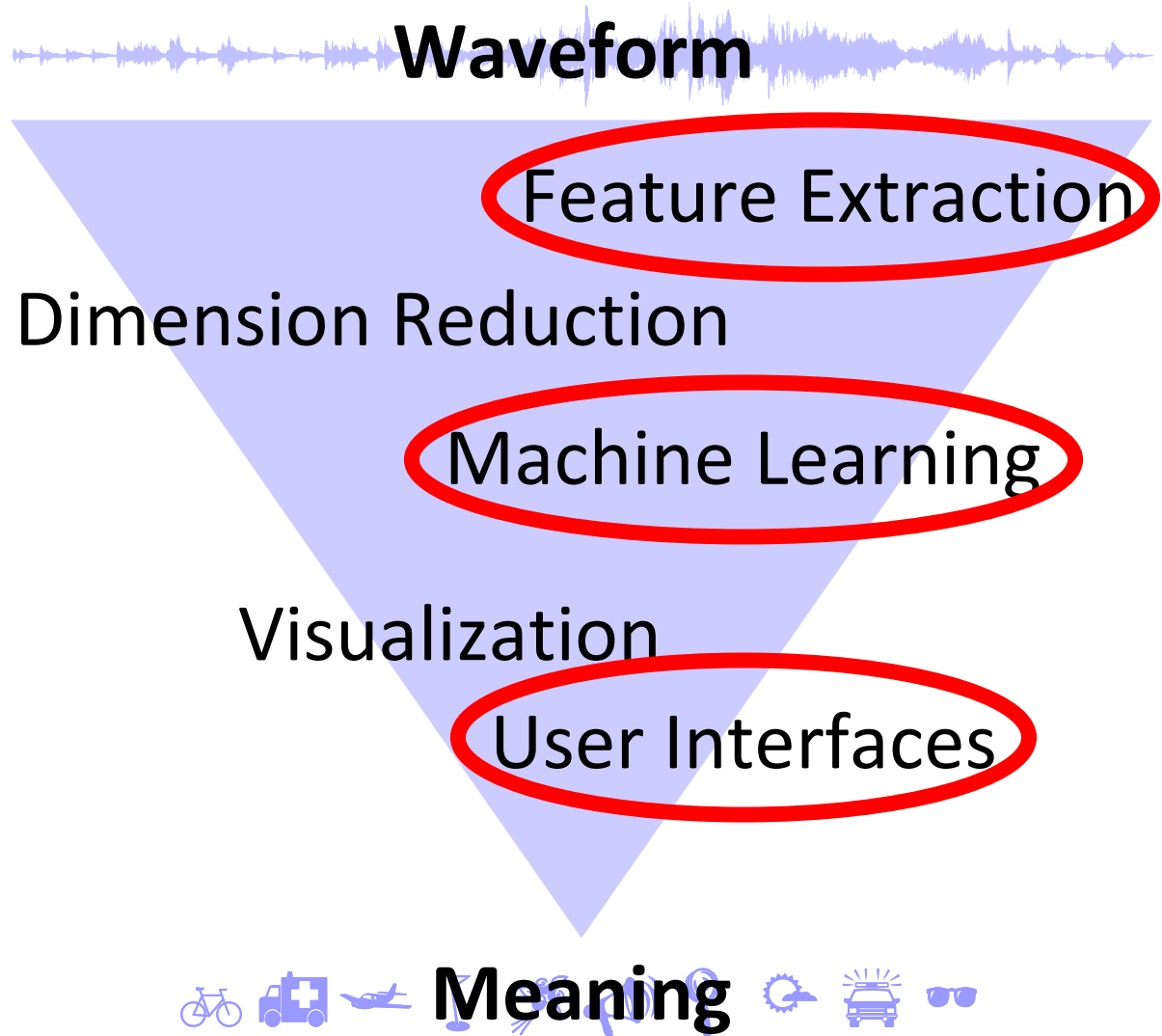
- Classify audio files by music genre
- Training set, test set:  
add prefixes to the files, e.g., p, r, j, c
- Extract features,  
condense by GMM,  
classify by Bayes

# Agenda

- The software landscape
- Basic feature extraction:
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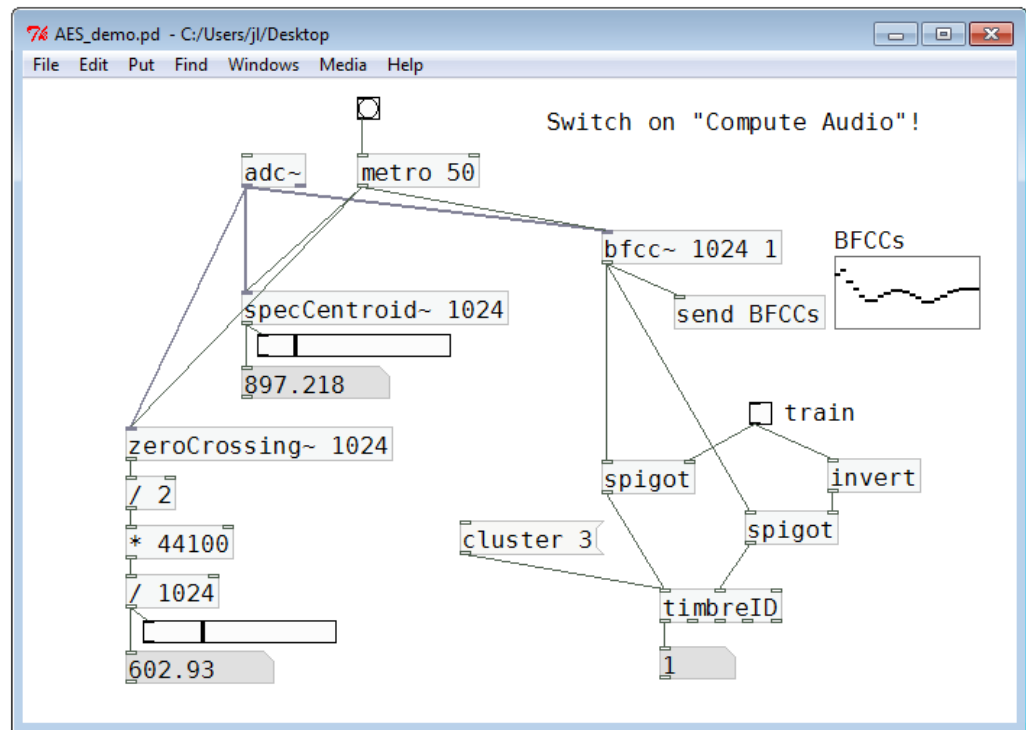
Questions so far?

# timbreID in PureData



# timbreID in Action

- Low-level features
- k-NN classification
- Clustering of training exemplars



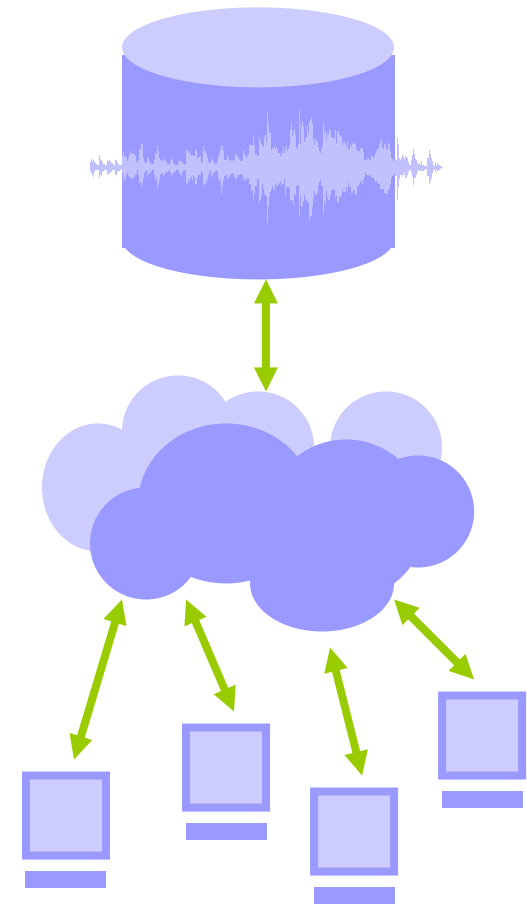
- Generate/control MIDI data, audio signals, ...

# Outlook

# Outlook:

## Semantic Audio via the Internet

- EchoNest: Web Service for Music Information Retrieval
- Collect data from the users
- Keep waveforms (large, expensive, sensitive) away from the end user
- Mashups of Web Services?
- Real time, too??



# Thank you!

[www.j3L7h.de](http://www.j3L7h.de)

Questions?