



# ***Metrical Analysis of Music Signals***

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# *What's the song?*



- ⑥ rhythm is **essential** to music

# What's the song?



- ⑥ rhythm is **essential** to music
- ⑥ *pulse* and *meter* characteristics are **very robust** to signal transformation
  - △ transformed
  - △ original

# *Objective of this presentation*



- ⑥ Give a general overview about the metrical analysis of music signals as well as some research axis of my PhD work

# *Presentation content*



- ⑥ Introduction
- ⑥ Beat-tracking model
- ⑥ Performance analysis
- ⑥ Conclusions



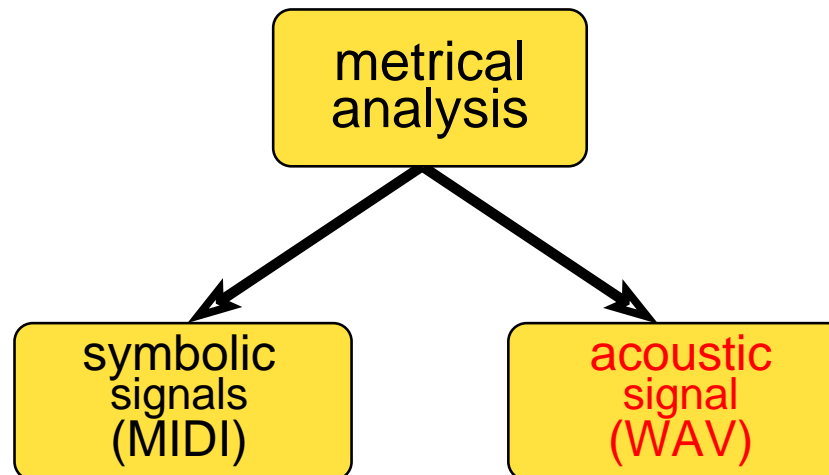
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- ⑥ metrical analysis is an essential part of this field
  - △ important for many audio applications
    - rhythm alignment of musical instruments
    - cut and paste operations in audio editing
    - MIR
    - music transcription
    - special effects



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  - △ automatic estimation is difficult for a broad variety of music

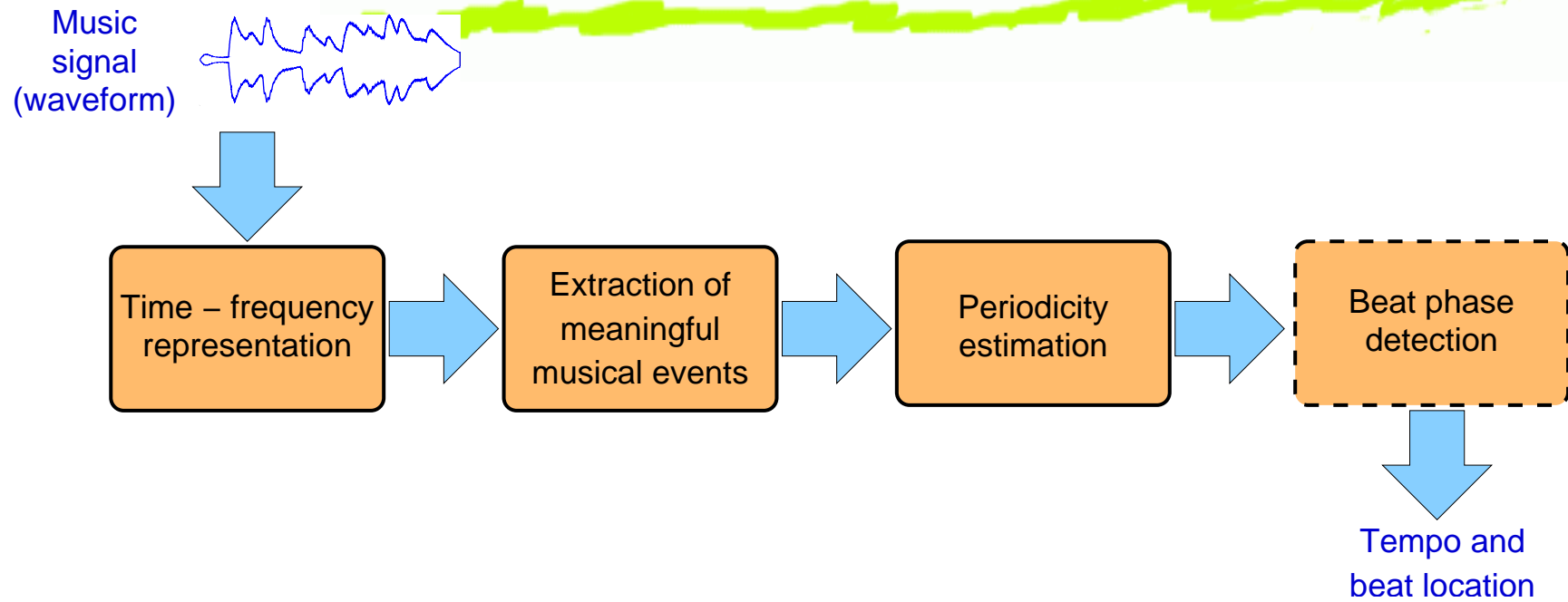


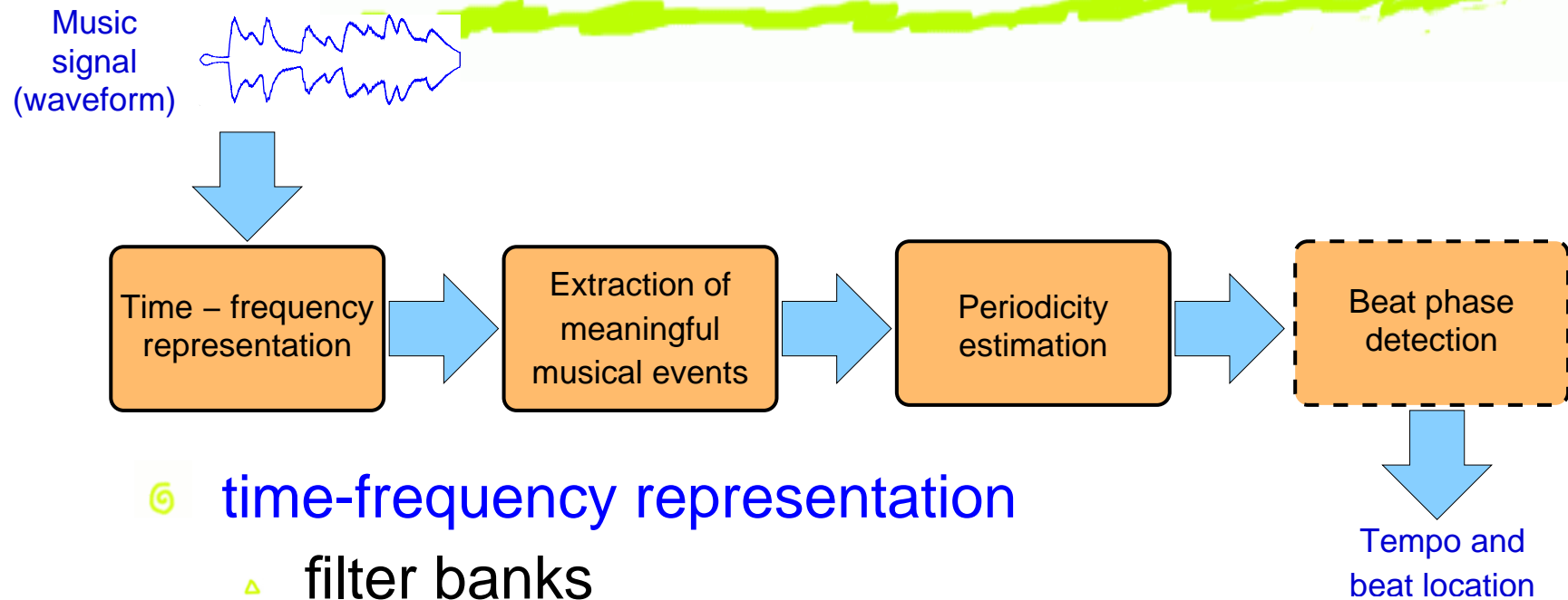
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- ⑥ the proposed system aims at various musical genres
- ⑥ most algorithms are based on the same general architecture

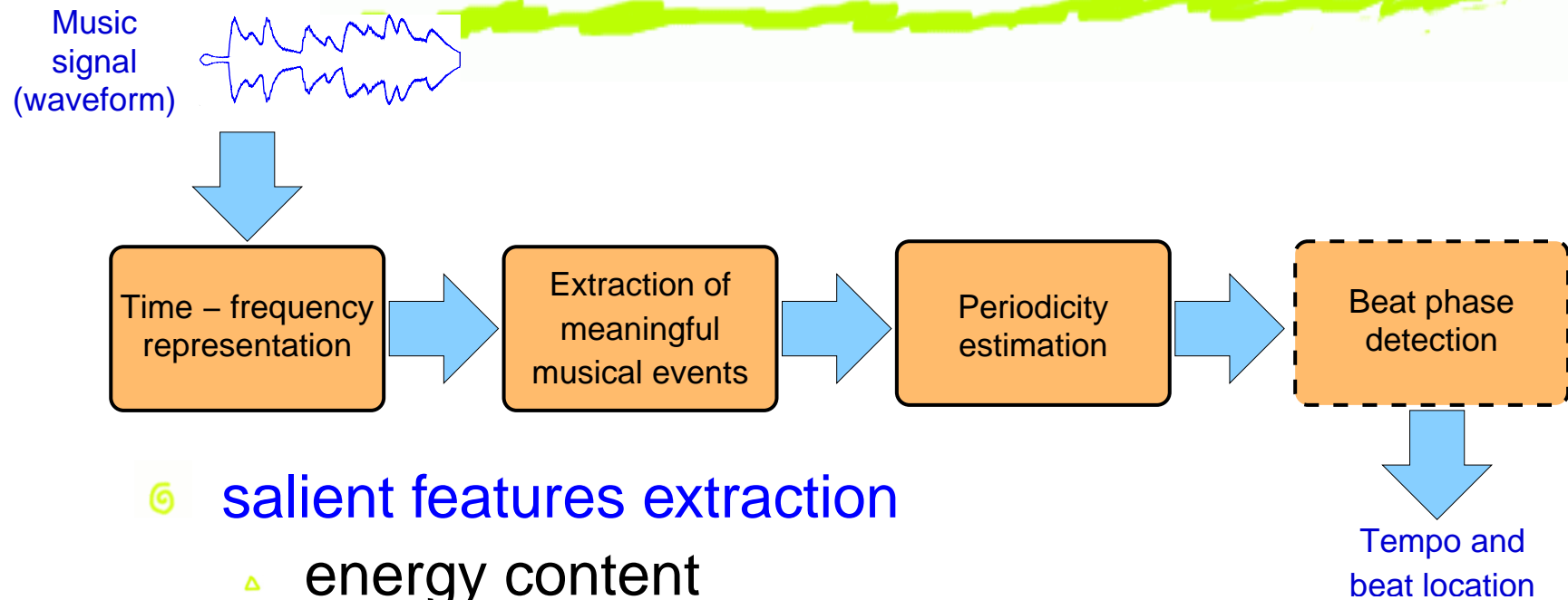
# General architecture





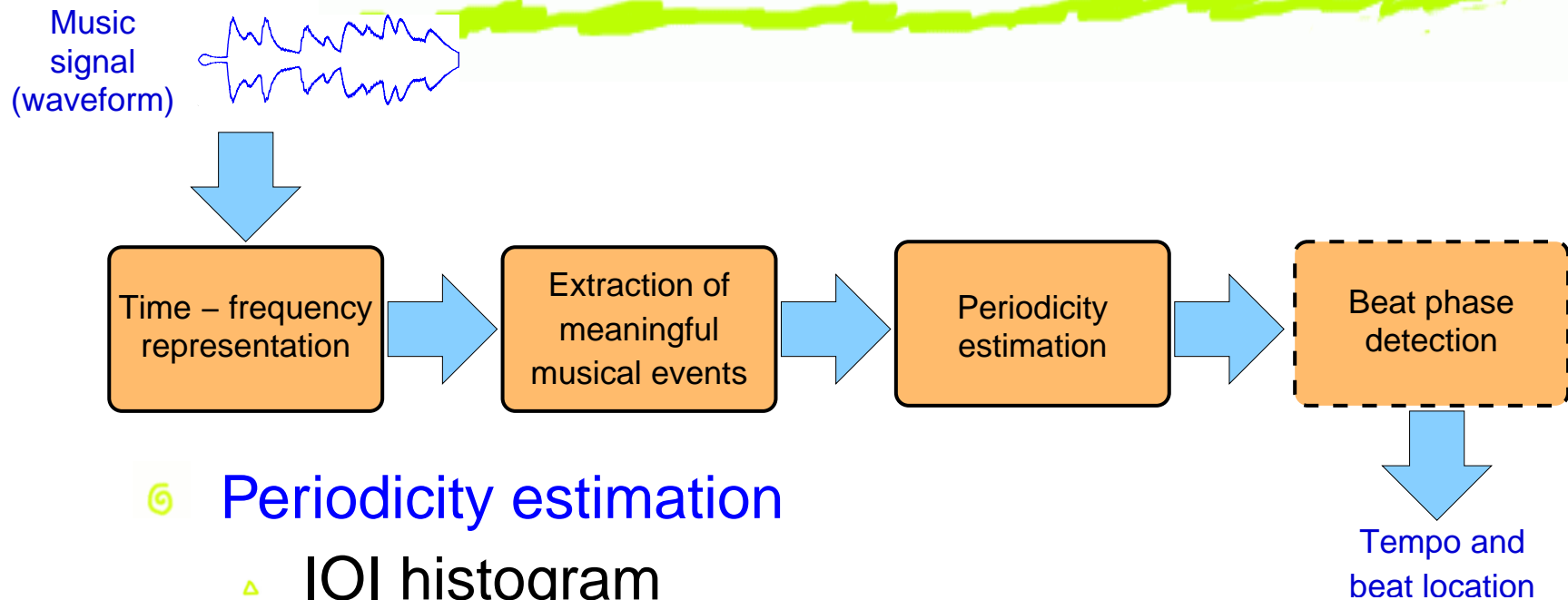
## ⑥ time-frequency representation

- △ filter banks
- △ STFT
- △ wavelets
- △ matching pursuit
- △ parametric models
- △ Wigner-Ville



## ⑥ salient features extraction

- △ energy content
- △ high-frequency content
- △ spectral difference
- △ phase stability
- △ probabilistic models
- △ SVM
- △ ICA

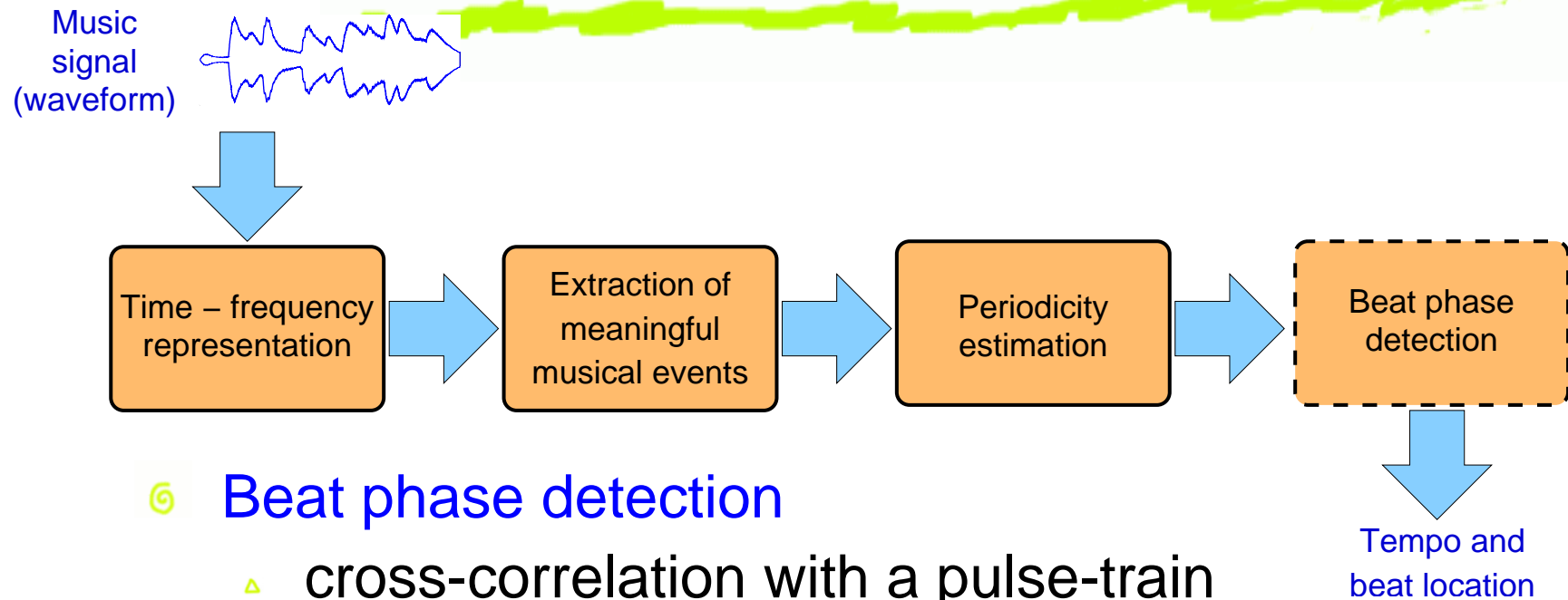


## ⑥ Periodicity estimation

- △ IOI histogram
- △ pitch estimation methods (ACF, spectral product, YIN, etc.)
- △ bank of *comb filter resonators*
- △ probabilistic models (GMM, bayesian networks)
- △ resonators based on neural networks
- △ periodicity transform



# General architecture



## ⑥ Beat phase detection

- △ cross-correlation with a pulse-train
- △ pick-picking



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- ⑥ **Beat-tracking model**
- ⑥ Performance analysis
- ⑥ Conclusions



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  - △ the residual part was computed using a *noise subspace projection* approach
  - △ the audio signal is modeled as:

$$x(n) = \sum_{k=1}^M \alpha_k e^{i\omega_k n + \phi_k} + e(n)$$



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- △ if cannot be modeled as a complex exponential (i.e., onsets, attacks) it is considered as the *residual*

# *Harmonic plus noise decomposition*



- ⑥ piano example original and residual
- ⑥ french horn example original and residual
- ⑥ violin example original and residual

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- ⑥ about subspace-based techniques
  - △ much more precise than Fourier analysis
  - △ very robust to high noise levels
  - △ very short analysis windows can be used
  - △ not required to subtract the sinusoids



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  - △ very short analysis windows can be used
  - △ not required to subtract the sinusoids
  - △ very computationally demanding
  - △ the *model order* must be well estimated

# *detection of salient features*



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  - △ those timepoints where there is a marked change in any of the perceived psychoacoustical properties of sound, i.e., *loudness, timbre and pitch*

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- ⑥ robust detection for polyphonic music is a difficult task

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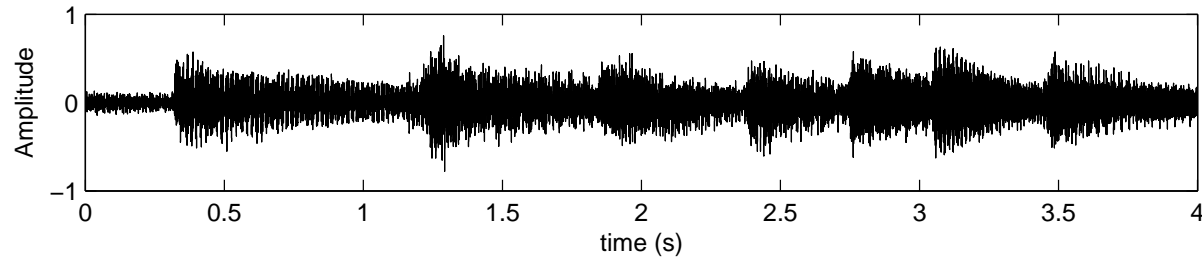
- ⑥ what is a *salient feature*?
  - △ those timepoints where there is a marked change in any of the perceived psychoacoustical properties of sound, i.e., *loudness, timbre and pitch*
- ⑥ robust detection for polyphonic music is a difficult task
- ⑥ motivated by previous work, we define the *Spectral Energy Flux (SEF)*  $E(f, k)$  of an audio signal

# *Spectral energy flux (1/2)*

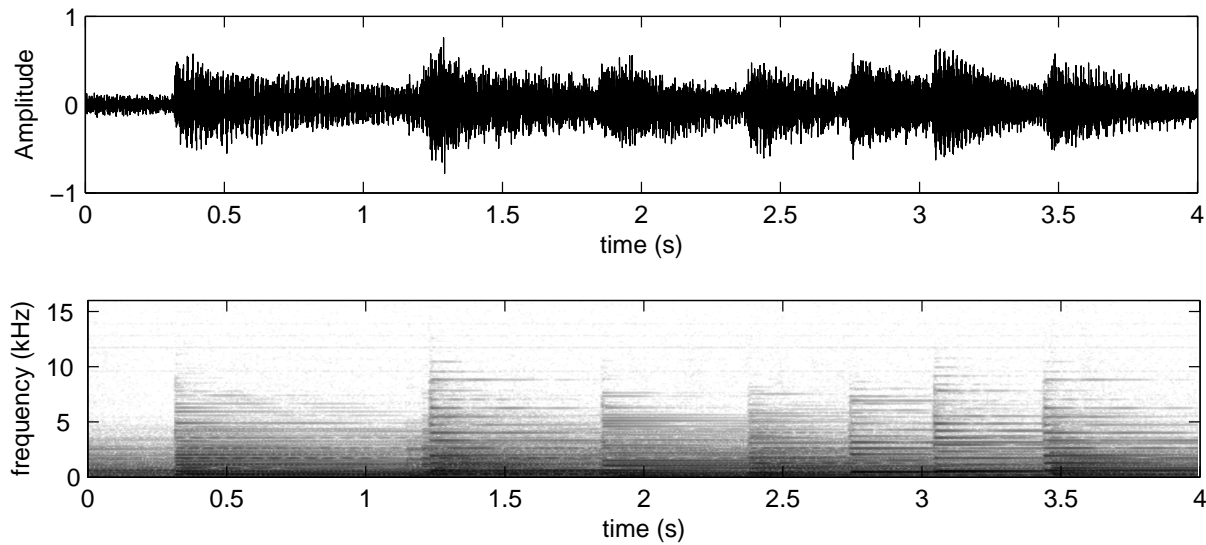


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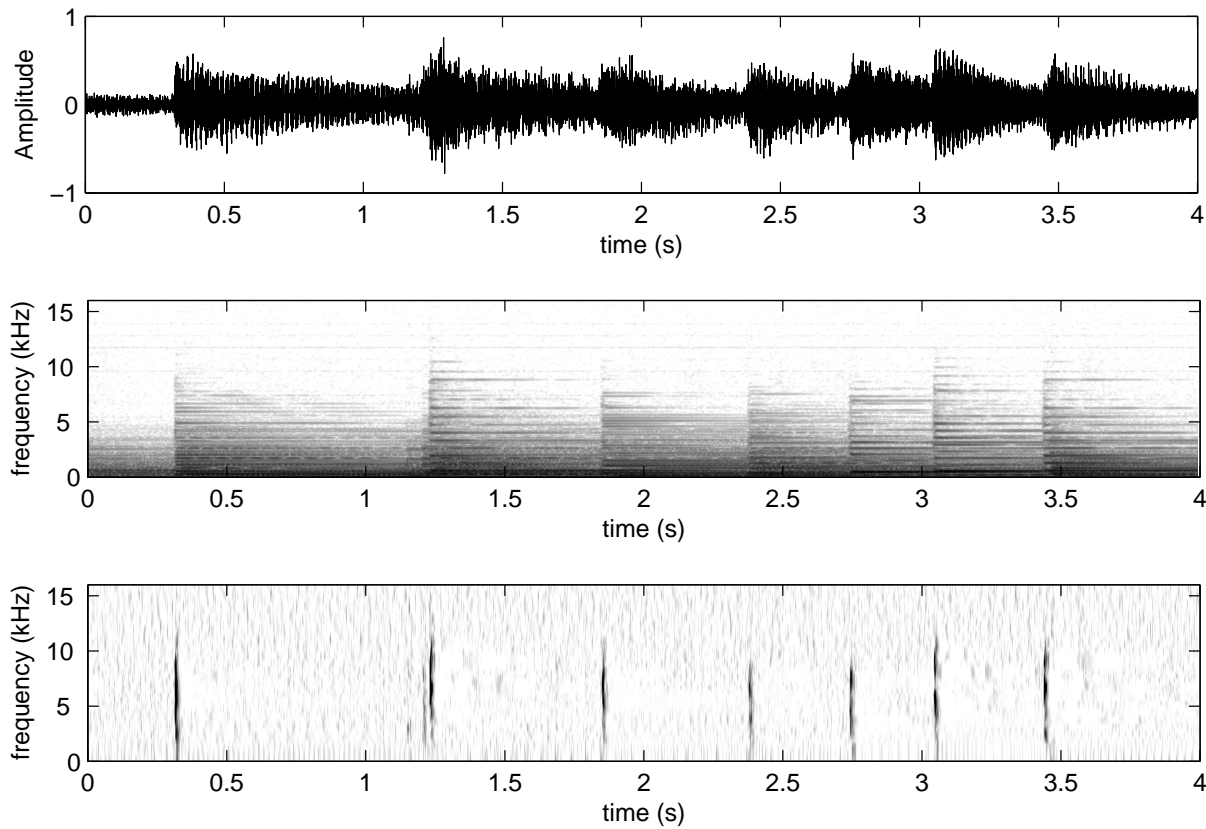


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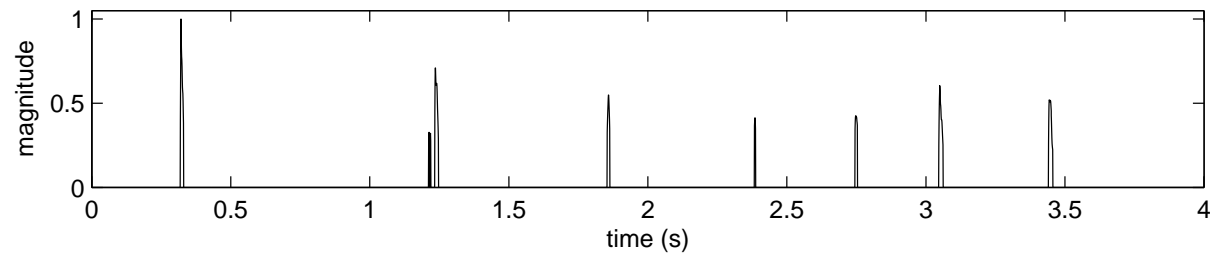
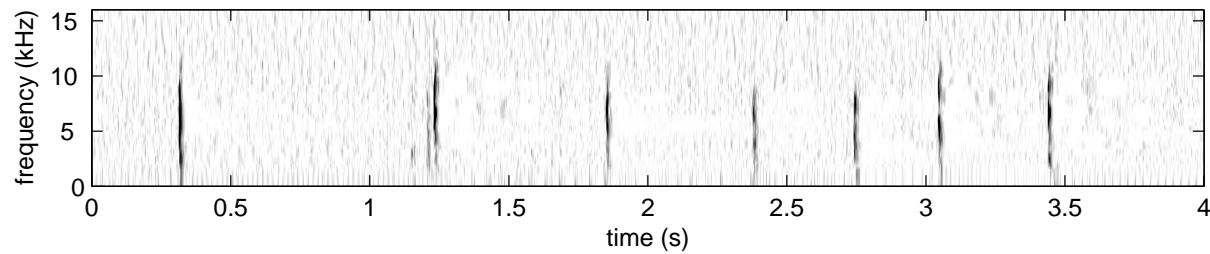
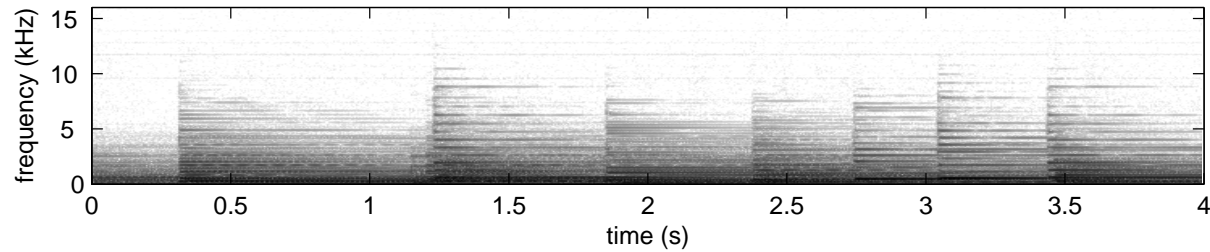
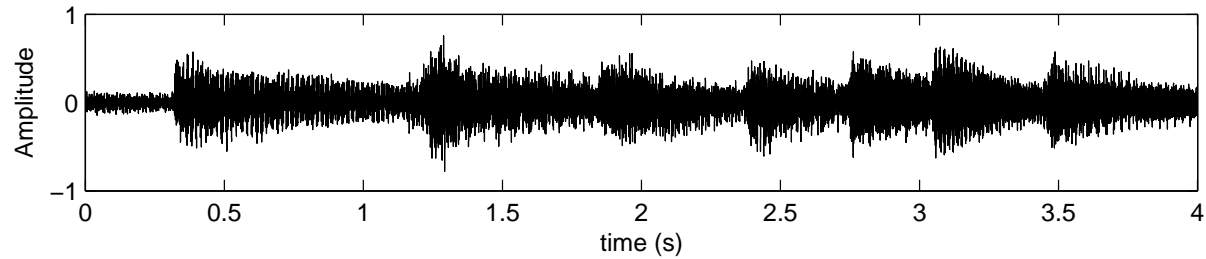




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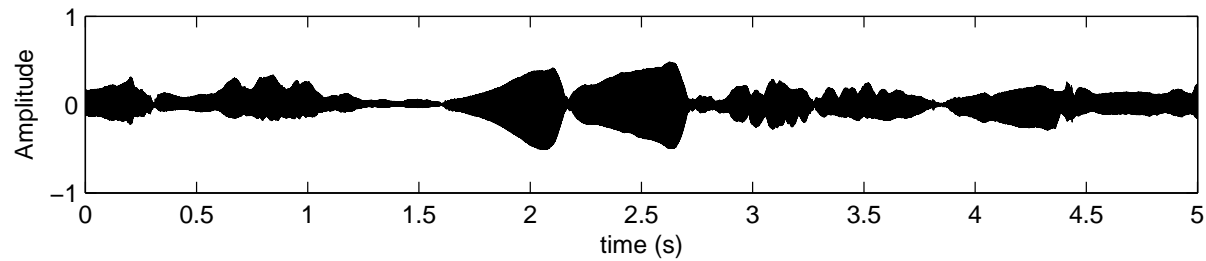
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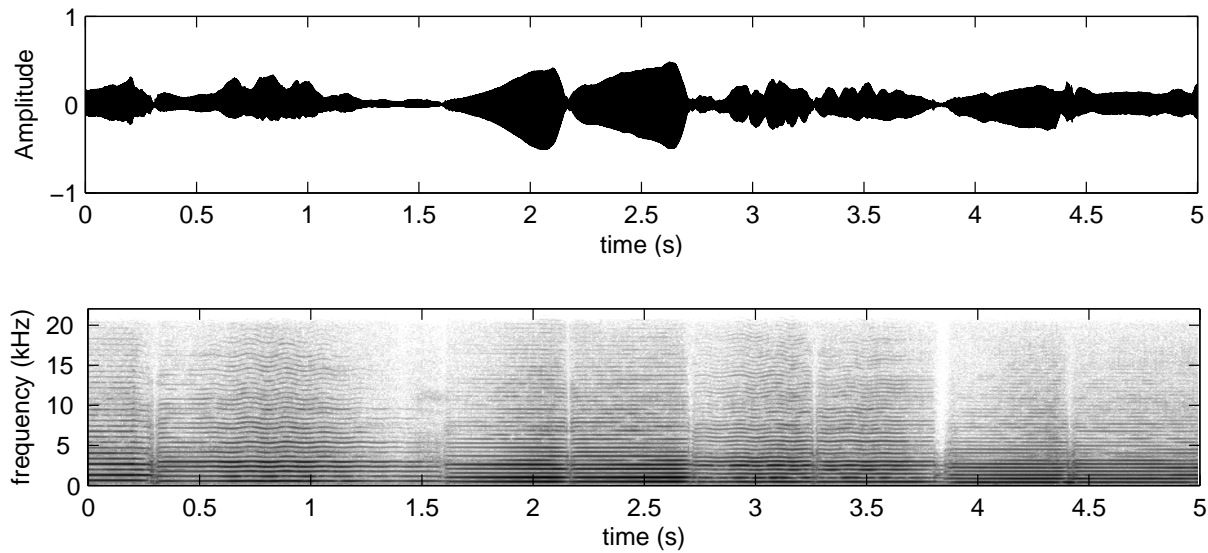
## ⑥ Violin example



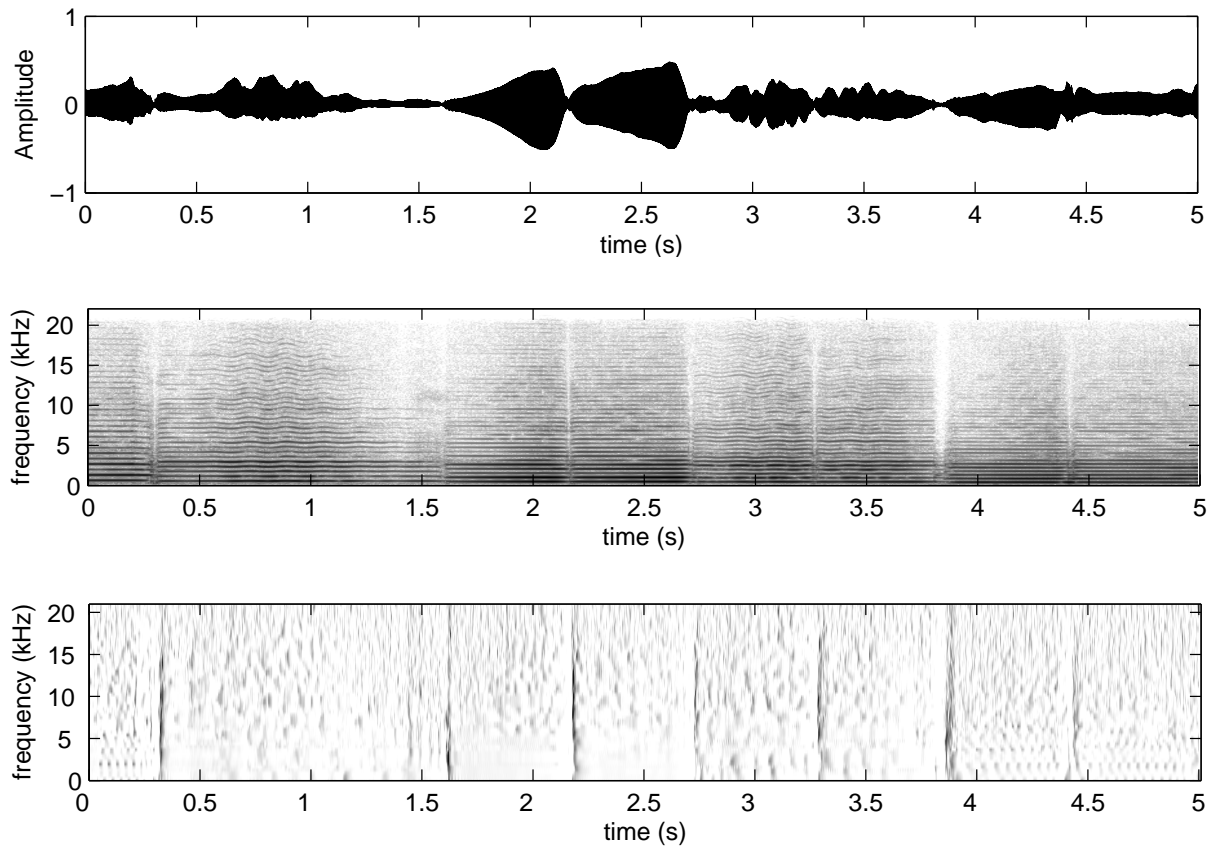
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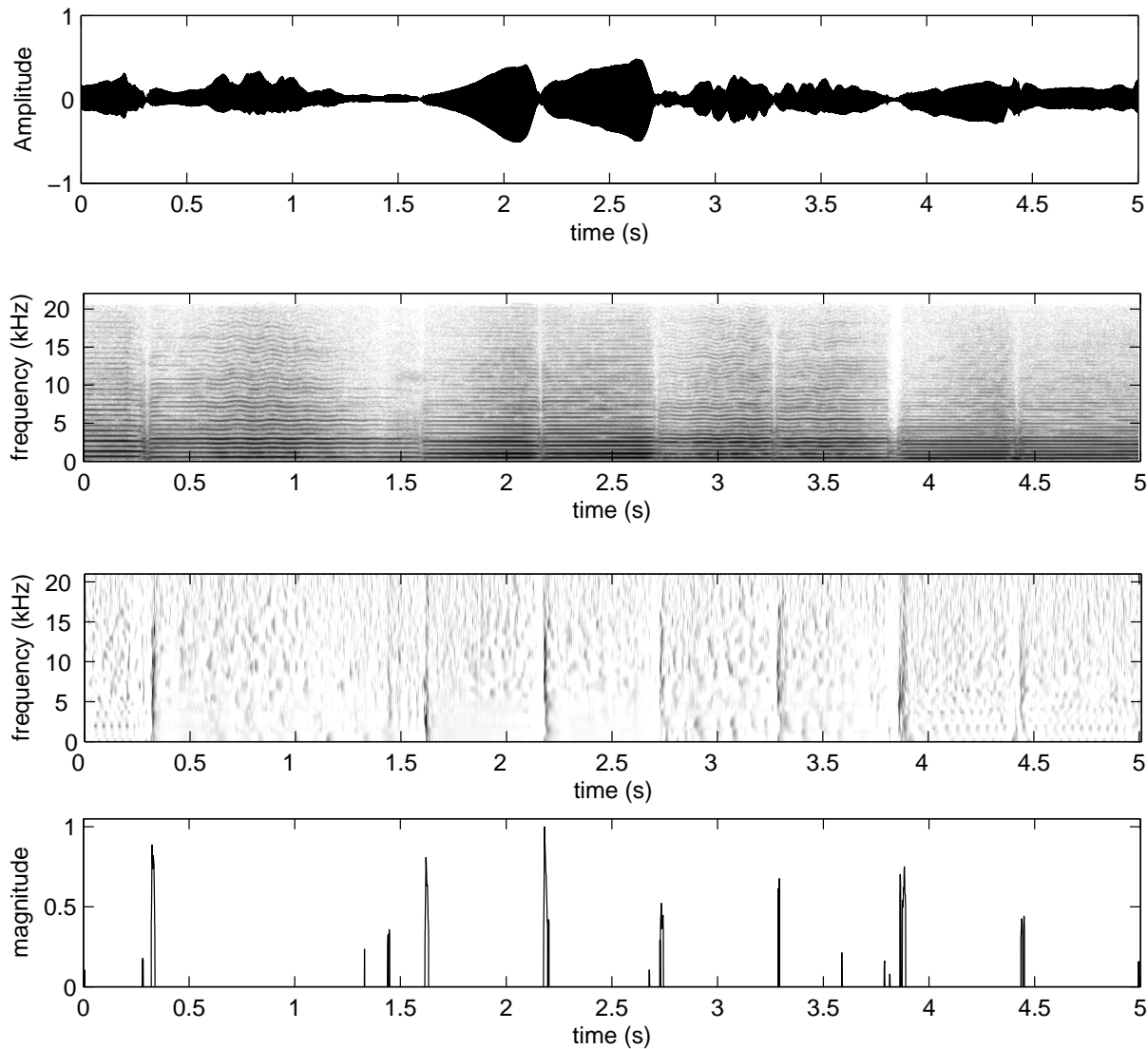
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# *Periodicity estimation and beat location*



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- ⑥ detection function periodicity is found using two different methods
  - △ *spectral product*
  - △ *autocorrelation function*

# Periodicity estimation and beat location



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- ⑥ detection function periodicity is found using two different methods
  - △ *spectral product*
  - △ *autocorrelation function*
- ⑥ beat location is found via a cross-correlation with an artificial pulse-train

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# *Performance analysis*



- ⑥ evaluation using a corpus of 489 musical excerpts

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- wide diversity of musical genres

Genre	Pieces	Percentage
classical	137	28.0 %
jazz	79	16.2 %
latin	37	7.6 %
pop	40	8.2 %
rock	44	9.0 %
reggae	30	6.1 %
soul	24	4.9 %
rap, hip-hop	20	4.1 %
techno	23	4.7 %
other	55	11.2 %
<b>total</b>	<b>489</b>	<b>100 %</b>

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- ⑥ wide diversity of musical genres
- ⑥ wide variety of instruments, dynamic range, etc.
- ⑥ tempi in the 50 to 200 BPM range
- ⑥ the tempo of each musical piece was manually annotated and **cross-validated** by at least two musicians



- ⑥ the algorithm was compared to our previous work
- ⑥ it was also compared to our own implementation of the methods proposed by Paulus<sup>1</sup> and Scheirer<sup>2</sup>
- ⑥ overall recognition rate for the evaluated systems

Method	Recognition rate
Paulus	56.3 %
Scheirer	67.4 %
SP .	63.2 %
AC .	73.6 %
SP using SEF.	84.0 %
AC using SEF	89.7 %

<sup>1</sup>Paulus J. and Klapuri A., “Measuring the similarity of rhythmic patterns”, Proc. ISMIR 2002.

<sup>2</sup>Scheirer, E.D., “Tempo and beat analysis of acoustic music signals”, JASA, January 1998.



- ⑥ example rock
- ⑥ example country music
- ⑥ example soul
- ⑥ example salsa
- ⑥ example guitarre
- ⑥ example jazz 1
- ⑥ example jazz 2
- ⑥ example musique classique 1
- ⑥ example musique classique 2

# Conclusions



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- ⑥ the **system works off-line**