



**AUDIO  
LABS**

## Beethoven, Bach, and Billions of Bytes

When Music meets Computer Science

**Meinard Müller**

International Audio Laboratories Erlangen  
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SoundTracer Workshop  
RITMO Centre and National Library, Oslo  
4.5.2018



**Fraunhofer**  
IIS

### Group Members

- Stefan Balke
- Christian Dittmar
- Patricio López-Serrano
- Christof Weiß
- Frank Zalkow
- Sebastian Rosenzweig



### Meinard Müller

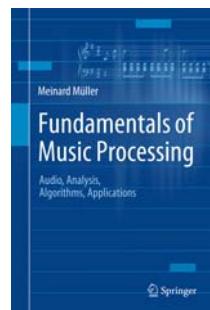
- Mathematics (Diplom/Master)  
Computer Science (PhD)  
Information Retrieval (Habilitation)  
**Bonn University**
- Combinatorics (Postdoc)  
**Keio University, Japan**
- Senior Researcher  
**Max-Planck Institute, Saarland**
- Professor: Semantic Audio Processing  
**Erlangen-Nürnberg University**



### International Audio Laboratories Erlangen



### Book: Fundamentals of Music Processing



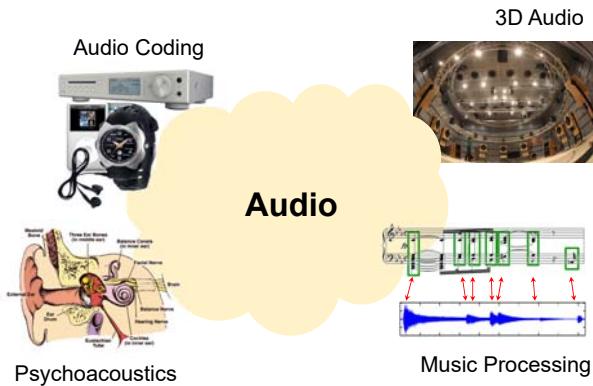
Meinard Müller  
**Fundamentals of Music Processing**  
 Audio, Analysis, Algorithms, Applications  
 483 p., 249 illus., 30 illus. in color, hardcover  
 ISBN: 978-3-319-21944-8  
 Springer, 2015

Accompanying website:  
[www.music-processing.de](http://www.music-processing.de)

### International Audio Laboratories Erlangen



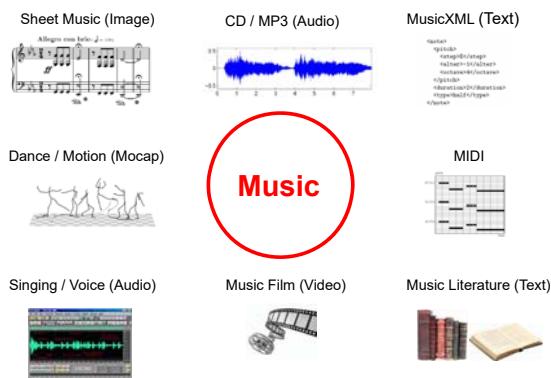
## International Audio Laboratories Erlangen



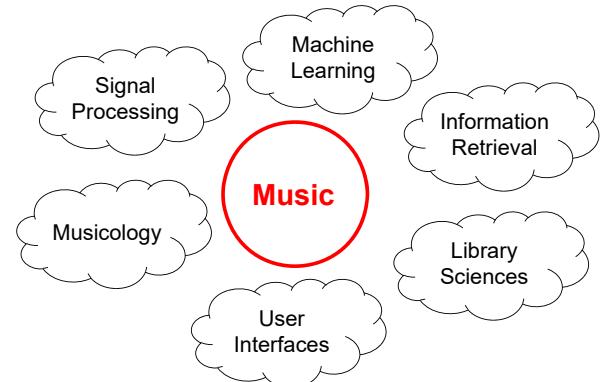
Music



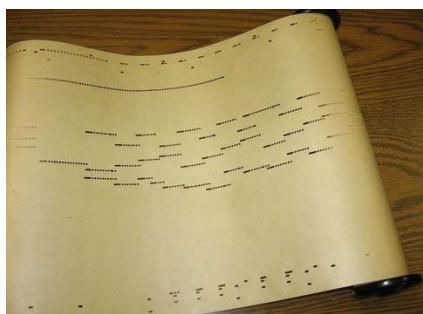
## Music Information Retrieval (MIR)



## Music Information Retrieval (MIR)



## Piano Roll Representation

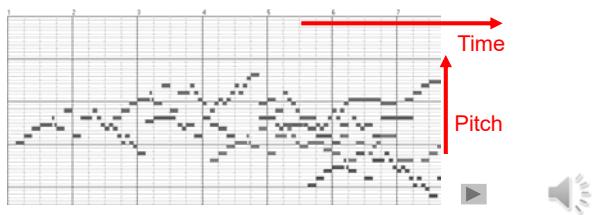


## Player Piano (1900)



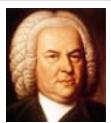
## Piano Roll Representation (MIDI)

J.S. Bach, C-Major Fuge  
(Well Tempered Piano, BWV 846)

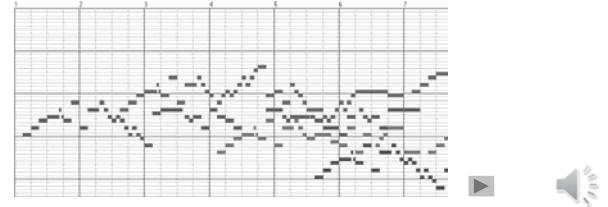


## Piano Roll Representation (MIDI)

Query:



Goal: Find all occurrences of the query



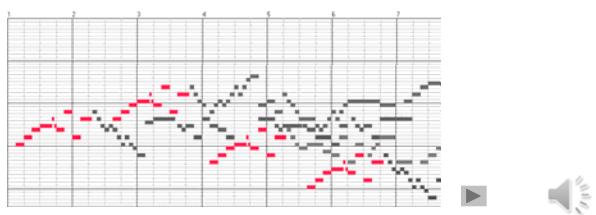
## Piano Roll Representation (MIDI)

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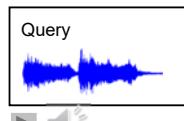


Goal: Find all occurrences of the query

Matches:



## Music Retrieval



Database

Hit

Audio-ID

Bernstein (1962)  
Beethoven, Symphony No. 5

Version-ID

Beethoven, Symphony No. 5:  
▪ Bernstein (1962)  
▪ Karajan (1982)  
▪ Gould (1992)

Category-ID

▪ Beethoven, Symphony No. 9  
▪ Beethoven, Symphony No. 3  
▪ Haydn Symphony No. 94

## Music Synchronization: Audio-Audio

Beethoven's Fifth



## Music Synchronization: Audio-Audio

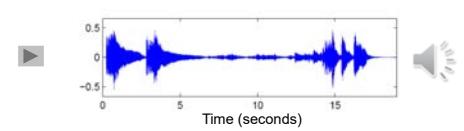
Beethoven's Fifth



Orchester  
(Karajan)



Piano  
(Scherbakov)

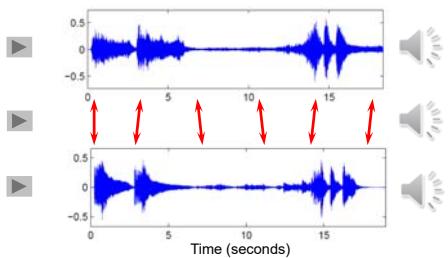


## Music Synchronization: Audio-Audio

Beethoven's Fifth



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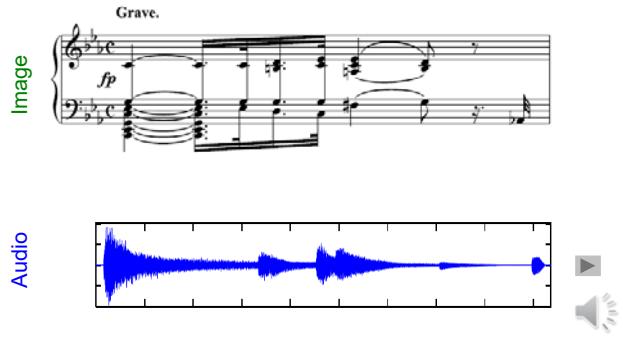


Piano  
(Scherbakov)

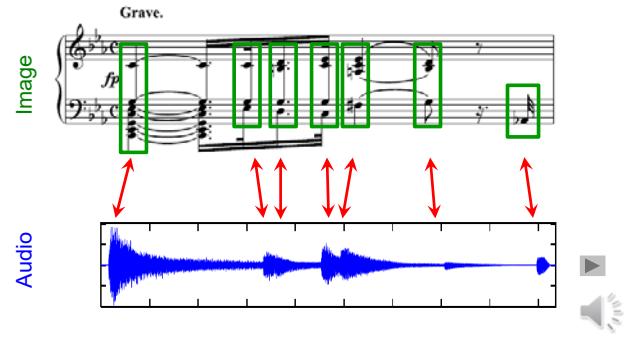
## Application: Interpretation Switcher



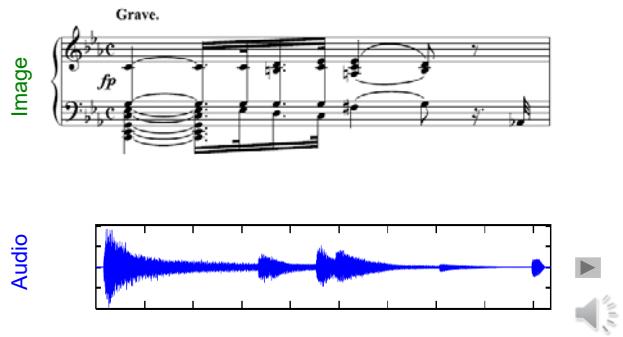
## Music Synchronization: Image-Audio



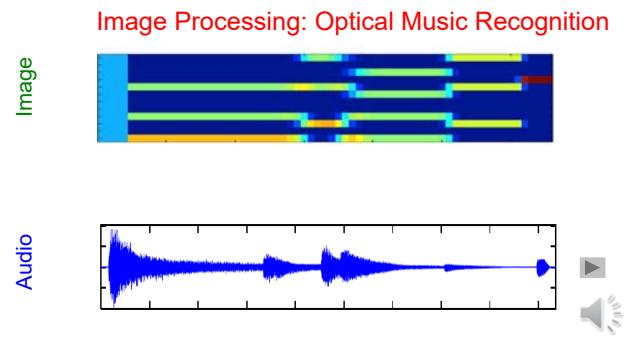
## Music Synchronization: Image-Audio



## How to make the data comparable?

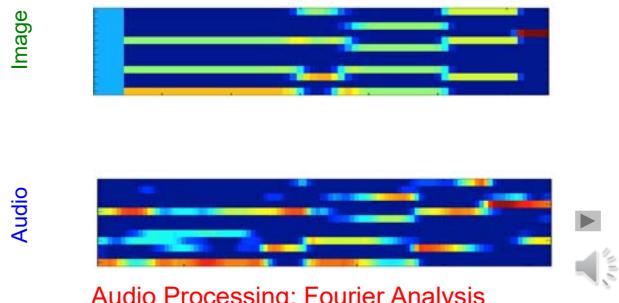


## How to make the data comparable?



How to make the data comparable?

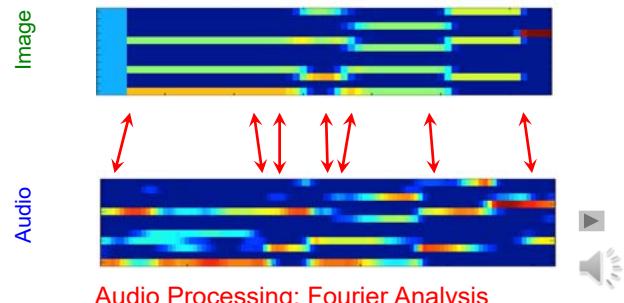
Image Processing: Optical Music Recognition



Audio Processing: Fourier Analysis

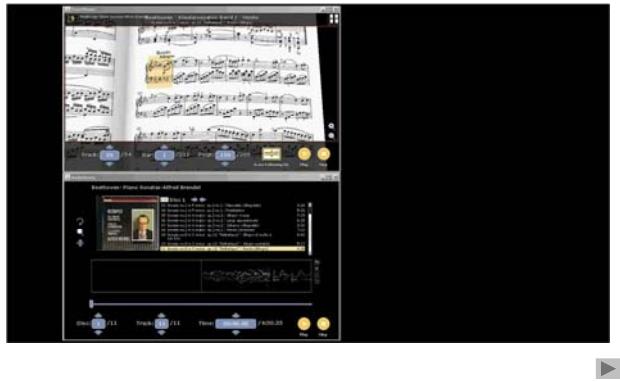
How to make the data comparable?

Image Processing: Optical Music Recognition



Audio Processing: Fourier Analysis

Application: Score Viewer



Music Processing

Coarse Level	Fine Level
What do different versions have in common?	What are the characteristics of a specific version?

Music Processing

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What do different versions have in common?	What are the characteristics of a specific version?
What makes up a piece of music?	What makes music come alive?

Music Processing

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Identify despite of differences	Identify the differences

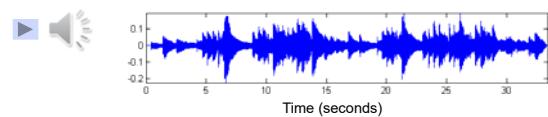
## Music Processing

Coarse Level	Fine Level
What do different versions have in common?	What are the characteristics of a specific version?
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Identify despite of differences	Identify the differences
Example tasks: <b>Audio Matching</b> <b>Cover Song Identification</b>	Example tasks: <b>Tempo Estimation</b> <b>Performance Analysis</b>

## Performance Analysis

Schumann: Träumerei

Performance:

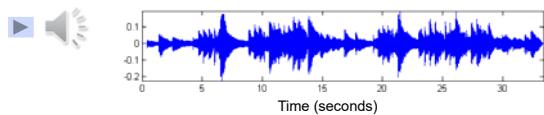


## Performance Analysis

Schumann: Träumerei



Performance:



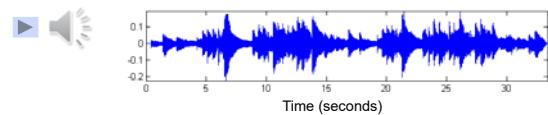
## Performance Analysis

Schumann: Träumerei



**Strategy: Compute score-audio synchronization and derive tempo curve**

Performance:

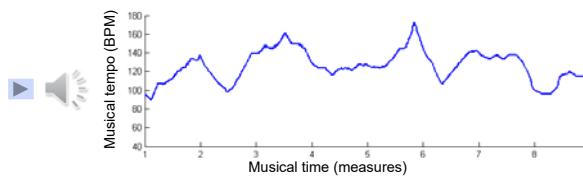


## Performance Analysis

Schumann: Träumerei



Tempo Curve:

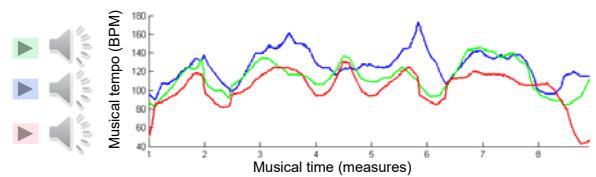


## Performance Analysis

Schumann: Träumerei



Tempo Curves:



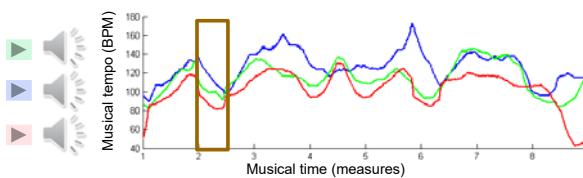
## Performance Analysis

Schumann: Träumerei

Score (reference):



Tempo Curves:



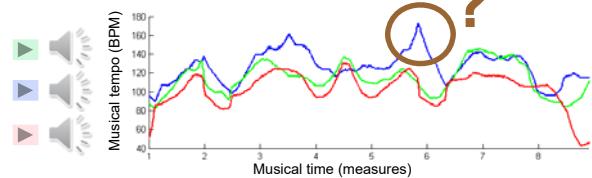
## Performance Analysis

Schumann: Träumerei

Score (reference):



Tempo Curves:

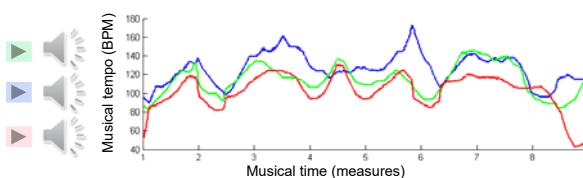


## Performance Analysis

Schumann: Träumerei

**What can be done if no reference is available?**

Tempo Curves:



## Music Processing

Relative	Absolute
Given: Several versions	Given: One version

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Comparison of extracted parameters	Direct interpretation of extracted parameters

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Extraction errors have often no consequence on final result	Extraction errors immediately become evident
Example tasks: <b>Music Synchronization</b> <b>Genre Classification</b>	Example tasks: <b>Music Transcription</b> <b>Tempo Estimation</b>

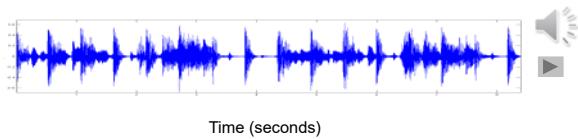
## Tempo Estimation and Beat Tracking

Basic task: "Tapping the foot when listening to music"

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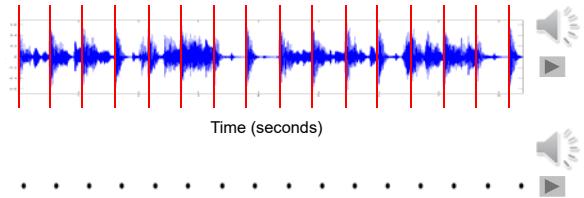
Example: Queen – Another One Bites The Dust



## Tempo Estimation and Beat Tracking

Basic task: "Tapping the foot when listening to music"

Example: Queen – Another One Bites The Dust



## Tempo Estimation and Beat Tracking

Example: Happy Birthday to you

Pulse level: **Measure**



## Tempo Estimation and Beat Tracking

Example: Happy Birthday to you

Pulse level: **Tactus (beat)**



## Tempo Estimation and Beat Tracking

Example: Happy Birthday to you

Pulse level: **Tatum (temporal atom)**



## Tempo Estimation and Beat Tracking

Example: Chopin – Mazurka Op. 68-3

Pulse level: Quarter note

Tempo: ???



## Tempo Estimation and Beat Tracking

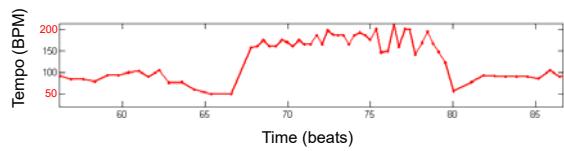
Example: Chopin – Mazurka Op. 68-3

Pulse level: Quarter note

Tempo: **50-200 BPM**



Tempo curve



## Tempo Estimation and Beat Tracking

- Which temporal level?
- Local tempo deviations
- Sparse information (e.g., only note onsets available)
- Vague information (e.g., extracted note onsets corrupt)

## Why is Music Processing Challenging?

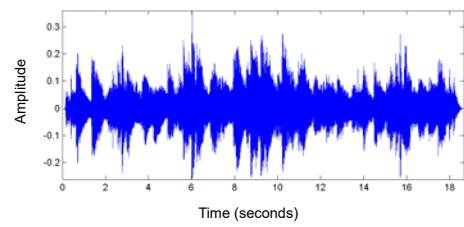
Example: Chopin, Mazurka Op. 63 No. 3



## Why is Music Processing Challenging?

Example: Chopin, Mazurka Op. 63 No. 3

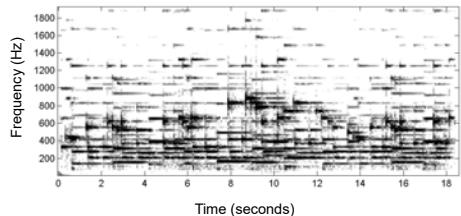
- Waveform



## Why is Music Processing Challenging?

**Example:** Chopin, Mazurka Op. 63 No. 3

- Waveform / Spectrogram



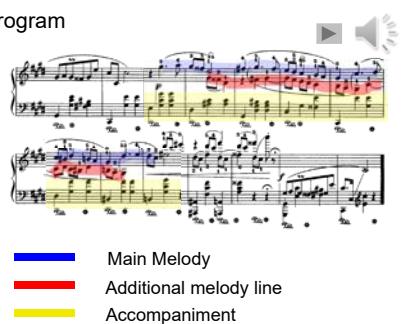
## Why is Music Processing Challenging?

**Example:** Chopin, Mazurka Op. 63 No. 3

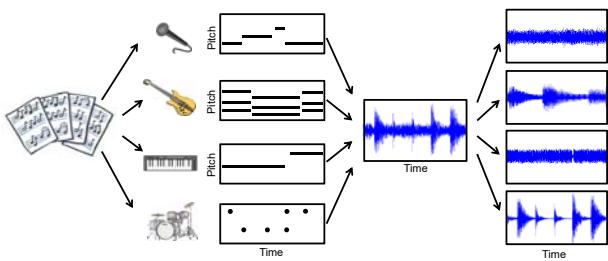
- Waveform / Spectrogram

- Performance
  - Tempo
  - Dynamics
  - Note deviations
  - Sustain pedal

- Polyphony



## Score-Informed Source Separation



## Why is Music Processing Challenging?

**Example:** Chopin, Mazurka Op. 63 No. 3

- Waveform / Spectrogram

- Performance

- Tempo
- Dynamics
- Note deviations
- Sustain pedal

## Source Separation

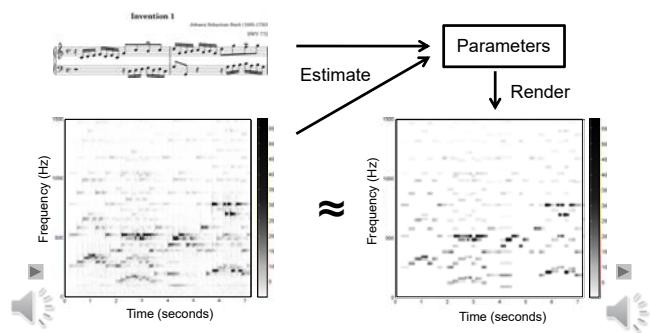
- Decomposition of audio stream into different sound sources
- Central task in digital signal processing
- “Cocktail party effect”
- Sources are often assumed to be statistically independent
- This is often not the case in music



**Strategy:** Exploit additional information (e.g. musical score) to support the separation process

## Parametric Model Approach

Rebuild spectrogram information



## NMF (Nonnegative Matrix Factorization)

$$\begin{matrix} M \\ N \end{matrix} \geq 0 \approx \begin{matrix} K \\ \geq 0 \end{matrix} \bullet \begin{matrix} M \\ \geq 0 \end{matrix} K$$

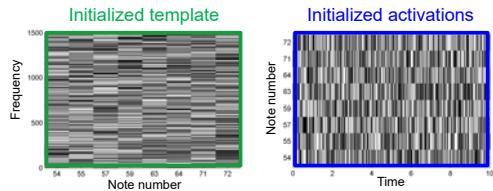
## NMF (Nonnegative Matrix Factorization)

$$\begin{matrix} M \\ N \end{matrix} \approx \begin{matrix} K \\ \text{Templates} \end{matrix} \bullet \begin{matrix} M \\ \text{Activations} \end{matrix} K$$

Templates: Pitch + Timbre  
Activations: Onset time + Duration

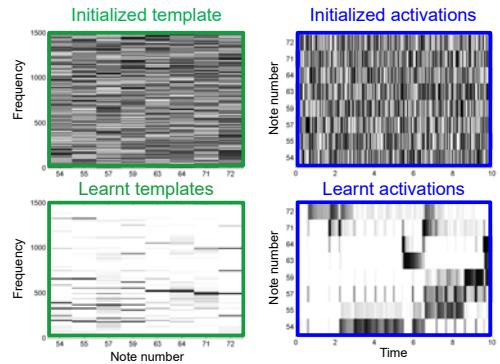
"How does it sound"  
"When does it sound"

## NMF-Decomposition



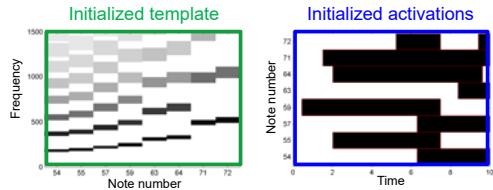
Random initialization

## NMF-Decomposition



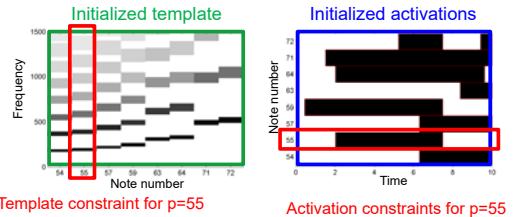
Random initialization → No semantic meaning

## NMF-Decomposition



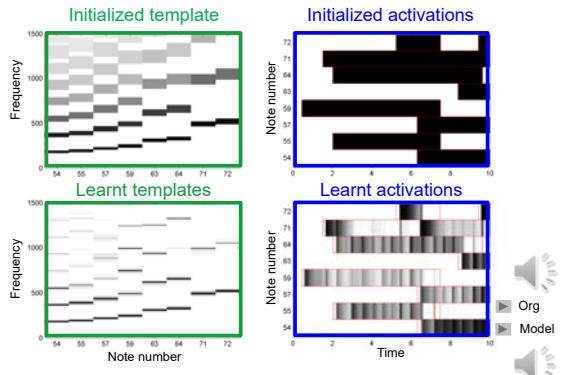
Constrained initialization

## NMF-Decomposition



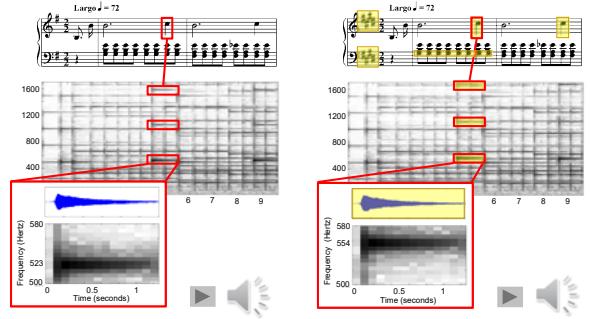
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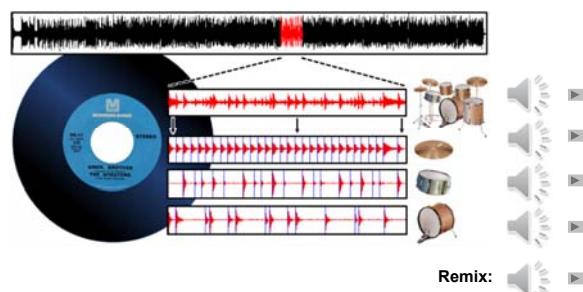


## Score-Informed Audio Decomposition

Application: Audio editing

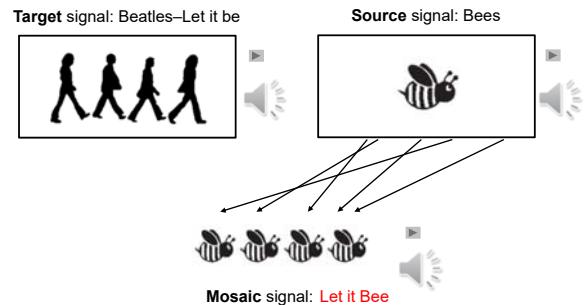


## Informed Drum-Sound Decomposition



Literature: [Dittmar/Müller, IEEE/ACM-TASLP 2016]  
Demo: <https://www.audiolabs-erlangen.de/resources/MIR/2016-IEEE-TASLP-DrumSeparation>

## Audio Mosaicing



Literature: [Driedger/Müller, ISMIR 2015]  
Demo: <https://www.audiolabs-erlangen.de/resources/MIR/2015-ISMIR-LetItBee>

## NMF-Inspired Audio Mosaicing

### Non-negative matrix factorization (NMF)

$$\mathbf{V} \approx \mathbf{W} \cdot \mathbf{H}$$

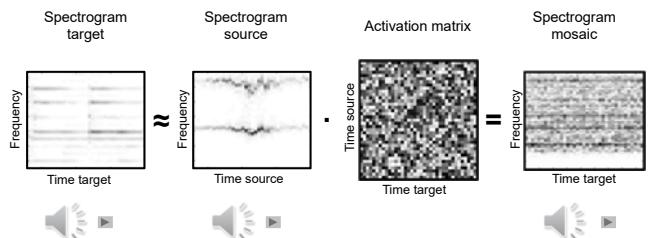
Non-negative matrix  $\mathbf{V}$  ≈ Components  $\mathbf{W}$  · Activations  $\mathbf{H}$  =  $\mathbf{WH}$   
 fixed learned learned

### Proposed audio mosaicing approach

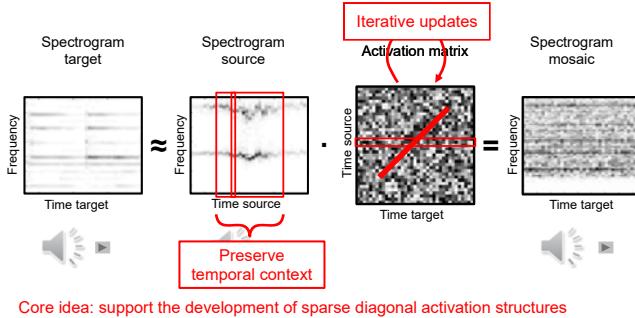
$$\text{Target's spectrogram} \otimes \text{Source's spectrogram} = \text{Activations} \cdot \text{Mosaic's spectrogram}$$

Frequency Time target fixed Frequency Time source fixed Activations Time source learned Frequency Time target Time target

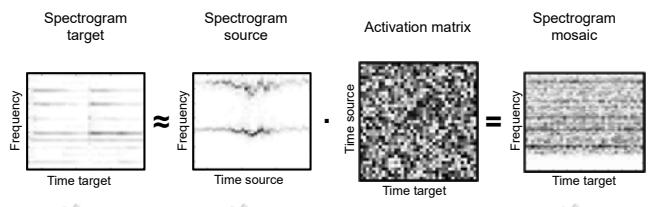
## NMF-Inspired Audio Mosaicing



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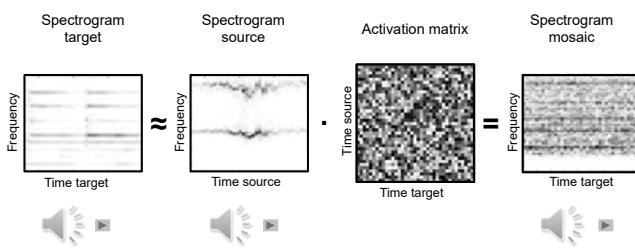


## NMF-Inspired Audio Mosaicing

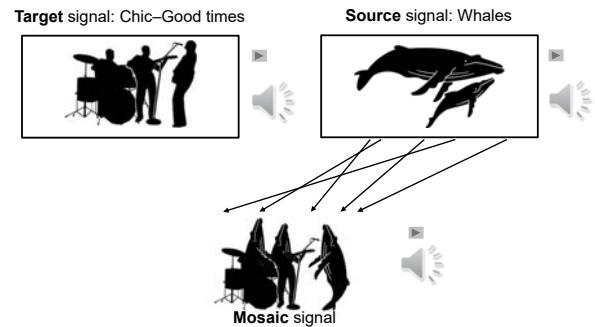


Core idea: support the development of sparse diagonal activation structures

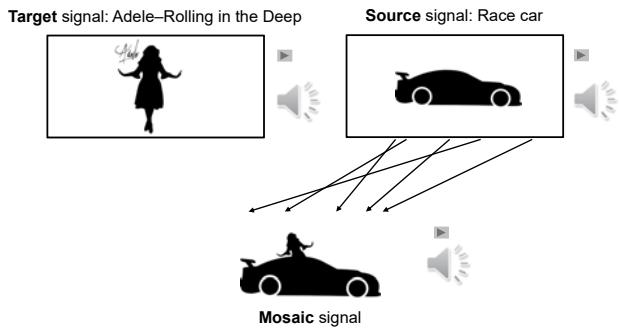
## NMF-Inspired Audio Mosaicing



## Audio Mosaicing



## Audio Mosaicing



## Motivic Similarity



Beethoven's Fifth (1st Mov.)



Beethoven's Fifth (3rd Mov.)



Beethoven's Appassionata



## Motivic Similarity

Var. 4: Vivace

**B A C H**

▶ 🔊

## Motivic Similarity

S

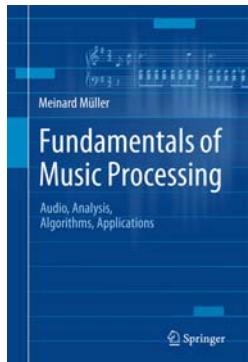
A

T

B

▶ 🔊

## Book: Fundamentals of Music Processing



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483 p., 249 illus., hardcover  
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## Book: Fundamentals of Music Processing

Chapter	Music Processing Scenario
1	Music Representations
2	Fourier Analysis of Signals
3	Music Synchronization
4	Music Structure Analysis
5	Chord Recognition
6	Tempo and Beat Tracking
7	Content-Based Audio Retrieval
8	Musically Informed Audio Decomposition

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