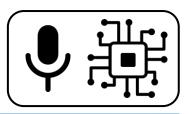
# **Computational Analysis of Sound and Music**



### Music Information Retrieval – Music Tagging & Similarity

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# **Music Tagging & Similarity**

### **Outline**

- Music Tagging
- Music Similarity

Fig-M5-6



# **Music Tagging & Similarity**

#### **Motivation**

Musical Instrument





Aud-M6-1

Aud-M6-2

Musical Genre



Aud-M6-3



Aud-M6-4

Fig-M5-6



# **Music Tagging & Similarity**

#### **Motivation**

- What's that song again? Who's singing that?
  - Audio identification
- I want to learn that song on my instrument!
  - Automatic music transcription
- What songs are similar? How to generate a playlist?
  - Audio similarity search
- How to organize my music? Which genre / style?
  - Audio classification





#### **Task**

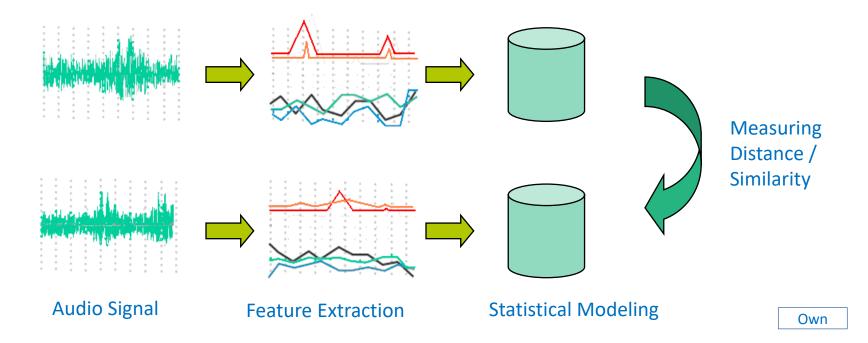
- Tags
- Textual (objective / subjective) annotations of songs
- Examples
  - Instruments (drums, bass, guitar, vocals ...)
  - Genre (classical, electro, hip hop)
  - Mood (mellow, romantic, angry, happy)
  - Miscellaneous (noise, loud, ambient)
- Challenge
  - Music pieces change their characteristics over time
  - E.g.: trumpet plays only in the chorus (jazz)

Fig-M5-6



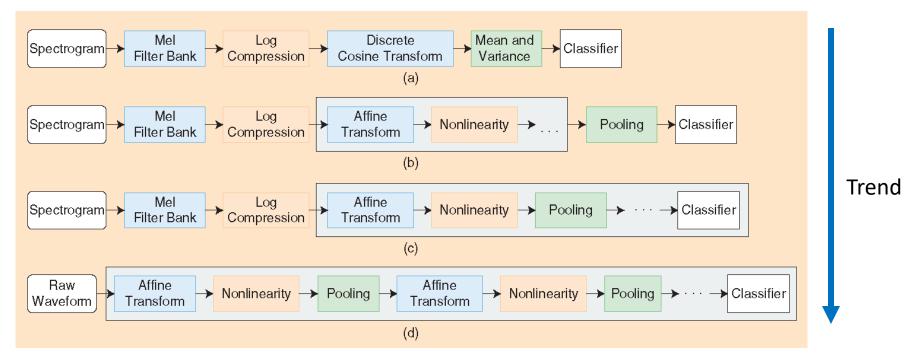
### **Traditional Approach**

- Audio feature engineering & music domain knowledge
- Standard classification methods (GMM, SVM, kNN)





### **DL-based Approach**



- (a) Feature engineering (MFCC)
- (b) Low-level feature

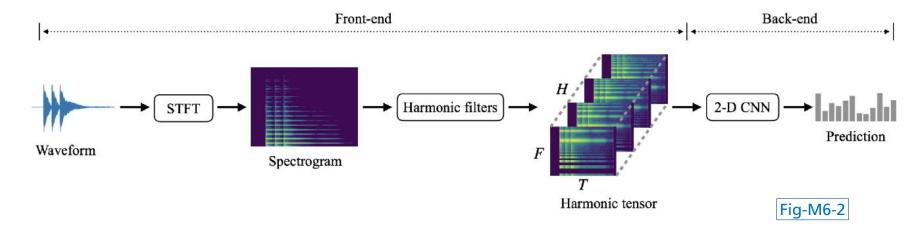
- (c) Joint feature learning & classification (CNN)
- (d) End-to-end learning



Fig-M6-1

### **DL-based Approach**

- Joint representation learning & classification using CNNs
  - Input: spectrograms (2D) or audio samples (1D end-to-end)
- Integrate musical knowledge in network design (e.g., filter shapes)





### **DL-based Approach**

- End-to-end learning
  - Model input is low-level representation (audio waveform)
  - No pre-processing / assumptions required
  - Not restricted to spectral magnitudes → can model phase!
  - Requires large amounts of training data

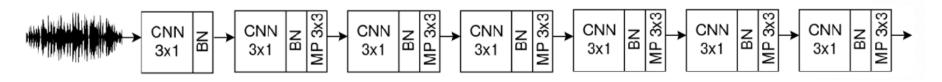
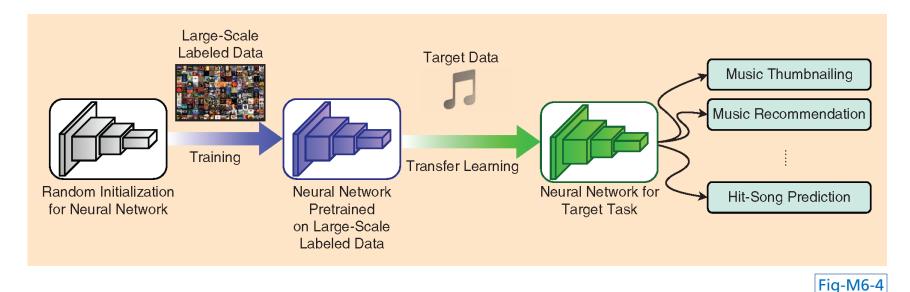


Fig-M6-3



### **DL-based Approach**

- Transfer Learning
  - Pre-train model on source task (lot of data available)
  - Fine-tune model on target task (only little data available)

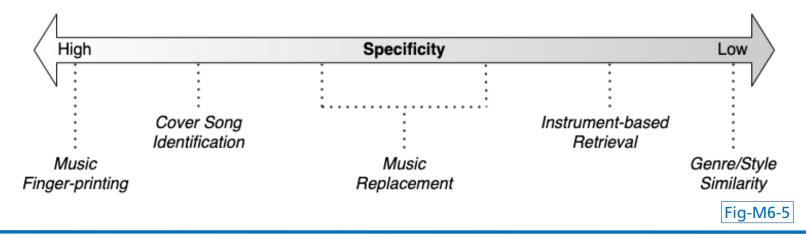


Source model (CNN) → Target model (embeddings + shallow classifier)



#### **Task**

- Retrieval tasks
  - Music fingerprinting (retrieve title, artist, e.g., Shazam app)
  - Cover song identification (similar text, chord progressions ...)
  - Music replacement (similar style, instrumentation)
- Specificity of different tasks





#### **Task**

- Music → inherently multi-dimensional
  - Example: similarity between three tracks A, B, and C
- Challenge
  - Large music databases
  - Incomplete / missing metadata
- Query by example → general retrieval approach
  - Retrieval most similar song S given a query song Q

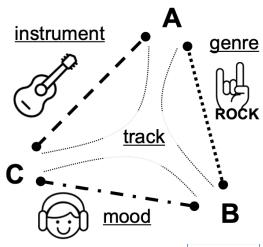


Fig-M6-6

### **Traditional Approach**

- Different dimensions of music similarity
  - Melodic similarity (pitch contours)



Timbral similarity (instrumentation)

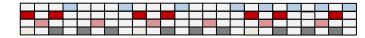


Structural / harmonic similarity (segments, chords)



Fig-M6-6

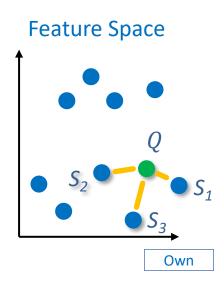
Rhythmic similarity (patterns)



Own

### **Traditional Approach**

- Metric learning
  - Model (abstract) notion of similarity between data instances
  - Pair-wise distance between feature representations
- Training
  - Proximity between similar instances
  - Distance between dissimilar instances
- Query Q "→" Ranked list of most similar instances S
- Distance measures
  - Euclidean distance, Cosine distance, etc.



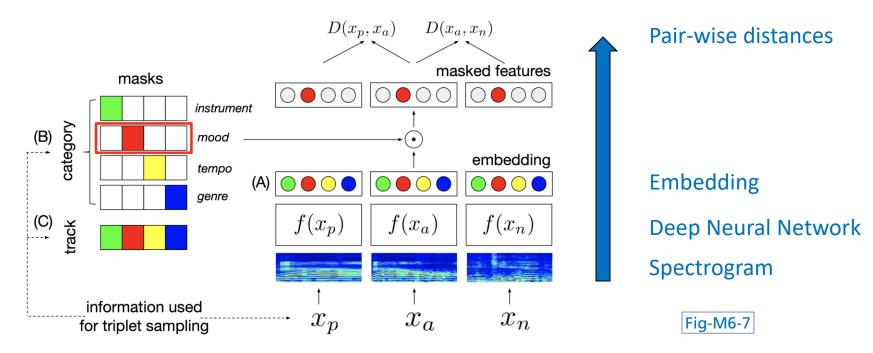


### **Traditional Approach**

- Disentanglement learning
  - Goal → separate underlying semantic concepts (e.g., genre, instrument, mood)
    - learnt jointly
    - remain separable in the embedding space
- Improves
  - Music tagging (classification)
  - Music recommendation (similarity)

### **Traditional Approach**

- Triplet-based Training
  - Conditional Similarity Networks (CSN) [Lee, 2020]



Applying binary masks to embeddings



# **Programming session**



Fig-A2-13



# **References**

### **Images**

```
Fig-M6-1: [Nam, 2019], p. 42, Fig. 1

Fig-M6-2: [Won, 2020], p. 537, Fig. 1a

Fig-M6-3: [Pons, 2018], p. 639, Fig. 2 (top left)

Fig-M6-4: [Nam, 2019], p. 48, Fig. 4

Fig-M6-5: [Ribecky, 2021], p. 26, Fig. 2.11

Fig-M6-6: [Lee, 2020, ICASSP], p. 1, Fig. 1

Fig-M6-7: [Lee, 2020, ICASSP], p. 2, Fig. 2
```



### References

#### **Audio**

Aud-M6-1: Mr Smith – Black Top (2021), https://freemusicarchive.org/music/mr-smith/studio-city/black-top

Aud-M6-2: Crowander – Humbug (2021), https://freemusicarchive.org/music/crowander/from-the-piano-solo-piano/humbug

Aud-M6-3: Burny Goldson: Keep Walking (2021), https://freemusicarchive.org/music/burny-goldson/parlor/keep-walking

Aud-M6-4: Cloudjumper: Mocking the god (2016),

https://freemusicarchive.org/music/Cloudjumper/Memories of Snow/05 Cloudjumper - Mocking the gods



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Pons, J., Nieto, O., Prockup, M., Schmidt, E., Ehrmann, A., & Serra, X. (2018). End-to-End Learning for Music Audio Tagging at Scale. Proceedings of the International Society for Music Information Retrieval (ISMIR)2, 637–644. Paris, France.

