Piano Transcription

MUMT611

Presentation III

1 March, 2007



Outline

- Introduction
- Techniques
 - Comb Filtering & Autocorrelation
 - HMMs
 - Blackboard Systems & Fuzzy Logic
 - Neural Networks
- Examples
- Bibliography, Discussion

Introduction

"Transcription of Music is defined to be the act of listening to a piece of music and of writing down the musical notation for the sounds that constitute the piece."

Introduction

- Polyphonic instrument with significant corpus of music
- The Bach chorales "serve as an interesting and useful starting point because they embody a very structured domain of musical practice." (Martin 1996)
- A structured domain gives a system a limited amount of options to choose from when faced with ambiguity, which makes problem solving easier.
- Goal is to produce a machine-readable (and indexable) format from audio input. (MIDI, CSOUND)

Introduction

- Several Techniques have been used to attack this problem
 - Comb Filters and Autocorrelation (early)
 - Blackboard systems
 - Hidden Markov Models
 - Neural Networks

- Moorer (1975) was the first to attempt polyphonic music transcription
 - Used comb filtering and autocorrelation techniques
 - Limited to two voices, differing in timbre
 - Limited amount of intervals (No octaves as they contained similar harmonic qualities)
 - Limited range of two octaves

- Raphael (2002) uses HMMs
 - Uses Mozart Sonata 18 K.570
 - Restricted to C₂ to F₆, and chords with four or less notes
 - HMM trained on data taken from other Mozart Piano Sonatas
 - Note error rate of 39% out of 1360 notes. (530 'wrong' notes)

- Martin (1996) uses a blackboard approach
 - Non-serial method of processing
 - Uses 'expert' modules to solve problems
 - Limited to a 18th century counterpoint
 - Failure to detect octaves (a common problem)
 - Flexibility of the blackboard system is a bonus (additional 'experts' can be added to the process to assist)
 - No musical knowledge in this system (i.e. tonality) but it could be added to assist in the process.

- Bello & Sandler (2000) also use a blackboard approach
 - Employed neural network techniques in their model to adjust the note hypothesis. (a 'learning' model)
 - Also had problems with octave recognition

- Marolt (2004, 2005) uses neural network techniques
 - Uses connectionist approach (interconnected simple units that change over time) rather than a computational approach (pre-set rules applied)
 - Networks trained to recognize notes that are passed to them from other networks
 - Also has octave errors & problems with repeated notes
 - Produced a system called SONIC that uses the neural network techniques

Methods

- Three piano pieces selected from my own music collection: Pop, Jazz & Baroque. Started as 160Kbps AAC or MP3 files.
- Chopped to 12s or 30s clips in Quicktime Pro, and then exported to mono wave, 44Khz 16bit.
- Processed through SONIC on an Intel Macintosh running Darwine (for Windows compatibility)
- No extra parameters were added for tuning

	Pop	Jazz	'Baroque'
Original	Fake Plastic Trees	Scattin' at the Kit Kat	English Suite
Transcribed	Fake Plastic Trees	Scattin' at the Kit Kat	English Suite

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Thoughts

- The Radiohead piece had many notes below a dynamic threshold, and the system did not recognize it
- Octave errors are apparent in all pieces
- Handled Harpsichord with no problem (not just for piano)

Conclusion

- Monotonic is solved; polyphonic is much harder
- Systems are good, and getting better
- Movement towards a more 'humanized' approach to machine learning (Computers learn the way we learn)
- Still a long way to go (dynamics, ornaments)

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