



Tutorial Cross-Modal Music Retrieval and Applications

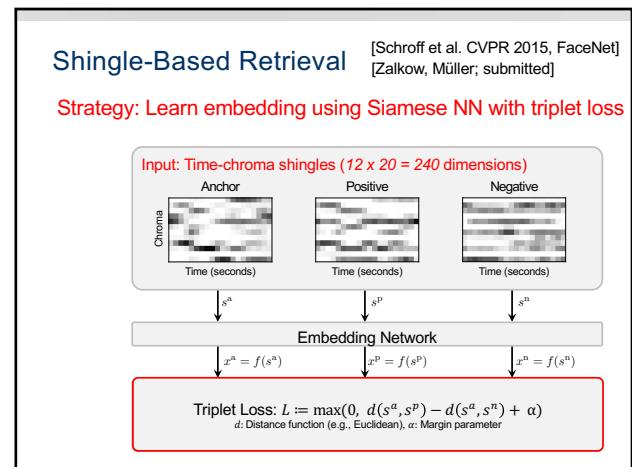
Part III: Machine Learning Approaches

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Triplet Loss

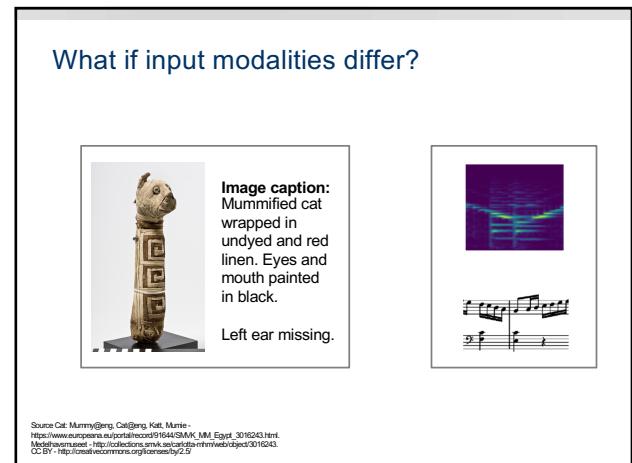
$L := \max(0, d(s^a, s^p) - d(s^a, s^n) + \alpha)$
 d : Distance function (e.g., Euclidean), α : Margin parameter

- Goal:** Support that positive samples lie together ($L = 0$), penalize if not ($L > 0$).
- $L = 0$ is fulfilled if:

$$d(s^a, s^p) - d(s^a, s^n) + \alpha < 0$$

$$d(s^a, s^n) > d(s^a, s^p) + \alpha$$

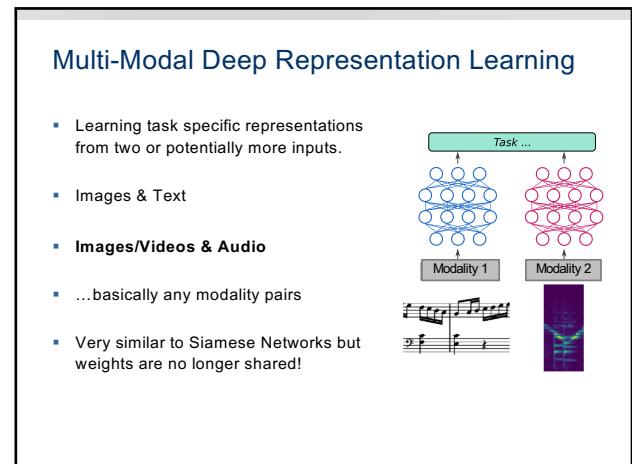
- Intuition:** Push away negative samples w.r.t. distance in embedding space



Credits
Many thanks to Matthias Dorfer for sharing his slides!



CROSS-MODAL AUDIO-SHEET MUSIC RETRIEVAL



Audio-Sheet Music Retrieval

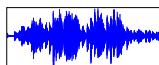
Given: Short audio snippet as query

Goal: Retrieve relevant counterpart in sheet music collection

1. Find the corresponding score (sheet music)
2. Find exact position in the score

Database: Sheet Music
1. Which Piece?

Query: Audio Excerpt



2. Which Position?

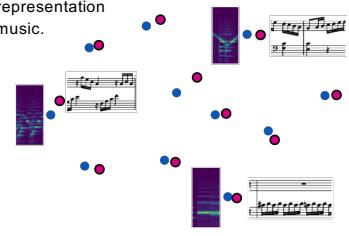


Task Description: ML Perspective

Type of Problem: Cross-Modality Retrieval

State-of-the-Art Approaches:

Learn a common vector representation of both audio and sheet music.



Retrieval:

Nearest neighbor search in the embedding space

Problem:

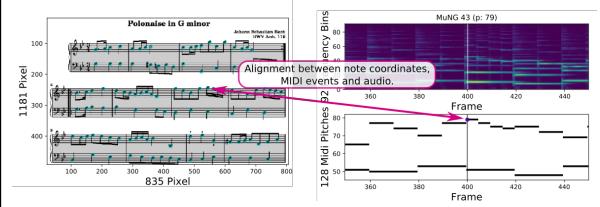
ML is usually data hungry...

Multimodal Audio-Sheet Music Data

- Multimodal Audio Sheet Music Dataset (MSMD)
- Obtained from the Mutopia project <https://www.mutopiaproject.org>
- Synthesized MIDI data of ca. 500 solo piano pieces
- Approximately 15 hours of music!

[Dorfer et al., TISMIR, 2018]
M. Dorfer, J. J. Hajic, A. Arzt, H. Frostel, and G. Widmer.
Learning audio-sheet music correspondences for cross-modal retrieval and piece identification.
Transactions of the International Society for Music Information Retrieval, 2018.

MSMD Annotations

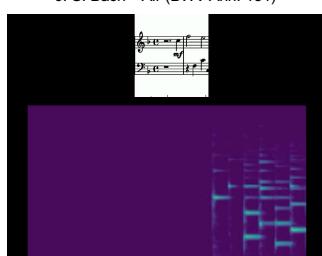


344,742 note head correspondences

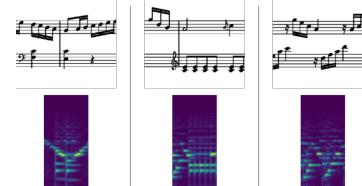
This is exactly the kind of data we need to explore the potential of powerful machine learning methods.

MSMD Example

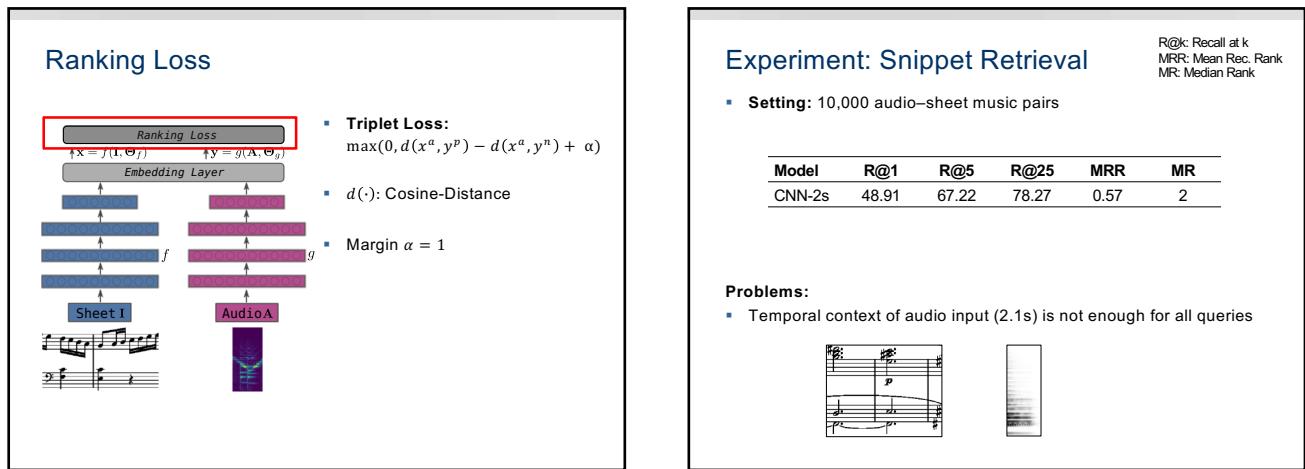
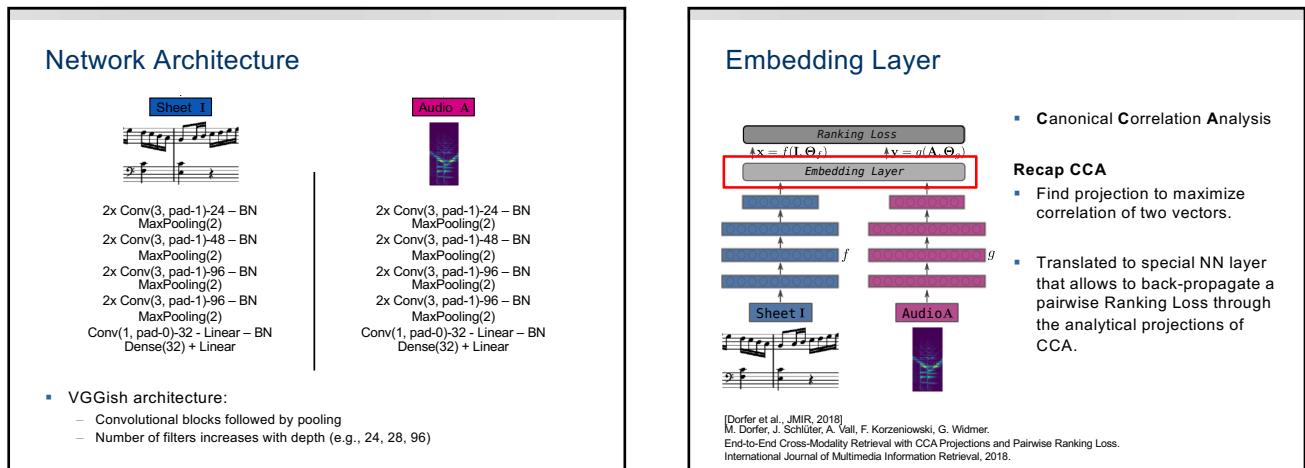
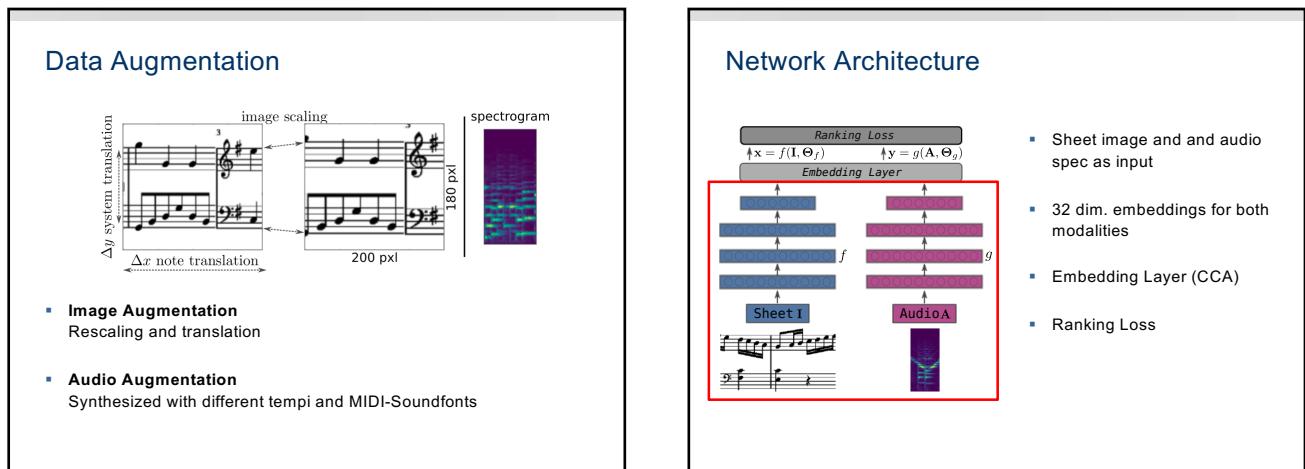
J. S. Bach – Air (BWV Anh. 131)



Training Data



- Corresponding snippets of audio and sheet music
- Sheet Music (200 x 160 px), Audio Snippet (92 x 42, 2.1 s)



Experiment: Snippet Retrieval

- Setting: 10,000 audio–sheet music pairs

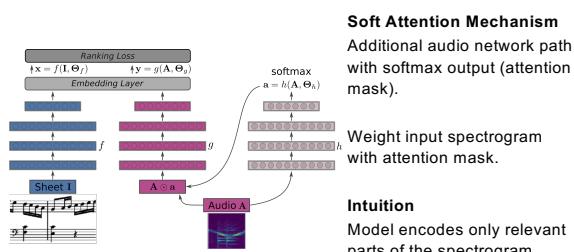
Model	R@1	R@5	R@25	MRR	MR
CNN-2s	48.91	67.22	78.27	0.57	2
CNN-4s	47.08	68.19	80.82	0.57	2
CNN-8s	43.46	68.38	82.84	0.55	2

- Simply extending the input context does not improve results!
- Introduces too much “confusion” through irrelevant information



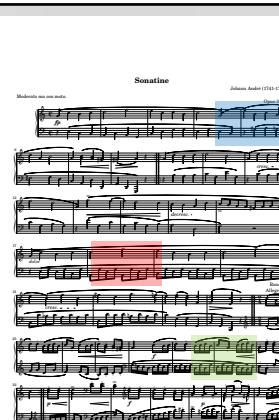
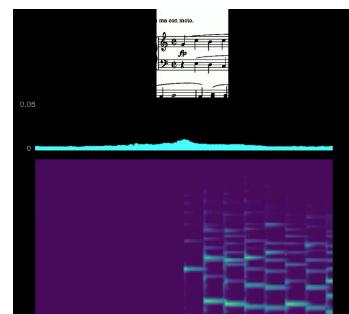
TEMPO-INvariance THROUGH INPUT ATTENTION

Embedding Model with Attention



[Dorfer et al., ICML Workshop 2018]
[Balke et al., submitted]

Johann André – Sonatine



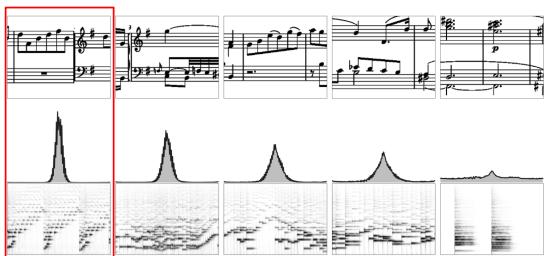
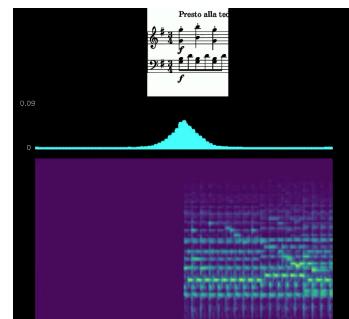
Experiment: Snippet Retrieval

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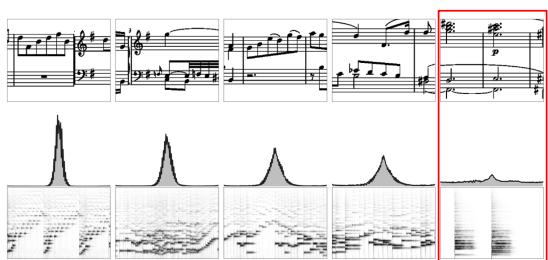
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CNN-2s-AT	55.43	72.64	81.05	0.63	1
CNN-4s-AT	58.14	76.50	84.60	0.67	1
CNN-8s-AT	66.71	84.43	91.19	0.75	1

- Attention enables us to use a longer temporal context!

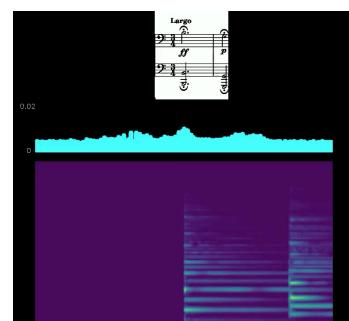
Attention Examples

L. van Beethoven – Op. 79, 1st Mvt.

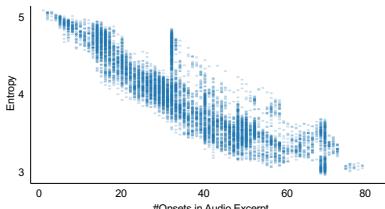
Attention Examples



M. Mussorgsky – Catacombe



Attention Summary



- **Very intuitive:**
The more onsets in the audio snippet, the narrower (lower entropy) the attention output!
- Give it a try on your time series!

Summary Machine Learning Approaches

- End-to-end Embedding Space Learning for retrieval:
 - Siamese networks for single modality tasks
 - Separate embedding networks for cross-modality tasks
 - In each case, retrieval is simple nearest neighbor search
- Separate attention network enhances tempo robustness
- However:
 - Methods are very data hungry...
 - We still work with synthetic data...")

”) Dorfer showed experiments with good performance on real performances (augmentation is important)

Overview of Challenges

- **Cross-modality**
Symbolic vs. audio data

Ultimate Retrieval Challenge

- **Tuning**
Deviations from standard tuning



- **Transposition**
Played key vs. written key



- **Tempo**
Local & global tempo deviations

- **Polyphony**
Monophonic query vs. polyphonic audio