

Discover the Music You Want:

Building a Music Search Engine Using Audio Content and Social Context

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'Age of Music Proliferation'

More Consumers

- 110 Million **Apple iPods** sold worldwide
 - 40,000 Songs on a 160 GB handheld device
- 7 Million Users on **Pandora**
- 700K daily **Facebook iLike** users

More Producers

- 12 Million Songs indexed by **AMG All Music**
- 100,000 Artist have uploaded free MP3s to **LastFM**
- 1 million downloads per month of **Audacity**
 - Free Music Editing Software

How do we connect music producers with



How do we find music?

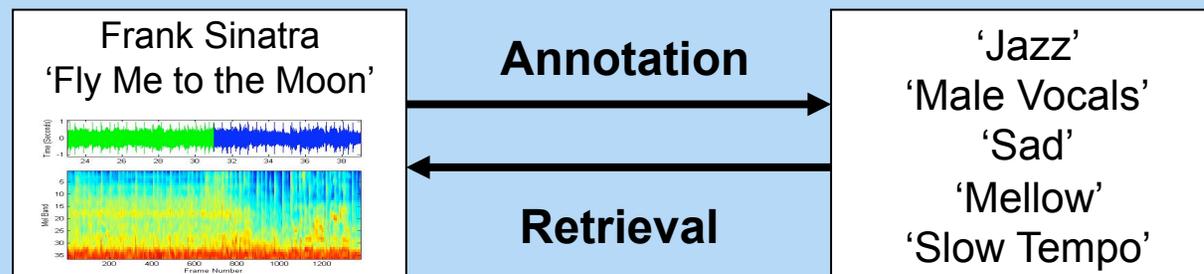
- **Query-by-Metadata - artist, song, album, year**
 - We must know what we want
- **Query-by-(Humming, Tapping, Beatboxing)**
 - Requires talent
- **Query-by-Song-Similarity**
 - Collaborative Filtering, Acoustic Similarity
 - Lacks interpretability
- **Query-by-Semantic-Description**
 - Google seems to work pretty well for text
 - **Semantic Image Labeling** is a hot topic in **Computer Vision**
 - Can it work for music?

Semantic Music Annotation and Retrieval



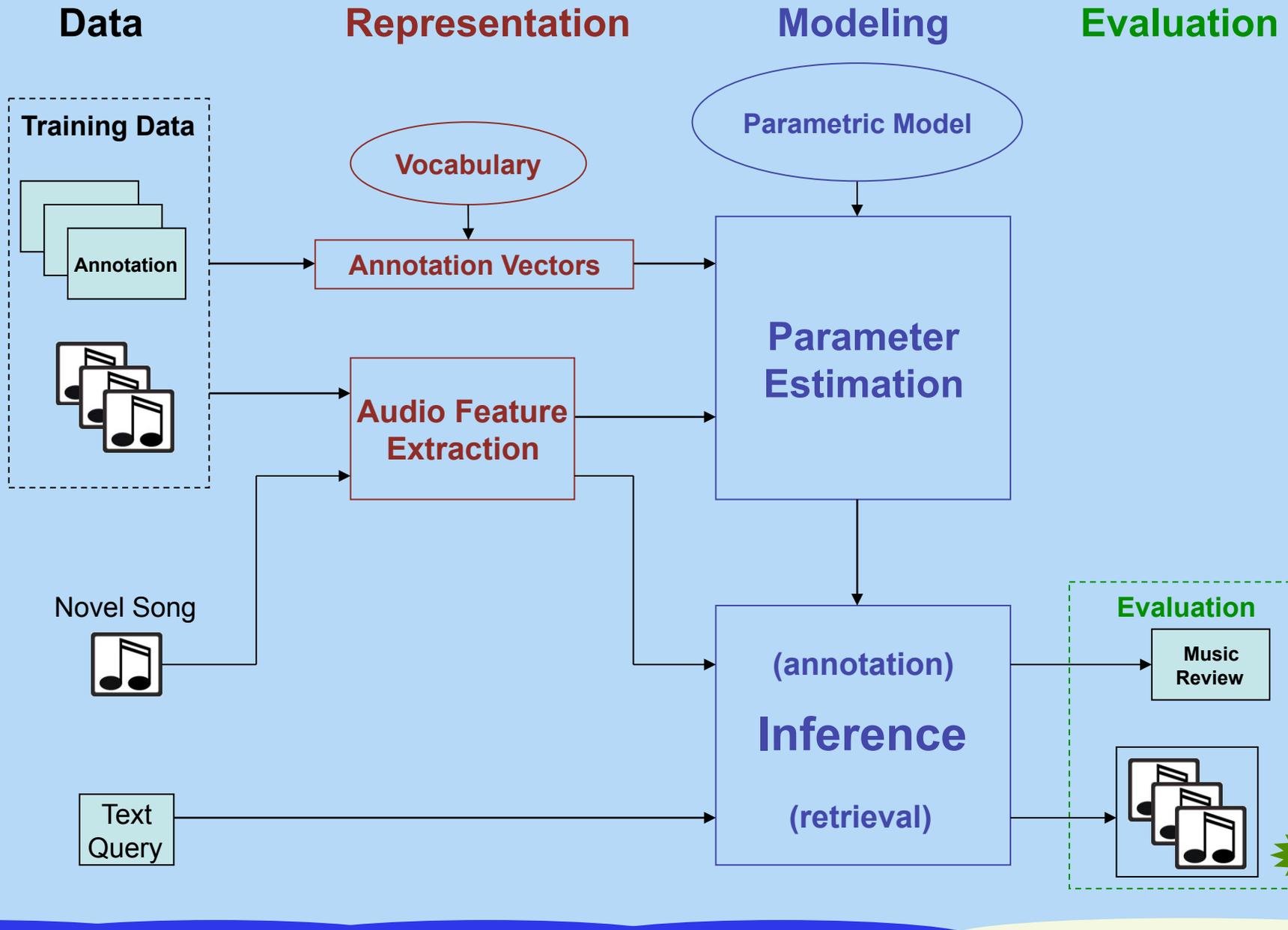
Our goal is build a system that can

1. **Annotate** a song with meaningful tags
2. **Retrieve** songs given a text-based query



Plan: Learn a probabilistic model that captures a relationship between **audio content** and **tags**.

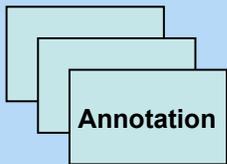
System Overview



System Overview

Data

Training Data



Collecting an Annotated Music Corpus

1. Text-mining **web documents**

- 2,100 song reviews from AMG All Music
- Extracted a vocab of 317 words



Strawberry Fields Forever

The Beatles

Send to Friend

Composed By

John Lennon/Paul McCartney

Other Links

All Performers that have performed this Title

Song Review

by Richie Unterberger

A **hit single** (as part of a double A-side with "Penny Lane") in early 1967, "Strawberry Fields Forever" is one of the Beatles' peak achievements and one of the **finest Lennon- McCartney** songs. At the beginning of its quite complicated evolution, the **tune**, principally the work of John Lennon, was a **folky ballad** evoking a dream world where nothing was real and there was nothing to get hung about. As is well known, Strawberry Fields is a real location in the city where Lennon grew up, Liverpool. Strawberry Field (the actual name is singular) was a Salvation Army orphanage where he used to play with his friends as a child. The song "Strawberry Fields Forever," however, is not so much about a physical place as it is about a state of mind, **drug-influenced almost surely**. As is the case with several other Lennon songs of the period, there could be an implication that this attractively **lethargic, peaceful** state is an inner state of being preferable to that of the straight world. "Strawberry Fields" is not necessarily a utopia, though, as the references to living being easy with eyes closed convey; it could be interpreted as an unhealthy escapist withdrawal from reality or even an inference that death is preferable to life. The song's effect was greatly enhanced by its **production**, with an **arrangement** that would undergo numerous changes during the course of the recording process. Two finished versions were completed, one closer to the song's **folky origins**, one more **orchestrated**. John Lennon wanted to use portions from each, and asked George Martin to combine them, despite the fact that they had been recorded in different **keys and tempos**. In his most famous production feat of all, Martin **slowed** one portion down and **sped up** the other, finding that -- miraculously -- both the tempos and the keys then matched. That accounts in large part for the magnificently **varied moods and textures** of the final track, with its unearthly opening **mellotron** introduction (**mistaken by some for flutes**) leading into the gently delivered initial **chorus and verse**. The atmosphere becomes **tenser** and effectively underscores the ambiguity of the song's lyrics, as **funereal marching brass** is introduced, making the promise of Strawberry Fields' dream world seem more **ominous**, even **menacing** (especially when a noise like that of a spade digging a grave is hard). The song comes to a glorious close with several repetitions of the title chorus and a **fadeout** with lovely **guitar, cello, and swordmandel** (played by George Harrison). But wait -- that isn't quite the end. After a few seconds of dead air, a totally unrelated and quite **dissonant** piece of musique concrète fades in, with crunchy **Ringo Starr drum rolls**, **nightmarish flute mellotrons**, and a noise that sounds like muted ambulance horns. This coda again could signify that the placid dreamscape of Strawberry Fields isn't all it seems, and that a hellish whirlwind could be lurking just underneath. At the

Collecting an Annotated Music Corpus

1. Text-mining **web documents**

- ✓ Cheap, tons of data
- ✗ Noisy, opinionated, unnatural disconnect

Collecting an Annotated Music Corpus

1. Text-mining **web documents**

2. Conducting a **survey**

- 174-tag hierarchical vocab - genre, emotion, usage, ...
- Paid 55 undergrads to annotate music for 120 hours
- **CAL500**: 500 songs annotated by a minimum of 3 people

INSTRUMENTATION

Which instruments are present, are prominent, or are featured in a solo.

Instrument	None	Uncertain	Present	Prominent	Solo		Instrument	None	Uncertain	Present	Prominent	Solo
Voice							- String Ensemble	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="checkbox"/>
- Male Lead Vocals	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="checkbox"/>		- Orchestra	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="checkbox"/>
- Female Lead Vocals	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="checkbox"/>		Wind Instruments					
- Backing vocals	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="checkbox"/>		- Harmonica	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="checkbox"/>
- Choir	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="checkbox"/>		- Trumpet	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="checkbox"/>
Guitar Family							- Trombone	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="checkbox"/>
- Acoustic Guitar	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="checkbox"/>		- Saxophone	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="checkbox"/>
- Electric Guitar (clean)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="checkbox"/>		- Horn Section	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="checkbox"/>
- Electric Guitar (distorted)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="checkbox"/>		Electronics					
- Slide Guitar	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="checkbox"/>		- Samples	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="checkbox"/>
- Bass	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="checkbox"/>		- Ambient Sounds	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="checkbox"/>
- Banjo	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="checkbox"/>		- Scratches	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="checkbox"/>
Keyboards							- Sequencer	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="checkbox"/>
- Piano	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="checkbox"/>		Percussion					
- Organ	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="checkbox"/>		- Drum Set	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="checkbox"/>
- Synthesizer	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="checkbox"/>		- Drum Machine	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="checkbox"/>
String Instruments							- Hand Drums	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="checkbox"/>
- Violin/Fiddle	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="checkbox"/>		- Tambourine	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="checkbox"/>
Instrument	None	Uncertain	Present	Prominent	Solo		Instrument	None	Uncertain	Present	Prominent	Solo

Collecting an Annotated Music Corpus

1. Text-mining **web documents**

2. Conducting a **survey**

✓ Reliable, Precise, Tailored to Application

✗ Expensive, Laborious, Not Scalable

Collecting an Annotated Music Corpus

1. Text-mining **web documents**
2. Conducting a **survey**
3. Deploying a 'Human-Computation' **game**
 - Web-based, multi-player game with real-time interaction
 - ESPGame by Luis Von Ahn
 - **Listen Game** [ISMIR 07]

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Herd It

Hi Douglas



Pick a Genre to start:

Everything

0 players

Electronic

0 players

Pop

0 players

Rock

0 players

Blues

0 players

Hip-Hop

0 players

Top Scoring Friends:

Wait - How Do I Play?

There are two types of short games:

Feel the Music

As you listen to music you will be asked what you feel about it along with everyone else. The more you agree with others the more points you will score .

Know the Music

You will also be asked trivia questions. But don't worry if you're not big on facts, only a small number of points are given for the trivia round.



Search

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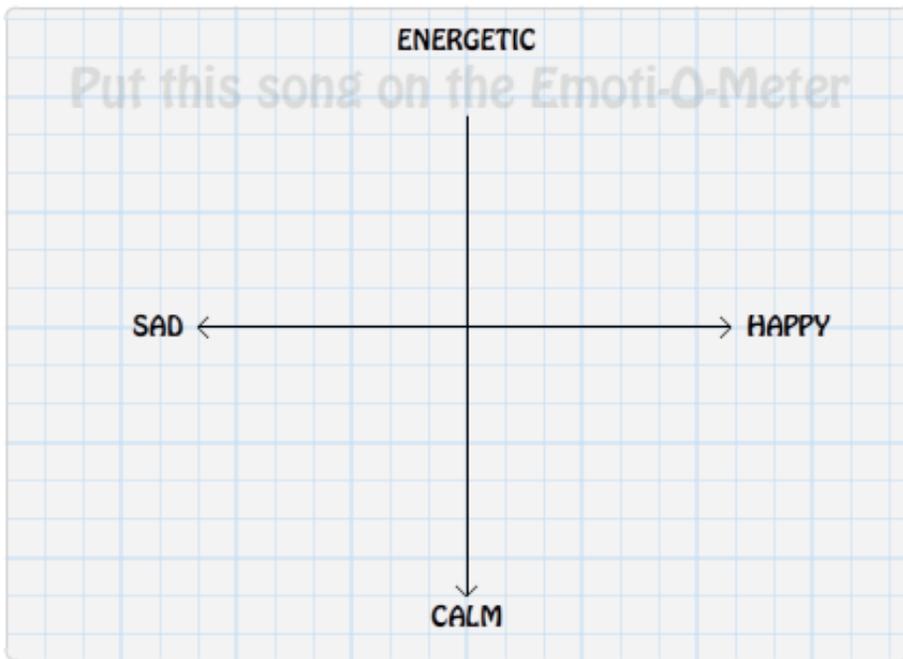


Your Rank

11 / 11

Top 10 Scores

- 30 Scott
- 30 Charlie
- 20 Jeff
- 20 Jane
- 20 Shaun
- 20 Luke
- 10 Drew
- 10 Kim
- 10 Ryan
- 10 Nick



Chat:

Search

Applications

edit

- Photos
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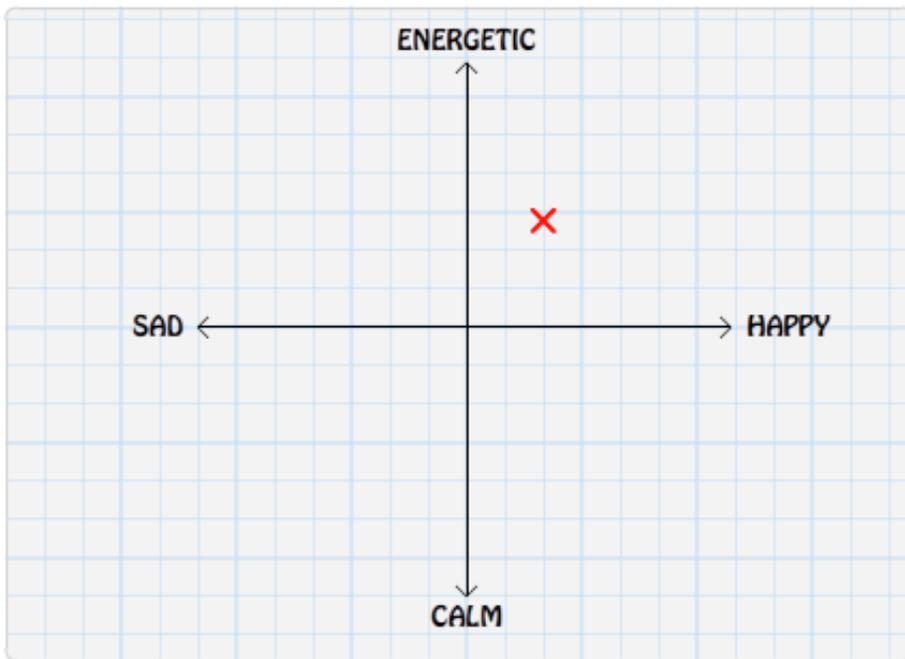


Your Rank

11 / 11

Top 10 Scores

- 30 Scott
- 30 Charlie
- 20 Jeff
- 20 Jane
- 20 Shaun
- 20 Luke
- 10 Drew
- 10 Kim
- 10 Ryan
- 10 Nick



Chat:

facebook

Search

Applications

- Photos
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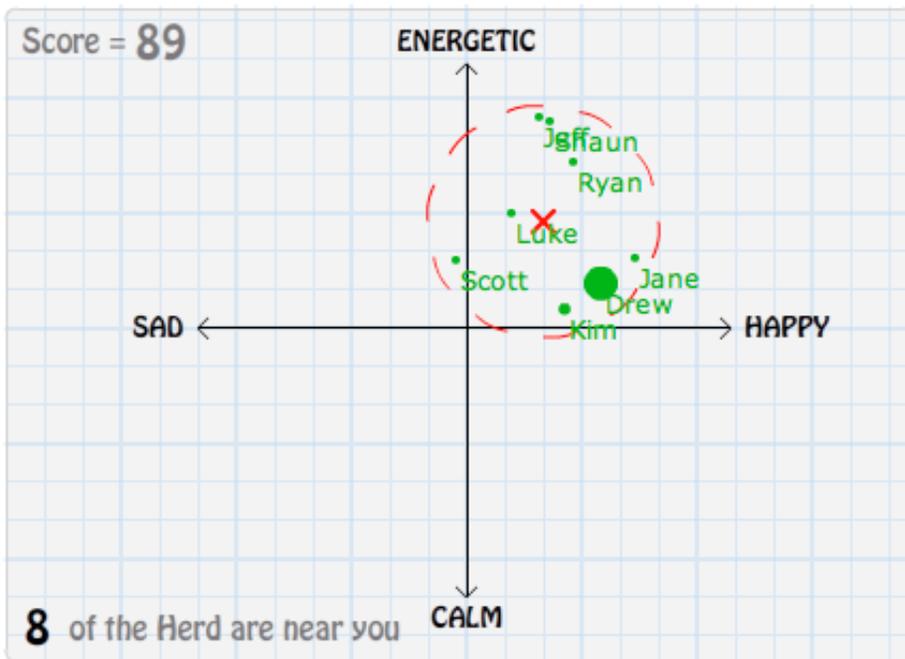
100



Your Rank

2 / 11

Score = 89



Top 10 Scores

- 111 Luke
- 100 Douglas
- 94 Charlie
- 83 Ryan
- 75 Shaun
- 75 Jane
- 75 Jeff
- 65 Kim
- 65 Drew
- 65 Nick

Chat:

Search

Applications

- Photos
- Groups
- Events
- Marketplace
- Easy Vote
- FunWall
- Scramble

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Douglas

120



Your Rank

1 / 11

Top 10 Scores

- 120 Douglas
- 111 Luke
- 94 Charlie
- 83 Ryan
- 75 Shaun
- 75 Jeff
- 75 Jane
- 65 Kim
- 65 Drew
- 65 Nick

What genre is this song?

Chat:

Search

Applications

- Photos
- Groups
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Douglas

120



rock

britpop

alternative

euro-dance

Your Rank

1 / 11

Top 10 Scores

- 120 Douglas
- 111 Luke
- 94 Charlie
- 83 Ryan
- 75 Shaun
- 75 Jeff
- 75 Jane
- 65 Kim
- 65 Drew
- 65 Nick

Chat:

Search

Applications

- Photos
- Groups
- Events
- Marketplace
- Easy Vote
- FunWall
- Scramble

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Douglas

120



Your Rank

1 / 11

Top 10 Scores

- 120 Douglas
- 111 Luke
- 94 Charlie
- 83 Ryan
- 75 Shaun
- 75 Jeff
- 75 Jane
- 65 Kim
- 65 Drew
- 65 Nick

rock

You chose 'ROCK'

Chat:

Search

Applications

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- Marketplace
- Easy Vote
- FunWall
- Scramble

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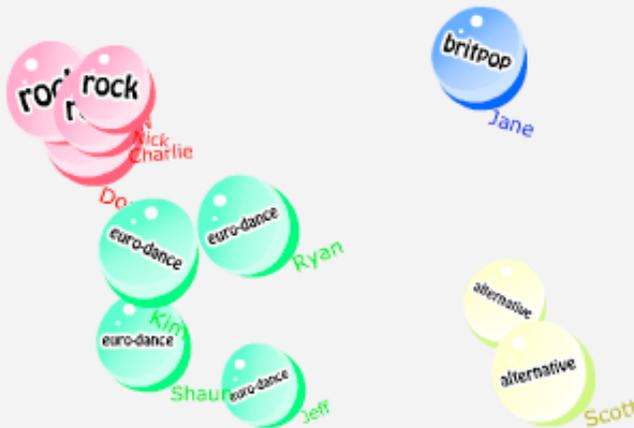
156



Your Rank

1 / 11

Score = 36



You chose 'ROCK' along with 3 of the Herd.

Chat:

Top 10 Scores

- 156 Douglas
- 130 Charlie
- 129 Luke
- 119 Ryan
- 111 Shaun
- 111 Jeff
- 101 Nick
- 101 Kim
- 101 Drew
- 84 Jane

Search

Applications

- Photos
- Groups
- Events
- Marketplace
- Easy Vote
- FunWall
- Scramble

more

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Douglas

156



Your Rank

1 / 11

Trivia Round

What SONG have you been listening to?

- Somewhere Only We Know
- The Scientist
- Stop Crying Your Heart Out
- Creep

Chat:

Top 10 Scores

- 156 Douglas
- 130 Charlie
- 129 Luke
- 119 Ryan
- 111 Shaun
- 111 Jeff
- 101 Nick
- 101 Kim
- 101 Drew
- 84 Jane

Search

Applications

- Photos
- Groups
- Events
- Marketplace
- Easy Vote
- FunWall
- Scramble

more

See Who's Looking for You



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Douglas

176



Your Rank

1 / 11

Trivia Round

What SONG have you been listening to?

- Somewhere Only We Know
- The Scientist
- Stop Crying Your Heart Out
- Creep

+20

Correct! You just heard:

Stop Crying Your Heart Out by Oasis

Chat:

Top 10 Scores

- 176 Douglas
- 130 Charlie
- 129 Luke
- 119 Ryan
- 111 Shaun
- 111 Jeff
- 101 Nick
- 101 Kim
- 101 Drew
- 84 Jane

Collecting an Annotated Music Corpus

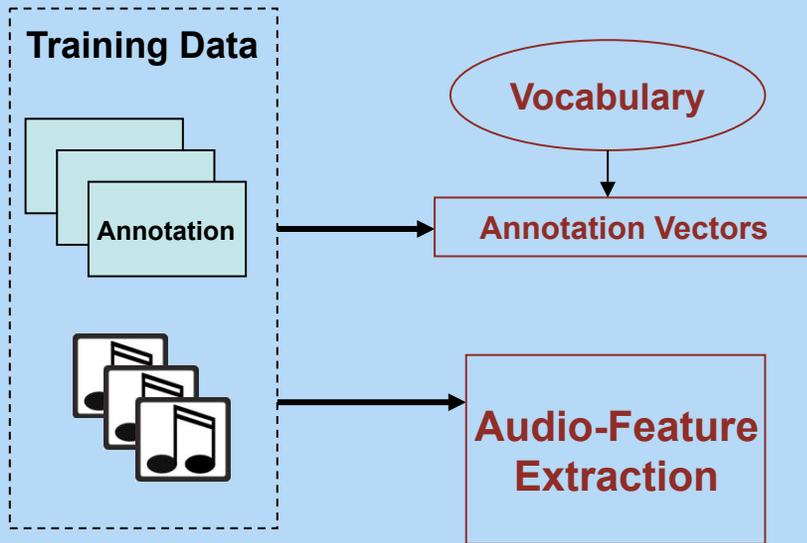
We have explored three techniques

1. Text-mining **web documents**
2. Conducting a **survey**
3. Deploying a 'Human-Computation' **game**
 - ✓ Cheap, Scalable, Precise, Personalized
 - ✗ Need to create a viral user experience

System Overview

Data

Features



Semantic Representation: y



Choose vocabulary of ‘musically relevant’ tags

- Instruments, Genre, Emotion, Rhythm, Energy, Vocal, Usages

Each annotation is converted to a real-valued vector

- ‘Semantic association’ between a tag and the song.

Example: Frank Sinatra’s “Fly Me to the Moon”

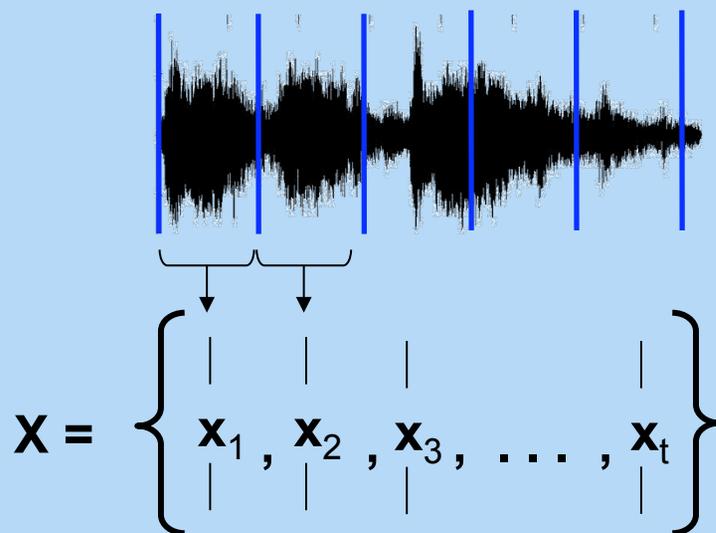
Vocab = {funk, jazz, guitar, female vocals, sad, passionate}

y = [0/4 , 3/4, 4/4 , 0/4 , 2/4, 1/4]

Acoustic Representation: X

Each song is represented as a **bag-of-feature-vectors**

- Pass a short time window over the audio signal
- Extract a feature vector for each short-time audio segment
- Ignore temporal relationships of time series



Audio Features

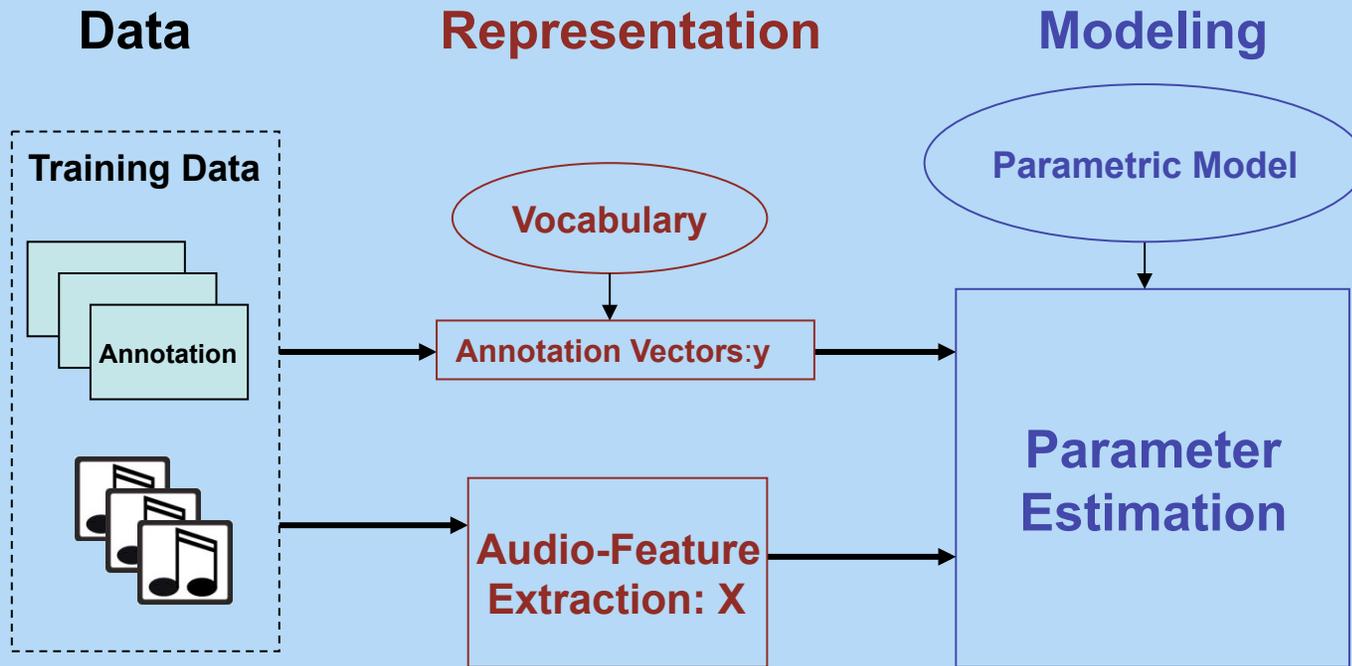
We calculate **MFCC+Deltas** feature vectors

- Mel-frequency Cepstral Coefficients (MFCC)
 - Low dimensional representation short-term spectrum
 - Popular for both representing speech, music, and sound effects
- Instantaneous derivatives (deltas) encode short-time temporal info
- 5,200 39-dimensional vectors per minute

Numerous other audio representations

- Spectral features, modulation spectra, chromagrams, ...

System Overview



Statistical Model

Supervised Multi-class Labeling model

- Set of probability distributions over the audio feature space
- One Gaussian Mixture Model (GMM) per tag - $p(x|t)$
- **Key Idea:** Estimate parameters for GMM using the set of training songs that are positively associated with the tag

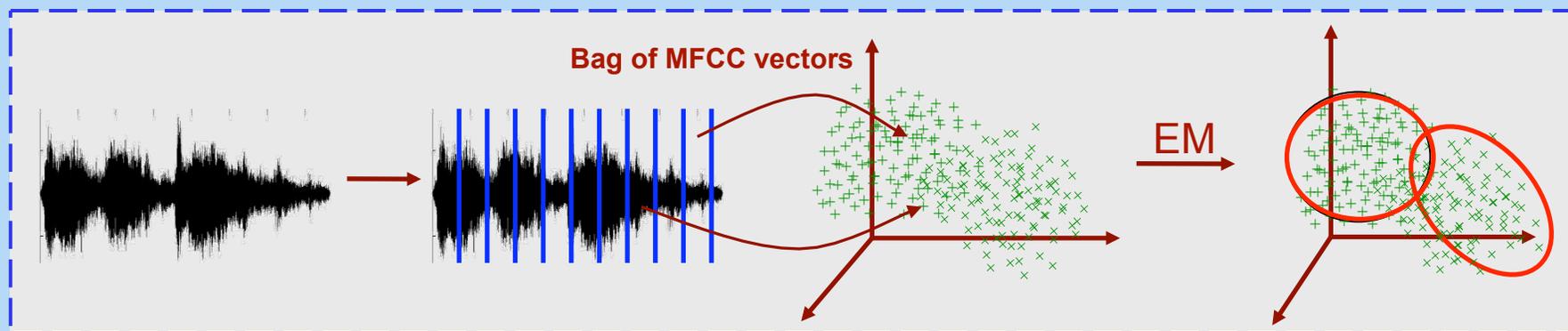
Notes:

- Developed for image annotation
- Scalable and Parallelizable
- Modified for real-value semantic weights rather than binary class labels
- Extended formulation to handle multi-tag queries

Modeling a Song

Algorithm

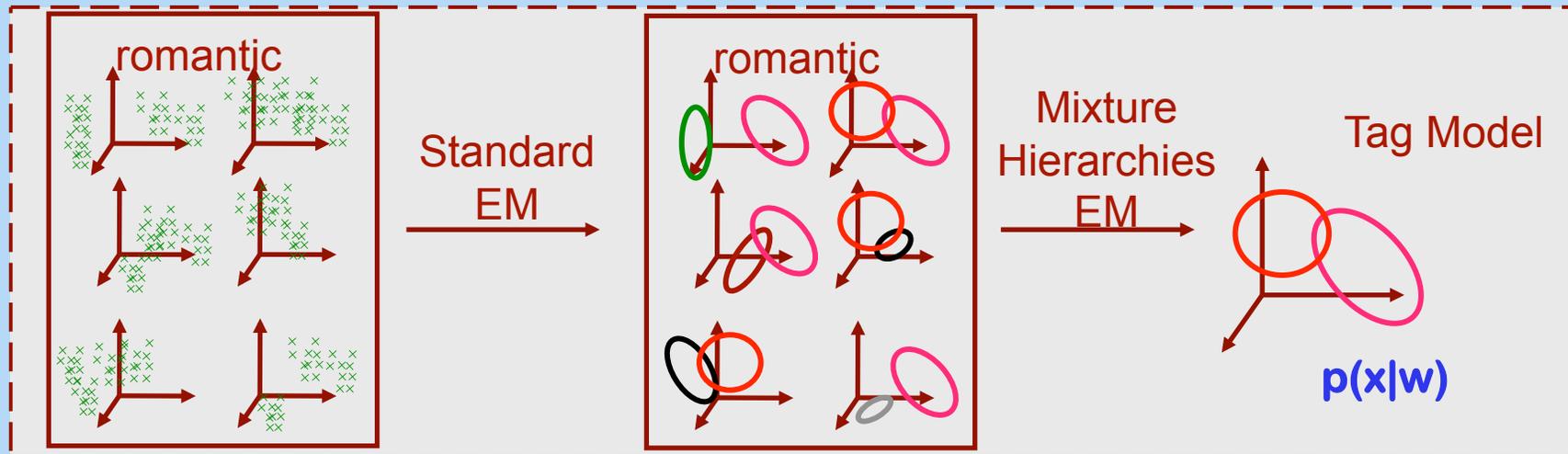
1. Segment audio signals
2. Extract short-time feature vectors
3. Estimate GMM
 - expectation maximization algorithm



Modeling a Tag

Algorithm:

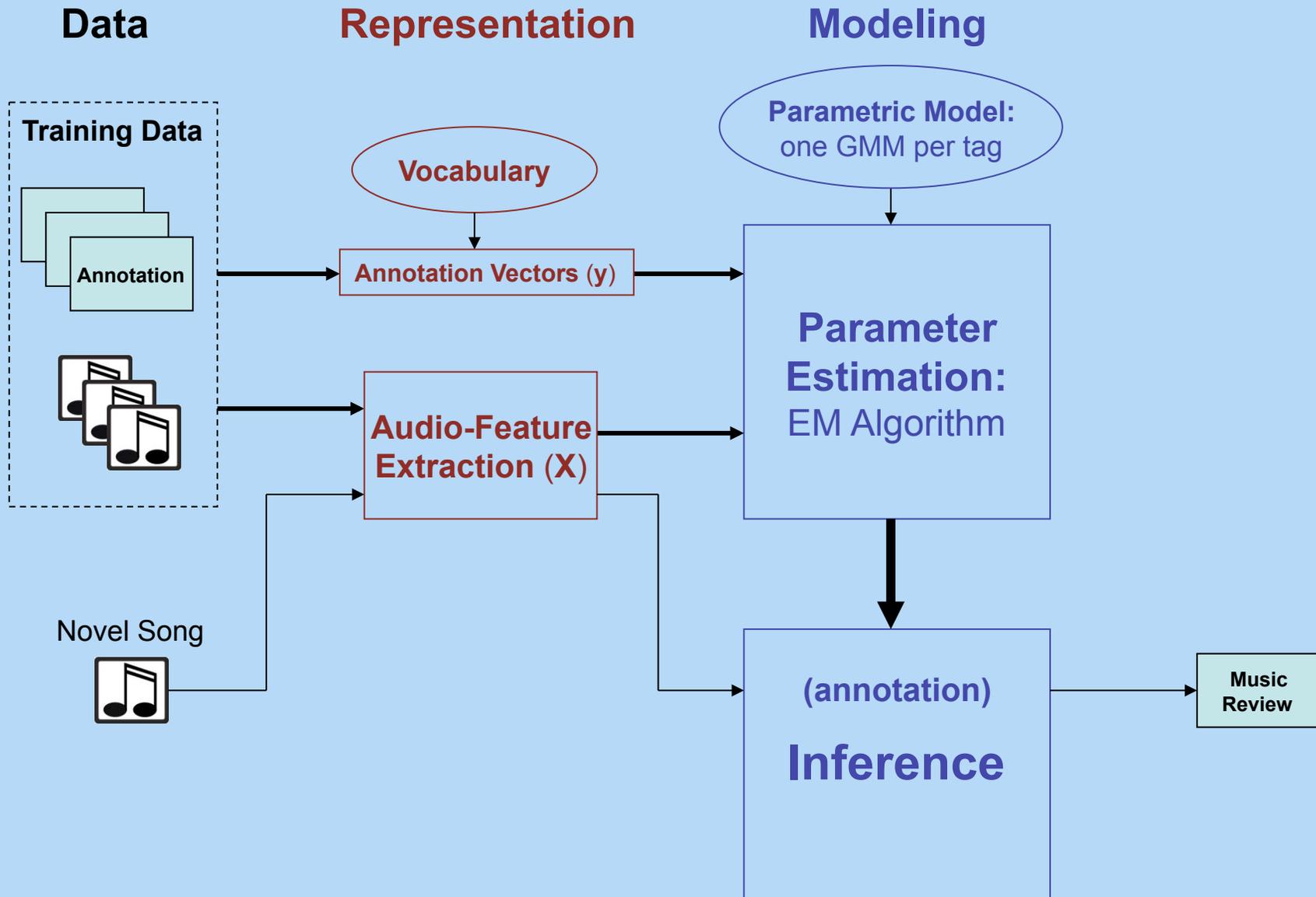
1. Identify songs associated with tag t
2. Estimate a 'song GMM' for each song - $p(x|s)$
3. Use the Mixture Hierarchies EM algorithm [Vasconcelos01]
 - Learn a 'mixture of mixture components'



Benefits

- + **Computationally efficient** for parameter estimation and inference
- + **'Smoothed'** song representation → better density estimate

System Overview



Annotation

Given a novel song $X = \{x_1, \dots, x_T\}$, calculate the probability of each tag given the song:

$$P(t|X) = \frac{P(X|t)P(t)}{P(X)}$$

Assuming

1. Uniform word prior $P(t)$
2. Vectors are conditionally independent given a tag
3. Geometric average of likelihoods

$$P(t|X) = \frac{\left(\prod_{i=1}^T P(\mathbf{x}_i|t)\right)^{\frac{1}{T}}}{\sum_{v \in V} \left(\prod_{i=1}^T P(\mathbf{x}_i|v)\right)^{\frac{1}{T}}}$$

Semantic Multinomial:

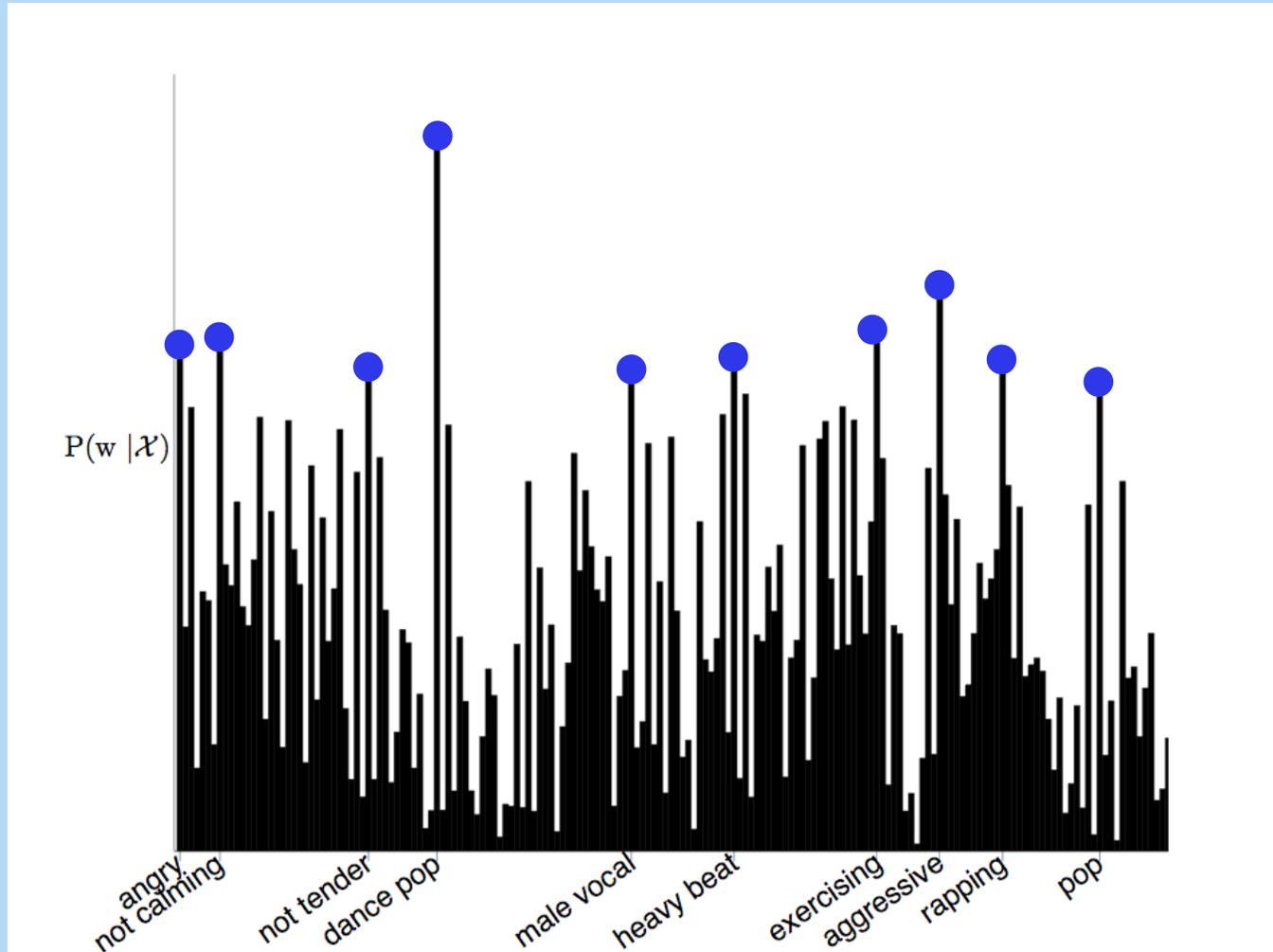
- Conditional probabilities, $P(t|X)$, defines multinomial over the vocabulary

Annotation: pick peaks of the semantic multinomial

Annotation



Semantic Multinomial for “Give it Away” by the Red Hot Chili Peppers



Annotation: Automatic Music Reviews

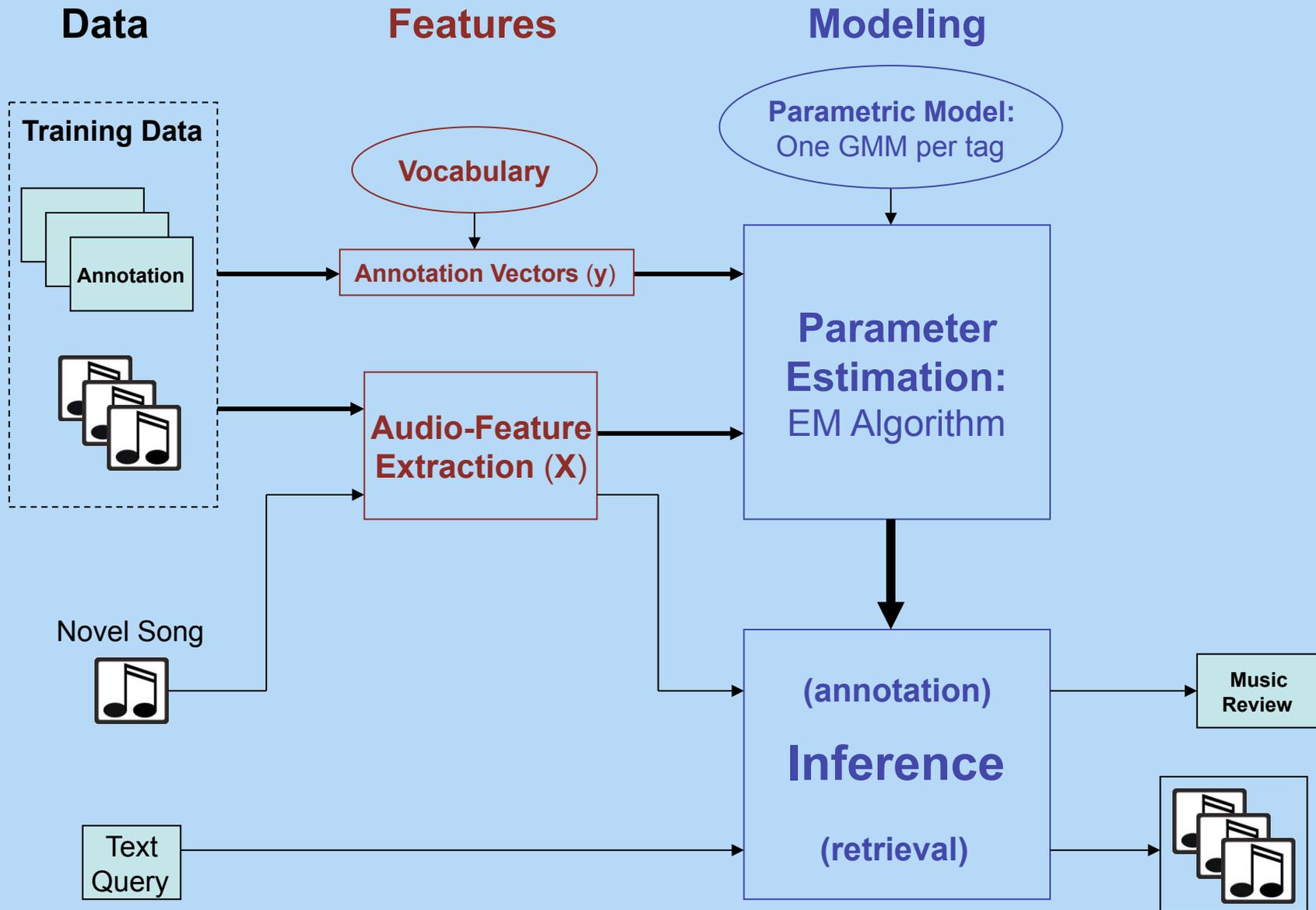
Dr. Dre (feat. Snoop Dogg) - Nuthin' but a 'G' thang

This is a **dance poppy**, **hip-hop** song that is **arousing** and **exciting**. It features **drum machine**, **backing vocals**, **male vocal**, a nice **acoustic guitar solo**, and **rapping**, **strong vocals**. It is a song that is very **danceable** and with a **heavy beat** that you might like listen to while **at a party**.

Frank Sinatra - Fly me to the moon

This is a **jazzy**, **singer / songwriter** song that is **calming** and **sad**. It features **acoustic guitar**, **piano**, **saxophone**, a nice **male vocal solo**, and **emotional**, **high-pitched** vocals. It is a song with a **light beat** and a **slow tempo** that you might like listen to while **hanging with friends**.

System Overview



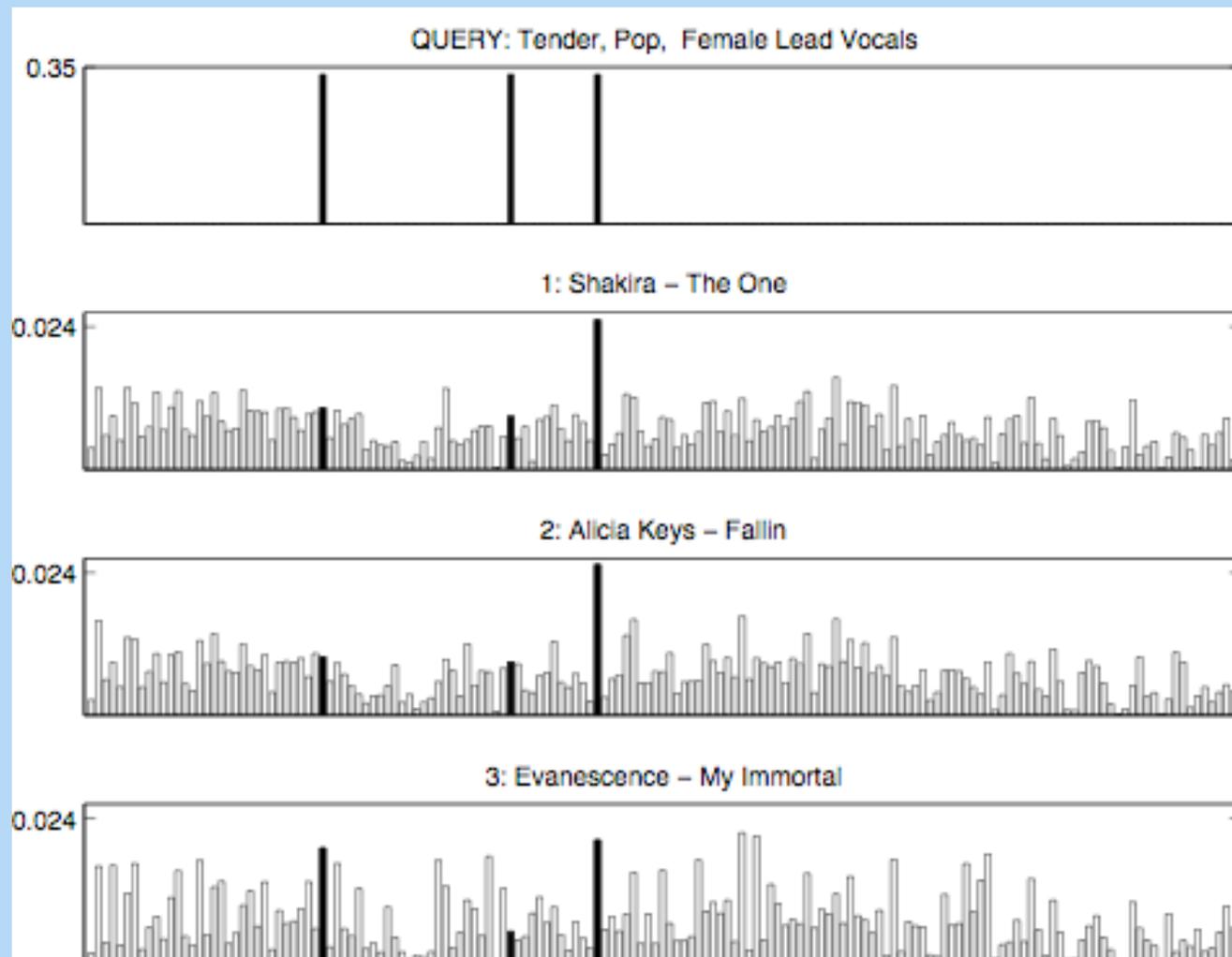
Retrieval

1. Annotate each song in corpus with a **semantic multinomial \mathbf{p}**
 - $\mathbf{p} = \{P(t_1|X), \dots, P(t_{|V|}|X)\}$
2. Given a text-based query, construct a **query multinomial \mathbf{q}**
 - $q_i = 1/|t|$, if tag t appears in the query string
 - $q_i = 0$, otherwise
3. Rank all songs by the **Kullback-Leibler (KL) divergence**

$$KL(\mathbf{q}||\mathbf{p}) = \sum_{i=1}^{|\mathcal{V}|} q_i \log \frac{q_i}{p_i}$$

Retrieval

The top 3 semantic multinomials for the query “pop’, ‘female lead vocals’, ‘tender”



Retrieval: Query-by-Semantic-Description

Query	Retrieved Songs
'Tender'	Crosby, Stills and Nash - Guinevere Jewel - Enter from the East Art Tatum - Willow Weep for Me John Lennon - Imagine Tom Waits - Time
'Female Vocals'	Alicia Keys - Fallin' Shakira - The One Christina Aguilera - Genie in a Bottle Junior Murvin - Police and Thieves Britney Spears - I'm a Slave 4 U
'Tender' AND 'Female Vocals'	Jewel - Enter from the East Evanescence - My Immortal Cowboy Junkies - Postcard Blues Everly Brothers - Take a Message to Mary Sheryl Crow - I Shall Believe

Digression: Music Similarity

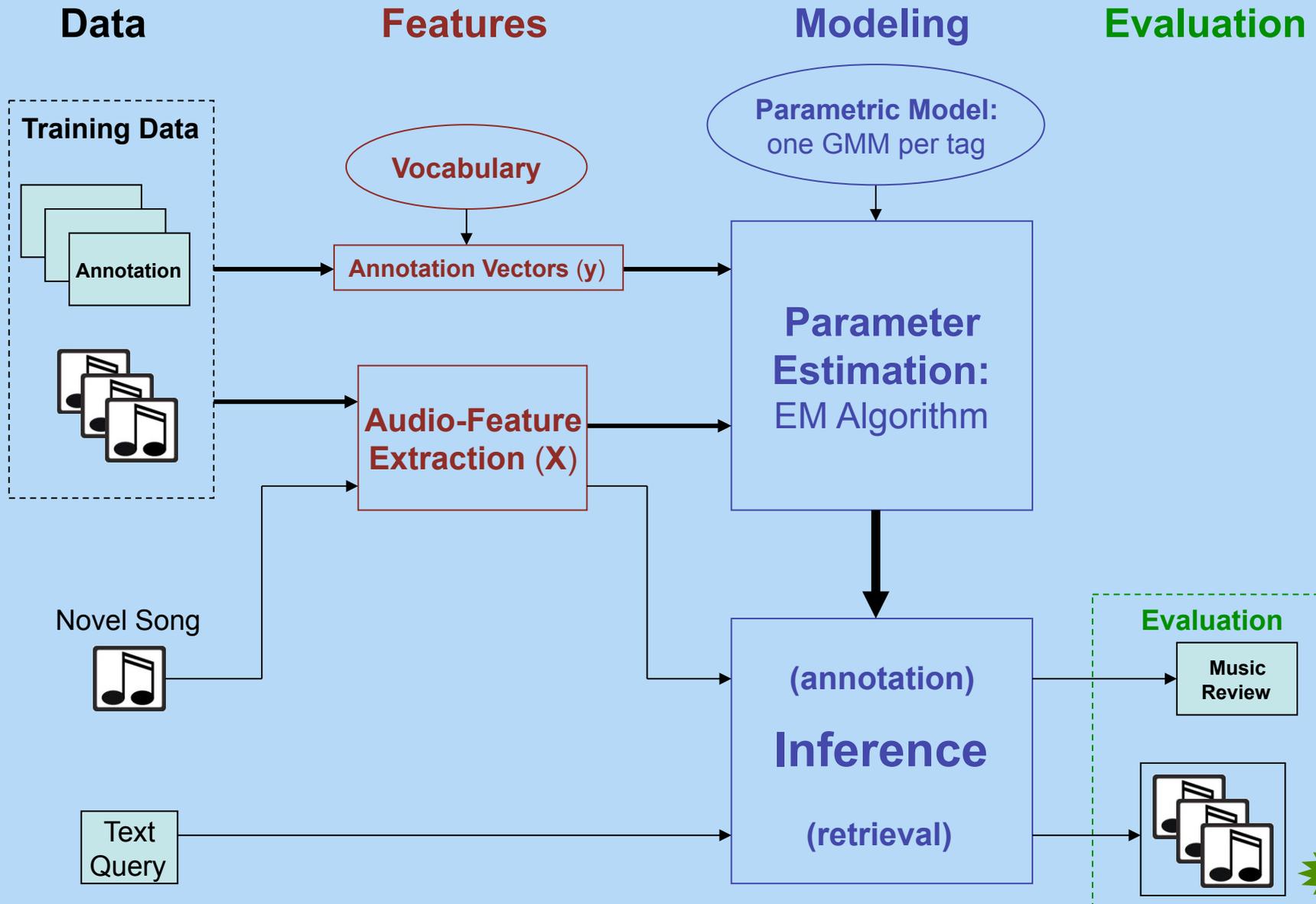
Query-by-semantic-similarity [ICASSP 07]

- KL divergence between 2 semantic multinomials
- 3rd Place in 2007 MIREX Similarity Task
 - No statistical difference between top 4 teams

Advantages:

1. Semantically Interpretable Comparisons
 - What makes two songs similar?
2. Heterogeneous queries
 - “Find me ‘sad’ songs that are like ‘Hey Jude’ ”

System Overview



Quantifying Annotation

Our system annotates the Cal-500 songs with 10 tags from our 174-tag vocabulary.

- 'Consensus Annotation' Ground Truth

Metric: 'Tag' Precision & Recall

$$\text{Precision} = \frac{\text{\# songs correctly annotated with } t}{\text{\# songs annotated with } t}$$

$$\text{Recall} = \frac{\text{\# songs correctly annotated with } t}{\text{\# songs that should have been annotated } t}$$

Mean Tag Recall and Tag Precision are the averages over all tags in our vocabulary.

Quantifying Annotation

Our system annotates the Cal-500 songs with 10 tags from our 174-tag vocabulary.

Method	Precision	Recall
Random	0.14	0.06
Upper Bound	0.71	0.38
Our System	0.27	0.16
Human	0.30	0.15

Compared with a human, our model is

- worse on objective categories - instrumentation, genre
- about the same on subjective categories - emotion, usage

Quantifying Retrieval

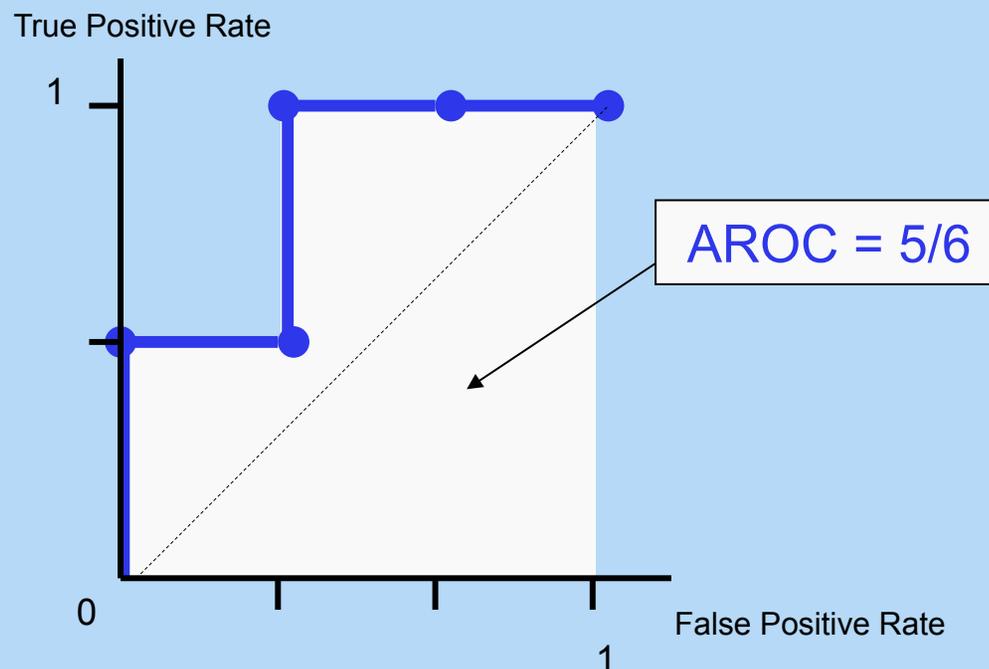
Rank order test set songs

- KL between a query multinomial and semantic multinomials
- 1-, 2-, 3-word queries with 5 or more examples

Metric: Area under the ROC Curve (AROC)

Rank by 'Romantic'

Rank	Label	TP	FP
1	R	1/2	0
2	-	1/2	1/3
3	R	1	1/3
4	-	1	2/3
5	-	1	1



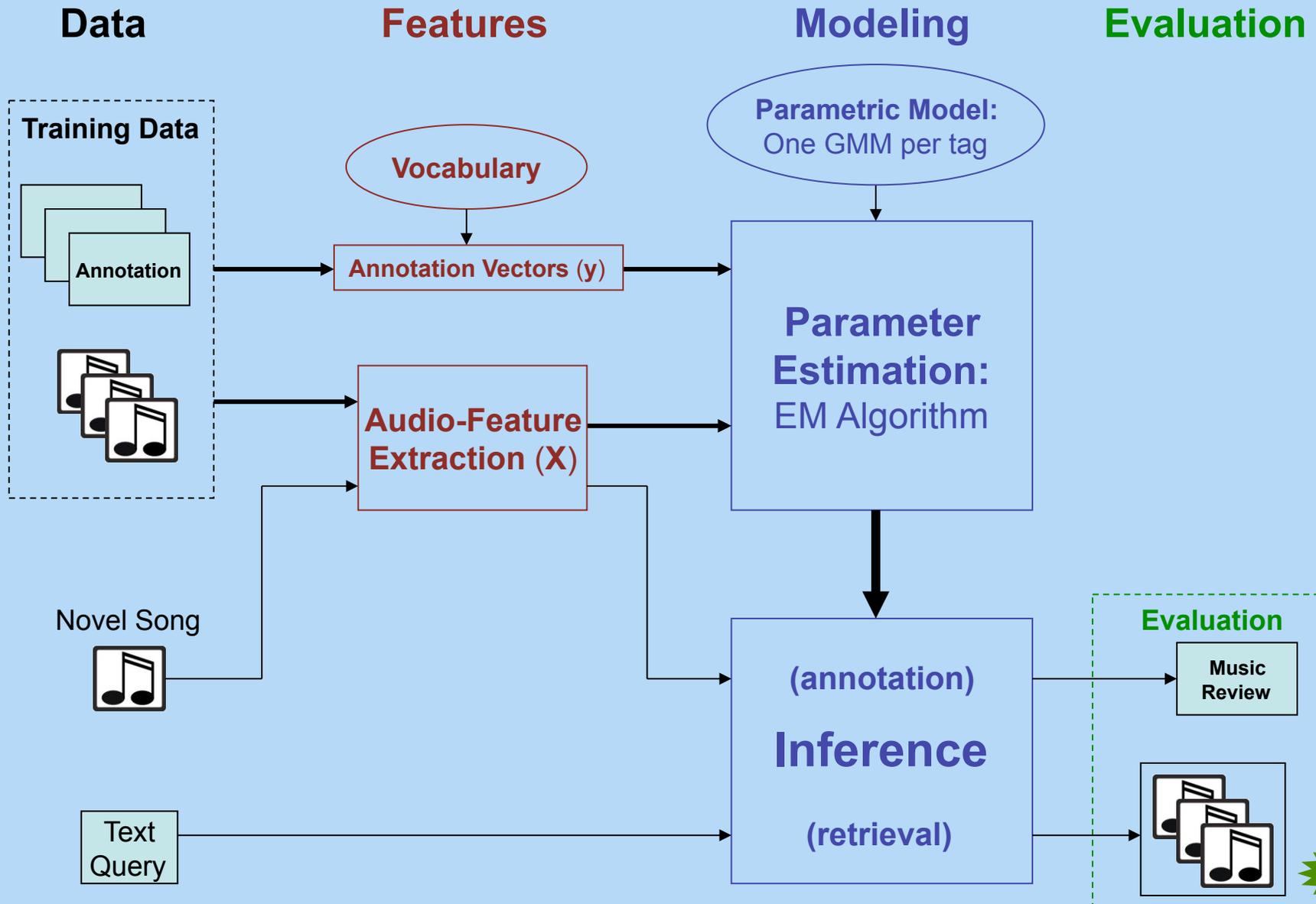
Mean AROC is the average AROC over a large number of queries.

Quantifying Retrieval

We rank order song according to songs once for each query.

Model	AROC
Random	0.50
Upper Bound	1.00
Our System - 1 Tag	0.71
Our System - 2 Tags	0.72
Our System - 3 Tags	0.73

System Overview



CAL Music Search Engine



CAL Music Search Engine



Metadata Search

Go

Semantic Search

Go

[Combo Search](#)

Combo Search:

Metadata Filtering - 'beatles',

Semantic Ranking - 'Acoustic Guitar', 'Mellow', 'Emotional',



Songs Found: 77 (Top 10 shown)

▶ **'Mother Nature's Son'** by [The Beatles](#) on [The Beatles \(The White Album\) \(disc 2\)](#) (1968)

This is a **country** song that also has a **folk** feel. It is **mellow** and **calming**. It features **acoustic guitar**, **piano** and **violin**. The vocals are **emotional** and **falsetto**. It is a song with **soft beat** and **low energy** that you might like to listen to while **romancing**.

Similar Songs:

▶ **'Thirteen'** by [Big Star](#) on [#1 Record / Radio City](#) (1968)

▶ **'Hour Follows Hour'** by [Ani DiFranco](#) on [Not a Pretty Girl](#) (1995)

▶ **'Dead of Winter'** by [Eels](#) on [Electro-Shock Blues](#)

▶ **'Julia'** by [The Beatles](#) on [The Beatles \(The White Album\) \(disc 1\)](#) (1968)

This is a **folk** song that also has a **country** feel. It is **calming** and **tender**. It features **acoustic guitar**, **piano** and **female lead vocals**. The vocals are **emotional** and **high-pitched**. It is a song with **soft beat** and **low energy** that you might like to listen to while **romancing**.

Similar Songs:

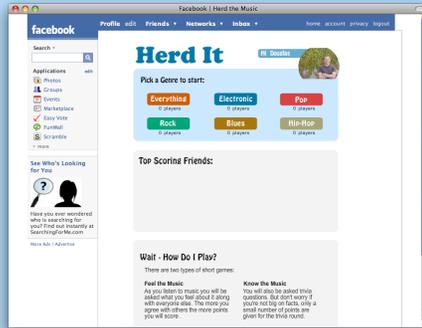
▶ **'Ice'** by [Sarah McLachlan](#) on [Fumbling Towards Ecstasy](#)

▶ **'Dead of Winter'** by [Eels](#) on [Electro-Shock Blues](#)

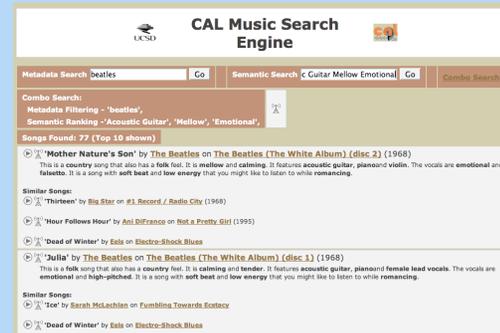
The BIG picture

Music Fans

GAMES



search influences game design



SEARCH & DISCOVERY

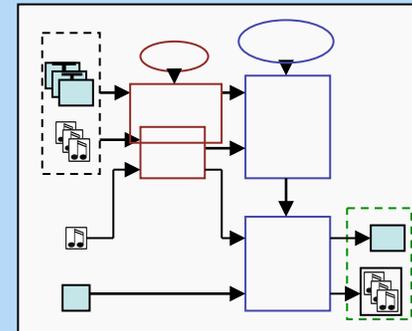
annotation data

annotations power search

DATABASE



CA system learns to annotate new songs

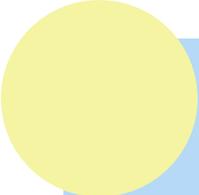


COMPUTER AUDITION

What's on tap...

Research Challenges

1. Explore song **similarity**
 - Query-by-semantic-example - ICASSP 07, MIREX 07
2. Model **correlation between tags**
3. Explore **discriminative** approaches
4. Combine **heterogeneous data** sources
 - Game Data, Semantic Tags, Web Documents, Popularity Info
5. Focus on **individuals / groups** rather than population
 - Emotional state of listener



**“Talking about music is like dancing
about architecture”**

- origins unknown

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References

Semantic Annotation and Retrieval [SIGIR 07, IEEE TASLP 08]

Music Annotation Games [ISMIR 07]

Query-by-Semantic-Similarity [ICASSP 07, MIREX 07]

Tag Vocabulary Selection [ISMIR 07]

- Sparse Canonical Correlation Analysis

Work-in-Progress:

1. (More) Social Music Annotation Games
2. Combining Tags from Multiple Sources
3. Music Similarity with Semantics

What's up next...

Building 'Commercial Grade' system

1. Collecting data
 - 'Legally' collecting music
 - **Herd It Game** - [ISMIR 07]
2. Vocabulary expansion
 - LastFM - 25,000 tags
 - **Vocab selection using Sparse CCA** - [ISMIR 07]
 - Web Documents - All words
3. User interface design
 - Natural language **music search engine**
 - Customizable **radio player**
4. Automated 'Large Scale' System

Gaussian Mixture Model (GMM)

A GMM is used to model probability distributions over high dimensional spaces:

$$P(\mathbf{x}|w) = \sum_{r=1}^R \pi_r \mathcal{N}(\mathbf{x}|\mu_r, \Sigma_r)$$

A GMM is a weighted combo of R Gaussian distributions

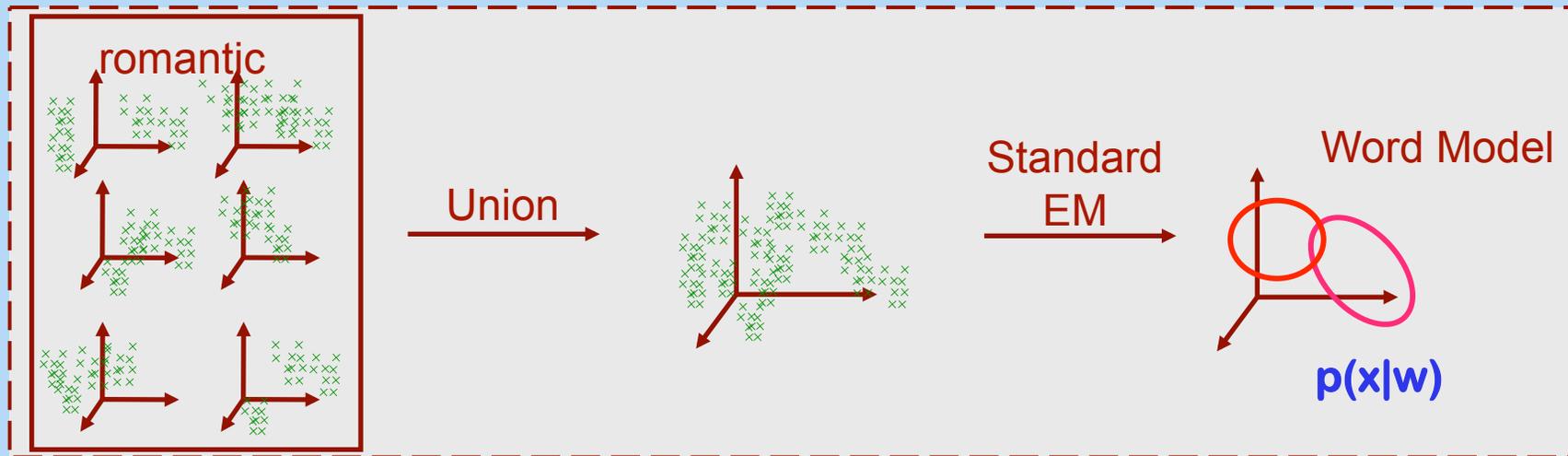
- π_r is the r-th mixing weight
- μ_r is the r-th mean
- Σ_r is the r-th covariance matrix

These parameters are usually estimated using a ‘standard’ Expectation Maximization (EM) algorithm.

Three approaches for estimating $p(x|w)$

1. Direct Estimation

1. Identify songs associated with w
2. Union of feature vectors for these songs
3. Estimate GMM using 'standard' EM

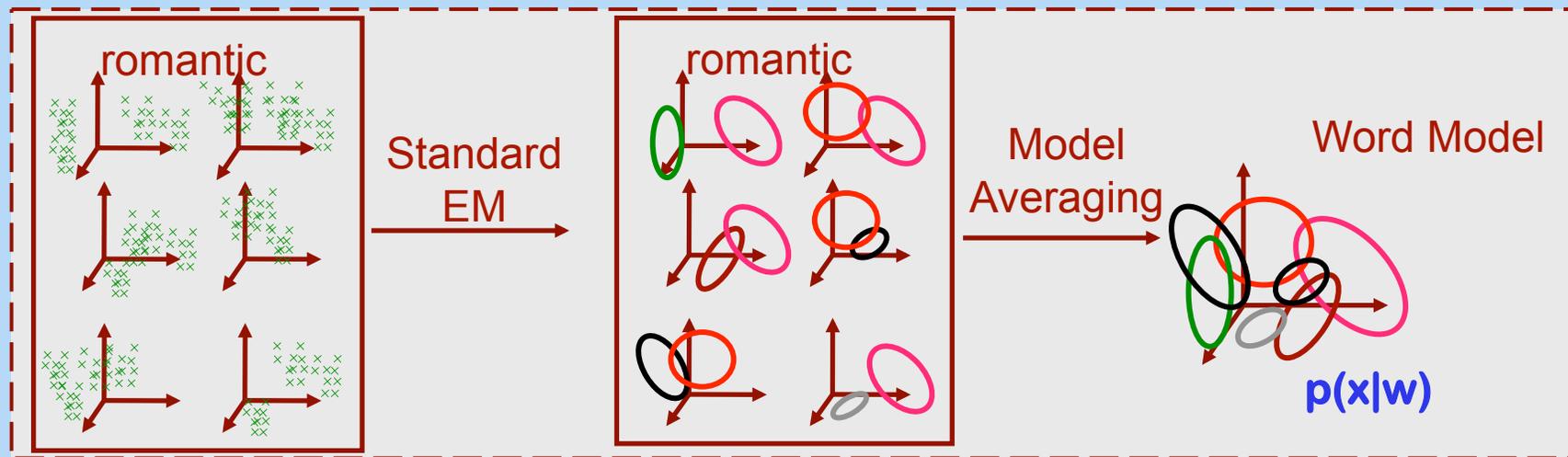


Problem: Direct Estimation is computationally difficult and empirically converges to poor local optima.

Three approaches for estimating $p(x|w)$

2. Model Averaging Estimation

1. Identify songs associated with w
2. Estimate a 'song GMM' for each song - $p(x|s)$
3. Use all mixture components from 'song GMMs'



Problem: As the training set size grows, evaluating this distribution becomes prohibitively expensive.

A biased view of Music Classification

2000-03: Music classification (by genre, emotion, instrumentation) becomes a popular MIR task

- Undergrad Thesis on Genre Classification with G. Tzanetakis

2003-04: MIR community starts to criticize music classification problems

- ill-posed problem due to subjectivity
- not an end in itself
- performance 'glass ceiling'

2004-06: Focus turns to Music Similarity research

- Recommendation
- Playlist generation

2006-07: We view Music Annotation as a supervised multi-class labeling problem

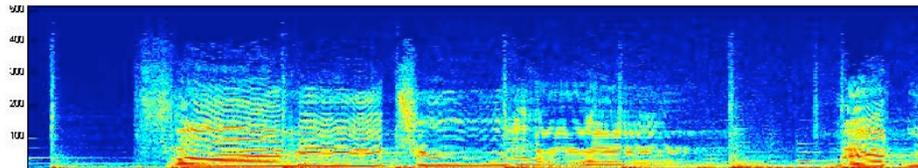
- Like classification but with large, less-restrictive vocabulary

Acoustic Representation

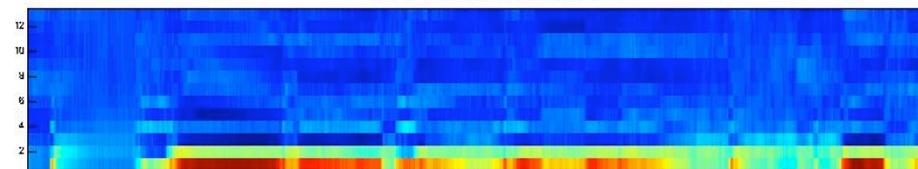
Calculating Delta MFCC feature vectors

- Calculate a time-series for 13 MFCCs
- Append 1st and 2nd instantaneous derivatives
- 5,200 39-dimensional feature vectors per minute of audio content
- Denoted by $X = \{x_1, \dots, x_T\}$ where T depends on the length of the song

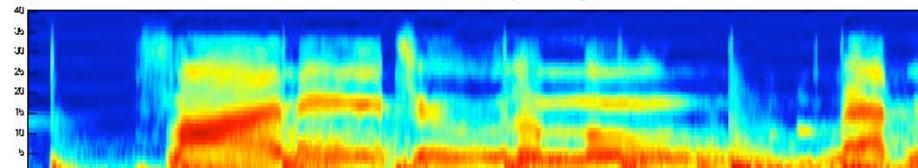
Spectrogram



MFCC Representation



Reconstructed Spectrogram



Short-Time
Fourier Transform

Time Series of MFCCs

Reconstructed based on MFCCs
(log frequency)

Quantifying Retrieval

We rank order test set songs according to KL divergence between a query multinomial and the semantic multinomials.

- 1-, 2-, 3-word queries with 5 or more examples

Metric: Area under the ROC Curve (**AROC**)

- An ROC curve is a plot of the true positive rate as a function of the false positive rate as we move down this ranked list of songs.
- Integrating the curve gives us a scalar between 0 and 1 where 0.5 is the expected value when randomly guessing.

Mean AROC is the average AROC over a large number of queries.

Listen Game Demo

listen_game

'Musical Genre'

Score: 0 + 60

Round leaders:

Superfreak 80

Lucy 80

Big A 60

best worst

2		●	Roots Rock	●		1
3		●	R&B	●		1
		●	Alternative	●		1
		●	Jazz	●		1
		●	Bluegrass	●		1
		●	Funk	●		3

[Home](#)

[High Scores](#)

[How do I play?](#)

[Troubleshooting](#)

[Spread the Love](#)

[About Listen Game](#)

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listen_game

Song	Artist	Score
Here With Me	Dido	66
Love Ridden	Fiona Apple	66
Western Hero	Neil Young And Crazy Horse	16
Country House	Blur	0
Being Boring (freestyle)	Pet Shop Boys	0
Being Boring	Pet Shop Boys	33
Break My Mind	Flying Burrito Brothers	83
Aras	Curandero	66

Game score: 330

Cumulative score: 1080

Start playing!

[How to play?](#) [What?](#) [Who?](#) [Why?](#)

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Herd It

[Not a Member ?](#)

Username:

Password:

LOG IN

Play games based on music with people on the internet.

Instructions

1

PICK A CHARACTER



2

PICK A GENRE

Everything

Electronic

Pop

Rock

Blues

Hip-Hop

SONG

OF 3



0



Charlie



0



Newbie

Doug

0



energetic



ironic



fun



quirky



gritty

0



Joe



0



John



SONG
1
OF 3



0  Charlie

 Newbie 0

Doug  0

	Charlie	Doug	Joe	John	You	YOUR SCORE
ENERGETIC						5
GRITTY						pass
QUIRKY						pass
IRONIC						pass
FUN						pass
	TOTAL					5

0  Joe

Chat:

John  0

SONG
3
OF 3



1

12



Charlie



Newbie



35

Doug



17



14



Joe



John



23



SONG
3
OF 3



12



Charlie

Newbie



35

Doug



17

VOCALS



YOUR
SCORE

5

14



Joe

Chat:

John



23

Winner:
Newbie
40



New Game?
[Play Again](#)

	28	John
	22	Doug
	17	Joe
	17	Charlie

What you just heard:

- Green Day**
Basket Case
- Muse**
Muscle Museum
- Red Hot Chili Peppers**
Californication

What did you think?

Did you enjoy the game?
SELECT ONE:

Would you recommend the game to your friends?
SELECT ONE:

What did you like about the game?

What things bothered you about the game?

[Submit](#)