

Perceptual Evaluation of Source Separation for Remixing Music

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Source separation for music

Reference: vocals others mixture

Source separation: vocals others

How to talk about source separation?

- **Sound quality:** artifacts and distortion added
- **Interference:** not perfect separation achieved

Source separation for music

How to evaluate source separation?

- **BSS eval**: signal decomposition and energy ratios¹
- PEASS: signal decomposition and auditory model²

Open questions

- Correlation with perception has been questioned³

¹Vincent, et al. (2006), *IEEE TASLP*, doi: [10.1109/TSA.2005.858005](https://doi.org/10.1109/TSA.2005.858005)

²Emiya, et al. (2011), *IEEE TASLP*, doi: [10.1109/TASL.2011.2109381](https://doi.org/10.1109/TASL.2011.2109381)

³e.g. Gupta, et al. (2015), *WASPAA*, doi: [10.1109/WASPAA.2015.7336923](https://doi.org/10.1109/WASPAA.2015.7336923)

BSS eval

Decompose signal into different components

$$S_{\text{estimated}} = S_{\text{original}} + e_{\text{interferer}} + e_{\text{artifacts}}$$

$$\text{SAR} = 10 \log_{10} \frac{\|S_{\text{original}} + e_{\text{interferer}}\|^2}{\|e_{\text{artifacts}}\|^2}$$

$$\text{SIR} = 10 \log_{10} \frac{\|S_{\text{original}}\|^2}{\|e_{\text{interferer}}\|^2}$$

Source separation for music

Reference: **vocals** **others** **mixture**

Source separation: **vocals** **others**

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Source separation for music

Reference: vocals others mixture

Source separation: vocals others mixture

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Remixing using source separation

- Modify component levels⁴
- Change positions (upmix)⁵
- Change frequency content⁶
- Add effects⁷
- Mashups

⁴Itoyama, et al. (2009), *ISMIR*, pp. 133–138

⁵Cobos, et al. (2008), *ISCCSP*, doi: [10.1109/ISCCSP.2008.4537423](https://doi.org/10.1109/ISCCSP.2008.4537423)

⁶Yoshii, et al. (2005), *WASPAA*, doi: [10.1049/ic.2005.0733](https://doi.org/10.1049/ic.2005.0733)

⁷Woodruff, et al. (2006), *ISMIR*, pp. 314–319

Evaluation of remixes

- Evaluate the actual remix
- Problem if only asked for preference or naturalness⁸
- Enable for adjustment by listeners⁹
- Trade-off between artifacts and level increase¹⁰
- Predictions with BSS eval?

⁸Gillet and Richard (2005), *WASPAA*, doi: [10.1109/ASPAA.2005.1540232](https://doi.org/10.1109/ASPAA.2005.1540232)

⁹Yoshii, et al. (2005), *WASPAA*, doi: [10.1049/ic.2005.0733](https://doi.org/10.1049/ic.2005.0733)

¹⁰Pons, et al. (2016), *JASA*, doi: [10.1121/1.4971424](https://doi.org/10.1121/1.4971424)

Experiment

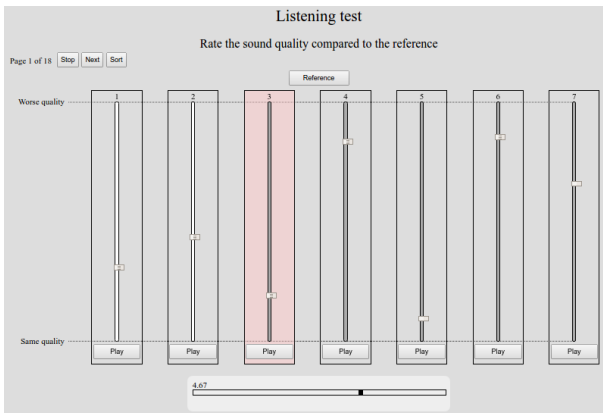
- Start with reference mix
- Introduce changes in level of vocals
- Rate **sound quality** and **loudness balance**
- Look for correlations with SAR and SIR

Experiment

“Loudness balance describes the relation of the overall loudness of the vocals to the overall loudness of the remaining instruments. It does not include short and abrupt changes in loudness that you might experience for some test sounds. It is more considered with the general balance of the vocals and the accompanying instruments.

Experiment

MUSHRA inspired experiment using Web Audio Evaluation Tool¹¹



¹¹Jillings, et al. (2015), *SMC*, [github: BrechtDeMan/WebAudioEvaluationTool](https://github.com/BrechtDeMan/WebAudioEvaluationTool)

Experiment

- 2 tasks: **sound quality** and **loudness balance**
- 5 source separation algorithms
- 6 songs (converted to mono)
- 3 remixes, level of vocal (0 dB, 6 dB, 12 dB)
- 3 anchor and references for every task
- loudness anchor: vocals –14 dB
- quality anchor: artifacts, distortions, 3.5 kHz low pass
- 15 participants

Stimuli

- Signal separation evaluation campaign (SiSEC)¹²
- The MUS task includes 23 algorithms and 100 mixed songs¹³

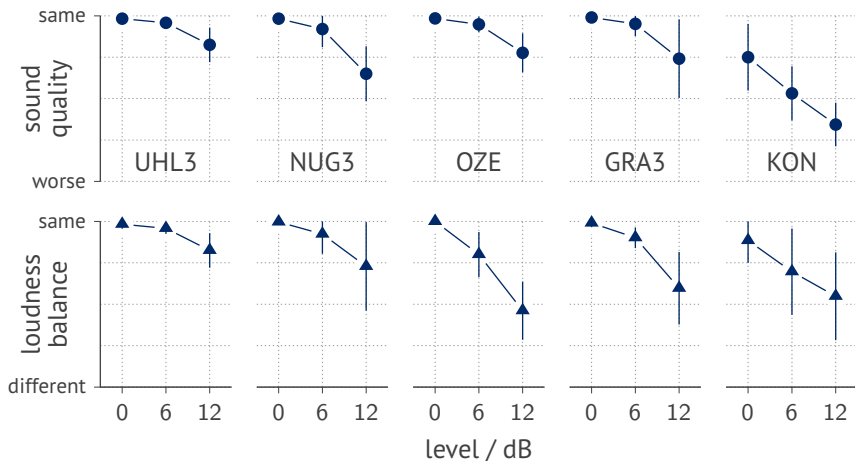
SAR:	7.7	6.1	2.8	6.3	-3.4
SIR:	10.2	11.1	8.8	6.2	7.0
Vocal:	UHL3	NUG3	OZE	GRA3	KON

¹²Liutkus, et al. (2017), *LVA/ICA*, doi: 10.1007/978-3-319-53547-0_31

¹³<https://www.sisec17.audiolabs-erlangen.de>

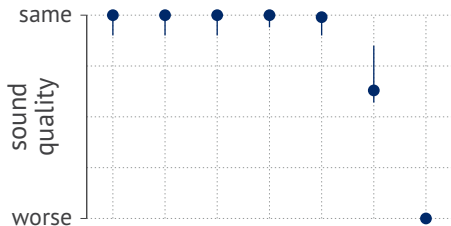
Results

Average across medians of every song



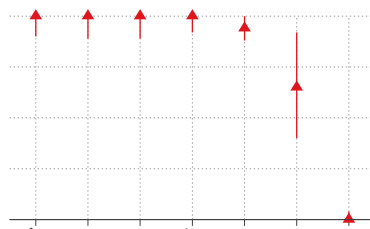
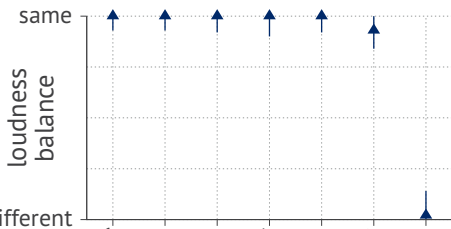
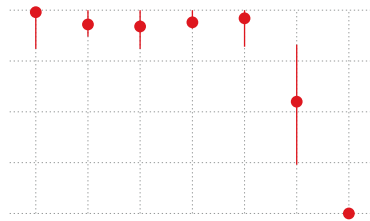
Influence of song

Song 30



Song 48

0 dB

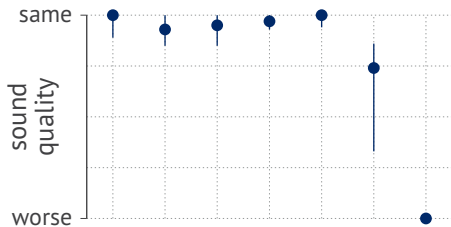


system

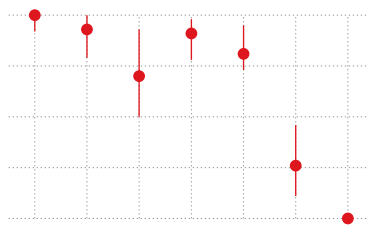
system

Influence of song

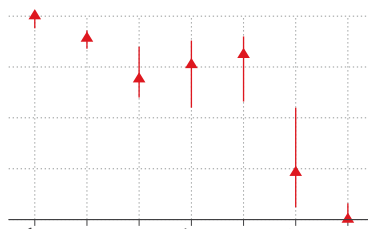
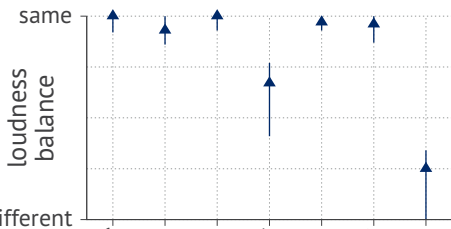
Song 30



Song 48



6 dB

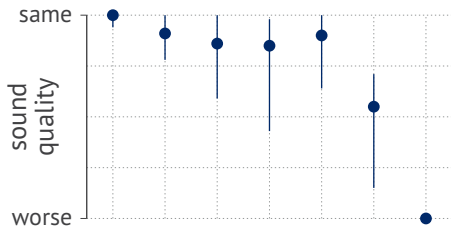


system

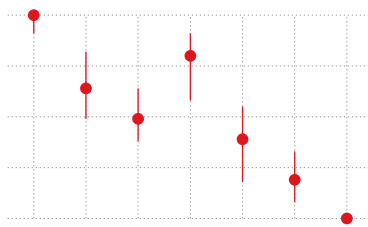
system

Influence of song

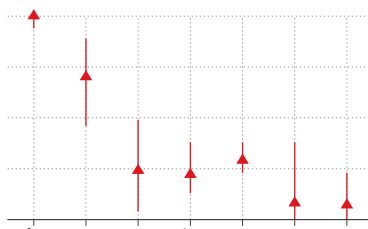
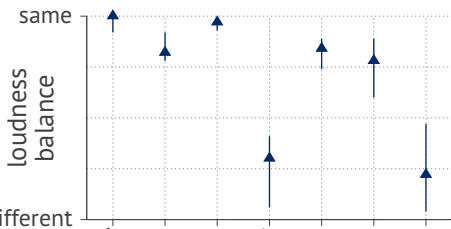
Song 30



Song 48



12 dB



system

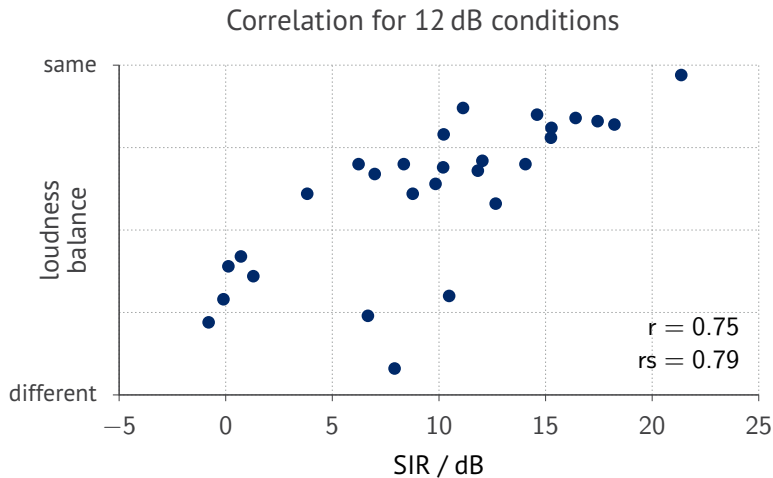
system

Influence of song

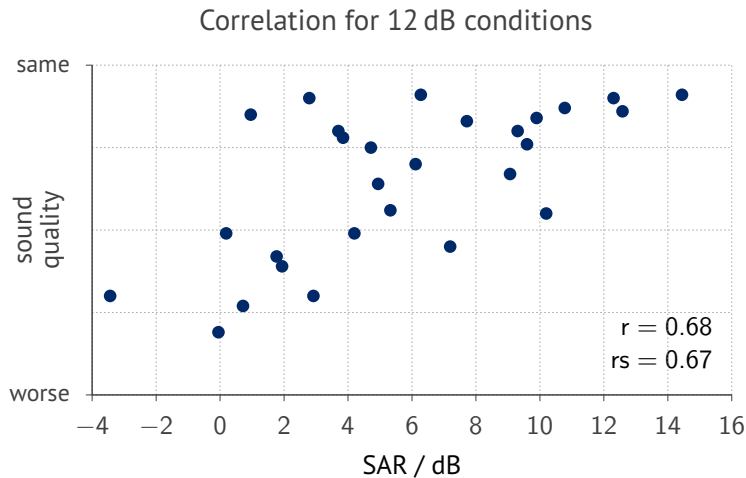
Connected to level balance of original mix?

- Song 30, level balance: 1.7 dB
- Song 48, level balance: -5.7 dB
- Weak correlation with both results for 12 dB
- Two songs were worse in level balance than song 48

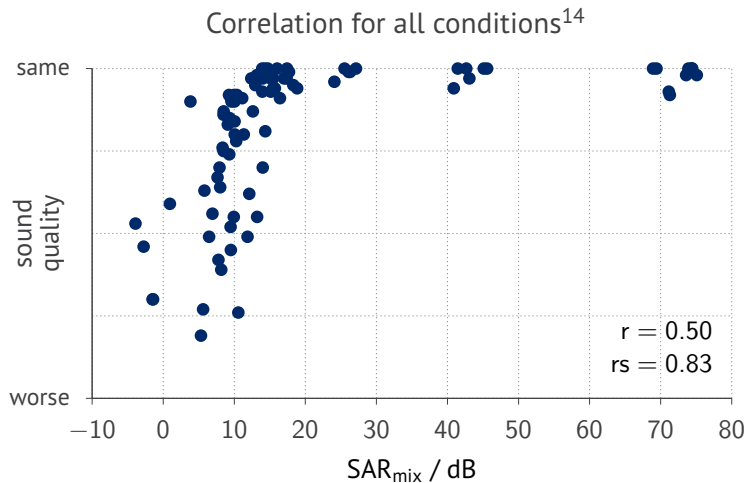
BSS eval and remixes



BSS eval and remixes



BSS eval and remixes



¹⁴Liu et al. (2015), *EUSIPCO*, doi: [10.1109/EUSIPCO.2015.7362551](https://doi.org/10.1109/EUSIPCO.2015.7362551)

Conclusions

- Source separation methods suitable for level remixing
- Trade off between achievable level and sound quality
- Maximum reachable level
- BSS eval can be used to pick algorithm
- Connection to adjustment experiments?

<https://hagenw.github.io>



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<http://cvssp.org/events/lva-ica-2018>