

Real Time Timbre Classification For Tabletop Hand Drumming

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Real Time Timbre Classification For

This article describes the design and implementation of HandSolo, a real-time, timbre-classification drum controller that allows the use of natural hand-drumming strokes, while offering the same end-goal functionality that drum controller users have come to familiarize themselves with over the past decade.

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Real time vibraphone pitch and timbre classification

Real Time Timbre Classification For This article describes the design and implementation of HandSolo, a real-time, timbre-classification drum controller that allows the use of natural hand-drumming strokes, while offering the same end-goal functionality that drum controller users have come to familiarize themselves with over the past decade.

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Real Time Timbre Classification For Tabletop Hand Drumming

This paper examines the problem of classifying vibraphone notes in real-time based only on information from the instrument's acoustic signal. A system consisting of two basic parts is proposed: an attack identification unit for classifying the attack transients of new notes and a tone follower for tracking the overtones of sustaining notes.

Real time vibraphone pitch and timbre classification : - CORE

Real time vibraphone pitch and timbre classification : - CORE

Timbre • Timbre: tonal qualities that define a particular sound/source. It can refer to, e.g., class (e.g. violin or piano), or quality (e.g. bright, rough) •

Real Time Timbre Classification For Tabletop Hand Drumming

The objects are designed to be easy to use and adaptable for a number of purposes, including real-time timbre identification, ordering of sounds by timbre, target-driven concatenative synthesis, and plotting of sounds in a user-defined timbre space that can be auditioned interactively.

A timbre analysis and classification toolkit for Pure Data

fusion, and machine learning techniques to classify the position, dynamics, and timbre of each hit. The techniques were devised and implemented to achieve low latency between action and the electronically-generated sounds, as well as keep computational ... real-time drum transcription system available for the two real-time

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programming languages ...

Real-Time Hit Classification in a Smart Cajón

ing abnormality time series timely is signi?cant to increase survival rate. This work aims to real-time distinguish abnor-malities from normal multivariate time series. To date, dynamic time warping (DTW) and shapelets are commonly used for time series classi?cation (Grabocka et al.2014;Goreckiand?uczak2015).Unfortunately,existing´

Boosting for Real-Time Multivariate Time Series Classification

Real time detection and classification of DDoS attacks using enhanced SVM with string kernels Abstract: Distributed Denial of Service (DDoS) attack is a continuous critical threat to the internet. Application layer DDoS Attack is derived from the lower layers. Application layer based DDoS attacks use legitimate HTTP requests after establishment ...

Real time detection and classification of DDoS attacks ...

Real-time classification using machine vision Fig. 1 In order to demonstrate the potential of the hyperspectral camera for machine vision we placed some samples of different herbs (chamomile, oregano, basil) on a rotary plate in our laboratory.

Real-time Image Classification based on Machine Learning ...

This method was selected not only for its availability in Pd as an efficient real-time implementation, but also on the basis of the results reported in Jathal (2017), which showed that the k-NN method yielded the highest accuracy in a similar classification task (real-time timbre classification for tabletop hand drumming) compared to other methods such as support vector machine, k-means clustering, and neural networks.

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Frontiers | Real-Time Hit Classification in a Smart Cajón ...

Manchester Metropolitan University Decision trees can be very effective real-time classifiers as "shallow, fat" trees require few nodes to be traversed to get to a classification. Furthermore they...

Which Classifier is best for real time applications?

Based on the match data, a real-time classification of plasma faults is achieved by a novel method, developed in this study. Experiments were conducted to validate the novel fault classification. From the experimental results, we may conclude that the proposed method is feasible inasmuch that the overall accuracy rate of the classification for fault event shifts is 27 out of 28 or about 96.4% in success.

Real-Time Fault Classification for Plasma Processes

In collaboration with the University of Michigan, Synthetaic is developing a real time tumor classification system to assist surgeons in identifying types of brain cancer while performing surgery....

Synthetaic is Developing a Real Time Tumor Classification ...

Real-time hit classification in a smart cajón ... and timbre of each hit. The techniques were devised and implemented to achieve low latency between action and the electronically-generated sounds, as well as keep computational efficiency high. The system was tuned to classify two main cajón playing techniques at different locations and we ...

Real-time hit classification in a smart cajón

Real-time classification of ECGs on a PDA Abstract: The new advances in sensor technology, personal digital assistants (PDAs), and wireless communications favor the development of a new type of monitoring system that can provide patients with assistance anywhere and at any time. Of particular interest are the monitoring

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Real time vibraphone pitch and timbre classification ...

Author(s): Larke, Kevin | Abstract: This paper examines the problem of classifying vibraphone notes in real-time based only on information from the instrument's acoustic signal. A system consisting of two basic parts is proposed: an attack identification unit for classifying the attack transients of new notes and a tone follower for tracking the overtones of sustaining notes.

Real time vibraphone pitch and timbre classification.

During the twentieth century, electronic technology enabled the explosive development of new tools for the production, performance, dissemination and conservation of music. The era of the mechanical reproduction of music has, rather ironically, opened up new perspectives, which have contributed to the revitalisation of the performer's role and the concept of music as performance. This book examines questions related to music that cannot be set in conventional notation, reporting and reflecting on current research and creative practice primarily in live electronic music. It studies compositions for which the musical text is problematic, that is, non-existent, incomplete, insufficiently precise or transmitted in a nontraditional format. Thus, at the core of this project is an absence. The objects of study lack a reliably precise graphical representation of the work as the composer or the composer/performer conceived or imagined it. How do we compose, perform and study music that

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cannot be set in conventional notation? The authors of this book examine this problem from the complementary perspectives of the composer, the performer, the musical assistant, the audio engineer, the computer scientist and the musicologist.

A guide to using computers to create music that includes information on digital audio, synthesis techniques, signal processing, musical input devices, editing systems, and performance software.

This book reports on an outstanding thesis that has significantly advanced the state-of-the-art in the automated analysis and classification of speech and music. It defines several standard acoustic parameter sets and describes their implementation in a novel, open-source, audio analysis framework called openSMILE, which has been accepted and intensively used worldwide. The book offers extensive descriptions of key methods for the automatic classification of speech and music signals in real-life conditions and reports on the evaluation of the framework developed and the acoustic parameter sets that were selected. It is not only intended as a manual for openSMILE users, but also and primarily as a guide and source of inspiration for students and scientists involved in the design of speech and music analysis methods that can robustly handle real-life conditions.

This book constitutes the thoroughly refereed post-conference proceedings of the 10th International Symposium on Computer Music Modeling and Retrieval, CMMR 2013, held in Marseille, France, in October 2013. The 38 conference papers presented were carefully reviewed and selected from 94 submissions. The chapters reflect the interdisciplinary nature of this conference with following topics: augmented musical instruments and gesture recognition,

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music and emotions: representation, recognition, and audience/performers studies, the art of sonification, when auditory cues shape human sensorimotor performance, music and sound data mining, interactive sound synthesis, non-stationarity, dynamics and mathematical modeling, image-sound interaction, auditory perception and cognitive inspiration, and modeling of sound and music computational musicology.

Modern technology and the development of user-centric applications have grown to encompass many of our everyday routines and interests. Such advances in music data management and information retrieval techniques have crossed the boundaries of expertise from researchers to developers to professionals in the music industry. *Intelligent Music Information Systems: Tools and Methodologies* provides comprehensive description and analysis into the use of music information retrieval from the data management perspective, and thus provides libraries in academic, commercial, and other settings with a complete reference for multimedia system applications.

Measurements with persons are those in which human perception and interpretation are used for measuring complex, holistic quantities and qualities, which are perceived by the human brain and mind. Providing means for reproducible measurement of parameters such as pleasure and pain has important implications in evaluating all kind of products, services, and conditions. This book inaugurates a new era for this subject: a multi- and inter-disciplinary volume in which world-renowned scientists from the psychological, physical, biological, and social sciences reach a common understanding of measurement theory and methods. In the first section, generic theoretical and methodological issues are treated, including the conceptual basis of measurement in the various fields involved; the development of formal, representational, and probabilistic theories; the approach to experimentation; and the

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theories, models, and methods for multidimensional problems. In the second section, several implementation areas are presented, including sound, visual, skin, and odor perception, functional brain imaging, body language and emotions, and, finally, the use of measurements in decision making. Measurement with Persons will appeal to a wide audience across a range of sciences, including general psychology and psychophysics, measurement theory, metrology and instrumentation, neurophysiology, engineering, biology, and chemistry.

Content-Based Audio Classification and Retrieval for Audiovisual Data Parsing is an up-to-date overview of audio and video content analysis. Included is extensive treatment of audiovisual data segmentation, indexing and retrieval based on multimodal media content analysis, and content-based management of audio data. In addition to the commonly studied audio types such as speech and music, the authors have included hybrid types of sounds that contain more than one kind of audio component such as speech or environmental sound with music in the background. Emphasis is also placed on semantic-level identification and classification of environmental sounds. The authors introduce a new generic audio retrieval system on top of the audio archiving schemes. Both theoretical analysis and implementation issues are presented. The developing MPEG-7 standards are explored. Content-Based Audio Classification and Retrieval for Audiovisual Data Parsing will be especially useful to researchers and graduate level students designing and developing fully functional audiovisual systems for audio/video content parsing of multimedia streams.

This book constitutes the refereed proceedings of the 18th International Symposium on Methodologies for Intelligent Systems, ISMIS 2009, held in Prague, Czech Republic, in September 2009. The 60 revised papers presented together with 4 plenary talks were carefully reviewed and selected from over 111 submissions. The

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papers are organized in topical sections on knowledge discovery and data mining, applications and intelligent systems in Medicine, logical and theoretical aspects of intelligent systems, text mining, applications of intelligent systems in music, information processing, agents, machine learning, applications of intelligent systems, complex data, general AI as well as uncertainty.

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