

# An Efficient Posterior Regularized Latent Variable Model for Interactive Sound Source Separation



Nicholas J. Bryan, Stanford University

Gautham J. Mysore, Adobe Research



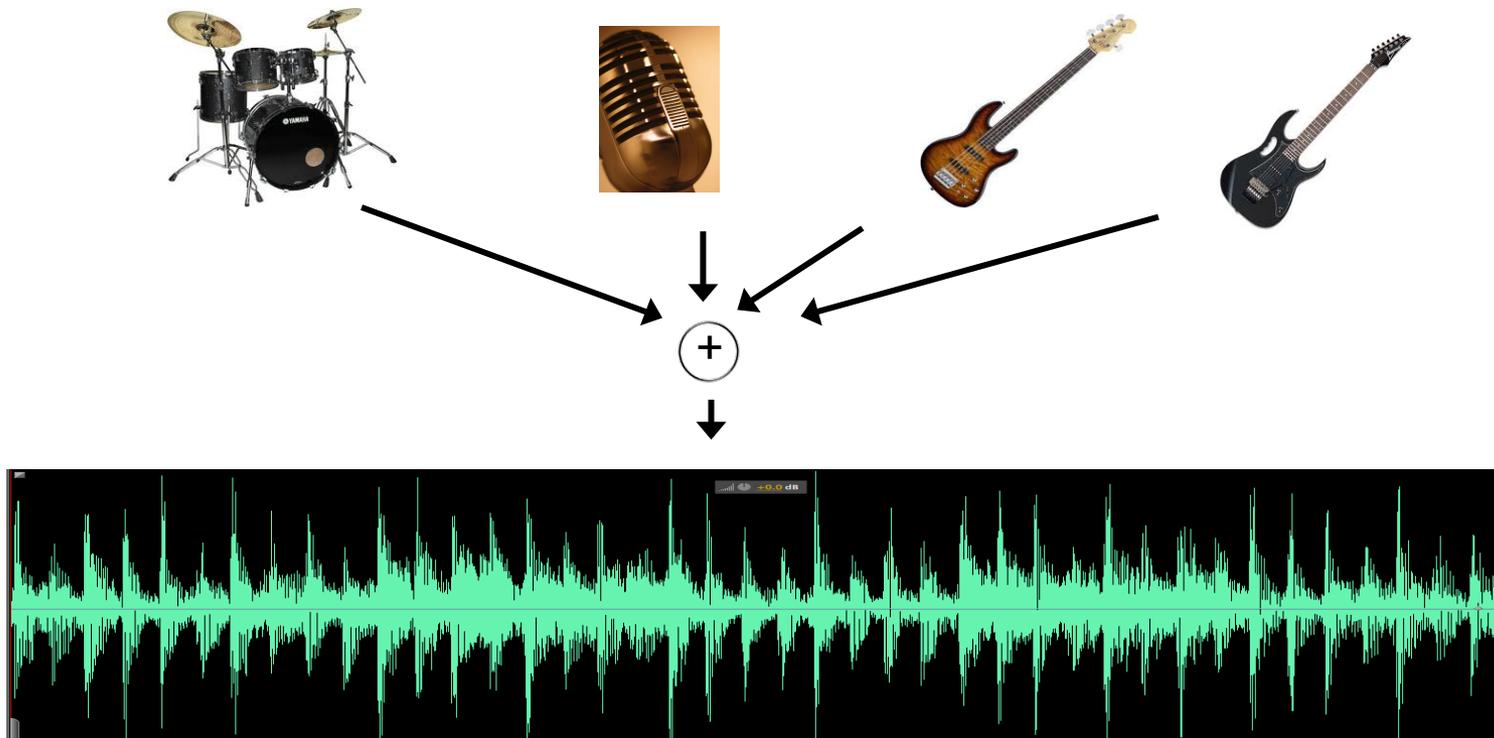
ICML 2013

Sound Check



# Motivation I

- Real world sounds are mixtures of many individual sounds



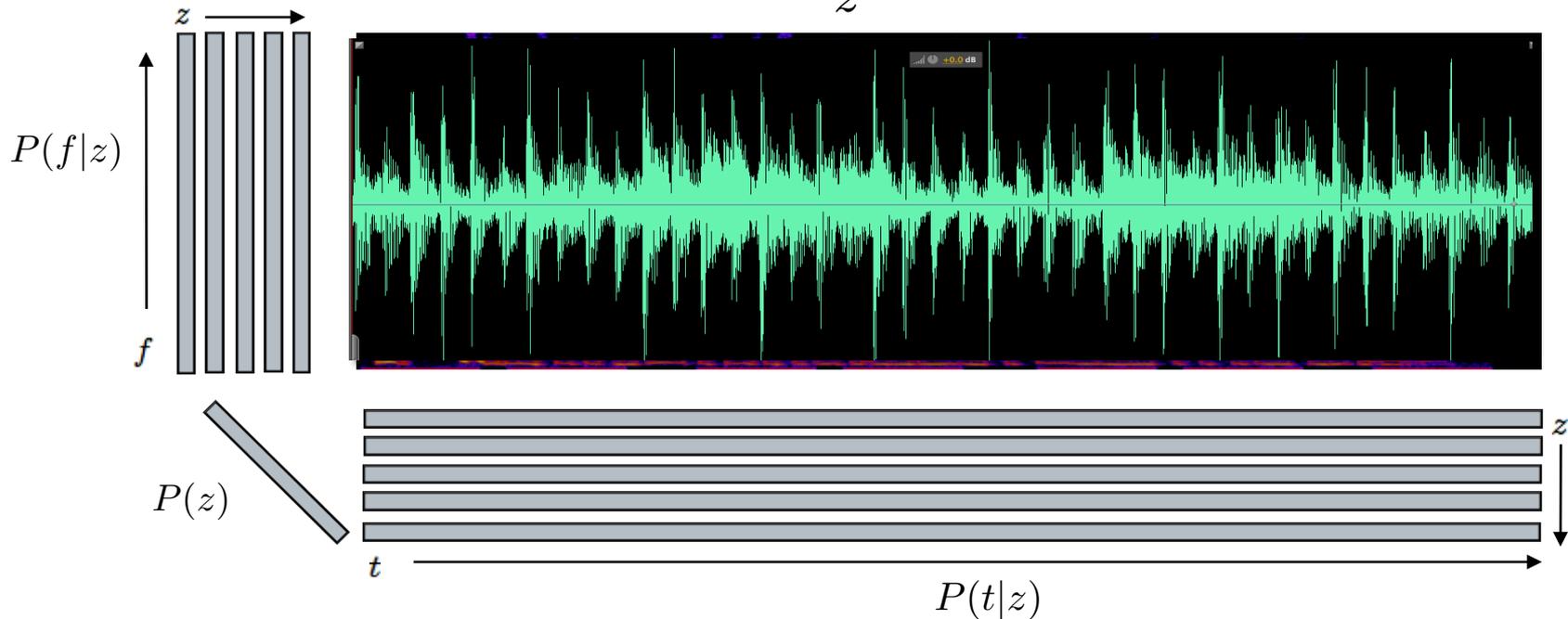
## Current State-of-the-Art

- Non-negative matrix factorization (NMF)  
[Lee & Seung, 2001; Smaragdis & Brown 2003]
- Related latent variable models (LVM)  
[Raj & Smaragdis 2005, Smaragdis et al., 2006]

# Latent Variable Model

- Probabilistic latent component analysis (PLCA) [Smaragdis et al., 2006]

$$\mathbf{X} \approx P(f, t) = \sum_z P(z) P(f|z) P(t|z)$$



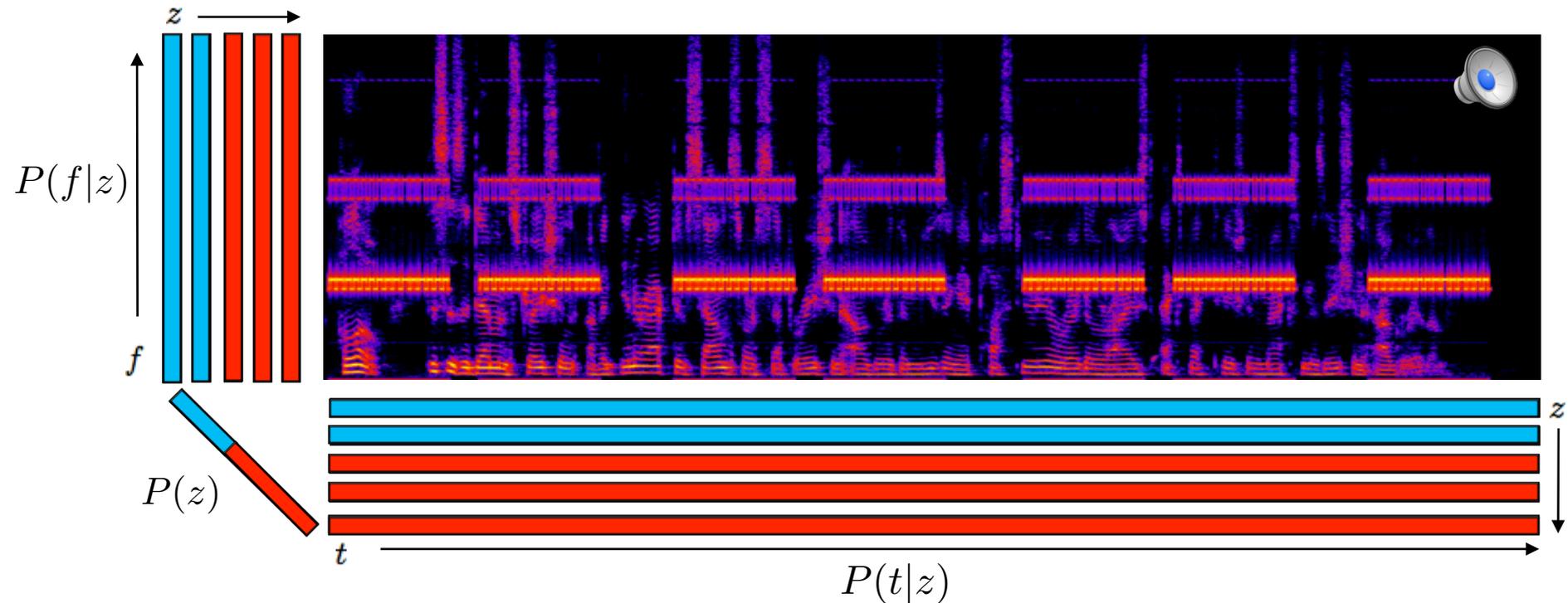
$P(f|z)$  Basis vectors, frequency components, dictionary

$P(z)$  Latent component weights

$P(t|z)$  Time activations or gains

# Latent Variable Model

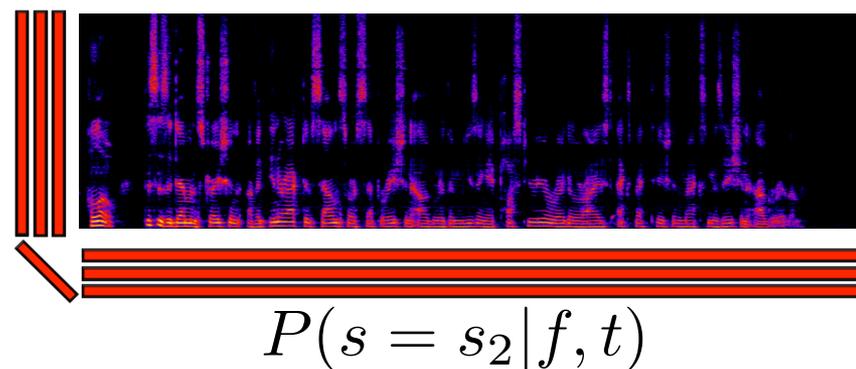
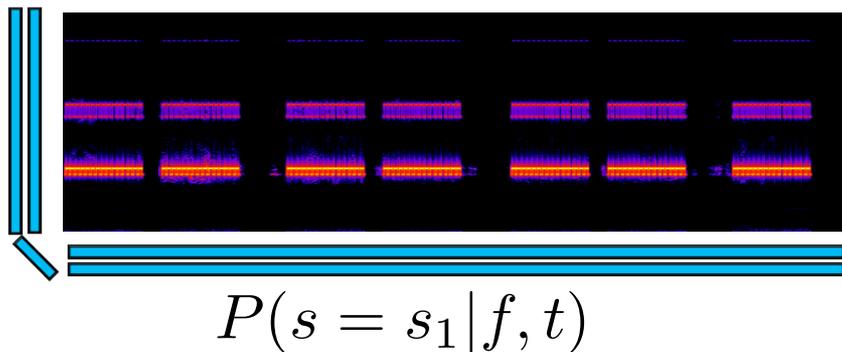
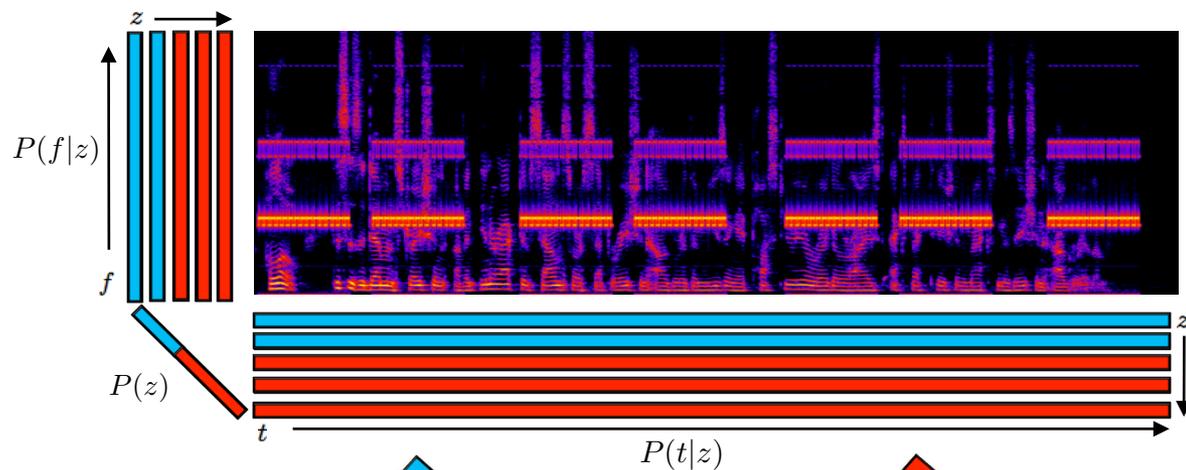
$$\mathbf{X} \approx P(f, t) = \sum_z P(z)P(f|z)P(t|z)$$



- Solve via an expectation-maximization (EM) algorithm

# Latent Variable Model

$$\mathbf{X} \approx P(f, t) = \sum_z P(z)P(f|z)P(t|z)$$



# Problems

- Requires isolated training data (supervised/semi-supervised)
- Don't incorporate auditory/perceptual models of hearing
- One-shot process, cannot correct for poor results
- Very difficult, underdetermined problem

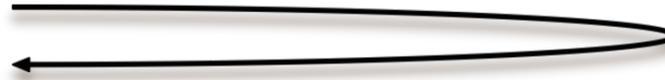
## Focus

- Eliminate the need to explicit training data
- Method of user feedback to guide separation
- Algorithm to incorporate the user feedback

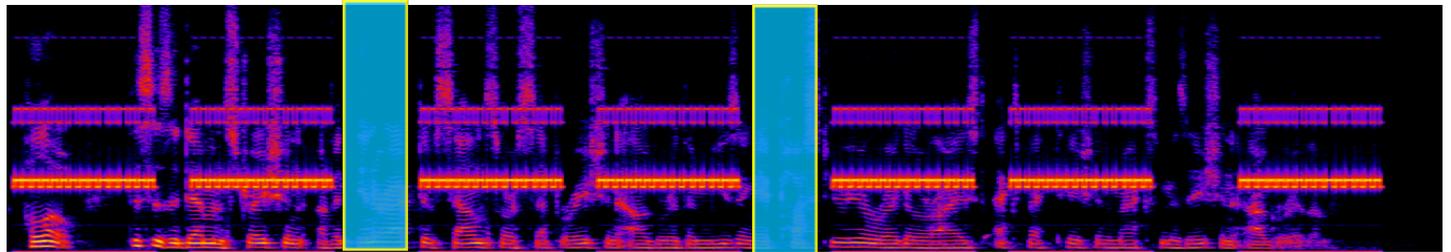
# Paradigm: Listen, Paint, Remove



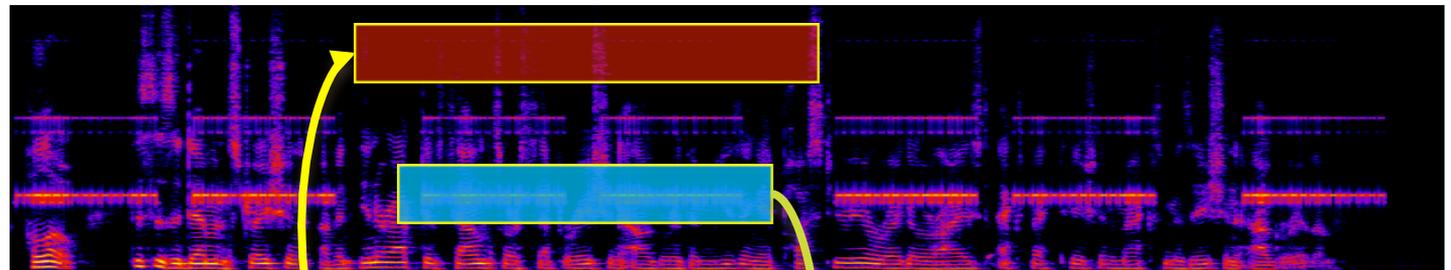
looping playback



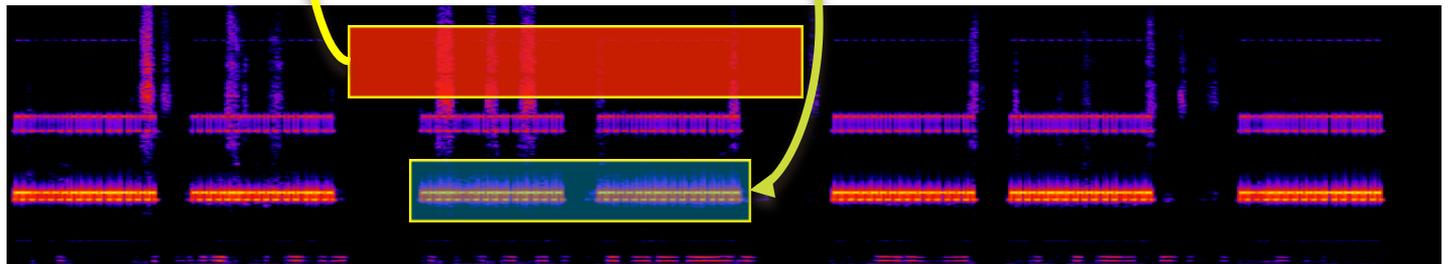
Speech +  
Cell Phone



Speech

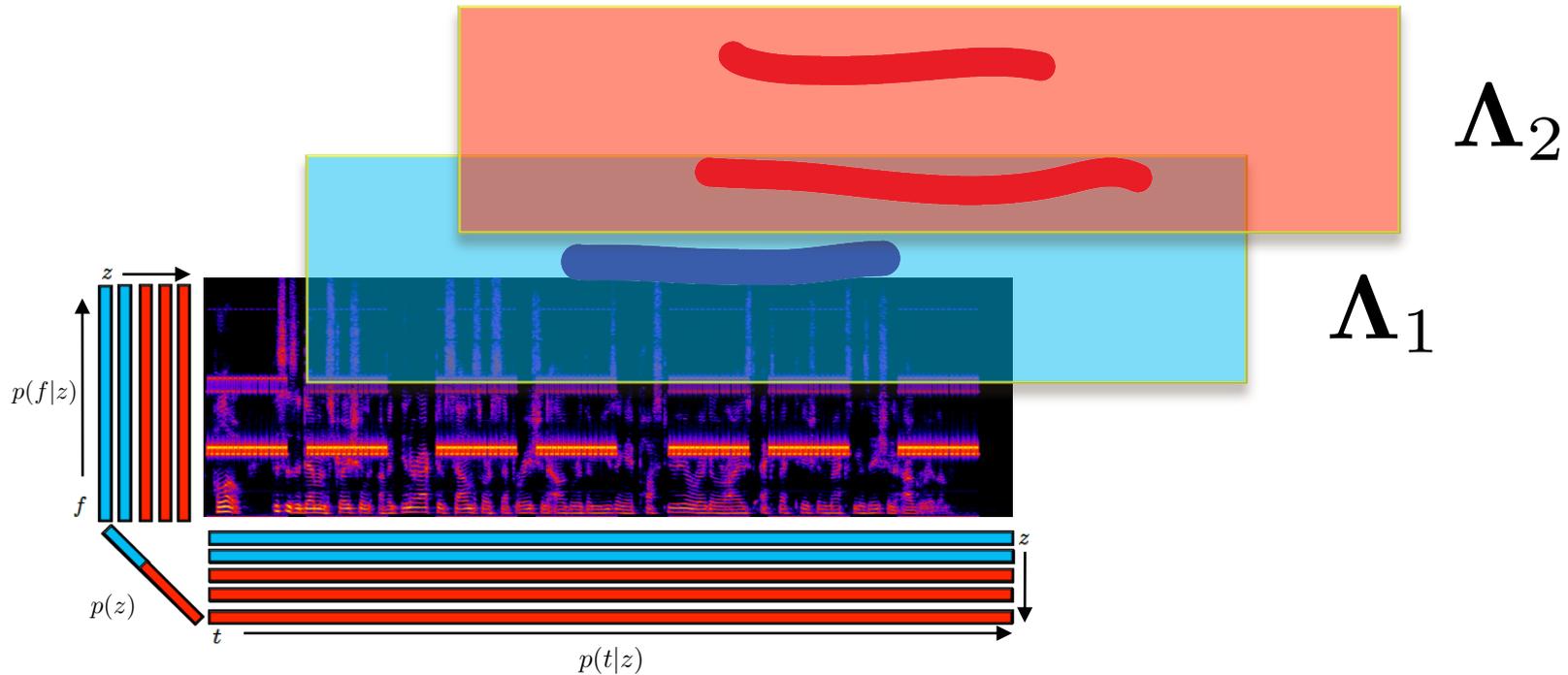


Cell Phone



# Latent Variable Model w/Painting Constraints

$$\tilde{P}(f, t) = \sum_z \tilde{P}(z) \tilde{P}(f|z) \tilde{P}(t|z)$$



- Incorporate painting annotations into the model

# Constraints

- Constraints typical encoded as:  
 $P(f|z)$     $P(t|z)$     $P(z)$ 
  - Prior probabilities on model parameters
  - Direct observations
- Does not (reasonably) allow time-frequency constraints
- Posterior regularization [Graça et al., 2007, 2009]
  - Complementary method that allows time-frequency constraints    $P(z|f, t)$
  - Iterative optimization procedure for each E step
  - Well suited for our problem

# Expectation Maximization

$$\ln P(\mathbf{X}|\Theta) = \mathcal{F}(Q, \Theta) + \text{KL}(Q||P)$$

$$\ln P(\mathbf{X}|\Theta) \geq \mathcal{F}(Q, \Theta)$$

E Step:

$$\begin{aligned} Q^{n+1} &= \arg \max_Q \mathcal{F}(Q, \Theta^n) \\ &= \arg \min_Q \text{KL}(Q||P) \end{aligned}$$

M Step:

$$\Theta^{n+1} = \arg \max_{\Theta} \mathcal{F}(Q^{n+1}, \Theta)$$

# Expectation Maximization w/Posterior Constraints I

$$\ln P(\mathbf{X}|\Theta) = \mathcal{F}(Q, \Theta) + \text{KL}(Q||P)$$

$$\ln P(\mathbf{X}|\Theta) \geq \mathcal{F}(Q, \Theta)$$

E Step:

$$\begin{aligned} Q^{n+1} &= \arg \max_{Q \in \mathcal{Q}} \mathcal{F}(Q, \Theta^n) \\ &= \arg \min_{Q \in \mathcal{Q}} \text{KL}(Q||P) \end{aligned}$$

M Step:

$$\Theta^{n+1} = \arg \max_{\Theta} \mathcal{F}(Q^{n+1}, \Theta)$$

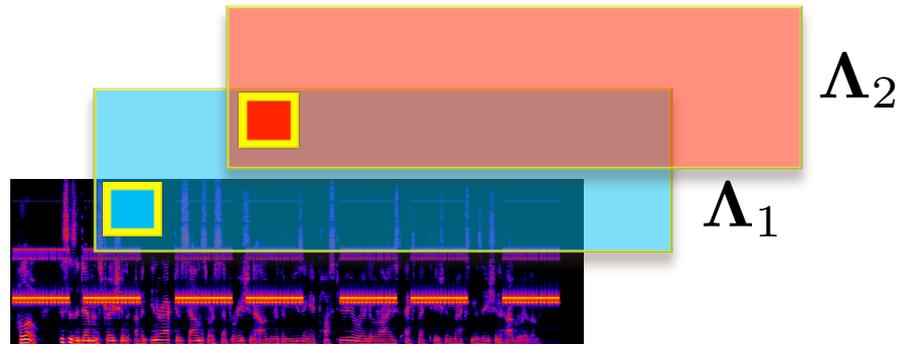
# Linear Grouping Expectation Constraints

$$\arg \min_{Q \in \mathcal{Q}} \text{KL}( Q(z|f, t) || P(z|f, t) )$$

- For each time-frequency point of  $P(z|f, t)$ , solve

$$\arg \min_{\mathbf{q}} \quad -\mathbf{q}^T \ln \mathbf{p} + \mathbf{q}^T \ln \mathbf{q}$$

$$\text{subject to} \quad \mathbf{q}^T \mathbf{1} = 1, \mathbf{q} \succeq 0$$



$$\lambda^T = [ \Lambda_{1_{ft}} \Lambda_{1_{ft}} \Lambda_{1_{ft}} \dots \Lambda_{2_{ft}} \Lambda_{2_{ft}} \Lambda_{2_{ft}} ]$$

# Fast Updates

- With simple penalty, both E and M steps are in closed form
- Reduces to simple, fast multiplicative updates vs. NMF
- Roughly the same computational cost as without constraints

expectation step  
for all  $z, f, t$  do

$$Q(z|f, t) \leftarrow \frac{P(z)P(f|z)P(t|z)}{\sum_{z'} P(z')P(f|z')P(t|z')}$$

end for

expectation step  
for all  $z, f, t$  do

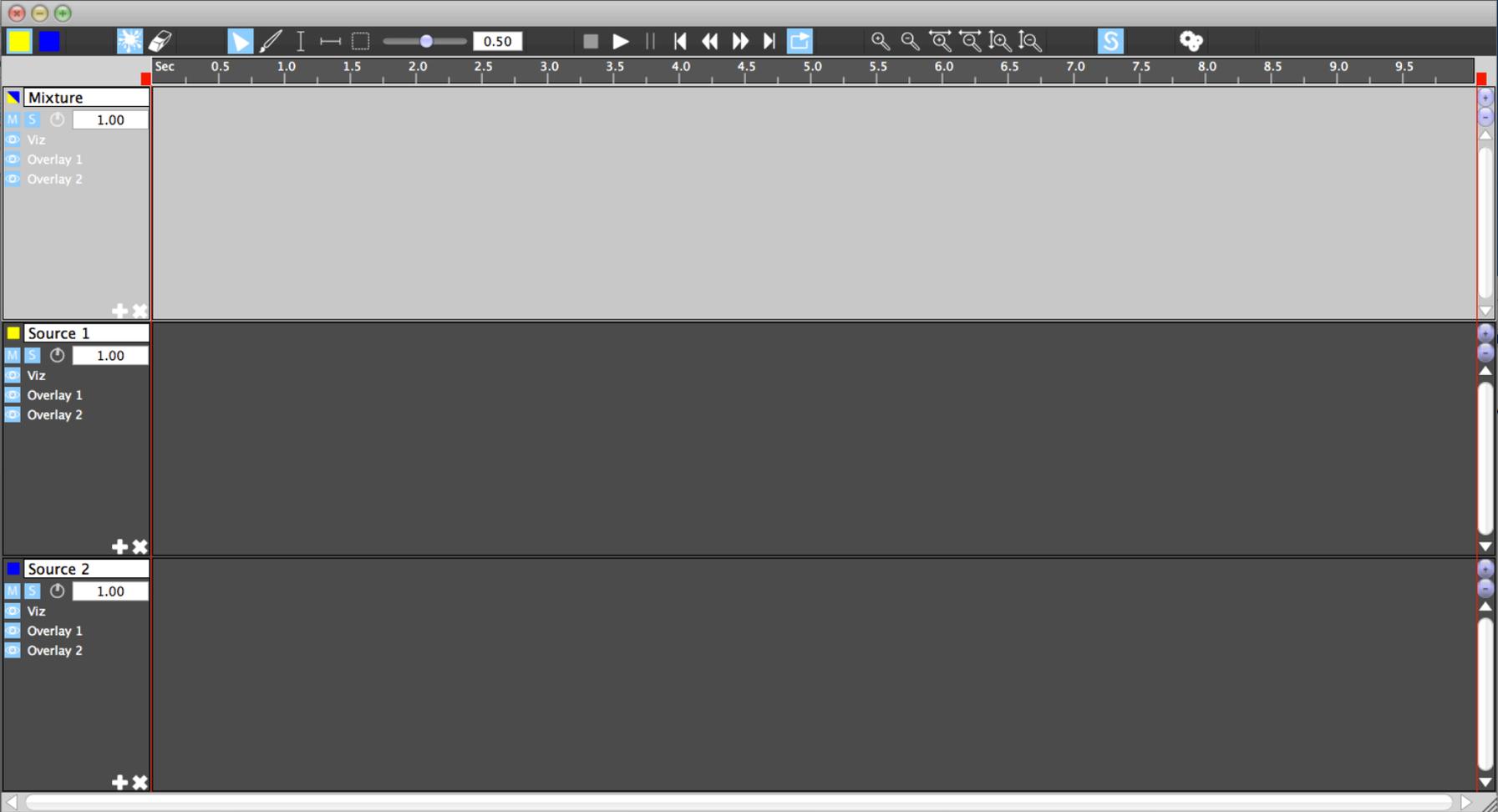
$$Q(z|f, t) \leftarrow \frac{P(z)P(f|z)P(t|z)\tilde{\Lambda}_{(f,t,z)}}{\sum_{z'} P(z')P(f|z')P(t|z')\tilde{\Lambda}_{(f,t,z')}}'$$

end for

# Evaluation

- BSS-EVAL metrics [Vincent et al., 2006]
  - Signal-to-Distortion Ratio (SDR)
  - Signal-to-Interference Ratio (SIR)
  - Signal-to-Artifact Ratio (SAR)
- Test material
  - Cell phone + speech (C), drums + bass (D), orchestra + cough (O), piano + wrong note (P), siren + speech (S)
  - Vocals + background music (S1, S2, S3, S4)
- Results
  - Outperformed prior state-of-the-art on tested material
  - Outperformed SiSEC 2011 vocals + background music winner

# Live Demonstration



# Jackson 5 Remix



Jackson 5's "I want You Back"



Cher Llyod's "Want U Back"



Remix

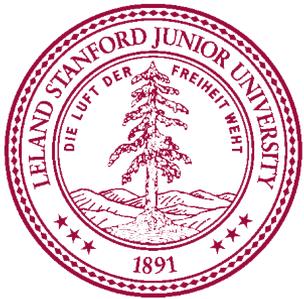
## A Look Back

- Perceptual domain, objective evaluation is difficult
- Human evaluation within the learning process
- Processing training data only

# Conclusion

- Sound source separation algorithm
  - Time-frequency constraints via posterior regularization
  - No explicit training data
  - Efficient, interactive algorithm w/closed-form update equations
  - Improved separation quality over prior work
  - Open source software
- Poster ID: 348
- Demos at [ccrma.stanford.edu/~njb/research/iss](http://ccrma.stanford.edu/~njb/research/iss)

# An Efficient Posterior Regularized Latent Variable Model for Interactive Sound Source Separation



Nicholas J. Bryan, Stanford University

Gautham J. Mysore, Adobe Research



ICML 2013