

# Transient Detection With Absolute Discrete Group Delay

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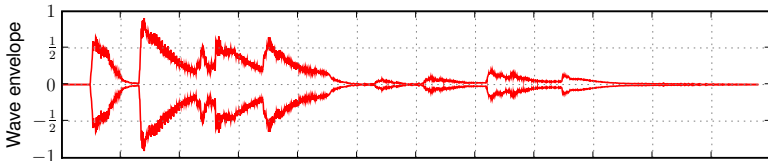
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## Overview

- Transient Detection
- The Average Absolute Discrete Group Delay (AAGD)
- Metafiltering: Why the AAGD criterion works
- Improvements
- Performance

# Transient Detection

Transient = quickly and un-predictably changing audio signal segment  
 Onset = starting point of a note



## Current STFT-based Methods

- Energy change
- Phase propagation over time (pitch change)

## Disadvantage of both

Knowledge of neighboring frames required

## New Approach

Phase coincidence over frequency within an STFT time frame

# Review: Short-Time Fourier Transformation

## STFT Definition

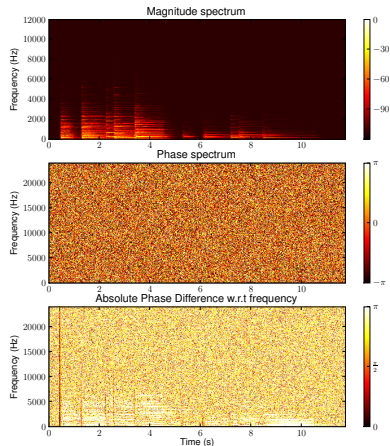
$$X(m, k) = \sum_{n=-\infty}^{\infty} x(n)w(mS - n)e^{-j\frac{2\pi k}{N}n}$$

Results are complex and consist of

- magnitude
- energy-independent phase

## Phase is ambiguous

- $2\pi = \text{full angle}$
  - Restriction to  $[-\pi, \dots, +\pi]$  range
- $\text{princ}(\varphi) := ((\varphi + \pi) \bmod (-2\pi)) + \pi.$



# Average Absolute Group Delay

Idea: Use the phase evolution **across frequency** to detect transients.

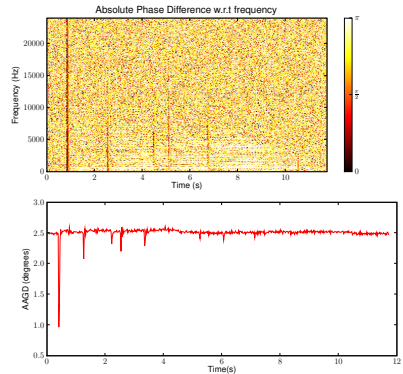
## Definition AAGD

$$D_X(m, k) = \text{princ}(\varphi_X(m, k) - \varphi_X(m, k-1))$$

$$AAGD_X(m) = \frac{1}{N} \sum_{k=1}^N |D_X(m, k)|$$

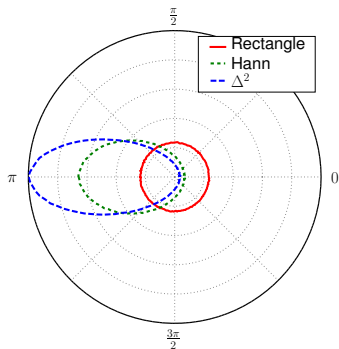
## Transient Detection

- Learn mean  $\mu$  and variance  $\sigma$  from AAGD
- Thresholding:  $\theta = \mu - \lambda\sigma$
- $\lambda$  determines sensitivity ( $\approx 2$ )



# Distribution of phase differences

Pink Noise:

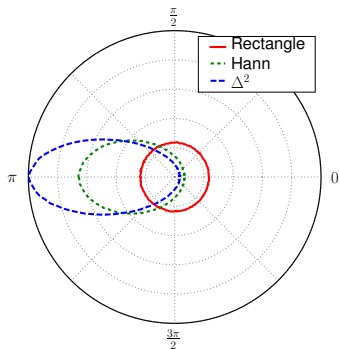


Conclusion for steady-state signals

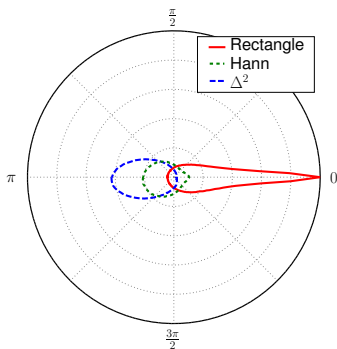
*AAGD*  $\rightarrow \pi$  for bell-shaped windows. Reason: next pages

# Distribution of phase differences

Pink Noise:



Oboe:



**Conclusion for steady-state signals**

*AAGD*  $\rightarrow \pi$  for bell-shaped windows. Reason: next pages

# Meta-Filtering

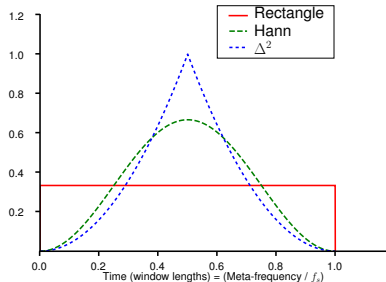
## Definition

- Windowing in time domain = convolution in frequency domain  

$$x(n) \cdot w(n) \xrightarrow{\mathcal{F}} X(k) * W(k)$$
- Convolution in frequency domain = FIR “filtering” the DFT coefficients (Meta-Filtering)

## Properties

- IDFT = time-reversed DFT
- Symmetric signal: IDFT = DFT
- Transfer function of meta filter = window form in time domain
- Bell-shaped window  $\implies$  high-pass meta filter

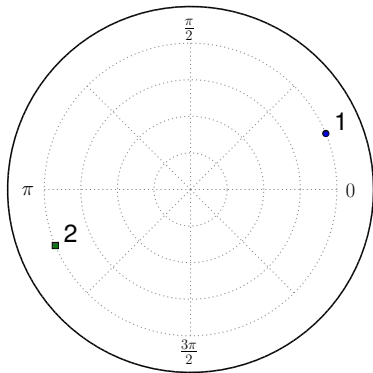




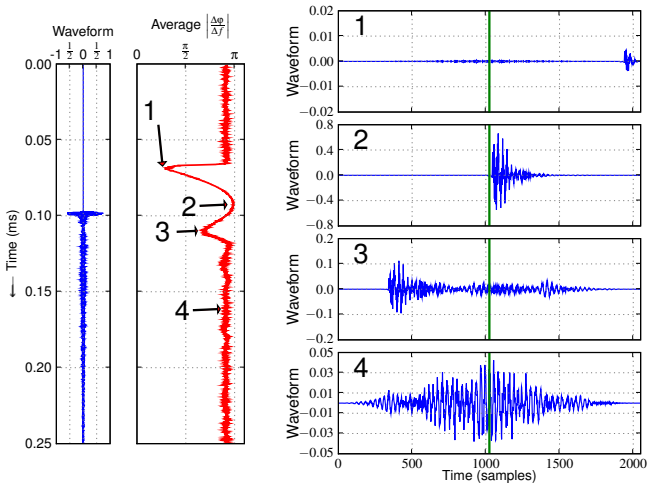
# Consequences of Metafiltering

## Metafiltering and Phase

- High-pass meta filter = amplification at Nyquist frequency
- strong oscillation between neighboring frequency coefficients  
⇒ alternating phases

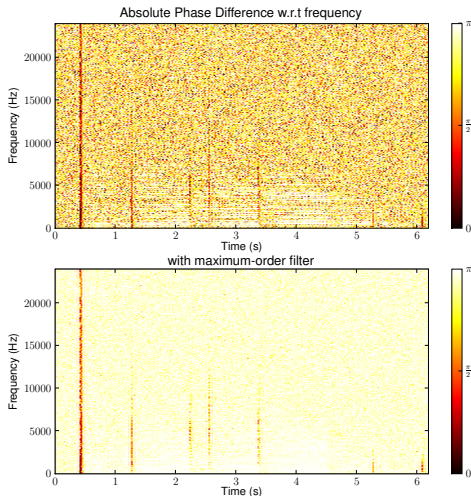


# Transient Behavior: A Castanet Clap



# Improvements

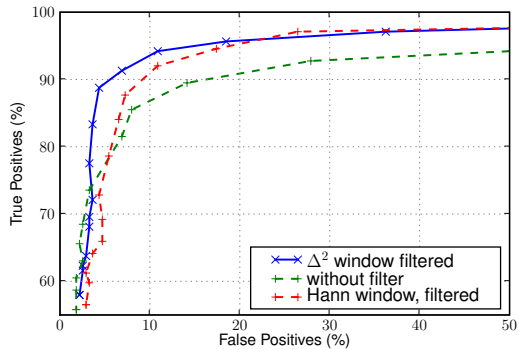
- Denoising with a maximum-order filter
- Restricting the frequency range
- Adding noise (to overwrite note-off events)



# Onset Detections of Percussive Sounds

## Test Set

- Source: EBU-SQAM
- percussive and tonal-percussive instruments
- 276 hand-marked reference onsets in 43 files
- Tolerance: 50ms before transient, 0 ms after
- Added noise: white uniformly distributed, -34 dB peak level



## Summary

- New transient detection method based on average absolute group delay
- Detects percussive and tonal-percussive sounds
- Influence of window function:
  - Convolution in frequency-domain
  - High-pass meta-filtering with window shape as transfer function
  - Amplified oscillations of neighbor Fourier coefficients
  - Phase difference  $\rightarrow \pi$ .

### Advantages

- Independent from neighbouring blocks
- 25% window size hop sufficient
- No phase unwrapping needed
- One FFT per frame sufficient

### Disadvantages

- Does not detect pitched non-percussive onsets

Thank you for your attention!