

---

# Course Projects

---

Class 9. 22 Sep 2009

# Administrivia

- n **THURSDAY'S CLASS: WEAN HALL 5403**
  - q **Thanks to Ramkumar Krishnan for arranging the room!**
  
- n Almost all submissions of Homework 1 are in
  - q Thanks to all students who have submitted
  - q Three submissions are still due
  
- n Fernando's lecture
  - q Clarifications required? J
  
- n Homework 2 is up on the website
  - q Face detection using a single Eigen face
  - q Will expand to using multiple Eigen faces in stage 2
    - n Complex homework
    - n Homework 3 will be very simple: L1 estimation of L2 algebraic operations
      - q If (insufficient(time)==true) givenhomework(3) = false

---

# Course Projects

- n Covers 50% of your grade
- n 9-10 weeks
- n Required:
  - q A seriously attempted project
  - q Demo if possible
  - q Project report
  - q 20 minute project presentation
- n Project complexity
  - q Depends on what you choose to do
  - q Complexity of project will be considered in grading

---

# Course Projects

- n Projects will be done by teams of students
  - q Ideal team size: 4
  - q Find yourself a team
  - q If you wish to work alone, that is OK
    - n But we will not require less of you for this
  - q If you cannot find a team by yourselves, you will be assigned to a team
  - q Teams will be listed on the website
  - q All currently registered students will be put in a team eventually
  
- n Will require background reading and literature survey
  - q Learn about the the problem
  
- n Grading will be done by team
  - q All members of a team will receive the same grade
    - n But I retain discretionary powers over this

---

# Projects

- n A list of possible projects will be presented to you in the rest of this lecture
- n This is just a sampling
- n You may work on one of the proposed projects, or one that you come up with yourselves
  
- n Teams must inform us of their choice of project by 29<sup>th</sup> September 2009
  - q The later you start, the less time you will have to work on the project

# Projects

- n Projects range from simple to very difficult
  - q Important to work in teams
  
- n Guest lecturers with project ideas
  - q Anatole Gershman (LTI)
  - q Alan Black (LTI)
  - q Eakta Jain (RI)
  - q Fernando De La Torre
    - n Not presenting
  
- n Important: Be realistic
  - q Partially completed projects will still get grades **IF:**
    - n The work performed is a serious attempt at completing it
  - q But only completed projects are likely to result in papers/publications if any

---

# Now.. To our guests..

- n Alan Black
- n Anatole Gershman
- n Eakta Jain

---

# More Project Ideas

## n Sound

- q Separation
- q Music
- q Classification
- q Synthesis

## n Images

- q Processing
- q Editing
- q Classification

## n Video

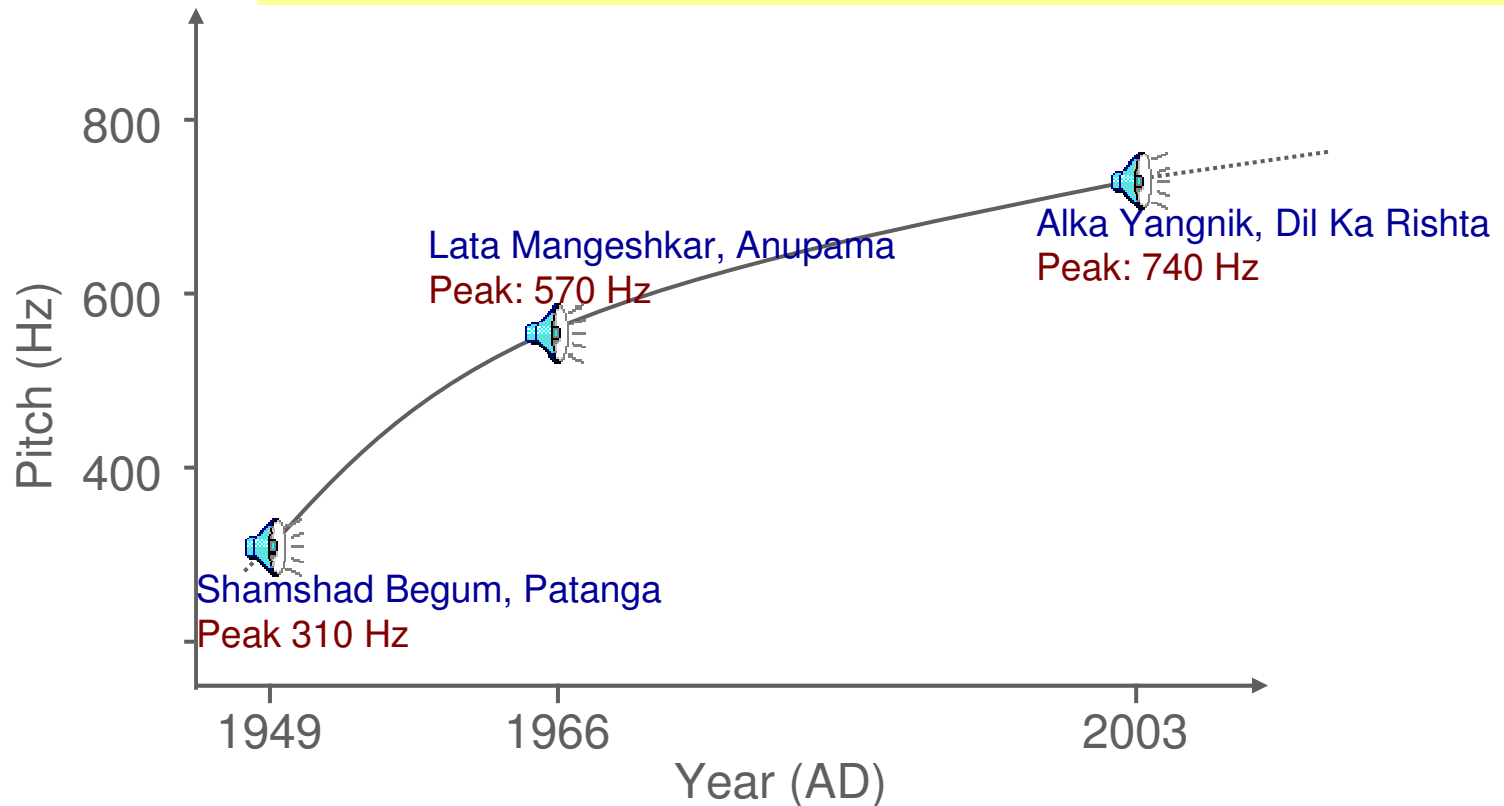
- q ...
- q ...



# A Strange Observation

n A trend

The pitch of female Indian playback singers is on an ever-increasing trajectory



n Mean pitch values: 278Hz, 410Hz, 580Hz

---

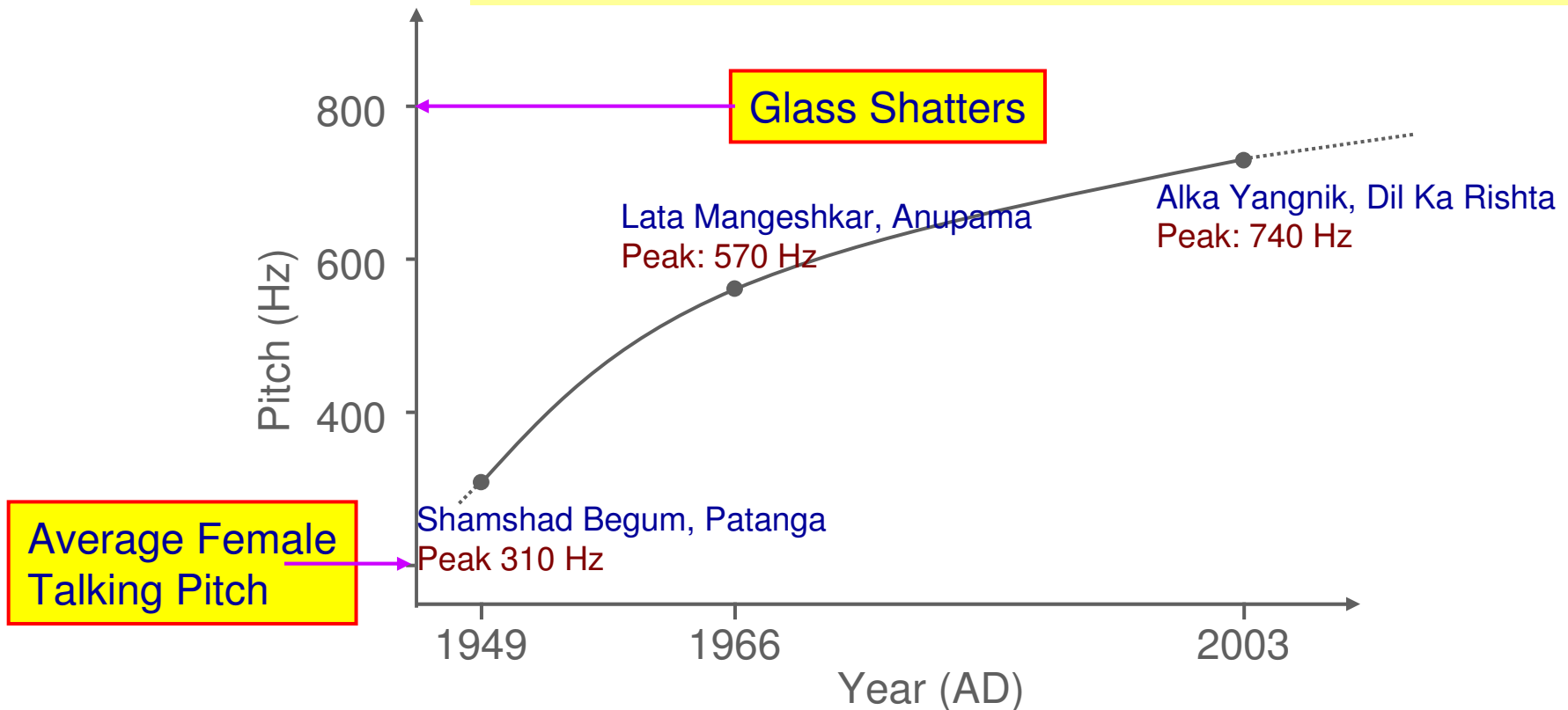
# I'm not the only one to find the high-pitched stuff annoying

- n Sarah McDonald (Holy Cow): “.. shrieking...”
- n Khazana.com: “.. female Indian movie playback singers who can produce ultra high frequencies which only dogs can hear clearly..”
- n [www.roadjunky.com](http://www.roadjunky.com): “.. High pitched female singers doing their best to sound like they were seven years old ..”

# A Disturbing Observation

n A trend

The pitch of female Indian playback singers is on an ever-increasing trajectory



n Mean pitch values: 278Hz, 410Hz, 580Hz

# Subjectivity of Taste

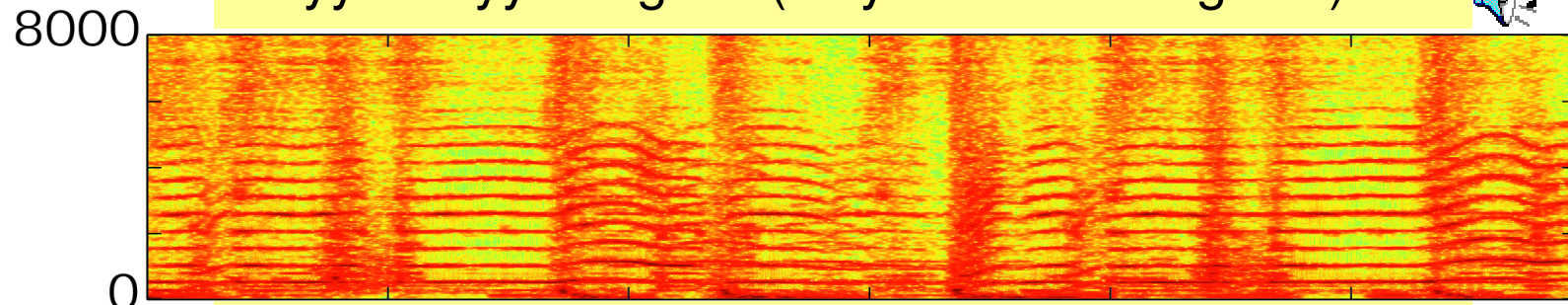
- n High pitched female voices can often sound unpleasant
- n Yet these songs are very popular in India
  - q Subjectivity of taste
- n The melodies are often very good, in spite of the high singing pitch

# “Personalizing” the Song

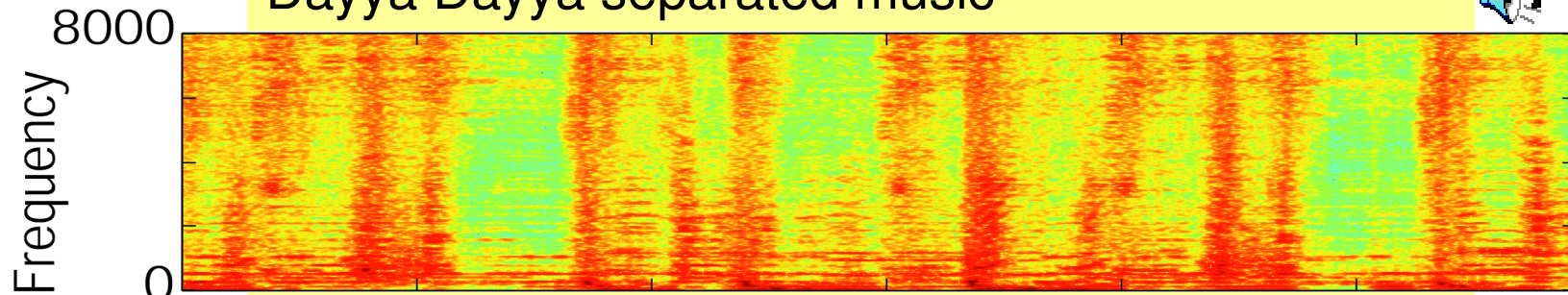
- n Retain the melody, but modify the pitch
  - q To something that one finds pleasant
  - q The choice of “pleasant” pitch is personal, hence “personalization”
  
- n Must be able to separate the vocals from the background music
  - q Music and vocals are mixed in most recordings
  - q Must modify the pitch without messing the music
  
- n Separation need not be perfect
  - q Must only be sufficient to enable pitch modification of vocals
  - q Pitch modification is tolerant of low-level artifacts
    - n For octave level pitch modification artifacts can be undetectable.

# Separation example

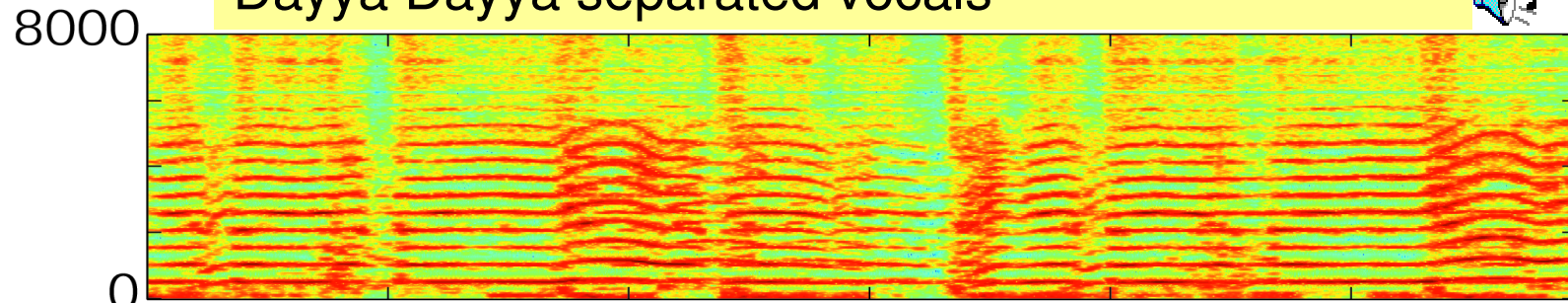
Dayya Dayya original (only vocalized regions)



Dayya Dayya separated music

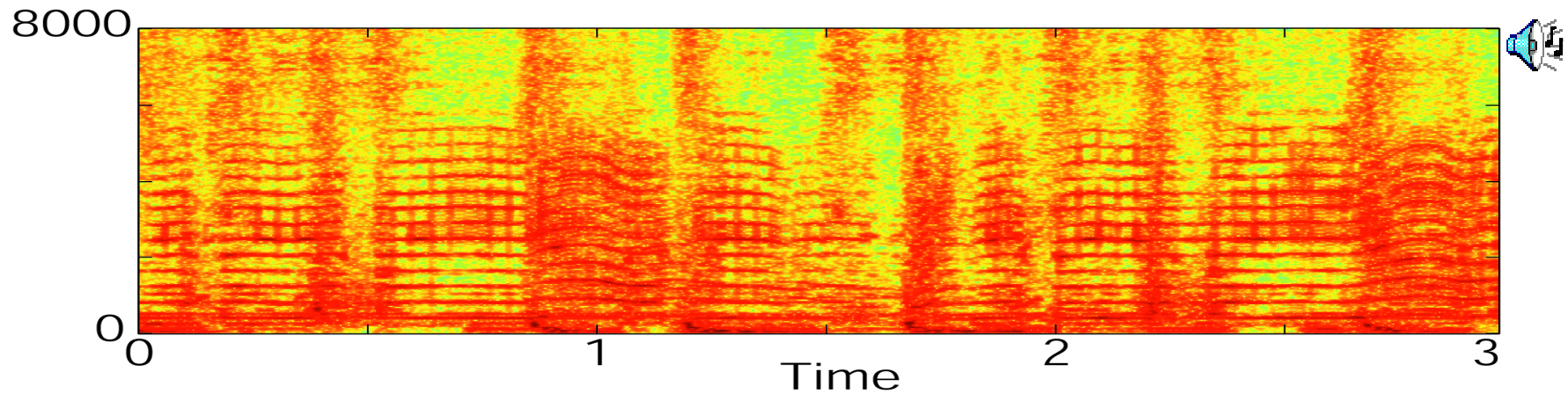


Dayya Dayya separated vocals



0 1 2 3  
Time

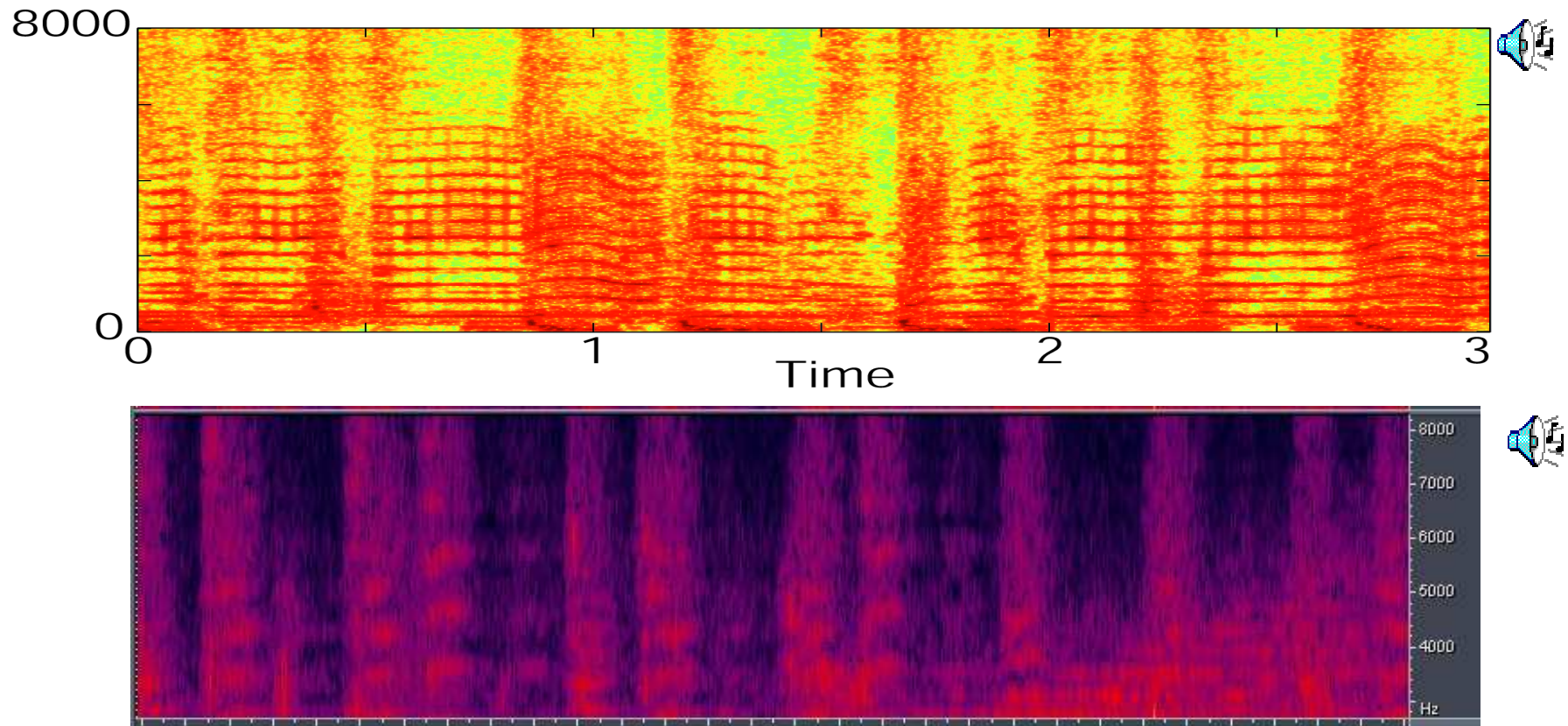
# Some examples



- n Example 1: Vocals shifted down by 4 semitones



# Some examples



- n Example 1: Vocals shifted down by 4 semitones
- n Example 2: Gender of singer partially modified



# Projects..

- n Several component techniques
- n Illustrate various ML *and* signal processing concepts
  
- n Signal separation
  - q Latent variable models
  - q Non-negative factorization
- n Signal modification
  - q Pitch and spectral modification
  - q Phase and phase estimation

# Song “Personalizer”

- n Modify vocals as desired
  - q Mono or Stereo
  - q “Knob” control to modify pitch of vocals
  
- n Given a song
  - q Separate music and song
  - q Modify pitch as required
  - q Adjust parameters for minimal artifacts
  - q Add..
  
- n Issues:
  - q Separation
  - q Modification
  - q Use of appropriate statistical model and signal processing

# Talk-Along Karaoke

- n Pick a song that features a prominent vocal lead
  - q Preferably with only *one* lead vocal
- n Build a system such that:
  - q User talks the song out with reasonable rhythm
  - q The system produces a version of the song with the user *singing* the song instead of the lead vocalist
    - n i.e. The user's singing voice now replaces the vocalist in the song
- n No. of issues:
  - q Separation
  - q Pitch estimation
  - q Alignment
  - q Pitch shifting

# Dereverberation



Sound recorded in an Auditorium



Dereverberated  
(with artifacts)

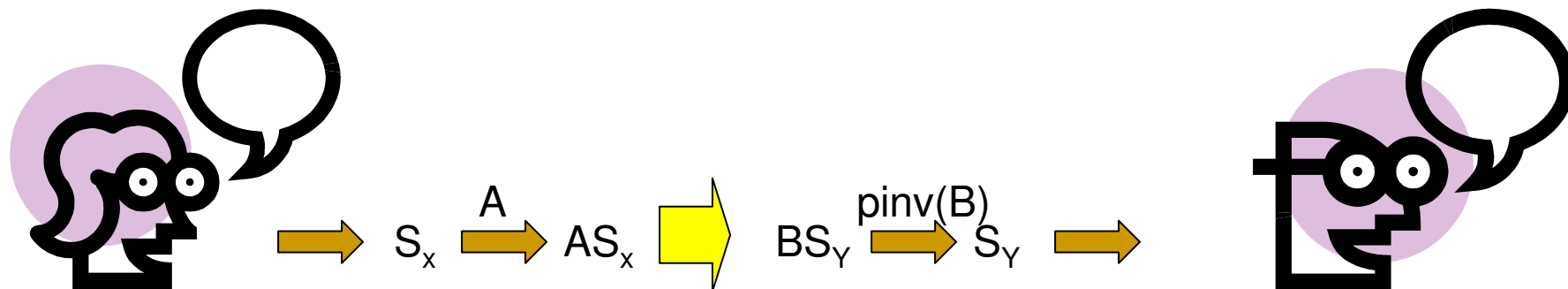
- n Develop a *supervised* technique that can dereverberate a noisy signal
  - q Will work with artificially reverberated data
- n Issues:
  - q Modeling the data
  - q Learning parameters
  - q Overcomplete representations

---

# Real-time music transcription

- n Proposed by Siddharth Hazra
- n Discover sheet music for a guitar on-line, as it is played

# Voice transformation with Canonical Correlation Analysis



## n Canonical correlation Analysis:

- q Given spectra  $S_x$  from speaker X
- q And spectra  $S_y$  from speaker Y
- q Find transform matrices A and B such that  $AS_x$  predicts  $BS_y$

## n Will *transform* the voice of speaker X to that of speaker Y

## n Issues:

- q CCA
- q Voice transformation

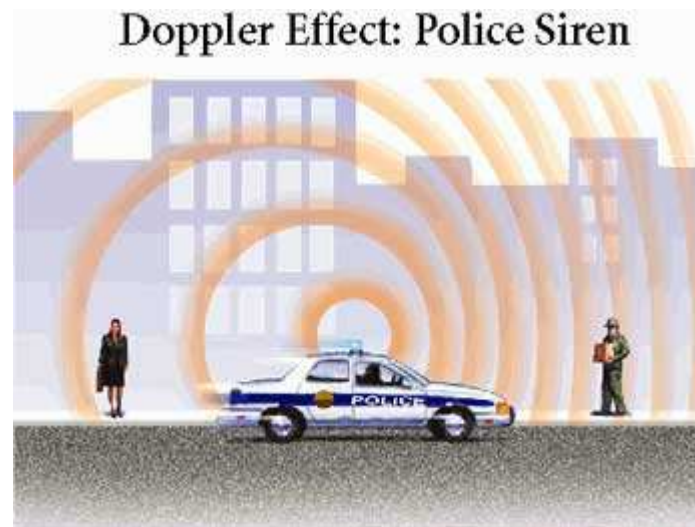
---

# The Doppler Ultrasound Sensor

n Using the Doppler Effect

# The Doppler Effect

- n The observed frequency of a moving sound source differs from the emitted frequency when the source and observer are moving relative to each other
  - q Discovery attributed to Christian Doppler (1803-1853)



Person being approached by a police car hears a higher frequency than a person from whom the car is moving away.



# Observed frequency

n The relationship of actual to perceived frequencies is known

n Case 1: The source is moving with velocity  $v$ , but the listener is static

q Observed frequency is:

$$f' = \frac{c_{\text{sound}} f}{c_{\text{sound}} - v}$$



n Case 2: The observer is emitting the signal which is reflected off the moving object

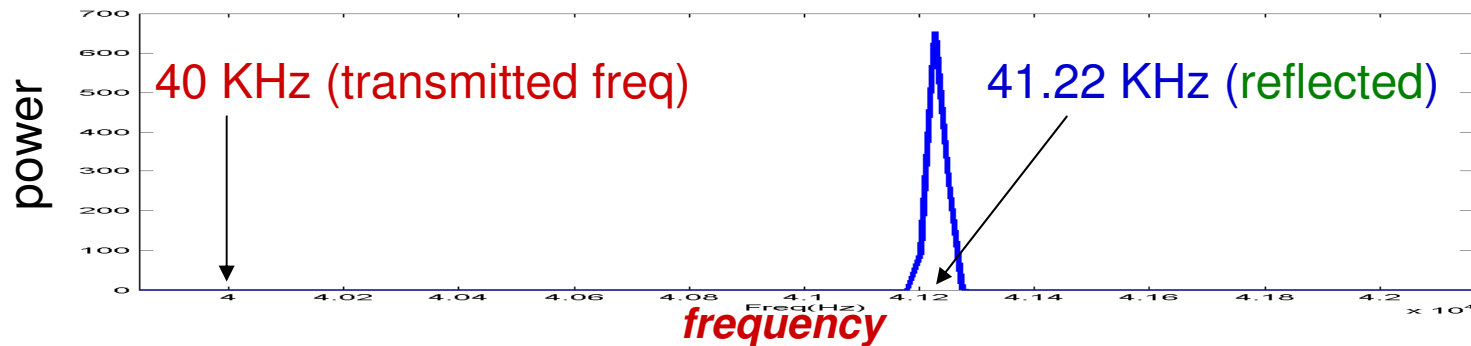
q Observed frequency is:

$$f' = \frac{(c_{\text{sound}} + v) f}{c_{\text{sound}} - v}$$

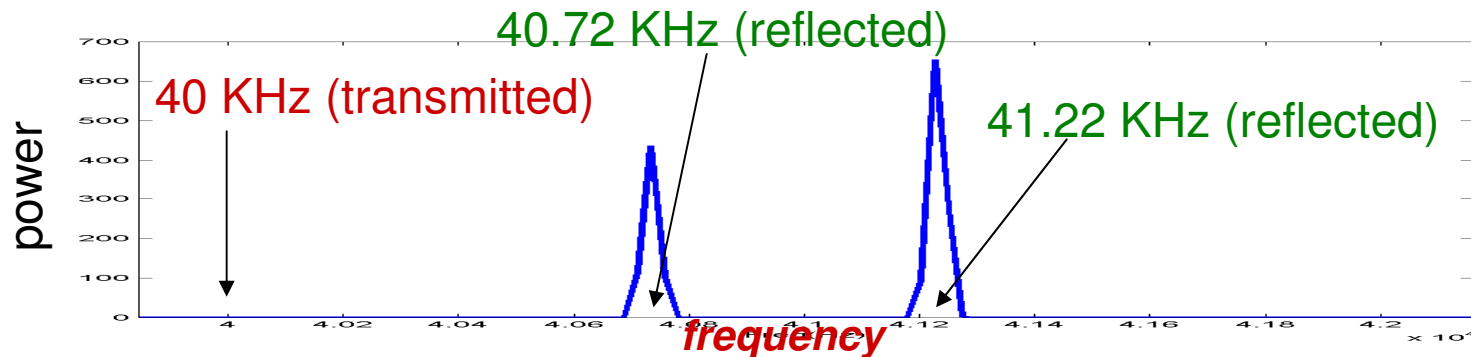


# Doppler Spectra

- n 40 KHz tone reflected by an object approaching at approximately



- n 40 KHz tone reflected by two objects, one approaching at approximately 5m/s and another at 3m/s

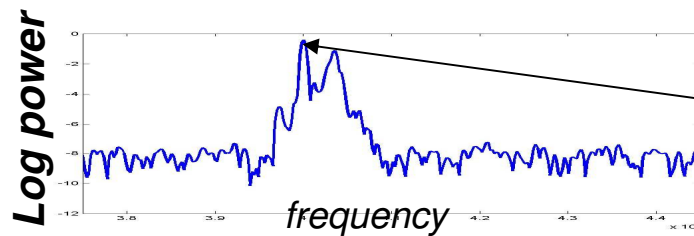


Multiple velocities result in multiple reflected frequencies

# Doppler from Walking Person

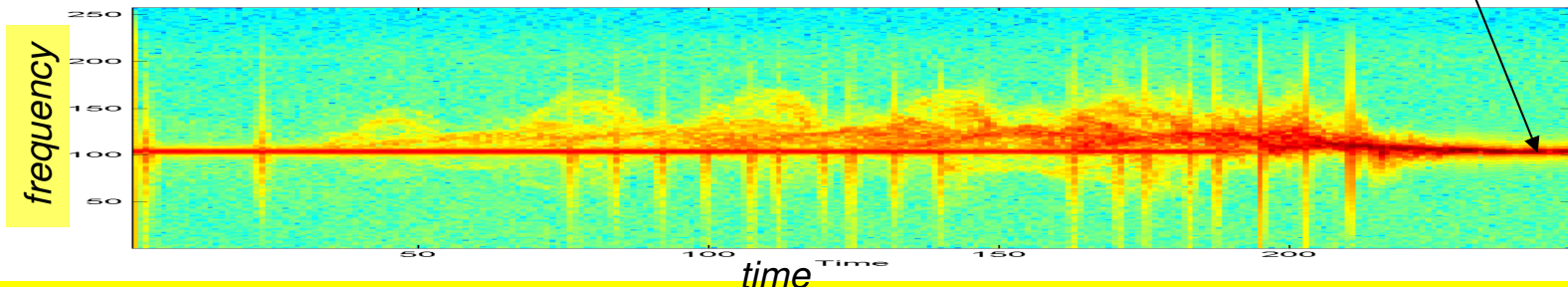
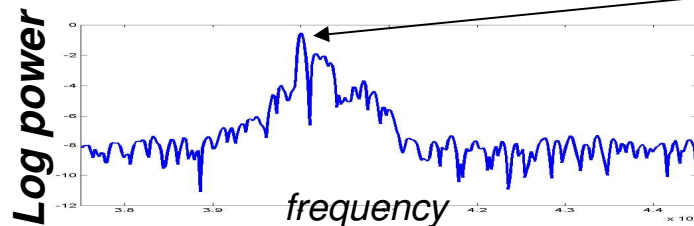
- n Human beings are articulated objects
- n When a person walks, different parts of his body move with different velocities. The combination of velocities is characteristic of the person
- q These can be measured as the spectrum of a reflected Doppler signal

**Peak stride:**  
Frequencies are less spread out



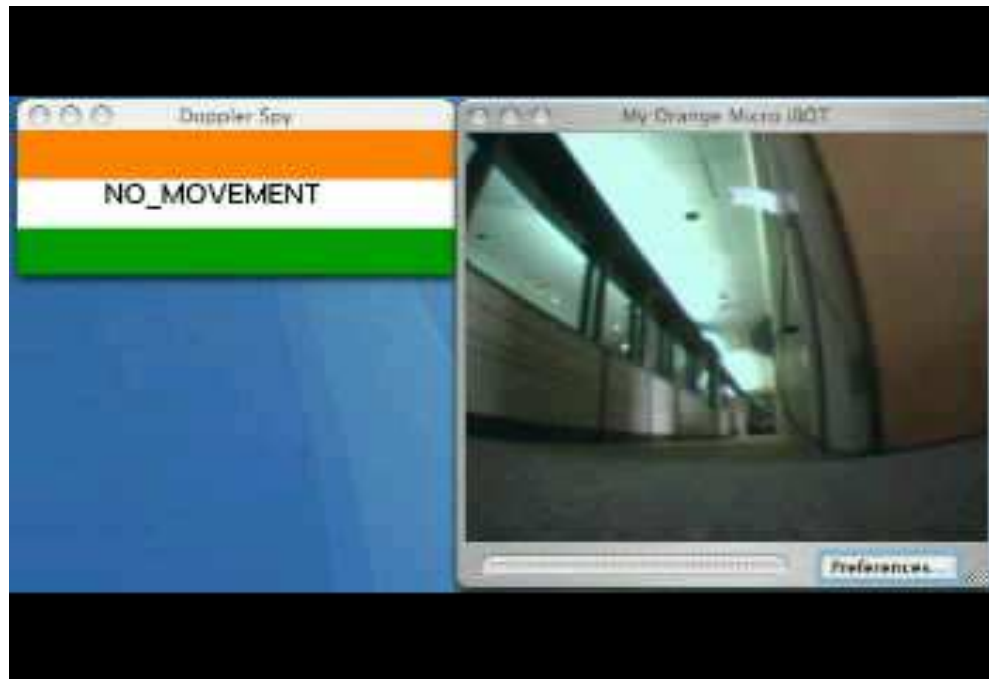
**Peaks at the incident frequency (40KHz) from reflections off static objects in environment**

**Mid stride:**  
Frequencies are more spread out



**spectrogram of the reflections of a 40KHz tone by a person walking toward the sensor  
The spikes in the spectrogram are measurement artefacts**

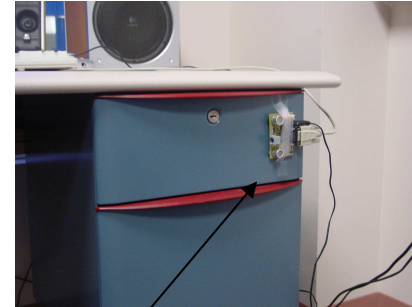
# Identifying moving objects



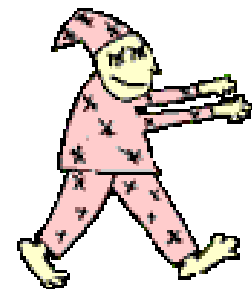
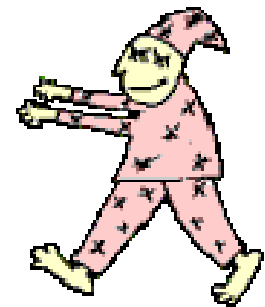
- n Doppler spectra are signatures of the motion
  - q The pattern of velocities associated with the movement of an object are unique

# Gait Recognition

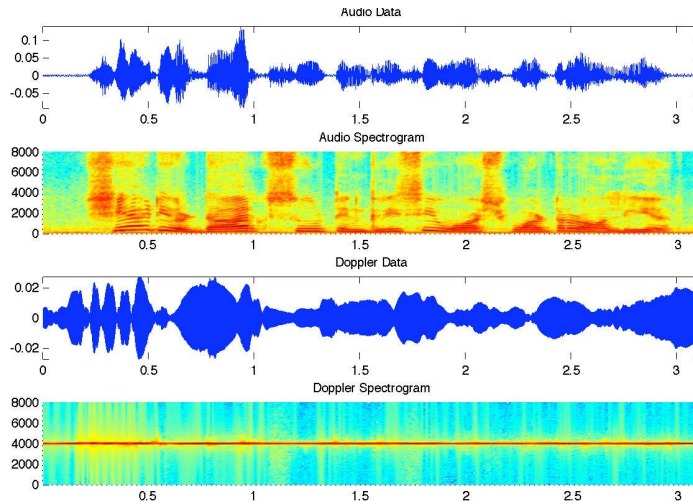
- n Beam Ultrasound at a walking subject
- n Capture reflections
- n Determine identity of subject from analysis of reflections
- n Issues:
  - q Type of Signal Processing
  - q Type of classifier
  - q Hardware..



Doppler sensor



# Identifying talking faces..



- n Beam ultrasound on talker's face
- n Capture and analyze reflections
- n Identify subject



# The Gesture Recognizer



Medusa: Our gesture recognizer

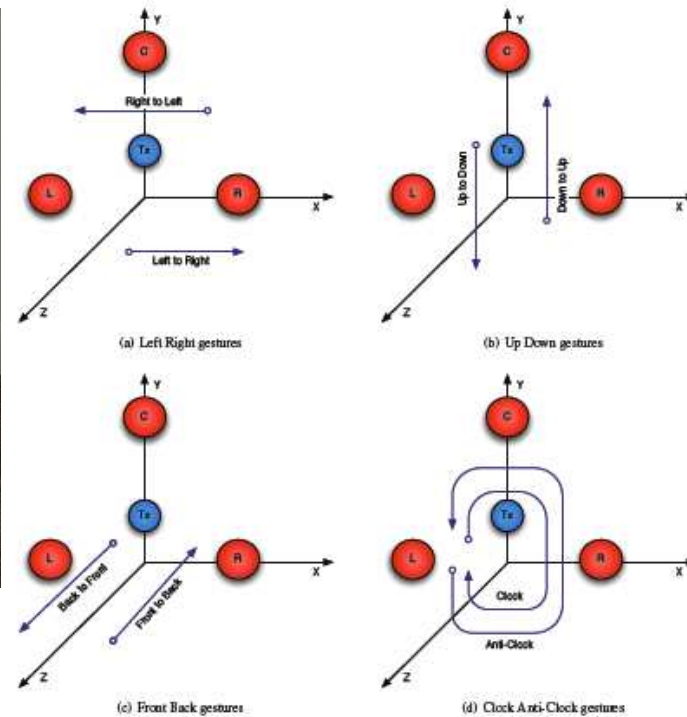
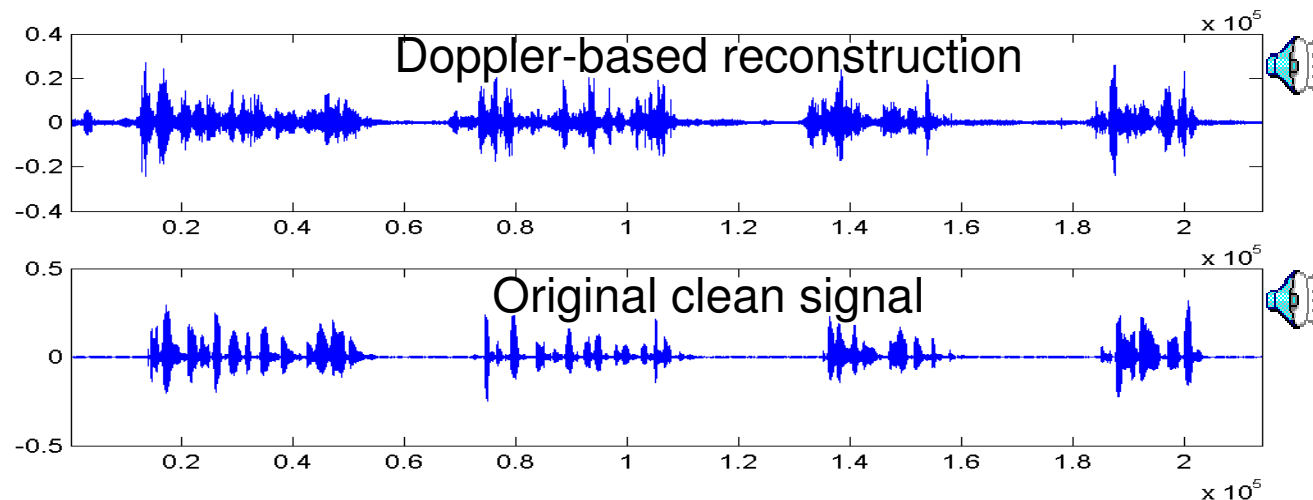


Figure 2. Action Constituting a Gestures

- n Gesture recognizer
- q and examples of actions constituting a gesture

# Synthesizing speech from ultrasound observations of a talking face



- n Subject *mimes* speech, but does not produce any sound
- n Can we synthesize understandable speech?



# Sound Classification: Identifying Cars / Automobiles from their sound

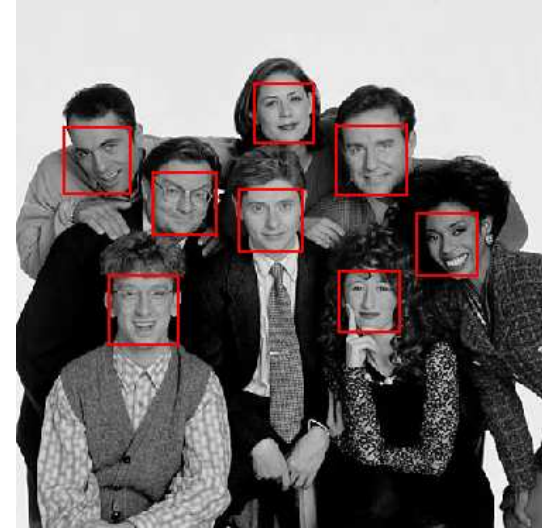
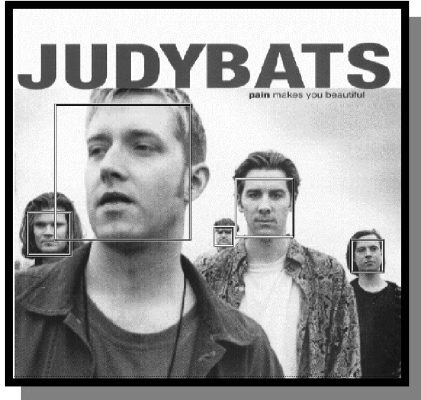
- n Sounds are often signatures
- n Simple problem: Can we build a system that can identify the make (and possibly model) of a car by listening to it?
  - q Can you make out the difference between a V6 and a V8?
    - n What do you know of the underlying design that can help?
- n Issues:
  - q Gathering Training Data
  - q Signal Representation
  - q Modeling





# IMAGES

# Viola Jones Face Detection



- n Boosting-based face detection algorithm
  - q State of the art
- n Problem: Build a Viola-Jones detector that can detect faces in images
  - q Can we also build a classifier that will detect the *pose* (profile or facing) of the face?
  - q Can it work from Video?
  - q Can we *track* face locations in continuous video

# Face Recognition

- n Similar to the face detector, but now we want to *recognize* the faces too
  - q Who was it who walked by my camera?
- n Can use a variety of techniques
  - q Boosting, SVMs..
  - q Can also combine evidence from an ultrasound sensor
  - q Can be combined with face detection..

# Recognizing Gender of a Face



- n A tough problem
- n Similar to face recognition
- n How can we detect the gender of a face from the picture?
  - q Even humans are bad at this

---

# Image Manipulation: Seam Carving

n See video

n Project

q Implement Seam Carving

q Experiment with different ways of eliminating objects without affecting the rest of the image

# Image Manipulation: Filling in



- n Some objects are often occluded by other objects in an image
- n Goal: Search a database of images to find the one that best fills in the occluded region

# Image Manipulation: Filling in



- n Some objects are often occluded by other objects in an image
- n Goal: Search a database of images to find the one that best fills in the occluded region



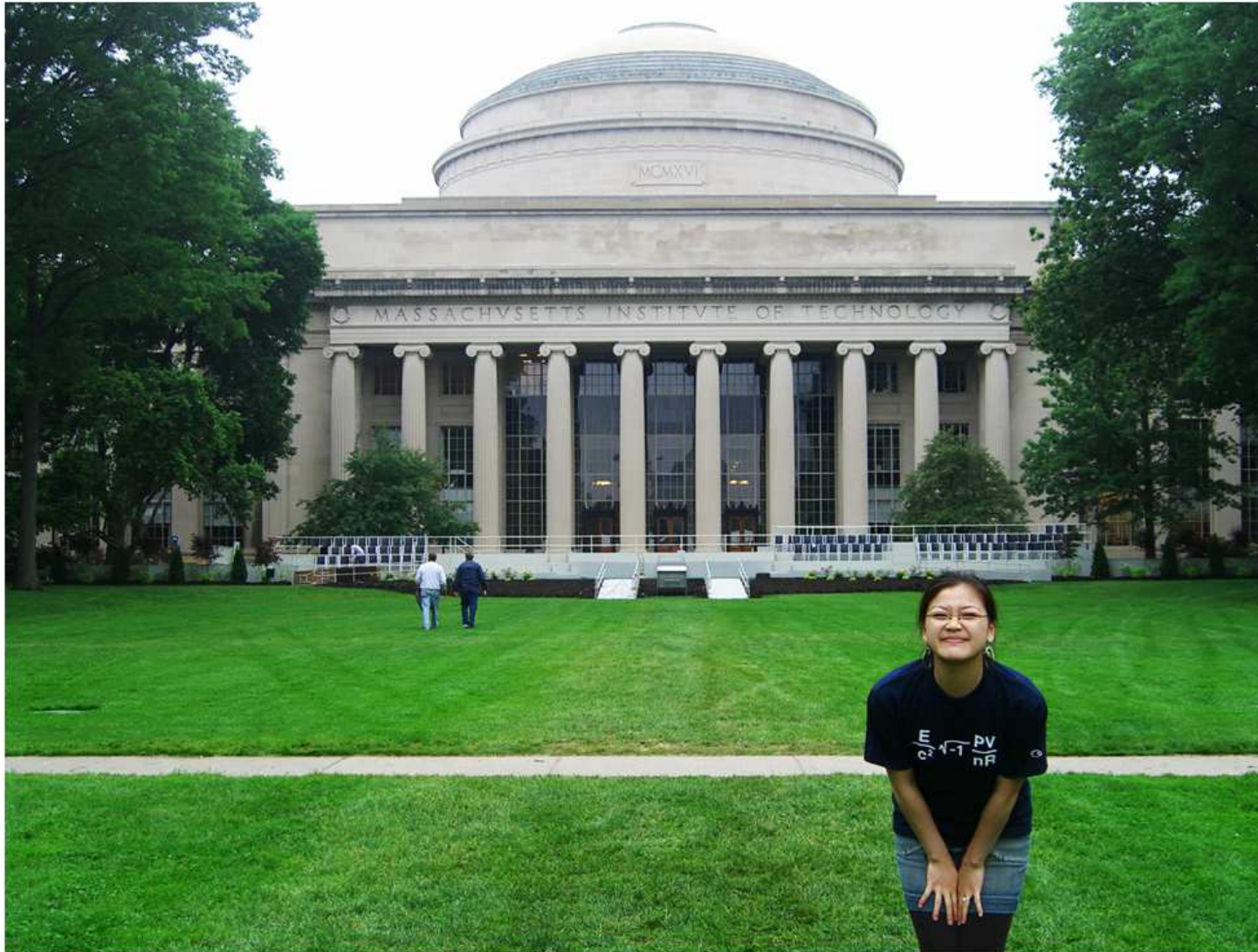
---

# Image Manipulation: Modifying images

- n Moving objects around
  - q “Patch transforms”, Cho, Butman, Avidan and Freeman
  - q Markov Random Fields with complicated a priori probability models

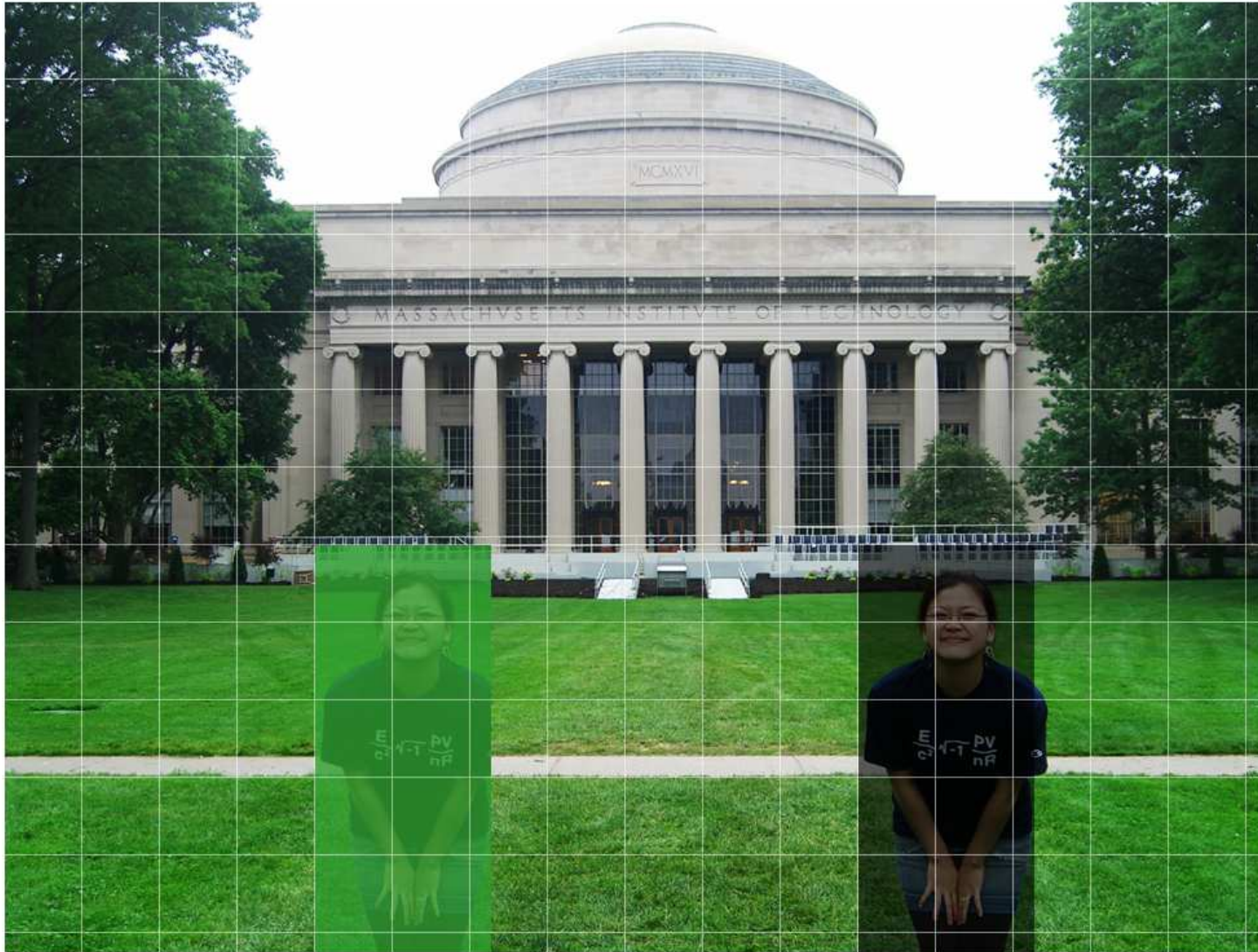
# Applications – Subject reorganization

Input image



# Applications – Subject reorganization

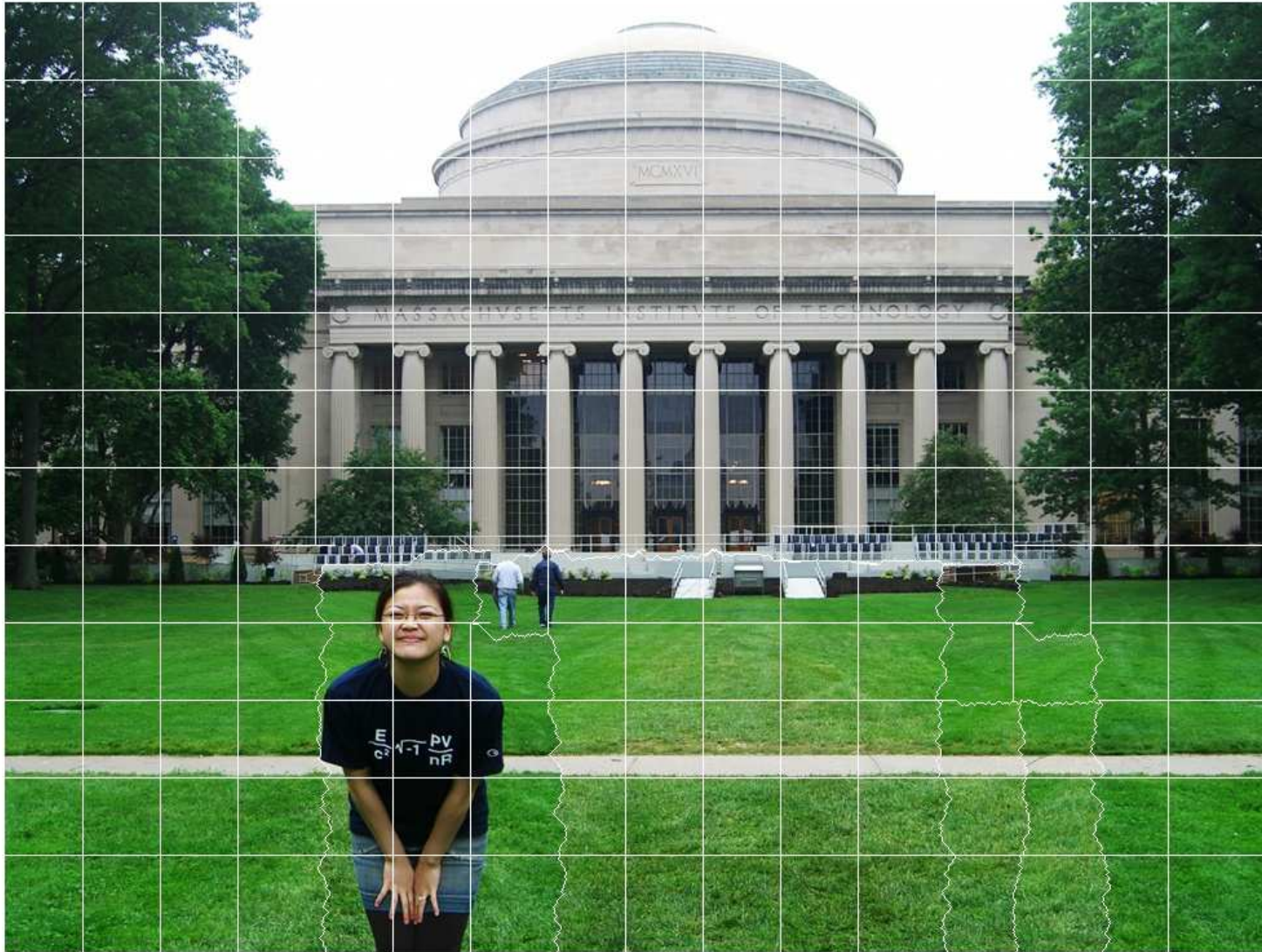
## User input





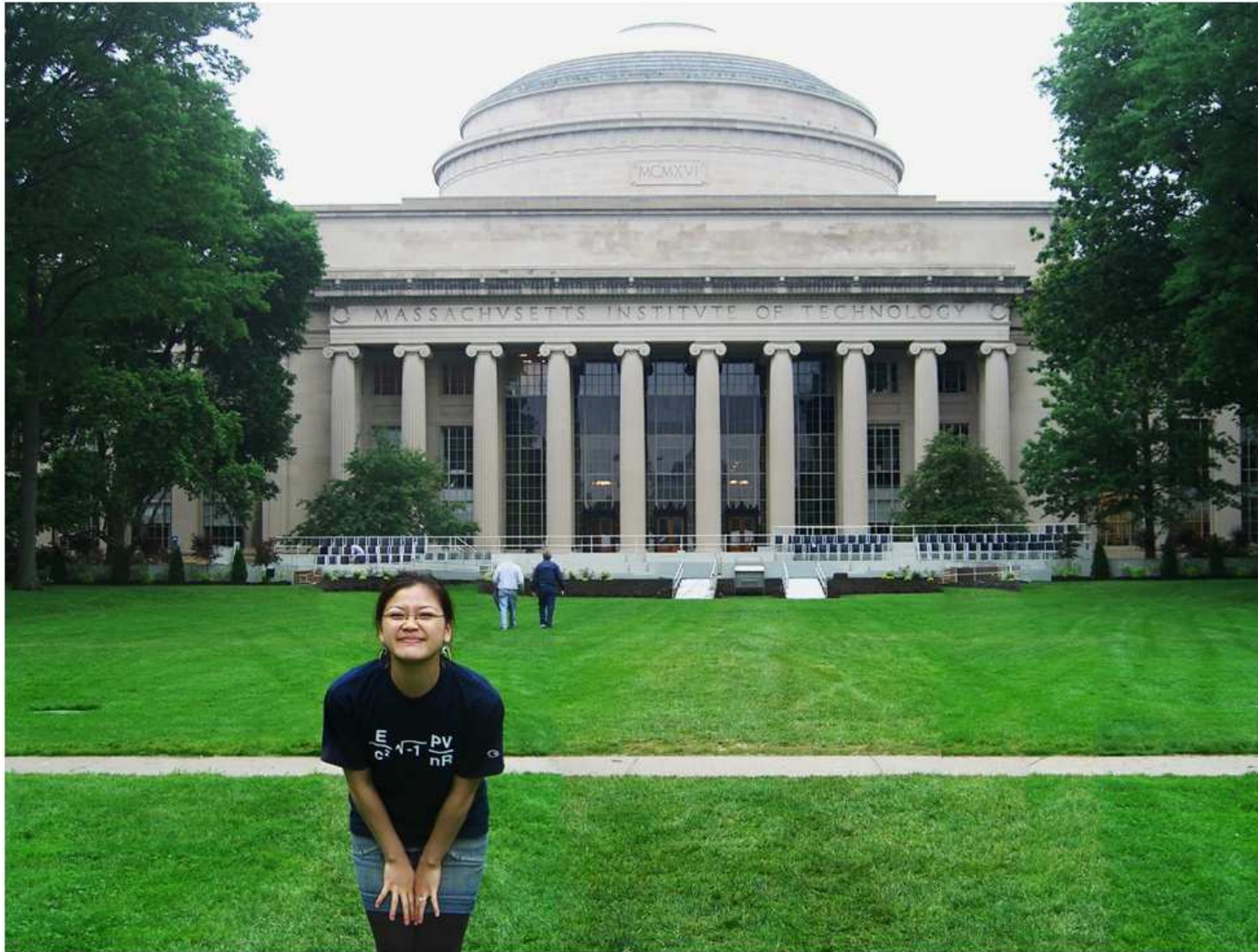
# Applications – Subject reorganization

## Output with corresponding seams



# Applications – Subject reorganization

## Output image after Poisson blending





# Image Composition



- n Structure from Motion:
  - q Given several images of the same person under different pose changes build a 3D face model.

# Image Composition

- n Solving for correspondence across view-point:
  - q Given several faces images of the same person across different pose, expression and illumination conditions solve for the correspondence across facial features.
  - q The frontal image will be labeled with 66 landmarks.
- n Similar to patch models
  - q Finding correspondences that match