

CONTENTS

1	INTRODUCTION	1
1.1	Thesis Outline	2
I	FUNDAMENTALS	5
2	MUSIC INFORMATION RETRIEVAL	7
2.1	Challenges	8
2.1.1	Multi-Cultural Challenge	8
2.1.2	Multi-Faceted Challenge	9
2.1.3	Multi-Representational Challenge	14
2.1.4	Multi-Disciplinarity Challenge	17
2.1.5	Multi-Experiential Challenge	20
2.2	Common Approaches	21
2.2.1	The General Retrieval Process	21
2.2.2	Working with Symbolic Content	23
2.2.3	Working with Acoustic Content	23
2.2.4	Specificity of Music Similarity	27
2.3	Summary	27
3	ADAPTIVE MUSIC RETRIEVAL – A STATE OF THE ART	29
3.1	Introduction	29
3.2	Adaptive Systems	30
3.2.1	A Definition of Adaptable and Adaptive Systems	30
3.2.2	A Generic Model for Adaptive Systems	31
3.3	Applications in MIR	32
3.3.1	Adaptive Feature Extraction	33
3.3.2	User-Adaptive Recommendation	37
3.3.3	User- & Context-Adaptive Playlist Generation .	38
3.3.4	Data-Adaptive Collection Structuring	41
3.3.5	Adaptive Music Similarity	41
3.4	Classification of the Covered Approaches	44
3.5	Conclusions	45
4	FUNDAMENTAL TECHNIQUES	49
4.1	Optimization by Gradient Descent	49
4.2	Linear Classification with Maximum Margin using Support Vector Machines	50
4.3	Structuring Data Collections with Self-Organizing Maps	53
4.3.1	Growing Self-Organizing Maps	55
4.4	Multidimensional Scaling	56
4.4.1	Landmark Multidimensional Scaling	57
4.4.2	Complexity	58
II	APPROACHES TO ADAPTIVE MUSIC RETRIEVAL	59
5	DATA-ADAPTIVE FEATURE EXTRACTION	61

5.1	An Adaptive Noise Removal Technique for Melody Extraction	62
5.2	Adaptive Correction of Misclassifications in Chord Detection	65
5.2.1	Feature Extraction	66
5.2.2	Naïve Prediction	67
5.2.3	Post-Processing (Smoothing)	68
5.2.4	Evaluation	71
5.2.5	Discussion	72
5.3	Summary	73
6	USER-ADAPTIVE GENRES	75
6.1	Pilot Study	77
6.1.1	Data Acquisition	77
6.1.2	Data Mining	78
6.1.3	Context Browser Prototype	81
6.1.4	Conclusions from the Pilot Study	83
6.2	Possibilities for Automatic Listening Context Logging	83
6.3	Survey on the Acceptance	86
6.3.1	Survey Design and Context	86
6.3.2	Survey Results	87
6.3.3	Analysis of Factors that Influence the Acceptance	91
6.3.4	Conclusions of the Survey	93
6.4	Summary and Outlook	94
7	FOCUS-ADAPTIVE VISUALIZATION	97
7.1	Related Work	99
7.2	Outline	102
7.3	Underlying Techniques	104
7.3.1	Projection	104
7.3.2	Lens Distortion	106
7.3.3	Visualization Metaphor	107
7.3.4	Filtering	107
7.4	Interaction	110
7.4.1	Panning & Zooming	110
7.4.2	Focusing	112
7.4.3	Adapting the Aggregation Functions	112
7.5	Evaluation	114
7.5.1	Experimental Setup	116
7.5.2	Results	119
7.6	Summary	122
8	CONTEXT-ADAPTIVE MUSIC SIMILARITY	125
8.1	Formalization	126
8.2	Relation to Other Approaches	128
8.3	Optimization Approaches	130
8.3.1	Gradient Descent	131
8.3.2	Quadratic Programming	132
8.3.3	Maximum Margin Classifier	132

8.3.4	Dealing with Inconsistent Constraint Sets	132
8.3.5	Quadratic Programming Approaches with Soft Constraints	133
8.4	Application I: Folk Song Analysis	137
8.4.1	Modeling the Learning Problem	137
8.4.2	Experiments	138
8.5	Application II: BeatlesExplorer	141
8.5.1	Vectorization	142
8.5.2	Modeling the Learning Problem	142
8.5.3	Experiments	143
8.5.4	Results	144
8.6	Application III: MusicGalaxy	145
8.6.1	Modeling the Learning Problem	146
8.6.2	Observations & Outlook	146
8.7	Experimental Comparison	147
8.7.1	Experimental Setup	147
8.7.2	Results	151
8.8	Conclusions	157
III	OUTLOOK	161
9	BISOCIATIVE MUSIC DISCOVERY	163
9.1	Introduction	163
9.2	Related Work	164
9.3	The Concept of Bisociations	165
9.4	Bisociative SpringLens	166
9.4.1	Orthogonal Similarity Measures	167
9.4.2	Generalization to Domain Graphs	168
9.5	Discussion	170
9.6	Summary	171
10	GAZE-CONTROLLED ADAPTIVE FOCUS	173
10.1	Related Work	174
10.2	Design of Gaze-supported Interactions	175
10.2.1	Keyboard & Gaze	176
10.2.2	Touch-and-Tilt & Gaze	176
10.3	Prototype Implementation	178
10.4	Discussion	179
10.5	Summary	181
11	CONCLUDING REMARKS	183
11.1	Summary	183
11.2	Contributions	186
11.3	Directions for Future Research	188
IV	APPENDIX	191
A	ANALYZING THE IMPACT OF DATA VECTORIZATION ON DISTANCE RELATIONS	193
A.1	Introduction	193
A.2	Experimental Setup	194

A.2.1	Test Collection	194
A.2.2	Evaluation Measures	195
A.2.3	Test Scenarios	195
A.3	Vectorization Approaches	197
A.3.1	Baseline	197
A.3.2	Vectorization by Multidimensional Scaling	197
A.3.3	Vectorization per Facet	198
A.4	Results	199
A.4.1	Vectorizing a Fixed Dataset	199
A.4.2	Adapting Facet Weights	201
A.4.3	Adding New Songs	202
A.5	Summary	204
B	COMMON EVALUATION MEASURES IN INFORMATION RE-	
	TRIEVAL	205
C	QUESTIONNAIRES	209
	BIBLIOGRAPHY	213
	WEBSITES	235