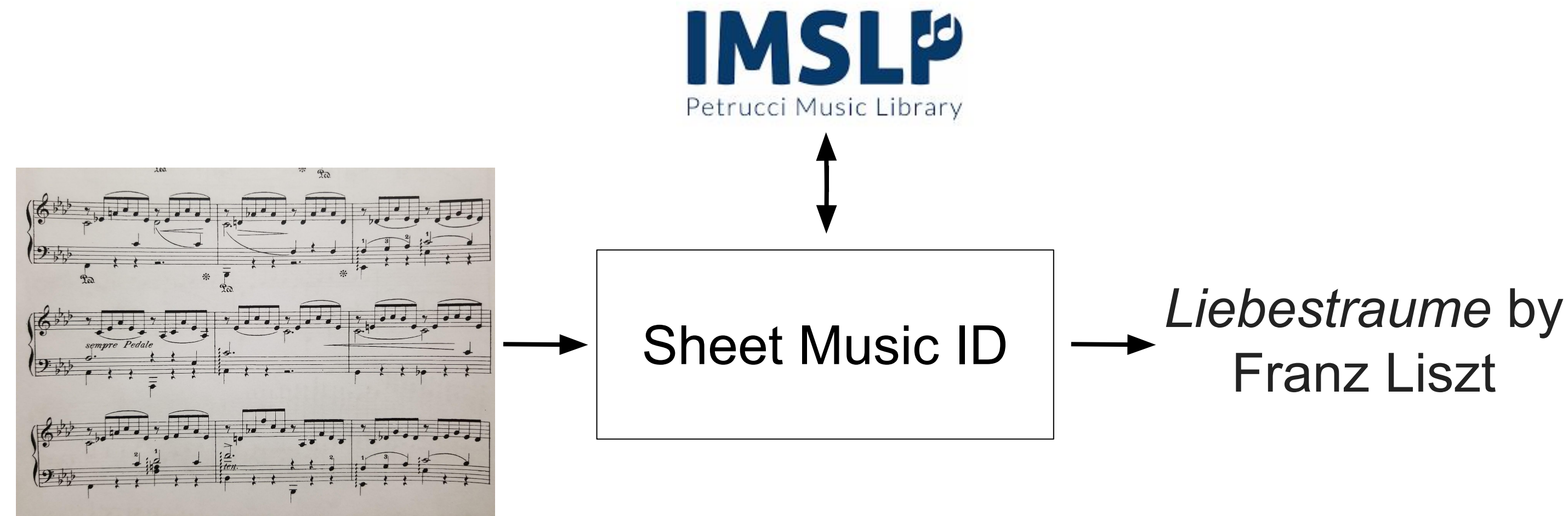
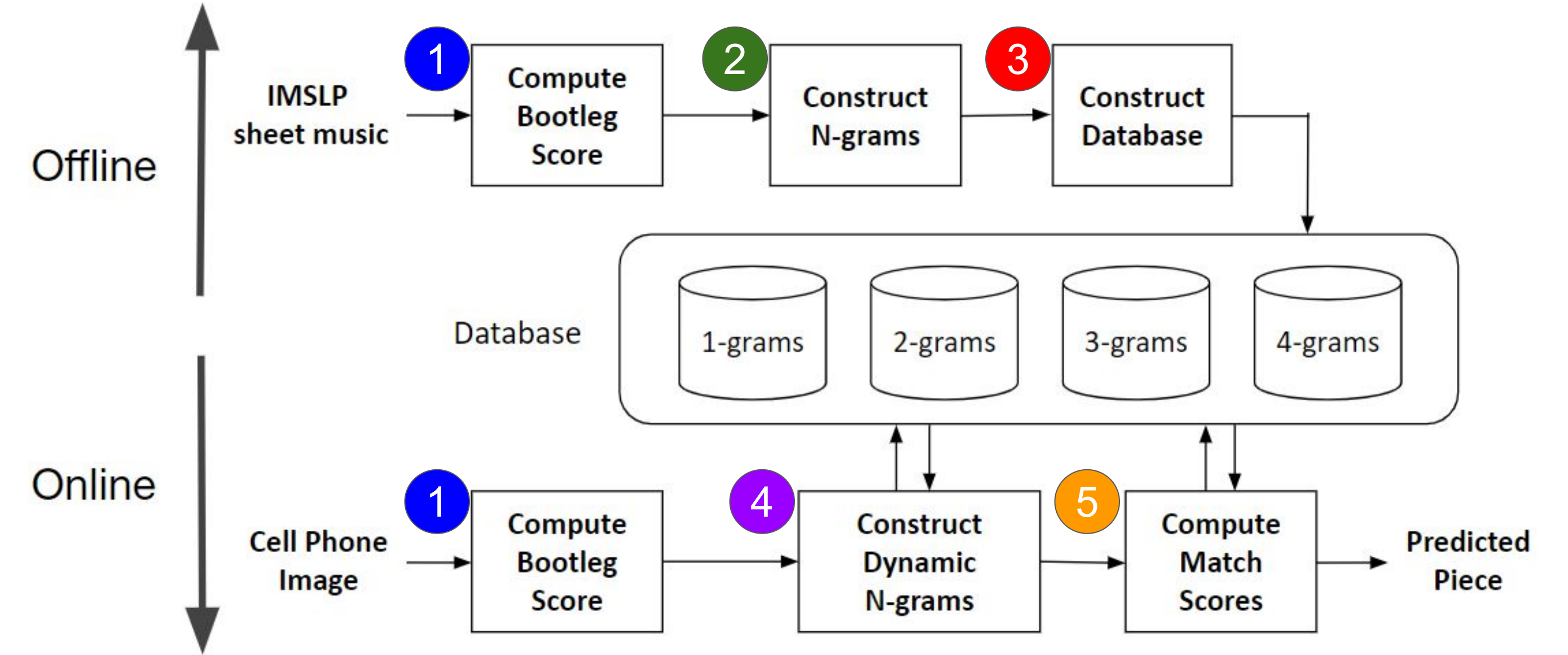


## Problem Statement

Given a cell phone image of piano sheet music, identify the piece in IMSLP.

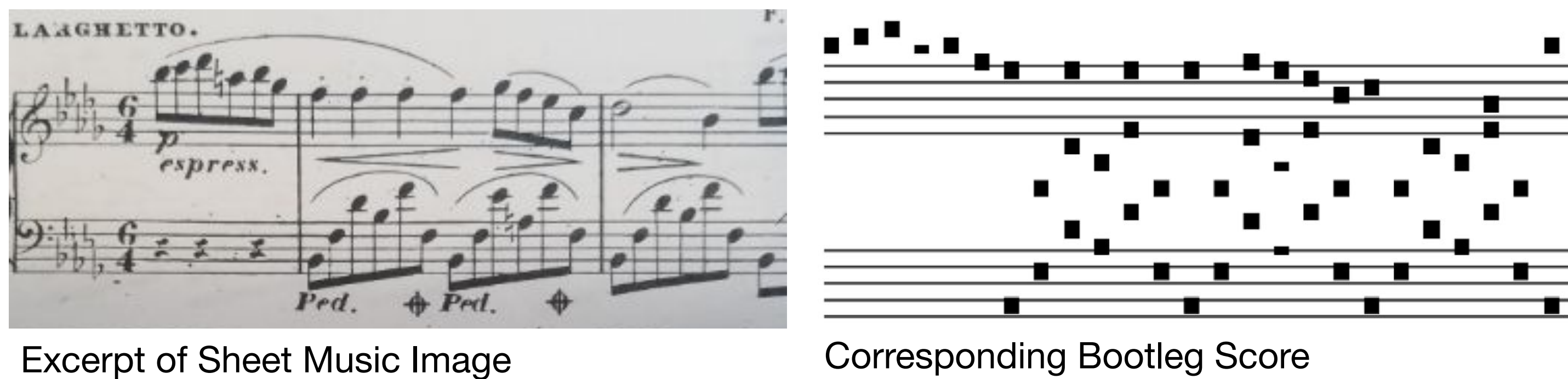


## System Overview



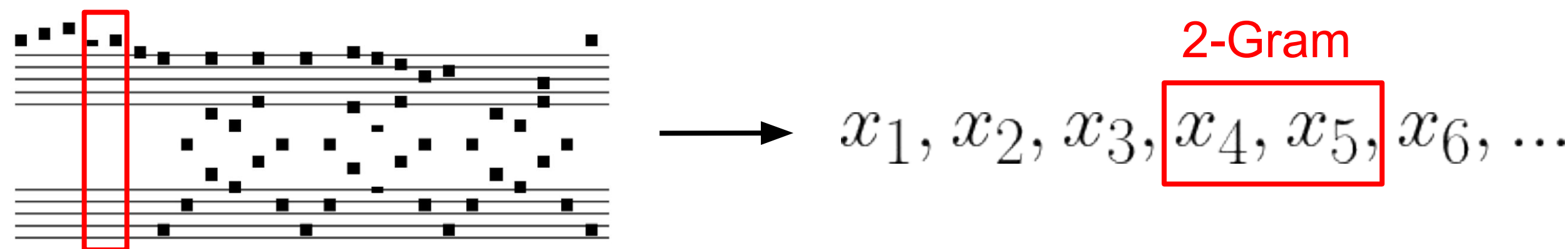
## Offline Component

### 1 Compute Bootleg Score



- mid-level representation that encodes position of filled noteheads [1]
- 62 x N binary matrix
- takes ~1sec/page to compute

### 2 Construct N-grams



- Represent each bootleg score column as a 64-bit integer
- Every n consecutive integers constitutes an n-gram fingerprint

### 3 Construct Database

- N-gram fingerprints with N=1 to 4 compiled into reverse index
- Keys are fingerprints, values are pieces and offsets where they occur

## Experimental Setup

### Database

- All IMSLP solo piano sheet music
- 29,310 total pieces
- 374,758 total pages

### Queries

- Taken from SMR Dataset [3]
- 2000 cell phone pictures of physical sheet music
- Images from 200 piano scores
- Each image shows 1-5 lines of music

## Results

| System  | MRR  | Avg Runtime | Std Runtime |
|---------|------|-------------|-------------|
| 1-gram  | .709 | 21.5s       | 12.5s       |
| 2-gram  | .845 | 2.76s       | .36s        |
| 3-gram  | .808 | 1.99s       | .21s        |
| 4-gram  | .755 | 1.23s       | .13s        |
| 5-gram  | .688 | 1.07s       | .08s        |
| dynamic | .853 | .98s        | .12s        |

- Fixed n-gram has a trade off between accuracy and runtime
- Dynamic n-gram system has the highest accuracy and fastest runtime

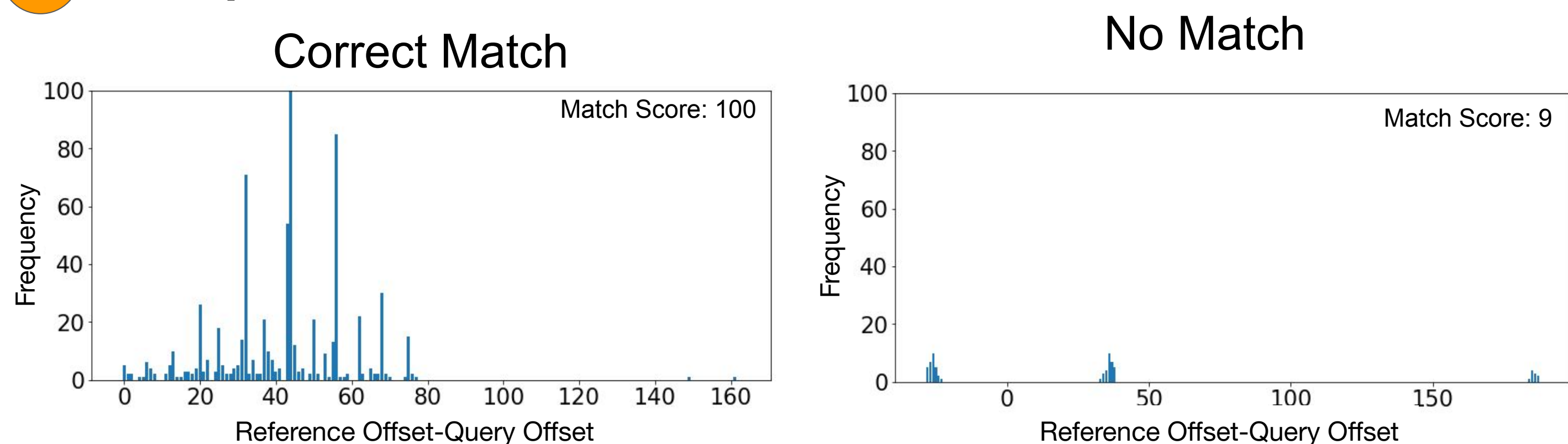
## Online Component

### 4 Construct Dynamic N-grams

Construct a sequence of n-grams where n is dynamically chosen such that the number of fingerprint matches in the database is less than a threshold

| fingerprint                      | database | # matches | $< N_{max}$ ? |
|----------------------------------|----------|-----------|---------------|
| $x_n$                            | 1-grams  | 234353    | ✗             |
| $x_n, x_{n+1}$                   | 2-grams  | 42353     | ✗             |
| $x_n, x_{n+1}, x_{n+2}$          | 3-grams  | 8199      | ✓             |
| $x_n, x_{n+1}, x_{n+2}, x_{n+3}$ | 4-grams  | 2314      |               |

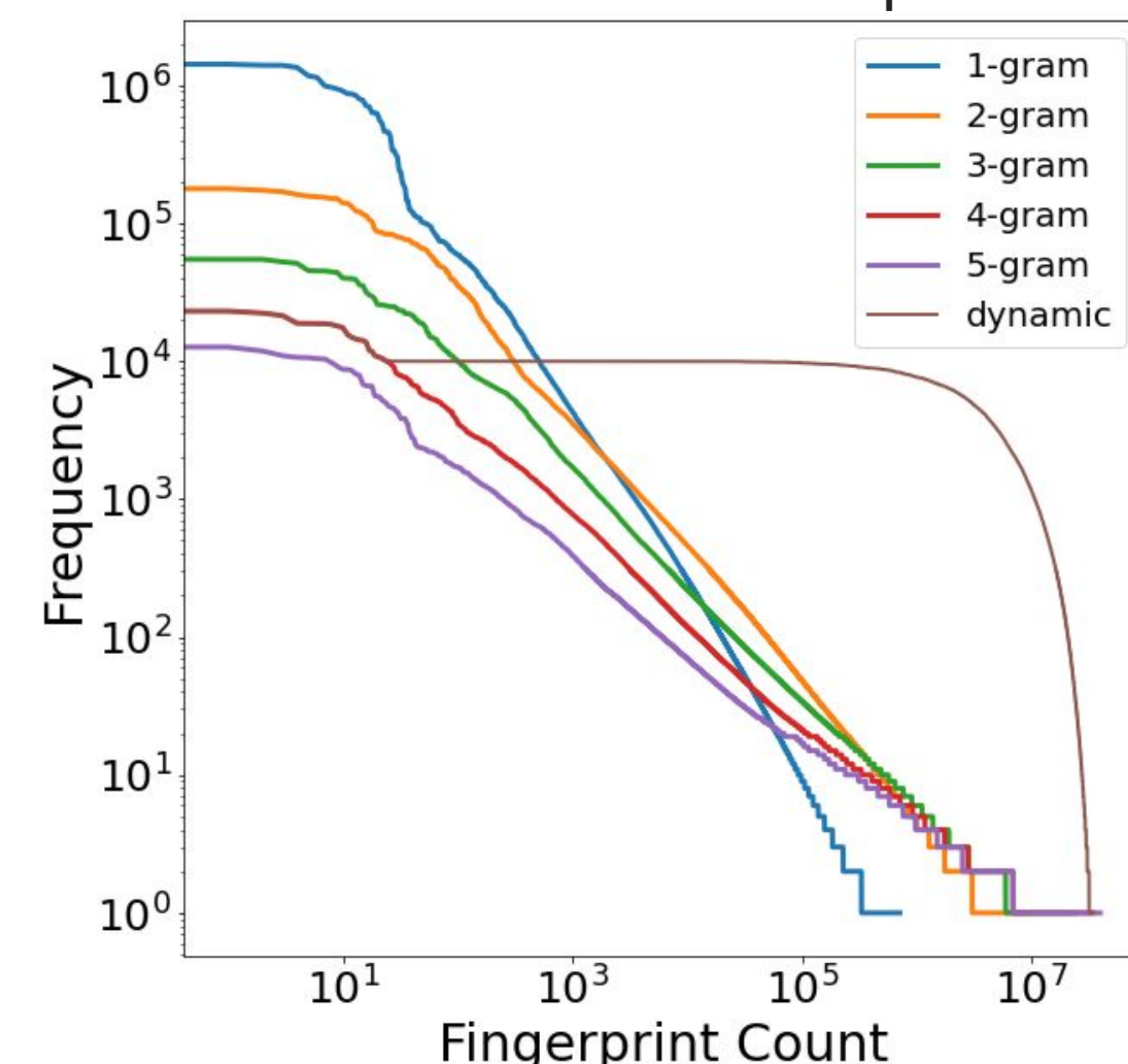
### 5 Compute Match Scores



Rank database items using histogram of offsets [2]

## Analysis

Plot shows frequency of each fingerprint in the database, where fingerprints are ordered from most frequent to least frequent.



- Ideal distribution for hashing is flat (uniform)
- For short n-grams, there are some fingerprints that are extremely common in the database. Leads to long runtimes.
- For long n-grams, there are a lot of fingerprints that are extremely rare (occur less than 10 times in IMSLP). Leads to worse accuracy.
- Dynamic n-gram system has a much flatter distribution than the fixed n-gram systems.

## References

- [1] Yang et al. "MIDI passage retrieval using cell phone pictures of sheet music" in ISMIR 2019.
- [2] Wang. "An industrial strength audio search algorithm" in ISMIR 2003.
- [3] Tsai et al. "Using Cell Phone Pictures of Sheet Music to Retrieve MIDI Passages" in IEEE Transactions on Multimedia 2020.

## Acknowledgements

This work used the Extreme Science and Engineering Discovery Environment (XSEDE), which is supported by National Science Foundation grant number ACI-1548562. Large-scale computations were performed with XSEDE Bridges at the Pittsburgh Supercomputing Center through allocation TG-IRI190019.