



Stealing Guitar Tones

By J. Max Morris and Alex Kim

Problem

- Identifying effect
- Figuring out parameters of effects without seeing them
- Replicating effects without owning plug-ins or physical gear

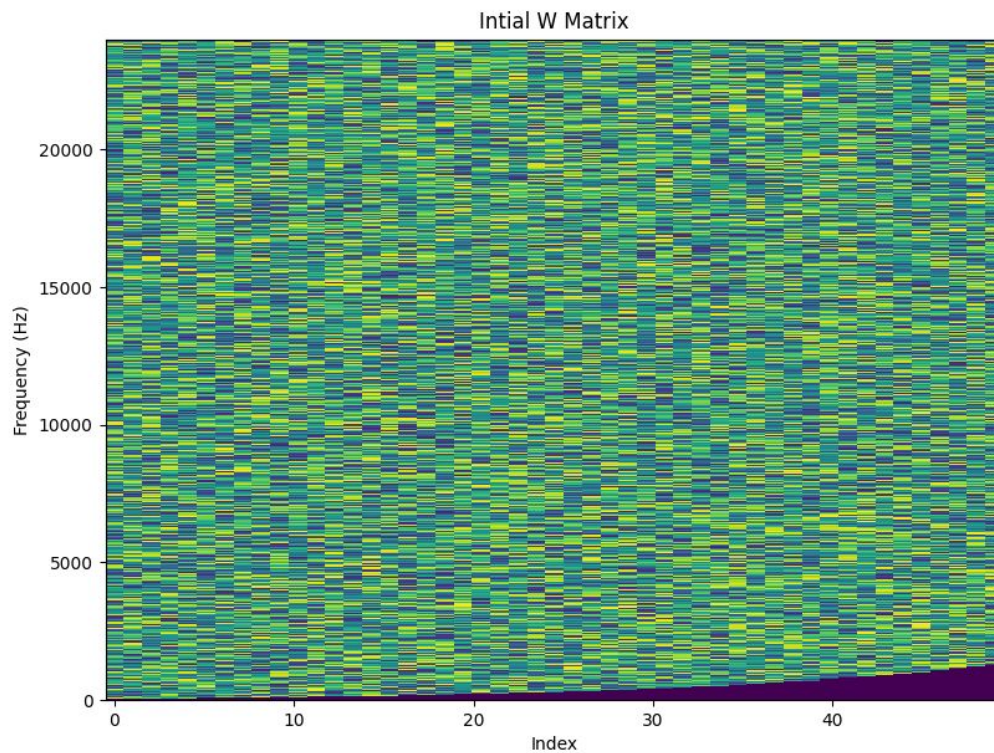
Goal

- Supply signal with effect on it (wet)
- Identify it
- Copy it and apply to signal with no effect (dry).

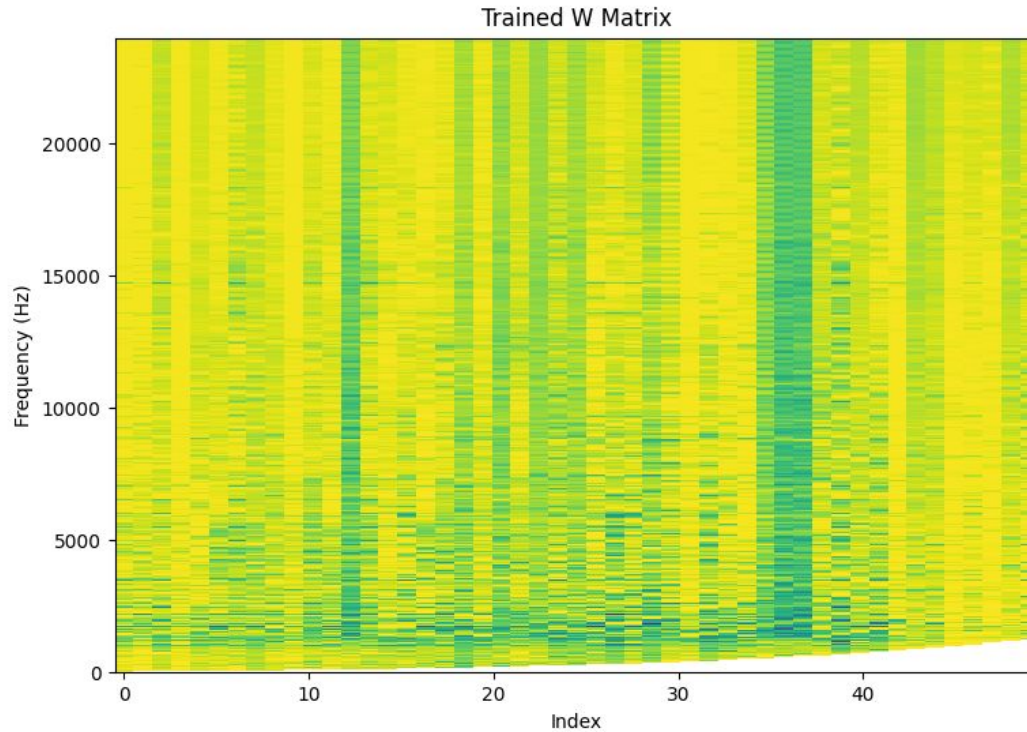
NMF and Datasets

- Baseline Dataset of:
 - Frequency Focused Audio
 - Time Focused Audio
- Effects Dataset
- Obtain useful characteristics to compare and identify

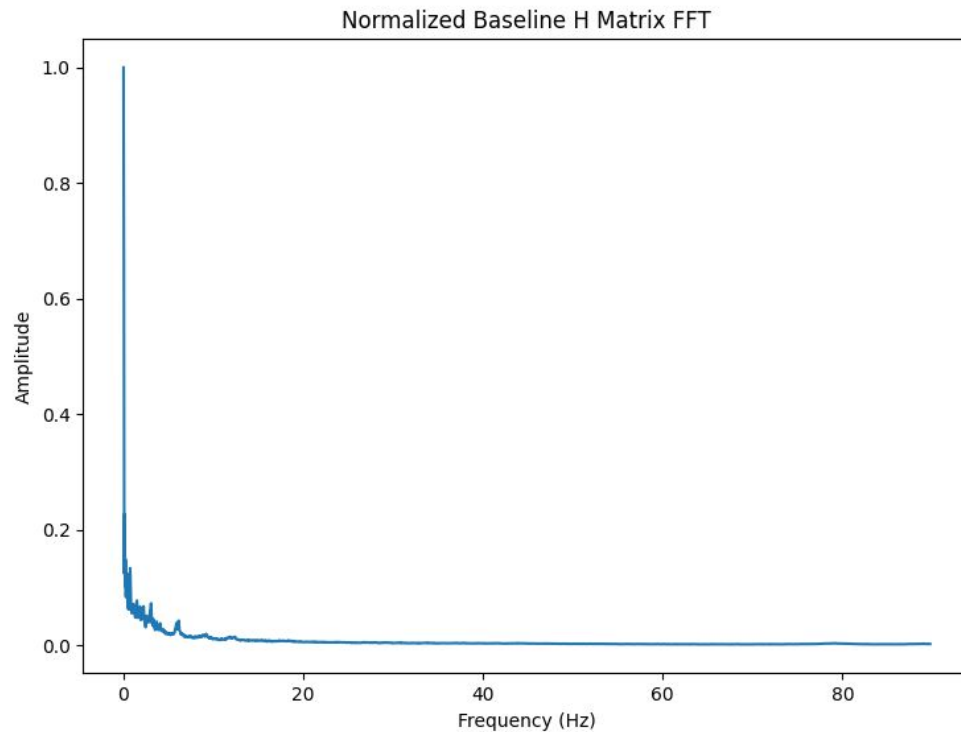
NMF and Datasets: Baseline Dataset



NMF and Datasets: Baseline Dataset

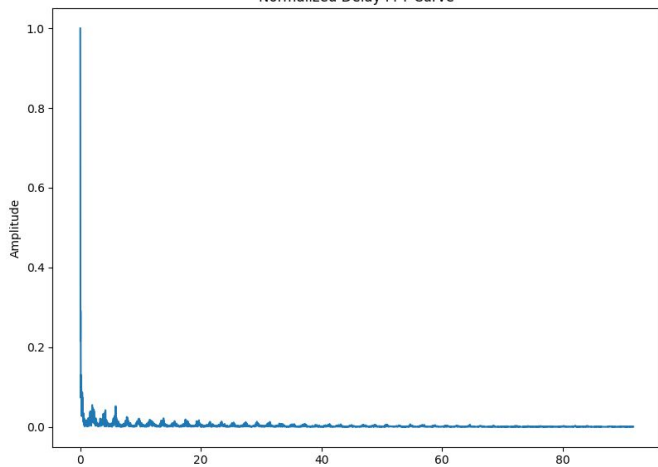


NMF and Datasets: Baseline Dataset

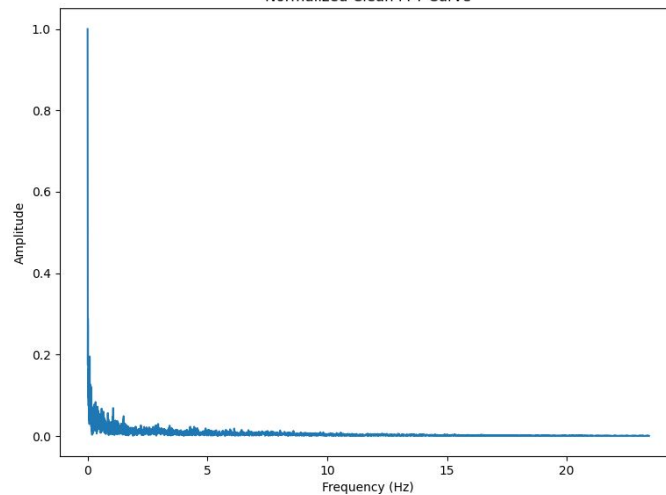


NMF and Datasets: Effect Dataset

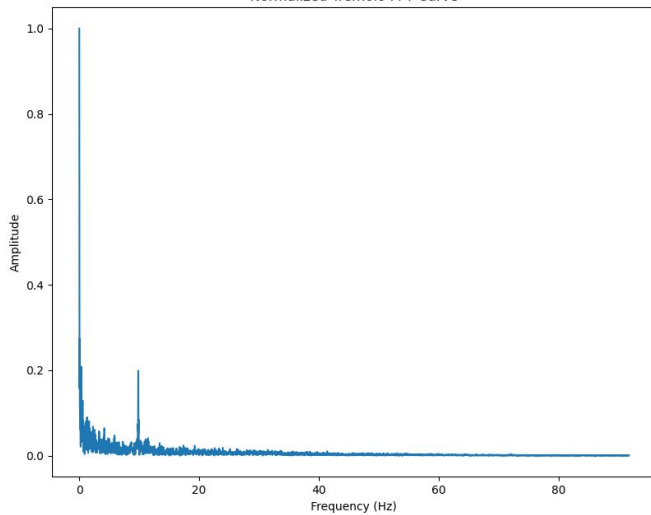
Normalized Delay FFT Curve



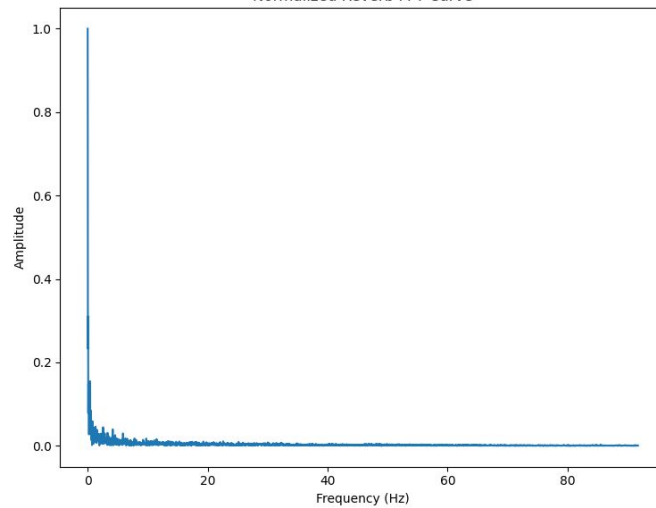
Normalized Clean FFT Curve



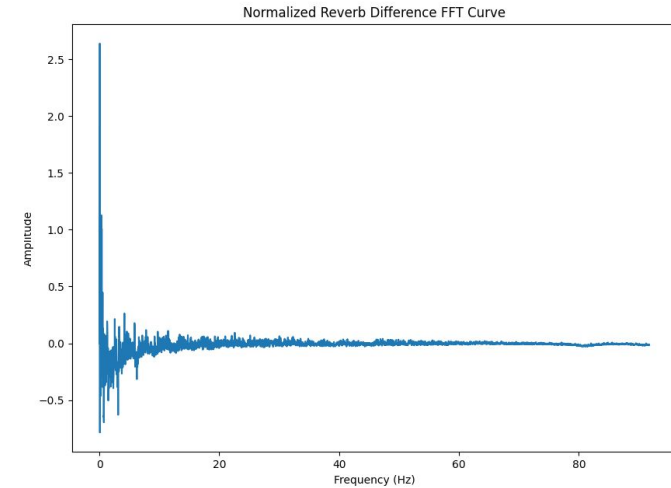
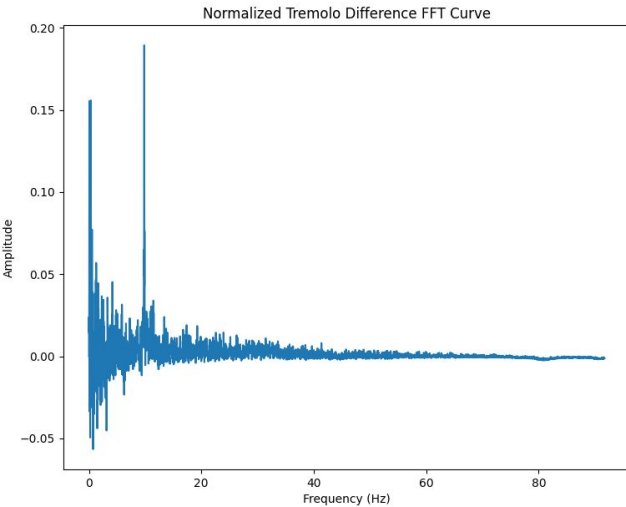
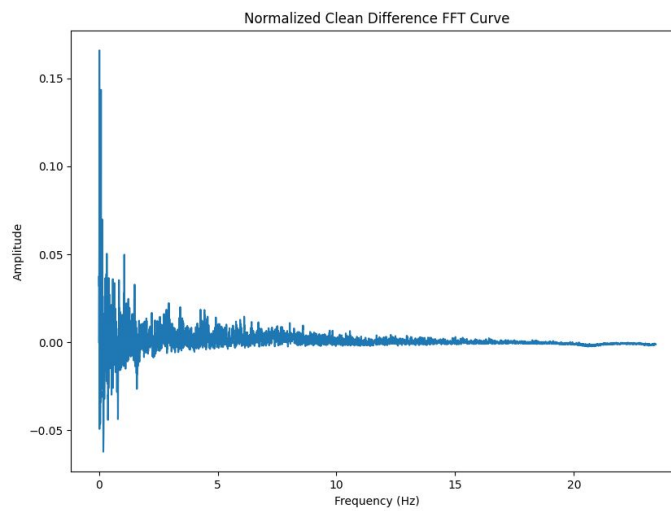
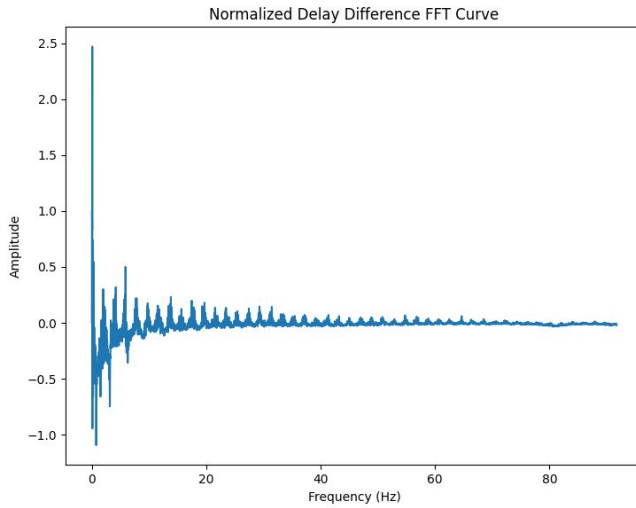
Normalized Tremolo FFT Curve



Normalized Reverb FFT Curve

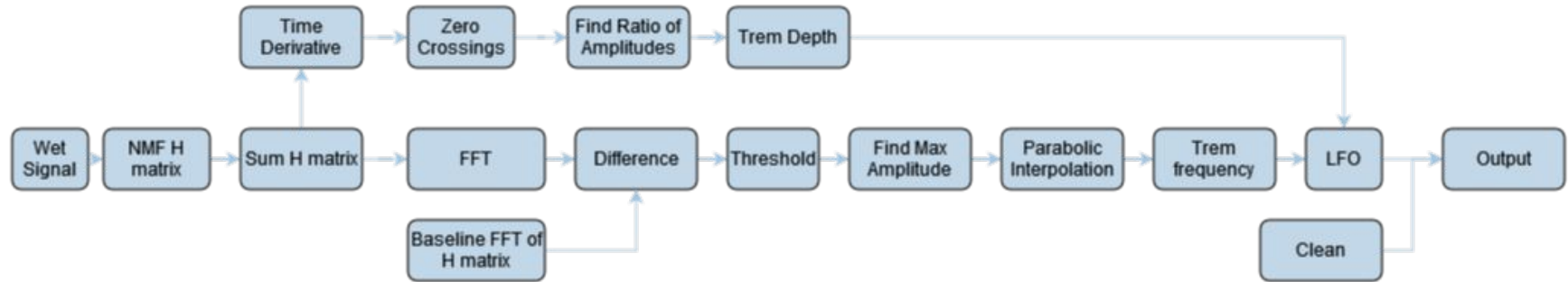


NMF and Datasets: Effect Dataset

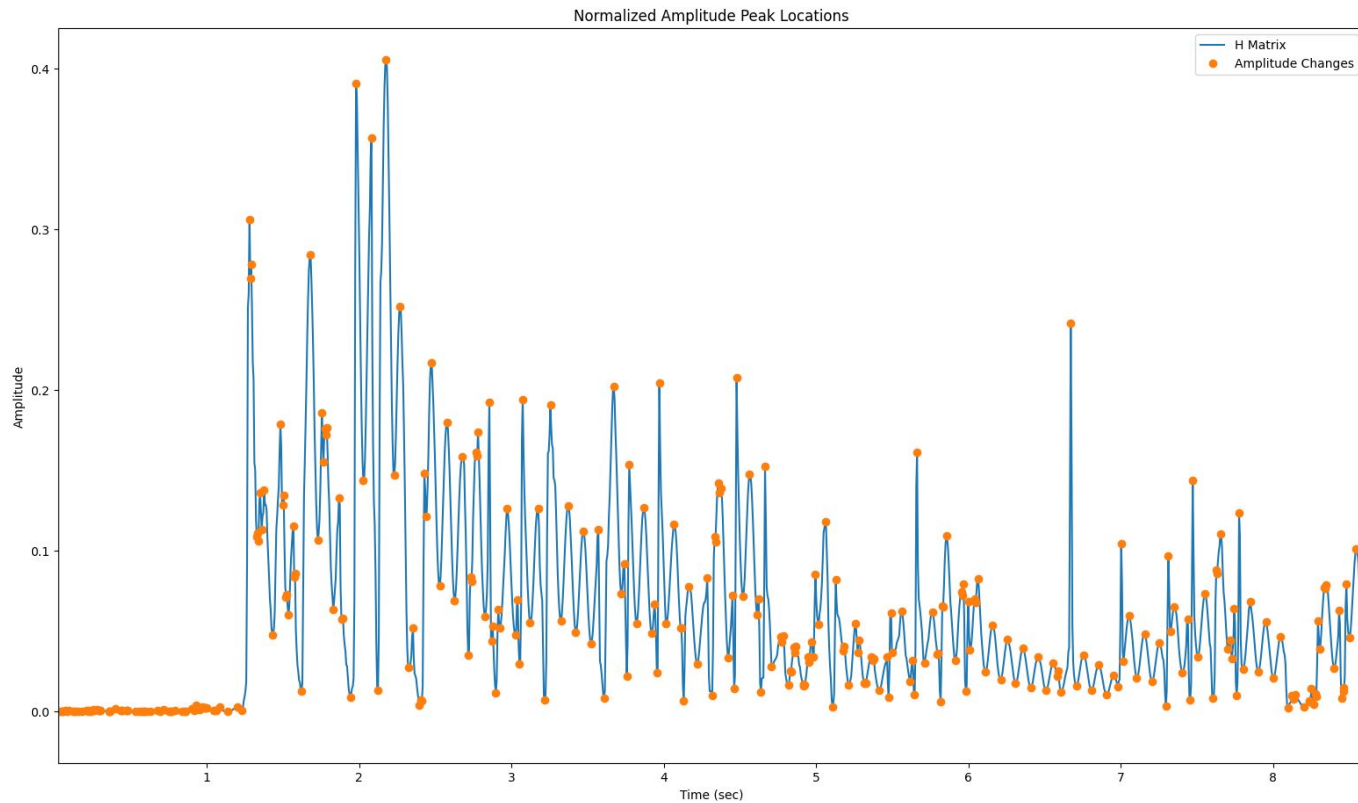
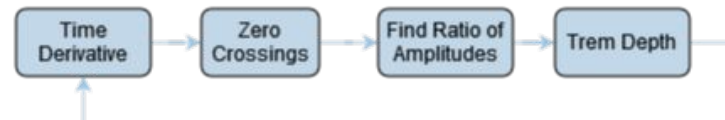


	Peaks	LPeaks
Clean	82.77	1.69
Tremolo	86.33	3.166
Delay	29.75	0
Reverb	13.5	1.5

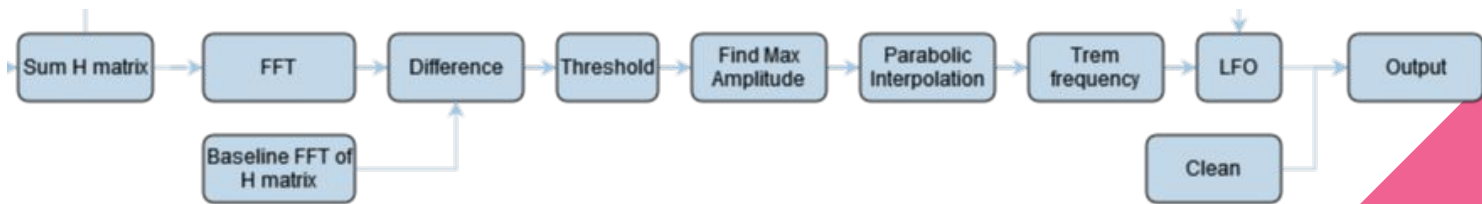
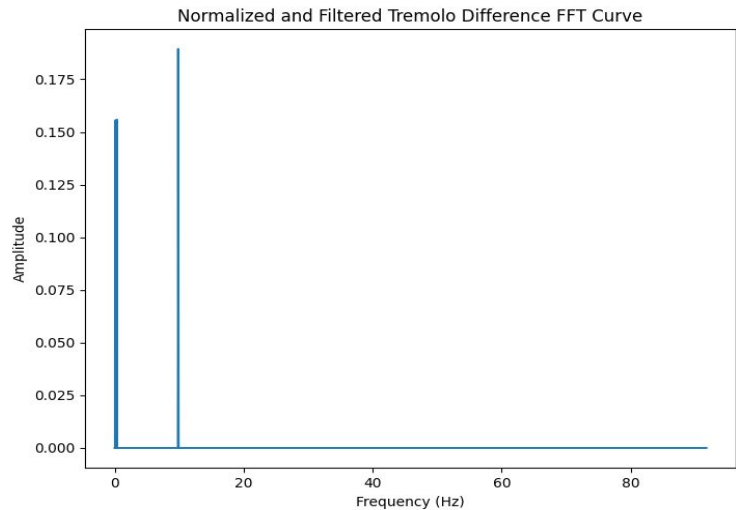
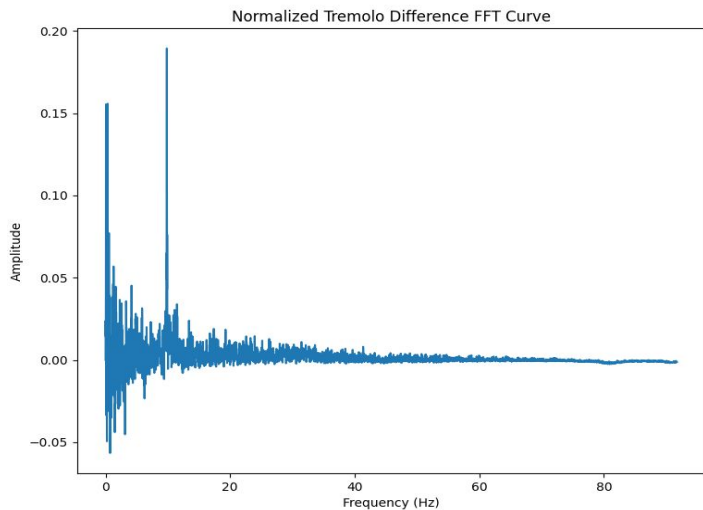
Tremolo



Tremolo: Depth



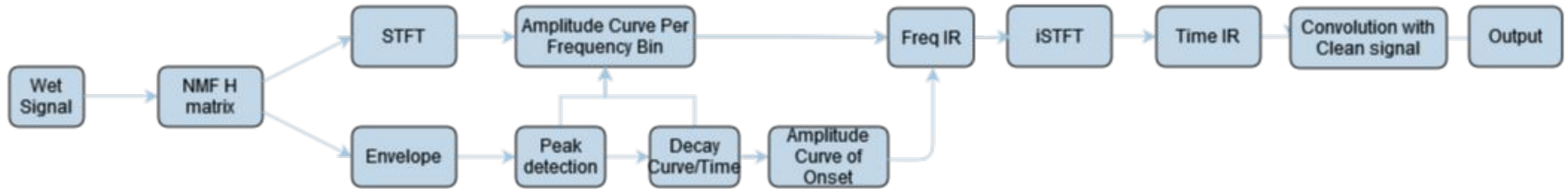
Tremolo: Frequency and Application



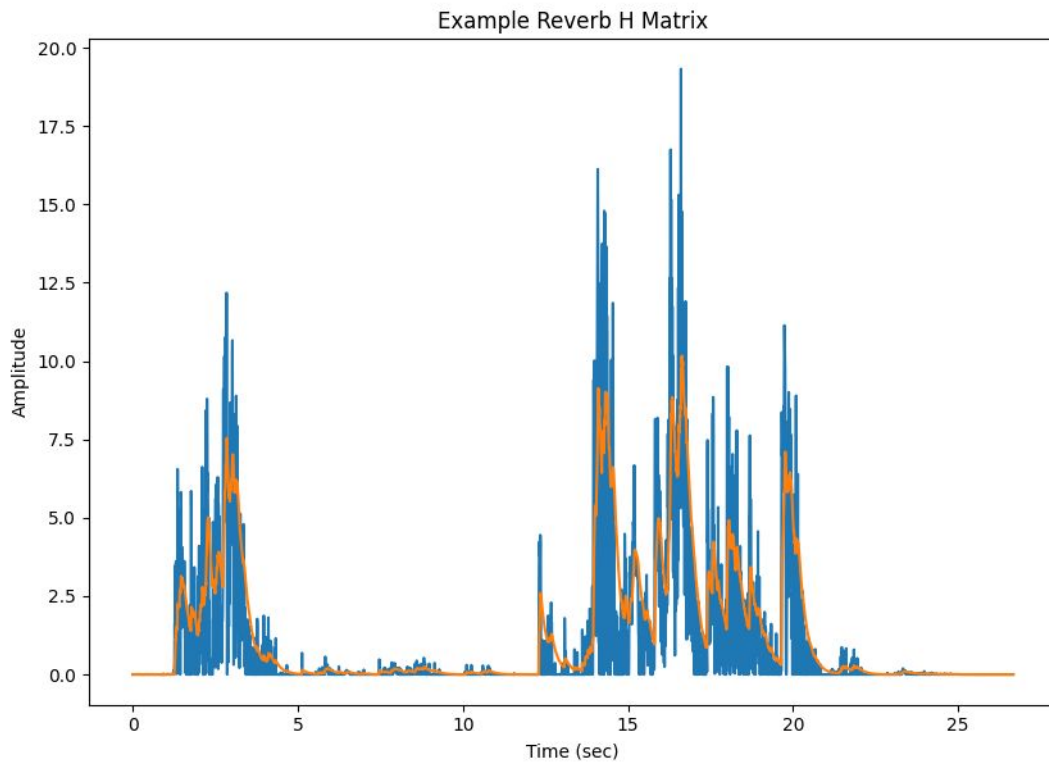
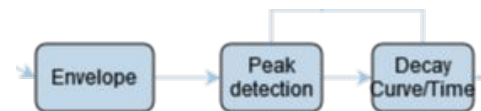
Tremolo: Results

	Run 1	Run 2	Run 3	Expected	Lowest Error	Average Error
Frequency	9.84 Hz	9.84 Hz	9.84 Hz	10.055Hz	2%	2%
Depth	41%	41%	42%	60%	30%	31%

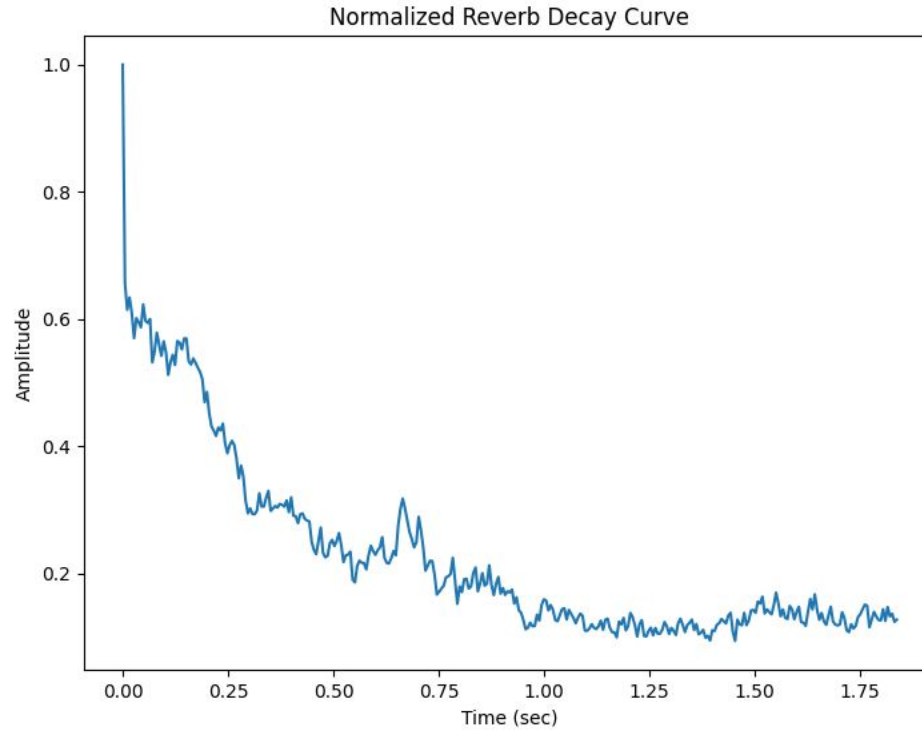
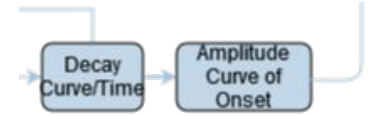
Reverb



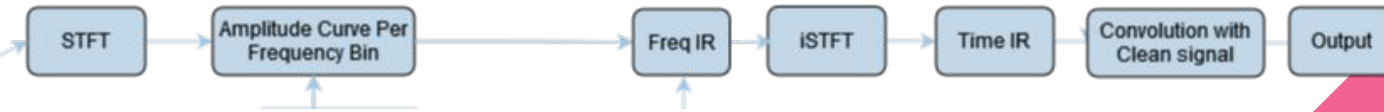
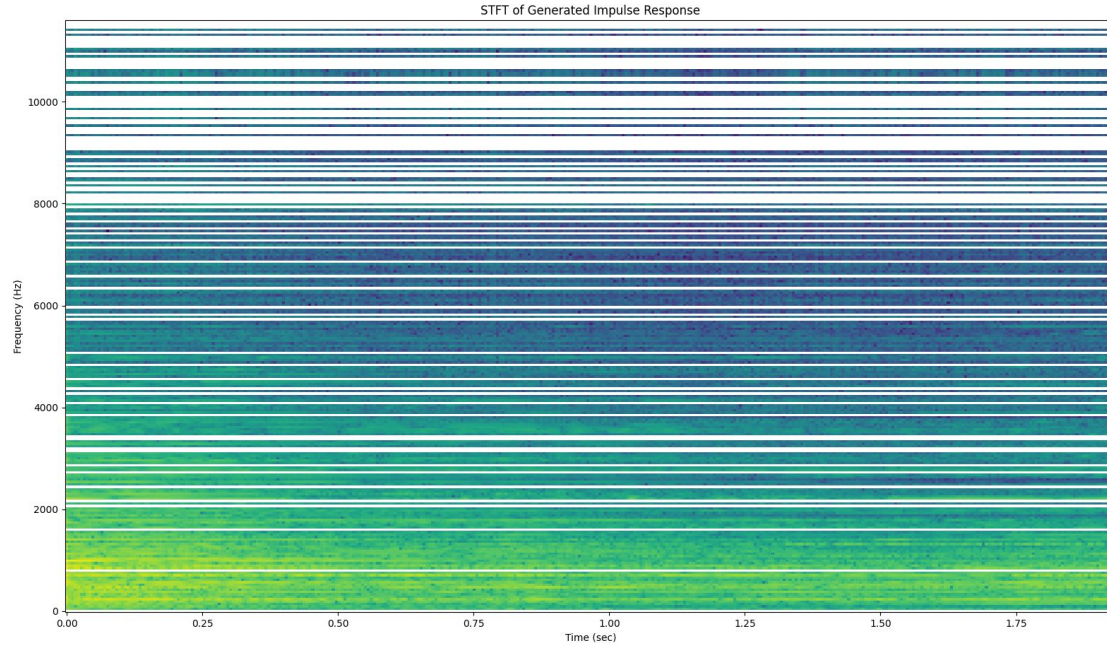
Reverb: Decay Time



Reverb: Decay Curve



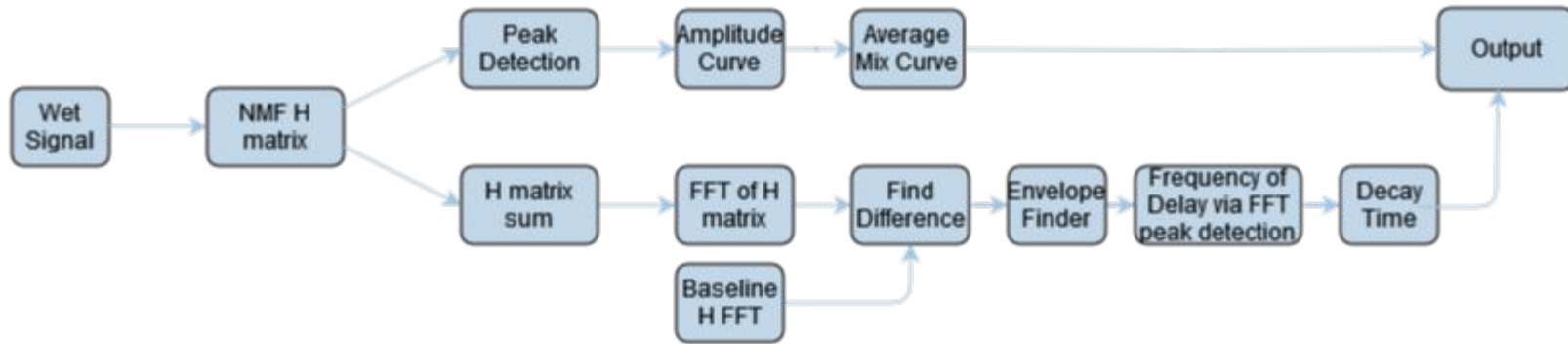
Reverb: Impulse Response



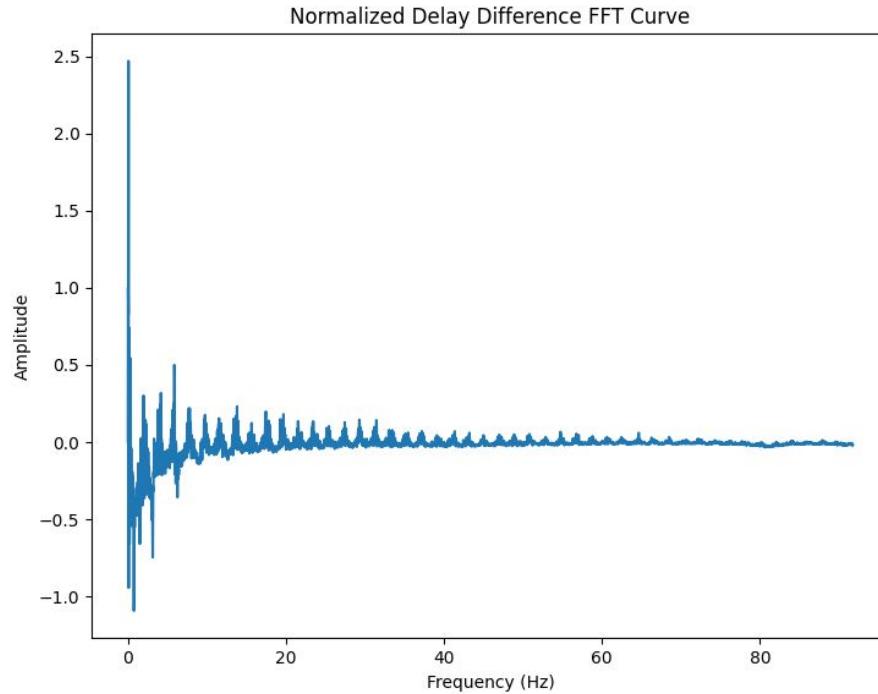
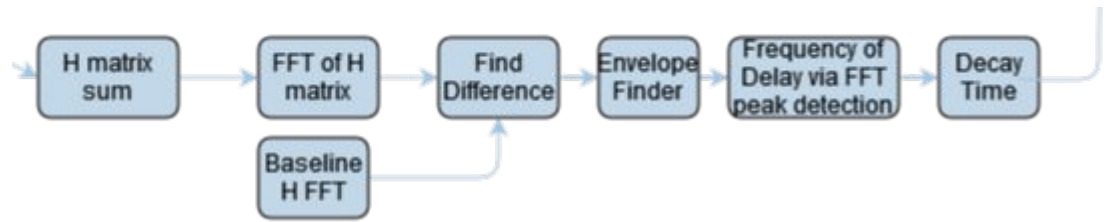
Reverb: Results

	Run 1	Run 2	Run 3	Expected	Lowest Error	Average Error
Decay Time	1.838 sec	1.835 sec	1.932 sec	2 sec	3%	7%

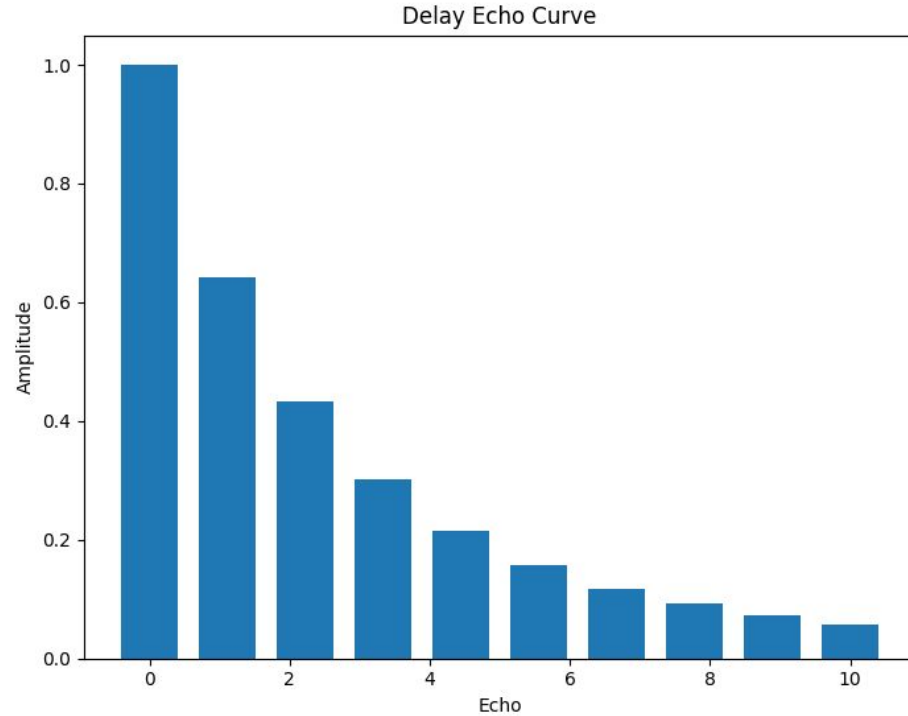
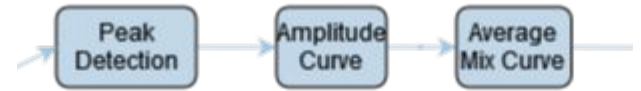
Delay



Delay: Delay Time



Delay: Echo Curve



Delay: Results

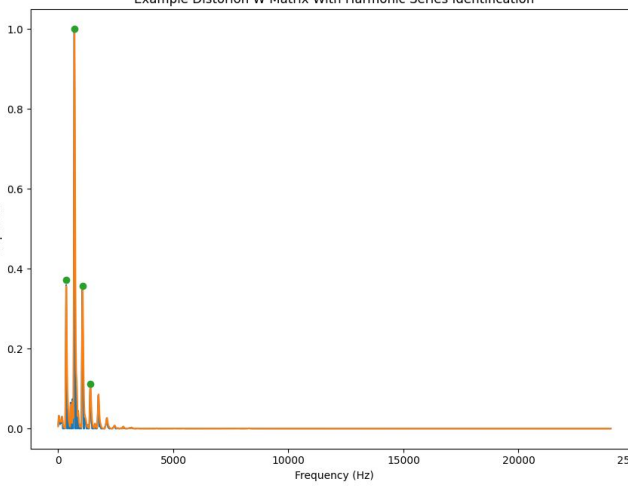
	Run 1	Run 2	Run 3	Expected	Lowest Error	Average Error
Delay Time	585 ms	519 ms	611 ms	500 ms	4%	14%
Mix	71%	73%	72%	50%	42%	44%

Attempted Timbre Method

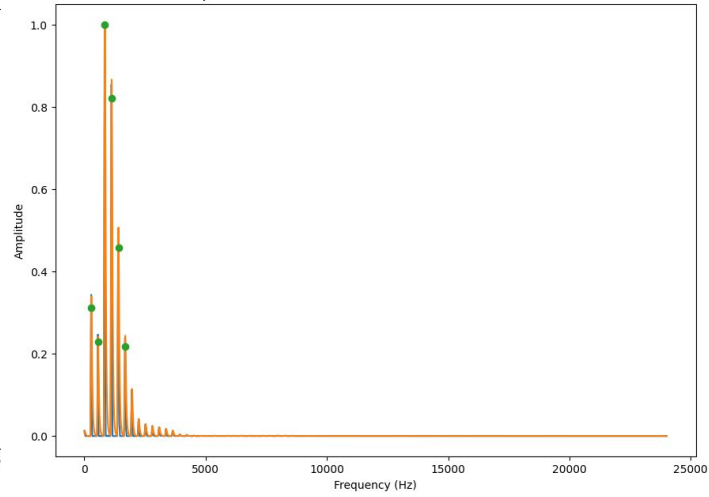
- Retrieve frequency characteristics from wet guitar, apply to dry guitar
- Attempt to use tanh distortion as a baseline
- Results were poor

Harmonic Series Identification

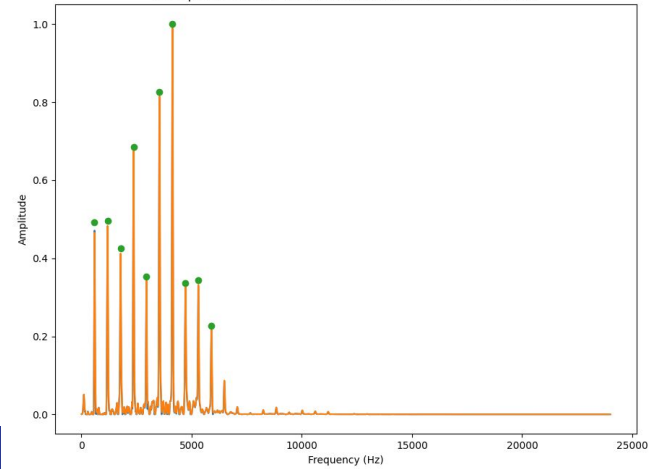
Example Distortion Matrix With Harmonic Series Identification



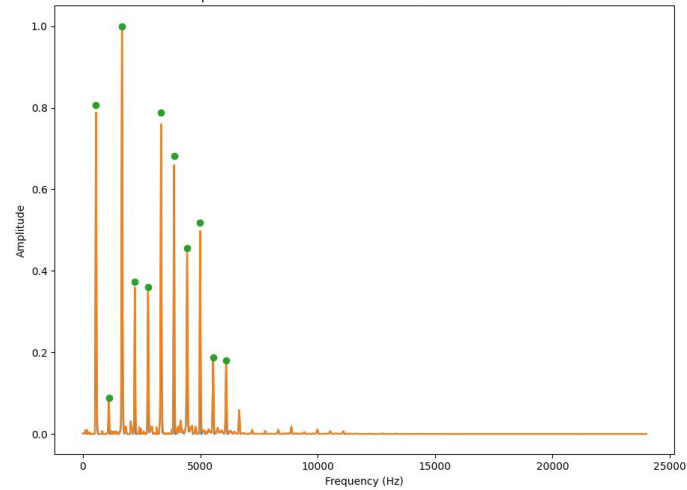
Example Distortion Matrix With Harmonic Series Identification



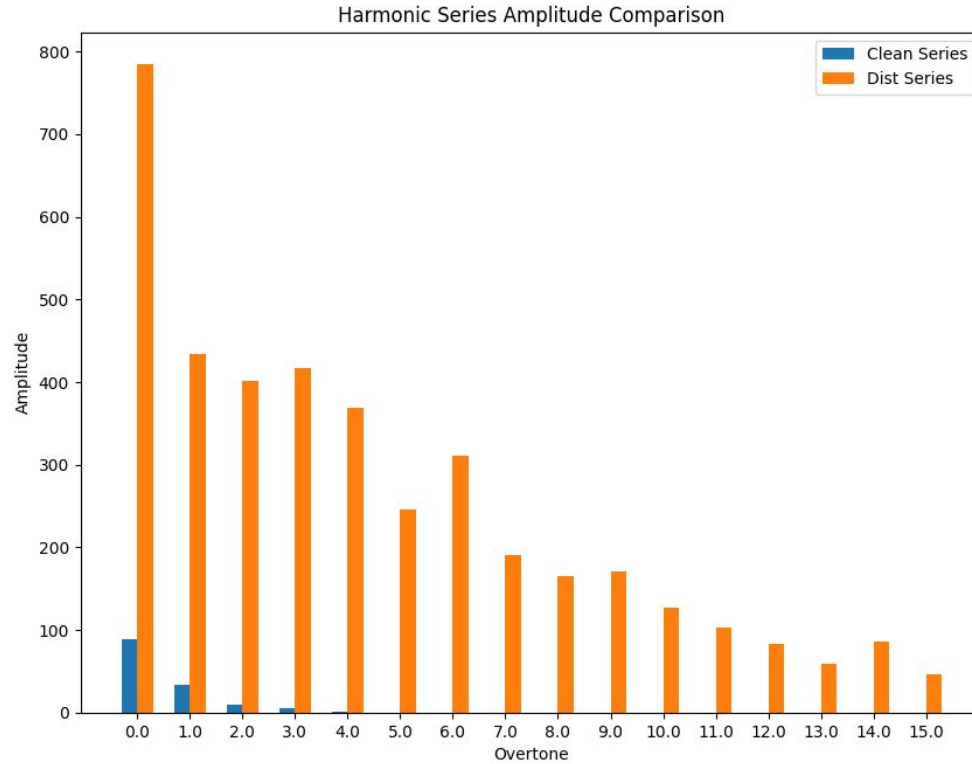
Example Distortion Matrix With Harmonic Series Identification



Example Distortion Matrix With Harmonic Series Identification

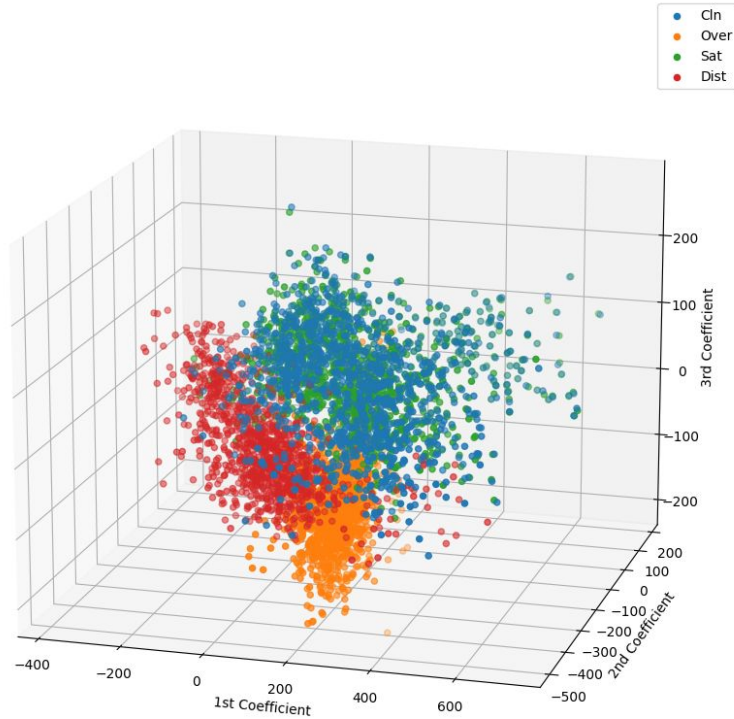


Harmonic Series Amplitudes



Timbral Identification

MFCC of Different Types of Distortion



Identification Results

Guess	Inputted Signal			
	Clean	Tremolo	Delay	Reverb
Clean	69.83%	25.58%	50%	37.8%
Tremolo	65.82%	65.6%	35.37%	23.66%
Delay	25%	16.67%	92.86%	72.97%
Reverb	33.33%	0%	33.33%	81.48%

Replication Results

Clean
Audio



Tremolo
Audio



Delay
Audio



Reverb
Audio



Stolen
Tremolo
Audio



Stolen
Delay
Audio



Stolen
Reverb
Audio



Reverb
Impulse
Response



Future Work