Audio Inpainting, Source Separation, Audio Compression. All with a Unified Framework Based on NTF Model

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We propose a general signal recovery algorithm, that can recover J audio source signals in time, $s^\tau_{jt}, j \in [\![1, J]\!], t \in [\![1, T]\!]$, given the quantized source samples, y^τ_{jt}, each observed on the support Ω^τ_j and the quantized mixture samples, $x^\tau_t = \sum_{j=1}^J s^\tau_{jt} + a^\tau_t$, observed on Ξ^τ with quantization noise a^τ_t. The sources are modelled in the short time Fourier transform (STFT) domain with a normal distribution ($s_{jfn} \sim \mathcal{N}_c(0, v_{jfn})$) where the variance tensor $\mathbf{V} = [v_{jfn}]_{j,f,n}$ has the following low-rank non-negative tensor factorization (NTF) structure [7], $v_{jfn} = \sum_{k=1}^K q_{jk}\ w_{fk} h_{nk}$. This model is parametrized by $\boldsymbol{\theta} = \{\mathbf{Q}, \mathbf{W}, \mathbf{H}\}$, with $\mathbf{Q} = [q_{jk}]_{j,k} \in \mathbb{R}_+^{J\times K}$, $\mathbf{W} = [w_{fk}]_{f,k} \in \mathbb{R}_+^{F\times K}$ and $\mathbf{H} = [h_{nk}]_{n,k} \in \mathbb{R}_+^{N\times K}$.

We propose to recover the source signals with a generalized expectation-maximization (GEM) algorithm [4] based on multiplicative update (MU) rules [5]. The Algorithm is briefly described in Algorithm 1. Using the proposed approach, it is possible to solve a number of existing and new problems in audio signal processing:

- **Audio inpainting**: It is possible to recover arbitrary time domain losses in audio signals for applications such as signal declipping. NTF model is used for the ***first time*** for the recovery of arbitrary time domain losses [3].
- **Joint audio inpainting and source separation**: It is possible to jointly perform audio inpainting and source separation to improve the performance of both tasks. Audio inpainting and source separation are performed jointly for the ***first time*** [1].
- **Compressed sampling-based informed source separation**: It is possible to recover the sources from their random samples and the mixture via compressive sampling-based informed source separation. This new ISS scheme uses a simple encoder that has properties of distributed coding [8, 6] and it competes with traditional ISS. The concept of distributed coding and of compressive sampling based scheme is introduced for the ***first time*** in the informed source separation problem [2].

The presentation and the poster will include various new results for the proposed algorihtm with comparisons to state of the art methods in the different problems discussed above.

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Algorithm 1 GEM algorithm for NTF model estimation. Details can be found in [1, 2, 3]

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procedure ESTIMATESOURCES-NTF(Ξ^τ, x^τ, {y^τ_jt}_{j=1}^J, {Ω^τ_j}_{j=1}^J)
    Initialize non-negative Q, W, H randomly and apply any known prior on Q, W, H
    repeat
        Estimate sources (s_jfn), given Q, W, H, x^τ, Ξ^τ, {y^τ_jt}_{j=1}^J, {Ω^τ_j}_{j=1}^J with Wiener filtering
        Apply constraints in the time domain, and estimate posterior power spectra of the sources (P̃)
        Update Q, W, H given P̃ using MU rules
    until convergence criteria met
end procedure
```

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