

SUBMISSION TO MIREX AMS TASK 2010

Rainer Zufall

Department of Computational Perception, Johannes Kepler University Linz, Austria
(visiting)

ABSTRACT

This extended abstract documents the submission of algorithm RND to the *Audio Music Similarity and Retrieval* task of MIREX 2010. Its intention is to serve as (random) baseline for other algorithms.

1. INTRODUCTION

In evaluation, having a baseline is important as a reference to estimate the quality of algorithms. For example, if the necessary information is available, a baseline reference for algorithms in the Audio Music Similarity and Retrieval task could be the performance of an algorithm, that randomly proposes tracks from the same genre as the seed song. Especially in an evaluation scenario that is based on human judgements, a genre-based baseline would give insights into the advantage of state-of-the-art content-based similarity algorithms over traditional genre labels.

Even if such an algorithm is not available, it is still desirable to have a baseline for comparison, even if it is generated by an uninformed algorithm. To this end, the author submits an algorithm that generates random distances to all songs given a seed song.

2. ALGORITHM

The algorithm generates an $M \times M$ matrix (where M is the number of input tracks) that contains randomly generated values. Hence, the top-5 tracks for any seed song will be chosen arbitrarily.

3. NOTA BENE

In case another baseline algorithm is participating in the task — especially, if the other algorithm represents a more informed baseline entered by the organizers, e.g., an algorithm returning random tracks from the same genre as the seed song — this submission should be regarded obsolete and can be ignored. Also, if the organizers find such a submission inappropriate, they should feel free to remove it from the competition.