2021-10-19 TC MLAI Meeting Notes

The agenda for the meeting includes the following.

- Welcome and Introduction
- Problems with listserv
- Logo
- Proposals for the coming year
    - Proposals for events for Spring Convention (workshops, tutorials)
    - Virtual mini-conference (such as this)
    - Document and/or resource preparation
- AES/IEEE collab/webinar
- Open Discussion

Attendees

- Andy Sarroff
- Brecht De Man
- Gordon Wichern
- Bozena Kostek
- Christian James Steinmetz
- Christian Uhle
- Christos Chousidis
- Daniel Turner
- Dave Moffat
- David M Andrews
- David Prince
- Flavio Everardo
- Gerald Schuller
- Gordon reid
- Jan Skoglund
- Jean-Marc Jot
- Joseph Colonel
- Keith McElveen
- Marina Bosi
- Renato Profeta
- Robert werner
- Shahan Nercessian
- Steve Hutt

General Topics

- The e-mail reflector is currently non-functional. It appears only the chairs are receiving the emails. Andy has contacted Colleen at AES HQ and she is looking into the issue.
- Regarding the logo, Flavio has some ideas he would like to share. The logo should be a circle in a 64x64 pixel square.

Events

- Brecht mentioned the committee's support of Jim Kaiser & Peter Doell panel that was accepted for this fall's convention, but didn't end up happening
  - Advanced Technology Assistance in Audio: The Real World Meets AI (TBD)
  - Bryan Pardo and Josh Reiss were both mentioned as potential candidates for this panel should it take place at an upcoming convention
- Gerald Schuller repetition of Python tutorial, with audience interaction
  - Deep Learning for Audio Signal Processing, with Python and Pytorch Examples Tutorial - AES Show Fall Online 2021
  - https://audioengineeringmonth2021.sched.com/event/mKSZ/deep-learning-for-audio-signal-processing-with-python-and-pytorch-examples-tutorial?iframe=no
  - Would be nice to run this tutorial again at the next in-person convention. There does not seem to be an interactive component at the current online show
- Jean Marc proposed two topic ideas:
  - Network topologies for audio, e.g. tips and tricks, rules of thumb about why we would pick one architecture over another. Could be a tutorial or a panel
  - Perceptual metrics for training and evaluation and psychoacoustically motivated loss functions. One option would be to run an event similar to https://www.aes.org/events/2020/learning/. We could then write a review paper on the topic, either as a learning opportunity to help organize the event or as an outcome after the event.
- Shahan proposed a topic on the disconnect between AI algorithms in papers and AI algorithms as usable tools.
  - Christian mentioned that this topic could attract a much broader audience than more specialized topics, e.g., network architectures.
  - Shahan would be interested to help organize.
  - Is a convention panel a good venue for this?
- Andy mentioned a collaboration with IEEE on a free webinar to help drive membership in both societies.
  - Currently considering a topic based on multi-channel audio and psychoacoustics.
  - We're soliciting suggestions for speakers in this topic or alternative topic suggestions.

Action Items

- Pick a logo already - we have selected a logo created by Flavio (below) waiting for website to be updated
- Chairs to determine potential events from the following list and create sign-up sheets for members to help move proposals forward (a simple spreadsheet is probably enough)
  a. Tutorial or workshop on "Network topologies for audio", e.g. tips and tricks, rules of thumb about why we would pick one architecture over another.
  b. "Perceptual metrics for training and evaluation" and psychoacoustically motivated loss functions.
    - One option would be to run an event similar to https://www.aes.org/events/2020/learning/. We could then write a review paper on the topic, either as a learning opportunity to help organize the event or as an outcome after the event.
    - Alternatively, as a tutorial or workshop – this should be decided by the people who do it, I guess.
  c. Workshop: From research to applications: how to bridge the gap between AI algorithms in papers and AI algorithms as usable tools.