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# AEROMamba: An efficient architecture for audio super-resolution using generative adversarial networks and state space models

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## **1. MOTIVATION**

- Background Restoration of analog audio:
  - Historical recordings
    - Media degradation

- AEROMamba
- AERO = Audio-Super
  - Docolution Model



AEROMamba - 44.1 kHz

- Technology limitations
- Super-resolution
  - Digital audio applications
    - Lossy operations to reduce storage usually involve bandwidth reduction
    - e.g. Decimation and compression
- Generative adversarial networks:
  - Sampling is faster than Markov-chainbased architectures (e.g. Diffusion Models)
  - AERO as the base model
- Proposed Modification:
  - Replacement of recurrent and attention layers by Mamba

| Resolution Model  | $\mathbf{FTB}$  |
|---|---|
| Mamba = Efficient State<br>Space Model  | GELU(Conv1D)  |
| AERO  |   |
| GAN architecture:   | SNAKE(LN(Conv1D))   |
| <ul> <li>Hybrid Demucs-based</li> <li>Generator</li> </ul>                      | Mamba   |
| MelGAN Discriminator  | $  GLU(LN(Conv1D))   \qquad \qquad$ |
| Mamba<br>Emulates selective<br>mechanism of attention<br>Exploits GPU structure | $\begin{array}{c c} LayerScale \\ \hline \\ GLU(Conv1D) \\ \hline \\ Encoder_{i+1} \\ \hline \\ Decoder_{i} \\ \end{array}$                         |
|   |   |

**2. PROPOSED MODEL** 

#### **3. RESULTS**

# Experiments

#### **Computational Performance**

- Super-resolution of popular music and piano pieces from 11.025 to 44.1 kHz
  - PianoEval (private collection dataset)
  - MUSDB18-HQ (opensource dataset)

# Evaluation

- GPU usage and Inference speed
- Objective metrics: ViSQOL and LSD
- Subjective metrics: listening tests with 20 subjects, targeting audio

| Method            | NVIDIA RTX 3090 |                | NVIDIA RTX 2080 Ti |            | Parameters               |  |
|-------------------|-----------------|----------------|--------------------|------------|--------------------------|--|
|                   | GPU Usage (MB)  | Time (s)       | GPU Usage (MB)     | Time (s)   |                          |  |
| AERO<br>AEROMamba | 17091<br>3000   | 1.246<br>0.087 | 16420*<br>1914     | -<br>0.063 | 19,432,958<br>20,964,190 |  |

## **Objective and Subjective Metrics**

|             |                |          |      |         | Model          | PianoEval |         |              |  |
|-------------|----------------|----------|------|---------|----------------|-----------|---------|--------------|--|
| Inference   | Model          | MUSDB18  |      | WIGUEI  | ViSQOL ↑       | LSD↓      | Score ↑ |              |  |
|             |                | ViSQOL ↑ | LSD↓ | Score ↑ | Low-Resolution | 4.36      | 1.09    | 72.92        |  |
| ics: ViSQOL | Low-Resolution | 1.82     | 3.98 | 38.22   | AERO           | 4.38      | 0.99    | 76.89        |  |
|             | AERO           | 2.90     | 1.34 | 60.03   | AERO-HQ        | 4.34      | 1.04    | -            |  |
| rics:       | AEROMamba      | 2.93     | 1.23 | 66.47   | AEROMamba      | 4.43      | 0.98    | -            |  |
|             |                |          |      |         | AEROMamba-HQ   | 4.38      | 1.00    | <b>84.41</b> |  |

similarity

#### Conclusions

- AEROMamba is 15x faster than AERO in inference using 5x-9x less GPU
- AEROMamba achieves higher perceptual quality than AERO
- For a fixed batch size,
   AEROMamba needs 2x-4x
   less GPU to train

# Low Res - 11.025 kHz



**AERO - 44.1 kHz**