# Intelligent systems for sound engineering


Josh Reiss

- Systems that perceive, reason, learn, and act intelligently
  - intelligently configure parameter settings
  - dynamically adapt to audio inputs and sound scene

- Requirements:
  usable for post production *and* live recording and mixing
  - real-time
  - minimal latency
  - new performance criteria

- Constraint rules and approach
  - grounded theory: psychoacoustics
  - knowledge engineering: best practices
    in audio production
  - machine learning: analysis of multitrack mixes







http://www.eecs.qmul.ac.uk/~josh