

Running head: THE NEURAL REPRESENTATION OF ENSEMBLE MUSIC

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**Extracting the neural representation of tone onsets for separate voices of ensemble music using multivariate EEG analysis.**

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94 **Abstract**  
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96 When listening to ensemble music even non-musicians can follow single instruments effortlessly.  
97 Electrophysiological indices for neural sensory encoding of separate streams have been  
98 described using oddball paradigms which utilize brain reactions to sound events that deviate  
99 from a repeating standard pattern. Obviously, these paradigms put constraints on the  
100 compositional complexity of the musical stimulus. Here, we apply a regression-based method of  
101 multivariate EEG analysis in order to reveal the neural encoding of separate voices of naturalistic  
102 ensemble music that is based on cortical responses to tone onsets, such as N1/P2 ERP  
103 components. Music clips (resembling minimalistic electro-pop) were presented to 11 subjects,  
104 either in an ensemble version (drums, bass, keyboard) or in the corresponding three solo  
105 versions. For each instrument we train a spatio-temporal regression filter that optimizes the  
106 correlation between EEG and a target function which represents the sequence of note onsets in  
107 the audio signal of the respective *solo* voice. This filter extracts an EEG projection that reflects  
108 the brain's reaction to note onsets with enhanced sensitivity. We apply these instrument-  
109 specific filters to 61-channel EEG recorded during the presentations of the *ensemble* version and  
110 assess by means of correlation measures how strongly the voice of each solo instrument is  
111 reflected in the EEG. Our results show that the reflection of the melody instrument keyboard in  
112 the EEG exceeds that of the other instruments by far, suggesting a high-voice superiority effect  
113 in the neural representation of note onsets. Moreover, the results indicated that focusing  
114 attention on a particular instrument can enhance this reflection. We conclude that the voice-

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115 discriminating neural representation of tone onsets at the level of early auditory ERPs parallels  
116 the perceptual segregation of multi-voiced music.

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## 121 **Introduction**

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123 Natural 'soundscapes' of everyday life, e.g., communication in a crowded get-together or noisy  
124 environment, challenge our proficiency in organizing sounds into perceptually meaningful  
125 sequences. All the more music might spark our processing capabilities as it provides acoustic  
126 scenes with a large number of concurring sound sources. Yet, when listening to music we are  
127 able to organize the complex soundscape into streams, segregate foreground and background,  
128 recognize voices, melodies, patterns, motifs, and switch our attention between different aspects  
129 of a piece of music. Auditory stream segregation (ASS), the perceptual process which underlies  
130 this capability, has fascinated researchers for many years, resulting in numerous studies  
131 exploring its mechanisms and determinants. In a nutshell (for a detailed review see Moore and  
132 Gockel, 2002), the segregation of a complex audio signal into streams can occur on the basis of  
133 many different acoustic cues (Van Noorden, 1975); it is assumed to rely on processes at multiple  
134 levels of the auditory system; and it reflects a number of different processes, some of which are  
135 stimulus-driven while others are of more general cognitive nature, i.e., involving attention  
136 and/or knowledge (Bregman, 1994).

137 Electrophysiological indices of auditory stream segregation have been detected in several  
138 approaches (Sussman, 2005; Sussman, Horváth, Winkler, & Orr, 2007; Winkler, Takegata, &

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139 Sussman, 2005; Yabe, et al., 2001; for an overview see Snyder and Alain, 2007). One line of  
140 research focused on the Mismatch Negativity (MMN) as neural index for a distinct perceptual  
141 state of stream segregation by constructing tone sequences such that only a perceptual  
142 segregation into two streams would allow a MMN-generating sound pattern to emerge.  
143 Following a similar principle, neural steady-state responses were found to reflect the formation  
144 of separate streams (Chakalov, Draganova, Wollbrink, Preissl, & Pantev, 2013) in MEG. Using  
145 EEG an influence of frequency separation of consecutive tones on the N1-P2 complex amplitudes  
146 was reported (Gutschalk, et al., 2005; Snyder, Alain, & Picton, 2006). Critically, this trend  
147 correlated with the perception of streaming in individual participants; a similar effect was  
148 reported for the N1 component.

149 This suggests that the amplitude of early auditory ERP components like the N1-P2 complex can  
150 inform about the perceptual state with respect to segregation/coherence of complex auditory  
151 stimuli. Since the N1-P2 complex as a sensory-obligatory auditory-evoked potential can be  
152 utilized without imposing a complex structure, e.g., an oddball paradigm, on the stimulus  
153 material, it may be promising for investigating ASS in more naturalistic listening scenarios.

154 In the domain of speech processing cortical onset responses that reflect changes in the  
155 waveform envelope (termed Envelope Following Responses, EFRs), have been a target of  
156 interest for a long time (Kuwada & Maher, 1986; Purcell, John, Schneider, & Picton, 2004; Aiken  
157 & Picton, 2005). Several approaches and methods aiming at extracting EFRs in naturalistic  
158 listening scenarios from continuous EEG or MEG have been proposed (Aiken & Picton, 2008;  
159 Kerlin & Miller, 2010; Lalor, Power, Reilly, & Foxe, 2009; Lalor & Foxe, 2010 and O'Sullivan,  
160 2014). These methods have provided a distinct picture of the brain signals 'following' the speech  
161 waveform envelope and, in particular, been utilized to study the human 'cocktail party problem'  
162 of understanding speech in noisy settings. In the domain of music processing a marked reflection  
163 of the sound envelope has been detected in the EEG signal of short segments of naturalistic

164 music (Schaefer, Farquhar, Blokland, Sadakata, & Desain, 2011). Unsupervised approaches  
165 (Cong, et al., 2012; Thompson, 2013) have confirmed that note onsets leave a reflection in the  
166 listener's EEG consistently across subjects and stimuli. However, these reflections have not been  
167 investigated in detail for longer musical contexts and, in particular, an analogue to the 'cocktail  
168 party' problem in speech processing has not been investigated specifically, even though  
169 composing music from several 'voices' is a common musical practice.

170 Considering the general characteristics of the N1-P2 response as a stimulus-driven sensory  
171 component that varies as a function of the physical properties of the sound like its frequency  
172 (Dimitrijevic, Michalewski, Zeng, Pratt, & Starr, 2008; Pratt, et al., 2009) or spectral complexity  
173 (Maiste & Picton, 1989; Shahin, Roberts, Pantev, Trainor, & Ross, 2005), it is an interesting  
174 question whether in a music-related scenario where perception of separate streams is highly  
175 likely, this typical onset-related ERP can be utilized to extract a neural representation related to  
176 these streams from the brain signal. In principle, this task taps into two so-called inverse  
177 problems that do not have a unique solution: (1) We have a number of sound sources that  
178 produce a mixed audio signal, and from the mixed signal it is not possible (without further  
179 assumptions) to infer the original configuration of sources. This audio signal is assumed to result  
180 in stimulus-related neural activity in the listener. (2) What we record in the listener's EEG is a  
181 mixture of stimulus-related neural activity, unrelated neural activity, and non-cerebral noise.  
182 Inferring these sources from the EEG signal, the so-called inverse problem of EEG generation, is  
183 likewise a problem without unique solution. In the present analysis we aim in a first step to learn  
184 a solution for the second of these inverse problems, to extract stimulus-related activity from the  
185 EEG in the case of a solo stream. Subsequently, we apply the derived solution in scenario with  
186 mixed sound sources. We explore in how far the stimulus-related activity related to the solo  
187 stream can be extracted from the EEG of the mixed (multi-voiced) ensemble presentation.

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188 We re-analyze a data set from a study proposing a ‘musical’ brain computer interface application  
189 (Treder, Purwins, Miklody, Sturm, & Blankertz, 2014) where participants listened to short clips of  
190 a complex semi-naturalistic, multi-voiced music stimulus. In the music clips of 40 s duration  
191 three musical instruments (drums, keyboard, and bass) were presented, each playing a  
192 (different) sequence of a repetitive standard pattern, interspersed by an infrequent deviant  
193 pattern. Playing as an ensemble, the instruments produced a sequence resembling a  
194 minimalistic version of Depeche Mode’s ‘Just can’t get enough’ (1980s Electro Pop). The  
195 experiment consisted of 63 presentations of the ensemble version in which the instruments  
196 played together and 14 solo clip presentations for each instrument (42 solo clips in total). During  
197 the ensemble presentations participants were instructed to attend to a target instrument and to  
198 silently count the number of deviant patterns in this instrument. The original analysis showed  
199 that P3 ERP components to deviant patterns in the target instrument sufficiently differ from  
200 those in the non-target instruments and, thus, allow to decode from the EEG signal which of the  
201 instruments a subject is attending to. These results can be considered as a proof-of-concept that  
202 our capability of shifting attention to one voice in an ensemble may be exploited in order to  
203 create a novel music-affine stimulation approach for use in a brain-computer interface.

204 In contrast to the previous analysis that focused solely on P3 responses to deviations in the  
205 patterns, here, we propose to exploit the fact that *all* note onsets in a music clip should evoke  
206 ERP responses. Therefore, the sequence of onset events that constitutes each instrument’s part  
207 should elicit a corresponding series of ERP events in the listener’s EEG. Since onset  
208 characteristics critically contribute to an instrument’s specific timbre (McAdams, 1995) and  
209 onset-triggered ERPs are known to be responsive to subtle spectral and temporal changes  
210 (Meyer, Baumann, & Jancke, 2006) it can be assumed that the properties of this ERP response  
211 might differ for musical instruments with different tone onset characteristics. We introduce a  
212 novel multivariate method to extract this sequence of ERPs from the single-trial EEG by training  
213 a spatio-temporal filter that optimizes the relation between the sequence of onsets in the solo

214 audio signal and the concomitant EEG. We (1) explore whether such a spatio-temporal filter  
215 obtains EEG projections from the solo-instrument trials that are significantly correlated with the  
216 sequence of onsets of the respective solo music clip; and we (2) probe (by correlation measures)  
217 whether these filters trained on the solo trials can be used to reconstruct a representation of  
218 this solo voice from the EEG of participants listening to the ensemble version clips. Finally, we  
219 test whether the reconstruction quality increases if participants focus their attention on the  
220 respective instrument.

## 221 **Methods**

### 222 Participants

223 Eleven participants (7 male, 4 female), aged 21-50 years (mean age 28), all but one right-handed,  
224 were paid to take part in the experiment. Participants gave written consent and the study was  
225 performed in accordance with the Declaration of Helsinki.

### 226 Apparatus

227 EEG was recorded at 1000 Hz, using a Brain Products (Munich, Germany) actiCAP active  
228 electrode system with 64 electrodes. We used electrodes Fp1-2, AF3,4,7,8, Fz, F1-10, FCz, FC1-6,  
229 FT7,8, T7,8, Cz, C1-6, TP7,8, CPz, CP1-6, Pz, P1-10, POz, PO3,4,7,8, and Oz,1,2, placed according to  
230 the international 10-20 system. In addition to these 63 EEG channels one electrode was used to  
231 measure the electrooculogram (EOG). Active electrodes were referenced to left mastoid, using a  
232 forehead ground. All skin-electrode impedances were kept below 20 k $\Omega$ . The bandpass of the  
233 hardware filter was at 0.016-250 Hz. Visual stimuli providing the cues related to the participant's  
234 task (details see below) were shown on a standard 22" TFT screen. Music stimuli were presented  
235 using Sennheiser PMX 200 headphones. The audio signal was recorded as an additional EEG  
236 channel.

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238

239 Stimuli

240 Stimuli consisted of 40-seconds music clips in 44.1 kHz mono WAV format, delivered binaurally,  
241 i.e., listeners were presented with the identical audio stream at each ear. The ensemble version  
242 clip is composed of three overlaid instruments, each repeating 21 times the respective bar-long  
243 standard sound pattern depicted in Figure 1. In the following, the term 'single trial' denotes a  
244 single presentation of one of these 40s-long music clips. Once in a while, instead of the bar-long  
245 standard pattern a deviant pattern occurs in one of the instruments. Each clip contains 3-7  
246 deviant bar-long patterns (out of 21 bars) for each instrument. Deviants of different instruments  
247 are non-overlapping and there is only one deviant pattern per instrument. Deviant patterns are  
248 defined by 1 (drums), 4 (bass) or 3 (keyboard) tone(s) deviating from the standard pattern in  
249 pitch or timbre (drums), but not changing the onset pattern in time (for a detailed description  
250 see Treder, Purwins, Miklody, Sturm and Blankertz (2014)). The stimulus represents a  
251 minimalistic adaptation of the chorus of 'Just can't get enough' by the Synth-Pop band Depeche  
252 Mode. It features three instruments: drums consisting of kick drum, snare and hi-hat; a synthetic  
253 bass; and a keyboard equipped with a synthetic piano sound. The instruments play an  
254 adaptation of the chorus of the original song with the keyboard playing the main melody of the  
255 song. The relative loudness of the instruments has been set by one of the authors such that all  
256 instruments are roughly equally audible. The tempo is 130 beats-per-minute.

257 These stimuli are multi-voiced in the sense that they represent a musical texture consisting of  
258 more than one voice, not in the sense of independent melody lines. This interdependence is also  
259 reflected in the correlation between the audio power slopes that is given in Table 4. The bar-  
260 long patterns consist of nine onsets for drums, four onsets for bass and eight onsets for  
261 keyboard. Drums and keyboard have one onset each that is not shared by one of the other  
262 instruments; all other onsets coincide for at least two instruments.

263

264 In the original experiment two different kinds of musical pieces were tested: in addition to the  
265 'Just can't get enough' adaptation (music condition SP) a stimulus resembling a jazz-like  
266 minimalistic piece of music (music condition J) was presented. This jazz-like piece of music was in  
267 stereo format, i.e., left ear and right ear were stimulated with different streams. The present  
268 analysis focused on utilizing continuous onset-related brain responses for the investigation of  
269 stream segregation. Therefore, the jazz-like stereo stimulus which introduced additional spatial  
270 cues for stream segregation was not appropriate for the present analysis.

271 According to the pattern of standard and deviant, 10 different music clips were created with  
272 variable amounts and different positions of the deviants in each instrument. Additionally, solo  
273 versions with each of the instruments playing in isolation were generated. Sample stimuli are  
274 provided as supplemental material.

275

276 Procedure

277

278 Participants were seated in a comfortable chair at a distance of about 60 cm from the screen.  
279 Instruction was given in both, written and verbal form. They were instructed to sit still, relax  
280 their muscles and try to minimize eye movements during the course of a trial. Prior to the main  
281 experiment, participants were presented with the different music stimuli and it was verified that  
282 they can recognize the deviants. The main experiment was split into 10 blocks and each block  
283 consisted of 21 40s-long music clips (containing 21 bars each). All clips in a block featured one  
284 music condition: Synth-Pop(SP), Jazz(J), Synth-Pop solo(SPS), or Jazz solo(JS). The solo clips were  
285 identical to the mixed clips except for featuring only one instrument. Within one block the 21  
286 music clips were played according to a randomized playlist containing the ten clips that differed  
287 with respect to the position of deviant patterns. Each of the three instruments served as the

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288 cued instrument for 7 clips within a block. The music conditions were presented in an  
289 interleaved order as: SP, J, SPS, JS, SP, J, SPS, JS, SP, J. In other words, there were 3 blocks with  
290 ensemble presentations (= 63 clips, 21 for each target instrument) and 2 solo blocks (= 42 clips,  
291 14 for each instrument) for each music condition; only conditions SP and SPS are part of the  
292 present analysis.

293 Each trial started with a visual cue indicating the to-be-attended instrument. Then, the standard  
294 bar-long pattern and the deviant bar-long pattern of that particular instrument were played.  
295 Subsequently, a fixation cross was overlaid on the cue and after 2s, the music clip started. The  
296 cue and the fixation cross remained on the screen throughout the playback and participants  
297 were instructed to fixate the cross. To assure that participants deployed attention to the cued  
298 instrument, their task was to count the number of deviants in the cued instrument, ignoring the  
299 other two instruments. After the clip, a cue on the screen prompted participants to enter the  
300 count using the computer keyboard. After each block, they took a break of a few minutes.

301

## 302 Data Analysis

### 303 Pre-processing of EEG data

304 The EEG data was lowpass-filtered using a Chebyshev filter (with passbands and stopbands of 42  
305 Hz and 49 Hz, respectively) and then downsampled to 100 Hz. Since electrodes F9 and F10 were  
306 not contained in the head model used in the later analysis (see below 'Training of regression  
307 filters on solo clips' ) they were not considered in the analysis. This left 61 EEG channels for  
308 analysis. In order to remove signal components of non-neural origin, such as eye artifacts,  
309 muscle artifacts or movement artifacts while preserving the overall temporal structure of clips  
310 we separated the 61-channel EEG data into independent components using the TDSEP algorithm  
311 (Temporal Decorrelation source SEParation, (Ziehe, Laskov, Nolte, & Müller, 2004)) . ICA

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312 components that were considered as purely or predominantly driven by artifacts based on visual  
313 inspection of power spectrum, time course and topography (see also McMenamin et al. (2010)  
314 and McMenamin, Shackman, Greischar and Davidson (2011)) were discarded and the remaining  
315 components were projected back into the original sensor space.

### 316 Pre-processing of audio wave files

317 For each music clip (solo and ensemble stimuli) we determined the slope of the audio power  
318 envelope. To this end, we first segmented the audio signal into 50% overlapping time windows  
319 of 50 ms width and then calculated the average power of each window. Subsequently, the  
320 resulting time course was smoothed using a Gaussian filter of three samples width and the first  
321 derivative was taken, yielding the power slope. Then, the extracted power slope was  
322 interpolated to match the sampling frequency of the EEG.

### 323 Linear Ridge Regression with temporal embedding

324 In order to extract a component from the ongoing EEG that reflects a brain response to the  
325 sequence of onsets of a music stimulus we apply Linear Ridge Regression (Hoerl, 1970).  
326 Regression-based techniques have been applied in the context of cortical speech envelope  
327 tracking before (O'Sullivan, 2014). The related Canonical Component Analysis has been applied  
328 in studies related to the perception of complex natural stimuli, e.g. for identifying common  
329 networks of activation in a group of participants who were presented with movie clips  
330 (Dmochowski, Sajda, Dias, & Parra, 2012; Gaebler, et al., 2014) or in subjects listening to  
331 narrations (Kuhlen, Allefeld, & Haynes, 2012). Here, we utilize Linear Ridge Regression in order  
332 to optimally extract ERP responses that are phase-locked to rapid intensity changes indicating  
333 tone onsets in the music stimulus from the listener's EEG. We train regression models to  
334 optimize the correlation between a surrogate channel extracted from the 61-channel EEG of  
335 single subjects and the power slope of the audio signal, a feature that, according to our

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336 experience, represents best the intensity changes that are expected to trigger ERP responses.  
337 Since it is not clear by how much the EEG response lags behind the presented stimulus, we apply  
338 regression to temporally embedded EEG data, a technique that was proposed in (Bießmann, et  
339 al., 2010) in order to deal with couplings between signals with unknown delay: To the EEG data  
340 set  $X_1, \dots, X_n$  additional dimensions that are copies of  $X$ , time-shifted by 1, . . . , 25 data points are  
341 added as ‘artificial’ channels. This allows to capture brain responses within a latency of 0 to 250  
342 ms.

343 Figure 2 summarizes the workflow of the generic regression analysis that was performed on the  
344 solo stimuli.

### 345 Training of regression filters to EEG during presentation of solo clips

346

347 In the first stage of the analysis regression filters that maximize the correlation between EEG and  
348 audio power slope were determined for the solo clips of the three instruments for each subject  
349 separately. In a leave-one-clip-out cross-validation approach clips for each instrument were  
350 divided into training and test sets, so that each clip acted as the test set once while the  
351 remaining clips formed the training set. Regression filters were calculated on the training set and  
352 applied to the test clip resulting in one uni-dimensional EEG projection for each of the 14 music  
353 clips. The correlation coefficients of the 14 derived EEG projections for one instrument and the  
354 respective power were calculated in order to determine how well the extracted brain response  
355 reflects the onset sequence of the stimulus at the level of single subjects and single trials. In the  
356 following, we use the term ‘reconstruction quality’ if we refer to the correlation coefficient  
357 between EEG projections and audio power slope. Additionally, the correlation coefficient for the  
358 mean EEG projection and the audio power slope was determined for each subject and  
359 instrument, and the grand average across all subjects was calculated.

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360 The resulting regression filters, matrices of the dimensionality 61 channels x 26 time lags can be  
361 translated into spatio-temporal patterns that indicate to which extent each sensor contributes  
362 to the optimal EEG projection at which time lag (Haufe, et al., 2014). This allows to examine how  
363 the information that is used to reconstruct the audio power slope is distributed in space and  
364 time (relative to the stimulus). An example of such a spatio-temporal pattern is given in Figure  
365 5. In order to get a better neurophysiological understanding of our results, we decomposed  
366 these 61 x 26 dimensional matrices into spatial components using a least-squares source  
367 reconstruction approach, the MUltiple Signal Classification ('MUSIC') algorithm (Moshier &  
368 Leahy, 1998) and determined the corresponding time evolution for each component. This gives a  
369 set of scalp topographies (called spatial MUSIC components in the following) that contain a  
370 certain proportion of the spatial variance of a regression pattern and a corresponding set of time  
371 courses (called temporal MUSIC components in the following) that informs about their temporal  
372 distribution.

373

### 374 Application of regression filter to EEG during presentation of ensemble version

375 Then, we applied the regression filters derived in step 1 to the EEG responses of the ensemble  
376 version stimuli. This was done for each subject and each instrument separately, resulting in  
377 three uni-dimensional EEG projections for each ensemble version clip per subject. As before,  
378 these projections were averaged across the 63 ensemble version clips for each subject  
379 (separately for the instruments) as well as across all subjects.

380

### 381 Statistical analysis

382 It is important to recognize that both, the EEG signal and the audio power slopes, contain serial  
383 correlation, i.e., subsequent samples are not independent of each other. Thus, the assumptions

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384 that underlie the standard tests for significance of correlation are not satisfied. To obtain a  
385 significance measure that takes this into account we followed the approach proposed by Pyper  
386 and Peterman (1998) and determined for each correlation coefficient the effective degrees of  
387 freedom based on the cross-correlation between the two respective time courses. This value,  
388 which is an estimate of the number of independent samples in both signals, is then used to  
389 determine the significance of the correlation coefficient. In order to account for the  
390 repetitiveness of the music clips, we considered the cross-correlation for all possible time lags  
391 within a music clip, drastically reducing the effective degrees of freedom. The original and  
392 estimated effective degrees of freedom for the Grand Average correlation coefficients are given  
393 in Table 2 in the bottom line.

394 The correlation coefficients of the subject-individual mean EEG projections were corrected for  
395 multiple testing for  $N=11$  subjects with a Bonferroni correction. Significance of correlation was  
396 determined to the level of  $\alpha=0.05$ .

## 397 Results

398

399 Solo stimulus presentations

400 Figure 3 shows examples of the EEG projections that reconstruct the audio power slope; for  
401 illustration purposes these were collapsed across 11 subjects, 14 clips for each instrument and  
402 21 bars in each clip. A comparison of the EEG-reconstructed power slope (grey line) with the  
403 audio power slope (black line) shows that onset events in the audio signal are accompanied by  
404 peaks in the brain signal. Furthermore, the brain signal contains additional peaks that occur in  
405 absence of a corresponding onset event in the audio power slope.

406 Table 1 gives the percentage of solo clips (14 for each instrument) in which the EEG-  
407 reconstructed power slope is significantly correlated with the audio power slope at the level of

408 each individual clip. Note that this measure relates to the significance of single trial clips of 40 s  
409 duration and was derived without averaging of EEG data. Table 2 shows the magnitude of  
410 correlation of the *averaged* EEG-reconstructed power slopes (for the 14 solo presentations of  
411 each instrument) with the audio power slope for single subjects, revealing significant correlation  
412 in 7/11 subjects for *drums*, in 9/11 subjects for *bass*, and in 8/11 subjects for *keyboard*. The  
413 bottom line of Table 2 shows that taking the mean of all subject's EEG projections (Table 2,  
414 bottom line 'GA') produces time courses that are significantly correlated with the original audio  
415 power slopes for all three instruments with magnitude of correlation  $r=0.60$  for *drums*  
416 ( $p=0.00014$ , effective degrees of freedom: 34),  $r=0.52$  for *bass* ( $r=0.52$ ,  $p=0.00011$ , effective  
417 degrees of freedom: 48) and  $r=0.54$  for *keyboard* ( $p=0.0000004$ , effective degrees of freedom:  
418 72). Note that the original number of degrees of freedom of 3968 was drastically reduced by  
419 Pyper et al.'s method (Pyper & Peterman, 1998) that was applied to account for serial  
420 correlation in both time courses. All power slopes in Figure 3 are scaled for illustrational  
421 purposes. The absolute values of the audio power slopes for the three instruments are depicted  
422 in Figure 4, indicating differences in amplitudes and rise times.

#### 423 Decomposition of regression patterns

424 Figure 5 shows an example of the spatio-temporal patterns that were derived from regression  
425 filters of a representative subject. The spatio-temporal patterns matrices that are directly  
426 derived from the regression filters are shown in the top panel. They show the distribution of  
427 information that is used to optimally reconstruct the stimulus' power slope in time and sensor  
428 space with time lags from 0 to 250 ms in the abscissa and the EEG channels on the ordinate.  
429 Note that the x-axis in milliseconds carries a different meaning than in standard ERP analysis,  
430 since it denotes the time lag between stimulus and EEG signal. Decomposing the spatio-  
431 temporal patterns with the MUSIC algorithm (see section Methods) results in a fronto-central  
432 scalp topography, resembling the topography of the N1/P2 complex. This scalp pattern is



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433 consistent for the three instruments. Its evolution over time differs, showing a change from  
434 positive to negative weights with extrema at 40 ms and 210 ms time lag for *drums*, broadly  
435 spread negative weights between 0 ms and 220 ms for *bass*, and a time evolution with two  
436 distinct positive peaks at 50 ms and 150 ms for *keyboard*.

### 437 Ensemble version stimulus presentations

438 Applying the three regression filters (trained on the solo stimulus presentations for the three  
439 instruments) to the EEG of the ensemble version stimulus presentation extracts an EEG  
440 projection that is significantly correlated with the solo audio power slope of each instrument in  
441 3/11 subjects for *drums*, in 2/11 subjects for *bass*, and in 9/11 subjects for *keyboard* (Table 3). In  
442 one of the subjects EEG projections significantly correlated with all three solo power slopes  
443 could be derived in parallel from the (same) EEG of the ensemble presentation, in 3/11 subjects  
444 the audio power slopes of two instruments in parallel, in 5/11 subjects for one instrument, and  
445 for 2/11 subjects for none of them. The EEG Grand Average (11 subjects, 63 EEG projections for  
446 each ensemble version clip each) is significantly correlated with the audio power slope of a solo  
447 instrument only for *keyboard* ( $r=0.45$ ,  $p=0.001$ , effective degrees of freedom 88).

### 448 Specificity of reconstruction

449 Since the solo power slopes are correlated with each other to different degrees as well as with  
450 the audio power slope of the ensemble version stimulus (Table 4), there is no straightforward  
451 way to estimate whether the EEG projections extracted by the instrument-specific filters are  
452 indeed specific for the instrument. To learn about the specificity, we put forward the null  
453 hypothesis that the instrument-specific filter extracts a representation of *all* onsets of the  
454 ensemble version stimulus. We compare Fisher-z-transformed correlation coefficients between  
455 EEG projections derived by the instrument-specific filter and solo audio power slopes to those  
456 between the same EEG projections and ensemble version audio power slopes in a paired

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457 Wilcoxon signed rank test. Figure 6 shows that for *keyboard* in all but one subject the EEG  
458 projection is more highly correlated with the *keyboard* audio power slope than with the  
459 ensemble version audio power slope, resulting in a significant difference between the  
460 distributions of correlation coefficients at group level ( $p=0.002$ ). For *drums* and *bass* there were  
461 no significant differences.

462

### 463 Effect of attention

464 When listening to the 63 ensemble version clips subjects were instructed to focus on a specific  
465 instrument before each clip, resulting in 21 trials of an ‘attended condition’ and 42 trials with an  
466 ‘unattended condition’ for each instrument. We tested whether the correlation between the  
467 EEG-reconstructed instrument-specific audio power slope and the respective audio power slope  
468 significantly differed between these two conditions by performing a random partition test with  
469 1000 iterations. For single subjects a significant increase in correlation was present for *drums* in  
470 one subject (S1), for *bass* in two subjects (S5, S11), and for *keyboard* in five subjects (S6, S7, S8,  
471 S9, and S10). Within the group of subjects a significant effect of attention was present for  
472 *keyboard* ( $p = 0.001$ ).

### 473 Behavioral performance

474 The behavioral performance differs for the three instruments with highest counting accuracy for  
475 *keyboard* (Grand Average: 74% correctly counted deviant stimuli), second highest accuracy for  
476 drums (71%) and lowest for *bass* (54%). The previous analysis of this data set (Treder, Purwins,  
477 Miklody, Sturm, & Blankertz, 2014) reported the absence of a significant main effect of the  
478 category instrument on the counting accuracy (ANOVA,  $p=0.12$ ), but found a significantly lower  
479 counting accuracy for *bass* than for *Keyboard* (Bonferroni-corrected t-test,  $t = 4.87$ ;  $p = 0.001$ ).

480

481 **Discussion**

482

483 The present study demonstrates that multichannel EEG recordings can reveal neural responses  
484 to acoustic onset patterns of a single voice embedded in an ensemble of musical instruments: To  
485 this end 11 subjects listened to a set of music clips where three instruments played short  
486 repetitive patterns, either in a solo version (three solo conditions) or together, forming a  
487 minimalistic electro pop-like sound pattern (multi-voiced `ensemble' condition).  
488 Methodologically, we found that Linear Ridge Regression with temporal embedding enables to  
489 extract neural responses to the tone onset structure of a continuous music stimulus. In a first  
490 step using the solo stimulus presentations, such an onset sequence was reconstructed from the  
491 group average of EEG projections of each of the three instruments; for each single subject it was  
492 recovered at least for one of the instruments, in 4/11 subjects for all three instruments.  
493 Topographically, the maps derived from the spatio-temporal regression filters resembled a N1-  
494 P2 complex, as, e.g., described in Shahin, Roberts, Pantev, Traino and Ross (2005), while their  
495 time evolution seem to be influenced by the stimulus properties of each instrument's part. In a  
496 second step, applying these instrument-specific regression filters to the EEG recorded during the  
497 ensemble version presentation successfully extracted onset representations of at least one  
498 instrument's solo voice in 9/11 single subjects, and in the Grand Average for the melody  
499 instrument *keyboard*. Third, in the melody instrument the reconstruction quality was found  
500 significantly enhanced when this instrument was the target of attention.

501 Note onsets in music are acoustic landmarks providing auditory cues that underlie the  
502 perception of more complex phenomena such as beat, rhythm, and meter (Cameron & Grahn,  
503 2014). Event-related brain responses to these low-level constituents of rhythm have been  
504 studied in numerous contexts in the music domain (Meyer, Baumann, & Jancke, 2006; Schaefer,  
505 Desain, & Suppes, 2009; Shahin A. , Roberts, Pantev, Trainor, & Ross, 2005) and in the speech

506 domain (Hertrich, Dietrich, Trouvain, Moos, & Ackermann, 2012). In order to detect differences  
507 between conditions in the ERP, applications typically rely on averaging techniques. Thus, they  
508 require a large number of presentations of the same stimulus, therefore constraining the  
509 stimulus material in duration and complexity.

510 In the first part of the present analysis we have demonstrated that the proposed regression  
511 method allows to robustly track the onset sequence of three monophonic complex music-like  
512 stimuli in the listener's EEG. This corresponds to results from the domain of speech processing  
513 where Envelope Following Responses (EFRs) have been extracted from continuous EEG and MEG  
514 by combining source reconstruction techniques based on explicit modeling of the N1-P2 complex  
515 with convolution models (Aiken & Picton, 2008), with spatial filtering methods (Kerlin & Miller,  
516 2010) or by estimating the impulse response of the auditory system (Lalor, Power, Reilly, & Foxe,  
517 2009; Lalor & Foxe, 2010).

518 In particular, the proposed method is related to the reverse correlation approach of O'Sullivan et  
519 al. (2014) since we regress EEG onto a sound envelope-related target function and operate on  
520 single trials. Our results demonstrate that such an approach can be successfully applied in a  
521 music-related context and, moreover, we extend O'Sullivan's technique by providing a way to  
522 transform the regression filters into a format that is neurophysiologically interpretable.

523 Our approach was successful in single subjects in a considerable proportion of presentations  
524 (music clips of 40 s duration (see Table 1)) without any averaging of EEG data. By following a  
525 cross-validation approach we demonstrated that this relationship between EEG and stimulus  
526 reflects genuine stimulus-related activity in the listener's EEG that generalizes across  
527 presentations of the same stimulus.

528 Compared with averaging techniques the proposed EEG decomposition approach allows to  
529 examine also non-repetitive stimuli that would lead to 'blurred' ERPs for single tones in the

530 average. It extracts an EEG projection that represents the cortical onset responses with  
531 enhanced signal-to-noise-ratio at the original time-resolution and, thus, enhances the sensitivity  
532 for small-scale differences between conditions such as, e.g., those related to the target status of  
533 an auditory stream. Furthermore, it allows for subsequent investigations at several time scales.  
534 Extending the results by Schaefer et al. (2011) and Cong et al. (2012) the present results add to  
535 the growing body of knowledge about how a naturalistic complex music signal is represented in  
536 the brain.

### 537 Patterns

538 The extracted MUSIC components (see Methods) revealed a scalp pattern that was consistent  
539 between subjects and instruments while time courses strongly varied between instruments. This  
540 common scalp pattern is reminiscent of a N1-P2 complex. The P1-N1-P2 complex is a sequence  
541 of ‘obligatory’ auditory event-related potentials that index detection of the onset of auditory  
542 stimuli (Näätänen & Picton, 1987). Latency and amplitude of the P1, N1 and P2 (which are  
543 assumed to reflect different neural generators and functional processes, but typically occur  
544 together) are influenced by a variety of factors related to stimulus properties and context, but  
545 also to subject-individual variables, such as age, arousal or attention (for a review see Crowley  
546 and Colrain (2004)). Taken together, given the N1-P2-like scalp topography in the present  
547 results, the latency range of up to 250 ms, and the fact that the target function for defining the  
548 spatio-temporal regression filter emphasized rapid changes in sound intensity, the regression-  
549 derived EEG-projections appear to reflect a sequence of onset-triggered early auditory ERPs,  
550 similar to those reported for single musical tones (Shahin, Roberts, Pantev, Trainor, & Ross,  
551 2005).

552 The temporal dimension of the extracted components of the three instruments is much more  
553 variable. When interpreting these time courses, one has to recognize that they differ from

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554 averaged ERPs (even though they are on the same time scale), as they represent the weighting  
555 of the corresponding spatial component over time and, thus, rather resemble a convolution  
556 model or FIR filter than an ERP time course. Nonetheless, time lags with large weights in  
557 principle can be compared to latencies of canonical ERP components. As such, the range where  
558 the extracted time courses peak is in line with the optimal time lag of cross-correlation between  
559 brain signal and sound envelope of 180 ms reported in (Aiken & Picton, 2005) and with results of  
560 O'Sullivan (2014). In the present stimuli, however, note onsets occur in quick succession, such  
561 that the window of 0 to 250 ms time lag of the regression model potentially covers more than a  
562 single onset/ERP component. This means that the regression model not only might 'learn'  
563 latency and spatial distribution of onset-related brain responses, but could be sensitive also to  
564 the rhythmic structure of the stimulus sequence. Most likely, the two peaks that are 115 ms  
565 apart (corresponding to the inter-onset-interval between two semi-quavers) in the temporal  
566 MUSIC component of *keyboard* can be attributed to this effect. Along this line, the flat shape of  
567 the temporal MUSIC component for *bass* may be related to the fact that its rhythmic pattern is  
568 the most inhomogeneous with respect to inter-onset-intervals and, the (relatively) better  
569 pronounced peaks of *drums* to quavers being the most frequent inter-onset-interval in this  
570 voice. In summary, while the spatial patterns are consistent across instruments, the extracted  
571 time courses seem to be influenced by stimulus properties. However, a future systematic  
572 parametric investigation is needed to clarify factors determining such instrument-specific time  
573 courses.

574

## 575 Ensemble version stimuli

576 In the second part of the analysis the regression filters that were fine-tuned to each subject's  
577 individual brain response and each stimulus' properties were applied to the subject's EEG  
578 recorded during the ensemble presentation. We assessed how well the solo parts of the three

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579 instruments were recovered by comparing the instrument-specific EEG projections to the  
580 respective audio power slopes. Our results show that at the level of single subjects this approach  
581 was successful for *keyboard* in all but two subjects, while a reconstruction for *drums* and *bass*  
582 failed in most subjects. In one subject (S1) all three instruments were reconstructed in parallel  
583 (from the same EEG signal) with significant correlation and in three subjects in two instruments.

584 The study goal was to approach the two-fold inverse problem of reconstructing (known) sound  
585 sources that create a mixed sound signal from the EEG signal of an individual who listened to this  
586 mixed signal. This intricate enterprise capitalized on the assumption that the brain performs  
587 auditory scene analysis and creates a representation of these single sources. In the present  
588 scenario the listener was presented with a sound scene that is stylistically relatively close to real  
589 music and, therefore, may invoke our natural abilities to stream music. The present stimulus  
590 provides a whole range of spectral, timbral and rhythmic cues on several time scales and these  
591 occur both, sequentially and simultaneously, promoting the segregation into streams. In the  
592 present scenario, thus, users were expected to perceive separate streams, and this assumption  
593 was confirmed by the behavioral results.

594 The present results are a proof-of-concept that a neural representation of such a stream can be  
595 extracted from the EEG, at least for one of the sound sources, here for the melody instrument  
596 *keyboard*. The scalp topographies derived from the regression models and the latency range of  
597 the EEG features suggest that the same 'mid-latency' auditory ERP components play a role in this  
598 process that have been found indicative of the percept of streaming, as reported previously in  
599 (Gutschalk, et al., 2005; Gutschalk, Oxenham, Micheyl, Wilson, & Melcher, 2007; Snyder, Alain, &  
600 Picton, 2006; Snyder & Alain, 2007; Weise, Bendixen, Müller, & Schröger, 2012). Furthermore,  
601 the corresponding instrument-specific time courses suggest that the temporal characteristics of  
602 ERP responses (latency, rise time) are critical for detecting the neural representation of distinct  
603 sound streams. Since we do not know whether a neural representation of distinct sound streams

604 would be detectable in the case where subjects do *not* perceive separate streams, we cannot  
605 infer a causal relationship between the detectability of the neural representation and the  
606 percept of a stream. However, our approach prepares the ground for expanding the existing  
607 literature on EEG-correlates of auditory streaming with respect to more complex stimulus  
608 material.

609

610 Our results represent a link to the great number of studies that investigate the human ‘cocktail  
611 party’ problem (Power, 2012) by examining cortical activity that tracks the sound envelope of  
612 speech (for an overview see Ding (2014)) in multi-speaker environments.

613 These have demonstrated that Envelope-Following-Responses (EFRs) can be utilized to  
614 decompose the brain signal into representations of auditory streams. Moreover, selective  
615 attention leads to an enhanced representation in the attended stream while the to-be-ignored  
616 stream is suppressed (Kerlin & Miller, 2010). Several studies identified acoustic and higher-level  
617 influences on stream representation and associated time windows of processing (Ding & Simon,  
618 2012; Ding & Simon, 2012b; Power, 2012; O'Sullivan, 2014; Horton, 2013). Our results contribute  
619 to this field in so far as they (at least partially) show a similar cortical representation of the single  
620 voices of a music-like stimulus. At group level the reconstruction quality of *keyboard*, the voice  
621 that is represented best, was significantly higher if *keyboard* was the target of attention. No such  
622 effect was present for *drums* and *bass* where reconstruction quality was poor. This means that  
623 we have found an analogue effect to an enhanced representation of an attended auditory  
624 stream in speech processing in the processing of a multi-voiced music-like stimulus. In particular,  
625 our results suggest that this effect is due to a synchronization of cortical activity to the rhythmic  
626 structure of the stimulus.



627 Critically, however, our stimulation scenario differs in some important points. In contrast to  
628 typical ‘cocktail party’ situations, the voices that constitute the present ensemble version  
629 stimulus are more strongly correlated and do not compete, but are integrated into an aesthetic  
630 entity. Furthermore, subjects were presented the same multi-voiced stream at both ears, while  
631 multi-speaker paradigms typically make use of a spatial separation of streams. Our results show  
632 that in absence of spatial cues and with a high coincidence of onsets between streams still at  
633 least two neural representations of streams could be extracted in parallel for some subjects.  
634 The time signatures that we derived from the regression filters suggest that such neural  
635 representations depend on differences in the shape of the time course of related ERPs.

636 Our results may contribute to the domain of auditory ERP-based BCI where early ERPs like the  
637 N1 and P2 have been exploited alone (Choi, 2013) or in combination with the P3 in order to  
638 decode the user’s target of attention from the EEG (Hill, Bishop, & Miller, 2012; Treder &  
639 Blankertz, 2010; Treder, Purwins, Miklody, Sturm, & Blankertz, 2014). In this context our results  
640 may give a first hint that such applications may in principle be designed without an oddball  
641 paradigm and based on more naturalistic stimuli.

642

643 The number of subjects with successfully recovered EEG-reconstructed solo power slopes  
644 differed for the three instruments, with *keyboard* outperforming *bass* and *drums* by far. In  
645 contrast, in the solo condition all instruments could be reconstructed similarly well, even though  
646 their audio power slopes differed in amplitude, rise times, and number of onsets. Therefore, it is  
647 not likely that the differences observed in the ensemble version condition reflect differences  
648 solely in the stimulus characteristics. It rather points to a strong influence of the context on the  
649 neural representation of the instruments’ parts, i.e., whether an instrument plays alone or is  
650 part of an ensemble. Our findings are in line with the high-voice superiority effect for pitch  
651 encoding that has been demonstrated by means of the Mismatch Negativity (MMN) in (Fujioka

652 T. T., 2005; Marie & Trainor, 2012; Marie & Trainor, 2014). In contrast, our results do not reveal  
653 a low-voice superiority effect that has been shown for timing in (Hove, 2014). This can be  
654 explained considering the two-tone masking effect (for a summary see Trainor L. J. (2015)):  
655 when a low-pitched and a high-pitched tone are presented together, the harmonics of the  
656 higher pitched tone tend to mask the harmonics of the lower pitched tone. In the present  
657 stimulus instruments play their notes mostly simultaneously. Consequently, the high-pitched  
658 keyboard masks the other instruments, while an opportunity for a low-voice superiority effect  
659 for timing to arise is not given, due to the absence of ‘unmasked’ bass tones.

660 The high-voice superiority effect is consistent with the musical practice of putting the melody  
661 line in the highest voice and has been supported by concomitant behavioral observations of  
662 superior pitch salience in the high voice (Crawley, 2002; Palmer, 1994). Our findings complement  
663 these results in so far as they indicate the N1-P2 as a further ERP component that reflects the  
664 high-voice superiority effect. Moreover, the present results demonstrate the presence of this  
665 effect in a more naturalistic listening scenario and, with *keyboard* being the instrument with the  
666 highest accuracy in the counting task, also find consistent behavioral evidence that agrees with  
667 previous results.

668 When evaluating correlation-related results in this scenario one has to keep in mind that the  
669 audio power slopes of all instruments and the ensemble version audio power slope are not  
670 independent of each other, but correlated to different degrees. This makes a comparison of  
671 correlation coefficients difficult; the periodic nature of the stimuli adds further limitations.  
672 Consequently, differences in absolute correlation coefficients are hard to interpret. Therefore,  
673 the present analysis was based on significance measures taking into account differences in the  
674 periodicity of the signals (see Methods). One possible concern is that the differences in  
675 reconstruction quality between *keyboard* and the other two solo instruments in the ensemble  
676 condition might just reflect the relations between the respective audio power slopes, more

677 specifically, that the higher fidelity of the EEG-reconstructed *keyboard* slope is due to its relation  
678 to the ensemble version audio power slope. While such effects are inherent in this context and  
679 cannot be ruled out completely, two points argue in favor of a genuine instrument-specific EEG-  
680 based representation of the *keyboard's* part in the ensemble condition: First, the correlation of  
681 the (original) slope of *drums* with the ensemble version slope is much higher than that of the  
682 (original) *keyboard* slope (see Table 3), but its reconstruction quality is poor in most subjects.  
683 Second, the EEG-reconstructed *keyboard* slope in all but one subjects is more similar to the  
684 original *keyboard* slope than to the ensemble version audio power slope (Figure 6), suggesting  
685 that this reconstruction indeed is specific for the *keyboard* part.

686

687

## 688 **Limitations**

689

690 The results presented here show that multivariate methods of EEG analysis can achieve  
691 considerable advances, on the one hand transferring previous results on the processing of tone  
692 onsets to more complex stimulation scenarios, on the other hand, dealing with complex  
693 challenges like the reconstruction of streams. Notwithstanding, several issues call for further  
694 exploration. First, the stimulus sequence contains infrequently occurring deviant sound patterns  
695 in each instrument's part. These trigger a P300 component which is the key EEG feature on in  
696 the operation of the original 'musical' BCI application. Yet, the present analysis uses only time  
697 lags between 0 and 250 ms and, consequently, should not make direct use of the 'strong' P300  
698 component. Even though P3 to deviants may be picked up by our spatio-temporal filter, its  
699 reflection in the EEG projection will not be in 'sync' with the audio power slope and will rather  
700 lead to lower correlation with the power slope. However it cannot be completely ruled out that  
701 the processing of deviants influences also the earlier components. Since deviants occurred only

702 infrequently, a possible influence would be ‘diluted’ strongly. Still, at this point, no strong claim  
703 can be made whether this approach can be transferred to a truly oddball-free, even more  
704 naturalistic paradigm and whether, in particular, the effect of attention is detectable in this case.  
705 Even though the proposed method produces EEG-projections for single trials (given that training  
706 data of the same stimulus are available), a considerable part of the present effects was detected  
707 in averaged EEG projections. This means that, in a more general sense, the present approach can  
708 be regarded as an effective preprocessing step that exploits the wealth of the multivariate EEG  
709 in order to enhance the signal-to-noise-ratio and, thus, enables to extract stimulus-related  
710 activity from brain signals in far more complex stimulation scenarios. Moreover, the regression-  
711 derived patterns represent a kind of group average across the set of training data and, thus,  
712 cannot be regarded as single-trial results. In the present analysis the stimuli used for training the  
713 regression models were repetitions of one rhythmic pattern. This is not a prerequisite for  
714 applying Linear Ridge Regression, but most probably was beneficial for the ‘learning processes’  
715 of the regression model. In principle, however, if an onset sequence has fairly stationary  
716 characteristics, e.g., timbre and attack, the brain response to these onsets should be extractable  
717 even in the absence of a strongly repetitive structure as in the present stimuli. This hypothesis  
718 could be addressed in future experiments.

## 719 Conclusion

720 The present results demonstrate that the sequence of note onsets forming a semi-natural  
721 rhythmically complex music stimulus can be reconstructed from the listener’s EEG using spatio-  
722 temporal regression filters. Furthermore, if the characteristics of a naturalistic complex sound  
723 pattern can be encoded by such a model, in principle this can be applied to extract an EEG  
724 representation of the respective sound pattern even if it is embedded into an ensemble of  
725 several voices. Thus, the EEG can provide a neural representation of separate streams a listener  
726 might perceive. Specifically, in congruence with behavioral results we found that the melody

727 instrument of an ensemble music stimulus was represented most distinct and that focused  
728 attention enhanced this effect.

729

730

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732

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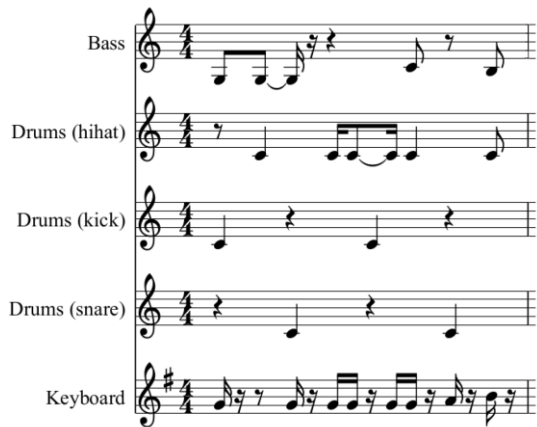
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995 **Figure 1: Score of ensemble version stimulus. Drums, although consisting of three instruments, are treated as one**  
996 **voice in the analysis. One (out of 63) music clips of 40 s duration consists of 21 repetitions of the depicted one-bar**  
997 **pattern. In addition, 14 solo clips were presented for each instrument.**

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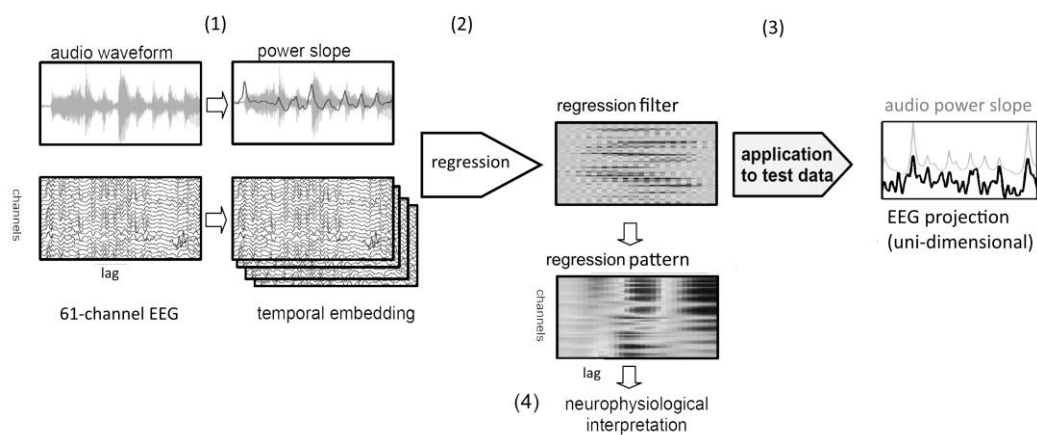
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1011 **Figure 2: Analysis pipeline: (1) In a preprocessing step the power slope of the audio waveform is extracted by taking**  
1012 **the first derivative of the signal's envelope. The 61-channel EEG signal is expanded with time shifted versions of the**  
1013 **data to provide a range of time lags from 0 to 250 ms. (2) Training: A regression filter is trained to maximize the**  
1014 **correlation between EEG recorded during the audio presentation and audio power slope. (3) Application to new**  
1015 **data: The regression filter is applied to test data (EEG recordings of another presentation of the same stimulus,**  
1016 **preprocessed as in step (1)) resulting in a uni-dimensional EEG projection. The goodness-of-fit is evaluated by**  
1017 **assessing the relation between EEG projection and audio power slope. (4) The regression filter is transformed into**  
1018 **spatio-temporal patterns that can be subject to further neurophysiological interpretation.**

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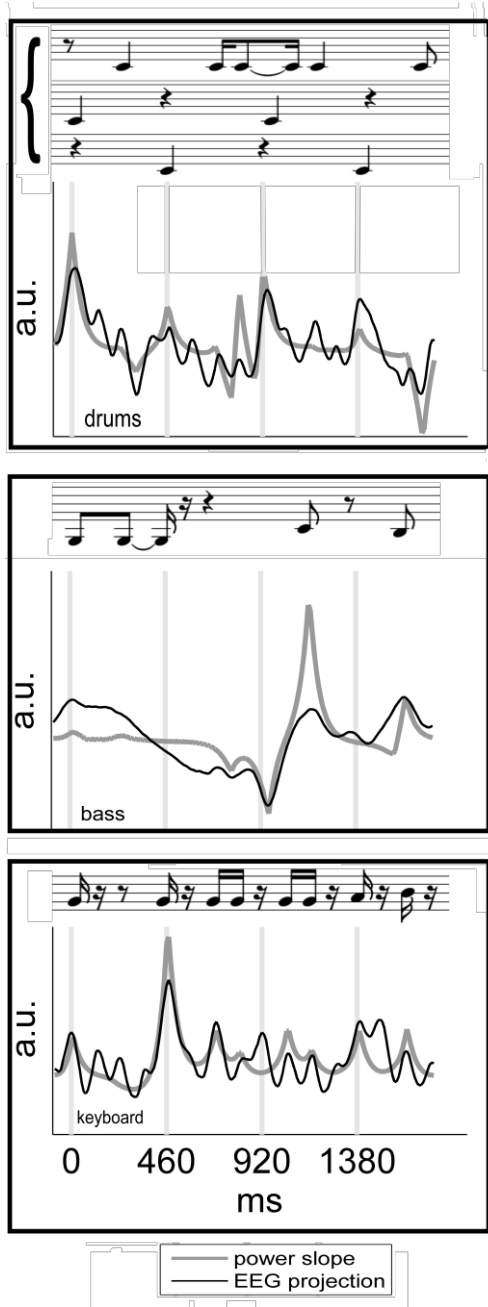
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1031 **Figure 3: Solo clips: Grand Average (11 subjects) of extracted EEG projection (black line) and audio power slope**

1032 **(grey line), averaged across bars. The light grey vertical lines indicate the beats of the four-four time.**

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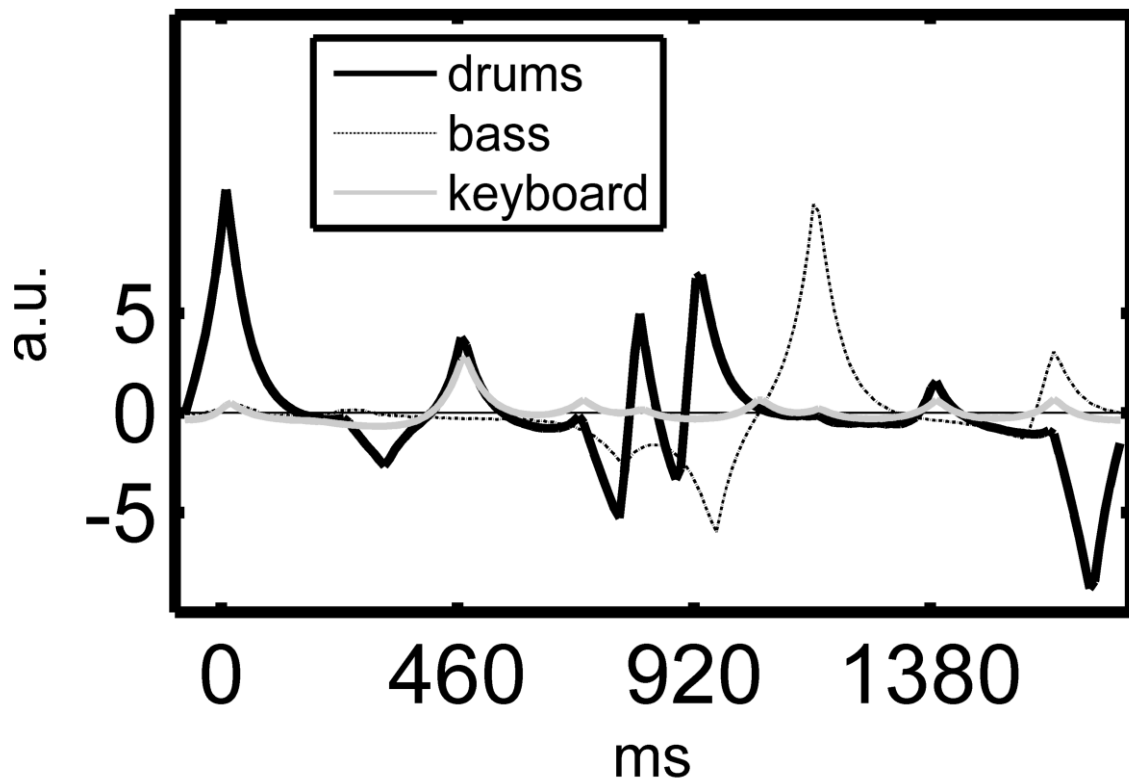
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Figure 4: Audio power slopes of solo stimuli, displayed with identical scale. Amplitudes range between -8.8 and 11.2 for drums, between -5.9 and 10.5 for bass and between -0.7 and 2.8 for keyboard.

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1069 **Table 1: Solo presentations: Percentage of 14 solo clips that were reconstructed with significant correlation from**  
1070 **the EEG for the three instruments.**

subject	drums	bass	keyboard
S1	100	75	67
S2	0	36	14
S3	31	100	21
S4	93	64	29
S5	57	36	64
S6	43	0	7
S7	57	79	21
S8	71	79	21
S9	71	57	50
S10	50	64	57



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1081 **Table 2: Solo clips: Correlation between EEG-reconstructed power slopes (averaged across 14 music clips) and audio**  
 1082 **power slope for single subjects and the three instruments. Significance of correlation was determined taking into**  
 1083 **account the effective degrees of freedom and applying a Bonferroni correction for N=11 subjects. Shaded cells**  
 1084 **indicate significant correlation at the level of alpha=0.05. GA: Grand average over 11 subjects.**

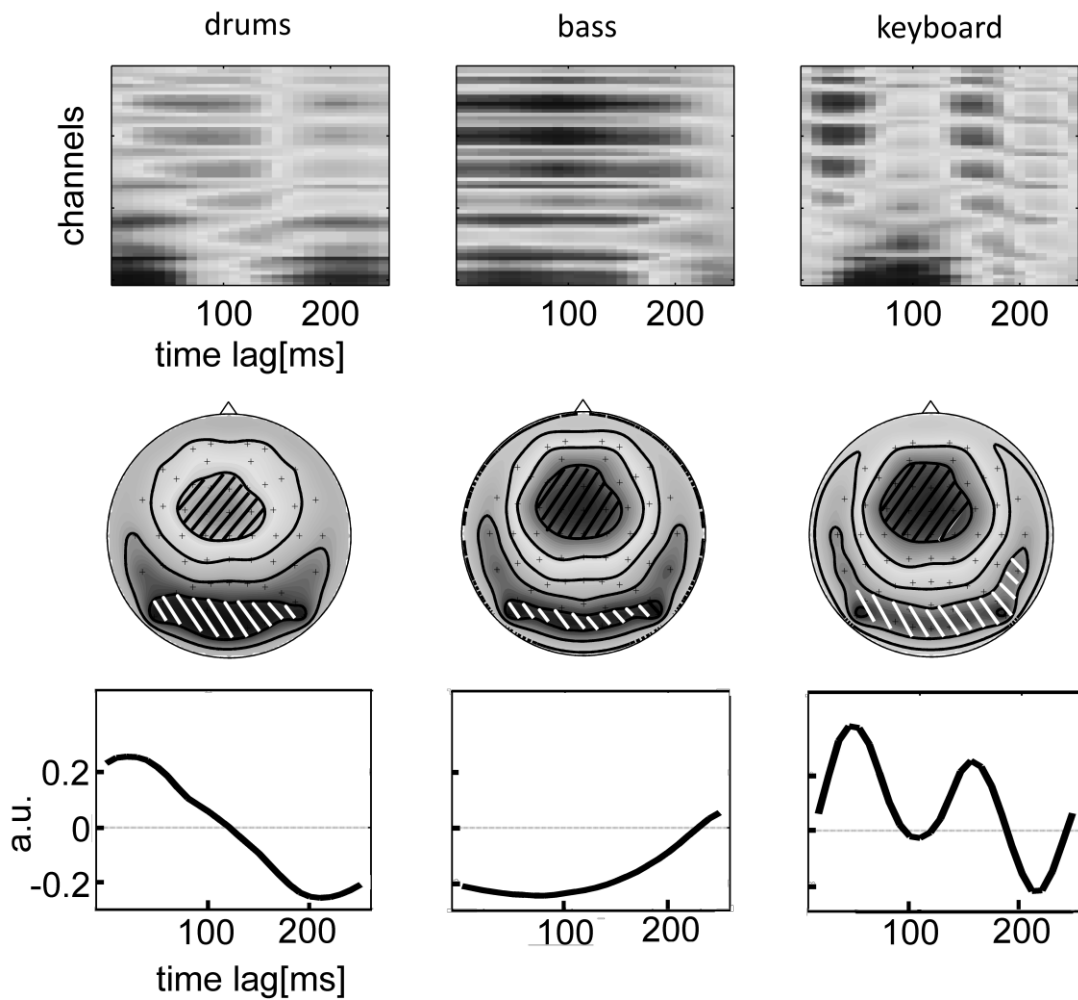
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subject	drums	bass	keyboard
S1	0.43	0.34	0.32
S2	0.23	0.26	0.21
S3	0.26	0.49	0.25
S4	0.52	0.39	0.17
S5	0.27	0.28	0.34
S6	0.22	0.13	0.08
S7	0.33	0.42	0.23
S8	0.35	0.45	0.24
S9	0.38	0.40	0.32
S10	0.32	0.33	0.30
S11	0.28	0.38	0.12
GA	0.60, p=0.00014, df_corrected=34,(df_u	0.52, p=0.00011,	0.54, p=0.0000004,

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ncorrected=3968)      df\_corrected=48      df\_corrected=72

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Figure 5: Spatio-temporal regression patterns and extracted MUSIC components for representative subject. Top: Regression patterns, middle: scalp pattern of first extracted MUSIC component: black hatching indicates positive weights, white hatching negative weights. Bottom: time course of first extracted MUSIC component.

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1108 **Table 3: Ensemble version clips: Correlation between instrument-specific power slopes reconstructed from the EEG**  
 1109 **of the ensemble presentation (averaged across 63 music clips) and audio power slope of the respective single**  
 1110 **instrument for all 11 subjects and the three instruments. Significance of correlation was determined by estimating**  
 1111 **the effective degrees of freedom and applying a Bonferroni correction for N=11 subjects. Shaded cells indicate**  
 1112 **significance of correlation at the level of alpha=0.05.**

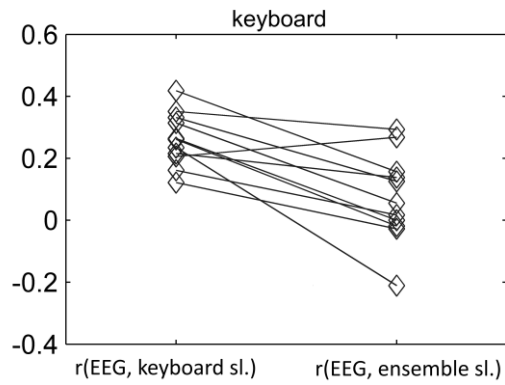
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subject	drums	bass	keyboard
S1	0.36	0.22	0.38
S2	-0.13	-0.06	0.25
S3	-0.07	-0.14	0.16
S4	0.0	-0.11	0.35
S5	-0.23	-0.06	0.47
S6	0.01	-0.12	0.25
S7	-0.01	0.23	0.20
S8	0.09	0.0	0.12
S9	-0.12	-0.09	0.36
S10	0.2	0.08	0.25
S11	0.26	0.09	0.20
GA	0.04	0.01	0.45,p=0.0001 df_corrected=69.

## The neural representation of ensemble music

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**Figure 6: The EEG-reconstructed Keyboard power slope extracted from the EEG of the ensemble presentation by applying the keyboard-specific filter is correlated higher with the solo keyboard audio power slope than with the ensemble version audio power slope.**

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1148 **Table 4: Correlation between audio power slopes of solo and ensemble version stimuli**

Correlation coefficient between power slopes	bass	keyboard	ensemble version
drums	-0.15	0.24	0.48
bass			-0.05
keyboard	0.06		0.26

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