

# Preface

The recent progress on machine learning and signal processing has enabled the development of technologies for automatic analysis of sound scenes and events by computational means. This has attracted several research groups and companies to investigate this new field, which has potential in several applications and also has several research challenges. This book aims to present the state-of-the-art methodology in the field, to serve as a baseline material for people wishing to enter it or to learn more about it.

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