

AudioSet classes

Andrea Cossu, Antonio Carta, Davide Bacciu

Computer Science Department, University of Pisa

January 2020

The input patterns have been restricted to the ones labeled with only 1 class. Each class has no restrictions based on the associated ontology, is marked with a reliability $> 70\%$ and is not sub or super class of any other, following the procedure adopted by [1].

Table 1 reports the 40 classes (N column) selected from AudioSet dataset.

The ID is the corresponding class code and Category is its description, as in the official AudioSet documentation. Train and Test list the number of patterns of the corresponding class in the entire dataset.

The first 10 (N from 1 to 10) classes are used in the first subtask, the classes from 11 to 20, from 21 to 30 and from 31 to 40 are used in the second, third and fourth subtasks.

[1] Ronald Kemker, Marc McClure, Angelina Abitino, Tyler L. Hayes and Christopher Kanan. Measuring Catastrophic Forgetting in Neural Networks. In *Thirty-Second AAAI Conference on Artificial Intelligence*, April 2018.

Table 1: Audioset classes

N	ID	Train	Test	Category
1	4	154	6	Conversation
2	6	175	12	Babbling
3	10	75	3	Whoop
4	525	476	10	Radio
5	14	296	16	Screaming
6	15	436	8	Whispering
7	17	72	4	Baby laughter
8	18	124	7	Giggle
9	21	95	3	Chuckle chortle
10	23	483	14	Baby cry infant cry
11	368	393	11	Microwave oven
12	369	836	58	Blender
13	377	1396	59	Vacuum cleaner
14	382	201	11	Electric shaver electric razor
15	386	318	4	Computer keyboard
16	387	271	18	Writing
17	390	80	14	Telephone bell ringing
18	391	243	9	Ringtone
19	398	332	21	Buzzer
20	400	284	13	Fire alarm
21	403	175	18	Steam whistle

N	ID	Train	Test	Category
22	407	337	15	Tick
23	411	732	16	Sewing machine
24	414	64	14	Cash register
25	415	2005	41	Printer
26	419	382	48	Hammer
27	421	85	3	Sawing
28	442	146	12	Chink clink
29	450	382	12	Trickle dribble
30	452	94	5	Fill (with liquid)
31	453	1056	18	Spray
32	454	163	6	Pump (liquid)
33	467	283	52	Slap smack
34	468	1294	37	Whack thwack
35	469	339	42	Smash crash
36	470	99	10	Breaking
37	471	37	20	Bouncing
38	481	652	13	Beep bleep
39	483	384	17	Ding
40	493	103	18	Rumble