BirdCLEF+ 2025 - Kaggle Competition

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1. Papers to Study

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- I plan to study the following two papers related to pattern detection in spatial data and machine learning techniques for acoustics and acoustics modeling.
- 1. Michael J. Bianco, Peter Gerstoft, James Traer, Emma Ozanich, Marie A. Roch, Sharon Gannot, Charles-Alban Deledalle. *Machine Learning in Acoustics: Theory and Applications*. https://arxiv.org/pdf/1905.04418
- Hendrik Purwins, Bo Li, Tuomas Virtanen, Jan Schlüter, Shuo-yiin Chang, Tara Sainath. Deep Learning for Audio Signal Processing. https://arxiv.org/abs/1905.00078

2. Background and Motivation

- 10 The competition aims at Species identification from audio, focused on birds, amphibians, mammals
- and insects from the Middle Magdalena Valley of Colombia. Habitat-diverse species serve as valu-
- able indicators of biodiversity change, as shifts in their assemblages and population dynamics can
- signal success of failure of ecological restoration efforts.
- For the competition we would be applying machine-learning expertise combined with passive acous-
- 15 tic monitoring to identity under-studied species based on acoustic signatures. This will help me ex-
- plore machine learning algorithms in the domain of acoustics. The project will also need to process
- 17 continuous audio data and recognize species from different taxonomic groups.
- 18 The broader goals for this Kaggle competition include:
- 19 (1) Identify species of different taxonomic groups in the Middle Magdalena Valley of Colombia/El
- 20 Silencio Natural Reserve in soundscape data.
- 21 (2) Train machine learning models with very limited amounts of training samples for rare and en-
- 22 dangered species.
- 23 (3) Enhance machine learning models with unlabeled data for improving detection/classification.

24 3. Importance of the Papers

- 25 Machine Learning in Acoustics: Theory and Applications: This paper talks about the ML tech-
- 26 niques that can be applied in acoustics. It shows the challenges and potential solutions when apply-
- 27 ing these techniques.
- 28 Deep Learning for Audio Signal Processing: The paper talks about audio recognition and machine
- 29 learning techniques that can be utilized for the task.

30 4. Datasets

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• BirdCLEF+ 2025 Kaggle competition dataset: Species identification from audio, focused on birds, amphibians, mammals and insects from the Middle Magdalena Valley of Colombia. https://www.kaggle.com/competitions/birdclef-2025/data