Systems description

- Number of parameters in the model: 164.966.000 (164M)
- FLOPS: 12.81 GFlops
- Number of training steps:8632 steps per epoch.
- Latency (with hardware specifications): 91.85 +- 2.31 ms
- Real-time factor (RTF) if model is causal: N/A.
- Training time (e.g. time per epoch): 3h16m per epoch.
- Memory footprint (e.g., memory usage during training, inference, model loading):
 <u>During Training:12912MiB; during inference:1270MiB; during model loading:736MiB</u>
- Hardware specifications (CPU, GPU, TPU, memory capacity) used for training and inference: Intel(R) Xeon(R) Bronze 3204 CPU @ 1.90GHz, 48GB of RAM, Tesla T4 GPU (16GB)
- Number and type of GPUs used. 1 NVIDIA Tesla T4 GPU (16GB)
- Training process: Data augmentation, batch size, optimization algorithm, learning rate schedule (or other hyperparameter tuning details), number of training epochs, early stopping criteria (if any): No data augmentation was performed, batch size of 4 was used with the Adam optimizer and learning rate equals to 0.001, the learning rate was reduced by a factor of 0.5 on plateau with patience of 2, training was performed for 3 epochs.
- Reproducibility: Code available at: https://github.com/jrjoaorenato/avse_challenge3
- Any Known limitations or constraints of the developed system: The system can only
 process audio of the same context length as used on training, so it must be split and
 reunited for processing.
- Any specific hardware or software requirements for running the system: at least a 12GB GPU, the following packages should be installed: <u>pytorch</u>, <u>numpy</u>, <u>tqdm</u>, <u>torchsummary</u>, <u>decord</u>, <u>librosa</u>, <u>scipy</u>, <u>pystoi</u>, <u>pesq</u>, <u>soundfile</u>, <u>torchvision</u>, <u>torchaudio</u>, <u>transformers</u>, diffusers, timm.