# MAULANA AZAD

# NATIONAL INSTITUTE OF TECHNOLOGY BHOPAL, 462003



# DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING MAJOR PROJECT ON

**Bird Species Classification Using Sound** 

#### UNDER THE GUIDANCE OF

Dr. Praveen Kaushik And Dr. Vaibhay Soni

SUBMITTED IN PARTIAL FULFILMENT FOR THE DEGREE OF BACHELOR OF TECHNOLOGY

**SUBMITTED BY:** 

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**SESSION: 2020-21** 

## **MAULANA AZAD**

# NATIONAL INSTITUTE OF TECHNOLOGY BHOPAL, 462003



#### DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

## **CERTIFICATE**

This is to certify that **pranshu kumar choudhary**, students of B.Tech. Final Year (VIII SEMESTER), have successfully completed their project entitled "Bird Species Classification Using Sound" in partial fulfillment of their major project in Computer Science & Engineering.

Dr. Praveen Kaushik And
Dr. Vaibhav Soni
(Project Guide)

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#### DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

#### **DECLARATION**

We, hereby, declare that the following report which is being presented in the Major Project Documentation entitled "Bird Species Classification Using Sound" is the partial fulfillment of the requirements of the final year (eighth semester) Major Project in the field of Computer Science & Engineering. It is an authentic documentation of our original work carried out under the guidance of Dr. Praveen Kaushik And Dr. Vaibhav Soni. The work presented here is carried out entirely at Maulana Azad National Institute of Technology, Bhopal. The following project and its report, in part or whole, has not been presented or submitted by us for any purpose in any other organization or institution.

We, hereby, declare that the facts mentioned above are true to the best of our knowledge. In case of unlikely discrepancy that may occur, we will be the ones to take responsibility.

NAME SCHOLAR NO.

**SIGNATURE** 

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#### **ACKNOWLEDMENT**

With due respect, we express our deep sense of gratitude and thanks to our respected guide **Dr. Praveen Kaushik And Dr. Vaibhav Soni**, for **her** valuable help and guidance. We are thankful for the encouragement that **he** has given us in completing this project successfully. **Her**rigorous evaluation and constructive criticism was of great assistance.

It is imperative for us to mention the fact that this major project could not have been accomplished without the periodic advice and suggestions of our project coordinator **Dr. S K Saritha** and **Dr. Manish Pandey**.

We are also grateful to our director **Dr. N. S. Raghuwanshi**, for permitting us to utilize all the necessary facilities in the college.

Needless to mention is the additional help and support extended by respected HOD,

**Dr. Nilay Khare**, in allowing us to use the departmental laboratories and other services.

We are also thankful to all the other faculty, staff members and laboratory attendants of our department for their kind co-operation and help. Last but certainly not the least, we would like to express our deep appreciation towards our family members and batch mates for providing the much needed support and encouragement.

#### **ABSTRACT**

Acoustic monitoring has gained widespread interest as an ecological tool for wildlife population assessment, conservation, and biodiversity research. Many species emit regular vocalizations or other acoustic signals that are species-specific, which enables monitoring via sound recognition. Identifying bird species in audio recordings is a challenging field of research. Accurate prediction of bird species from audio recordings is beneficial to bird conservation. Devising effective algorithms for bird species classification is a preliminary step toward extracting useful ecological data from recordings collected in the field. In this Synopsis we will define the problem and propose a Deep Learning based method to classify the bird species using their sounds. Convolutional neural networks (CNNs) are powerful toolkits of machine learning which have proven efficient in the field of image processing and sound recognition.

**Keywords: Bioacoustics, Classification, Convolutional Neural Networks, Audio Features, Bird Sound Identification** 

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#### 1. INTRODUCTION

Bioacoustics is a cross-disciplinary science that combines biology and acoustics. Usually it refers to the investigation of sound production, dispersion and reception in animals.

Public consciousness about environmental conservation and sustainable development has awakened in recent years. The timely and accurate detection of animals, birds and insects is of critical importance for conservation, ecology and epidemiology. The effective analysis of the natural soundscape is a constituent component of this task.

Recent high-profile advances in deep learning have improved performance across many application domains: One such domain is Bioacoustics signal analysis. In this synopsis we will present one such application of Deep Learning in Bioacoustics signal analysis. We will propose a method to classify Bird Species using the sound recordings.

Recognizing birds by their song in the wild is a challenging task. With the arrival of convolutional neural networks (CNNs, ConvNets) automated processing of field recordings made a huge leap forward. Generating deep features based on visual representations of audio recordings has proven to be very effective when applied to the classification of audio events such as bird sounds.

Audio classification systems typically begin by extracting acoustic features from audio signals. Such features often pertain to individual frames (i.e., very short segments of signal). For example, one commonly used feature is the spectrum of a signal frame, which describes the intensity of (a short segment of) the signal as a function of frequency. To apply many standard algorithms for classification, it is necessary to represent a sound, which contains multiple frames, using a fixed-length vector.

## 2. Theoretical Aspects.

Our goal is to automatically identify which species of bird is present in an audio recording using Deep Learning Techniques by learning from a collection of labeled examples.

The problem includes identifying the features or extracting the features from the audio by processing the audio using various transform. The commonly used method used for identifying the features from the audio includes transform such as Fourier Transform, Short Time Fourier Transform, Mel-Frequency Cepstral Coefficients (MFCC).

After identifying features, Deep learning techniques can be applied to make the classification.

Existing bird species distribution data are collected by manual surveys, which are labor intensive, and require observers trained in bird recognition. Automated bird population surveys could provide vast amounts of useful data for species distribution modeling, while requiring less effort and expense than human surveys.

## 3. Research Objective

This project will involve processing of audio signals and extracting the features from the signal using methods which will be critical for classification by applying Deep Learning techniques. How to extract the most representative features from the speech signal is also a difficult point in the project.

## 4.Literature Review & Research Gaps Identified

research papers and discovered that most of the work happened to be initiated by the various AI challenges, such as BirdCLEF and DCASE. Fortunately, winners of those challenges usually describe their approaches, so after checking the leader boards some interesting insights were obtained: almost all winning solutions Convolutional Networks (CNNs) used Neural Recurrent Convolutional Neural Network (RCNNs) the gap between CNN-based models and shallow, feature-based approaches remained considerably high even though many of the recordings were quite noisy the CNNs worked well without any additional noise removal and many teams claimed that noise reduction techniques did not help data augmentation techniques seemed to be widely used, especially the techniques used in audio processing such as time or frequency shift some winning teams successfully approached it with semisupervised learning methods (pseudo-labeling) and some increased AUC by model ensemble

## 5. Proposed work and Methodology

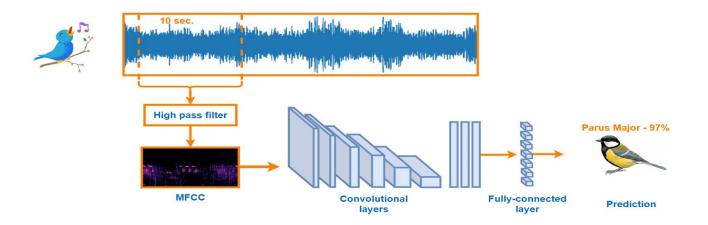
## **5.1Proposed Architecture**

The methodology are architecture we propose consists of following steps. First, we will extract spectrograms from all audio recordings. Secondly, we will extend our training set through dataset augmentation techniques. Next, we will try to find the best CNN architecture with respect to number of classes.

## 5.2 Spectogram Extraction

Our strategy for the task was to treat bird sound classification as image classification; hence we need to visualize bird sounds. Each sound we hear is composed of multiple sound frequencies at the same time. The trick of a spectrogram is to visualize also those frequencies in one plot, instead of visualizing only the amplitude as in the waveform. Mel scale is known as an audio scale of sound pitches that seem to be in equal distance from each other for listeners.



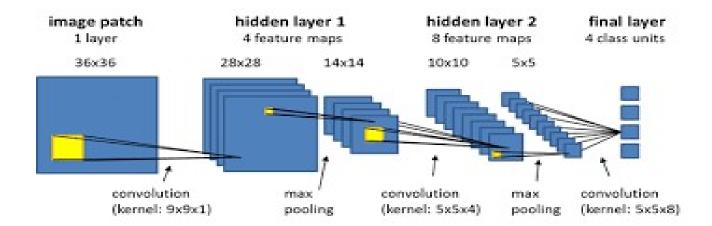


#### 5.2 Convolutional Neural Networks

Using Convolutional neural networks, we can achieve the task of bird species classification without the need for hand crafted features. Convolutional neural networks (CNNs) have been widely used for the task of image classification]. The 3 channel (RGB) matrix representation of an image is fed into a CNN which is trained to predict the image class. In this study, the sound wave can be represented as a spectrogram, which in turn can be treated as an image. A Convolutional Neural Network (ConvNet/CNN) is a Deep Learning algorithm which can take in an input image, assign importance (learnable weights and biases) to various aspects/objects in the image and be able to differentiate one from the other. The pre-processing required in a ConvNet is much lower as compared to other classification algorithms. ConvNets have the ability to learn these filters/characteristics.

## **5.3** Convolution layer - the kernel

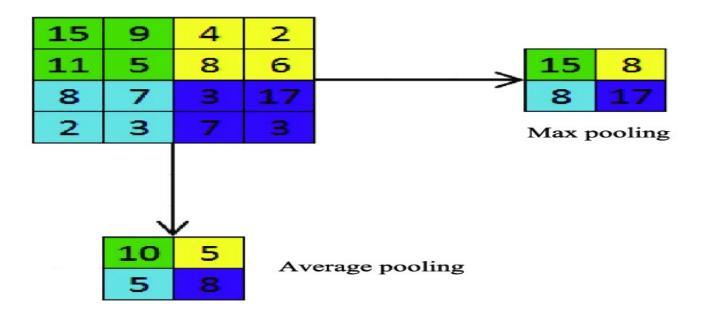
The main building block of CNN is the convolutional layer. Convolution is a mathematical operation to merge two sets of information. In our case the convolution is applied on the input data using a convolution filter to produce a feature map. There are a lot of terms being used so let's visualize them one by 12 one. On the left side is the input to the convolution layer, for example the input image.



On the right is the convolution filter, also called the kernel, we will use these terms interchangeably. This is called a 3x3 convolution due to the shape of the filter. We perform the convolution operation by sliding this filter over the input. At every location, we do element-wise matrix multiplication and sum the result. This sum goes into the feature map.

## **5.4 Pooling Layer**

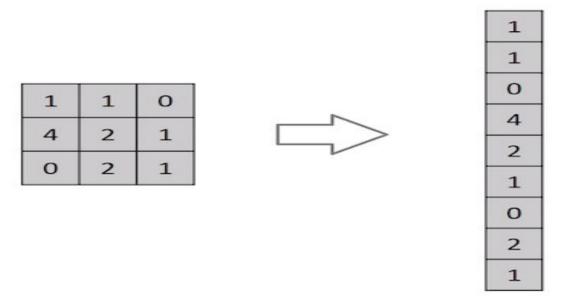
Similar to the Convolutional Layer, the Pooling layer is responsible for reducing the spatial size of the Convolved Feature. This is to decrease the computational power required to process the data through dimensionality reduction. There are two types of Pooling: Max Pooling and Average Pooling. Max Pooling returns the maximum value from the portion of the image covered by the Kernel. On the other hand, Average Pooling returns the average of all the values from the portion of the image covered by the Kernel. Max Pooling also performs as a Noise Suppressant. On the other hand, Average Pooling simply performs dimensionality reduction as a noise suppressing mechanism. Hence, we can say that Max Pooling performs a lot better than Average Pooling



## Max pooling and Avg pooling

The Convolutional Layer and the Pooling Layer together form the i-th layer of a Convolutional Neural Network. Depending on the complexities in the images, the number of such layers may be increased for capturing low-levels details even further, but at the cost of more computational power.

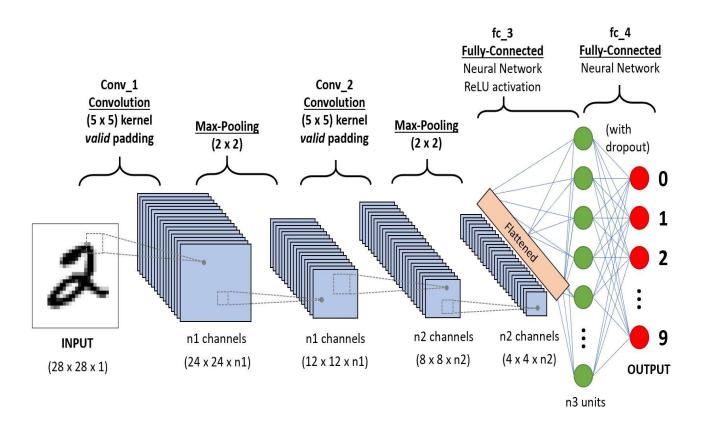
## **5.5** Flattening



Flattening of a 3x3 image matrix into a 9x1 vector

evious two steps, we're supposed to have a pooled feature map by now. As the name of this step implies, we literally flatten our pooled feature map into a column like in the image above.

## **5.6 Fully Connected Layers**



Adding a Fully-Connected layer is a (usually) cheap way of learning non-linear combinations of the high-level features as represented by the output of the convolutional layer. The Fully-Connected layer is learning a possibly non-linear function in that space.

## 6. Source of Data

The following Data Sources can be used to get the recordings of bird sound and then the entire data can be integrated to form a dataset

- 1) Florida Bird Sounds https://www.floridamuseum.ufl.edu/birds/florida-bird-sounds/
- 2) Daves Gammons Nature Sounds http://org.elon.edu/naturesounds/commonName.html
- 3) BirdCLEF

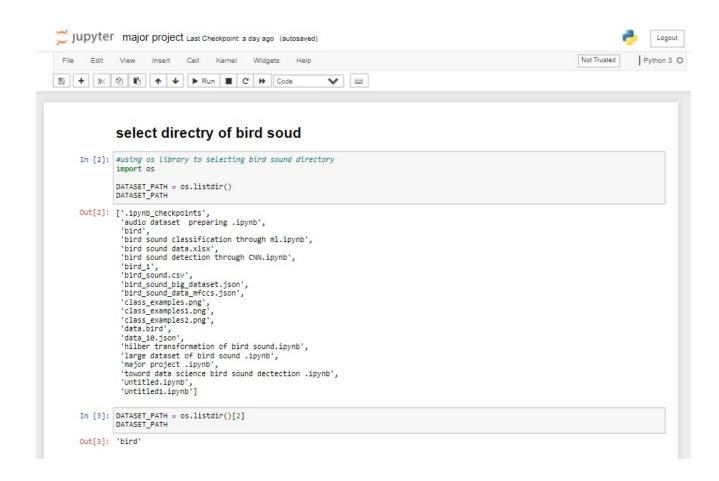
## 7. Implementation

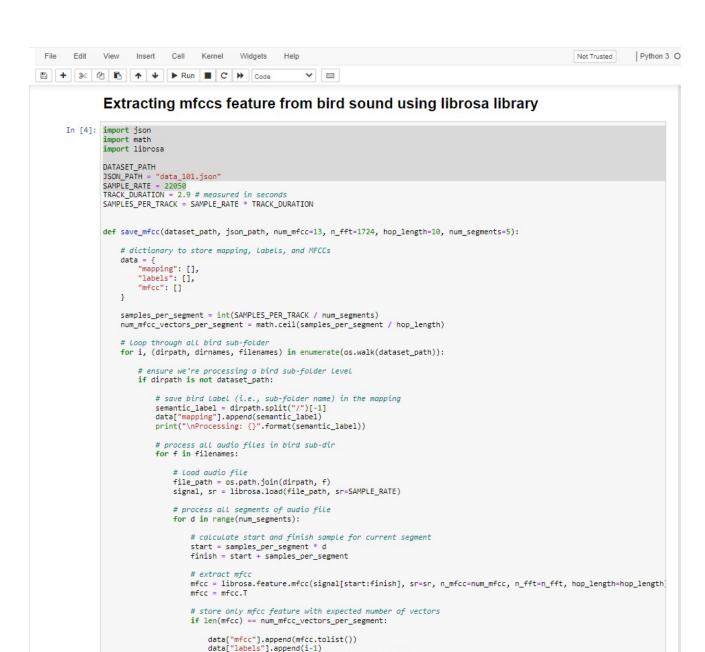
## 7.1 Preparing data set

## **Code Snippets**

#### ☐ Bird\_audio\_dataset\_prepare.ipynb

This notebook consists of codes for the preparation of dataset, extraction of audio features of bird sound.





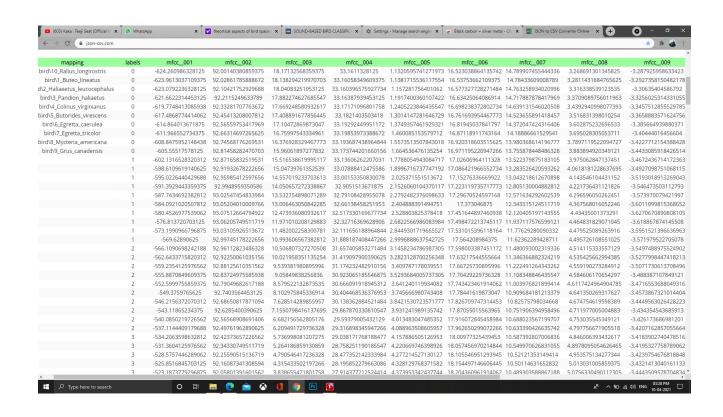
print("{}, segment:{}".format(file\_path, d+1))

# save MFCCs to json file
with open(json\_path, "w") as fp:
 json.dump(data, fp, indent=4)

save\_mfcc(DATASET\_PATH, JSON\_PATH, num\_segments=10)

d
bird\7\_Egretta\_tricolor\hardy10 - Copy (2).wav, segment:8
bird\7 Egretta tricolor\hardy10 - Copy (2).wav. segment:9

if \_\_name\_\_ == "

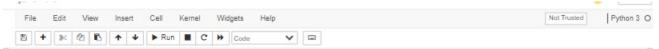




```
Bird Sound Classification Through Artificial Nurale Network
In [10]: import numpy as np
              from sklearn.model_selection import train_test_split
import tensorflow.keras as keras
              import matplotlib.pyplot as plt
              DATA_PATH = "bird_sound_data_mfccs.json"
              def load data(data path):
                   with open(data_path, "r") as fp:
data = json.load(fp)
                  X = np.array(data["mfcc"])
y = np.array(data["labels"])
                   return X, y
              def plot_history(history):
                   fig. axs = plt.subplots(2)
                   # create accuracy sublipot
                   # create accuracy sublpot
axs[0].plot(history.history["accuracy"], label="train accuracy")
axs[0].plot(history.history["val_accuracy"], label="test accuracy")
axs[0].set_ylabel("Accuracy")
axs[0].gend(loc="lower right")
axs[0].set_title("Accuracy eval")
                   axs[1].plot(history.history["loss"], label="train error")
axs[1].plot(history.history["val_loss"], label="test error")
                   axs[1].set_ylabel("Error")
axs[1].set_xlabel("Epoch")
                   axs[1].legend(loc="upper right")
axs[1].set_title("Error eval")
                   plt.show()
              def prepare_datasets(test_size, validation_size):
                    W Load data
                   X, y = load_data(DATA_PATH)
                    W create train, validation and test split
                   X_train, X_test, y_train, y_test = train_test_split(X, y, test_size=test_size)
X_train, X_validation, y_train, y_validation = train_test_split(X_train, y_train, test_size=validation_size)
                    W add an axis to input sets
                   X_train = X_train[..., np.newaxis]
X_validation = X_validation[..., np.newaxis]
X_test = X_test[..., np.newaxis]
                   return X_train, X_validation, X_test, y_train, y_validation, y_test
              def build model(input shape):
                   # build network topology
                   model = keras.Sequential()
                   model.add(keras.layers.Conv2D(32, (3, 3), activation='relu', input_shape=input_shape))
                   model.add(keras.layers.MaxPooling2D((3, 3), strides=(2, 2), padding='same'))
model.add(keras.layers.BatchNormalization())
                   model.add(keras.layers.Conv2D(32, (3, 3), activation='relu'))
model.add(keras.layers.MaxPooling2D((3, 3), strides=(2, 2), padding='same'))
                   model.add(keras.layers.BatchNormalization())
                   # 3rd conv Layer
                   model.add(keras.layers.ConvZD(32, (2, 2), activation='relu'))
model.add(keras.layers.MaxPoolingZD((2, 2), strides=(2, 2), padding='same'))
model.add(keras.layers.BatchNormalization())
                   W flatten output and feed it into dense Layer
                   model.add(keras.layers.Flatten())
model.add(keras.layers.Dense(64, activation='relu'))
                   model.add(keras.layers.Dropout(0.5))
                   model.add(keras.layers.Dense(10, activation='softmax'))
```

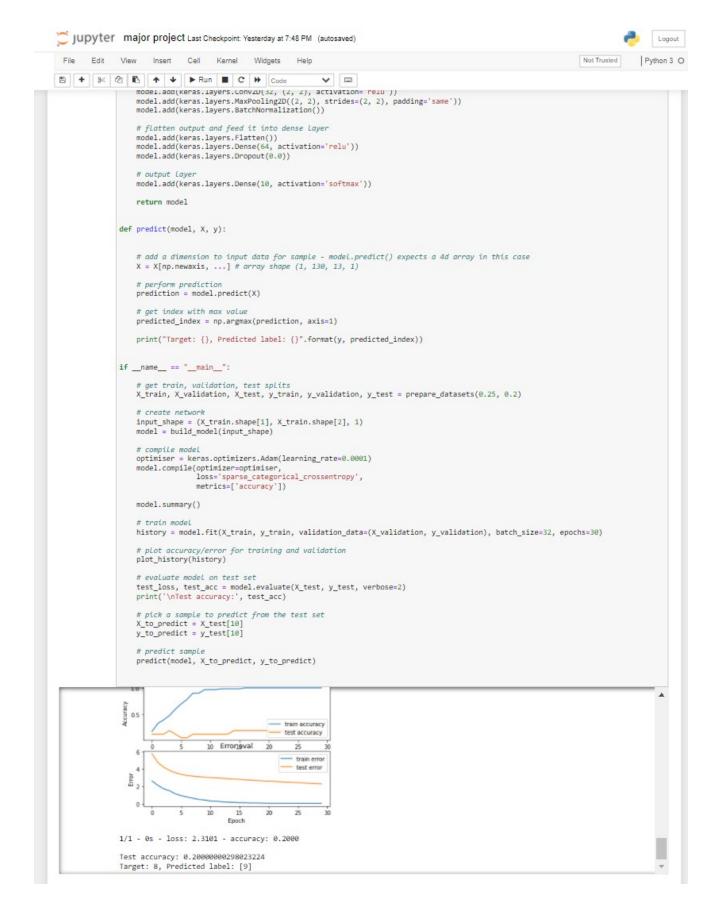






#### CNN model for bird sound classification

```
In [14]: DATA_PATH
             def load data(data path):
                  with open(data_path, "r") as fp:
    data = json.load(fp)
                  X = np.array(data["mfcc"])
                  y = np.array(data["labels"])
                  return X, y
             def plot history(history):
                 fig, axs = plt.subplots(2)
                  axs[0].plot(history.history["accuracy"], label="train accuracy")
axs[0].plot(history.history["val_accuracy"], label="test accuracy")
axs[0].set_ylabel("Accuracy")
                  axs[0].legend(loc="lower right")
axs[0].set_title("Accuracy eval")
                  # create error subloot
                  axs[1].plot(history.history["loss"], label="train error")
axs[1].plot(history.history["val_loss"], label="test error")
                 axs[1].set_ylabel("Error")
axs[1].set_xlabel("Epoch")
axs[1].legend(loc="upper right")
axs[1].set_title("Error eval")
                  plt.show()
             def prepare_datasets(test_size, validation_size):
                  # Load data
                  X, y = load_data(DATA_PATH)
                  # create train, validation and test split
                  X_train, X_test, y_train, y_test = train_test_split(X, y, test_size=test_size)
                  X_train, X_validation, y_train, y_validation = train_test_split(X_train, y_train, test_size=validation_size)
                  # add an axis to input sets
X_train = X_train[..., np.newaxis]
                  X_train = X_train[..., np.newaxis]
X_validation = X_validation[..., np.newaxis]
X_test = X_test[..., np.newaxis]
                  return X_train, X_validation, X_test, y_train, y_validation, y_test
             def build model(input shape):
                  # build network topology
                  model = keras.Sequential()
                  model.add(keras.layers.Conv2D(32, (3, 3), activation='relu', input_shape=input_shape))
                  model.add(keras.layers.MaxPooling2D((3, 3), strides=(2, 2), padding='same'))
model.add(keras.layers.BatchNormalization())
                  # 2nd conv Layer
                  model.add(keras.layers.Conv2D(32, (3, 3), activation='relu'))
                  model.add(keras.layers.MaxPooling2D(3, 3), strides=(2, 2), padding='same'))
model.add(keras.layers.BatchNormalization())
                  # 3rd conv Layer
                  model.add(keras.layers.Conv2D(32, (2, 2), activation='relu'))
model.add(keras.layers.MaxPooling2D((2, 2), strides=(2, 2), padding='same'))
                  model.add(keras.layers.BatchNormalization())
                  # flatten output and feed it into dense Layer
                  model.add(keras.layers.Flatten())
model.add(keras.layers.Dense(64, activation='relu'))
                  model.add(keras.layers.Dropout(0.0))
                  model.add(keras.layers.Dense(10, activation='softmax'))
                  return model
```







#### 8 Results and Outcomes

We calculated accuracies and draw the graph for each of the algorithms and the following insights were obtained.

Algorithm	Accuracy
ANN (small dataset)	78.63 %
ANN (big dataset )	63.47%
CNN (small dataset)	58.43%
CNN (big datasset)	100%

The following insights are gained from the above results:

- while ANN give less accuracy because of overfitting of dataset.
- after removing the overfitting ANN give 78-83% accuracy.
- CNN give the very less accuracy because of overffing of dataset and we increase the data set .
- After increasing the data set CNN give the bet accuracy which is 100%.

## 9 Tools and technologies used

#### 10.1Software requirement

The various tools and technologies to be used are as follows:

- I) Python Libraries to implement Machine Learning Models -
- Librosa librosa is a software library written for the Puython progarmming language for audio feature extaction.
- Pandas pandas is a software library written for the Python programming language for data manipulation and analysis.
- NumPy NumPy is a library for the Python programming language, adding support for large, multi-dimensional arrays and matrices, along with a large collection of high-level mathematical functions to operate on these arrays.
- Scikit learn Scikit is an open source Python library that implements a range of machine learning, pre-processing, cross-validation and visualization algorithms using a unified interface.
- To build the machine learning models we used The Jupyter Notebook. Jupyter Notebook is an open-source web application that can be used to implement statistical modelling, data visualization, machine learning etc.

## 10.2Hardware requirement

Working Computer system

Processor Requirement: Intel I3 core and above.

Memory Requirement: 4GB and above.

#### **10 Conclusion**

In this projecte presented a method of classifying real time recordings of bird sound. We have compared machine learning techniques and the number of recordings for improving the performance of the classification tasks. Performance of the proposed bird identification system still leaves scope for improvement. Based on the results of this study, bird's species may be identified with an accuracy of 78% and 100%using ANN and CNN respectively. For future works, this approach can be extended to large number of bird species. Research can be carried out to investigate the audio recordings in noisy environments. This can also be extended to study other important animal species in understanding complex and sensitive ecosystems.

#### 11. References

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