



Free Sound General-Purpose Audio Tagging

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Abstract

Automated universal audio tagging system created in this project can recognize some sounds in our daily life by a sort of methods including PCA, Gaussian, K-means, K-NN and SVM. Training and testing is based on the the dataset provided in the Free Sound Universal Audio Marking Challenge. After training more than 500 manually annotated audio events, results show that SVM has the best performance of classification with 75 % while K-means has the lowest accuracy of 3%.

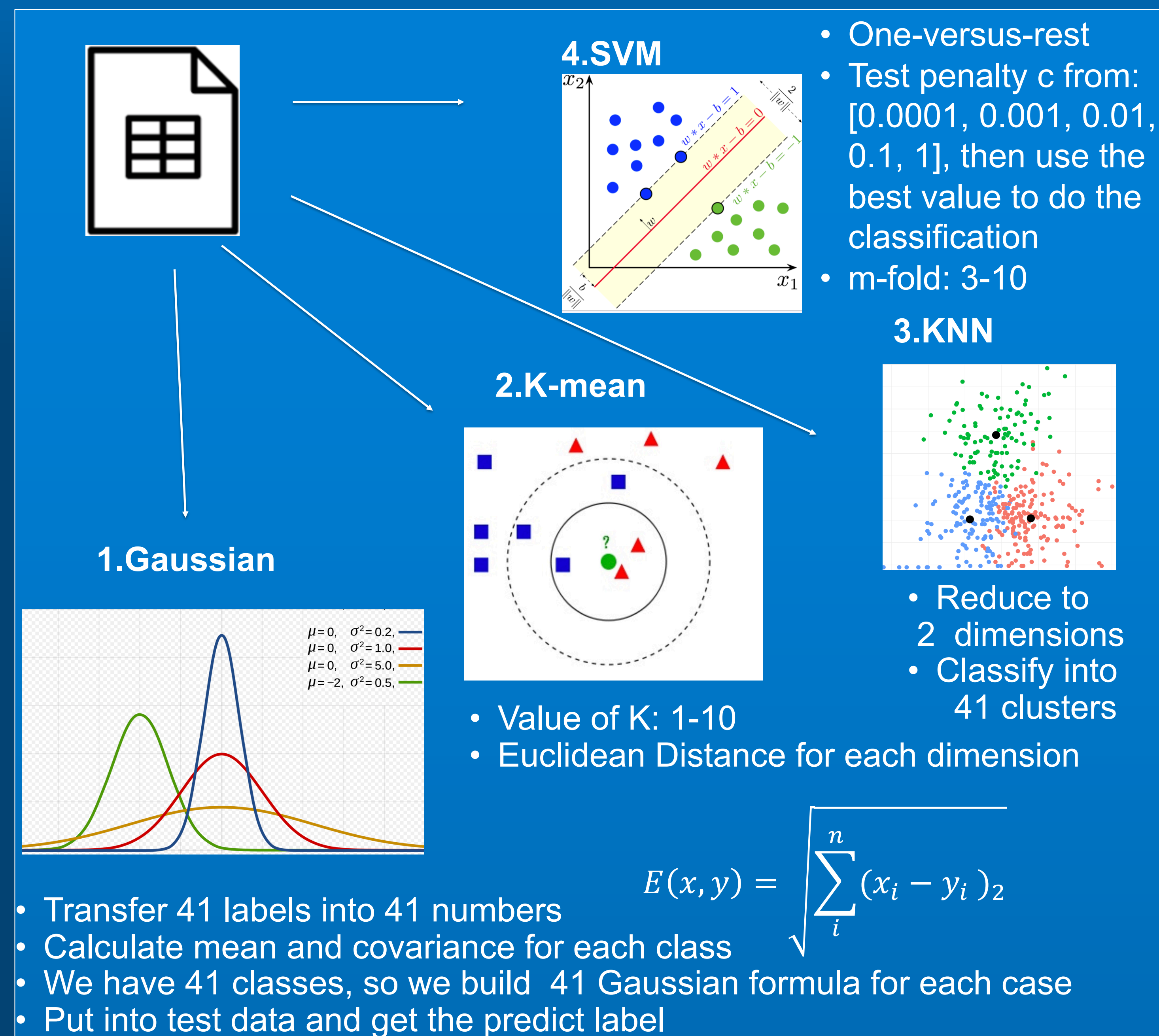
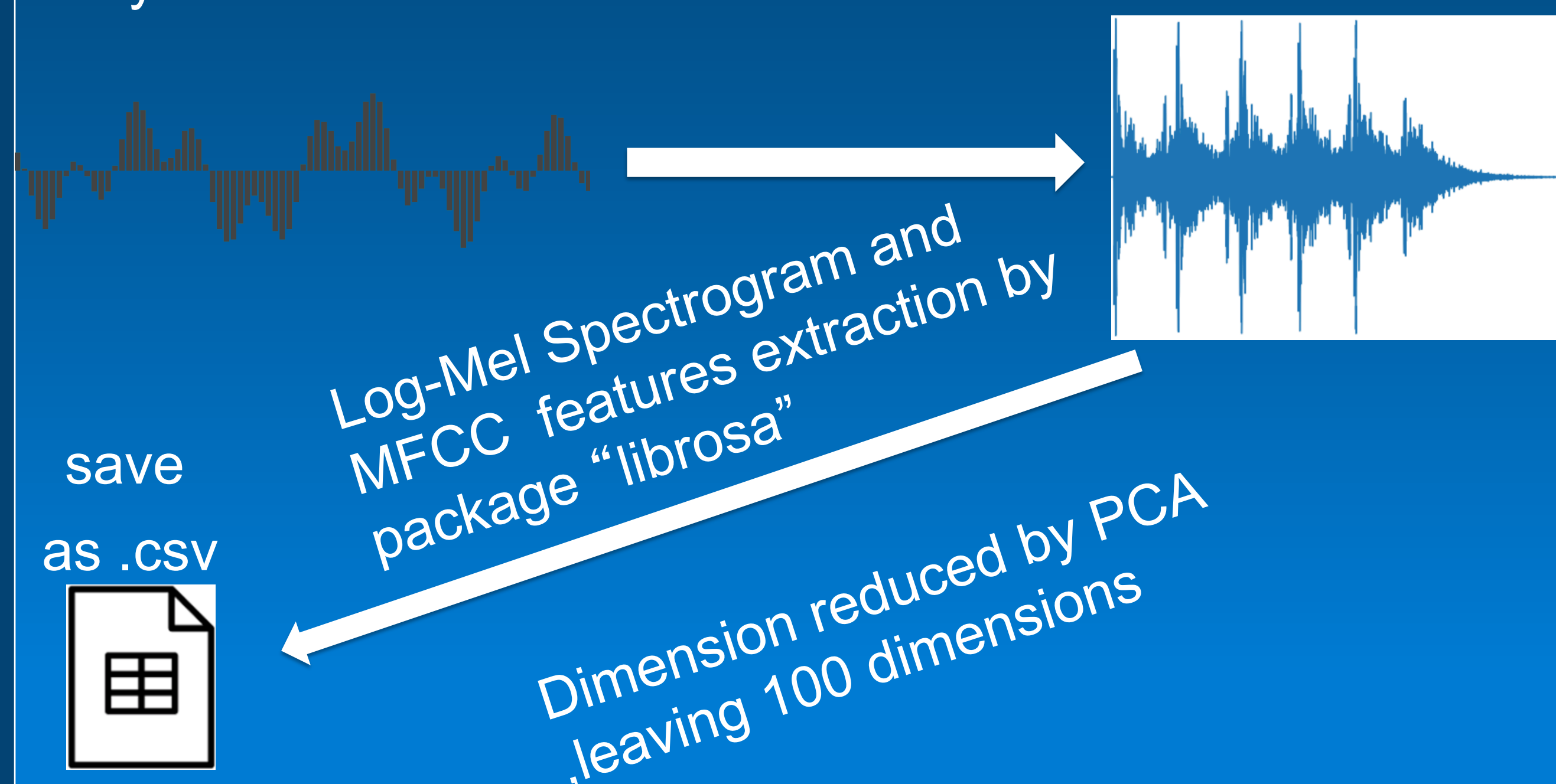
Introduction

As human, we cannot recognize the daily sounds because it's kind of wave and usually transmited into ear. Currently, sounds collection and audio precessing cost a lot so that sound recognition based on speech technology become a high-tech technology. To do a better recognition, data should be deal with following steps:

- First, the data set is audio and needs to convert the audio into processable data.
- Second, the audio of the data set contains noise and needs to solve the error caused by noise.
- Third, the audio length It is not fixed, it need to be converted different lengths of audio to the same feature size.

Methodology

Daily sounds' wave records



Results

1. PCA

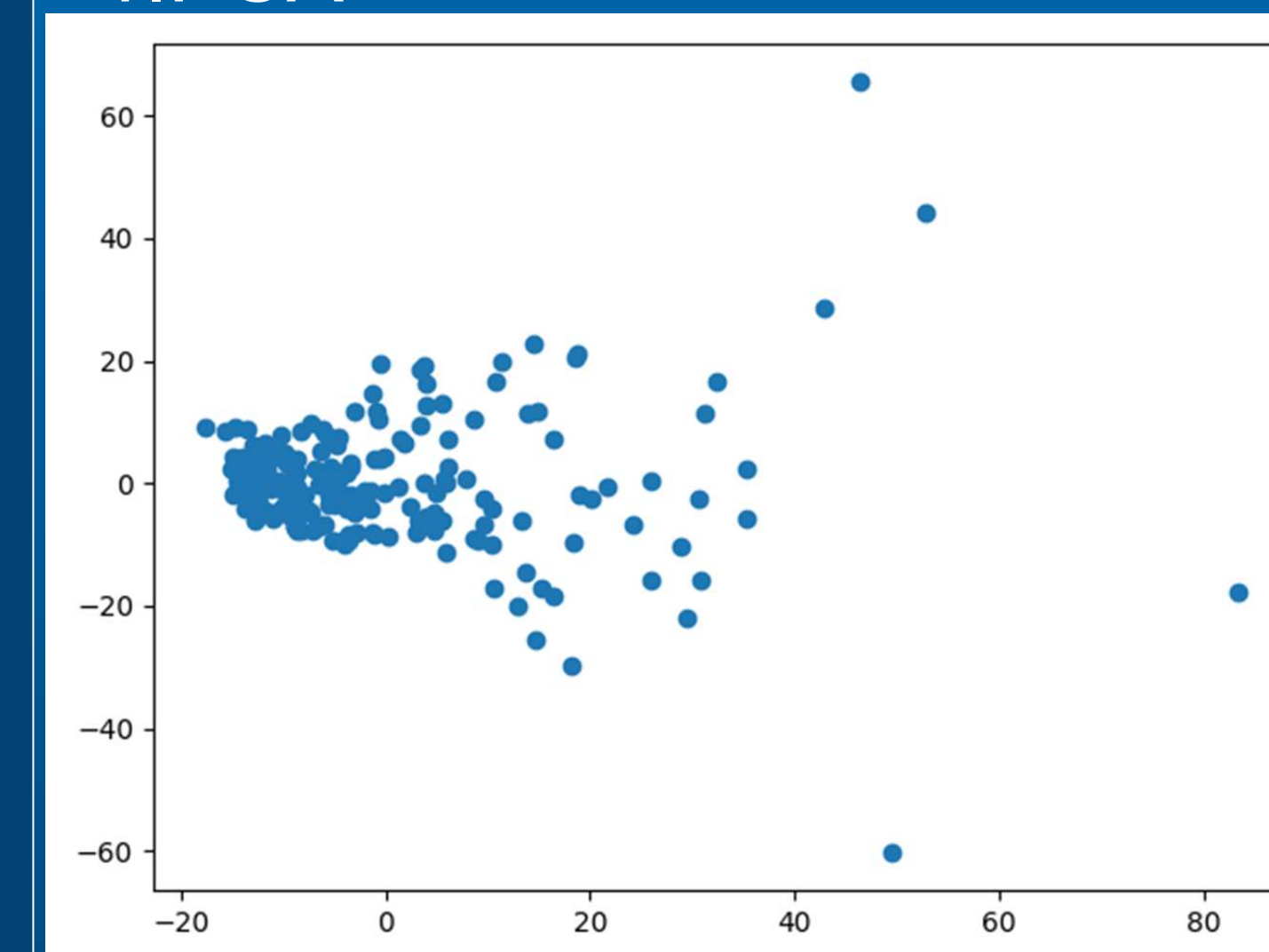


Figure 1. The First two dimensions of PCA

2. Gaussian

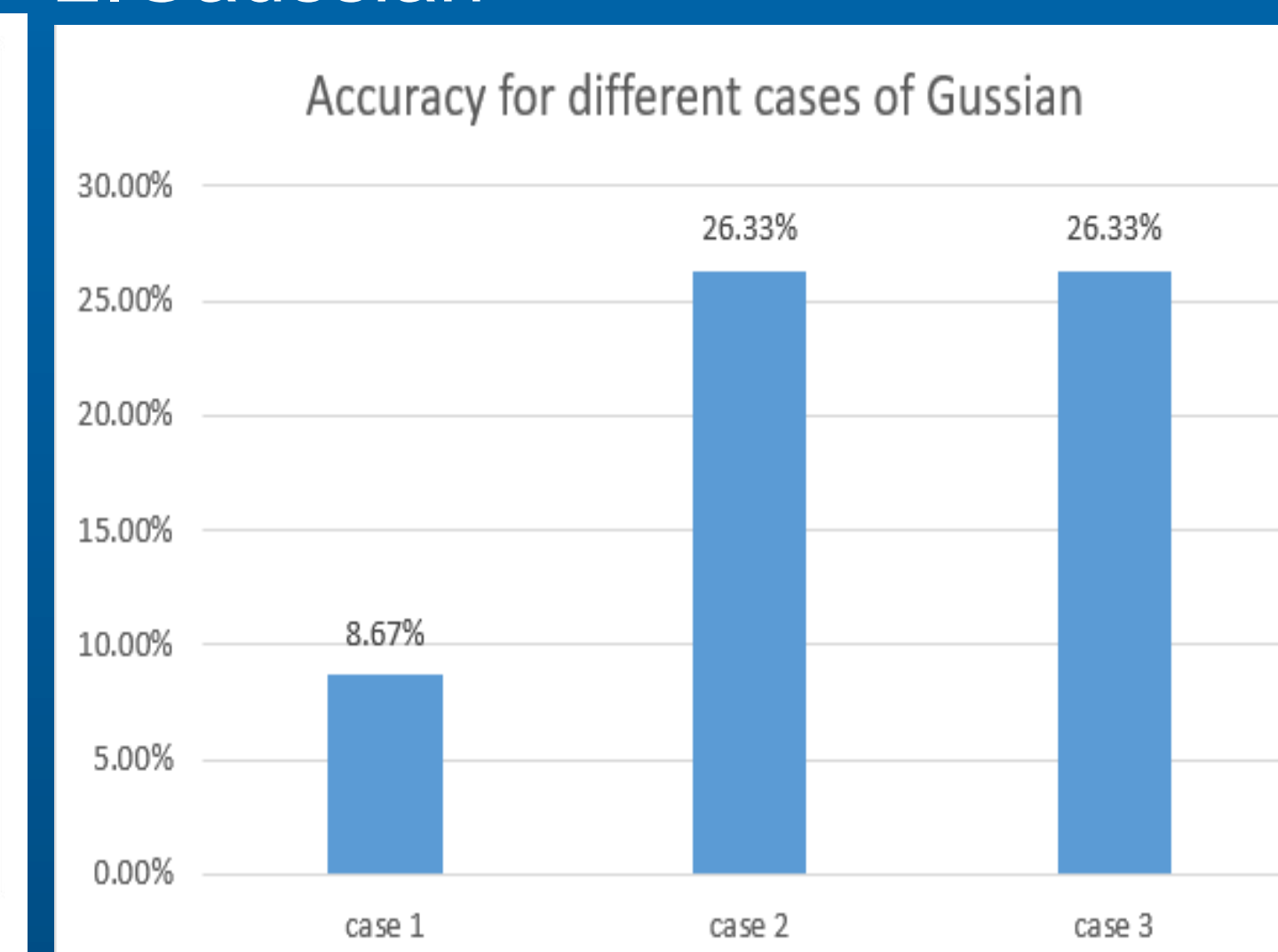


Figure 2. Three cases of Gaussian

3. K-NN

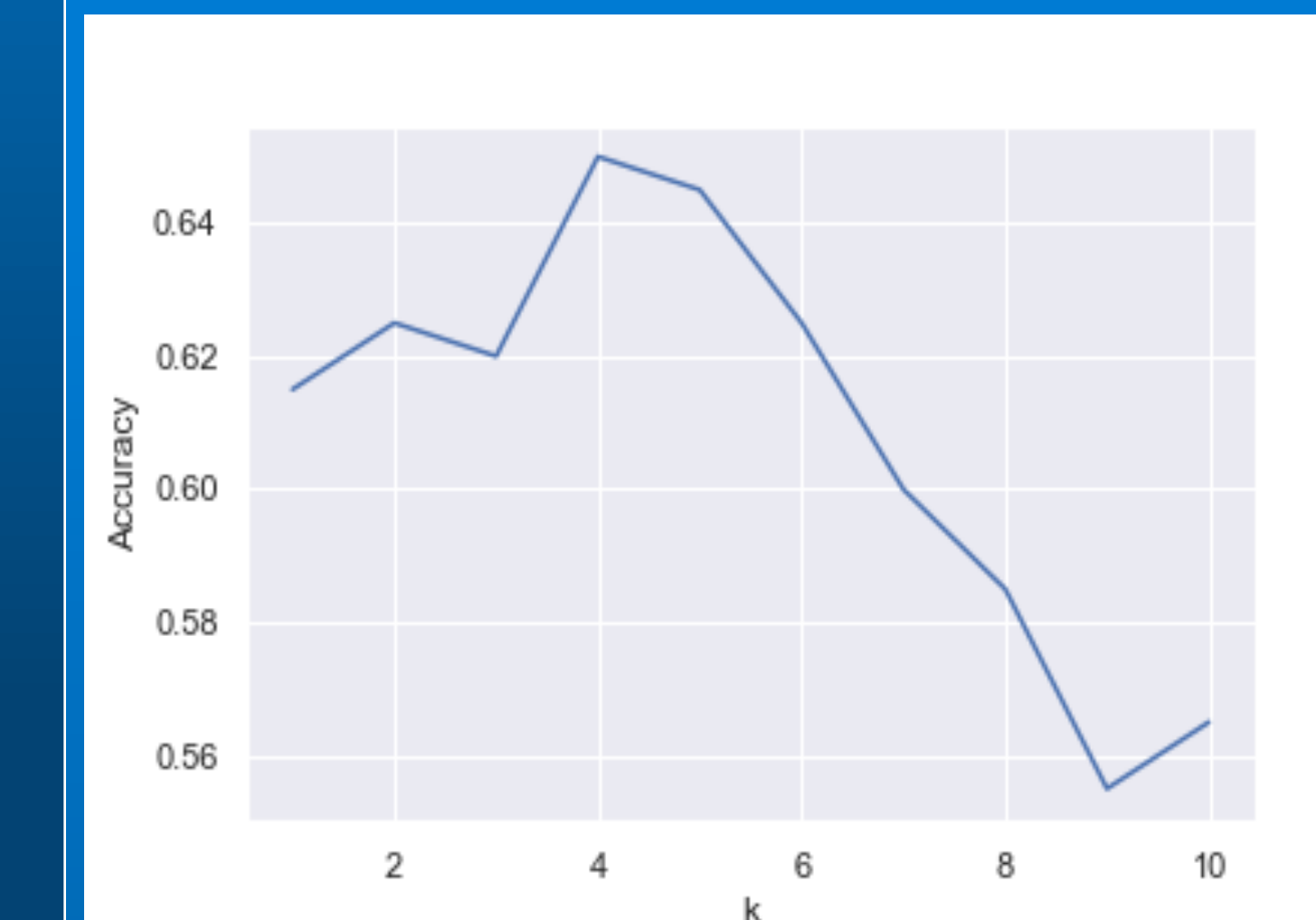


Figure 4. When the k is 4, KNN has the highest accuracy over 65%.

4. K-means

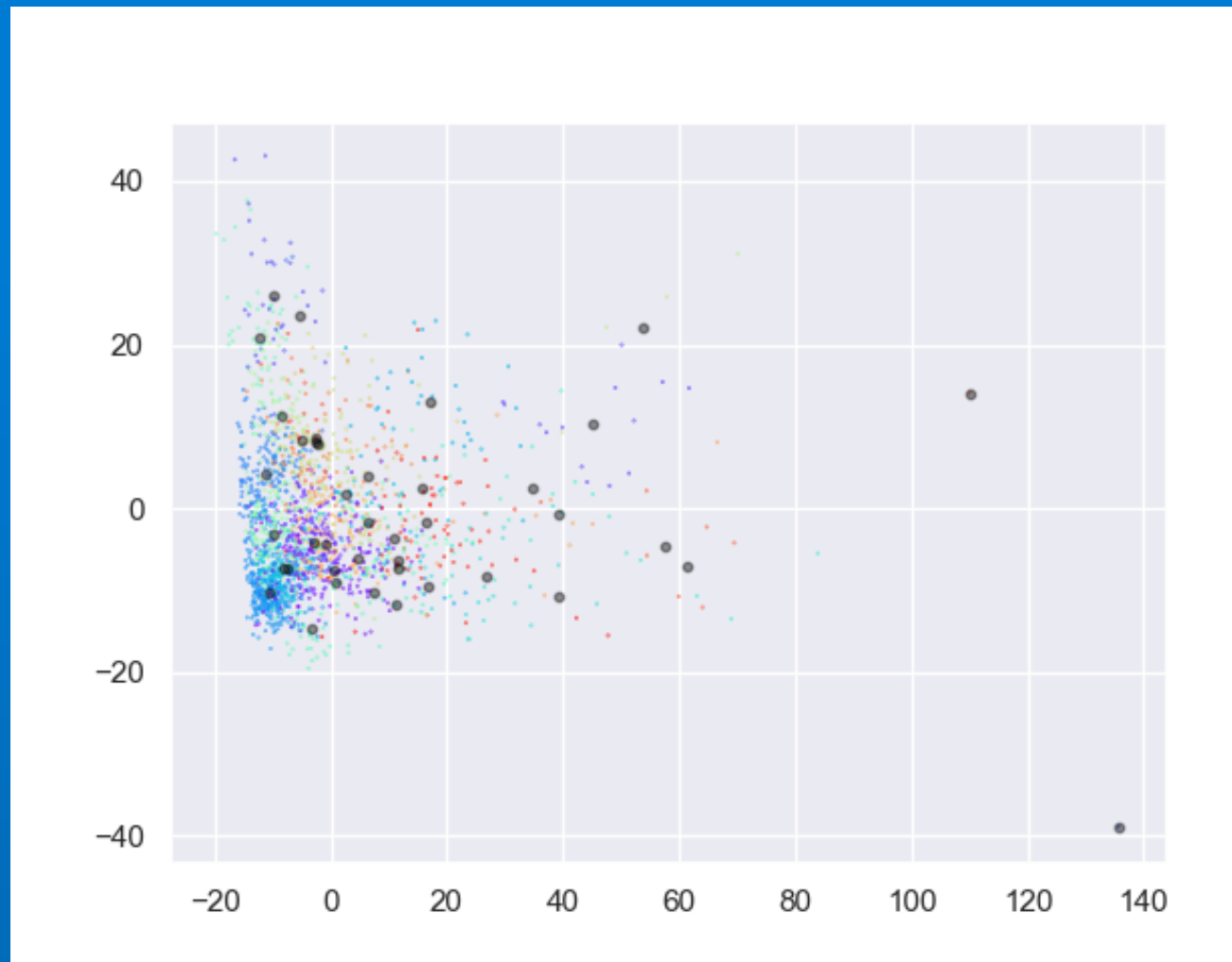


Figure 5. K-means has the worst accuracy that is less than 3%.

5. SVM

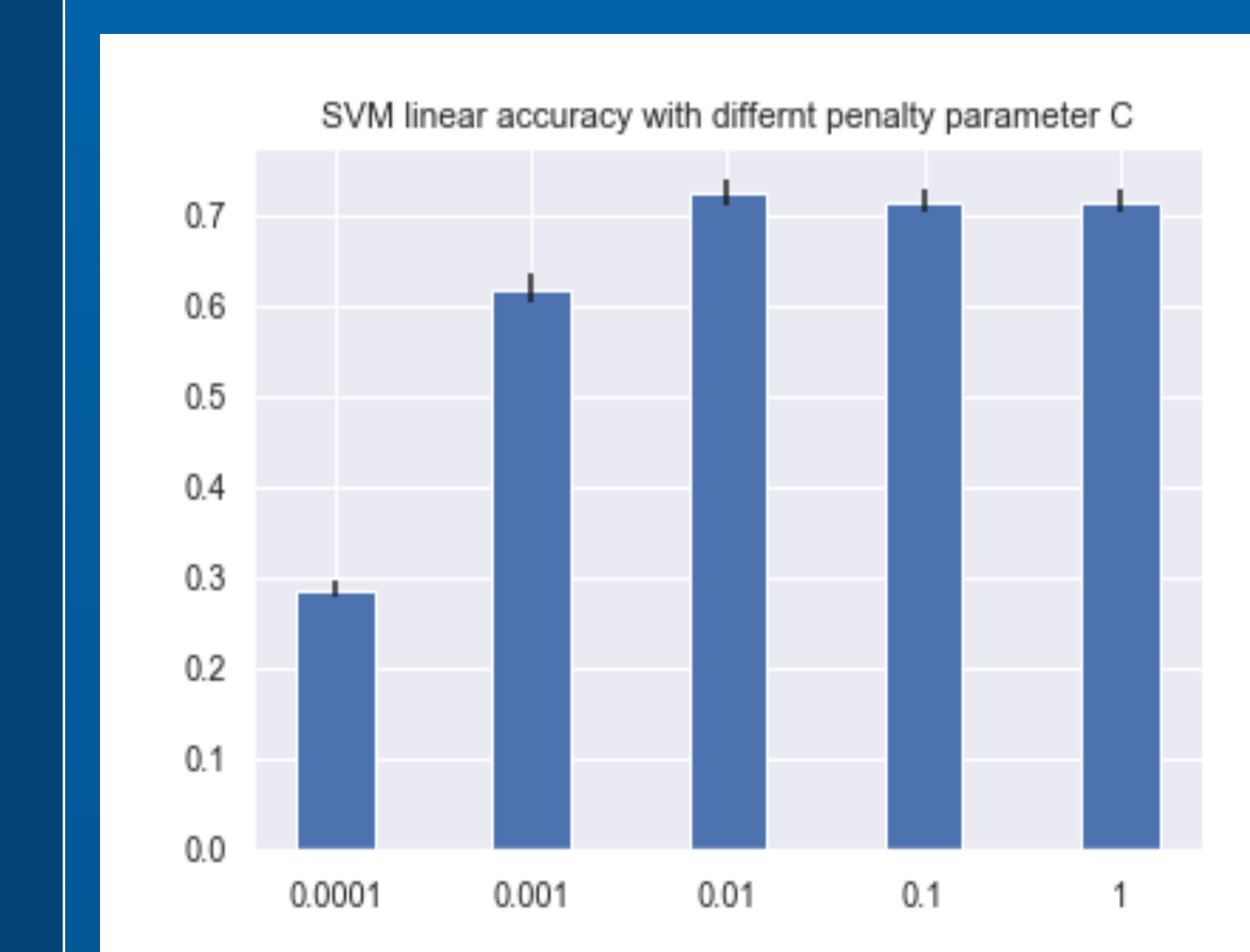


Figure 7. SVM has the highest accuracy almost 75%.

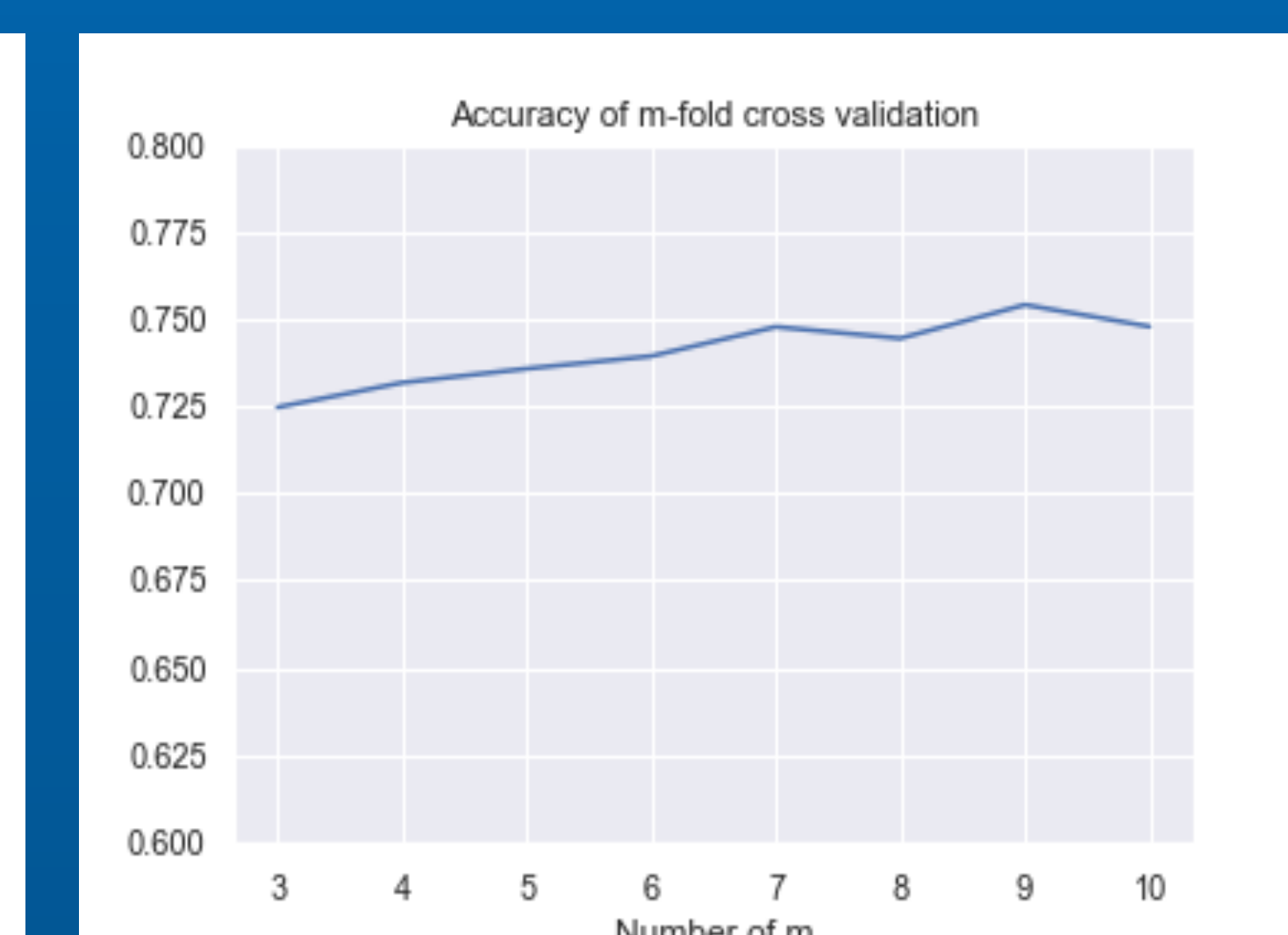


Figure 8. The best value of penalty C is 0.01.

Conclusion

- SVM has the highest accuracy while k-means has the lowest. That's mainly because even dimension is reduced, it's still large and many information could be lost during this process.
- Moreover, the accuracy never reach 80% no matter how many dimensions are.
- Finally, not a desent dataset may casue this problem as only 3000 samples are used in this project

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