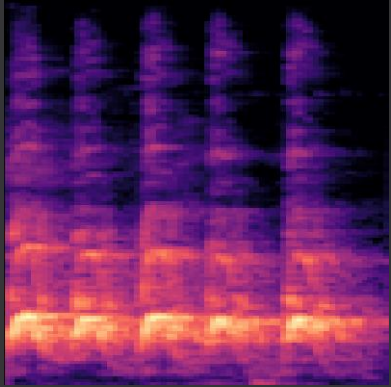


Urban Sound8k Dataset

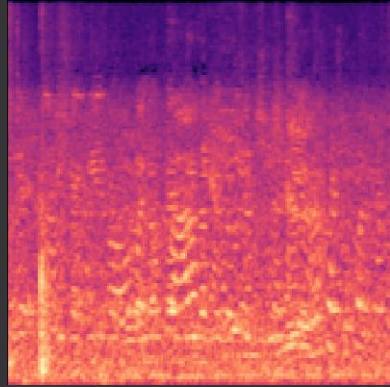
Deep Learning
Project

Audio Classification

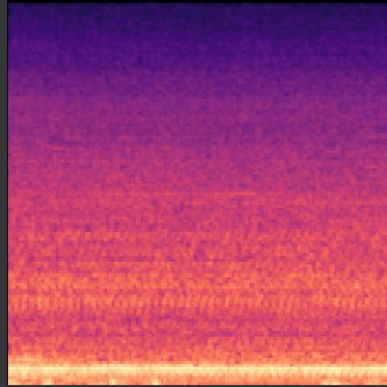
Class Overview



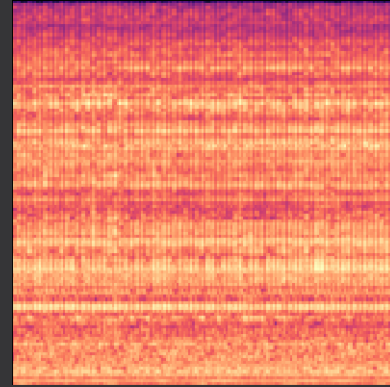
Dog Bark



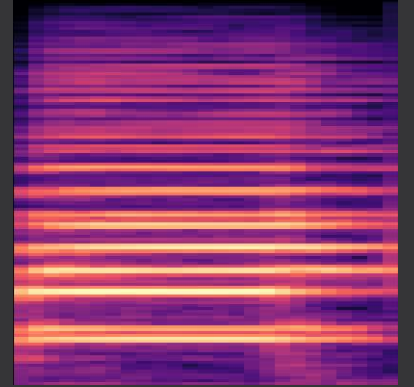
Air Conditioner



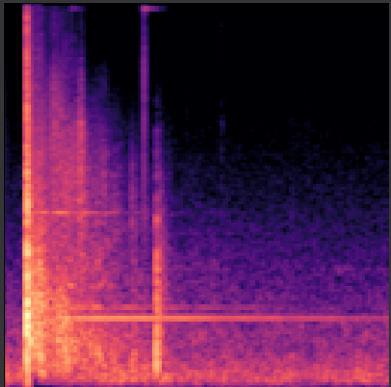
Engine Idling



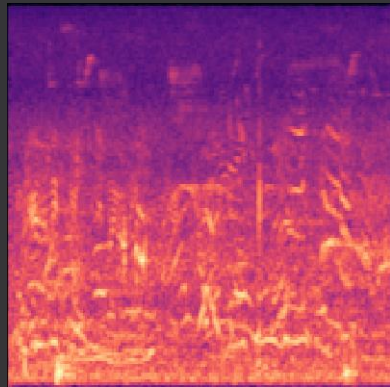
Jackhammer



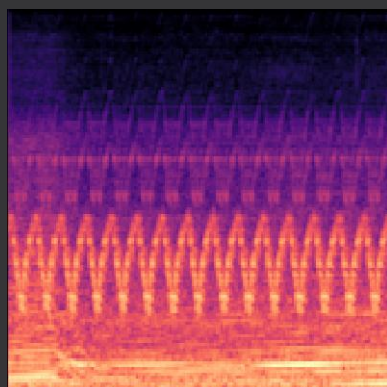
Car Horn



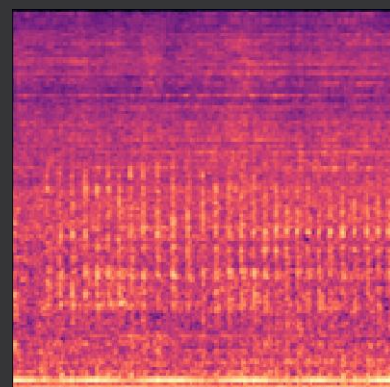
Gun Shot



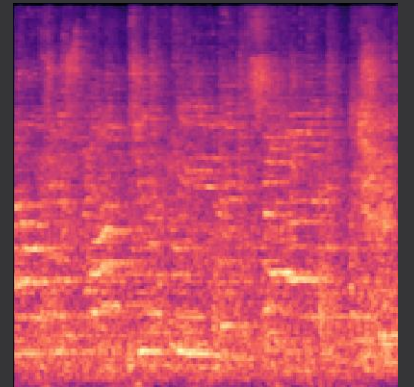
Children Playing



Siren

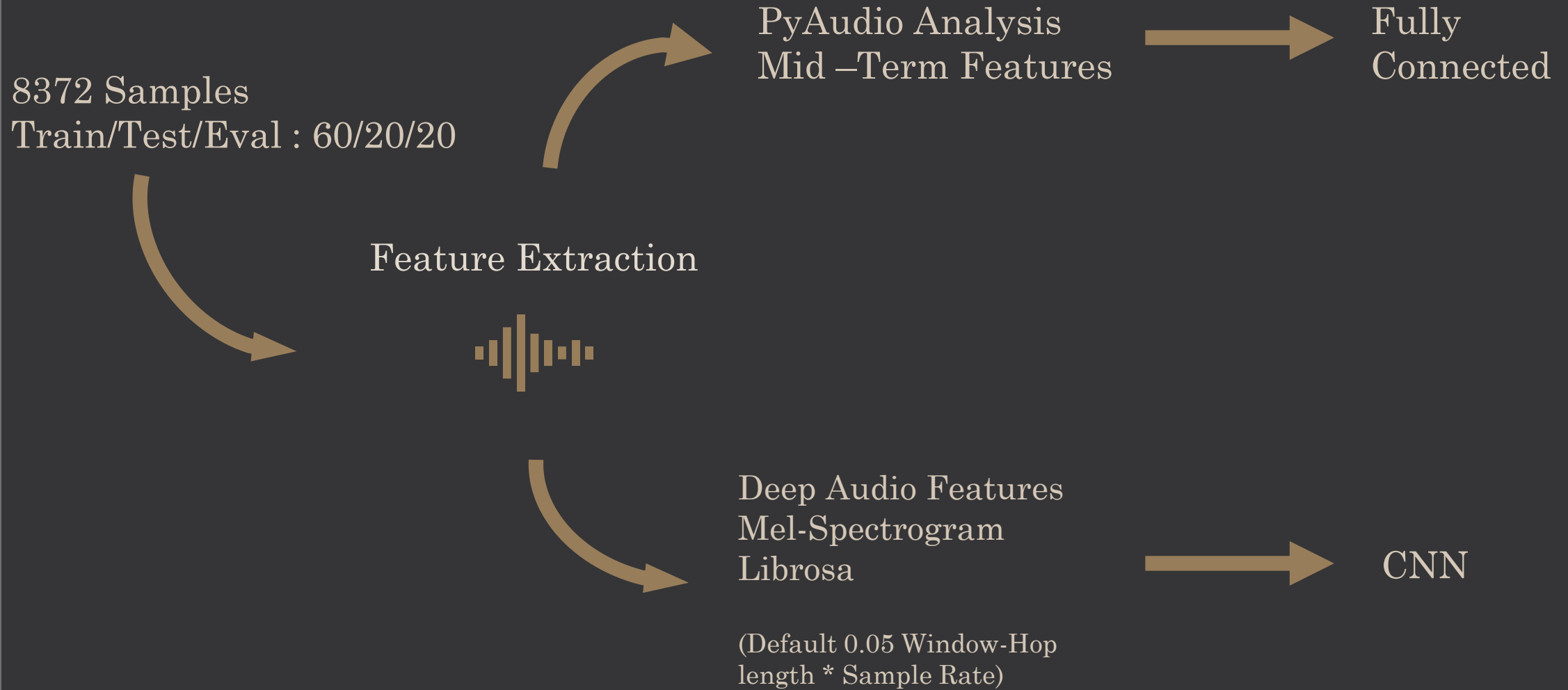


Drilling



Street Music

UrbanSound Pipeline



Fully Connected Architecture



Activation Function : ReLU



Drop Out = 0.2



Batch Normalization



Epochs: 159



Learning Rate= 0.001



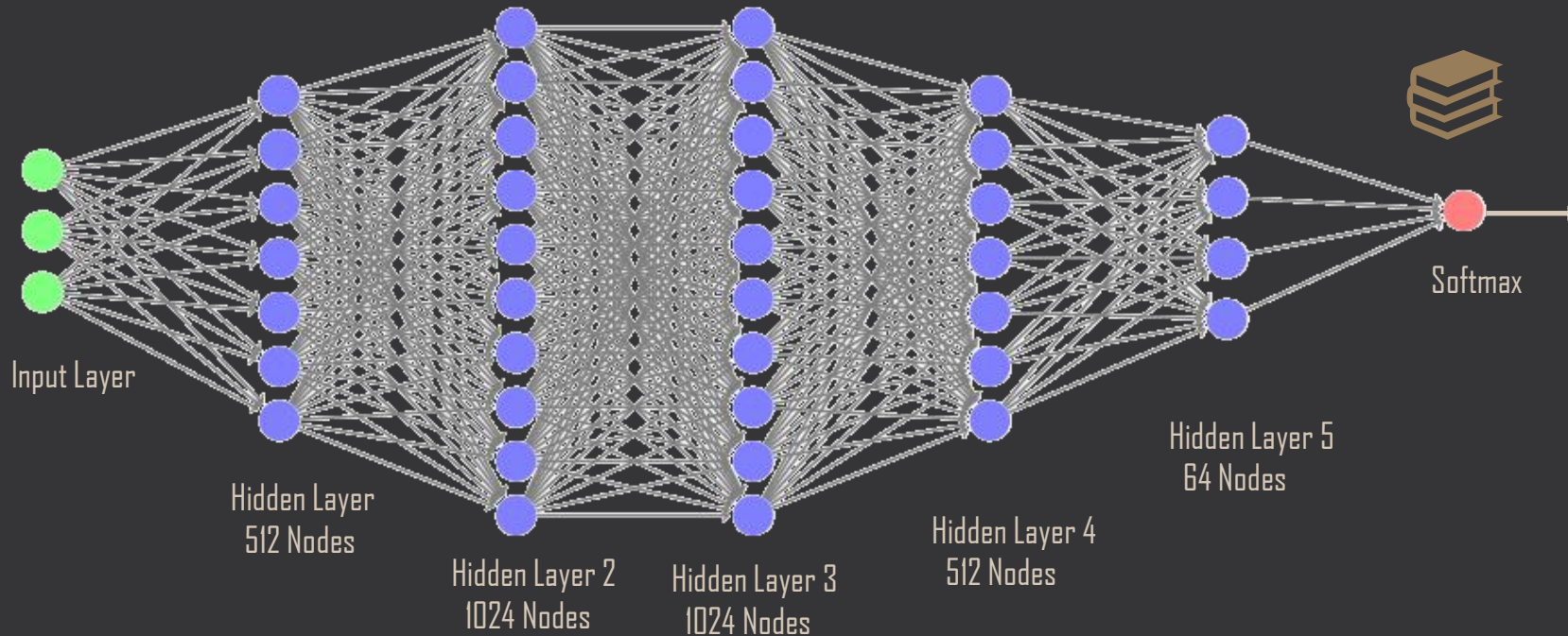
Early Stopping : Accuracy



Patience : 15



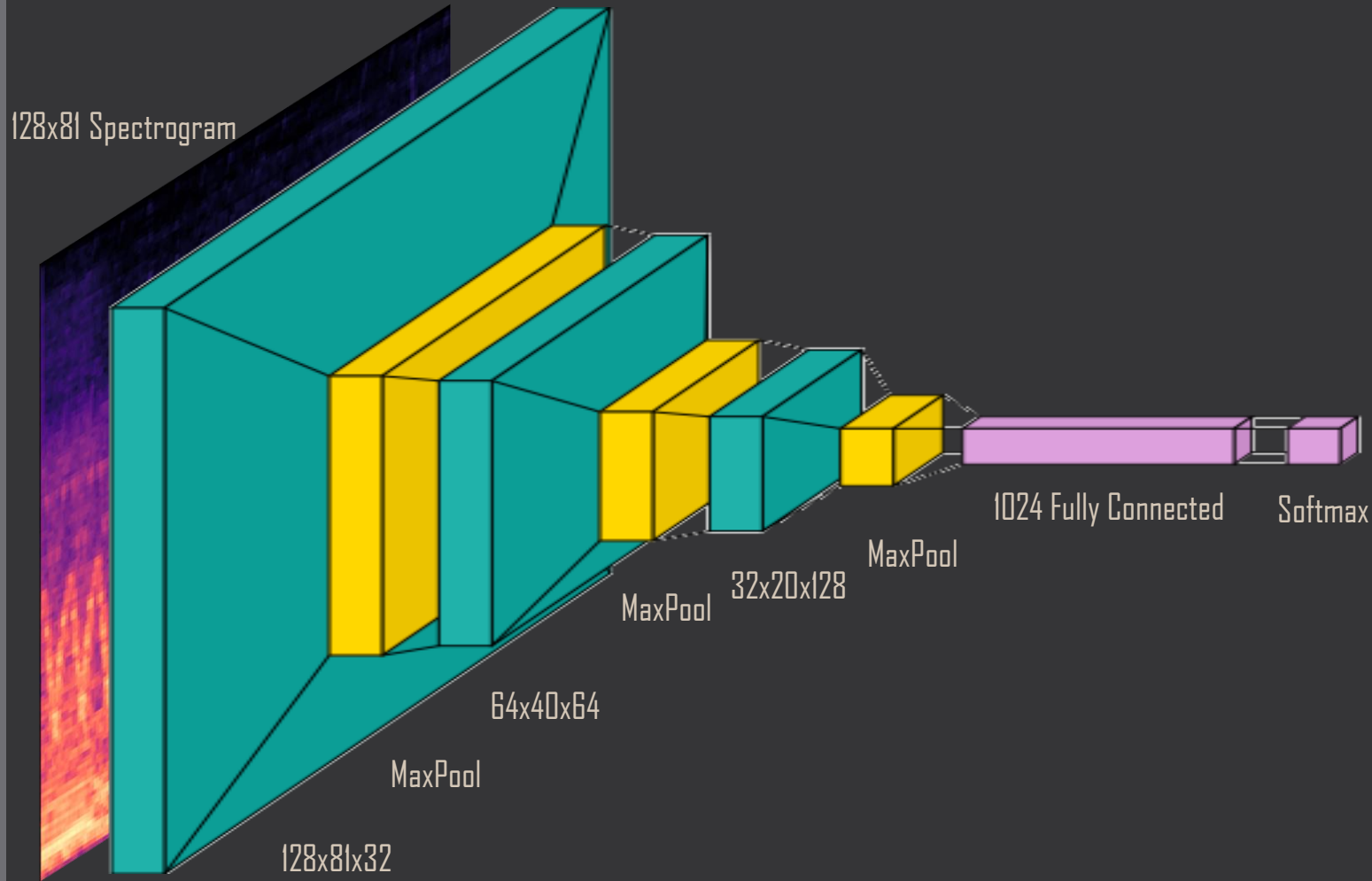
Batch Size: 32



CNN Architecture



Activation Function : ReLU



Zero Padding



Learning Rate= 0.001



Early Stopping : Accuracy



Patience : 15



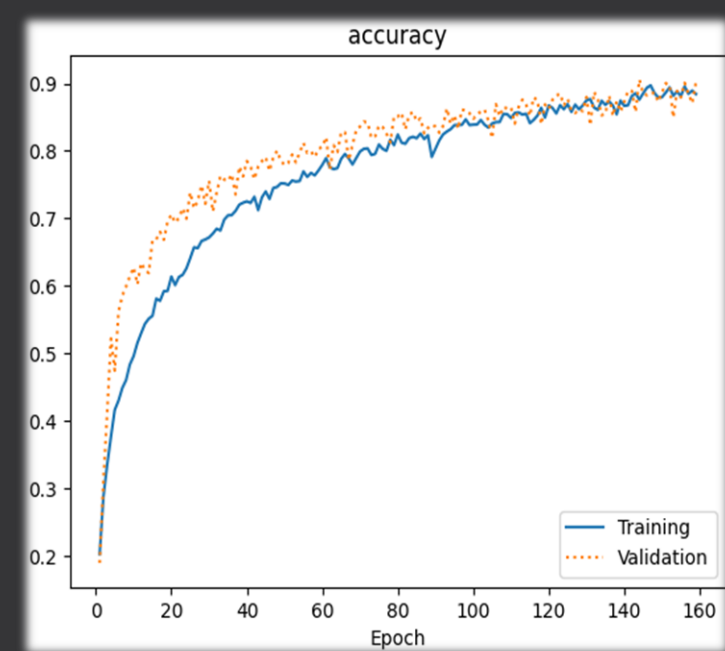
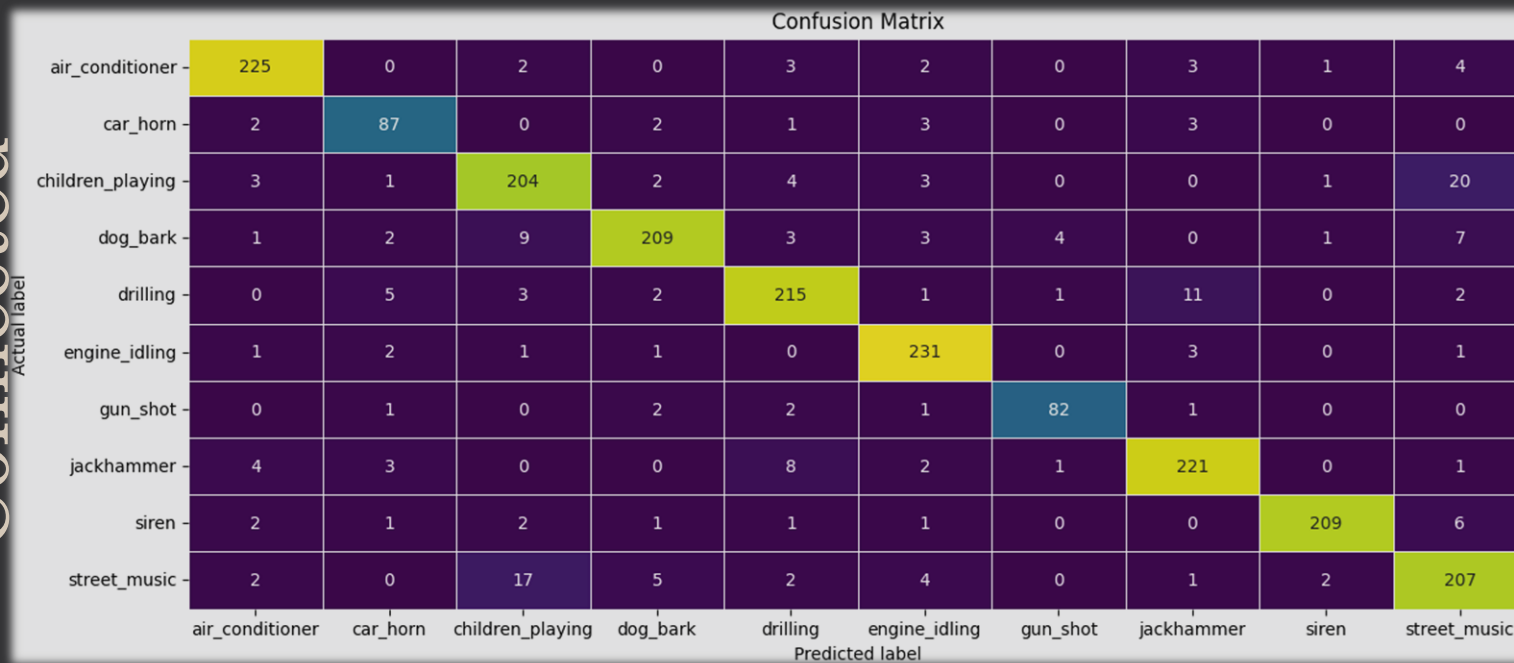
Epochs: 50



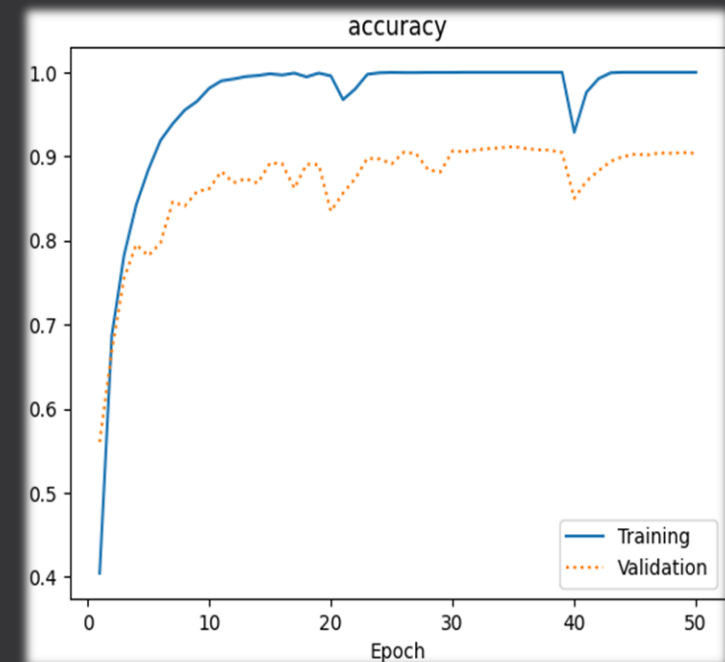
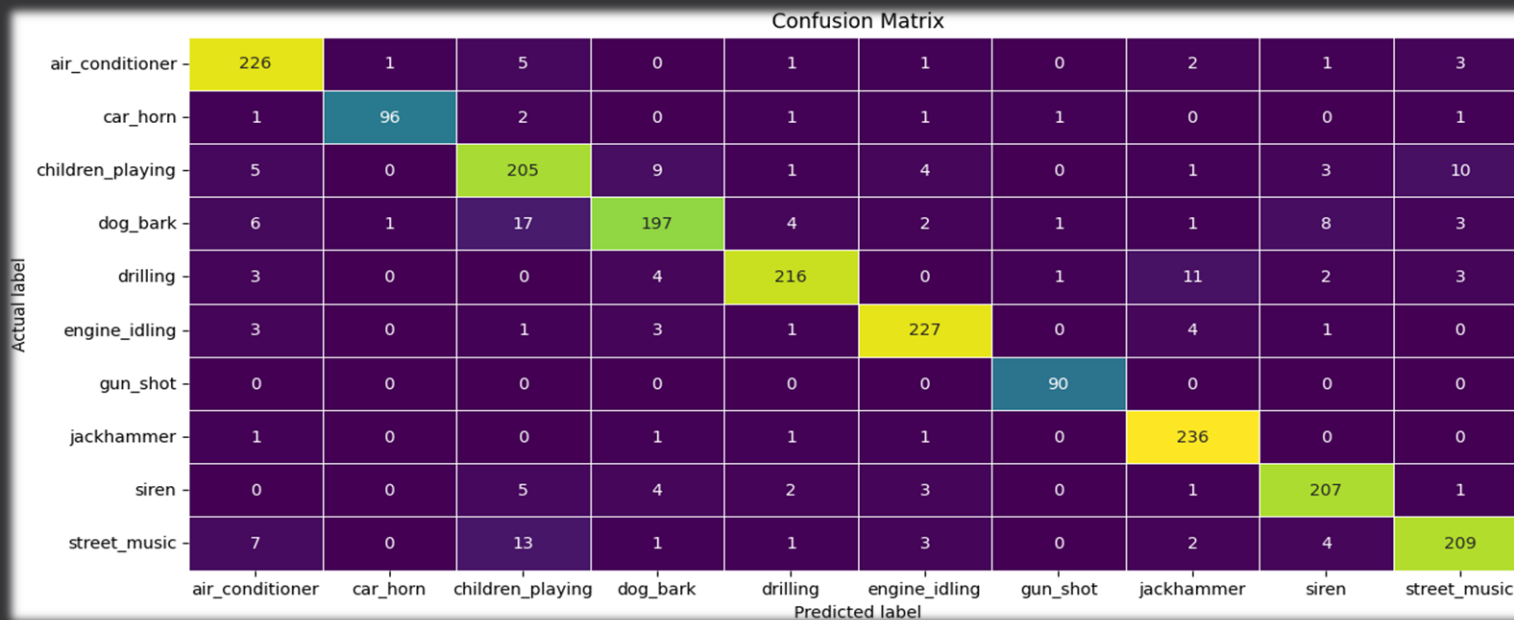
Batch Size: 32

Fully

Connected



CNN



AudioSet



Dataset By Google



Over 2 million Samples
+500 classes



Used balanced Eval/Train 22k

Download



- Get Real Labels
- Group into Super Labels

Ask GPT



8 Categories

Semantically clustering/ NLP



The AudioSet Problem



Long to Set Up



Big Complexity
Imbalance Labels



Labels are not Always True



Try to learn us much as possible

The Audioset CNN Architecture



Activation Function : ReLU



Drop Out = 0.2 (0.3 FN)

Batch Normalization



Zero Padding

Learning Rate= 0.001



Patience : 10



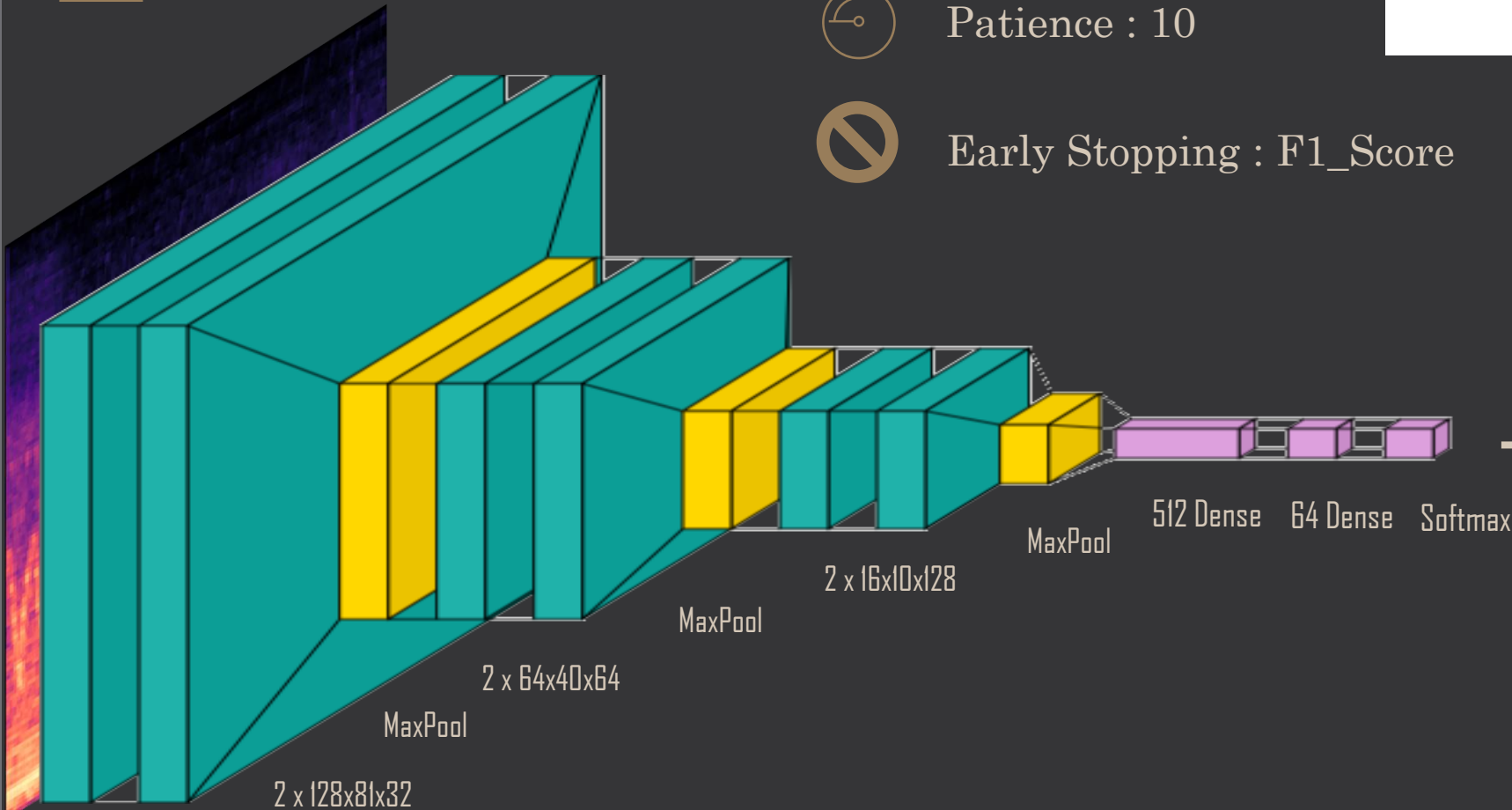
Early Stopping : F1_Score



Epochs: 61



Batch Size: 64



Accuracy: 49%

SMO?

		Confusion Matrix							
		Animal Sounds	Environmental Sounds	Human Sounds	Impact Sounds	Machine and Tool Sounds	Miscellaneous	Musical Instruments	Vehicle Sounds
Actual label	Animal Sounds	112	39	524	0	2	450	79	24
	Environmental Sounds	36	215	209	0	0	300	142	79
	Human Sounds	92	109	2552	0	6	1003	514	104
	Impact Sounds	1	2	24	0	0	18	26	1
	Machine and Tool Sounds	6	11	55	0	10	101	14	41
	Miscellaneous	115	210	1319	0	16	2559	786	308
	Musical Instruments	14	38	362	0	1	693	2331	54
	Vehicle Sounds	11	80	110	0	2	281	65	310
		Animal Sounds	Environmental Sounds	Human Sounds	Impact Sounds	Machine and Tool Sounds	Miscellaneous	Musical Instruments	Vehicle Sounds
		Predicted label							

Transfer Learning



Activation Function : ReLU



Drop Out = 0.2



Batch Normalization



Zero Padding



Learning Rate= 0.001



Patience : 10



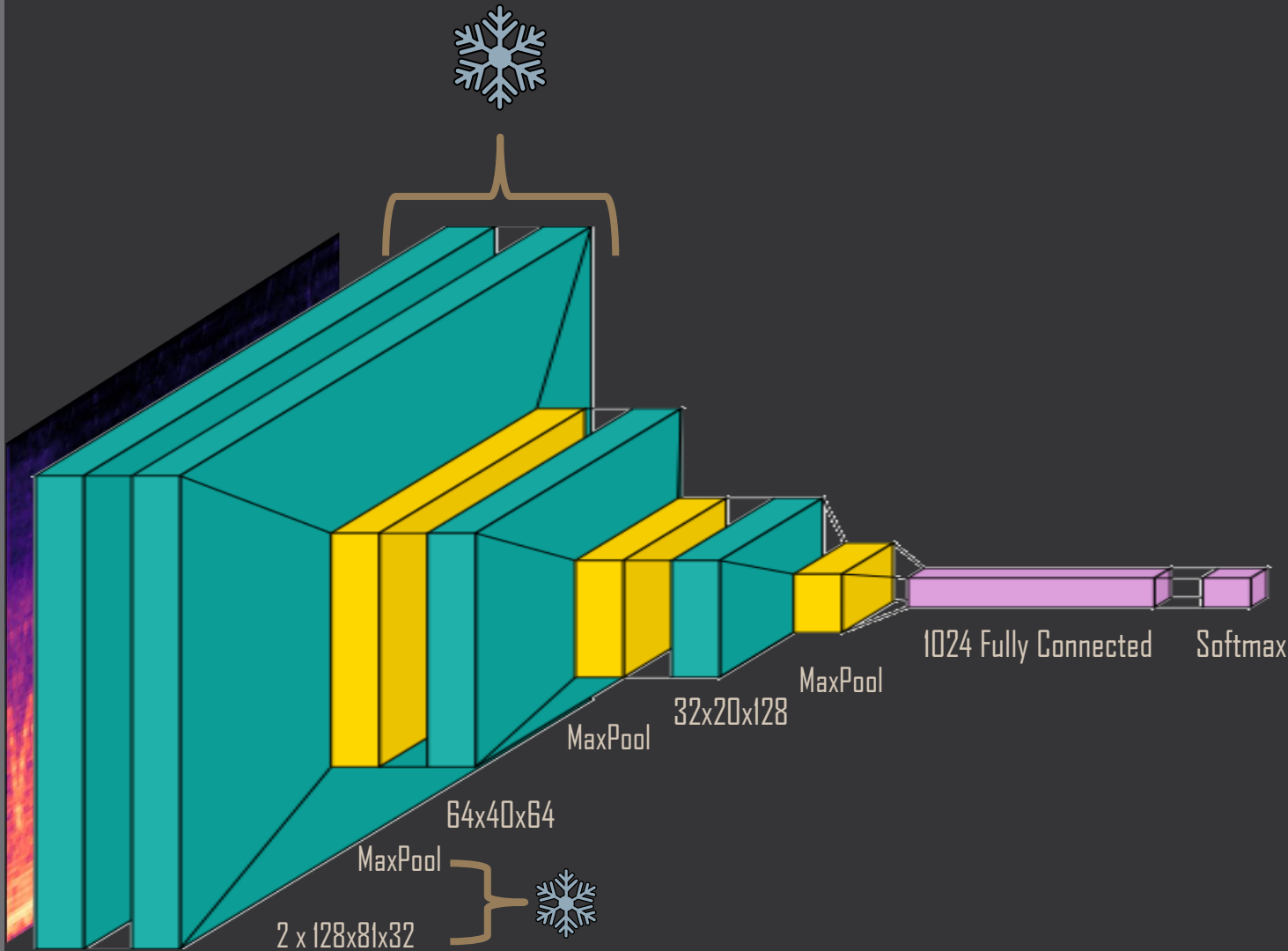
Early Stopping : F1_Score



Epochs: 27 !



Batch Size: 32



YamNet Architecture



Trained Full Audioset



Produces Embeddings



Averaged The Embeddings



Activation Function : ReLU



Drop Out : 0.2



Batch Normalization



Epochs: 42



Learning Rate: 0.0005



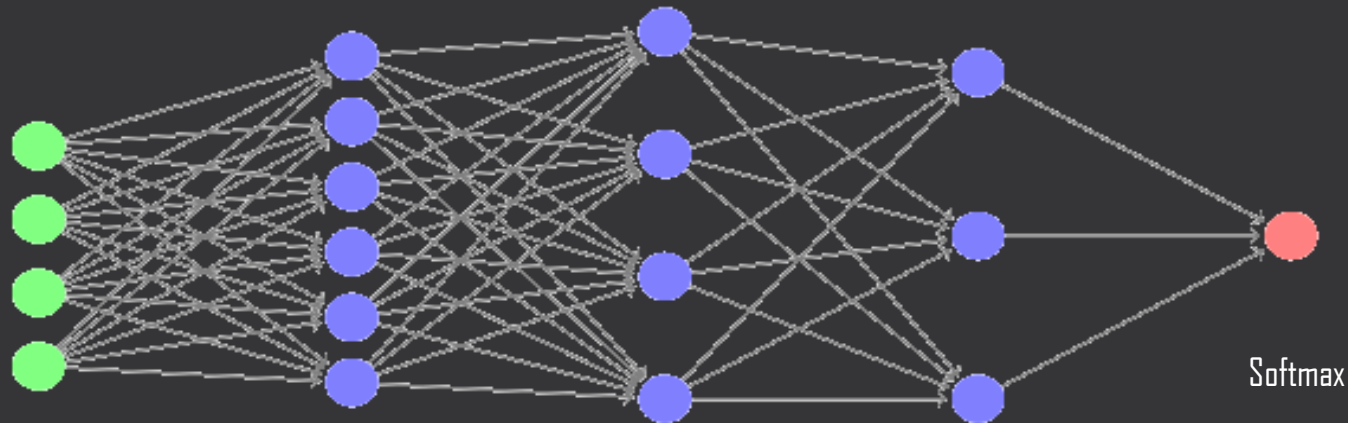
Patience : 15



Early Stopping : F1_Score



Batch Size: 32



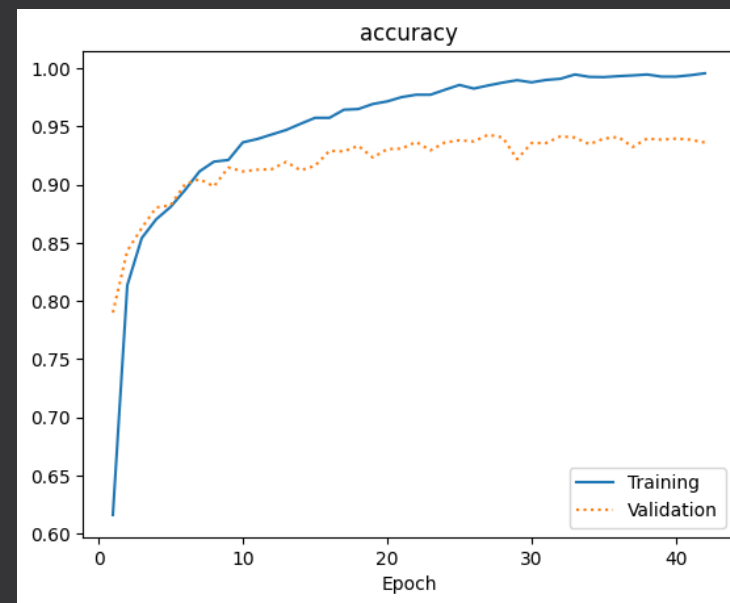
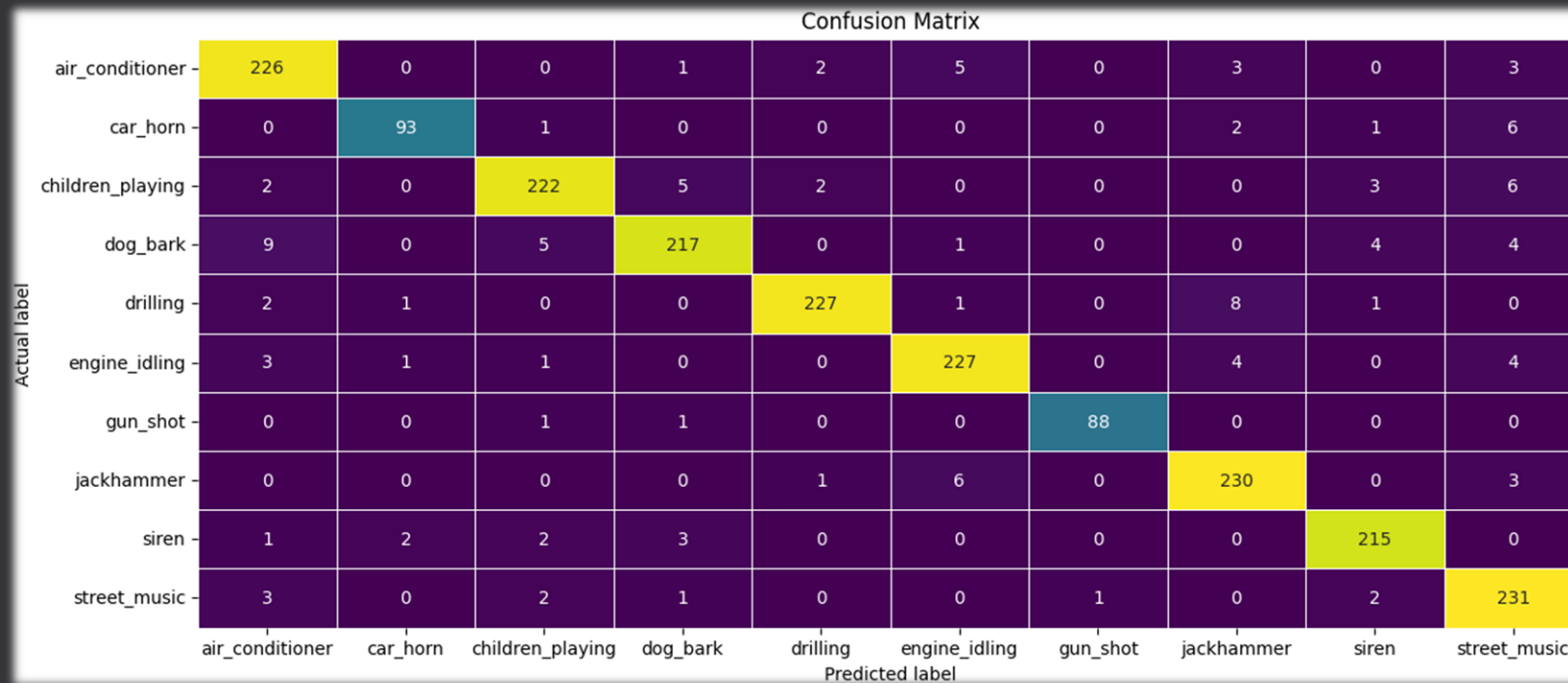
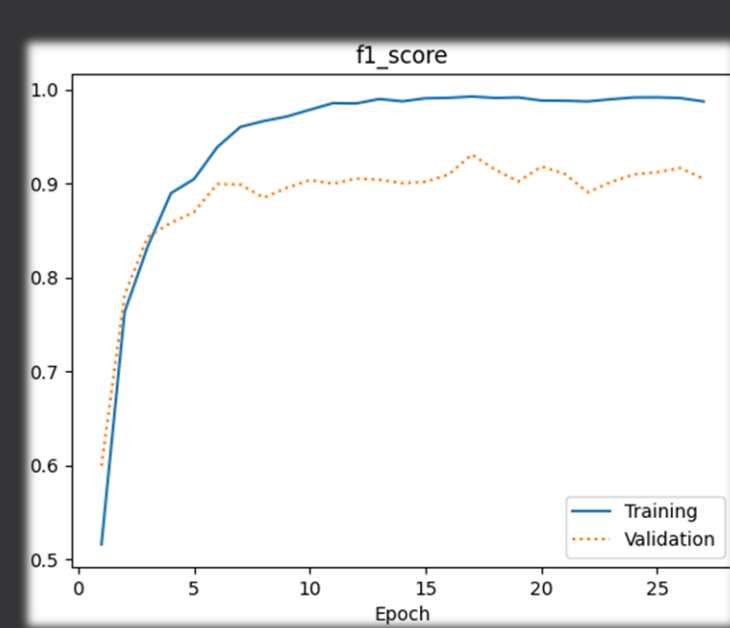
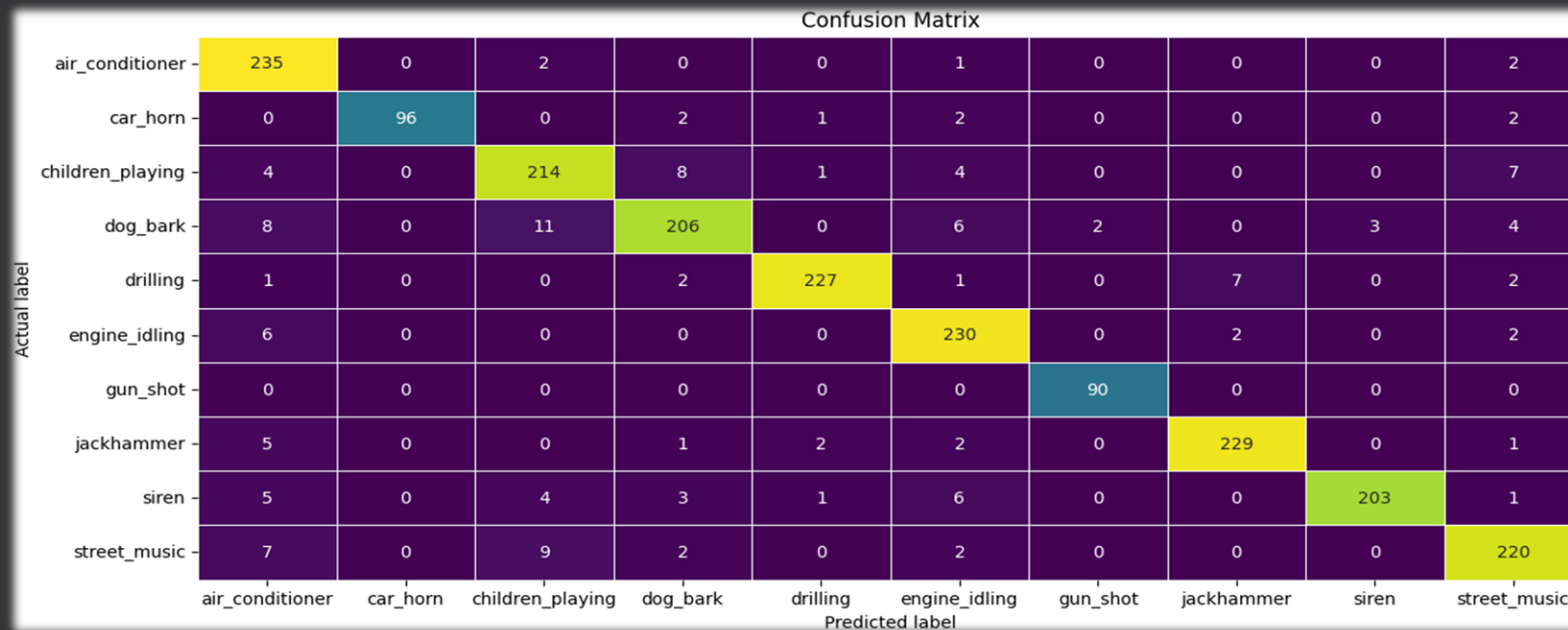
Input Layer
Embeddings (1.1024)

Hidden Layer 1
2048 Nodes

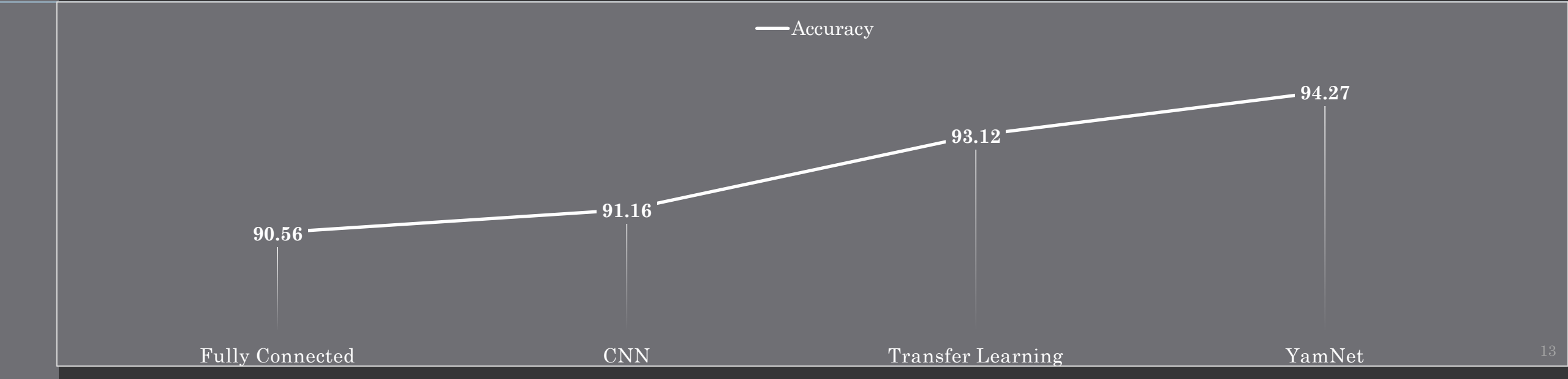
Hidden Layer 2
1024 Nodes

Hidden Layer 3
512 Nodes

Softmax



	Accuracy	F1_Score	Training Time
Fully Connected	0.9056	0.9057	Fast
CNN	0.9116	0.9113	Fast
Transfer Learning	0.9312	0.9313	Medium
YamNet Embeddings	0.9427	0.9427	Very Fast





Let's See a live Demo





Thank You



T U S I U K X O N



Ranches Vince



Raptis Georgios