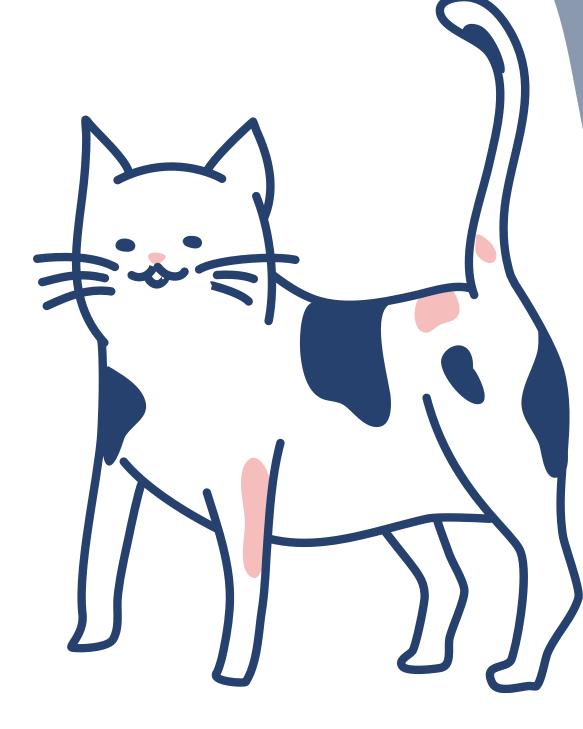


Meow, Kate, meow!

Deciphering Kitten's Meows with Neural Network-Based Audio Classification



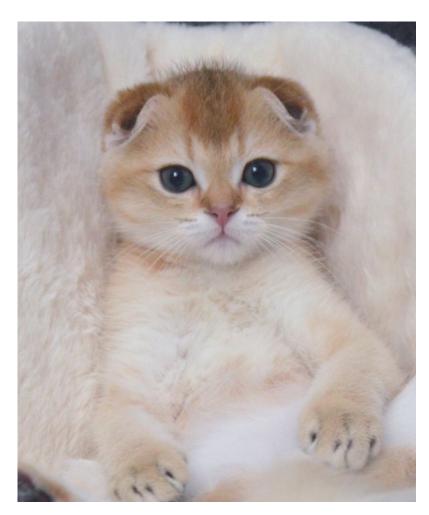
TEAM



Andrei

Role:

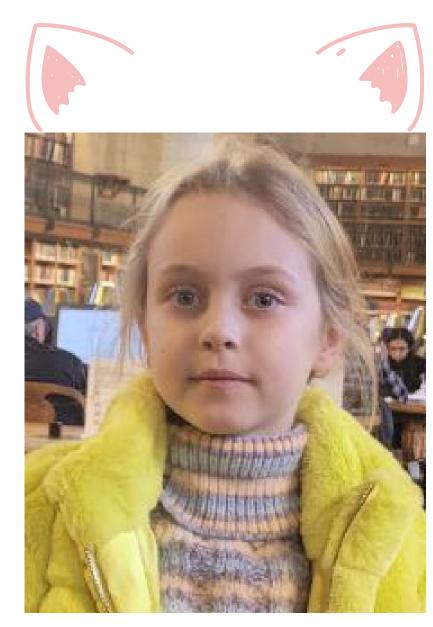
Study Author



Mio

Role:

Kitten Vocalizer



Kate

Role:

Human Vocalizer

AGENDA

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BUSINESS PROBLEM



Many people adopt kittens without understanding their needs, such as: play, food or other care aspects.

- develop a model that identifies the category of a kitten's meow with high accuracy
- based on this model create a mobile app to help better understand pets

DATA OVERVIEW

Experimental Contexts:

- F (Food): Kitten recorded before mealtime
- A (Attention): Kitten recorded meowing in an isolated room
- T (Thrill): Kitten recorded while being petted
- KAT (Human): Human participant randomly mimicking meows

Experiment duration: 15 days

Total: 368 audio files

Length of each file: under 3 seconds

DATA LIMITATIONS

- Cat of a specific age, gender, and breed
- A particular environment
- The range of the kitten's behaviors

FINDINGS



Tuned Neural Network Sequential exhibited the highest accuracy of 93.2%



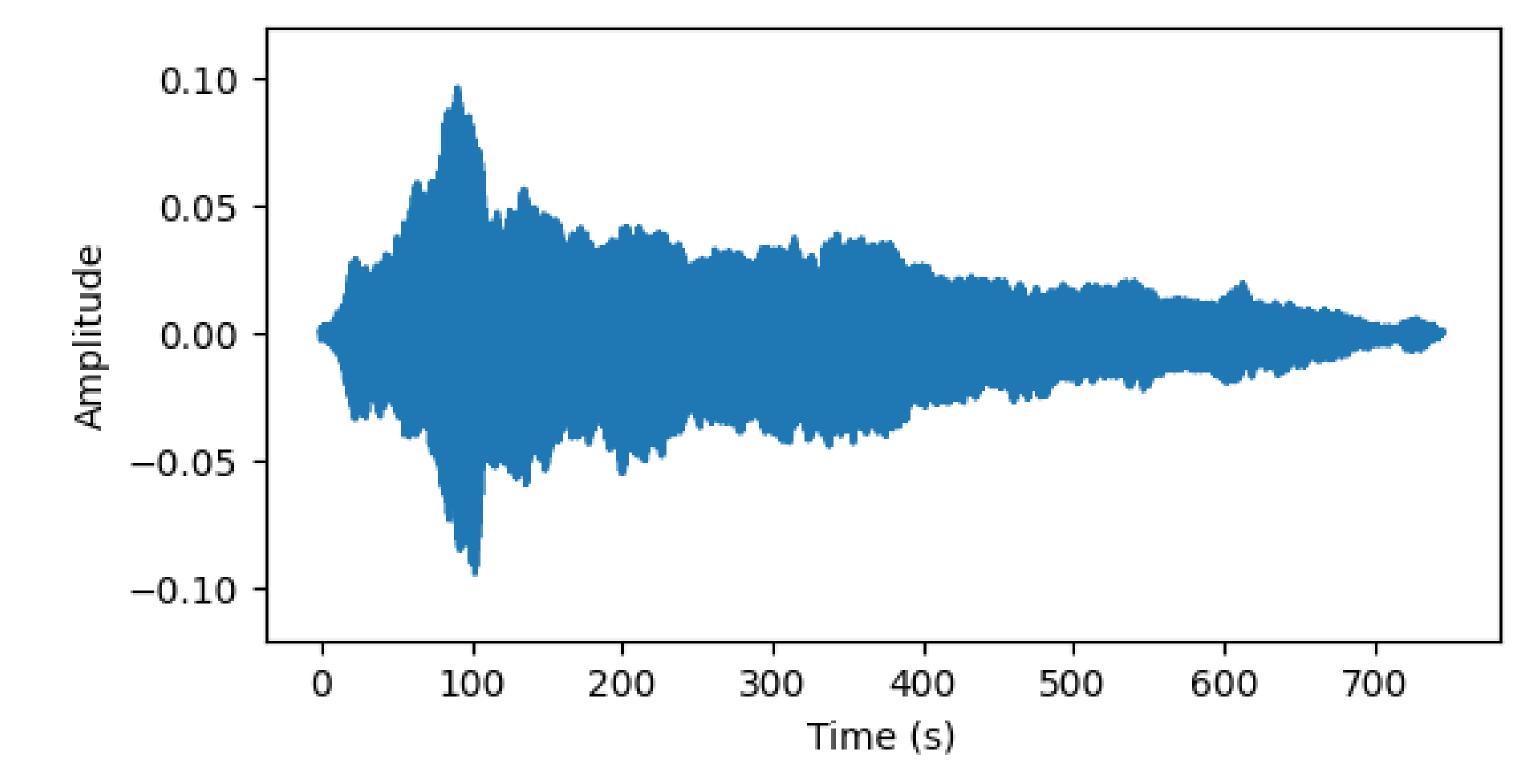
Each condition reflects unique properties:

- Food: Varied intensity with dominant low frequencies
- Attention: Consistent, high-frequency sounds
- Thrill: Complex, wide-ranging frequency variations
- **Human:** Stable, monotone sounds, mainly low frequencies

ANALYSIS

Waveform: Food

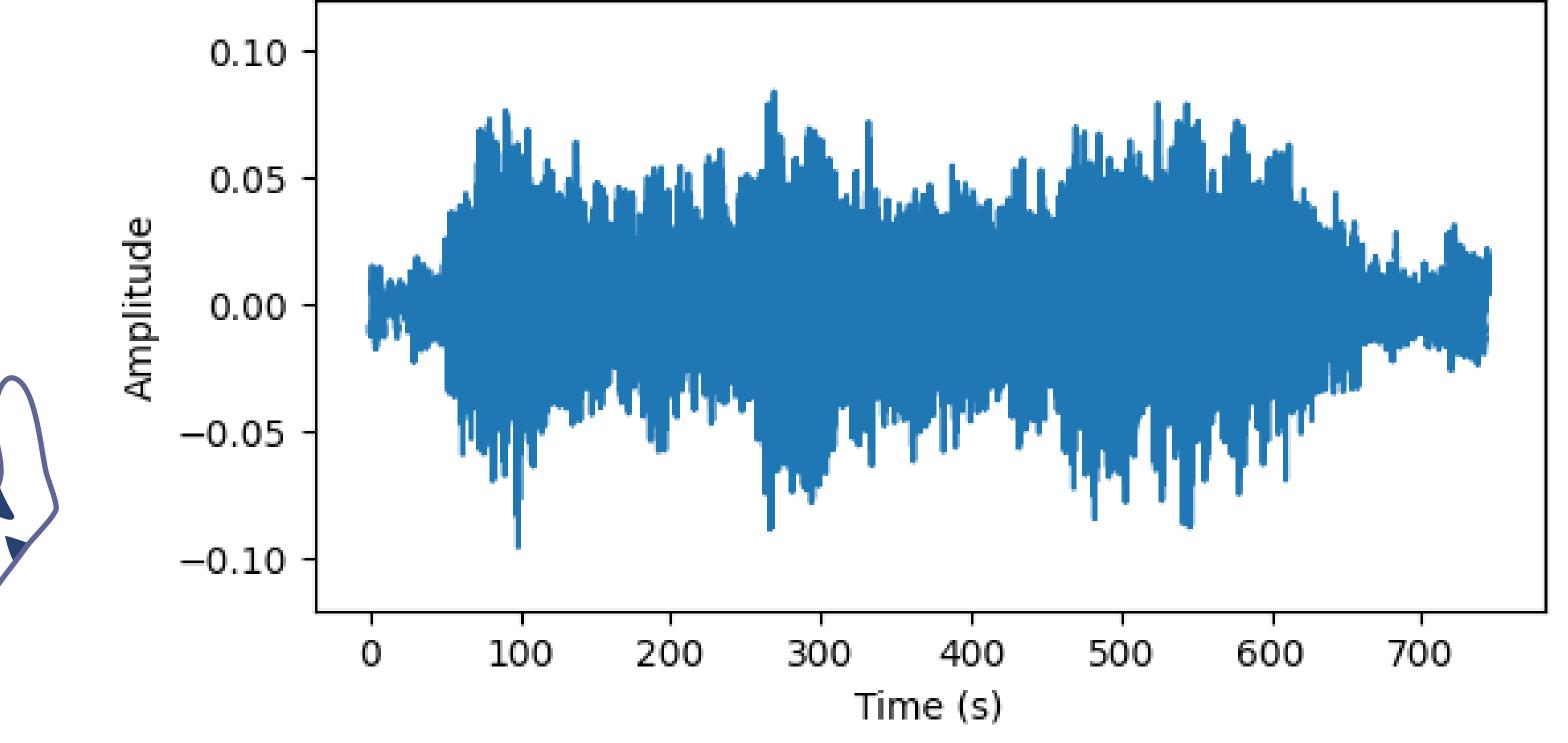
Fluctuating intensity





Waveform: Attention

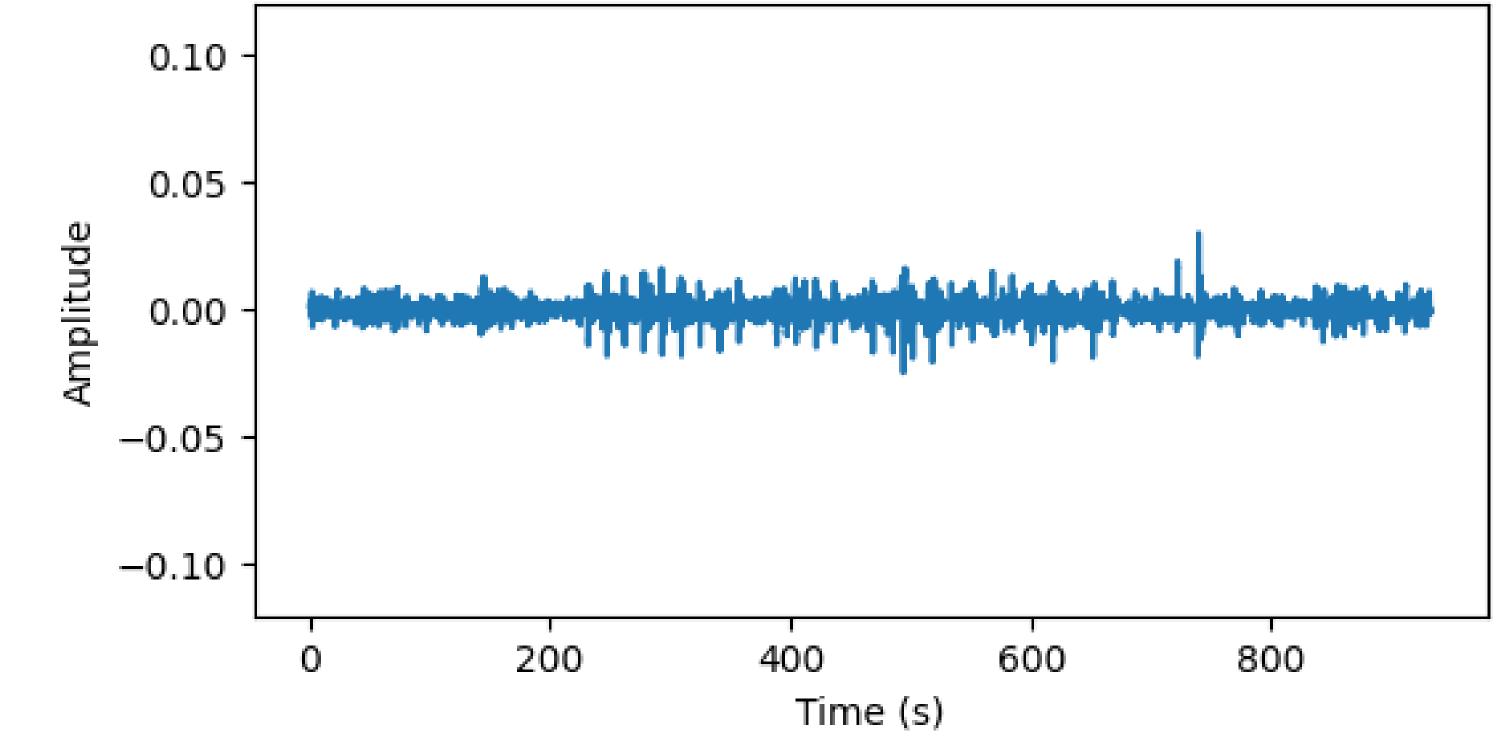
Uniform with Steady Amplitude





Waveform: Thrill

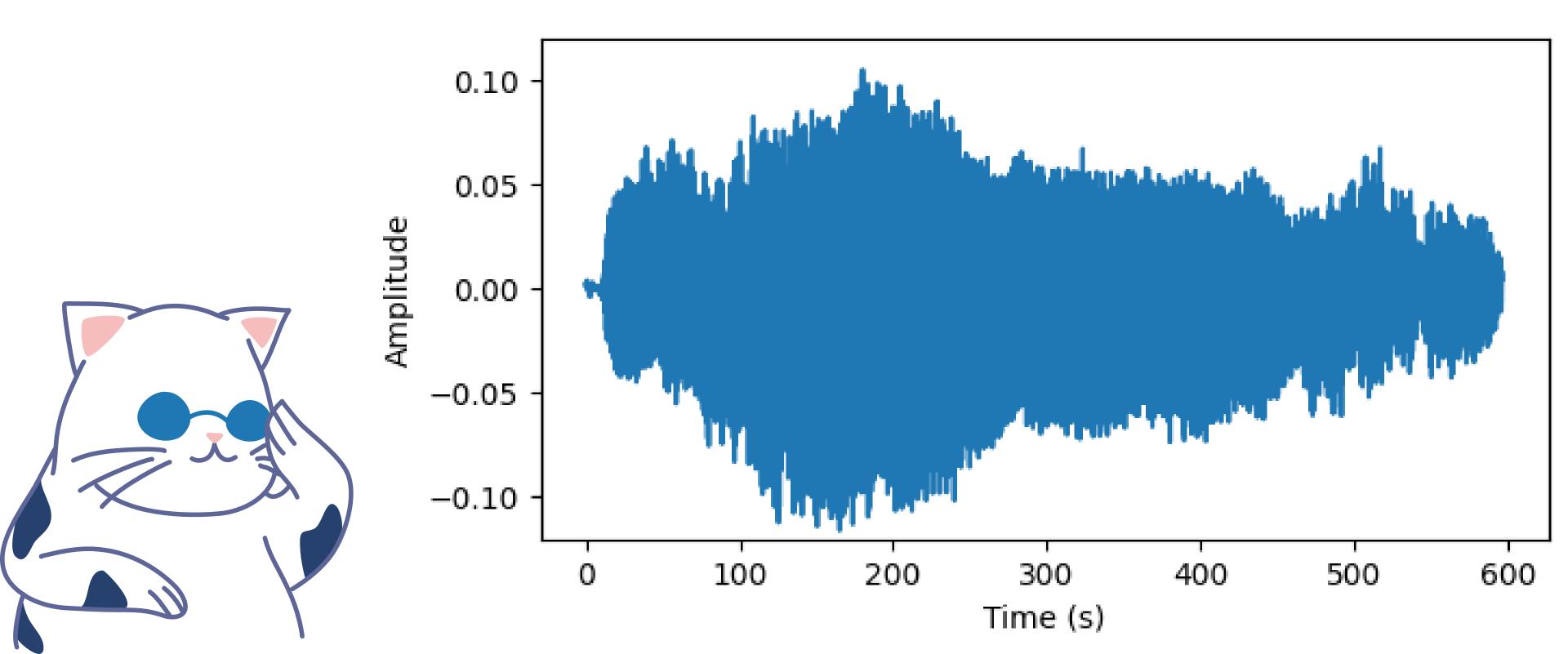
Highly Variable and Complex



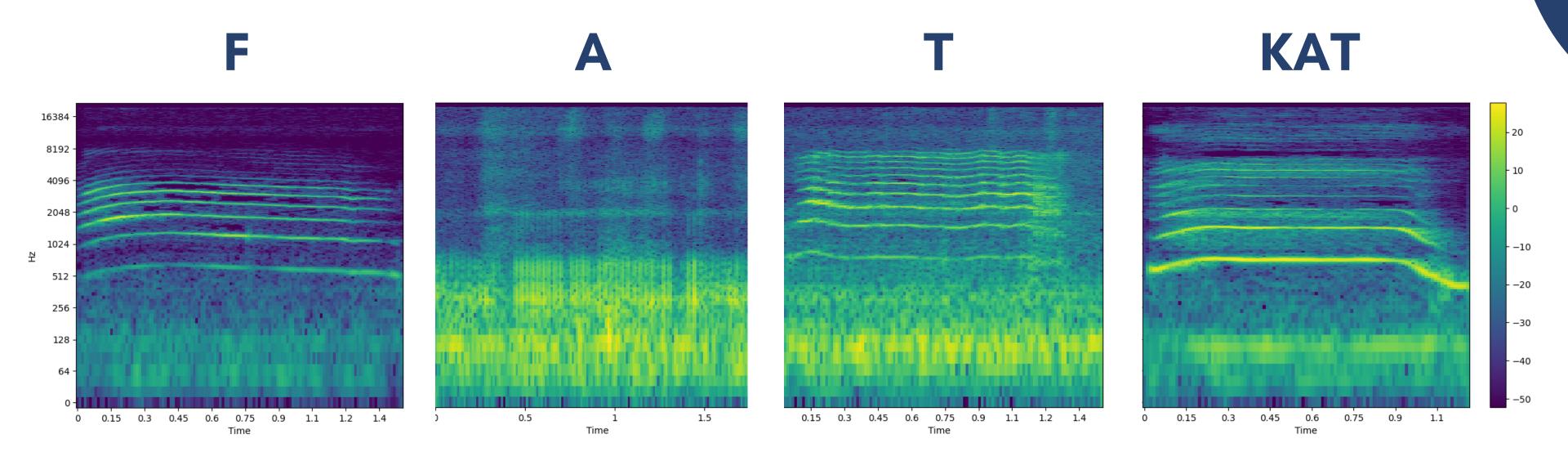


Waveform: Human

Monotone and Even



Spectogram



Food: Certain louder pitches pretty constant over time

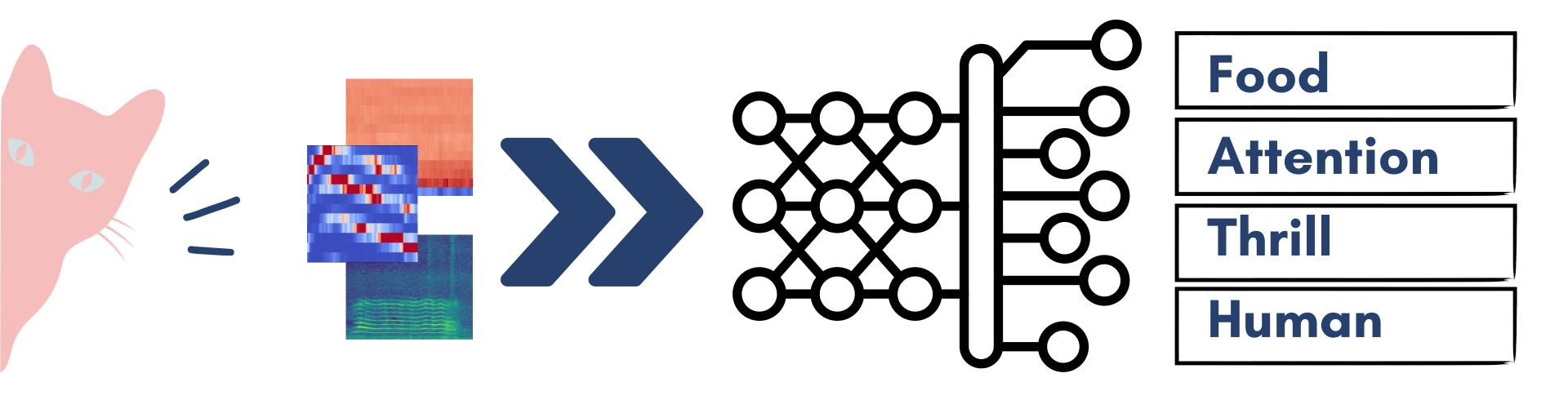
Attention: Many different pitches

Thrill: Loud, low-pitched sounds

Human: Certain louder pitches pretty constant over time

MODELING

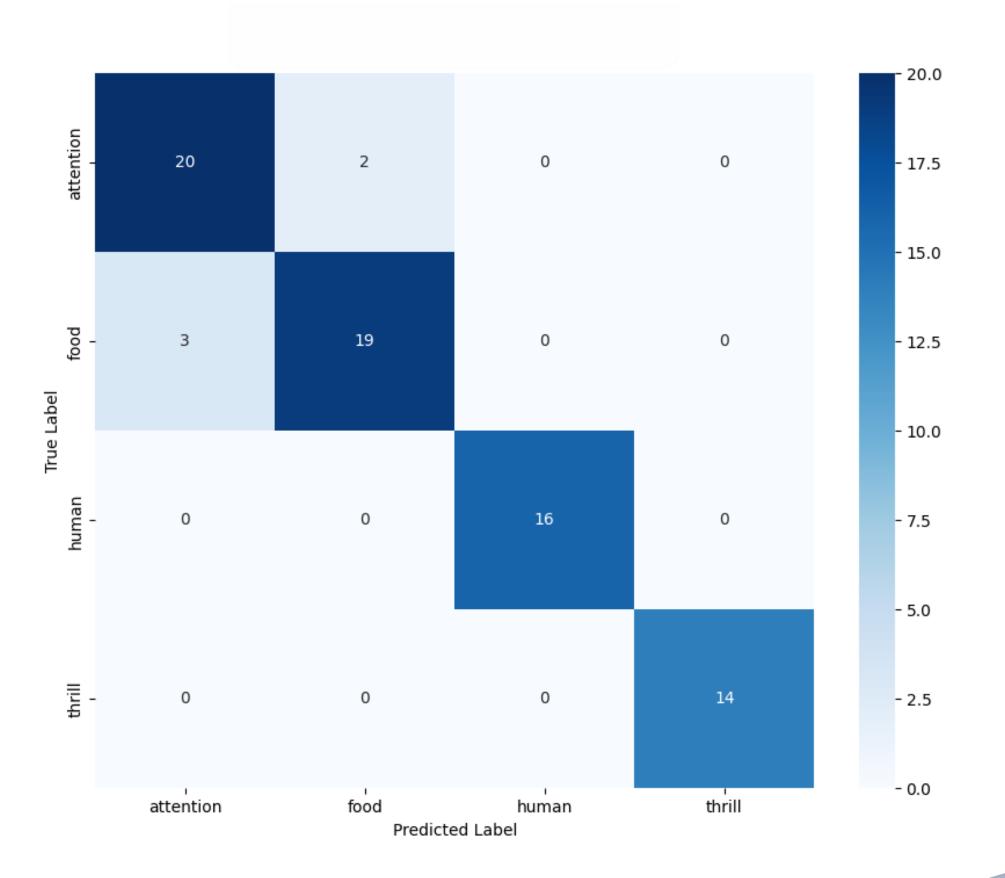
Neural Network Sequential



Accuracy on Class Prediction: 93.2 %

Confusion Matrix

Certain level of misclassification between FOOD and ATTENTION



PREDICTIONS

Mio: Food

Probabilities for each class:

attention: 3.65%

food: **96.35**%

human: 0.00%

thrill: 0.00%

Predicted Class: ['food']

Kate

Probabilities for each class:

attention: 0.00%

food: **0.00%**

human: 100.00%

thrill: 0.00%

Predicted Class: ['human']

Andrei

Probabilities for each class:

attention: 0.02%

food: **0.00**%

human: 99.98%

thrill: **0.00%**

Predicted Class: ['human']



FUTURE STEPS

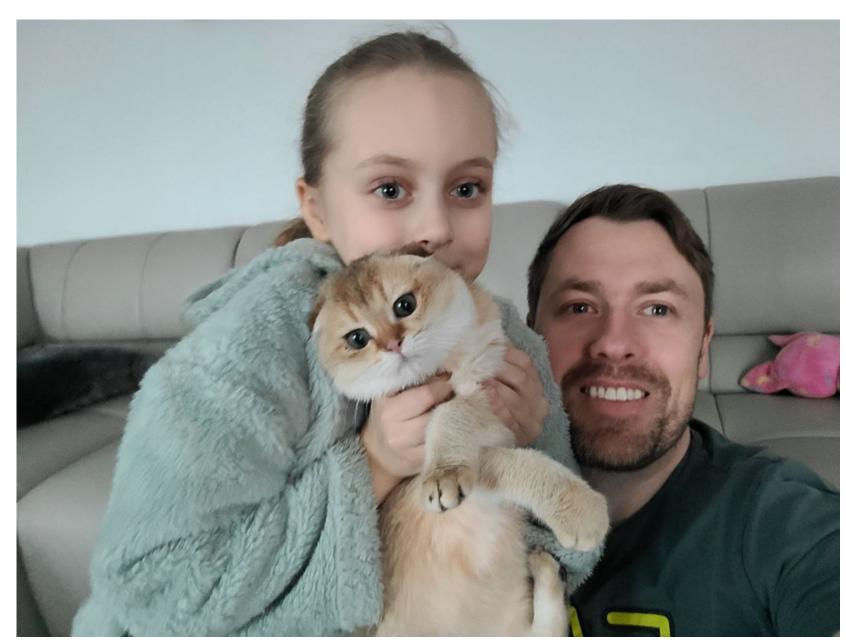
Mobile App Development:

Help new pet owners understand their pets from the start

Database Expansion:

Enlarge the database, enhancing the accuracy and reliability of the predictions

THANK YOU!



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