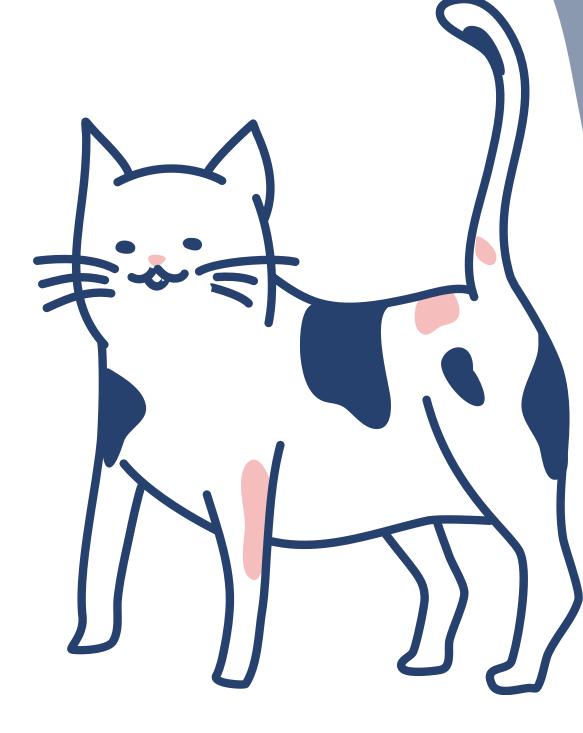


# Meow, Kate, meow!

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





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## TEAM



Mio

Role:

Kitten Vocalizer



Kate

Role:

Human Vocalizer

## AGENDA

01

**BUSINESS PROBLEM** 

02

**DATA OVERVIEW** 

03

**ANALYSIS** 

04

MODELING

05

**PREDICTIONS** 

06

**FUTURE STEPS** 

## **BUSINESS PROBLEM**



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

 develop a model that identifies the category of a kitten's meow with high accuracy

create a mobile app to help better understand pets

## DATA OVERVIEW

**Experiment duration:** 15 days

#### **Experimental Contexts:**

- F (Food): Capturing Mio's meows before mealtime
- A (Attention): Kitten recorded meowing in an isolated room
- T (Thrill): Documenting sounds while kitten was being petted
- KAT (Human): Human participant randomly mimicking meows

Total: 368 audio files

Length of each file: under 3 seconds

## DATA LIMITATIONS

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

## FINDINGS



Tuned Sequential Neural Network exhibited the highest accuracy of 93.2%

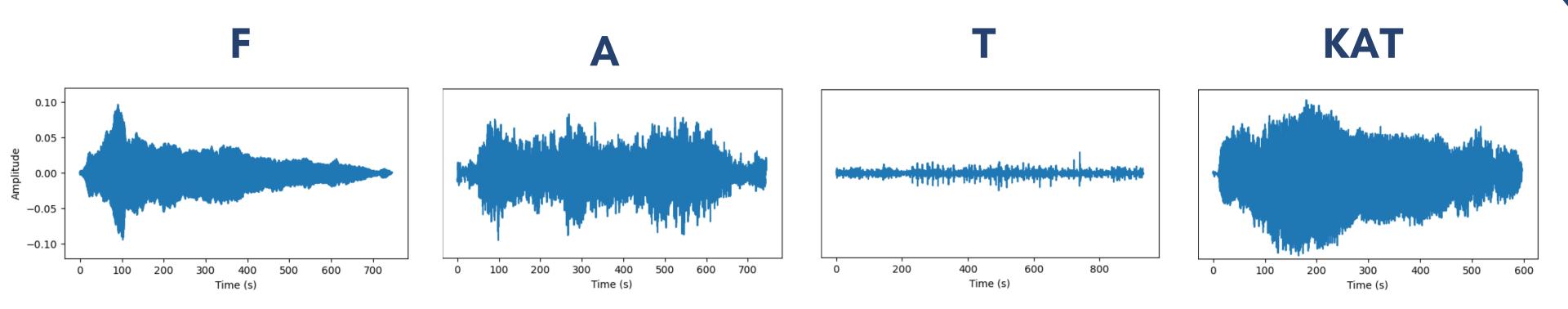


#### Unique properties:

- 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

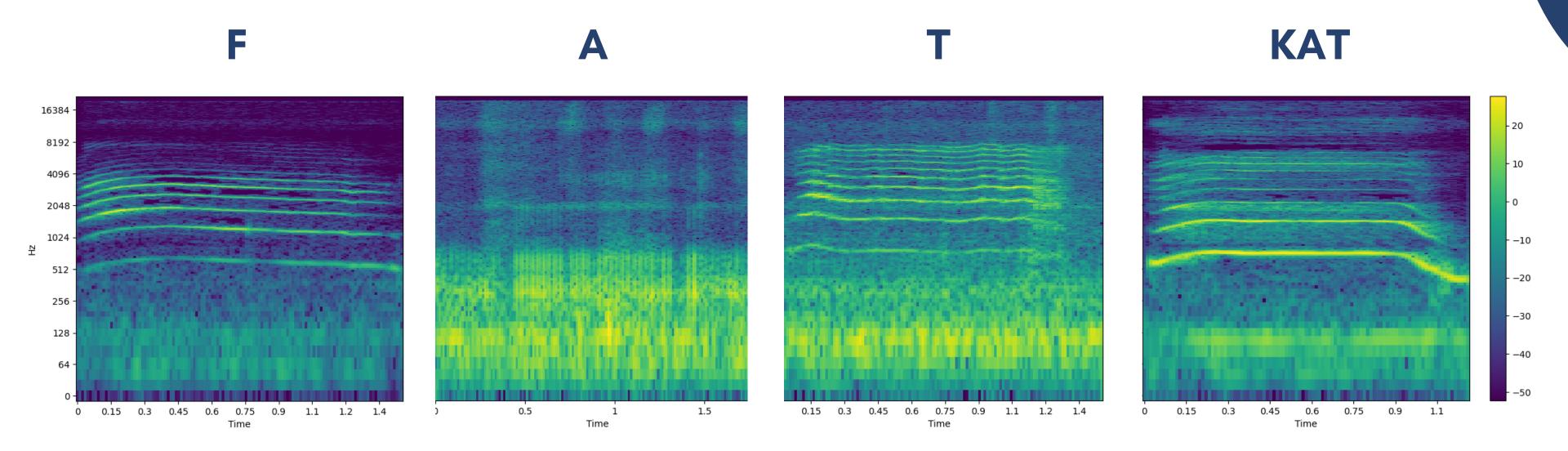
Attention: Uniform with steady amplitude

Thrill: Highly variable and complex

**Human:** Monotone and even



## **SPECTOGRAM**



Food: Certain louder pitches pretty constant over time

Attention: Many different pitches

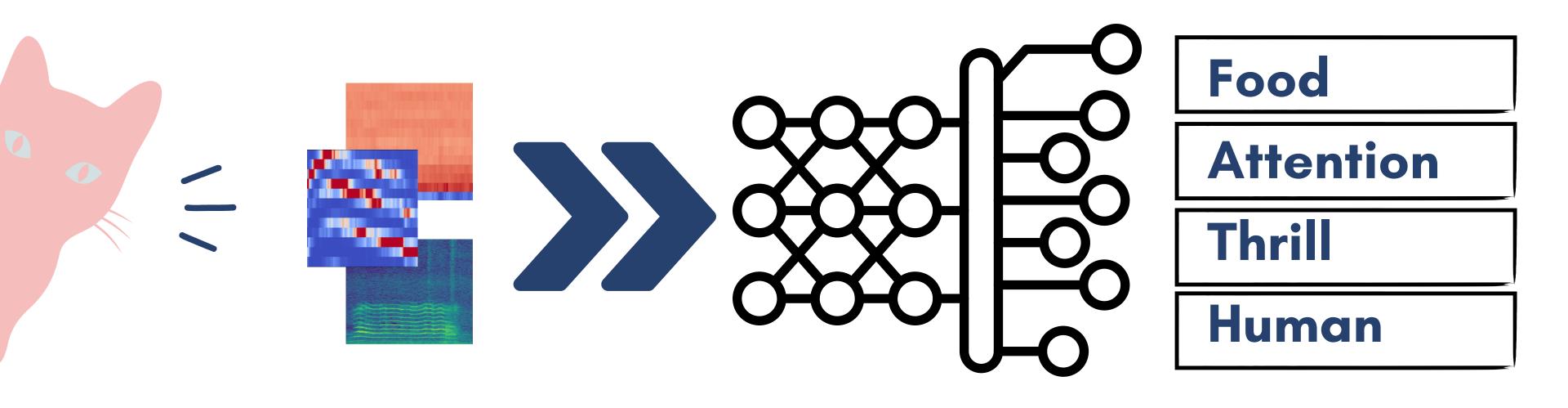
Thrill: Loud, low-pitched sounds

**Human:** Similar to Food condition



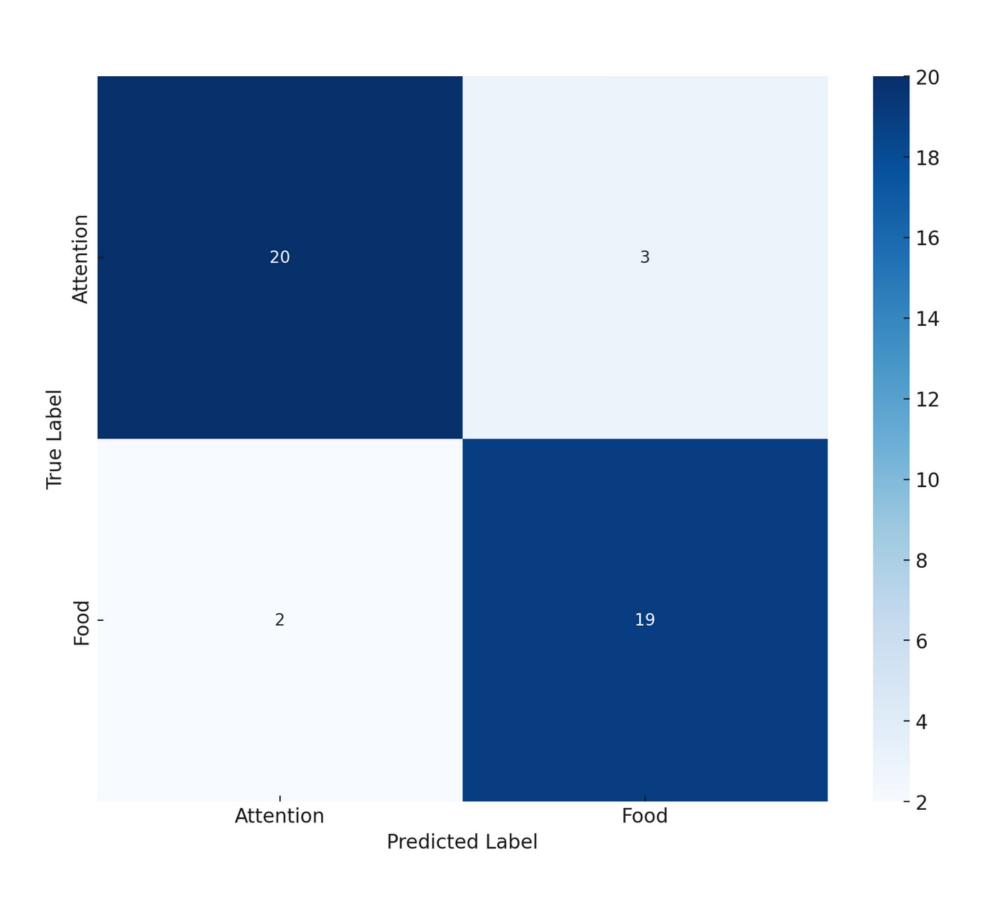
## MODELING

### SEQUENTIAL NEURAL NETWORK



Accuracy in Class Prediction: 93.2 %

## **CONFUSION MATRIX**



# PREDICTIONS

#### SAMPLES OUT OF THE DATASET

#### 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:

Connecting since "Hello"



#### Database Expansion:

The more meows the better

# THANK YOU!

