Al Hardware, Fall 2024 ECE 4501

Shaz Animal Identifier



Project Group #2
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Project Motivation

Have you ever heard an animal sound and wondered what made it?

- Demonstrate the feasibility of deployed bioacoustic ID tools
 - Automated, seamless, and accessible classification
- Leverage *TinyML* for efficient processing
 - Powerful machine learning in resource-constrained environments
 - o Enables on-site application of audio recognition algorithms
- Variety of applications for system usage
 - Educational tool to teach children elementary concepts
 - Sustainable & practical method for ecologist wildlife monitoring

Objectives

- 1. Develop a machine learning algorithm capable of processing and identifying the animal responsible for a given audio input
- 2. Train the model such that it is capable of classifying the sounds of **4 common animals** with at least **80% accuracy**







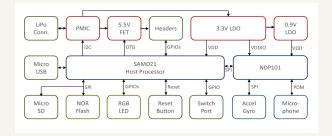


3. Integrate the program with the Syntiant TinyML board, utilizing the built-in microphone, so the system can be used on-site

Technology Stack

Hardware

- Syntiant TinyML Board
 - NDP101
 - ARM Cortex-M4
- Linux-enabled device



Syntiant TinyML Board block diagram

Software

- Code and package tools
 - o git
 - edge-impulse-cli, arduino-cli
- Edge Impulse Studio

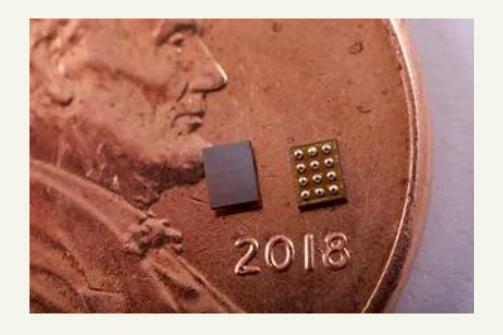


Edge-Impulse modeling process

Syntiant NDP101

Neural Decision Processor

- Compute-in-memory for high parallelism and efficiency
- Memory for 589k parameters
- Low power consumption and fast inferences on 5mmx5mm chip, perfect for resourceconstrained edge Al applications



Methodology

Step 1 Data Acquisition & Research

Step 2 Model Design Using Edge Impulse

Step 3 Model Training & Report

Step 4 Finalized Performance & Results

Step 5 Integration of Systems

Step 6 Final Iteration & Live Demo

Data Acquisition & Research

 Collected 563 total audio files from online audio libraries

Cat: 185 audio files

Cow: 84 audio files

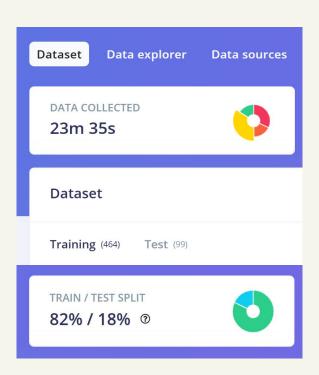
Dog: 128 audio files

Frog: 67 audio files

 Data loaded into Edge-Impulse with an 82% / 18% Train/Test split

Training: 464 audio files

Testing: 99 audio files



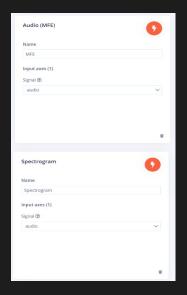
Step 2 Model Design

Step 2.1Model Input

Step 2.2Processing Blocks

Step 2.3Learning Block





Name
Classifier

Input features

✓ MFE

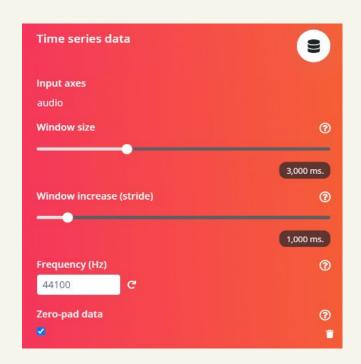
✓ Spectrogram

Output features
4 (Cat, Cow, Dog, Frog)

Step 2.1

Definition of Model Input

- Audio files varied in length, generally ranging between 2 to 5 seconds
- Analyzed a 3 second (3000 ms) window of each file
 - Widow stride of 1 second (1000ms),
 for files longer than the window
- Nominal sampling frequency common for digital audio



Step 2.2

Design of Processing Blocks

Used 2 processing blocks to analyze the audio data:

Block 1: Mel Frequency Energy (MFE)

- Extracts audio signal features
- Emphasizes frequencies important for audio classification

Block 2: Spectrogram

- Visualizes the audio frequencies over time
- Detailed representation for training and testing



Parameters	Autotune parameters
Spectrogram	
Frame length ①	0.02
Frame stride ②	0.01
FFT length ③	256
Normalization	
Noise floor (dB) ⑦	-60

Step 2.3

Design of Learning Block

- Chose a Classification learning block
 - Trains the model to distinguish and classify the different sounds

Neural Network settings	1
Training settings	
Number of training cycles ③	50
Use learned optimizer ③	
Learning rate ⑦	0.0005
Training processor ③	CPU ~

Input: Processed features (48,139) from the MFE and Spectrogram

ıral network arı		
	Input layer (48,139 features)	
	Dense layer (20 neurons)	
	Dense layer (10 neurons)	
	Add an extra layer	
	Output layer (4 classes)	

Output: Classification of each of the audio files (563) into one of the 4 animals

Model Training

- Conducted 3 training iterations
- Model trained for 50 epochs
 - Saved best model results for later usage
- Reported training accuracy of 86.4% and a loss of 0.48
 - Surpasses our targeted model training accuracy of 80%
 - Ready for hardware integration





Model Performance & Results



Accuracy = 86.4%, Loss = 0.48

- Accurate classifications for the majority of data
- Some errors depicted within class clusters
 - Limited training data
 - Lack of preprocessing



Integration with Hardware

Current status:

- Now necessary to *flash* the system to the Syntiant board
- Experiencing difficulties in establishing communication

Connection with board error

Next steps:

- Ensure relevant tool files are accessible in Ubuntu
 - Reconfigure Syntiant link
- Explore device workarounds

```
root@DESKIOP-2713RSC:/mmt/c/Users/Eric/Downloads/clone_syntiant-rc-go-stop-syntiant-ndp101-v41# ./flash_linux.sh

A new release of Arduino CLI is available: 0.19.0 + 1.1.1
https://arduino.github.io/arduino-cli/latest/installation/#latest-packages

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You're using an untested version of Arduino CLI, this might cause issues (found: 0.19.0, expected: 0.13.x)
Finding Arduino SANO OK
Finding Arduino CANO OK
Finding Arduino CANO
Finding Arduino
```

Project flash error

Final Iteration & Live Demo

- Once hardware connection is established, the serial output will be used for real-time classification results
- Digital playback will be used so sufficient trials can be manually executed to calculate accuracy of on-board model
- Expect similar (slightly worse?) performance compared to test results, as speaker/microphone noise may reduce audio clarity

Final Thoughts

Lessons learned:

- Processing blocks greatly affect the accuracy of the model
 - Spectrogram processing alone does not accurately classify audio
- Necessary to implement a robust dataset for both testing and training processes

Conclusions:

- System successfully designed and capable of classifying animal calls
 - Classes defined and tested
 - Accuracy greater than 80%
 with minimal loss
- On track to successful integration using the Syntiant TinyML Hardware

Expansion & Improvements

- Possible to increase the accuracy of the model by acquiring additional audio files per animal (e.g. 500/animal)
 - Larger dataset, more robust training capabilities
- Add additional classifiers to expand beyond current scope
 - Requires a search for additional audio files
 - More realistic on-site system implementation
- Include another processing block to streamline identification
- Integrate a visual aid component for better user accessibility









Thank you!