#### Low-Complexity CNNs for Acoustic Scene Classification

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#### Introduction



- Convolutional neural networks (CNNs) have been widely employed in various applications [1-2].
- However, CNNs consume more power + have high latency due to their large size and heavy computations,
  (MACs: multiply-accumulate operations).
- CNNs -> resource-hungry and not environment friendly (emit more CO2 due to heavy computations)
- This makes a bottleneck to deploy CNNs on resource-constrained devices (Edge computing).
- For example, smart phones/watches/headphones that may use context-aware services like audio scene classification (ASC).
- Efficient CNNs: To utilize the underlying resources effectively.

(Compress CNNs: As CNNs may have redundant parameters (filters/weights) [3] + Lottery-ticket hypothesis [4].

<sup>[1]</sup> Q. Kong et al., "PANNs: Large-scale pretrained audio neural networks for audio pattern recognition," IEEE/ACM TALSP, vol. 28, pp. 2880–2894, 2020.

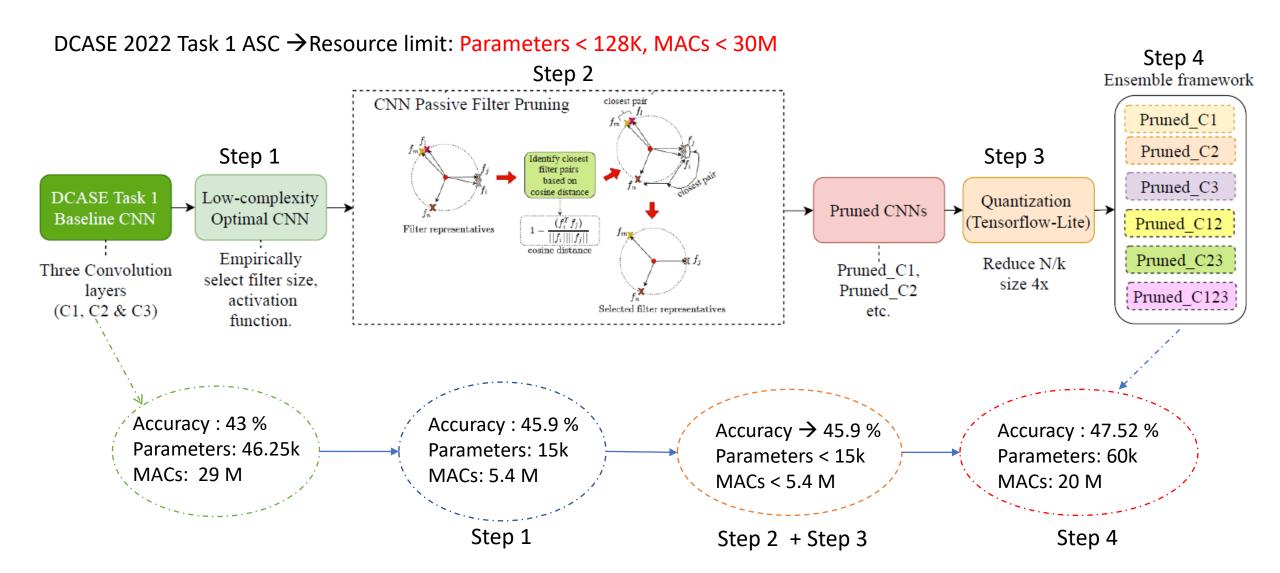
<sup>[2]</sup> Q. Wang et al., "Looking closer at the scene: Multiscale representation learning for remote sensing image scene classification," IEEE Transactions on NNLS (in press), pp. 1–15, 2020.

<sup>[3]</sup> K. Kahatapitiya and R. Rodrigo, "Exploiting the redundancy in convolutional filters for parameter reduction," proceedings of the IEEE/CVF WACV, pp. 1410–1420, 2021.

<sup>[4]</sup> Frankle et al., "The Lottery Ticket Hypothesis: Finding Sparse, Trainable Neural Networks", ICLR, 2018.

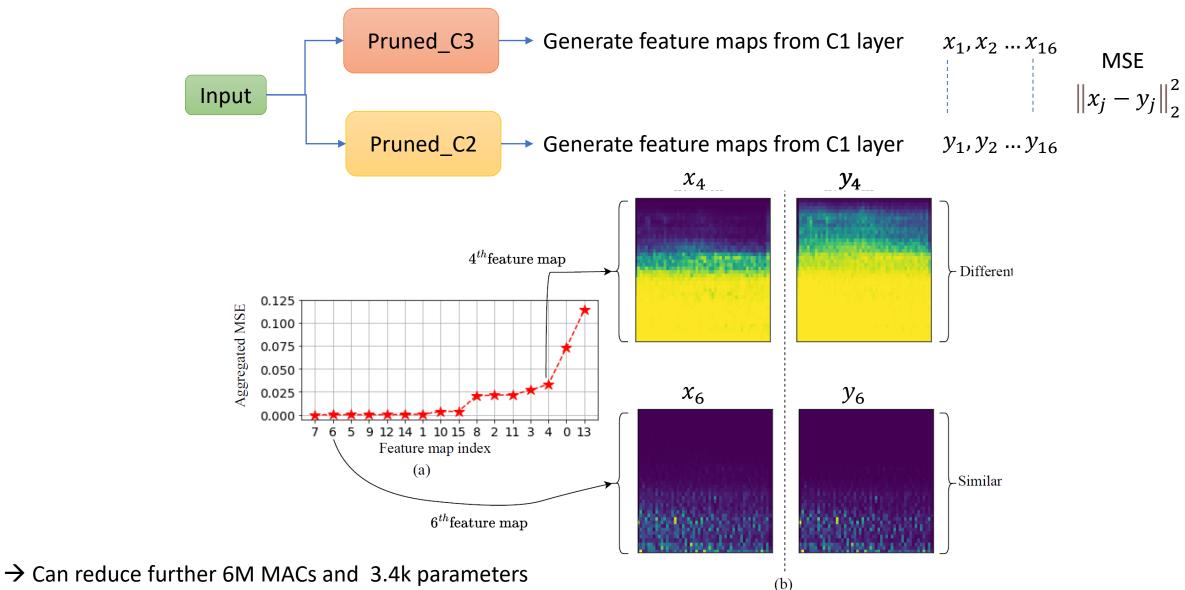


## Proposed Pipeline





# Ensemble framework: Intra-model redundancy







### Take away points

- To utilize underlying resources effectively to deploy CNNs,
  - Select optimal filter size,
  - Perform Pruning + quantization,
  - Ensemble to improve performance,
  - Eliminate intra-model redundancy in the ensemble.

