



IntelliChirp

Machine Learning Classification of Acoustic Data Components

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Team Lead

Recorder

Architect

Testing Lead

Clients: Colin Quinn | Patrick Burns

Mentor: Fabio Santos



"A report by the Intergovernmental Science-Policy Platform on Biodiversity and Ecosystem Services (IPBES) found that about

1 million animal and plant species are now threatened with extinction"

Our Clients

Colin Quinn

PhD student NAU



Patrick Burns

Research Associate

Soundscapes2Landscapes

Current Value \$1.1 million



**GLOBAL EARTH OBSERVATION &
DYNAMICS OF ECOSYSTEMS LAB (GEODE)**

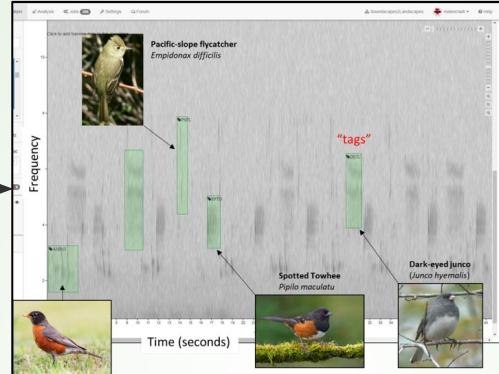
Ecosystem Science – Environmental Change – Remote Sensing

The Process

Soundscape Recording Data



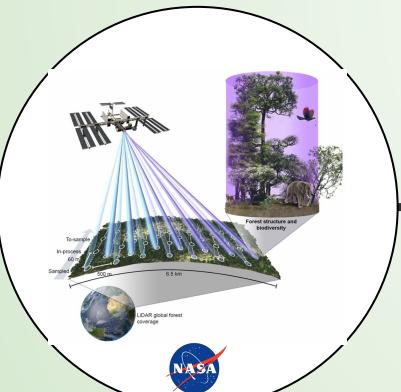
Sound Identification/Analysis



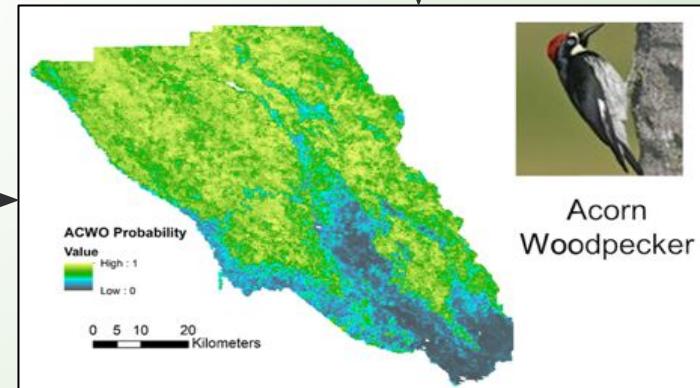
Biophony
Geophony
Anthrophony

Identify Layers

Source: <https://www.audubon.org>



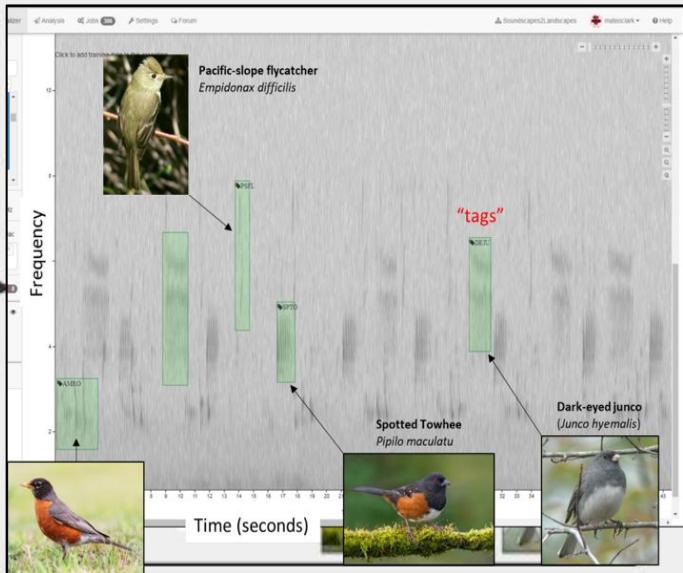
Satellite Imagery



Species Distribution Model

What's Wrong?

Sound Identification/Analysis



Biophony
Geophony
Anthrophony

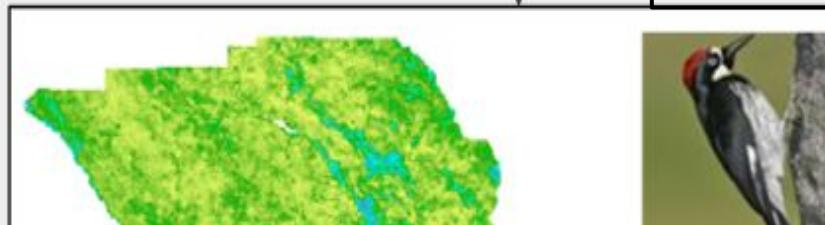
Source: <http://ivans-auditor>

Time Consuming

Sound identification is done manually

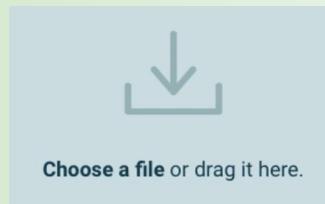
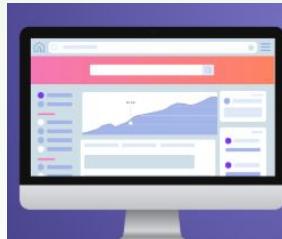
Not Volunteer Friendly

Volunteers are unable to use the current analysis tool

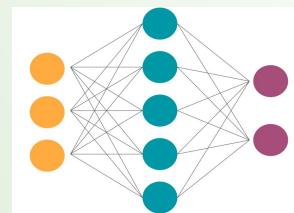


A Solution

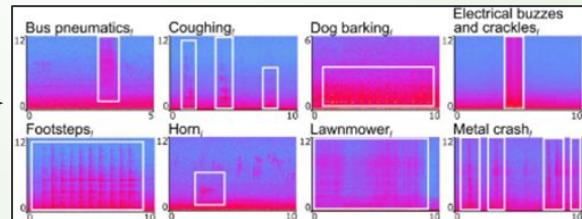
Soundscape Noise Analysis Workbench (SNAW)



Upload



Machine Learning
Model



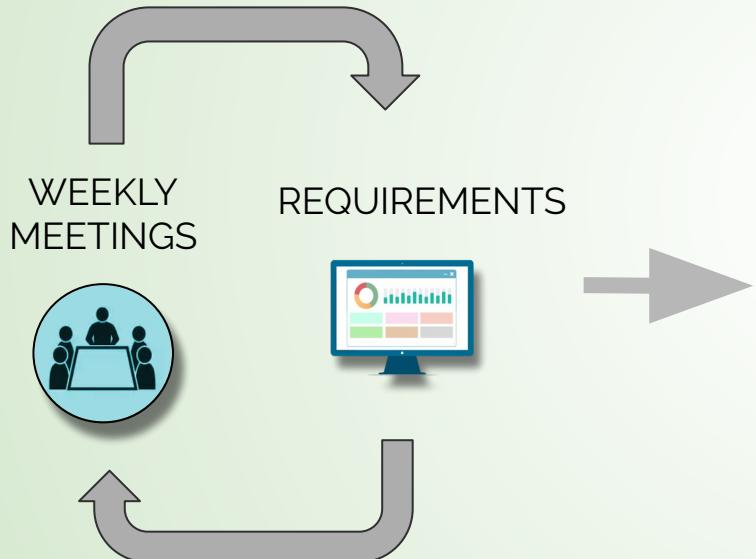
Visualize Results



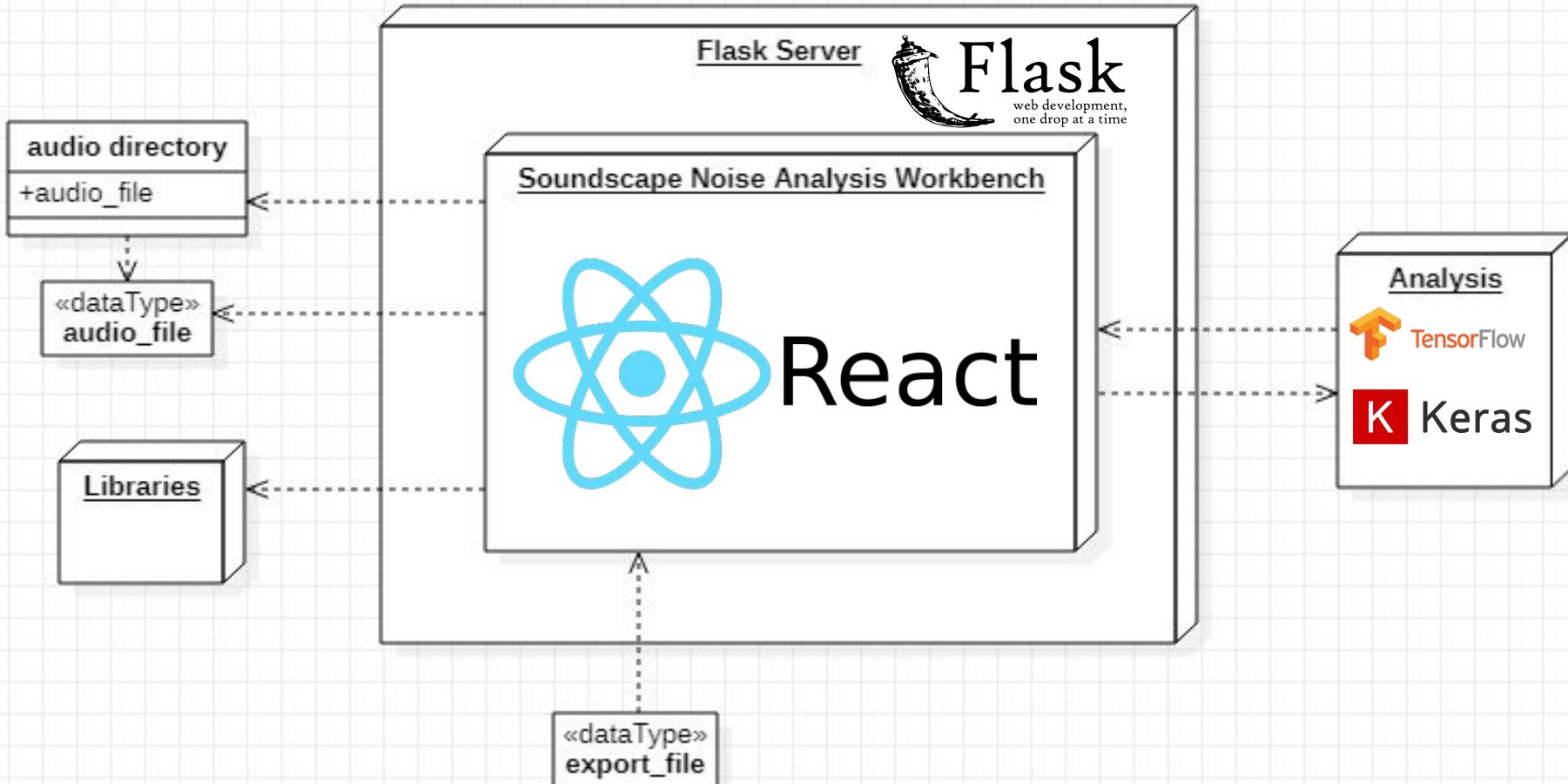
Export

Implementation Overview

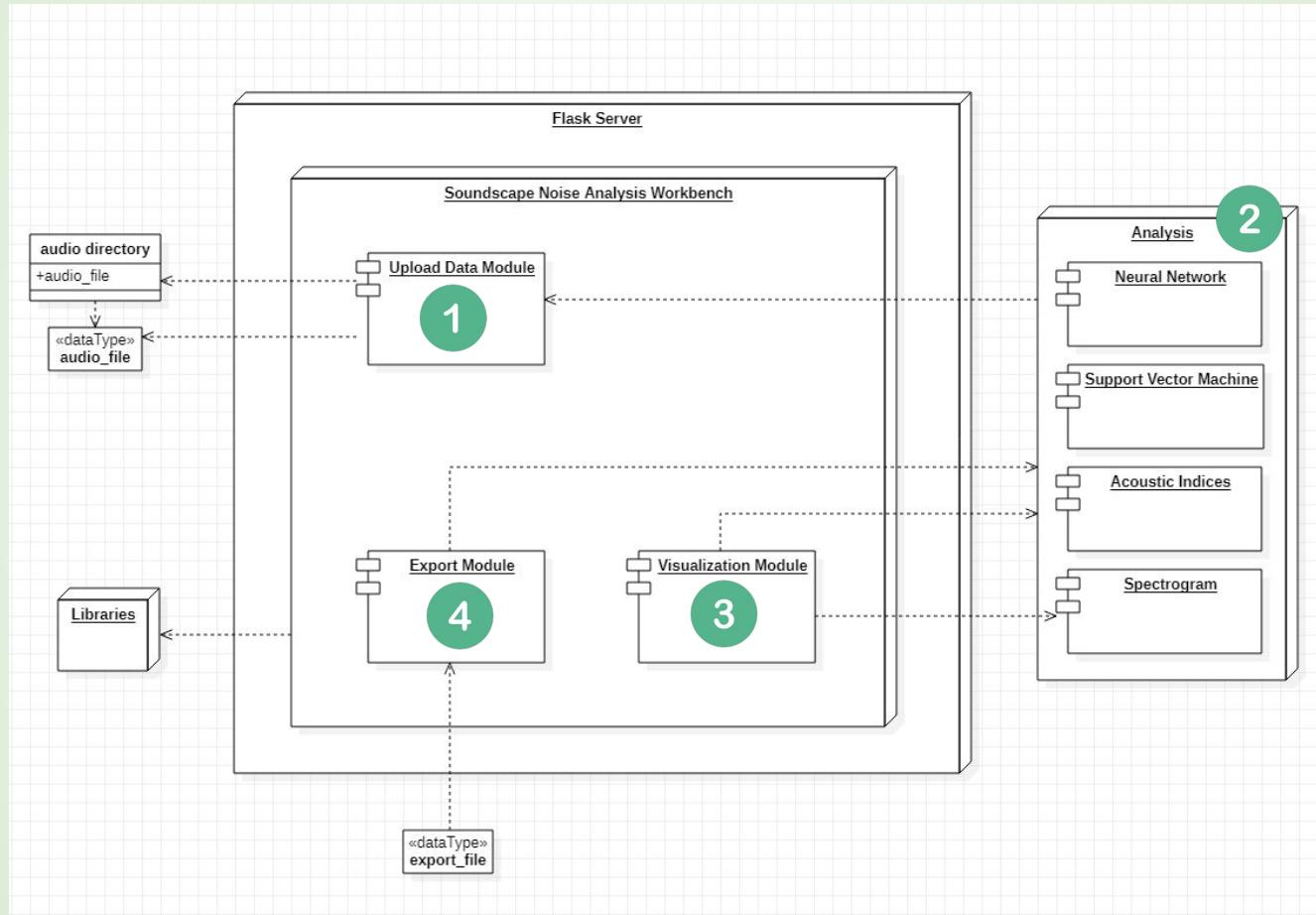
Acquisition → Key Requirements



-  Application will be able to **upload audio file/s** in **WAV** format.
-  M.L. algorithm will **classify individual sounds** in user uploaded audio file/s.
-  Application will **display the results** of the completed M.L. analysis.
-  Application will be able to **export the results** of the analysis.
-  The application will be able to be used **offline** in the field.



Architecture Overview



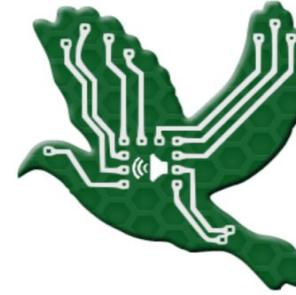
Upload Data Module

Input

Single audio file or multiple audio files



Saves audio files to the **server file directory**



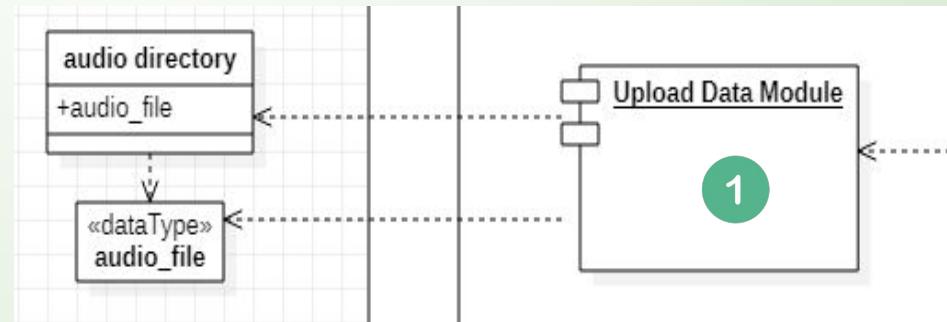
Soundscape Noise Analysis Workbench

UPLOAD AUDIO FILE

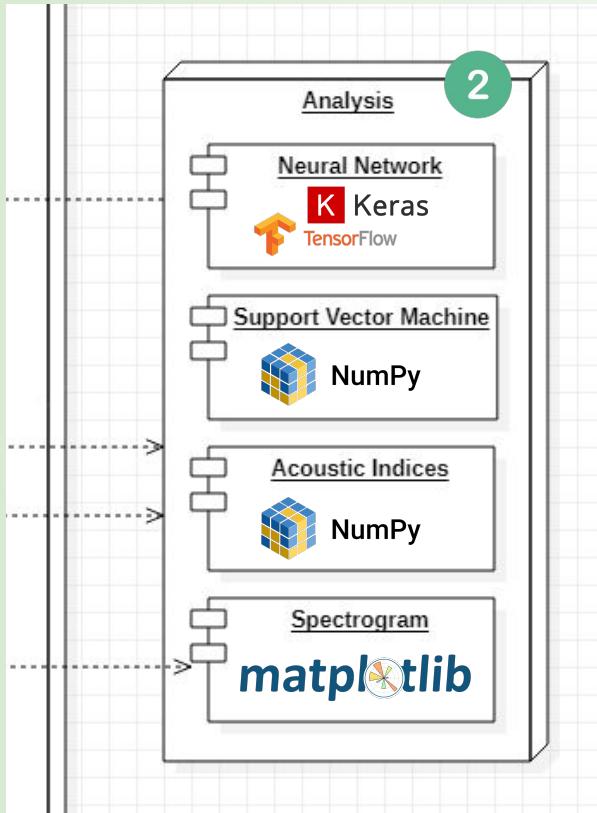
Click the Upload button to select files.
Selected Files:

SUBMIT

ANALYZE AUDIO



Analysis Module



Input: audio file locations from **Upload Data Module**

- **Neural Network Module**
- **Support Vector Machine Module**
 - Calculates a prediction for each sound component present at 1 second intervals
- **Acoustic Indices Module**
 - Calculates audio statistics used by researchers
- **Spectrogram Module**
 - Creates a spectrogram image for the audio file

Output: JSON object with results from each analysis module

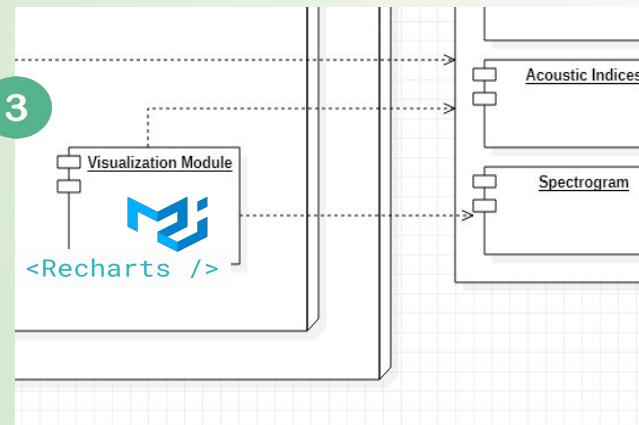
Visualization Module

Input:

JSON Results from the **Analysis Module**

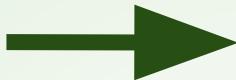
Output:

- Labelled Spectrogram
- Pie Chart
- Acoustic Indices Table



A screenshot of the Visualization Module interface. At the top, a dark header bar displays the text "openbench". Below it, a main title "Results of Analysis" is centered above a sub-section titled "rainforest_sc.wav". The interface includes a search bar and a dropdown menu. The main content area shows a hierarchical tree structure with nodes for "Acoustic Indices" and "Spectrogram".

Challenges



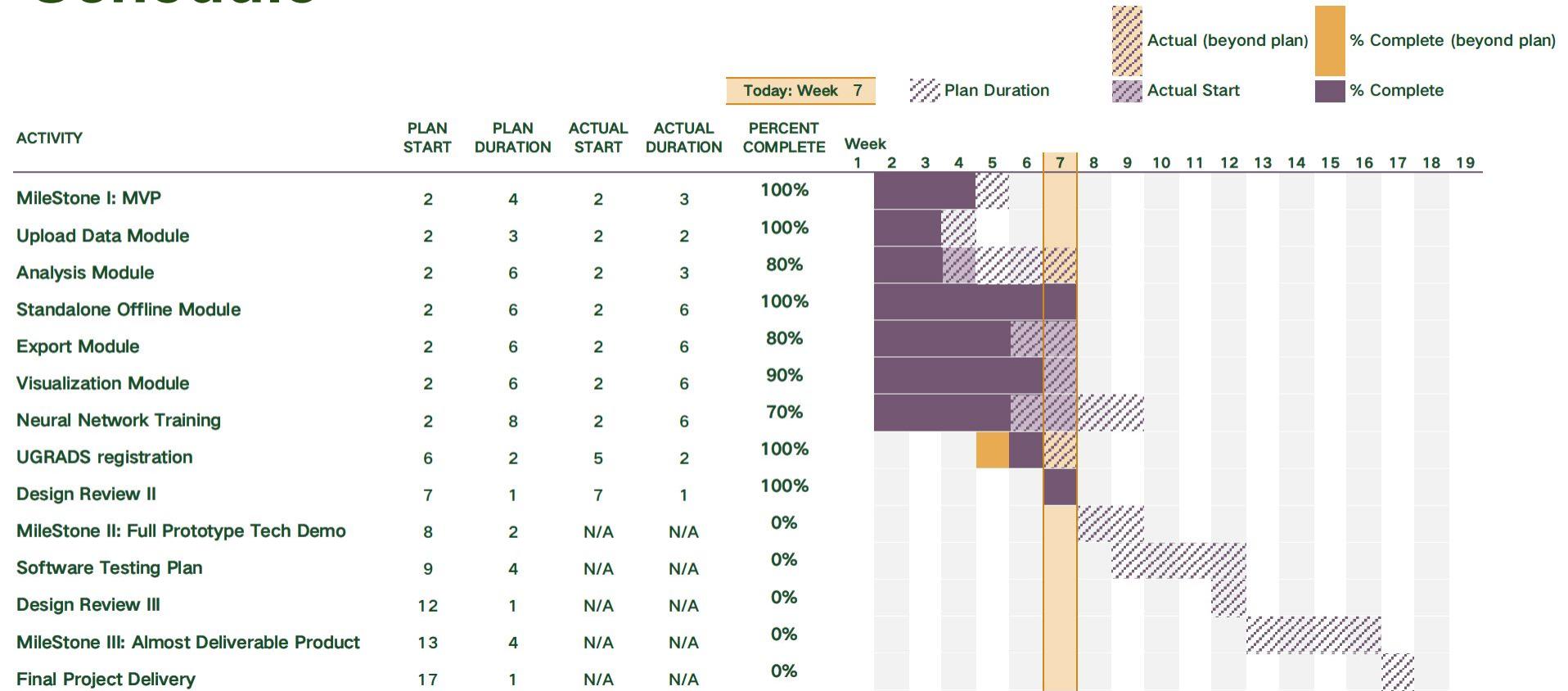
- Improving Neural Network Implementation
- Gathering more training data
- Create an offline version that can be run on a HPC cluster

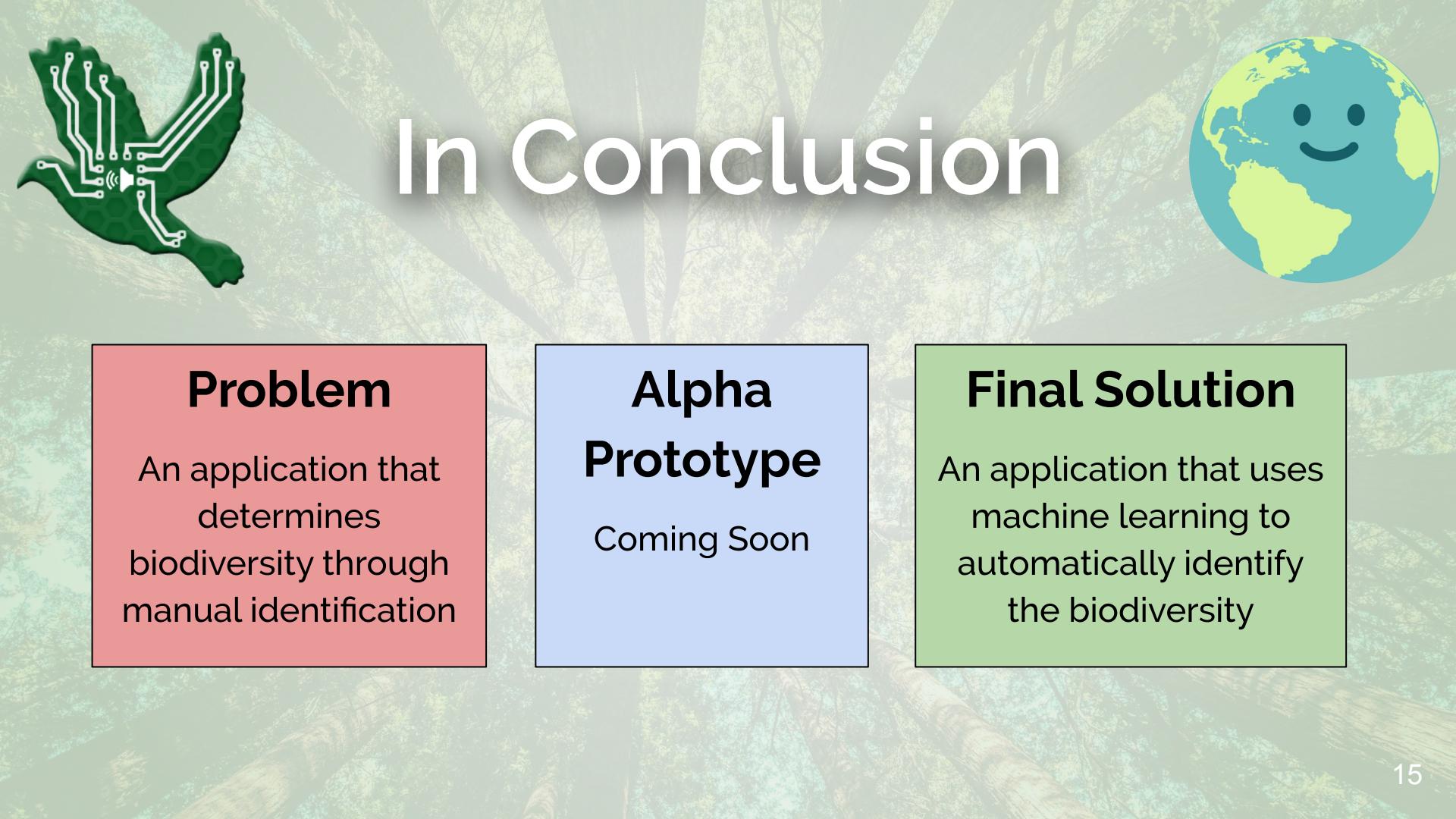
Resolutions



- Training the Neural Network with a solid set of training data from onsite recorders and open source datasets.
- Manual audio classification sessions with clients.
- Gradually adapting web application code base to have the same execution, all in one command line script.

Schedule





In Conclusion

Problem

An application that determines biodiversity through manual identification

Alpha Prototype

Coming Soon

Final Solution

An application that uses machine learning to automatically identify the biodiversity



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