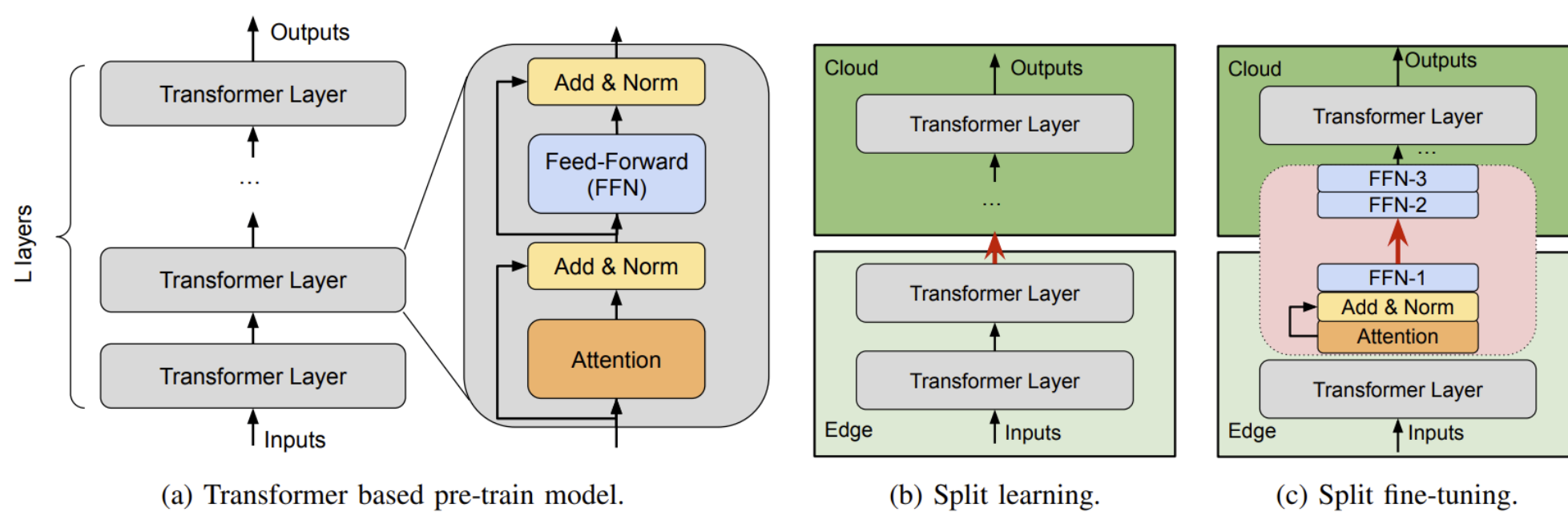


# Optimising Large Audio Models for Efficient Processing and Deployment

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## Finding

As a preliminary step In my research I trained and profiled two LDMs (audio and image) to identify the bottlenecks in training these models. As expected, the optimiser was a major bottleneck in both models, though more so with the audio model; informing future research in more efficient optimisation strategies.

## Question

An open question in my research is how to further optimise the training of large audio models, particularly focusing on advanced compression techniques and training strategies. I am exploring methods to reduce computational overhead while maintaining model performance, to eventually allow training of large audio models on resource constrained devices.