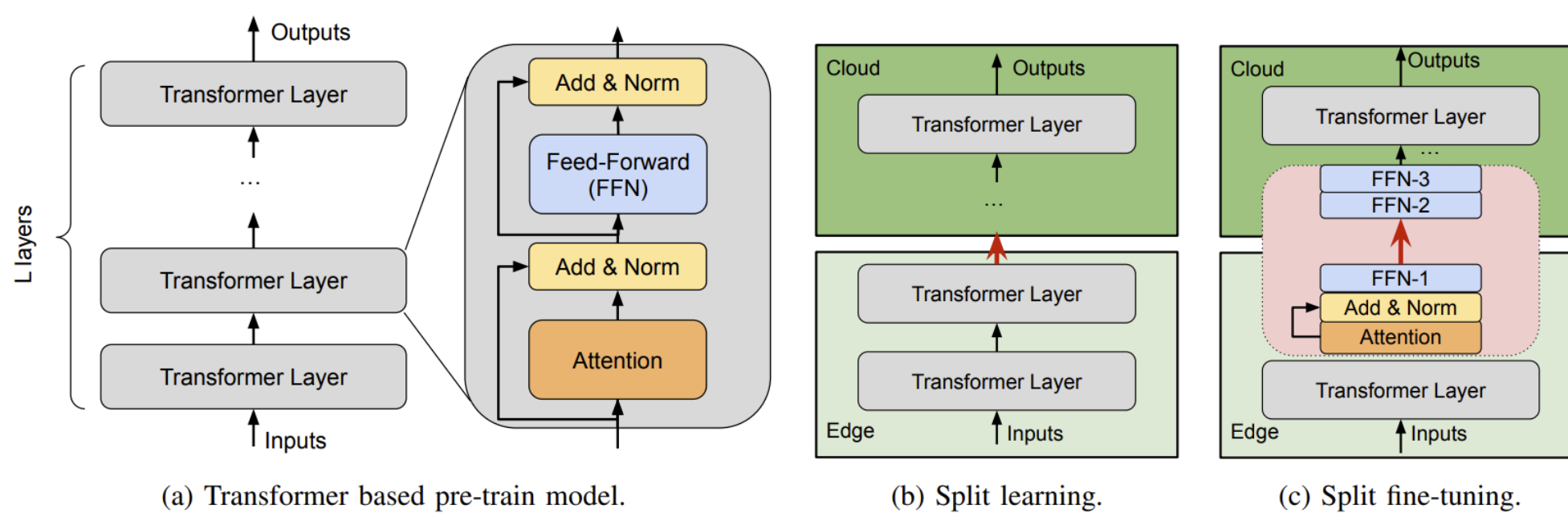


Optimising Large Audio Models for Efficient Processing and Deployment

Bradley Aldous

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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.