Team 13 Reply

Feedback 1 Reply

1. We noticed this during our implementation process as well, and we'll pay extra attention to it moving forward. Thank you for your suggestion!

Feedback 2 Reply

1. Sorry, there was a typo on Hackmd. What we meant is that we plan to retain some noise to avoid the distortion issues that traditional denoising methods often encounter. We won't be using denoised data for training, as that's outside the scope of our research focus.

Feedback 3 Reply

1. We aim to diversify the types of noise as much as possible to cover a wide range of noise variations. Regarding the issue you mentioned about multiple background sounds, our goal is to treat them as noise to make the target sounds clearer. However, this is indeed a challenging scenario, so we don’t have concrete solutions for it yet.
2. Our purpose is to use clear, recognizable audio as our training dataset—not completely noise-free sound, which doesn’t exist.

Feedback 4 Reply

1. You’ve made a great suggestion! However, it differs somewhat from the issue we’re focusing on, as we’re more interested in exploring denoising rather than reconstructing audio distortion causing by over magnitude. But perhaps this could be something for us to consider in the future.
2. For now, what we can do is focus on expanding the size of the training dataset as much as possible.

Feedback 5 Reply

1. I think you're awesome too.