

Vad 算法加速实例

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注：通过工具 line_profiler 找到函数中耗时最多的步骤，进行去 for 循环，实现算法加速。

Step1

针对 smooth 函数优化

Before

```
def smooth_filter(data):  
    '''  
    filter audio data by smooth  
    Parameters  
    -----  
    data: numpy array of float32  
          audio PCM data  
  
    Returns  
    -----  
    smooth_data: numpy array of float32  
                 audio PCM data  
    '''  
    count = len(data)  
    smooth_data = np.array([0.0001 for i in range(count)])  
    # print("count = ", count)  
    for i in range(count-1):  
        # smooth_data[i] = (data[i] + data[i+1] + data[i+2]) / 3  
        smooth_data[i] = (data[i] + data[i + 1]) / 2  
    return smooth_data
```

原作者显然对numpy不熟悉，直接对用array错位相加，再平均，用数组操作代替for循环，即可实现一样的效果。

对执行效率的影响：★★★★★

修改难度：无

```
# after
def smooth_filter(data):
    """
    filter audio data by smooth
    Parameters
    -----
    data: numpy array of float32
          audio PCM data

    Returns
    -----
    smooth_data: numpy array of float32
                 audio PCM data
    """
    return np.append((data[:-1] + data[1:]) / 2, data[-1])
```

Step2

针对 audioFrameRMS 函数优化

```
# Before
# Compute audio root mean square in a frame
def audioFrameRMS(segment):
    sum_tmp = 0
    for i in range(len(segment)):
        sum_tmp += segment[i]**2
    sum_tmp = math.sqrt(sum_tmp/len(segment))
    return sum_tmp
```

直接对array平方，再开方，用数组操作代替for循环，即可实现一样的效果。

对执行效率的影响：★★★★★

修改难度：无

after

```
def audioFrameRMS_m(segment):  
    segment = segment*segment  
    return np.sqrt(np.sum(segment)/len(segment))
```

Step3

针对 smooth 函数优化

Before

```
def audioFrameZeroCrossingRate(segment, threshold=0.01):  
    zeroCrossing = 0  
  
    # segment = np.clip(segment, 0, 0.02)  
    for i in range(1, len(segment)):  
        # zeroCrossing += abs(sgn(segment[i]) - sgn(segment[i-1]))  
        if (segment[i] >= threshold) & (segment[i-1] <= -threshold):  
            zeroCrossing += 1  
        elif (segment[i] <= -threshold) & (segment[i-1] >= threshold):  
            zeroCrossing += 1  
    zeroCrossingRate = zeroCrossing / len(segment) / 2  
    return zeroCrossingRate
```

先对array减去阈值，通过 *threshold* 来判断正负号，再对array错位相乘，判断变号的地方，用数组操作代替for循环，即可实现相似的效果。

对执行效率的影响：★★★★★

修改难度：★（需要知道布尔索引）

after

```
def audioFrameZeroCrossingRate_m(segment, threshold=0.01):  
    x = segment  
    x[x > threshold] = 1  
    x[x < - threshold] = -1  
    x = x.astype(np.int)  
    y = x[:-1] * x[1:]  
    z = y[y == -1]  
    return np.sum(z) / len(segment)
```

Step4

针对数组优化

Before

```
runningFrameFeature1 = np.array([])  
runningFrameFeature1 = np.append(runningFrameFeature1, frameRMS)
```

python中，list的操作，比numpy中的array添加更简洁，速度更快，10倍的速度差。

对执行效率的影响：★★★

修改难度：★

after

```
runningFrameFeature1 = []  
runningFrameFeature1.append(frameRMS)
```