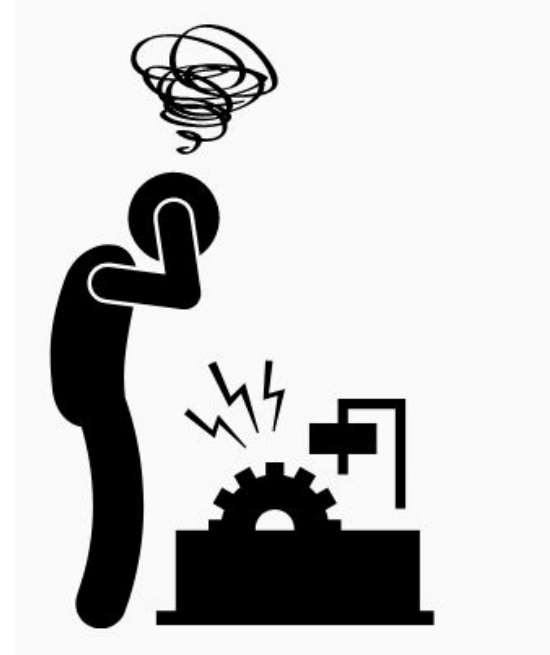




Superposition

<TESA 2024 – CU Team />

Problem Statement





Dataset

Day 1

- Short-time audio files (Faulty/Normal/Non-Stamping)

Day 2

- Long-time audio files (3 Normal Files, 2 Faulty Files)



Non-Stamping

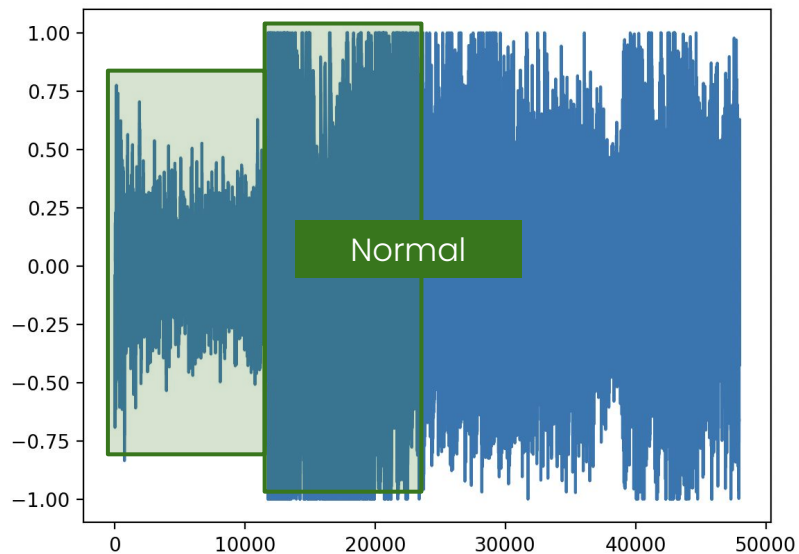


Normal

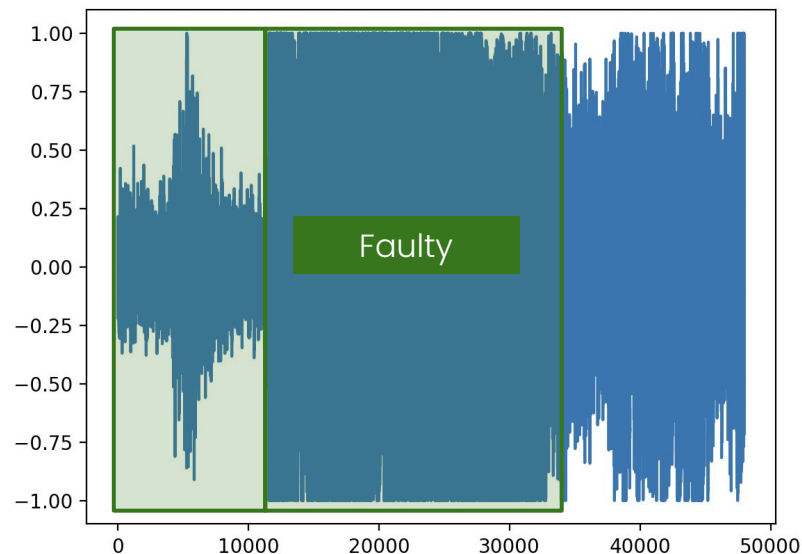


Faulty

Audio Segmentation v.0.5



Norm_2_52_pm_3.wav

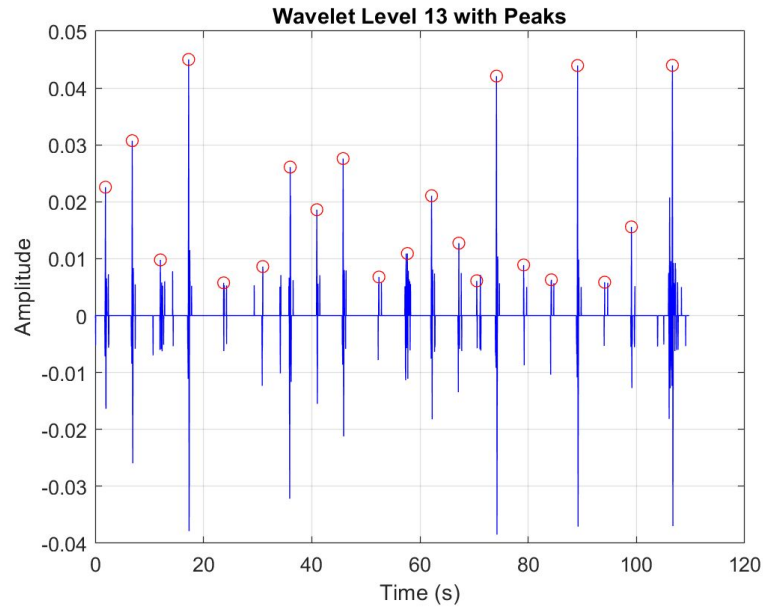


Sample_11_05_am_1.wav

Wavelet Transform



MODWT level 13 with hard thresholding & Finding peaks

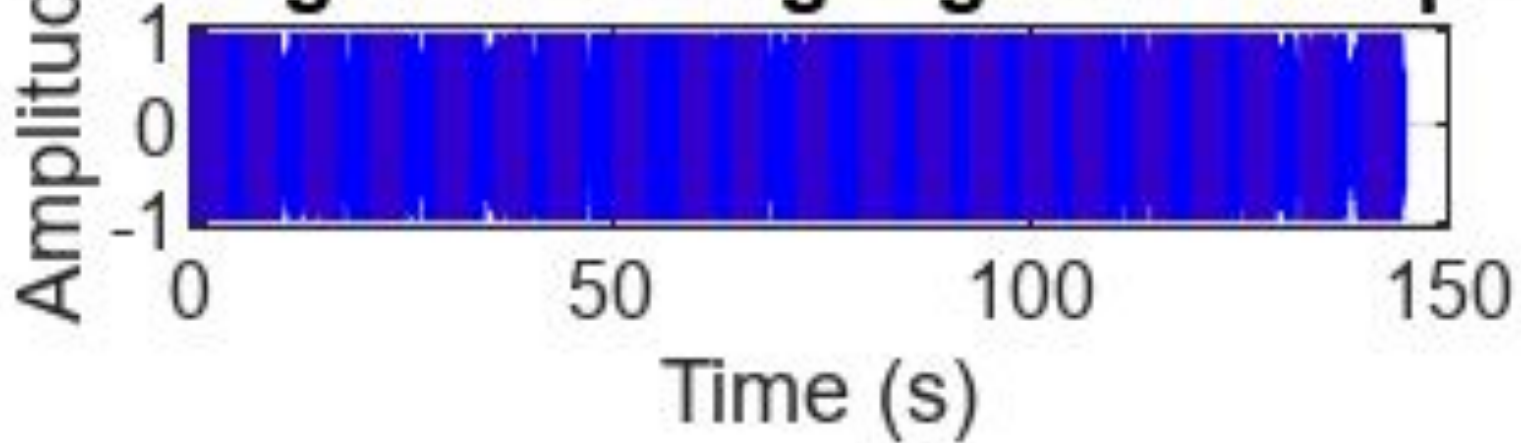




Audio Segmentation v.1.0

2s Pre-event time and Post-event time duration

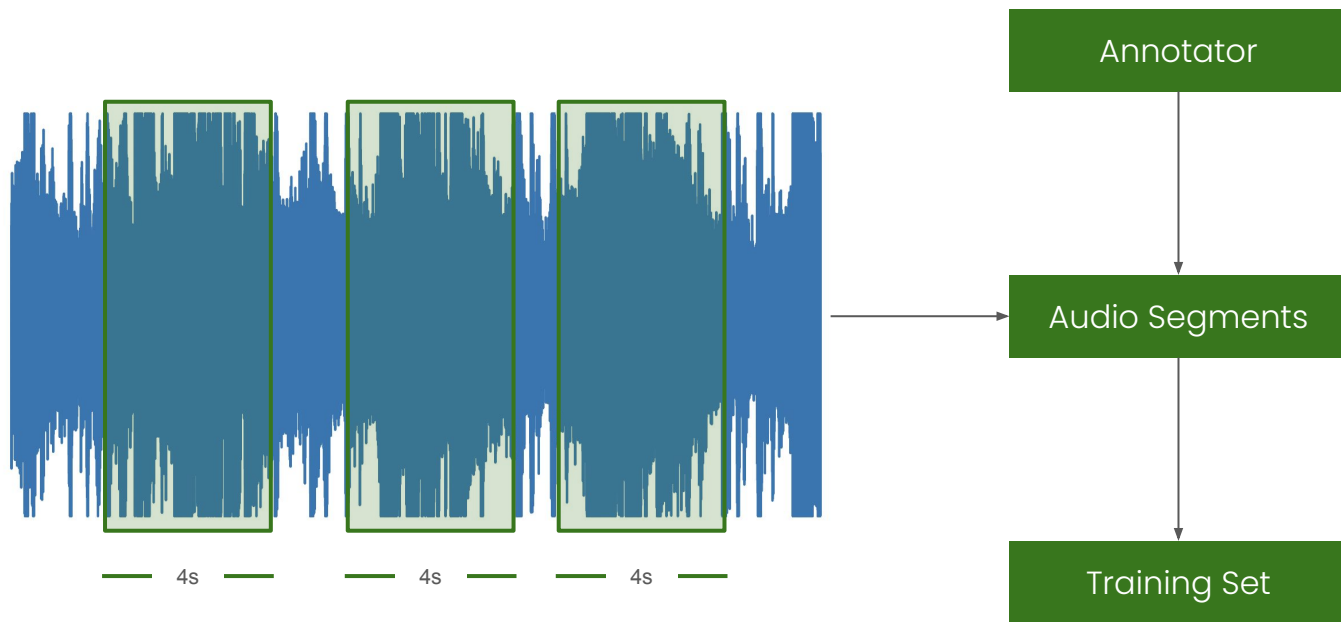
Processed Signal with Highlighted Stamping





Audio Segmentation v.2.0

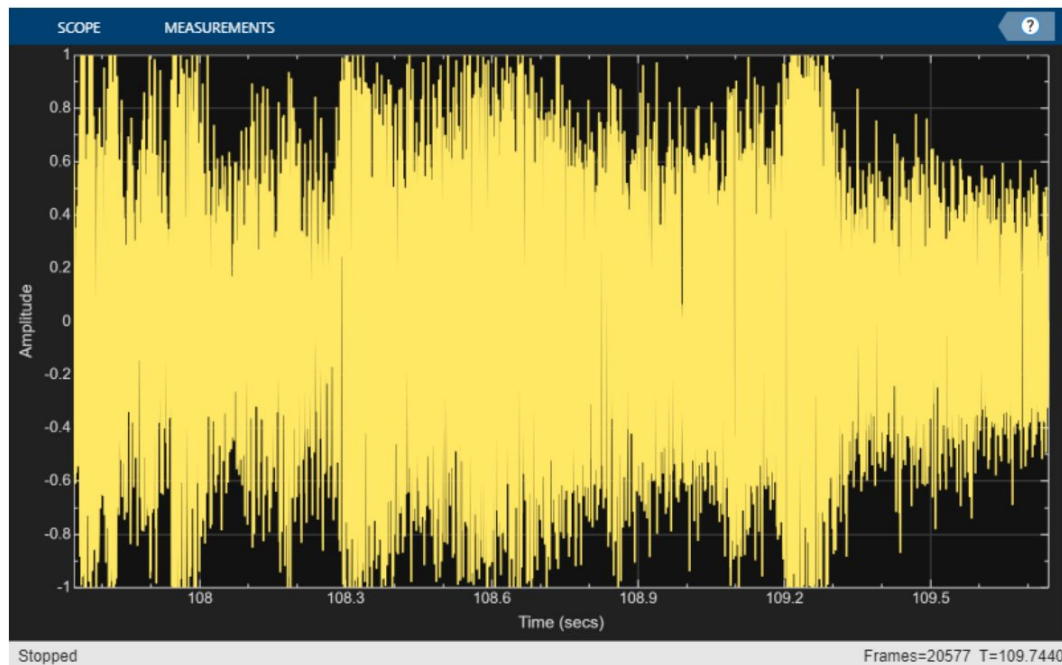
Use Signal-to-Noise-Based Segmenter to extract signal events from audio



Real Time analysis



4 seconds buffer +
overlap

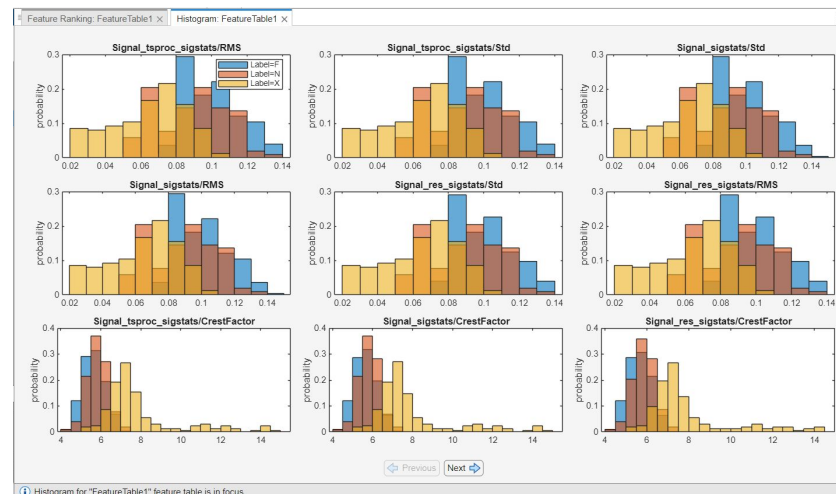
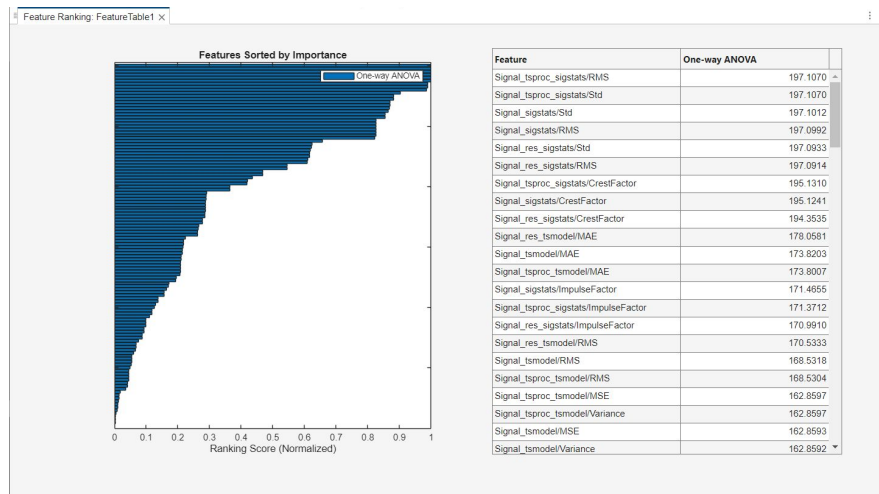


Stamping at seconds 4
Stamping at seconds 8
Stamping at seconds 12
Stamping at seconds 20
Stamping at seconds 24
Stamping at seconds 28
Stamping at seconds 32
Stamping at seconds 36
Stamping at seconds 40
Stamping at seconds 44
Stamping at seconds 48
Stamping at seconds 52
Stamping at seconds 56
Stamping at seconds 60
Stamping at seconds 64
Stamping at seconds 68
Stamping at seconds 72
Stamping at seconds 76
Stamping at seconds 80
Stamping at seconds 84
Stamping at seconds 88
Stamping at seconds 92
Stamping at seconds 96
Stamping at seconds 100
Stamping at seconds 104
Stamping at seconds 108
Stamping at seconds 112
Stamping at seconds 116
Stamping at seconds 120

Feature Extraction

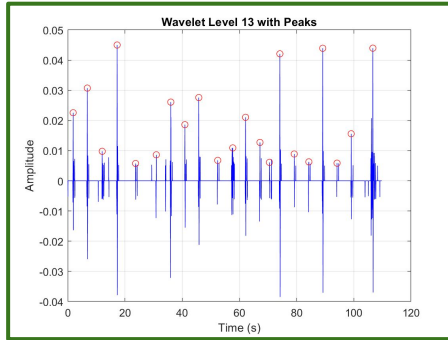


MatLab Tools





Approach 1: Filter only peak events to predict

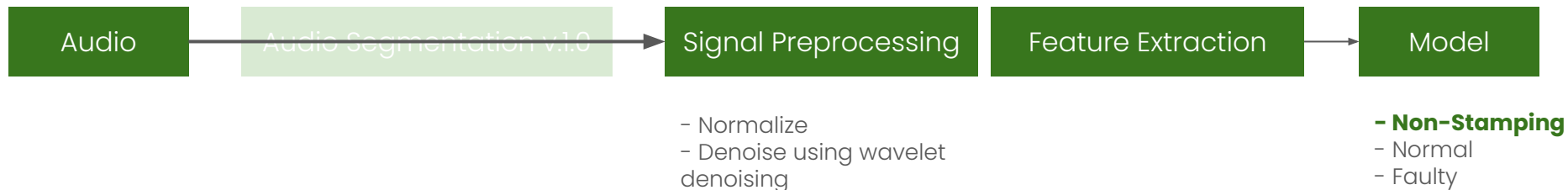


- Normalize
- Denoise using wavelet denoising

- Normal
- Faulty



Approach 2: Put raw buffer to the model



Model Result

Model Accuracy: 82.35%

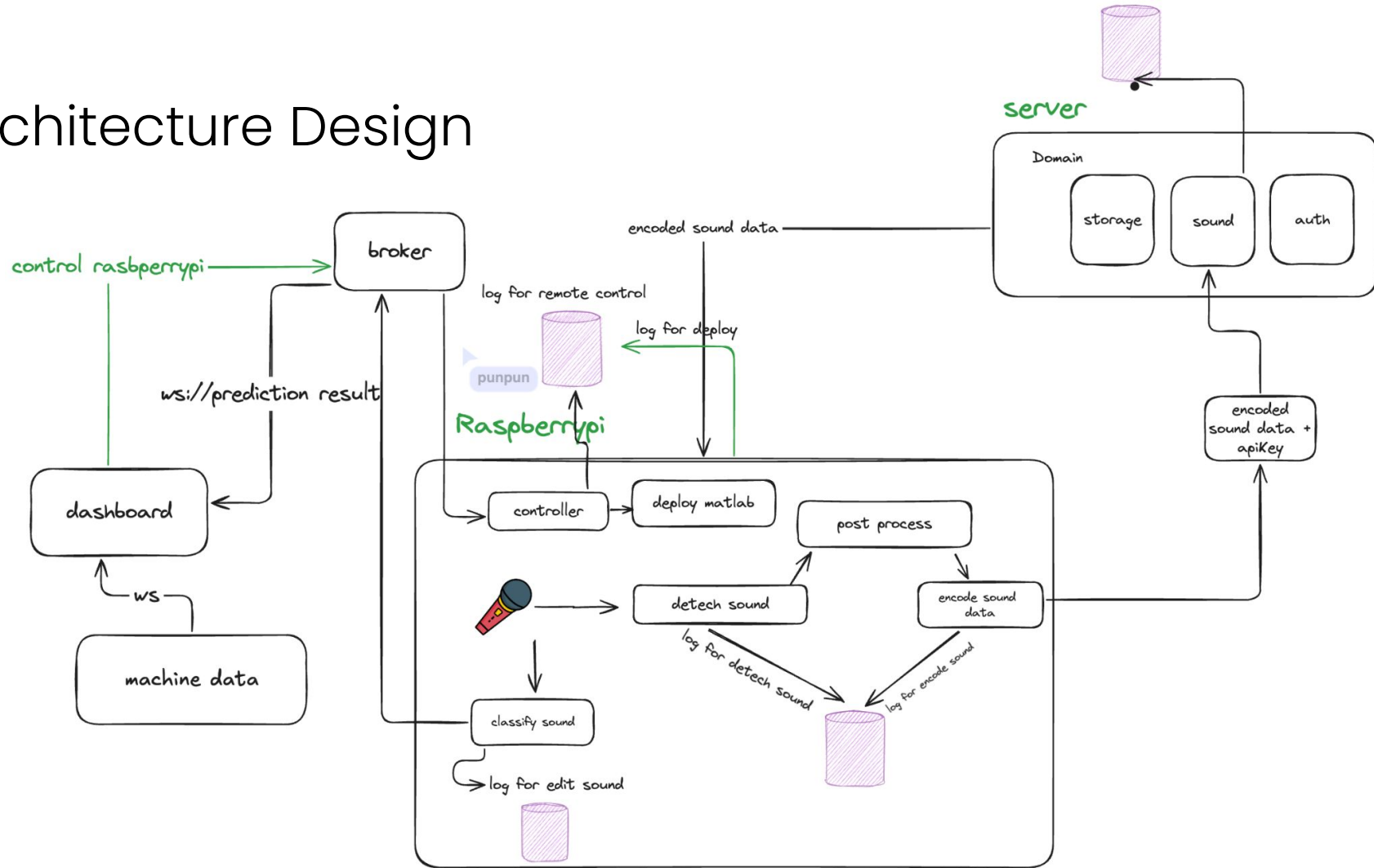
True Class	F	N	X
	73		1
	13	16	1
	10	2	37
		Predicted Class	

Fraud detection problem



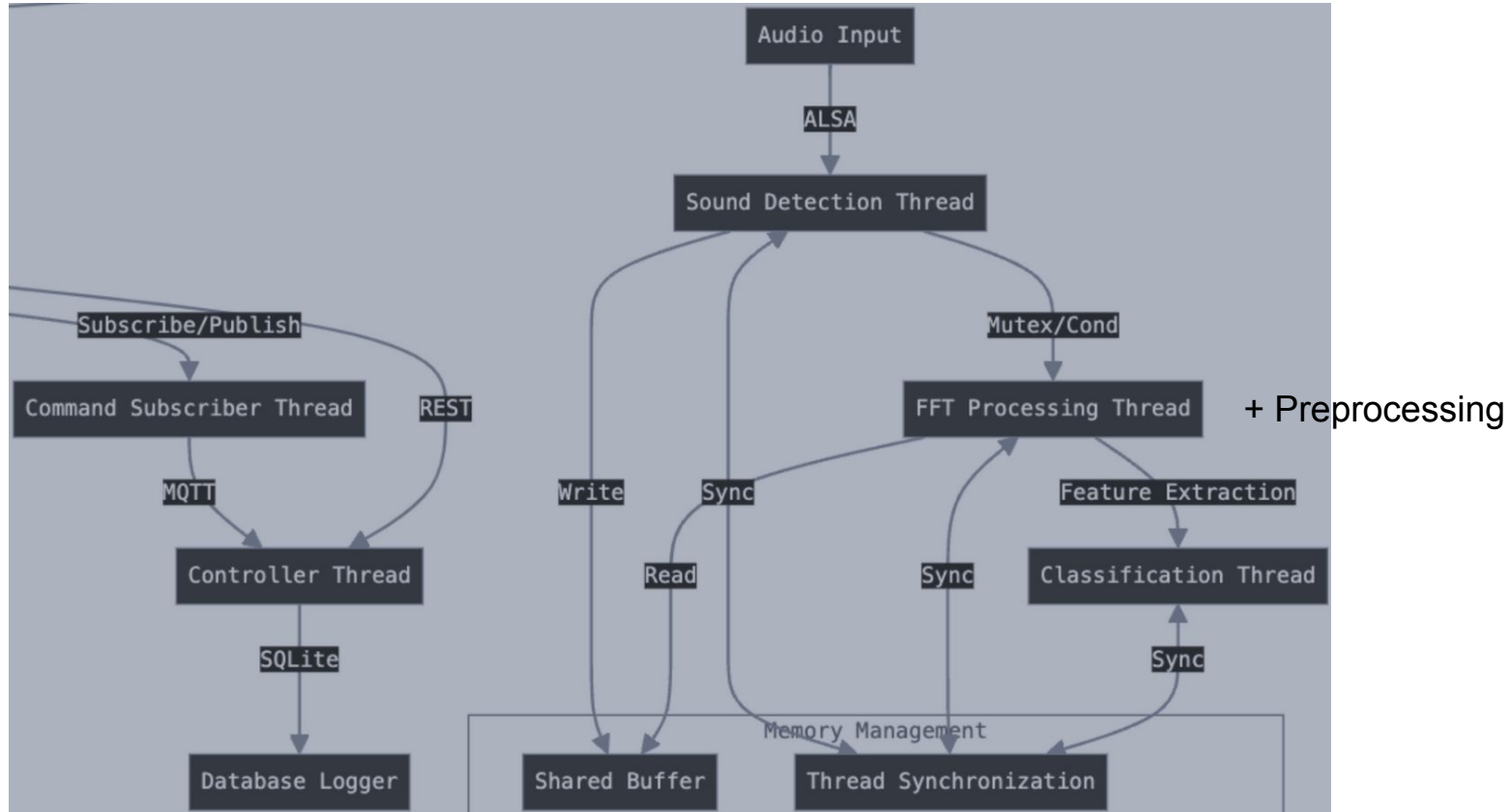
Recall $\rightarrow 73/74$

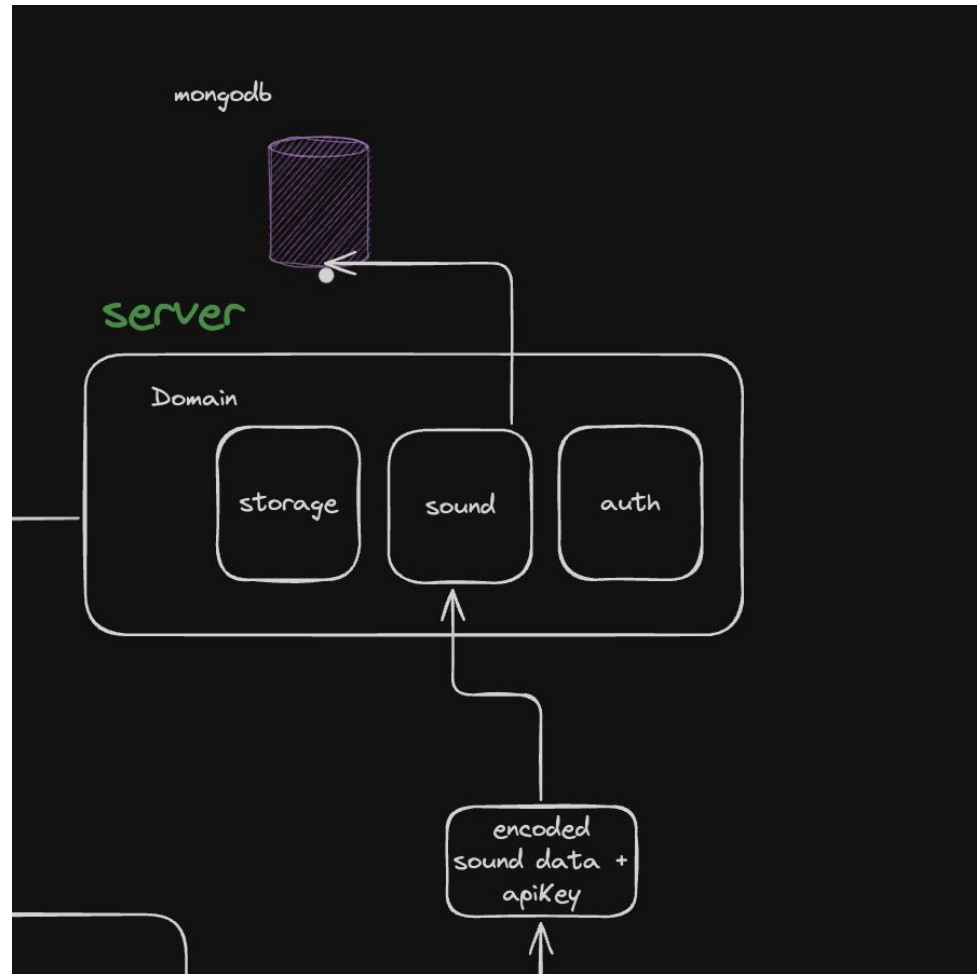
Architecture Design





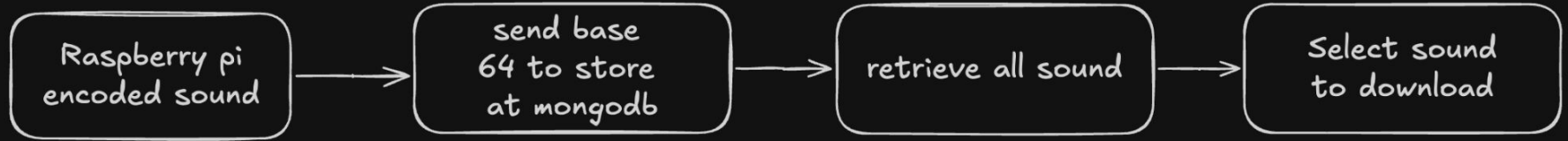
hardware design







Sound Flow





Storage Flow

Post code/model
to keep at db



send mqtt to
raspberry pi to get
the latest upload
code



raspberry pi
download the code
via GET



Machine Monitoring

Live process parameters

View Historical

Pick a date range

Energy

Pressure

Force

Position

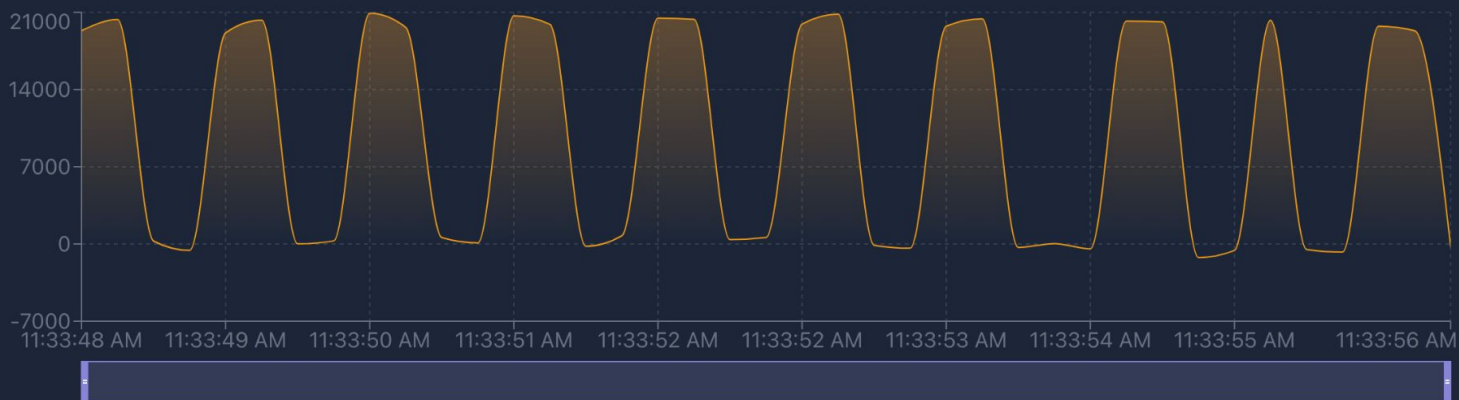
00



Energy Consumption



Pressure





Mock Mode



Amplitude History

Real-time amplitude monitoring

● Falsy ● Normal ● Nonstamp Current: 11.57



Acoustic Predictions

Real-time analysis results



⚠ Nonstamp 00:20
Confidence: 95.8%

⚠ Falsy 00:18
Confidence: 81.7%

⚠ Falsy 00:16
Confidence: 85.8%

⚠ Falsy 00:14
Confidence: 99.6%





Raspberry Pi Controls

Status: Connected



Start Recording

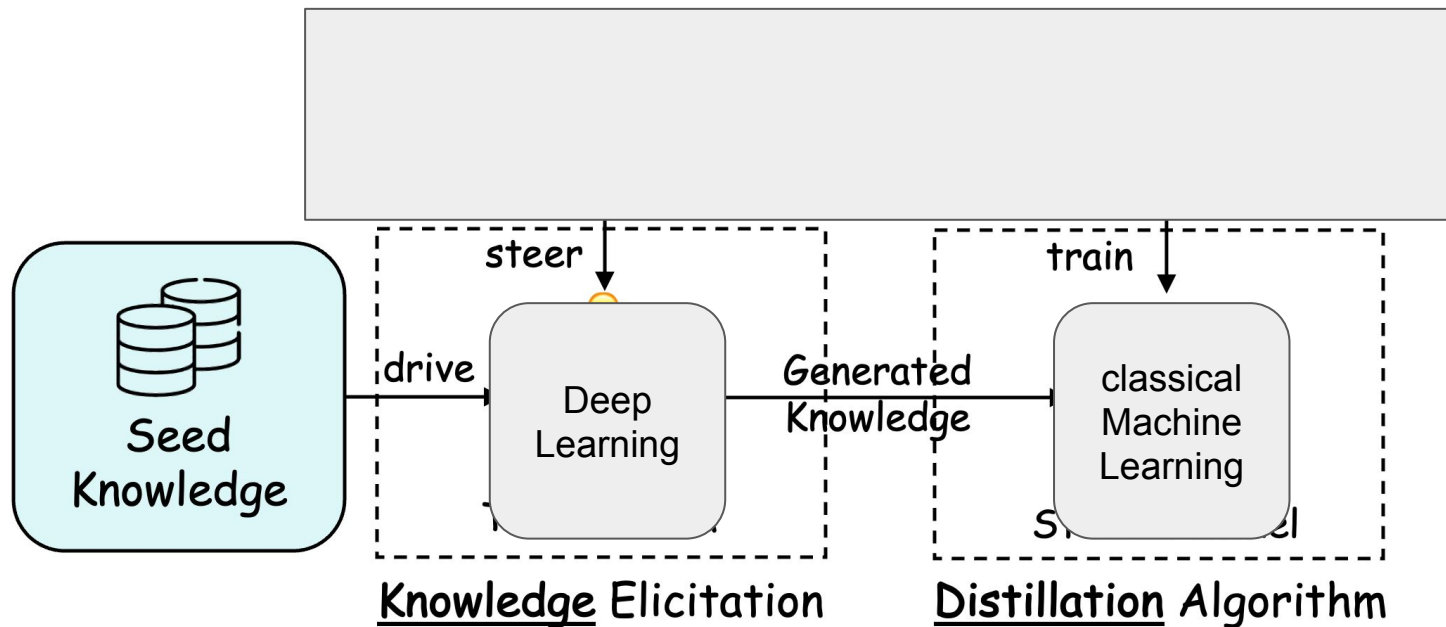
- Recording stopped





Feature plans

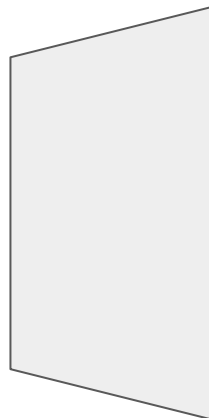
Deep Learning can transfer knowledge to other by knowledge distillation



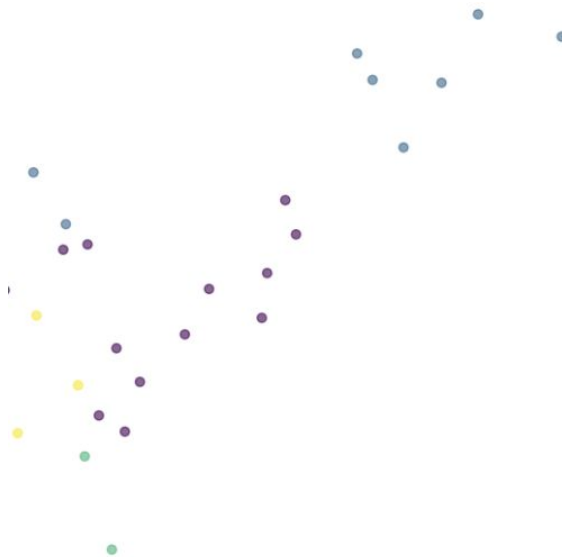
If data is not labeled (unsupervised problem)



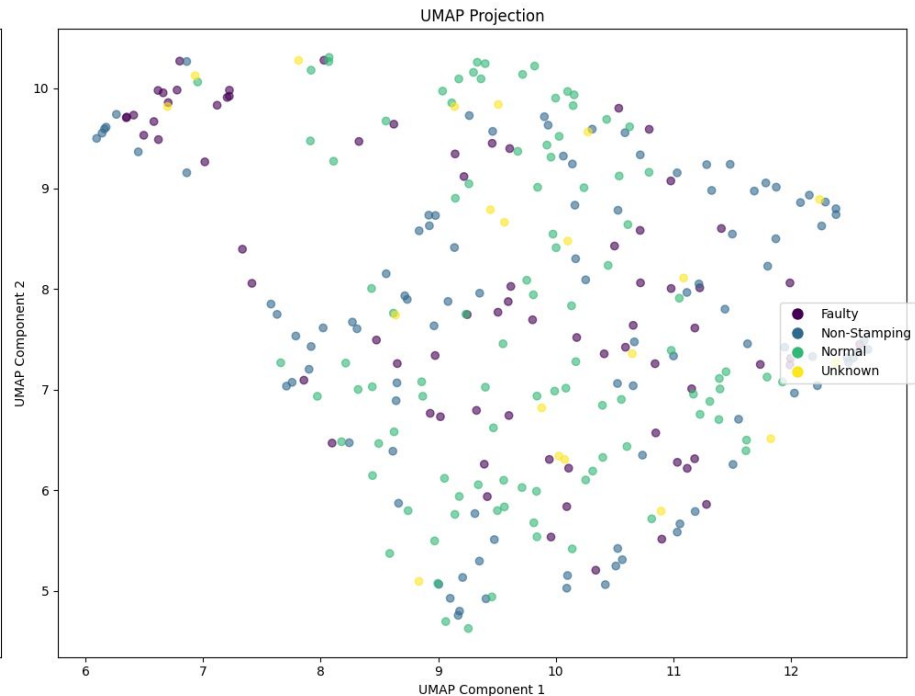
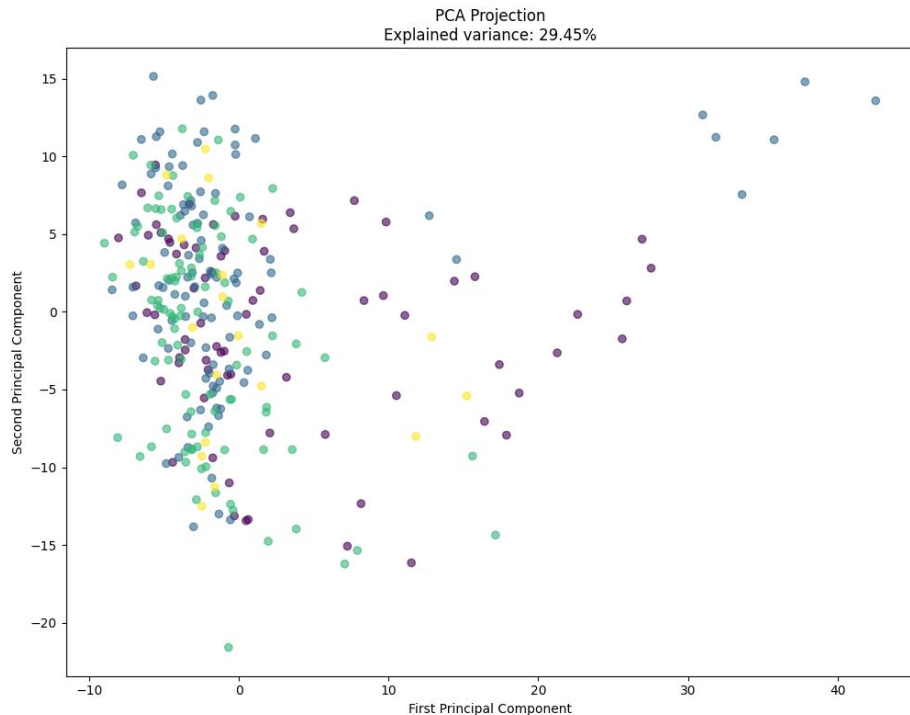
preprocess



Signal encoder
(whisper v3 openai)

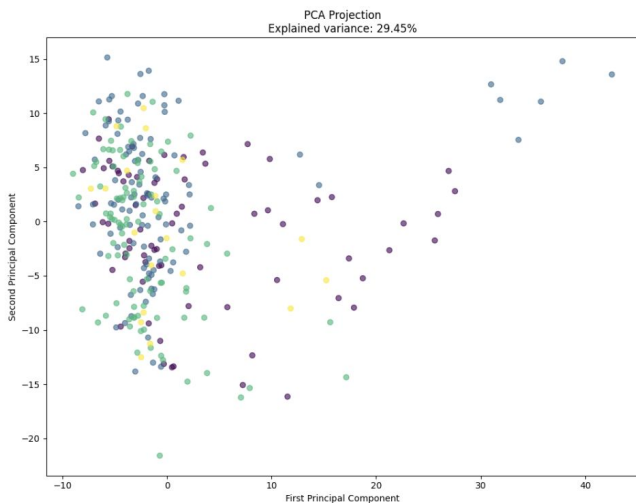


If data is not labeled





Grow over with datasets



(Database for LLM)

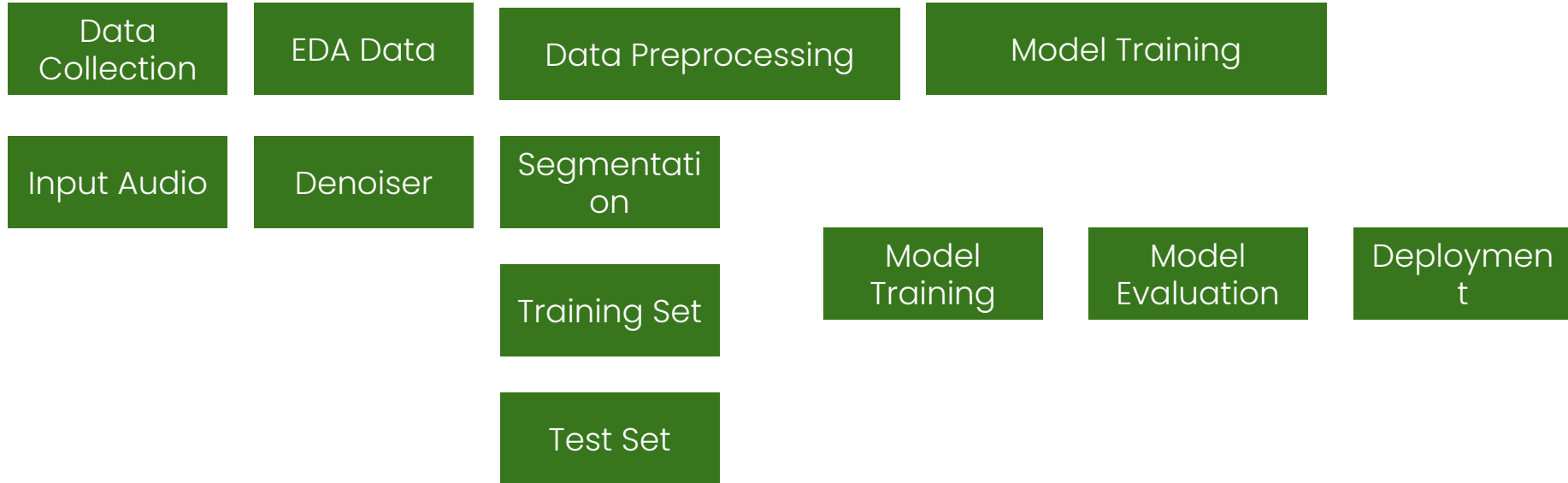


Thanks for your Attention



Appendix

Overall Process



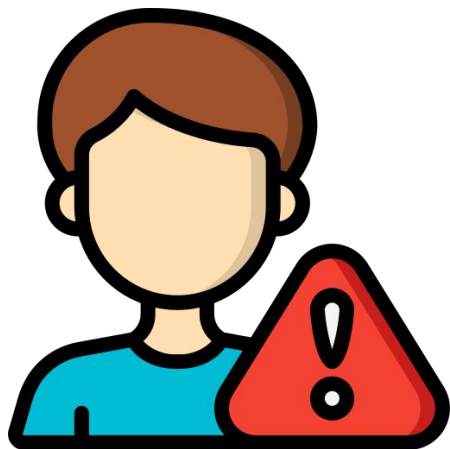
Dataset

1. Normal1.wav
2. Normal2.wav
3. Normal3.wav
4. Faulty1.wav
5. Faulty2.wav

Audio Segmentation

1. Version 0.5 – Waveform Classification
2. Version 1.0 – Wavelet Transform
3. Version 2.0 – Segmentation Algorithm

Costs Calculation



$(7 \text{ work hours} \times 60 \text{ minutes} \times 60 \text{ seconds}) / 8 \text{ seconds}$
= 3150 times per day

$3150 \times 2.5\% = 78 \text{ times (actual 78.75)}$

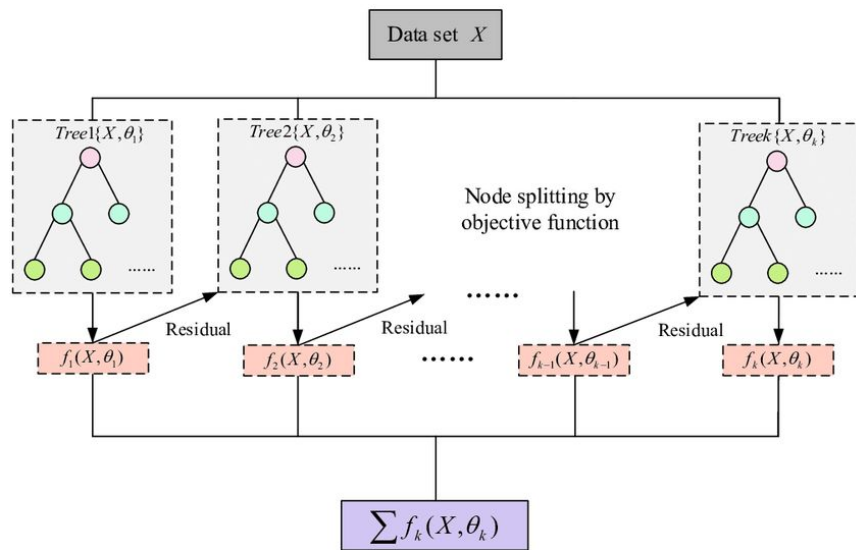
Human error rate 1 – 5%

Source: http://procurement.rid.go.th/admin/eauction_doc/0700300113_R_11052015133745_0b21c_refprice.pdf

Source: <https://integrationmadeeasy.com/resources/impact-of-human-error-rates/>

Classification Model

Gradient Boosting Model

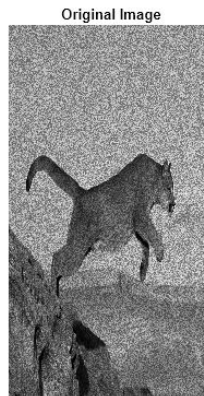
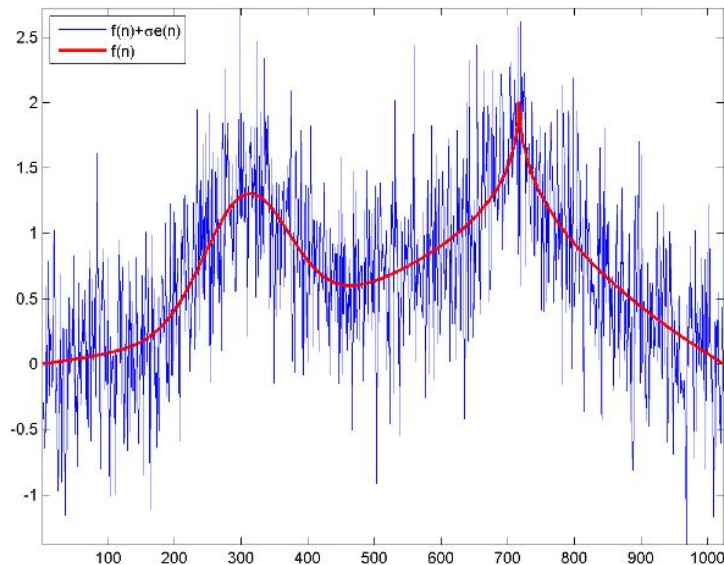


XGboost Algorithm



Denoise Algorithm

We use wavelet denoising to reduce noise in signals.



Segmentation Algorithm (Signal-to-Noise-based)

Audio

Segmentation Algorithm

Segmented
Audio

Pseudo
Labeling

Model Training

Pre-processed Audio

Model

Event Type