DCASE 2016

CONVOLUTIONAL NEURAL NETWORKS FOR ACOUSTIC SCENE CLASSIFICATION

Michele Valenti^I (valenti.michele.w@gmail.com),

Aleksandr Diment², Giambattista Parascandolo²,

Stefano Squartini¹, Tuomas Virtanen²

¹Università Politecnica delle Marche, Italy ²Tampere University of Technology, Finland

DCASE 2016

CONVOLUTIONAL NEURAL NETWORKS FOR ACOUSTIC SCENE CLASSIFICATION

Michele Valenti^I (valenti.michele.w@gmail.com),

Aleksandr Diment², Giambattista Parascandolo²,

Stefano Squartini¹, Tuomas Virtanen²

¹Università Politecnica delle Marche, Italy ²Tampere University of Technology, Finland

Outline

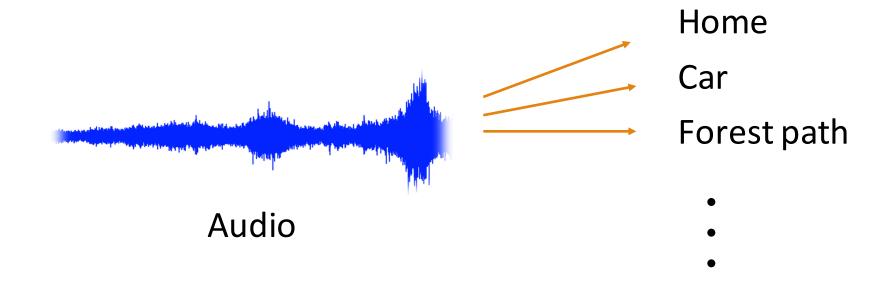
- Introduction
- Our system
- Training modes
- Results
- Challenge ranking

Introduction

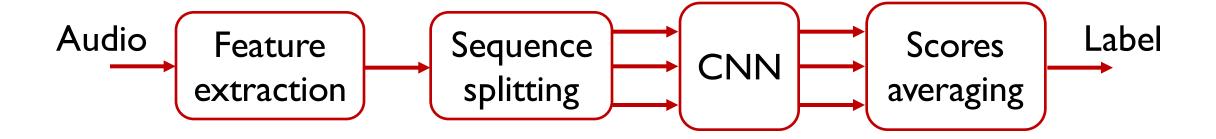
What is "acoustic scene classification"?

Introduction

What is "acoustic scene classification"?

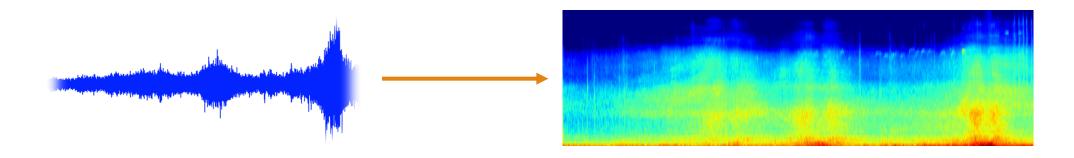


Overview





Features

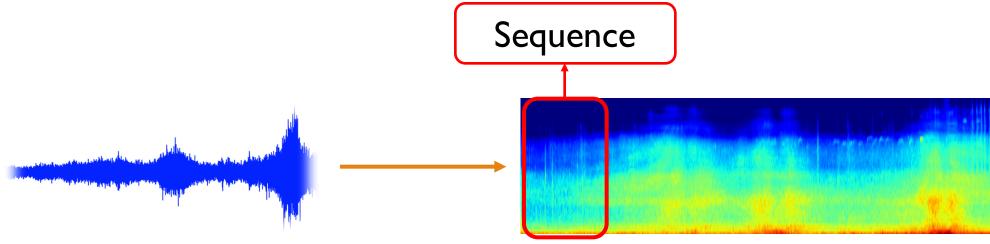


Raw audio

Log-mel spectrogram

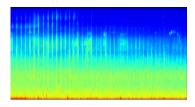


Sequence splitting

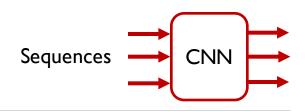


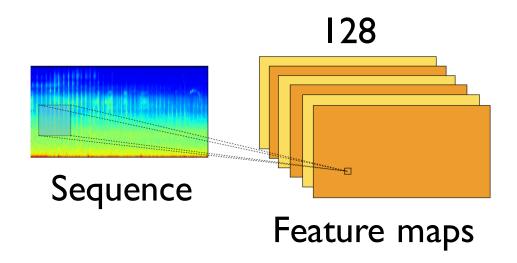
Raw audio segment

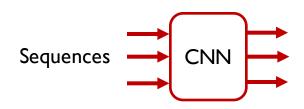
Log-mel spectrogram

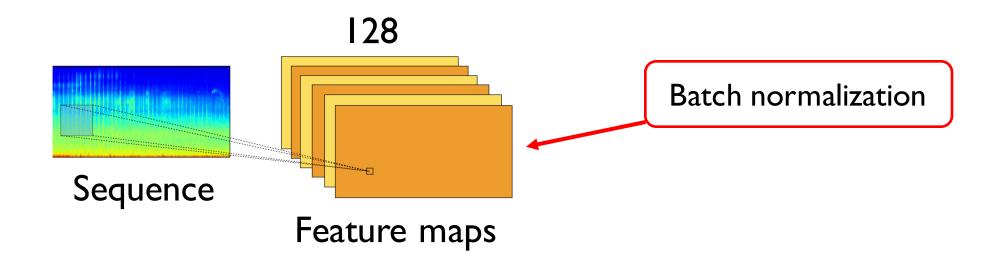


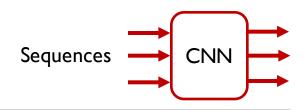
Sequence

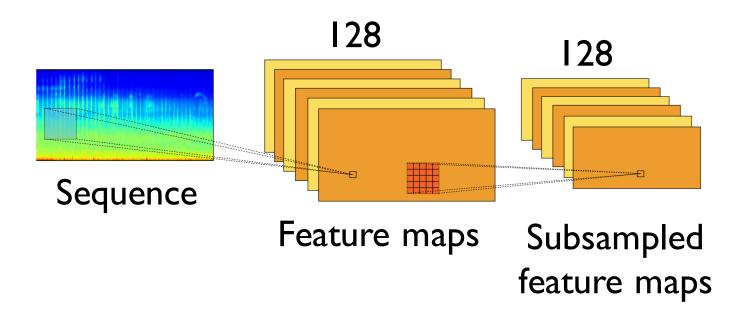


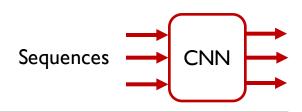


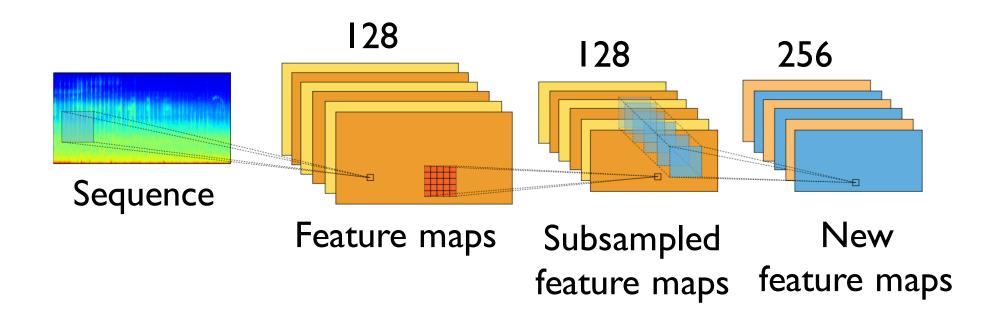


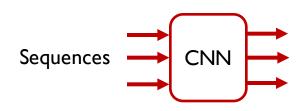


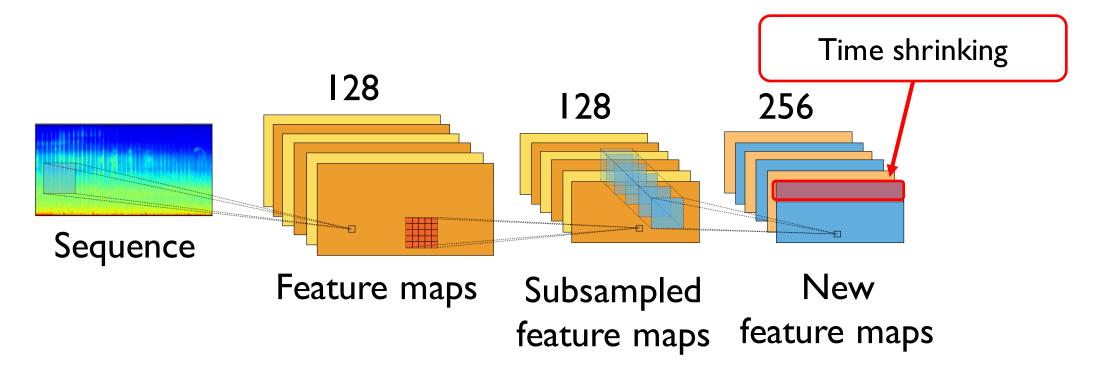


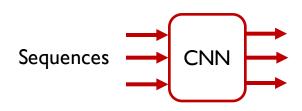


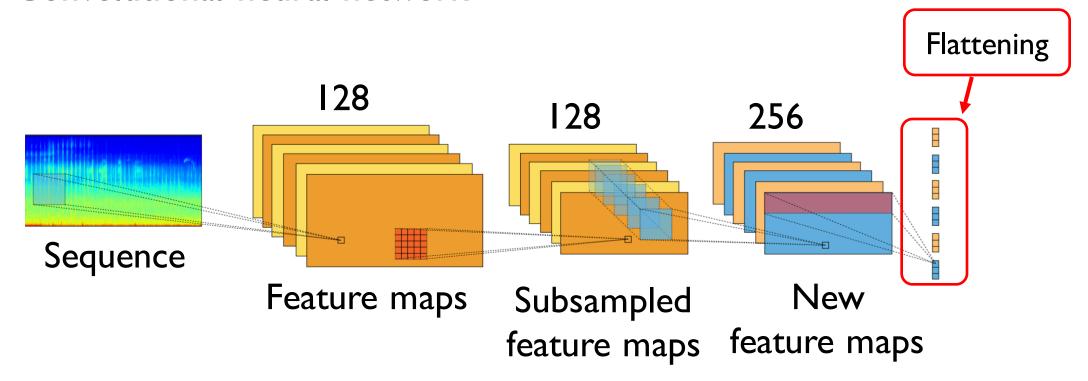


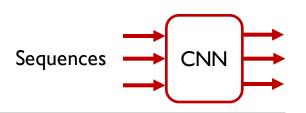


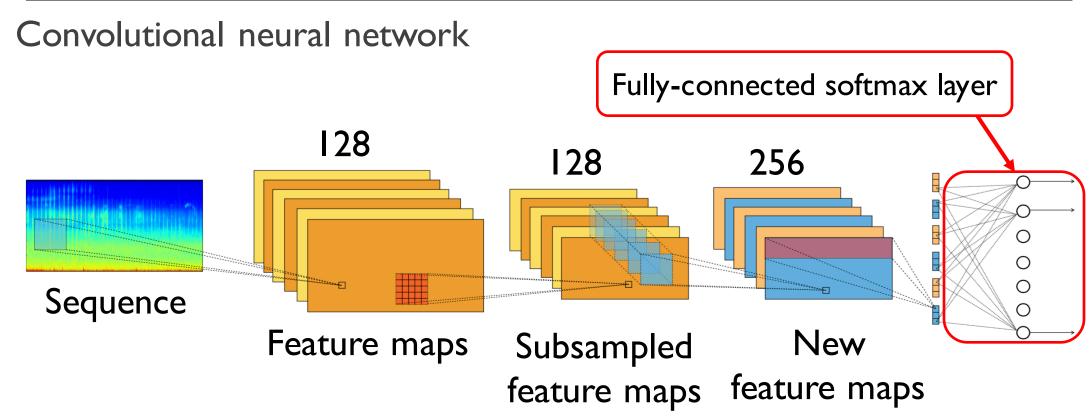


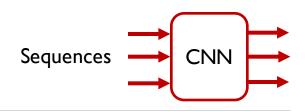


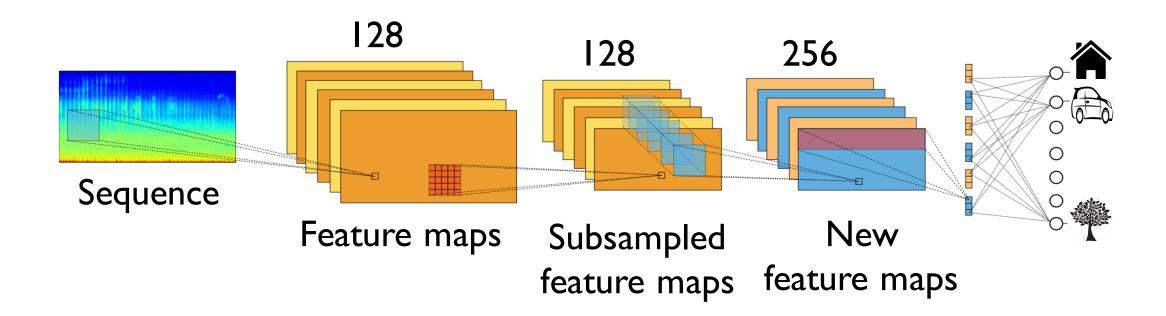


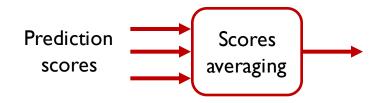




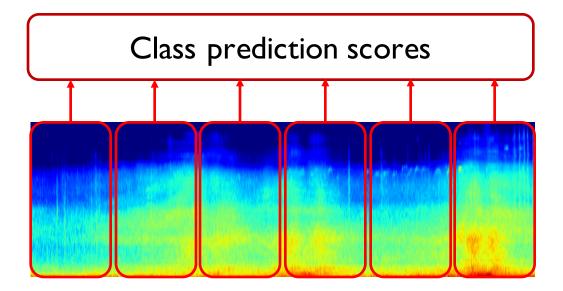






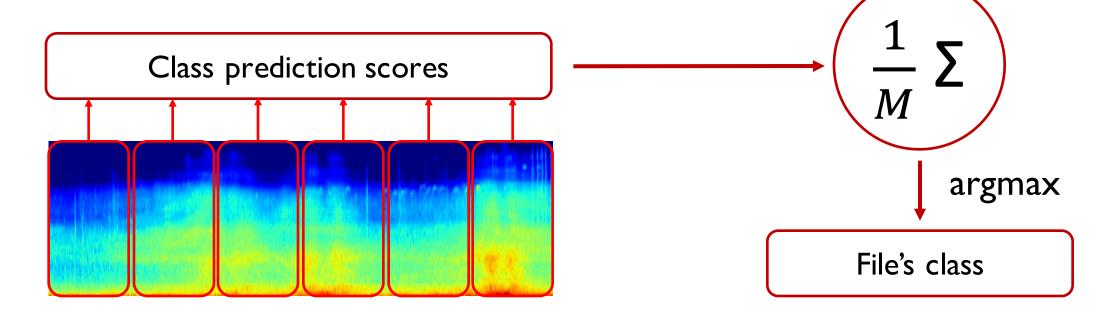


Scores averaging





Scores averaging



Training

Training

Cross-validation setup

Training + validation		Test	Fold I	
		Test		Fold 2
	Test			Fold 3
Test				Fold 4

Training

Validation

Training + validation

Test

Fold n

Test

Fold n

Training

Non-full training

Training

Validation

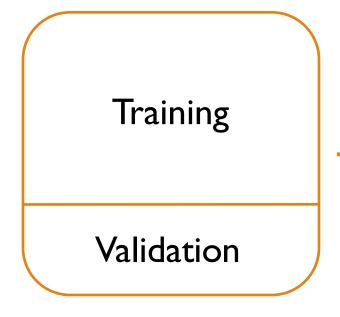
Non-full training

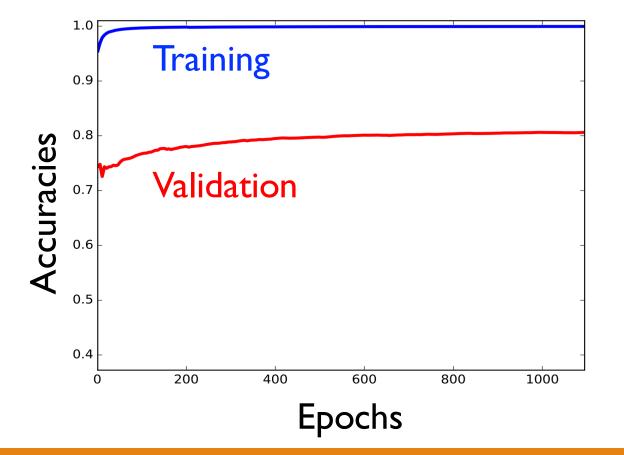
Test

Training

Fold n

Non-full training





Test

Fold n

Training

Non-full training **Training** 0.9 8.0 Accuracies **Training Validation** 0.6 **Validation** Convergence time 600 400 800 1000 **Epochs**

Fold n

Test

Training

Non-full training

Training

Validation

Training

Test

Training

Fold n

Non-full training

Full training

Training

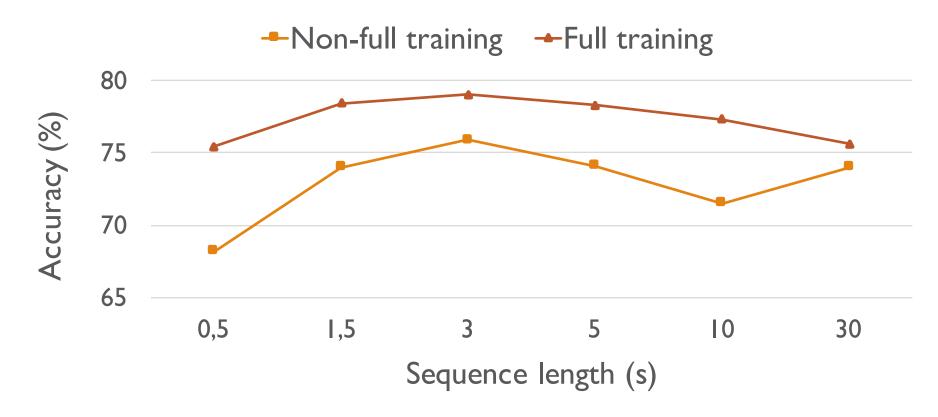
Validation

Training

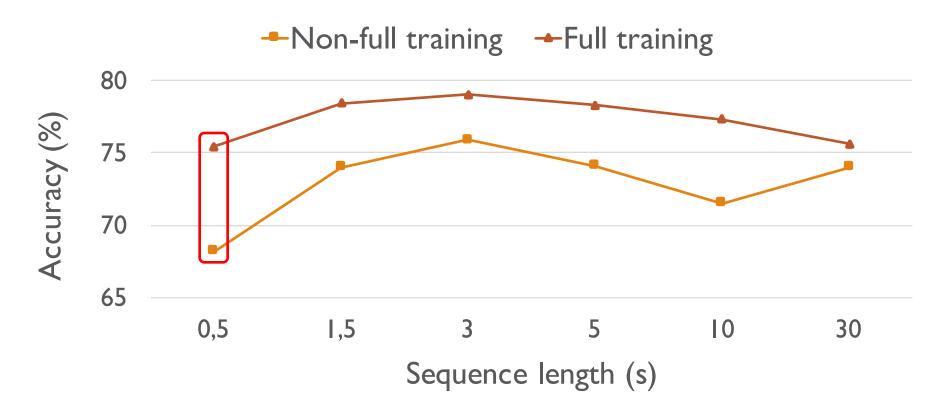
Test data

Training + validation		Test	Fold I	
		Test		Fold 2
	Test			Fold 3
Test				Fold 4

Sequence length



Sequence length



Sequence length



Class accuracies

Class	Accuracy (%)
Beach	75.6
Bus	76.9
Café/Restaurant	74.4
Car	91.0
City center	93.6
Forest path	96.2
Grocery store	88.5
Home	80.8

Class	Accuracy (%)
Library	66.6
Metro station	96.2
Office	97.4
Park	59.0
Residential area	73. I
Train	46.2
Tram	78.2

Class accuracies

Class	Accuracy (%)
Beach	75.6
Bus	76.9
Café/Restaurant	74.4
Car	91.0
City center	93.6
Forest path	96.2
Grocery store	88.5
Home	80.8

Class	Accuracy (%)	
Library	66.6	
Metro station	96.2	
Office	34.6% Residential area	
Park	59.0	
Residentialarea	73.1	
Train	46.2	
Tram	29.5% Bus	

Other classifiers

Systom	Sequence length (s)	Accuracy (%)		
System		Non-full training	Full training	
Baseline GMM (MFCC)	-	m *	72.6	
Two-layer CNN (MFCC)	5	67.7	72.6	
Two-layer MLP (log-mel)	-	66.6	69.3	
One-layer CNN (log-mel)	3	70.3	74.8	
Two-layer CNN (log-mel)	3	75.9	79.0	

Final training

Extended training set

Training + validation + test

Evaluation set

Secret challenge data

Final training

Extended training set

Training + validation + test

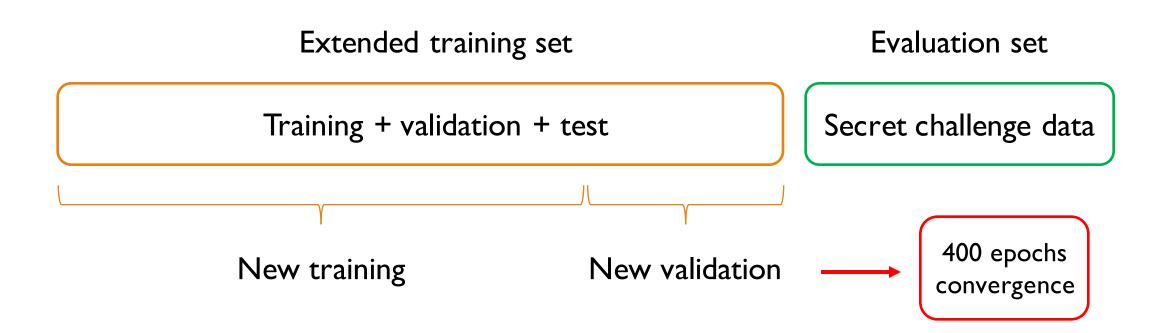
Evaluation set

Secret challenge data

New training

New validation

Final training



Final training

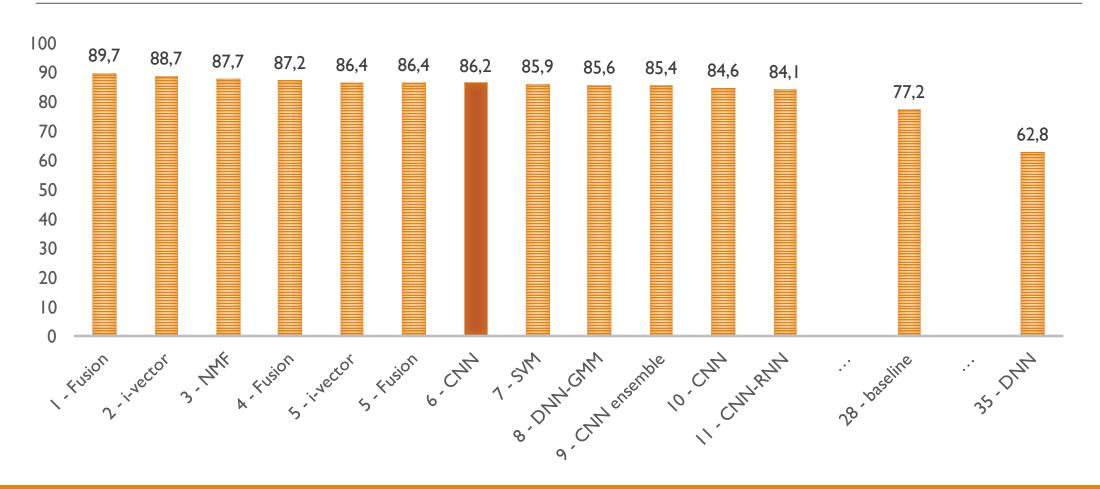
Extended training set

Training + validation + test

Evaluation set

Secret challenge data

Final training for 400 epochs



DCASE 2016

CONVOLUTIONAL NEURAL NETWORKS FOR ACOUSTIC SCENE CLASSIFICATION

Michele Valenti^I (valenti.michele.w@gmail.com),

Aleksandr Diment², Giambattista Parascandolo²,

Stefano Squartini¹, Tuomas Virtanen²

¹Università Politecnica delle Marche, Italy ²Tampere University of Technology, Finland

Feature comparison

System	Sequence	Accuracy (%)	
System	length (s)	Accura Non-full training	Full training
Two-layer CNN (MFCC)	5	67.7	72.6
Two-layer CNN (log-mel)	5	74.1	78.3