

# Continual Learning For On-Device Environmental Sound Classification

Spotlight presentation at DCASE 2022

Yang Xiao<sup>1,\*</sup> Xubo Liu<sup>2,\*</sup> **James King**<sup>2</sup> Arshdeep Singh<sup>2</sup>  
Eng Siong Chng<sup>1</sup> Mark D. Plumbley<sup>2</sup> Wenwu Wang<sup>2</sup>

<sup>1</sup>School of Computer Science and Engineering  
Nanyang Technological University, Singapore

<sup>2</sup>Centre for Vision, Speech and Signal Processing (CVSSP)  
University of Surrey, UK

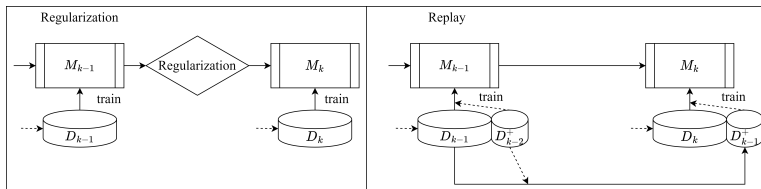


# The Problem

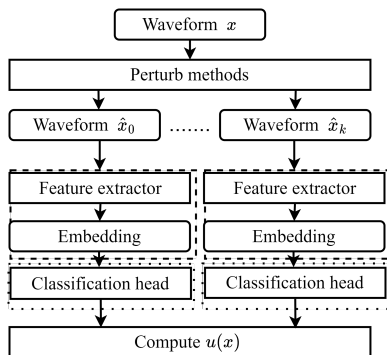
- ▶ Learning unseen classes is a major problem for on-device environmental sound classification.
- ▶ We utilise the continual learning paradigm to help address this problem.
- ▶ Our continual learning based method selects historical data for training by measuring per-sample classification uncertainty.
- ▶ Experimental results on the DCASE 2019 Task 1 and ESC-50 dataset show that our method outperforms baseline continual learning methods on accuracy and computational efficiency.

# Approaches

- ▶ Continual learning (CL) aims to continuously learn new knowledge over time while retaining and reusing previously learned knowledge.
- ▶ Existing CL methods can be generally divided into two categories:
  - ▶ regularization-based methods
  - ▶ replay-based methods/ rehearsal-based



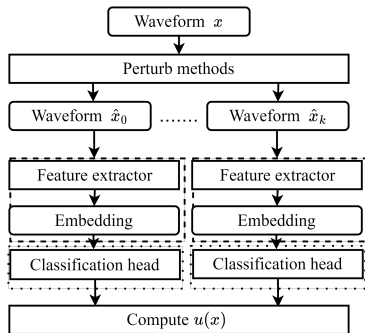
# Uncertainty



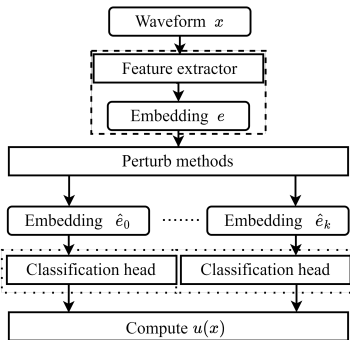
(a) Perturb per waveform

- ▶ The **Uncertainty** memory update algorithm selects a sample based on its uncertainty
- ▶ Specifically, the first step groups the tasks  $\tau_k = (x, c)$  in the training buffer  $\hat{D}_{k-1}$  into subsets of unique classes  $D_c$
- ▶ The second step estimates the uncertainty of each sample  $x$  in  $D_c$
- ▶ Finally the samples to replay are selected based on this score.

# Uncertainty++



(a) Perturb per waveform



(b) Perturb per embedding

$$\hat{e} = e + U\left(-\frac{\lambda}{2}, \frac{\lambda}{2}\right) * std(e)$$

# The Results

Method	DCASE 2019 Task 1		ESC-50	
	ACC ↑	BWT ↑	ACC ↑	BWT ↑
<i>Finetune</i>	0.205	-0.276	0.181	-0.307
<i>Random</i>	0.473	-0.115	0.225	-0.231
<i>Reservoir</i>	0.568	-0.096	0.430	-0.121
<i>Prototype</i>	0.559	-0.089	0.482	<b>-0.104</b>
<i>Uncertainty</i>	0.578	<b>-0.079</b>	0.477	-0.111
<i>Uncertainty++</i>	<b>0.581</b>	<b>-0.079</b>	<b>0.500</b>	-0.121

- ▶ *Uncertainty++* method achieves better performance than the five baselines including existing MUA methods.
- ▶ Even with only two perturbation methods, our proposed method still outperforms other two baselines.

Method	K	DCASE 2019 Task 1		ESC-50	
		ACC ↑	BWT ↑	ACC ↑	BWT ↑
<i>Uncertainty-Shift</i>	2	0.557	-0.101	0.461	<b>-0.111</b>
	4	0.575	-0.103	0.476	-0.118
	6	0.567	-0.079	0.477	-0.118
<i>Uncertainty-Noise</i>	2	0.560	-0.100	0.465	-0.118
	4	0.535	-0.104	0.473	-0.118
	6	0.578	-0.079	0.458	-0.120
<i>Uncertainty++</i>	2	<b>0.571</b>	<b>-0.102</b>	<b>0.500</b>	<b>-0.121</b>
	4	0.548	-0.103	0.481	-0.114
	6	<b>0.581</b>	<b>-0.079</b>	0.484	-0.119

Method	K	Average Time (s) ↓
<i>Uncertainty-Shift</i>	2	1221.7
	4	2205.1
	6	2926.1
<i>Uncertainty-Noise</i>	2	246.2
	4	390.8
	6	506.3
<i>Uncertainty++</i>	2	<b>44.0</b>
	4	48.5
	6	55.1