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## Real-time Audio Classification based on Mixture Models

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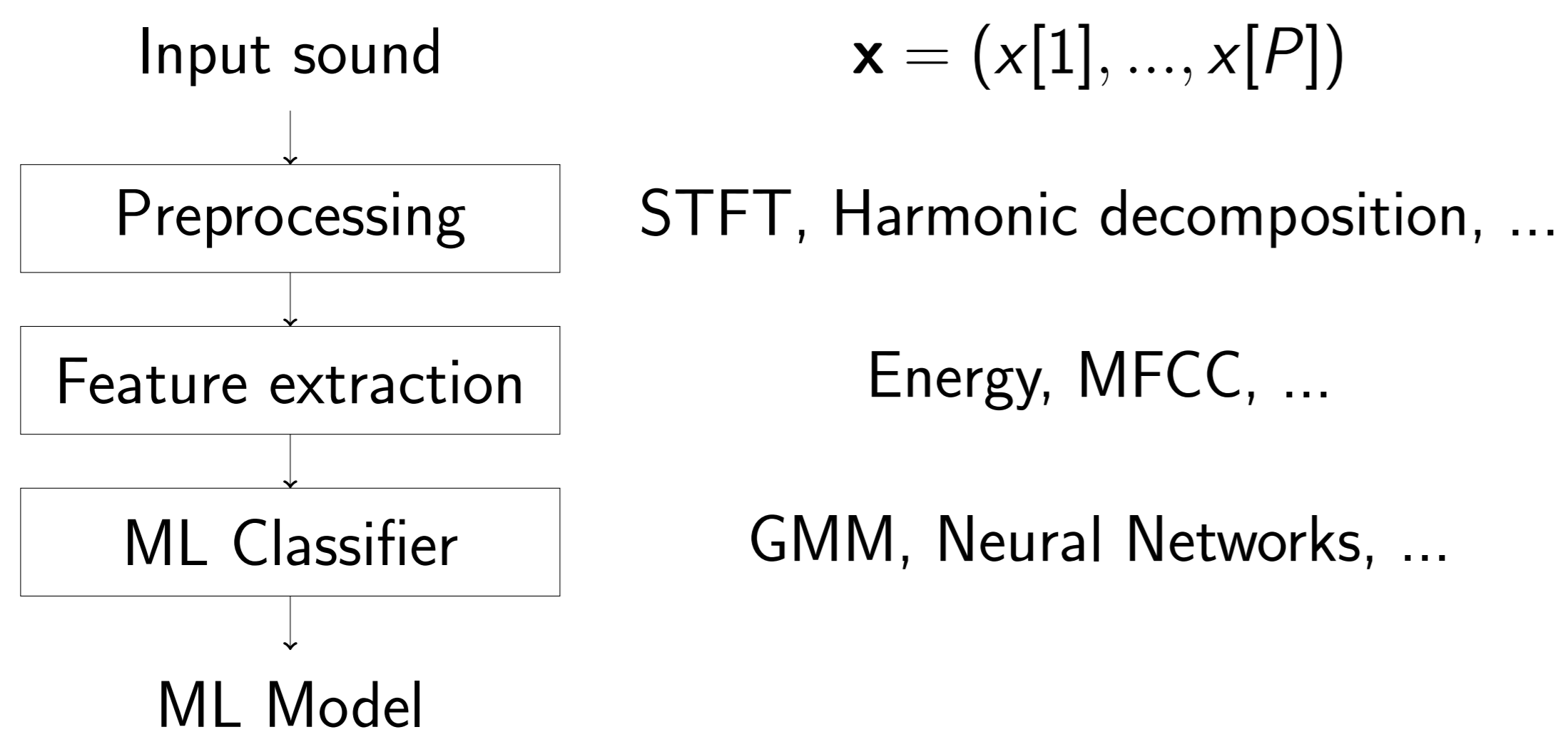
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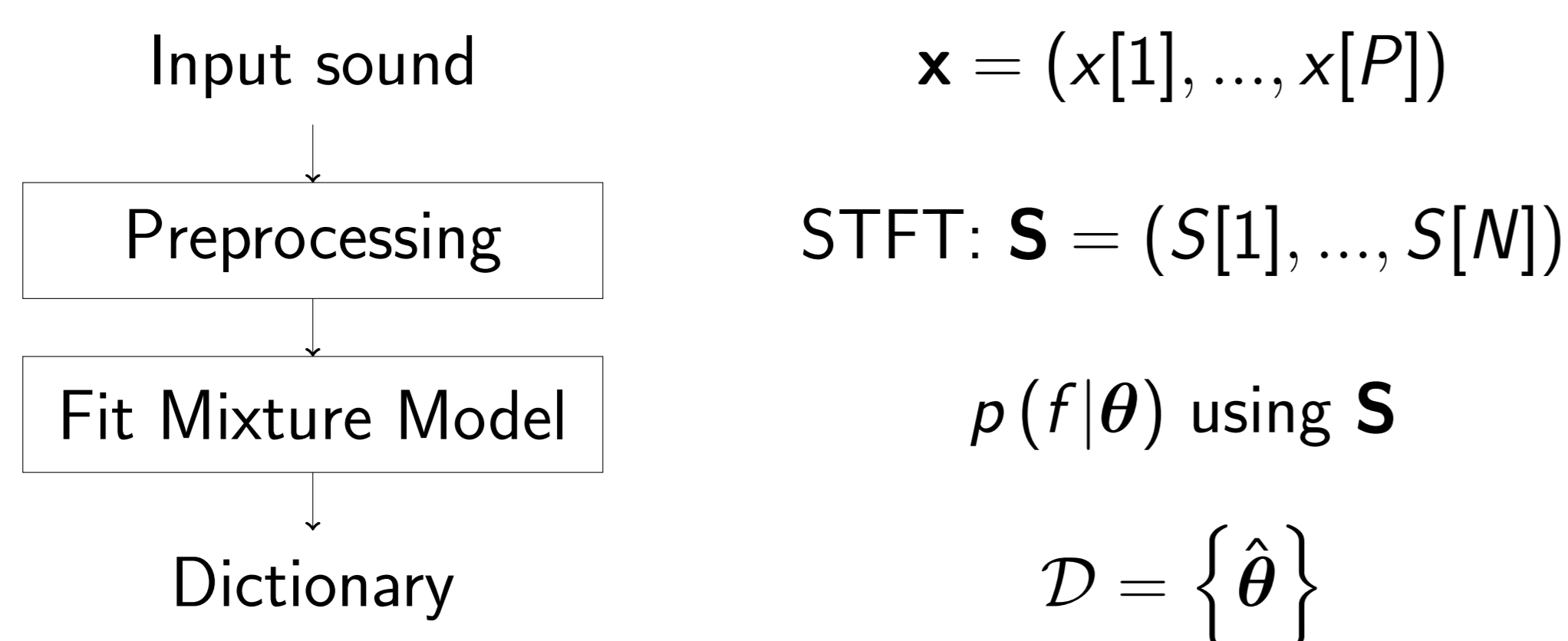
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## 1. INTRODUCTION

**Standard Machine Learning (ML) approach for audio classification:**

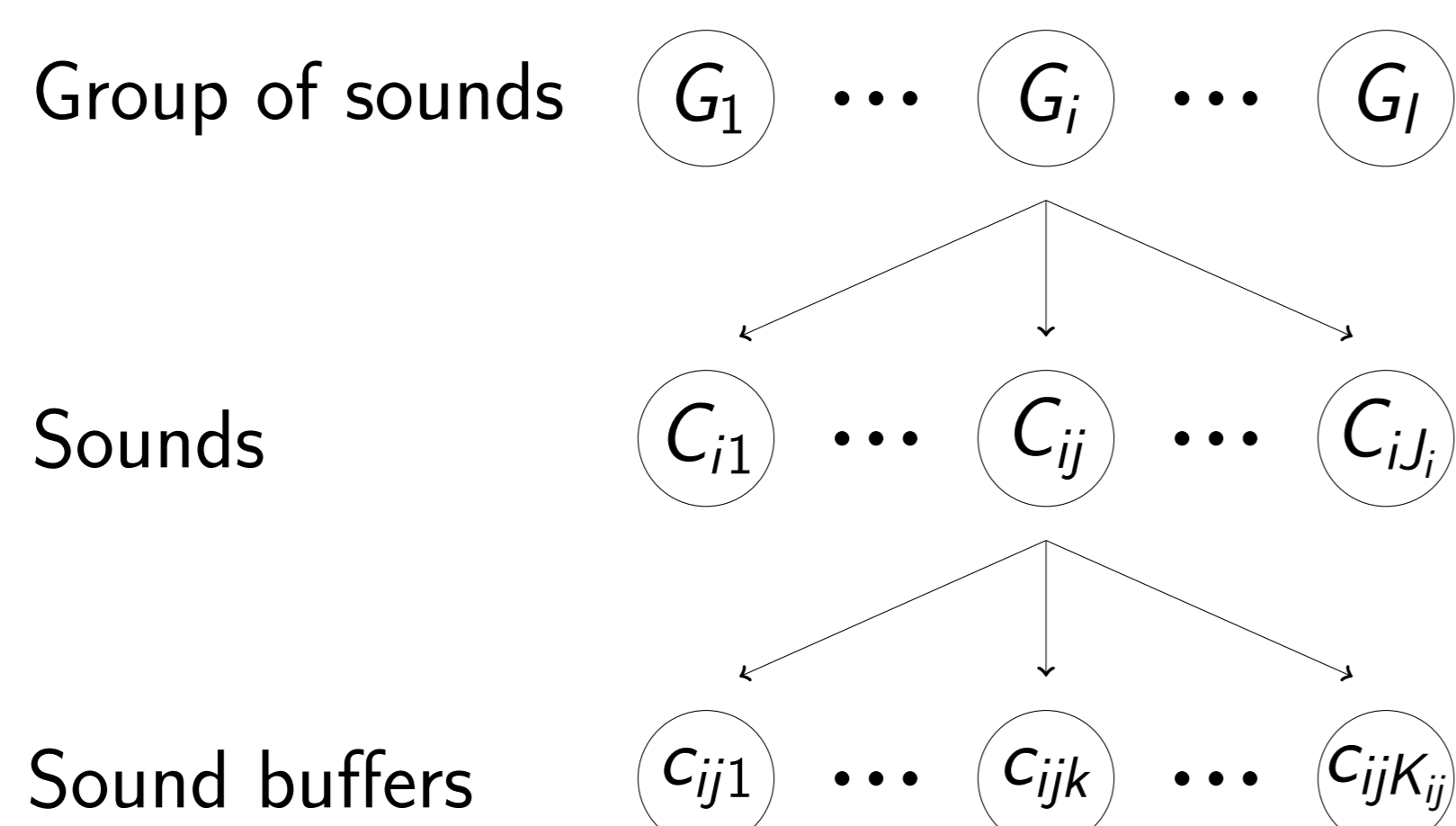


**Our approach to real-time audio classification:**

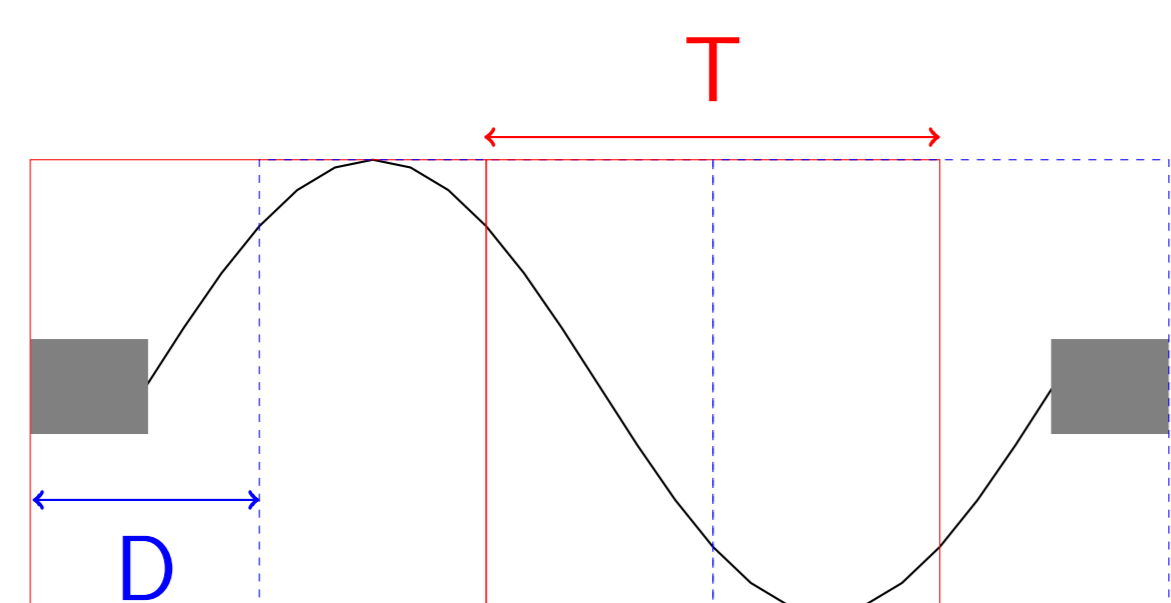


## 2. CREATE A DICTIONARY OF MODELS

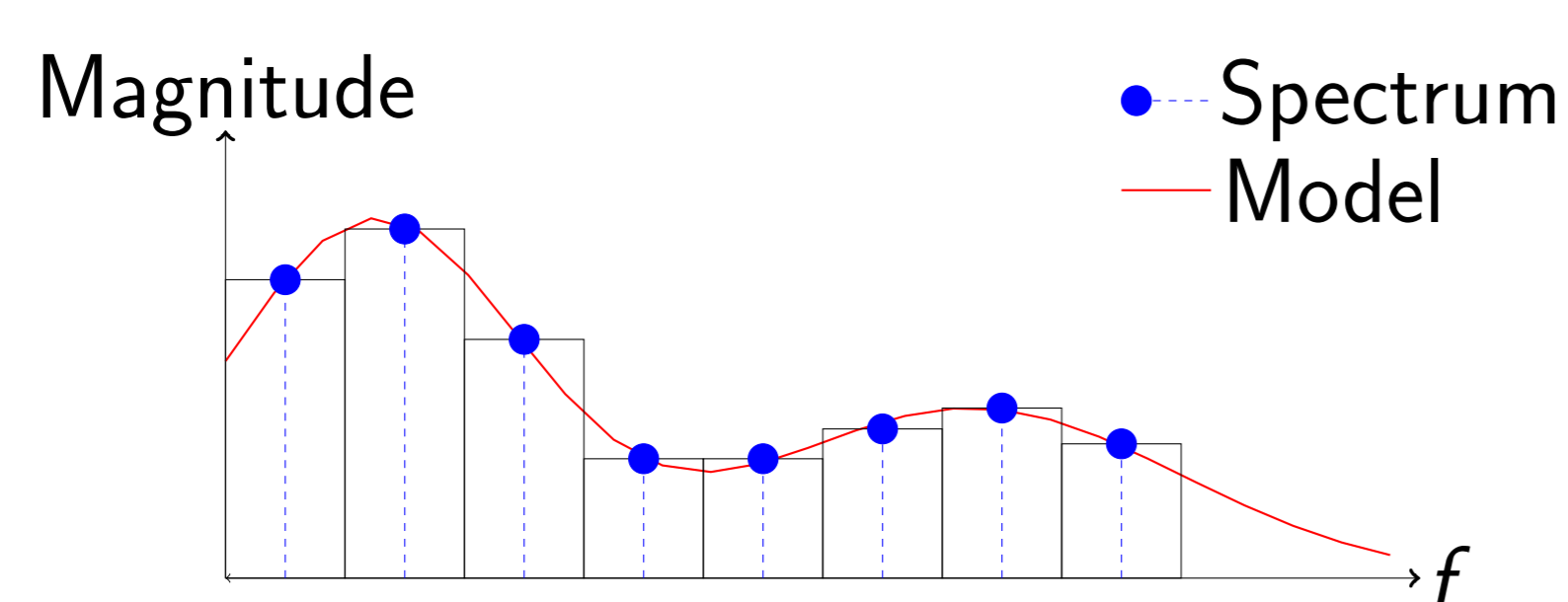
**How the sounds are grouped and splitted:**



Split a sound into buffers with a window size  $T$  and an overlap  $D$ :



**Modeling of each buffer with a mixture model [2]:**



## 3. SOUND MODELS

**Normalized spectrum:**

$$S_{ijk}[n] = N \frac{|s_{ijk}[n]|^2}{\sum_{p=1}^N |s_{ijk}[p]|^2}$$

**Mixture model:**

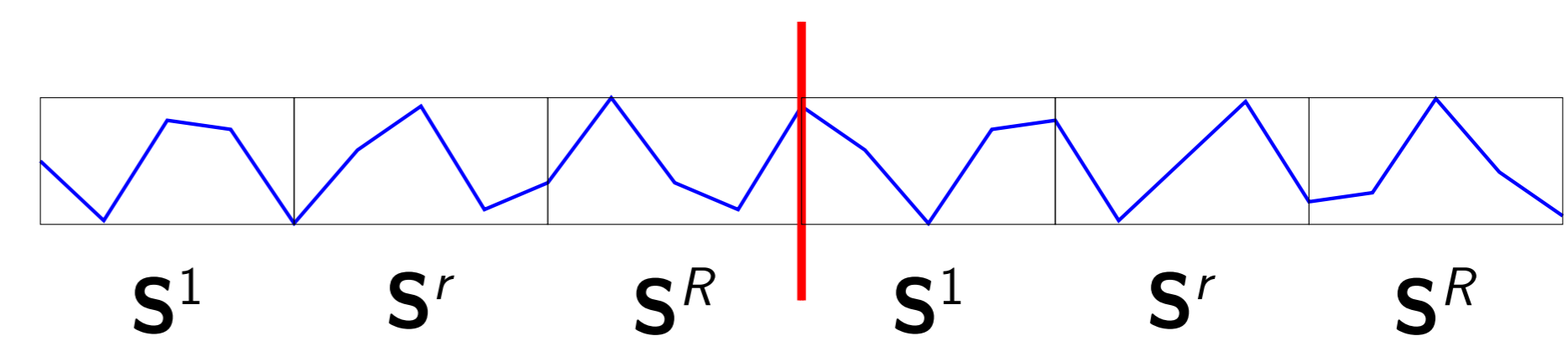
$$p(f|\theta_{ijk}) = \sum_{m=1}^{M_{ijk}} \pi_{ijk}^{(m)} \mathcal{N}\left(f \mid \mu_{ijk}^{(m)}, (\sigma_{ijk}^{(m)})^2\right)$$

**Model likelihood for binned data:**

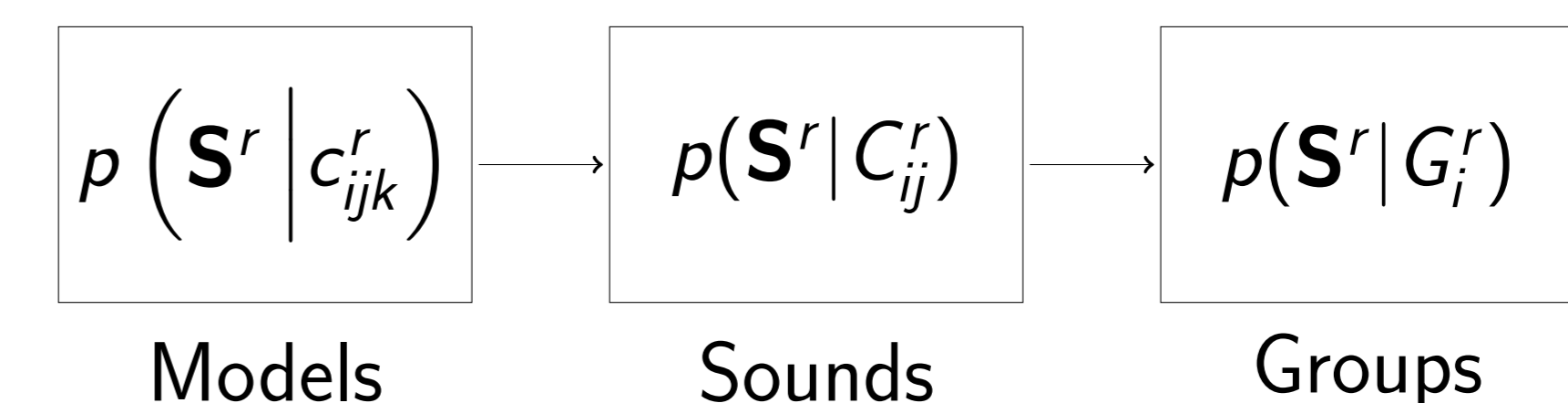
$$\mathcal{L}(\theta_{ijk}) = p(\mathbf{S}|\theta_{ijk}) = \prod_{n=1}^N \left( \int_{f[n]}^{f[n+1]} p(f|\theta_{ijk}) df \right)^{S[n]}$$

## 4. IDENTIFY NEW SOUNDS

**Test sounds S:** Split with window size  $T$  and consider groups of  $R$  buffers.



**Aggregate the likelihoods:**



**Conditional probabilities of the groups  $G_i^r$ :**

$$p(G_i^r | \mathbf{S}^r) = \frac{p(\mathbf{S}^r | G_i^r) p(G_i^r)}{\sum_h p(\mathbf{S}^r | G_h^r) p(G_h^r)}$$

**Aggregate the probabilities over  $R$  buffers:**

$$p(G_i | \mathbf{S}) = \prod_{r=1}^R p(G_i^r | \mathbf{S}^r)$$

**Final decision** (for every group of  $R$  buffers):

$$\hat{G}_i = \underset{G_i}{\operatorname{argmax}} p(G_i | \mathbf{S})$$

## 5. RESULTS & DISCUSSION

**Cross-Validation Good classification rate (%)**  
(Comparison with state-of-the-art methods)

Dataset	A-Volute	ESC-50	ESC-10
<b>Our algorithm</b>	96.5	94.0	96.0
Parametric method	73.6	45.5	73.5
Non-parametric method	46.6	53.2	76.0
Human	91.8	81.3	95.7

**Parametric method:** standard GMM with standard features [1]

**Non-parametric method:** Deep ConvNet with spectrogram features [3]

**Complexity**

(Example on the A-Volute database)

	$O(\text{Number of operations})$
Our algorithm	$28 \times 10^6$
Parametric method	$2 \times 10^3$
Non-parametric method	$14 \times 10^6$

## 6. RESOURCES

Website available with free demonstrator of the method:



## 7. REFERENCES

- [1] C. Clavel, T. Ehrette, and G. Richard. "Events Detection for an Audio-Based Surveillance System". In: *2005 IEEE International Conference on Multimedia and Expo*. July 2005, pp. 1306–1309.
- [2] G. McLachlan and D. Peel. *Finite Mixture Models*. Wiley, 2000.
- [3] K. J. Piczak. "Environmental sound classification with convolutional neural networks". In: *2015 IEEE 25th International Workshop on Machine Learning for Signal Processing (MLSP)*. Sept. 2015, pp. 1–6.