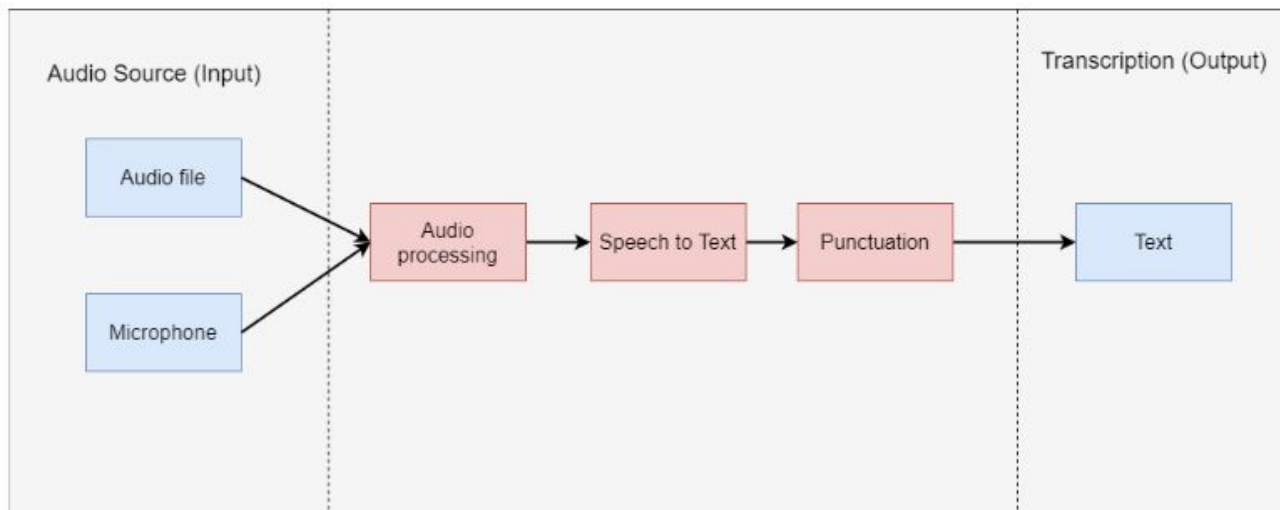


Async ASR

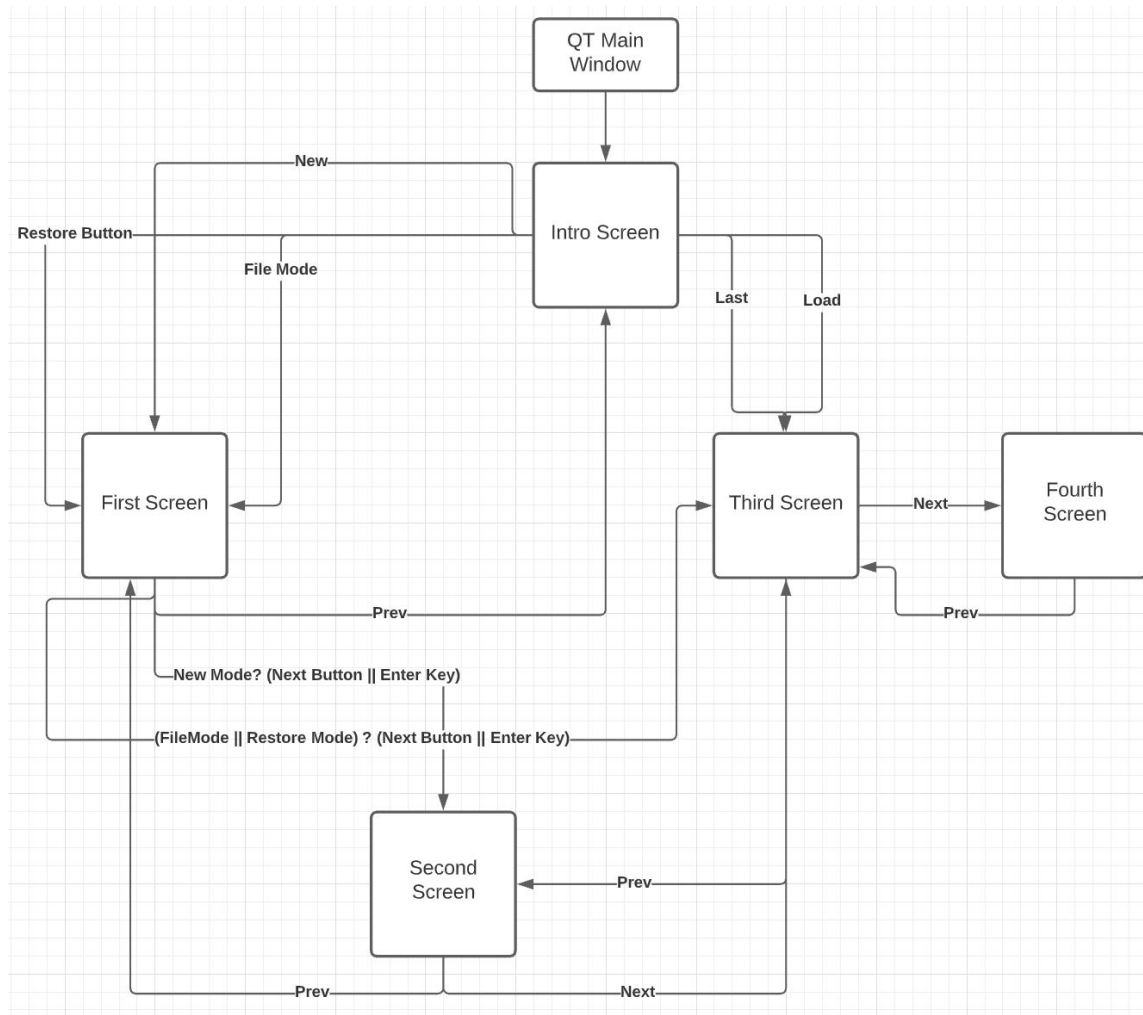
Anand Theertha Nakhate
25 August, 2021

System Architecture



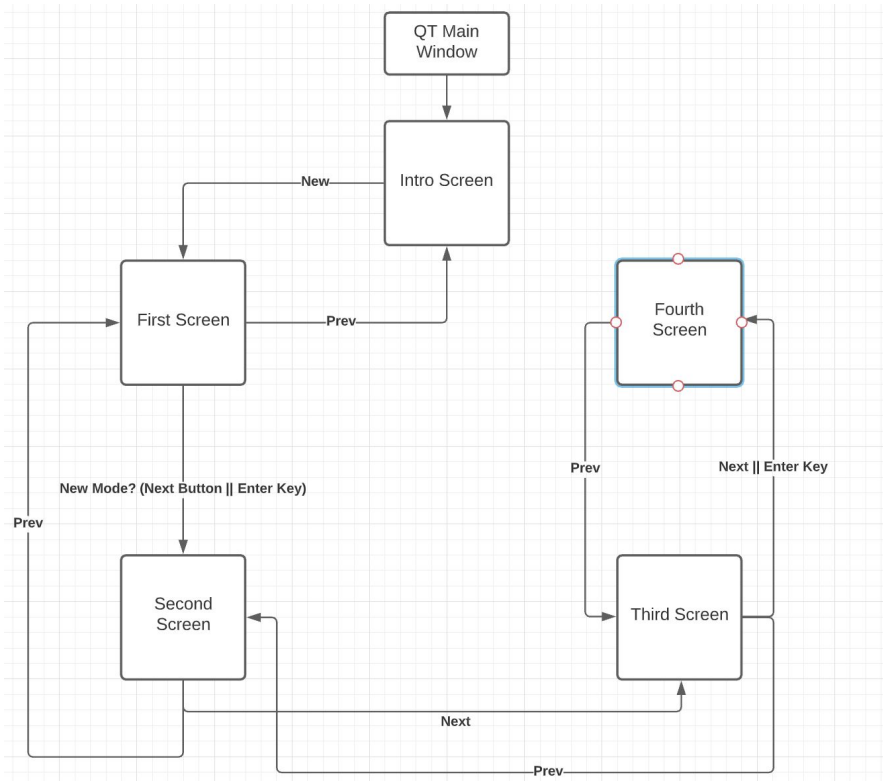
Design Overview





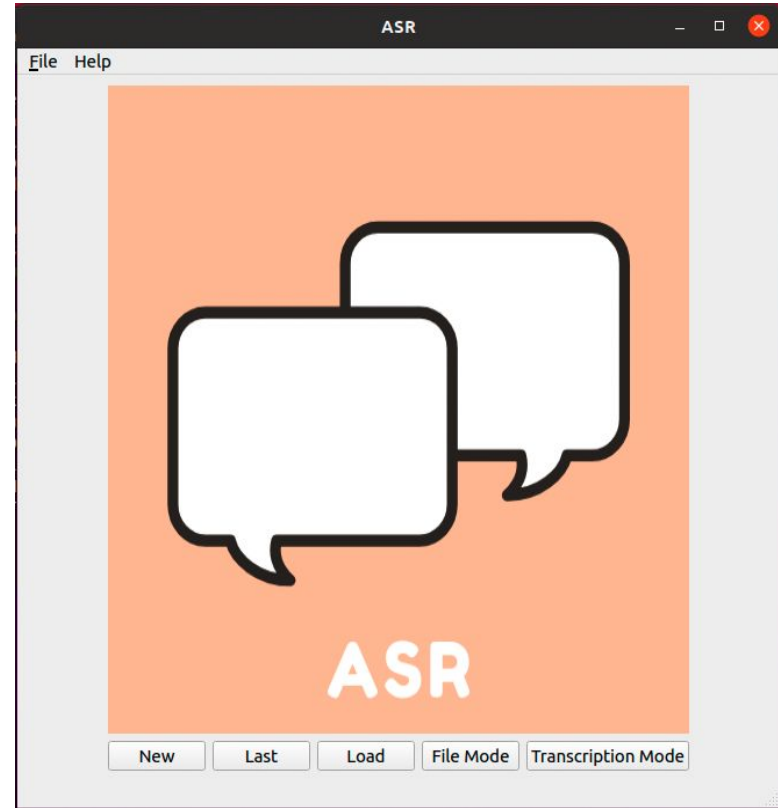
New Mode

Design



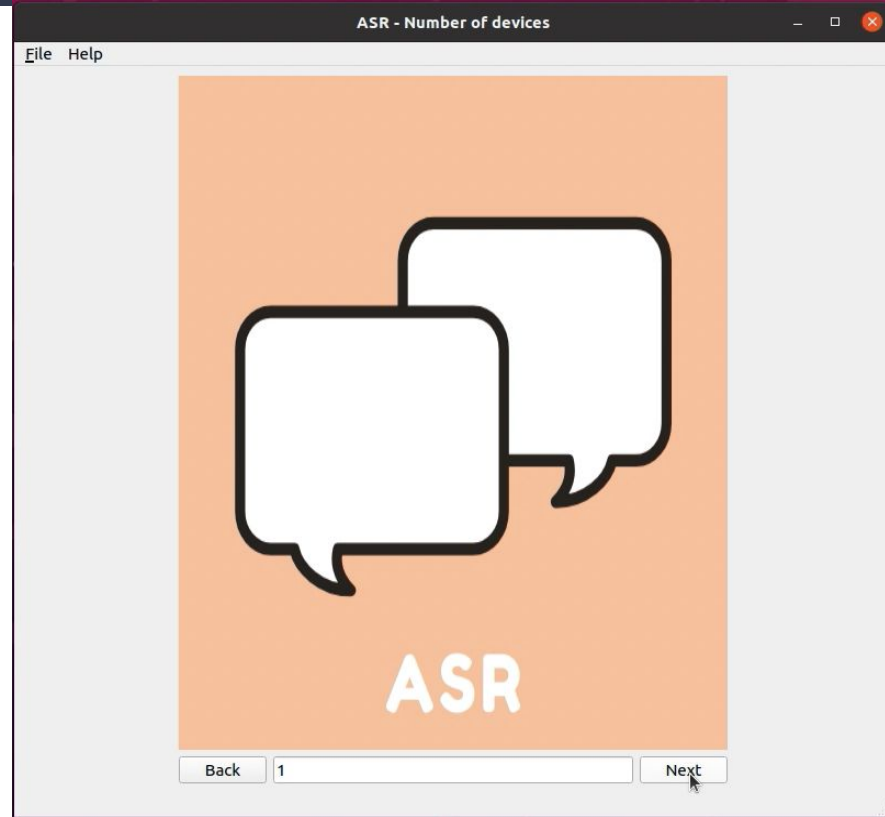
New Mode

- Main Window is Declared
- Intro Screen UI is setup
- Intro Screen Attributes:
 - ASR Logo
 - **New Button**
 - Last Button
 - Load Button
 - File Mode Button
 - Transcription Mode Button



First Screen

- > Selecting the new Button takes us to the the first screen
- First Screen UI is set up
- Back Button takes us to the previous screen i.e. Intro Screen
- Enter the number of devices (max of 8)
- Next Button handles the number of devices and sets up the second screen by passing the number of speakers.



Second Screen

- > Clicking the new Button takes us to the second screen

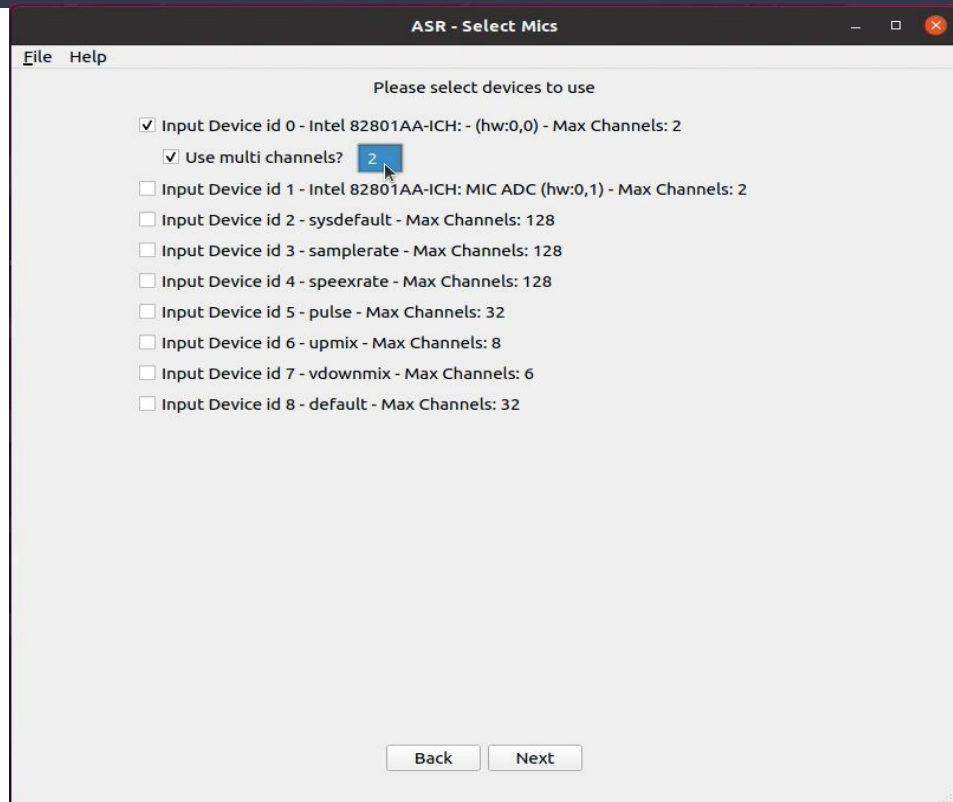
- We add checkboxes for each of the device that we get from the function `deviceInfo()`.

When a checkbox is selected, a new check box is displayed if we want to use multi channels.

if the checked, a combobox is displayed with the different channels that the device supports.

Select the desired number of channels.

- Next button sets up the UI for the third screen by passing the devices information to the third screen..



Third Screen

ASR - Session Details

File Help

Meeting Details

Enter meeting name

Speaker Details

Device ID: 0 Channel: 1	Device ID: 0 Channel: 2	Device 3	Device 4
Speaker 1	Speaker 2	Enter name for device 3	Enter name for device 4
16khz	16khz	16khz	16khz
english	english	english	english

Device 5	Device 6	Device 7	Device 8
Enter name for device 5	Enter name for device 6	Enter name for device 7	Enter name for device 8
16khz	16khz	16khz	16khz
english	english	english	english

☐ Save Config

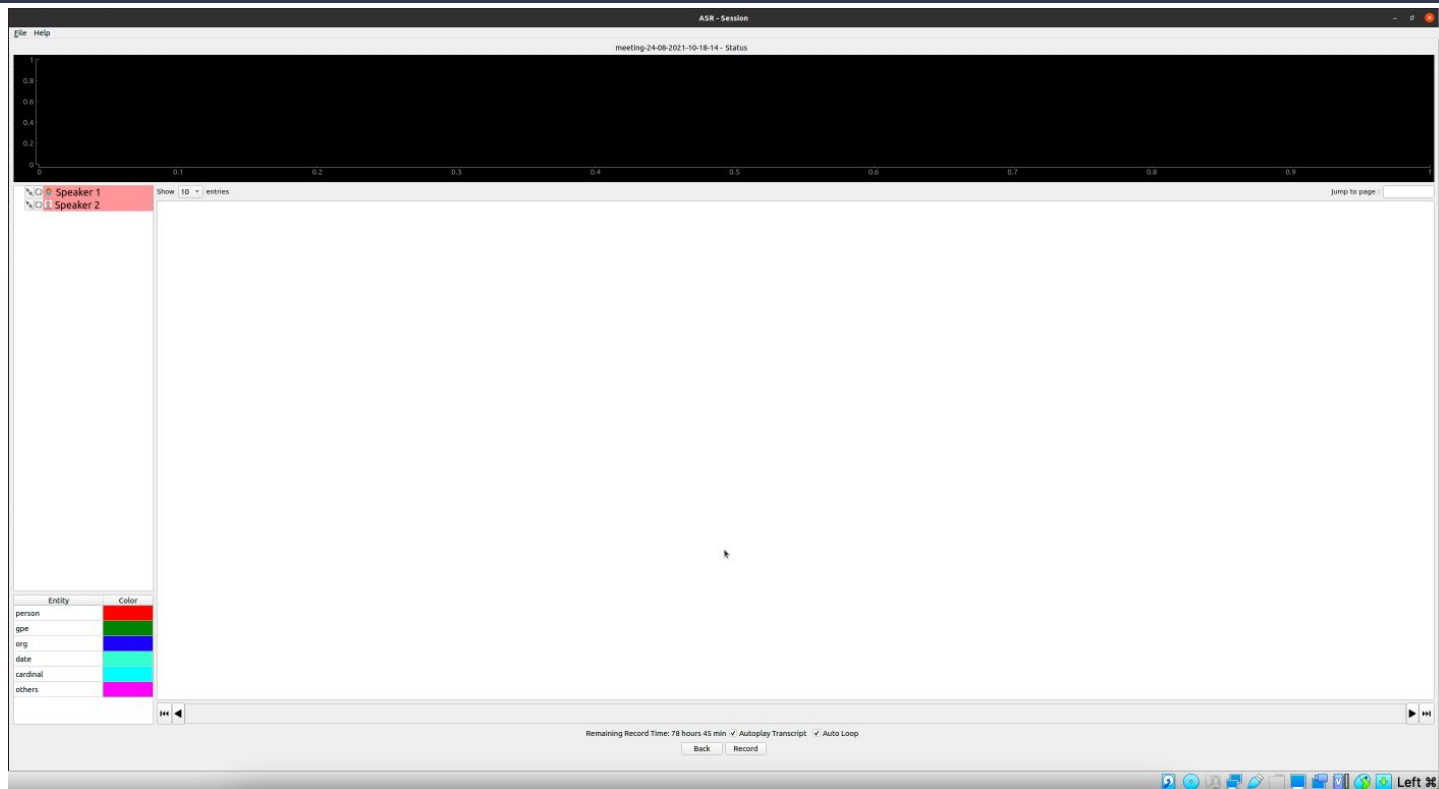
Back

Next

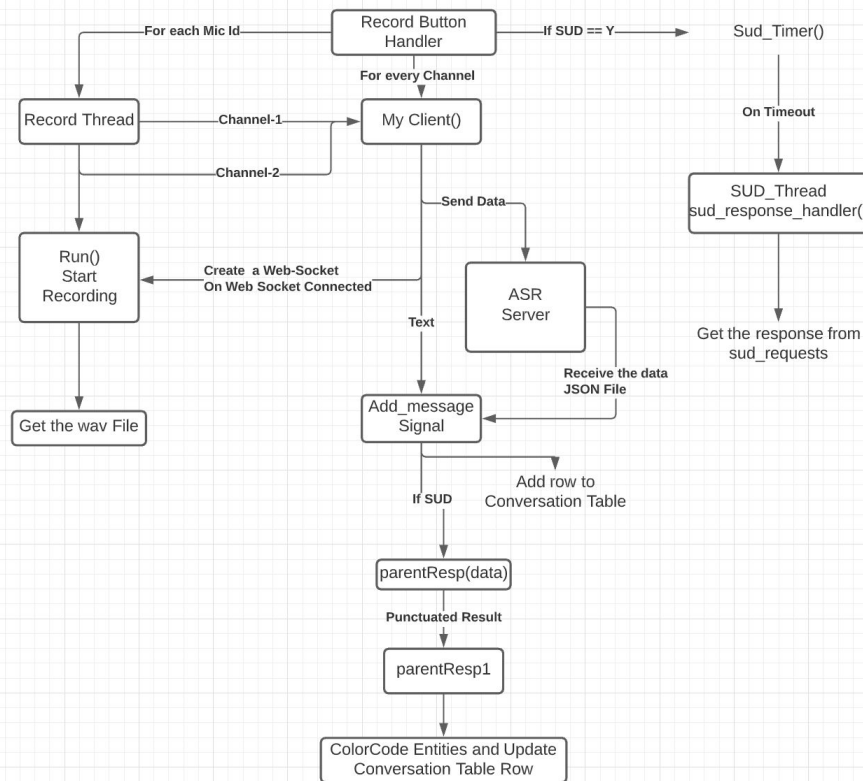
The third Screen UI is loaded

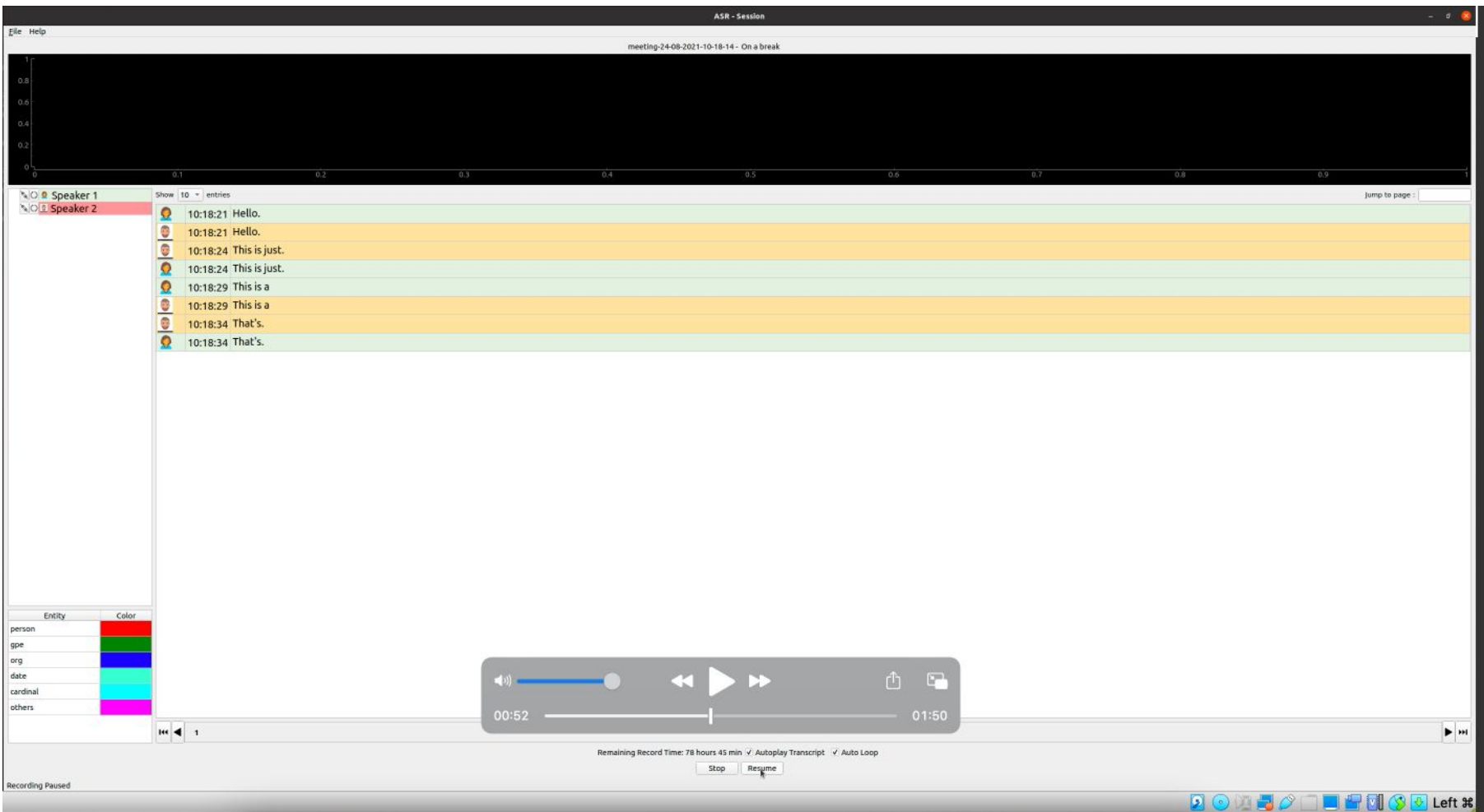
- Enter the name of the meeting (Default: The current Date/Time)
- The Devices/Speakers are setup
- The next button takes us to the fourth screen of the UI

Fourth Screen

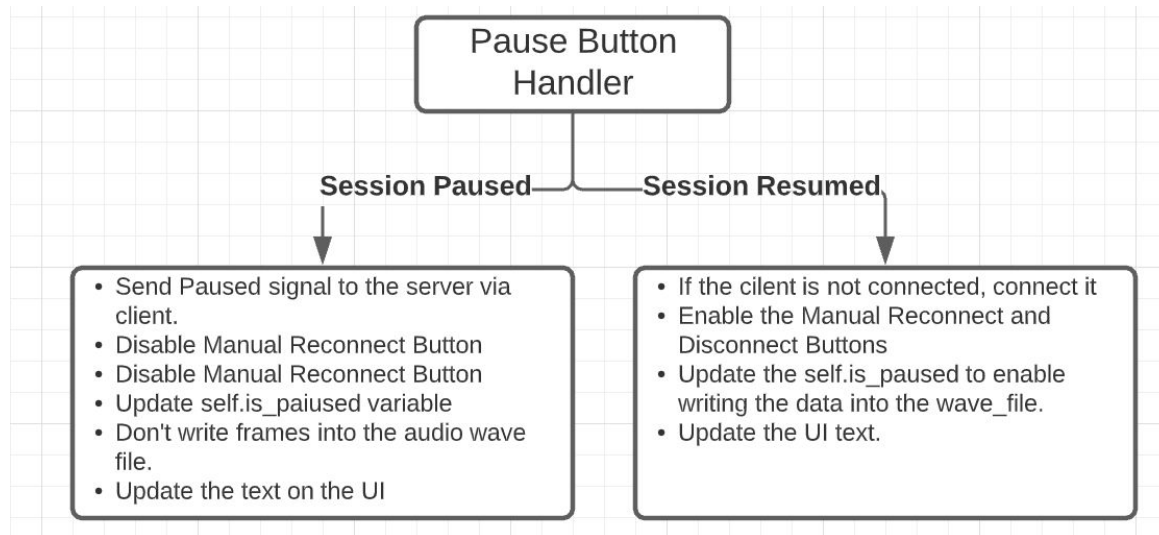


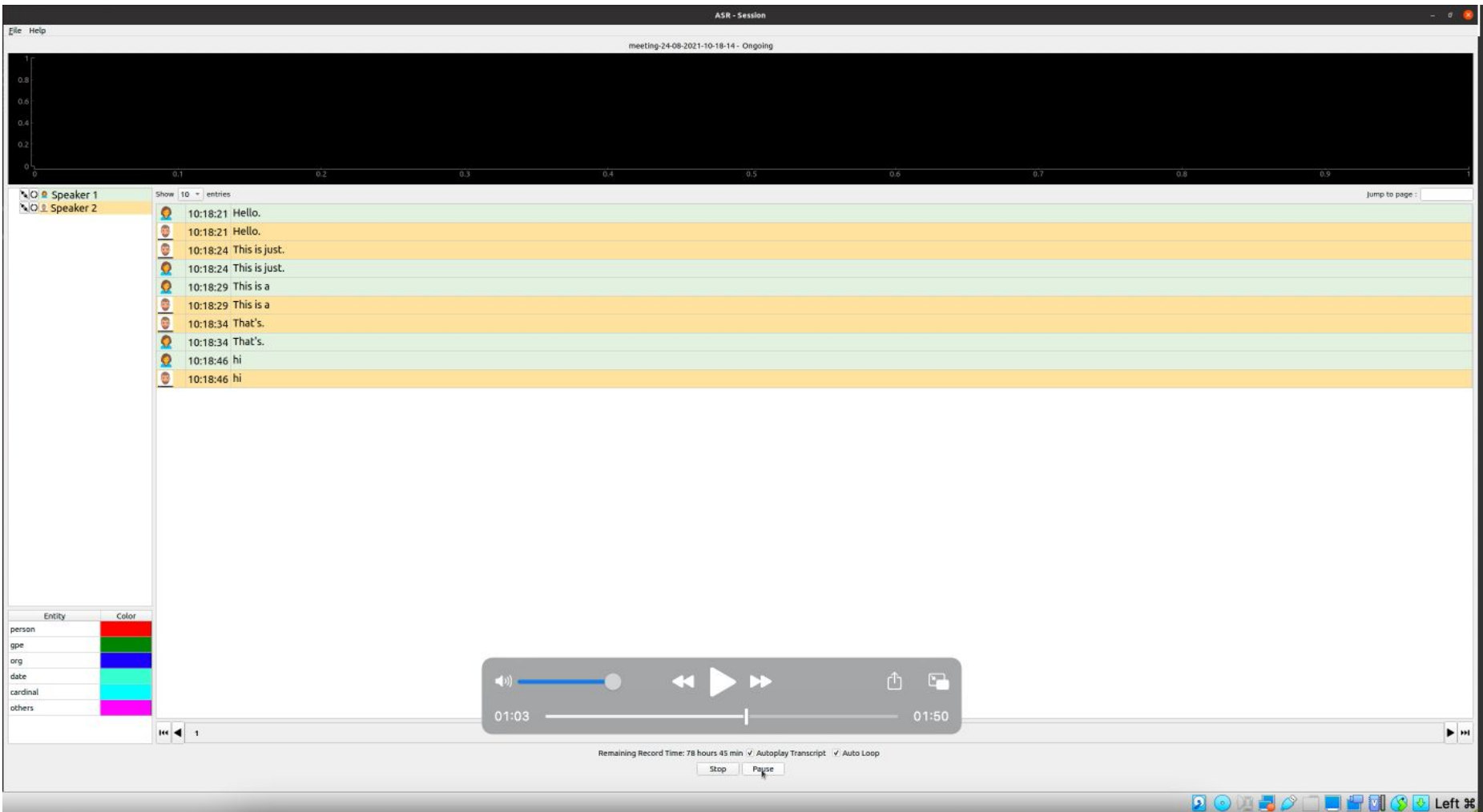
Record Button Handler



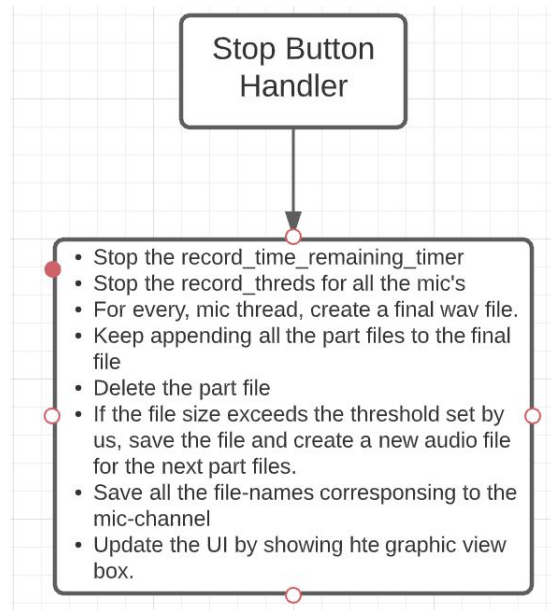


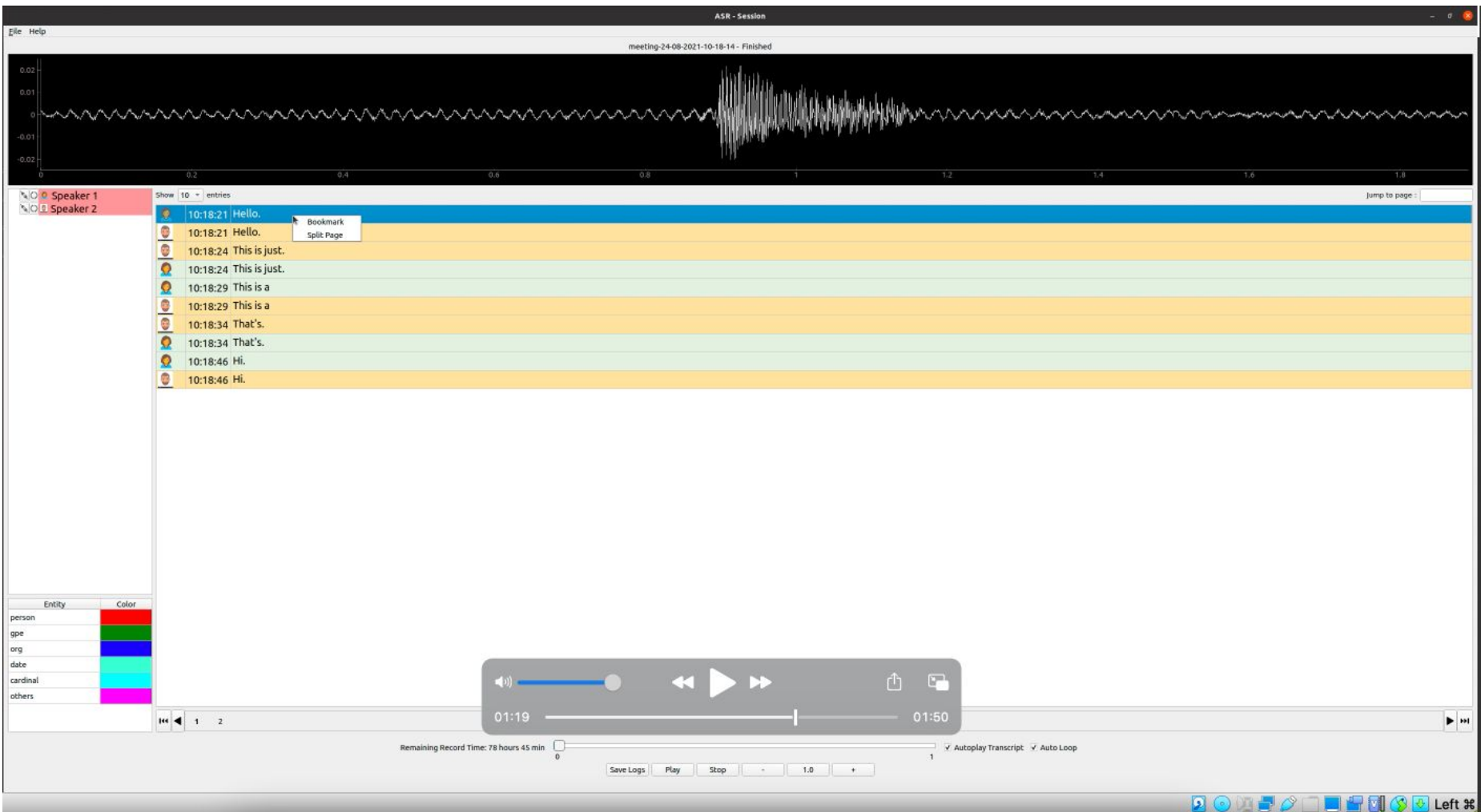
Pause Button Handler



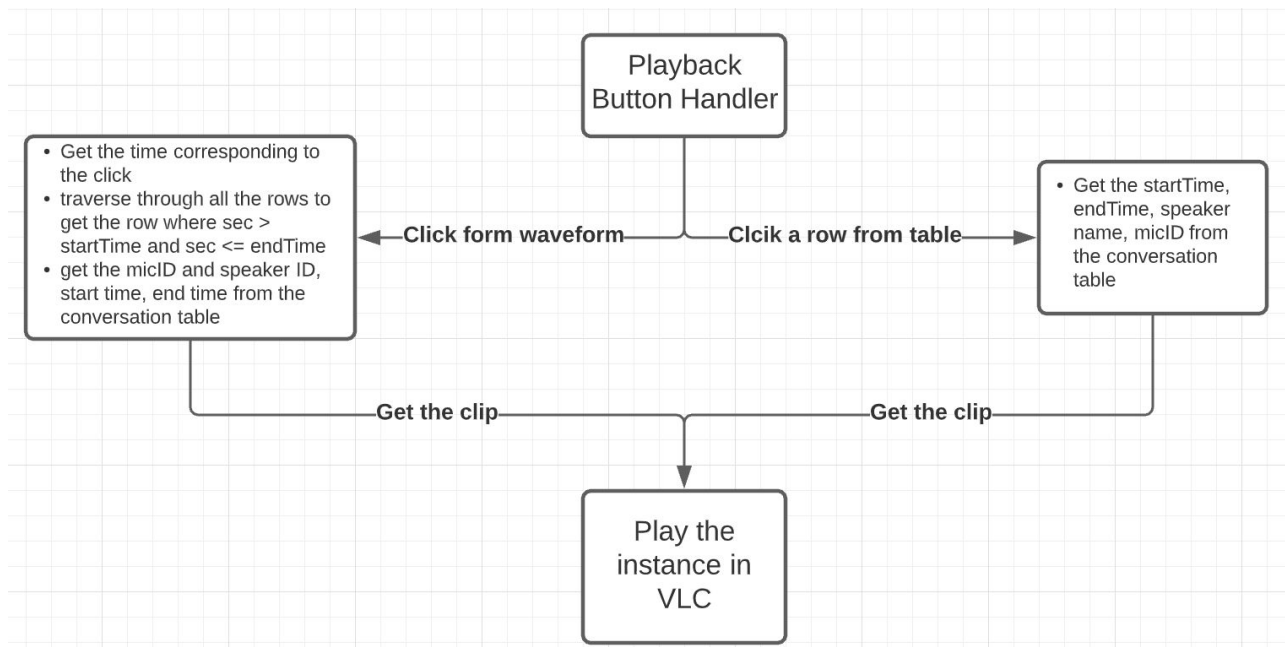


Stop Button Handler

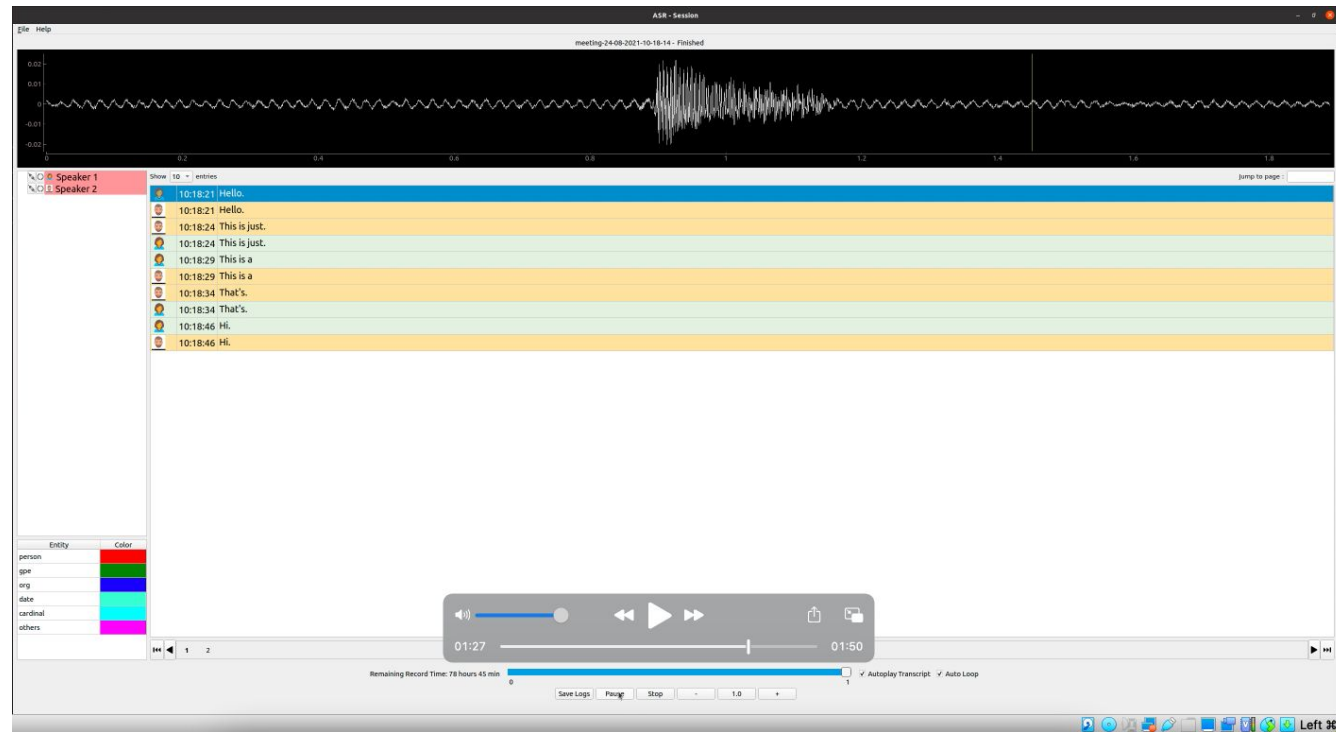




Playback Button Handler

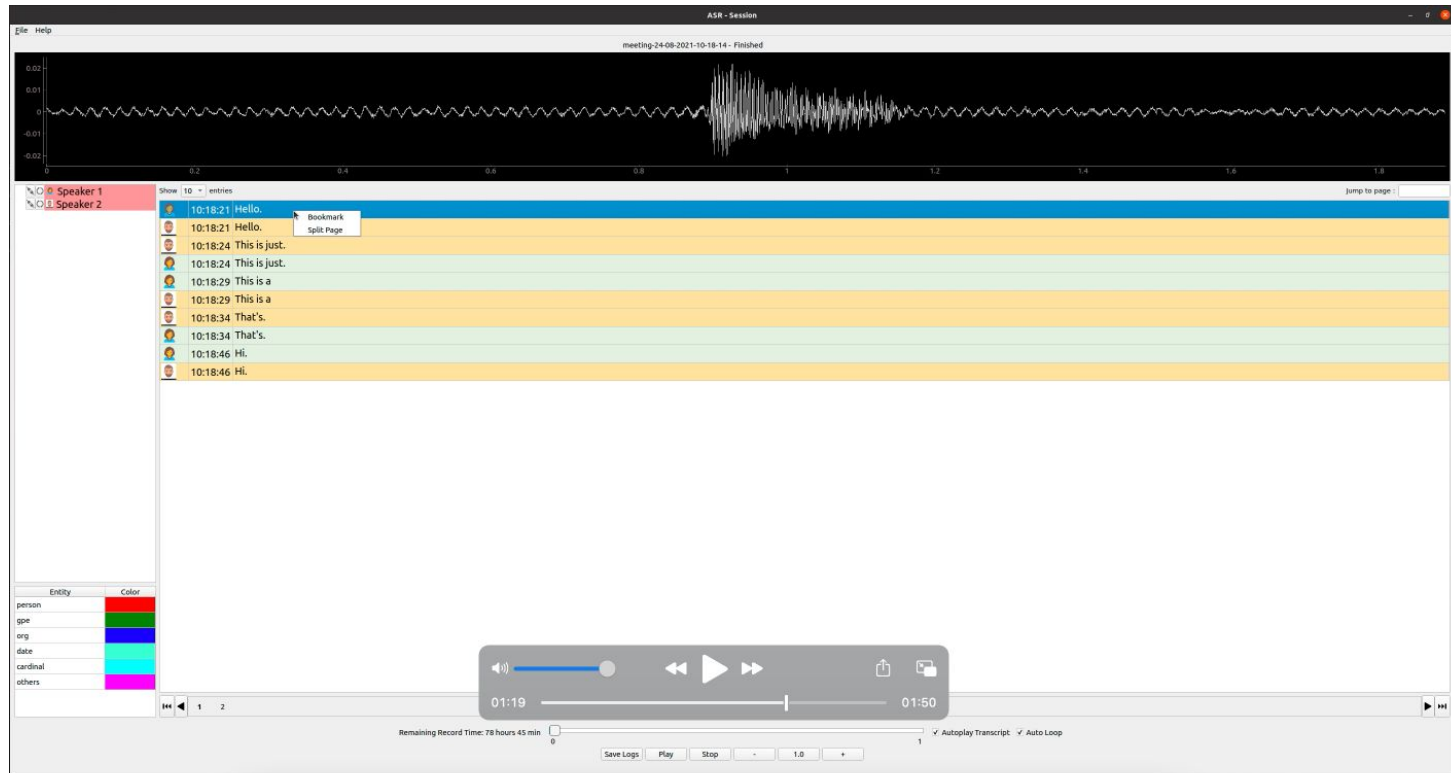


Increase_playrate(): +
Decrease Playrate(): -
Reset Current Rate():



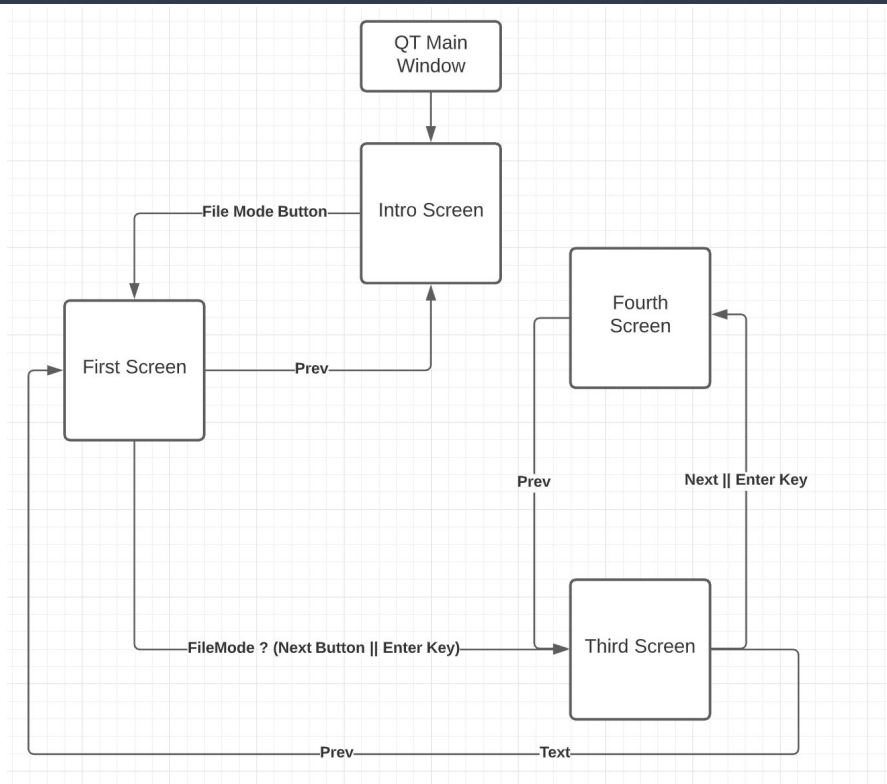
Paging

Next Button Handler():
Prev Button Handler():
Skip First Button
Handler():
Skip Last Button():
List Item Clicked():
Update Page Limit():
Page Jump():
Right Click event filter():
BookMark():
Split Page():



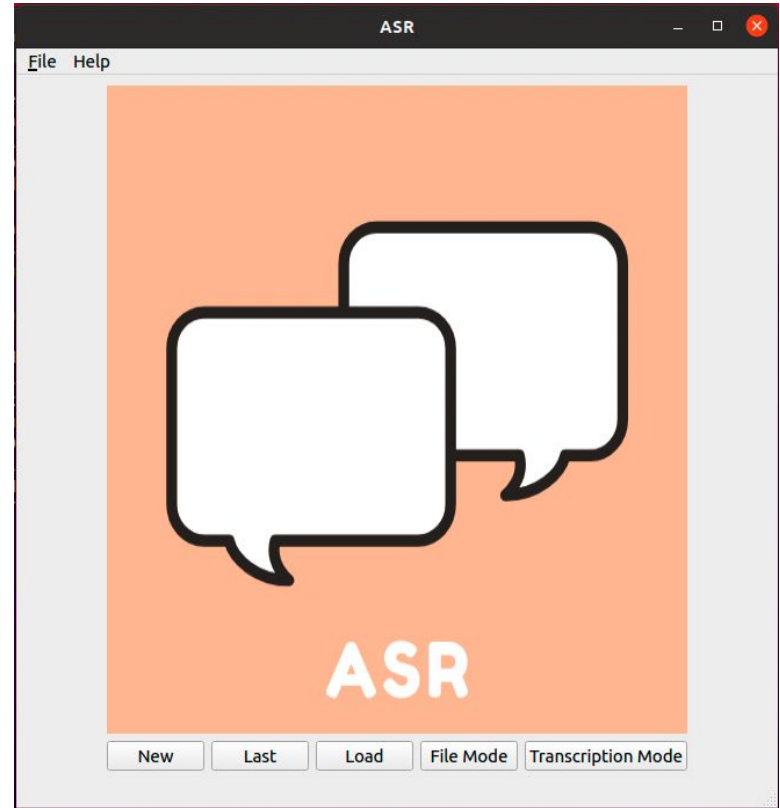
File Mode

Design

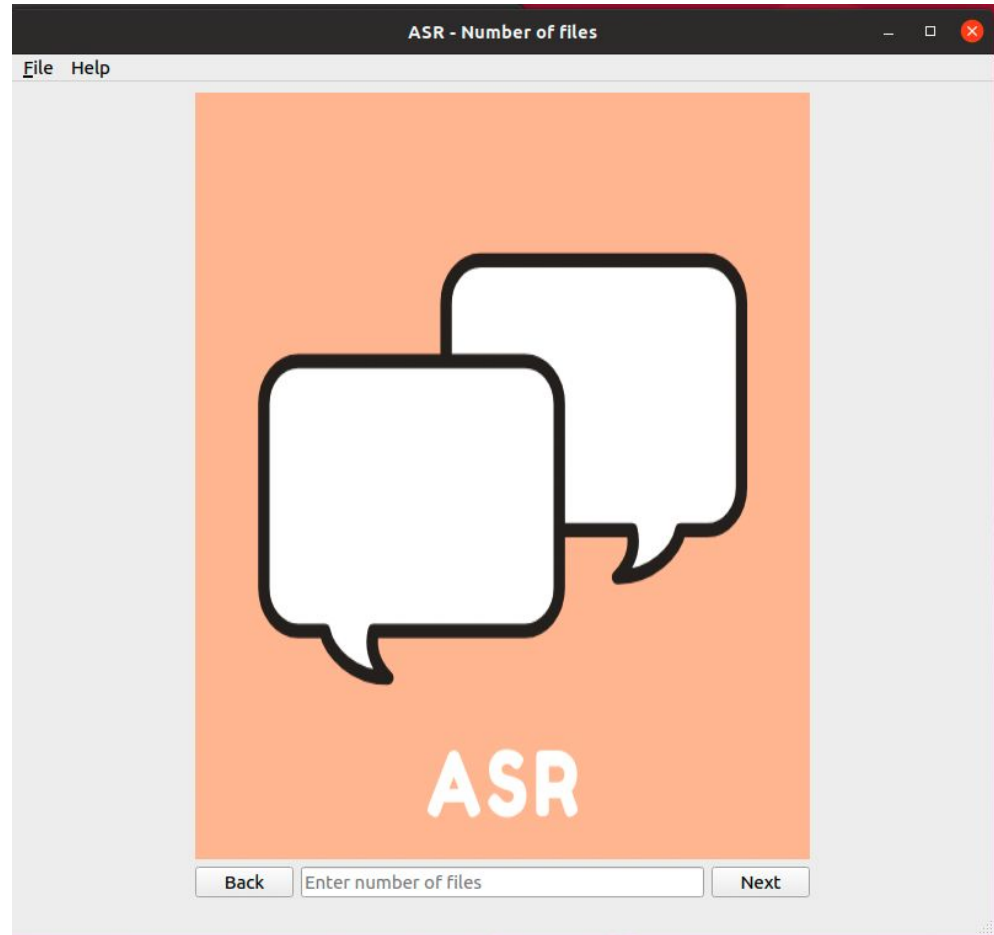


File Mode

- Main Window is Declared
- Intro Screen UI is setup
- Intro Screen Attributes:
 - ASR Logo
 - New Button
 - Last Button
 - Load Button
 - **File Mode Button**
 - Transcription Mode Button



- > Selecting the new Button takes us to the the first screen
- First Screen UI is set up
- Back Button takes us to the previous screen i.e. Intro Screen
- Enter the number of files (Max 8 Files)
- Next Button handles the number of devices and sets up the second screen by passing the number of files.



ASR - Session Details

File

Help

Meeting Details

Enter meeting name

Speaker Details

File: 1

Speaker 1

16khz

english

Select Audio File

File: 2

Enter name for device 2

16khz

english

Select Audio File

File: 3

Enter name for device 3

16khz

english

Select Audio File

File: 4

Enter name for device 4

16khz

english

Select Audio File

File: 5

Enter name for device 5

16khz

english

Select Audio File

File: 6

Enter name for device 6

16khz

english

Select Audio File

File: 7

Enter name for device 7

16khz

english

Select Audio File

File: 8

Enter name for device 8

16khz

english

Select Audio File

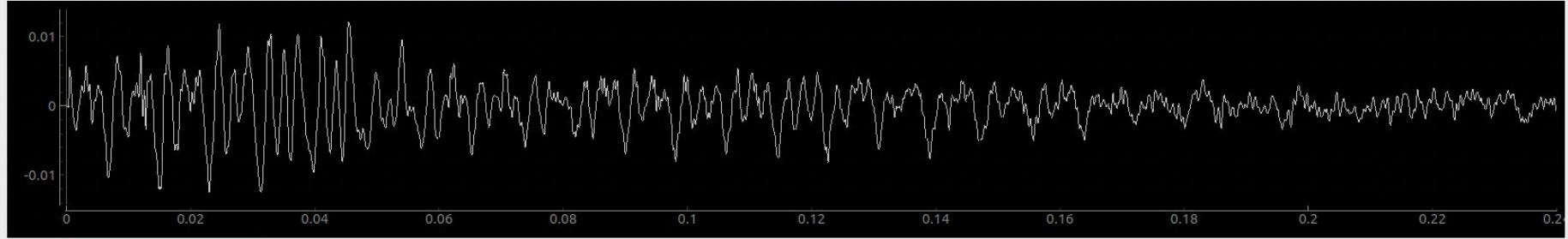
Back

Next

The third Screen UI is loaded

- Enter the name of the meeting (Default: The current Date/Time)
- The Devices/Speakers are setup
- The audiofile for that speaker needs to be selected.
- The next button takes us to the fourth screen of the UI

sample - On a break



Speaker 1

Show 10 entries

Jump to page :



19:02:45 Then?

Entity	Color
person	Red
gpe	Green
org	Blue
date	Cyan
cardinal	Magenta
others	Yellow

1

☐
0☒ Autoplay Transcript ☒ Auto Loop

Stop

Resume

Pause

Stop

-

1.0

+

Async ASR

Anand Theertha Nakhate
01 September, 2021

Multi-Channel Audio File Support

- The system currently has a limitation whereby the user is unable to transcribe audio files with multiple channels. The user is required to split the channels into different audio files manually to process the audio file.
- The application can automatically split the audio file with multiple channels into separate audio files and process them.

Library: wave, numpy or spacy.io

- Get the number of channels in the audio file (`wav.getnchannels()`)
- For each channel, store the channel data into a different file with the name given by the user/ speaker name.
- Use the required channel audio files as an input.

Conversation Table Resize

Problems:

- The Row number of the table is used in the payload of the ASR and the SUD services.
- We pass the row number and the data of the row is updated in on receiving the hypothesis.
- Updating the row number will cause errors in the above services.

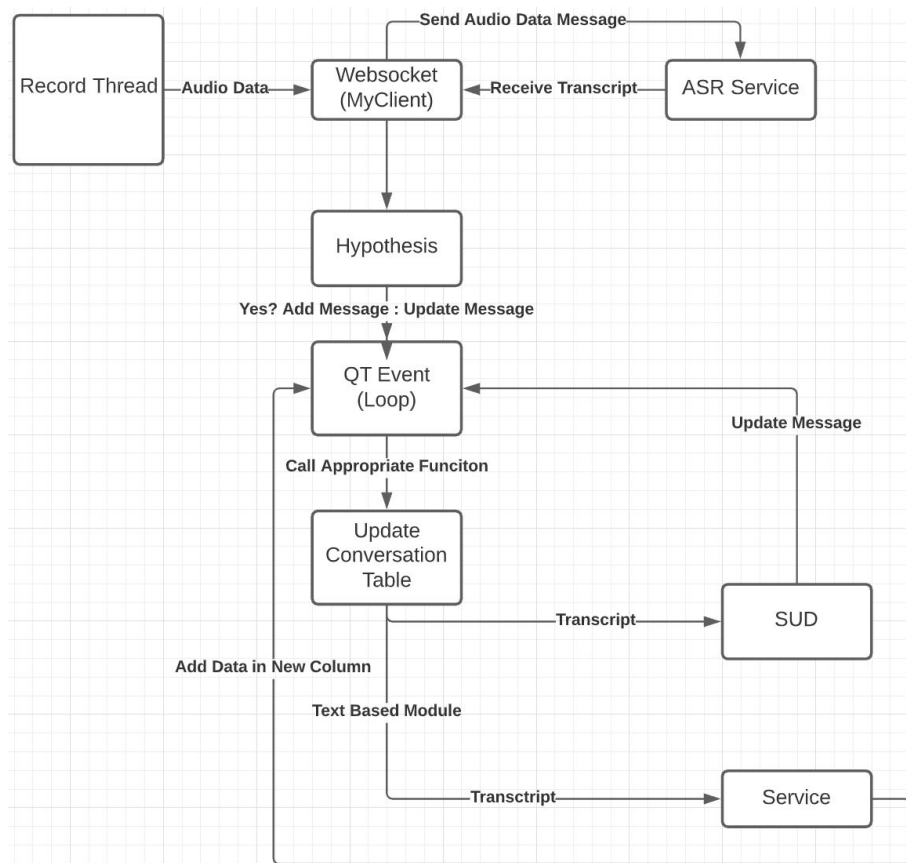
Alternative:

- Add a horizontal scroll bar. (Will need to lookup about this).

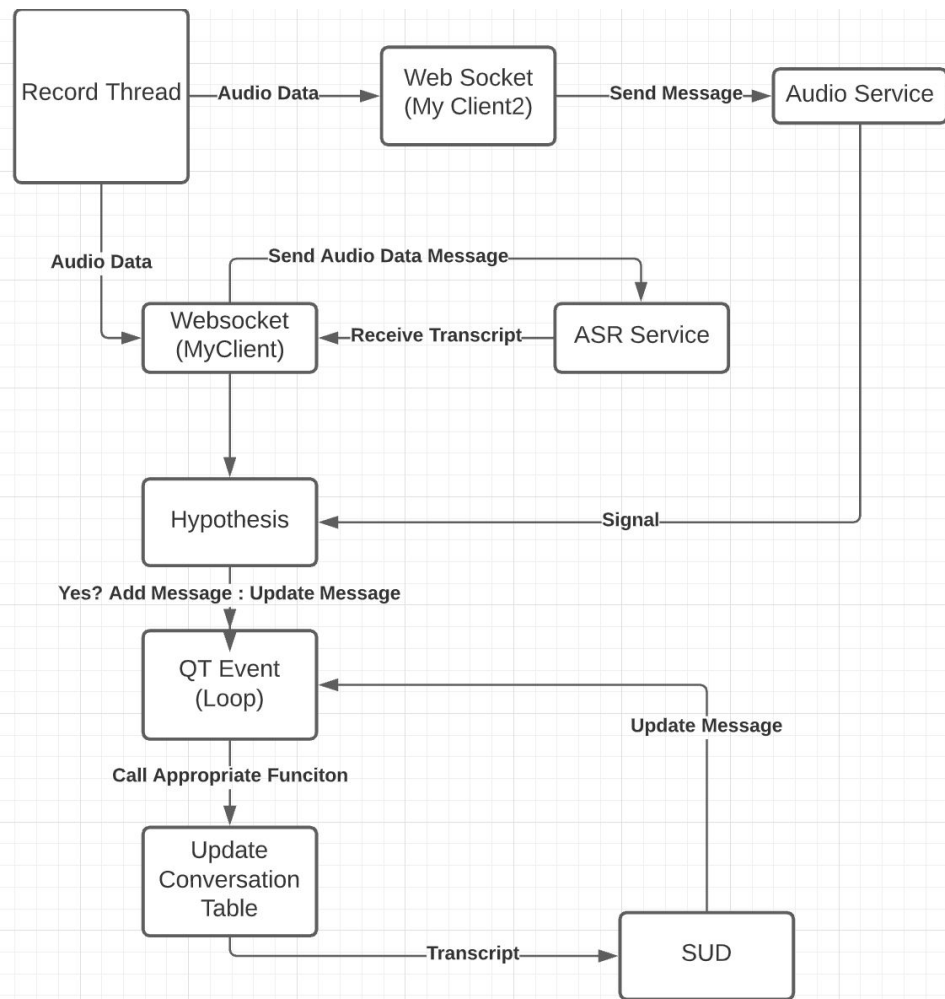
Using a Speech Services

1. HTTP requests
 - Requests Library
 - Futures Add-on to requests Library.
(Create an instance of Futures Session)
Helps in asynchronous communication.
 - Whenever we make a http request, we add the request instance to the queue.
 - Every 10 seconds, we check if the request is fulfilled. Else, we resend the request.
2. Server-Client based communication.
 - Create a web-socket for the communication.
 - Send the message through the web-socket
 - Create a signal to process the message when received

Text Based Speech Module



Audio Based Speech Module



Asynchronous Automatic Speech Recognition

Anand Theertha Nakhate
22 September, 2021

Split Audio with Multiple Channels.

The screenshot shows a web application window titled "ASR - Session Details". It has a menu bar with "File" and "Help". The form is divided into sections: "Meeting Details" with a text input "Enter meeting name"; "Speaker Details" with a table for 8 files; and navigation buttons at the bottom: "Back", "Next", and "Split Audio".

File: 1	File: 2	File: 3	File: 4
Speaker 1	Enter name for device 2	Enter name for device 3	Enter name for device 4
16khz	16khz	16khz	16khz
english	english	english	english
Select Audio File	Select Audio File	Select Audio File	Select Audio File

File: 5	File: 6	File: 7	File: 8
Enter name for device 5	Enter name for device 6	Enter name for device 7	Enter name for device 8
16khz	16khz	16khz	16khz
english	english	english	english
Select Audio File	Select Audio File	Select Audio File	Select Audio File

Back
Next
Split Audio

- Split Audio Button Opens a File Selector Window
- Select the Audio with multiple channels to split into individual audio files.
- SOX module splits the audio file into multiple audio files, one file for a channel
- If the audio file is file.wav, the split audio files are saved as file-channel-1.wav, file-channel-2.wav ... etc
- The audio files are stored in the temp folder in the current directory.

ASR – Module Analysis

The screenshot displays the 'ASR - Session' application window. The title bar indicates the session is 'meeting-22-09-2021-10-14-20 - Finished'. The main area features a large black plot with a y-axis from 0 to 1 and an x-axis from 0 to 1. Below the plot, a 'Speaker 1' section shows a list of entries with timestamps and text. The entries are:

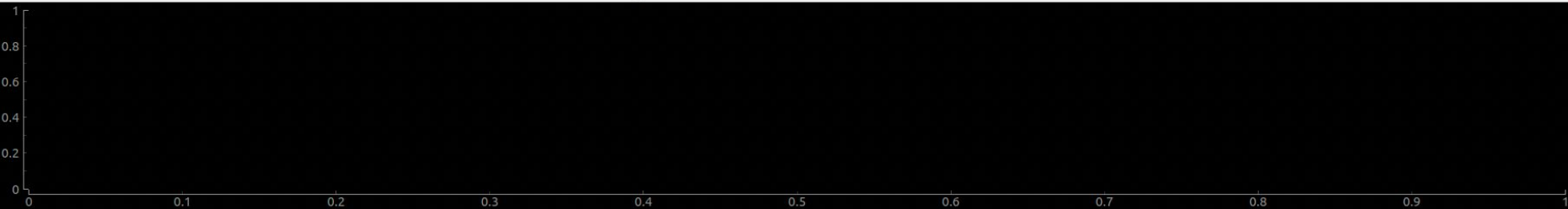
- 10:14:34 the change swollen hypothetical me because i was into lake or improve the results so and and i i was like in different images of trying to see whether the accu
- 10:15:02 so you wouldn't like this for you if you want to be fulfilled you have equal you have to get seem testing set and get the jointed and the score hundred thous
- 10:15:21 okay okay okay okay okay fine
- 10:15:26 ya but what you do is you can focus on how to how to interpret the pipeline properties that it wouldn't have different because injuries or the generators and

Below the transcript, there is a table with two columns: 'Entity' and 'Color'.

Entity	Color
person	Red
gpe	Green
org	Blue
date	Cyan
cardinal	Magenta
others	Pink

At the bottom of the window, there is a status bar showing 'Remaining Record Time: 71 hours 36 min', 'Autoplay Transcript' (checked), and 'Auto Loop' (checked). There are also buttons for 'Test', 'Save Logs', 'Play', and 'Stop'.

meeting-22-09-2021-10-14-20 - Finished



Speaker 1

Show 10 entries

Jump to page :

	10:14:34	the change swollen hypothetical
	10:15:02	so you wouldn't like this for yo
	10:15:21	okay okay okay okay okay fine
	10:15:26	ya but what you do is you can f

ASR - Module Select

Select the modules:

☒ NER

☐ Sound

☐ Event

Next Cancel

results so and and i i was like in different images of trying to see whether the accu
ou have to get seem testing set and get the jointed and the score hundred thous
properties that it wouldn't have different because injuries or the generators and

Entity	Color
person	Red
gpe	Green
org	Blue
date	Cyan
cardinal	Magenta
others	Yellow

1

Remaining Record Time: 71 hours 36 min ☒ Autoplay Transcript ☒ Auto Loop

Test

Save Logs

Play

Stop



10:15:02 so you wouldn't like this for you if you want to be fulfilled you have equal you have to get seem testing set and get the jointed and the score hundred thousands of images



10:15:26 ya but what you do is you can focus on how to how to interpret the pipeline properties that it wouldn't have different because injuries or the generators and distributorship

Terminal

Cancel

Current Problem

I am not able to use the Analyze button more than once while running the project.

Error:

RuntimeError: wrapped C/C++ object of type QTableWidgetItem has been deleted