

# Audio Description and Content Moderation App

Summer Undergraduate Research Award



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## 1 Introduction

## 2 Objectives

## 3 Approach to the project

The basic approach is to train our model using audios that already have been segregated into different categories, so that our networks “learns” to segregate audios.

In order to achieve this we have broken down our problem in several parts. First we will be giving tags to the audios depending on their quality and will try to enhance the quality of poor quality audio. We will reject the audios for which no enhancement is possible. Then the audio is converted to text using Natural language processing (NLP). Using the textual information, we provide hash-tags to the audio and then using a multiclass neural network we assign the probability of the audio falling under a particular topic and then assigning it the main topic. Then depending on the topic, we decide the abusive tolerance level and then mark the audios with abusive level more than the tolerance level for consideration from moderator. Depending on the scores of the moderator, if the combined score of the moderators who mark the audio as “Rejected“ is above a certain level, then the audio is moved to trash. The scores to the moderators (and community reporters) is given using a standard scoring algorithm which will be developed in future. Then after passing through all the stages, the audio is available to the user through the app.

### 1. Audio Quality

- (a) Set up a deep neural network with pre-trained weights to separate noise from the audio.
- (b) Depending on the output audio file, if the audio is not clear than the audio file is rejected.

### 2. Audio Enhancement

- (a) We will use digital sampling to reconstruct the audio as much as possible.
- (b) We sample at least twice as fast as the highest frequency we want to record so that we can use Nyquist theorem perfectly reconstruct the original sound wave from the spaced-out samples.

### 3. Speech Recognition and abuse filtering

- (a) The user is asked to choose one of the provided languages so that it helps us to use a pre-trained neural network to convert audio to text.
- (b) We will be using APIs like Watson speech to text or Google speech api for converting the audio to text.
- (c) Depending on the abusive words in the language, we segregate the audios into abusive tolerable or abusive intolerable.

#### 4. Topic Assignment

- (a) We use "one vs all" multi-class classifier neural network for the purpose of hash-tag assignment and topic assignment to the audio.
- (b) The moderators (or community reporters) may change the topic if they want to do so.

#### 5. Further Possibilities

- (a) We will be training on more languages to accommodate linguistic diversity prominently in rural areas
- (b) Apart from the app for content moderators, we may also build an app for users so that they can get news on demand as per their preferences.

## 4 Budget and duration

### 4.1 Budget

No budget is required for this project.

### 4.2 Duration

We will try to complete this project by the end of the summer break i.e. the end of July, 2017.

## 5 Background

### 5.1 Deep Learning

Deep Learning is a branch of machine learning in which multiple parameter based models are used in series. In a deep network, there are many layers between the input and output, allowing the algorithm to be executed in multiple processing steps, composed of **multiple linear and non-linear transformations**. At each layer, the signal is transformed by a processing unit, like an artificial neuron, whose parameters are '**learned**' through training. Deep Learning has been shown to excel in tasks where the goal is to find **intuitive** patterns in the data.[?] In particular, in the field of Computer Vision, deep networks are increasingly used to extract **feature descriptions and inter-relationships between features** from images.[?]

### 5.2 Convolutional Neural Networks

Convolutional Neural Networks (CNN, or ConvNet) are a type of feed-forward artificial neural network in which the connectivity pattern between the neurons is inspired by the organization of the animal visual cortex. Individual cortical neurons respond to stimuli

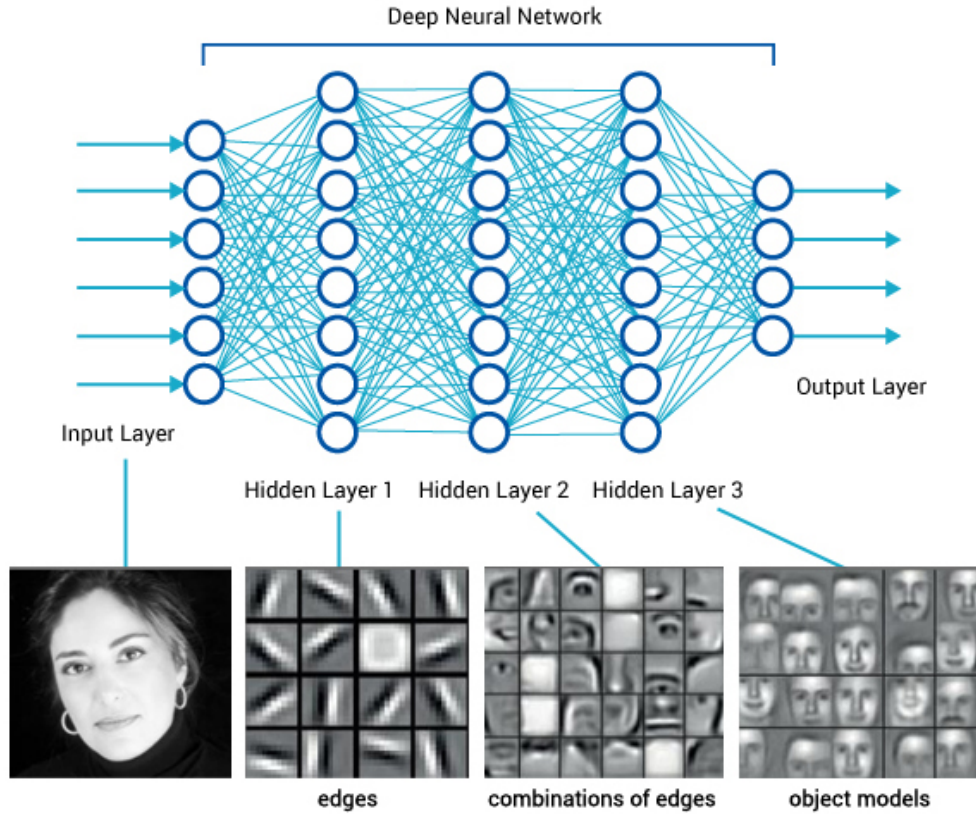


Figure 1: Illustration of Deep Learning as applied to Vision

in a restricted region of space known as the **receptive field**. The receptive fields of different neurons partially overlap such that they tile the visual field. The response of an individual neuron to stimuli within its receptive field can be approximated mathematically by a **convolution operation**. A Convolutional Neural Network consists of the following layers.[?]

### 5.2.1 Convolutional Layer

The convolution layer is the core building block of a CNN. The layer's parameters consist of a set of **learnable filters** (or kernels), which have a small receptive field, but extend through the full depth of the input volume. During the forward pass, each filter is convolved across the width and height of the input volume, computing the dot product between the entries of the filter and the input and producing a 2-dimensional activation map of that filter.[?] As a result, the network learns filters that activate when it detects some specific type of feature at some spatial position in the input.

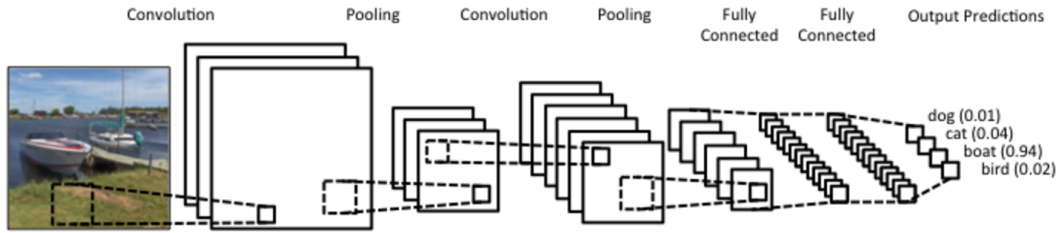


Figure 2: A Typical Convolutional Neural Network

### 5.3 Training Deep Neural Networks

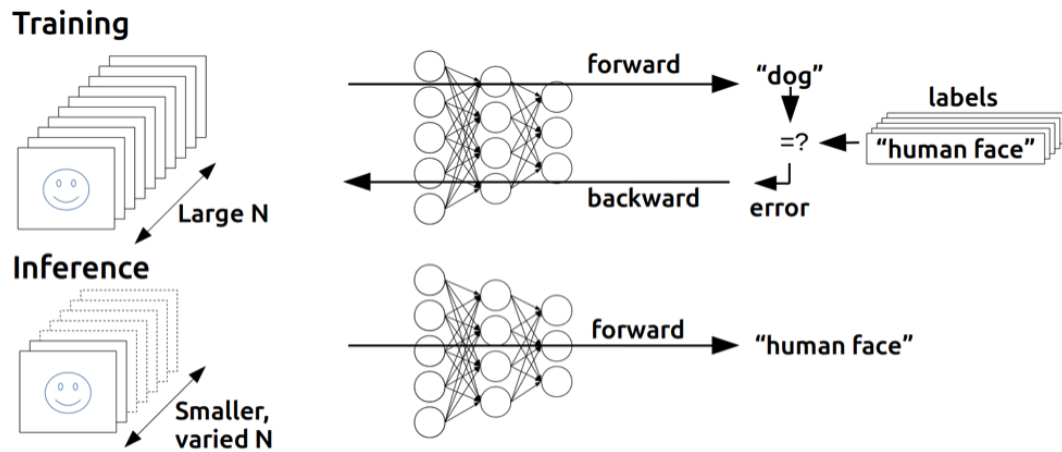


Figure 3: Training and Inference Processes

A Deep Neural Network is at its core a parameter based function. All of these parameters are **trained** automatically from inputs and expected output tuples (training data). The training process revolves around minimizing a particular cost function using methods like **Stochastic gradient descent**. The input is given to the network in a feed forward fashion and the parameters are modified from the last layer to the first (**Backpropagation**). Neural Networks, by design, require huge amounts of training data and take a large time to get trained. For some perspective, most current state of the art image classifiers have  $> 100$  million parameters and are trained on more than 1.2 million images.

## References