

# And then they began to speak

Towards end-to-end speech synthesis, and back again?

**Markus Toman** 

#### Motivation

- (Intro: <a href="https://www.youtube.com/watch?v=VCy4dBFI">https://www.youtube.com/watch?v=VCy4dBFI</a> qH8)
- Synthetic speech quite decent nowadays
- Possibilities and threats
- Are we through the uncanny valley?
- Let's look at how the sausage is made

### About me

- Computer Science background
- Doctorate speech synthesis, 8 years in the field (speech tech) now
- Working for VocaliD (<a href="https://vocalid.ai/">https://vocalid.ai/</a>)
- SwordBrain for hire, i.e. running my own business (<a href="https://www.neuratec.com">https://www.neuratec.com</a>)
- Lecturer FH Wr. Neustadt
- Further endeavours (e.g. mygewo.at)

#### About me

- VocaliD, Boston, USA <a href="https://vocalid.ai/">https://vocalid.ai/</a>
- Original mission to give voices to the voiceless
  - Oscar <a href="https://www.youtube.com/watch?v=Z0IBhUW">https://www.youtube.com/watch?v=Z0IBhUW</a> AJM
  - John <a href="https://www.youtube.com/watch?v=ji9cKNPgl-A">https://www.youtube.com/watch?v=ji9cKNPgl-A</a>
- Human Voice Bank with tens of thousands voice donors
- Now broader portfolio, including voice security and brand voices (later in this talk)



- "Speech synthesis is the artificial production of human speech."
- Also referred to as Text-To-Speech (TTS), although a bit more narrow in scope
- Speech synthesis can be
  - Helpful
  - Fun
  - Dangerous

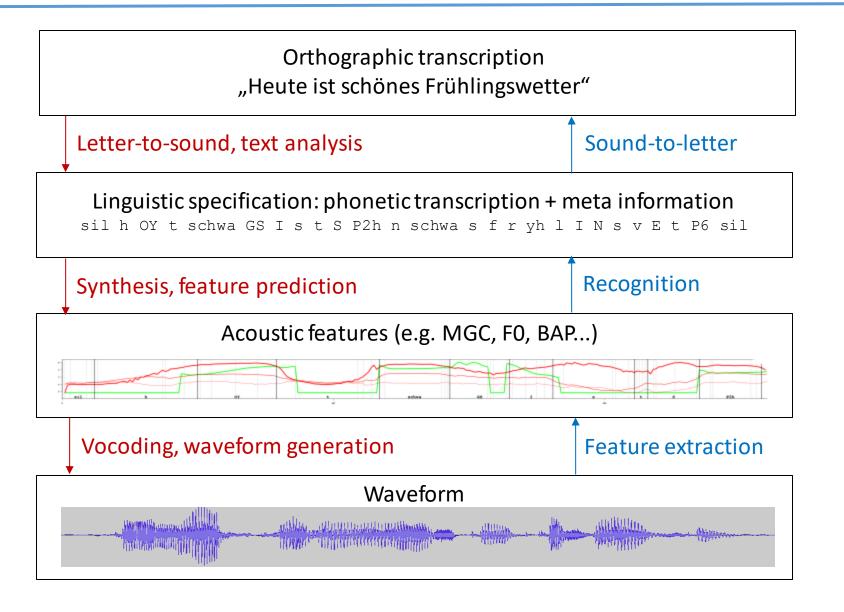
Samples for those aspects are sprinkled throughout the talk

## Helpful

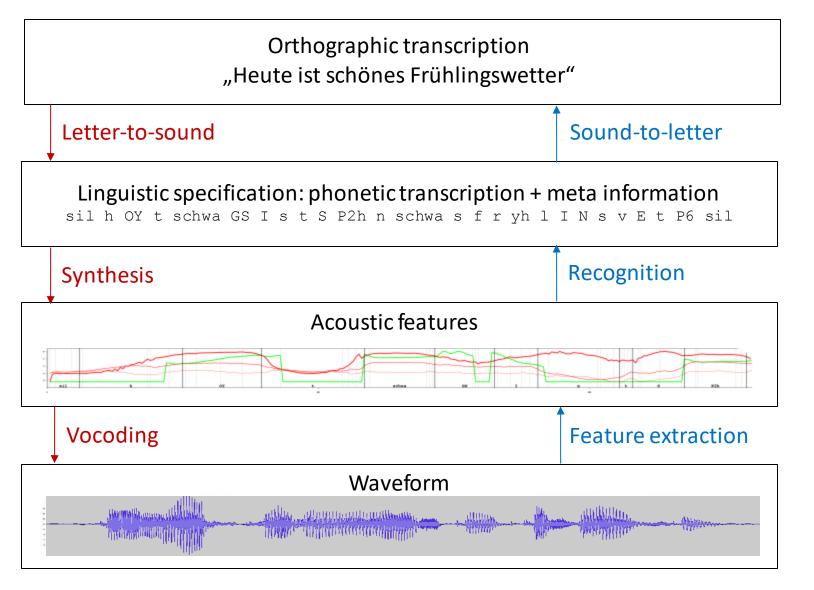
- Speak for those who can not speak
  - Oscar <a href="https://www.youtube.com/watch?v=Z0IBhUW">https://www.youtube.com/watch?v=Z0IBhUW</a> AJM
  - John <a href="https://www.youtube.com/watch?v=ji9cKNPgl-A">https://www.youtube.com/watch?v=ji9cKNPgl-A</a>
- Read for those who can not read
  - Fast speech for the blind https://wiki.inf.ed.ac.uk/CSTR/SalbProject
- Speak to those who need their eyes elsewhere
  - Car navigation, medical procedures, assistance robots
- Speak to those to those who don't want to read
  - Digital assistants, home automation...

- "Speech synthesis is the artificial production of human speech."
- Also referred to as Text-To-Speech (TTS)

- Common pattern to use 3 components:
  - Text analysis
  - Acoustic feature prediction
  - Waveform generation
- We're discussing statistical parametric synthesis here, not touching e.g. unit selection, formant synthesis etc.



## Traditional TTS Trinity Tools



#### Festival

> 1000 source files
POS-Taggers, LTS-Trees,
pronunciation dictionaries,
ToBi endtone prediction,
phrasing models,
syllable stress prediction, ...

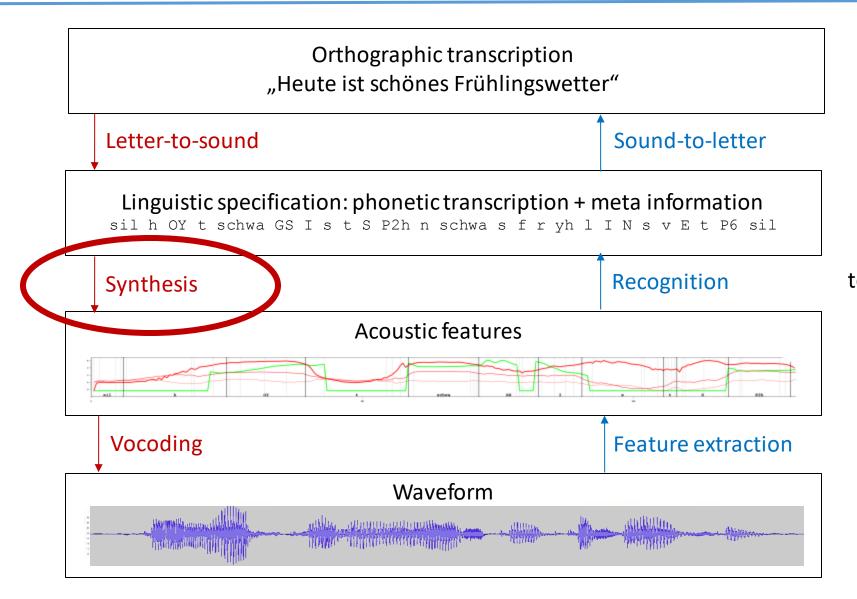
#### HTS/HTK

~ 120 source files > 120k lines of code ~ 34 command line tools with ~20 parameters + extra script files

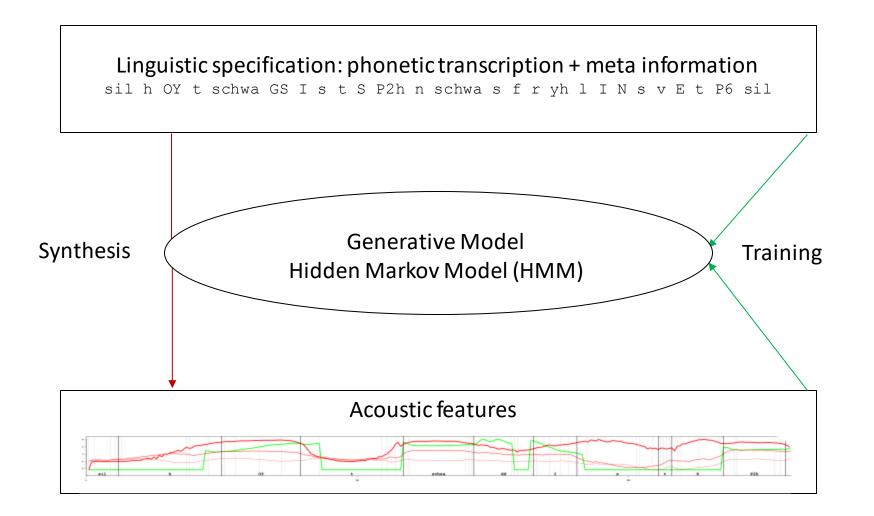
#### STRAIGHT, WORLD, hts\_engine

Small :)
Complicated :(

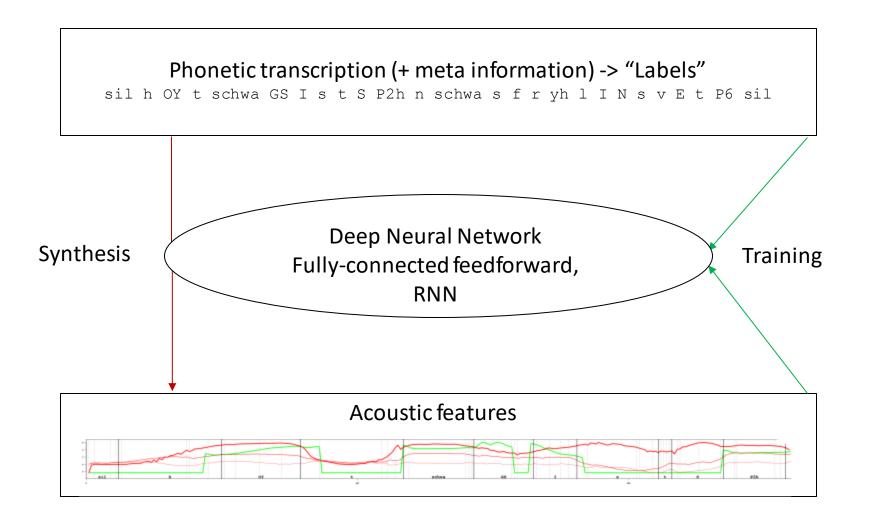
Tools grew over time, most of code specific to speech processing



Classic machine learning techniques have been used for acoustic feature prediction for some time.



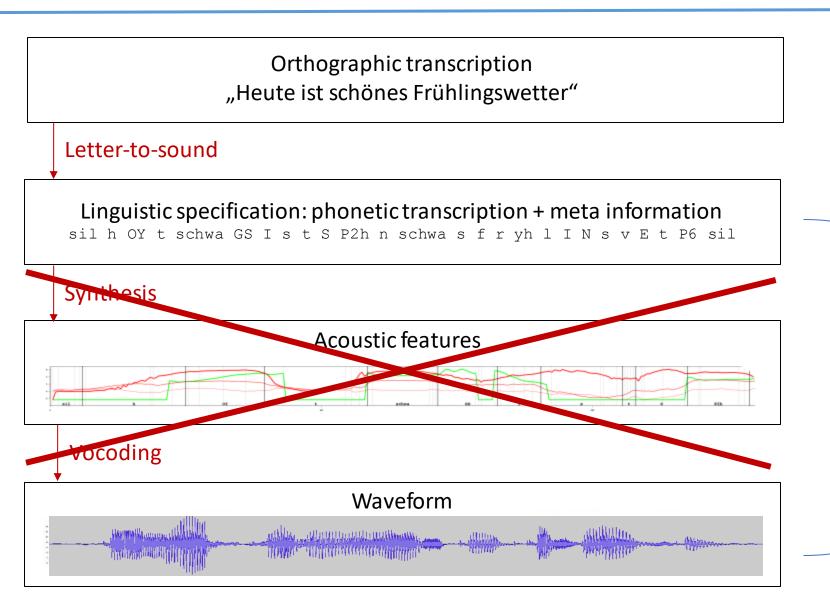
For example, HMMs
with decision-tree-based
clustering.
Adding dynamic features
and Maximum Likelihood
Parameter Generation
(MLPG), Postfilter, Global
Variance and lots of other
tricks ...



Naturally the first place
where DNNs were
successfully introduced: to
predict acoustic features
from linguistic specification
labels.

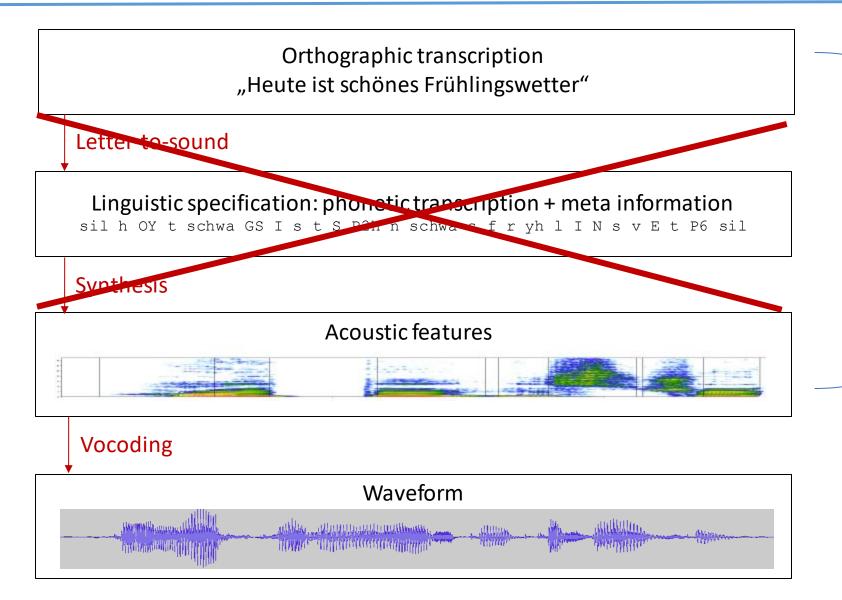
Still separate duration and acoustic models.

### Towards end-to-end synthesis



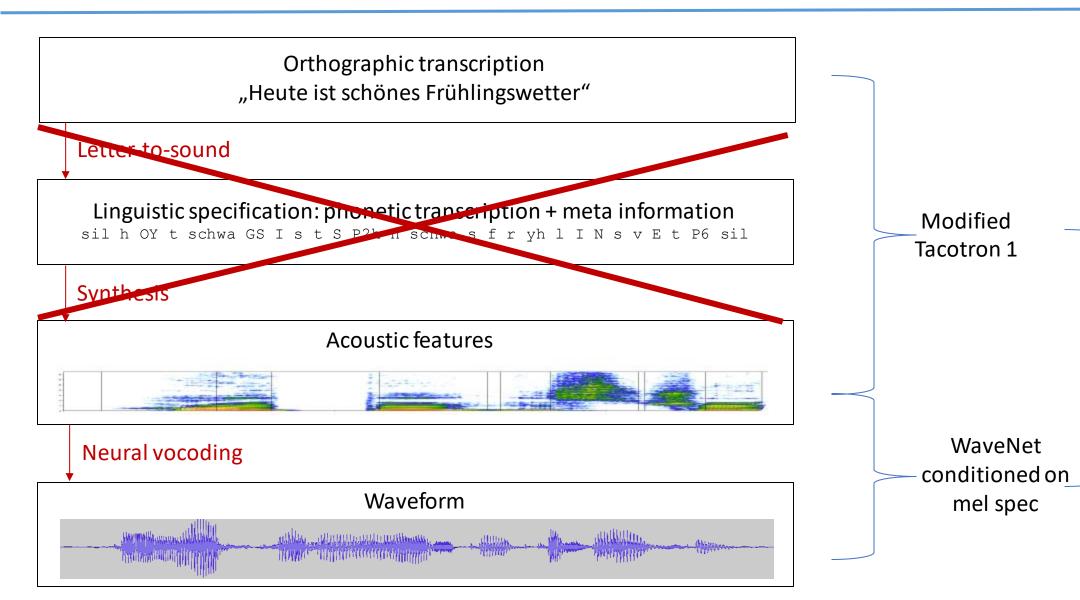
First Wavenet version by Deepmind in 2016. Predicting waveforms from linguistic specification.

### Towards end-to-end synthesis



Tacotron (2017) predicts spectral features from plain text.
Does not require separate duration model or alignment

## Towards end-to-end synthesis



Tacotron 2

almost

end-to-end

## Traditional TTS Trinity Tools

#### The Emperor's New Clothes...

#### **Festival**

>1000 source files
> 43k lines of C++ code, even more scheme code
POS-Taggers, LTS-Trees, pronunciation dictionaries,
ToBi endtone prediction, phrasing models,
syllable stress prediction, ...

#### **HTS/HTK**

~ 120 source files > 140k lines of C code ~ 34 command line tools with ~20 parameters + extra script files

**SPTK, EST** for general signal and speech processing



#### **Tacotron (nvidia implementation)**

~2500 lines of Python - TTS-specific code librosa for basic sound and signal processing (STFT, wav loading/writing) The rest is in general purpose libraries, e.g. PyTorch, Tensorflow

A single model, trained with standard methods

Became much more accessible for experts from other fields – much more open source work

### Fun 1

- Speak to entertain
- 'Twas the night before Christmas with VocaliD <u>https://www.youtube.com/watch?v=Ov2A9wjol\_8</u>
- Goodnight Moon <a href="https://www.youtube.com/watch?v=Jw02N9mYiCU">https://www.youtube.com/watch?v=Jw02N9mYiCU</a>
- Dialect interpolation
   <a href="http://mtoman.neuratec.com/thesis/interpolation/">http://mtoman.neuratec.com/thesis/interpolation/</a>
- Adorno <a href="https://kutinkindlinger.com/le-parleur-radiopiece-52/">https://kutinkindlinger.com/le-parleur-radiopiece-52/</a>

#### WaveNet

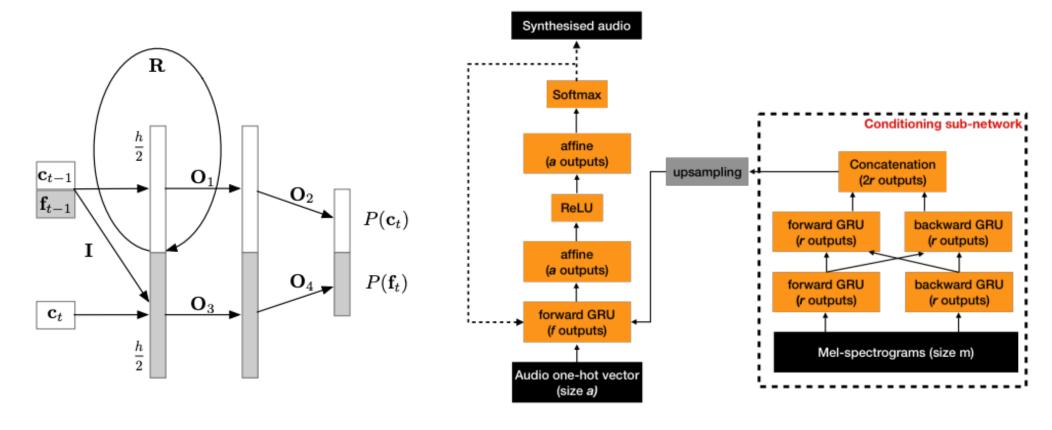
- Introduced by DeepMind in 2016
- 1D version of PixelCNN
- Convolutional neural network
  - Dilated convolutions to increase receptive field
  - Autoregressive
- Local conditioning to control output (e.g. linguistic specification)
- Aäron van den Oord et al (2016): WAVENET: A GENERATIVE MODEL FOR RAW AUDIO
  - https://deepmind.com/blog/wavenet-generative-model-raw-audio/

#### WaveNet

- <a href="https://deepmind.com/blog/wavenet-generative-model-raw-audio/#gif-7">https://deepmind.com/blog/wavenet-generative-model-raw-audio/#gif-7</a>
- Dilation factors grow exponentially with each layer
- Causal convolution avoids requiring "future" samples
- Outputs mu-law compansion and quantization to 256 values, softmax distribution
  - Different output types used in adapted methods, e.g. Mixture of Logistics

### WaveRNN

RNN-based waveform modeling

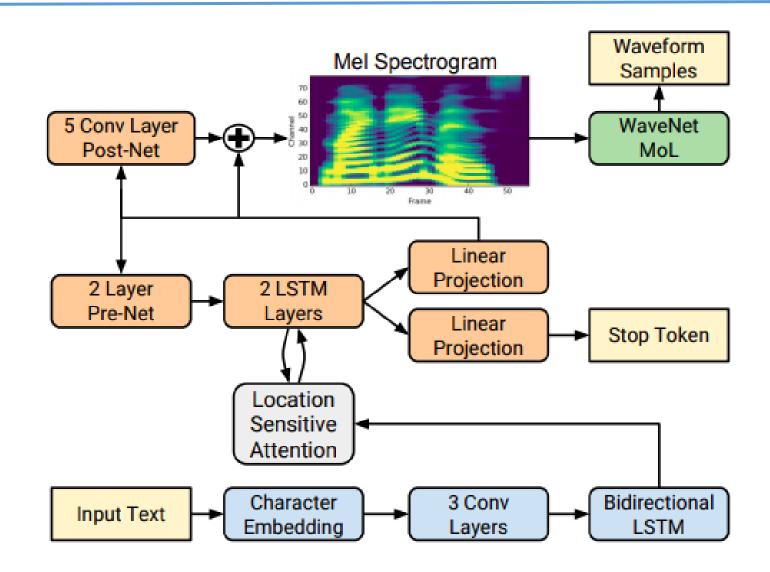


- Left: Nal Kalchbrenner et al (2018): Efficient Neural Audio Synthesis (<a href="https://arxiv.org/abs/1802.08435">https://arxiv.org/abs/1802.08435</a>)
- Right: Jaime Lorenzo-Trueba et al (2018): Robust Universal Neural Vocoding (https://arxiv.org/abs/1811.06292)

#### Tacotron

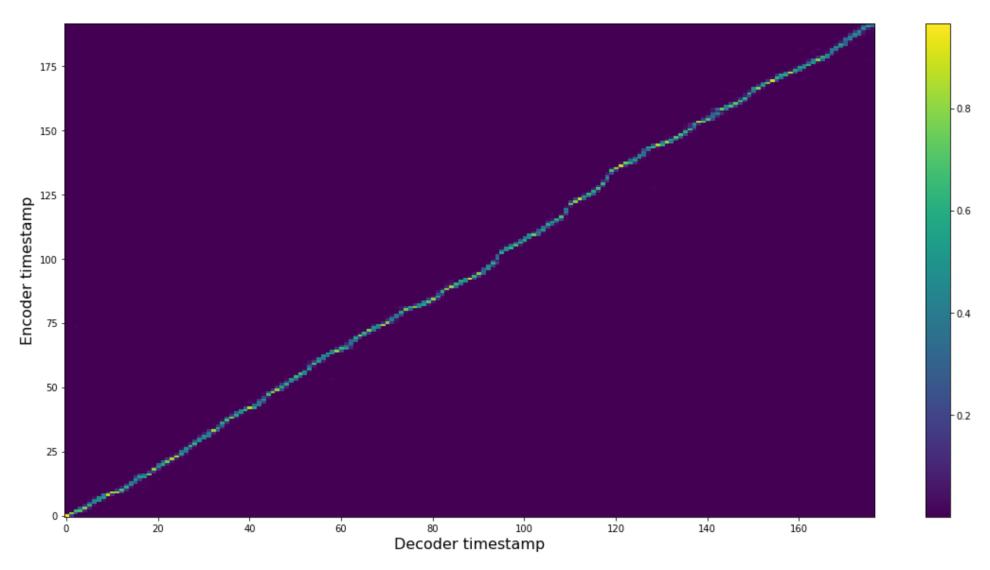
- Tacotron 1 uses Attention-based model to predict spectral features from text (character embeddings)
- Tacotron 2 simplifies Tacotron 1, predicts Mel-spectral features and feeds them to WaveNet used as neural vocoder
  - Feature prediction network produces ground truth aligned features to train WaveNet
  - WaveNet conditioned on mel-spectral features predicts samples of waveform
- Except for a bit of text normalization and symbol selection, this
  process is mostly independent from the actual language
- No explicit duration model, learns alignment
- Yuxuan Wang et al (2017): Tacotron: Towards End-to-End Speech Synthesis
- Jonathan Shen et al (2017): Natural TTS Synthesis by Conditioning WaveNet on Mel Spectrogram Predictions
- All the Google Tacotron papers and samples: https://google.github.io/tacotron/

#### Tacotron 2



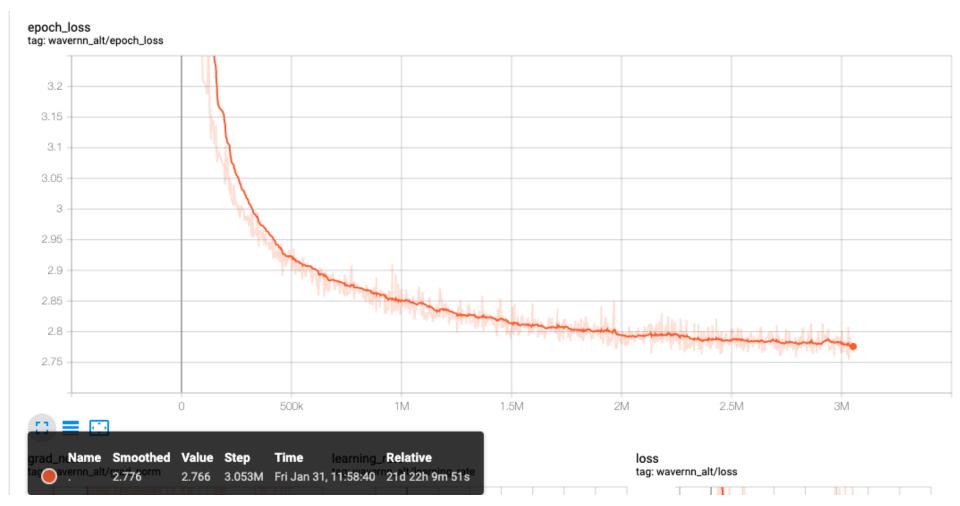
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### Tacotron



• Jonathan Shen et al (2017): Natural TTS Synthesis by Conditioning WaveNet on Mel Spectrogram Predictions

# Deep learning



Patience is a virtue

(or fiddle with the learning rate and hope things don't blow up in your face)

### Fun 2

- Speak to entertain
  - You will hear samples of brand voices, dialectal speech, bloopers...

### Open Source

- Open Source Community needed more than a year after the WaveNet paper was published to produce roughly comparable results
  - https://github.com/keithito/tacotron
  - https://github.com/Rayhane-mamah/Tacotron-2
  - https://github.com/r9y9/wavenet vocoder
- 2018, companies joined in
  - https://github.com/NVIDIA/tacotron2
  - https://devblogs.nvidia.com/nv-wavenet-gpu-speech-synthesis/
  - https://github.com/NVIDIA/nv-wavenet
  - https://github.com/mozilla/TTS

### Proliferation

- SampleRNN
- Wav2Char
- WaveRNN
- Baidu Deep Voice 1, 2, 3
- Baidu ClariNet (uses a bridge network to interface with WaveNet to produce a single end-to-end network)
- NVidia WaveGlow
- Adobe FFTNet
- Facebook VoiceLoop
- Microsoft Transformer TTS, FastSpeech
- MelGAN, WaveGAN, ParallelWaveGAN, LPCNet, MelNet....

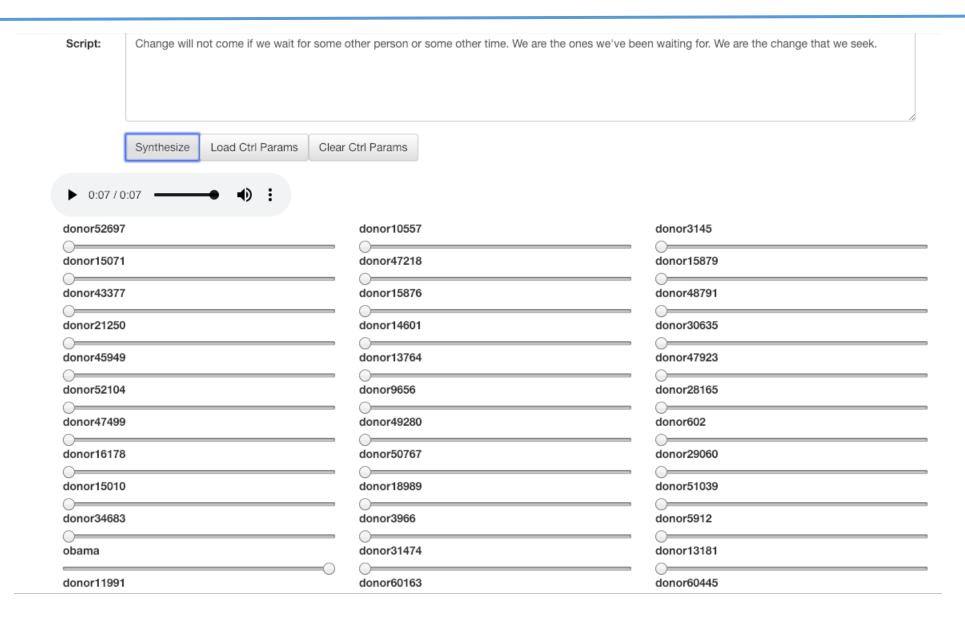
### Personalization: Data in the wild

- Showcased voices trained from lots of polished data.
  - Studio recordings
  - Voice talents
  - Manual cleaning
- Most voice cloning solutions produce pretty awful results off-theshelf given "real" data, e.g.
  - children talking into their headset microphones at home dog barking, two washing machines running, lots of mispronunications
  - data scraped from interviews, videos, movies other people talking, applause, lots of background noise, stopping mid-sentence, no good transcriptions available

### Taming wild data

- Cleaning pipeline
  - noise removal, dereverberation, click removal, bad sentence tagger...
- Augmentation
  - concatenation, mixing with similar voices, slight transformations...
- Adaptation
  - e.g. finetuning continue training with different dataset, potentially freezing parts of the network.
- Multispeaker models
  - Feature identity is also input to network representation sharing between speakers. One-hot embedding, iVector, encoder network...

## Multispeaker models



### Dangerous

"Criminal deepfake attacks have claimed their first victims, with a British energy defrauded of nearly a quarter-million dollars through a wire transfer ordered by what seemed from the voice to be a company executive, The Washington Post reports. The company's managing director was phoned by what he thought was a company executive, according to representatives of French insurer Euler Hermes, and though he felt the wire request was strange, he complied, thinking he was following instructions from his boss. When the thieves made a second request, the managing director acted on his suspicions and called the executive. The fraudulent version phoned while that call was still in progress, exposing the fraud. Symantec researchers say they have discovered at least three such incidents, although it is unclear if that includes the above case. The losses in one case exceeded a million dollars."

https://www.biometricupdate.com/201909/deepfake-voice-technology-claims-first-fraud-victims

### Dangerous

- Speak to fake, fraud, impersonate, break voice authentication systems
  - You will hear samples for impersonation

### End-to-end and back again?

- Lacking control, dependency on attention model
- Most Tacotron-based methods use phones instead of characters again
- Microsoft FastSpeech uses explicit duration model
- IBM TTS uses various different networks for G2P, prosody modeling, duration modeling
- Tencent DurIAN uses explicit duration model

### The Future

- End-to-end or not?
- Currently strong trend for more robustness seq2seq often fragile
- New model types used in the field
  - GANs, Transformer, BERT, neural arithmetic logics units...
- More fine-grained control
  - Style, language varieties, emotion...
- Dealing with noisy data
- Unified models for synthesis, recognition, voice verification...?
- Ethical and security challenges impersonation, deep fakes, breaking voice authentication systems and digital assistants

## The End

#### Material

- Oscar's new VocaliD voice https://www.youtube.com/watch?v=Z0IBhUW AJM
- John's new VocaliD voice <u>https://www.youtube.com/watch?v=ji9cKNPgl-A</u>
- Delaney cheers on her team <u>https://www.youtube.com/watch?v=vxMzlB3gVBM</u>
- 'Twas the night before Christmas with VocaliD <a href="https://www.youtube.com/watch?v=Ov2A9wjol8">https://www.youtube.com/watch?v=Ov2A9wjol8</a>
- Goodnight Moon <u>https://www.youtube.com/watch?v=Jw02N9mYiCU</u>
- Dialect interpolation <u>http://mtoman.neuratec.com/thesis/interpolation/</u>
- Accent conversion <u>http://mtoman.neuratec.com/thesis/transform-accent/</u>
- Fast speech <u>https://wiki.inf.ed.ac.uk/CSTR/SalbProject</u>
- Adorno <u>https://kutinkindlinger.com/le-parleur-radiopiece-52/</u>