

# Modern Voice Agents

LLM, Speech pipelines, and Real-time interaction

# Who AM I

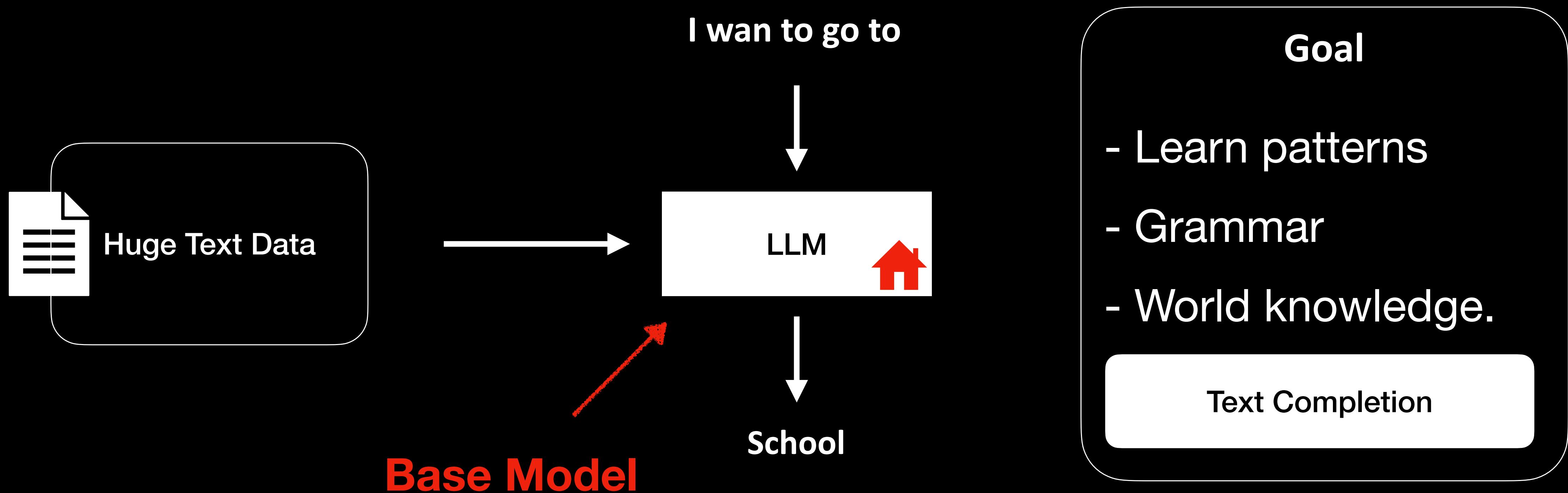
Abdeljalil EL MAJJODI

- ML Engineer @Norma
- President, Data Lead @Atlasia
- Open Source ML Contributor

# LLM

## From Text Completion To Reasoning

# Pretraining: unsupervised learning



# Pretraining: unsupervised learning

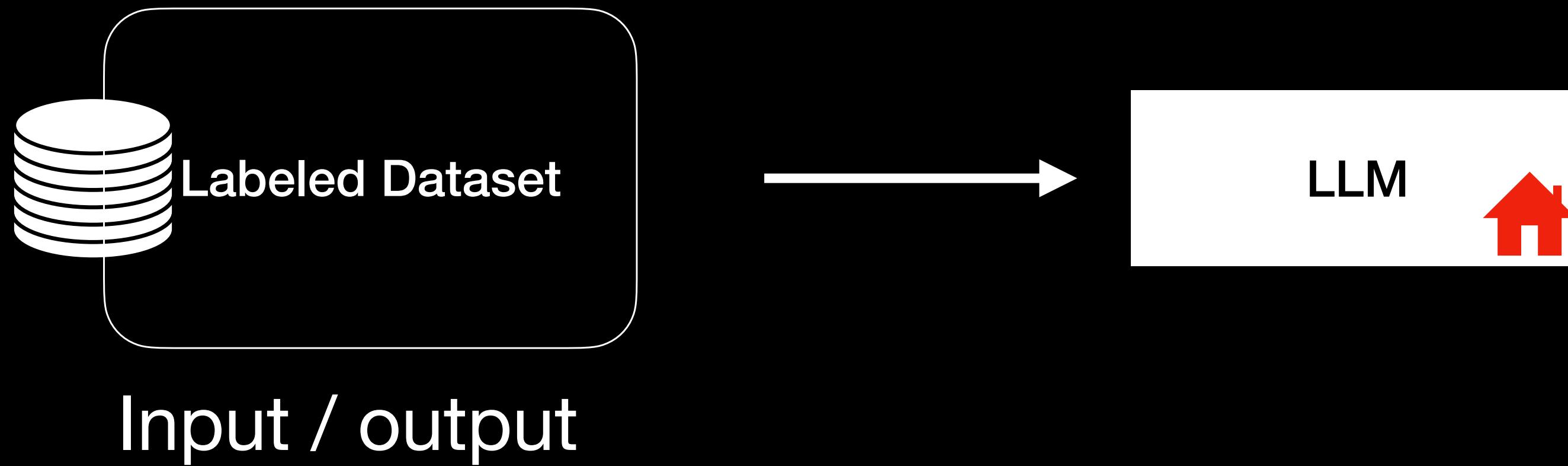
**Not  
Following  
Instructions**

What is the capital City of Morocco?

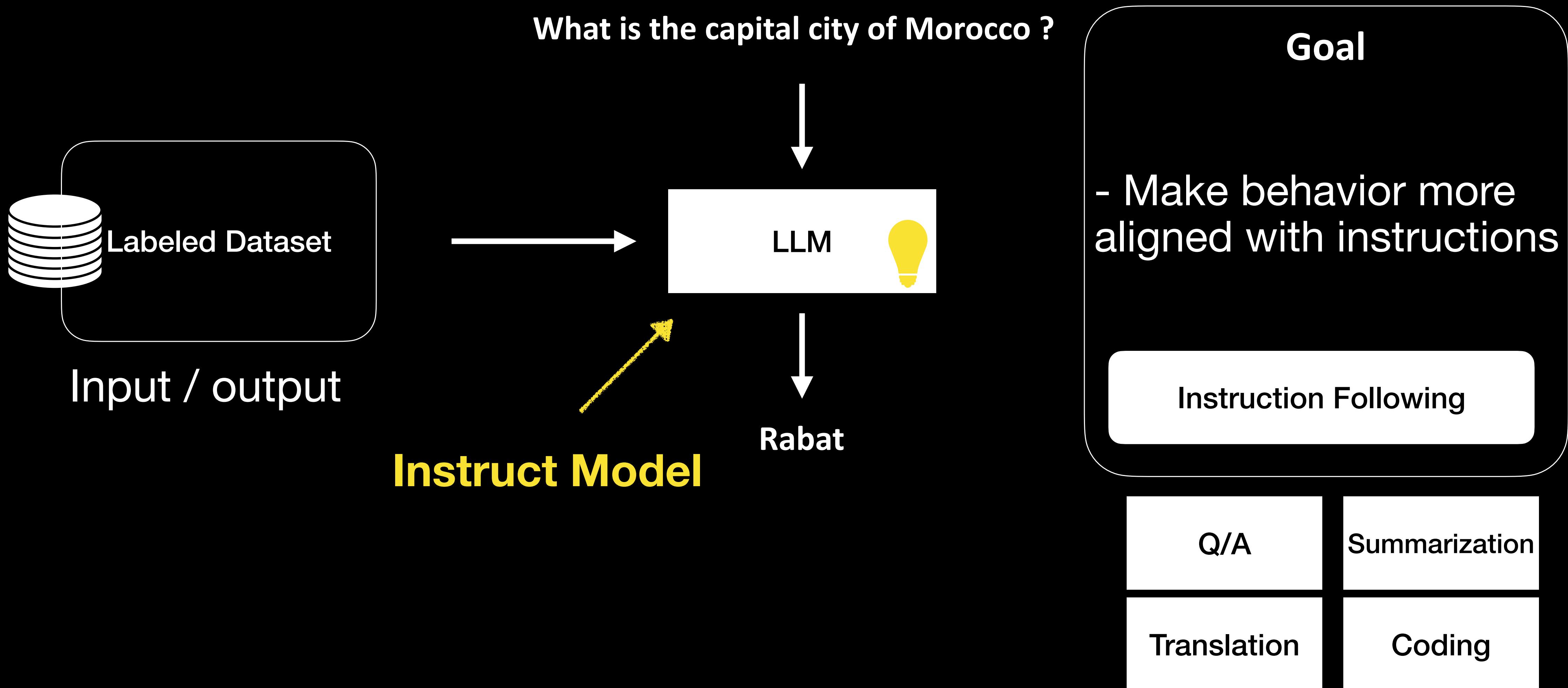


And who's the king of  
Morocco?

# Supervised Fine-Tuning (SFT)



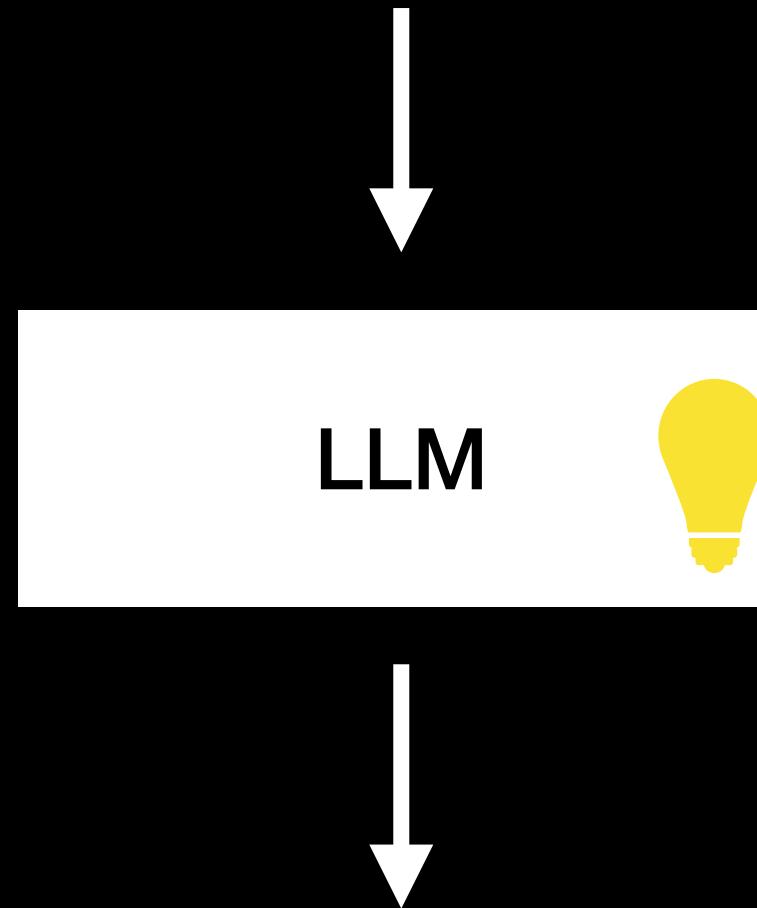
# Supervised Fine-Tuning (SFT)



# Pretraining: unsupervised learning

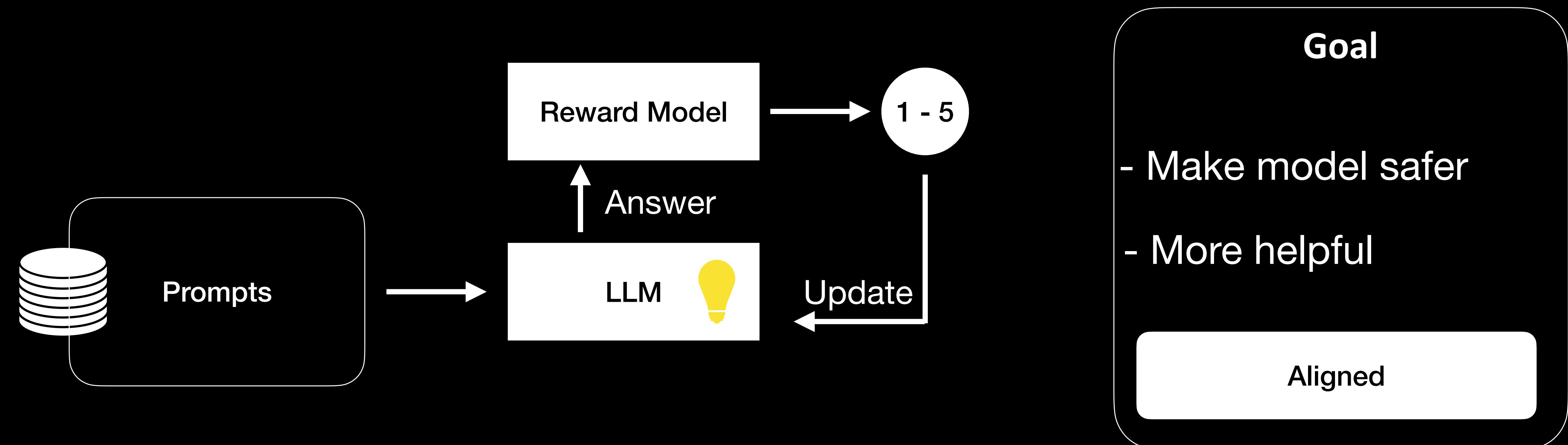
**Not  
Safe**

Can help me make a bomb



Yes, follow these steps:  
1. ....

# Human Preferences (RLHF / DPO)



# Human Preferences (RLHF / DPO)

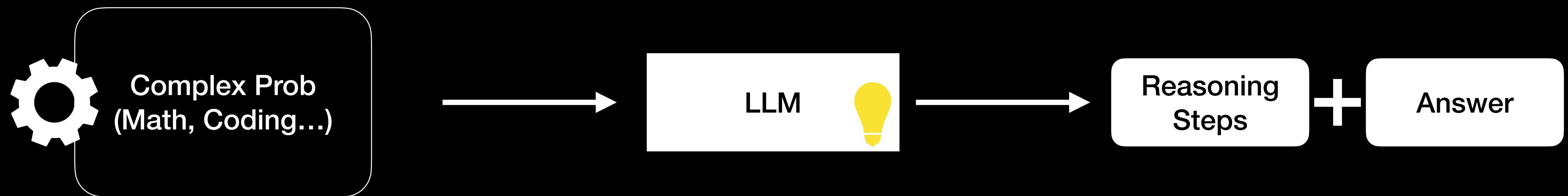
**Cannot  
Fix Complex  
Problems**

How much of r in strawberry

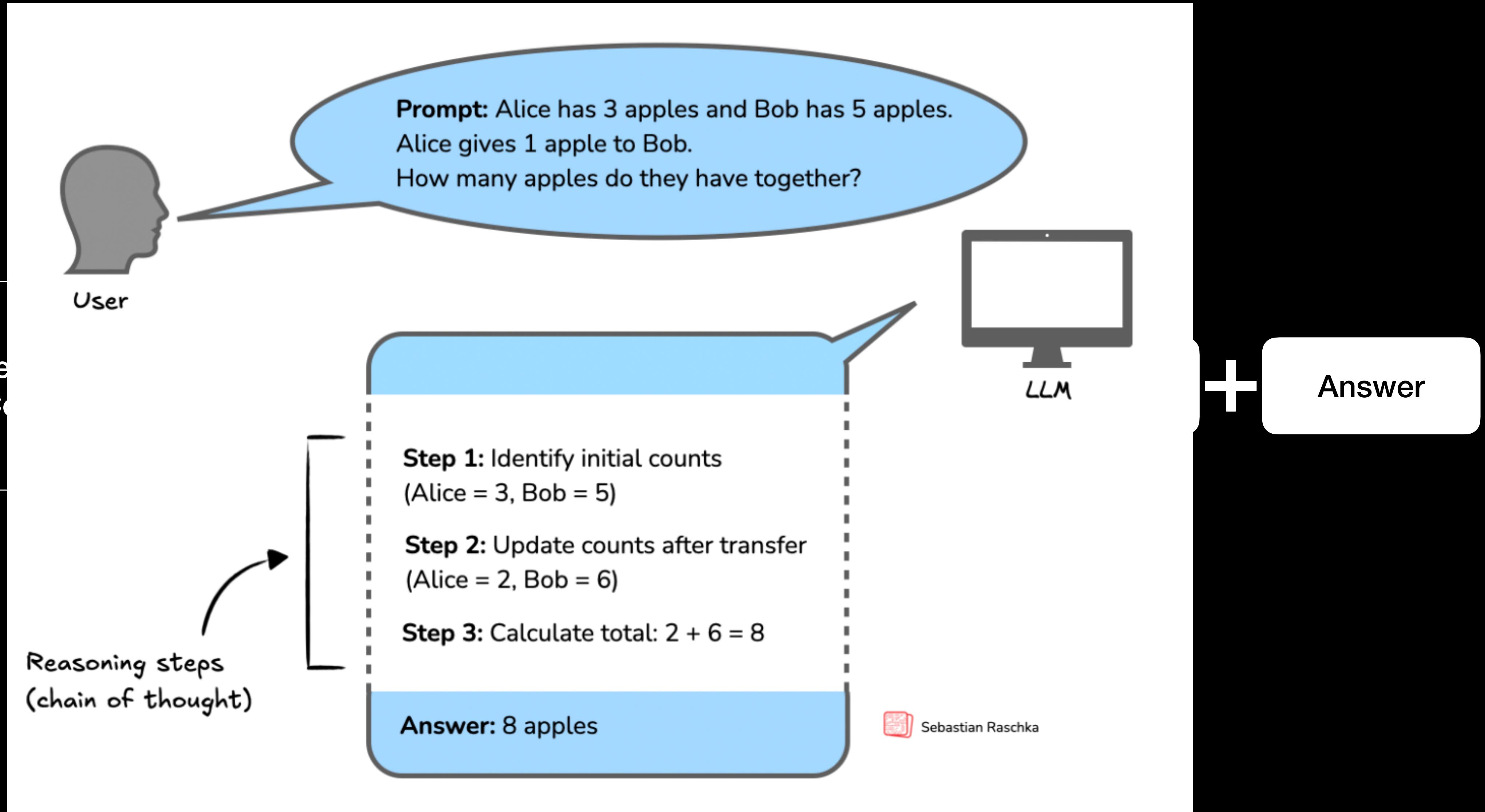
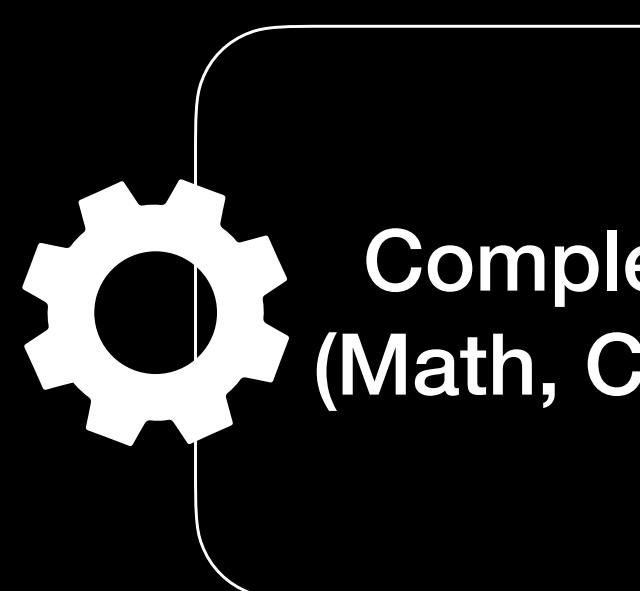


2

# Reasoning (RLVR)



# Reasoning (RLVR)

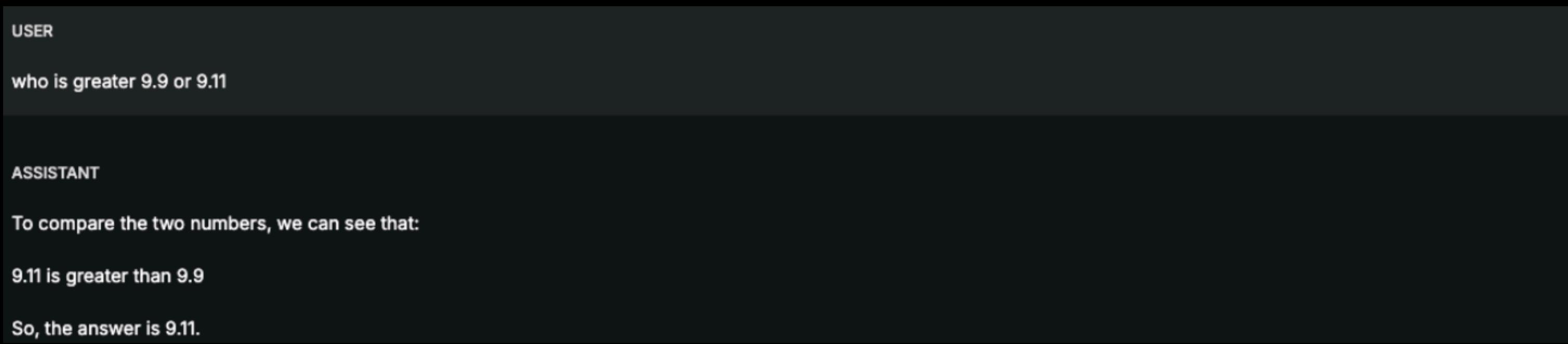


# Agent

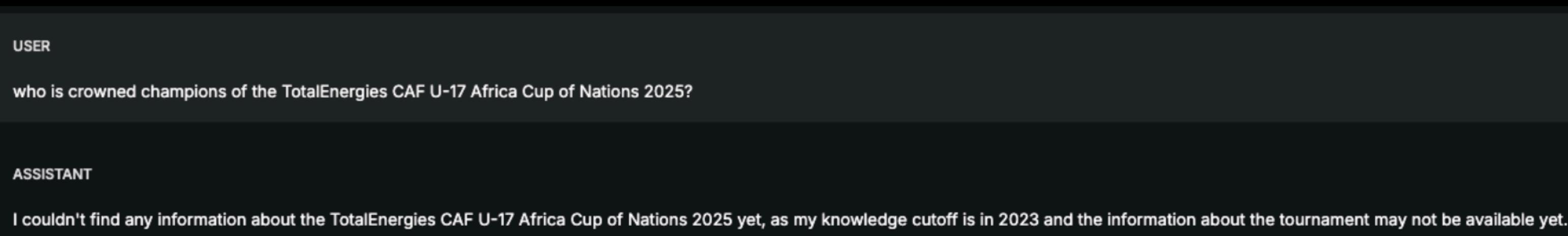
## From LLM Limitations to LLM Tool Augmentation

# LLM Limitations

- **Hallucinations:** generation of incorrect information with high confidence.



- **Knowledge cutoff:** limited to the training data timeframe.

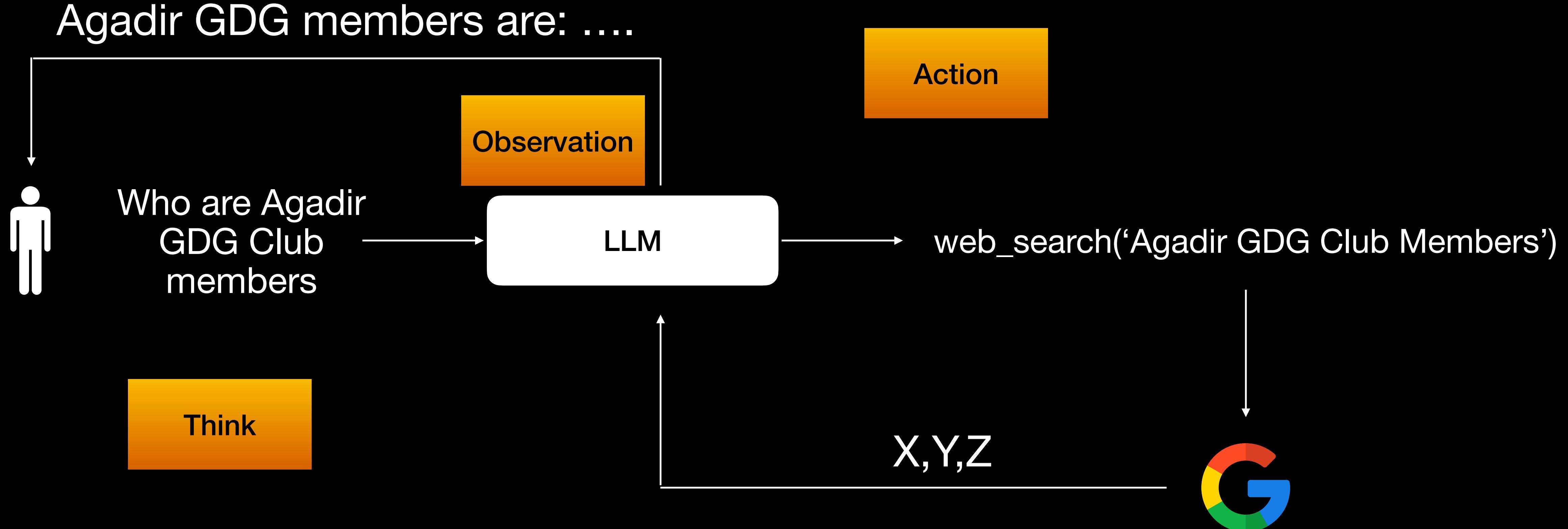


- **Data privacy:** limited to public training data, no access to proprietary information.

# Agent: LLM Tool Augmentation



# Agent: LLM Tool Augmentation



# Voice Agent

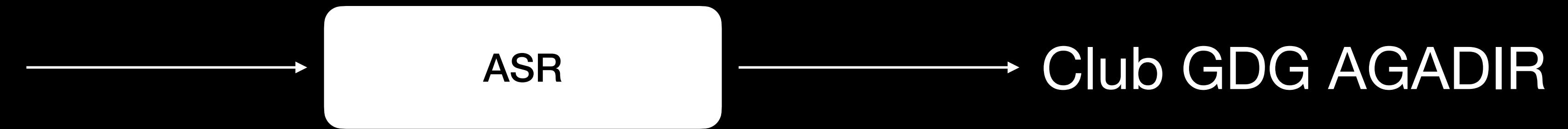
## Architectures, Latency, Network, and Frameworks

# Architectures

# Classic Architecture



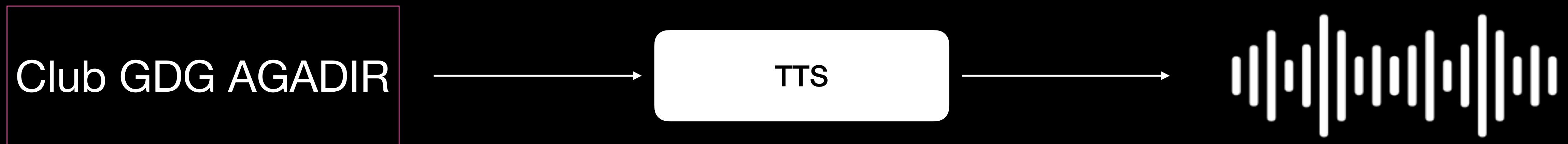
# Offline ASR



entire audio input at once.

- Models examples: [whisper-large-v3\(STT\)](#), [distil-large-v3\(STT\)](#)
- High latency

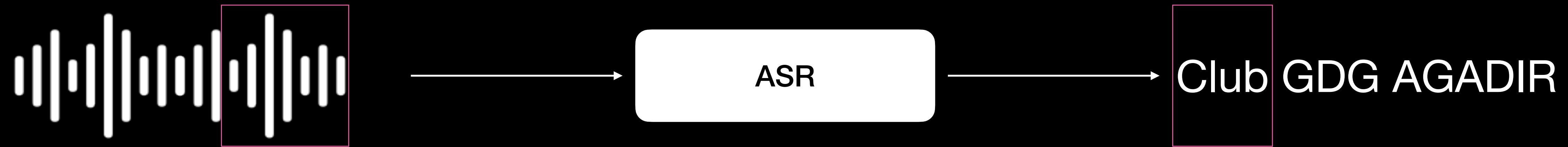
# Offline TTS



entire Sentence input at once.

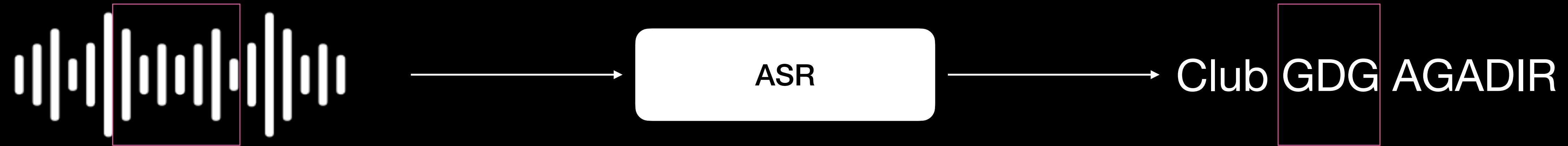
- Models examples: **SenseVoiceSmall**, **Parler-tts**
- High latency

# Realtime ASR



**small chunks as it is being spoken**

# Realtime ASR



**small chunks as it is being spoken**

# Realtime ASR



**small chunks as it is being spoken**

- Model examples: [KyutaiSTT](#)

- Low latency

# ASR EXAMPLE

The screenshot shows the MoulSot0.1 ASR application interface. At the top, there is a navigation bar with icons for Spaces, a workspace titled atlasia/MoulSot, a like counter (3), a status indicator (Running), App, Files, Community, Settings, and a profile icon. The main title is "MoulSot0.1 ASR" with a flag icon.

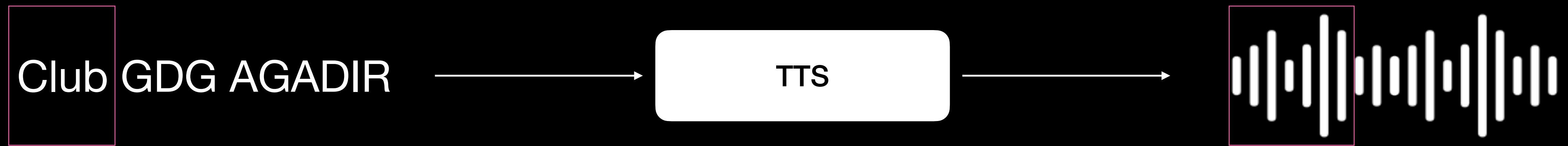
The application interface includes a "Record or Upload Audio (auto 16 kHz mono)" window showing an audio waveform and playback controls (0:04 to 0:04). Below this is a "Transcribe" button. A "Transcription Output" window displays the text "وعروفو كيفاش يسلكوراسهم ودابا هم أقوى من اي واحد فهاد العالم". At the bottom, there is a toolbar with icons for file operations and a list of "Example Audios" with files "audio1.wav" and "audio2.wav".

Below the toolbar, there are links for "Use via API" and "Built with Gradio".

Arabic text in the interface:

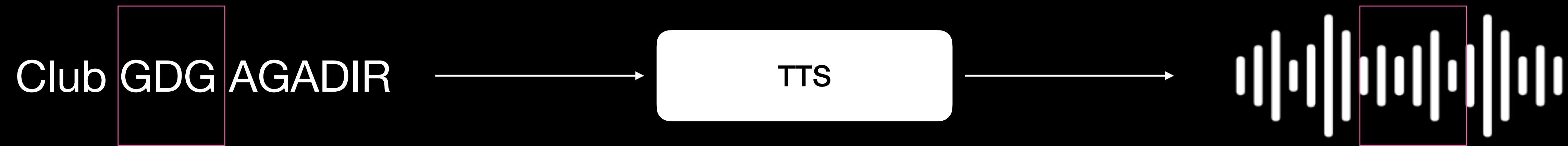
- MoulSot0.1 model for Darija ASR. You can record or upload an audio sample (it will be automatically resampled to 16 kHz mono), and view the transcription result below.
- لي مصمم خصيصاً للدارجة المغربية. هاد النموذج كيمكنك تسجل شيء مقطع صوتي، أو تيليشارجي، أو أوتوماتيكيا كيتحول الصوت لـ 16 كيلو هرتز مونو (أحادي)، ومن بعد كيعطيك النص (ASR) هو واحد النموذج ديال التعرف التلقائي على الكلام المكتوب ديال داڭشي لي قلتني، يعني، كيتحول الهبرة ديالك المكتوبة للدارجة.

# Realtime TTS



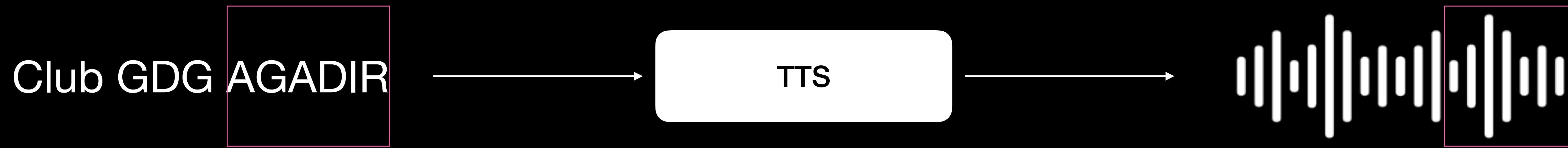
**entire Sentence input at once.**

# Realtime TTS



entire Sentence input at once.

# Realtime TTS



entire Sentence input at once.

- Model examples: [CosyVoiceTTS](#), [KyutaiTTS](#)

- Low latency

# TTS Example

The screenshot shows the interface of the Moroccan-Darija-TTS application. At the top, the title "Moroccan-Darija-TTS" is displayed. Below it, there are two main sections: "Text to synthesize" and "Speaker reference".

**Text to synthesize:** This section contains a text input field with the Arabic text "انا سميقي عيسى من اكادير".

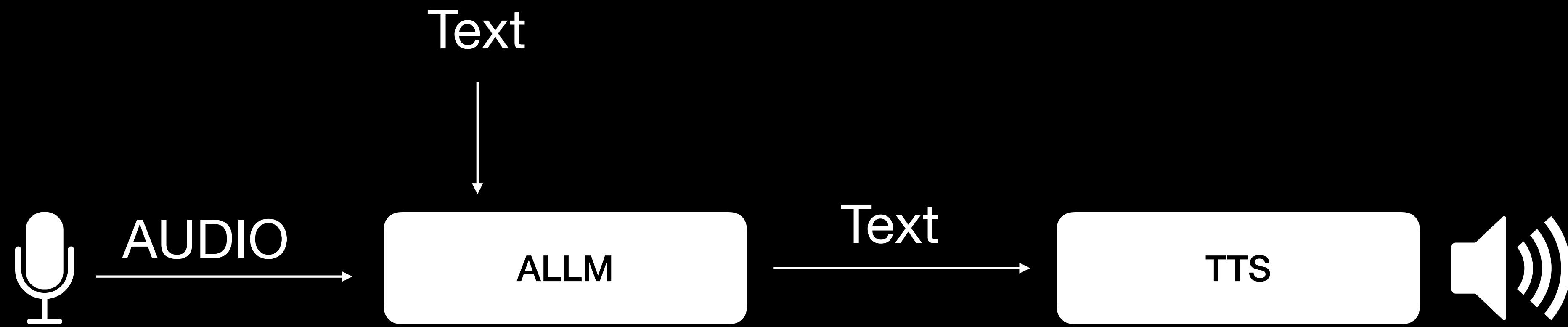
**Speaker reference:** This section displays a waveform of a recorded audio file, with time markers at 0:00 and 0:07. It includes playback controls (rewind, play, fast forward) and a volume slider set to 1x.

**Synthesized audio:** This section shows a waveform of the generated audio, with time markers at 0:03. It includes playback controls (rewind, play, fast forward) and a volume slider set to 1x.

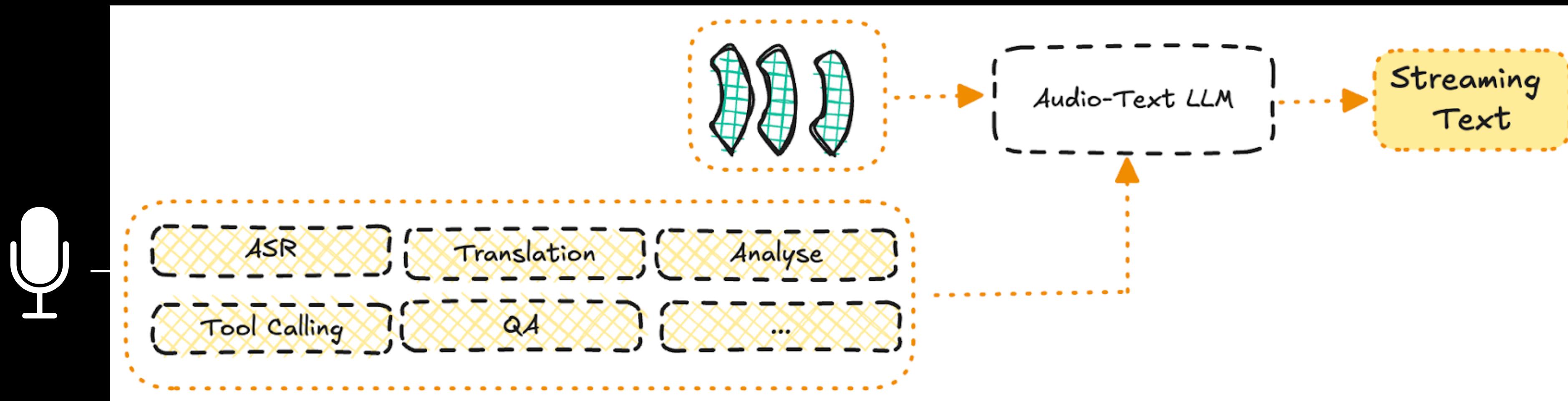
**Bottom controls:** A timeline at the bottom shows the progress of the synthesis, with a play button at 00:00 and a volume slider set to 0,75. A large orange "Generate" button is located at the bottom center.

**Footer:** The footer includes links for "Use via API", "Built with Gradio", and "Settings".

# Audio LLM Architecture



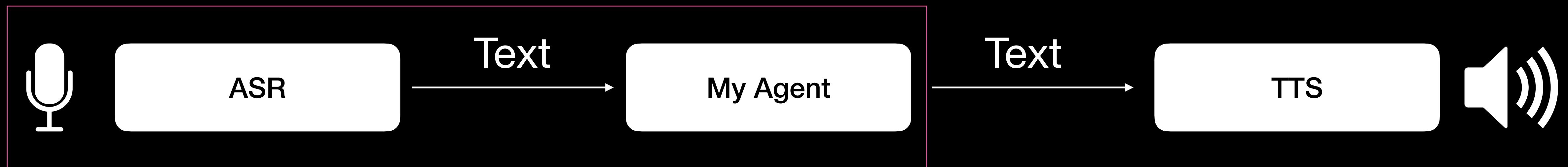
# Audio LLM Architecture



- Model examples: [Qwen-audio](#), [Voxtral](#), [Ultravox](#), [Flamingo](#)

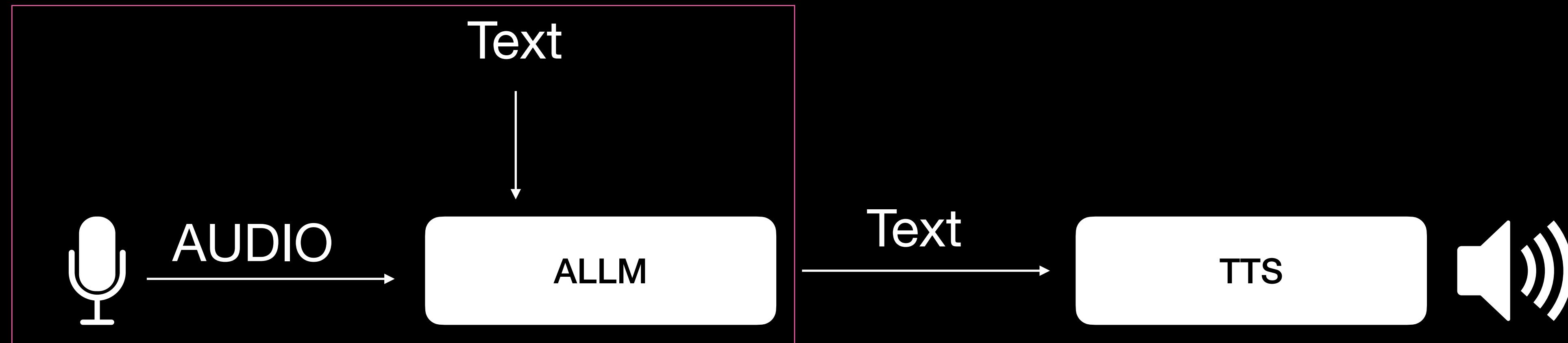
# Classic Architecture

**2 Separate Models**

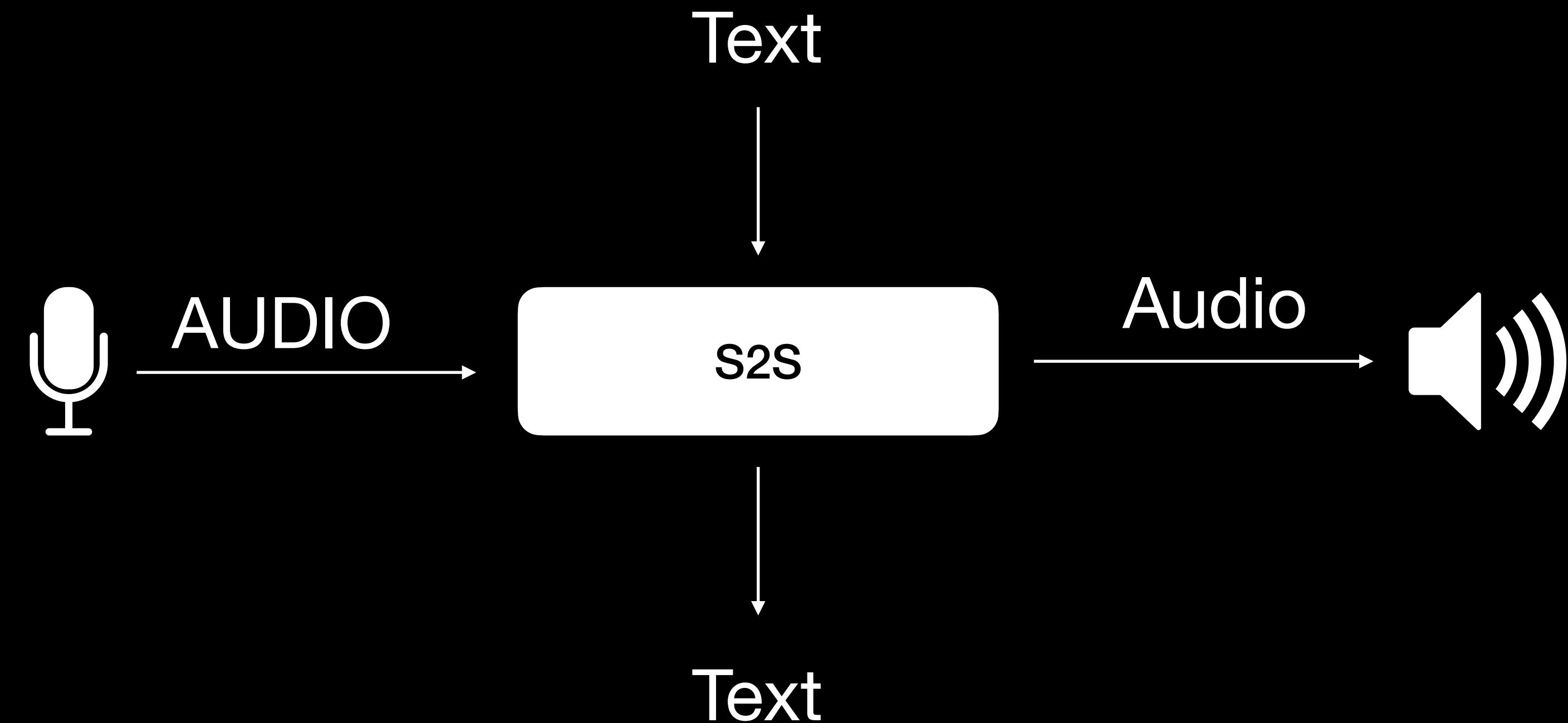


# Audio LLM Architecture

## 1 Model



# Unified Architecture



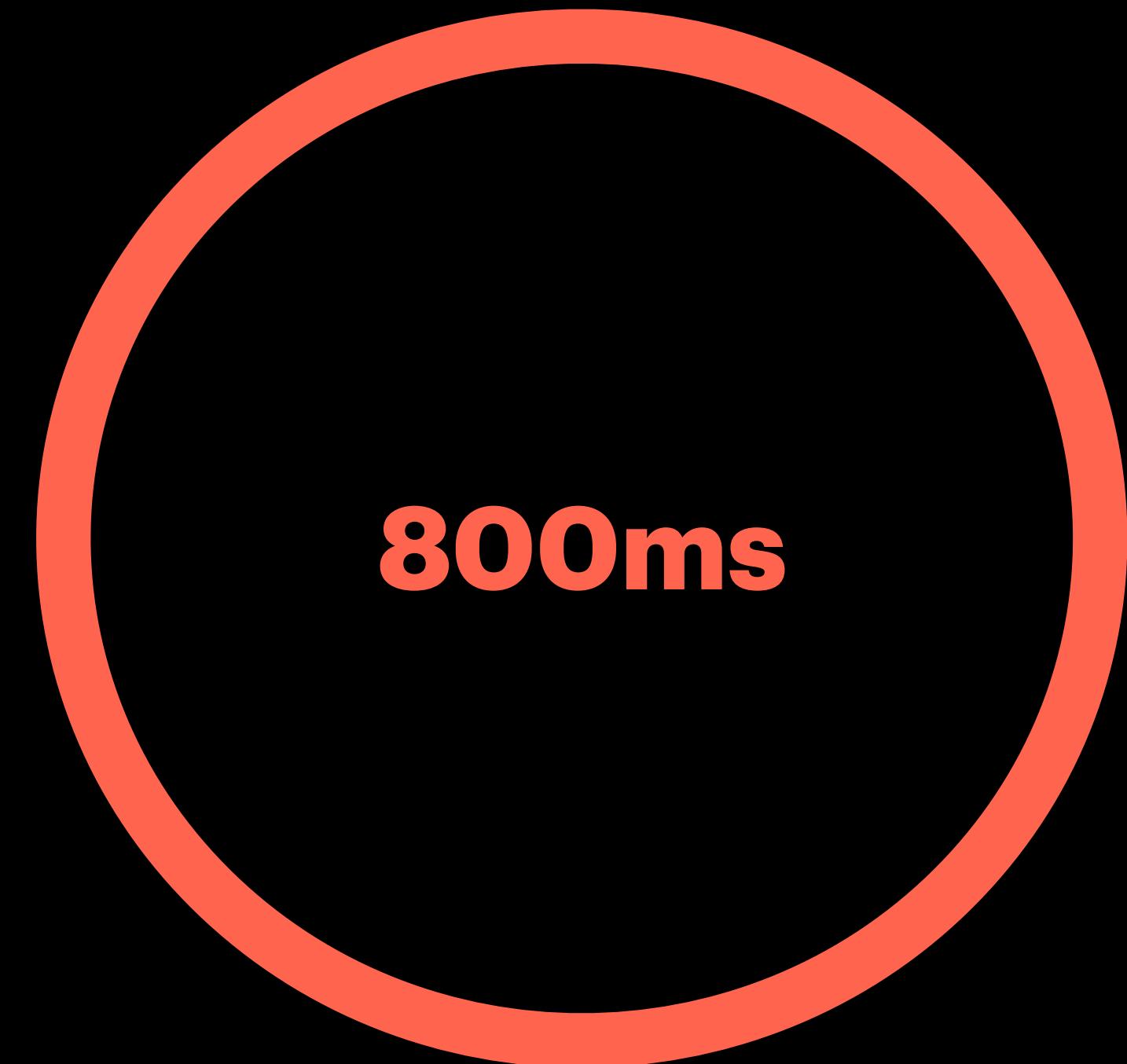
- Eliminate **STT** and **TTS** Models
- Model examples: [Qwen-omni](#), [Higgs-v2](#), [Moshi](#)

# Latency

**The minimal time delay between the completion of a user's spoken input and the initiation of the system's spoken response**



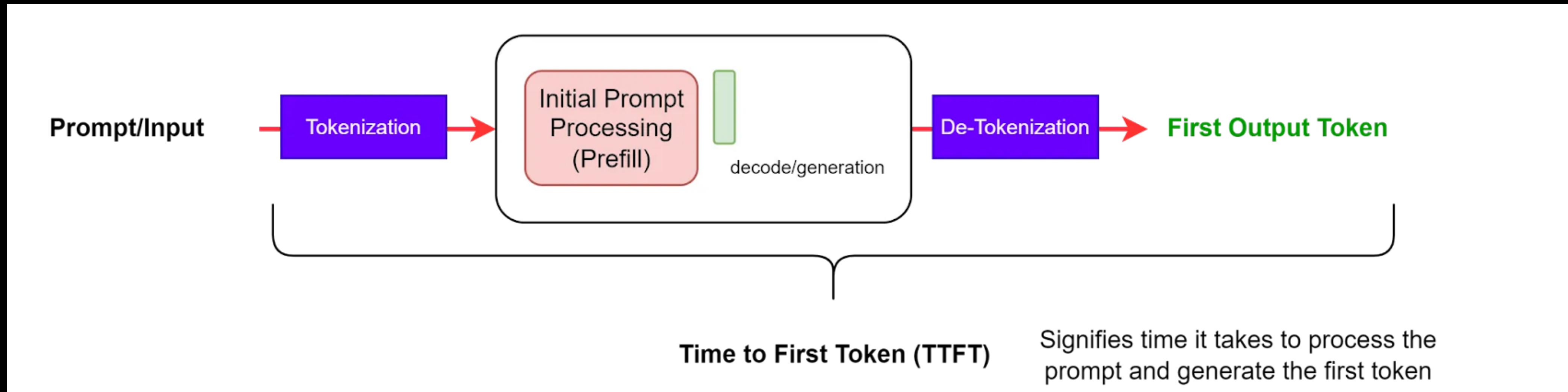
**A widely accepted baseline target for good voice-to-voice latency in AI voice agents is approximately**



**800ms**

# Sub Latencies

- **Time To First Token (TTFT):** measures the elapsed time between submitting a prompt to the API and receiving the model's first generated token.



\* Used for LLM or STT

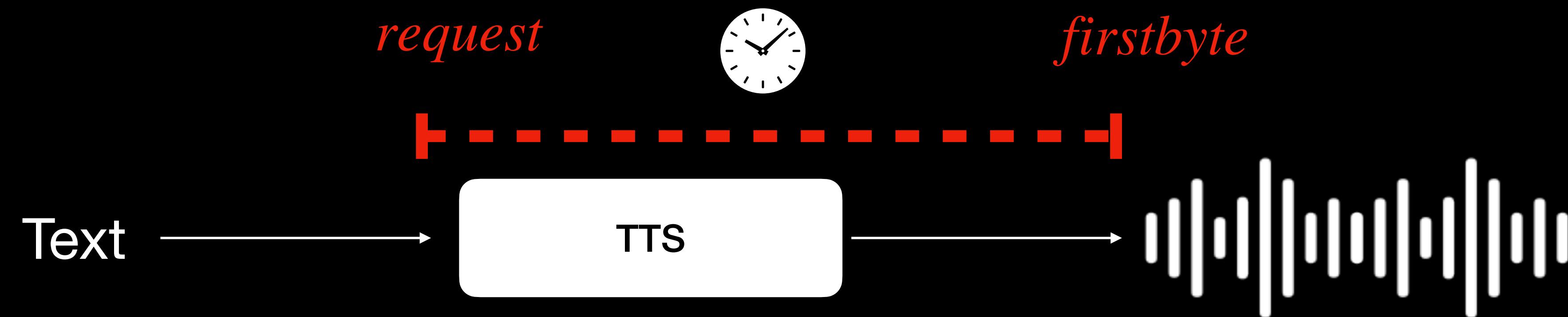
# Sub Latencies

- **Time To First Token (TTFT):** measures the elapsed time between submitting a prompt to the API and receiving the model's first generated token.

FEATURES ↗		INTELLIGENCE ↗		PRICE ↗		OUTPUT TOKENS/S ↗		LATENCY ↗	
MODEL ↑↓	CREATOR ↑↓	CONTEXT WINDOW ↑↓	ARTIFICIAL ANALYSIS INTELLIGENCE INDEX ↑↓	BLENDING USD/1M Tokens ↑↓	MEDIAN Tokens/s ↑↓	OUTPUT TOKENS/S ↑↓	LATENCY ↑↓	MEDIAN First Chunk (s) ↑↓	
Gemini 2.5 Flash	Google	1m	53	\$0.85	259.4			0.33	
GPT-4.1 mini	OpenAI	1m	53	\$0.70	78.9			0.40	
GPT-4.1	OpenAI	1m	53	\$3.50	121.7			0.48	
Grok 3	XL	1m	51	\$6.00	63.5			0.71	
Claude 4 Sonnet	ANTHROPIC	200k	53	\$6.00	94.4			1.18	
Claude 4 Opus	ANTHROPIC	200k	58	\$30.00	59.7			2.00	

# Sub Latencies

- **Time To First Byte (TTFB):** The duration between the request initiation and the arrival of the first byte of audio data.



\* Used for TTS

# Sub Latencies

- **Average pre-speech interval:** The mean duration of initial silence in the audio stream before the first speech frame is produced.



\* Used for TTS

# Best Practices

# LLM Selection

**LLM Is The  
Principal  
Component**

- **Effective instruction following**
- **Tool calling capabilities**
- **Low rate of hallucination**
- **Low latency (TTFT)**
- **Reasonable cost**

# STT to LLM to TTS Prompt

**LLM should take into consideration that the input comes from the STT, and its output will be converted to speech**

- Handle potential transcription errors.
- Produce output that is well-suited for spoken delivery.

# Function Calling

**The function call may take more time to answer, what's makes the latency high. We can avoid this by:**

- **Outputting a waiting message when the function is executing.**
- **Play background music while executing long-running function calls.**
- **Performing Async Inference Tasks**

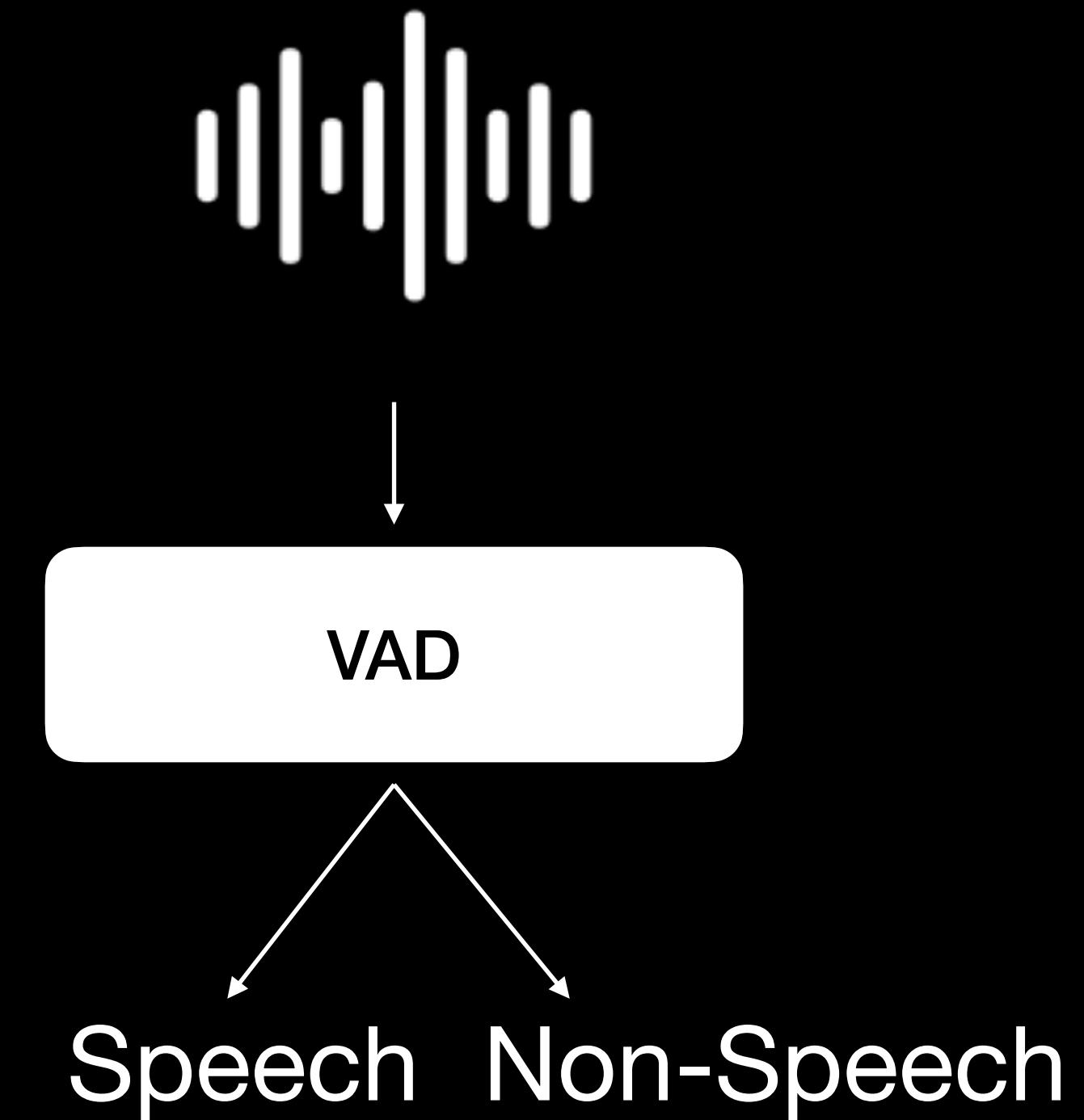
# Noise Cancellation

**Eliminating  
unwanted  
background noise**

- Real-time open-source model example:  
DeepFilterNet2

# Voice Activity Detection (VAD)

**Detect the presence or absence of human speech**



- **Real-time open-source model example: Silero-VAD**

# Context-aware Turn Detection

**Semantic voice  
activity detection  
based on the  
context**

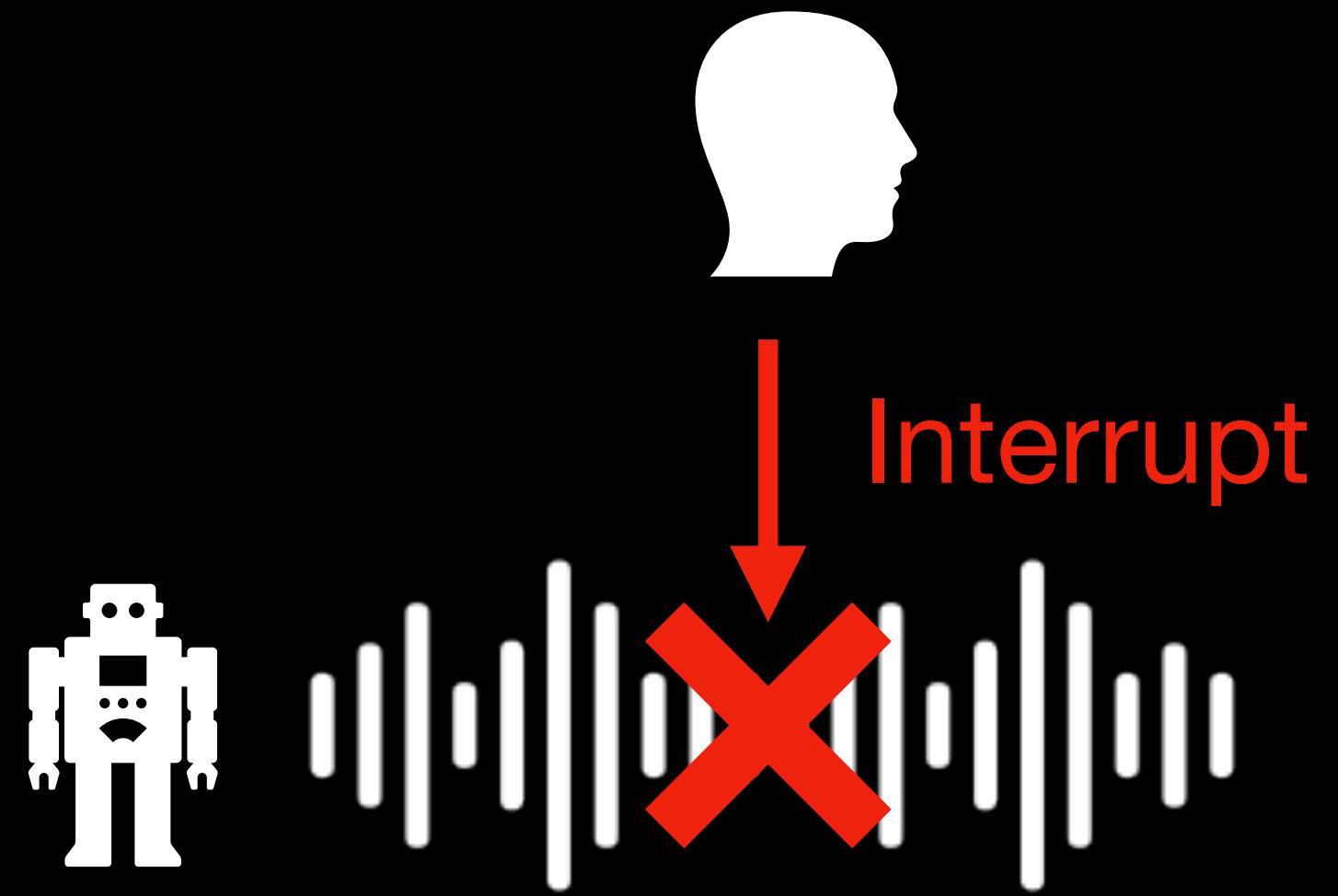


Finished      Not-Finished

- **Real-time open-source model example:**  
[Smart-turn-v2](#)

# Interruption Handling

**take care of what  
you will save as  
context**



# Network

# WebRTC Vs WebSockets

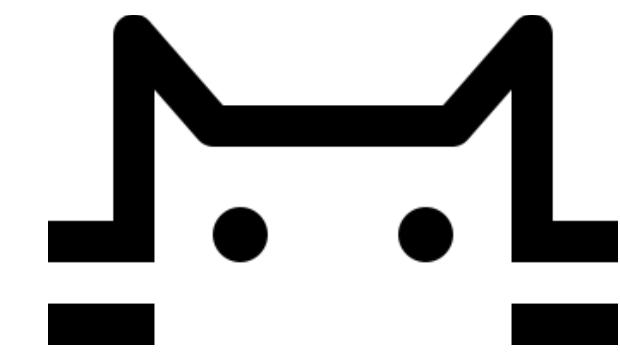
## WebRTC

- Built on UDP
- Used for building a browser voice agent
- Latency is important
- Comes with excellent echo cancellation and noise reduction

## WebSockets

- Built on TCP
- Great for server-to-server cases.
- Latency is not important

# Frameworks



LiveKit



CODE...



**Code/Slides**



**Linkedin**



**Join Atlassia**



**Resources For Learning**

THANK YOU... ❤