



Practical AI: speech processing

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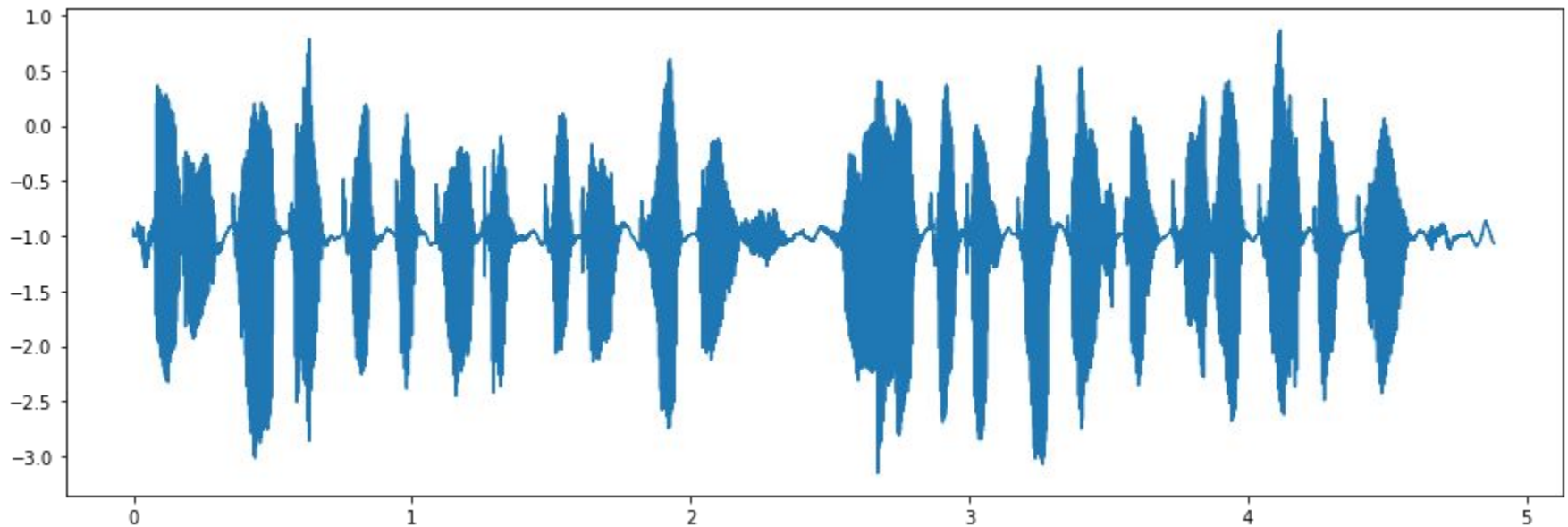


Agenda

- Sound as a wave
- Speech recognition
 - Acoustic model
 - Language model
- Speech generation

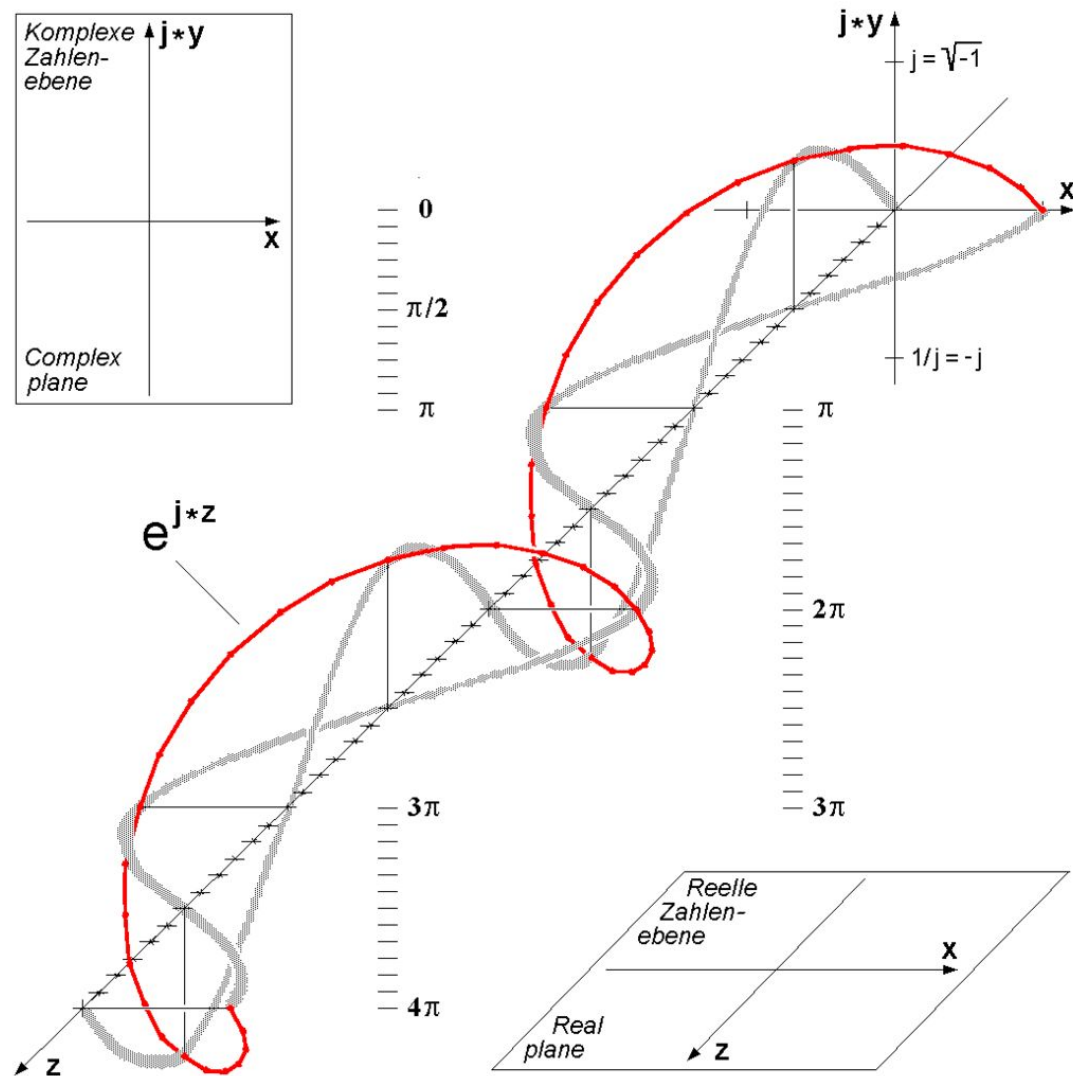
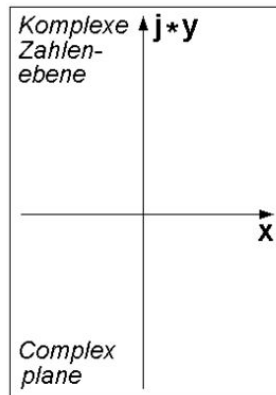
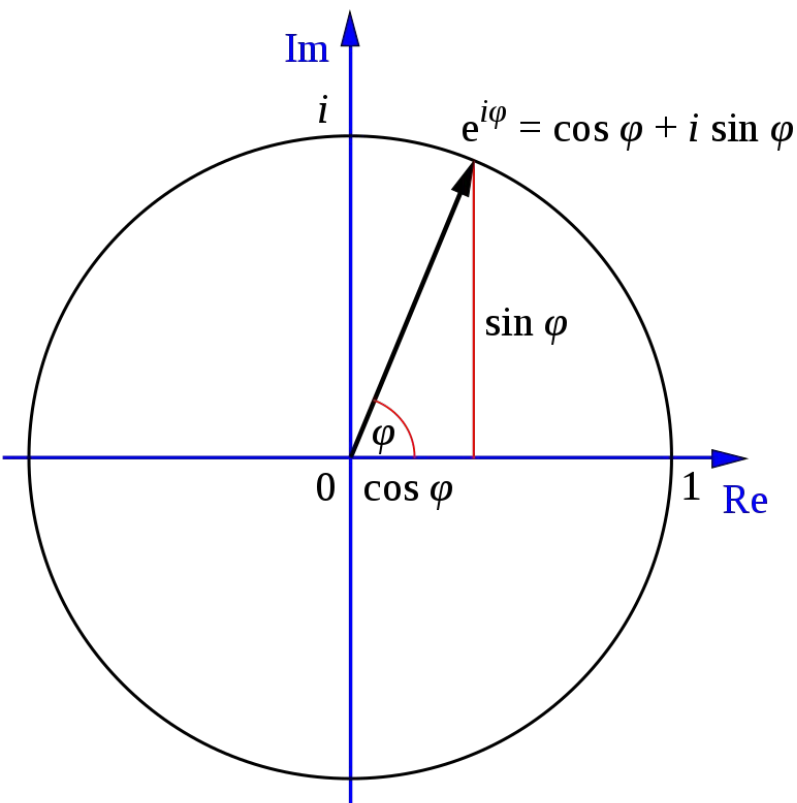
What is the sound?

Sound is a **vibration** that propagates through a transmission medium such as a gas, liquid or solid.



Euler's identity

$$e^{ix} = \cos x + i \sin x,$$



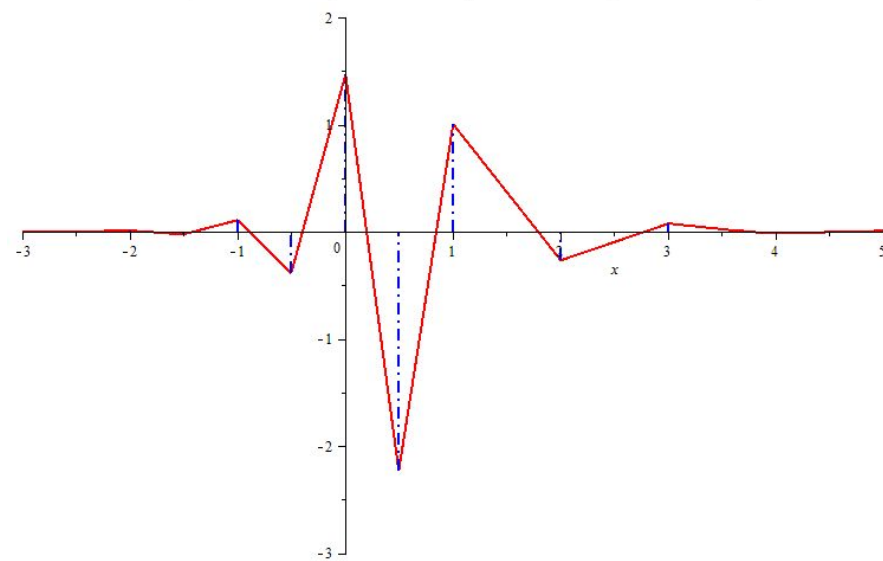
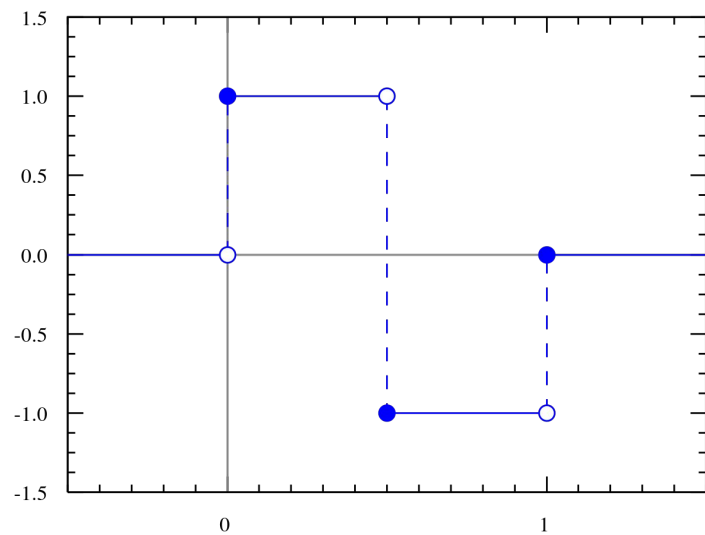
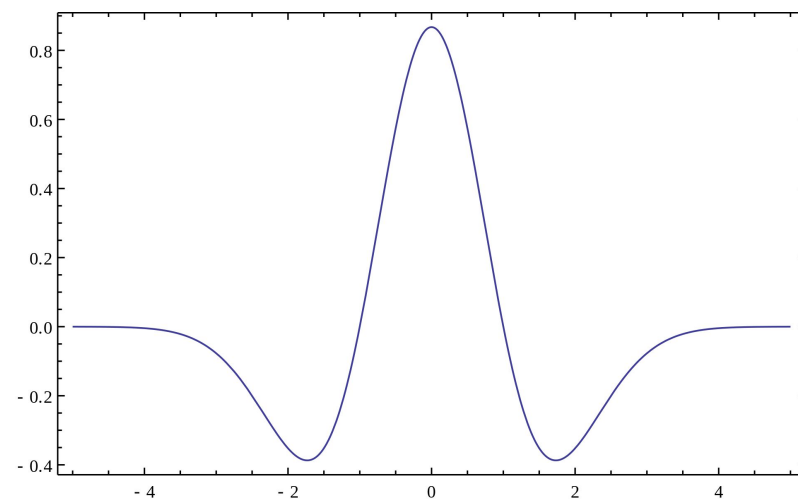
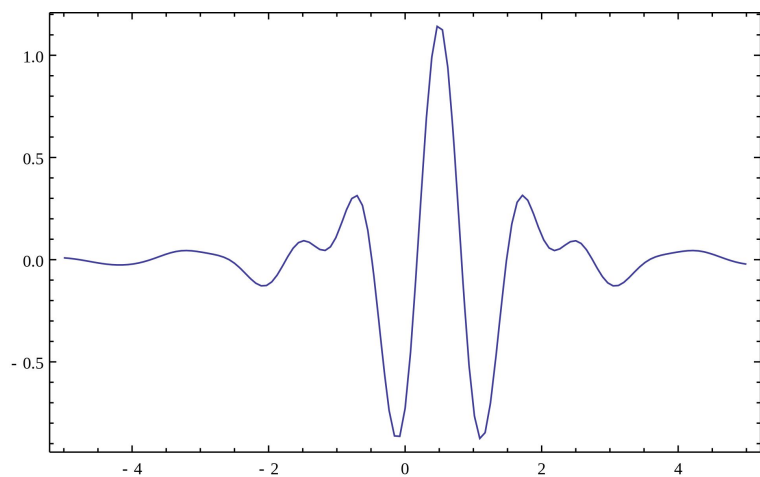
$$FT: \hat{f}(\omega) = \int_{-\infty}^{+\infty} f(x) e^{-2\pi i x \omega} dx$$

$$DTFT: X_T(\omega) = \sum_{n=-\infty}^{+\infty} f(nT) e^{-2\pi i \omega nT}$$

$$DTFT + window: X_T(\omega) = \sum_{n=0}^M f(nT) w\left(\frac{n}{M}\right) e^{-2\pi i \omega nT}$$

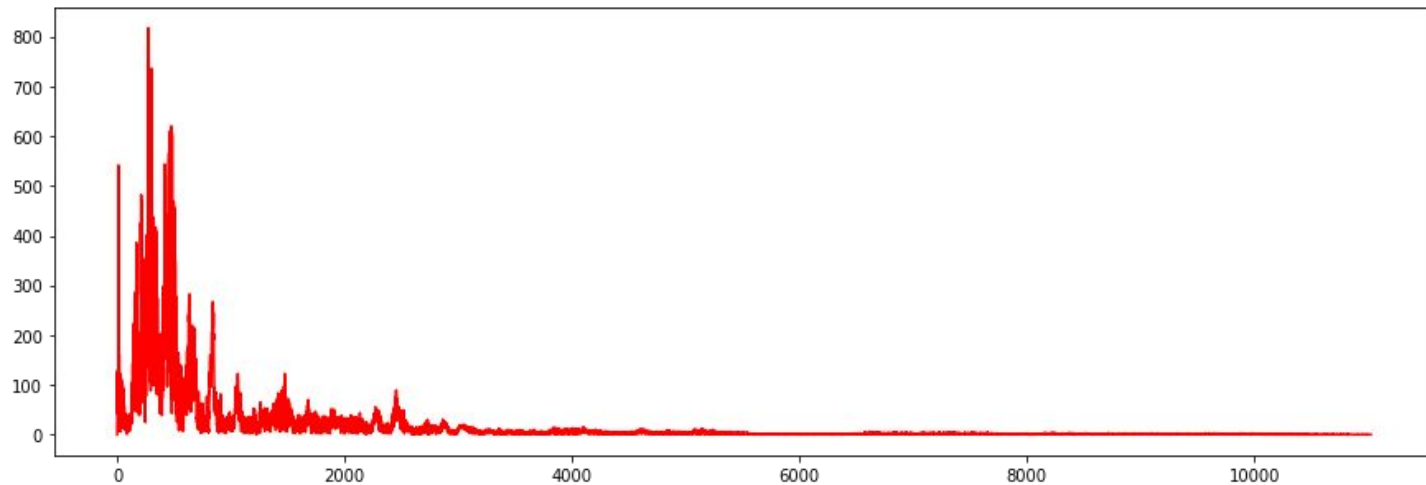
$$DFT: X_{T,N}(k) = X_T\left(\frac{k}{NT}\right) = \sum_{n=0}^M f(nT) w\left(\frac{n}{M}\right) e^{-2\pi i \frac{kn}{N}} \quad k=0, 1, \dots, N-1$$

Wavelets

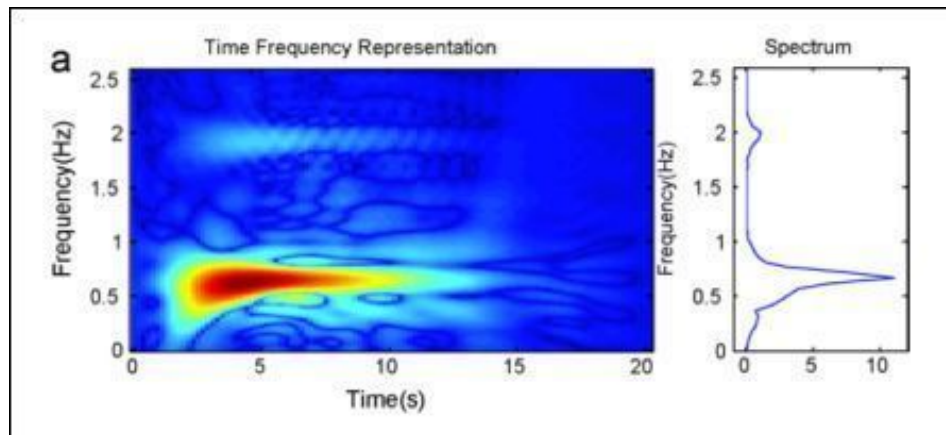


What is the sound for human?

We percept sound using **frequency** receptors. Each moment looks like this:



Timeline is like this:



Sound recording and playback

- Digital uncompressed sound consists of regular measurements of signal.
- Measurement frequency is managed using RATE parameter
 - 22050 means 22050 measurements per second**(discretization)**
- How accurate we measure in managed is tuned with format **(quantization)**
 - How many different amplitude values can be encoded
- Channels — number of inputs/outputs (stereo=2, mono=1)
- $\text{BPS} = \text{RATE} * \text{CHANNELS} * \text{FORMAT}$
- Together this is **PCM**

Lab #0. Make this work

Recording and playing tutorial

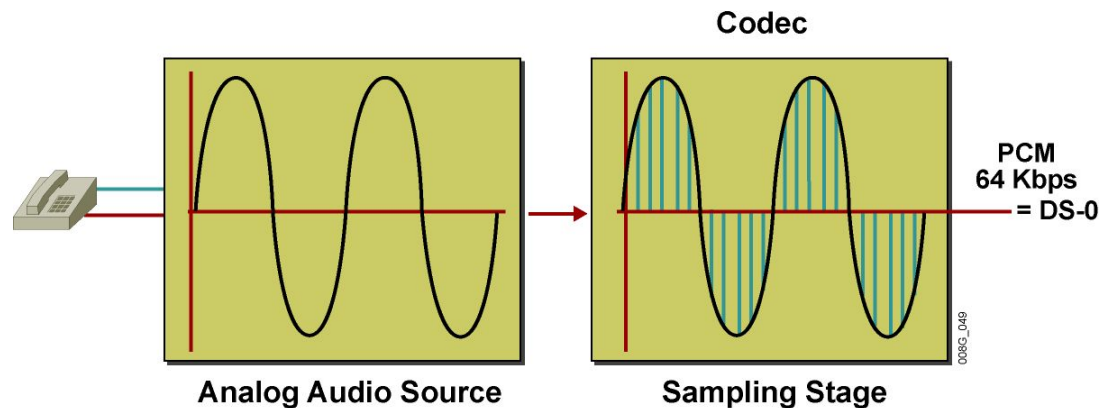
<https://github.com/hsu-ai-course/hsu.ai/blob/master/code/06.%20Sound%20record%20and%20play.ipynb>

FFT tutorial

<https://github.com/hsu-ai-course/hsu.ai/blob/master/code/06.%20Sound%20FFT.ipynb>

Nyquist-Shannon (Kotelnikov) theorem

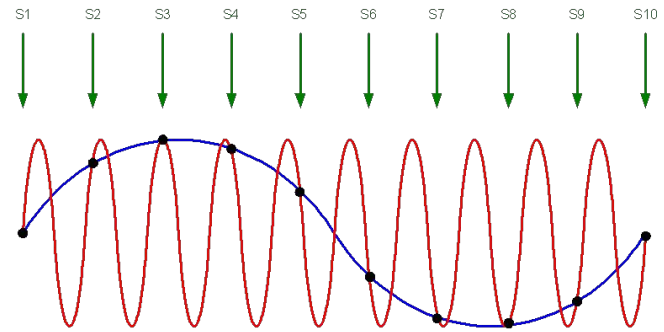
If a function $\mathbf{x(t)}$ contains no frequencies higher than \mathbf{B} hertz, it is **completely determined** by giving its ordinates at a series of points spaced $\mathbf{1/(2B)}$ seconds apart.



What if contains? Aliasing. $n(k)$?

$$\{\sin(kx) = \sin(nx), n < k\}$$

- $\sin(a) + \sin(b) = 2 \cdot \sin(\frac{1}{2}(a+b)) \cdot \cos(\frac{1}{2}(a-b))$



Lab #1

Implement tutorial on chord transformation

<https://github.com/str-anger/hsu.ai/blob/master/code/06.%20Chord.ipynb>

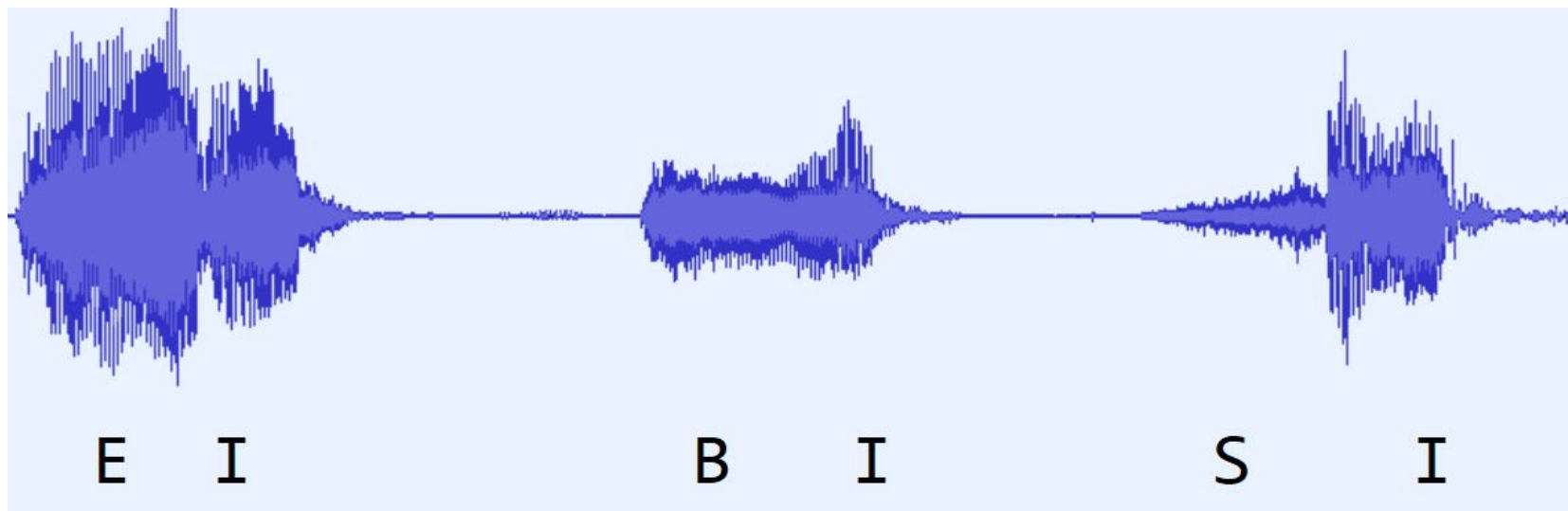
1. Convert to frequencies
2. Find major frequencies
 - a. (*) do it automatically (with code, not with your eyes)
3. Can you say what is the chord?

Chord is a set of pitches played simultaneously

Refer <http://pages.mtu.edu/~suits/notefreqs.html>

Acoustic model

As text consist of letters, speech consists of phonemes.



AM: spectrum \rightarrow phoneme

Language model

Probabilistic model that predicts probability of a word given a sequence of phonemes.

Similar model is used to model sentences of words.

Speech generation

- 1) Text preprocessing
 - a) Number to text
 - b) Abbreviations to text
 - c) Typo fix
- 2) Split text into phrases (punctuation, constructions)
- 3) Phonetic construction (language model)
 - a) queue - [kju]
 - b) Арбалетчиков**
 - i) a0 r b a0 l j e1 t ch i0 k o0 v

Speech generation

- 1) **Accents** are set
 - a) Using a dictionary
 - b) Using rules
 - c) Using statistics (speaker examples)
- 2) **Reversed acoustic model** is used to consider surrounding
- 3) **Timbre** is generation with **vocoder**
 - a) or RNNs

Lab #2

- Implement **speech generation tutorial**.
<https://github.com/hsu-ai-course/hsu.ai/blob/master/code/06.%20Speech%20generation.ipynb>
 - Register all needed Google Cloud accounts
- (*) Implement **speech recognition tutorial**
 - Download and install CMU Sphinx for your native language (if present)

Hometask

- 1) Implement **speech recognition from microphone** using Google Cloud Platform.
- 2) (*) Implement speech-2-speech translation (babel fish)
- 3) (**) Podcast 2x speed
- 4) (***) ID recognition by voice

