### Introduction to Mozilla Voice Tools

Josh Meyer | Mozilla Fellow

@\_josh\_meyer\_

## Roadmap

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  - Training
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  - Usage
  - Training

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deepspeech.readthedocs.io

Usage

**CLI** client

**CAPI** 

Python package

NodeJS package

.NET client

Usage

#### **CLI** client

```
deepspeech \
--model deepspeech-0.7.4-models.pbmm \
--scorer deepspeech-0.7.4-models.scorer \
--audio audio_input.wav
```

Training

Training

Python scripts w/ Tensorflow

```
python3 DeepSpeech.py \
--train_files train.csv \
--dev_files dev.csv \
--test_files test.csv
```

Training

#### Requirements

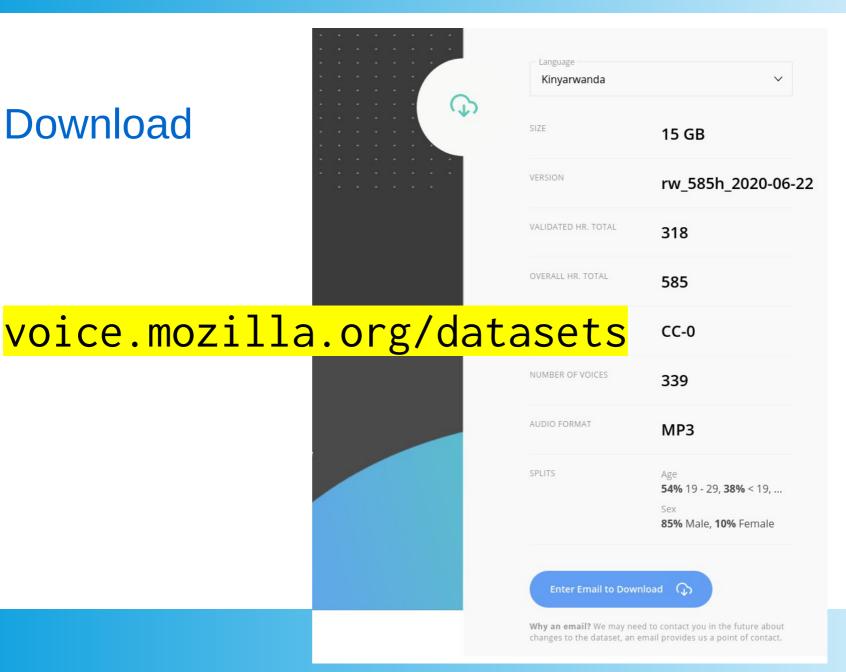
- GPUs
- Transcribed Audio (5-15 seconds longs)

### Common Voice

- Common Voice
  - Download
  - Contributing

### Common Voice

Download



### Common Voice





#### Mozilla Voice Community Playbook V1.1

Contribution

- Last update: July 23th 2020
- Edit this document and propose a change
- Content coordination: Rubén Martín rmartin@mozilla.com
- License

Mozilla Voice communities empower the collection of machine-learning based voice technologies -- including software, tools, and data -- that Mozilla stands behind.

#### Goals for this playbook

- Provide people interested in contributing to Mozilla Voice goals and mission with clear guidelines and expectations on how to set up and run a self-sustaining Mozilla Voice community.
- Unify existing community knowledge previously documented in different places.
- Be the central place to understand the whole voice community journey.
- Communicate what brings value to the project and how communities can support it.

github.com/Common-Voice/community-playbook

# TTS

TTSUsingTraining

### TTS

• Usage

Python + Torch or TensorFlow

### TTS

• Training

- 10+ hours of voice acting
- more GPUs

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