

LLM for Generating Personalized Audiobooks

End-Sem Presentation



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Content



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Problem Statement



- Develop an advanced audiobook system capable of converting text input into high-quality, natural-sounding audio narration that incorporates expressive storytelling elements.
- The system aims to enhance listener engagement by embedding emotions, character-specific accents, and multi-voice narration. This involves leveraging Large Language Models (LLMs) for annotating the text into semantically meaningful and narratively coherent segments, capturing emotional cues and character identities.
- The annotated text is then integrated with an advanced Text-to-Speech (TTS) system to generate expressive and contextually appropriate audio output, bridging the gap between traditional monotonic TTS systems and dynamic audiobook narration.

Motivation



- The increasing demand for automated, real-time audio processing solutions in various industries.
- Challenges faced in traditional methods, such as handling noise, multiple audio formats and dialect variations.
- Need for a comprehensive solution that integrates multiple advanced tools for seamless workflow.
- Potential impact on sectors like customer service, transcription services and accessibility technologies.



Literature review



- Overview of popular audio processing tools (e.g., Whisper AI, pydub) and their main capabilities.
- Limitations of older tools, such as slower processing speeds and limited accuracy.
- Analysis of recent advancements in AI-driven transcription models and audio processing techniques.
- Comparative analysis highlighting how modern approaches outperform traditional methods in efficiency and results.



The novelty in our idea



- **What we are doing** - LLM for Generating Personalized Audiobooks
- **What currently exists :-**
 - LLMs that generate speech
 - LLMs that that annotate using context
 - Voice Understanding and Generation Foundation Models
 - LLM for Multilingual Speech-to-Text
 - LLM with Strong automatic speech recognition (ASR)
 - Emotion detection in text : <https://arxiv.org/abs/1806.00674>

1. LLM-Based Contextual Annotation

- Text Segmentation and Speaker Identification:
 - Segmented long-form text into manageable sentences.
 - Annotated each sentence with speaker identification and emotional state.
- Emotion Prediction:
 - Fine-tuned LLaMa 3.1 8B Instruct model using QLoRA fine-tuning. MELD Dataset used.
- Character-to-Speaker Mapping:
 - Retrieval-Augmented Generation (RAG) with LLaMa 3.2 3B model.



2. Text-to-Speech (TTS) System

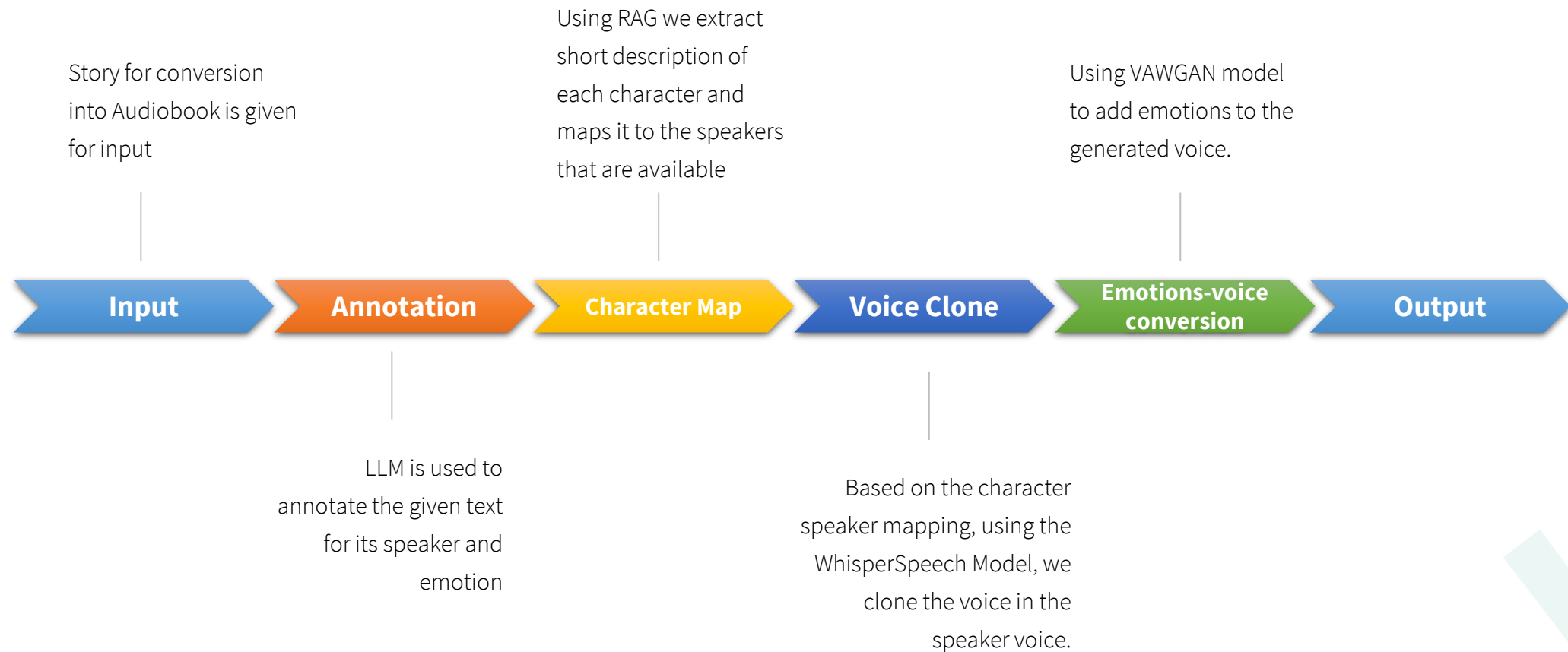
- **Voice Synthesis:**
- **Model Used:** WhisperSpeech TTS model.
- **Process:**
 - Performed speech synthesis for each text chunk based on assigned speakers.
 - Collected voice data for all six speaker categories from friends and family with proper consent.

Audio file Assembly:

- **Methodology:**
 - Generated individual audio files for each annotated text chunk.
 - Combined files with 1-second pauses to ensure smooth transitions.



Model HLD



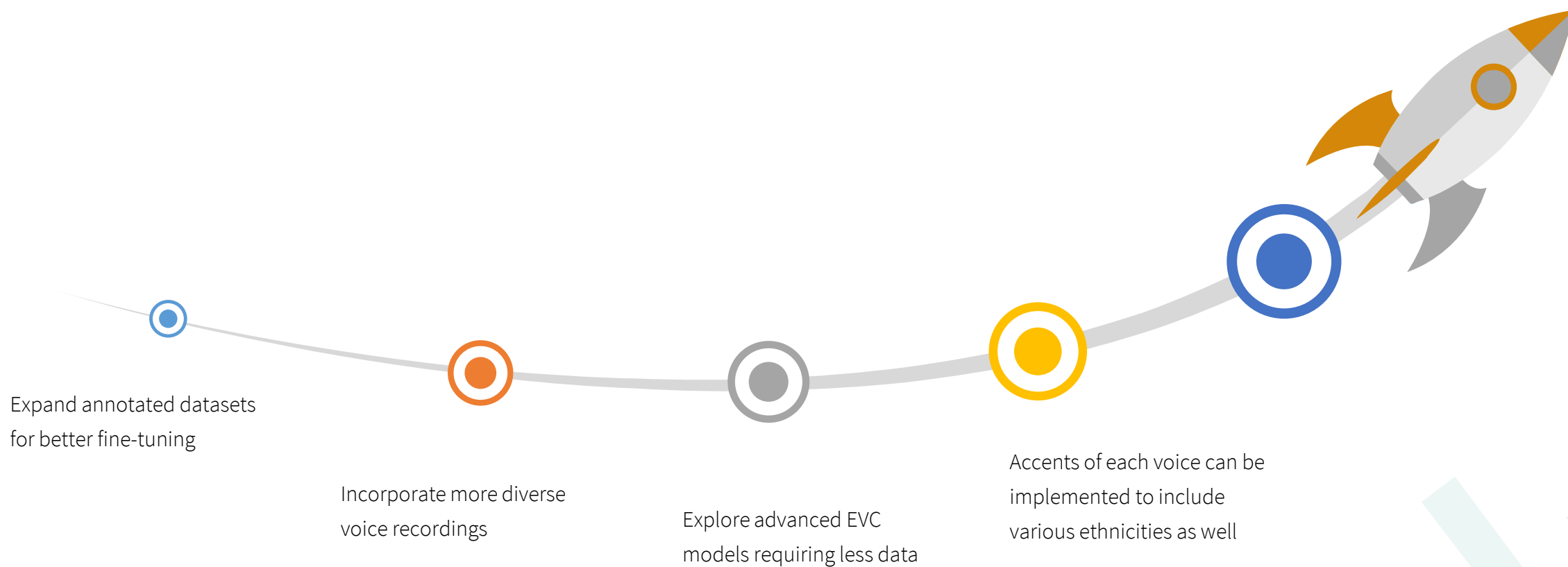
Limitations



- many existing models lose speaker identity during voice conversion, resulting in non-uniform voice output.
- Although speaker-independent EVC models exist, they require extensive parallel voice datasets from a large number of speakers, which are not readily available.
- This limitation made it infeasible for us to incorporate such models into our framework at this stage.
- Imbalance in MELD dataset affecting emotion prediction.
- Require high computation resources.



Future work



References



- <https://github.com/collabora/WhisperSpeech>
- <https://github.com/jiaaro/pydub>
- [https://github.com/blessontomjoseph/TTS with emotion](https://github.com/blessontomjoseph/TTS_with_emotion)
- <https://github.com/ZET-Speech/ZET-Speech-Demo>



Thank You



Open to Questions!

