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SPEECH SPOOFING AND VERIFICATION



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Speech Spoofing and Verification

Abstract

The project contains 3 separate modules that were built using Machine Learning Techniques.

- **Speaker Recognition:** Identifying a speaker's voice from a database of 10 speakers with considerable accuracy.
- **Speech Spoofing:** Voice of a source speaker is converted to a target speaker using Recurrent Neural Networks.
- **Speech To Text:** Given a speech input, the corresponding text is printed.

Completion status

- Speaker Recognition is completed successfully with 100% accuracy for 10 different speakers.
- Speech to text model gives desirable phoneme level output.
- In spoofing, A female voice is changed to a male voice with some loss of pitch.
- Tutorials and documentation have been done.

1.1 Software used

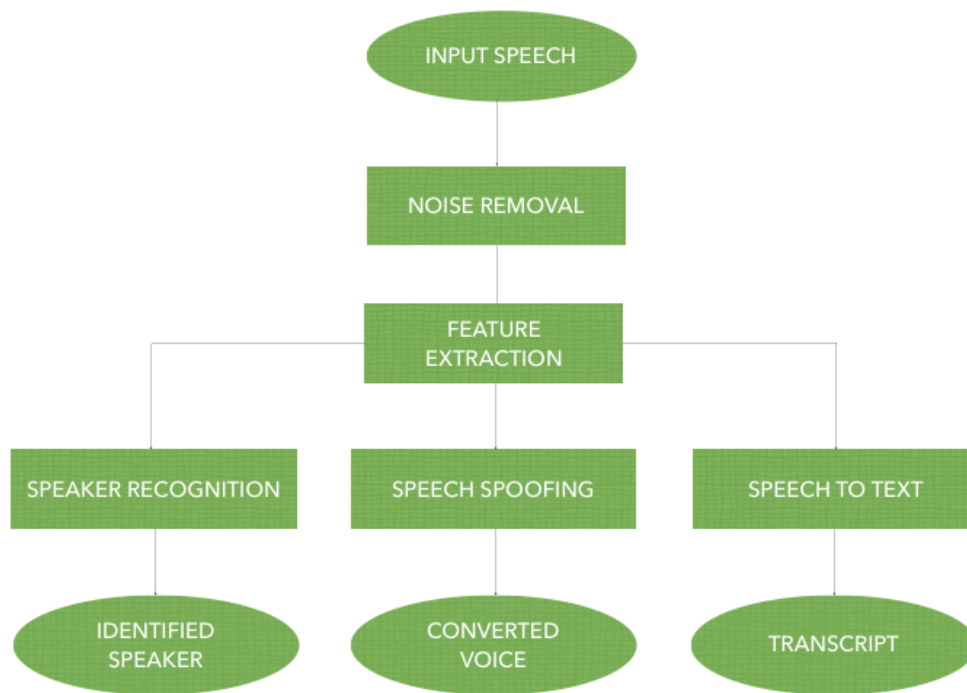
- Python3
- Tensorflow 1.2.0 [download link](#)
- Keras [download link](#)



1.2. WORKFLOW

- hmmlearn [download link](#)
- librosa [download link](#)
- pysptk [download link](#)
- numpy [download link](#)
- pyrenn [download link](#)

1.2 Workflow





1.3. USE AND DEMO

1.3 Use and Demo

[GitHub Link](#) of Tutorial

- Speaker Recognition

```
no_of_speakers = 13 # TODO: Enter Number of Speakers in Training Set (Number of gmodel files)
test_speech1 = 'MREM_Sr8.wav' # TODO: Enter Test File Name Here.
```

Figure 1.1: Input File to Classifier

```
Log Probabilities...

FAML : -65138.3296259
MASM : -63999.0901936
FEAB : -64042.6893204
MFKC : -64656.27665
MCBR : -69850.0881777
FDHH : -66759.1974197
FHRO : -68033.5597198
FJAZ : -66269.1535362
MKBP : -65422.5558796
MLKH : -66903.4476359
SRK : -94843.5884862
FMEL : -66644.6317108
MREM : -59260.5123821

Closest Match : MREM

Process finished with exit code 0
```

Figure 1.2: Log Probabilities and Output

- Speech Spoofing
[Source Training Audio](#)
[Target Training Audio](#)
[Source Test Audio](#)
[Converted Audio](#) (Note: Reduce Volume!)



1.4. SOFTWARE AND CODE

- Speech To Text

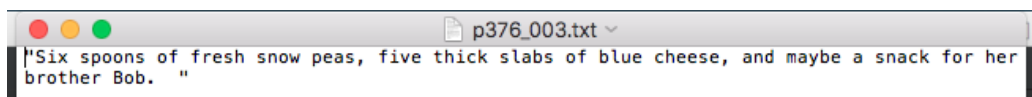


Figure 1.3: Transcript of Input Speech

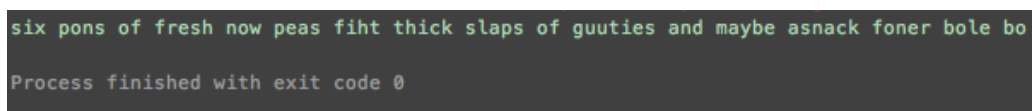


Figure 1.4: Decoded Speech at Phoneme Level

1.4 Software and Code

[Github link](#) for the repository of code

- **Speaker Recognition** We use Hidden Markov Models with Gaussian Mixture Emissions to model a speaker. Standard HMM Algorithms are used to perform Training and Classification.
 - Obtaining Features

```
file_name = "speech.wav"
rate, x = librosa.core.load(file_name)
feature_vectors = mfcc(x, samplerate=rate)
```
 - Building GMMHMM Model

```
model = GMMHMM(n_components=3, n_mix=128, covariance_type='diag')
```
 - Training Saving

```
model.fit(feature_vectors)
pickle.dump(model, f)
```
 - Classification

```
prob = model.score(feature_vectors)
```



1.4. SOFTWARE AND CODE

- **Speech Spoofing** Voice features of a source speaker is mapped to that of a target speaker using Recurrent Neural Networks. Speech signal is then reconstructed using these features.

- Feature Extraction

```
mcep_vectors = pysptk.mcep(frames, order=25, alpha=0.42)
```

- RNN Building Training

```
net = pyrenn.CreateNN([order+1, order+5, order+5, order+1])  
net = pyrenn.train_LM(source, target, net, k_max=100, verbose=True)
```

- Mapping

```
new_mcep = pyrenn.NNOut(mcep_vectors.transpose(), net).transpose()
```

- Reconstruction

```
logspec = pysptk.mgc2sp(new_mcep, alpha=0.42, frameLenth=1024)  
spec = np.exp(logspec).T  
out = librosa.core.istft(spec, 256, 1024, pysptk.blackman(frameLength))
```

- **Speech To Text** Dilated convolution neural network is implemented with CTC loss function using TensorFlow.

- Building Model

```
graph = tf.Graph()  
with graph.as_default():
```

- Training Storing Model

```
with tf.Session(graph=graph, config=config) as session:  
saver.save(session, 'saved_models/final/s2t2')
```

- Restoring

```
path_f = "/Users/..." # Enter Folder Path  
path_m = "/Users/..." # Enter Model Path  
new_saver = tf.train.import_meta_graph(path_m)  
new_saver.restore(session, tf.train.latest_checkpoint(path_f))
```



1.5 Future Work

- **Speaker Recognition**
 - Identifying a new Speaker.
 - Adapting to Noisy Environment so that it can be used in classrooms for attendance purposes.
 - Creating a UI to ease the training process.
- **Speech Spoofing**
 - Using better tools (STRAIGHT / PSOLA) for reconstructing speech signal.
 - Tackling the need for Time Aligned data.
- **Speech To Text**
 - A language model can be made to improve the accuracy.
 - More data can be used to Train the model better.

1.6 Bug report and Challenges

- Understanding Tensorflow, Keras and Math behind HMM.
- How to use LSTM RNN and dilated convolution neural network and to implement it using TensorFlow.
- The amount of data required for training Speech to Text Model is high. So, we obtained many different data sets and trained it.
- Input Dimensions: Some functions need input arrays that are 2D while others need data that is 3D. So, a modular approach is done where each segment is tested separately and all variables shapes are verified every step.
- Training Data for Speaker Recognition: It is a trade off between number of speakers and training data for each speaker. For our training set of 10 speakers and our goal of 100% accuracy, 90 to 100 seconds of training data was ideal.
- Neural Network Architecture: We scored various architectures before settling for 2 Hidden Layers for Speech Spoofing.

Bibliography

- [1] Alex Graves and Navdeep Jaitly, *Towards End-to-End Speech Recognition with Recurrent Neural Networks*
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- [5] *Voice Conversion with Deep Learning by Miguel Varela Ramos, 2016.*