Google Cloud Speech



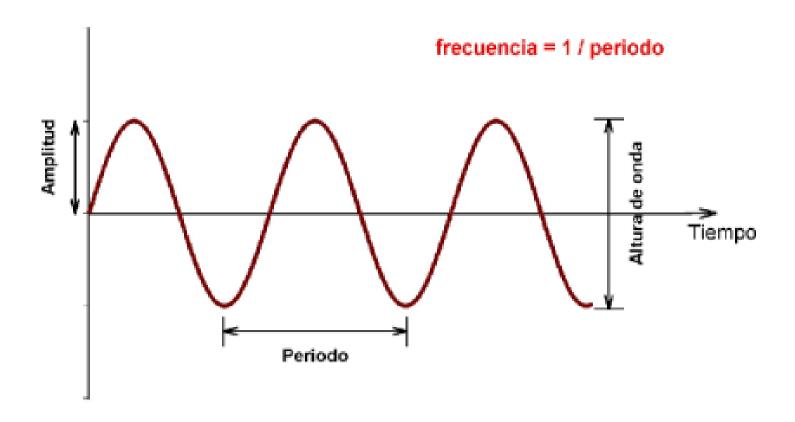
API to convert audio to test

Created by Sergio RodrÃguez (@serrodcal)

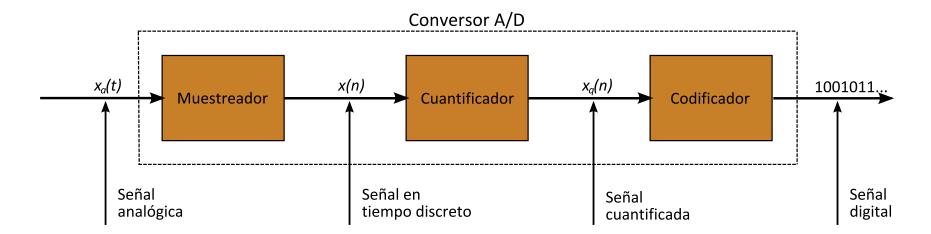
Introduction

- API to convert audio to test.
- Powerful neural network models in an easy to use API.
- Recognizes over 80 languages and variants.
- Accuracy improves over time.
- Return text result in real-time.
- Accurate in noisy environments.

Sound



A/D converter



Audio encoding

It has the following parameters:

- Channel.
- Sampling.
- Digital resolution.
- Bit rate.
- Lossy compression.

Audio formats

- Note that audio format is not equivalent to audio encoding.
- Defines the format of the header of an audio file.
- Don't assume a kind of file has any particular encoding until you inspect its header.
- However, there is a 'formart' like FLAC which is both a file format and an encoding.

Ways to use the API

- REST.
- Client libraries.
- RPC.

API Rest

- All URIs below are relative to https://speech.googleapis.com
- This service provides the following discovery document:

https://speech.googleapis.com/\$discovery/rest?version=v1

- Performs asynchronous speech recognition.
- POST /v1/speech:longrunningrecognize

```
"config": { #information to the recognizer
  object(RecognitionConfig)
},
"audio": { # audio data
  object(RecognitionAudio)
},
}
```

- Performs synchronous speech recognition.
- POST /v1/speech:recognize

```
"config": { #information to the recognizer
  object(RecognitionConfig)
},
"audio": { # audio data
  object(RecognitionAudio)
},
}
```

- In longrunningrecognize the response contains an instance of Operation .
- In recognize the response is:

- In asynchronous, we can get the latest status of a long-running operation.
- GET /v1/operations/{name}

• Response for operation resource:

```
"name": string,
 "metadata": {
   "@type": string,
   field1: ...,
 "done": boolean,
 "error": { # error case, done equals to false
   object(Status)
 "response": { # success case, done equals to true
   "@type": string,
   field1: ...,
 }, # Could be several responses
}
```

Client libraries

- There are several client libraries: C#, GO, Java, Node.js, PHP,
 Python and Ruby.
- In python we must use PIP to install the client library:

```
pip install --upgrade google-cloud-speech
```

 In Java we must use Maven o Gradle to provide the dependency for our project:

Client libraries

At now, just import it.

```
# Imports the Google Cloud client library
from google.cloud import speech

# Instantiates a client
speech_client = speech.Client()

# Rest of code
```

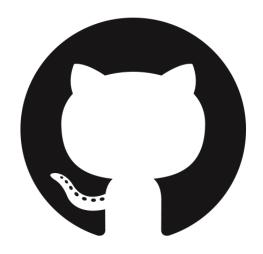
```
import io
import os
from google.cloud import speech

class Audio_2_Text(object):

    def __init__(self, file_name, audio_lang):
        self.speech_client = speech.Client()
        self.file_name = file_name
        self.audio = None
        self.audio_lang = audio_lang
```

```
def find_file(self):
    file_name = os.path.join(
        os.path.dirname(__file__),
        '.',
        self.file_name
)
```

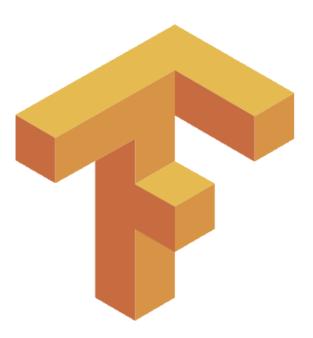
More examples



More examples aviables in Github

Behind Google Cloud Speech

• Tensor flow models on Clouds TPUs Technology.



Python integration demo



Any questions?



email: sergiorodriguezcalvo@gmail.com