

We need to Speak



PyAudio 0.2.11

pip install PyAudio



playsound 1.2.2

pip install playsound



PyAudio provides <u>Python</u> bindings for <u>PortAudio</u>, the cross-platform audio I/O library. With PyAudio, you can easily use Python to play and record audio on a variety of platforms, such as GNU/Linux, Microsoft Windows, and Apple Mac OS X / macOS.

The playsound module contains only one thing - the function (also named) playsound.

It requires one argument - the path to the file with the sound youd like to play. This may be a local file, or a URL.



Speak

Library	Platform	Playback	Record	Convert	Dependencies
playsound	Cross- platform	WAV, MP3	-	-	None

\$sudo apt-get install mpg321 libmp3lame0 libmp3splt0-mp3 \$pip install playsound

winsound	Windows	WAV	-	-	None
sounddevice	Cross- platform	NumPy array	NumPy array	-	numpy, soundfile

\$sudo apt-get install ffmpeg libav-tools

\$sudo apt-get install libasound-dev portaudio19-dev libportaudio2 libportaudiocpp0 \$pip install pyAudio

pyaudio	Cross- platform	bytes	bytes	-	wave
wavio	Cross-	-	-	WAV, NumPy	numpy, wave



Ispeak.py

```
from playsound import playsound import pyaudio import wave print('Speaking...') playsound('./nictomeet.mp3') playsound('./angus.mp3') print('Start to ask for speak') playsound("./speak_after.mp3") playsound("./signal.mp3")
```

KU Speak

```
chunk = 1024 # Record in chunks of 1024 samples
sample format = pyaudio.paInt16 # 16 bits per sample
channels = 2
fs = 44100
                # Record at 44100 samples per second
seconds = 3
filename = "sound out.wav"
print('Recording .....')
p = pyaudio.PyAudio() # Create an interface to PortAudio
stream = p.open(format=sample format, channels=channels, rate=fs,
frames per buffer=chunk, input=True)
frames = [] # Initialize array to store frames
```

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Speak

```
for i in range(0, int(fs / chunk * seconds)): # Store data in chunks for 3 secs
      data = stream.read(chunk)
      frames.append(data)
# Stop and close the stream
stream.stop stream()
stream.close()
# Terminate the PortAudio interface
p.terminate()
print('Finished recording ....')
                               # Save the recorded data as a WAV
filewf = wave.open(filename,'wb')
wf.setnchannels(channels)
wf.setsampwidth(p.get sample size(sample format))
wf.setframerate(fs)
wf.writeframes(b".join(frames))
wf.close()
```



Speak

```
playsound("./signal.mp3")
playsound('./ihear.mp3')
playsound('./sound_out.wav')
playsound('./UV_Room.mp3')
playsound('./thanks.mp3')
```





\$python Ispeak.py



GOOGLE Speech to Text API

pypi v3.8.1 status stable python 2.7 | 3.3 | 3.4 | 3.5 | 3.6 license BSD build failing

Library for performing speech recognition, with support for several engines and APIs, online and offline.

Speech recognition engine/API support:

- CMU Sphinx (works offline)
- Google Speech Recognition
- Google Cloud Speech API
- Wit.ai
- Microsoft Bing Voice Recognition
- Houndify API
- IBM Speech to Text
- Snowboy Hotword Detection (works offline)

pip install SpeechRecognition

Quickstart: pip install SpeechRecognition. See the "Installing" section for more details.

To quickly try it out, run python -m speech_recognition after installing.



```
#!/usr/bin/env python
# -*- coding: utf-8 -*-
import speech recognition as sr
from playsound import playsound
import sys
reload(sys)
sys.setdefaultencoding("utf-8")
# Record Audio
r = sr.Recognizer()
m = sr.Microphone()
#set threhold level
print(' Quiet Please ')
with m as source: r.adjust for ambient noise (source)
print("Set minimum energy threshold to {}".format(r.energy threshold))
```

\$ python talktome.py

```
# Speech recognition using Google Speech Recognition
while (True):
    playsound("./speak after.mp3")
    playsound("./signal.mp3")
    print("Say something!")
    with sr.Microphone() as source:
        audio = r.listen(source, phrase time limit=3)
        playsound("./signal.mp3")
    try:
        # for testing purposes, we're just using the default API key
        # to use another API key, use key="GOOGLE SPEECH RECOGNITION API KEY"
        text recognized = r.recognize google(audio, language='th-TH')
        print("Google Speech Recognition >> you said >>" + text recognized)
        text recognized.strip()
        if ( "สวัสดี" in text recognized ):
            playsound("./nictomeet.mp3")
        elif ('do' in text recognized):
            playsound("./angus.mp3")
        elif ('vina' in text recognized):
            playsound("./covid.mp3")
        elif ( 'LWAN' in text recognized ):
            playsound ("./unknown.mp3")
        elif ( 'จบการทำงาน' in text recognized ):
            break
        else:
            playsound("./dontknow.mp3")
    except sr.UnknownValueError:
        print("Google Speech Recognition could not understand audio")
    except sr.RequestError as e:
        print("Could not request results from Google Speech Recognition service; {0}".format(e))
```



\$ python talktoROS.py

```
$ $ python listenROS.py
```

```
#!/usr/bin/env python
\# -*- coding: utf-8 -*-
import sys
reload(sys)
sys.setdefaultencoding("utf-8")
import speech recognition as sr
from playsound import playsound
import rospy
from std msgs.msg import String
# Record Audio
r = sr.Recognizer()
m = sr.Microphone()
pub = rospy.Publisher('TalktoROS', String, queue size=10)
rospy.init node('SpeechTalker', anonymous=True)
rate = rospy.Rate(1) # 1hz
#set threhold level
print(' Quiet Please ')
with m as source: r.adjust for ambient noise (source)
print("Set minimum energy threshold to {}".format(r.energy threshold))
```





\$ python talktoROS.py

```
$ $ python listenROS.py
```

```
while (True):
    playsound("./location.mp3")
    playsound("./signal.mp3")
    print("Say something!")
    with sr.Microphone() as source:
        audio = r.listen(source, phrase time limit=3)
        playsound("./signal.mp3")
    try:
        text recognized = r.recognize google(audio, language='th-TH')
        print("Google Speech Recognition >> you said >> " + text recognized)
        if ( 'สวัสดี' in text recognized ):
            playsound("./nictomeet.mp3")
        elif ( 'ชื่อ' in text recognized ):
            playsound("./angus.mp3")
        elif ( 'ซ่าว' in text recognized ):
            playsound("./covid.mp3")
        elif ( 'ห้องรับแขก' in text recognized ):
            playsound("./ok.mp3")
            playsound("./rooma.mp3")
            hello str = 'ROOM A'
            break
```





\$ python talktoROS.py

```
$ $ python listenROS.py
```

pepper

```
elif ( 'ห้องครัว' in text recognized ):
            playsound ("./ok.mp3")
            playsound("./roomb.mp3")
            hello str = 'ROOM B'
            break
       elif ( 'ห้องนอน' in text recognized ):
            playsound("./ok.mp3")
            playsound("./roomc.mp3")
            hello str = 'ROOM C'
            break
        else:
            playsound("./dontknow.mp3")
    except sr.UnknownValueError:
        print("Google Speech Recognition could not understand audio")
    except sr.RequestError as e:
        print("Could not request results from Google Speech Recognition service; {0}".format(e))
print('Publish Location !')
while not rospy.is shutdown():
    rospy.loginfo(hello str)
    pub.publish(hello str)
    rate.sleep()
```



\$ python talktoROS.py

```
Std_msg > $ python listenROS.py
```

```
#!/usr/bin/env python
# -*- coding: utf-8 -*-
import sys
reload(sys)
sys.setdefaultencoding("utf-8")
import rospy
from std msgs.msg import String
def callback(data):
    rospy.loginfo(rospy.get caller id() + " I will go to %s", data.data)
def listener():
    rospy.init node('Speechlistener', anonymous=True)
    rospy.Subscriber("TalktoROS", String, callback)
    # spin() simply keeps python from exiting until this node is stopped
    rospy.spin()
if
     name == ' main ':
     listener()
```





@Home Robot

Force sensor

Microphone (array)

Wheels or Legs

Navigation / Path Planning
Object avoidance
Sound direction

Human-Robot Interface Emotion display Chat Bot!



Hardware/Arms

2D & 3D cameras

Speech to Text Text to Voice

Sensor/Hardware

AI / NLP / Finite SM Algorithms

Recognition system

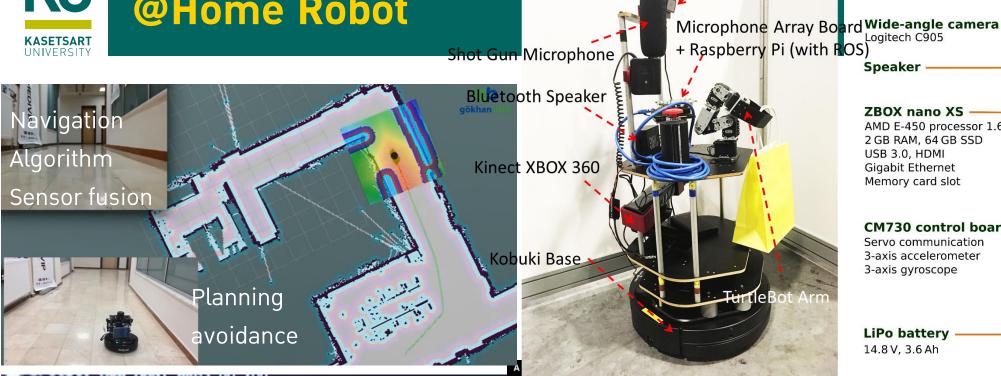
Machine Learning

Machine Vision

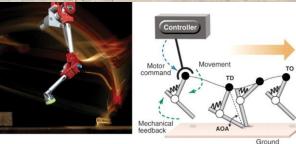
Software

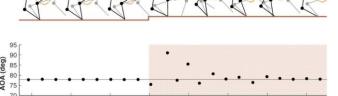


@Home Robot



Partial: HOW MANY ARMS DO Partial: HOW MANY ARMS DO YOU Partial: HOW MANY ARMS DO YOU HAVE [INFO] [WallTime: 1529256579.339727] how many arms do you hav write file----Partlal: WHO Partial: HOW Partial: HOW MANY Partial: HOW MANY CURRY **NLP** Partial: HOW MANY PEOPLE HOW MANY PEOPLE LIVE Partial: HOW MANY PEOPLE LIVE IN THE Partial: HOW MANY PEOPLE LIVE IN MANY PEOPLE LIVE IN THE HOW MANY PEOPLE LIVE IN THE GERMANY





WiFi adapter

Standards: IEEE 802.11b/g/n

Speaker

Logitech C905

RGB Webcam

ZBOX nano XS

AMD E-450 processor 1.65 GHz 2 GB RAM, 64 GB SSD USB 3.0, HDMI Gigabit Ethernet Memory card slot

CM730 control board

Servo communication 3-axis accelerometer 3-axis gyroscope

LiPo battery

14.8 V, 3.6 Ah

20 actuators

Networked Dynamixel MX actuators 6 per leg (MX-106) 3 per arm (MX-64) 2 in the neck (MX-64)

Lightweight materials

Carbon composite Aluminum ABS+

Photo: Felix Oprean



@Home Robot

Hardware

- 1. Mechanic Design
- 2. Embedded & Electronic Design
- 3. Mathematic Modelling
- 4. Low-Level Firmware
- 5. Low-level Control algorithm
- 6. Edge Processing Enhancement

System Integration (SI)

- 1. Combine Existing Technology
- 2. Create Application
- 3. Robustness & Optimization
- 4. Training
- 5. Education
- 6. Commercialization

software

- 1. Navigation & Avoidance & Path Planning
- 2. Robot Arm Motion for Specific Trajectory 8. Human-Robot Interfaces
- 3. High-Level Control algorithm
- 4. Machine Vision for 2D and 3D
- 5. Natural Language Processing
- 6. Recognition System

- 7. Decision System





