# **VOICE CLONING**

#### **Capstone Project Report**

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### **Use Case Diagram**

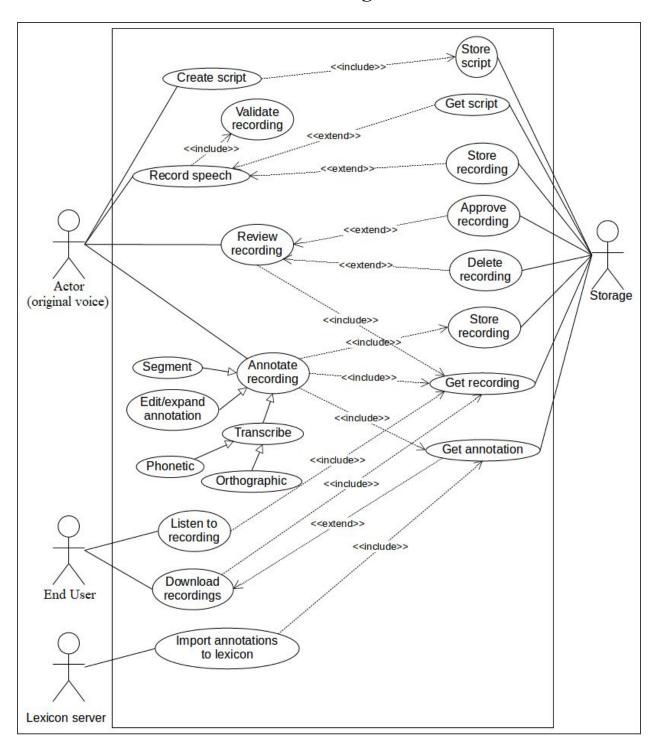
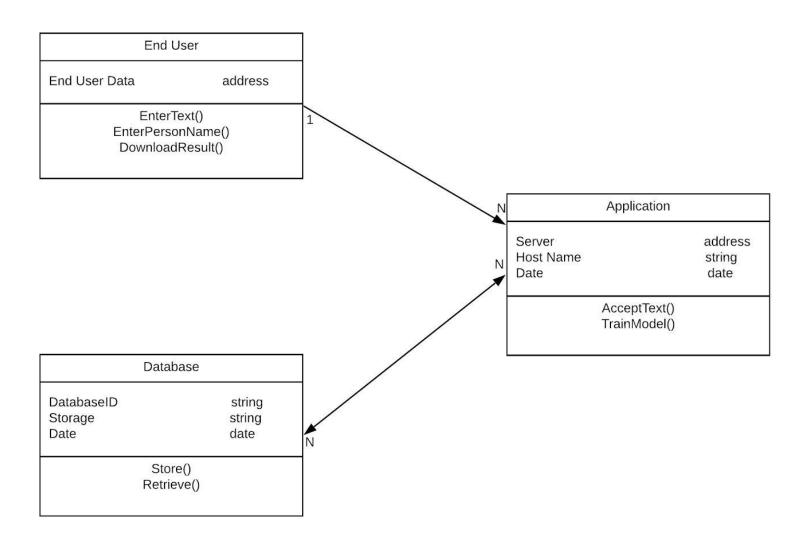
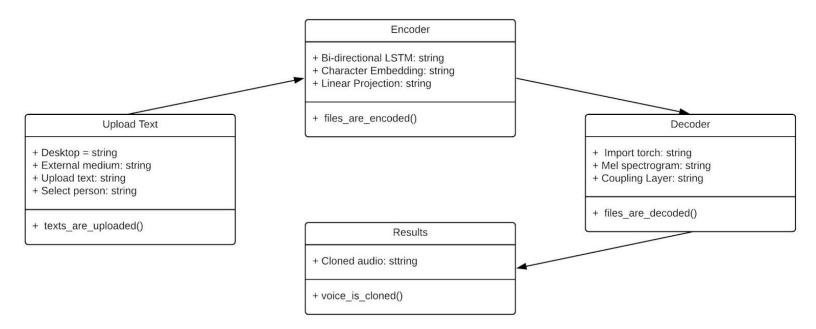


Fig.

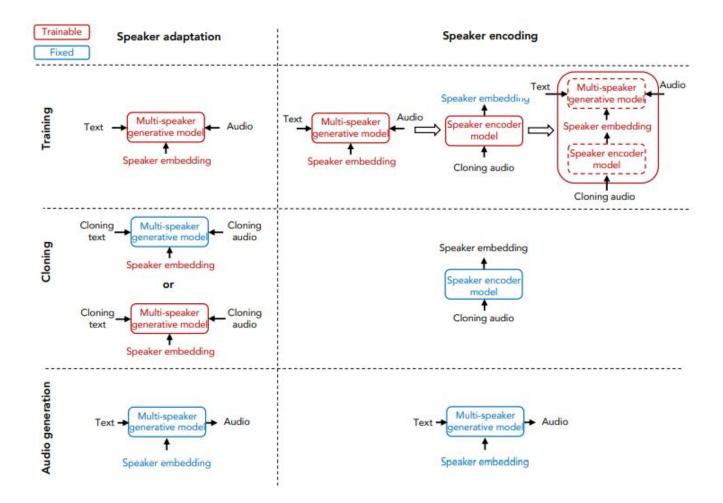
## E-R Diagram



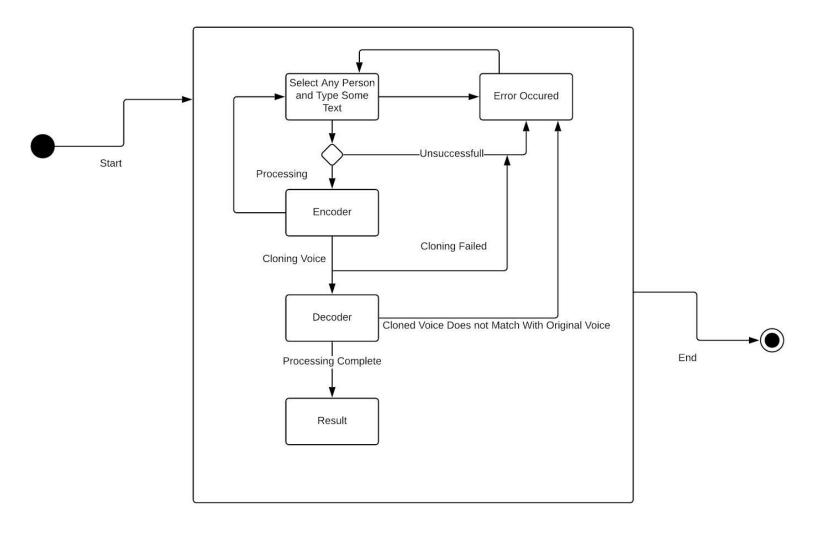
# **Class Diagram**



### **Sequence Diagram**



# **State Chart Diagram**



#### **Project outcome and Result Analysis**

- The final project will be capable of converting and storing a digital copy of a person's natural voice.
- First step transforms the text into time-aligned features, such as mel spectrogram, or F0 frequencies and other linguistic features;
- Second step converts the time-aligned features into audio.
- We primarily used Tacotron 2 and WaveGlow models to achieve the output.
- Table 1 and Table 2 compare the training performance of the modified Tacotron 2 and WaveGlow models with mixed precision and FP32.

Number of GPUs	Mixed Precision mels/sec	FP32 mels/sec	Speed-up with Mixed Precision	Multi-GPU Weak Scaling with Mixed Precision	Multi-GPU Weak Scaling with FP32
1	20,992	12,933	1.62	1.00	1.00
4	74,989	46, <mark>1</mark> 15	1.63	3.57	3.57
8	140,060	88,719	1.58	6.67	6.86

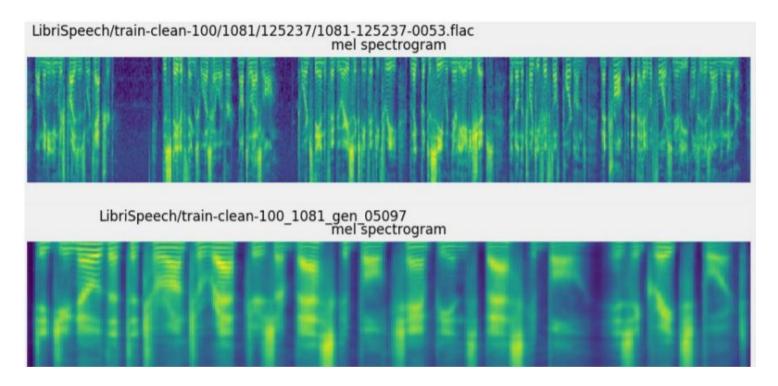
Table 1: Training performance results for modified Tacotron 2 model

Number of GPUs	Mixed Precision samples/sec	FP32 samples/sec	Speed-up with Mixed Precision	Multi-GPU Weak Scaling with Mixed Precision	Multi-GPU Weak Scaling with FP32
1	81,503	36,671	2.22	1.00	1.00
4	275,803	124,504	2.22	3.38	3.40
8	583 887	264 903	2 20	7 16	7 22

Table 2: Training performance results for WaveGlow model

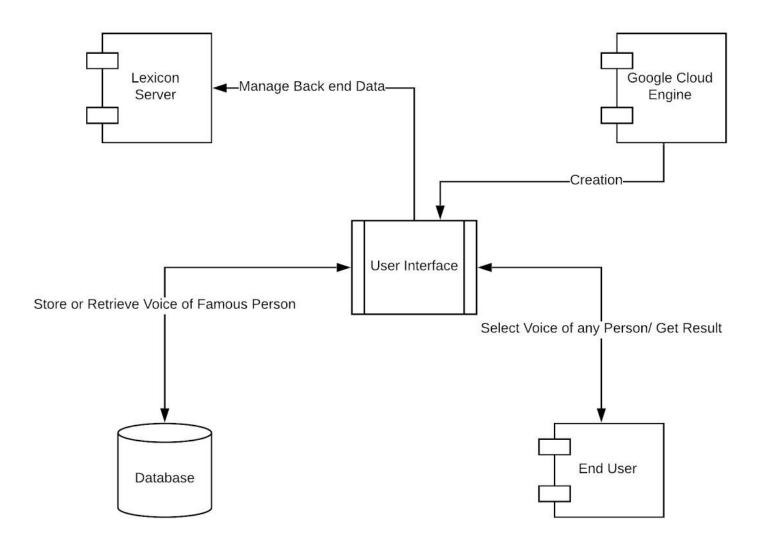
• As shown in Table 1 and 2, using Tensor Cores for mixed precision training achieves a substantial speedup and scales efficiently to 4/8 GPUs. Mixed precision training also maintains the same accuracy as single-precision training and allows bigger batch size.

• The waveform of the voice samples of original and deep faked audio would look like the image shown below:

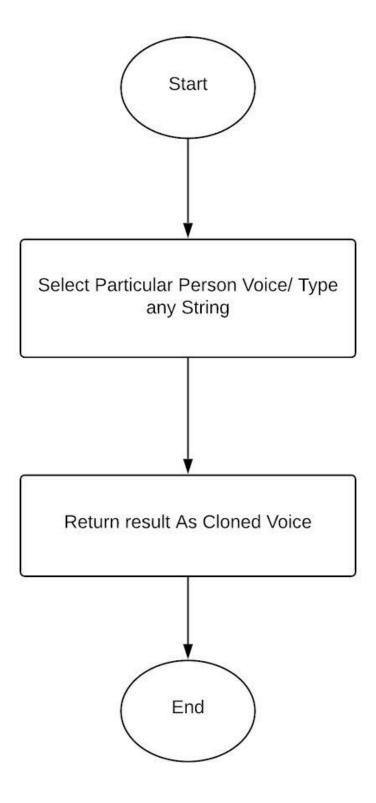


• Speech quality depends on model size and training set size; using Tensor Cores with automatic mixed precision makes it possible to train higher quality models in the same amount of time.

# **Component Design**

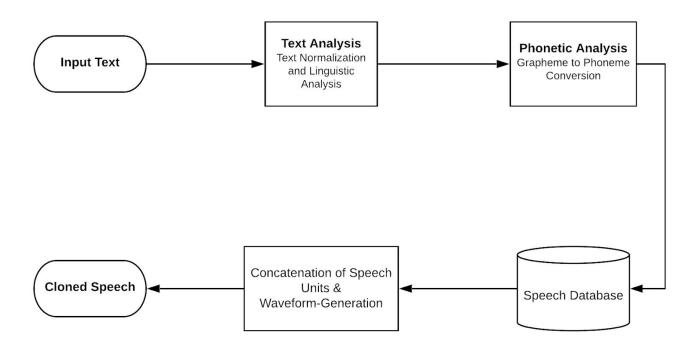


# **Interface Design**



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# **Context Diagram**



#### **Tier Architecture**

