

# Comparison of Voice-to-Text Neural Networks

DATS 6203 : Final Project

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# Outline



- Introduction
- Defining the Problem
- Data Sources and Collection
- Understanding the Networks
- Experiment Methodology
- Preliminary Results
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- Conclusion and Next Steps

# Translating audio to text is a complex problem



- Audio data is extremely complex, relying on the translation from physical speech to electrical signals to encoded ones and zeros computers can interpret
- Variability in speech and acoustics, attributable to different languages, pronunciations and accents, along with lack of extensively labelled training data, make generalizable systems difficult.
- Speech recognition systems have become commonplace, with implementations like Siri, Alexa, Amazon's Echo, and Google Home becoming a part of people's everyday lives.
- Each implementation presumably has its own proprietary model architectures, which have been worked on for years and trained over 1000s of hours of data.

# Problem Statement



Can open source Voice-to-Text neural architectures, either through pretrained models or transfer learning, compete with the proprietary, broadly developed translation models of tech giants like Google?

# Data Sources

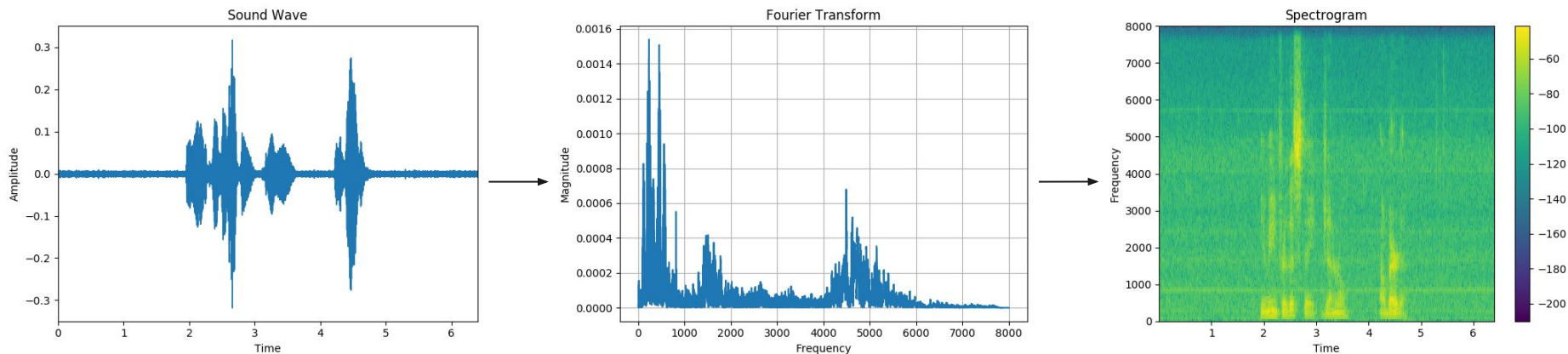


## DeepSpeech 2

- An end-to-end, automatic speech recognition pipeline developed by researchers at **Baidu**, an AI organization.
- The DeepSpeech2 used here follows the **pytorch** implementation of github user **SeanNaren**, an ML research engineer from the UK.
- The repository has three pretrained models based on the following data sources:
  - **An4**: an alphanumeric database of census responses compiled by Carnegie Mellon University
  - **LibriSpeech**: A large-scale corpus of 1000 hours of English audio-book recordings
  - **TED-LIUM**: a collection of 1495 recorded and transcribed TED talks
- **Voxforge** data, a cleaned and accented English audiobook dataset from LibriVox , was used for the model evaluation and all transfer learning purposes.

# Data Manipulation

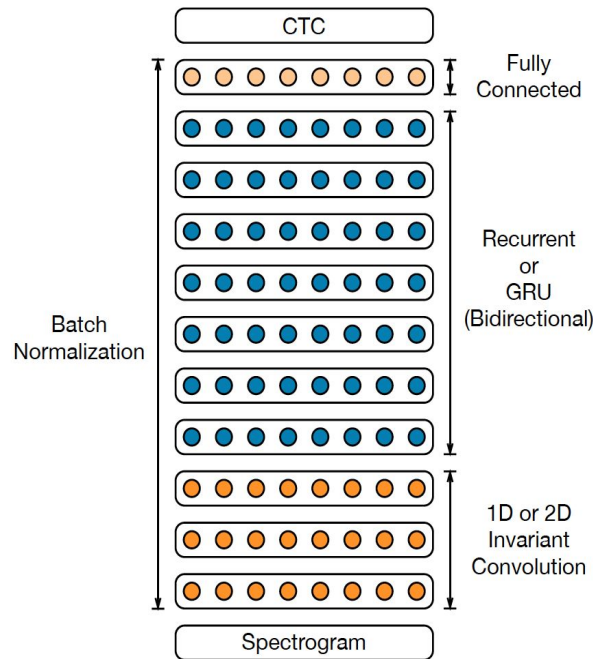
- All of the data came in the form of wav files (similar to an MP3 file), yet need to be converted to an input format the networks can understand
- Data transformations involved conversion using a Fourier Transformation and decomposition into magnitude and phase elements (done using the popular audio package LibRosa) to create a Spectrogram, which would be used as input to the DeepSpeech model



Text: 'YOU MEAN FOR THIS STATE GENERAL ALBERTA'

# Understanding the DeepSpeech Network

- Inputs: Spectrograms of power normalized audio clips
- Outputs: graphemes (units of language). {a,b..z, apostrophes, spaces, blank}
- Hidden activation : clipped ReLU/hardtanh  $\longrightarrow \sigma(x) = \min(\max(x,0),20)$
- Subsampling by striding in the convolutional layers - not good for english models.
- Output layer uses softmax activation, computing the probability distribution for each grapheme per time step.
$$p(\ell_t = k|x) = \frac{\exp(w_k^L \cdot h_t^{L-1})}{\sum_j \exp(w_j^L \cdot h_t^{L-1})}$$
- 2D convolutions are used to convolve along (normalize) both the frequency and time axes
- Batch normalization improves speed of convergence without loss in generalization performance.



# Understanding the DeepSpeech Network (Continued)

- Loss function: Connectionist Temporal Classification (CTC) loss  $\mathcal{L}(x, y; \theta) = -\log \sum_{\ell \in \text{Align}(x, y)} \prod_t^T p_{\text{ctc}}(\ell_t | x; \theta).$
- CTC loss is used in problems where having aligned data is an issue.
- Probability of each possible text alignment (path) is the product of the predicted probability of each character in that path.
- This alignment probability is summed up for all possible alignments of the label text. The negative logarithm of this summation is defined as the loss function, which is back-propagated.
- Optimizer: Synchronous SGD (reproducible, deterministic)



# Google's Speech-to-Text API



- Google Speech-to-Text enables developers to convert audio to text by applying powerful neural network model.
- Recognizes more than 120 languages and can process real-time streaming or prerecorded audio.
- Ideal for quick prototyping for complex speech tasks like separating multiple speakers, detecting speaker language and transcribing over multiple channels (audio sources).
- Enable the API and obtain a private key (credentials) for a given service/billing account.
- Each API request returns multiple transcriptions, sorted by their confidence.
- Easy to use and reliable REST API.

# Experiment



- Use the pre-trained models (an4, LibriSpeech, and TED-LIUM) to transcribe 500 test audio files from the Voxforge dataset.
- Use different parameter tunings (transfer learning) to train the pre-trained models on other Voxforge files and transcribe the same 500 test audio files.
- Use the Google Cloud Speech-to-Text API to transcribe the same 500 test audio files.
- Calculate the Character Error Rate (CER) and Word Error Rate (WER) for all models to evaluate performance

# Preliminary Results



Model	WER	CER	Eval time
An4 - Pretrained	10.05%	30.80%	~4 mins
LibriSpeech - Pretrained	2.27%	4.28%	~4 mins
TED-LIUM - Pretrained	4.86%	9.23%	~4 mins
Google Speech-to-Text	1.61%	3.73%	~8 mins

# Transfer learning approaches



Trained a librispeech pre-trained model on Voxforge dataset with different parameter settings:

- Default settings: batch size = 20, lr =  $3e-4$ , learning-anneal = 1.1, momentum = 0.9
- Using 500 random sampled files with more than 1 sec and less than 15 secs audio file
  - hidden layers = 5, hidden size of RNNs = 500, RNN type = GRU
  - hidden layers = 5, hidden size of RNNs = 500, RNN type = LSTM
  - hidden layers = 5, hidden size of RNNs = 1000, RNN type = LSTM
- Using 7636 sampled with more than 1 sec and less than 15 secs audio file
  - hidden layers = 5, hidden size of RNNs = 1000, RNN type = LSTM

# Final Results

Model	WER	CER	Eval time
LibriSpeech - Pretrained	2.27%	4.28%	~4 mins
LibriSpeech - Pretrained -Transfer Learning (GRU)	3.09%	6.09%	~4 mins
LibriSpeech - Pretrained -Transfer Learning (LSTM)	3.15%	6.35%	~4 mins
LibriSpeech - Pretrained -Transfer Learning (LSTM+1000)	3.14%	6.31%	~4 mins
LibriSpeech - Pretrained -Transfer Learning (LSTM+1000)	1.66%	3.00%	~4 mins
Google Speech-to-Text	1.61%	3.73%	~8 mins

# Key contributions



- Strip and reformat the original source code (rewriting arguments, re-defining classes, etc.)
- Simplified code base to meet project requirements and increase ease of use/understanding
  - Updated with significant commenting to explain most existing lines of code
- Developed model evaluation comparison scripts, rewriting target metric code
- Conducted informed parameter tuning and transfer learning to fit the context of the Voxforge dataset, generating four new transfer-learning models
- Developed Google API transcription code

# Conclusion and Next Steps



- The generalized Google Speech-to-text model outperforms the pre-trained DeepSpeech2 models.
- Our customized transfer learning approaches with the bi-directional LSTMs performed **marginally** better the Google API service on our test set, however may not be as generalizable.
- Next Step: Creating a model trained on all three datasets simultaneously to increase variety of audio data
- Next Step: Using data augmentation techniques in transfer learning models to increase robustness and generalizability.
- Next Step: Parallelization of GPU computing using CUDA could scale the transfer learning to larger datasets.
- Next Step: Incorporate training visualization that could better guide the transfer learning tunings.

# Thank you!





# Appendix

