# DeepSpeech and Common Voice by Mozilla

Torino Coding Society, 6 Feb 2019

#### Agenda

- Hi, nice to meet you!
- Why did Mozilla focus on voice recognition?
- From a paper to DeepSpeech's development
- The Common Voice dataset
- Your contribution and where we can meet again

#### Hi, I'm Stefania!









I'm working with M-Lab data in TOP-IX (used also by Mozilla for Internet Health Report)

I play Maths games at MathsJam and love being an Effective Altruist and a Mozillian

#### What is Mozilla?

Mozilla is a free software community supported by the not-for-profit organization Mozilla Foundation.





#### More than Firefox...

Here's others interesting projects:

- Thunderbird
- MDN web docs
- AV1 codec
- WebVR and A-Frame
- Rust and Servo
- Campaigns for the web



## Mozilla's focus on voice

#### Why did Mozilla focus on voice recognition?

Once upon a time...

- The project Vaani: a voice assistant for Firefox OS
- Connected devices, now <u>iot.mozilla.org</u>
- New team dedicated to Machine Learning in <u>research.mozilla.org</u>

### Why did Mozilla focus on voice recognition?

- Need for a open source alternative
- Off-line accessibility and data storage
- State of the art Speech-to-Text
- End-to-end Machine Learning system

# DeepSpeech by Mozilla

9 Dec

.5567v2

#### Baidu's Deep Speech paper v2

#### https://arxiv.org/abs/1412.5567

#### Deep Speech: Scaling up end-to-end speech recognition

Awni Hannun; Carl Case, Jared Casper, Bryan Catanzaro, Greg Diamos, Erich Elsen, Ryan Prenger, Sanjeev Satheesh, Shubho Sengupta, Adam Coates, Andrew Y. Ng

Baidu Research - Silicon Valley AI Lab

#### Abstract

We present a state-of-the-art speech recognition system developed using end-to-end deep learning. Our architecture is significantly simpler than traditional speech systems, which rely on laboriously engineered processing pipelines; these traditional systems also tend to perform poorly when used in noisy environments. In contrast, our system does not need hand-designed components to model background noise, reverberation, or speaker variation, but instead directly learns a function that is robust to such effects. We do not need a phoneme dictionary, nor even the concept of a "phoneme." Key to our approach is a well-optimized RNN training system that uses multiple GPUs, as well as a set of novel data synthesis techniques that allow us to efficiently obtain a large amount of varied data for training. Our system, called Deep Speech, outperforms previously published results on the widely studied Switchboard Hub5'00, achieving 16.0% error on the full test set. Deep Speech also handles challenging noisy environments better than widely used.

#### 1 Introduction

Top speech recognition systems rely on sophisticated pipelines composed of multiple algorithms and hand-engineered processing stages. In this paper, we describe an end-to-end speech system, called "Deep Speech", where deep learning supersedes these processing stages. Combined with a

#### Further publications

Deep Speech v2 for English and Mandarin

https://arxiv.org/abs/1512.02595

Deep Speech v3

http://research.baidu.com/Blog/index-view?id=90

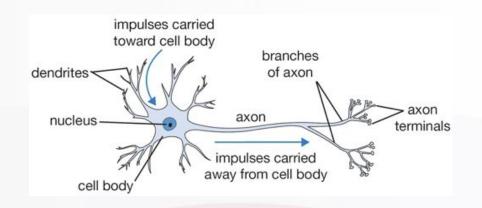
https://arxiv.org/abs/1707.07413

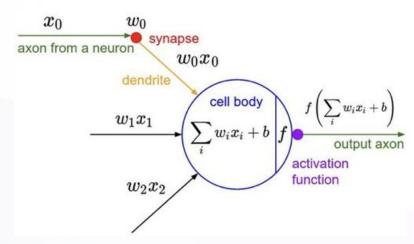
#### Baidu's Deep Speech paper

The main points to create a speech-to-text algorithm

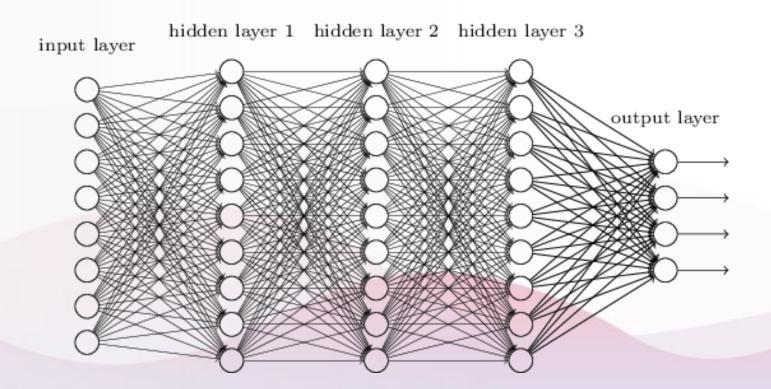
- No complex pipelines
- Using only Deep Learning through RNN
- Leverage GPUs and parallel processes
- A big dataset to learn even with background noises

#### **ANN, Artificial Neural Network**





#### DNN, Deep Neural Network



#### RNN, Recurrent Neural Network

"Recurrent Neural Networks in a class of ANN where connections between nodes form a **directed graph along a sequence**.

This allows it to exhibit temporal dynamic behavior for a time sequence.

Unlike feedforward neural networks, RNNs can **use their internal state** (memory) to process sequences of inputs. This makes them applicable to tasks such as unsegmented, connected handwriting recognition or speech recognition."

https://en.wikipedia.org/wiki/Recurrent neural network

### Baidu's Deep Speech paper, RNN

Recurrent Neural Networks in Baidu's paper

- 3 forward-layers
- 1 bi-directional recurrent layer
- 1 forward using forward and backward recurrent layers as input

$$h_{t,k}^{(6)} = \hat{y}_{t,k} \equiv \mathbb{P}(c_t = k|x) = \frac{\exp(W_k^{(6)} h_t^{(5)} + b_k^{(6)})}{\sum_j \exp(W_j^{(6)} h_t^{(5)} + b_j^{(6)})}$$

- h, inputs
- W, weight matrix for layers
- b, bias matrix for layers

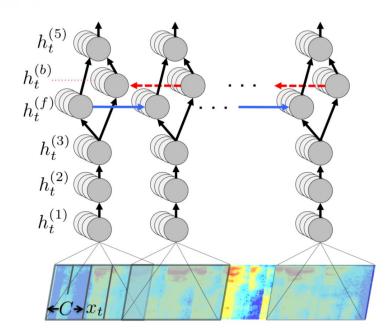


Figure 1: Structure of our RNN model and notation.

#### **Problems**

- Different background sounds
- "Lombard Effect" when speakers actively change their pitch or inflections of their voice to overcome noise around them
- Emotional tones and local accents

#### **Solutions**

- Have a dataset with a mix of tracks with a clean and a noisy background
- Analyse and test the divergence from average behaviour in a real speech
- Integrate different accents and tones

#### **Developing DeepSpeech**

Initial goals were...

- WER (Word Error Rate) below 10%
- Implement Neural Networks using TensorFlow
- Tuning of the Hyperparameters
- Found or create a decent dataset for training and testing

#### WER (Word Error Rate) below 10%

hacks.mozilla.org/2017/11/a-journey-to-10-word-error-rate

#### A Journey to <10% Word Error Rate



#### **By Reuben Morais**

Posted on November 29, 2017 in Featured Article and Research ♥ Share This ▼



At Mozilla, we believe speech interfaces will be a big part of how people interact with their devices in the future. Today we are excited to announce the initial release of our open source speech recognition model so that anyone can develop compelling speech experiences.

The Machine Learning team at Mozilla Research has been working on an open source Automatic Speech Recognition engine modeled after the Deep Speech papers (1, 2) published by Baidu. One of the major goals from the beginning was to achieve a Word Error Rate in the transcriptions of under 10%. We have made great progress: Our word error rate on LibriSpeech's test-clean set is 6.5%, which not only achieves our initial goal, but gets us close to human level performance.

#### Implement Neural Networks using TensorFlow

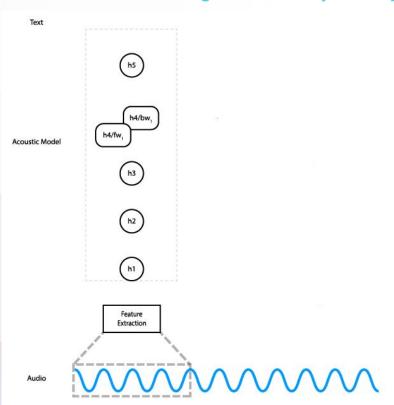
 To get an idea try online on playground.tensorflow.org

- Hidden fully connected layers use ReLU activation.
- RNN layer uses LSTM cells with tanh activation
- Additionally it has been used use an Adam optimizer arxiv.org/pdf/1412.6980.pdf



#### The initial bi-directional RNN

hacks.mozilla.org/2017/11/a-journey-to-10-word-error-rate

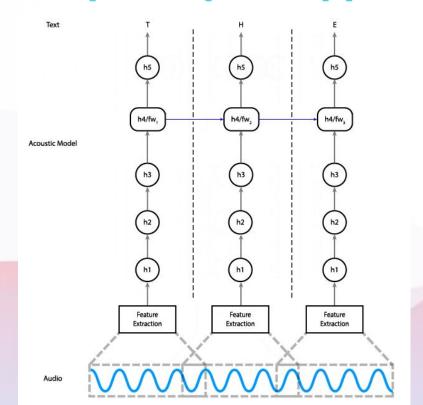


#### Moving to the unidirectional RNN for streamin

hacks.mozilla.org/2018/09/speech-recognition-deepspeech

"With a **unidirectional model**, instead of feeding the entire input in at once and getting the entire output, you can **feed the input piecewise**.

Meaning, you can input 100ms of audio at a time, get those outputs right away, and save the final state so you can use it as the initial state for the next 100ms of audio."



#### Tuning of the Hyperparameters

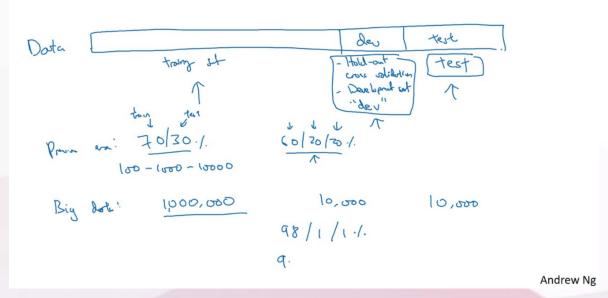
The hyperparameters used to train the model are useful for fine tuning.

Latest stable version vo.4.1

- train\_files Fisher, LibriSpeech, Switchboard training corpora, as well as a pre-release snapshot of the English Common Voice training corpus.
- dev\_files LibriSpeech clean and other dev corpora, as well as a pre-release snapshot of the English Common Voice validation corpus.
- test\_files LibriSpeech clean test corpus
- train\_batch\_size 24
- dev\_batch\_size 48
- test\_batch\_size 48
- epoch 30
- learning rate 0.0001
- display\_step 0
- validation\_step 1
- dropout\_rate 0.15
- checkpoint\_step 1
- n\_hidden 2048
- lm\_alpha 0.75
- lm\_beta 1.85

#### Which dataset to train and test the algorithm?

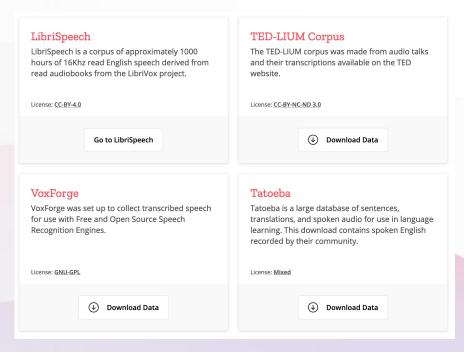
Train/dev/test sets



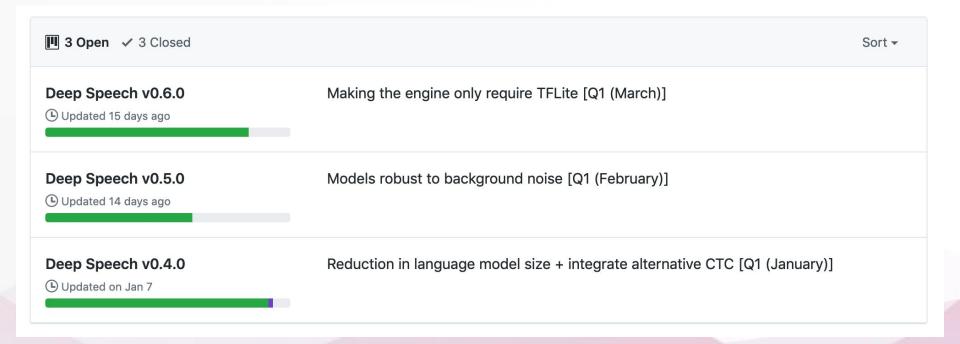
https://www.coursera.org/specializations/deep-learning

#### Which dataset to train and test the algorithm?

#### voice.mozilla.org/en/datasets



#### Next releases



github.com/mozilla/DeepSpeech/projects

#### Stay in touch with DeepSpeech community

On GitHub you can find the common <u>FAQ</u>.

You can read the latest discussions, or add yours on the dedicated <u>Discourse Forums</u> or on the #machinelearning channel on <u>Mozilla IRC</u> for more direct help.

You can open contribute to <u>issues</u> on the repo or open one if not addressed anywhere else.

### Common Voice by Mozilla

#### Creating a dataset of voices as a common

Launched in June 2017, it was named as one of eight <u>finalists</u> in Fast Company's 2018 Innovation by Design Awards

**Experimental category** 



#### Common Voice dataset

The English validated dataset can be downloaded at <a href="voice.mozilla.org/en/datasets">voice.mozilla.org/en/datasets</a>

12 GB that includes train/dev/test mp3 files and cvs already divided and optimised for DeepSpeech training or your own voice recognition project!

#### Common Voice dataset

#### voice.mozilla.org/en/datasets

cv.shape

(3995, 8)

cv.head()

	filename	text	up_votes	down_votes	age	gender	accent	duration
0	cv-valid-test/sample- 000000.mp3	without the dataset the article is useless	1	0	NaN	NaN	NaN	NaN
1	cv-valid-test/sample- 000001.mp3	i've got to go to him	1	0	twenties	male	NaN	NaN
2	cv-valid-test/sample- 000002.mp3	and you know it	1	0	NaN	NaN	NaN	NaN
3	cv-valid-test/sample- 000003.mp3	down below in the darkness were hundreds of pe	4	0	twenties	male	us	NaN
4	cv-valid-test/sample- 000004.mp3	hold your nose to keep the smell from disablin	2	0	NaN	NaN	NaN	NaN

#### Common Voice dataset

#### voice.mozilla.org/en/datasets

```
cv.accent.value counts(dropna=False)
array([nan, 'us', 'england', 'scotland', 'african', 'indian', 'canada',
       'ireland', 'philippines', 'australia', 'newzealand', 'hongkong',
       'wales', 'southatlandtic', 'malaysia', 'singapore', 'bermuda'],
      dtype=object)
cv.age.value counts(dropna=False)
NaN
             2453
twenties
              466
thirties
              389
fourties
              236
fifties
              205
teens
              117
sixties
               88
seventies
               36
eighties
Name: age, dtype: int64
```

# What you can do?

#### How can you contribute?

Da luglio 2018 Common Voice è anche in italiano!

voice.mozilla.org/it





#### How can you contribute? Parliamoci chiaro!

#### voice.mozilla.org/it

#### Parla

#### Dona la tua voce

La registrazione vocale delle frasi è una parte fondamentale nella costruzione del nostra dataset aperto (secondo alcuni anche la più divertente).

Hai letto le condizioni di utilizzo del servizio?



Progressi di oggi 20 / 1200

Registrazioni

#### How can you contribute? Validiamo ascoltando!

#### voice.mozilla.org/it

#### Ascolta

#### Aiutaci a convalidare le registrazioni

Convalidare le registrazioni effettuate da altri è altrettanto importante per la missione di Common Voice. Ascoltale e aiutaci a creare un dataset aperto e di qualità.

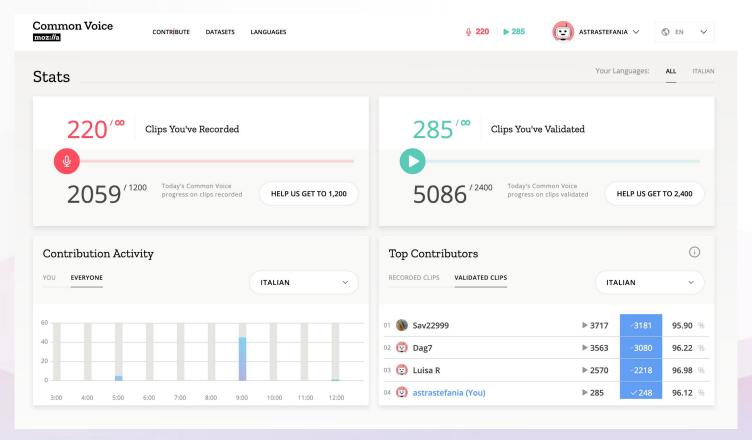
Hai letto le condizioni di utilizzo del servizio?



Aiutaci a raggiungere 2.400 Progressi di oggi 25 / 2400

Registrazioni convalidate

### New dashboard and ranking



### Who's using DeepSpeech and Common Voice?

#### Some example:

- Mozilla IoT: Experimental voice assistant for Web of Things Gateway
- Xaero: Grammar checker
- Mycroft AI: used Common Voice dataset to build an open source voice assistant
- You?

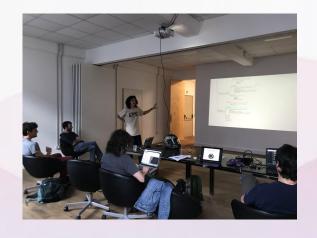
#### So to summarise...

- You can donate your voice in a bunch of different languages
- In italiano puoi contruibuire sia nelle traduzioni che alla frasi stesse
- You can use DeepSpeech and Common Voice dataset for your own project
- DeepSpeech is still evolving, you can get in touch with core developers and contribute via GitHub

### Let's explore more together, rivediamoci!

- <u>28 Feb</u> Gruppo di studio Rust
- <u>7 Mar</u> Open Mozilla Night: proviamo DeepSpeech?

#### meetup.com/Mozilla-Torino







#### Other resources and credits

 Un grande ringraziamento a tutta la comunità italiana di Mozilla raggiungibile su Telegram Mozilla Italia - HOME o sul forum forum.mozillaitalia.org

Slides background from <u>voice.mozilla.org</u>

# Thank you!

Stefania Delprete

@astrastefania