

SpeechRecognition Python library

SPOKEN LANGUAGE PROCESSING IN PYTHON



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Why the SpeechRecognition library?

Some existing python libraries

- CMU Sphinx
- Kaldi
- **SpeechRecognition**
- Wav2letter++ by Facebook

Getting started with SpeechRecognition

Install from PyPi:

```
$ pip install SpeechRecognition
```

- Compatible with Python 2 and 3
- We'll use Python 3

Using the Recognizer class

```
# Import the SpeechRecognition library
import speech_recognition as sr

# Create an instance of Recognizer
recognizer = sr.Recognizer()

# Set the energy threshold
recognizer.energy_threshold = 300
```

Using the Recognizer class to recognize speech

- `Recognizer` class has built-in functions which interact with speech APIs
 - `recognize_bing()`
 - `recognize_google()`
 - `recognize_google_cloud()`
 - `recognize_wit()`

Input: `audio_file`

Output: transcribed speech from `audio_file`

SpeechRecognition Example

- Focus on `recognize_google()`
- Recognize speech from an audio file with SpeechRecognition:

```
# Import SpeechRecognition library
import speech_recognition as sr
# Instantiate Recognizer class
recognizer = sr.Recognizer()
# Transcribe speech using Google web API
recognizer.recognize_google(audio_data=audio_file
                             language="en-US")
```

Learning speech recognition on DataCamp is awesome!

Your turn!

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Reading audio files with SpeechRecognition

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The AudioFile class

```
import speech_recognition as sr
# Setup recognizer instance
recognizer = sr.Recognizer()
# Read in audio file
clean_support_call = sr.AudioFile("clean-support-call.wav")
# Check type of clean_support_call
type(clean_support_call)
```

```
<class 'speech_recognition.AudioFile'>
```

From AudioFile to AudioData

```
recognizer.recognize_google(audio_data=clean_support_call)
```

```
AssertionError: ``audio_data`` must be audio data
```

```
# Convert from AudioFile to AudioData
with clean_support_call as source:
    # Record the audio
    clean_support_call_audio = recognizer.record(source)
# Check the type
type(clean_support_call_audio)
```

```
<class 'speech_recognition.AudioData'>
```

Transcribing our AudioData

```
# Transcribe clean support call  
recognizer.recognize_google(audio_data=clean_support_call_audio)
```

```
hello I'd like to get some help setting up my account please
```

Duration and offset

- `duration` and `offset` both `None` by default

```
# Leave duration and offset as default
with clean_support_call as source:
    clean_support_call_audio = recognizer.record(source,
                                                duration=None,
                                                offset=None)
```

```
# Get first 2-seconds of clean support call
with clean_support_call as source:
    clean_support_call_audio = recognizer.record(source,
                                                duration=2.0)
```

```
hello I'd like to get
```

Let's practice!

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Dealing with different kinds of audio

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What language?

```
# Create a recognizer class
recognizer = sr.Recognizer()

# Pass the Japanese audio to recognize_google
text = recognizer.recognize_google(japanese_good_morning,
                                   language="en-US")

# Print the text
print(text)
```

Ohio gozaimasu

What language?

```
# Create a recognizer class
recognizer = sr.Recognizer()

# Pass the Japanese audio to recognize_google
text = recognizer.recognize_google(japanese_good_morning,
                                   language="ja")

# Print the text
print(text)
```

?????????

Non-speech audio

```
# Import the leopard roar audio file
leopard_roar = sr.AudioFile("leopard_roar.wav")
# Convert the AudioFile to AudioData
with leopard_roar as source:
    leopard_roar_audio = recognizer.record(source)
# Recognize the AudioData
recognizer.recognize_google(leopard_roar_audio)
```

UnknownValueError:

Non-speech audio

```
# Import the leopard roar audio file
leopard_roar = sr.AudioFile("leopard_roar.wav")
# Convert the AudioFile to AudioData
with leopard_roar as source:
    leopard_roar_audio = recognizer.record(source)
# Recognize the AudioData with show_all turned on
recognizer.recognize_google(leopard_roar_audio,
                             show_all=True)
```

```
[]
```

Showing all

```
# Recognizing Japanese audio with show_all=True
text = recognizer.recognize_google(japanese_good_morning,
                                   language="en-US",
                                   show_all=True)

# Print the text
print(text)
```

```
{'alternative': [{'transcript': 'Ohio gozaimasu', 'confidence': 0.89041114},
                 {'transcript': 'all hail gozaimasu'},
                 {'transcript': 'ohayo gozaimasu'},
                 {'transcript': 'olho gozaimasu'},
                 {'transcript': 'all Hale gozaimasu'}],
 'final': True}
```

Multiple speakers

```
# Import an audio file with multiple speakers
multiple_speakers = sr.AudioFile("multiple-speakers.wav")
# Convert AudioFile to AudioData
with multiple_speakers as source:
    multiple_speakers_audio = recognizer.record(source)
# Recognize the AudioData
recognizer.recognize_google(multiple_speakers_audio)
```

one of the limitations of the speech recognition library is that it doesn't recognise different speakers and voices it will just return it all as one block of text

Multiple speakers

```
# Import audio files separately
speakers = [sr.AudioFile("s0.wav"), sr.AudioFile("s1.wav"), sr.AudioFile("s2.wav")]
# Transcribe each speaker individually
for i, speaker in enumerate(speakers):
    with speaker as source:
        speaker_audio = recognizer.record(source)
    print(f"Text from speaker {i}: {recognizer.recognize_google(speaker_audio)}")
```

```
Text from speaker 0: one of the limitations of the speech recognition library
Text from speaker 1: is that it doesn't recognise different speakers and voices
Text from speaker 2: it will just return it all as one block a text
```

Noisy audio

- If you have trouble hearing the speech, so will the APIs

```
# Import audio file with background noise
noisy_support_call = sr.AudioFile(noisy_support_call.wav)
with noisy_support_call as source:
    # Adjust for ambient noise and record
    recognizer.adjust_for_ambient_noise(source,
                                       duration=0.5)
    noisy_support_call_audio = recognizer.record(source)
# Recognize the audio
recognizer.recognize_google(noisy_support_call_audio)
```

```
hello ID like to get some help setting up my calories
```

Let's practice!

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