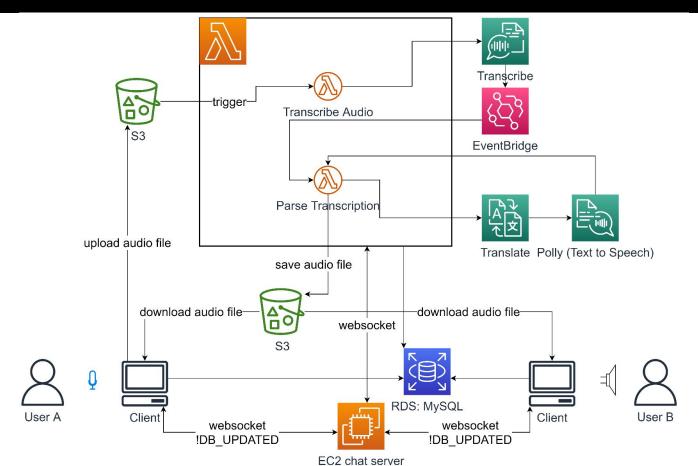
Multi-Language Walkie Talkie

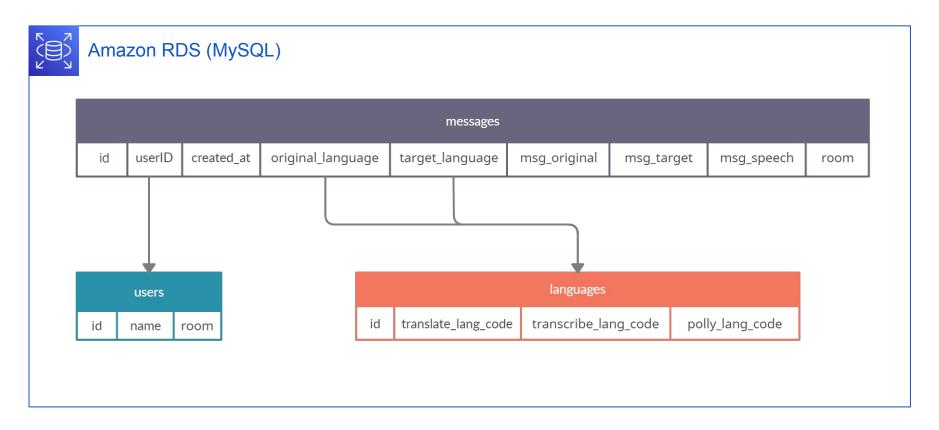
Vincent Chyn, Duygu Bayrak



Architecture



Database Schema



Data Flow



Push-to-Talk onClick: client uploads audio file to S3



S3 PUT triggers Lambda Function



Transcribe



Translate



Polly (Text to Speech)



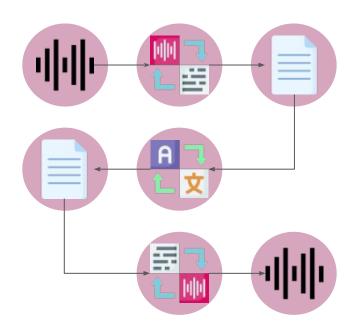
EC2 server broadcasts !DB_UPDATED to all clients



Client queries DB and gets URL



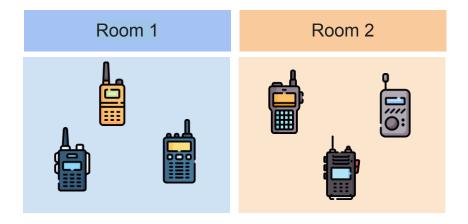
Client downloads .wav for playback



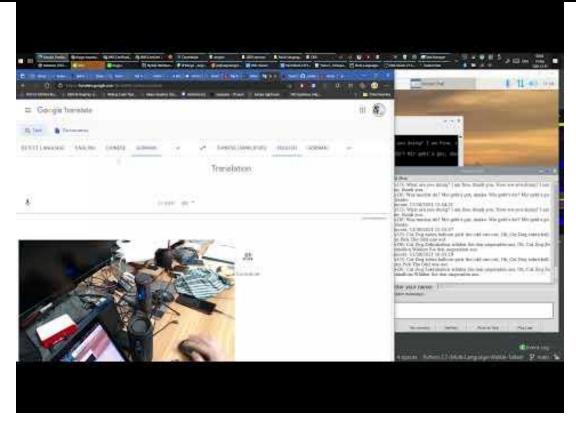
Rooms





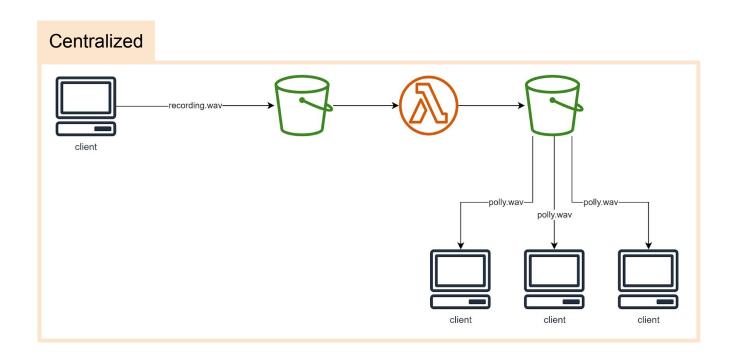


Demo

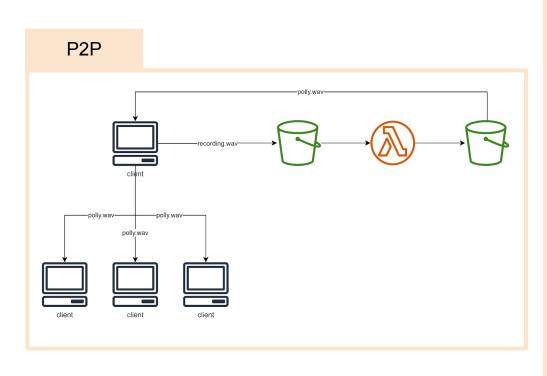


https://youtu.be/BqdGG8GoxNw

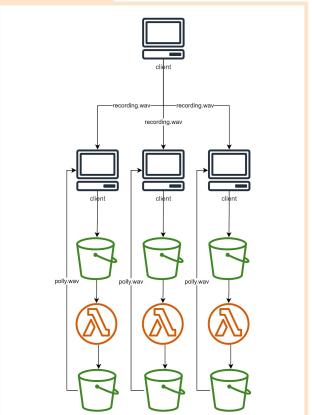
Comparison with other Architectures:



Comparison with other Architectures:



P2P v2



Negative Aspects:

- Latency too high
 - No real time communication
 - The whole process from uploading a speech file until we get synthesized speech takes about 30 seconds
 - Transcribe too slow
 - **Idea:** Streaming Transcription (Real-Time Transcription)
 - Problems: Chunking, Client GUI

Next Steps:

- Multi-lingual Rooms
 - Currently only two person communication
 - Metadata of the audio file contains what the original language is and what the translated language should be
 - Idea: Translate speech into multiple languages. Each client filters for the desired target language
- Message Identification
 - Currently client simply queries for the most recent message
 - **Idea:** Client pre-allocates the row in DB table → Get the message id → Send id as metadata
- Scaling / Availability
 - Currently our architecture is centralized with one EC2 server (Single Point of Failure)
 - Idea: use AWS Fargate
- User Authentication
 - Currently no user authentication

Use of existing Solutions:

Apache Kafka or Amazon MSK