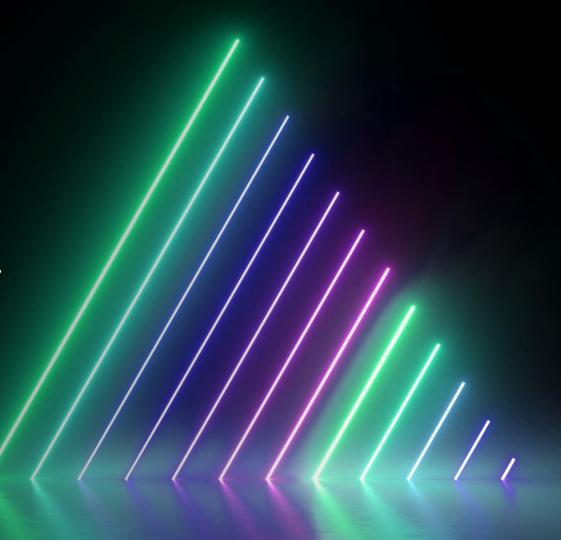
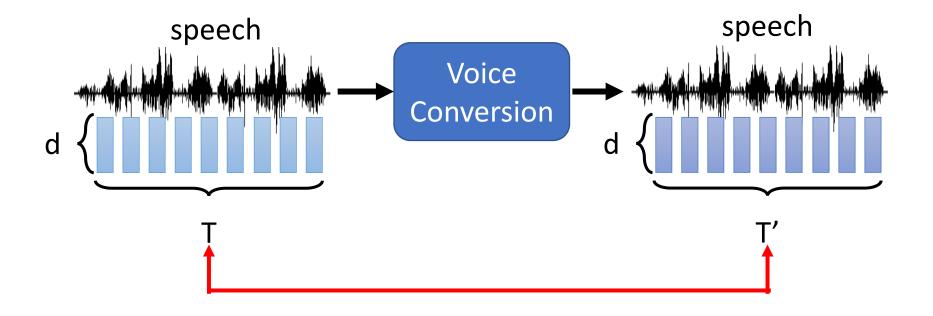
VOICE CONVERSION

Hung-yi Lee

李宏毅



What is Voice Conversion (VC)?



What is preserved? Content

What is changed? Many different aspects ...

Speaker

- The same sentence said by different people has different effect.
- Deep Fake: Fool humans / speaker verification system
- One simple way to achieve personalized TTS
- Singing

```
[Nachmani, et al., INTERSPEECH'19]

https://enk100.github.io/Unsupervised_Singing_Voice_Conversion/

[Deng, et al., ICASSP'20]

https://tencent-ailab.github.io/pitch-net/
```

Speaker

Privacy Preserving
 [Srivastava, et al., arXiv'19]



Speaking Style

Emotion

[Gao, et al., INTERSPEECH'19]

- Normal-to-Lombard
 [Seshadri, et al., ICASSP'19]
- Whisper-to-Normal [Patel, et al., SSW'19]



Source of audio: https://shreyas253.github.io/SpStyleConv_CycleGAN/

Singers vocal technique conversion

[Luo, et al., ICASSP'20]

'lip thrill' (彈唇) or 'vibrato' (顫音)

Improving Communication

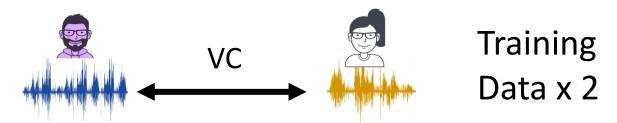
- Improving the speech intelligibility
 - surgical patients who have had parts of their articulators removed

[Biadsy, et al., INTERSPEECH'19][Chen et al., INTERSPEECH'19]

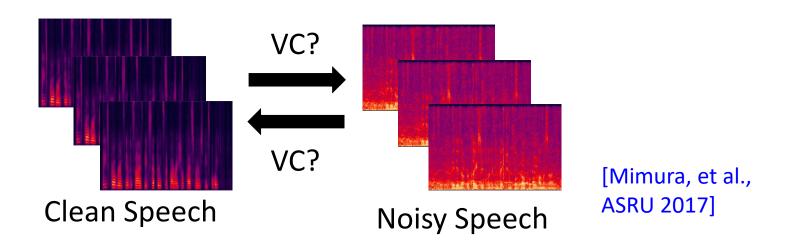
- Accent conversion
 - voice quality of a non-native speaker and the pronunciation patterns of a native speaker
 - Can be used in language learning

[Zhao, et al., INTERSPEECH'19]

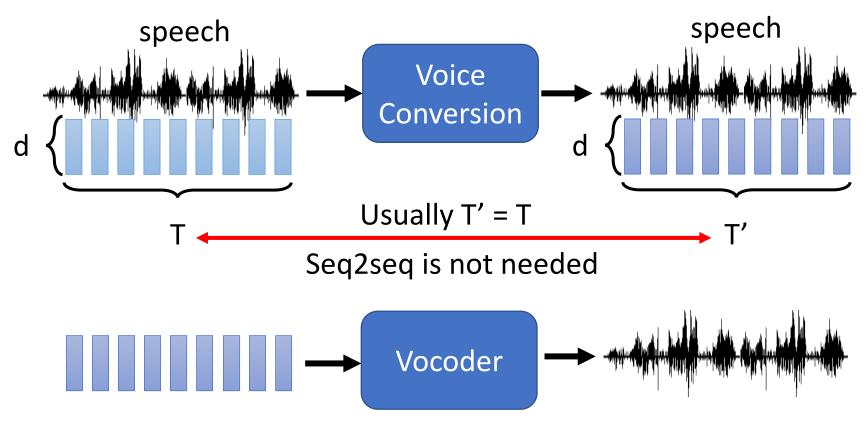
Data Augmentation



[Keskin, et al., ICML workshop'19]



In real implementation ...



- Rule-based: Griffin-Lim algorithm
- Deep Learning: WaveNet

Used in VC, TTS, Speech Separation, etc. (not today)

Categories

Lack of training data:

- Model Pre-training [Huang, et al., arXiv'19]
- Synthesized data!

Parallel Data [Biadsy, et al., INTERSPEECH'19]



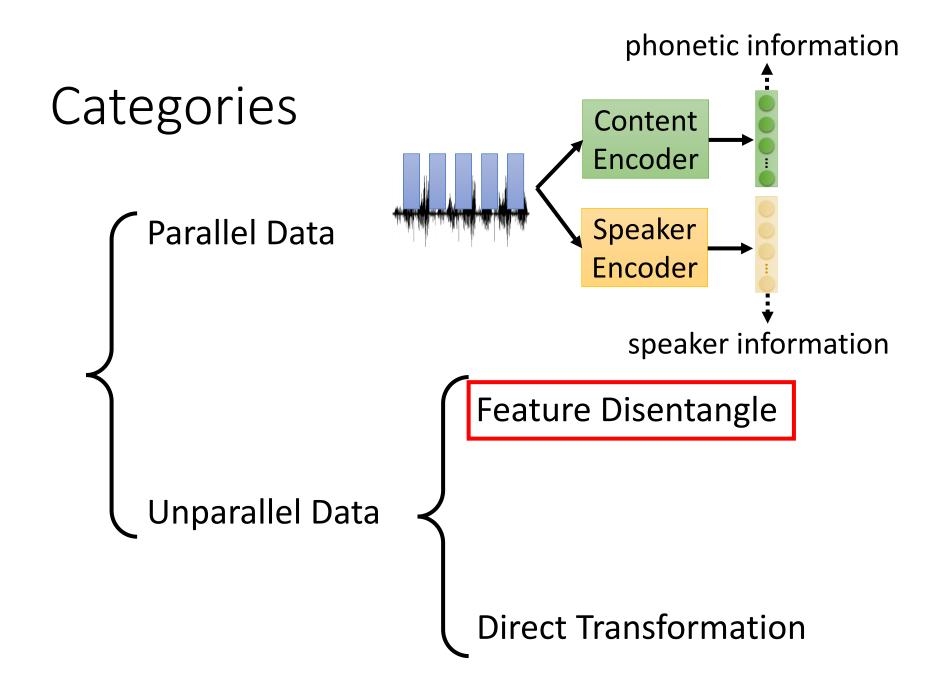
Unparallel Data

- This is "audio style transfer"
- Borrowing techniques from image style transfer

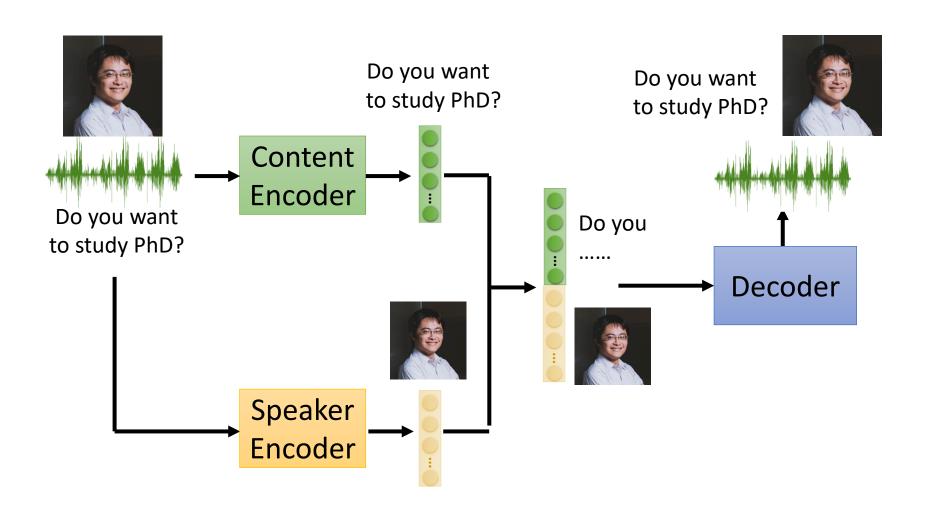




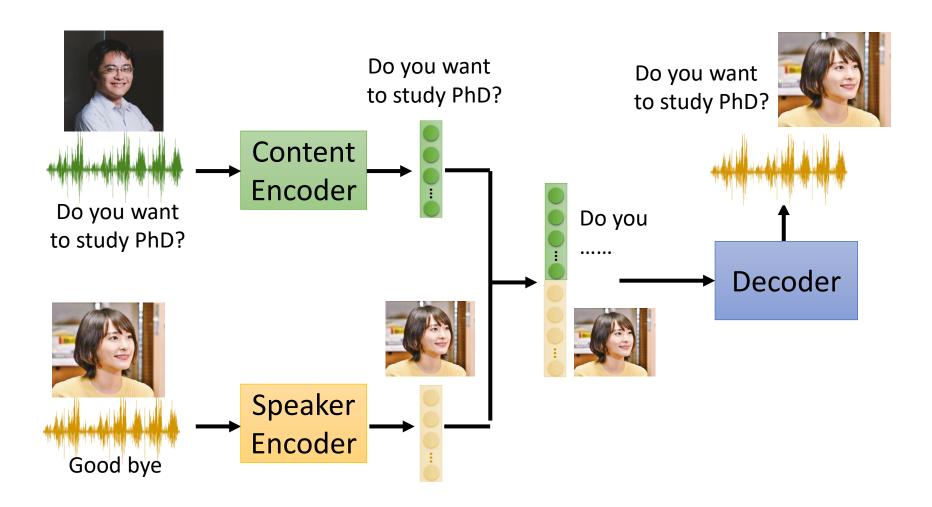
How are you?



Feature Disentangle

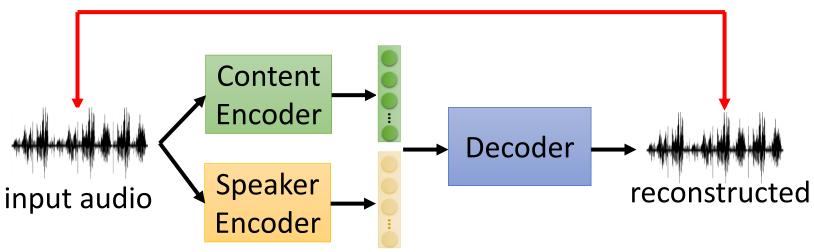


Feature Disentangle



Feature Disentangle

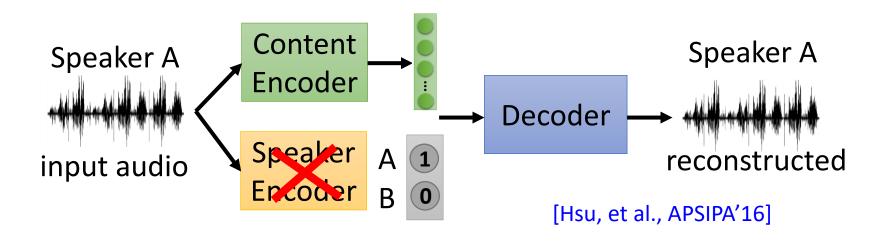
as close as possible (L1 or L2 distance)



How can you make one encoder for content and one for speaker?

Using Speaker Information

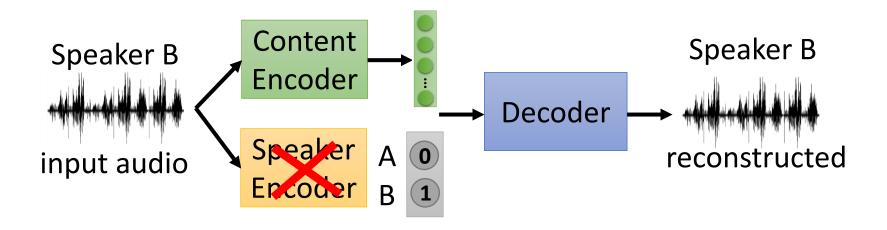
Assume we know the speakers of training utterances



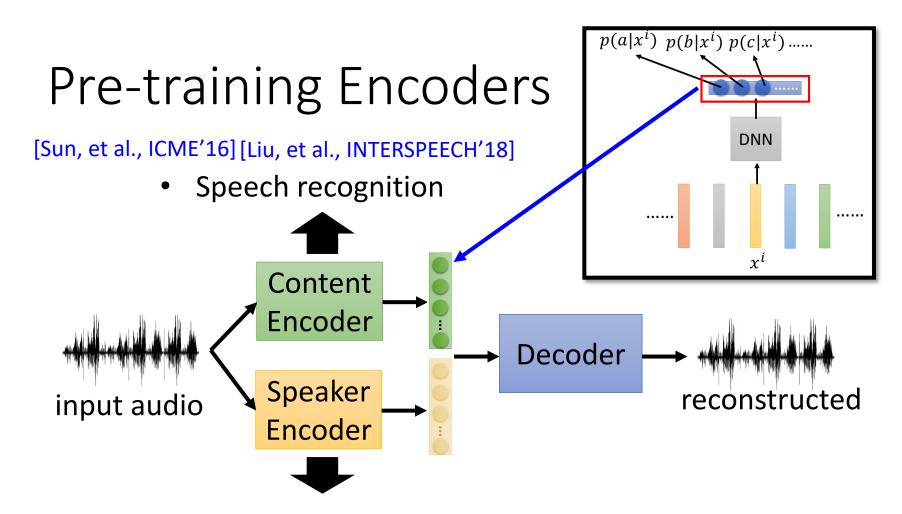
One-hot vector for each speaker

Using Speaker Information

Assume we know the speakers of training utterances



One-hot vector for each speaker



One-hot vector for each speaker

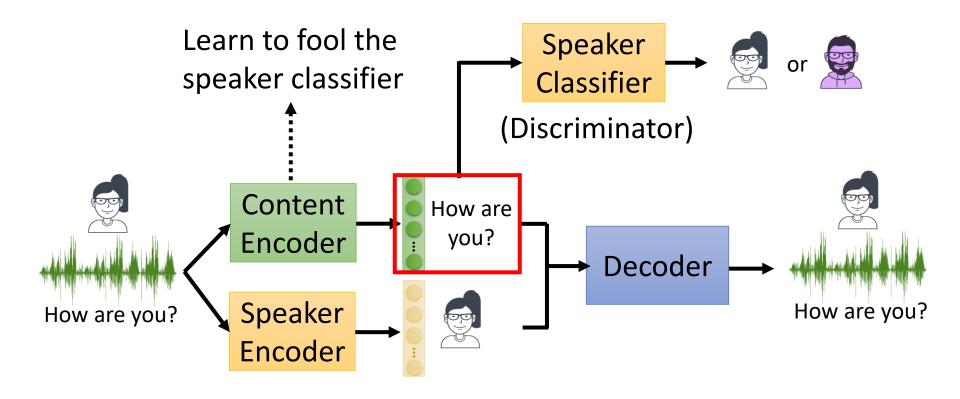
Issue: difficult to consider new speakers

Speaker embedding (i-vector, d-vector, x-vector ...)

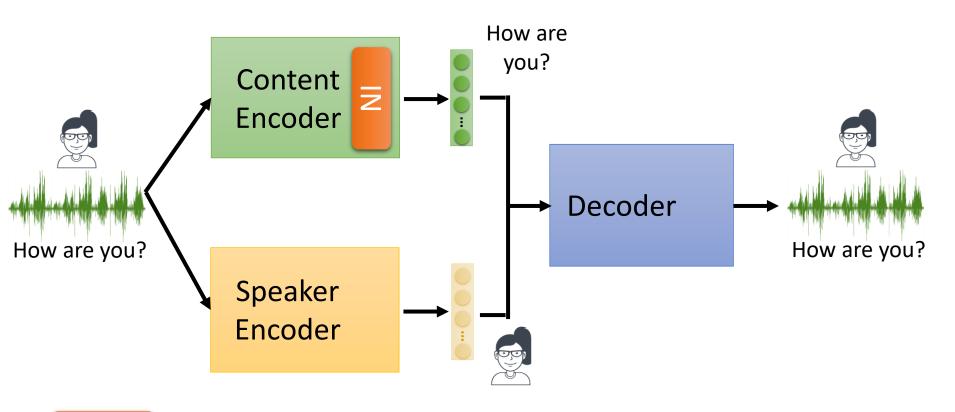
[Qian, et al., ICML'19][Liu, et al., INTERSPEECH'18]

Adversarial Training

[Chou, et al., INTERSPEECH'18]



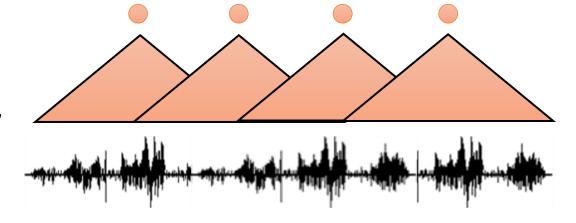
Speaker classifier and encoder are learned iteratively

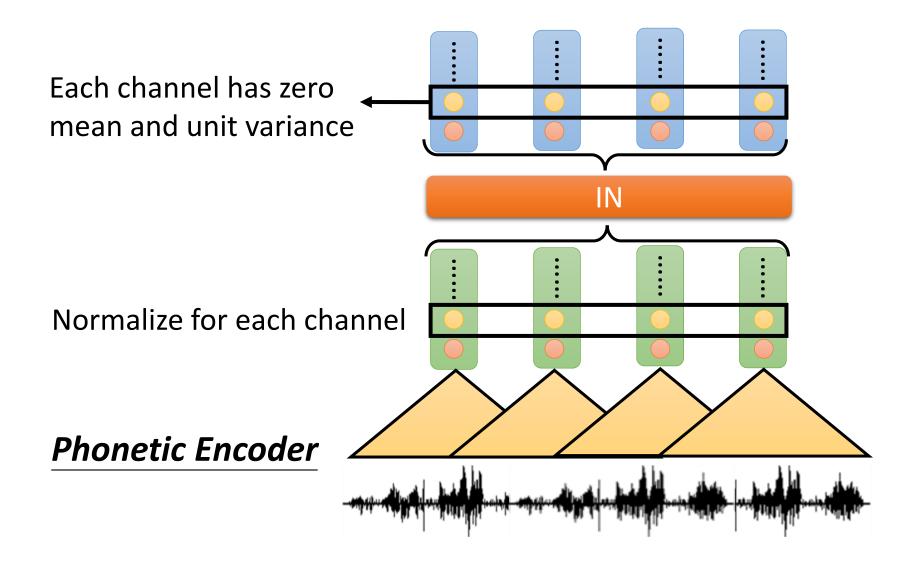


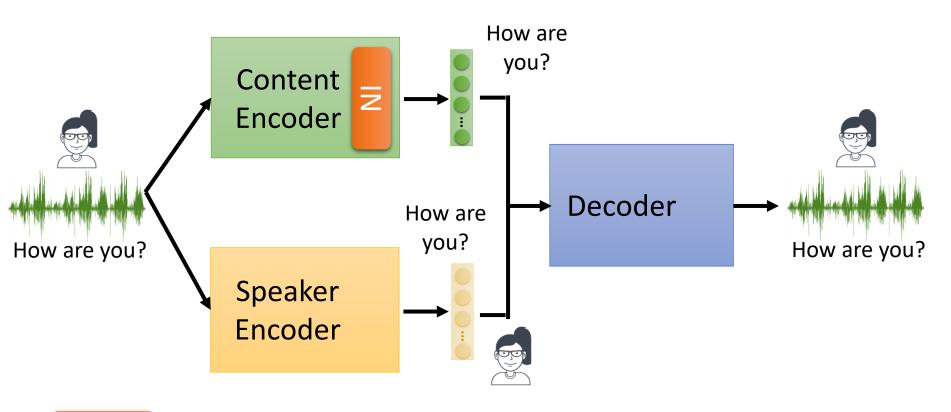
IN = instance normalization (remove global information)

= instance normalization (remove global information)

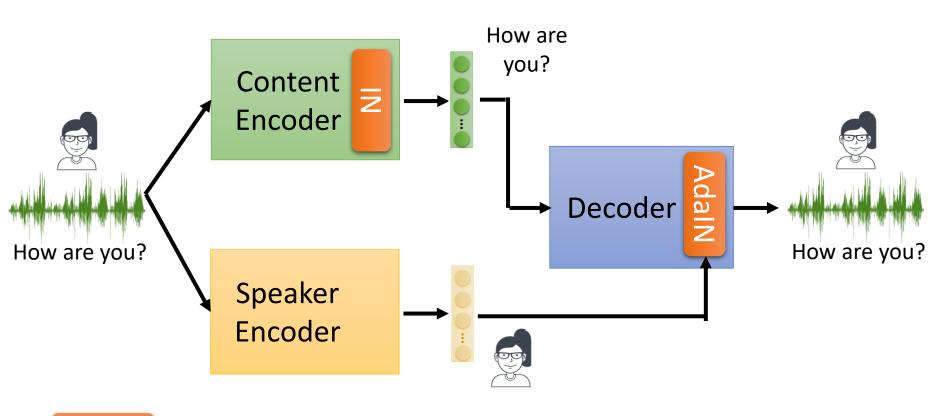
Phonetic Encoder







IN = instance normalization (remove global information)



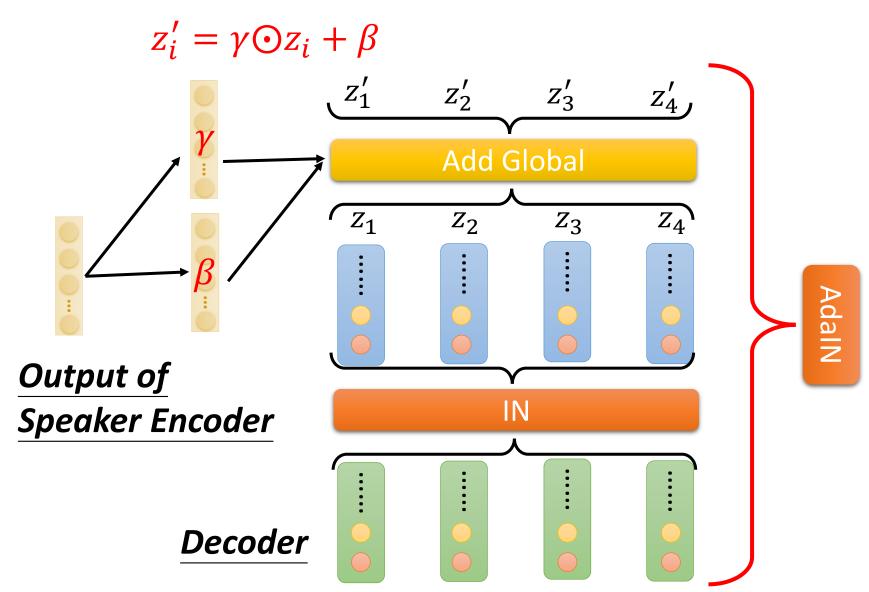
= instance normalization (remove global information)

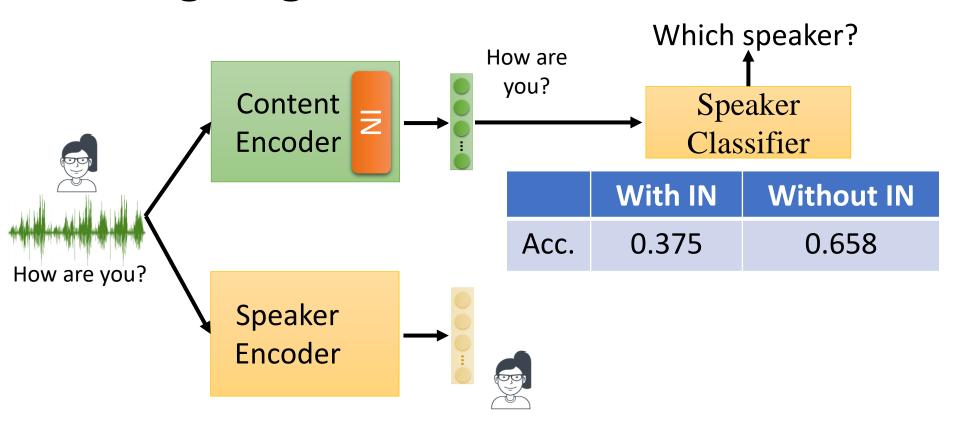
AdalN = adaptive instance normalization (only influence global information)

AdalN

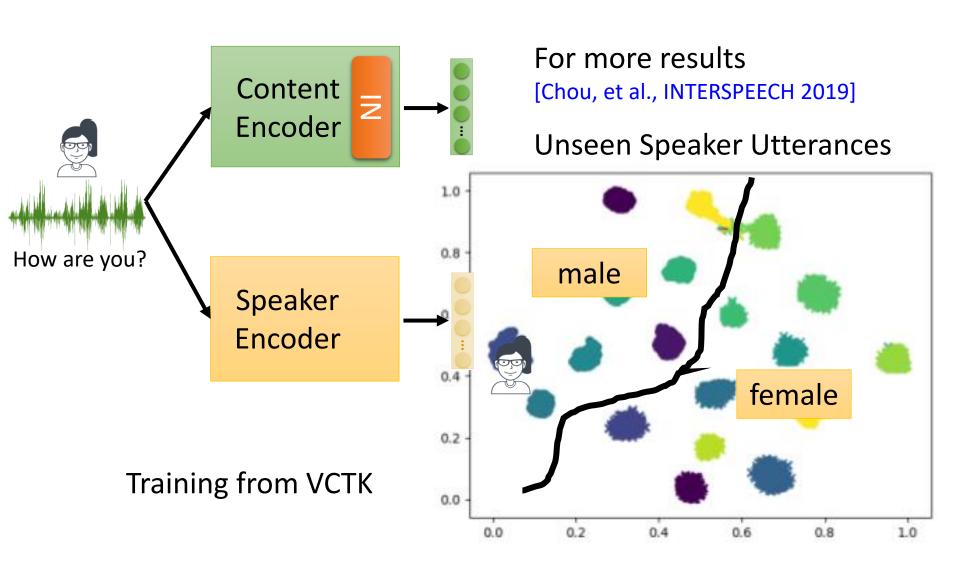
= adaptive instance normalization

(only influence global information)

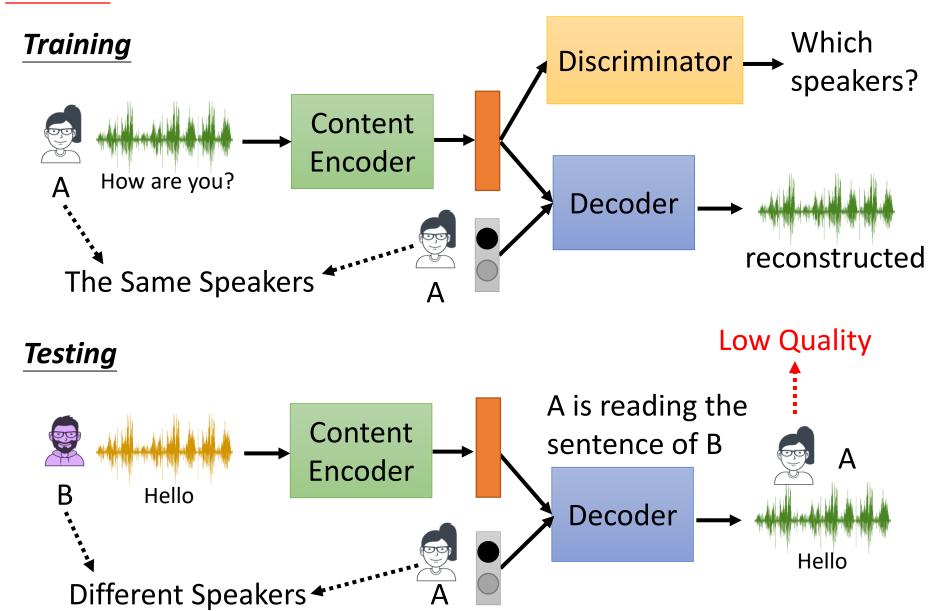




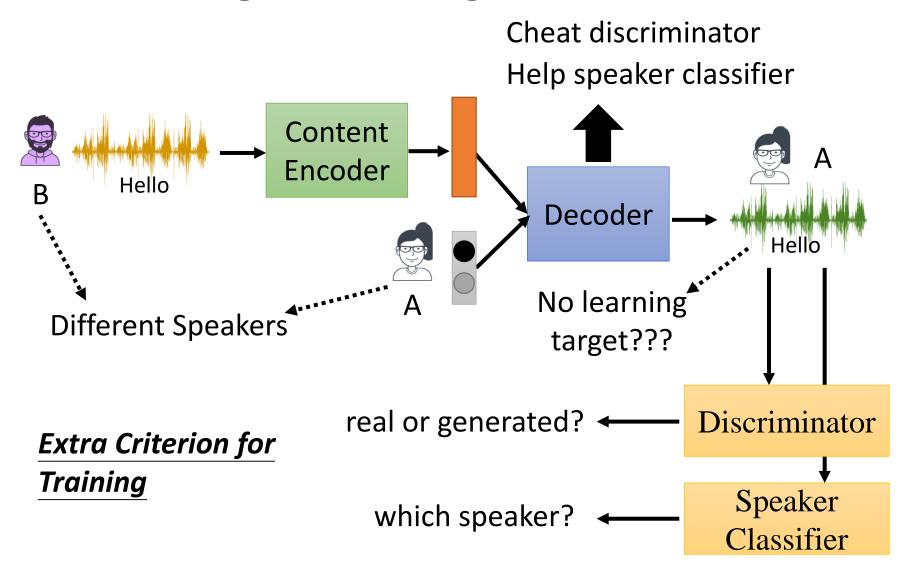
Training from VCTK



Issues

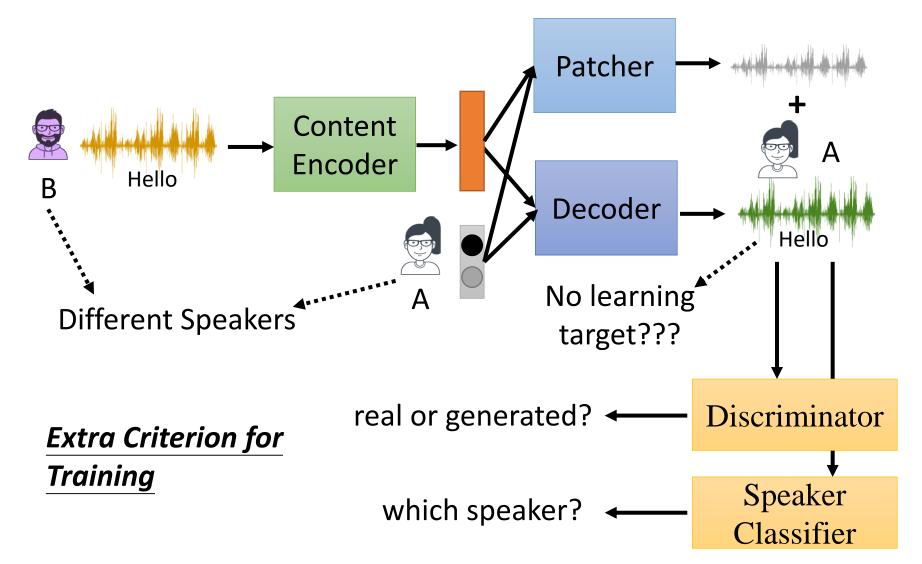


2nd Stage Training

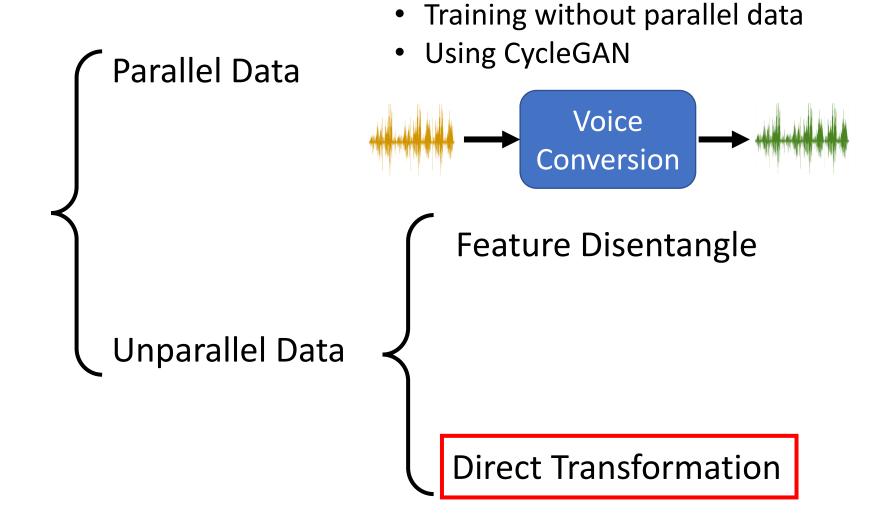


2nd Stage Training

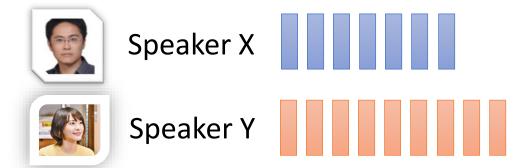
Only learn the patcher in the 2nd stage



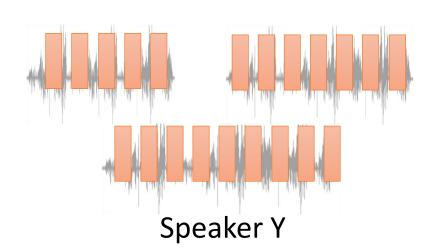
Categories

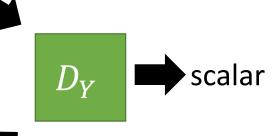


[Kaneko, et al., ICASSP'19]



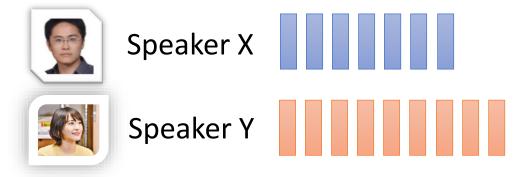
Speaker X $G_{X \to Y} \longrightarrow G_{X \to Y}$ Become similar to speaker Y





Input audio belongs to speaker Y?

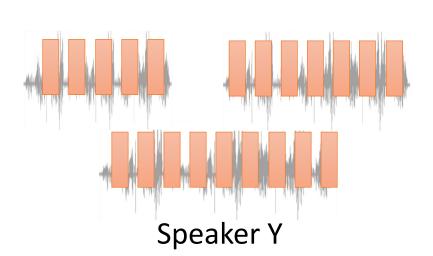
[Kaneko, et al., ICASSP'19]

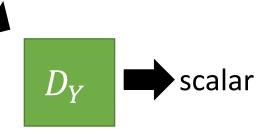


Speaker X $G_{X o Y}$ ignore input

Become similar to speaker Y

Not what we want!

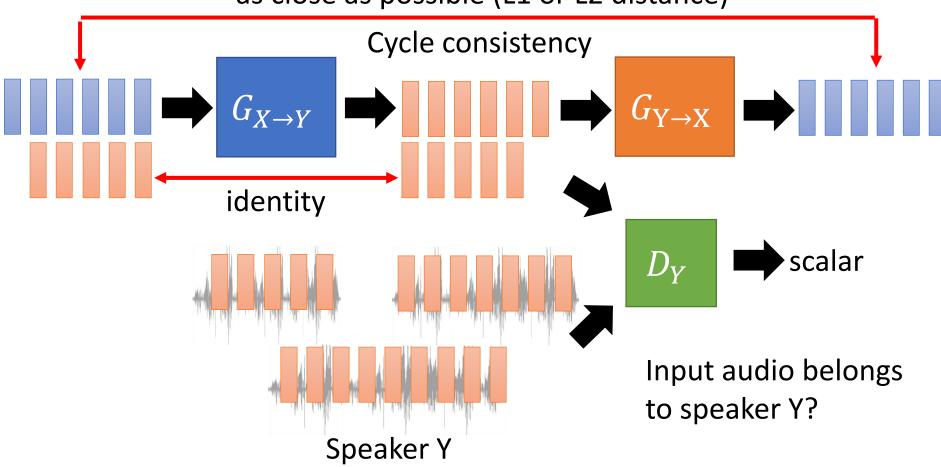




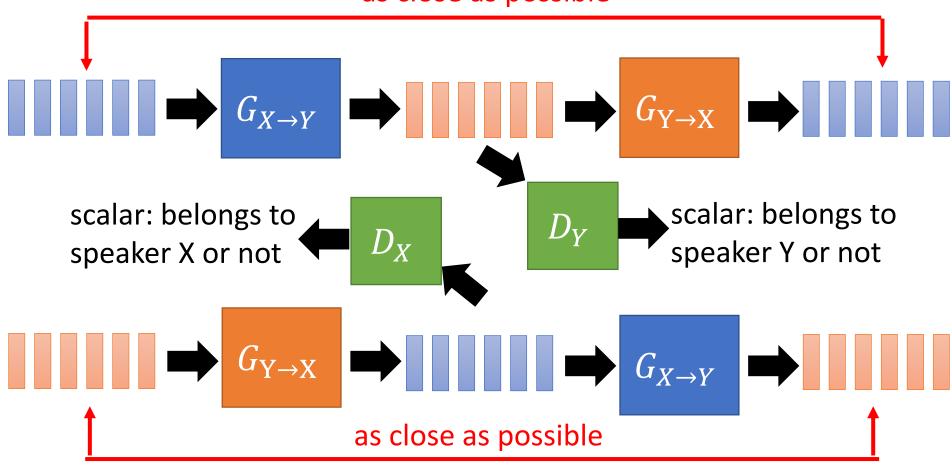


Input audio belongs to speaker Y?

as close as possible (L1 or L2 distance)



as close as possible

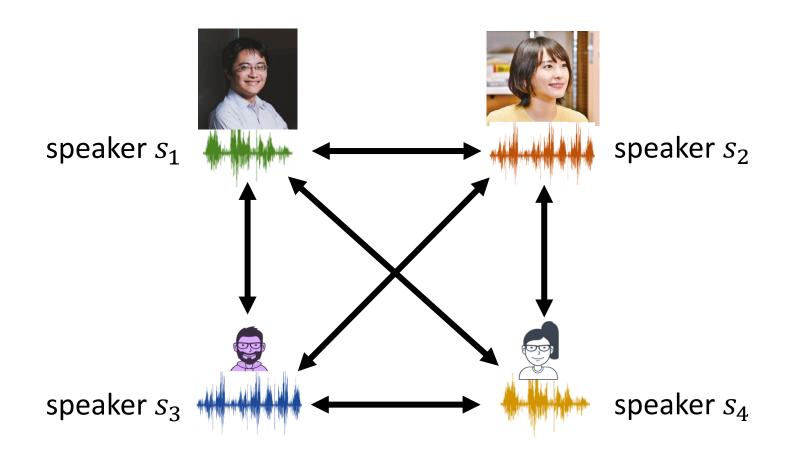


StarGAN

[Kaneko, et al., INTERSPEECH'19]

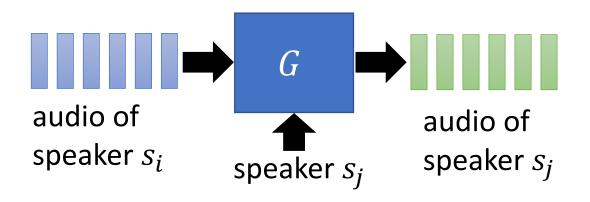
For CycleGAN:

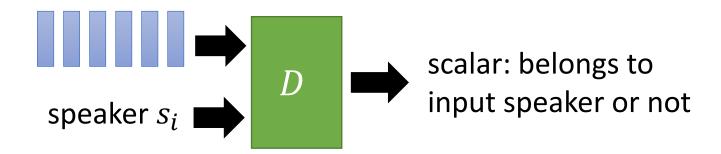
If there are N speakers, you need N x (N-1) generators.

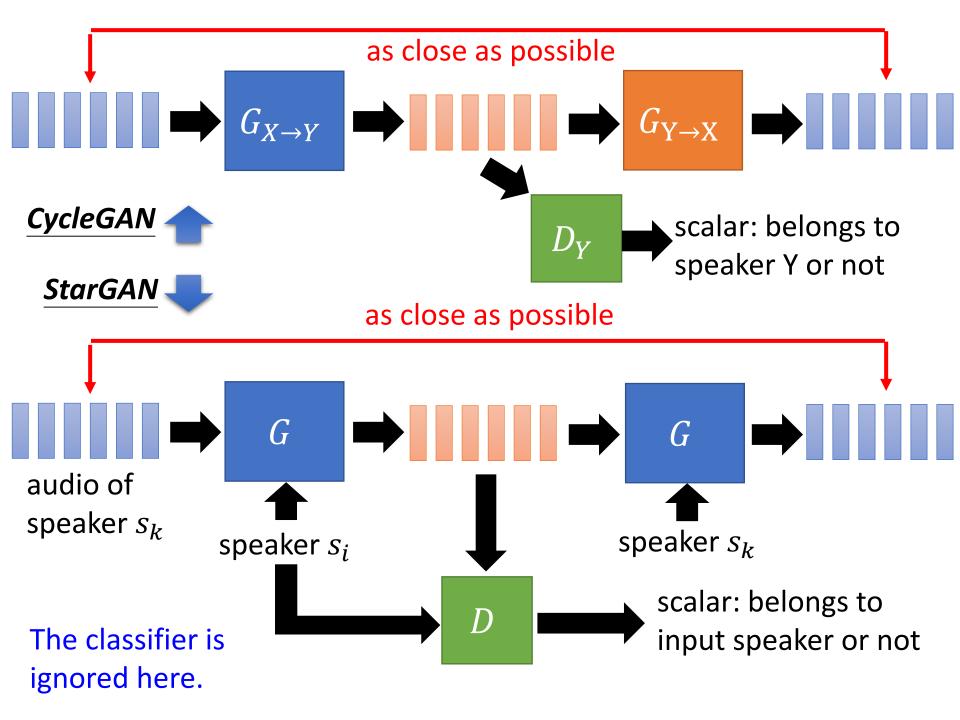


StarGAN

Each speaker is represented as a vector.







Flow-based model for VC

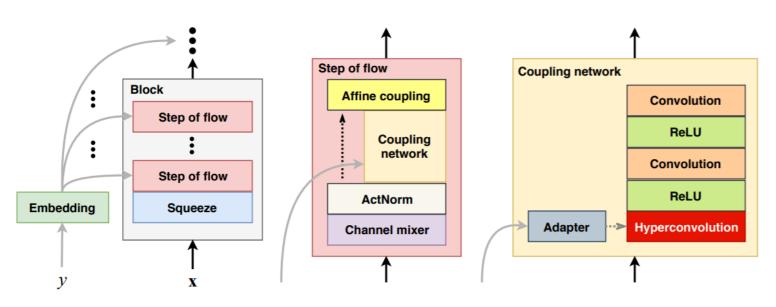
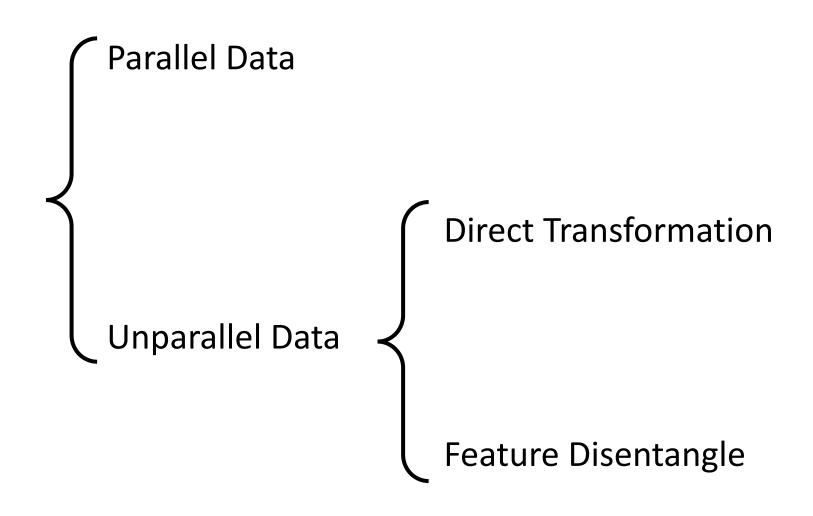


Figure 1: Blow schema featuring its block structure (left), steps of flow (center), and coupling network with hyperconvolution module (right).

Concluding Remarks



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