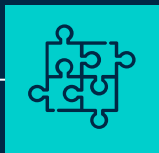


# DEEP LEARNING FOR ACOUSTIC SIGNAL PROCESSING:

Speaker Recognition through One-Shot Learning and Siamese Neural Networks

- Jaime Pérez -

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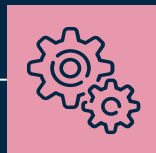
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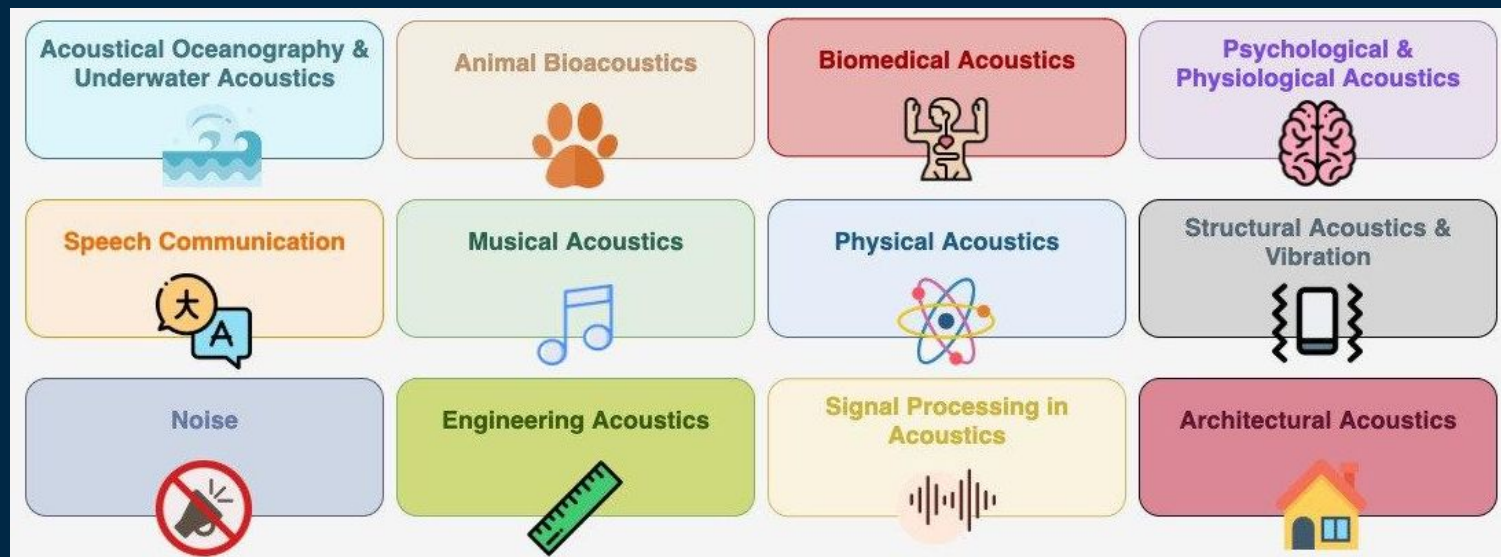
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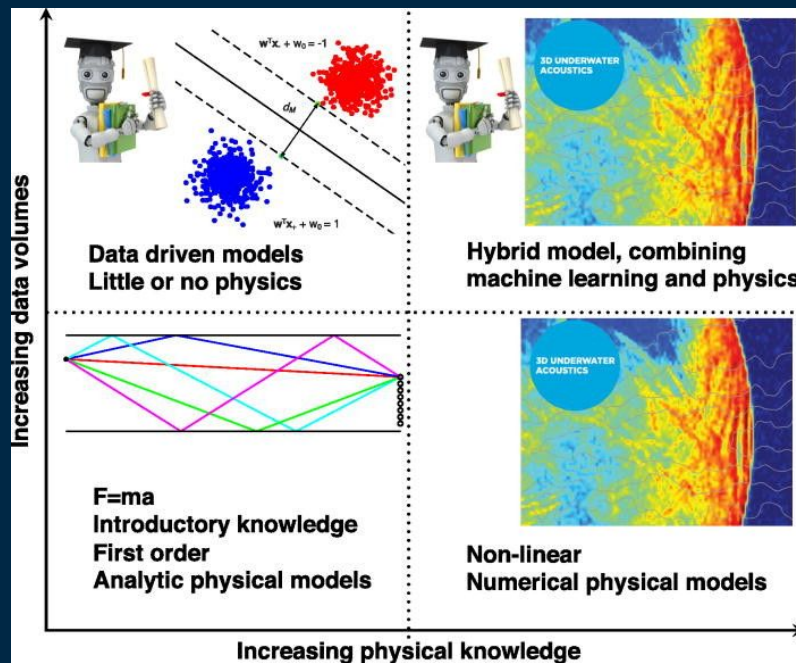
# Deep Learning in Acoustics

# Map of Acoustics



Source: Agustín de los Riscos Mayorga

# Deep Learning Applications for Acoustics





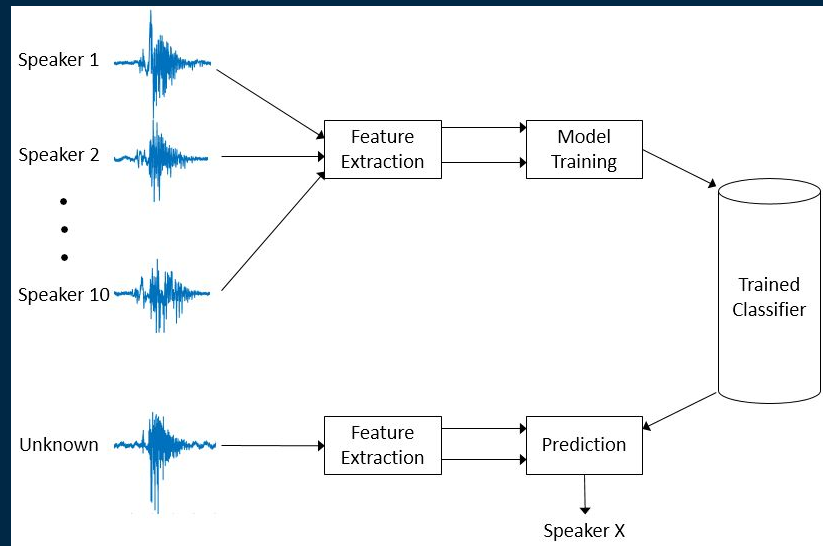
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## Case Study:

Speaker Recognition through One-Shot Learning and Siamese Neural Networks

# Motivation

- ❑ What is speaker recognition?  
Identification of a person and distinguishes from others,  
based on its voice characteristics
- ❑ Speaker Verification (1:1)  
vs.  
Speaker Identification (1:N)
- ❑ Few-shot learning & deep learning?  
Siamese Neural Networks



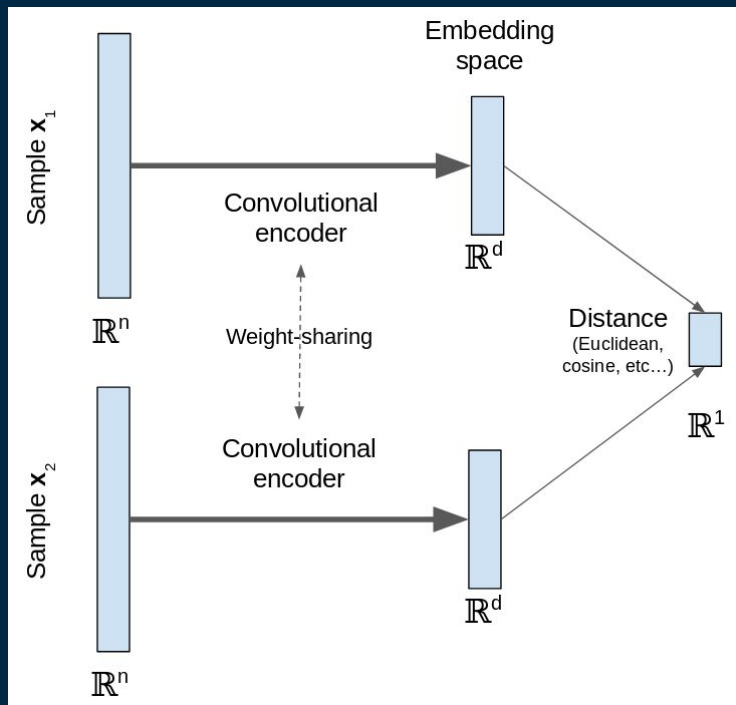
# Use Cases

- ❑ Simplify translating speech tasks
- ❑ Improved and personalized services (Alexa, Google Home, Customer service bots, etc.)
- ❑ Complement biometric verification methods in security systems
- ❑ Criminal investigations



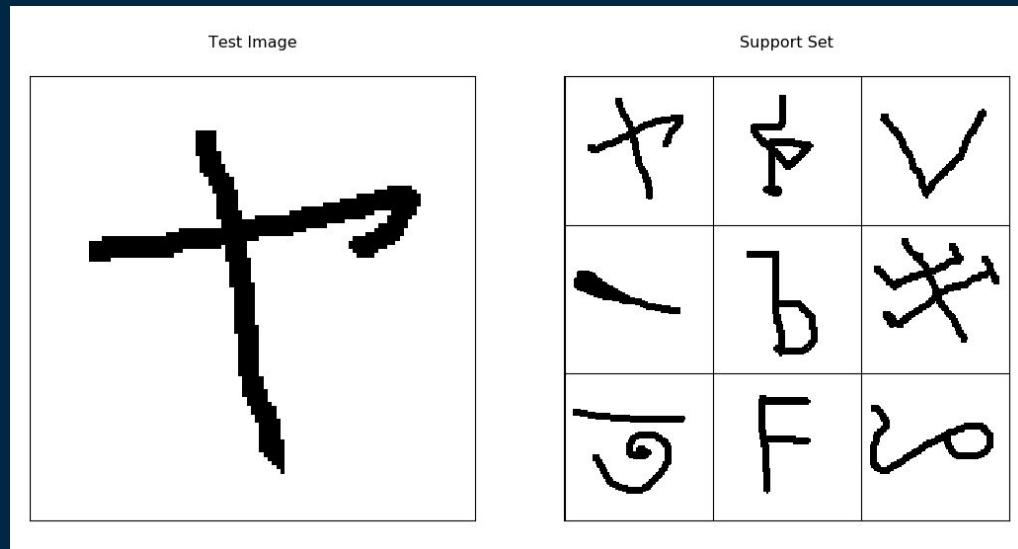
# Methodology

## □ Siamese Neural Network



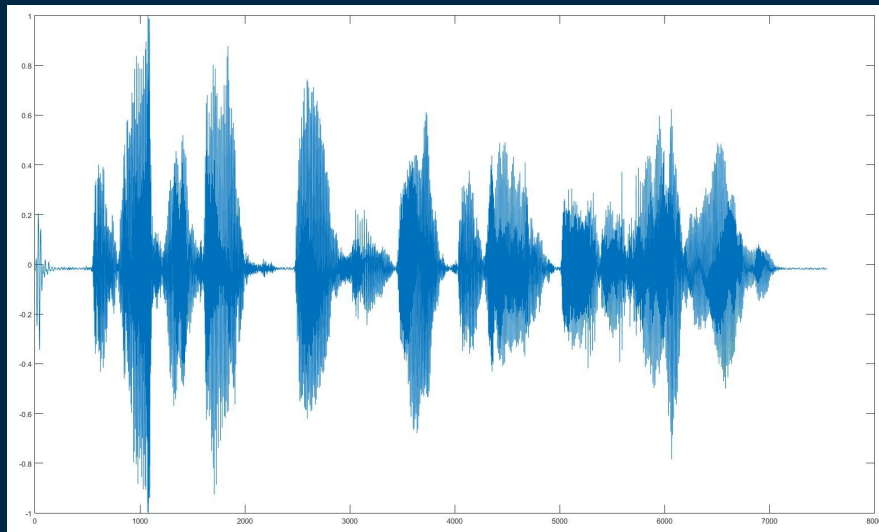
# Methodology

- ❑ Siamese Neural Network
- ❑ Validation: n-shot k-way classification task



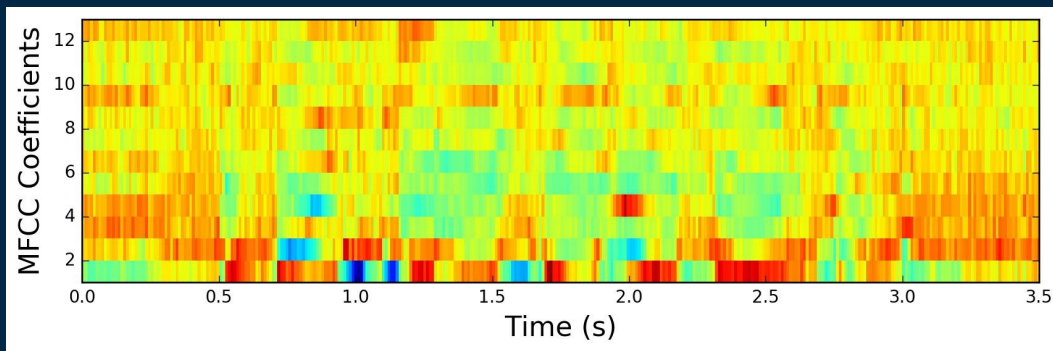
# Methodology

- ❑ Siamese Neural Network
- ❑ Validation: n-shot k-way classification task
- ❑ Data Representations:
  - ❑ Raw Audio



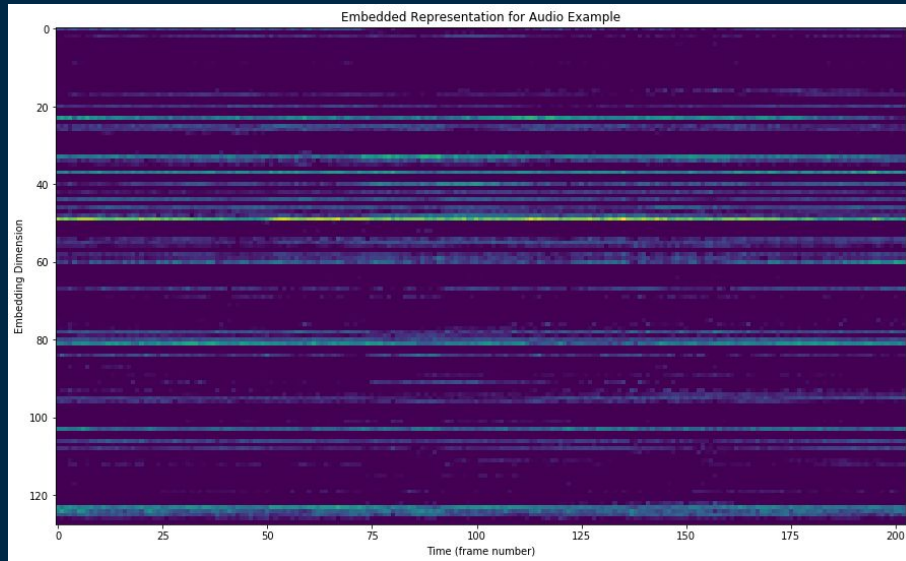
# Methodology

- ❑ Siamese Neural Network
- ❑ Validation: n-shot k-way classification task
- ❑ Data Representations:
  - ❑ Raw Audio
  - ❑ MFCCs



# Methodology

- ❑ Siamese Neural Network
- ❑ Validation: n-shot k-way classification task
- ❑ Data Representations:
  - ❑ Raw Audio
  - ❑ MFCCs
  - ❑ VGGish Embeddings



Experiments

3



# Best Results

## Neural Network Structure:

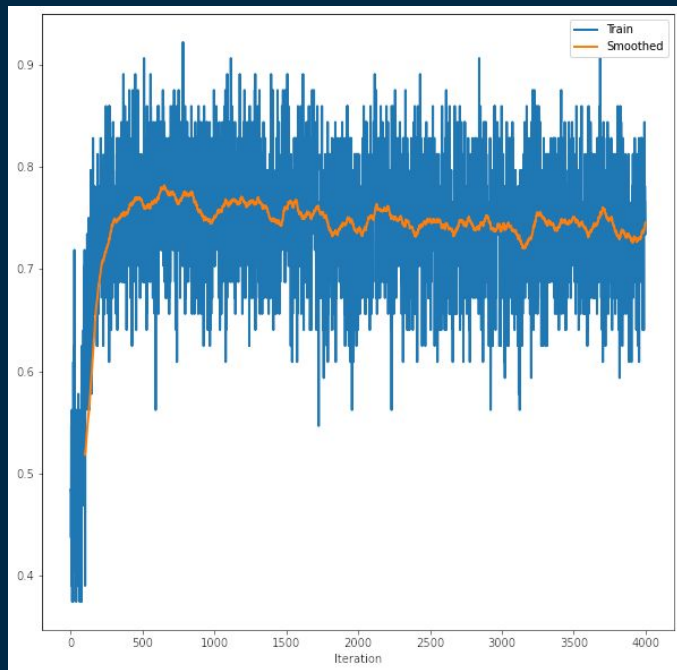
- ❑ Input: MFCC
- ❑ 3 x CNN Blocks
  - ❑ Filters: 128 | 256 | 384
  - ❑ Stride: 3 x 3
  - ❑ Batch Normalization
  - ❑ Dropout: 0.2
  - ❑ Activation Function: ReLU
- ❑ Global Max Pooling
- ❑ Fully Connected Layer
  - ❑ Units: 1024
  - ❑ Dropout: 0.2
- ❑ Euclidean Distance

## Training Parameters:

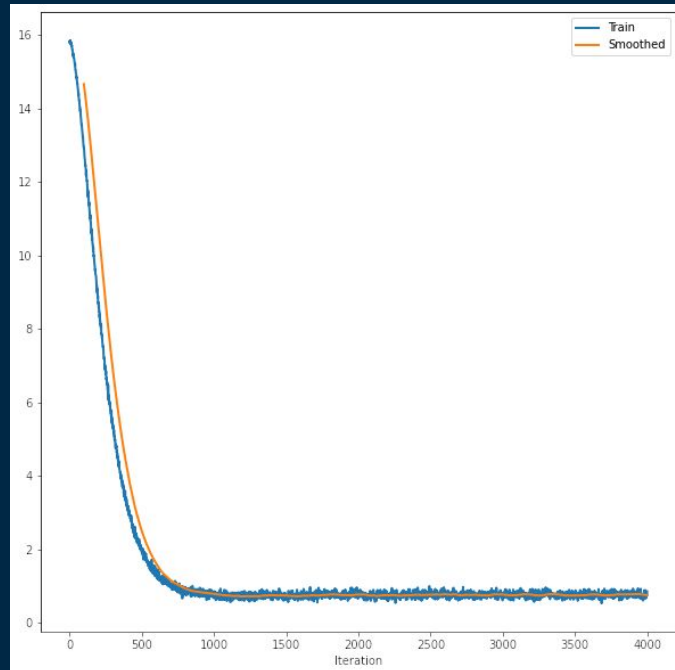
- ❑ Optimizer: RAdam
- ❑ Loss Function:
  - Binary Cross-Entropy
- ❑ Batch Size: 64

# Training Phase

Accuracy



Loss

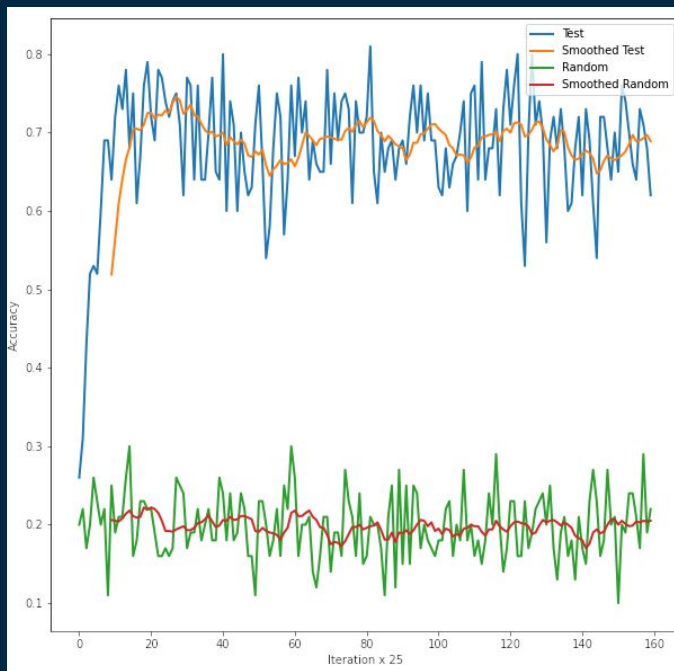




# Validation Phase

- 1-shot 4-way classification, evaluated every 25 batches over 100 tasks

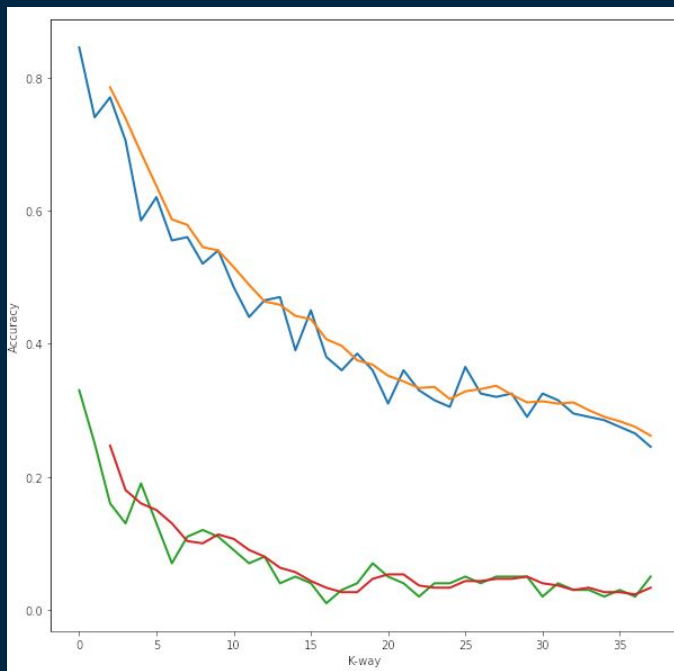
Accuracy



# Testing Phase

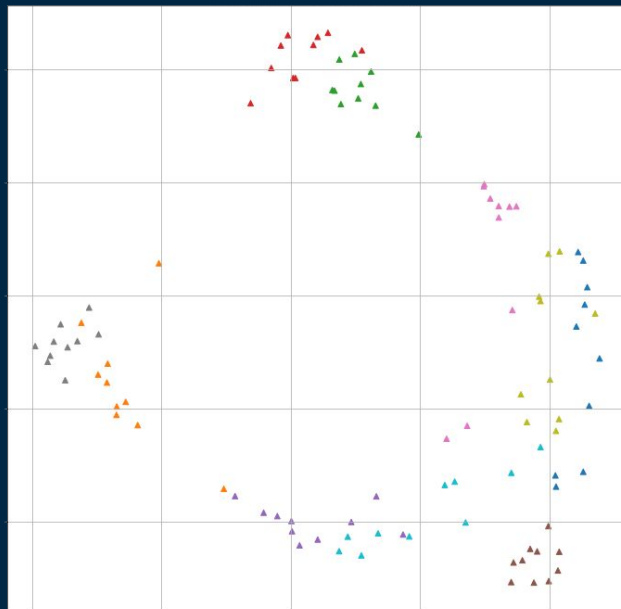
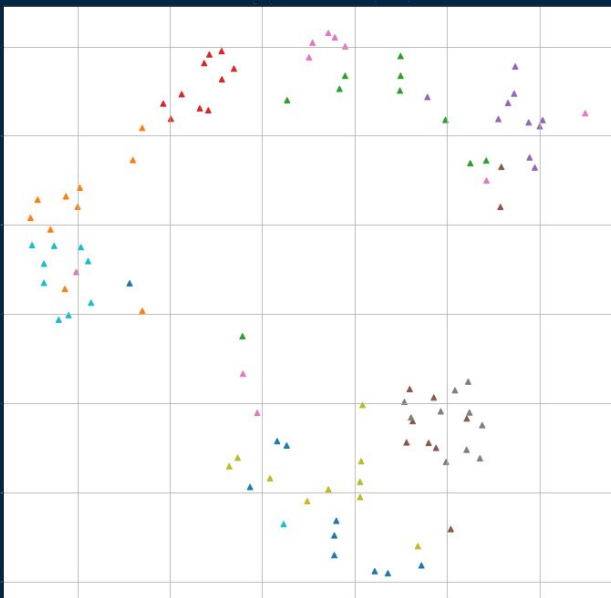
- 1-shot k-way classification, evaluated over 100 tasks per k

Accuracy



# Embedding Space Visualization

- ❑ Vector embeddings obtained from 2 sets of 10 random selected speakers (10 random audios fragments each one)
- ❑ Dimensionality reduction through t-SNE algorithm



# Conclusions

4

# Result Discussion

- ❑ The three types of data representations have obtained satisfactory results
  - ❑ Small difference in performances, but huge in dimensionality
  - ❑ Raw audio is a very inefficient representation for transmitting information or extract patterns
- ❑ Best results obtained with MFCCs
  - ❑ Promising results for the join of Deep Learning and specific domain knowledge
- ❑ Siamese Network architecture has perform the task quite successfully
  - ❑ Very time and computational consuming approach
  - ❑ Number of possible pair combinations grows exponentially

# Future Directions

- ❑ Intensive search of hyperparameters (length audio fragments, subsampling rates, neural structures, extended training times, different distance metrics, etc.)
- ❑ Use of CNN and LSTM neurons
- ❑ Implement validation tasks  $n$ -shot  $k$ -way, for  $n > 1$
- ❑ Better baseline model (e.g.  $k$ -NN)
- ❑ Compare performance of test with new samples against classes seen during training phase

# THANKS!



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