음성인식(Speech Recognition)

1. 설치

"pip install SpeechRecognition", "conda install PyAudio"를 명령을 이용하여 SpeechRecongnition, PyAudio를 설치하였다. (pip install PyAudio 명령은 에러가 나서 conda install PyAudio 명령으로 해결하였다.)

```
C:#Users#KimMinyoung>pip install SpeechRecognition
Requirement already satisfied: SpeechRecognition in c:#users#kimminyoung#anaconda3*
C:#Users#KimMinyoung>conda install PyAudio
Collecting package metadata (current_repodata.json): done
Solving environment: done
```

2. 테스트

```
In [1]: import speech_recognition as sr
sr.__version__

Out[1]: '3.8.1'

In [2]: r = sr.Recognizer()
harvard = sr.AudioFile('c:/Users/KimMinyoung/python-speech-recognition-master/python-speech-recognition-master/audio_files/harvard.wav

In [3]: with harvard as source:
    audio = r.record(source)
    type(audio)

Out[3]: speech_recognition.AudioData

In [4]: r.recognize_google(audio)

Out[4]: 'the stale smell of old beer lingers it takes heat to bring out the odor a cold dip restores health and zest a salt pickle taste fine with ham tacos all Pastore are my favorite a zestful food is be hot cross bun'
```

참고사이트에서 안내한 https://github.com/realpython/python-speech-recognition에서 예제를 실행하기 위한음성파일(harvard.wav, jackhammer.wav)을 다운받았다. 이후 Jupyter notebook 에서 recognize_google 메소드를 이용하여 테스트를 해보았다. 음성파일이 텍스트파일로 어느정도 잘 인식이 된 것을 확인할 수 있다.

```
Capturing Segments with offset and duration

In [5]: with harvard as source:
    audio = r.record(source, duration = 4)
    r.recognize_google(audio)

Out [5]: 'the stale smell of old beer lingers'

In [6]: with harvard as source:
    audio1 = r.record(source, duration = 4)
    audio2 = r.record(source, duration = 4)

In [7]: r.recognize_google(audio1)

Out [7]: 'the stale smell of old beer lingers'

In [8]: r.recognize_google(audio2)

Out [8]: 'it takes heat to bring out the odor a cold dip'

In [9]: with harvard as source:
    audio = r.record(source, offset=4, duration=3)
    r.recognize_google(audio)

Out [9]: 'it takes heat to bring out the odor'
```


또한 마이크를 이용하여 직접 말한 영어를 텍스트로 변환하여 보기도 했다. 아래와 같이 마이크를 설정한 후 코드를 실행시켰다. Hello라고 발음했고 잘 인식이 된 것을 확인할 수 있다.

The Microphone Class

```
In [31]: import speech_recognition as sr
             sr.Recognizer()
         sr.Microphone.list_microphone_names()
Out[31]: ['Microsoft 사운드 매퍼 - Input',
          '마이크(Conexant HD Audio)',
'Microsoft 사운드 매퍼 - Output',
          '스피커(Conexant HD Audio)',
           'Speakers (Conexant HD Audio output)'
           '마이크 (Conexant HD Audio capture)',
          '헤드폰 ()'.
'머리에 거는 수화기 (@System32₩₩drivers₩₩bthhfenum.sys,#2:%1 Hands-Free AG Audio%O₩r₩n:(풍뎅이))
          '머리에 거는 수화기 (@System32₩₩drivers₩₩bthhfenum.sys,#2:%1 Hands-Free AG Audio%O₩r₩n;(풍뎅이))']
In [32]: mic = sr.Microphone(device_index=1) # □FO/∃ : device_index=1
 In [33]: with mic as source:
              print("시작");
audio = r.listen(source)
              print("끝")
              print("You said " + r.recognize_google(audio))
          except:
           print("Could not understand audio")
          시작
          You said hello
 In [34]: r.recognize_google(audio)
Out [34]: 'hello'
```

Game 예제 또한 잘 실행이 된 것을 확인할 수 있었다. 다만 나는 graph라고 말했으나, gray라고 인식하는 것도 볼 수 있었다.

```
I'm thinking of one of these words:
apple, banana, grape, orange, mango, lemon
You have 3 tries to guess which one.

Guess 1. Speak!
You said: Apple
Incorrect. Try again.

Guess 2. Speak!
You said: Gray
Incorrect. Try again.

Guess 3. Speak!
You said: Orange
Sorry, you lose!
I was thinking of 'grape'.
```