

# 9. Feature Extraction from Speech

# Overview

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- Learn about the most established feature extraction from speech
- **M**el **F**requency **C**epstral **C**oefficients: **MFCC**

# Quantization

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- Uniform quantization:
  - 10-12 bit are sufficient to code speech
- Improvement:
  - Use distribution of amplitude values

- $\mu$ -law:

$$f_n^{(\mu)} = f_{\max} \operatorname{sgn}(f_n) \frac{\log(1 + \mu \frac{|f_n|}{f_{\max}})}{\log(1 + \mu)} \quad \mu \approx 200$$

$$\propto \log(1 + \mu |f_n|)$$

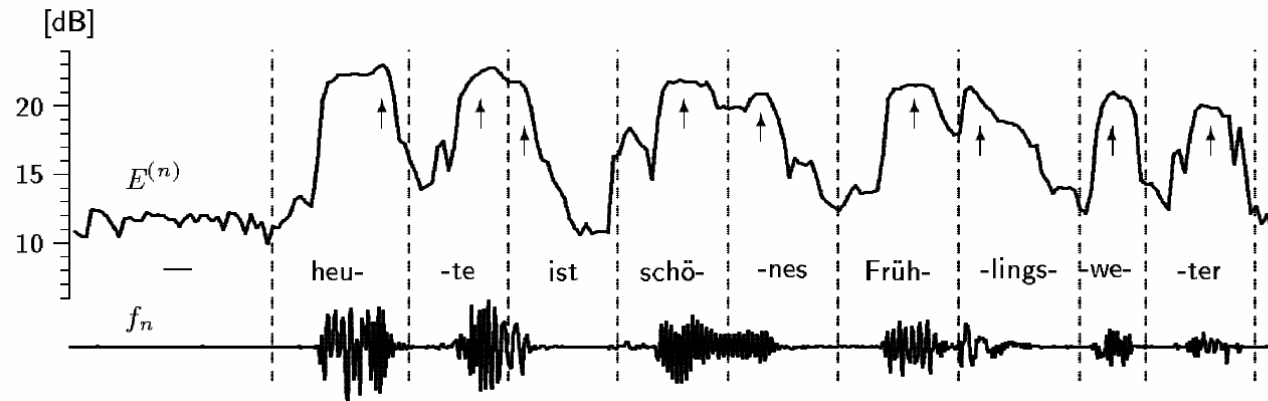
# Features in the Time Domain: Short-time Energy

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Definition:

$$E^{(n)} = \sum_{m=0}^{M-1} |f_{m+n}|^2$$

Example:



# Pre-emphasis

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- Correct for filtering of the lips
- Iterative scheme:

$$f'_n = f_n - \alpha f_{n-1}$$

- Typical values:  $\alpha=0.95$

# From Signal to Spectrum: Fourier Transform

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- Definition

$$F^{(m)}(e^{i\omega}) = \sum_{n=-\infty}^{\infty} f_n w_{m-n} e^{-i\omega n}$$

$w_n$  : window function

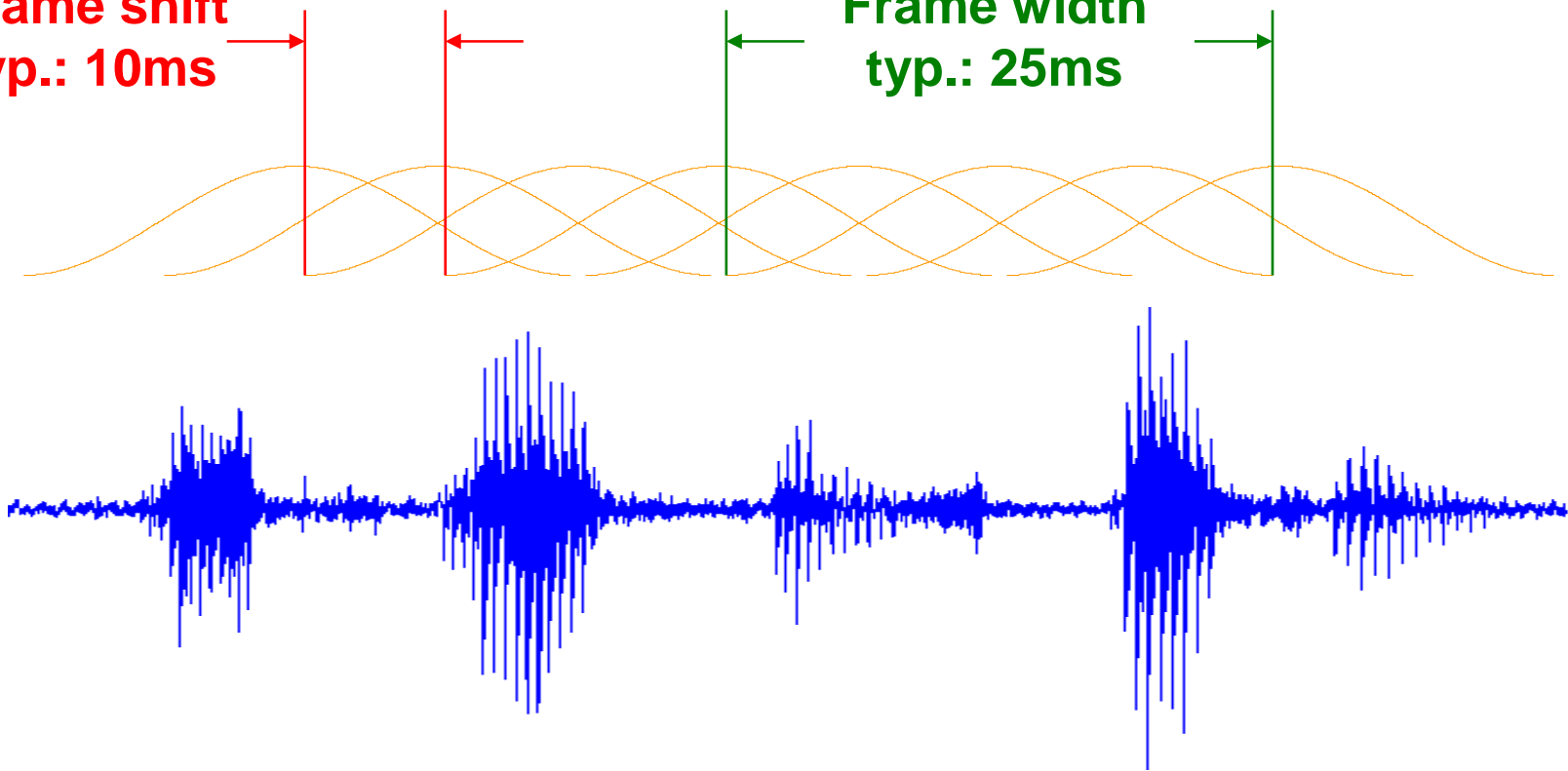
$\omega$ : frequency times  $2\pi$

# Example: putting a rectangular on a speech signal

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**Frame shift**  
typ.: 10ms

**Frame width**  
typ.: 25ms



# A Simple Example for Fourier Transform

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↳ Maple script “DFT.mw”



# Fourier Transform in Practice

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- Use “Fast Fourier Transform” (FFT)
- Requires number of samples  $N$  to be power of 2 (e.g.  $N=256$ )
- Code available
- Complexity  $N \log(N)$

# Established Window Functions

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- Use to get sharper peaks
- Rectangular window:  $w_n^R = 1$
- Generalized Hamming Window:

$$w_n^H = (1 - \alpha) - \alpha \cos\left(\frac{2\pi n}{N-1}\right) \quad (\alpha=0.54 : \text{standard Hamming window})$$

- Gauss window:  $w_n^G = e^{-0.5\left(\frac{n-N/2}{3N/2}\right)^2}$
- Parabola window:  $w_n^P = 4\frac{n}{N}\left(1 - \frac{n}{N}\right)$

$$n=0\dots N-1$$

- Window functions vanish outside this interval

# Rewrite of Fourier Transform

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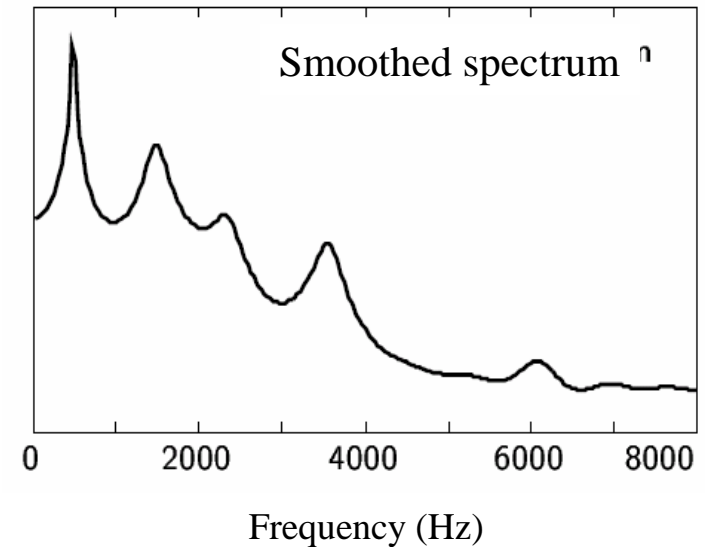
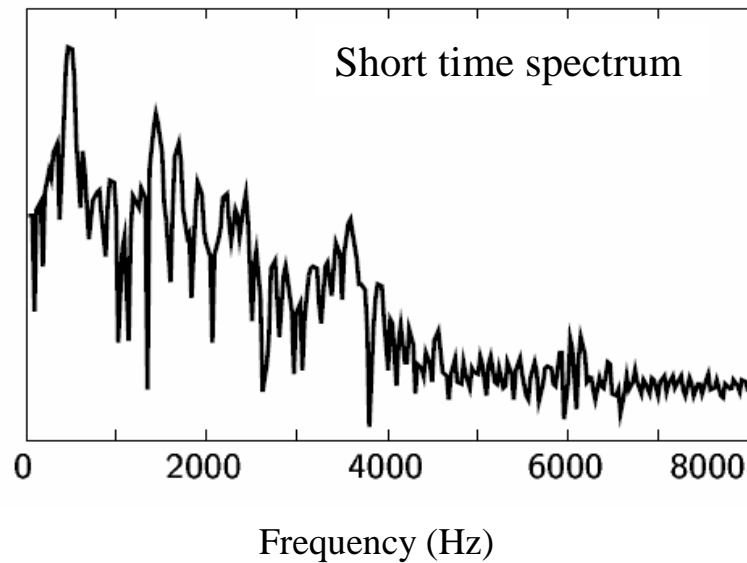
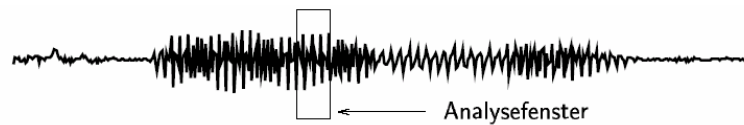
- Definition:

$$F^{(m)}(e^{i\omega}) = \sum_{n=-\infty}^{\infty} f_n w_{m-n} e^{-i\omega n}$$

- Window functions vanish outside the interval  $n=0\dots N-1$
- Define  $\omega = 2\pi\nu \frac{1}{N}$

$$F_{\nu}^{(m)} = \sum_{n=0}^{N-1} f_{m-n} w_n e^{-i2\pi\nu \frac{n}{N}}$$

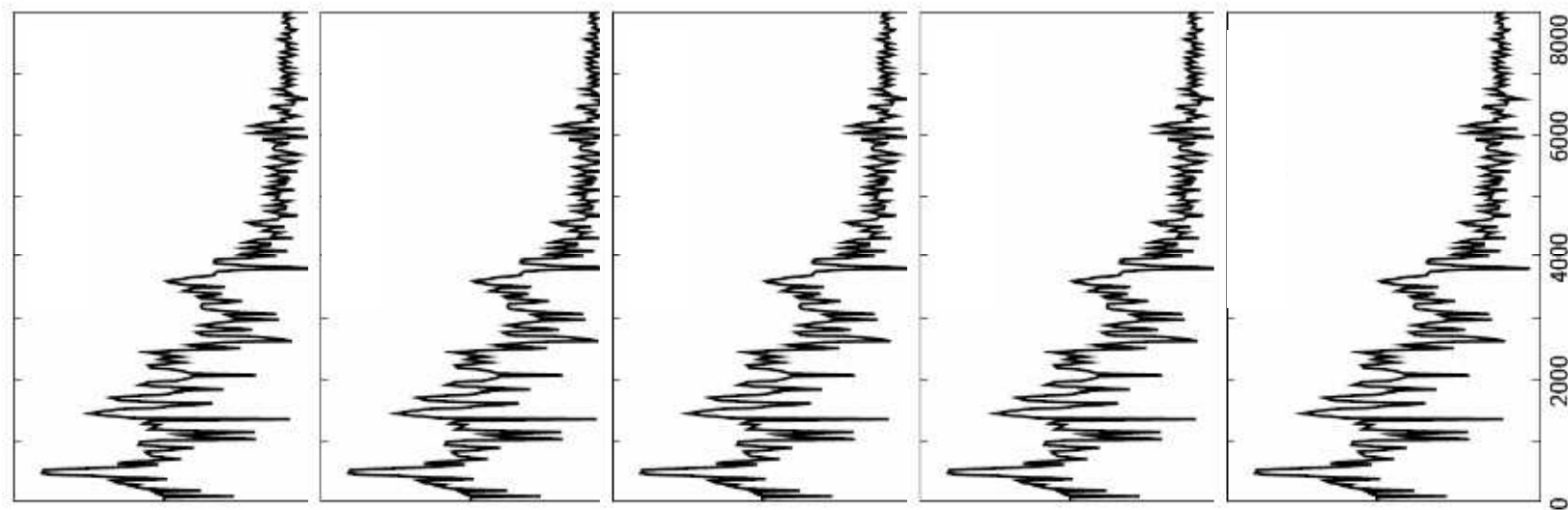
# Example for ö



# Spectrogram

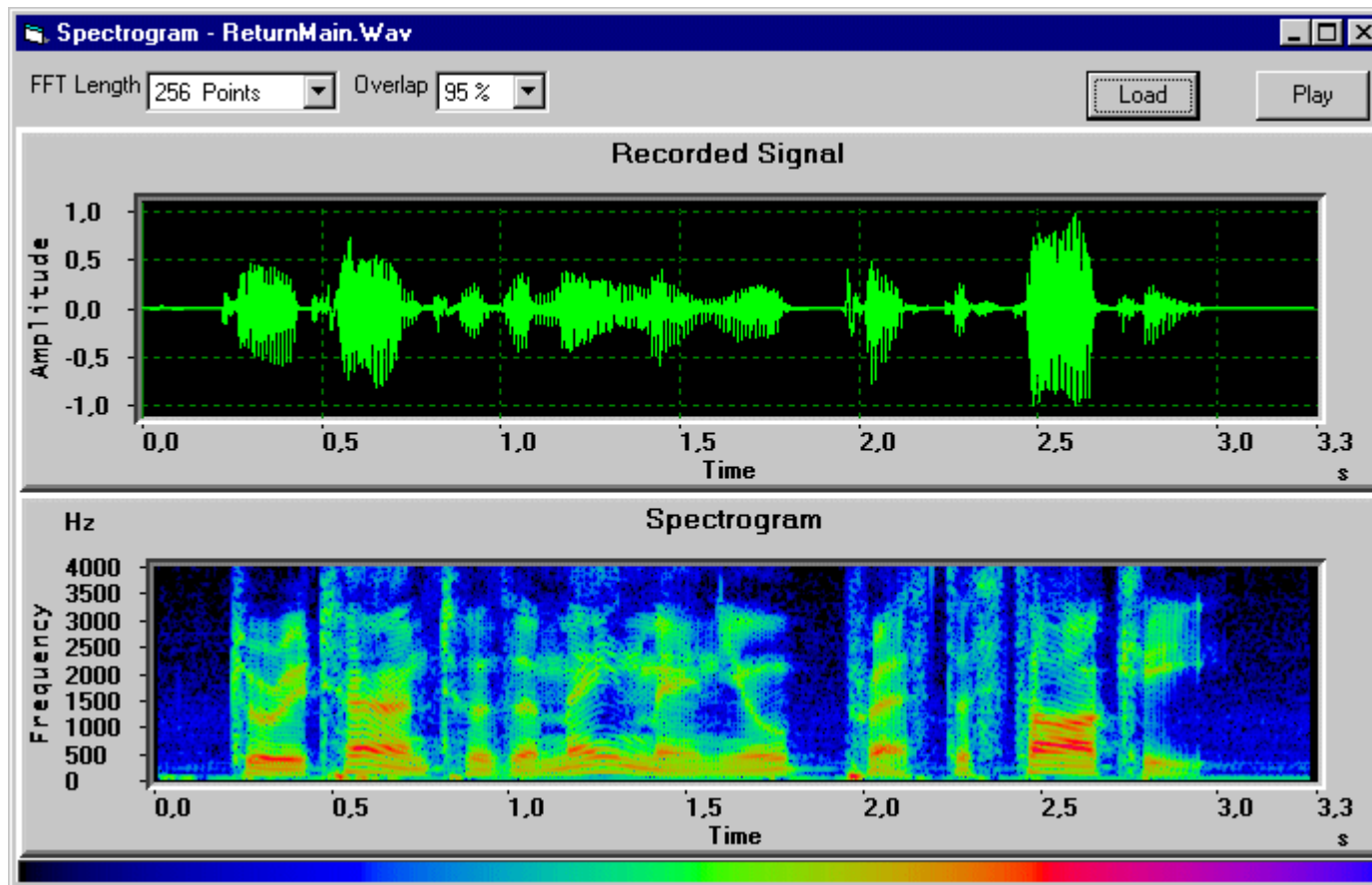
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- Calculate a spectrum for any point in time
- Code the local intensity: color/grey scale



# Spectrogram

<http://www.wilhelm-kurz-software.de/dynaplot/applicationnotes/spectrogram.htm>



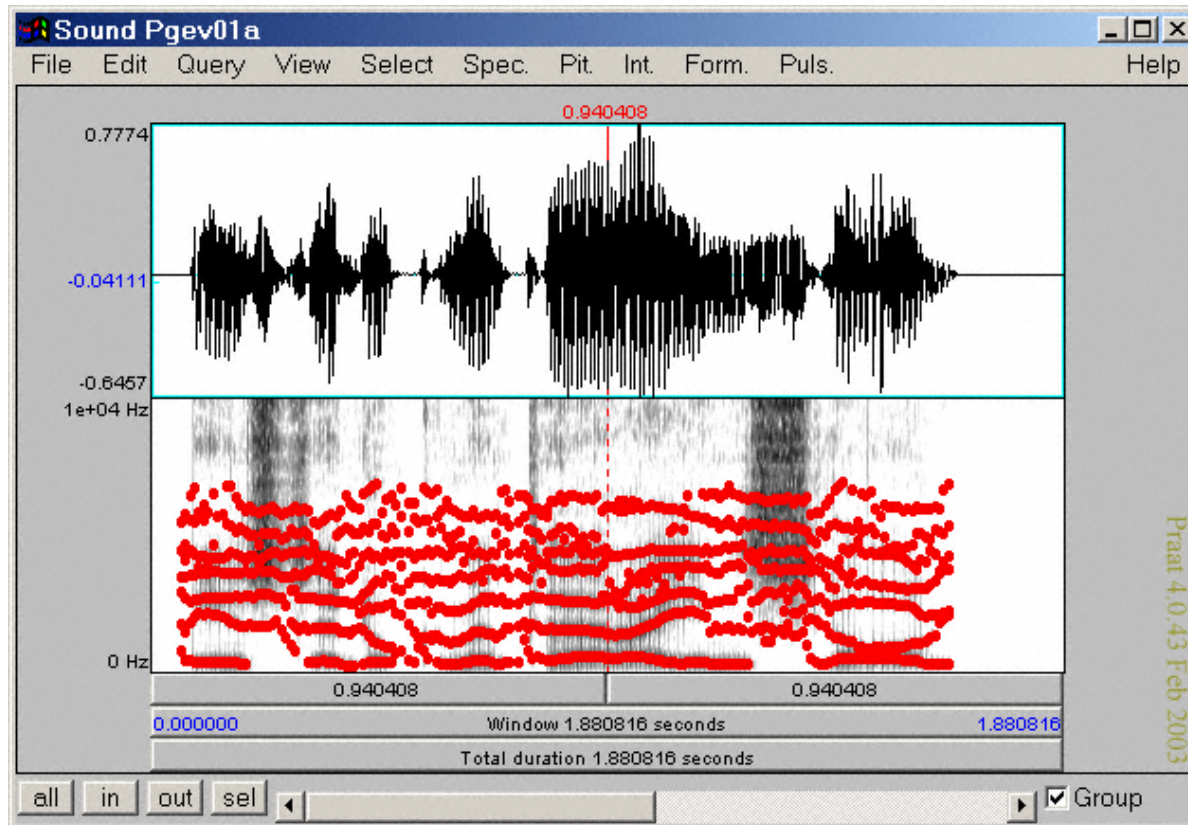
# Use praat to generate a Spectrogram

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- Praat: software for doing phonetics by computer
- Written by: Paul Boersma and David Weenink
- quite powerful: spectrograms, formants, pitch, ...
- Download: <http://www.fon.hum.uva.nl/praat/>

# Use praat to generate a Spectrogram

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⇒ demo



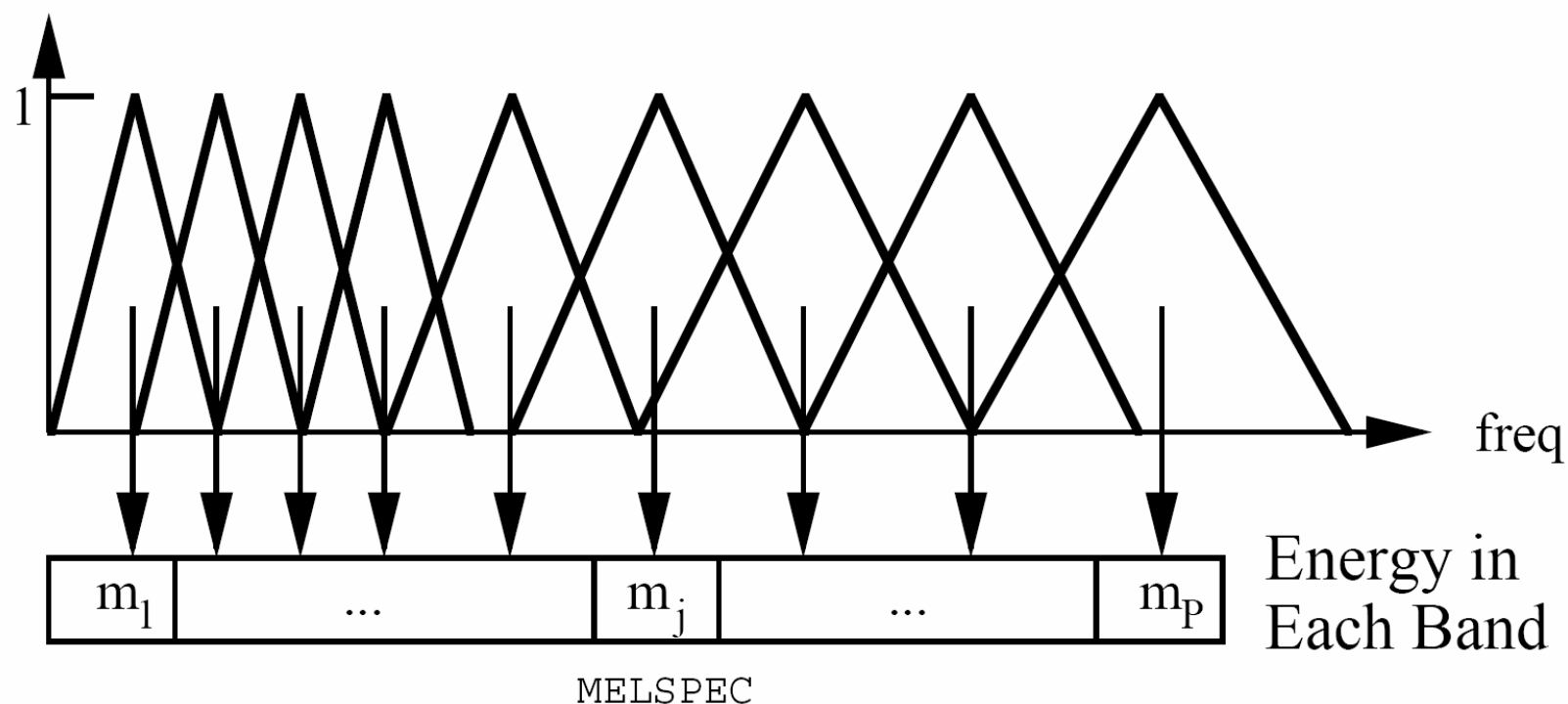
# Smoothing the Spectrogram: Filterbank

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- Idea: imitate ear
    - Do an average over neighboring frequencies
    - Scale the frequencies according to the mel or the Bark scale
- ⇒ Reduction from 256 Fourier coefficients to 24 outputs of a filterbank

# Example of a Filterbank

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# Filterbank

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- Spacing of center frequency:

- According to mel scale:

$$Mel(f) = 2595 \log_{10} \left( 1 + \frac{f}{700} \right)$$

- Low frequency cut off:
  - E.g. 300 Hz (for telephone speech)
- High frequency cut off:
  - E.g. 3400 Hz (for telephone speech )
- Different settings for e.g. head set connected PC

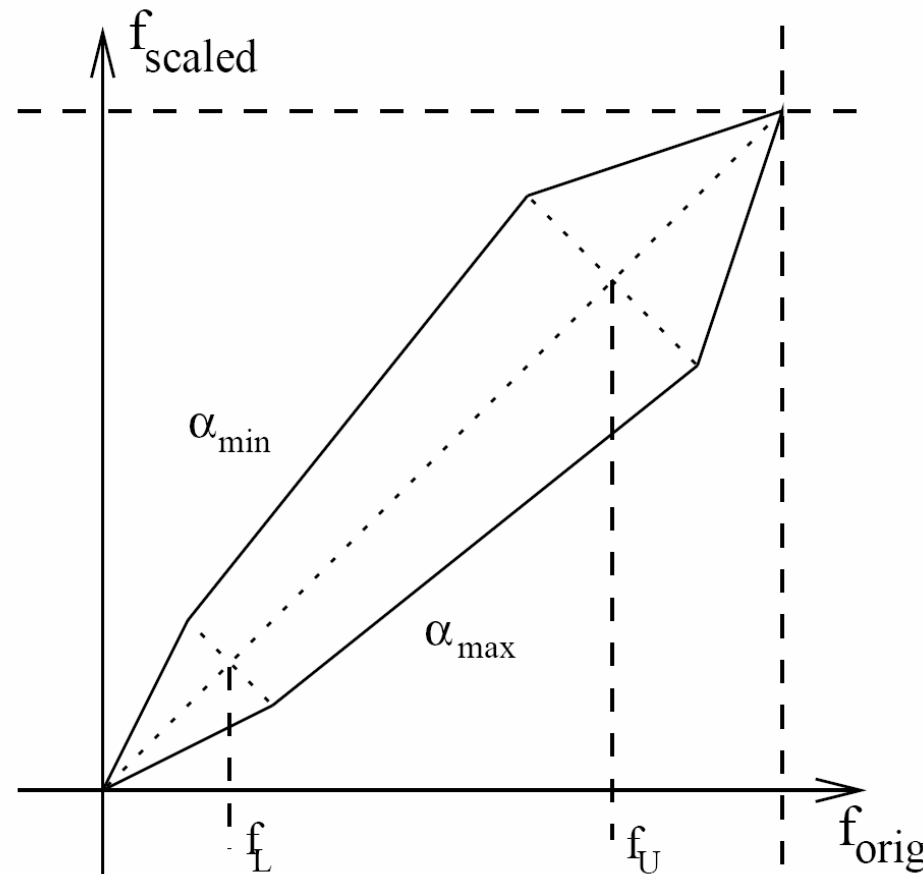
# Vocal Tract Length Normalization

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- Idea:
  - Average position of formants depends on length of vocal tract
  - $\mapsto$  varying position of frequencies of filter bank
- A kind of speaker adaptation

# Vocal Tract Length Normalization: Frequency Warping

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# Training the Warping Factor

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- Issue: how to scale for a specific speaker
- Slow version:
  - Use 11 different warping factors
  - Do speech recognition with all of them
  - Pick the best one
- Oldest approach
- Not very efficient
- Improvement: 10% less recognition errors

# From Spectrum to Cepstrum

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- Name: swapping of letters
- Idea: separate out the convolutional contribution
- Useful as a preparation to remove channel distortions (e.g. telephone)
- Cepstral mean subtraction (CMS)

# Definition “Cepstrum”

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Signal

Fourier Transform

Spectrum

log

Discrete Cosine Transform

Cepstrum



# Math for Cepstrum

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- $e_n$ : original signal (e.g. excitation from glottis)
- $f_n$ : measured signal
- $h_n$ : impulse response of channel (e.g. vocal tract)

$$f_n = \sum_{m=-\infty}^{\infty} h_{m-n} e_n$$

# Math for Cepstrum

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- Apply Fourier transform  $\mathcal{F}$

$$\mathcal{F}\{f_n\} = \mathcal{F}\left\{\sum_{n=-\infty}^{\infty} h_{m-n} e_n\right\}$$

- Use convolution theorem

$$\mathcal{F}\{f_n\} = \mathcal{F}\{h_n\} \mathcal{F}\{e_n\}$$

# Math for Cepstrum

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- Apply logarithm

$$\log(\mathcal{F}\{f_n\}) = \log(\mathcal{F}\{h_n\}) + \log(\mathcal{F}\{e_n\})$$

- Impulse response and excitation now separated

# Cepstrum: do discrete cosine transform after log

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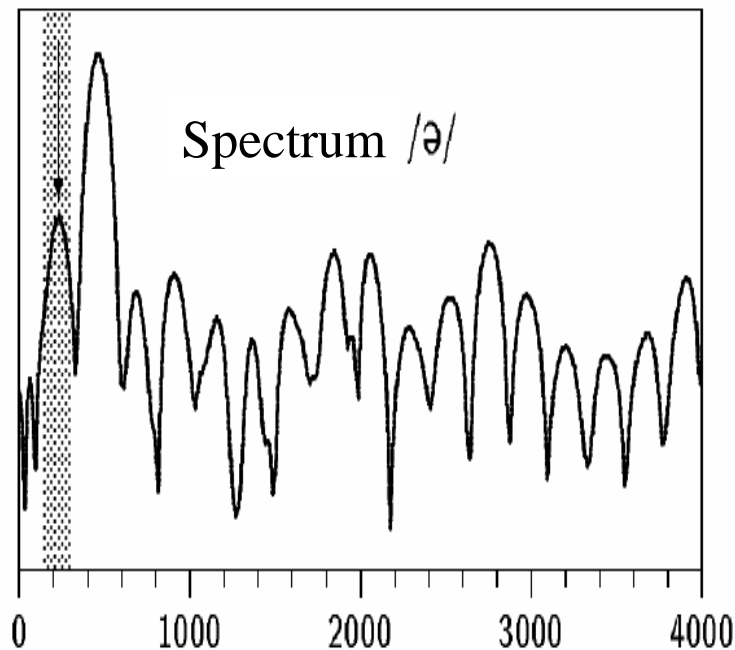
- Discrete cosine transform:

$$c_0^{(m)} = \sqrt{2/N} \sum_{v=0}^{N/2-1} \log(F_v^{(m)})$$

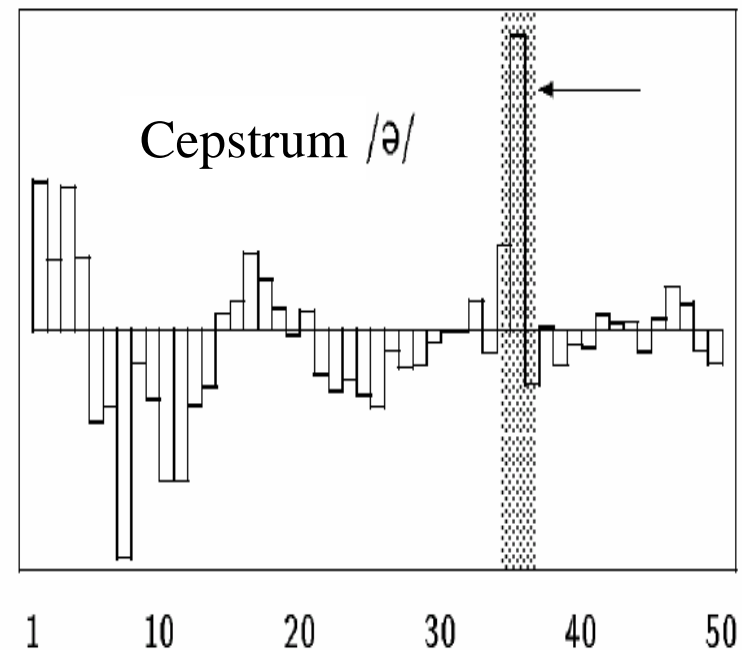
$$c_q^{(m)} = \sqrt{4/N} \sum_{v=0}^{N/2-1} \log(F_v^{(m)}) \cos\left(\frac{\pi q(2v+1)}{N}\right)$$

# Use of Cepstrum I: Identify Excitation Frequency of Glotis

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Frequency (1/s)



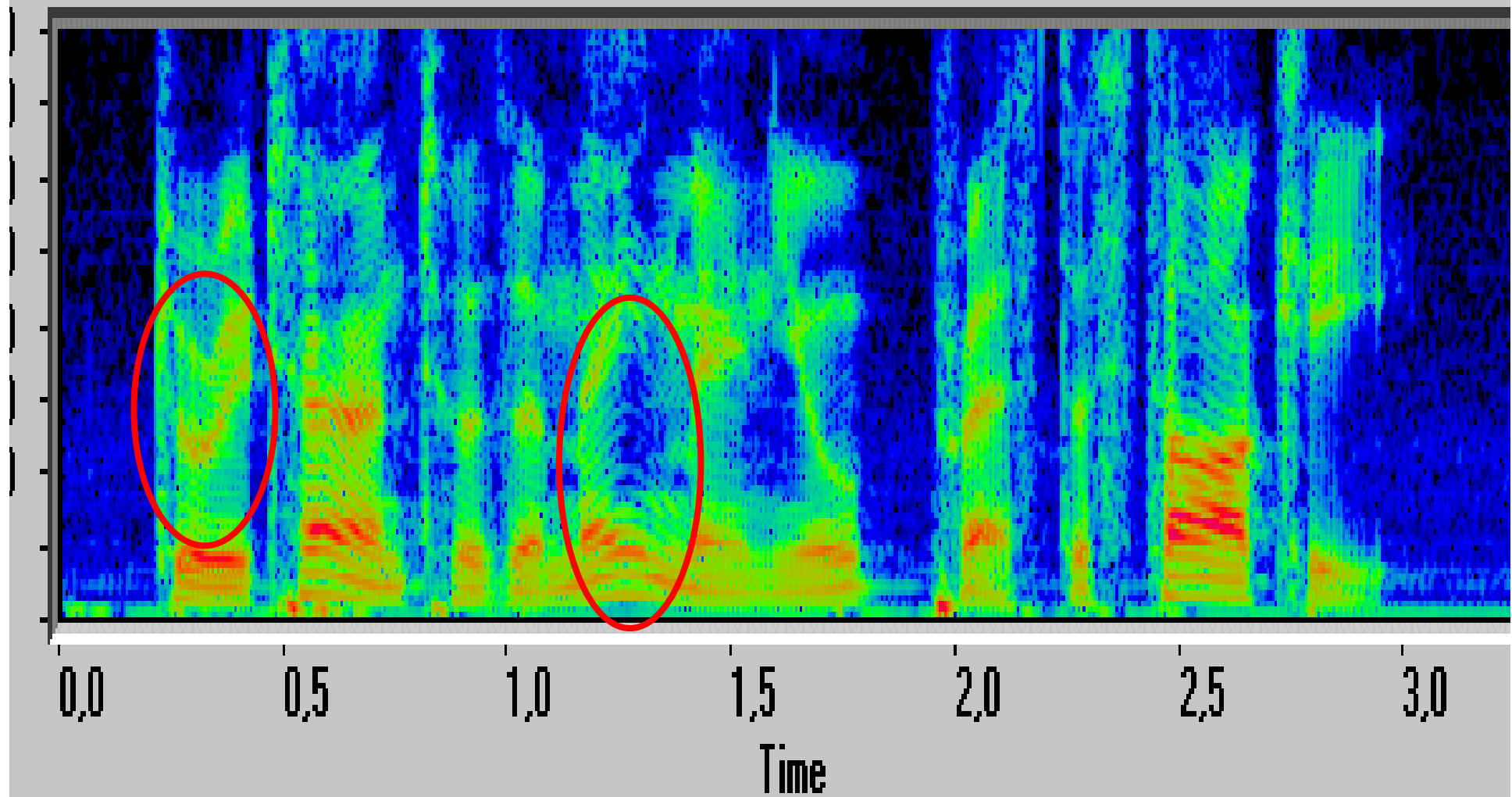
Quefrency (1/8 ms)

# Dynamic Features

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- Spectrum captures local aspects of speech
- Window size 25 ms
- Capture slow changes in spectrum
- Other name: delta features

# Spectrogram



# Dynamic Features

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- Calculate first and second derivatives
- Naïve approach to first derivative

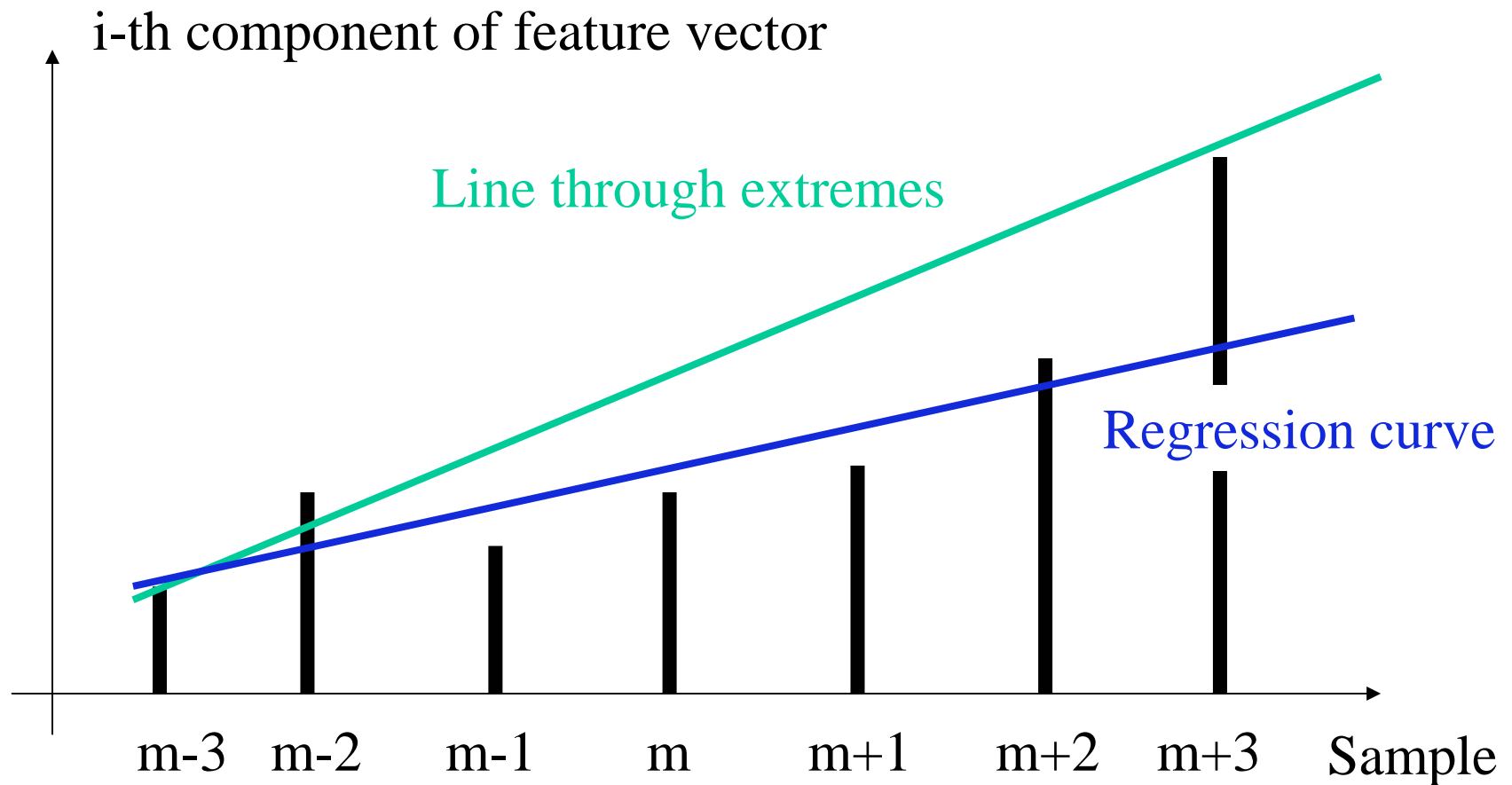
- Continuous function  $\frac{df(t)}{dt} \approx \frac{f(t + \Delta t) - f(t - \Delta t)}{2\Delta t}$

- Time discrete sampling  $\frac{df(t_m)}{dt} \approx \frac{f(t_{m+\Delta}) - f(t_{m-\Delta})}{2\Delta + 1}$



# Difference/Regression

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# Regression Formula

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$$\frac{df(t)}{dt} = \frac{\sum_{i=1}^M i(f(t_{m+i}) - f(t_{m-i}))}{\sum_{i=1}^M i^2}$$

- Check M=1

# Dynamic Features

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- Invented by Furui 1981
- Standard in any modern ASR system
- Alternative:
  - Linear mapping of neighboring feature vectors
- Issue:
  - Dimension of feature vectors

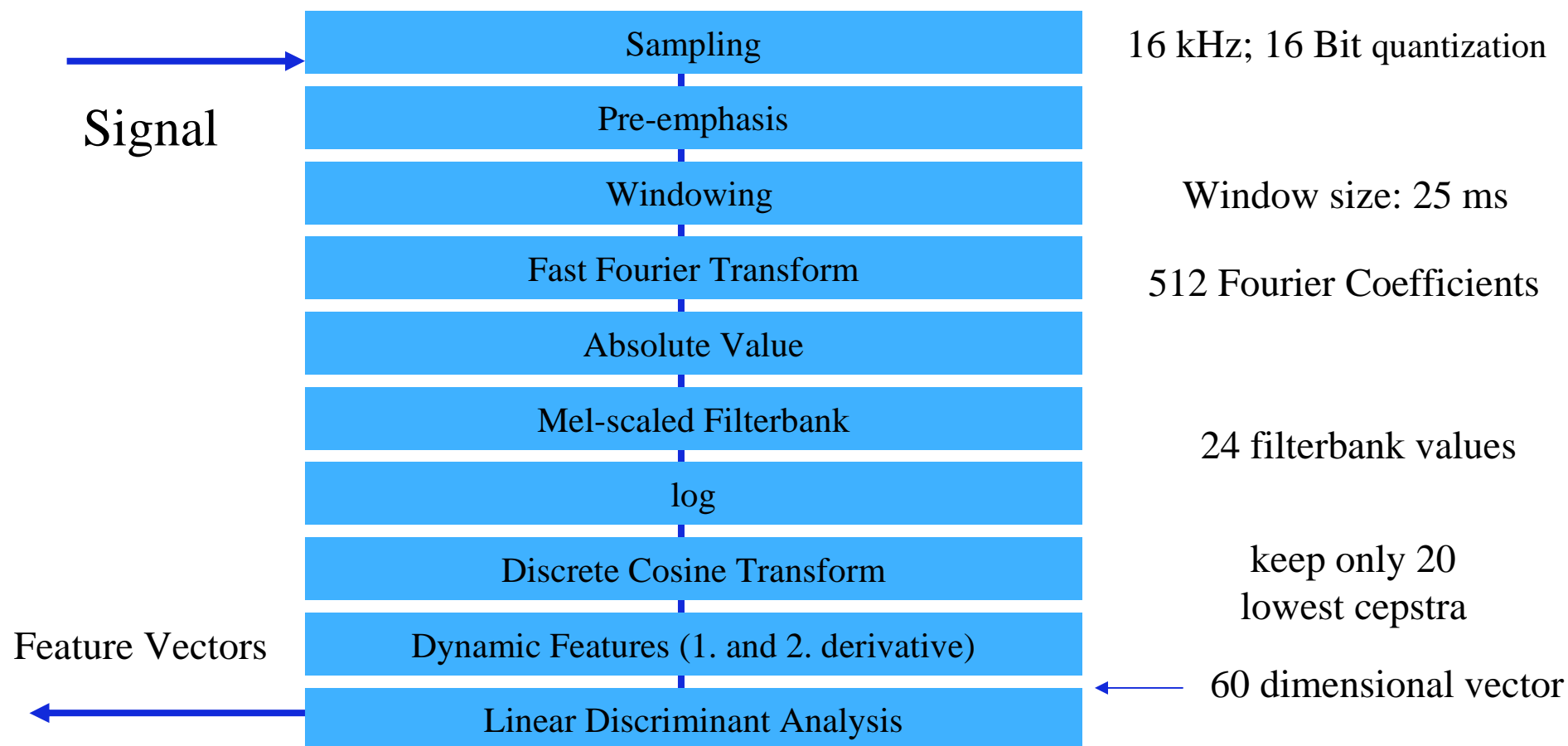
# Linear Discriminant Analysis

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- Method to decrease size of feature vector
- Maximize severability of class regions
- Linear transform of feature vectors
- More: later in the lecture

# Complete Pipeline for Mel-Frequency Cepstral Coefficients (MFCC)

## Typical values:



# Alternative Feature Extraction Methods

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- LP-Cepstrum (LP=linear prediction)
  - Derived from speech coding
  - No longer much in use
- PLP (=Perceptual linear prediction)
  - For certain applications popular
  - Claim: more noise robust than MFCCs
  - Main change: use  $|\cdot|^{1/3}$  instead of log in MFCC

# Summary

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- Classical “plain vanilla” feature extraction:  
Mel-Frequency Cepstral Coefficients
- Main deficiency: not very noise robust
- Used in
  - Speech Recognition
  - Speaker Recognition
  - Music genre classification