

# **User guide for real time single channel deep neural network-based speech enhancement**

Objective C shell for iOS app development using core audio

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**November 2020**

This work was supported by the National Institute of the Deafness and Other Communication Disorders (NIDCD) of the National Institutes of Health (NIH) under the award number 1R01DC015430-05. The content is solely the responsibility of the authors and does not necessarily represent the official views of the NIH.

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# INTRODUCTION

The SE app is designed for noise reduction and speech enhancement in real time. The contents of this user guide gives you the steps to implement the algorithm on iOS devices (iPhone and iPad) and the steps to be followed after installing the app on the smartphone. This app will be an open source and portable research platform for hearing improvement studies.

This user guide covers the software tools required for implementing the algorithm, how to run C codes on iOS devices and usage of other tools that are quite helpful in creating audio apps for audio playback in real time.

The python training codes are made available publicly on the following website:  
<http://www.utdallas.edu/ssprl/hearing-aid-project/>

The codes can be accessed and used with proper consent of the author for further improvements in research activities related to hearing aids.

The screenshot of the first look of our app is as shown in Figure 1 below,



Figure 1

# 1. SOFTWARE TOOLS

iOS is a mobile operating system created and developed by Apple Inc. for devices like iPhones, iPads and iPods. The languages used in this system are C, C++, Objective-C and Swift. All third-party apps are authorized and can be made available through the Apple's app store for devices with iPhone OS 2.0 and higher. The apps must be written in either Swift or Objective-C. We use Objective-C as it has an option of running C or C++ codes within the iOS environment. The codes must be compiled specifically for iOS and the 64-bit ARM architecture (typically using Xcode).

To design apps for iOS devices, a Mac OS is needed. The entire process can be carried out using Xcode IDE (Integrated Development Environment). It is a software package that can be installed for free from the app store. It is not possible to develop iOS apps using a Windows or Linux based computers.

From iOS version 9 and Xcode version 7 onwards, it has become possible to perform app development without the need to enroll or register in the Apple Developer Program. It is worth mentioning that although apps developed can be run on iPhones/iPads, they cannot be published on the App Store without registering as an Apple Developer.

## **To download the latest version of Xcode**

1. Open the App Store app on your Mac (by default it's in the Dock).
2. In the search field in the top-right corner, type Xcode and press the Return key.  
The Xcode app shows up as the first search result.
3. Click Get and then click Install App.
4. Enter your Apple ID and password when prompted.

Xcode is downloaded into your /Applications directory.

## 2. BUILD AN IOS APP

### 2.1 Programming Language

For creating iOS apps, Objective-C is used to create the required shell. Objective-C constitutes a superset of C, allowing one to seamlessly call C functions by just importing a header file. The execution of C codes occurs efficiently within the Objective-C environment due to the absence of any overhead translation or matching.

### 2.2 Creating Objective-C Shell

The creation of an Objective-C shell starts by creating a GUI to link data to a C code. The steps needed for creating a basic shell are listed below:

- Open Xcode and select “Create a new Xcode project” on the startup splash screen, see Figure 2. If in case, no splash screen comes up, select File->New->Project or press Command + Shift + n.



Figure 2

- On the page that comes up, shown in Figure 3, choose the template of the project as “Single View Application” and click Next.

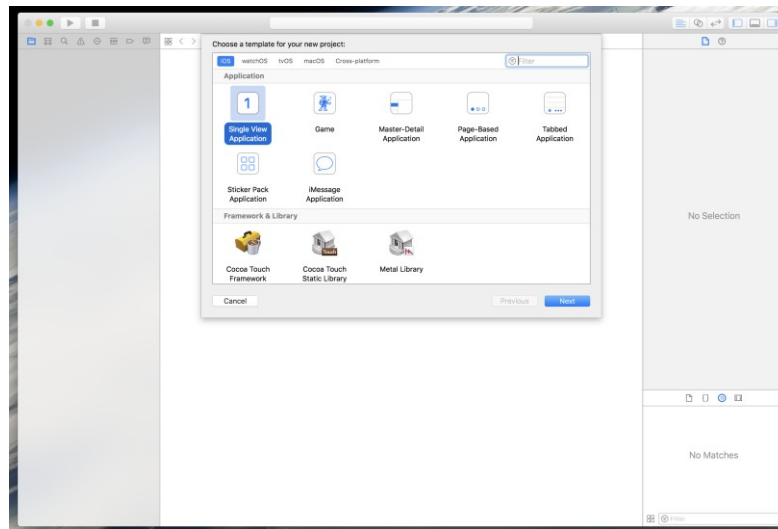


Figure 3

- For options that come up, set the name of the project, select Team as “**None**”, set your organization name and the organization identifier. Remember to set the Language to “**Objective-C**” as this option **cannot be reversed**. Select devices as “**Universal**” and deselect all the options.
- Store the project in the Directory of your choice and click **Create**. If desired, deselect the option “**Create Git Repository**”.
- To be able to build the app for iPhones, you would need to sign the application and select a Team. In Xcode, select “User Name (Personal Team)” for Team and Xcode will automatically sign the application.

## 2.3 Adding C File

- To add a C file to the project, navigate to the “Alert\_Signal” folder in the project navigator and select “New File...”, shown in Figure 4.
- In the “iOS” tab, shown in Figure 5, under “Source”, select “C File” and click Next.

- On the page that comes up, write the file name and also select the option that states “Also create a header file” and click Next.

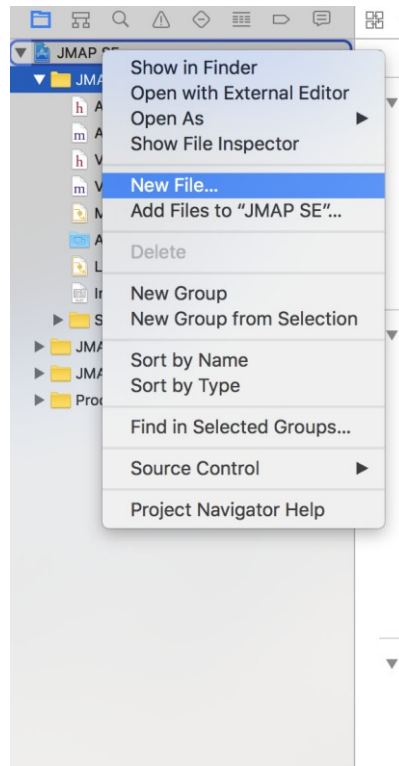


Figure 4

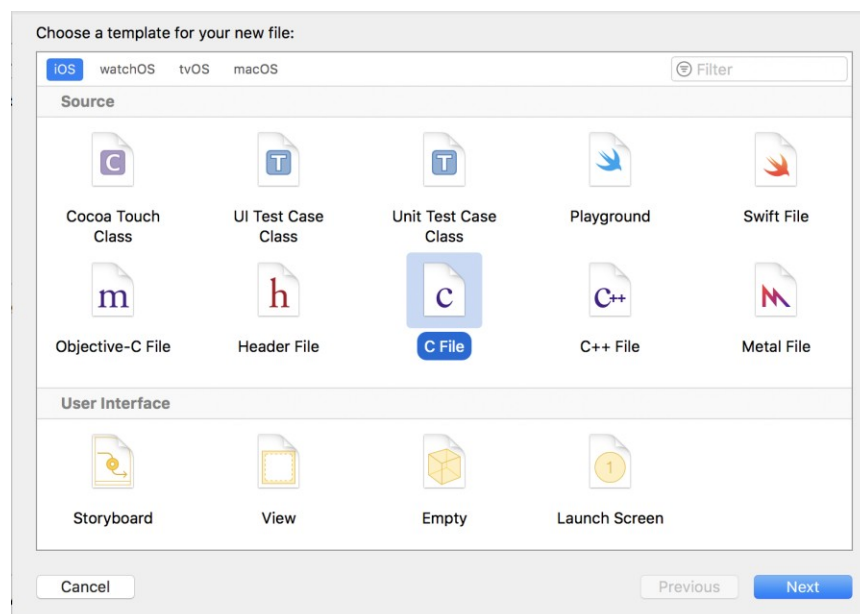


Figure 5

- An existing C code can be directly attached to the app, instead of a writing a new C code. It will be explained in the further topics.
- Once the C code is attached, add the header file in the “View Controller.m” file to use the contents in C code.

### 3. Training and Model Deployment

- To train the model, noisy speech data first need to be generated from existing noise and speech databases.
- The noisy speech data can be found in the SSPRL website. The noisy speech is used to extract magnitude spectrum features. These features are then used to train the CRNN model to be running on smartphones.
- The model is trained using the Python notebook script provided. In this script, all the training data extracted from the Matlab are used train the CRNN model. The training script creates the graph and stores the weights as checkpoints based on the number of epochs completed.
- After the training is completed, the graph is to be frozen with the desired weights and the frozen graph should then be used to run the CRNN on a smartphone device. Freezing the graph means that all the training modules are removed and only the inference part of the CRNN is kept. The graph is stored as a .pbtxt file and the trained weights and biases after epoch are stored in the folders named model. Once the model reaches a desired accuracy, the graph can be frozen to use the trained weights and biases from the epoch with the highest accuracy. The steps needed to freeze the graph can be found at: [https://www.tensorflow.org/extend/tool\\_developers/#freezing](https://www.tensorflow.org/extend/tool_developers/#freezing)
- Add the frozen model into the C project which you have built.
- To run the CRNN inference code, Tensorflow C++ API is used. The Tensorflow API can be downloaded or cloned from this website: <https://www.tensorflow.org/install/> For this project Tensorflow version 2.1 was used and the following steps were taken to build the static library and implement it into the project:
- Execute the following command from the Tensorflow directory: `tensorflow/contrib/makefile/build_all_ios.sh`



- This will build the three static libraries required for iOS: libtensorflow-core.a, libprotobuf.a and libprotobuf-lite.a.
- After the static libraries are built, link it to the iOS project. Open the project and navigate to Build Settings in the Project Settings.
- Under Other Linker Flags, change the path to where your Tensorflow repository
- Navigate to Header Search Paths and update their paths to your Tensorflow repository.
- Apart from the above two changes, the other changes that need to be made are: Enable Bitcode set to No
- Warnings/Documentation Comments set to No. Warnings/Deprecated Functions set to No.
- Now, build the project and run it on the connected iOS device.

## 4. CORE AUDIO BY APPLE

- Core Audio is the digital audio infrastructure of iOS and OS X. It consists of numerous software frameworks designed to handle the audio needs in our application.
- Core Audio in iOS is optimized for the computing resources available in a battery-powered mobile platform.
- Most Core Audio services use and manipulate audio in linear pulse-code-modulated (*linear PCM*) format, the most common uncompressed digital audio data format.
- Core audio provides us with many services like,
- Audio Queue Services lets you record, play, pause, loop, and synchronize audio. It employs codecs as necessary to deal with compressed audio formats.
- The AVAudioPlayer class provides a simple Objective-C interface for playing and looping audio as well as implementing rewind and fast-forward.
- For more information related to core audio please refer this link given below.,  
[https://developer.apple.com/library/content/documentation/MusicAudio/Conceptual/CoreAudioOverview/WhatIsCoreAudio/WhatIsCoreAudio.html-//apple\\_ref/doc/uid/TP40003577-CH3-SW1](https://developer.apple.com/library/content/documentation/MusicAudio/Conceptual/CoreAudioOverview/WhatIsCoreAudio/WhatIsCoreAudio.html-//apple_ref/doc/uid/TP40003577-CH3-SW1).
- Steps to be followed before attaching the SE algorithm to core audio are;
  1. Identify the audio component (**kAudioUnitType\_Output/ kAudioUnitSubType\_RemoteIO/ kAudioUnitManufacturerApple**)
  2. Use **AudioComponentFindNext**(NULL, &descriptionOfAudioComponent) to obtain the AudioComponent, which is like the factory with which you obtain the audio unit
  3. Use **AudioComponentInstanceNew**(ourComponent, &audioUnit) to make an instance of the audio unit
  4. Enable IO for recording and possibly playback with **AudioUnitSetProperty**
  5. Describe the audio format in an **AudioStreamBasicDescription** structure, and apply the format using **AudioUnitSetProperty**
  6. Provide a callback for recording, and possibly playback, again using **AudioUnitSetProperty**

- The code for both recording and playback is as shown in figure 9 and figure 10 respectively. Modifications can be made to them based on the application.

```
//RECORDING

static OSStatus recordingCallback(void *inRefCon,
                                AudioUnitRenderActionFlags *ioActionFlags,
                                const AudioTimeStamp *inTimeStamp,
                                UInt32 inBusNumber,
                                UInt32 inNumberFrames,
                                AudioBufferList *ioData) {

    // TODO: Use inRefCon to access our interface object to do stuff
    // Then, use inNumberFrames to figure out how much data is available, and make
    // that much space available in buffers in an AudioBufferList.

    AudioBufferList *bufferList; // <- Fill this up with buffers (you will want to malloc it, as it's a dynamic-length list)

    // Then:
    // Obtain recorded samples

    OSStatus status;

    status = AudioUnitRender([audioInterface audioUnit],
                            ioActionFlags,
                            inTimeStamp,
                            inBusNumber,
                            inNumberFrames,
                            bufferList);

    checkStatus(status);

    // Now, we have the samples we just read sitting in buffers in bufferList
    DoStuffWithTheRecordedAudio(bufferList);
    return noErr;
}
```

Figure 6

```
static OSStatus playbackCallback(void *inRefCon,
                                AudioUnitRenderActionFlags *ioActionFlags,
                                const AudioTimeStamp *inTimeStamp,
                                UInt32 inBusNumber,
                                UInt32 inNumberFrames,
                                AudioBufferList *ioData) {

    // Notes: ioData contains buffers (may be more than one!)
    // Fill them up as much as you can. Remember to set the size value in each buffer to match how
    // much data is in the buffer.
    return noErr;
}
```

Figure 7

- For initializing, we consider a member variable of type AudioComponentInstance which will contain our audio unit.
- The audio format described below uses SInt16 for samples (i.e. signed, 16 bits per sample) as shown in figure 11.

```

|
OSStatus status;
AudioComponentInstance audioUnit;

// Describe audio component
AudioComponentDescription desc;
desc.componentType = kAudioUnitType_Output;
desc.componentSubType = kAudioUnitSubType_RemoteIO;
desc.componentFlags = 0;
desc.componentFlagsMask = 0;
desc.componentManufacturer = kAudioUnitManufacturer_Apple;

// Get component
AudioComponent inputComponent = AudioComponentFindNext(NULL, &desc);

// Get audio units
status = AudioComponentInstanceNew(inputComponent, &audioUnit);
checkStatus(status);

// Enable IO for recording
UInt32 flag = 1;
status = AudioUnitSetProperty(audioUnit,
                              kAudioOutputUnitProperty_EnableIO,
                              kAudioUnitScope_Input,
                              kInputBus,
                              &flag,
                              sizeof(flag));

checkStatus(status);

// Enable IO for playback
status = AudioUnitSetProperty(audioUnit,
                              kAudioOutputUnitProperty_EnableIO,
                              kAudioUnitScope_Output,
                              kOutputBus,
                              &flag,
                              sizeof(flag));

checkStatus(status);

// Describe format
audioFormat.mSampleRate      = 44100.00;
audioFormat.mFormatID        = kAudioFormatLinearPCM;
audioFormat.mFormatFlags     = kAudioFormatFlagIsSignedInteger | kAudioFormatFlagIsPacked;
audioFormat.mFramesPerPacket = 1;
audioFormat.mChannelsPerFrame = 1;
audioFormat.mBitsPerChannel  = 16;
audioFormat.mBytesPerPacket  = 2;
audioFormat.mBytesPerFrame   = 2;

// Apply format
status = AudioUnitSetProperty(audioUnit,
                              kAudioUnitProperty_StreamFormat,
                              kAudioUnitScope_Output,
                              kInputBus,
                              &audioFormat,
                              sizeof(audioFormat));

checkStatus(status);
status = AudioUnitSetProperty(audioUnit,
                              kAudioUnitProperty_StreamFormat,
                              kAudioUnitScope_Input,
                              kOutputBus,
                              &audioFormat,
                              sizeof(audioFormat));

checkStatus(status);

// Set input callback
AURenderCallbackStruct callbackStruct;
callbackStruct.inputProc = recordingCallback;
callbackStruct.inputProcRefCon = self;
status = AudioUnitSetProperty(audioUnit,
                              kAudioOutputUnitProperty_SetInputCallback,
                              kAudioUnitScope_Global,
                              kInputBus,
                              &callbackStruct,
                              sizeof(callbackStruct));

checkStatus(status);

// Set output callback
callbackStruct.inputProc = playbackCallback;
callbackStruct.inputProcRefCon = self;
status = AudioUnitSetProperty(audioUnit,
                              kAudioUnitProperty_SetRenderCallback,
                              kAudioUnitScope_Global,
                              kOutputBus,
                              &callbackStruct,
                              sizeof(callbackStruct));

checkStatus(status);

// Disable buffer allocation for the recorder (optional - do this if we want to pass in our own)
flag = 0;
status = AudioUnitSetProperty(audioUnit,
                              kAudioUnitProperty_ShouldAllocateBuffer,
                              kAudioUnitScope_Output,
                              kInputBus,
                              &flag,
                              sizeof(flag));

// TODO: Allocate our own buffers if we want
// Initialise
status = AudioUnitInitialize(audioUnit);
checkStatus(status);

```

Figure 8

- Write the SE algorithm as a different function and call it in the main code.
- The above used code is made publicly available and can be accessed from the website, <http://atastypixel.com/blog/using-remoteio-audio-unit/>.
- A sample code which is made available by apple was also referred for developing the application.  
[https://developer.apple.com/library/content/samplecode/aurioTouch/Introduction/Intro.html#/apple\\_ref/doc/uid/DTS40007770](https://developer.apple.com/library/content/samplecode/aurioTouch/Introduction/Intro.html#/apple_ref/doc/uid/DTS40007770).
- Different frameworks were used for the application mentioned in this user guide.
  1. Audio Toolbox Framework - Record or play audio, convert formats, parse audio streams, and configure your audio session. The Audio Toolbox framework provides interfaces for recording, playback, and stream parsing. In iOS, the framework provides additional interfaces for managing audio sessions. Different header files used in the framework is as shown in figure 10.

#### AudioToolbox.framework

The Audio Toolbox framework contains the APIs that provide application-level services. The Audio Toolbox framework includes these header files:

- `AudioConverter.h`: Audio Converter API. Defines the interface used to create and use audio converters.
- `AudioFile.h`: Defines an interface for reading and writing audio data in files.
- `AudioFileStream.h`: Defines an interface for parsing audio file streams.
- `AudioFormat.h`: Defines the interface used to assign and read audio format metadata in audio files.
- `AudioQueue.h`: Defines an interface for playing and recording audio.
- `AudioServices.h`: Defines three interfaces. System Sound Services lets you play short sounds and alerts. Audio Hardware Services provides a lightweight interface for interacting with audio hardware. Audio Session Services lets iPhone and iPod touch applications manage audio sessions.
- `AudioToolbox.h`: Top-level include file for the Audio Toolbox framework.
- `AUGraph.h`: Defines the interface used to create and use audio processing graphs.
- `ExtendedAudioFile.h`: Defines the interface used to translate audio data from files directly into linear PCM, and vice versa.

In OS X you have these additional header files:

- `AudioFileComponents.h`: Defines the interface for Audio File Component Manager components. You use an audio file component to implement reading and writing a custom file format.
- `AudioUnitUtilities.h`: Utility functions for interacting with audio units. Includes audio unit parameter conversion functions, and audio unit event functions to create listener objects, which invoke a callback when specified audio unit parameters have changed.
- `CAFFile.h`: Defines the Core Audio Format audio file format. See [Apple Core Audio Format Specification 1.0](#) for more information.
- `CoreAudioClock.h`: Lets you designate a timing source for synchronizing applications or devices.
- `MusicPlayer.h`: Defines the interface used to manage and play event tracks in music sequences.
- `AUMIDIController.h`: Deprecated: Do not use. An interface to allow audio units to receive data from a designated MIDI source. Standard MIDI messages are translated into audio unit parameter values. This interface is superseded by functions in the Music Player API.
- `DefaultAudioOutput.h`: Deprecated: Do not use. Defines an older interface for accessing the default output unit (deprecated in OS X v10.3 and later).

Figure 9

2. AVFoundation Framework - Record, edit, and play photos, audio, and video; configure your audio session; and respond to changes in the device audio

environment. If necessary, customize the default system behavior that you implement with AVKit.

#### AVFoundation.framework

The AV Foundation framework provides an Objective-C interface for playing back audio with the control needed by most applications. The AV Foundation framework in iOS includes one header file:

- `AVAudioPlayer.h`: Defines an interface for playing audio from a file or from memory.

Figure 10

## 5. APPLICATION

- The algorithm is developed for reducing the background noise and improving the speech quality and intelligibility in a noisy speech environment.
- The steps to be followed once the app is installed on your iOS device are as follows,
  - a. Make sure you have the hearing aid device paired to your iPhone or iPad.
  - b. For normal hearing people, wired headphones can be used instead of the hearing aids.
  - c. By pressing the SE button present in the figure, the implemented model is initialized. The application simply replays the audio on the smartphone without processing when the ON/OFF switch is in off mode.
  - d. By clicking on the ON/OFF switch button, the CRNN based SE module will process the input audio stream and suppress the background noise.
  - e. A slider is provided to the smartphone user to control the amount of output volume.