

# VOICEBOX: Speech Processing Toolbox for MATLAB

## Introduction

VOICEBOX is a speech processing toolbox consists of MATLAB routines that are maintained by and mostly written by [Mike Brookes](#), [Department of Electrical & Electronic Engineering](#), [Imperial College](#), Exhibition Road, London SW7 2BT, UK. Several of the routines require MATLAB V6.5 or above and require (normally slight) modification to work with earlier versions.

The routines are available as a [zip archive](#) and are made available under the terms of the [GNU Public License](#).

The routine [VOICEBOX.M](#) contains various installation-dependent parameters which may need to be altered before using the toolbox. In particular it contains a number of default directory paths indicating where temporary files should be created, where speech data normally resides, etc. You can override these defaults by editing voicebox.m directly or, more conveniently, by setting an environment variable VOICEBOX to the path of an initializing m-file. See the comments in [voicebox.m](#) for a fuller description.

For reading compressed SPHERE format files, you will need the [SHORTEN](#) program written by Tony Robinson and SoftSound Limited [www.softsound.com](#). The path to the shorten executable must be set in [voicebox.m](#). Unfortunately, the current version does not work on 64-bit systems.

MATLAB doesn't really like unicode fonts; some non-unicode fonts containing IPA phonetic symbols developed by [SIL](#) are available [here](#).

Please send any comments, suggestions, bug reports etc to [mike.brookes@ic.ac.uk](mailto:mike.brookes@ic.ac.uk).

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## [Contents](#)

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### [Audio File Input/Output](#)

Read and write WAV and other speech file formats

### [Frequency Scales](#)

Convert between Hz, Mel, Erb and MIDI frequency scales

### [Fourier/DCT/Hartley Transforms](#)

Various related transforms

### [Random Number and Probability Distributions](#)

Generate random vectors and noise signals

### [Vector Distances](#)

Calculate distances between vector lists

### [Speech Analysis](#)

Active level estimation, Spectrograms

### [LPC Analysis of Speech](#)

## Linear Predictive Coding routines

### [Speech Synthesis](#)

Text-to-speech synthesis and glottal waveform models

### [Speech Enhancement](#)

Spectral noise subtraction

### [Speech Coding](#)

PCM coding, Vector quantisation

### [Speech Recognition](#)

Front-end processing for recognition

### [Signal Processing](#)

Miscellaneous signal processing functions

### [Information Theory](#)

Routines for entropy calculation and symbol codes

### [Computer Vision](#)

Routines for 3D rotation

### [Printing and Display Functions](#)

Utilities for printing and graphics

### [Voicebox Parameters and System Interface](#)

Get or set VOICEBOX and WINDOWS system parameters

### [Utility Functions](#)

Miscellaneous utility functions

## Audio File Input/Output

Routines are available to read and, in some cases write, a variety of file formats:

### **Read    Write    Suffix**

<a href="#">readway</a>	<a href="#">writeway</a>	.wav	These routines allow an arbitrary number of channels and can deal with linear PCM (any precision up to 32 bits), A-law PCM, Mu-law PCM and Floating point formats. Large files can be read and written in small chunks.
<a href="#">readhtk</a>	<a href="#">writehtk</a>	.htk	Read and write waveform and parameter files used by Microsoft's Hidden Markov Toolkit.
<a href="#">readsfs</a>		.sfs	Speech Filing system files from Mark Huckvale at UCL.
<a href="#">readsph</a>		.sph	NIST Sphere format files (including TIMIT). Needs <a href="#">SHORTEN</a> for compressed files.
<a href="#">readaif</a>		.aif	AIFF format (Audio Interchange File Format) used by Mac users.
<a href="#">readcnx</a>		cnx	Read Connex database files (from BT)
<a href="#">readau</a>		au	Read AV audio files (from Sun)

## Frequency Scale Conversion

**From  $f$  To  $f$  Scale**

<a href="#">frq2mel</a>	<a href="#">mel2frq</a>	mel	The <i>mel scale</i> is based on the human perception of sinewave pitch.
<a href="#">frq2erb</a>	<a href="#">erb2frq</a>	erb	The <i>erb</i> scale is based on the equivalent rectangular bandwidths of the human ear.
<a href="#">frq2bark</a>	<a href="#">bark2frq</a>	bark	The <i>bark</i> scale is based on critical bands and masking in the human ear.
<a href="#">frq2midi</a>	<a href="#">midi2frq</a>	midi	The <i>midi standard</i> specifies a numbering of <i>semitones</i> with middle C being 60. They can use the normal equal tempered scale or else the pythagorean scale of just intonation. They will in addition output note names in a character format.

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## Fourier, DCT and Hartley Transforms

**Forward Inverse**

<a href="#">rfft</a>	<a href="#">irfft</a>	Forward and inverse discrete fourier transforms on real data. Only the first half of the conjugate symmetric transform is generated. For even length data, the inverse routine is asymptotically twice as fast as the built-in MATLAB routine.
<a href="#">rsfft</a>		Forward transform of real, symmetric data to give the first half only of the real, symmetric transform.
<a href="#">zoomfft</a>		Calculate the discrete fourier transform at an arbitrary set of linearly spaced frequencies. Can be used to zoom into a subset of the full frequency range.
<a href="#">rdct</a>	<a href="#">irdct</a>	Forward and inverse discrete cosine transform on real data.
<a href="#">rhartley</a>	<a href="#">rhartley</a>	Hartley transform on real data (forward and inverse transforms are the same).

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## Random Numbers and Probability Distributions

### • Random Number Generation

<a href="#">randvec</a>	generates random vectors from gaussian or lognormal mixture distributions.
<a href="#">randiscr</a>	generates discrete random values with a specified probability vector
<a href="#">stdspectrum</a>	generates noise samples or filter coefficients for a variety of standard spectra including: A, B, C or BS468 weighting, USASI noise, POTS spectrum, LTASS, Internal masking noise (from SII spec)
<a href="#">randfilt</a>	generates filtered gaussian noise without any startup transients.
<a href="#">rnsuSubset</a>	selects a random subset of $k$ elements from the numbers $1:n$

### • Probability Density Functions

- [lognmpdf](#) calculates the pdf of a lognormal distribution
- [gaussmix](#) generates a multivariate Gaussian mixture model (GMM) from training data
- [gaussmixg](#) calculates the global mean, covariance matrix and mode of a GMM
- [gaussmixp](#) calculates full and marginal log probability and relative mixture probabilities from a GMM
- [gaussmixd](#) determines marginal and conditional distributions from a GMM and can be used to perform inference on unobserved variables.

- **Miscellaneous**

- [histndim](#) calculates an n-dimensional histogram (and plots a 2-D one)
- [gausprod](#) calculates the product of two gaussian distributions
- [maxgauss](#) calculates the mean and variance of the maximum element of a gaussian vector

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## Vector Distance

- [disteusq](#) calculates the squared euclidean distance between all pairs of rows of two matrices.
- [distitar](#) calculates the Itakura spectral distances between sets of AR coefficients.
- [distitpf](#) calculates the Itakura spectral distances between power spectra.
- [distisar](#) calculates the Itakura-Saito spectral distances between sets of AR coefficients.
- [distispf](#) calculates the Itakura-Saito spectral distances between power spectra.
- [distchar](#) calculates the COSH spectral distances between sets of AR coefficients.
- [distchpf](#) calculates the COSH spectral distances between power spectra.

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## Speech Analysis

- [activlev](#) calculates the active level of a speech segment according to ITU-T recommendation P.56.
- [dypsa](#) estimates the glottal closure instants from the speech waveform.
- [enframe](#) can be used to split a signal up into frames. It can optionally apply a window to each frame.
- [correlogram](#) Calculates a 3D correlogram [slowly]
- [ewgrpdel](#) calculates the energy-weighted group delay waveform.
- [fram2wav](#) interpolates a sequence of frame-based value into a waveform
- [fxpefac](#) PEFAC pitch tracker
- [fxrapt](#) is an implementation of the RAPT pitch tracker by David Talkin.

<a href="#">gammabank</a>	Determine a bank of IIR gammatone filters
<a href="#">importsii</a>	calculate the SII importance function
<a href="#">mos2pesq</a>	Convert MOS values to PESQ speech quality scores
<a href="#">overlapadd</a>	Join frames up using overlap-add processing. Commonly used with <a href="#">enframe</a> .
<a href="#">pesq2mos</a>	Convert PESQ speech quality scores to MOS values
<a href="#">psycdigit</a>	experimental estimation of monotonic/unimodal psychometric function using TIDIGITS
<a href="#">psycest</a>	experimental estimation of monotonic psychometric function
<a href="#">psycestu</a>	experimental estimation of unimodal psychometric function
<a href="#">psychofunc</a>	calculate psychometric function
<a href="#">sigma</a>	estimate glottal opening and closure instants from the laryngograph/EGG waveform
<a href="#">snrseg</a>	calculate segmental SNR and global SNR relative to a reference signal
<a href="#">soundspeed</a>	gives the speed of sound as a function of temperature
<a href="#">spgrambw</a>	draws a spectrogram with many options. See <a href="#">tutorial</a> .
<a href="#">txalign</a>	finds the best alignment (in a least squares sense) between two sets of time markers (e.g. glottal closure instants).
<a href="#">vadsohn</a>	voice activity detector

## LPC Analysis of Speech

<a href="#">lpcauto</a> & <a href="#">lpccovar</a>	perform linear predictive coding (LPC) analysis. The routines relating to LPC are described in more detail on <a href="#">another page</a> . A large number of <a href="#">conversion routines</a> are included for changing the form of the LPC coefficients (e.g. AR coefficients, reflection coefficients etc.): these are of the form <code>lpcxx2yy</code> where <code>xx</code> and <code>yy</code> denote the coefficient sets.
<a href="#">lpcrr2am</a>	calculates LPC filters for all orders up to a given maximum.
<a href="#">lpcbwexp</a>	performs bandwidth expansion on an LPC filter.
<a href="#">cewarpf</a>	performs frequency warping in the complex cepstrum domain.
<a href="#">lpcifilt</a>	performs inverse filtering to estimate the glottal waveform from the speech signal and the lpc coefficients.
<a href="#">lpcrand</a>	can be used to generate random, stable filters for testing purposes.

## Speech Synthesis

<a href="#">sapisynth</a>	Text-to-speech synthesis (TTS) of a string or matrix entries
<a href="#">glotros</a>	Calculates the Rosenberg model of the glottal flow waveform

[glotlf](#)Calculates the Liljencrants-Fant model of the glottal flow waveform

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## Speech Enhancement

- [estnoiseg](#) uses an MMSE algorithm to estimate the noise spectrum from a noisy speech signal that has been divided into frames.
- [estnoisem](#) uses a minimum-statistics algorithm to estimate the noise spectrum from a noisy speech signal that has been divided into frames.
- [specsub](#) performs speech enhancement using spectral subtraction
- [ssubmmse](#) performs speech enhancement using the MMSE or log MMSE criteria
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## Speech Coding

- [lin2pcma](#) converts an audio waveform to 8-bit A-law PCM format
- [lin2pcmu](#) converts an audio waveform to 8-bit mu-law PCM format
- [pcma2lin](#) converts 8-bit A-law PCM to a waveform
- [pcmu2lin](#) converts 8-bit mu-law PCM to a waveform
- [kmeans](#) vector quantisation using the K-means algorithm
- [kmeanlbg](#) vector quantisation using the LBG algorithm
- [kmeanhar](#) vector quantisation using the K-harmonic means algorithm
- [potsband](#) calculates a bandpass filter corresponding to the standard telephone passband.
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## Speech Recognition

- [melcepst](#) implements a mel-cepstrum front end for a recogniser
- [melbankm](#) constructs a bandpass filterbank with mel-spaced centre frequencies
- [cep2pow](#) converts multivariate Gaussian means and covariances from the log power or cepstral domain to the power domain
- [pow2cep](#) converts multivariate Gaussian means and covariances from the power domain to the log power or cepstral domain
- [ldatrace](#) performs Linear Discriminant Analysis with optional constraints on the transform matrix
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## Signal Processing

<a href="#">ditherq</a>	adds dither and quantizes a signal
<a href="#">dlyapsq</a>	solves the discrete lyapunov equation using an efficient square root algorithm
<a href="#">findpeaks</a>	finds the peaks in a signal
<a href="#">filterbank</a>	Apply a bank of IIR filters to a signal
<a href="#">maxfilt</a>	performs running maximum filter
<a href="#">meansqtf</a>	calculates the output power of a rational filter with a white noise input
<a href="#">momfilt</a>	generate running moments from a signal
<a href="#">sigalign</a>	align a clean reference with a noise signal and find optimum gain
<a href="#">schmitt</a>	passes a signal through a schmitt trigger having hysteresis
<a href="#">teager</a>	calculate the Teager energy waveform
<a href="#">windows</a>	generates window functions
<a href="#">windinfo</a>	calculate window properties and figures of merit
<a href="#">zerocros</a>	finds the zero crossings of a signal with interpolation

## Information Theory

<a href="#">huffman</a>	calculates optimum D-ary symbol code from a probability mass vector
<a href="#">entropy</a>	calculates entropy and conditional entropy for discrete and continuous distributions

## Computer Vision

<a href="#">imagehomog</a>	Apply a homography transformation to an image with bilinear interpolation
<a href="#">polygonarea</a>	Calculates the area of a polygon
<a href="#">polygonwind</a>	Determines whether points are inside or outside a polygon
<a href="#">polygonxline</a>	Determines where a line crosses a polygon
<a href="#">qrabs</a>	Absolute value of a real quaternion
<a href="#">qrdivide</a>	divide two real quaternions (or invert one)
<a href="#">qrdotdiv</a>	elementwise division of two real quaternion arrays
<a href="#">qrdotmult</a>	elementwise multiplication of two real quaternion arrays
<a href="#">qrmult</a>	multiply two real quaternion arrays
<a href="#">qrpermute</a>	permute the indices of a quaternion array
<a href="#">rectifyhomog</a>	Apply rectifying homographies to a set of cameras to make their optical axes parallel
<a href="#">rot-2--</a>	converts between the following representations of rotations: rotation matrix (ro), euler angles (eu), axis of rotation (ax), plane of rotation (pl), real quaternion vector (qr), real quaternion matrix (mr), complex quaternion vector (qc), complex quaternion matrix (mc). A detailed

description is given [here](#).

<a href="#">rotqrmean</a>	Find the average of several rotation quaternions
<a href="#">rotqrvec</a>	Apply a quaternion rotation to an array of 3D vectors
<a href="#">skew3d</a>	Convert between vectors and skew symmetric matrices: 3x3 matrix <-> 3x1 vector and 4x4 Plucker matrix <-> 6x1 vector.
<a href="#">sphrharm</a>	forward and inverse spherical harmonic transform using uniform, Gaussian or arbitrary inclination (elevation) grids and a uniform azimuth grid.
<a href="#">upolyhedron</a>	Calculate the vertex coordinates and other characteristics of a uniform polyhedron

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## Printing and Display Functions

<a href="#">axisenlarge</a>	enlarge the axes of a figure slightly
<a href="#">figbolden</a>	makes the lines on a figure bold and enlarges font sizes for printing clearly
<a href="#">fig2emf</a>	optionally makes the lines on a figure bold and then saves in windows metafile format
<a href="#">xticksi</a>	Label the x-axis tick marks using SI multipliers for large and small values. Particularly useful for logarithmic plots.
<a href="#">yticksi</a>	Label the y-axis tick marks using SI multipliers for large and small values. Particularly useful for logarithmic plots.
<a href="#">sprints</a>	prints a value with the correct standard SI multiplier (e.g. 2100 prints as 2.1 k)
<a href="#">bitsprec</a>	rounds values to a precision of n bits
<a href="#">frac2bin</a>	converts numbers to fixed-point binary strings
<a href="#">v_colormap</a>	set and display colormap information including colormaps that print well in monochrome

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## Voicebox Parameters and System Interface

<a href="#">voicebox</a>	contains a number of installation-dependent global parameters and is likely to need editing for each particular setup.
<a href="#">unixwhich</a>	searches the WINDOWS system path for an executable (like UNIX which command)
<a href="#">winenvar</a>	Obtains WINDOWS environment variables

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## Utility Functions

<a href="#">atan2sc</a>	arctangent function that returns the sin and cos of the angle
<a href="#">bitsprec</a>	Rounds values to a precision of n bits
<a href="#">choosenk</a>	all possible ways of choosing k elements out of the numbers 1:n without duplications all possible ways of choosing k elements out of the numbers 1:n with duplications
<a href="#">choosrnk</a>	



allowed

<a href="#">dlyapsq</a>	Solve the discrete lyapunov equation
<a href="#">dualdiag</a>	simultaneously diagonalises two matrices: this is useful in computing LDA or IMELDA transforms.
<a href="#">finishat</a>	Estimate the finishing time of a long loop
<a href="#">fopenmkd</a>	Equivalent to FOPEN() but creates any missing directories/folders
<a href="#">hostipinfo</a>	Gives information about computer name and internet connections
<a href="#">logsum</a>	calculates $\log(\sum(\exp(x)))$ without overflow problems.
<a href="#">minspane</a>	Calculates the minimum spanning tree (a.k.a. shortest spanning tree) of a set of n-dimensional points
<a href="#">mintrace</a>	Find a row permutation to minimize the trace of a matrix
<a href="#">m2htmlpwd</a>	Create HTML documentation of matlab routines in the current directory
<a href="#">nearestnz</a>	Replace zero elements by the nearest non-zero elements
<a href="#">permutes</a>	all possible permutations of the numbers 1:n
<a href="#">quadpeak</a>	find a quadratically-interpolated peak in a N-dimensional array by fitting a quadratic function to the array values
<a href="#">rotation</a>	generates rotation matrices
<a href="#">zerotrim</a>	removes from a matrix any trailing rows and columns that are all zero.