

# Neural Text-to-Speech

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# Speech synthesis

## Artificial production of human speech

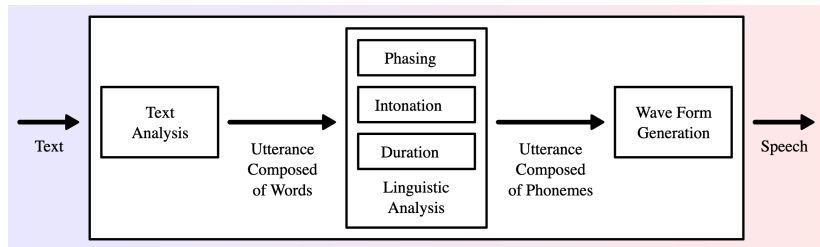


Figure: A typical text-to-speech system<sup>1</sup>

<sup>1</sup>Andy0101, *A typical text-to-speech system*, [https://commons.wikimedia.org/wiki/File:TTS\\_System.svg](https://commons.wikimedia.org/wiki/File:TTS_System.svg), [Online; accessed 10/08/2019], 2010.

# History of speech synthesis

## **Concatenative**

- ▶ Large database of human speech used

## **Parametric**

- ▶ Simulate human voice using a function

## **Neural**

- ▶ Generate human voice using neural networks

# Approaches in Neural text-to-speech

LSTM

WaveNet

WaveNet based

# WaveNet

A deep neural network for generating raw audiowaveforms.

- ▶ Probabilistic
- ▶ Autoregressive
- ▶ Beats all previously known methods



Figure: Time domain representation of 1 second of generated speech

# WaveNet: Architecture

- ▶ Dilated convolution
- ▶  $\mu$  law companding
- ▶ Gated activation
- ▶ Residual and skip connection
- ▶ Conditional wavenets
- ▶ Context stacks

# 1. Dilated Convolution

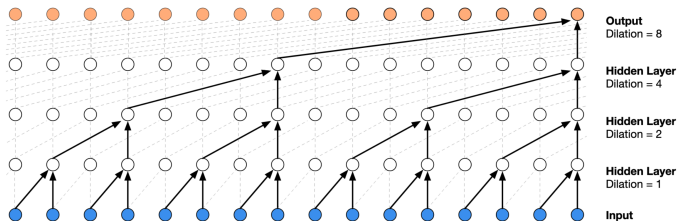


Figure: Stack of dilated causal convolution layers<sup>2</sup>

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<sup>2</sup>A. v. d. Oord, S. Dieleman, H. Zen, *et al.*, "WaveNet: A Generative Model for Raw Audio," *en, arXiv:1609.03499 [cs]*, Sep. 2016, arXiv: 1609.03499. [Online]. Available: <http://arxiv.org/abs/1609.03499> (visited on 10/08/2019).

## 2. $\mu$ -law companding

$$f(x_t) = \text{sign}(x_t) \frac{\ln(1 + \mu|x_t|)}{\ln(1 + \mu)}$$

where,  $x_t$  is the time domain speech signal



### 3. Gated activation

$$\mathbf{z} = \tanh(W_{f,k} * \mathbf{x}) \circledast \sigma(W_{g,k} * \mathbf{x})$$

## 4. Residual and skip connections

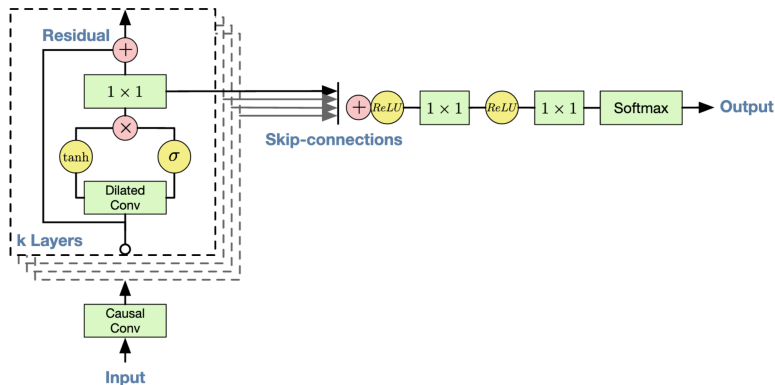


Figure: Overview of residual block and entire architecture<sup>3</sup>

<sup>3</sup>A. v. d. Oord, S. Dieleman, H. Zen, *et al.*, "WaveNet: A Generative Model for Raw Audio," *en, arXiv:1609.03499 [cs]*, Sep. 2016, arXiv: 1609.03499. [Online]. Available: <http://arxiv.org/abs/1609.03499> (visited on 10/08/2019).

## 5. Conditional WaveNets

$$p(\mathbf{x}|\mathbf{h}) = \prod_{t=1}^T p(x_t|x_1, \dots, x_{t-1}, \mathbf{h})$$

## 6. Context Stacks

# WaveNet: Pros and Cons

## Pros

- ▶ Fast training

## Cons

- ▶ Slow inference

## Tacotron 2

## Tacotron 2: Architecture

## Tacotron 2: Training



## Tacotron 2: Reported results

## Tacotron 2: Improvements over WaveNet

# Neural TTS: The future

# Summary

# Conclusion