# Project I

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Supervisor: Assoc. Prof. Quan Thanh Tho Bahnaric Phoneme Segmentation



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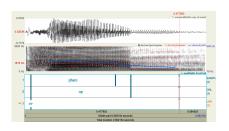
07 Dec 2023

#### Motivation

- Objective: Empower Bahnaric language speakers, fostering communication within their ethnic community and with other ethnic groups.
- Significance of Phoneme Segmentation:
  - Create a precise phoneme-level mapping for the Bahnaric language.
  - Enable the development of advanced Text-to-Speech (TTS) and Automatic Speech Recognition (ASR) models.
- Overall Goal: Contribute to the empowerment and connectivity of Bahnaric ethnic communities through targeted advancements in speech processing.

#### Bahnaric phoneme

- The phoneme sample consists of single words, and each word is pronounced by a native speaker.
- The beginning and ending time of each phoneme marked by the 'ov' and 'op' label respectively.



### Feature engineering

The following features are extracted from the audio clips:

- MFCC (Mel Frequency Cepstral Coefficients): These are coefficients that collectively make up an MFC. They are derived from a type of cepstral representation of the audio clip (a nonlinear 'spectrum-of-a-spectrum').
- **Zero Crossings**: This is the rate at which the signal changes from positive to negative or back.
- Mel Spectrogram: A Mel Spectrogram is a spectrogram where the frequencies are converted to the Mel scale.
- Harmonics: These are integer multiples of the base frequency in a sound. They contribute to the perceived timbre of a sound.

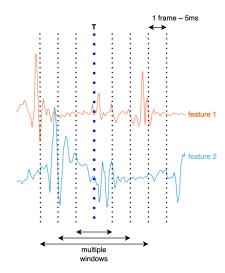
### Feature engineering

- Spectral Centroids: It indicates where the 'center of mass' of the spectrum is located. It is used in digital signal processing to identify the brightness of a sound.
- Chromagram: A chromagram is a graphical representation of the chroma of a signal. In music, the chroma of a note is its position within the octave of the twelve-note chromatic scale.
- Tempo BPM (Beats Per Minute): This is a measure of tempo in music, indicating the number of beats occurring in one minute.
- Spectral Bandwidth: This is the difference between the highest and lowest frequencies in a continuous band of frequencies. It can be used to identify the smoothness of a sound.

# Pseudocode of Feature engineering

```
for audio_clip in audio_clips:
  audio_clip_features = []
  for frame in audio_clip:
    frame_features = []
    for feature in acoustic features:
      for window_length in range(85, 126, 10):
        windowed_audio = get_window(frame, window_length)
        mean_value = calculate_mean(window, feature)
        frame_features.append(
          {"feature_name_window_length": mean_value})
  audio_clip_features.append(
    {"audio_clip_name": frame_features})
```

# Pseudocode of Feature engineering

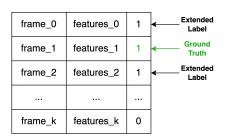


#### Labels

- The 'ov' and 'op' labels are extracted from the TextGrid files.
- The information obtained reveals the timestamps of these markers in milliseconds. Consequently, it is necessary to convert these timestamps into frame indices, with each frame corresponding to a 5ms interval.
- A strong assumption has been made: the neighboring frames
  of the 'ov' and 'op' labels are also labeled as 'ov' and 'op'
  respectively.

### Training

- Each frame is treated as a data point, and the label is either 0 or 1.
- The extended labels are the the neighboring frames of the 'ov' or 'op' labels.
- LGBMClassifier is used to train two separate models for the 'ov' and 'op' labels.



#### Prediction

- The trained model is used to predict the probability of each frame being labeled as 'ov' or 'op'.
- The only frame with the highest probability and larger than 0.5 is selected as the 'ov' or 'op' label.

| frame_0 | features_0 | 0.03 |  |
|---------|------------|------|--|
| frame_1 | features_1 | 0.52 | Max of probabilities & Larger than threshold |
| frame_2 | features_2 | 0.43 |  |
|         |            |      |  |
| frame_k | features_k | 0.14 |  |

#### Result

- The model is trained on 80% of the data and tested on the remaining 20%.
- The model achieves an accuracy of 0.67 and 0.79 for the 'ov' and 'op' labels respectively.

|    | Precision | Recall | Accuracy |
|----|-----------|--------|----------|
| ор | 0.78      | 0.38   | 0.67     |
| ov | 0.76      | 0.60   | 0.79     |

# Thank You