Speech Enhancement of Single-Source Audio Signal Using Covariance Matrix Adaptation Evolution Strategy

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**ABSTRACT**

A Covariance Matrix Adaptation Evolution Strategy (CMA-ES) is a method for efficiently searching through a landscape of multiple real-valued parameters to determine which parameter values give the best solution to a known problem. This paper explores the application of CMA-ES to the problem of speech enhancement, that is, recovering the speech signal from a single microphone signal composed of speech and an unwanted background noise. This research makes use of some of the most popular techniques for speech enhancement, and seeks to find an optimal way to combine these techniques to best recover the original clean speech signal. The results show that the combination of these methods, with parameters tuned using CMA-ES, can outperform the component methods individually, with parameters tuned by experts as would commonly be done.

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# INTRODUCTION

The field of speech enhancement aims to apply transformations to a digital signal containing both spoken words as well as some type of unwanted noise, and recover the “clean” version of the signal containing speech alone. This is generally done to improve the intelligibility of the speech, either to be listened to by a human, or processed by a voice recognition system.

As mobile and hands-free technology progresses, cell phones are processing voice input not only for phone calls, but as an interface to many other device features. Voice commands are especially likely to be used while the user is driving a car, when it is often unsafe or illegal to use the traditional interface. For this reason a clip of speech corrupted by road noise was used for this research.

In order to produce the cleanest possible speech signal, 3 common methods of speech enhancements are combined using parameters determined using CMA-ES. These methods are Wiener Filtering, Spectral Subtraction, and Noise Gating, which have a combined total of 8 parameters to be tuned by the evolutionary strategy.

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# Experimental Setup

This section describes the component functions which make up this combined speech enhancement solution, as well as the parameters within these functions that were tuned using the CMA-ES to provide the best enhancement. Finally, the CMA-ES structure that is used for this optimization is described.

The audio used in this experiment follows the mathematical formula in equation 1. In this equation, x(t) represents the clean audio signal that we are attempting to recover, h(t) is the impulse response of the linear time-invariant system representing the environment of the speech (in this case the acoustic properties of a car), and n(t) represents the noise added to this clean signal. The output of this equation is the observed noisy signal s(t).

Equation

For the purposes of noise cancellation in this experiment, it is not important to model the impulse response of the acoustics of the car, so we can assume that h(t) ≈ 1.

## Wiener Filter

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The Wiener Filter is a classical technique first proposed by Norbert Wiener in 1949[1]. The Wiener Filter is used to estimate a signal of interest through the application of a linear time-invariant filter to a signal consisting of the signal of interest plus additive noise. Although the Wiener filter can be implemented in different ways, with both causal and non-causal forms, the version used in this project is a causal FIR filter, allowing processing to be done in real time, such as during a telephone call. The gains for this filter are determined by taking a noise-only sample of the signal and deconvolving this with noisy signal. Feeding the original noisy signal through this filter results in an estimate of the clean speech signal.

Equation 2 shows the calculation of a Wiener filter in the frequency domain G(f), where H(f), N(f), and S(f), are the frequency spectra of h(t), n(t), and s(t) from equation 1 respectively.

Equation

The Wiener Filter has been expanded and improved many times since its original introduction. The specific version that was used in this project includes a two-step noise reduction technique by [3] that uses a decision directed approach to minimize reverberation noise artifacts left over by the original Wiener Filter. In order to further reduce such artifacts, smoothing is used to make the signal to noise ratio (SNR) estimate more constant over time.

## Spectral Subtraction

Spectral subtraction is a method of noise cancellation which uses the power spectrum of the underlying signal noise to estimate that of the clean audio signal. This method relies on the assumption that the frequency content of the additive noise present in a signal is roughly constant over time. For our main application of road noise in a car, this is a fairly accurate assumption over short periods of time (after which the noise spectrum can be recalculated).

The simplest form of the spectral subtraction technique requires converting a section of audio that is known to contain only noise into the frequency domain using the Fourier transform. Since the assumed constant noise will have the same frequency content over time, these values can be subtracted from the frequency domain version of the observed signal. This is performed for a few hundred time samples at a time, and then combined using the overlap-add method to recombine the processed time samples into a continuous string of samples.

<< add picture of SS with overlap add>>

This simple idea has been expanded many times to improve the quality of the resulting signal. The version of the spectral subtraction algorithm used in this experiment is based on an implementation by Esfandiar Zavarehei (2005) of spectral subtraction with residual noise reduction from [4]. This enhanced version of the spectral subtraction algorithm makes a binary decision if each frequency component primarily contains noise by comparing the spectral magnitude difference of the signal and noise to a pre-determined threshold known as the noise margin. Additional parameters called “hang-over” and “noise length” determine how long the signal should be attenuated when noise is detected.

## Noise Gate

Noise gating is a process by which, when the amplitude of an audio signal is below a pre-set threshold, the amplitude is further reduced to a very low level, often to 0 or to a level of inaudibility. Once the amplitude of the input audio signal exceeds the threshold, the output returns to match the input signal.

As a simplification of the behavior shown in Figure 1, the attack and release times are fixed to match each other, and the hold time is set to 0. The only parameters that were varied in this study are the attack/release and the gate threshold.

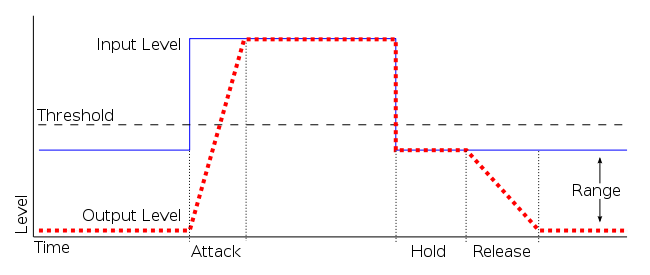


Figure : Noise Gate [5]

## CMA-ES

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# ACKNOWLEDGMENTS

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