

# TRAMBA: A Hybrid Transformer and Mamba Architecture for Practical Audio and Bone Conduction Speech Super Resolution and Enhancement for Mobile and Wearable Platforms

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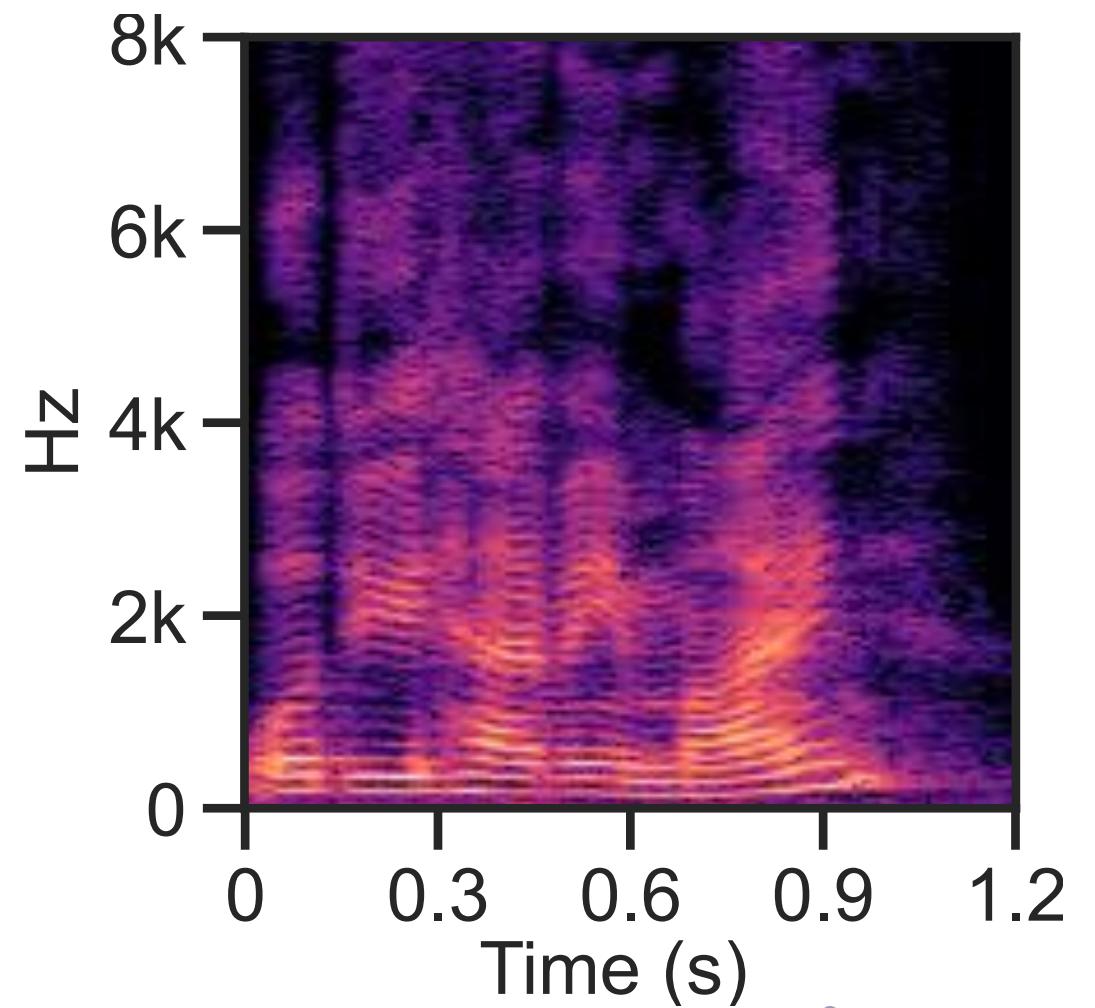
# Bone and Vibration-based Microphones

- Other sounds
- Speech is attenuated

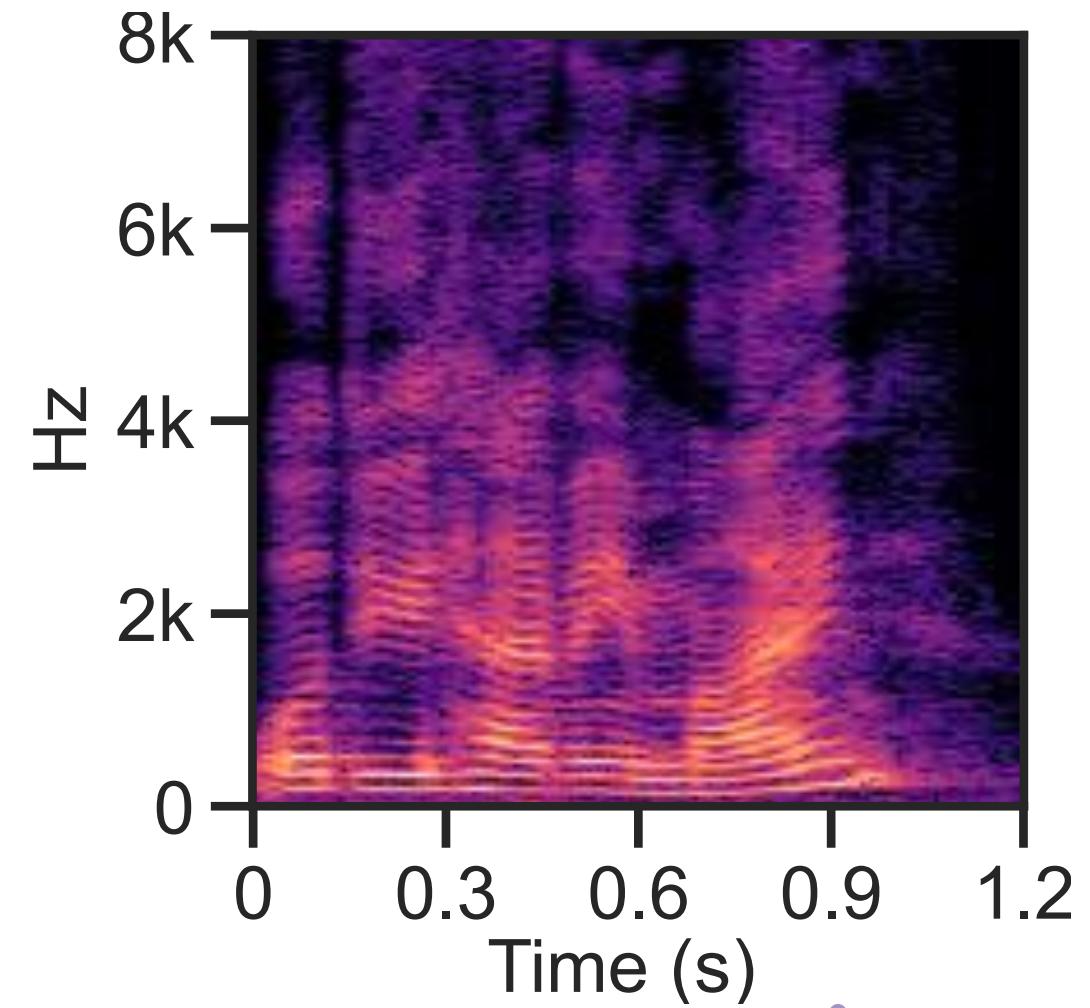
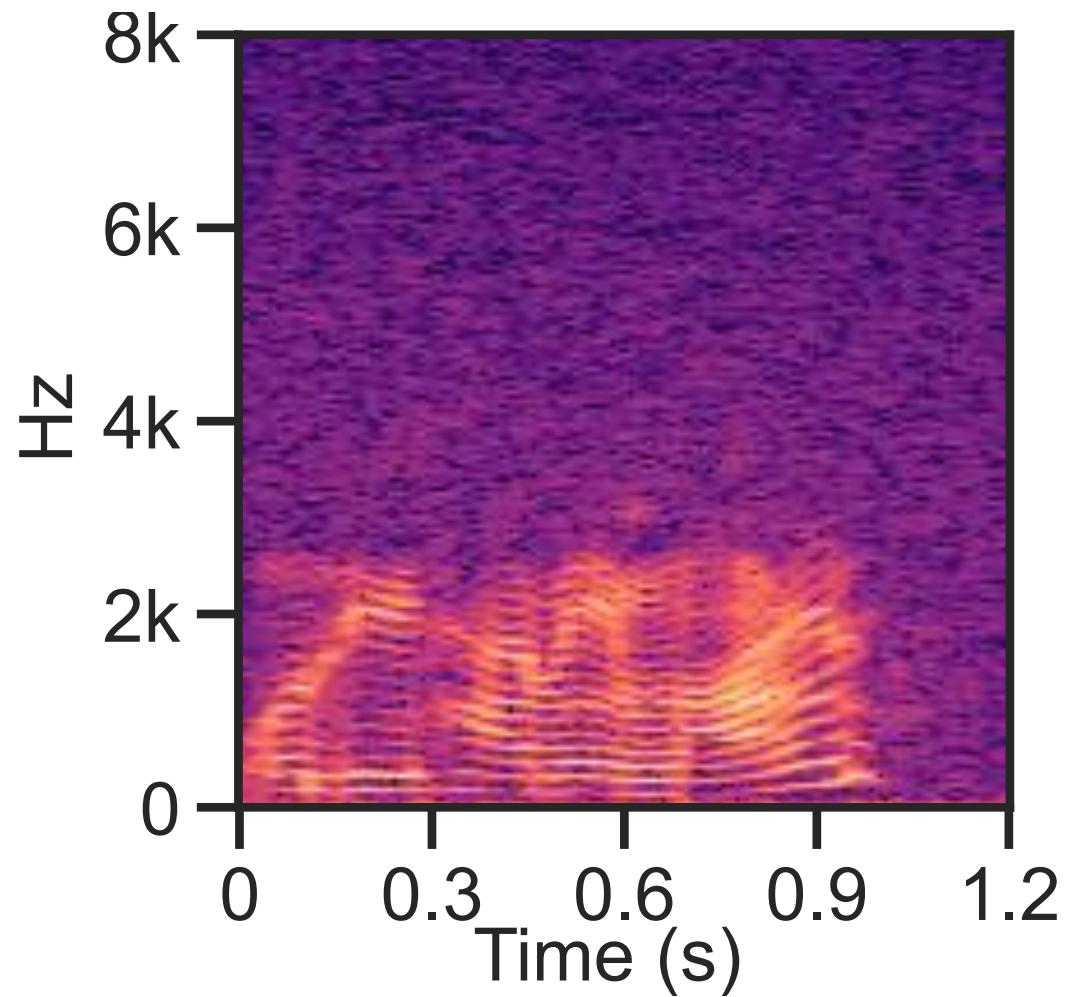
# Bone and Vibration-based Microphones

- Other sounds
  - Mitigated with vibration-based sensing (BCM or IMU)
- **Speech is attenuated**

## Standard Speech

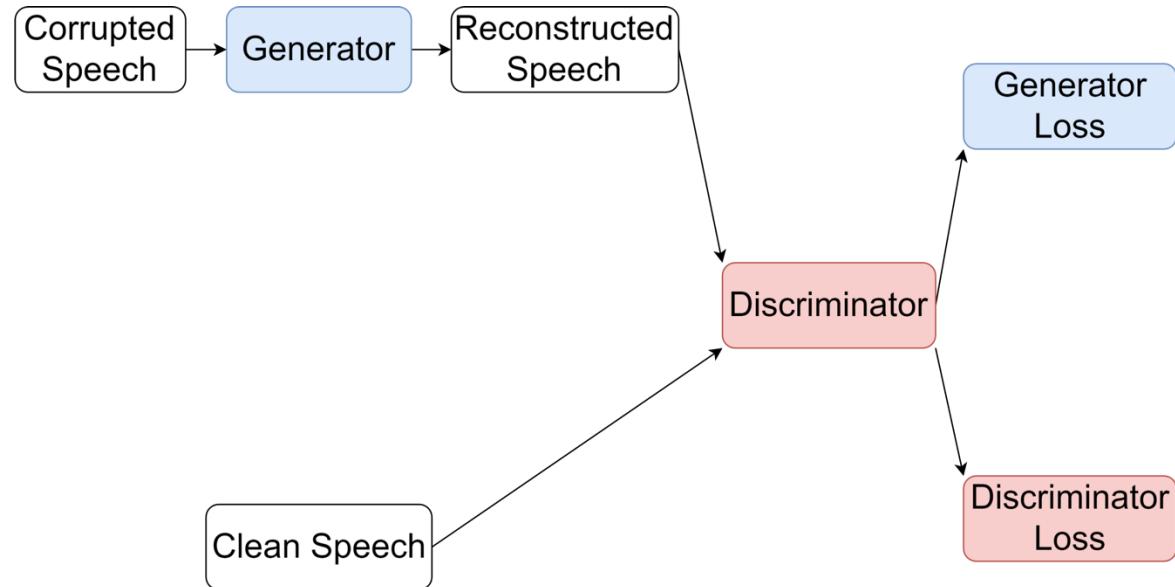


## Corrupted Speech



## Current Solutions:

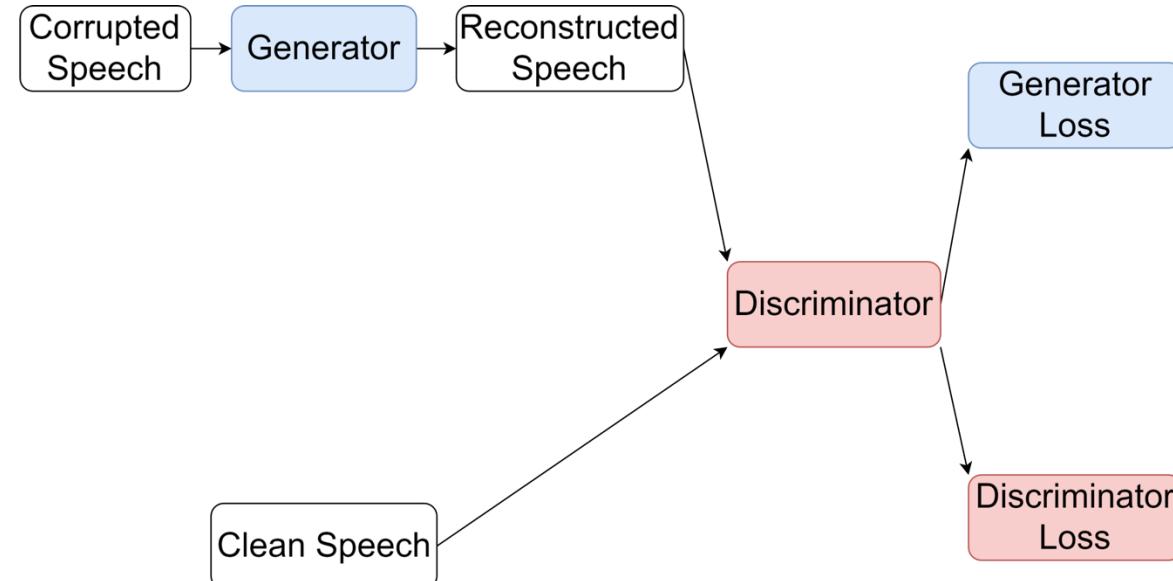
### Generative Adversarial Networks



Performance: good, Compute: heavy

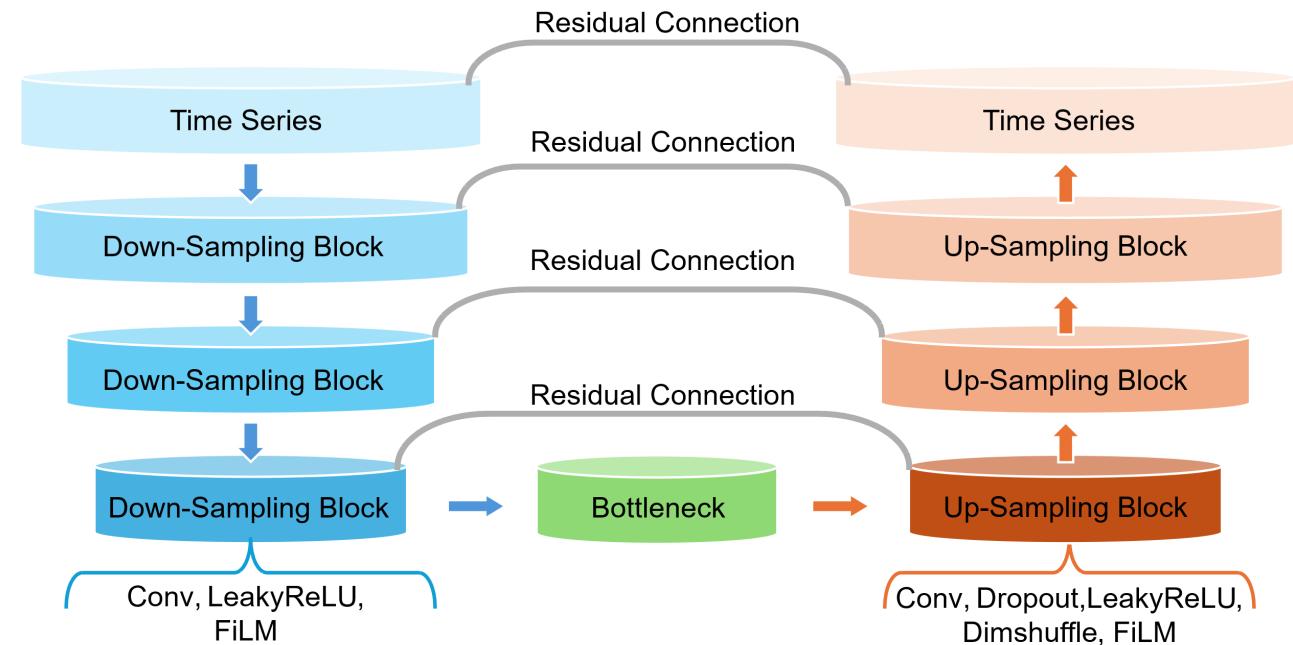
## Current Solutions:

### Generative Adversarial Networks



Performance: good, Compute: heavy

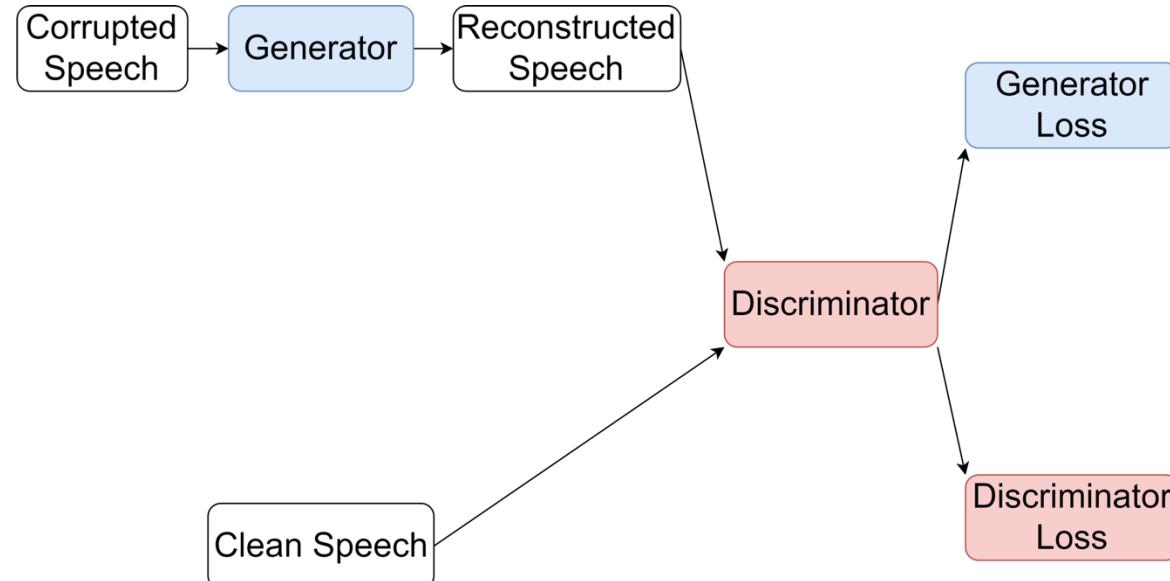
### U-Net



Performance: less good, Compute: light

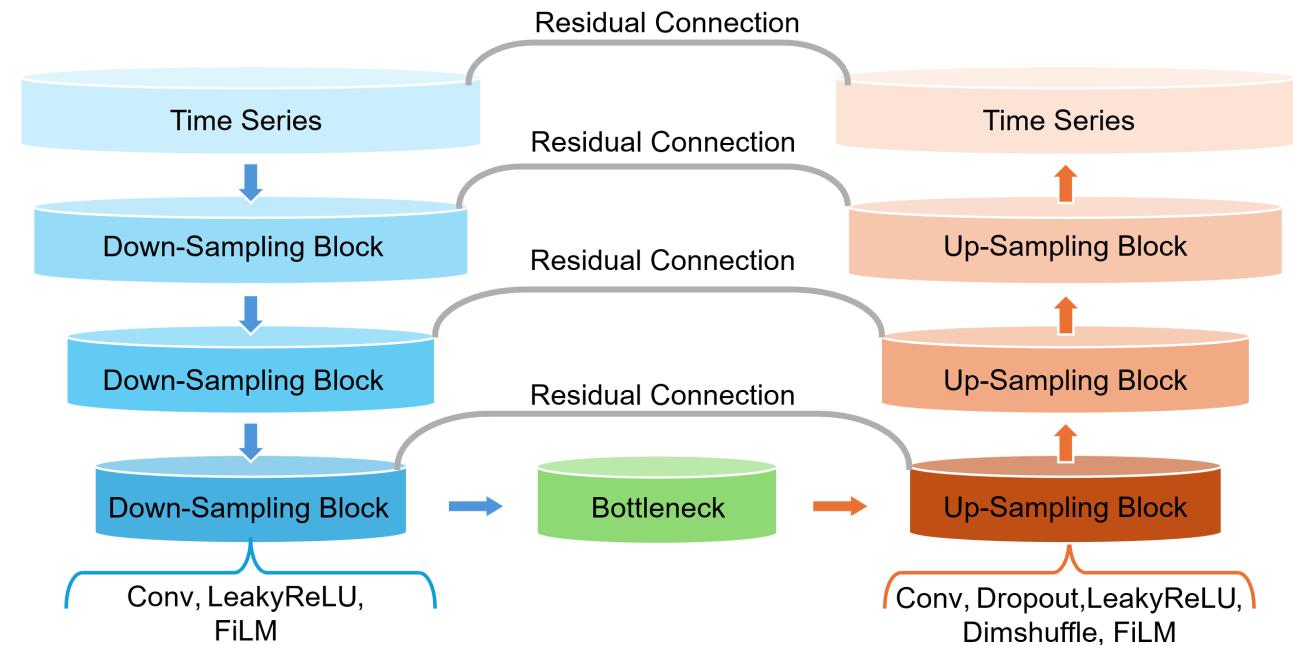
## Current Solutions:

### Generative Adversarial Networks



Performance: good, Compute: heavy

### U-Net

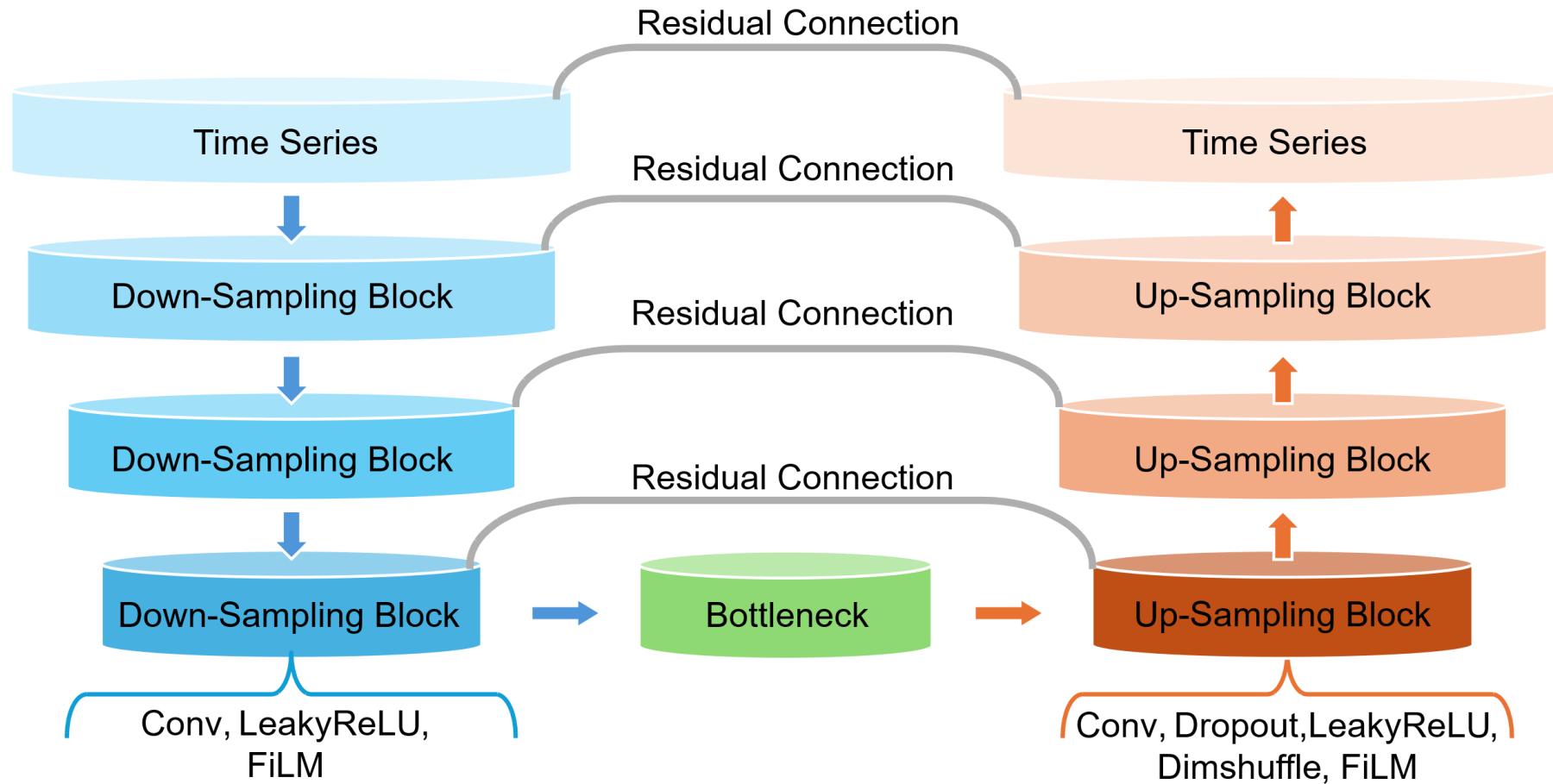


Performance: less good, Compute: light

Goal: bridge performance, speed, and efficiency  
**TRAMBA**: good, compute: light

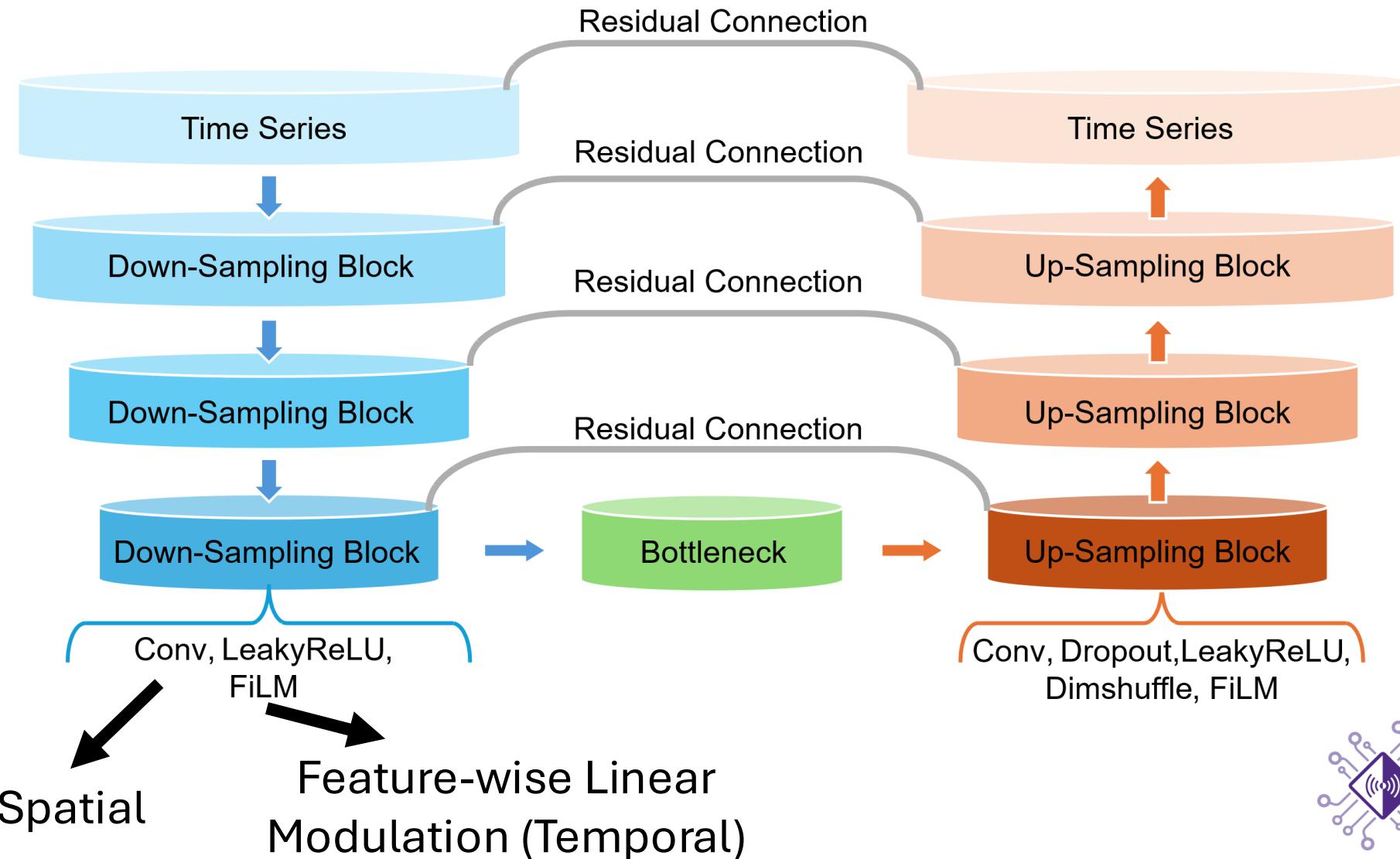
# Design

## Traditional Speech Enhancement (U-Net)



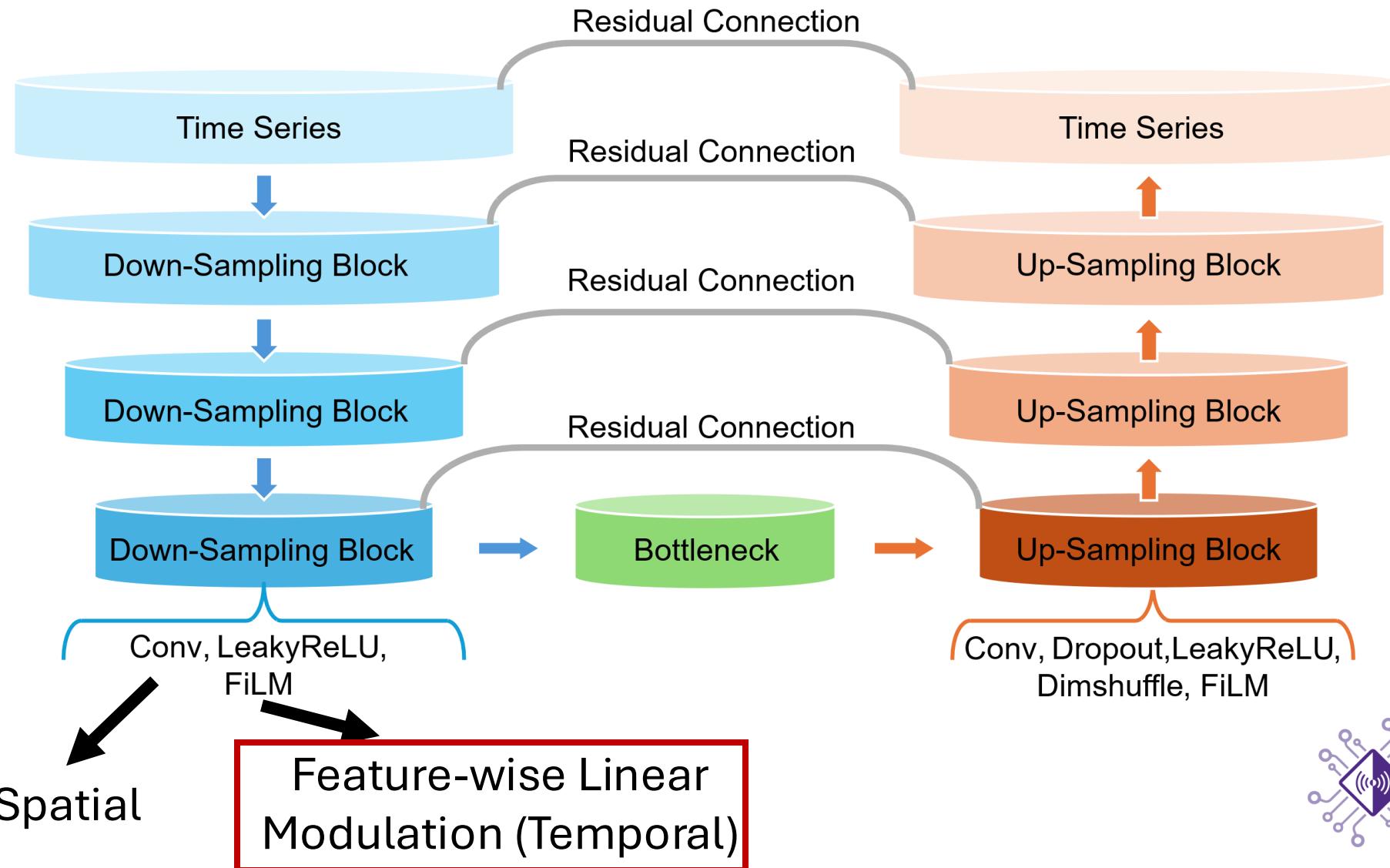
# Design

## Traditional Speech Enhancement (U-Net)



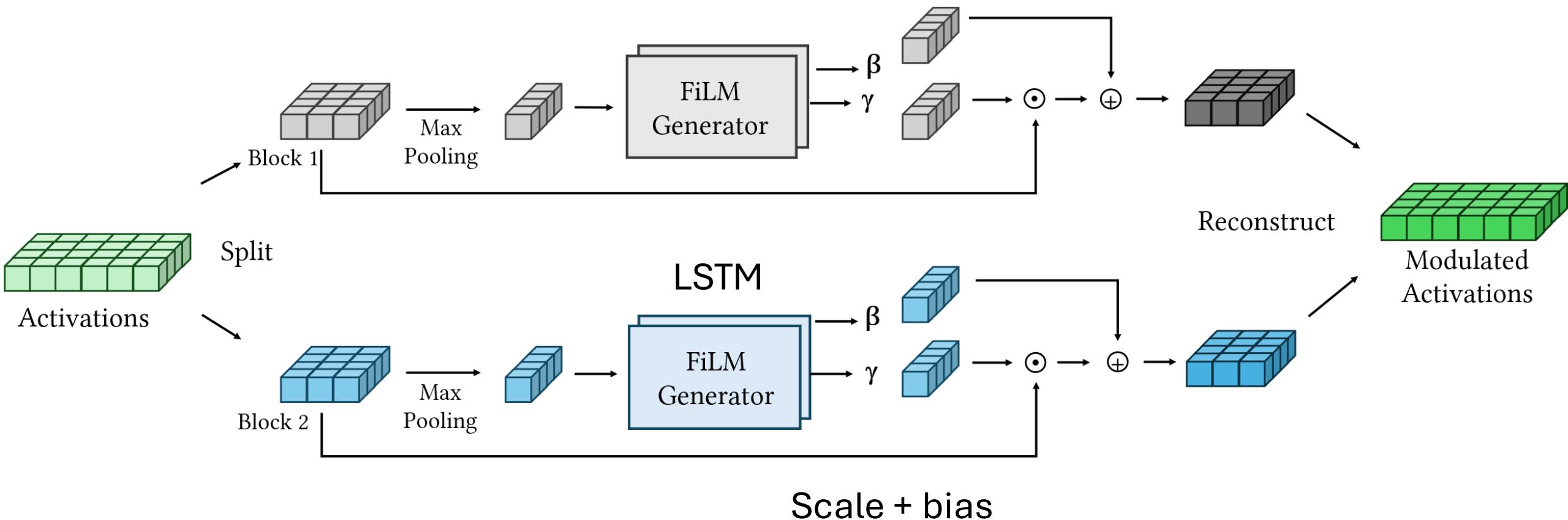
# Design

## Traditional Speech Enhancement (U-Net)

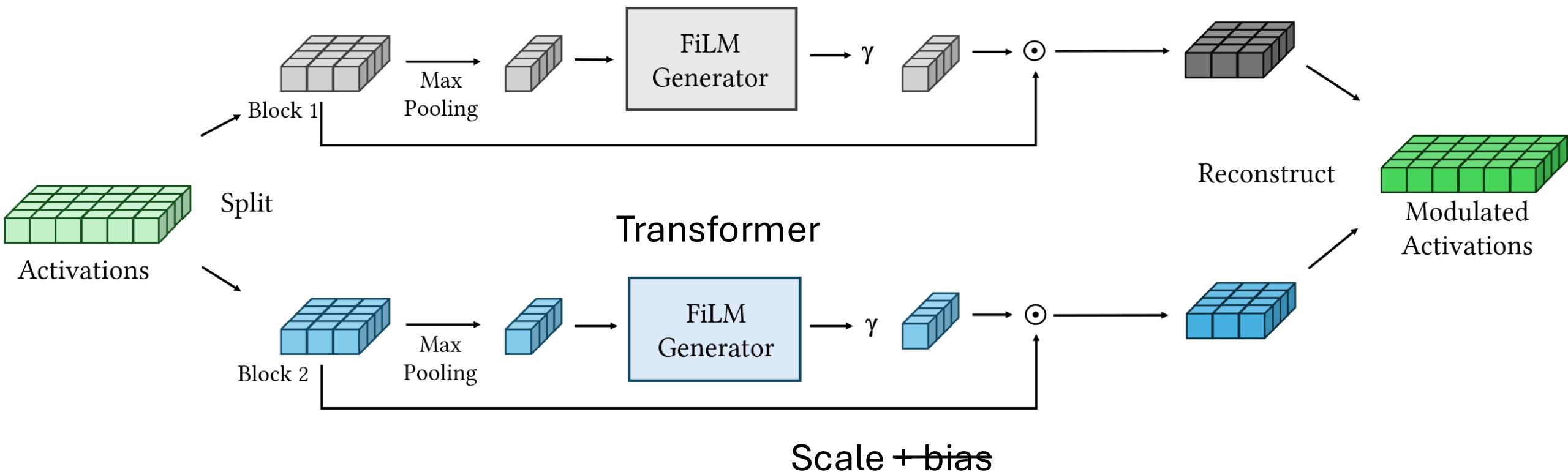


**IMEC**  
Intelligent Mobile and  
Embedded Computing Lab

# Temporal Feature-wise Linear Modulation (TFiLM)

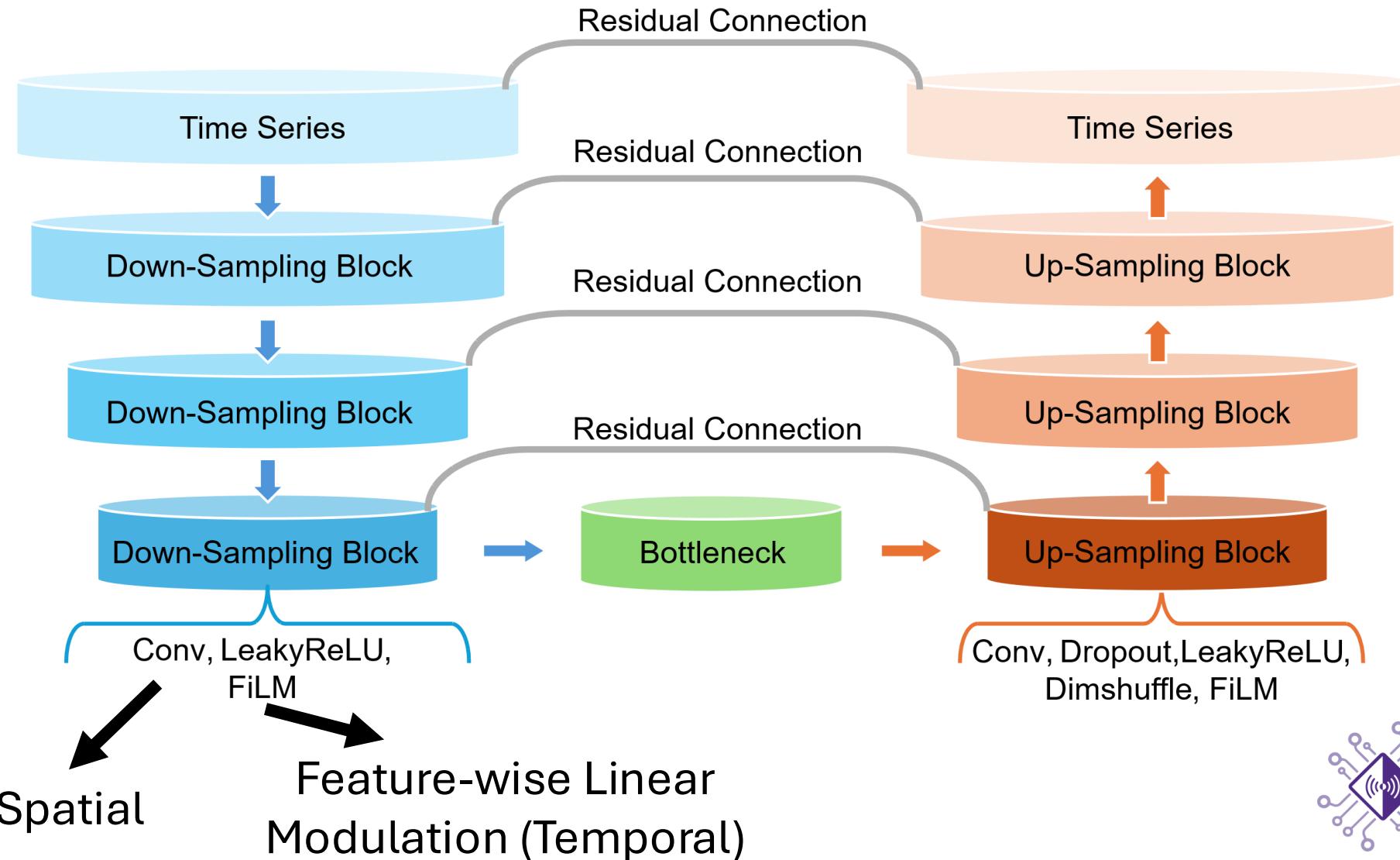


# Scale-Only Attention-based Feature-wise Linear Modulation (SAFiLM)

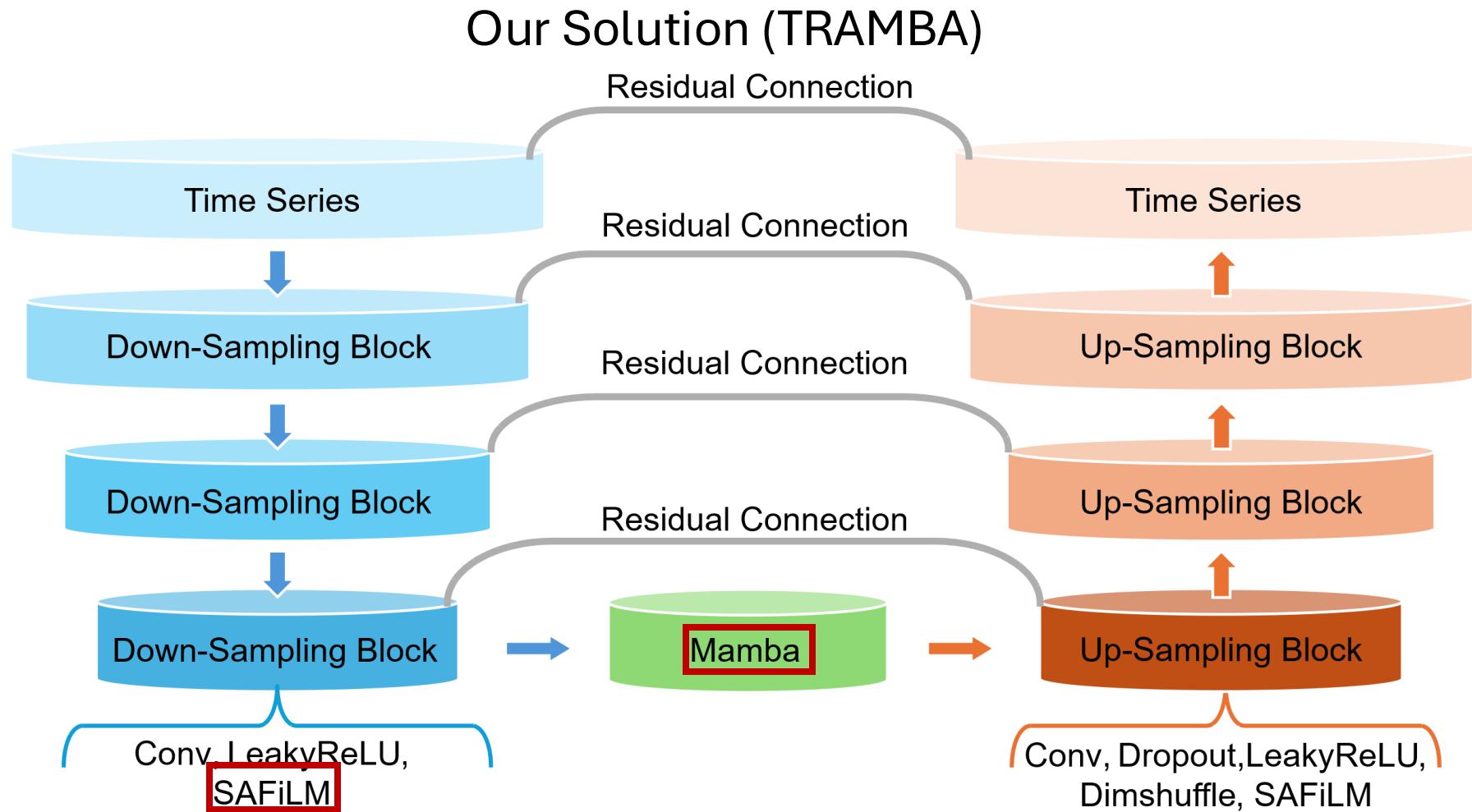


# Design

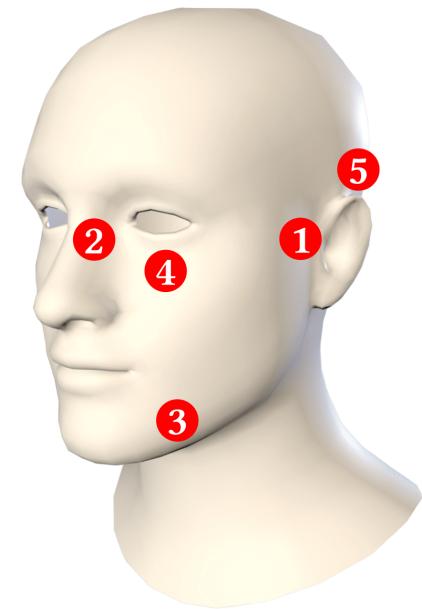
## Traditional Speech Enhancement (U-Net)



# Design



# Deployment and Evaluation

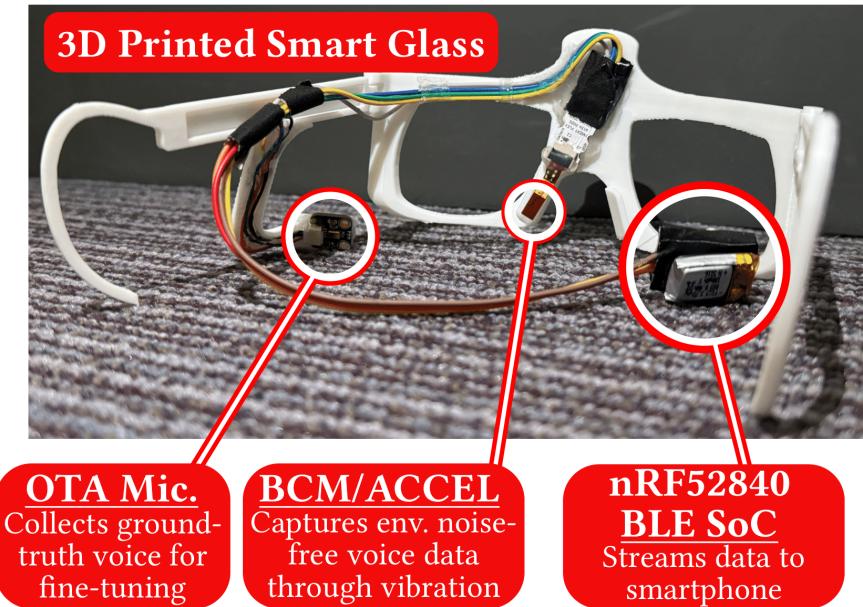


- ① **Temporal Bone**  
(Bone-conduction Headsets)
- ② **Nasal Bone**  
(Smart Glasses)
- ③ **Mandible**  
(Face Masks)
- ④ **Zygomatic Bone**  
(VR Headsets)
- ⑤ **Parietal Bone**  
(Hats and Bone-conduction Headsets)

(a) Attachment positions tested



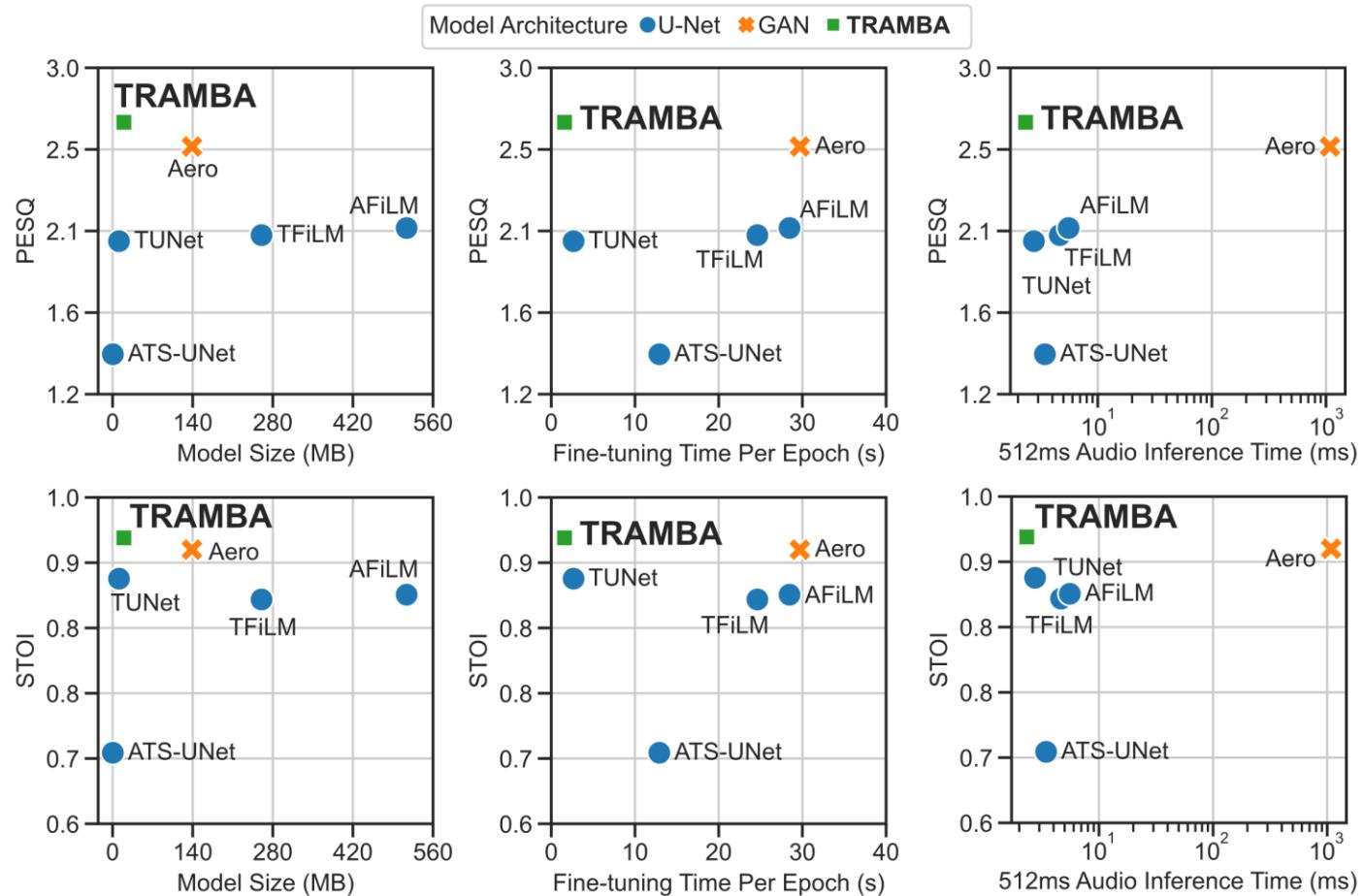
(b) Environments tested



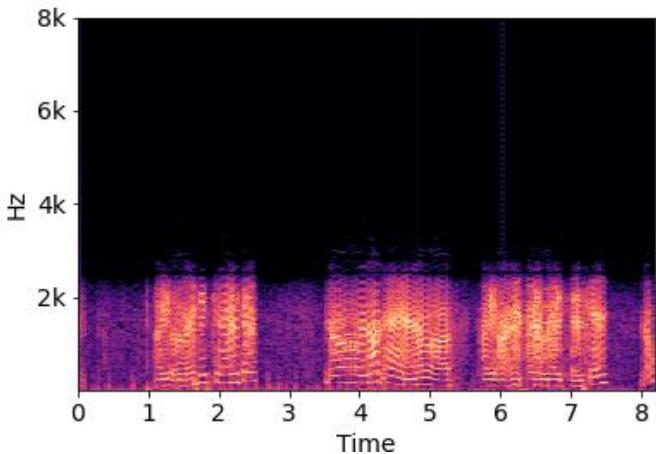
(c) Mobile-TRAMBA prototype

# Overall Performance

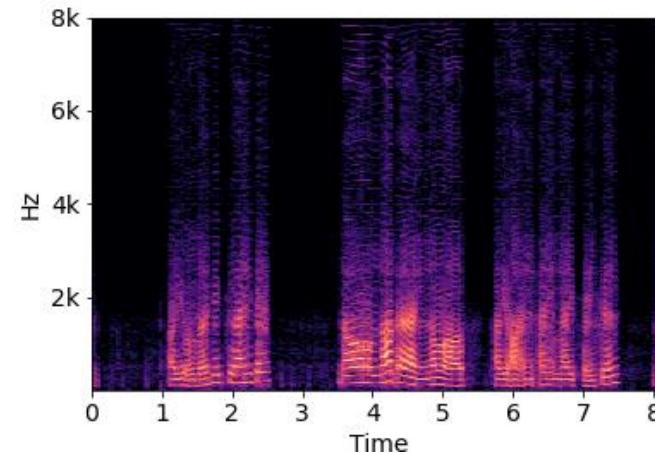
- Highest Perceptual Quality and Intelligibility
- Only ~20 MB
- Real-time
- Reduced power



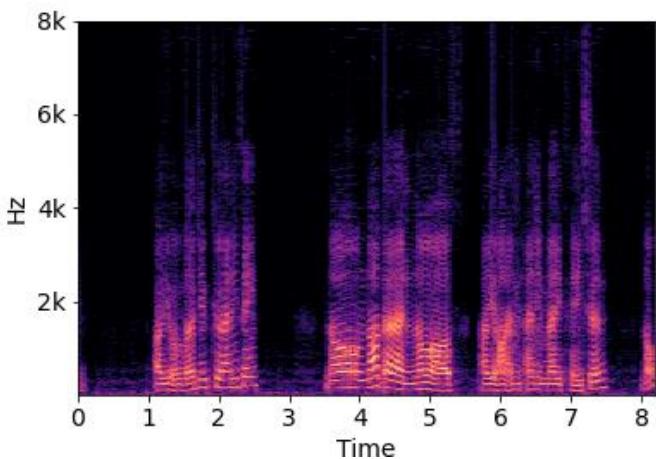
# Demo



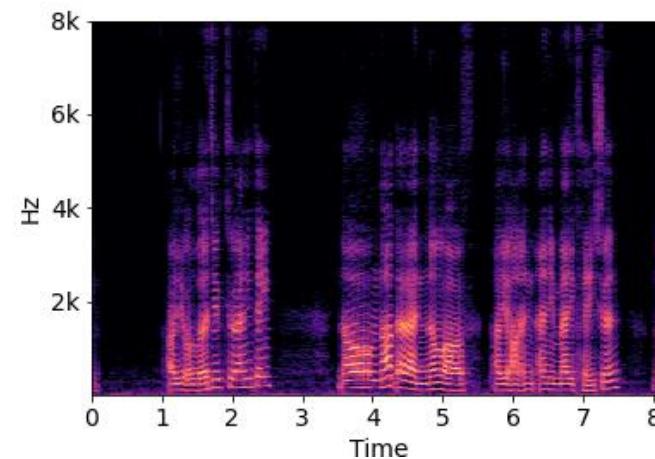
Raw BCM:



TFLM:



TRAMBA (Ours):



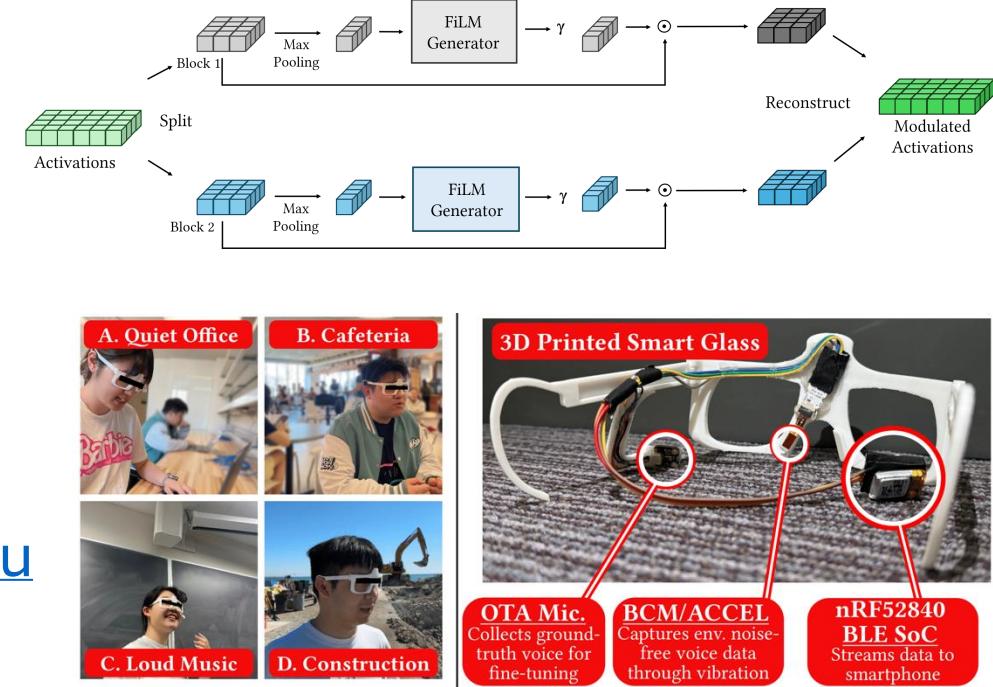
Ground Truth:

# TRAMBA: Practical Speech Enhancement for Mobile and Wearable Systems

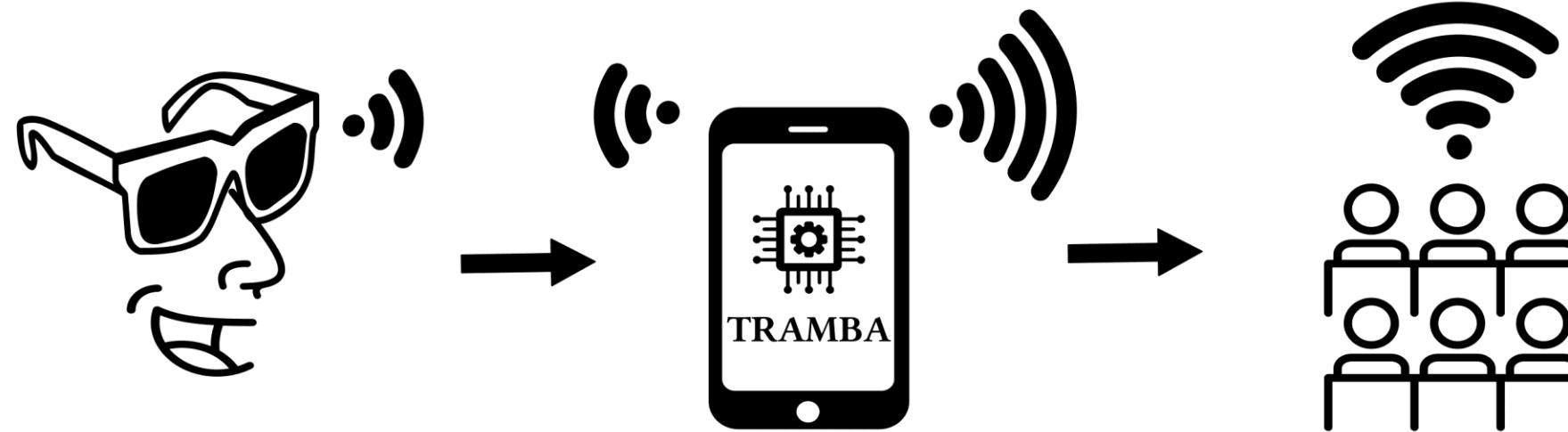
- Efficient Temporal Modeling: Scale-only Attention-based Feature-wise Linear Modulation (SAFiLM)
- Efficient Bottleneck: Mamba
- Bridges performance + efficiency

Feel free to reach out!

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- Stephen Xia: [stephen.xia@northwestern.edu](mailto:stephen.xia@northwestern.edu)



## Training and Fine-tuning: Dealing with Lack of Data



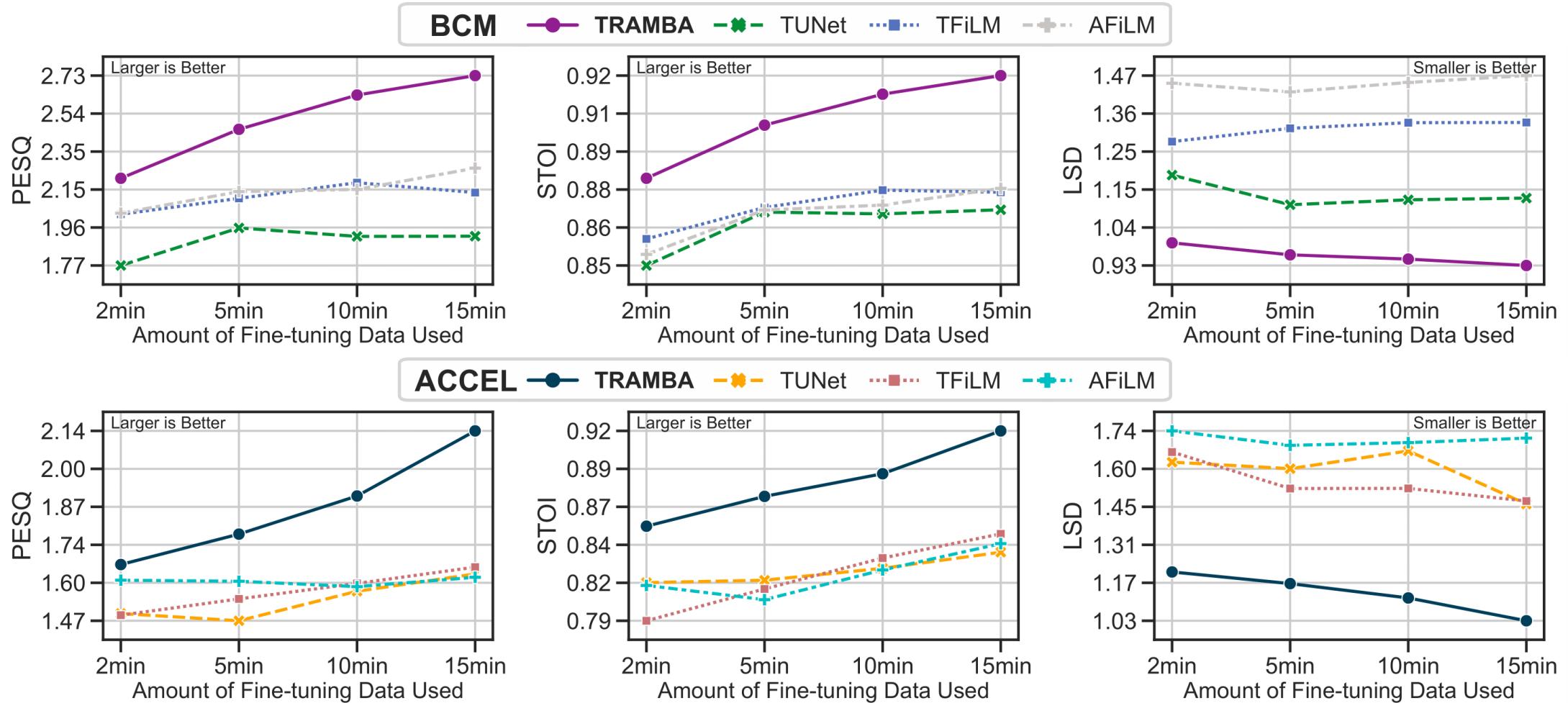
Mobile-TRAMBA  
Smart Glass

Use or Fine-tune  
TRAMBA

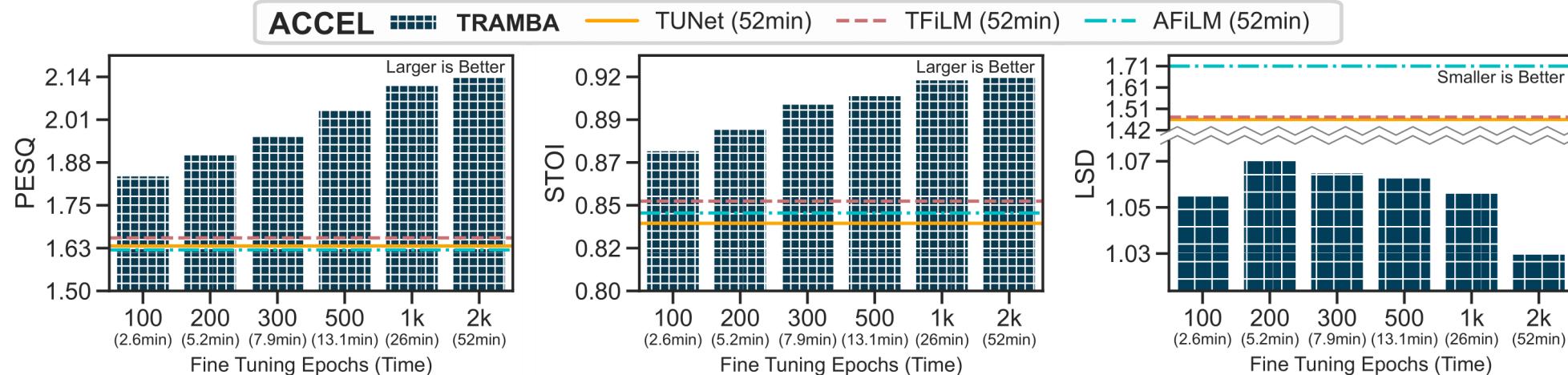
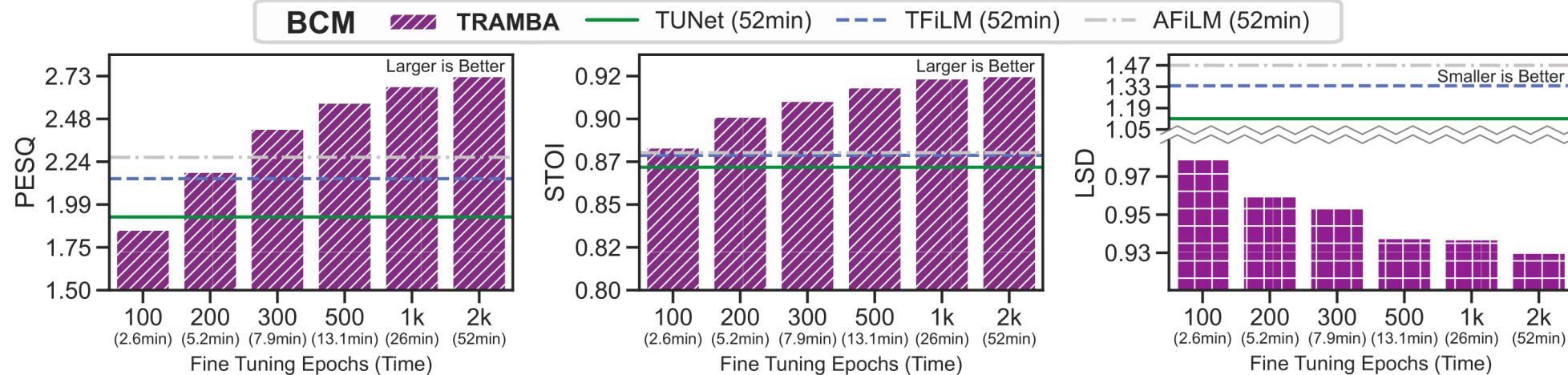
Enhanced Audio  
Output

- Pretrain with Over-the-Air Audio
  - Subsample and Decimate
- Fine-tune with small amount of user speech

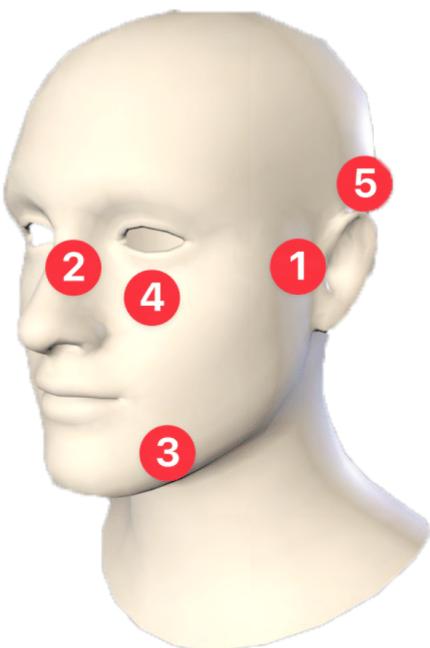
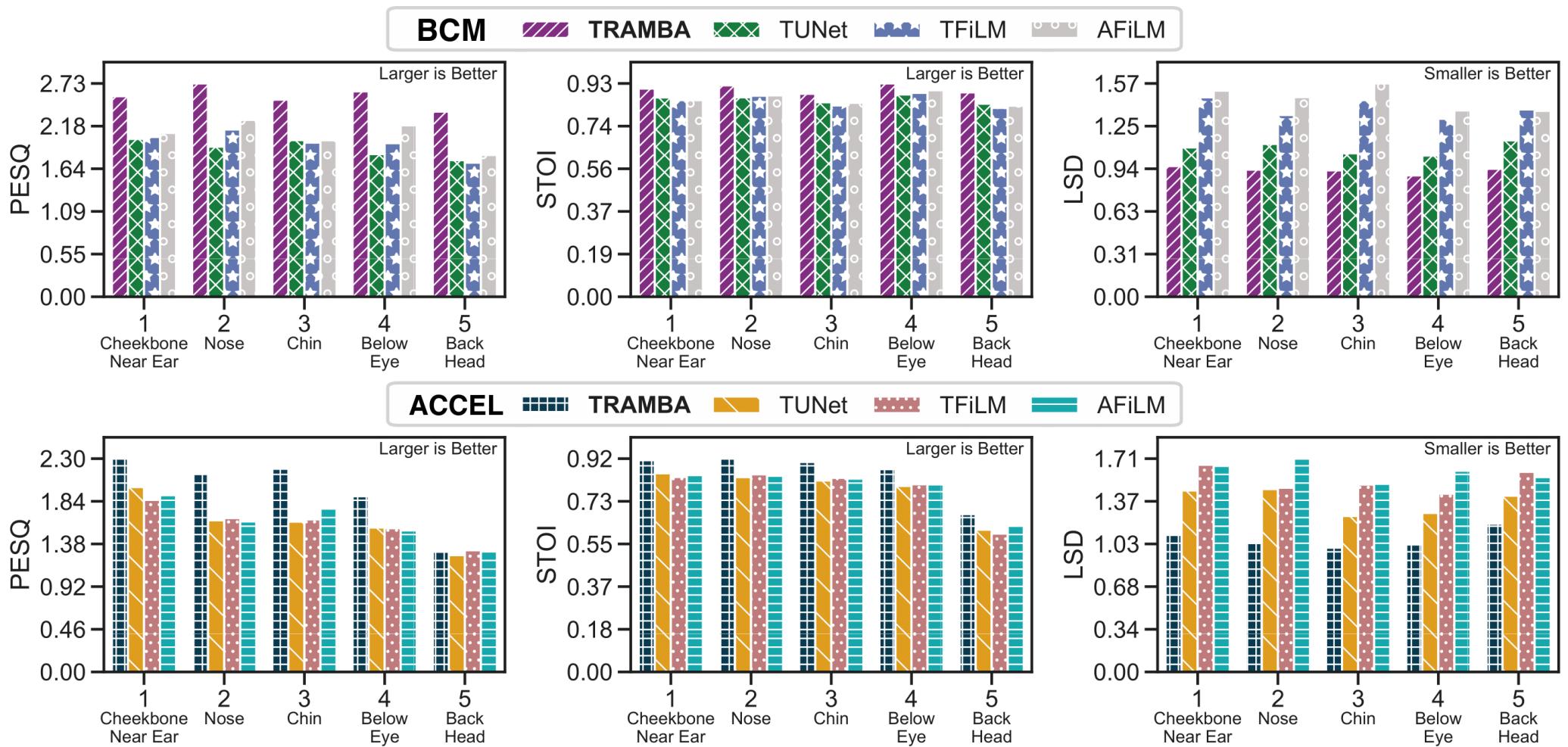
# Fine-tuning Performance



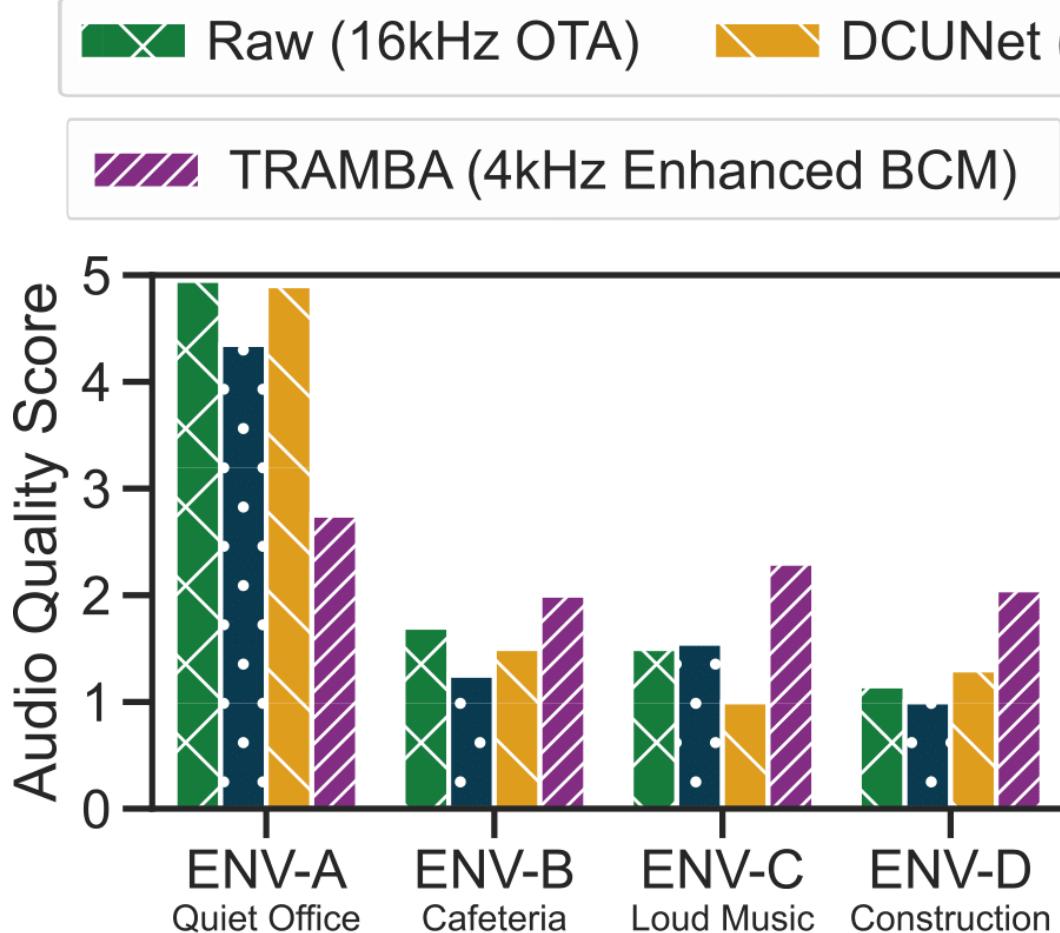
# Fine-tuning Performance



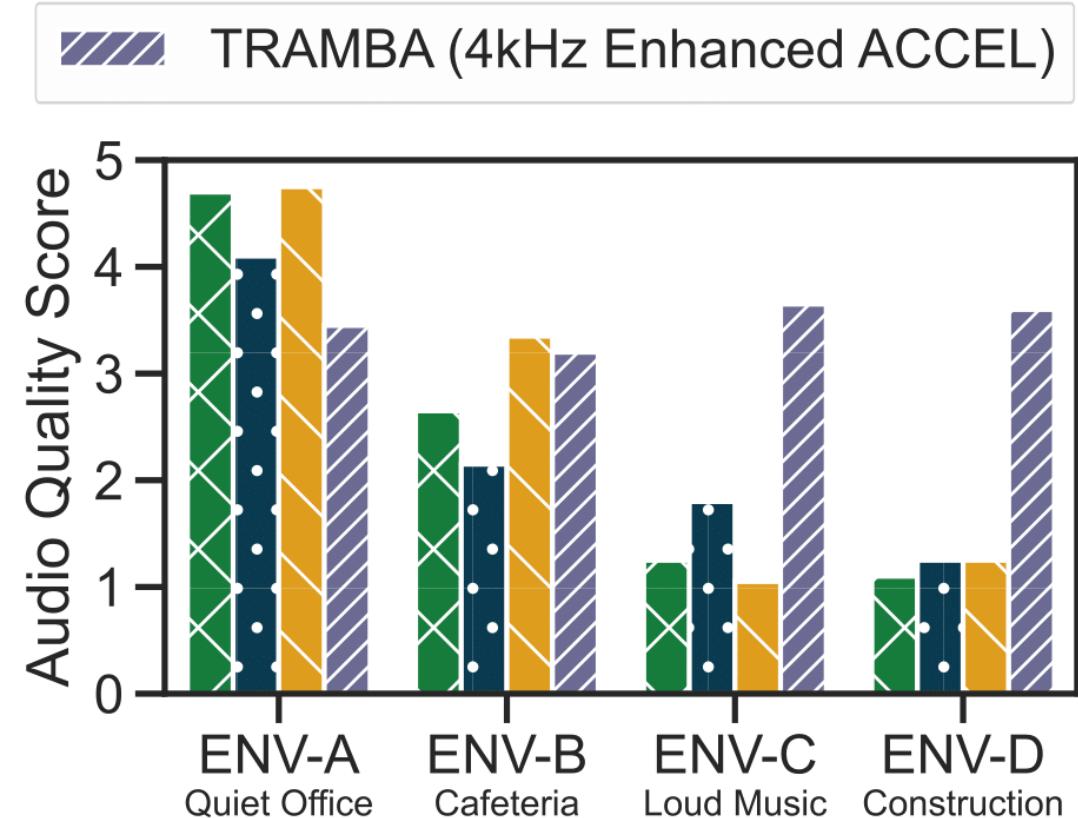
# Microphone Placement



## Different Environments



(a) TRAMBA-enhanced BCM Data



(b) TRAMBA-enhanced ACCEL Data

# Under Motion

