

Machine Learning for Audio Signals

ECE 272/472 Audio Signal Processing

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Outline

- **Introduction**
- Audio Feature Extraction
- Audio Alignment and Matching
- Classifiers
- Evaluation Measures
- Application 1: Sound Classification
- Application 2: Keyword Spotting

Introduction

Audio Signal Processing



Machine Learning

- **Speech**
 - Speech Recognition
 - Talker Recognition
 - Emotion Detection
 - Speech Enhancement
- **Other**
 - Sound Event Detection
 - Auditory Scene Classification

- **Music**
 - Pitch/Chord Estimation
 - Genre Classification
 - Source Separation

Introduction

Applications

Voice Assistant

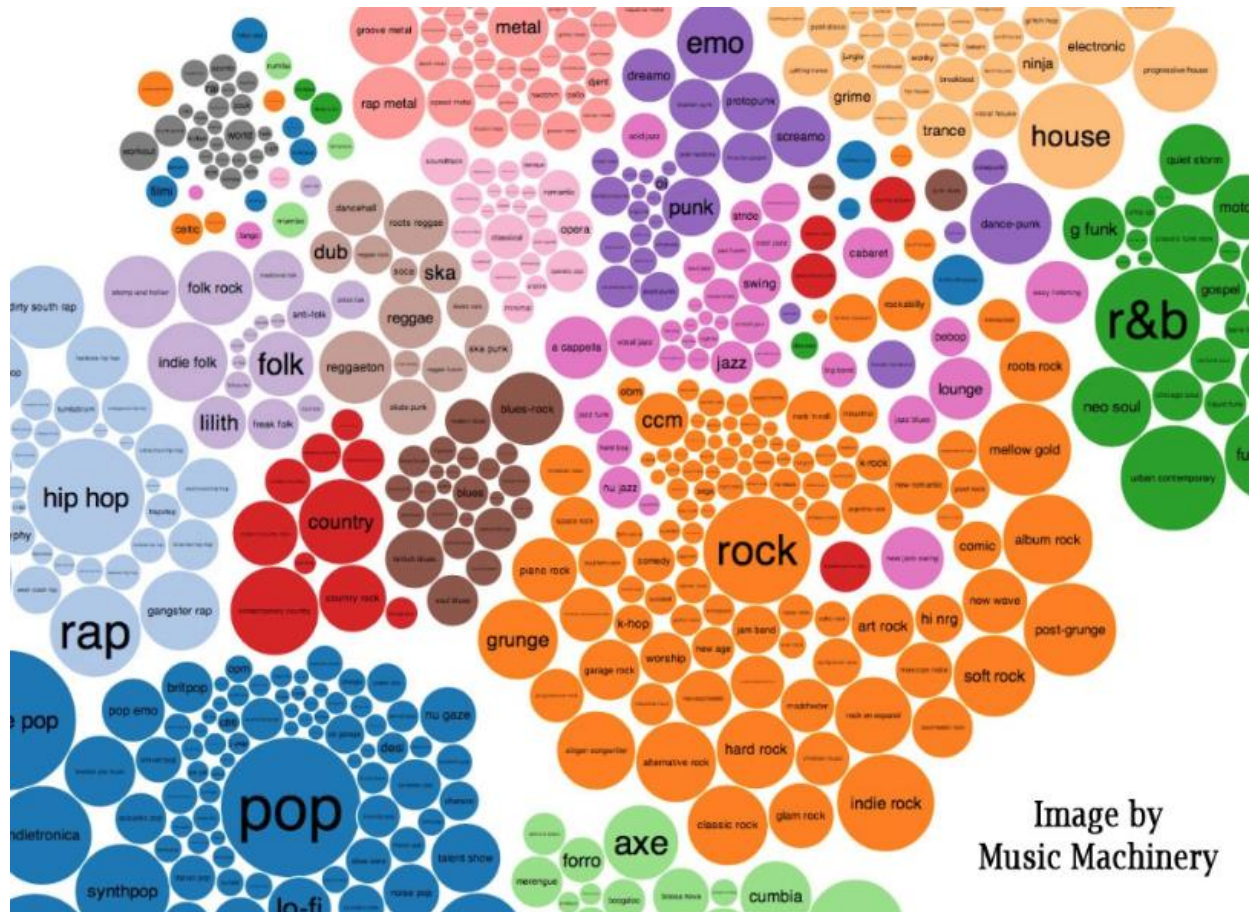
"Hey, Siri"



Introduction

Applications

Algorithmic Music Recommendation



Introduction

Applications

Music Tutor



A screenshot of a music tutor application interface. The background is a dark teal color. At the top left, there is a pause button icon and the text "Play the following notes". At the top right, there is a progress indicator "0/6". The main area shows a musical score with two staves: a treble clef staff and a bass clef staff. The treble staff contains a sequence of notes: a quarter note on G4, a quarter note on A4, a quarter note on B4, a quarter note on C5 (circled in red), a quarter note on B4, and a quarter note on A4. Above the first three notes is a "3" indicating a triplet. Above the last three notes are "3", "5", and "1" indicating a sequence of notes. The bass staff contains a quarter note on C3, followed by three rests. Below the staves is a digital piano keyboard with black and white keys. The central C key is highlighted in purple and labeled with a "c".

Introduction

Applications

Security surveillance

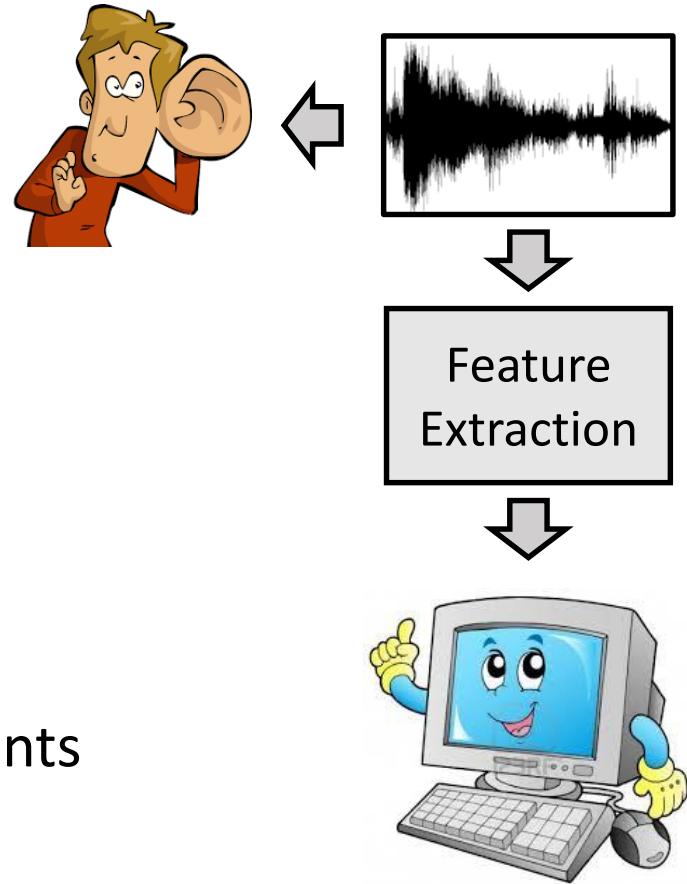


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Audio Feature Extraction

- Energy
- Zero-Crossing Rate
- Pitch
- Chromagram
- Spectrogram
- Log-Mel Spectrogram
- Mel-Frequency Cepstral Coefficients



Audio Feature Extraction

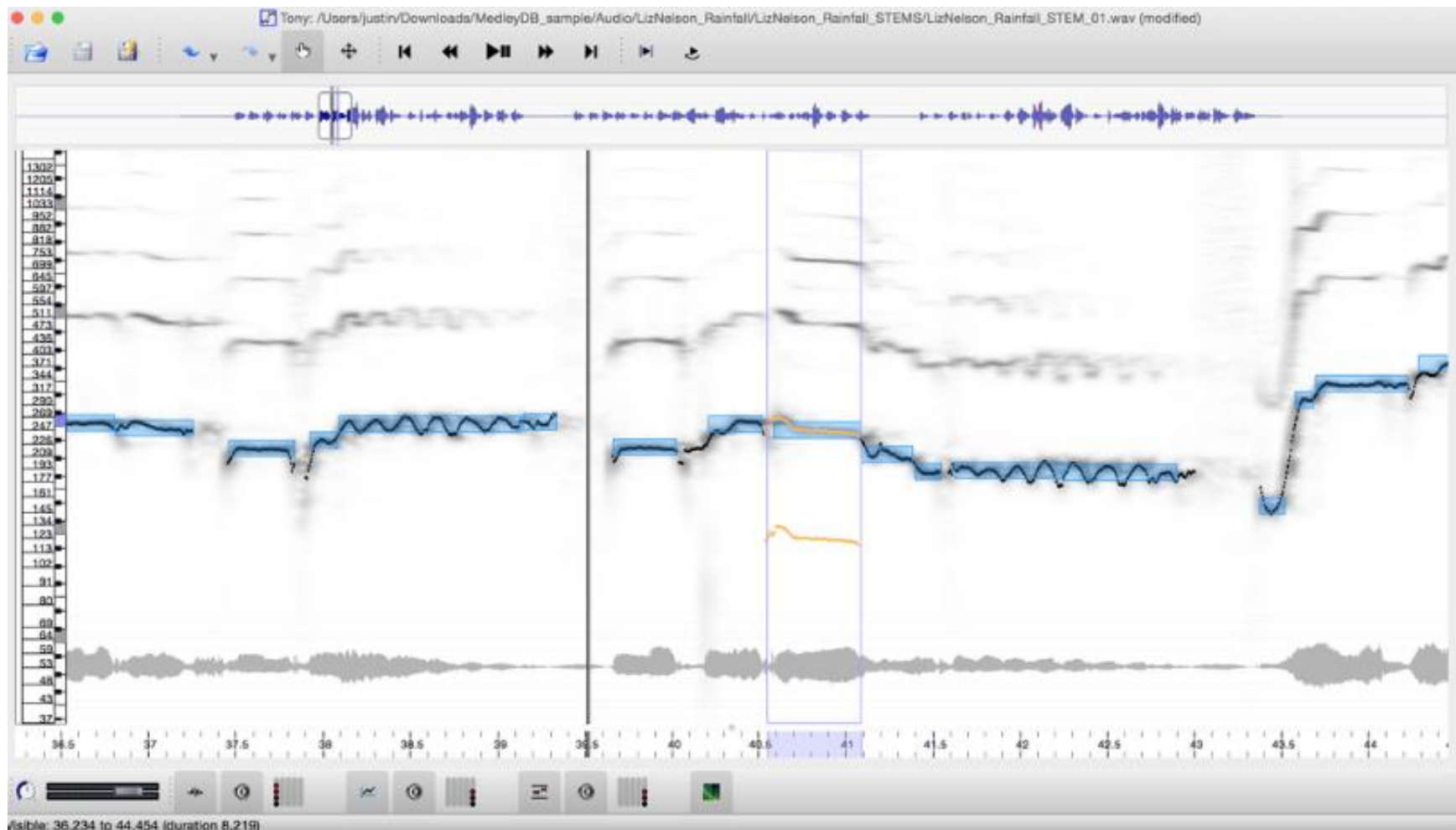
Pitch

Single Pitch Detection Methods

- Time domain:
 $F_0 = 1/\text{periods}$
- Frequency domain:
 $F_0 = \text{greatest common divisor}$
- Cepstral domain:
 $F_0 = \text{frequency gap}$
- Signal is periodic
- Spectral peaks have harmonic relations
- Spectral peaks are equally spaced

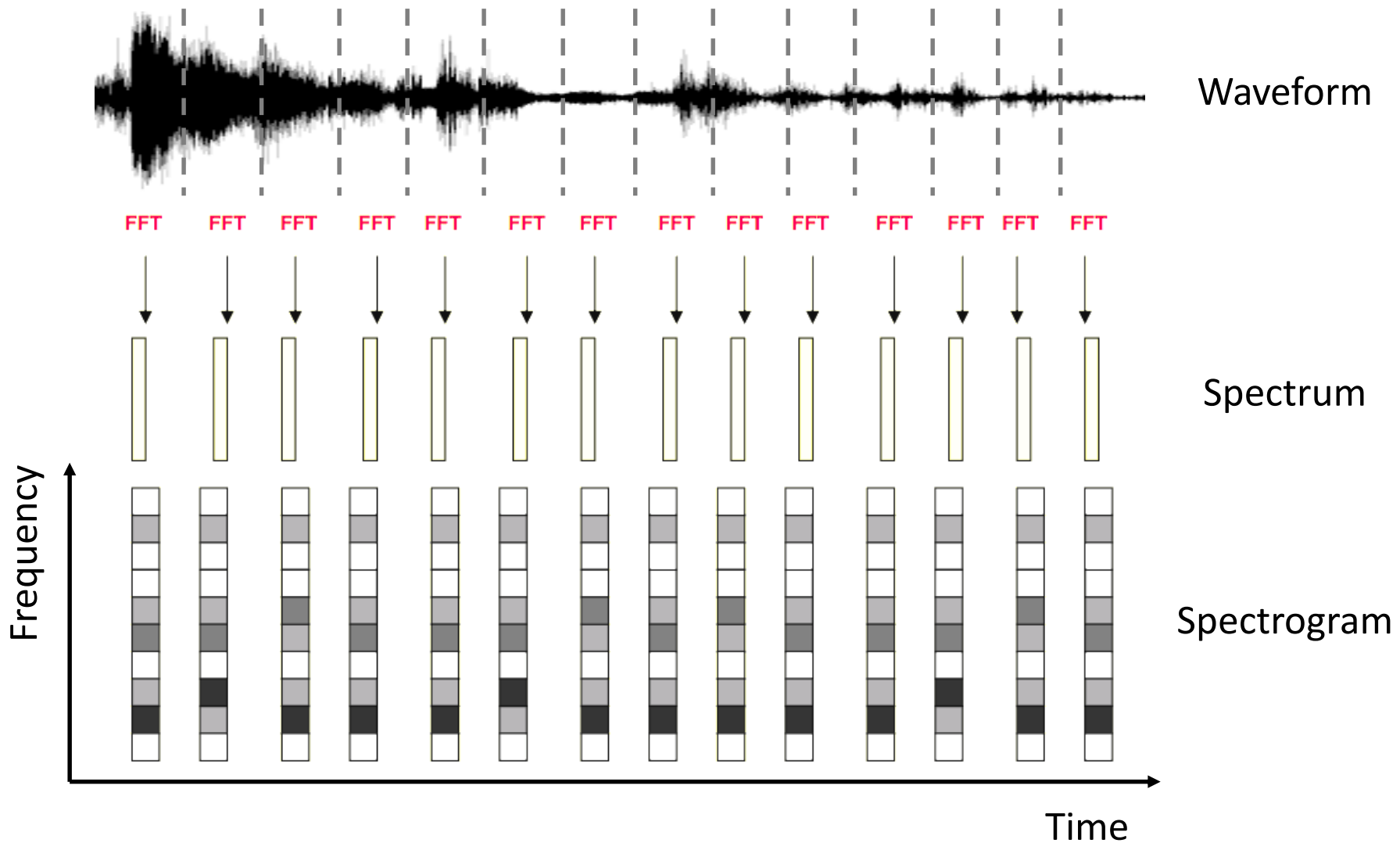
Audio Feature Extraction

Pitch



Audio Feature Extraction

Spectrogram

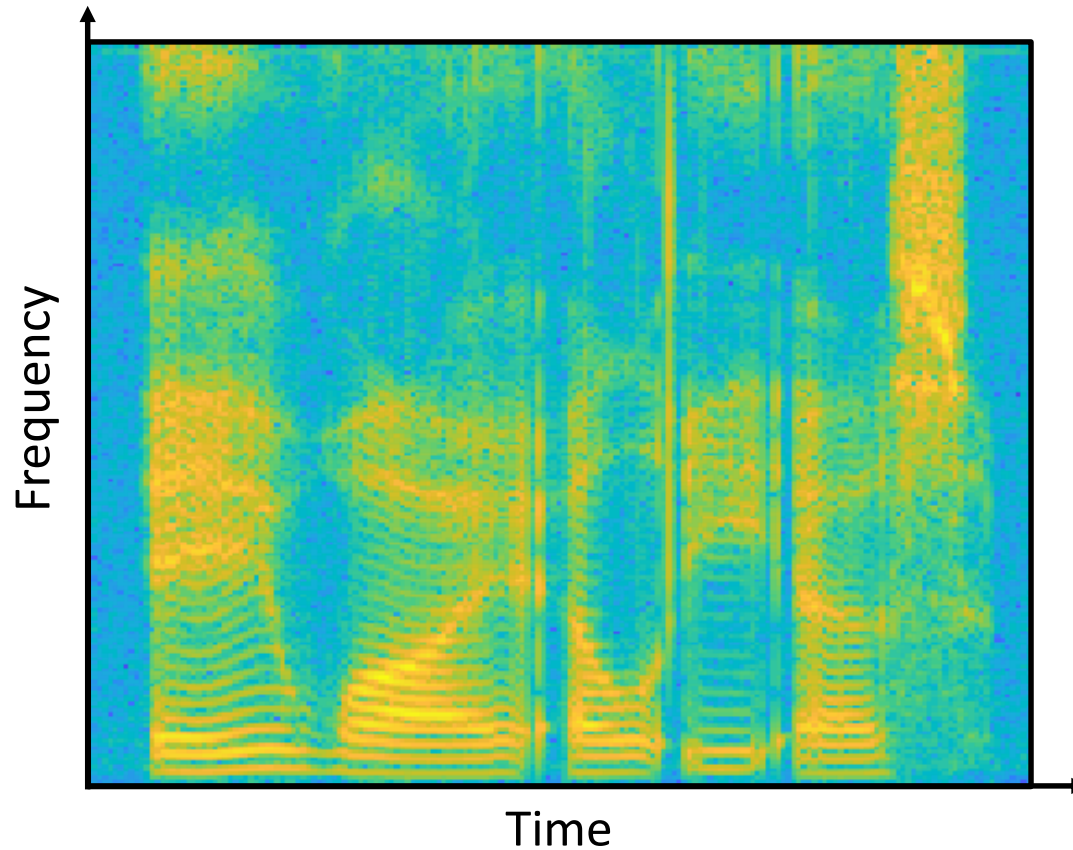


Audio Feature Extraction

Spectrogram



Waveform



Spectrogram

Audio Feature Extraction

Log-Mel Spectrogram

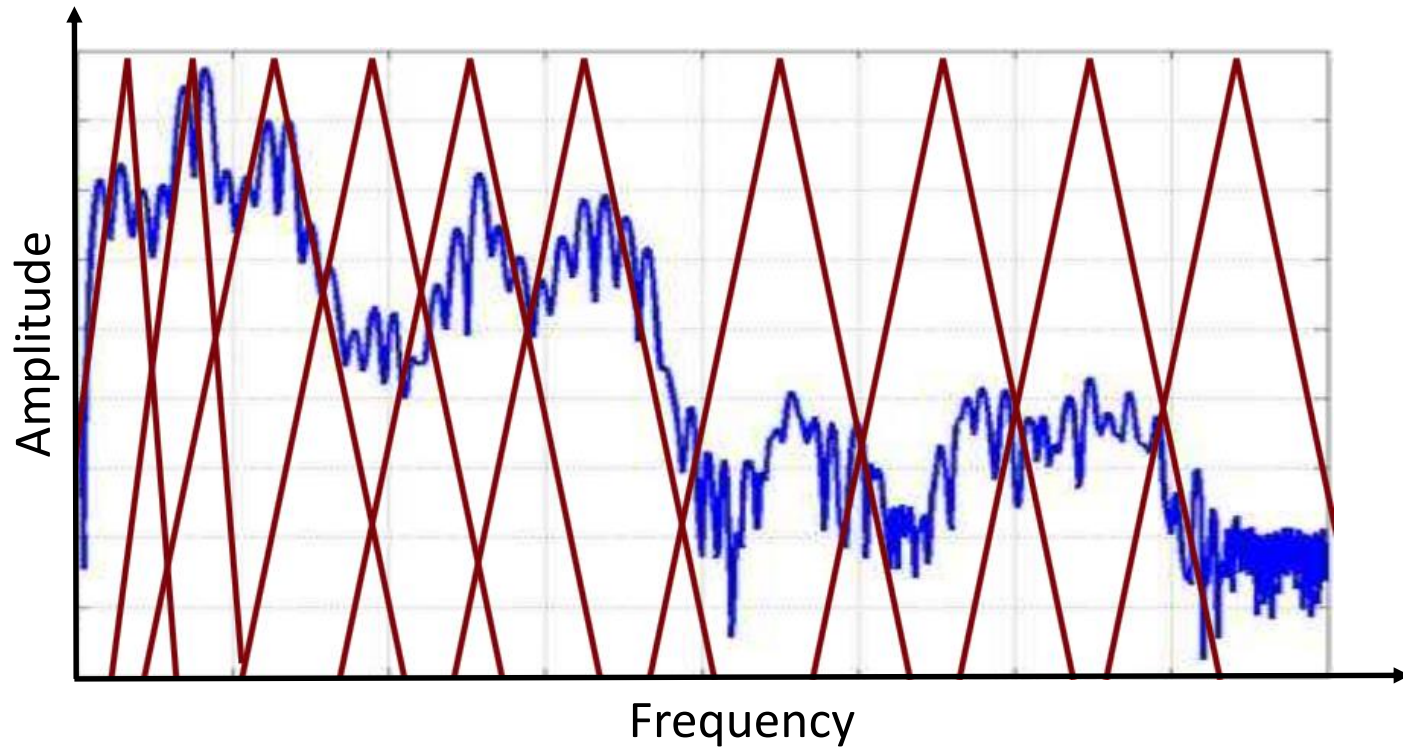
Mel-Frequency Analysis

- Human auditory systems respond to frequencies in log-scale
 - Finer frequency resolution for low frequencies
 - Coarser frequency resolution for high frequencies
- Mel-frequency (mel-scale) analysis is inspired by human auditory systems
 - More filters in low frequencies
 - Less filters in high frequencies
- Human auditory systems respond to amplitudes in log-scale → Log-mel spectrogram

Audio Feature Extraction

Log-Mel Spectrogram

Mel-Frequency Analysis

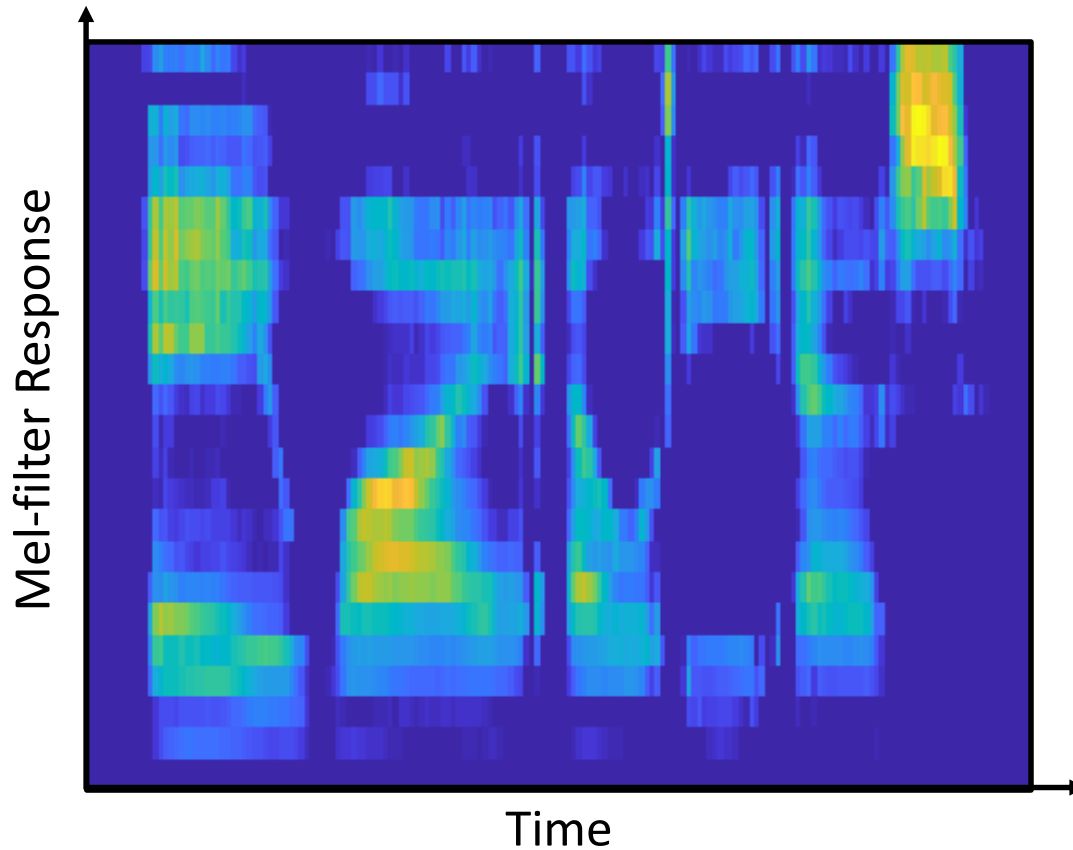


Audio Feature Extraction

Log-Mel Spectrogram



Waveform



Log-Mel Spectrogram

Audio Feature Extraction

Mel-Frequency Cepstral Coefficients (MFCC)

Steps

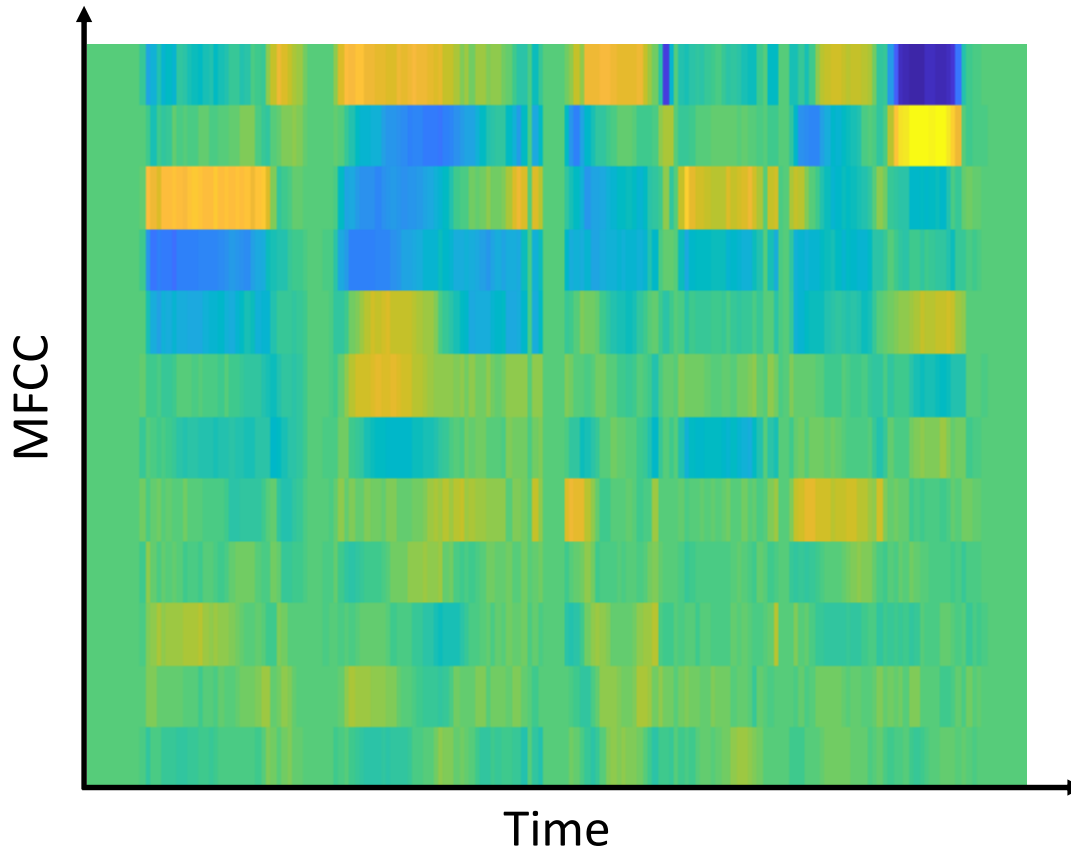
1. Audio frame \rightarrow FFT \rightarrow Spectrum
2. Spectrum \rightarrow Mel-Filters \rightarrow Log-Mel Spectrum
3. Perform cepstral analysis
4. Take the first multiple cepstral coefficients as MFCCs

Audio Feature Extraction

Mel-Frequency Cepstral Coefficients (MFCC)



Waveform



MFCC

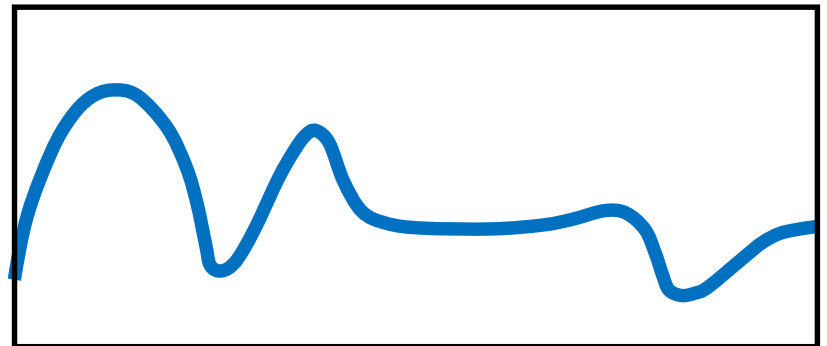
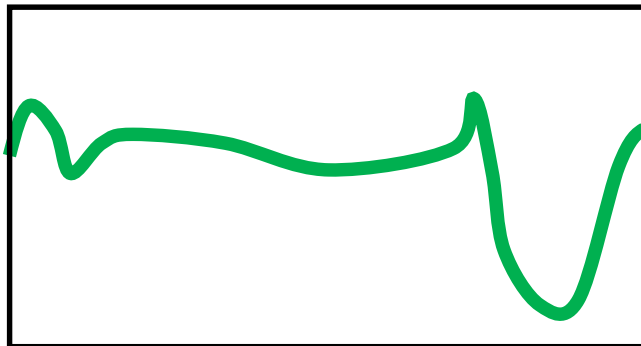
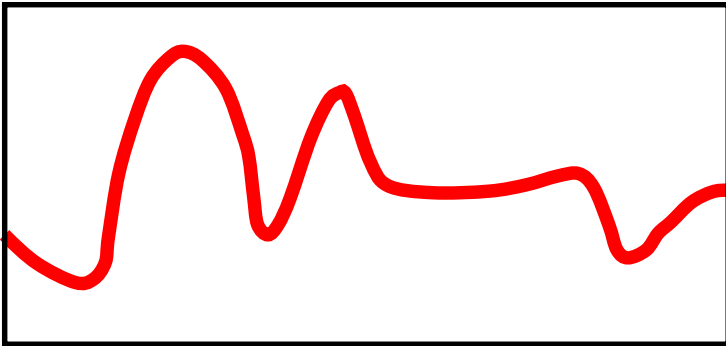
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Audio Alignment and Matching

Motivation

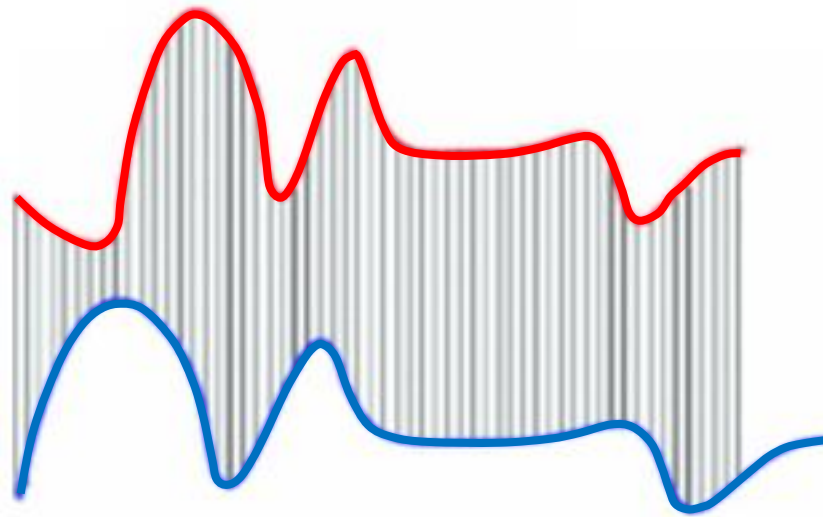
- Audio signals are time sequences
- How to measure the similarity?



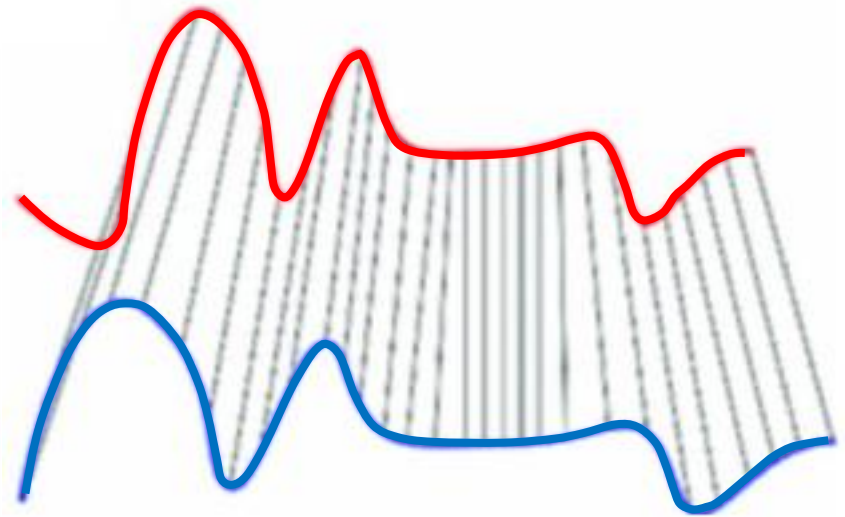
Audio Alignment and Matching

Motivation

- Audio signals are time sequences
- How to measure the similarity?



Pair-wise matching

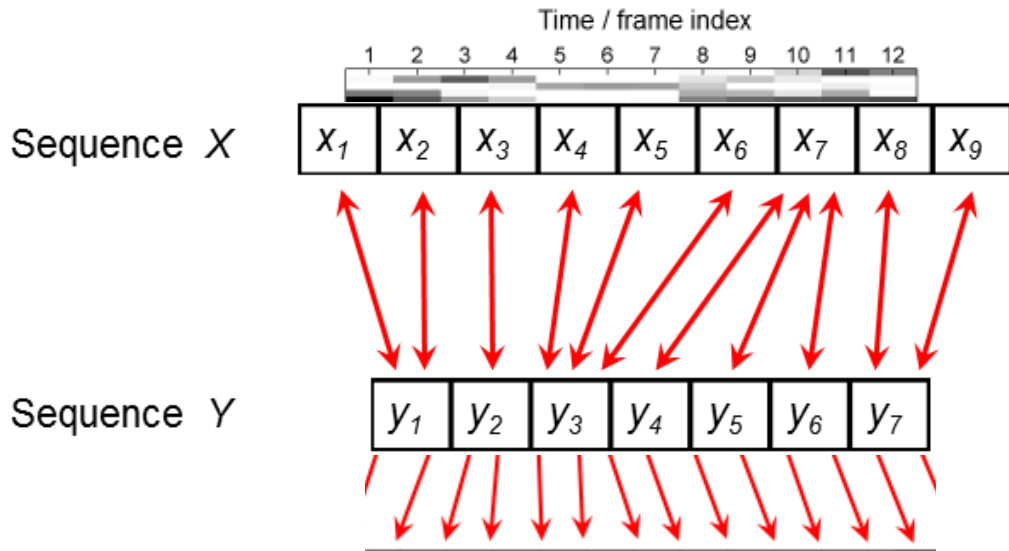
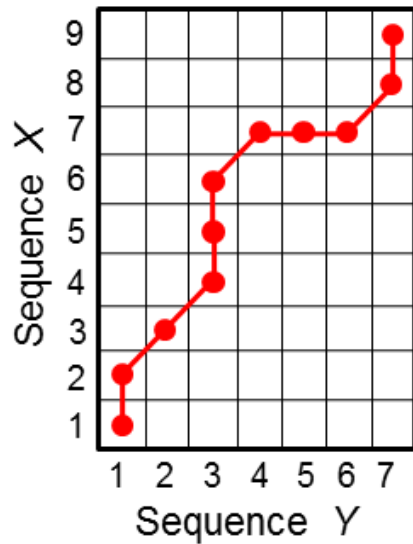


Warped matching

Audio Alignment and Matching

Dynamic Time Warping

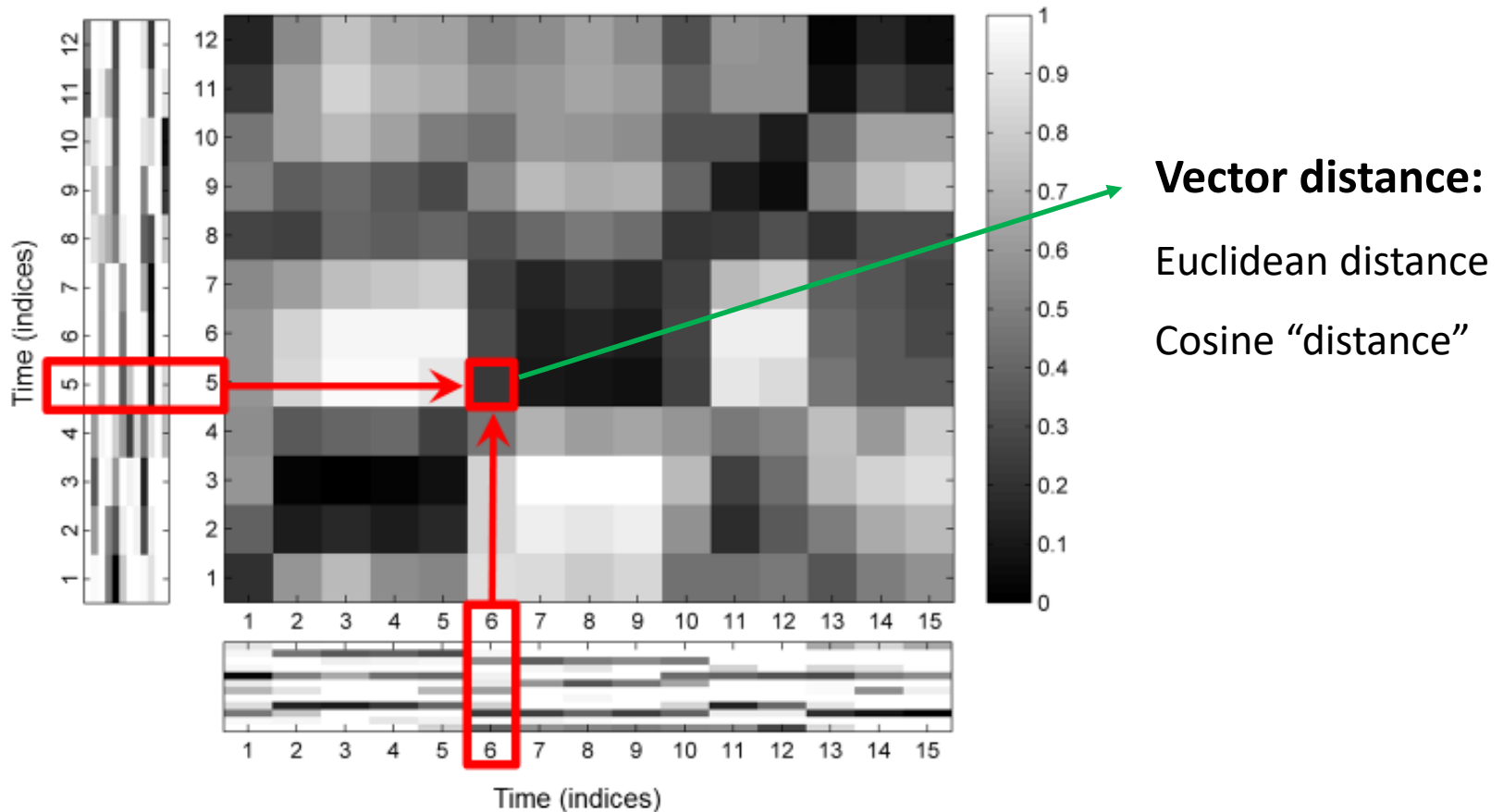
Find the warping path



Audio Alignment and Matching

Dynamic Time Warping

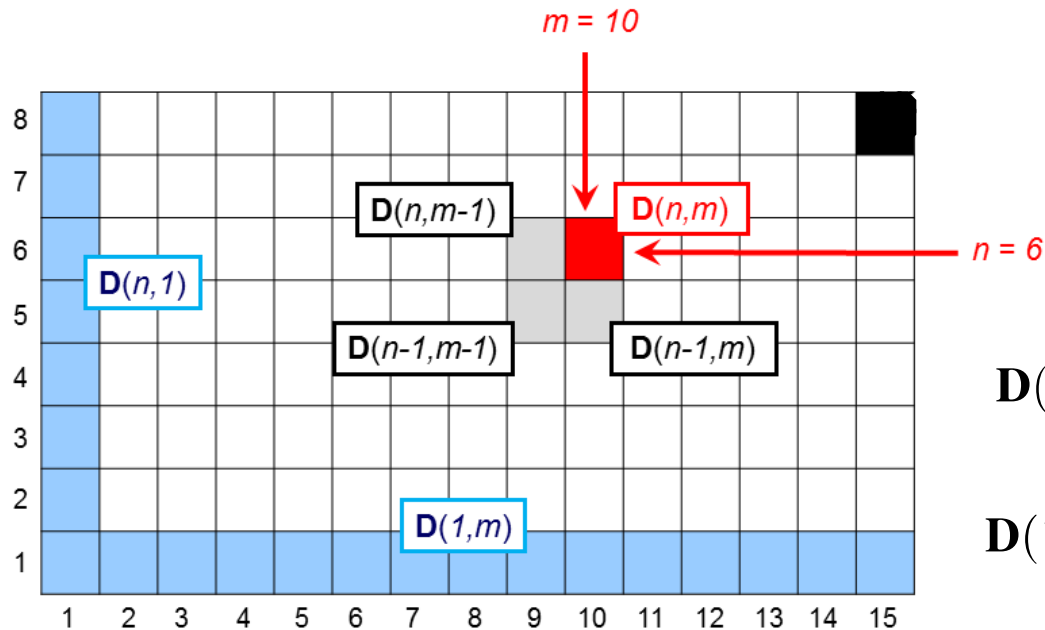
Step1: Calculate the local distance matrix $\mathbf{C} \in R^{M \times N}$



Audio Alignment and Matching

Dynamic Time Warping

Step2: Calculate the accumulated distance matrix $\mathbf{D} \in R^{M \times N}$



$$\mathbf{D}(n, 1) = \sum_{k=1}^n \mathbf{C}(k, 1) \quad \text{for } n \in [1 : N],$$

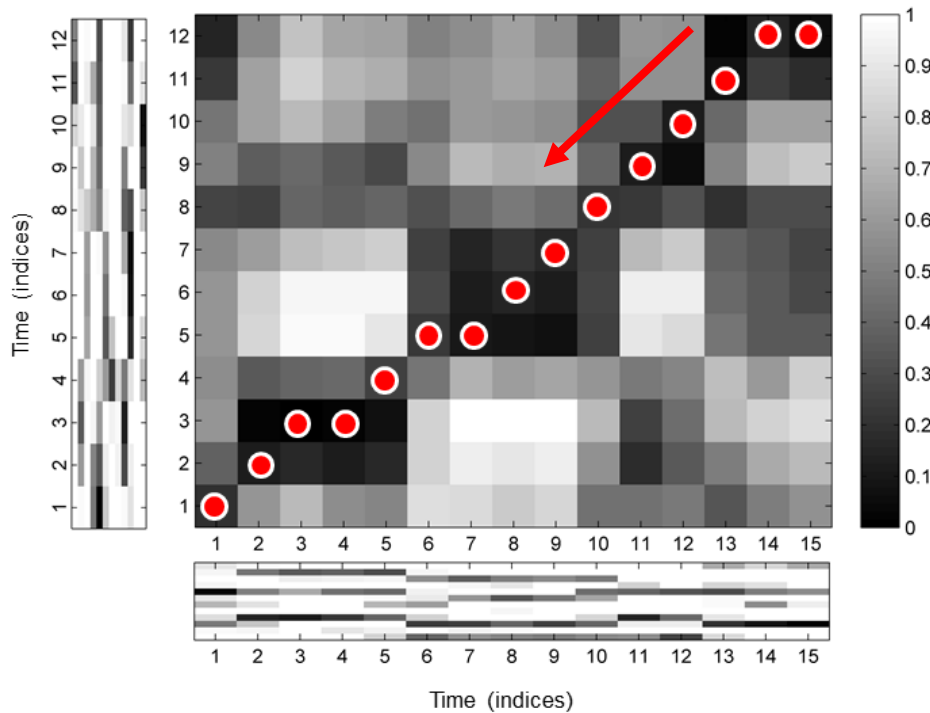
$$\mathbf{D}(1, m) = \sum_{k=1}^m \mathbf{C}(1, k) \quad \text{for } m \in [1 : M],$$

$$\mathbf{D}(n, m) = \mathbf{C}(n, m) + \min \begin{cases} \mathbf{D}(n-1, m-1) \\ \mathbf{D}(n-1, m) \\ \mathbf{D}(n, m-1) \end{cases}$$

Audio Alignment and Matching

Dynamic Time Warping

Step3: Backward trace the path $P^* = (q_L, q_{L-1}, \dots, q_1)$



$$q_1 = (N, M)$$

$$q_{\ell+1} = (1, m-1) \quad \text{if } n = 1,$$

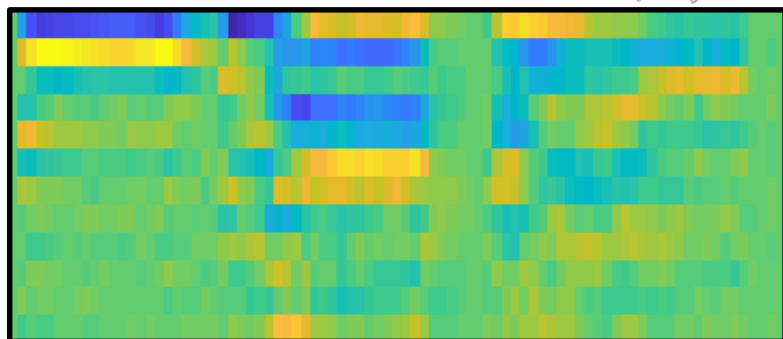
$$q_{\ell+1} = (n-1, m) \quad \text{if } m = 1,$$

$$q_{\ell+1} = \operatorname{argmin} \begin{cases} \mathbf{D}(n-1, m-1), \\ \mathbf{D}(n-1, m), \\ \mathbf{D}(n, m-1) \end{cases}$$

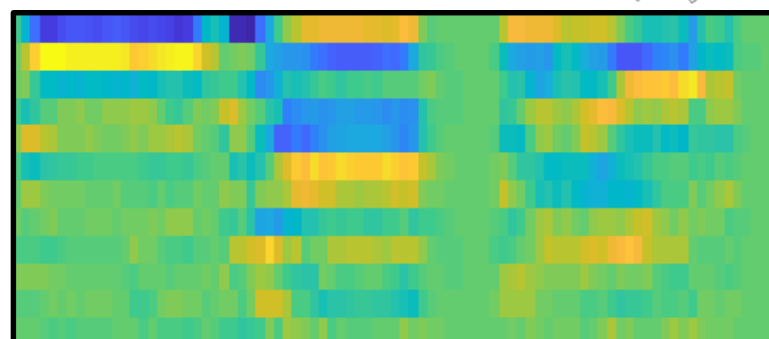
Audio Alignment and Matching

Application: Keyword Matching

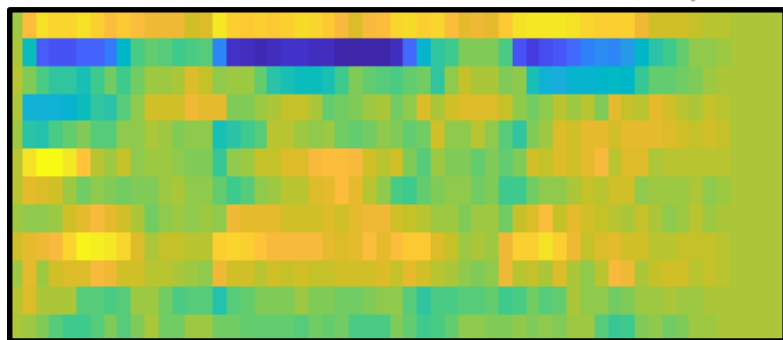
“Strawberry”



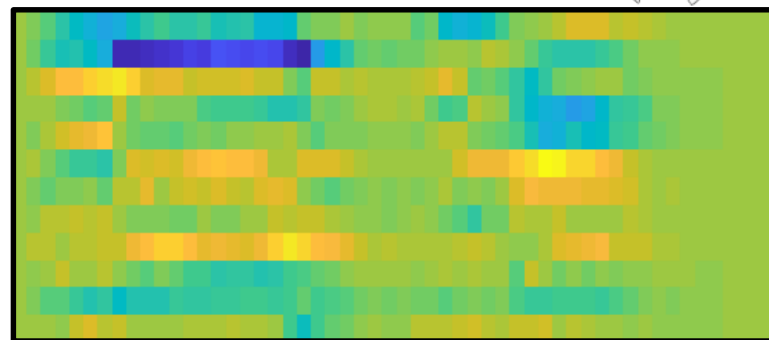
“Strawberry”



“banana”



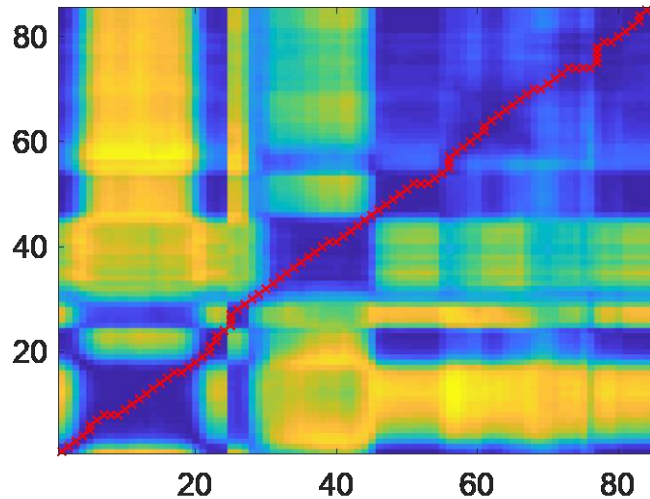
“apple”



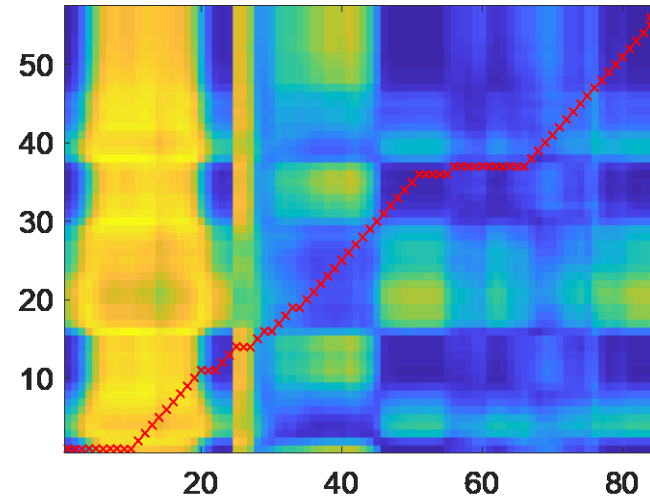
Audio Alignment and Matching

Application: Keyword Matching

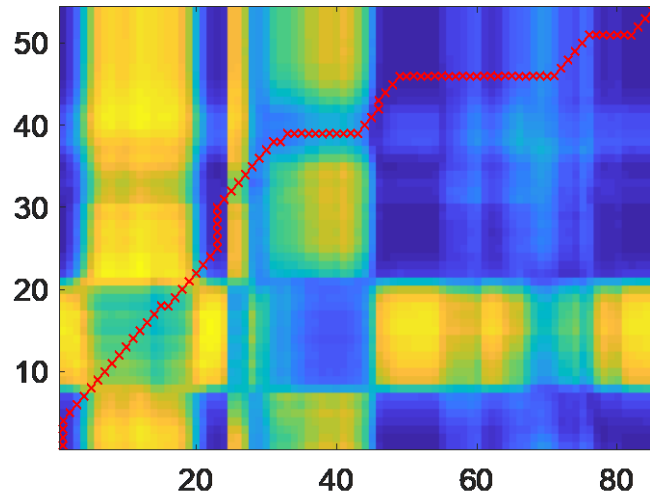
straw berry - straw berry, cost is 1.25



banana - straw berry, cost is 12.72



apple - straw berry, cost is 10.30



Accumulated cost:

The sum of local distance matrix values through the warping path

Outline

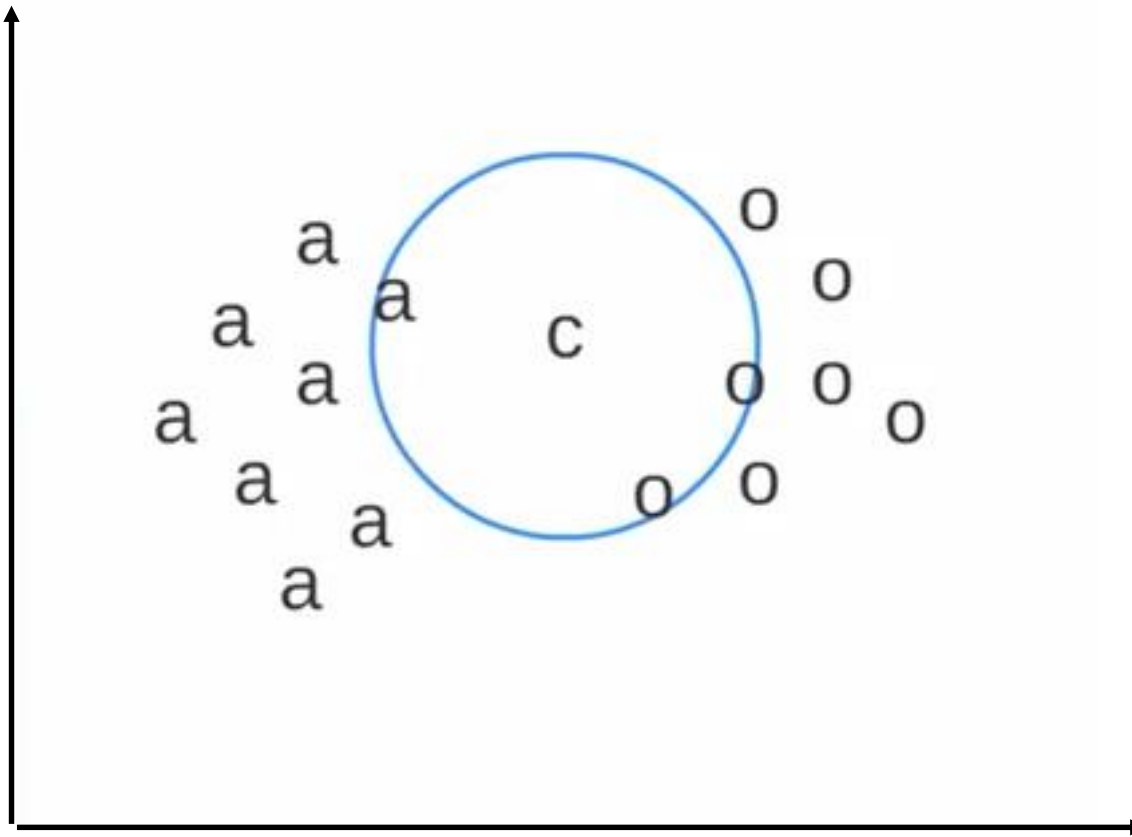
- Introduction
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Classifiers

- **K-Nearest Neighbor Classification**
- **Support Vector Machine**
- **Gaussian Mixture Models**
- **Deep Neural Networks**
- ...

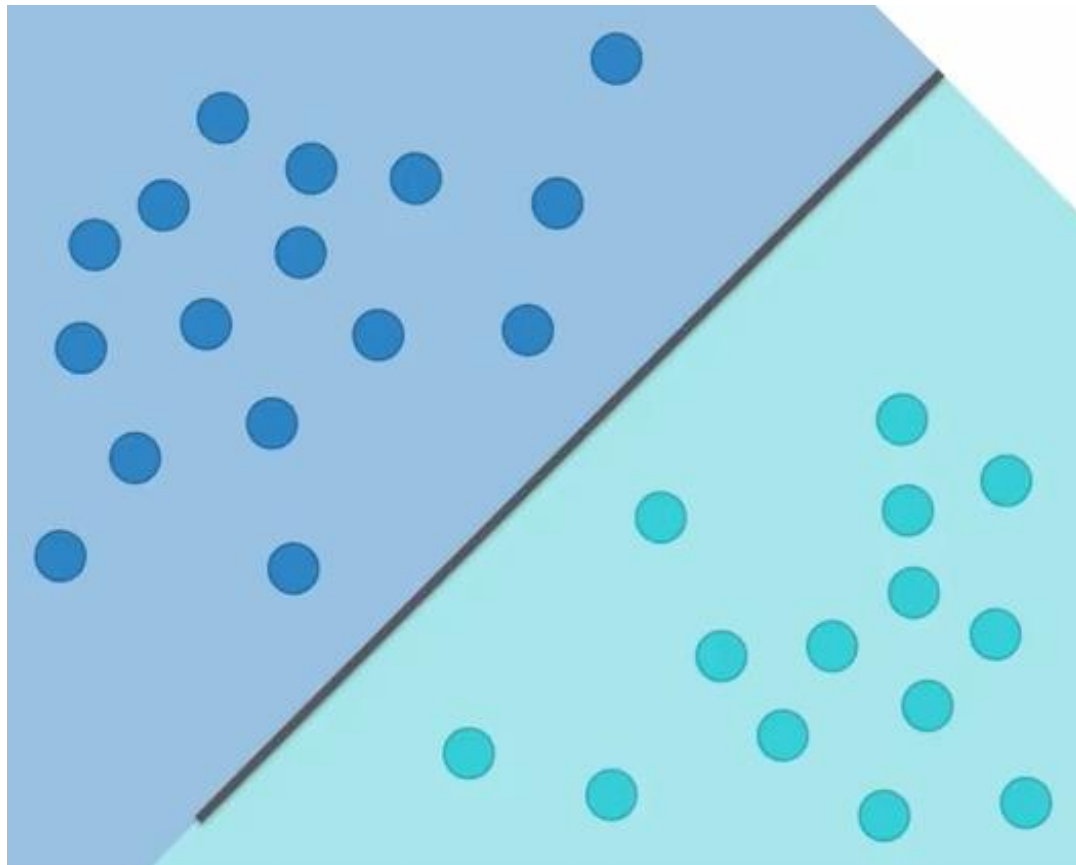
Classifiers

K-Nearest Neighbor Classification



Classifiers

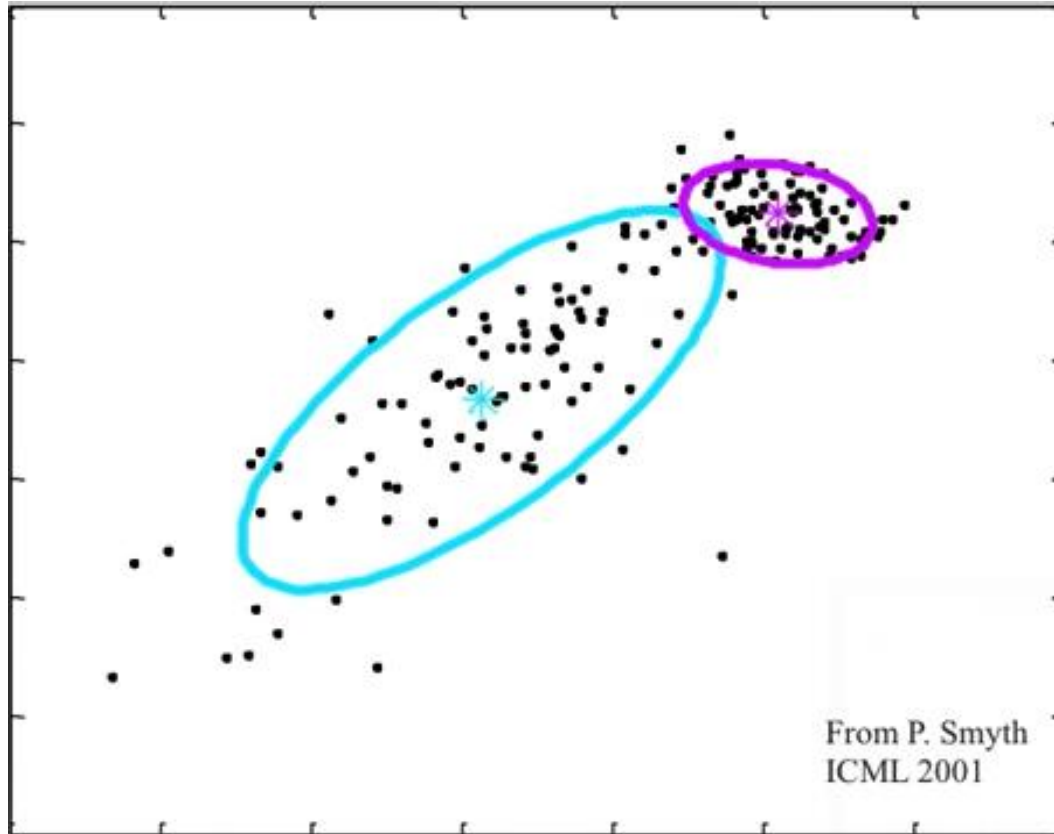
Support Vector Machine



Classifiers

Gaussian Mixture Model

Step 1. Model each class using a mixture of Gaussians with different means, covariance and weights.



Step 2. Explain the test data using the GMM model from each class, then choose the class that explains the test data the best.

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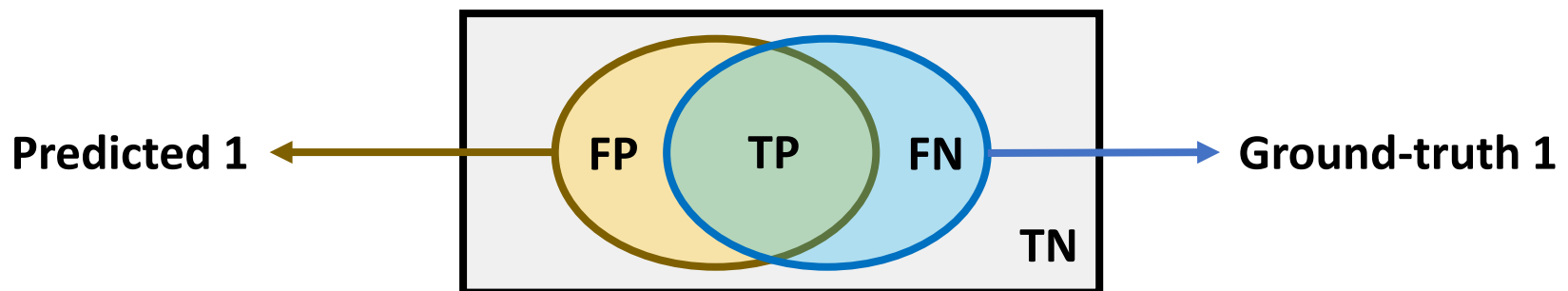
Evaluation Measure

Binary Classification

Model Output \hat{y} V.S. **Ground-truth Label t**

Two class labels: 1 and -1

- True Positive (TP): Model predicts 1, ground-truth is 1
- False Positive (FP): Model predicts 1, ground-truth is -1
- True Negative (TN): Model predicts -1, ground-truth is -1
- False Negative (FN): Model predicts -1, ground-truth is 1



Evaluation Measure

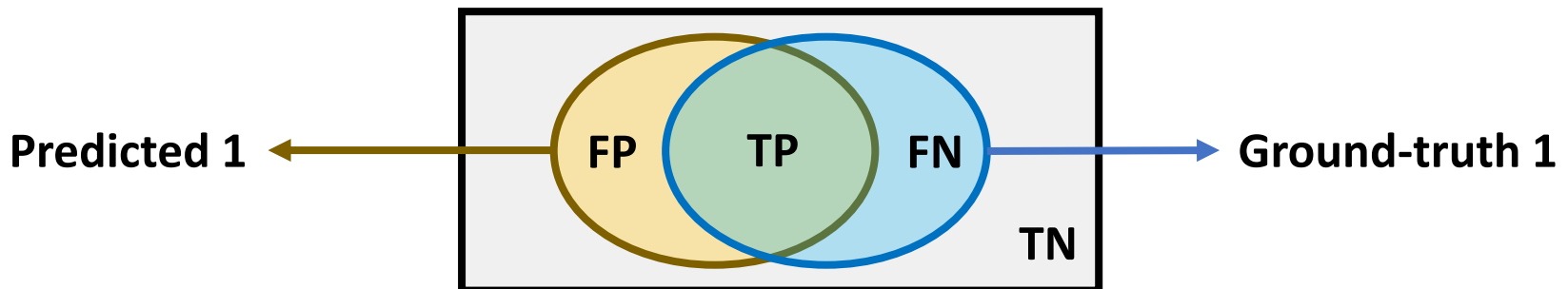
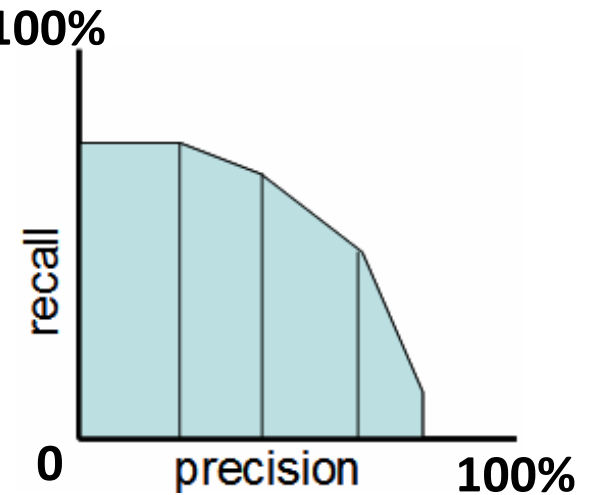
Binary Classification

Model Output \mathbf{y} V.S. Ground-truth Label \mathbf{t}

- **Accuracy:** $(TP + TN) / (TP + FP + TN + FN)$
 $= (TP + TN) / (P + N)$

- **Precision:** $TP / (TP + FP)$

- **Recall:** $TP / (TP + FN)$



Evaluation Measure

Multi-Class Classification

Model Output \mathbf{y} V.S. Ground-truth Label \mathbf{t}

Multiple class labels: A, B, C, D, ...

- Confusion Matrix

Predicted Label

	A	B	C	D
A	%	%	%	%
B	%	%	%	%
C	%	%	%	%
D	%	%	%	%

Ground-truth Label

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Sound Classification

General process to train and test a classifier

1. Data preparation
 - Divide into training set and test set
 - Feature extraction
 - Annotate the labels
2. Train a classifier on the training set
3. Evaluate the classifier on the test set

Sound Classification

Data Preparation

Dataset:

- Animal sound
- 4 animal categories: cat, dog, sheep, duck
- Each has 15 1-sec recording samples
- 16K sample rate, mono channel
- First 12 samples for training, the other 3 for test



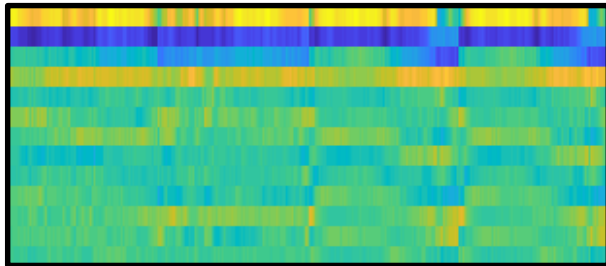
Sound Classification

Data Preparation

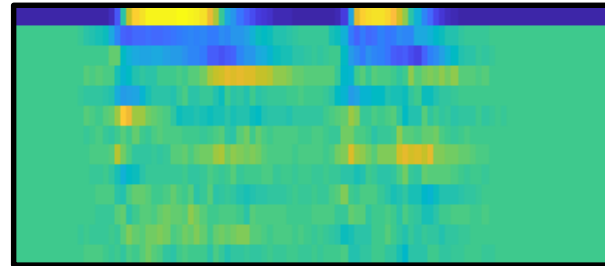
Feature Extraction

- MFCC Feature

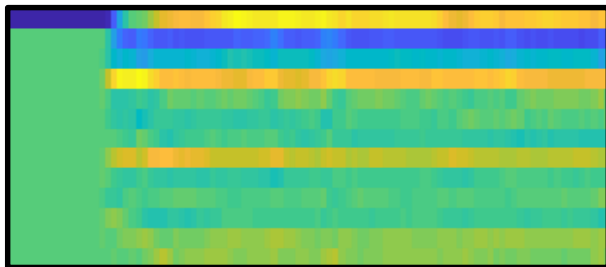
Cat



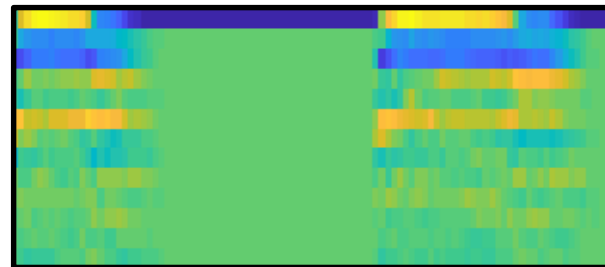
Dog



Sheep



Duck



Sound Classification

Data Preparation

Concatenate all of the samples

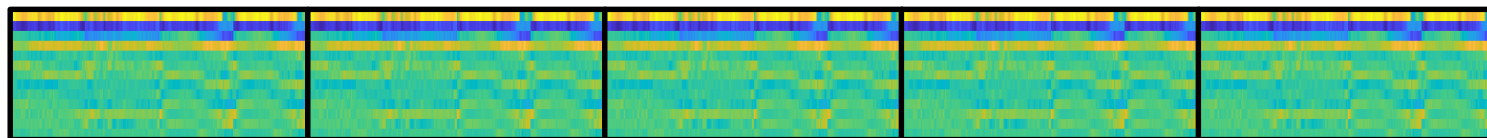
Tip: Remove low-volume frames

Sample 1

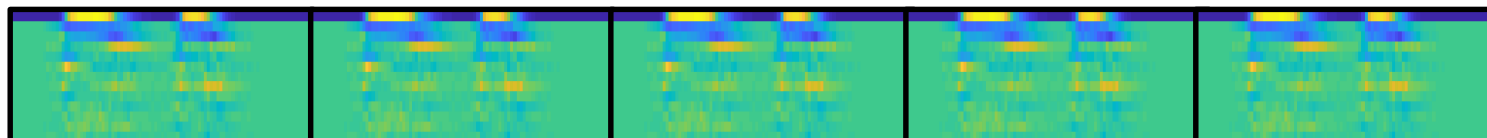
Sample 2

.....

Cat



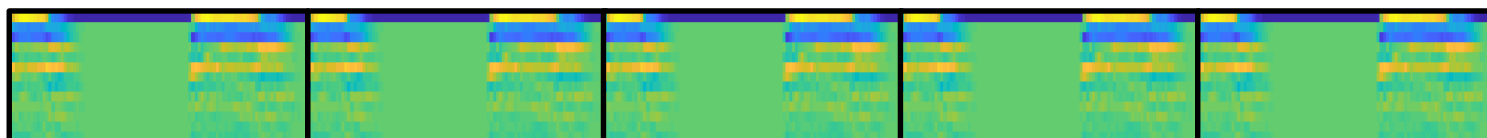
Dog



Sheep



Duck



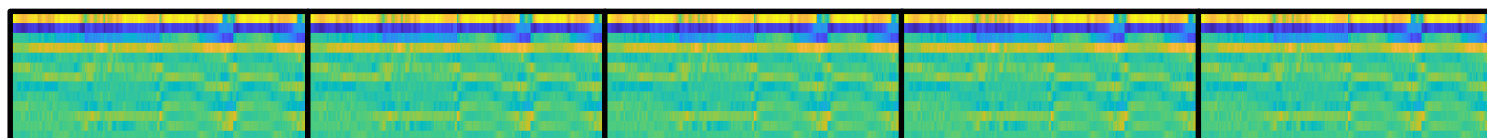
Sound Classification

Data Preparation

Add labels

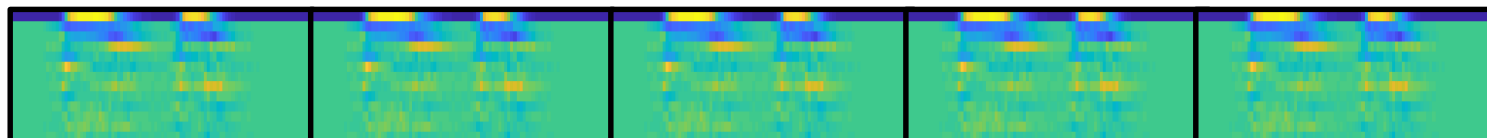
Tip: Label each frame

Cat



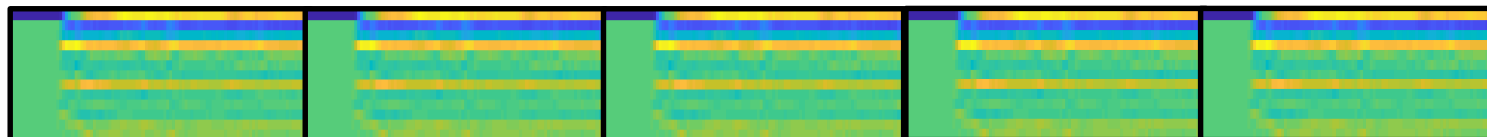
Label 1

Dog



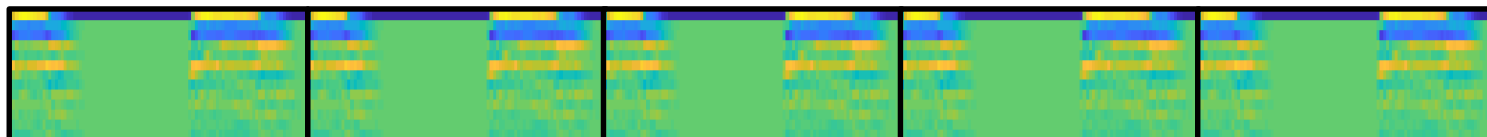
Label 2

Sheep



Label 3

Duck

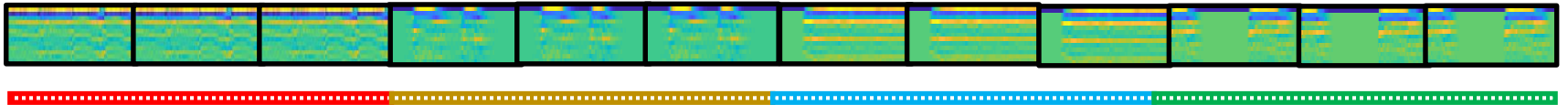


Label 4

Sound Classification

Train the Classifier

- Feed the concatenated features and labels to the classifier
- Multi-class Support Vector Machine (SVM)
- MATLAB built-in function
- Save the model (classifier parameters)



Sound Classification

Evaluate the Classifier

- Repeat the same data preparation process on the test set
- Load the model
- Feed the concatenated features to the model
- Get the model output and compare with labels
- Evaluate the model using the **confusion matrix**

Sound Classification

Evaluate the Classifier

- Confusion Matrix

Predicted

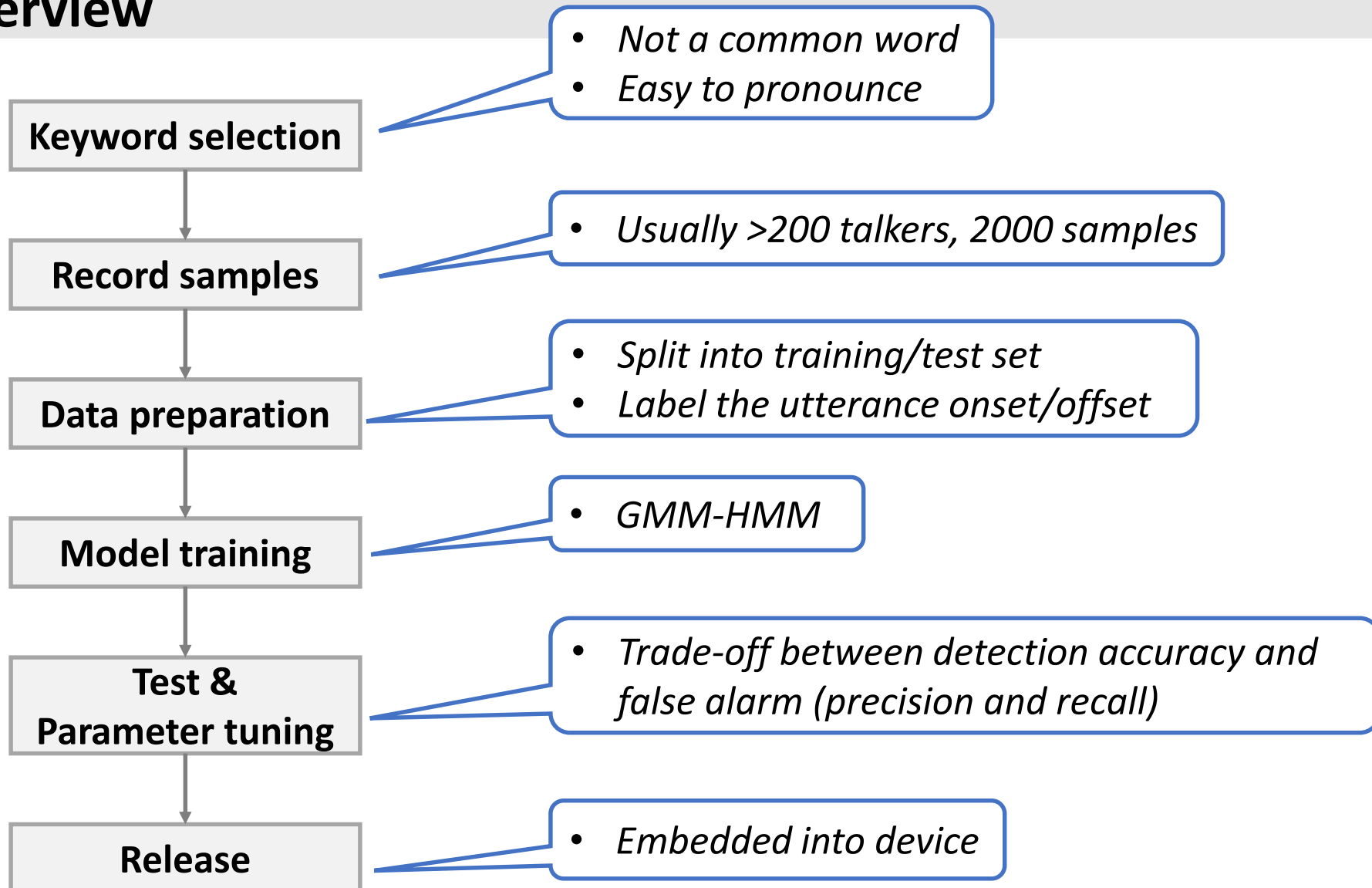
Ground-truth	Predicted			
	Cat	Dog	Sheep	Duck
Cat	95.71%	0.00%	4.29%	0.00%
Dog	0.00%	94.20%	0.00%	5.80%
Sheep	7.17%	0.00%	92.83%	0.00%
Duck	4.92%	5.74%	7.38%	81.97%

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Keyword Spotting

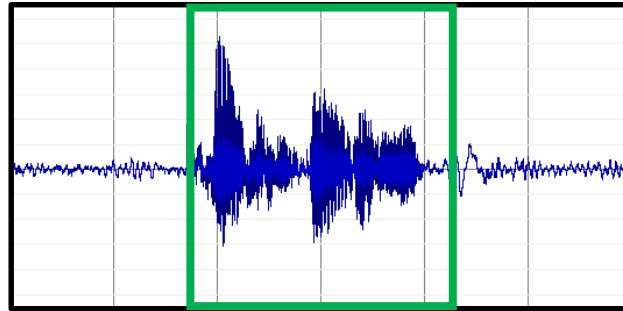
Overview



Keyword Spotting

Data Preparation

1. Collect recording, 16K Hz, mono-channel
2. Label the utterance onset/offset

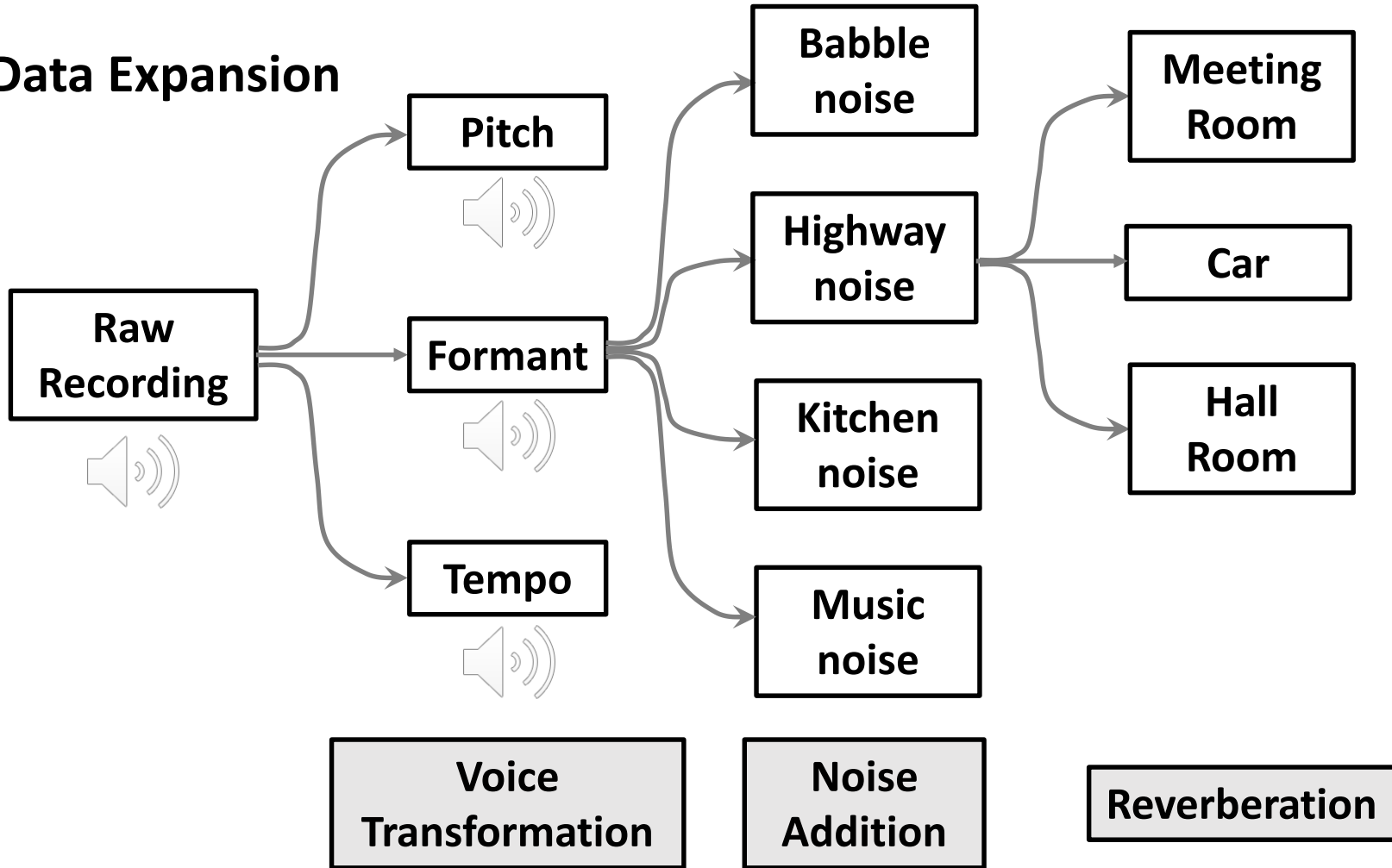


3. Split training/test set
 - Training 85%, test 15%
 - Appropriate ratio for male/female, native/non-native talker
 - No talker overlap in two sets
4. Prepare background data (continuous non-keyword speech)

Keyword Spotting

Data Preparation

Data Expansion



Thousands of samples → Millions of samples

Keyword Spotting

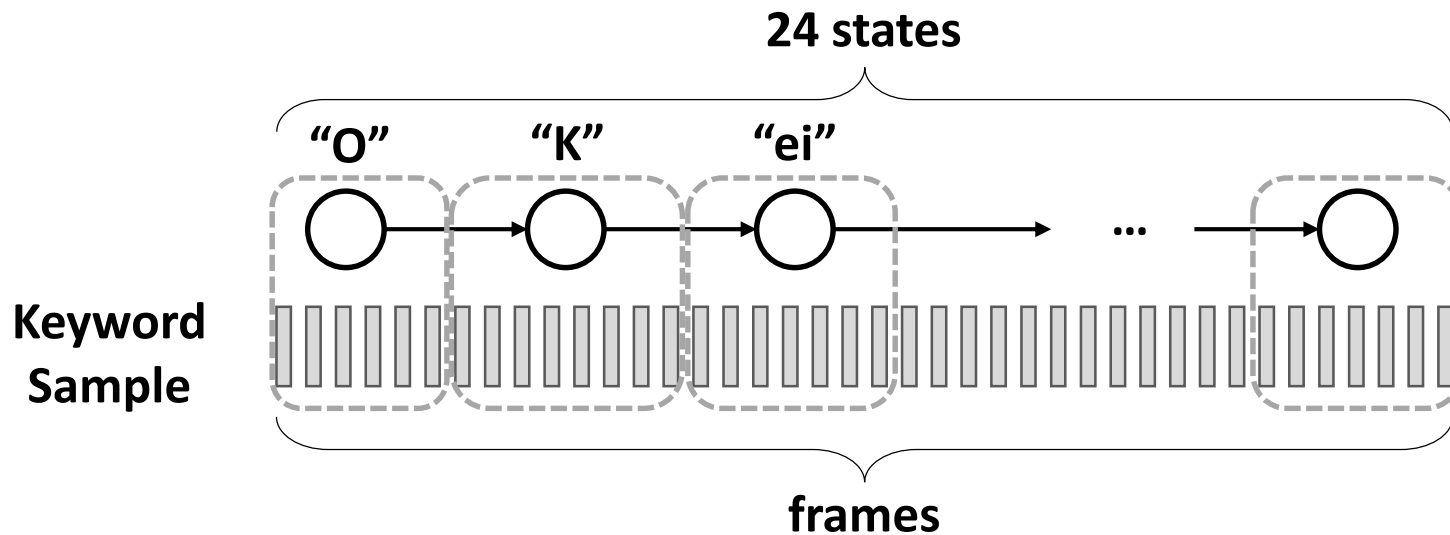
Model Training

Model

- Hidden Markov Model (HMM)
- Gaussian Mixture Model (GMM)

Feature

- MFCC Feature



Keyword Spotting

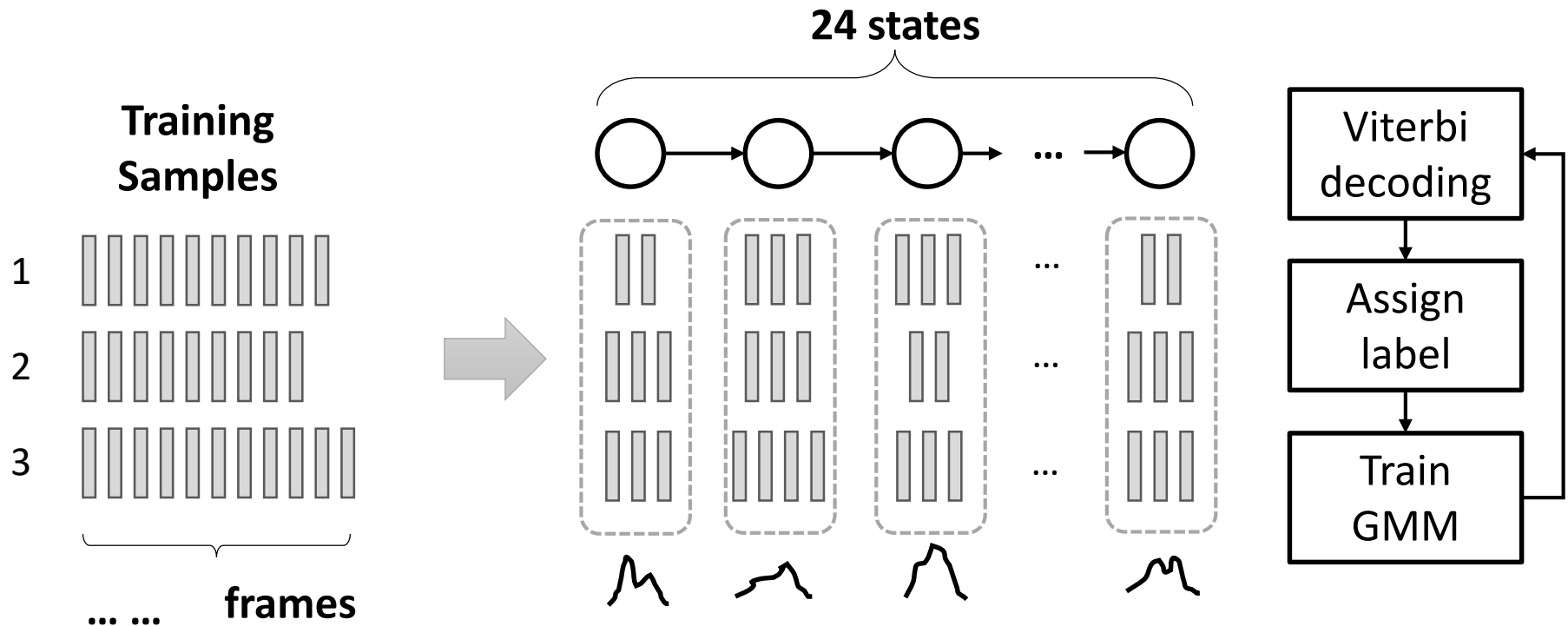
Model Training

Model

- Hidden Markov Model (HMM)
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Feature

- MFCC Feature

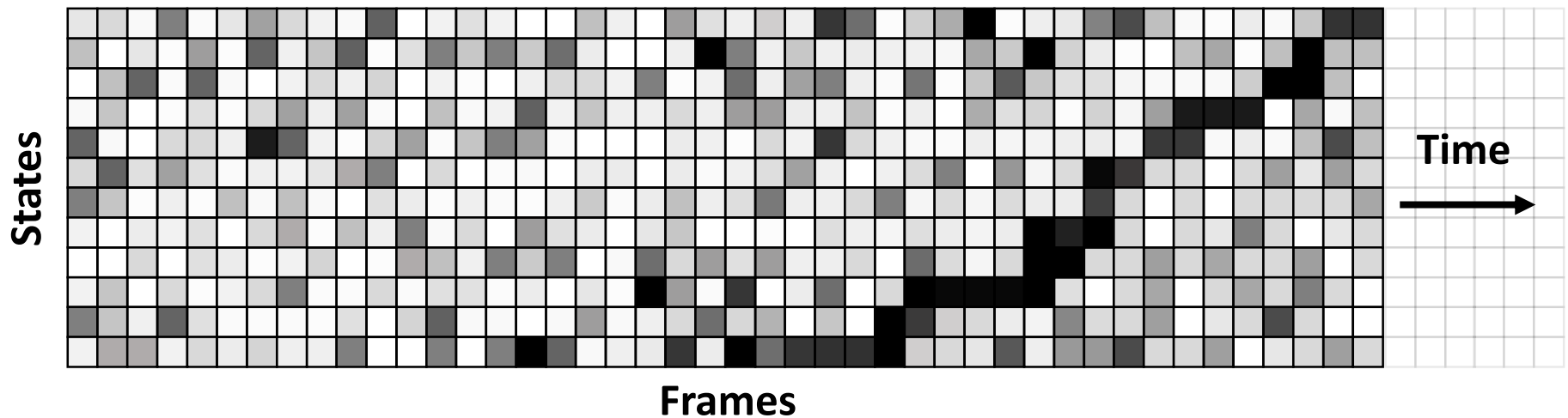


Keyword Spotting

Live Model Test

- Each coming audio stream \rightarrow MFCC \rightarrow GMM \rightarrow State probability
- State probability \rightarrow Local distance matrix
- Calculate global distance matrix in real-time
- Run **backwarding tracing** in real-time
- Thresholding the **accumulated cost**

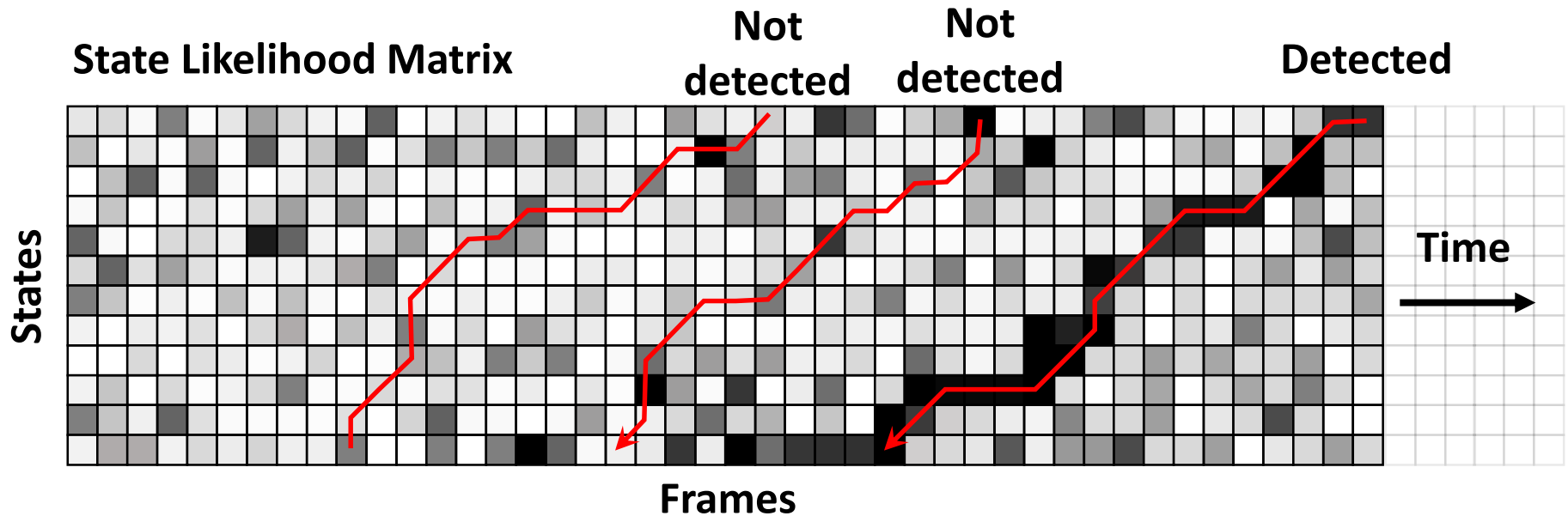
State Likelihood Matrix



Keyword Spotting

Live Model Test

- Each coming audio stream \rightarrow MFCC \rightarrow GMM \rightarrow State probability
- State probability \rightarrow Local distance matrix
- Calculate global distance matrix in real-time
- Run **backwarding tracing** in real-time
- **Thresholding** the accumulated cost



Keyword Spotting

Live Model Test

- Tune the parameter: **Threshold**
- Precision & Recall trade-off
- Threshold \searrow , Recall \nearrow , False Alarm \nearrow , Precision \searrow
- Threshold \nearrow , Recall \searrow , False Alarm \searrow , Precision \nearrow
- Big Regression Test:
 - Test on 72-hour background speech, keep false alarm within 10
 - Fix the threshold, and observe the detection recall on keyword samples

Keyword Spotting

Release the Product

“Alexa”



“OK Google”



“Hi Siri”



“Bixby”



“天猫精灵”



“小艾同学”



“小渡小渡”

