



Importance of Artificial Intelligence in Neural Network: Speech signal segmentation using K-means clustering with Kernelized deep belief networks

V.Kakulapati*¹, Gagandeep Singh Gill², Chandramma R³, Sambhrant Srivastava⁴,
Dr. Meenakshi Sharma⁵, Vijay Kumar⁶

Abstract: There has been a tonne of study on use of ML for speech processing applications, particularly voice recognition, over the past few decades. This research proposed novel technique in speech signal processing and segmentation based on deep learning architectures. Here the input speech signal has been collected from the crime scene and this signal has been pre-processed using using K-means clustering (K-means C) for cluster the fragments of the input speech signal and process them for noise removal and signal artifacts removal. Here the segmentation is carried out for processed signal using Kernel based deep belief networks (KDBN). Experimental results demonstrate that proposed method outperforms the input speech signal based on both weighted accuracy (WA) and unweighted accuracy (UA).

Keywords: speech processing, segmentation, deep learning, K-means C, KDBN

1. Introduction

Speech can be segmented into phonemes manually by phonetic specialists, but this is known to be tedious, expensive and subjective. The use of accurate and reliable automatic segmentation algorithms is a desirable alternative. Since the location of the phoneme boundary is not taken into account when estimating parameters, the commonly used HMM-based forced alignment is not optimal for speech synthesis [3] and frequently necessitates human correction after the forced alignment. When only the phoneme sequences and not their boundary locations are given, accurate phonetic segmentation becomes a challenge. Syllable boundaries can be determined for syllable-timed languages using signal processing cues that are independent of the speaker [4]. When the settings are chosen so that the boundaries are overstated, signal processing cues cause false alarms but rarely cause deletions. Speech data has been segmented in TTS systems for syllable-timed Indian languages using signal processing cues and HMM-based alignment [5].

¹Sreenidhi institute of science and Technology, Yamnampet, Ghatkesar, Hyderabad-501301. Telangana, vldms@yahoo.com, 2Kurukshetra University 3 Department of Instrumentation Not Applicable Kurukshetra, gsgill@kuk.ac.in

³Assistant Professor, Department of Computer Science and Engineering Jain (Deemed-to-be University), Bangalore, India r.chandramma@jainuniversity.ac.in

⁴Assistant professor Mechanical Engineering department Rajkiya engineering college Azamgarh Azamgarh sambhrantsrivastava4@gmail.com

⁵Department of Education Sanskriti University, Mathura, Uttar Pradesh, India, osd@sanskriti.edu.in

⁶Mechanical Engineering Department Rajkiya Engineering College, Azamgarh Country- India

Typically, a GMM determines the posterior probability of how

well an HMM state fits a frame. Deep neural networks (DNNs) and convolutional deep neural networks (CNNs), which have recently found success in automatic speech recognition (ASR), perform better in acoustic modelling than generalised linear models (GMMs) because they can handle highly non-linear relationships between the input and output. Despite being widely employed in speech recognition, neural networks are not used for voice segmentation for TTS [6].

The contribution of this paper is given below:

- To collect the speech signal from crime scene for forensic identification
- To pre-process the speech signal using K-means clustering
- To segment processed signal using Kernel based deep belief networks

2. Related works:

Using more complex acoustic models with multiple layers of characteristics is one area of investigation. In the work in [7], a hierarchical structure is proposed, with each layer intended to capture a specific group of recognisable feature landmarks. A unique auditory representation that makes each feature simple to recognise is built for each feature. In [8], a probabilistic generative model is presented in which long-span contextual effect across phonetic units is characterised by the dynamic structure in the concealed vocal tract resonance space. Numerous ASR systems have utilised feedforward neural networks [9]. The TRAP architecture [11], which was developed in response to findings from [10], methods a whole second of speech utilizing a feature vector. For each important band, feedforward neural networks are used to estimate the sub-word posterior probability. These probabilities are then combined to create final evaluate of

posterior probabilities utilizing another FFNN. The split temporal context method, which modifies TRAP method by integrating splits over time and over frequency bands in middle layer of method before the final merging neural network, is introduced in [12].

3. System model:

This section discuss the proposed speech signal processing and

segmentation using deep learning techniques. Here the input speech signal has been collected from the crime scene and this signal has been pre-processed using Convolutional K-means clustering (K-means C) for cluster the fragments of the input speech signal and process them for noise removal and signal artifacts removal. Here the segmentation is carried out for processed signal using Kernel based deep belief networks (KDBN). The overall proposed architecture is shown in figure-1.

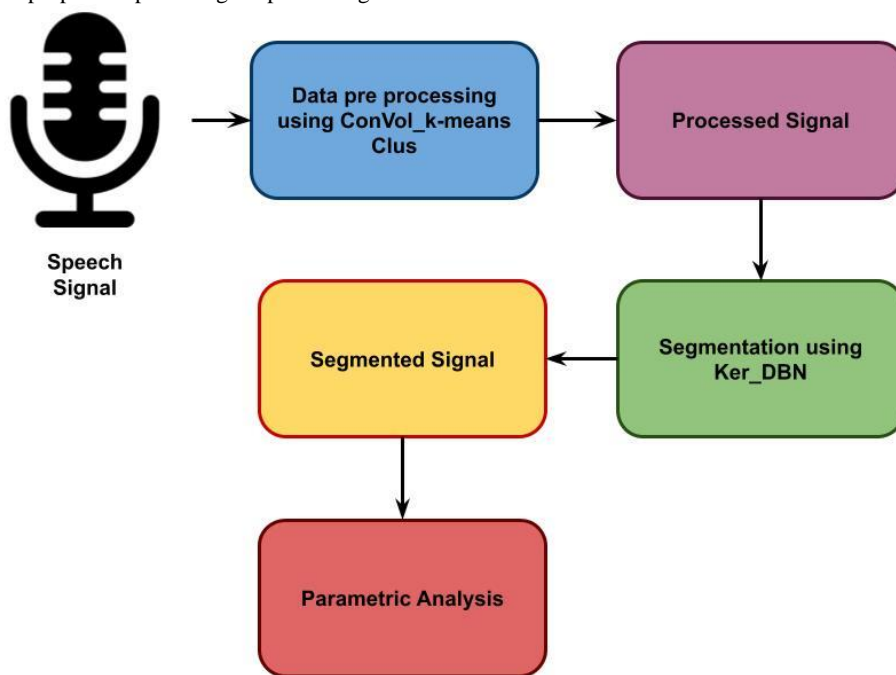


Figure-1 Overall proposed architecture

Signal Pre-processing using Convolutional K-means clustering (ConVol_K-means Clus):

Each audio frame has a feature vector and a corresponding spectrogram, where n is the number of frames and m is the number of spectrograms that match each frame. There is a spectrogram that, as we previously discussed, corresponds to each of these

K-means clustering algorithm

Input: input example p that is a $n \times m$ matrix, and the number k of clusters

Output: reconstructed example q that is a $n \times m$ matrix

1. Obtain cluster assignment $C(p)$ that is a $n \times 1$ vector, and corresponding centroids U that is a $k \times m$ matrix
2. Start q as a $n \times m$ matrix
3. For $i=0$ to $n-1$ do
4. $Q[i]=U[C(p)[i]]$
5. End for
6. Return q

Signal segmentation using Kernel based deep belief networks:

KDBN is made up of numerous RBMs that are stacked together, giving it a significant capacity for learning high level representations useful for speech emotion recognition. By using

important fragments. Therefore, it makes sense intuitively that the K-means clustering method might be used as a pre-processing defence to boost the resilience of classifiers. Following this intuition, we recreate input samples in accordance with the clustering algorithm's designation. Algorithm 1 presents an illustration of the K-means clustering procedure.

the greedy layer-wise method, it may be trained effectively. Hidden layer, with linkages allowed between hidden and visible elements but not between components in same layer. Figure 2 depicts the KDBN flowchart.

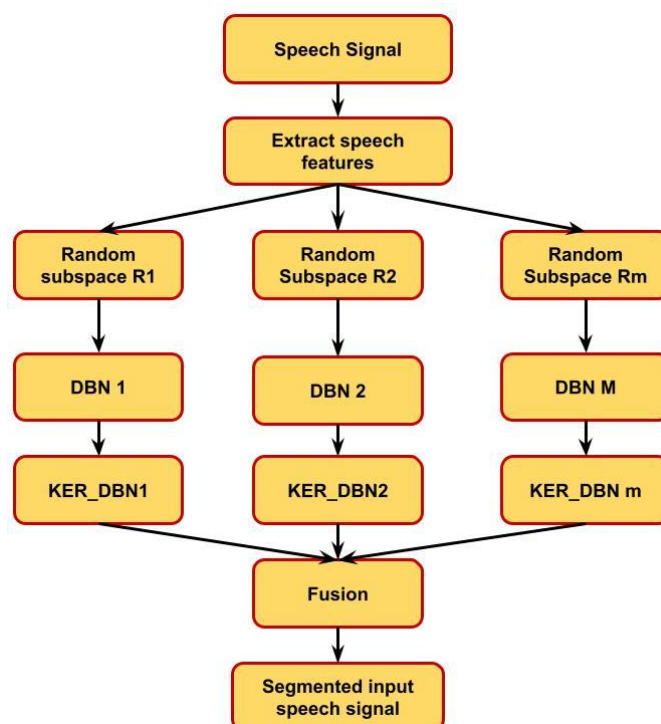


Figure-2 flowchart of KDBN

$$P(v, h) = \frac{e^{-E(v,h)}}{\sum_{v,h} e^{-E(v,h)}}$$

where energy function is defined as

$$E(v, h) = - \left(\sum_{i=1}^n \sum_{j=1}^m (h_i * v_j * w_{ij}) + \sum_{j=1}^m (b_j * v_j) + \sum_{i=1}^n (c_i * h_i) \right).$$

Using technique covered in the next subsection, Ker DBN first

Algorithm of Ker_DBN:

Input. Training speech signals $D = \{(x_1, y_1), \dots, (x_n, y_n)\}$, ensemble size M , and input speech signal x Output. emotion label y

Training Stage

- (1) Extract features for every speech signal in $DD_v = \{(v_1, y_1), \dots, (v_n, y_n)\}$ where v_i is feature vector of x_i
- (2) Produce random subspaces $R_i (1 \leq i \leq M)$ from D_v
- (3) Produce DBN_i from R_i
- $R_i \rightarrow DBN_i$
- (4) Produce base classifiers SVM_i for ensemble $DBN_i \rightarrow SVM_i$

Testing Stage

- (5) Extract features for speech signal $x: x \rightarrow v$
 - (6) Produce M random subspaces from $v: v \rightarrow R_i (1 \leq i \leq M)$
 - (7) Input each random subspace R_i into $DBN_i R_i \rightarrow DBN_i$
 - (9) Assign emotion label y for x by majority voting, where f is Boolean function $y = \operatorname{argmin}_{c_j} \sum_{i=1}^M f(SVM_i == c_j)$
- Change SVM to KDBN

extracts characteristics from input speech signals, which are then used to generate a large number of random subspaces R_i . The Ker DBN algorithm, often known as Algorithm 2, consists of two stages: training and testing. The same technique is used to collect features from the testing speech stream, which is then supplied to all base classifiers during testing.

4. Performance analysis:

The experimental setup is described as follows: In our research, we used the open-source Python and R distribution Anaconda, with Spyder (version 3.3.4) serving as the working IDE. For the computational work and to work with files like comma-separated value (CSV) files, Numpy and Pandas libraries were utilised. The MatPlot package is utilised for the results and plotted graphs'

display. We have utilised the Time module to record start and end times as well as to compute the algorithms' execution times.

Dataset description:

The tests were carried out using three benchmark datasets: RML, SAVEE, and eNTERFACE'05. Audio-visual modals are supported by all three datasets. Several factors were taken into account when selecting the datasets. To demonstrate the adaptability of our concept, we used datasets that ranged in size.

First of all, since the same emotional states are covered across all three datasets, their comparability is greatly increased.

Parameters	ASR	TRAP	AI_NN_SSS_KDBN
Signal error rate	55	56	59
Signal to noise ratio	45	49	51
Accuracy	88	92	96
Minimum variance distortion	39	42	45

The table 1 shows comparative analysis in speech signal processing and segmentation for RML, SAVEE, and eNTERFACE'05 datasets. Here the analysis has been shown in terms of accuracy, signal error rate, Signal to noise ratio,

minimum variance distortion. From the above comparison, proposed technique obtained optimal result in processing and segmenting the speech signal.

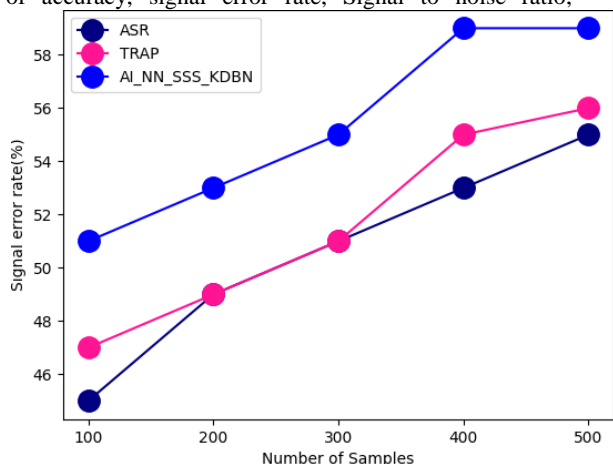


Figure-3 Comparative analysis of SRR

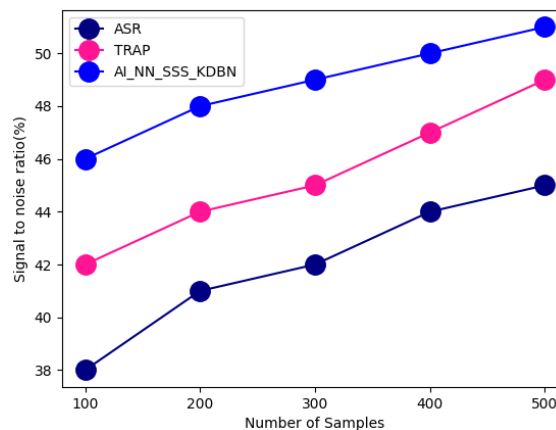


Figure-4 Comparative analysis of SNR

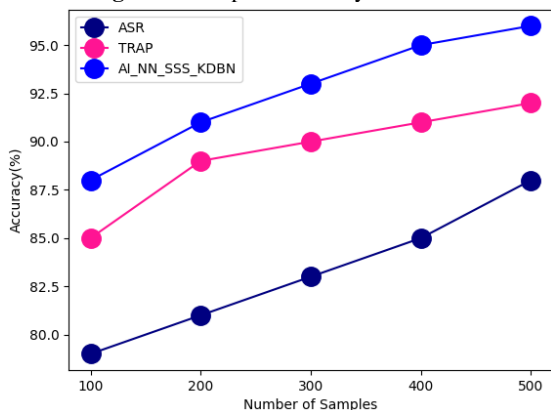


Figure-5 Comparative analysis of accuracy

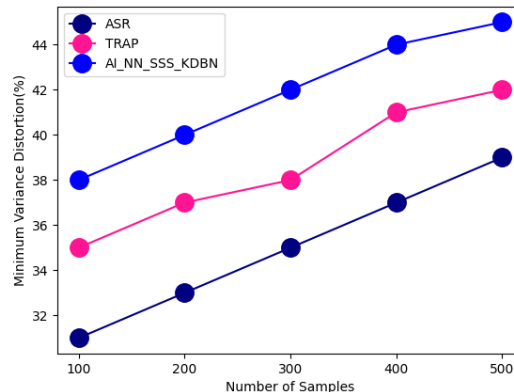


Figure-6 Comparative analysis of MVD

The figure 3-6 shows the comparative analysis between proposed and existing technique in terms of accuracy, signal error rate, Signal to noise ratio, minimum variance distortion. Here the proposed technique obtained optimal results in processing the input speech signal and segmenting the signal.

5. Conclusion:

This research proposed novel technique in processing and segmenting the input speech signal based on deep learning architectures. Here the segmentation is carried out for processed signal using Kernelized deep belief networks (KDBN). The k-means clustering approach is then used to identify the k most discriminant frames, also known as key fragments, from all extracted feature vectors of one voice signal. A set of basic classifiers is then built for the ensemble after all training speech signals' speech features have been extracted. The experimental

results shown in terms of accuracy, signal error rate, Signal to noise ratio, minimum variance distortion.

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