

DESIGN OF A CELP CODER AND A STUDY OF ITS PERFORMANCE USING VARIOUS QUANTIZATION METHODS

EECS 651: PROJECT PRESENTATION
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PROJECT GOALS

- To design and implement a CELP coder in matlab
- To use different quantization methods to quantize the LP parameters of the coder
- To evaluate the performance of the coder in terms of MSE and 'perceptual MSE' using the various methods of quantization

Presentation Outline

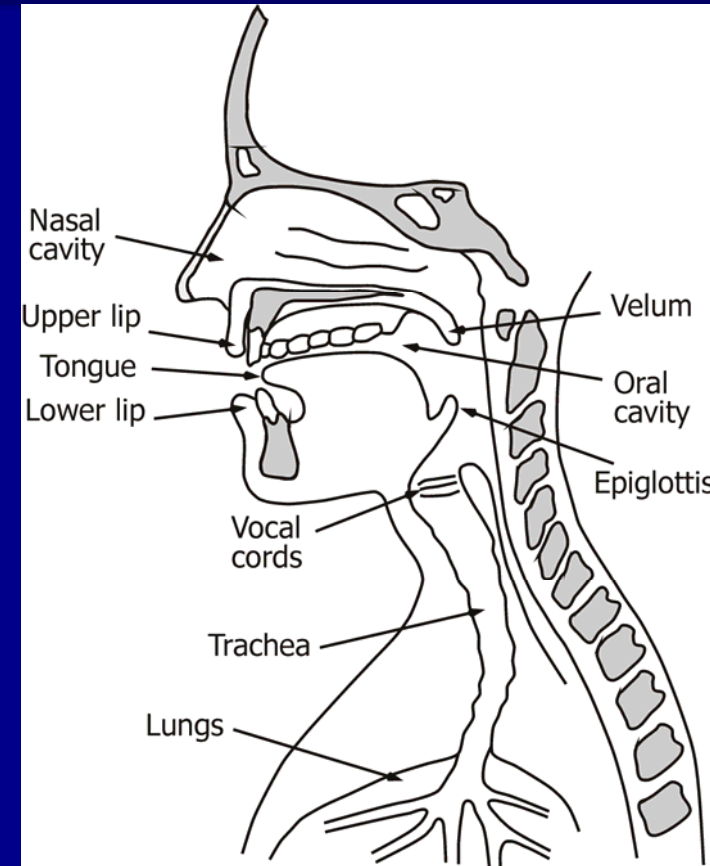
- Introduction to Speech coding
- CELP
- CELP coder
- Quantization Methods
- Results and Comparisons
- Conclusions and recommendations
- Q&A

Introduction to Speech Coding

- Concerned with obtaining compact digital representation of voice signals for more efficient transmission or smaller storage size.
- Objective is to represent speech signal with minimum number of bits yet maintain the perceptual quality.

Speech Production

- Speech
 - Air pushed from the lungs past the vocal cords and along the vocal tract
 - The basic vibrations – vocal cords
 - The sound is altered by the disposition of the vocal tract (tongue and mouth)
- Model the vocal tract as a filter
 - The shape changes relatively slowly
- The vibrations at the vocal cords
 - The excitation signal



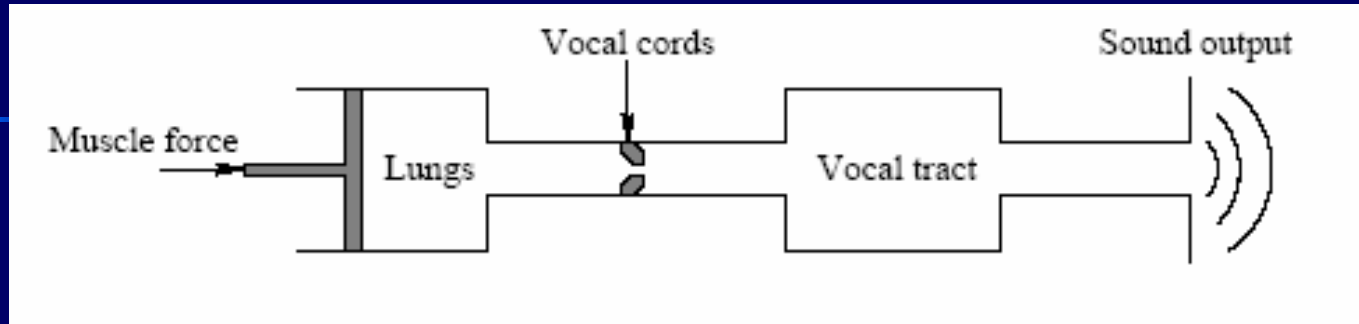
Speech sounds

- Voiced sound
 - The vocal cords vibrate open and close
 - Quasi-periodic pulses of air
 - The rate of the opening and closing – the pitch
- Unvoiced sounds
 - Forcing air at high velocities through a constriction
 - Noise-like turbulence
 - Show little long-term periodicity
 - Short-term correlations still present
- Plosive sounds
 - A complete closure in the vocal tract
 - Air pressure is built up and released suddenly

Code-Excited Linear Predictor (CELP)

- Variants of CELP (LD-CELP, ACELP etc.)
- Main difference in generation of excitation signal, Filters and Bit rate.
- Performance
 - 4kbps or lower bit-rates give synthetic quality speech / mechanical speech.
 - Most modern CELP variants produce relatively higher bit-rates and good quality speech.
 - Performance cannot be judged by MSE alone.

Linear Predictive Coding.



- Lungs generate an excitation signal which is modeled as white noise.
- Vocal cords either remain open or vibrate with some frequency, called 'Pitch'.
- The resulting speech is either unvoiced or voiced respectively.
- Vocal tract acts as an IIR filter.

CELP Parameters (In this Implementation)

- **Excitation Signal:** A number of signals are stored in a codebook. We choose the signal that best suits a particular chunk of data (frame).
- **LP Coefficients:** The coefficients of vocal tract filter.
- **Gain:** Represents the loudness/energy of speech.
- **Pitch Filter Coefficient:** We determine pitch by modeling it as a long delay correlation filter which produces quasi-periodic signals when excited.
- **Pitch:** Pitch of the sound. In the range 50Hz to 500Hz. In this case it is referred to as Pitch Delay measured in # of samples

Rate of CELP

Frame Size: 160 samples. (20 ms)

Subframe Size: 40 samples (5 ms)

LP coefficients are transmitted once per frame. All others are transmitted once per subframe.

Code Book : 512 entries; 9 bits

Gain: Generally between -2 to +2: 8 bits

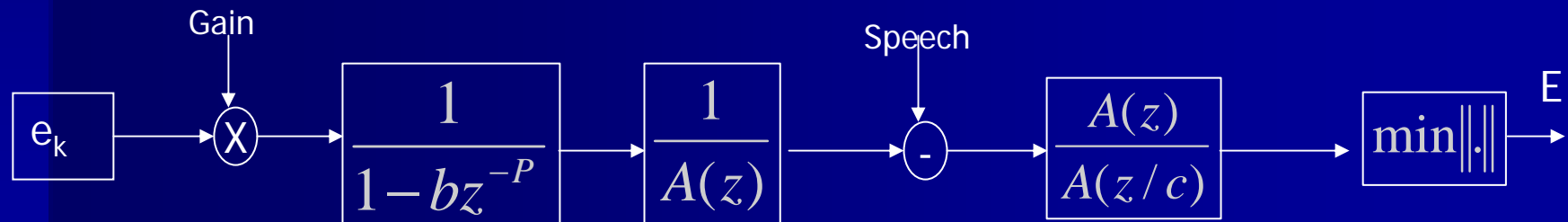
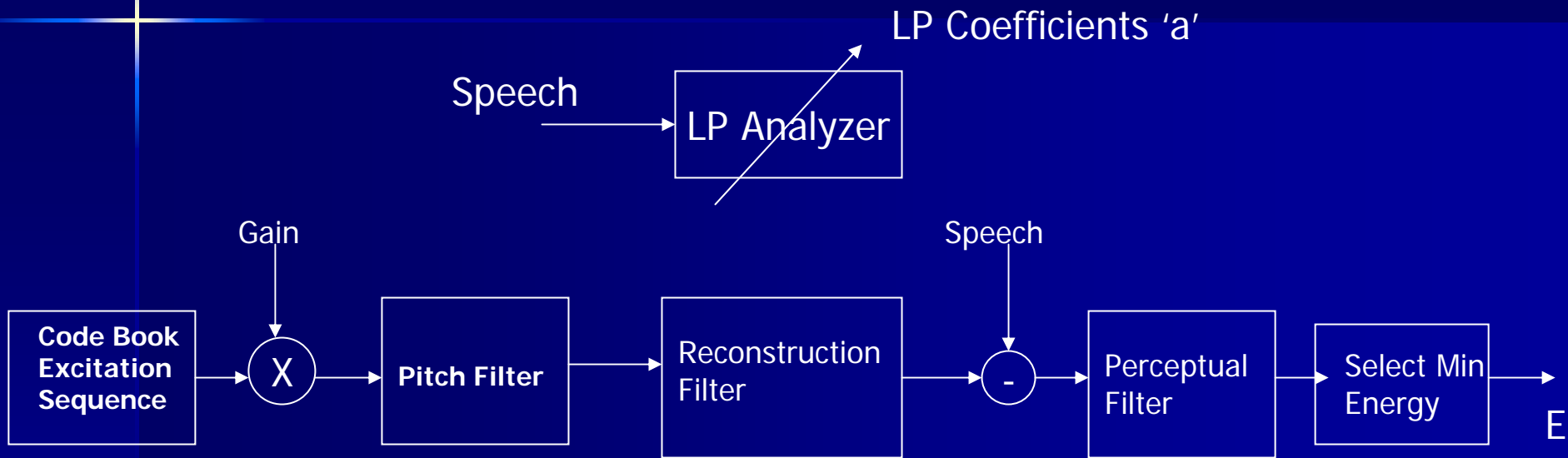
Pitch: 50Hz to 500Hz =>

16 to 160 samples (at 8KHz Sampling): 8 bits

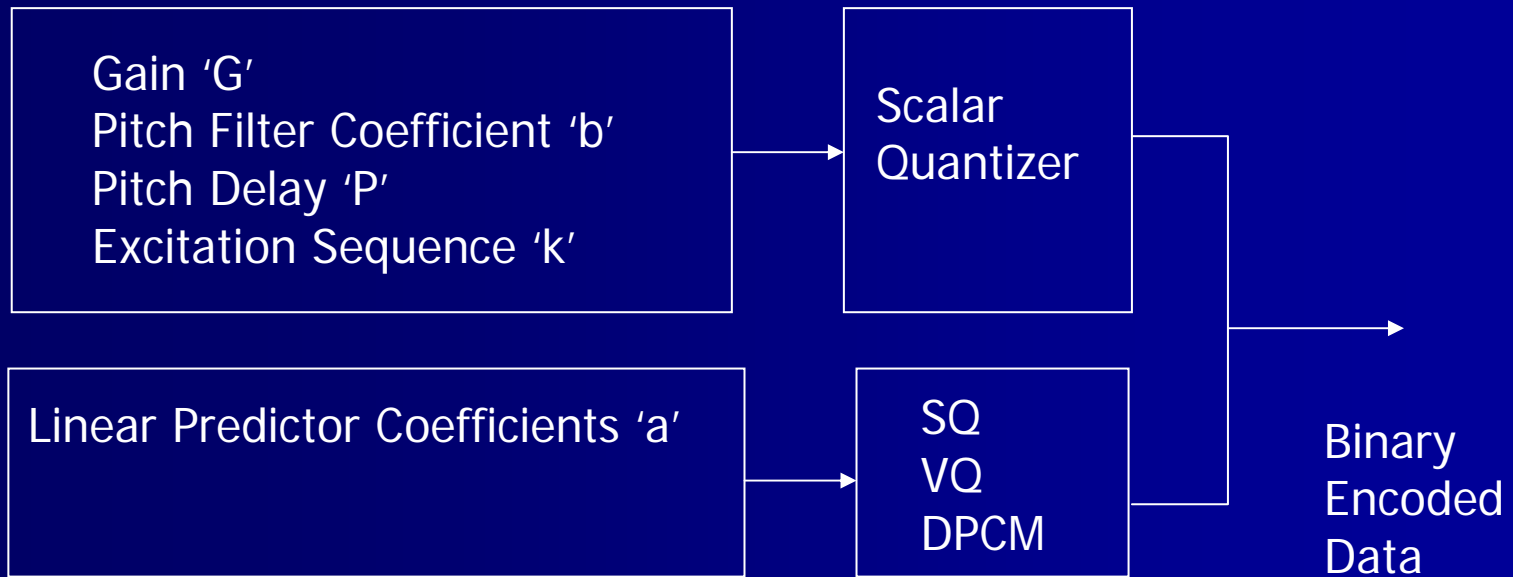
Pitch filter Coeff: 0 to 1.4: 6 bits

LP Coefficients: Different for different Rates.

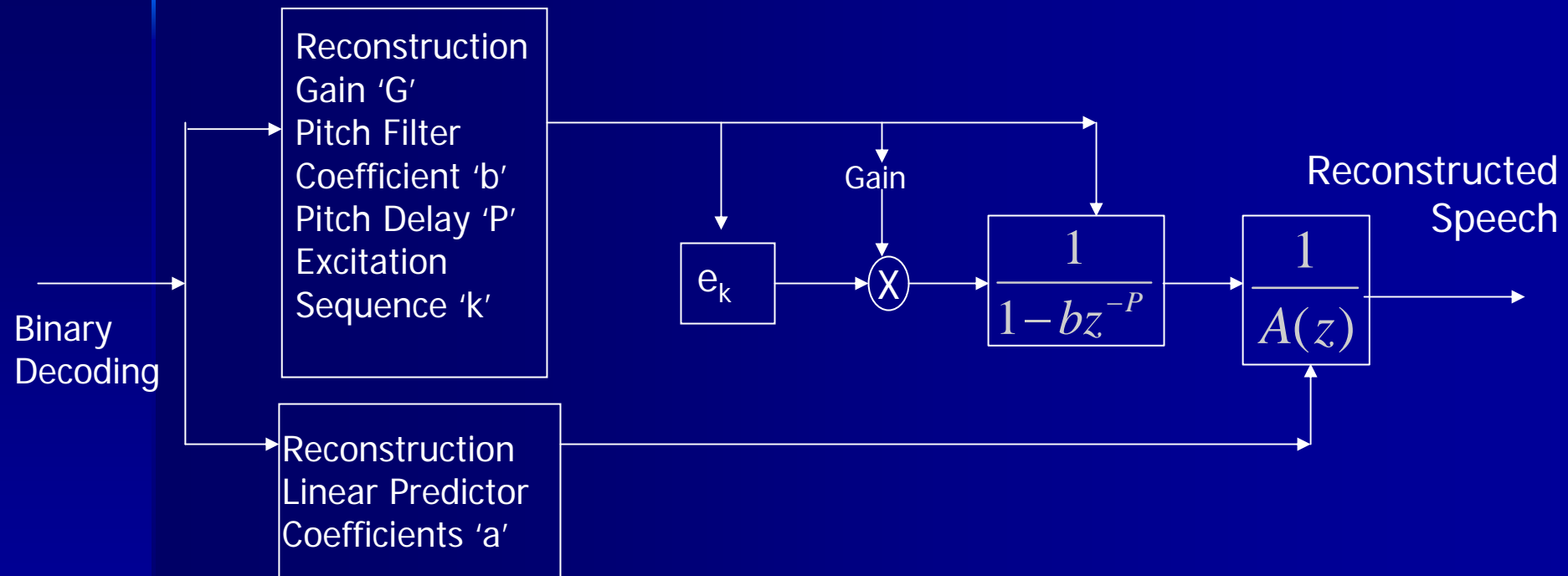
CELP Encoder



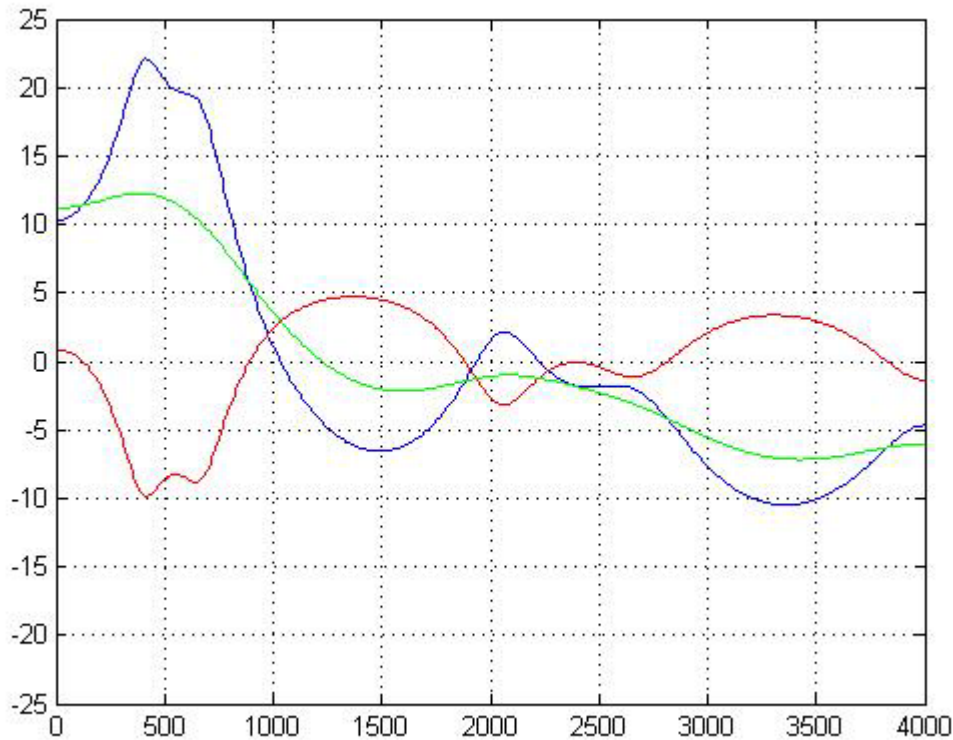
CELP Encoder (Contd.)



CELP Decoder



Perceptual Filtering



Frequency (Hz)

$$c = 0.8$$

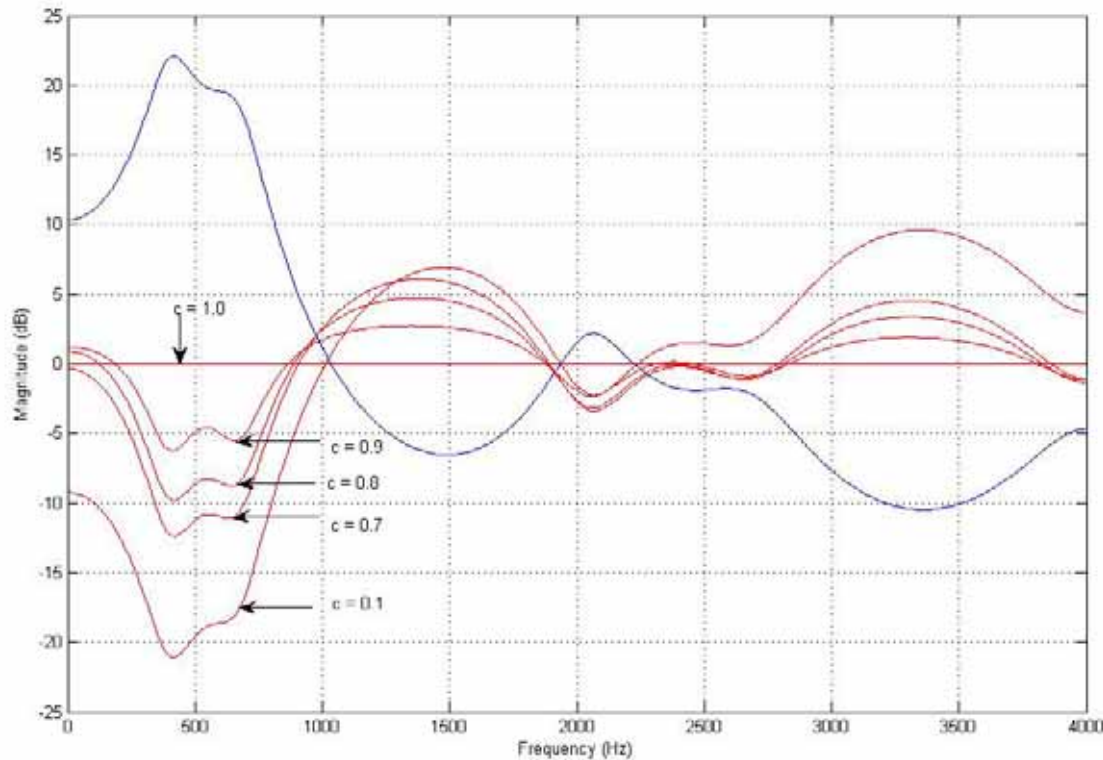
$$\text{red} = \frac{A(z)}{A(z/c)}$$

$$\text{green} = \frac{1}{A(z/c)}$$

$$\text{blue} = \frac{1}{A(z)}$$

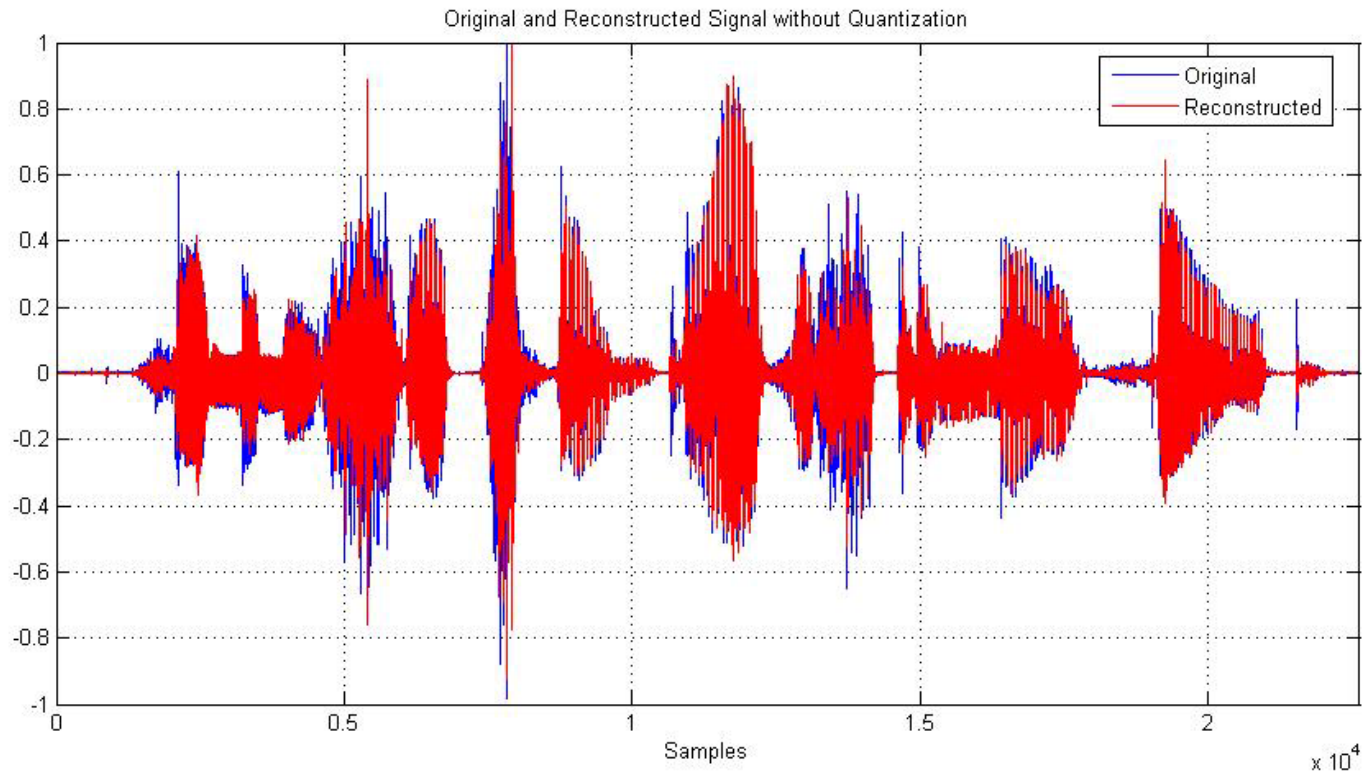
Perceptual Filtering (Contd.)

$$\frac{A(z)}{A(z/c)}$$



Different values of 'c' in Perceptual filter.

Performance of CELP (Unquantized) mse = 0.0041

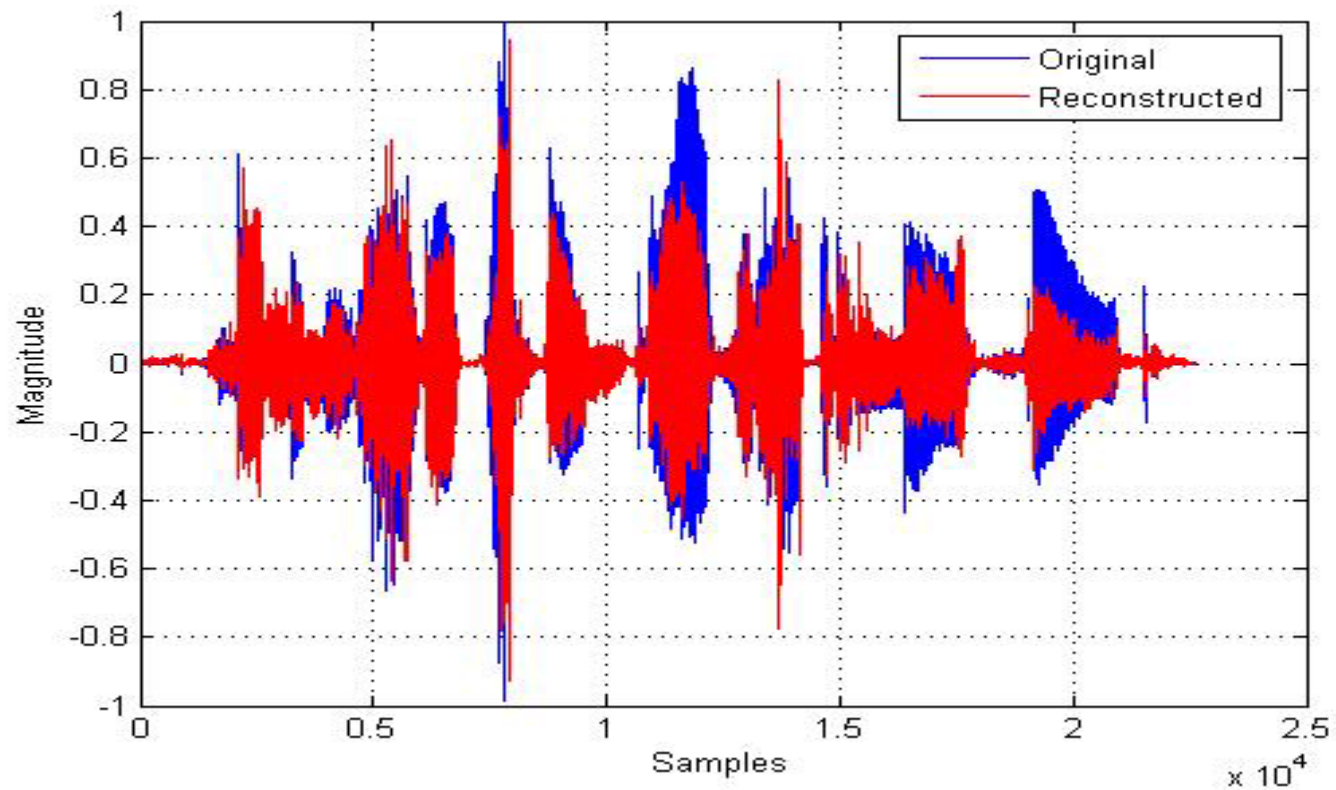


Original



Unquantized

Performance of CELP (Quantized) mse = 0.0120



LP Coefficients: Unquantized
Other Parameters: Quantized

Quantization Methods Used

- Scalar Quantization
- DPCM
- Vector Quantization
- TSVQ

Scalar Quantization

- Quantize one sample at a time
- The simplest quantization scheme
- Design quantizers with sizes $M = 2, 4, 8, 16, 32, 64, 128, 256$

Scalar Quantizer Design

- Lloyd algorithm
- Initial guess:
a uniform codebook

Scalar Quantizer Design

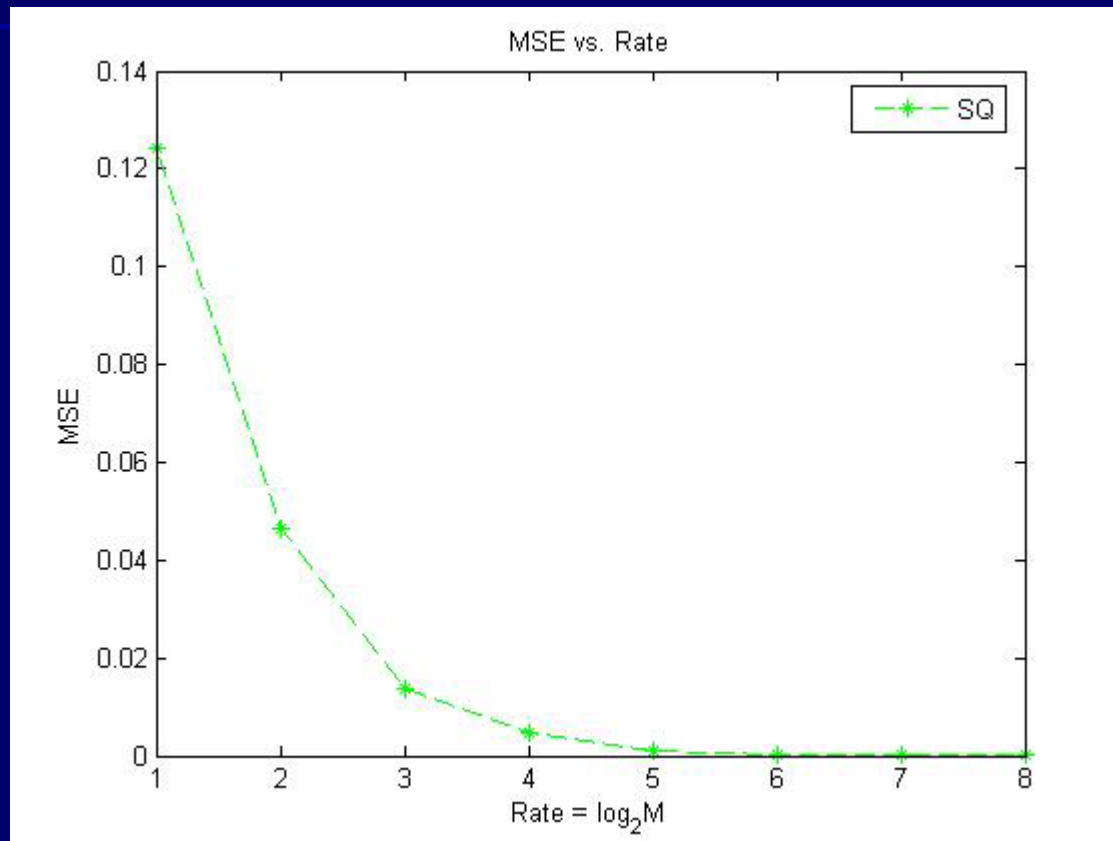
- Training data:

15000 samples of LP coefficients
generated from different speech
sources

$15000/256 = 58$ points/cell for $M=256$

$15000/2 = 7500$ points/cell for $M=2$

Performance of the SQ



DPCM

- Quantizing the prediction error, once at a time
- Essentially a scalar quantizer
- Good for slowly varying sources
- Need a model for the source to design the linear predictor

DPCM Design – Predictor

- Assume a source model
- First-order AR, zero-mean Gaussian

DPCM Design – Predictor

- Gaussian?

Many different kinds of speech, and LP coefficients

- Zero-mean?

Empirical mean is near to zero

DPCM Design – Predictor

- First-order AR?

Correlation analysis indicates a large first-order correlation coefficient, near 0.8, and small higher-order coefficients, smaller than 0.01

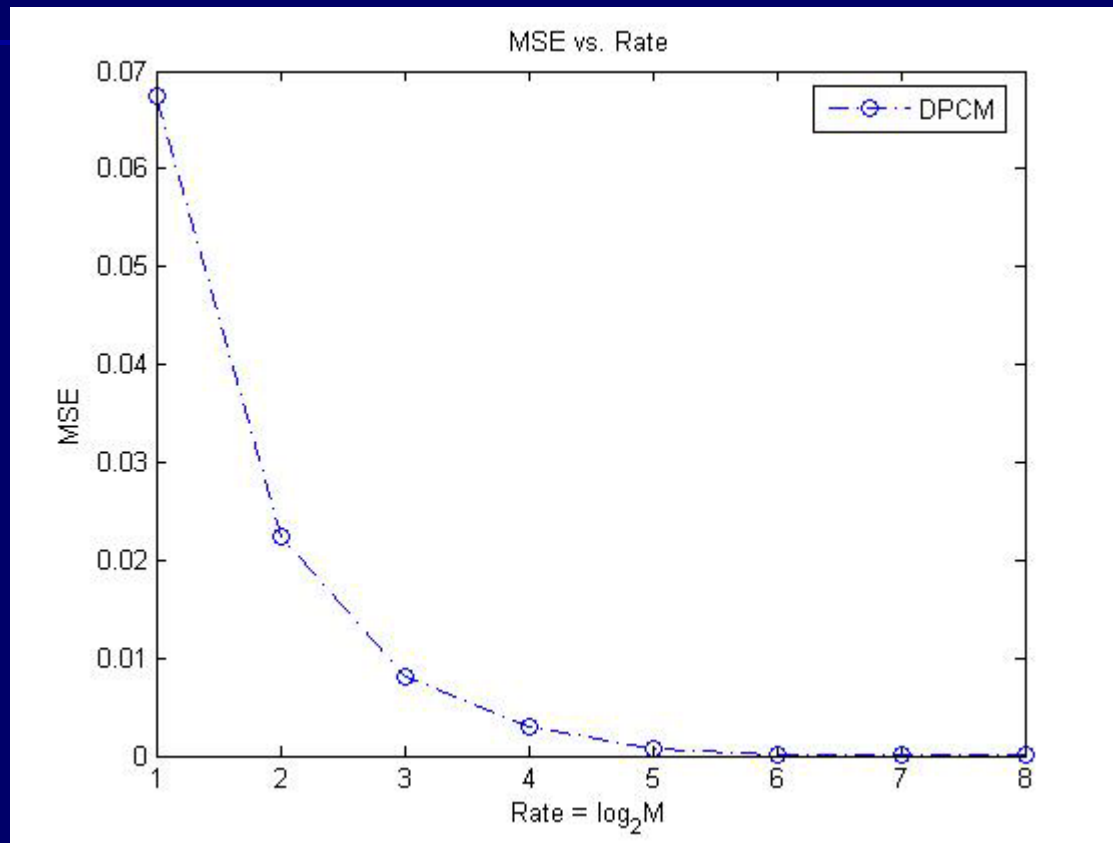
DPCM Design – Quantizer

- Designed to be optimal for the random variables

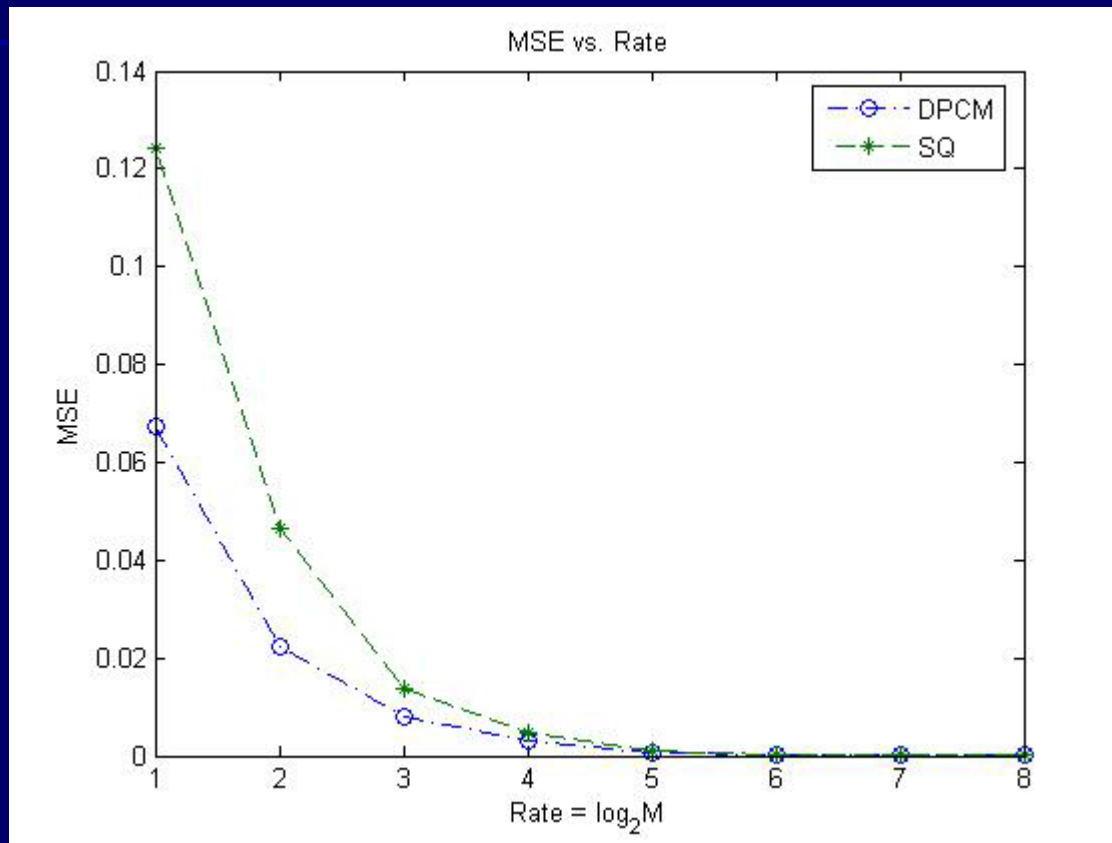
$$V_i = X_i - a_1 X_{i-1}$$

- Extract a_1 from correlation analysis, like solving the Yule-Walker equation
- Avoid calculating the limiting density of the prediction error

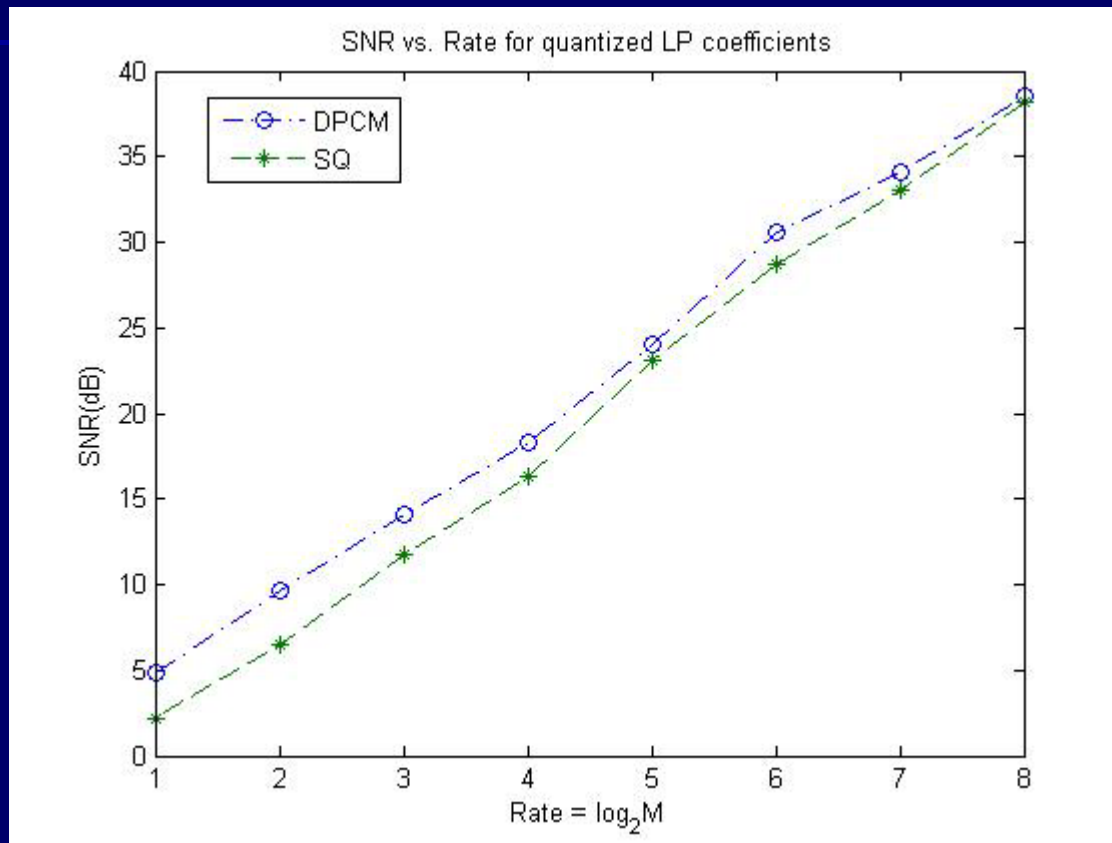
DPCM Performance



SQ vs. DPCM



SQ vs. DPCM



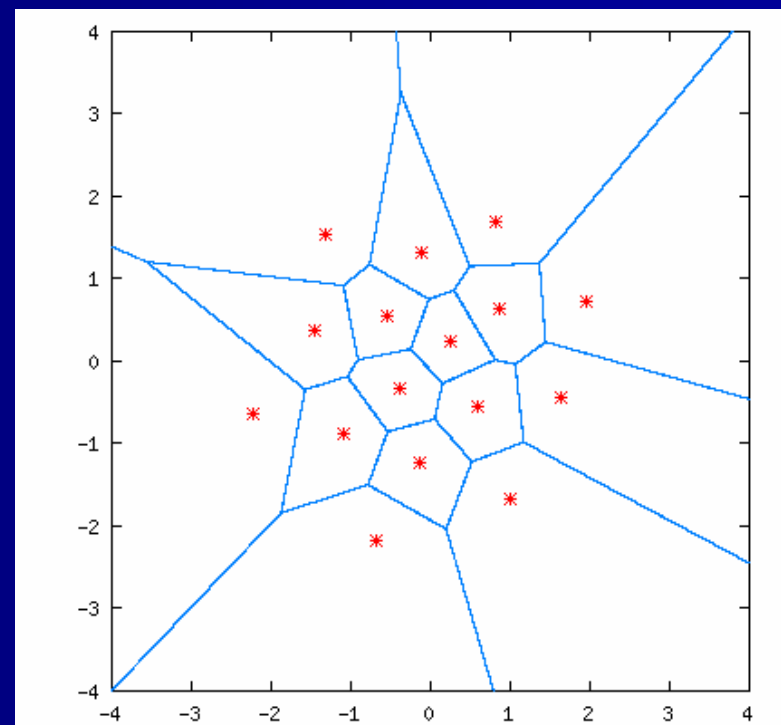
SQ vs. DPCM

For DPCM:

- Significant improvement for lower rate than SQ
- The simple models for sources and quantizer input are effective

Vector Quantization

- Key challenge
 - Given a source distribution, how to select codebook (*) and partitions (---) to result in smallest average distortion












VQ Design

- LBG algorithm was designed and implemented in Matlab
- Computes a codebook of a desired size given a training sequence

Performance of the CELP coder

- MOS, Mean Opinion Score
 - A sample of 20 people
 - Listen to reconstructed speech sample and rate the intelligibility
 - Excellent – 5
 - Good – 4
 - Fair – 3
 - Poor – 2
 - Bad – 1

Performance of Coder with DPCM

	$M = 2$	MOS = 1	
	$M = 4$	MOS = 1	
	$M = 8$	MOS = 1	 Original
	$M = 16$	MOS = 1	
	$M = 32$	MOS = 2.3	
	$M = 64$	MOS = 3.1	
	$M = 128$	MOS = 3.9	
	$M = 256$	MOS = 4.5	

Performance of Coder with SQ

 M = 2 MOS = 1

 M = 4 MOS = 1

 M = 8 MOS = 1

 M = 16 MOS = 1

 M = 32 MOS = 1.8









 M = 64 MOS = 2.9

 M = 128 MOS = 3.6

 M = 256 MOS = 4.1

 Original

Performance of Coder with VQ

	M = 2	MOS = 1.7
	M = 4	MOS = 1.9
	M = 8	MOS = 2.5
	M = 16	MOS = 2.9
	M = 32	MOS = 3.1
	M = 64	MOS = 3.1
	M = 128	MOS = 2.9
	M = 256	MOS = 3.0



Original

Conclusions

- Improvement in the quantization of LP coefficients improves the performance of the coder
- For a given codebook size, VQ performed better in terms of MSE
- DPCM performed better in terms of perceptual MSE

Questions

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THANK YOU