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# Symbolic vs. acoustics-based style control for expressive unit selection

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## Background

#### Unit selection

- + high naturalness
- low flexibility

Expressivity as a "side-effect" of database design



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## Background

#### Unit selection

- + high naturalness
- low flexibility

Expressivity as a "side-effect" of database design

#### Motivation

Expressive unit selection with

- smooth joins
- correct style

from mixed-style database



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## The PAVOQUE expressive speech synthesis corpus

#### Prompt material

- 3000 German sentences from WIKIPEDIA, optimized for coverage and prosodic variation
- 400 of these selected for optimal coverage for each style
- 150 style-specific extra prompts (per style)



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## The PAVOQUE expressive speech synthesis corpus

#### Recording and processing

- One male native speaker of German
- $\sim 8.5$  hours of speech (16 bit, 16 kHz)
- manually corrected phonetic segmentation



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The PAVOQUE expressive speech synthesis corpus

#### Expressive styles

- neutral 🖤 "news-reading style"
- cheerful < "nice, optimistic, happy-go-lucky"
- aggressive I "aggressive, irritable and short-tempered"
- poker \land "cool, laid back"





German unit selection voices built using DFKI's open-source



platform (http://mary.dfki.de/)



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## **Baseline voices**





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## **Baseline voices**





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## **Baseline voices**



- neutral (2946 utts)
- cheerful (393 utts)



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## **Baseline voices**



- neutral (2946 utts)
- cheerful (393 utts)
- depressed (393 utts)



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## **Baseline voices**



- neutral (2946 utts)
- cheerful (393 utts)
- depressed (393 utts)
- aggressive (394 utts)



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## **Baseline voices**



- neutral (2946 utts)
- cheerful (393 utts)
- depressed (393 utts)
- aggressive (394 utts)
- poker (393 utts)



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## **Baseline voices**

#### Built from PAVOQUE data, forced style control



- neutral (2946 utts)
- cheerful (393 utts)
- depressed (393 utts)
- aggressive (394 utts)
- poker (393 utts)
- allstyles (4519 utts)

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## Symbolic *style* target cost

## allstyles with discrete target cost feature:

$$x_{style} = \begin{cases} 0 & \text{if } style_{target} = style_{cand.} \\ 1 & \text{else} \end{cases}$$



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## Acoustic *style* target cost

allstyles with continuous target cost feature based on voice quality parameter OQG<sup>1</sup>:

 $x_{vq} = |vq_{target} - vq_{cand.}|$ 

vq<sub>target</sub> predicted using CART



<sup>1</sup>Lugger et al. (2006)

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## Acoustic style target cost

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400 WIKIPEDIA sentences resynthesized in each style:Smoothness baseline:allstyles voiceStyle match baseline: $\langle style \rangle$  baseline voice  $\in \{ igodot, igodot, igodot, igodot, igodot, igodot \}$ Gold standard:original recordings



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Dynamic utterance blacklisting

	f	n	0	r	d
ates	$f_1$	<i>n</i> <sub>1</sub>	<i>o</i> <sub>1</sub>	<i>r</i> <sub>1</sub>	$d_1$
andid	<i>f</i> <sub>2</sub>	<i>n</i> 3	<i>0</i> 3	<i>r</i> 4	d4
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Resynthesize utt 1:

• candidates



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Dynamic utterance blacklisting



Resynthesize utt 1:

- candidates
- utt 1 selected



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Dynamic utterance blacklisting



Resynthesize utt 1:

- candidates
- utt 1 selected
- utt 1 blacklisted





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## Objective measures

#### Criteria

• Style: percentage of units selected from utterances with requested style





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## Objective measures

#### Criteria

- Style: percentage of units selected from utterances with requested style
- Smoothness: number of joins vs. number of units





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## Objective measures

#### Criteria

- Style: percentage of units selected from utterances with requested style
- Smoothness: number of joins vs. number of units
- Spectral distance from gold standard:

$$RMSE_{i} = \sqrt{\frac{1}{P}\sum_{k=0}^{P-1} (g_{i}(k) - s_{m(i)}(k))^{2}}$$









Effect of target cost feature weight (vq voice)





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## Smoothness criterion

*Mean span length* (higher = fewer joins)





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## Smoothness criterion







## Spectral distance criterion

Effect of target cost feature weight on spectral distance to gold standard (aggressive style)



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- Unit selection voices built from mixed-style expressive database
- Two *style* target cost features:
  - symbolic (discrete)
  - acoustic (voice quality)
- Controlled variation of target cost weight and  $\frac{\text{target cost}}{\text{join cost}}$  ratio
- Symbolic control gives expected results
- Acoustic control complex (more features may improve results)



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		Outlook		

Future work:

- Improve robustness of acoustic control with a mix of features
- Combine style selection with modification
- Perceptual evaluation

