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Janusz Kacprzyk, Polish Academy of Sciences, Warsaw, Poland e-mail: kacprzyk@ibspan.waw.pl

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Contents

Cluster Analysis, Classification and Forecasting Tool on DS30 for Better Investment Decision Arshiful Islam Shadman, Sheikh Shadab Towqir, M. Ahnaf Akif, Mehrab Imtiaz and Rashedur M. Rahman	197
Comparing Modified PSO Algorithms for MRS in Unknown Environment Exploration Anh-Quy Hoang and Minh-Trien Pham	207
Design Adaptive-CTC Controller for Tracking Target Used Mobile Robot-Pan Tilt-Stereo Camera System Le Van Chung and Duong Chinh Cuong	217
Estimation Localization in Wireless Sensor Network Based on Multi-objective Grey Wolf Optimizer Trong-The Nguyen, Ho Thi Huong Thom and Thi-Kien Dao	228
Evaluation of Mobile Phone Wireless Charging System Using Solarand Inductive CouplingNorizam Sulaiman, Mohd Shawal Jadin, Amran Abdul Hadi,Muhamad Sharfi Najib, Mohd Ashraf Ahmadand Nurul Shazrien Amsyha Yusuf	238
Hardware Implementation of MFCC Feature Extraction for Speech Recognition on FPGA Van-Lan Dao, Van-Danh Nguyen, Hai-Duong Nguyen and Van-Phuc Hoang	248
Improved Adaptive Fuzzy Sliding Mode Control for Second Order Nonlinear System Pham Van Thiem, Lai Khac Lai and Nguyen Thi Thanh Quynh	255
Improved LDPC Iterative Decoding Algorithm Based on the Reliable Extrinsic Information and Its Histogram Nguyen Anh Tuan and Pham Xuan Nghia	265
Improving Control Quality for Two-Wheeled Mobile Robot	275
Incorporation of Experience and Reference-Based Topic Trust with Interests in Social Network Phuong Thanh Pham, Manh Hung Nguyen and Dinh Que Tran	286
Integrating Multisignature Scheme into the Group Signature Protocol	294

Hardware Implementation of MFCC Feature Extraction for Speech Recognition on FPGA

Van-Lan $\mathrm{Dao}^{(\boxtimes)},$ Van-Danh Nguyen, Hai-Duong Nguyen, and Van-Phuc Hoang

Abstract. In this paper, an FPGA-based Mel Frequency Cepstral Coefficient (MFCC) IP core for speech recognition is presented. The implementation results on FPGA show that the proposed MFCC core achieves higher resource usage efficiency compared with other designs.

1 Introduction

Nowadays, speech recognition and speaker recognition researched and applied a lot of human life [1,2,4–7]. Feature extraction of speech is one of the most important issues in the field of speech recognition or speaker recognition. This phase is proceeded right after the input speech is pre-emphasized and windowed. There are two dominant acoustic measurements of speech signal. One is the parametric approach, which is developed to match closely the resonant structure of the human vocal tract that produces the corresponding speech sound. It is mainly derived from linear predictive analysis, such as LPC-based cepstrum (LPCC). The other one is the non-parametric method modeling the human auditory perception system. Mel frequency cepstral coefficients (MFCCs) are utilized for this purpose [8]. In recent studies of speech recognition system, the MFCC parameters perform better than others in the recognition accuracy [9,10]. Figure 1 presents the general model of a speech/speaker recognition. The objective of this paper is to design a low area MFCC core on FPGA with an improved MFCC algorithm for speech recognition and speaker recognition applications.

The rest of this paper is organized as follows. Section 2 describes the MFCC algorithm and Sect. 3 shows the MFCC core design. Section 4 presents the implementation results and finally, Sect. 5 concludes of the paper.

2 MFCC Algorithm

The extraction of the best parametric representation of acoustic signals is an important task to produce a good recognition performance. The efficiency of this phase is important for the next phase since it affects its behavior.

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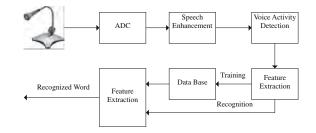


Fig. 1. General model of a speech/speaker recognition.

MFCC is based on the human hearing perception which cannot perceive frequencies over 1 KHz. In other words, MFCC is based on known variation of the human ear's critical bandwidth with frequency [8–10]. MFCC has two types of filter which are spaced linearly at low frequency below 1000 Hz and logarithmic spacing above 1000 Hz. A subjective pitch is present on Mel frequency scale to capture the important phonetic characteristic in speech.

The overall block diagram for MFCC algorithm is shown in Fig. 2 [11].

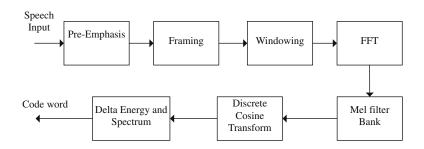


Fig. 2. MFCC block diagram.

MFCC consists of seven computational steps as shown in Fig. 2. The mathematical expression of each step is discussed briefly as follow.

Step 1: Pre-emphasis

This step processes the passing of signal through a filter which emphasizes higher frequencies. This process will increase the energy of signal at higher frequency.

$$Y[n] = X[n] - aX[n-1]$$
(1)

Lets consider a = 0.95, which make 95 % of any one sample is presumed to originate from the previous sample.

Step 2: Framing

The process of segmenting the speech samples obtained from analog to digital conversion (ADC) into a small frame with the length within the range of 20 ms to

40 ms. The voice signal is divided into frames of N samples. Adjacent frames are being separated by M(M < N). Typical values used are M = 100 and N = 256.

Step 3: Hamming windowing

Hamming window is used as window shape by considering the next block in feature extraction processing chain and integrates all the closest frequency lines. The Hamming window equation is given as:

If the window is defined as $W(n), 0 \le n \le N - 1$ where

N = number of samples in each frame

Y(n) =Output signal

X(n) =input signal W(n) = Hamming window, then the result of windowing signal is shown below:

$$Y[n] = X[n].W[n]$$
⁽²⁾

$$W(n) = 0.54 - 0.46 * \cos(\frac{2\pi n}{N-1}); 0 \le n \le N-1;$$
(3)

Step 4: Fast Fourier Transform (FFT)

FFT converts each frame of N samples from time domain into frequency domain. The Fourier Transform is to convert the convolution of the glottal pulse U[n] and the vocal tract impulse response H[n] in the time domain. This statement supports the equation below:

$$Y(w) = FFT[h(t) * X(t)] = H(w) * X(w)$$
(4)

If X(w), H(w) and Y(w) are the Fourier Transform of X(t) and Y(t) respectively.

Step 5: Mel Filter Bank Processing

The frequency range in FFT spectrum is very wide and voice signal does not follow the linear scale. The bank of filters according to Mel scale as shown in Fig. 3 is then performed.



Fig. 3. Mel scale filter bank.

This figure shows a set of triangular filters that are used to compute a weighted sum of filter spectral components so that the output of process approximates to a Mel scale. Each filter's magnitude frequency response is triangular in shape and equal to unity at the centre frequency and decrease linearly to zero at centre frequency of two adjacent filters [13]. Then, each filter output is the sum of its filtered spectral components. After that the following equation is used to compute the Mel for given frequency f in Hz:

$$Mel(f) = 2595 * \log 10(1 + f_{700}) \tag{5}$$

Step 6: Discrete Cosine Transform

This is the process to convert the log Mel spectrum into time domain using Discrete Cosine Transform (DCT). The result of the conversion is called Mel Frequency Cepstrum Coefficient. The set of coefficient is called acoustic vectors. Therefore, each input utterance is transformed into a sequence of acoustic vector.

Step 7: Delta Energy and Delta Spectrum

The voice signal and the frames changes, such as the slope of a formant at its transitions. Therefore, there is a need to add features related to the change in cepstral features over time axis. 13 delta or velocity features (12 cepstral features plus energy), and 39 features a double delta or acceleration feature are added. The energy in a frame for a signal x in a window from time sample t_1 to time sample t_2 , is represented by the below equation:

$$Energy = \sum_{t=t_1}^{t_2} X^2(t) \tag{6}$$

Each of the 13 delta features represents the change between frames in the Eq. (7) corresponding cepstral or energy feature, while each of the 39 double delta features represents the change between frames in the corresponding delta features.

$$d(t) = \frac{c(t+1) - c(t-1)}{2} \tag{7}$$

In [13], the authors presented an improved MFCC algorithm which will be used in this paper.

3 MFCC Hardware Core Design

MFCC architecture presents as shown in Fig. 4. In this work, the MFCC core is designed with 80-point sub-frame and 128-point FFT. Data input is speech signal samples saved in RAM. The controller block is a finite state machine including two states as show Fig. 5.

4 Implementation Results

The MFCC core was implemented with VHDL code and implemented in Xilinx Virtex-VI-LX240T and Spartan 3A DSP 1800 FPGA platforms. The FPGA implementation results are shown in Table 1 in which the MFCC core area can be reduced lower than other designs. Compared to other designs, this work can reduce the number of DSP48E1s significantly and numbers of slice LUTs/Registers are also lower than in [14–16].

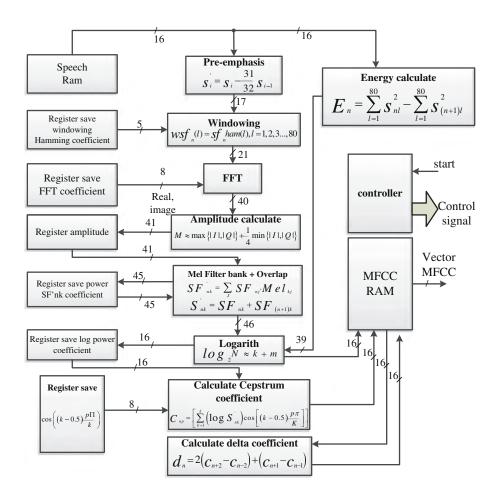


Fig. 4. Mel scale filter bank.

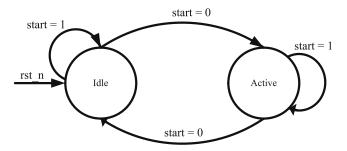


Fig. 5. Finite state machine for controller block.

FPGA	Virtex 6-	Virtex 6-	Spartan 3A	Virtex 6-lx240T	Spartan 3A
device	lx240T [14]	lx240T [15]	DSP 1800 [16]	(Our design)	1800 (Our design)
Number of Slice Reg- isters	11577	13726	23251	11567	11335
Number of Slice LUTs	8193	14837	35104	7353	11581
Number of fully used LUT-FF pairs	-	-	39452	1228	10700
Number of Block RAM/FIFO	44	4	14	8	15
Number of DSP48E1s	82	57	33	10	11
Frequency (MHz)	155	65.5	-	139	52

Table 1. Implementation results of MMFC core on Xilinx FPGA.

5 Conclusion

This paper has presented an area efficient MFCC core for speech/speaker recognition applications. The implementation results in FPGA show the MFCC core area can be reduced significantly. In the future, we will optimize the power consumption and area for the MFCC core and apply it for speech/speaker recognition applications.

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- 254 V.-L. Dao et al.
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