

## vTTS: visual-text to speech

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Summary: synthesizing speech not from **text (discrete symbols)** but from **visual text (text as an image)**

- **Text is not a sequence of discrete symbols.**

- Phonogram (e.g., Hangul)
  - A character representing a speech sound
  - Combination of sub-characters determines the reading
- Emphasized word (e.g., underlined and **bold**) [1]
  - We read it emphatically.
- Typefaces (e.g., in poster and comics) [2]
  - Utilizes to convey desired emotions to readers.

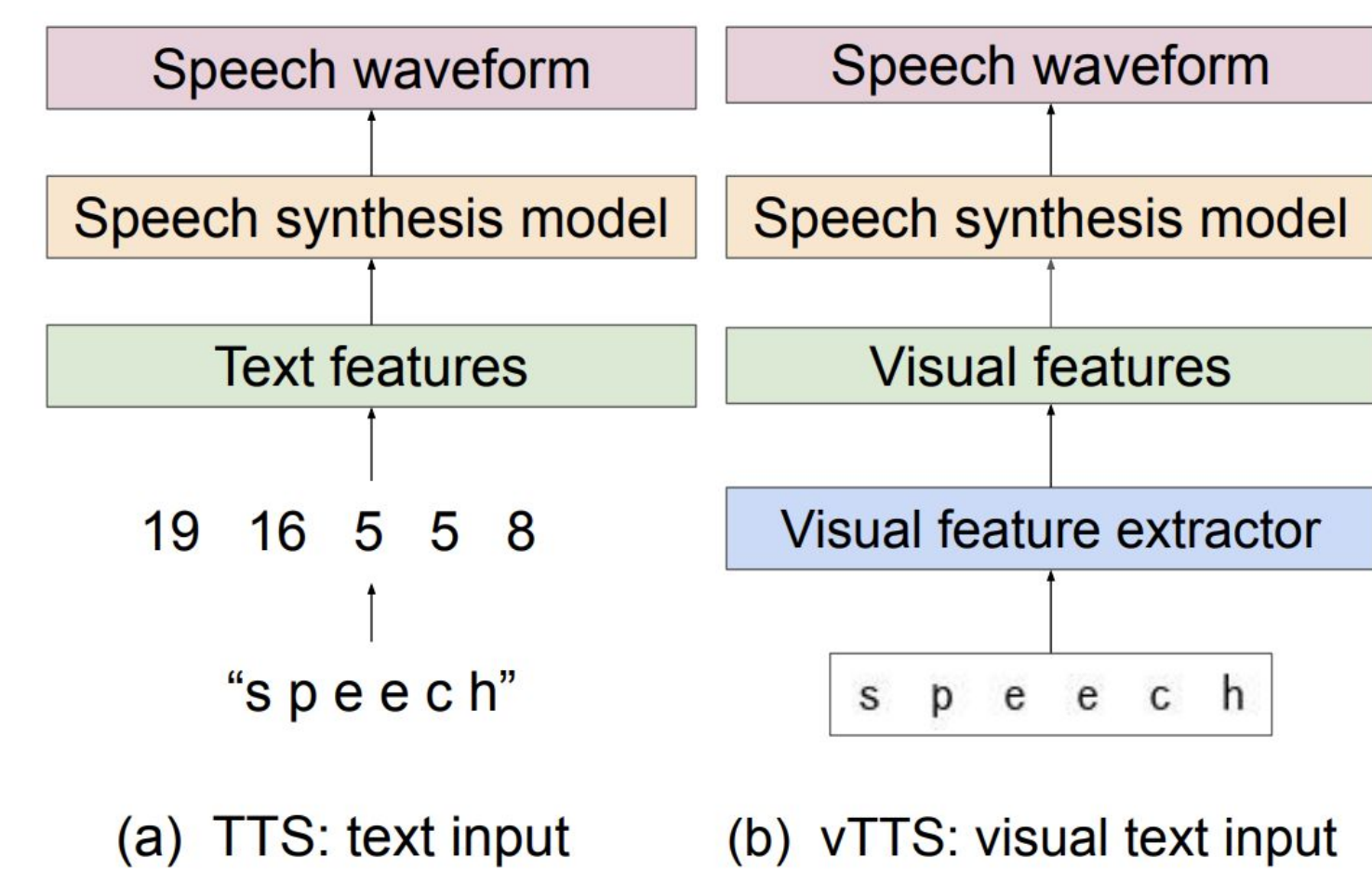
- **Text is an image! -> visual text (text as an image)**

- **Visual-text to speech (vTTS): a new task of speech synthesis**

- Maps visual-text to speech.
- We present an end-to-end mapping method.

- **Experiments**

- Basic TTS (text to speech) vs. our vTTS
- Transferring attributes in visual-text to speech
- Robustness to OOV (out of vocabulary) characters

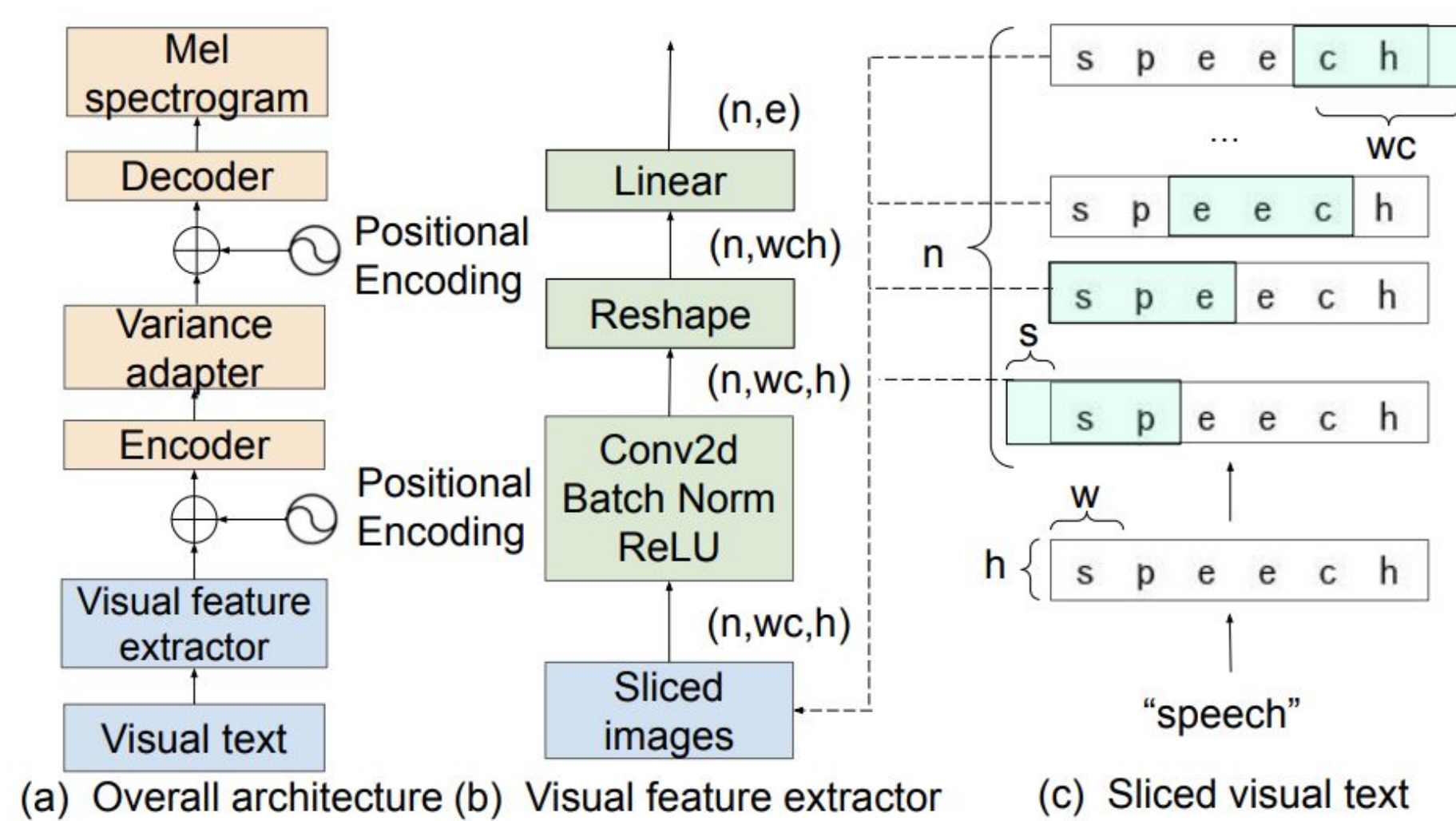


## Methodology: end-to-end mapping from visual text to speech features

## What visual texts do

- Compositionality  
강 (kang) = ㄱ (k) + ㅏ (a) + ㅇ (ng)
- Emphasis attribute
- Emotion attribute
- Visual-text conveys linguistic and para-linguistic information.
- Smallest units in speech synthesis
  - **Pixel (ours)** < byte [3] < phoneme < character < subword

## vTTS model architecture



- **Visual text**

- Artificially generated from text
  - Not realistic but good for benchmark
  - Monospace font

- **Visual feature extractor**

- Extract visual features from visual text

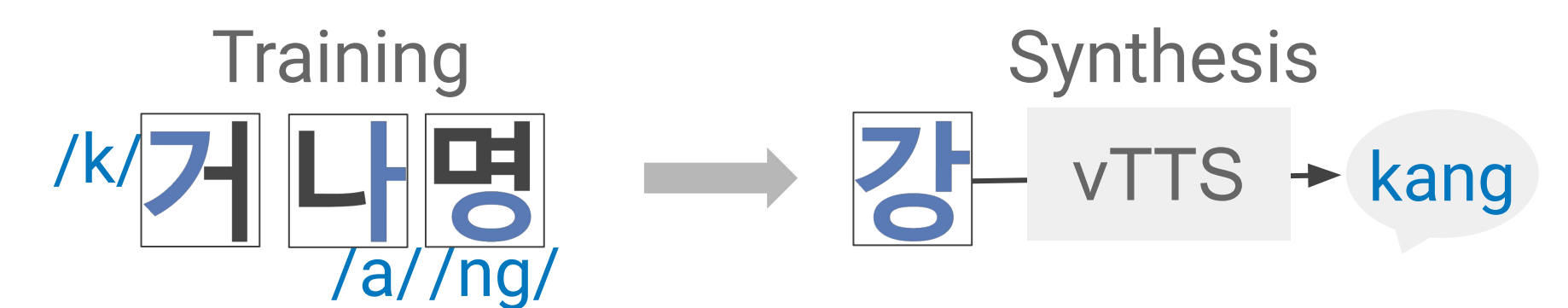
- **FastSpeech 2 [4] encoder/decoder**

- Non-autoregressive model

## What the visual-feature extractor does

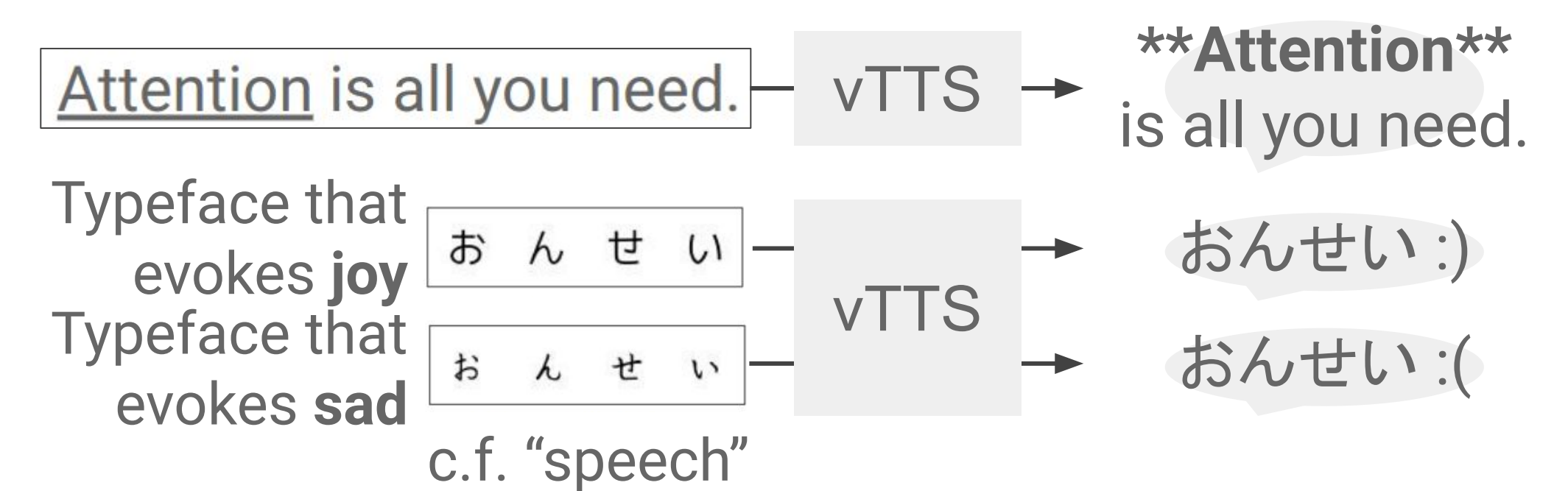
- **Compositionality of sub-characters**

- In phonetic languages (e.g., Korean), combination of sub-characters determines the overall reading.
- Even if OOV characters emerge, vTTS can predict the readings using the visual features.



- **Emphasis and emotion attributes**

- The extractor will extract emphasis and typefaces.



## Experimental evaluation

## Experimental setup

Language	<ul style="list-style-type: none"> <li>• Japanese (Hiragana)</li> <li>• Korean (Hangul)</li> <li>• English (Roman Alphabet)</li> </ul>
Dataset	<ul style="list-style-type: none"> <li>• 8.3 hours from JSUT (Japanese) [5]</li> <li>• + word-emphasized speech from JECS</li> <li>• + happy and sad speech from manga2voice [6]</li> <li>• 9.0 hours from KSS (Korean) [7]</li> <li>• 19 hours from LJSpeech (English) [8]</li> </ul>
Model	<ul style="list-style-type: none"> <li>• Character-input FastSpeech2 [5] (TTS)</li> <li>• Visual text-input model (vTTS)</li> </ul> (All the models are mono-lingual.)

## Transferring emphasis

- **"Which word is emphasized?"**

- Listener listens to synthetic speech and answer the emphasized word.
- **Emphasis is accurately transferred.**

Speech (Ja)	Accuracy
Ground truth	<b>0.933</b>
<u>Attention</u> is all ...	<b>0.933</b>
<b>Attention</b> is all ...	0.898
<i>Attention</i> is all ...	0.877
No effect	0.381 ~ 0.505

## Transferring emotion

- **"Which emotion is perceived?"**

- Listener listens to synthetic speech and answer the perceived emotion.
- **Emotion is accurately transferred.**

Confusion matrix (Ja)	Happy (perceived)	Sad (perceived)
Happy (true)	<b>0.795</b>	0.205
Sad (true)	0.114	<b>0.886</b>

## TTS vs. vTTS: comparison of naturalness

- **5-point mean opinion score (MOS) on naturalness**
  - Language-wise evaluation

Lang.	TTS	vTTS		
		window c=1	c=3	c=5
Ja	3.45 ± 0.09	3.41 ± 0.09	3.46 ± 0.09	3.49 ± 0.10
Ko	<b>3.04 ± 0.16</b>	<b>3.55 ± 0.15</b>	3.18 ± 0.15	3.01 ± 0.15
En	3.72 ± 0.10	3.69 ± 0.10	3.70 ± 0.11	3.71 ± 0.10

- **TTS vs. vTTS**

- Comparable in Ja and En (no significant difference)
- **vTTS is better in Ko (significant difference)**

- **Effect of window size c**

- **Naturalness improves as c increases in Ja and En.**
- **c = 1 is the best in Ko (due to the number of phonemes expressed by one character?)**

## Robustness to OOV character

- **Three test sets**

- "in-vocab" consists of characters appearing **more than 3 times** in training data.
- "rare" includes appearing **less than 3 times** in the training data.
- "OOV" includes **OOV** characters.

- **Evaluation (Korean speech only)**

- 5-point MOS on naturalness by native speakers
- Character error rate (CER) of transcription by native speakers
- **vTTS is more robust to OOV (= degradation by OOV is small) than TTS.**

	MOS (Δ: decrease from "in-vocab.")			CER (Δ: decrease from "in-vocab.")		
	in-vocab	rare (Δ)	OOV (Δ)	in-vocab	rare (Δ)	OOV (Δ)
TTS	3.29 ± 0.16	2.32 ± 0.16 <b>(-0.97)</b>	2.31 ± 0.20 <b>(-0.98)</b>	0.120	0.194 <b>(+0.074)</b>	0.255 <b>(+0.135)</b>
vTTS	3.58 ± 0.13	3.12 ± 0.16 <b>(-0.46)</b>	2.95 ± 0.21 <b>(-0.63)</b>	0.080	0.114 <b>(+0.034)</b>	0.163 <b>(+0.083)</b>

## Future direction

- vTTS from real image, e.g., posters, comics (manga), and other in-the-wild images.

## Reference

[1] Strobelt et al., IEEE TVCG, 2016.

[3] B. Li et al., ICASSP, 2019.

[5] R. Sonobe et al., AST, 2019.

[7] https://kaggle.com/bryanpark/ korean-single-speaker-speech-dataset

[2] S. Choi et al., AltMM, 2016.

[4] Y. Ren et al., ICLR, 2021.

[6] S. Takamichi et al., ASJ, 2020.

[8] https://keithito.com/LJ-Speech-Dataset/