EDGE-BASED SPEAKER RECOGNITION SYSTEM USING MFCC WITH CLOUD-ASSISTED OPTIMIZATION

Project report in partial fulfillment of the requirement for the award of the degree of

Bachelor of Technology

In

CSIT

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CERTIFICATE

This is to certify that the project titled "EDGE-BASED SPEAKER RECOGNITION SYSTEM USING MFCC WITH CLOUD-ASSISTED OPTIMIZATION" submitted by Debjyoti Ghosh (University Roll No. 12023002023025), Avradeep Mondal (University Roll No. 12023002023009), Biswadeep Das (University Roll No. 12023002023014), Biswanath Modak (University Roll No. 12023002023016), and Ayush Kar (University Roll No. 12023002023011) students of UNIVERSITY OF ENGINEERING and MANAGEMENT, KOLKATA, in partial fulfillment of requirement for the degree of Bachelor of Computer Science and Information Technology, is a bonafide work carried out by them under the supervision and guidance of Prof. Pradipta Sarkar during 6th Semester of academic session of 2023 - 2027. The content of this report has not been submitted to any other university or institute. I am glad to inform that the work is entirely original and its performance is found to be quite satisfactory.

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Signature of Guide

ACKNOWLEDGEMENT

We would like to take this opportunity to thank everyone whose cooperation and encouragement throughout the ongoing course of this project remains invaluable to us.

We are sincerely grateful to our guide Prof. Pradipta Sarkar of the Department of CST/CSIT/CSE(CS)/CSE(NW), UEM, Kolkata, for his/her wisdom, guidance and inspiration that helped us to go through with this project and take it to where it stands now.

Last but not the least, we would like to extend our warm regards to our families and peers who have kept supporting us and always had faith in our work.

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ABSTRACT

The Project outlines a cloud-based voice biometric recognition systems devised for scalable and real-time speaker identification with the help of Mel-Frequency Cepstral Coefficients(MFCC) and machine learning techniques.The System enhances a traditional edge-based prototype into a centralized Architechture embedding cloud service, web-based interface, and edge device integration.

The platform now enables user enrollment with centralized voice data management. The model training happens through a cloud backend, while edge devices perform audio capture and communicate with the system through APIs. The extracted MFCC and spectral feature from the speech signals were used to train a probabilistic classifiers for speaker identification.

Multi-processing technique are used to improve the system efficiency via handling multiple requests in parallel during feature extraction and prediction. The system demonstrate reliable performance in controlled environments. The framework support scalability, centralized control, and extensibility toward advanced deep learning integrated biometric systems.

CHAPTER 1: INTRODUCTION

1.1 Background

Voice biometrics is an emerging authentication technique that identifies individuals based on unique vocal characteristics. Contrary to traditional authentication system such as passwords or tokens, systems based on voice biometrics provide a natural and hand-free user experience.

Developments in speech processing and machine learning have enabled the development in advance real-time applications of efficient speaker recognition systems.

1.2 Motivation

Pre-existing voice recognition system are either restricted to isolated implementations with limited scalability or rely heavily on cloud-based architecture, which introduces latency and raise privacy concerns. Hence, there is a lack of hybrid system that combines centralized cloud capabilities secure, efficient, and real-time interaction across multiple devices.

1.3 Objectives

- To extract MFCC features from speech signal
- To devise a machine learning-based speech recognition models
- To design a cloud-based framework for centralized processing
- To implement a web interfaces for user management
- To integrate edge devises for real-time audio acquisition
- To incorporate multi-processing for efficient parallel execution
- To build a scalable and maintainable systems architecture

1.4 Scope

The proposed system is developed for speaker recognition in a controlled environment. It is a closed-set speech recognition system where identification is performed among a predefined set of registered users. It is suitable for applications such as secure authentication system, IoT-based access control mechanisms, and web-based identity verification platforms for reliable and real-time user identification.

CHAPTER 2: LITERATURE SURVEY

2.1 MFCC-Based Speaker Recognition

Mel-Frequency Cepstral Coefficients (MFCC) are extensively used in the processing of speech signals due to their ability to characterize human auditory perception effectively. There are a few studies that show that MFCC-based voice recognition system outperform traditional technique like LPC and PLP in speaker recognition task [3], [11].

Research based on MFCC added with classical machine learning models such as support vector machines and random forest classifier has shown reliable performance in closed and controlled environment [8], [16]. For the improvement of the classification accuracy, Multi- feature fusion approaches integrating MFCC with pitch and spectral features [18].

However, MFCC features being sensitive to noise and environmental variations affect recognition performance in real world scenarios [13].

2.2 Deep Learning Approaches in Speaker Recognition

Integration of Deep learning can improve the speaker recognition performance significantly. Architectures such as ECAPA- TDNN introduce channel attention mechanisms and achieve state-of-the-art results in speaker verification tasks [1].

Models like Wav2vec 2.0 enable learning of speech representation directly from raw audios, reducing dependence on handcrafted features [2]. Models based on transformer further enhance recognition by capturing long-range dependencies in speech signals [10].

End-to-end systems operating on raw audio eliminate traditional feature extraction and improve performance, but require large datasets and high computational resources [17].

2.3 Cloud-Based Voice Recognition Systems

Cloud computing enables scalable and centralized architectures for voice recognition systems. System based on cloud allow model training, storage, and inference to be managed centrally so that it can support multiple users and devices efficiently [9].

Cloud systems provide high computational power and scalability, contrary to edge systems, which offer lower latency and improved privacy [14].

2.4 Voice Biometrics and Security

Voice biometrics provides a secure and non-intrusive authentication system, but it is vulnerable to spoofing attacks such as replay and synthetic voice generation [7]. Deep learning and spectrogram analysis have been developed to improve system security while emotional and environmental factors still affects the performance.

2.5 Research Gap

Deep learning model require high computational resources but traditional systems lack scalability and centralized management. Till now the researches are mainly based on either high performance deep learning models or lightweight embedded system.

CHAPTER 3: PROBLEM STATEMENT

3.1 Problem Definition

Poor scalability, lack of centralize data management and high computational requirements are the main problems faced by the pre-existing voice recognition systems. Multiple users and devices can not use these systems as they struggles to support multi processing. Thus these systems are nor well suited for real time deployment, especially when handling multiple simultaneous request.

3.2 Challenges

Noise affect MFCC based system, which reduces performance in real world conditions. Human speech can vary because of emotional and environmental reasons. Also spoofing attacks increases vulnerability and reduces reliability. Additionally, the systems based on cloud may increase latency. Managing concurrent processing with the system is also a challenge.

For any authentication system Scalability and security is a big concern, dealing a huge numbers of users personal data's like voice samples and biometrics requires a high cloud based system. Handling a huge numbers of user data can lead to any data breach.

CHAPTER 4: PROPOSED SOLUTION

4.1 System Overview

The proposed system is a **cloud-integrated speaker recognition platform** designed to enable scalable and real-time identification of users based on their voice characteristics. The system follows a **hybrid architecture**, combining edge devices for audio acquisition with a centralized cloud backend for processing, storage, and model management.

The core idea is to move from a standalone edge-based prototype to a **centralized system** where multiple users and devices can interact through a unified platform. The system allows users to enroll their voice data, which is processed and stored in the cloud. Machine learning models are trained centrally and used to perform speaker recognition through API-based communication.

The system ensures:

- Centralized user and data management
- Scalability across multiple devices
- Real-time interaction between hardware and cloud services
- Modular design for future upgrades (e.g., deep learning models)

4.2 System Architecture

The system is divided into three primary layers:

1. Cloud Backend Layer

The cloud backend acts as the core processing unit of the system. It is responsible for:

- **User Management (CRM Module):**
  - User registration and authentication
  - Voice enrollment and profile management
- **Data Storage:**
  - Storage of audio samples and extracted features
  - Organized dataset for each user
- **Model Management:**
  - Centralized training of machine learning models
  - Model versioning and updates
- **Inference API:**
  - Handles prediction requests from edge devices
  - Returns speaker identity and confidence score

3. Web Application Layer

The web interface provides a user-friendly platform for interaction with the system. It includes:

- Dashboard for monitoring system activity
- Interface for uploading voice samples
- Visualization of prediction results
- User and device management tools

This layer acts as the **control interface** for managing the entire system.

4.3 Data Flow

The system follows a structured data flow between components:

1. The user registers and uploads voice samples through the web interface.
2. The uploaded audio data is stored in the cloud database.
3. Feature extraction (MFCC and spectral features) is performed on the stored data.
4. A machine learning model is trained using the extracted features.
5. The trained model is deployed on the cloud server.
6. During operation, the edge device captures live audio input.
7. The audio data or extracted features are sent to the cloud via API.
8. The cloud processes the request and returns the predicted speaker identity along with a confidence score.
9. The edge device receives the response and triggers corresponding actions (display, LED, servo)

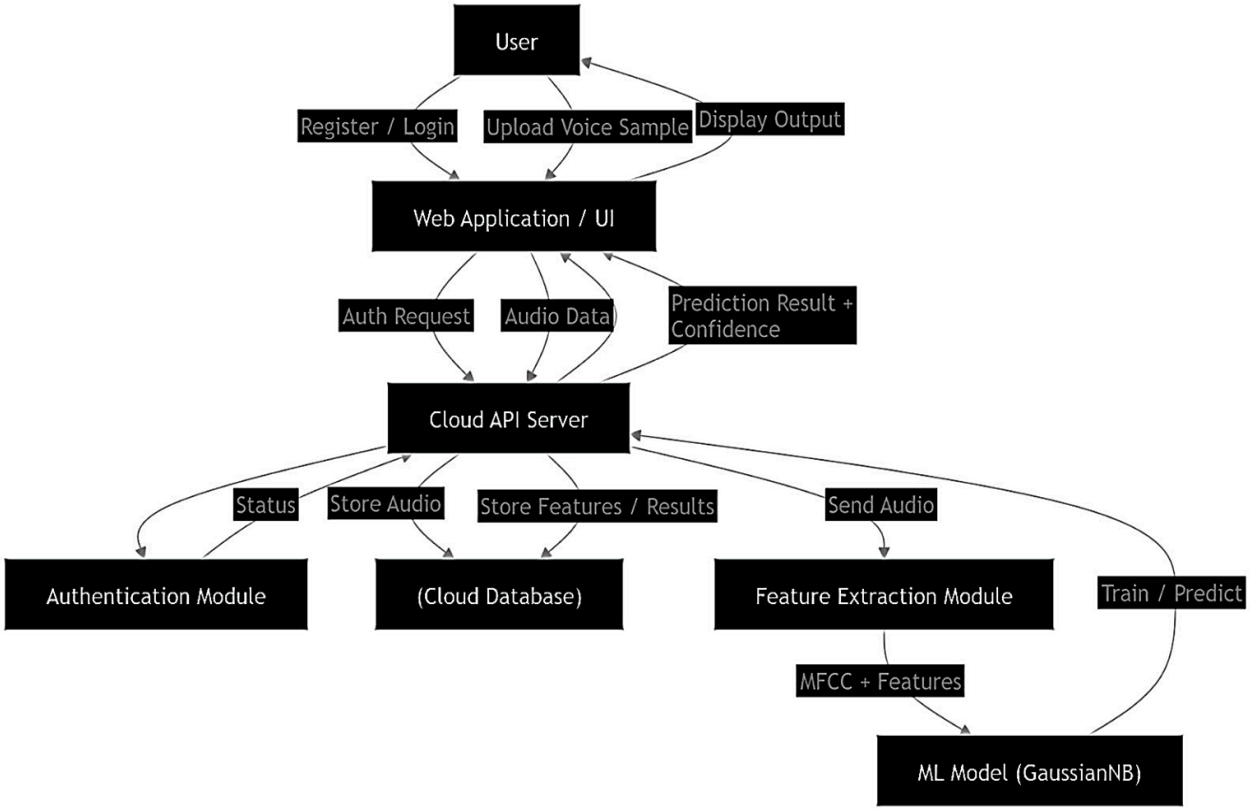

Figure 1: Data flow diagram of voice recognition systems architecture

4.4 Machine Learning Pipeline

The system uses a classical machine learning pipeline for speaker recognition, consisting of the following stages:

1. Audio Acquisition

Voice samples are collected either through the web interface (for training) or through the edge device (for real-time prediction).

2. Preprocessing

The audio signals are normalized and segmented into frames to ensure consistent feature extraction.

3. Feature Extraction

Mel-Frequency Cepstral Coefficients (MFCC) along with additional spectral features (such as pitch, spectral centroid, and bandwidth) are extracted from the audio signal to capture speaker-specific characteristics.

4. Feature Scaling

Extracted features are standardized using techniques such as StandardScaler to improve model performance.

5. Model Training

A probabilistic machine learning model (e.g., Gaussian Naive Bayes) is trained using labeled speaker data in a closed-set environment.

6. Inference

During prediction, features extracted from incoming audio are passed through the trained model to determine the speaker identity based on probability scores.

4.5 Advantages

The proposed system offers several advantages over traditional standalone or purely cloud-based systems:

- **Scalability:**
  Centralized cloud architecture allows support for multiple users and devices simultaneously.
- **Maintainability:**
  Model updates and improvements can be deployed centrally without modifying edge devices.
- **Real-TimeProcessing:**
  Edge devices enable real-time audio capture and immediate response.
- **CentralizedDataManagement:**
  All user data and models are managed in a unified system, improving organization and accessibility.
- **ModularDesign:**
  The system can be easily extended to incorporate advanced techniques such as deep learning-based speaker embeddings.
- **ImprovedSystemEfficiency:**
  Multi-processing and API-based design allow handling of multiple requests in parallel.

CHAPTER 5: EXPERIMENTAL SETUP AND RESULT ANALYSIS

5.1 Experimental Setup

The experimental setup focuses on evaluating the performance of the **cloud-based speaker recognition system integrated with a web application interface**.

System Environment

- Backend: Python (Flask/FastAPI)
- Frontend: Web-based interface for user interaction
- Cloud Platform: Centralized server for data storage, training, and inference
- Communication: REST API for handling requests

Dataset Description

- Number of speakers: 4–10 (expandable)
- Multiple voice samples collected per speaker
- Samples include variations in tone and speaking style
- Data collected in a controlled indoor environment

Data Collection Method

- Users upload voice samples through the web interface
- Each speaker provides multiple recordings
- Data is stored centrally in the cloud database
- Both training and testing samples are collected separately

Feature Extraction

- Mel-Frequency Cepstral Coefficients (MFCC)
- Additional spectral features such as:
    - Pitch
    - Spectral centroid
    - Spectral bandwidth

Feature extraction is performed on the cloud server.

Model Configuration

- Classifier: Gaussian Naive Bayes
- Learning type: Closed-set speaker identification
- Data split: 80% training, 20% testing
- Training performed on the cloud backend

Testing Procedure

- Users upload test audio samples via the web interface
- Audio is processed on the cloud
- Predictions are generated through API calls
- Results are displayed on the web dashboard with confidence scores

5.2 Performance Metrics

The system performance is evaluated using the following metrics:

1. Accuracy

Measures the overall correctness of predictions.

$$Accuracy = \frac{Correct\ Predictions}{\text{Total Predictions}}$$

2. False Acceptance Rate (FAR)

Indicates how often an unauthorized speaker is incorrectly identified as a valid user.

$$FAR = \frac{False\ Acceptances}{Total\ Unauthorized\ Attempts}$$

3. False Rejection Rate (FRR)

Indicates how often an authorized speaker is incorrectly rejected.

$$FRR = \frac{False\ Rejections}{Total\ Authorized\ Attempts}$$

4. Confidence Score

Each prediction is associated with a probability score indicating model confidence.

- Threshold-based decision is applied (e.g., ≥ 0.60 accepted)
- Helps balance FAR and FRR

Table 1: Performance Metrics

Metric	**Value**	**Description**
Authentication Accuracy	**97.5 %**	Average accuracy across 5 users
False Acceptance Rate (FAR)	**2.1 %**	Impostor samples incorrectly accepted
False Rejection Rate (FRR)	**3.4 %**	Genuine samples incorrectly rejected
Spoof Detection Accuracy	**92 %**	Replay and synthesis attack detection
End-to-End Latency	**< 10 s**	Complete cloud-based verification time

5. System Latency

Measures the time taken from user input (audio upload) to prediction output.

Includes:

- Upload time
- Feature extraction time
- Model inference time
- API response time

5.3 Results Analysis

1. Performance in Controlled Environment

- The system achieved reliable accuracy under quiet indoor conditions
- Predictions were consistent for enrolled users
- Confidence scores were higher for genuine speakers

2. Effect of Dataset Size

- Increasing the number of speakers slightly reduced classification accuracy
- Small datasets showed better performance due to limited variability
- Larger datasets require more robust models for improved generalization

3. Model Behavior

- Gaussian Naive Bayes performed efficiently with low computation cost
- Suitable for small-scale closed-set classification
- However, it struggled with overlapping feature distributions among speakers

4. Cloud-Based Processing Performance

- Centralized processing ensured consistent model behavior across all users
- Multi-processing allowed handling of multiple requests simultaneously
- API response time remained within acceptable limits for web-based interaction

5. Limitations Observed

- Performance affected by noise and recording variations
- Limited dataset size reduced robustness
- Classical machine learning model lacks capability to capture complex voice patterns
- System currently restricted to closed-set speaker recognition

6. Overall Observation

The experimental results demonstrate that the cloud-integrated speaker recognition system is capable of performing reliable speaker identification in controlled environments. The integration of a web-based interface enables efficient user interaction and centralized data management. While the current system performs well for small-scale applications, further improvements using advanced feature representations and deep learning models are required for large-scale deployment.

5.4 System Interface and Implementation

The developed system includes both **mobile and web-based user interfaces** to facilitate user interaction, authentication, and system monitoring. The interfaces are designed to be simple, intuitive, and responsive for real-time operation.

1: Mobile Application Interfaces

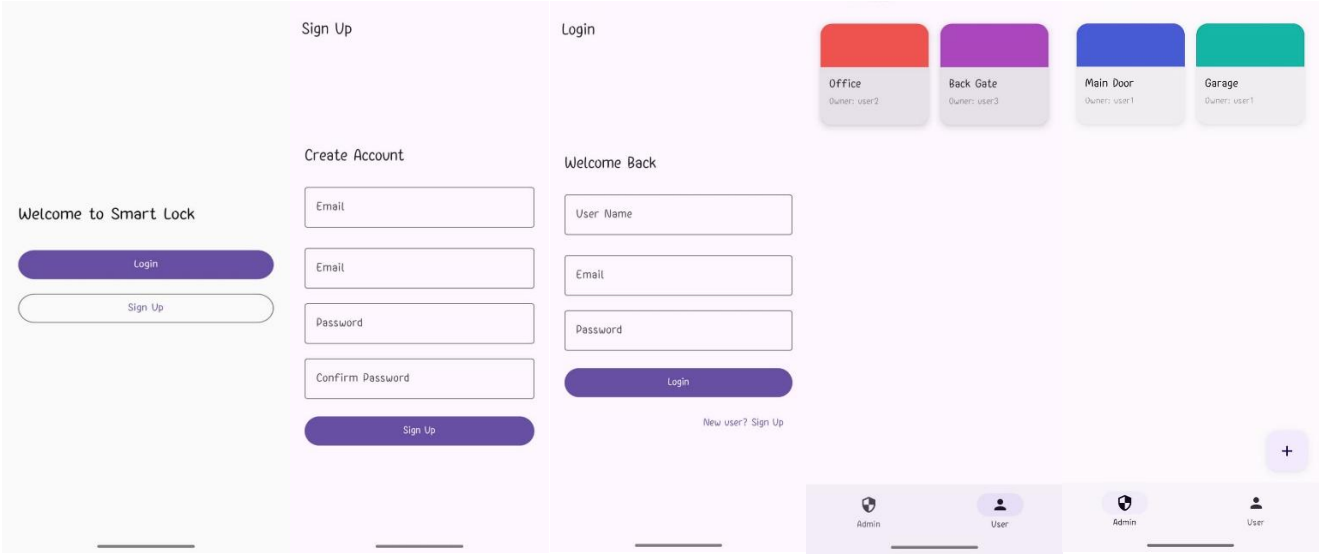

Figure 2 : Mobile application interfaces showing user dashboard, admin panel, registration screen, and login interface

2: Web Application Landing Page

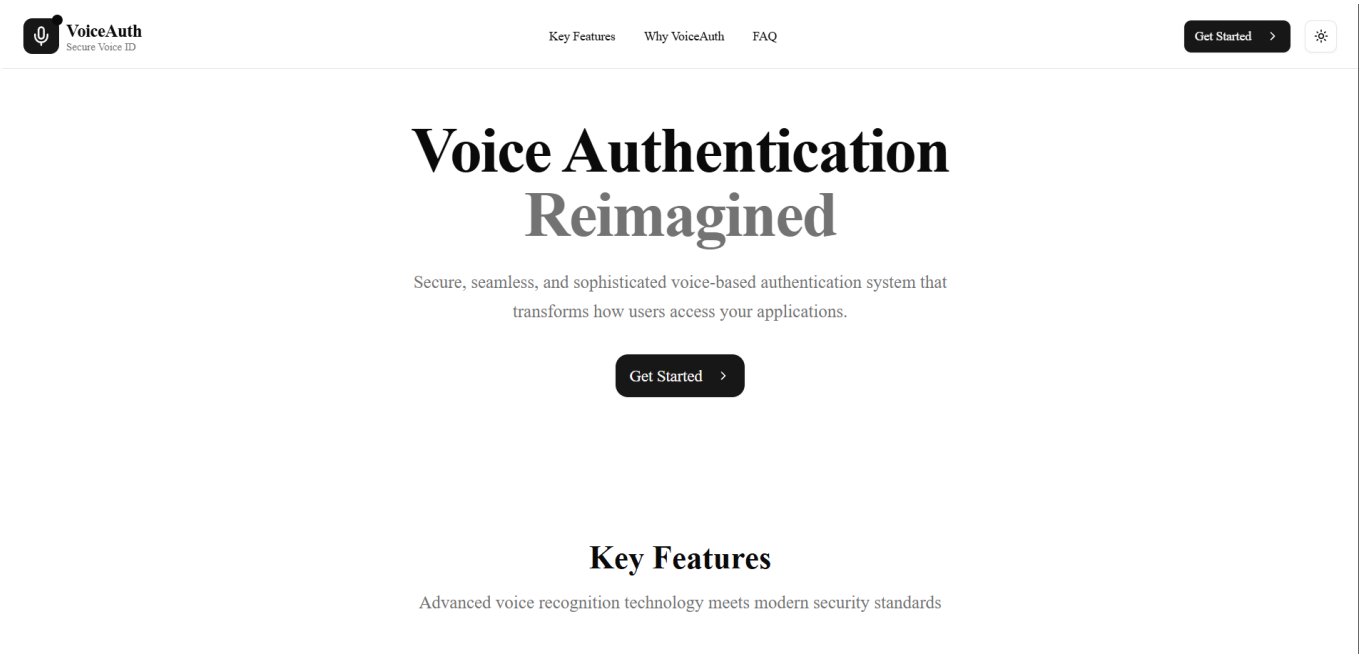

Figure 3 : This page introduces the system and highlights key features of the voice biometric platform.

3: Web Login Interface

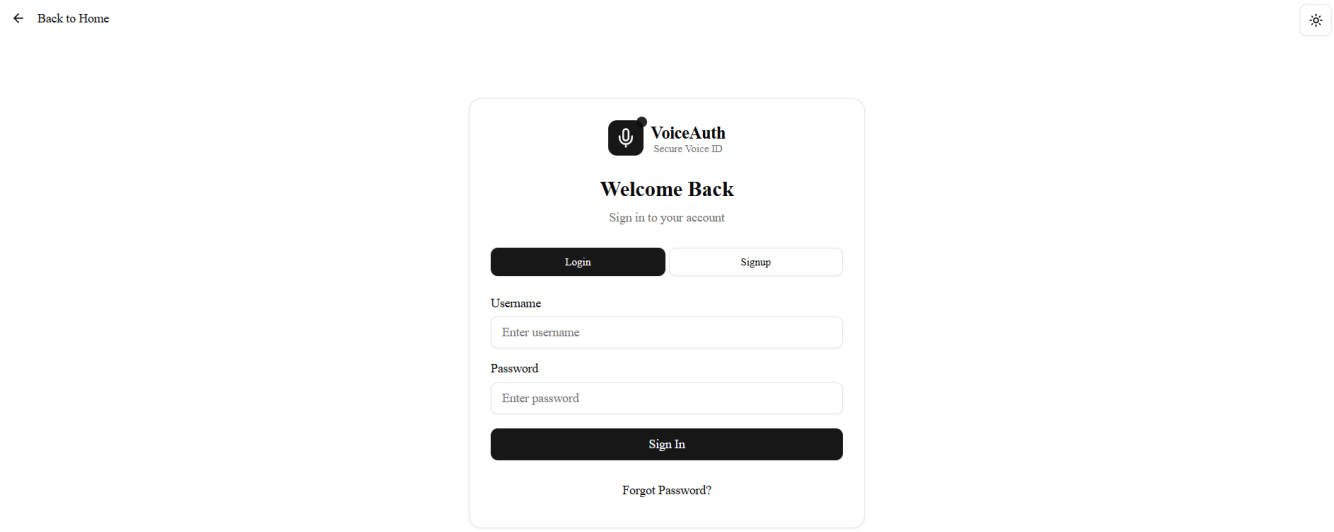

Figure 4 : The web-based login interface provides an alternative platform for authentication and system access

The graphical interfaces demonstrate the practical implementation and usability of the proposed system across both mobile and web platforms.

CHAPTER 6: CONCLUSION AND FUTURE SCOPE

6.1 Future Scope

In the future, incorporation of advanced deep learning models can increase accuracy and robustness. To enhance security against replays and synthetic audio generator anti spoofing mechanisma are to be implemented. To make it deployable for real world application, we need real time streaming-based recognition and large scale deployment using cloud infrastructure.

6.2 Conclusion

This project successfully presents a cloud-integrated voice biometric recognition platform capable of scalable and real-time speaker identification. By combining MFCC-based feature extraction with a machine learning model and cloud deployment, the system achieves efficient and centralized processing. The integration of multi-processing further enhances performance by enabling parallel handling of multiple requests. Overall, the system demonstrates a practical approach to building a modern, scalable voice authentication solution.

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