

# CPC COOPERATIVE PATENT CLASSIFICATION

## G PHYSICS (NOTES omitted)

### INSTRUMENTS

## G10 MUSICAL INSTRUMENTS; ACOUSTICS (NOTES omitted)

## G10L SPEECH ANALYSIS OR SYNTHESIS; SPEECH RECOGNITION; SPEECH OR VOICE PROCESSING; SPEECH OR AUDIO CODING OR DECODING

### NOTE

This subclass does not cover:

- devices for the storage of speech signals, which are covered by subclasses [G11B](#) and [G11C](#);
- encoding of compressed speech signals for transmission or storage, which is covered by group [H03M 7/30](#).

<b>13/00</b>	<b>Speech synthesis; Text to speech systems</b>	15/06	• Creation of reference templates; Training of speech recognition systems, e.g. adaptation to the characteristics of the speaker's voice ( <a href="#">G10L 15/14</a> takes precedence)
13/02	• Methods for producing synthetic speech; Speech synthesisers		
2013/021	• . . {Overlap-add techniques}	15/063	• . . {Training}
13/027	• . . Concept to speech synthesisers; Generation of natural phrases from machine-based concepts (generation of parameters for speech synthesis out of text <a href="#">G10L 13/08</a> )	2015/0631	• . . . {Creating reference templates; Clustering}
		2015/0633	• . . . . {using lexical or orthographic knowledge sources}
13/033	• . . Voice editing, e.g. manipulating the voice of the synthesiser	2015/0635	• . . . {updating or merging of old and new templates; Mean values; Weighting}
13/0335	• . . . {Pitch control}	2015/0636	• . . . . {Threshold criteria for the updating}
13/04	• . . Details of speech synthesis systems, e.g. synthesiser structure or memory management	2015/0638	• . . . {Interactive procedures}
13/043	• . . . {Synthesisers specially adapted to particular applications}	15/065	• . . Adaptation
13/047	• . . . Architecture of speech synthesisers	15/07	• . . . to the speaker
13/06	• Elementary speech units used in speech synthesisers; Concatenation rules	15/075	• . . . . {supervised, i.e. under machine guidance}
13/07	• . . Concatenation rules	15/08	• Speech classification or search
13/08	• Text analysis or generation of parameters for speech synthesis out of text, e.g. grapheme to phoneme translation, prosody generation or stress or intonation determination	2015/081	• . . {Search algorithms, e.g. Baum-Welch or Viterbi}
		15/083	• . . {Recognition networks ( <a href="#">G10L 15/142</a> , <a href="#">G10L 15/16</a> take precedence)}
2013/083	• . . {Special characters, e.g. punctuation marks}	2015/085	• . . {Methods for reducing search complexity, pruning}
13/086	• . . {Detection of language}	2015/086	• . . {Recognition of spelled words}
13/10	• . . Prosody rules derived from text; Stress or intonation	2015/088	• . . {Word spotting}
2013/105	• . . . {Duration}	15/10	• . . using distance or distortion measures between unknown speech and reference templates
<b>15/00</b>	<b>Speech recognition (<a href="#">G10L 17/00</a> takes precedence)</b>	15/12	• . . using dynamic programming techniques, e.g. dynamic time warping [DTW]
15/005	• {Language recognition}	15/14	• . . using statistical models, e.g. Hidden Markov Models [HMMs] ( <a href="#">G10L 15/18</a> takes precedence)
15/01	• Assessment or evaluation of speech recognition systems	15/142	• . . . {Hidden Markov Models [HMMs]}
15/02	• Feature extraction for speech recognition; Selection of recognition unit	15/144	• . . . . {Training of HMMs}
		15/146	• . . . . . {with insufficient amount of training data, e.g. state sharing, tying, deleted interpolation}
2015/022	• . . {Demisyllables, biphones or triphones being the recognition units}	15/148	• . . . . . {Duration modelling in HMMs, e.g. semi HMM, segmental models or transition probabilities}
2015/025	• . . {Phonemes, fenemes or fenones being the recognition units}	15/16	• . . using artificial neural networks
2015/027	• . . {Syllables being the recognition units}	15/18	• . . using natural language modelling
15/04	• Segmentation; Word boundary detection	15/1807	• . . . {using prosody or stress}
15/05	• . . Word boundary detection		

15/1815	. . . {Semantic context, e.g. disambiguation of the recognition hypotheses based on word meaning}	17/06	. Decision making techniques; Pattern matching strategies
15/1822	. . . {Parsing for meaning understanding}	17/08	. . Use of distortion metrics or a particular distance between probe pattern and reference templates
15/183	. . . using context dependencies, e.g. language models	17/10	. . Multimodal systems, i.e. based on the integration of multiple recognition engines or fusion of expert systems
15/187	. . . . Phonemic context, e.g. pronunciation rules, phonotactical constraints or phoneme n-grams	17/12	. . Score normalisation
15/19	. . . . Grammatical context, e.g. disambiguation of the recognition hypotheses based on word sequence rules	17/14	. . Use of phonemic categorisation or speech recognition prior to speaker recognition or verification
15/193	. . . . . Formal grammars, e.g. finite state automata, context free grammars or word networks	17/16	. Hidden Markov models [HMMs]
15/197	. . . . . Probabilistic grammars, e.g. word n-grams	17/18	. Artificial neural networks; Connectionist approaches
15/20	. Speech recognition techniques specially adapted for robustness in adverse environments, e.g. in noise, of stress induced speech ( <a href="#">G10L 21/02</a> takes precedence)	17/20	. Pattern transformations or operations aimed at increasing system robustness, e.g. against channel noise or different working conditions
15/22	. Procedures used during a speech recognition process, e.g. man-machine dialogue	17/22	. Interactive procedures; Man-machine interfaces
2015/221	. . {Announcement of recognition results}	17/24	. . the user being prompted to utter a password or a predefined phrase
15/222	. . {Barge in, i.e. overridable guidance for interrupting prompts}	17/26	. Recognition of special voice characteristics, e.g. for use in lie detectors; Recognition of animal voices
2015/223	. . {Execution procedure of a spoken command}	<b>19/00</b>	<b>Speech or audio signals analysis-synthesis techniques for redundancy reduction, e.g. in vocoders; Coding or decoding of speech or audio signals, using source filter models or psychoacoustic analysis (in musical instruments <a href="#">G10H</a>)</b>
2015/225	. . {Feedback of the input speech}	2019/0001	. {Codebooks}
2015/226	. . {Taking into account non-speech characteristics}	2019/0002	. . {Codebook adaptations}
2015/227	. . . {of the speaker; Human-factor methodology}	2019/0003	. . {Backward prediction of gain}
2015/228	. . . {of application context}	2019/0004	. . {Design or structure of the codebook}
15/24	. Speech recognition using non-acoustical features	2019/0005	. . . {Multi-stage vector quantisation}
15/25	. . using position of the lips, movement of the lips or face analysis	2019/0006	. . . {Tree or treillis structures; Delayed decisions}
15/26	. Speech to text systems ( <a href="#">G10L 15/08</a> takes precedence)	2019/0007	. . {Codebook element generation}
15/265	. . {Speech recognisers specially adapted for particular applications (devices for signalling identity of wanted subscriber in a telephonic communication equipment controlled by voice recognition <a href="#">H04M 1/271</a> ; speech interaction details in interactive information services in a telephonic communication system <a href="#">H04M 3/4936</a> )}	2019/0008	. . . {Algebraic codebooks}
15/28	. Constructional details of speech recognition systems	2019/0009	. . . {Orthogonal codebooks}
15/285	. . {Memory allocation or algorithm optimisation to reduce hardware requirements}	2019/001	. . . {Interpolation of codebook vectors}
15/30	. . Distributed recognition, e.g. in client-server systems, for mobile phones or network applications	2019/0011	. . {Long term prediction filters, i.e. pitch estimation}
15/32	. . Multiple recognisers used in sequence or in parallel; Score combination systems therefor, e.g. voting systems	2019/0012	. . {Smoothing of parameters of the decoder interpolation}
15/34	. . Adaptation of a single recogniser for parallel processing, e.g. by use of multiple processors or cloud computing	2019/0013	. . {Codebook search algorithms}
<b>17/00</b>	<b>Speaker identification or verification</b>	2019/0014	. . . {Selection criteria for distances}
17/005	. {Speaker recognisers specially adapted for particular applications ( <a href="#">G07C 9/00071</a> takes precedence)}	2019/0015	. . . {Viterbi algorithms}
17/02	. Preprocessing operations, e.g. segment selection; Pattern representation or modelling, e.g. based on linear discriminant analysis [LDA] or principal components; Feature selection or extraction	2019/0016	. . {Codebook for LPC parameters}
17/04	. Training, enrolment or model building	19/0017	. {Lossless audio signal coding; Perfect reconstruction of coded audio signal by transmission of coding error ( <a href="#">G10L 19/24</a> takes precedence)}
		19/0018	. {Speech coding using phonetic or linguistic decoding of the source; Reconstruction using text-to-speech synthesis}
		19/0019	. {Vocoders specially adapted for particular applications}
		19/002	. Dynamic bit allocation ( <a href="#">for perceptual audio coders <a href="#">G10L 19/032</a></a> )
		19/005	. Correction of errors induced by the transmission channel, if related to the coding algorithm

19/008	<ul style="list-style-type: none"> <li>• Multichannel audio signal coding or decoding, i.e. using interchannel correlation to reduce redundancies, e.g. joint-stereo, intensity-coding, matrixing (<a href="#">arrangements for reproducing spatial sound H04R 5/00</a>; stereophonic systems, e.g. <a href="#">spatial sound capture or matrixing of audio signals in the decoded state H04S</a>)</li> </ul>	19/167	<ul style="list-style-type: none"> <li>• . . . {Audio streaming, i.e. formatting and decoding of an encoded audio signal representation into a data stream for transmission or storage purposes}</li> </ul>
19/012	<ul style="list-style-type: none"> <li>• Comfort noise or silence coding</li> </ul>	19/173	<ul style="list-style-type: none"> <li>• . . . {Transcoding, i.e. converting between two coded representations avoiding cascaded coding-decoding}</li> </ul>
19/018	<ul style="list-style-type: none"> <li>• Audio watermarking, i.e. embedding inaudible data in the audio signal</li> </ul>	19/18	<ul style="list-style-type: none"> <li>• . . . Vocoders using multiple modes</li> </ul>
19/02	<ul style="list-style-type: none"> <li>• using spectral analysis, e.g. transform vocoders or subband vocoders</li> </ul>	19/20	<ul style="list-style-type: none"> <li>• . . . . using sound class specific coding, hybrid encoders or object based coding</li> </ul>
19/0204	<ul style="list-style-type: none"> <li>• . . {using subband decomposition}</li> </ul>	19/22	<ul style="list-style-type: none"> <li>• . . . . Mode decision, i.e. based on audio signal content versus external parameters</li> </ul>
19/0208	<ul style="list-style-type: none"> <li>• . . . {Subband vocoders}</li> </ul>	19/24	<ul style="list-style-type: none"> <li>• . . . . Variable rate codecs, e.g. for generating different qualities using a scalable representation such as hierarchical encoding or layered encoding</li> </ul>
19/0212	<ul style="list-style-type: none"> <li>• . . {using orthogonal transformation}</li> </ul>	19/26	<ul style="list-style-type: none"> <li>• . . Pre-filtering or post-filtering</li> </ul>
19/0216	<ul style="list-style-type: none"> <li>• . . . {using wavelet decomposition}</li> </ul>	19/265	<ul style="list-style-type: none"> <li>• . . . {Pre-filtering, e.g. high frequency emphasis prior to encoding}</li> </ul>
19/022	<ul style="list-style-type: none"> <li>• . . Blocking, i.e. grouping of samples in time; Choice of analysis windows; Overlap factoring</li> </ul>	<b>21/00</b>	<b>Processing of the speech or voice signal to produce another audible or non-audible signal, e.g. visual or tactile, in order to modify its quality or its intelligibility (<a href="#">G10L 19/00</a> takes precedence)</b>
19/025	<ul style="list-style-type: none"> <li>• . . . Detection of transients or attacks for time/frequency resolution switching</li> </ul>	21/003	<ul style="list-style-type: none"> <li>• Changing voice quality, e.g. pitch or formants</li> </ul>
19/028	<ul style="list-style-type: none"> <li>• . . Noise substitution, i.e. substituting non-tonal spectral components by noisy source (<a href="#">comfort noise for discontinuous speech transmission G10L 19/012</a>)</li> </ul>	21/007	<ul style="list-style-type: none"> <li>• . . characterised by the process used</li> </ul>
19/03	<ul style="list-style-type: none"> <li>• . . Spectral prediction for preventing pre-echo; Temporary noise shaping [TNS], e.g. in MPEG2 or MPEG4</li> </ul>	21/01	<ul style="list-style-type: none"> <li>• . . . Correction of time axis</li> </ul>
19/032	<ul style="list-style-type: none"> <li>• . . Quantisation or dequantisation of spectral components</li> </ul>	21/013	<ul style="list-style-type: none"> <li>• . . . Adapting to target pitch</li> </ul>
19/035	<ul style="list-style-type: none"> <li>• . . . Scalar quantisation</li> </ul>	2021/0135	<ul style="list-style-type: none"> <li>• . . . . {Voice conversion or morphing}</li> </ul>
19/038	<ul style="list-style-type: none"> <li>• . . . Vector quantisation, e.g. TwinVQ audio</li> </ul>	21/02	<ul style="list-style-type: none"> <li>• Speech enhancement, e.g. noise reduction or echo cancellation (<a href="#">reducing echo effects in line transmission systems H04B 3/20</a>; <a href="#">echo suppression in hands-free telephones H04M 9/08</a>)</li> </ul>
19/04	<ul style="list-style-type: none"> <li>• using predictive techniques</li> </ul>	21/0202	<ul style="list-style-type: none"> <li>• . . {Applications}</li> </ul>
19/06	<ul style="list-style-type: none"> <li>• . . Determination or coding of the spectral characteristics, e.g. of the short-term prediction coefficients</li> </ul>	21/0205	<ul style="list-style-type: none"> <li>• . . . {Enhancement of intelligibility of clean or coded speech}</li> </ul>
19/07	<ul style="list-style-type: none"> <li>• . . . Line spectrum pair [LSP] vocoders</li> </ul>	21/0208	<ul style="list-style-type: none"> <li>• . . Noise filtering</li> </ul>
19/08	<ul style="list-style-type: none"> <li>• . . Determination or coding of the excitation function; Determination or coding of the long-term prediction parameters</li> </ul>	2021/02082	<ul style="list-style-type: none"> <li>• . . . {the noise being echo, reverberation of the speech}</li> </ul>
19/083	<ul style="list-style-type: none"> <li>• . . . the excitation function being an excitation gain (<a href="#">G10L 25/90</a> takes precedence)</li> </ul>	2021/02085	<ul style="list-style-type: none"> <li>• . . . {Periodic noise}</li> </ul>
19/087	<ul style="list-style-type: none"> <li>• . . . using mixed excitation models, e.g. MELP, MBE, split band LPC or HVXC</li> </ul>	2021/02087	<ul style="list-style-type: none"> <li>• . . . {the noise being separate speech, e.g. cocktail party}</li> </ul>
19/09	<ul style="list-style-type: none"> <li>• . . . Long term prediction, i.e. removing periodical redundancies, e.g. by using adaptive codebook or pitch predictor</li> </ul>	21/0216	<ul style="list-style-type: none"> <li>• . . . characterised by the method used for estimating noise</li> </ul>
19/093	<ul style="list-style-type: none"> <li>• . . . using sinusoidal excitation models</li> </ul>	2021/02161	<ul style="list-style-type: none"> <li>• . . . . {Number of inputs available containing the signal or the noise to be suppressed}</li> </ul>
19/097	<ul style="list-style-type: none"> <li>• . . . using prototype waveform decomposition or prototype waveform interpolative [PWI] coders</li> </ul>	2021/02163	<ul style="list-style-type: none"> <li>• . . . . . {Only one microphone}</li> </ul>
19/10	<ul style="list-style-type: none"> <li>• . . . the excitation function being a multipulse excitation</li> </ul>	2021/02165	<ul style="list-style-type: none"> <li>• . . . . . {Two microphones, one receiving mainly the noise signal and the other one mainly the speech signal}</li> </ul>
19/107	<ul style="list-style-type: none"> <li>• . . . . Sparse pulse excitation, e.g. by using algebraic codebook</li> </ul>	2021/02166	<ul style="list-style-type: none"> <li>• . . . . . {Microphone arrays; Beamforming}</li> </ul>
19/113	<ul style="list-style-type: none"> <li>• . . . . Regular pulse excitation</li> </ul>	2021/02168	<ul style="list-style-type: none"> <li>• . . . . . {the estimation exclusively taking place during speech pauses}</li> </ul>
19/12	<ul style="list-style-type: none"> <li>• . . . the excitation function being a code excitation, e.g. in code excited linear prediction [CELP] vocoders</li> </ul>	21/0224	<ul style="list-style-type: none"> <li>• . . . . Processing in the time domain</li> </ul>
19/125	<ul style="list-style-type: none"> <li>• . . . . Pitch excitation, e.g. pitch synchronous innovation CELP [PSI-CELP]</li> </ul>	21/0232	<ul style="list-style-type: none"> <li>• . . . . Processing in the frequency domain</li> </ul>
19/13	<ul style="list-style-type: none"> <li>• . . . . Residual excited linear prediction [RELPE]</li> </ul>	21/0264	<ul style="list-style-type: none"> <li>• . . . characterised by the type of parameter measurement, e.g. correlation techniques, zero crossing techniques or predictive techniques</li> </ul>
19/135	<ul style="list-style-type: none"> <li>• . . . . Vector sum excited linear prediction [VSELPE]</li> </ul>	21/0272	<ul style="list-style-type: none"> <li>• . . Voice signal separating</li> </ul>
19/16	<ul style="list-style-type: none"> <li>• . . Vocoder architecture</li> </ul>	21/028	<ul style="list-style-type: none"> <li>• . . . using properties of sound source</li> </ul>
		21/0308	<ul style="list-style-type: none"> <li>• . . . characterised by the type of parameter measurement, e.g. correlation techniques, zero crossing techniques or predictive techniques</li> </ul>
		21/0316	<ul style="list-style-type: none"> <li>• . . by changing the amplitude</li> </ul>

21/0324	. . . Details of processing therefor	25/66	. . . for extracting parameters related to health condition ( <a href="#">detecting or measuring for diagnostic purposes A61B 5/00</a> )
21/0332	. . . . involving modification of waveforms	25/69	. . for evaluating synthetic or decoded voice signals
21/034	. . . . Automatic adjustment	25/72	. . for transmitting results of analysis
21/0356	. . . for synchronising with other signals, e.g. video signals	25/75	. for modelling vocal tract parameters
21/0364	. . . for improving intelligibility	25/78	. Detection of presence or absence of voice signals ( <a href="#">switching of direction of transmission by voice frequency in two-way loud-speaking telephone systems H04M 9/10</a> )
2021/03643	. . . . { <a href="#">Diver speech</a> }	2025/783	. . { <a href="#">based on threshold decision</a> }
2021/03646	. . . . { <a href="#">Stress or Lombard effect</a> }	2025/786	. . . { <a href="#">Adaptive threshold</a> }
21/038	. . using band spreading techniques	25/81	. . for discriminating voice from music
21/0388	. . . Details of processing therefor	25/84	. . for discriminating voice from noise
21/04	. Time compression or expansion	25/87	. . Detection of discrete points within a voice signal
21/043	. . by changing speed	25/90	. Pitch determination of speech signals
21/045	. . . using thinning out or insertion of a waveform	2025/903	. . { <a href="#">using a laryngograph</a> }
21/047	. . . . characterised by the type of waveform to be thinned out or inserted	2025/906	. . { <a href="#">Pitch tracking</a> }
21/049	. . . . characterised by the interconnection of waveforms	25/93	. Discriminating between voiced and unvoiced parts of speech signals ( <a href="#">G10L 25/90 takes precedence</a> )
21/055	. . for synchronising with other signals, e.g. video signals	2025/932	. . { <a href="#">Decision in previous or following frames</a> }
21/057	. . for improving intelligibility	2025/935	. . { <a href="#">Mixed voiced class; Transitions</a> }
2021/0575	. . . { <a href="#">Aids for the handicapped in speaking</a> }	2025/937	. . { <a href="#">Signal energy in various frequency bands</a> }
21/06	. Transformation of speech into a non-audible representation, e.g. speech visualisation or speech processing for tactile aids ( <a href="#">G10L 15/26 takes precedence</a> )	99/00	<b>Subject matter not provided for in other groups of this subclass</b>
2021/065	. . { <a href="#">Aids for the handicapped in understanding</a> }		
21/10	. . Transforming into visible information		
2021/105	. . . { <a href="#">Synthesis of the lips movements from speech, e.g. for talking heads</a> }		
21/12	. . . by displaying time domain information		
21/14	. . . by displaying frequency domain information		
21/16	. . Transforming into a non-visible representation ( <a href="#">devices or methods enabling ear patients to replace direct auditory perception by another kind of perception A61F 11/04</a> )		
21/18	. . Details of the transformation process		
25/00	<b>Speech or voice analysis techniques not restricted to a single one of groups <a href="#">G10L 15/00-G10L 21/00</a></b>		
25/03	. characterised by the type of extracted parameters		
25/06	. . the extracted parameters being correlation coefficients		
25/09	. . the extracted parameters being zero crossing rates		
25/12	. . the extracted parameters being prediction coefficients		
25/15	. . the extracted parameters being formant information		
25/18	. . the extracted parameters being spectral information of each sub-band		
25/21	. . the extracted parameters being power information		
25/24	. . the extracted parameters being the cepstrum		
25/27	. characterised by the analysis technique		
25/30	. . using neural networks		
25/33	. . using fuzzy logic		
25/36	. . using chaos theory		
25/39	. . using genetic algorithms		
25/45	. characterised by the type of analysis window		
25/48	. specially adapted for particular use		
25/51	. . for comparison or discrimination		
25/54	. . . for retrieval		
25/57	. . . for processing of video signals		
25/60	. . . for measuring the quality of voice signals		
25/63	. . . for estimating an emotional state		