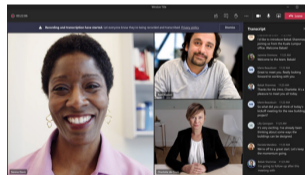
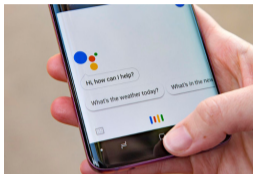


*Inria*

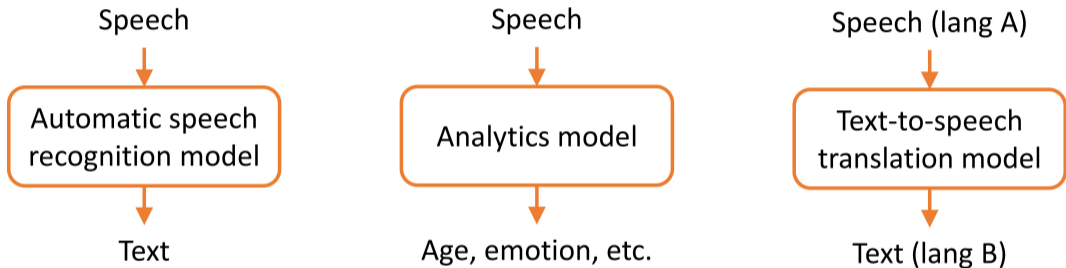
## Speech privacy

Emmanuel Vincent  
Inria Nancy – Grand Est

# Speech technologies

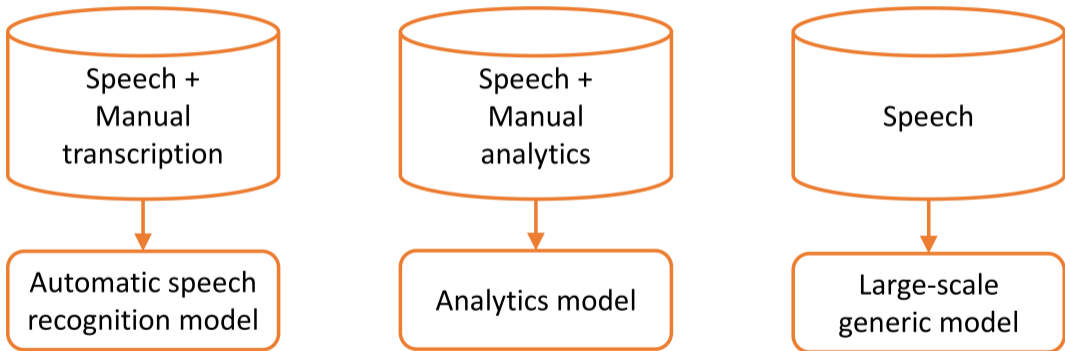


**Inference** = process one user utterance to answer their request.



**Model** = computation performed. Usually specified by a set of numerical values (e.g., neural network).

**Training** = (annotate and) process utterances from many users to improve the model.



**Speech signals** convey personal information:

- **verbal content:**  
words, possibly including identifiers and private (phone number, preferences, etc.) or business information
- **speaker:**  
identity, age, gender, ethnic origin, etc.
- **nonverbal content:**  
emotions, health status, etc.
- **acoustic environment:**  
acoustics, ambient noise, other speakers



**Models and model outputs** may also convey the same information.

Data often complemented by **metadata**, e.g., user identifier.

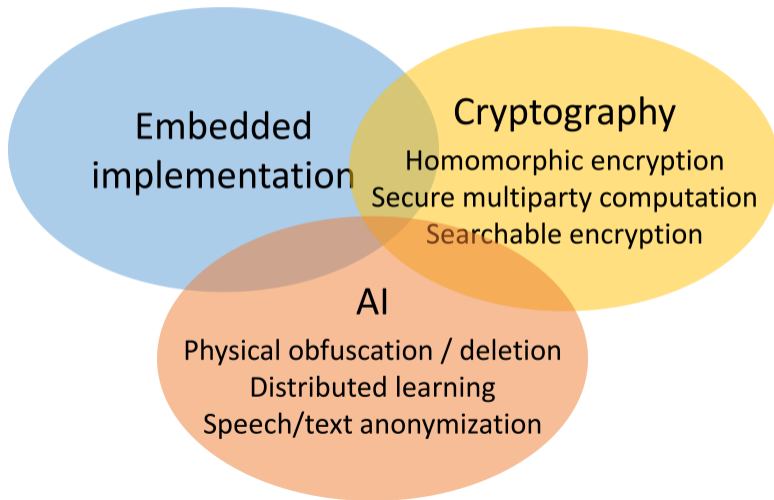
## What are the risks?

**Additional risks** w.r.t. text input include

- user profiling
- user identification
- voice cloning (a.k.a. spoofing)

## How to protect privacy?

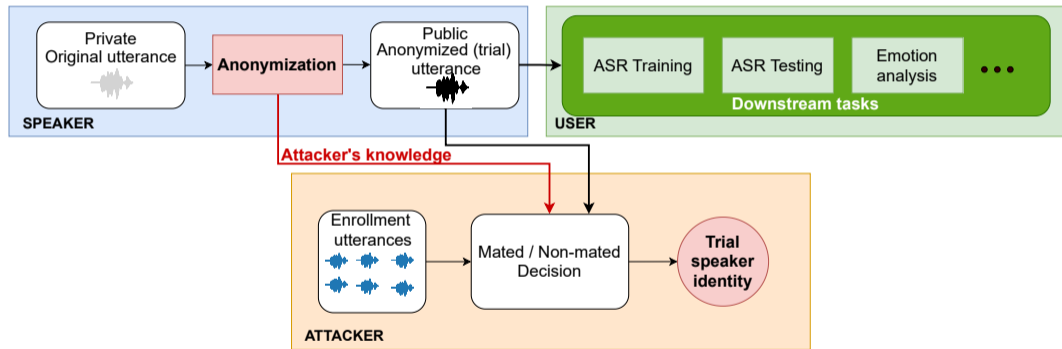
Goal: **protect users while allowing inference and training** with no loss of accuracy.



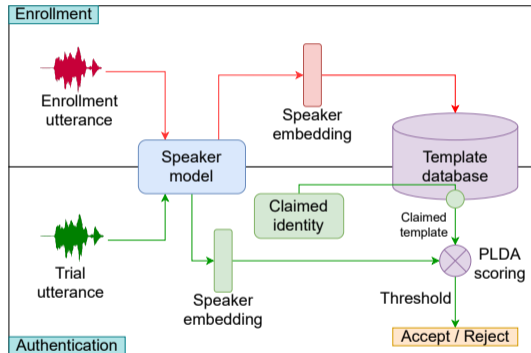
- Speech anonymization:
  - > Transform speech to **hide speaker identity**
  - > **Leave other information unchanged**, so that it's useful for downstream tasks
- Defines the goal, even when it's not achieved ( $\neq$  legal definition)
- Achieving this goal requires:
  - > **voice anonymization** via voice transformation/conversion,
  - > **verbal content anonymization**,
  - > possibly, hiding some identifiable nonverbal attributes.



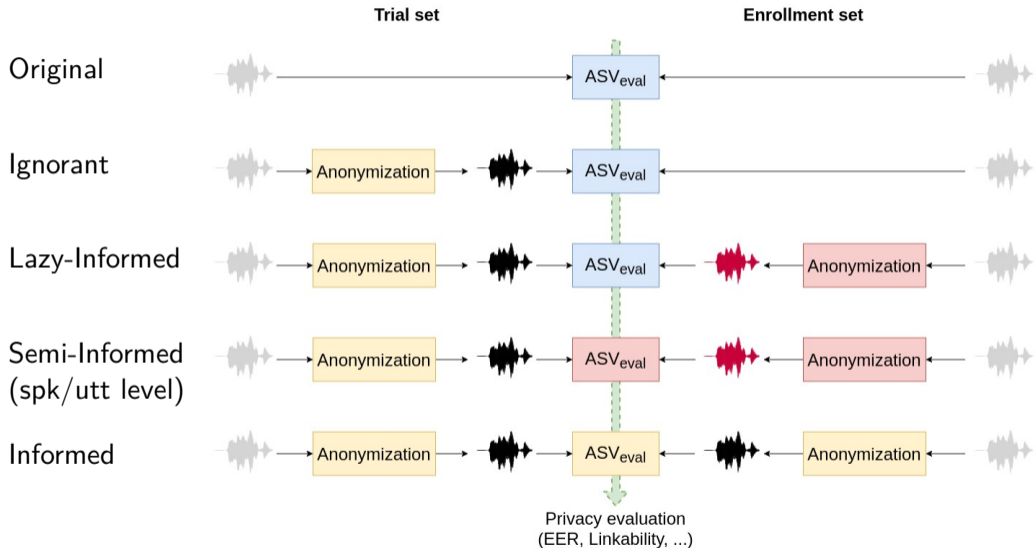
## Voice anonymization — Threat model



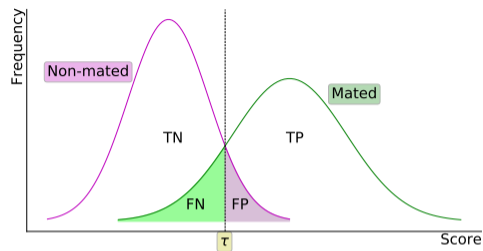
- The success or failure of voice anonymization can be evaluated via **speaker verification**.
- Higher score  $\Rightarrow$  greater chance of being from the same speaker



# Voice anonymization — Attacker's knowledge

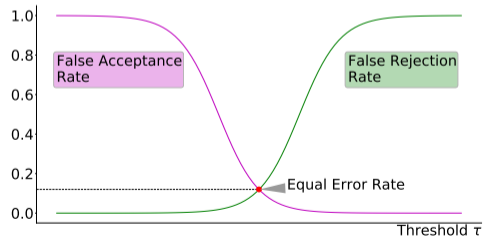


Compare same- and different-speaker score distributions with a threshold.




Derive the **equal error rate** (EER). Varies from 0 to 50%, higher is better.


Other metrics include **linkability** (varies from 0 to 1, lower is better) and ZEBRA.



Simple transformations such as **pitch shifting** (often used on TV/radio) do not work!

Original 

-3 tone shift 

Multiple shifts 

EER (Librispeech)

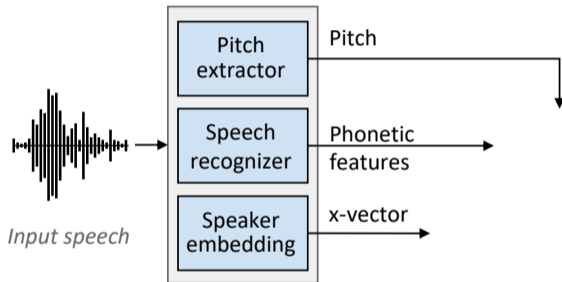
<b>Attacker</b>	<b>VoiceMask</b>
Original speech	4.3%
Ignorant	28.7%
Semi-Informed (utt-level)	5.0%

- Idea: **replace user's voice** by that of a target speaker
- Baseline-1 of the VoicePrivacy 2020 Challenge

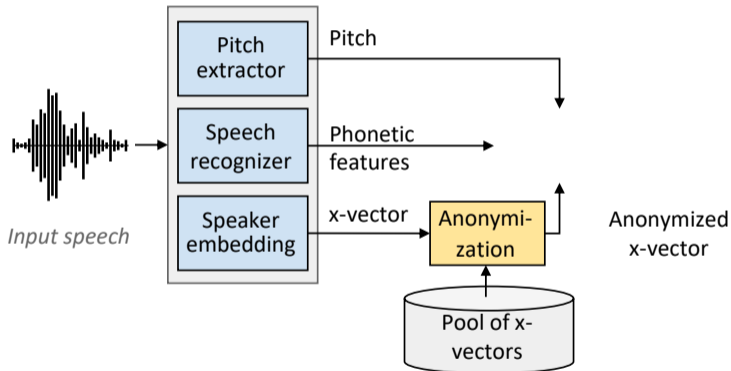


*Input speech*

- Idea: **replace user's voice** by that of a target speaker
- Baseline-1 of the VoicePrivacy 2020 Challenge

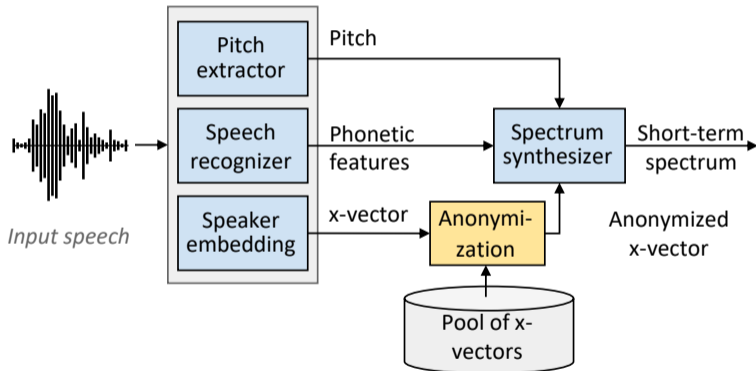


- Idea: **replace user's voice** by that of a target speaker
- Baseline-1 of the VoicePrivacy 2020 Challenge

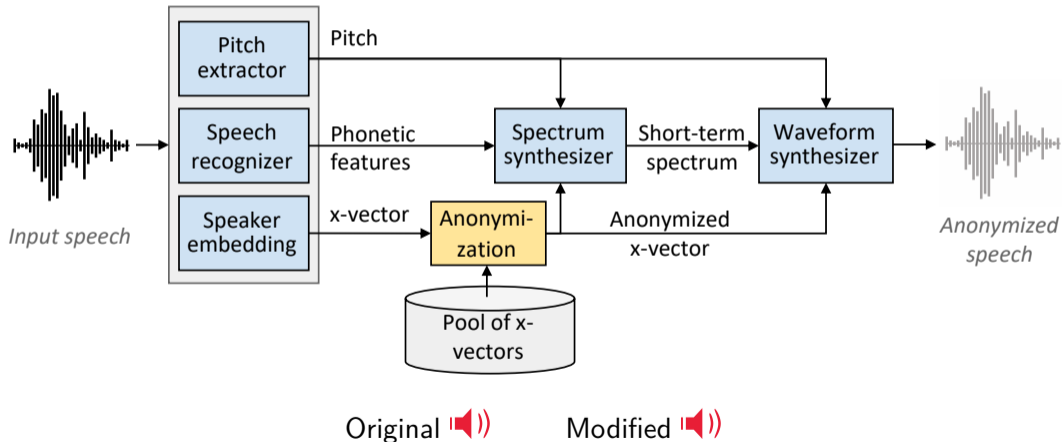




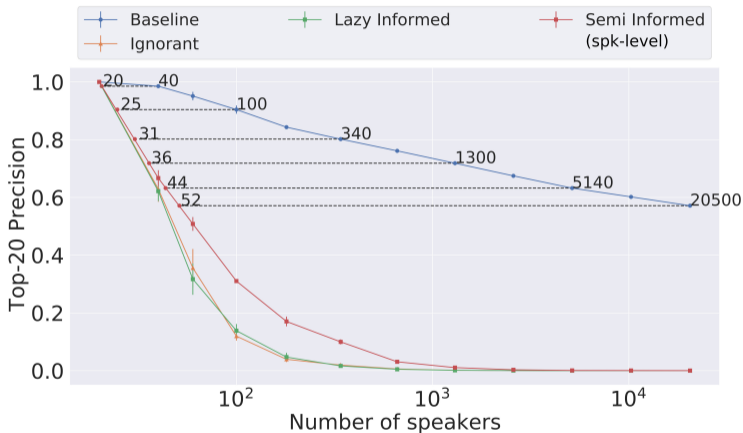
- Idea: **replace user's voice** by that of a target speaker
- Baseline-1 of the VoicePrivacy 2020 Challenge



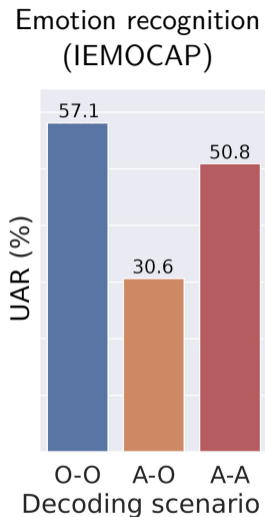
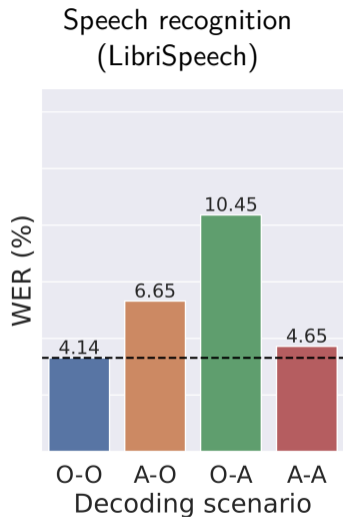
- Idea: **replace user's voice** by that of a target speaker
- Baseline-1 of the VoicePrivacy 2020 Challenge



## Top-20 PLDA-based identification accuracy (CommonVoice)

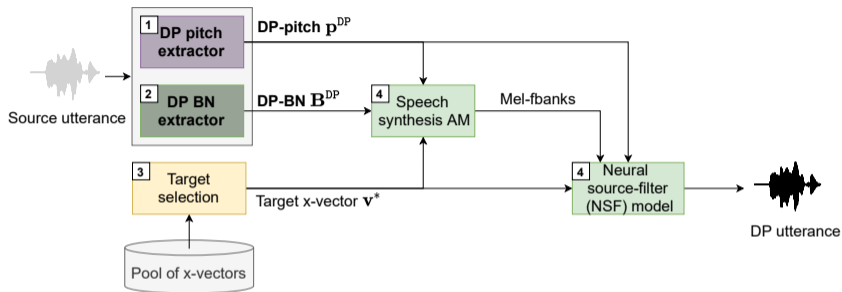


**Re-identification risk**  $\rightarrow 0$  with **2,000+ speakers** with best (Semi-Informed) attack.



**Small or negligible loss of utility** after retraining on anonymized data (A-A).

- Key limitations:
  - > insufficient protection when the attacker can narrow down the search to **few speakers** based on side information
  - > pitch and phonetic features contain **residual speaker information**, which remains after resynthesis
  - > it can be captured by a **more powerful attacker**
- Solutions explored:
  - > using a representation trained on more data, e.g., wav2vec2.0 (works but privacy?)
  - > adversarial representation learning (fails)
  - > slicing into shorter signals (works but makes human annotation harder)
  - > adding noise



### Local differential privacy (DP) principle:

- add **random noise** to pitch and phonetic features with scale  $\propto 1/\epsilon$
- if  $\epsilon \ll 1$ , formal privacy guarantees against any attack
- popular for tabular data (e.g., Apple uses  $2 \leq \epsilon \leq 8$ )

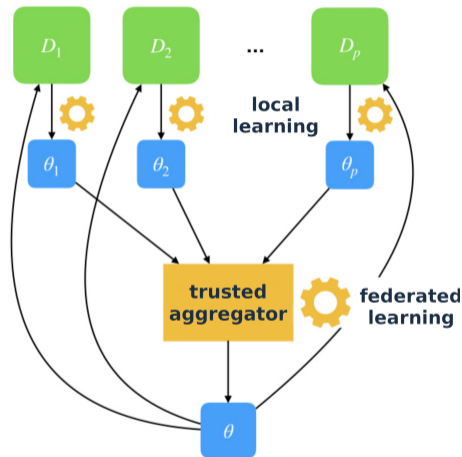
Semi-Informed (utt-level) EER and WER (Librispeech)

Phonetic $\epsilon$ (frame)	Pitch $\epsilon$ (utterance)	EER	WER
$\infty$	$\infty$	14.6%	5.4%
100	100	24.2%	6.0%
10	10	27.7%	7.0%
1	1	30.0%	7.8%

Adding noise to the features improves privacy.

**Gap between empirical and formal privacy guarantees.**

- Presented as an alternative solution for training large-scale generic models which do not require human annotation. . .
- . . . but recent studies reveal that model updates do reveal speaker information.





- **Anonymization:**
  - > Reduce residual speaker information
  - > Verbal content anonymization
  - > Useful formal guarantees?
  - > Watermarking to avoid avoid anonymized voice sounding like another real speaker
- **Federated learning**
  - > Solutions needed (anonymization?)
- **Evaluation**
  - > Link with legal criteria (linkability, singling out, inference)
  - > Stronger attackers, perhaps more realistic too (metadata, etc.)
  - > Explore attacks on (big) models (membership inference, model inversion, etc.)
- **Give control to users:**
  - > Privacy and utility w.r.t. other attributes (e.g., age, accent, medical)
  - > User-friendly interface
- Efficient **embedded implementation**