

# Pitch Contour Stylization Using an Optimal Piecewise Polynomial Approximation

Prasanta Kumar Ghosh, *Student Member, IEEE*, and Shrikanth S. Narayanan, *Fellow, IEEE*

**Abstract**—We propose a dynamic programming (DP) based piecewise polynomial approximation of discrete data such that the  $L_2$  norm of the approximation error is minimized. We apply this technique for the stylization of speech pitch contour. Objective evaluation verifies that the DP based technique indeed yields minimum mean square error (MSE) compared to other approximation methods. Subjective evaluation reveals that the quality of the synthesized speech using stylized pitch contour obtained by the DP method is almost identical to that of the original speech.

EDICS: SPE-ANAL

**Index Terms**—Piecewise polynomial approximation, pitch stylization.

## I. INTRODUCTION

PIECEWISE approximation of data using polynomial functions of finite order is a problem of interest in many fields of science and engineering, such as compression of ECG signals [1], environment compensation in automatic speech recognition [2], design of embedded systems without floating point capabilities [3], and stylization of pitch contour [4]. Let  $\{x_n\}_{n=1}^N$  be  $N$  data points. The piecewise polynomial approximation problem requires that  $K$  piecewise polynomial functions of order  $P$  have to be used to approximate  $\{x_n\}_{n=1}^N$ . In this paper, we derive an  $O(KN^2)$  algorithm based on dynamic programming (DP) which minimizes the  $L_2$  norm of the approximation error. This algorithm finds the boundaries of piecewise segments and also the polynomial coefficients in each segment. We apply the proposed algorithm for pitch contour stylization, a key potential ingredient for many speech processing applications such as synthesis and speech understanding.

There have been many works in the literature on piecewise polynomial (in particular, linear) approximation of a function or data. Cantoni [9] proposed an optimal curve fitting technique with piecewise linear functions, but the solution requires explicit prespecified end points of segments. Tomek [10] proposed two heuristic algorithms for piecewise linear continuous approximation of functions of one variable but these were not formulated

Manuscript received March 10, 2009; revised June 01, 2009. First published June 19, 2009; current version published July 15, 2009. This work was supported by the NIH and NSF. The associate editor coordinating the review of this manuscript and approving it for publication was Dr. Steve Renals.

The authors are with the Signal Analysis and Interpretation Laboratory, Department of Electrical Engineering, University of Southern California, Los Angeles, CA 90089 USA (e-mail: prasantg@usc.edu; shri@sipi.usc.edu).

Color versions of one or more of the figures in this paper are available online at <http://ieeexplore.ieee.org>.

Digital Object Identifier 10.1109/LSP.2009.2025824

as an explicit optimization. More recently, Miroslav *et al.* [11] proposed a recursive formula for piecewise polynomial approximation of discrete functions. The proposed recursion finds the best polynomial fit to a set of local data points, which have to be specified explicitly. Thus this recursion does not provide optimal piecewise segment boundaries given a set of data points. Obata *et al.* [12] used fluency theory to obtain piecewise polynomial approximation of given data. However, for better approximation, adaptation of the class of fluency vector is required depending on the input data, although the authors in [12] do not address specific adaptation solutions.

A number of approximation algorithms have been proposed in the literature [4]–[8] for pitch stylization, but most are predominantly heuristic and are not formulated to directly optimize any specific objective metric. Optimality in terms of some objective function is necessary to understand the effect of parameterization of the pitch contour in a systematic way. In this regard, our proposed algorithm provides the flexibility of obtaining an optimal approximation for given choices of  $K$  and  $P$ . This offers the advantage of studying and comparing various possible piecewise parameterizations of the pitch contour in both objective and subjective manner.

It should be noted that Ranveig *et al.* [1] also proposed an  $O(KN^2)$  algorithm using a directed graph (DG) approach, but we will show that the proposed algorithm gives a lower  $L_2$  norm of the approximation error compared to that in [1]. The main difference between our approach and that of [1] is that our approach does not assume the boundary points of the piecewise approximation to be some of the given data points while Ranveig *et al.* [1] do have such constraints. This leads to a lower  $L_2$  norm of the approximation error in our approach.

## II. PROBLEM DEFINITION

Let  $\{x_n\}_{n=1}^N$  be  $N$  pitch values (in general, any set of discrete data points), where  $n$  is the index variable of the data. The problem is to approximate  $\{x_n\}_{n=1}^N$  using  $K$  piecewise polynomial functions of order  $P$ . This means we have to find out  $K-1$  boundary indices  $\{\eta_k\}_{k=1}^{K-1}$  for  $K$  piecewise segments and the polynomial coefficients  $\{a_l^k\}_{l=0}^P$ ,  $k = 1, \dots, K$  for all  $K$  piecewise segments. However, we need to first define a criterion with respect to which the  $\{\eta_k\}$  and  $\{a_l^k\}$  will be optimal.

Let the data  $\{x_n\}_{n=1}^N$  be modeled as realizations of the random variables:

$$X_n = \sum_{l=0}^P a_l^k n^l + \varepsilon_n, \quad \eta_{k-1} \leq n \leq \eta_k, \quad k = 1, \dots, K \quad (1)$$

where  $\eta_0 = 1$  and  $\eta_K = N$  and  $\varepsilon_n$  is independent identically distributed (i.i.d.) random variables, having normal distribution with mean 0 and variance  $\sigma^2$  with corresponding probability density function (pdf) of  $\varepsilon_n$  being  $f_{\varepsilon_n}(y) = \mathcal{N}(0, \sigma^2) = (1/\sqrt{2\pi}\sigma)e^{-(1/2)(y^2/\sigma^2)}$ ,  $-\infty \leq y \leq \infty$ .

Thus,  $X_n(\eta_{k-1} \leq n \leq \eta_k)$  are independent random variables with the pdf  $f_{X_n}(x) = \mathcal{N}(\sum_{l=0}^P a_l^k n^l, \sigma^2)$ .  $\{\eta_k\}$  and  $\{a_l^k\}$  are determined by maximizing the likelihood of the observation sequence given by  $f_{X_1, \dots, X_N}(x_1, \dots, x_N) = \prod_{n=1}^N f_{X_n}(x_n)$  (because  $X_n$  are independent). It's easy to show that maximizing  $f_{X_1, \dots, X_N}(x_1, \dots, x_N)$  is equivalent to minimizing  $[\sum_{k=1}^K \sum_{n=\eta_{k-1}}^{\eta_k - \text{sign}(K-k)} (x_n - \sum_{l=0}^P a_l^k n^l)^2]$ , which is the  $L_2$  norm square of the residual  $\varepsilon_n$ .  $\text{sign}(K-k) = 1$ , when  $k < K$ . This is done to avoid counting boundary points twice. Thus, the optimization problem becomes

$$\begin{aligned} \{\hat{\eta}_k\}, \{\hat{a}_l^k\} &= \arg \min_{\{\eta_k\}, \{a_l^k\}} \left[ \sum_{k=1}^K \sum_{n=\eta_{k-1}}^{\eta_k - \text{sign}(K-k)} \left( x_n - \sum_{l=0}^P a_l^k n^l \right)^2 \right], \\ k &= 1, \dots, K, l = 0, \dots, P \\ \text{subject to } \sum_{l=0}^P a_l^{k-1} \eta_k^l &= \sum_{l=0}^P a_l^k \eta_k^l, \\ k &= 1, \dots, K-1. \end{aligned} \quad (2)$$

The constraints ensure continuity at the boundaries of piecewise segments. This cost function is not differentiable w.r.t.  $\eta_k$  although it is differentiable w.r.t.  $a_l^k$ . A full search for optimal  $\{\eta_k\}$  has an order complexity  $O(N^{K-1})$ . Instead, we derive a dynamic programming (DP) based solution which has an order complexity  $O(N^2K)$ .

Also note that for  $K = 1$  and  $P = 1$ , this problem becomes a simple least square problem [13]. Thus, the problem addressed here is a generalization of the least square approximation.

### III. DYNAMIC PROGRAMMING (DP) BASED SOLUTION

DP works on the principle of doing locally best to achieve a globally best solution. Hence we first need to derive a solution of the following problem, which provides a best polynomial approximation (of known order  $P$ ) of local data points  $\{x_m\}_{m=M_1}^{M_2}$  such that the following  $L_2$  norm of the approximation error is minimized subject to an initial constraint  $\sum_{p=0}^P \alpha_p M_1^p = \beta$ .

$$\{\tilde{\alpha}_p\} = \arg \min_{\{\alpha_p\}} \sum_{m=M_1}^{M_2} \frac{1}{2} \left( x_m - \sum_{p=0}^P \alpha_p m^p \right)^2, \quad p=0, \dots, P \quad (3)$$

where  $P$  and  $\beta$  are known. This can be easily solved by the Lagrange multiplier method:

$$\begin{aligned} \text{Let } J(\{\alpha_p\}, \lambda) &= \frac{1}{2} \sum_{m=M_1}^{M_2} \left( x_m - \sum_{p=0}^P \alpha_p m^p \right)^2 \\ &\quad + \lambda \left( \beta - \sum_{p=0}^P \alpha_p M_1^p \right) \end{aligned} \quad (4)$$

where  $\lambda$  is the Lagrange multiplier. Eqn. (4) has  $P+2$  unknowns  $\{\alpha_p\}_{p=0}^P$  and  $\lambda$ , which can be solved from the  $P+2$  linear equations:  $\{\partial J/\partial \alpha_p = 0\}_{p=0}^P$  and  $\{\partial J/\partial \lambda = 0\}$ . This can be written as

$$A\theta = \underline{b} \quad (5)$$

where

$$\begin{aligned} A &= \begin{pmatrix} \sum_{m=M_1}^{M_2} m^0 & \dots & \sum_{m=M_1}^{M_2} m^P & M_1^0 \\ \vdots & \dots & \vdots & \vdots \\ \sum_{m=M_1}^{M_2} m^P & \dots & \sum_{m=M_1}^{M_2} m^{2P} & M_1^P \\ M_1^0 & \dots & M_1^P & 0 \end{pmatrix}, \\ \theta &= \begin{pmatrix} \alpha_0 \\ \vdots \\ \alpha_P \\ \lambda \end{pmatrix} \text{ and } \underline{b} = \begin{pmatrix} \sum_{m=M_1}^{M_2} x_m \\ \vdots \\ \sum_{m=M_1}^{M_2} x_m m^P \\ \beta \end{pmatrix}. \end{aligned}$$

When the number of data points is at least greater than the order of the polynomial, i.e., when  $M_2 - M_1 \geq P$ ,  $\theta$  (and hence  $\{\tilde{\alpha}_p\}$ ) can be obtained as follows:

$$\theta = A^{-1}\underline{b}. \quad (6)$$

Therefore, if two index points  $M_1$  and  $M_2 (\geq P + M_1)$  and a constraint value  $\beta$  are provided for the optimization problem in (3), (6) provides  $\{\tilde{\alpha}_p\}_{p=0}^P$ . Let  $\delta(M_1, M_2, \beta)$  denote the corresponding Sum of Squared approximation Error (SSE), i.e.,

$$\delta(M_1, M_2, \beta) = \sum_{m=M_1}^{M_2} \left( x_m - \sum_{p=0}^P \tilde{\alpha}_p m^p \right)^2 \quad (7)$$

where  $\sum_{p=0}^P \tilde{\alpha}_p M_1^p = \beta$ . Let us now define the necessary terminologies for deriving the optimal solution of (2) using DP. Let  $D_k(r)$  be the SSE of the approximation error for fitting  $k$  optimum polynomial functions of order  $P$  between  $x_1$  and  $x_r (kP + 1 \leq r \leq N)$ .<sup>1</sup> Let  $\xi_k(r)$  be the backtracking pointer, that stores the starting index point for the  $k^{\text{th}}$  polynomial function for fitting  $k$  optimum polynomial functions of order  $P$  between  $x_1$  and  $x_r (kP + 1 \leq r \leq N)$ . Let  $\beta_k(r)$  be the value of the approximation at index  $r$  for fitting  $k$  optimum polynomial functions of order  $P$  between  $x_1$  and  $x_r$ , given by

$$\beta_k(r) = \sum_{l=0}^P a_l^k r^l \quad (8)$$

where  $\{a_l^k\}_{l=0}^P$  are the optimal polynomial coefficients of the  $k^{\text{th}}$  polynomial function for fitting  $k$  optimum polynomial functions of order  $P$  between  $x_1$  and  $x_r (kP + 1 \leq r \leq N)$ .

Note that  $D_1(r)$ , ( $P + 1 \leq r \leq N$ ) can be obtained by minimizing a cost function similar to (3) without any constraint and setting  $M_1 = 1$  and  $M_2 = r$ . Therefore, (6) can be used

<sup>1</sup>The minimum value of  $r$  for fitting  $k$  polynomials of order  $P$  between  $x_1$  and  $x_r$  is  $kP + 1$ . For example, considering  $k = 1$ , at minimum  $r$  should be  $P + 1$  because we need a minimum of  $P + 1$  data points between  $x_1$  and  $x_r$  to fit a polynomial of order  $P$ . For  $r < kP + 1$ ,  $D_k(r)$  is set to  $\infty$ .

with proper modification<sup>2</sup> in this context.  $D_k(r)$  is computed in a recursive manner and  $\xi_k(r)$  and  $\beta_k(r)$  are stored in each recursion of dynamic programming as described below.

#### A. Dynamic Programming Algorithm

1) *Initialization*: Compute  $D_1(r)$  and  $\beta_1(r)$ ,  $r = P + 1, \dots, N$ . For each  $r$ , use (6) without any constraint and obtain  $\{a_l^1\}_{l=0}^P$ , which will be used in (8) to obtain  $\beta_1(r)$ . Also  $\xi_1(r) = 1$ ,  $r = P + 1, \dots, N$ .

2) *Iteration*: For  $2 \leq k \leq K$  and  $kP + 1 \leq r \leq N$  compute the following:

$$\begin{aligned} D_k(r) &= \min_{1 \leq s \leq r-P} \{D_{k-1}(s) + \delta(s, r, \beta_{k-1}(s))\} \\ \xi_k(r) &= \arg \min_{1 \leq s \leq r-P} \{D_{k-1}(s) + \delta(s, r, \beta_{k-1}(s))\} \end{aligned} \quad (9)$$

where  $\delta(s, r, \beta_{k-1}(s))$  is computed using (6) and (7) and  $\beta_k(r)$  is also computed using (6) and (8). The maximum range of  $s$  in  $\delta(s, r, \beta_{k-1}(s))$  can be  $r - P$  because the number of data points between  $x_{r-P}$  and  $x_r$  is  $P + 1$ , which is the minimum number of data points required to fit a polynomial of order  $P$ .

3) *Termination and Backtracking*: After  $D_k(r)$  and  $\xi_k(r)$  are computed, we backtrack to obtain optimal piecewise segment boundaries from  $\xi_k(r)$ .  $D_K(N)$  is the SSE of the approximation error for fitting  $K$  optimal polynomial functions of order  $P$  between  $x_1$  and  $x_N$ . So  $\xi_K(N)$  is the starting point of the  $K^{\text{th}}$  piecewise polynomial. Thus,  $\eta_{K-1} = \xi_K(N)$ . It means the  $(K - 1)^{\text{th}}$  piecewise polynomial functions should end at  $\eta_{K-1}$  and should start at  $\xi_{K-1}(\eta_{K-1})$ ; so, we can recursively compute

$$\eta_k = \xi_{k+1}(\eta_{k+1}) \quad k = K - 2, K - 3, \dots, 2, 1. \quad (10)$$

Since in (1) we defined  $\eta_0 = 1$  and  $\eta_K = N$ , (10) gives  $\{\tilde{\eta}_k\}$ ,  $k = 0, \dots, K$  of the optimization problem of (2). The optimum values  $\{\tilde{a}_l^k\}$  of (2) are now obtained as follows:  $\{\tilde{a}_l^1\}_{l=0}^P$  are obtained following the solution of (3) without any constraint and setting  $M_1 = \tilde{\eta}_0 = 1$  and  $M_2 = \tilde{\eta}_1$ .  $\{\tilde{a}_l^k\}_{l=0}^P$ ,  $k = 2, \dots, K$  are obtained using (6) with  $M_1 = \tilde{\eta}_{k-1}$ ,  $M_2 = \tilde{\eta}_k$  and  $\beta = \beta_{k-1}(\eta_{k-1})$ .

#### IV. EXPERIMENT AND RESULTS

Six hundred sentences were randomly chosen from the TIMIT database [15] for our experiment, and the Robust Algorithm for Pitch Tracking (RAPT) based on the autocorrelation method [16] was used to extract pitch values over every 10 ms frame. Pitch values obtained by RAPT were used as references for objective evaluation of the proposed scheme. The DP based optimum pitch stylization was applied to the pitch contour of each voiced segment of all 600 utterances (a total of 4231 voiced segments). Mean square error between the reference pitch and the stylized pitch in each voiced segment was used as the metric for objective evaluation. As a baseline method, the boundaries of the  $K$  piecewise segments were blindly

<sup>2</sup>Without the constraint  $\sum_{p=0}^P \alpha_p M_1^p = \beta$ , matrix  $A$  in (6) is modified to the top left  $(P + 1) \times (P + 1)$  submatrix of  $A$  given in (5).  $\underline{a}$  and  $\underline{b}$  are modified by taking first  $P + 1$  elements of those in (5).

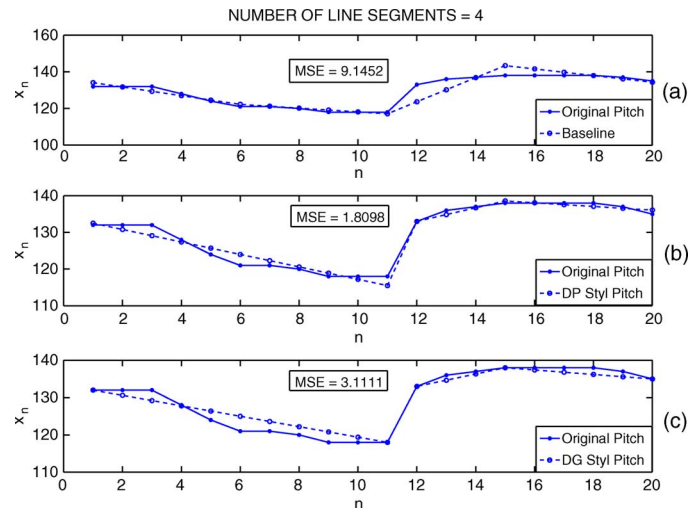


Fig. 1. Original and Stylized pitch contour ( $K = 4$  and  $P = 1$ ) using (a) baseline, (b) Dynamic Programming and (c) Directed Graph (DG) [1] approach.

TABLE I  
AVERAGE MSE OF PITCH STYLIZATION USING  
BASELINE, DP, AND DG METHODS

Stylization Schemes	Polynomial Order		
	$P=1$	$P=2$	$P=3$
Baseline	36.5145	13.2099	6.8429
DP	<b>5.1330</b>	<b>1.8967</b>	<b>0.7754</b>
DG	7.2706	2.1086	0.8167

placed uniformly over the duration of the voiced segments. We also obtained the stylized pitch using the directed graph (DG) approach [1] to compare against the proposed DP based stylization.

To obtain the stylized pitch values using piecewise polynomial functions, the number of piecewise segments  $K$  and the polynomial order  $P$  have to be provided. To determine the value of  $K$  for each voiced segment, we followed an approach similar to [5]. Wavelet decomposition of the pitch contour was performed using Daubechies wavelet (Db10), and the number of extrema in level 3 of the decomposition is used as  $K - 1$ . Three different polynomial orders  $P$  were chosen—1, 2, 3. For illustration, a sample pitch contour of a voiced segment and its stylization using baseline, DP, and DG approaches ( $K = 4$ ,  $P = 1$ ) are shown in Fig. 1(a)–(c) respectively. The MSEs are mentioned on the figures for comparison. It is clear that the stylization using DP based approach achieves the best performance in terms of MSE.

For a comprehensive objective evaluation, average MSE over all the voiced segments of all the sentences are shown in Table I. It can be observed that DP based approach obtains the least MSE for all choices of  $P$ .

For subjective evaluation, six sentences (3 male + 3 female) were randomly picked from the TIMIT database and their pitch contours were stylized using four different combinations of  $P$  and  $K$  in the DP based approach—*Combination 1*:  $P1 = 1$  and  $K1$  is obtained by Db10 decomposition, *Combination 2*:  $P2 = 2$  and  $K2$  is obtained by Db10 decomposition, *Combination 3*:  $P3 = 2$  and  $K3 = \lceil (P1 + 1)K1 / (P3 + 1) \rceil$  ( $\lceil x \rceil$  is the

TABLE II

RESULT OF LISTENING TEST—PERCENTAGE OF PEOPLE WHO PERCEIVED ORIGINAL AND SYNTHESIZED UTTERANCES ARE IDENTICAL; M1, M2, M3 ARE THREE MALE SPEAKERS' UTTERANCES WITH DURATIONS 4.2, 2.7, 5.1 s, RESPECTIVELY; F1, F2, F3 ARE THREE FEMALE SPEAKERS' UTTERANCES WITH DURATIONS 3, 1.7, 2.7 s, RESPECTIVELY

Utterance No.	Combination of $K$ and $P$			
	Comb.1	Comb.2	Comb.3	Comb.4
M1	93.33	93.33	86.67	100
M2	86.67	73.33	80.00	93.33
M3	93.33	93.33	80.00	86.67
F1	100	100	93.33	93.33
F2	100	80.00	100	93.33
F3	86.67	93.33	93.33	80.00

smallest integer greater than  $x$ ), and *Combination 4*:  $P4 = 3$  and  $K4 = \lceil (P1 + 1)K1 / (P4 + 1) \rceil$ .

Total number of polynomial coefficients in Combinations 3 and 4 is the same as that of Combination 1. Combinations 3 and 4 were intentionally chosen to check how the perception is affected by altering polynomial order but keeping the total number of parameters the same. All these stylized pitch contours were used to synthesize the utterances using PSOLA technique [17] and were compared against the original utterances through listening tests. In the listening test, the listeners were allowed to listen to an utterance as many times as they wanted and were asked to make a binary decision—whether the two utterances (original and synthesized) are perceived identical or not. Every pair of utterances was presented to the listener in a random order for different sentences. All the listeners were students 20–30 years old. Based on the decisions taken by 15 listeners, the percentages of listeners who thought two respective utterances are identical are shown in Table II. It can be seen that most of the listeners found the original and synthesized utterances to be identical. The listening test results in combination 2 do not differ much from those of combination 1. This is consistent with the observations made by Hart *et al.* [14]. It can also be noted that the listening test results for combinations 3 and 4 are not drastically different from those of combinations 1 and 2. The listening test results indicate listeners' tolerance to the quantization of the pitch contour representation by polynomial approximation. It should be noted that the result of the listening test using stylization obtained by DG approach turned out to be similar to that of DP approach, although DP achieves the minimum MSE.

## V. CONCLUSIONS

The evaluation of the proposed DP based piecewise polynomial approximation of pitch contour shows that a stylized pitch

contour which has minimum MSE for a given  $K$  and  $P$  also maintains perceptual closeness to the actual pitch contour. The DP based approximation technique makes it possible to change  $K$  and  $P$  and obtain different stylized versions of a pitch contour with the minimum MSE. This provides the flexibility to study, and potentially use, various parametric pitch stylizations within synthesis and speech modeling applications.

## REFERENCES

- [1] R. Nygaard and D. Haugland, "Compressing ECG signals by piecewise polynomial approximation," in *Proc. ICASSP*, May 1998, vol. 3, pp. 1809–1812.
- [2] Z. Han, S. Zhang, H. Zhang, and B. Xu, "A vector statistical piecewise polynomial approximation algorithm for environment compensation in telephone LVCSR," in *Proc. ICASSP*, Apr. 2003, vol. 2, pp. 117–120.
- [3] S. Y. C. Catunda, O. R. Saavedra, J. V. Fonseca Neto, and M. R. A. Morais, "Look-up table and breakpoints determination for piecewise linear approximation functions using evolutionary computation," in *Proc. IMTC*, May 2003, vol. 1, pp. 435–440.
- [4] S. Ravuri and D. P. W. Ellis, "Stylization of pitch with syllable-based linear segments," in *Proc. ICASSP*, April 2008, pp. 3985–3988.
- [5] D. Wang and S. Narayanan, "Piecewise linear stylization of pitch via wavelet analysis," in *Proc. Eurospeech*, Lisbon, Portugal, Oct. 2005, pp. 3277–3280.
- [6] H. Hirst and R. Espeker, "Automatic modelling of fundamental frequency using a quadratic spline function," *Travaux Inst. phonétique d'Aix*, vol. 15, pp. 75–85, 1993.
- [7] C. d'Alessandro and P. Mertens, "Automatic pitch contour stylization using a model of tonal perception," *Comput. Speech Lang.*, vol. 9, pp. 257–288, 1995.
- [8] P. Taylor, "The tilt intonation model," in *Proc. ICSLP*, 1998, pp. 1383–1386.
- [9] A. Cantoni, "Optimal curve fitting with piecewise linear functions," *IEEE Trans. Comput.*, vol. C-20, no. 1, pp. 59–67, Jan. 1971.
- [10] I. Tomek, "Two algorithms for piecewise-linear continuous approximation of functions of one variable," *IEEE Trans. Computers*, vol. C-23, no. 4, pp. 445–448, Apr. 1974.
- [11] M. Trajkovic and M. Hedley, "Recursive formulae for piecewise polynomial approximation of discrete functions," *Novi Sad J. Math.*, vol. 28, no. 2, pp. 31–35, 1998.
- [12] M. Obata, K. Wada, K. Toraichi, K. Mori, and M. Ohira, "An approximation of data points by piecewise polynomial functions and their dual orthogonal functions," *Signal Process.*, vol. 80, pp. 507–514, 2000.
- [13] D. York, "Least-square fitting of a straight line," *Can. J. Phys.*, vol. 44, pp. 1079–1086, 1966.
- [14] J. 't Hart, " $F_0$  stylization in speech: Straight lines versus parabolas," *J. Acoust. Soc. Amer.*, vol. 90, no. 6, pp. 3363–3370, Dec. 1991.
- [15] DARPA-TIMIT Acoustic-Phonetic Continuous Speech Corpus, NIST Speech Disc 1-1.1, 1990.
- [16] D. Talkin, "A robust algorithm for pitch tracking (RAPT)," in *Speech Coding and Synthesis*, W. B. Kleijn and K. K. Paliwal, Eds. New York: Elsevier, 1995, pp. 495–518.
- [17] W. Roucos and A. M. Wilgus, "High quality time-scale modification for speech," in *Proc. IEEE ICASSP*, 1985, vol. 2, pp. 493–496.