Use-Case

Money Tracker APP with Voice Input

- Customers could use EchoBudget at home and outside with the device
- Customers could verbally:
 - Record the spending
 - Modify or remove existing entry
 - Request financial report for a given time range
- Friendly to visually impaired customers & who wants to record their expenses in a easy way

Use Case Requirements

• Latency

- Handle request and provide response within 4s for each user input
- Portability
 - Weight: <= 500g (weight of iPad Air)
 - 1-hour battery life (with monitor on)
- Accessibility
 - Speech recording button size big enough(32% of space) for visually impaired group to click without difficulty
- Noise Reduction
 - All functions should work with 90% accuracy under 70 dB environment

Design Requirements

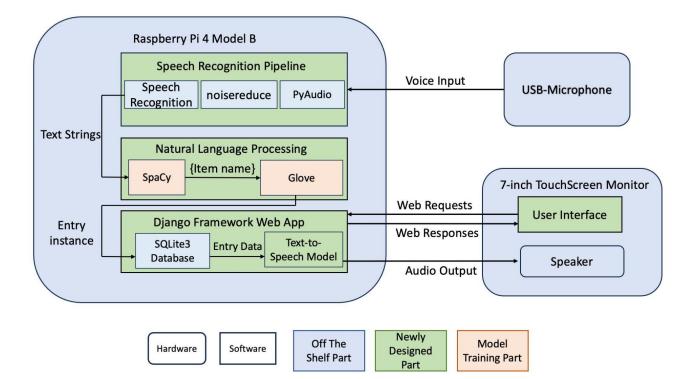
• Speech Recognition

- The speech to text accuracy for whole sentence >= 80%
- The accuracy for important words >= 90%
- NLP
 - Accuracy for parse the action/money amount/items name from script >= 95%
- Item classification
 - Accuracy for categorization should >= 90% for our given categories
 - Categories: Food, housing, necessities, entertainment, transportation, others

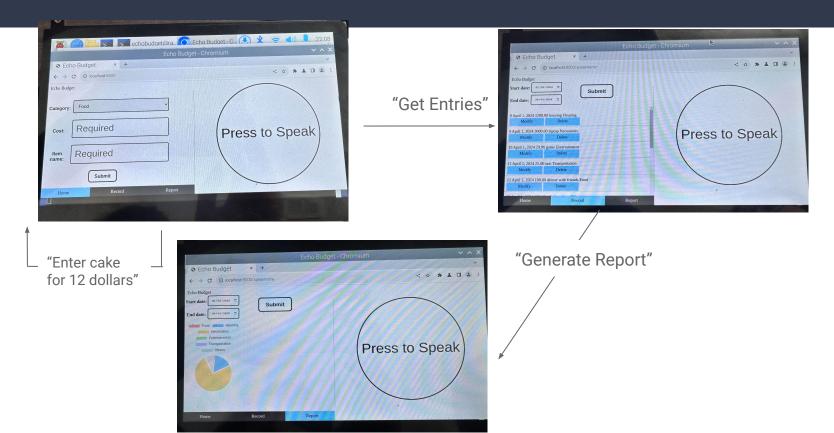
Active Response

- Corresponding voice response should be provided after all voice commands
- E.g. "Entering XX for \$XX, please confirm" after the user enters a new entry

Solution Approach: Block Diagram



Complete Solution



Testing: Use Case

Test	Input	Output	Expected Performance
Latency (voice command)	Voice request	Time to render	4 seconds to render the page
Battery life	NA	Power consumption	Consumes less than 50% of power with monitor on for 1 hour
Portability	Device	Weight	500 grams
Accessibility	button	Proportion on the screen	32% of right half of screen
Noise reduction	audio	text	90% accuracy of integral test under 70dB environment

Testing: Use Case

Test	Expected Performance	Actual Performance
Latency (voice command)	4 seconds to render the page	Average 4.52 seconds to render the page
Battery life	Consumes less than 50% of power with monitor on for 1 hour	Power drops from 100% to 77%, consuming 23% of total power
Portability	500 grams	500 grams
Accessibility	32% of right half of screen	35.45% of right half of screen
Noise reduction	90% accuracy of integral test under 70dB environment	9 out of 10 commands work as expected, 90% accuracy

Testing: Design

Test	Input	Output	Expected Performance
Audio to text	Digital signal of audio input	Text (list of words)	Less than 20% of word error rate (WER)
Text to command (NLP)	Text output from above	Command (verb + params)	Identify verb with 100% accuracy; Identify item name, money, date, and number with 95% accuracy; NLP process takes less than 3s
ltem classification (Glove)	Item name	Category	90% of item names correctly classified
Voice response	Voice command	Voice output	All audio requests should be assisted with a voice response

Testing: Design

Test	Expected Performance	Actual Performance
Audio to text	Less than 20% of word error rate (WER)	98.3% accuracy, edge case exists
Text to command (NLP)	Identify verb with 100% accuracy; Identify item name, money, date, and number with 95% accuracy; NLP process takes less than 3s	Identify verb, money, date, and number with 100% accuracy; Identify item name with 96% accuracy NLP process takes about 2.5s
ltem classification (Glove)	90% of item names correctly classified	18 out of 20 item names are correctly classified, 90% accuracy
Voice response	All audio requests should be assisted with a voice response	The app will read out the content of the response (entries, report, etc.)

Integral Testing (planned but not finished)

- User Experience Test
 - 5 volunteers
 - Each volunteer would have **half of the day** to interact with our product **without our interference**
 - Volunteer are expected to give feedback about what they like and dislike about the product
- Overall Latency
 - Test different commands (e.g. record/change/delete entry, view entry, generate report, etc.)
 - **Expect <15s** for all commands
- Overall Accuracy
 - **Expect >95%** accuracy for the whole system

Design Trade-offs

Train one model for Spacy	Train two models for Spacy
Require less storage	Increase parsing accuracy Only lengthen the runtime by a little bit
Click button to stop	Automatic speech termination detection
More flexibility on voice input time may cause potential waste if forget to press twice	User does not need to press again Fixed voice inputting time (8 seconds)
Allow users to give commands without restriction	Standardized voice input keywords
More user-friendly, but hard to process	Enhance action performance accuracy
Add each item name to Glove model	Only add item name to model when entry is modified
More accurate, but may overfit	Reduce wait time and storage

Schedule

