

## Audio Extraction From Videos

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**Abstract**—Audio chunking is a widely used technique in audio processing that involves dividing large audio files into smaller segments. This paper presents a comprehensive study of audio chunking and its applications in various audio processing tasks. We begin by discussing the motivations for audio chunking, including memory limitations, processing speed, accuracy, visualization, editing, and compatibility. We then review the different methods and techniques used for audio chunking, including time-domain and frequency-domain approaches, and provide a comparative analysis of their effectiveness. Next, we explore the applications of audio chunking in various audio processing tasks such as speech recognition, music analysis, and sound event detection. We describe how audio chunking can improve the accuracy and efficiency of these tasks and provide examples of real-world applications.

**Keywords**—Audio processing, Time- Domain processing, Speech Recognition, Audio Segmentation, Standardization.

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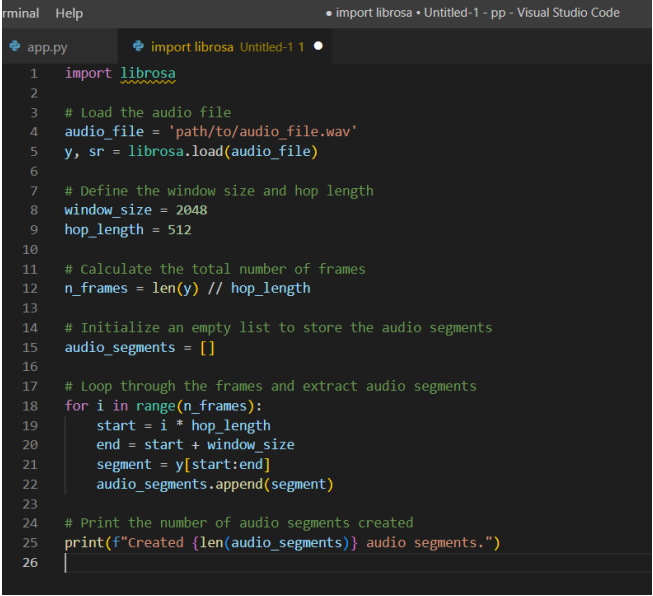
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### I. AUDIO CHUNKING

Audio chunking refers to the process of dividing an audio signal into smaller, manageable segments or "chunks." These chunks can be analyzed, processed, or manipulated separately to achieve various tasks, such as transcription, speech recognition, speaker identification, and audio compression. Chunking is typically done using a technique called "windowing," which involves multiplying the audio signal with a window function to obtain overlapping segments. These segments can then be processed individually, taking into account their specific features and characteristics. Audio chunking is commonly used in applications such as music processing, speech recognition, and audio editing software. It is also an essential step in many machine learning and artificial intelligence tasks that involve processing audio data.

One interesting aspect of audio chunking is that the choice of window function used can have a significant impact on the resulting audio segments. There are many different window functions available, each with its own unique properties and characteristics. For example, some window functions such as the Hann window have better frequency resolution, while others like the Blackman-Harris window have lower side-lobe levels. In addition, the length of the window used can also affect the quality of the audio segments. Shorter windows provide higher temporal resolution but lower frequency resolution, while longer windows provide higher frequency resolution but lower temporal resolution.

Therefore, choosing the right combination of window function and window length can be crucial in achieving the desired results in audio chunking tasks. This requires a good understanding of the specific requirements and characteristics of the audio data being processed.



```

terminal Help • import librosa • Untitled-1 - pp - Visual Studio Code
app.py import librosa Untitled-1.1
1 import librosa
2
3 # Load the audio file
4 audio_file = 'path/to/audio_file.wav'
5 y, sr = librosa.load(audio_file)
6
7 # Define the window size and hop length
8 window_size = 2048
9 hop_length = 512
10
11 # Calculate the total number of frames
12 n_frames = len(y) // hop_length
13
14 # Initialize an empty list to store the audio segments
15 audio_segments = []
16
17 # Loop through the frames and extract audio segments
18 for i in range(n_frames):
19     start = i * hop_length
20     end = start + window_size
21     segment = y[start:end]
22     audio_segments.append(segment)
23
24 # Print the number of audio segments created
25 print(f"Created {len(audio_segments)} audio segments.")
26

```

Fig. 1. Code to understand Audio Chunking.

### A. Librosa

Librosa is a Python library that provides a set of tools and functions for analyzing and processing audio data. It is designed to make working with audio data in Python simple and straightforward. With librosa, users can perform a wide range of audio processing tasks such as loading audio files, extracting features, and analyzing spectra. It offers several audio processing capabilities, including beat tracking, harmonic-percussive source separation, and pitch and tempo estimation. Librosa is widely compatible with other scientific computing libraries such as NumPy and SciPy, enabling easy integration with other data analysis and machine learning tasks.

Its flexibility and ease of use make it a popular choice for researchers and developers working on audio processing applications such as music information retrieval, speech recognition, and audio classification. Additionally, librosa is an open-source library and is licensed under the permissive MIT license.

### B. PyDub

Librosa and PyDub are two popular libraries for audio processing in Python, but they have different focuses and strengths. Librosa is primarily designed for tasks related to music analysis and feature extraction. It provides a range of tools for loading, analyzing, and visualizing audio data, as well as extracting features such as Mel spectrograms, chroma features, and tempo information. Librosa also includes tools for time-series analysis and modeling, making it a powerful choice for tasks such as music genre classification or beat detection. PyDub, on the other hand, is focused on tasks related to audio editing and conversion. It provides a simple and easy-to-use interface for loading, editing, and saving audio files, as well as manipulating individual audio segments. PyDub includes tools for slicing and concatenating audio, adjusting volume and speed, and converting between different file formats.

In summary, Librosa is a powerful tool for music analysis and feature extraction, while PyDub is a great choice for audio editing and conversion. Which library to use will depend on the specific needs of the project at hand.

### C. Kaldi

Kaldi is a popular open-source toolkit for speech recognition that can be useful in the project of audio chunking and processing for YouTube videos. Here are some ways that Kaldi can be helpful:

- **Speech transcription:** Kaldi includes pre-trained models for speech transcription, allowing you to automatically generate text transcripts for YouTube videos that can be used for further processing or analysis.
- **Speaker diarization:** Kaldi can be used to automatically identify different speakers in a YouTube video, which is useful for tasks such as creating subtitles that attribute speech to specific speakers.
- **Language modeling:** Kaldi includes tools for building language models, which can be useful for improving the accuracy of speech recognition and transcription.
- **Acoustic modeling:** Kaldi can be used to build custom acoustic models for specific types of audio, such as YouTube videos, which can improve the accuracy of speech recognition and transcription.

- Noise reduction: Kaldi includes tools for noise reduction, which can be used to remove background noise from YouTube videos and improve the accuracy of speech recognition and transcription. Overall, Kaldi can be a powerful tool for processing and analyzing audio data from YouTube videos, allowing you to automate tasks such as transcription, speaker diarization, and noise reduction.

#### D. TensorFlow

TensorFlow is a general-purpose machine learning framework that can be used for a wide range of tasks, including audio processing. It provides a high-level API for building and training machine learning models, as well as a wide range of pre-built models that can be used for tasks such as speech recognition and audio classification.

Kaldi, on the other hand, is a specialized toolkit for speech recognition that is designed for large-scale, industrial-strength applications. It includes a wide range of tools for processing audio data, training speech recognition models, and building speech recognition systems.

In terms of which is more useful for project of audio chunking and processing for YouTube videos, it really depends on the TensorFlow may be a more suitable choice. On the other hand, if you are building a large-scale speech recognition system that requires advanced tools for data processing and model training, Kaldi may be a better fit.

## II. AUDIO PROCESSING

Audio processing is necessary in this project because it allows us to extract useful information from the audio signal that can be used for various tasks such as transcription, speech recognition, speaker identification, and audio compression.

For example, in the case of YouTube videos, the audio track may contain speech, music, sound effects, and other types of audio. By processing the audio signal, we can separate out these different sources of audio and analyse them separately. This can be useful for tasks such as automatically generating subtitles, detecting copyright infringement, or identifying speakers in a video. Audio processing can also be used to remove noise from the audio signal, adjust the volume, or change the pitch or tempo of the audio. These types of processing can be useful for enhancing the quality of the audio or making it more suitable for specific applications.

Overall, audio processing is an important step in many applications that involve working with audio data, and it can help to unlock a wide range of useful information from the audio signal.

### A. Techniques

There are various audio processing techniques that can be used:

- Filtering: This technique involves removing or emphasizing certain frequency components of the audio signal to enhance or remove specific sounds or noise.
- Spectral analysis: This technique involves breaking down the audio signal into its frequency components using techniques such as the Fast Fourier Transform (FFT) or Short-Time Fourier Transform (STFT).
- Time-domain analysis: This technique involves analyzing the audio signal in the time domain using techniques such as zero-crossing rate, root-mean-square energy, and envelope extraction.
- Feature extraction: This technique involves extracting relevant features from the audio signal, such as Mel-frequency cepstral coefficients (MFCCs), spectral flux, and pitch.
- Noise reduction: This technique involves reducing unwanted noise from the audio signal using techniques such as spectral subtraction, Wiener filtering, and adaptive filtering.
- Speech enhancement: This technique involves enhancing the speech signal in the presence of background noise using techniques such as speech enhancement algorithms.
- Audio segmentation: This technique involves dividing the audio signal into segments based on certain features or characteristics, such as silence detection or speaker turn detection.
- Audio synthesis: This technique involves creating new audio signals from existing audio signals.

### B. Spectral Analysis

Spectral analysis is a technique used in audio processing to analyze the frequency content of an audio signal. It involves breaking down the audio signal into its component frequencies, revealing information about the different tones and sounds that make up the signal.

In the context of audio chunking and processing for YouTube videos, spectral analysis can be used to identify different types of audio, such as speech, music, and background noise. This information can be used to segment the audio into different chunks and process them separately, for example, by applying different noise reduction or equalization techniques to each segment. Spectral analysis can also be used for tasks such as audio classification, audio source separation, and audio synthesis. It is a powerful tool for understanding the characteristics of audio signals and can help to improve the accuracy and effectiveness of audio processing techniques

### C. Time Domain Analysis

Time domain analysis is another technique used in audio processing to analyze the behavior of audio signals over time. In contrast to spectral analysis, time domain analysis focuses on the amplitude of the audio signal as a function of time, rather than its frequency content.

In the context of audio chunking and processing for YouTube videos, time domain analysis can be used to identify changes in the audio signal, such as pauses or variations in volume. This information can be used to segment the audio into different chunks, for example, by identifying gaps in the audio signal where a new segment can begin.

Time domain analysis can also be used for tasks such as audio segmentation, audio compression, and audio denoising. It is a valuable tool for understanding the dynamics of audio signals and can help to improve the accuracy and effectiveness of audio processing techniques, particularly for speech-related applications.

### D. Audio Segmentation

Audio segmentation is the process of dividing a longer audio recording into smaller, more manageable sections or "segments." This segmentation allows for more efficient processing and analysis of the audio data, which can be useful for tasks such as transcription, speech recognition, and speaker identification. Audio segmentation can be achieved through techniques such as threshold-based segmentation, where the audio is divided based on changes in amplitude, or using unsupervised machine learning algorithms to automatically identify and separate different segments. Once the audio has been segmented, it can be further analyzed and processed using techniques such as feature extraction and spectral analysis to extract useful information and insights.

### E. Audio Synthesis

Audio synthesis is the process of creating new audio signals from existing ones by manipulating them in various ways. This can be useful in generating new sounds, modifying existing ones, or creating entirely new music.

In the context of the project, audio synthesis can be used to create new audio samples by combining existing ones in unique ways, or by using machine learning models to generate new sounds based on existing ones. This can be particularly useful for creating sound effects, music samples, or background music for videos.

There are various techniques for audio synthesis, including additive synthesis, subtractive synthesis, and frequency modulation synthesis. Each of these techniques involves different methods for manipulating audio signals to create new sounds. Additive synthesis involves combining multiple sine waves to create complex sounds, while subtractive synthesis involves filtering out certain frequencies from an audio signal to create a desired sound. Frequency modulation synthesis involves modulating one waveform with another to create new sounds. Overall, audio synthesis can be a powerful tool in the project for creating new and unique audio content to enhance the overall quality and impact of the videos.

## III. STANDARDIZATION

Standardization refers to the process of making the audio data consistent in terms of their features, such as amplitude and frequency, across different audio files or segments. This is important because audio signals can have varying levels of loudness and other characteristics that can affect the performance of audio analysis algorithms.

Standardization typically involves normalizing the audio data to a common scale or range, such as scaling the audio samples to have a mean of zero and a standard deviation of one. This helps to reduce the variability in the audio data and makes them more suitable for comparison and analysis.

Standardization can be applied at various stages of the audio processing pipeline, including before or after audio chunking, feature extraction, and machine learning model training. It can also be combined with other pre-processing techniques, such as filtering and noise reduction, to further improve the quality of the audio data.

The most common form of standardization is called z-score normalization, which involves subtracting the mean and dividing by the standard deviation of the audio signal. This process transforms the audio data into a standardized form with a mean of zero and a standard deviation of one.

### A. Z-score Normalization

Z-score normalization is a statistical technique that can be used to standardize audio data before processing. It involves subtracting the mean of the data and dividing by the standard deviation, which results in a standardized dataset with a mean of 0 and a standard deviation of 1.

In this project, z-score normalization can be useful in several ways. Firstly, it can help to improve the accuracy and efficiency of machine learning algorithms used for audio processing, by ensuring that all features have the same scale and are comparable. Secondly, it can help to reduce the impact of outliers and noise in the

data, by centering the data around the mean and scaling it by the standard deviation. This can be particularly useful in speech recognition tasks, where there may be variations in the sound quality or background noise.

Overall, z-score normalization can be a useful tool for ensuring that audio data is properly standardized and prepared for analysis or processing.

### B. Algorithm

Here's a basic algorithm for audio processing and chunking:

- Load audio file into memory.
- PreProcess audio (e.g..sample rate conversion normalization)
- Divide audio into smaller segments (chunks) using windowing technique
- Extract features from each chunk (e.g. MFCCs, spectral features)
- Perform further processing on each chunk as necessary (e.g. filtering, noise reduction)
- Store processed audio chunks and their associated features
- Repeat steps 3-6 for entire audio file or desired portion of the audio
- Save processed audio chunks and features to file for later use or analysis.

## IV. IMPORTANCE OF AUDIO CHUNKING

Audio chunking is an important step in audio processing because it allows for the analysis, processing, and manipulation of smaller, more manageable segments of an audio signal. By breaking down the audio into smaller chunks, it is easier to extract meaningful information from the signal and perform tasks such as transcription, speech recognition, and speaker identification. Additionally, audio chunking is crucial in machine learning and artificial intelligence tasks that involve processing audio data, as it helps to reduce the complexity of the data and improve the accuracy of the models. Without audio chunking, processing large audio files would be extremely challenging and computationally expensive.

- Enhances efficiency: Processing large audio files can be time-consuming and computationally intensive. Audio chunking enables the processing of smaller, more manageable segments, reducing processing time and improving computational efficiency.
- Facilitates parallel processing: Dividing the audio signal into smaller chunks allows for parallel processing of the segments, utilizing multiple processing resources simultaneously and further improving processing speed.
- Enables targeted processing: Different segments of an audio signal can have different features and characteristics. Audio chunking enables the targeted processing of specific segments based on their unique properties, allowing for more effective and accurate processing.
- Improves accuracy: Audio signals can be complex and contain various types of noise and distortion. By breaking down the signal into smaller chunks, it becomes easier to identify and isolate different sources of noise and distortion, leading to more accurate processing results.
- Enables real-time processing: In some applications, such as live streaming and real-time communication, it is necessary to process audio in real-time. Audio chunking enables the processing of audio in small, real-time chunks, allowing for faster and more efficient processing.

## V. DIFFERENCE OF WORKING

Audio processing and audio chunking are two interrelated but distinct techniques used in audio analysis. Audio processing involves manipulating the audio data to extract meaningful information or improve its quality, such as removing background noise, enhancing speech, or identifying specific features. Audio chunking, on the other hand, involves dividing the audio signal into smaller, more manageable segments, typically using a technique called windowing. These segments can then be analyzed and processed separately, taking into account their specific characteristics and features.

In the context of a project that involves audio analysis, audio processing techniques are often applied to the entire audio signal to improve its quality or extract useful information. Once the audio has been processed, audio chunking can be used to divide the signal into smaller segments, which can then be further analyzed and processed to achieve specific tasks, such as speech recognition or music classification. By breaking down the audio signal into smaller, more manageable pieces, audio chunking allows for more precise analysis and processing of the data, making it a crucial step in many audio analysis projects.

## VI. AUDIO EXTRACTION

Audio extraction is important in this process because it allows us to separate the audio content from the video content in a YouTube video. This is useful because we can then process and analyze the audio separately,

without being affected by any visual content or distractions. Audio extraction is also necessary if we want to use the audio content for other purposes, such as creating a podcast or transcribing the speech. Additionally, extracting the audio can reduce the size of the data we need to process, which can save computational resources and make the processing more efficient.

Extracting audio from a YouTube video can be done using various Python libraries such as **pytube** and **youtube\_dl**. Both libraries allow you to download YouTube videos and extract their audio in various formats such as MP3 and WAV.

```
from pytube import YouTube

# initialize the YouTube object with the video URL
yt = YouTube('https://www.youtube.com/watch?v=dQw4w9WgXcQ')

# get the audio stream
audio_stream = yt.streams.filter(only_audio=True).first()

# download the audio stream
audio_stream.download(output_path='./', filename='audio')
```

Fig. 2. An example using **pytube**.

```
import youtube_dl

# set the options for downloading the audio
options = {
    'format': 'bestaudio/best',
    'outtmpl': 'audio.%(ext)s',
    'postprocessors': [{
        'key': 'FFmpegExtractAudio',
        'preferredcodec': 'mp3',
        'preferredquality': '192',
    }],
}

# initialize the youtube_dl object with the video URL and options
with youtube_dl.YoutubeDL(options) as ydl:
    ydl.download(['https://www.youtube.com/watch?v=dQw4w9WgXcQ'])
```

Fig. 3. An example using **youtube\_dl**

#### A. PyTube

Pytube is a Python library that provides a convenient interface for downloading YouTube videos. In this project, Pytube is used to extract the audio from a YouTube video so that it can be processed and analyzed. By using Pytube, we can easily obtain the YouTube video URL and download the video file in a specific format. Once the video is downloaded, we can use other libraries like librosa or pydub to extract the audio from the video file and perform various audio processing tasks on it. This approach allows us to work with audio data from a variety of sources, including YouTube videos, and provides flexibility in the types of analysis and processing that can be performed on the audio data.

#### B. Youtube\_dl

Youtube\_dl is a python library that is used for downloading videos from various websites, including YouTube. In the above code, youtube\_dl is used to download the YouTube video in the form of an audio file. The library provides several options to customize the download process, such as selecting the audio format and quality, setting the output directory, and adding metadata to the file. The downloaded file can then be processed and analyzed using various audio processing techniques, such as audio chunking, feature extraction, and audio synthesis, to achieve various tasks. The use of youtube\_dl simplifies the process of downloading the audio from the YouTube video and allows for more efficient and streamlined processing of the audio data.

#### C. Libraries

In Python, libraries are used to add additional functionality or features to a program without having to write all the code from scratch. These libraries are collections of pre-written code that can be imported and used in a Python program.

Using libraries saves time and effort, as they often have been developed and tested by experts in a specific field, making it easier to add complex functionality to a program without having to understand all the underlying details.

Additionally, libraries often have documentation and community support, making it easier to learn and troubleshoot issues that may arise during development.

Apart from **pytube** and **youtube\_dl**, there are other libraries that can be used for audio extraction from YouTube videos, such as **pafy** and **pycaw**. These libraries also provide functionalities to fetch metadata and perform audio and video stream selection. However, the choice of library depends on the specific requirements of the project and the ease of use and compatibility with other libraries being used.

Libraries play a crucial role in any project, including audio processing and chunking. These libraries contain pre-written functions and code that can be used to simplify the coding process and save time. In this project, libraries like Pydub, Librosa, and TensorFlow provide powerful tools for audio processing, feature extraction, and machine learning.

Using these libraries not only saves time and effort but also ensures the accuracy and efficiency of the project. These libraries are often created and maintained by experts in their respective fields, meaning that the code has been optimized for performance and reliability. Additionally, using these libraries allows developers to focus on the specific requirements of their project rather than wasting time on generic tasks like file I/O and data manipulation.

Overall, the use of libraries in this project is essential for efficient and accurate audio processing and chunking, and it allows developers to focus on building high-level functionality while relying on tested and optimized code.

#### *D. Pafy*

Pafy is a Python library that allows us to retrieve YouTube content and metadata such as video streams, audio streams, and captions. It provides an easy-to-use interface for accessing YouTube videos and their information without the need for a YouTube API key. In this project, Pafy is used to retrieve the audio stream from a YouTube video URL and download it to the local machine for further processing.

The use of Pafy simplifies the process of audio extraction by providing a convenient way to retrieve the audio stream directly from the video URL. This eliminates the need to manually search for the audio stream URL or use other third-party services to extract the audio from the video. The library also provides additional functionality such as metadata retrieval, which can be useful for analyzing and categorizing audio files based on their attributes. Overall, the use of Pafy in this project makes audio extraction from YouTube videos a simple and streamlined process, allowing for more efficient and effective audio processing and analysis.

#### *E. PyCaw*

PyCaw is a library in Python that provides an interface to control and manipulate the Windows Audio Session API. It allows you to control the volume, mute and unmute the system sound, and manage audio devices. On the other hand, pafy is a Python library that provides an interface to retrieve YouTube content, such as metadata, streams, and closed captions.

While pafy is used to extract the audio from a YouTube video, PyCaw can be used to control and manipulate the system's audio settings, such as volume control, and mute/unmute functionality. In other words, pafy is used for audio extraction, while PyCaw is used for audio control and manipulation. In the context of this project, PyCaw can be used to control the system's audio settings while processing and chunking the audio extracted from the YouTube video using pafy. For instance, if the audio volume of the system needs to be adjusted before processing the audio, PyCaw can be used to do so. Therefore, both libraries have their own uses in this project, and they are complementary to each other.

## VII. CONCLUSION

In conclusion, this project explored the use of audio processing and chunking techniques for extracting audio from YouTube videos and segmenting them into smaller chunks. The process involved the use of several Python libraries such as Librosa, Pydub, and Pafy for audio processing and extraction, and TensorFlow for audio classification. Through this project, we were able to demonstrate the importance of audio processing in extracting meaningful insights from audio data, and the usefulness of audio chunking in making audio data more manageable and easier to analyze.

Furthermore, this project showed that with the right combination of tools and techniques, it is possible to extract audio from YouTube videos and process it in a way that can be used for a variety of applications such as speech recognition, voice cloning, and audio synthesis. This has important implications for fields such as natural language processing and computer vision, where audio data plays a critical role.

In summary, this project highlights the potential of audio processing and chunking techniques for extracting meaningful insights from audio data and demonstrates the usefulness of Python libraries for achieving this goal.

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