# "*Recognize Speech*" v/s "Wreck a Nice Beach"

# The Basic Mathematics of Automatic Speech Recognition

**Sanjeev Khudanpur**

**October 13, 2000**

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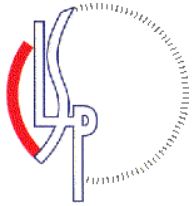

# The Spectrum of Human Language Technologies

* Spoken or Written Language Input
* Information Retrieval and Extraction
* Text Understanding
* Machine Translation
* Summarization and Language Generation
* Speech Synthesis
* Dialogue Management
* $\vdots$

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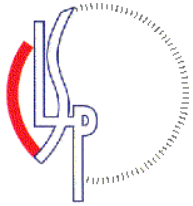

# The Spectrum of Applications

| | |
|---|---|
| * Replacing Touch-Tone Menus | Please press or say one. |
| * Call Classification and Routing | AT&T. How may I help you? |
| * Interactive Voice Response | Air-Travel Information Systems. |
| * Desk-top Dictation | Via Voice & Naturally Speaking. |
| * Transcription of Broadcast News | Video Browsing, Captioning. |
| * Conversational Telephone Speech | Counter-terrorism, espionage. |
| * | |
| * | |
| * Universal voice interfaces | C3PO & Lt.Cmdr Data. |

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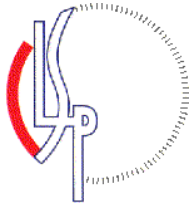

# The Axes of Characterization

The ease or difficulty of automatic speech recognition is influenced by several factors.

| Parameter | Range | | |
|---|---|---|---|
| Speaking Mode | Isolated Words | – | Continuous Speech |
| Speaking Style | Read Speech | – | Spontaneous Speech |
| Enrollment | Known Speaker | – | Unknown Speaker |
| Vocabulary | Small ($< 100$) | – | Large ($> 20,000$) |
| Noise Level | Low ($> 30$ dB) | – | High ($< 10$ dB) |
| Channel | Hi-Fi Microphone | – | Cellular Telephone |

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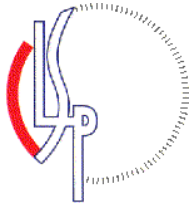
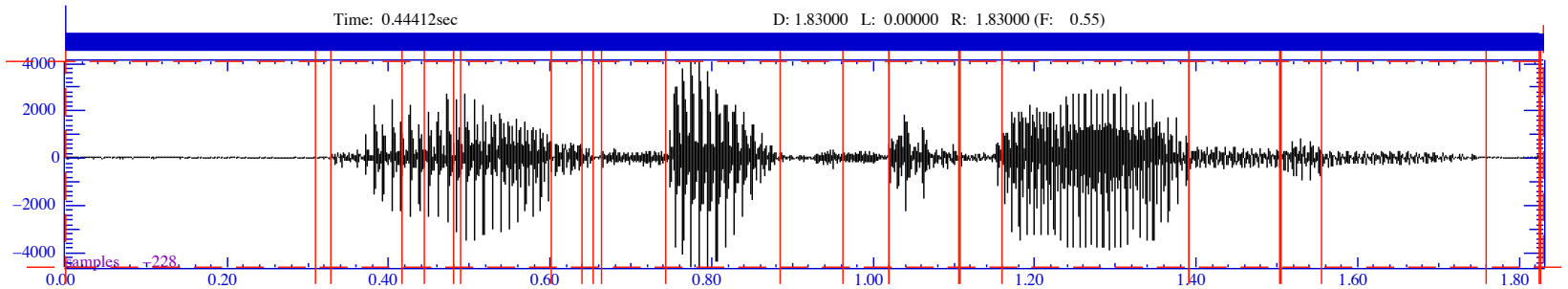


# Recognition of Spoken Language

Convert an acoustic signal captured by a microphone or telephone to a sequence of words.




"OUR OWN FOLKS AT HOME AND ..."

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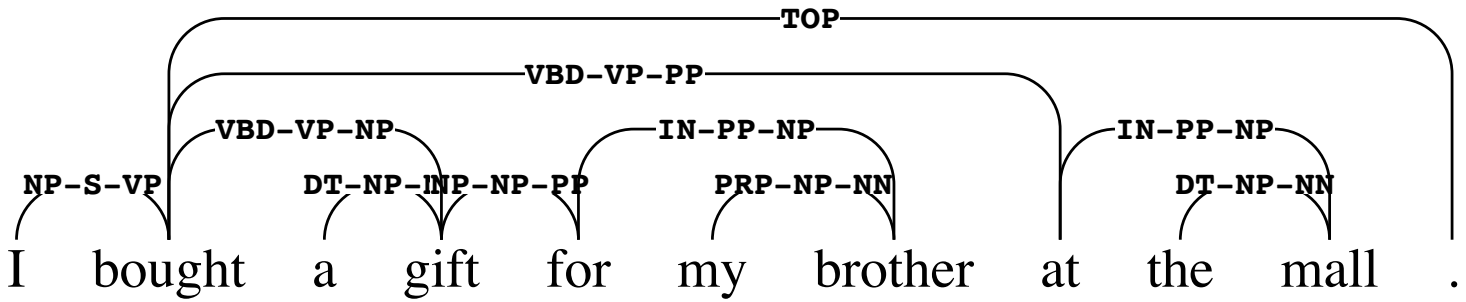
# Prior Knowledge — Linguistics

**Grammar:** Thoughts are organized as words, phrases, clauses,...




**Phonology:** Words have canonical pronunciations.

OWN /ow/ /n/, FOLKS /f/ /ow/ /k/ /s/

**Phonetics:** Phones have characteristic sounds.

OWN [ow] [n], FOLKS [f] [ow] [k] [s]

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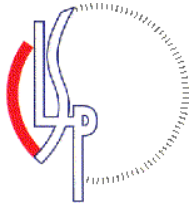
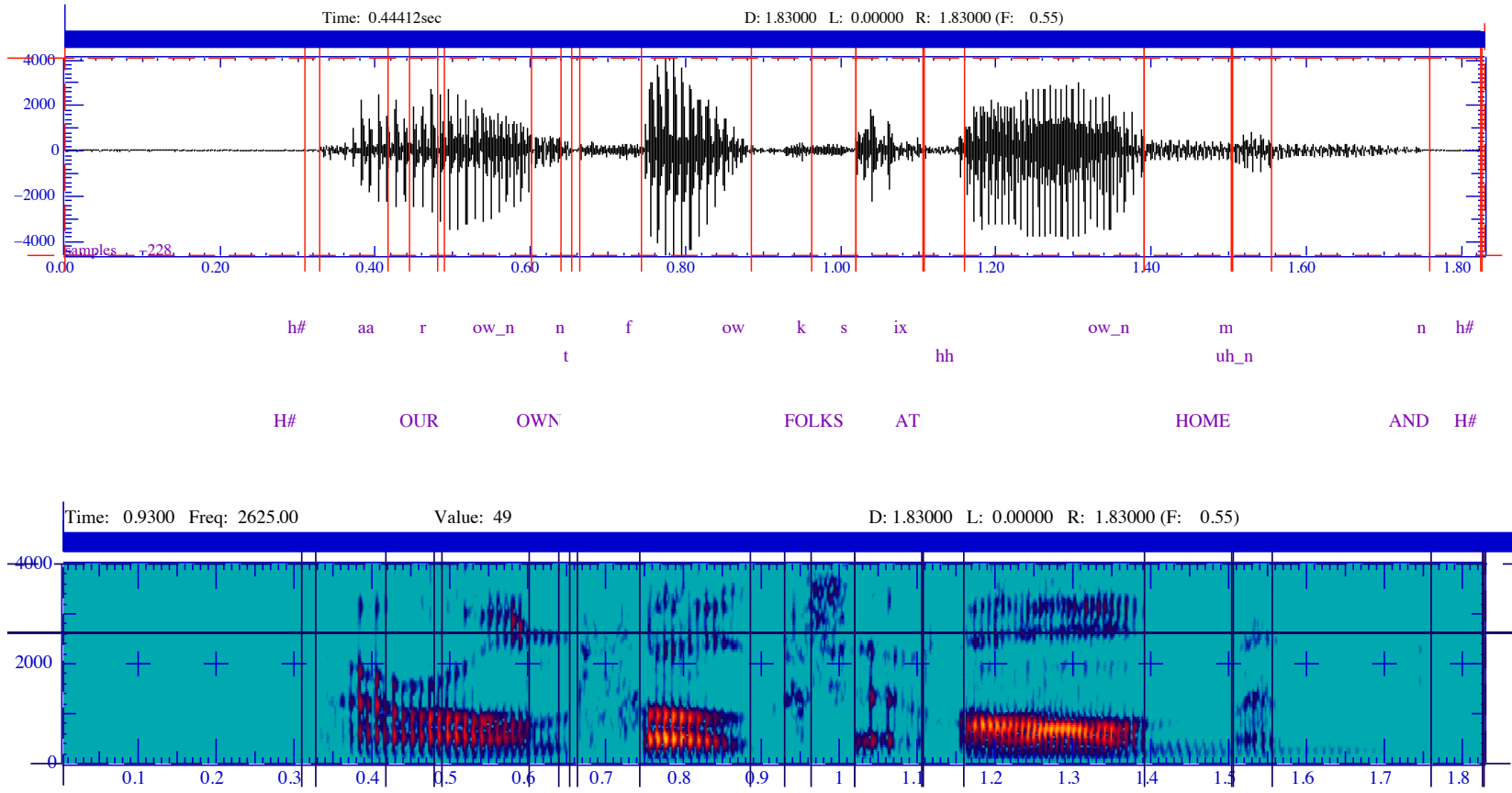


# The Acoustic Signal

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# Signal Representation and the Acoustic Processor

* Psychoacoustic studies of the human auditory system – pitch, formants, vowels, consonants;
* "Tuning" or nerve cells in the ear at different frequencies – the MEL cepstrum;

  Get Fourier transform of a window of speech, *bin* the magnitude spectrum into a small number (8-15) of coefficients, get logarithm of the coefficients, decorrelate the feature vector via a Cosine transform.
* Sensitivity of nerve cells to spectral "slope" – the $\Delta$-cepstrum.

• Feature frames produced at periodic intervals – 10 ms.

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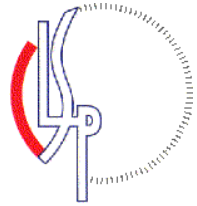
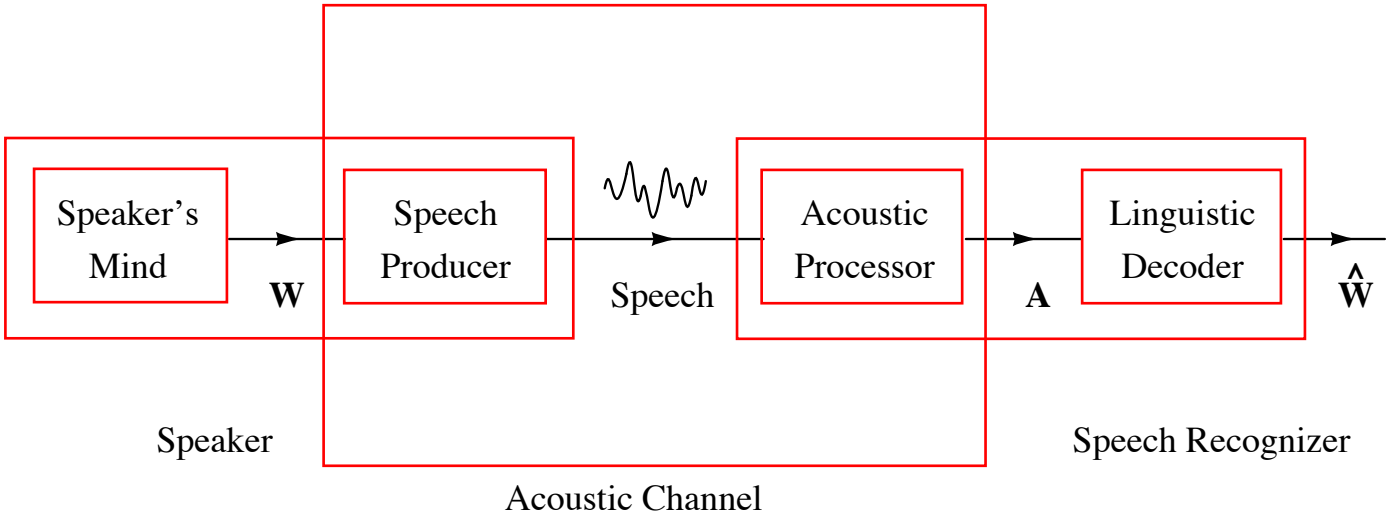


# The Source-Channel Model




$$\begin{aligned}
\widehat{\mathbf{W}} &= \arg\max_{\mathbf{W}} P(\mathbf{W}|\mathbf{A}) \\
&= \arg\max_{\mathbf{W}} \frac{P(\mathbf{A}|\mathbf{W})P(\mathbf{W})}{P(\mathbf{A})} \\
&= \arg\max_{\mathbf{W}} P_A(\mathbf{A}|\mathbf{W})P_L(\mathbf{W})
\end{aligned}$$

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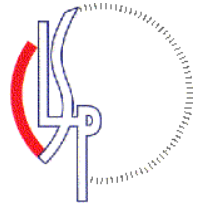
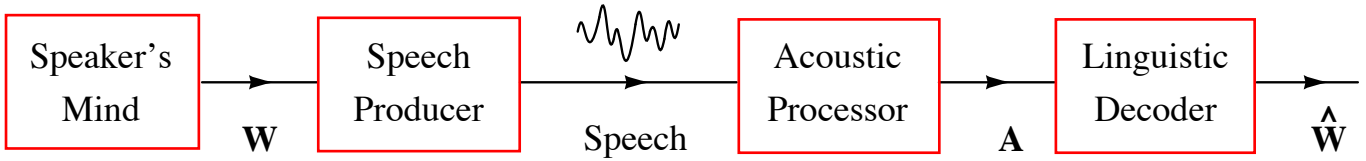


# The Components Problems of Speech Recognition




Speaker

Speech Recognizer

Acoustic Channel

$$\begin{aligned}
\widehat{\mathbf{W}} &= \arg\max_{\mathbf{W}} P(\mathbf{W}|\mathbf{A}) \\
&= \arg\max_{\mathbf{W}} \frac{P(\mathbf{A}|\mathbf{W})P(\mathbf{W})}{P(\mathbf{A})} \\
&= \underbrace{\arg\max_{\mathbf{W}}}_{3} \underbrace{P_A(\mathbf{A}|\mathbf{W})}_{2} \underbrace{P_L(\mathbf{W})}_{1}
\end{aligned}$$

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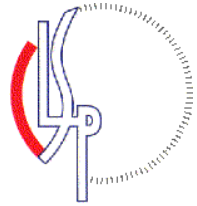

# The Component Problems of Speech Recognition

1. **Language Modeling:** Assign probabilities to sequences of words in the language. Construct $P_L(\mathbf{W})$ from generic text or from transcriptions of task-specific dialogues.

2. **Acoustic Modeling:** Assign probabilities to acoustic realizations of a sequence of words. Construct $P_A(\mathbf{A}|\mathbf{W})$ form matched samples of acoustic signals and words.

3. **Hypothesis Search:** Find the word sequence with the maximum *a posteriori* probability. Search through the huge multitude of plausible word sequences for $\arg\max_{\mathbf{W}}$.

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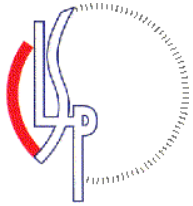

# The Acoustic Model

- A separate model $P_A(\mathbf{A}|\mathbf{W})$ for every $\mathbf{W}$ requires many samples of acoustic data for every sequence of words $\mathbf{W}$!
- Even if we chop up the acoustic signal to recognize individual words, $P_A(\mathbf{a}_t|w_t)$ still requires many samples of every word.
- There are only $\sim 50$ phonemes in English – resort to acoustic-phonetic models.
- Construct the model for a word by *stringing together* the models for the constituent phones, and models for word-sequences by *stringing together* models of words, *etc.*

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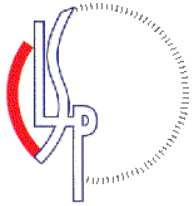
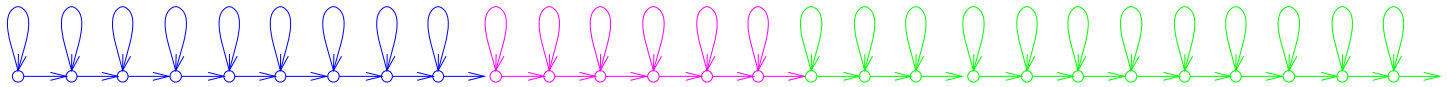


# Acoustic Phonetic Models

**W** AND OUR ONLY

**B** [ae] [n] [d] [aw] [r] [ow] [n] [l] [iy]



$P_A(\mathbf{A}|\mathbf{W})$ is a string of hidden Markov models (HMMs).

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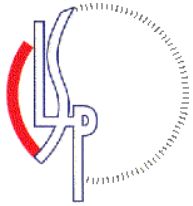
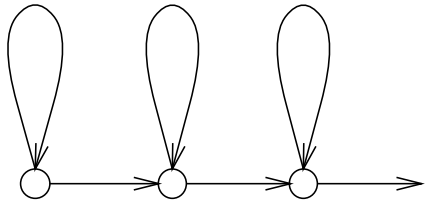


# Hidden Markov Models



A hidden Markov model has a discrete Markov chain $s_t$, called the state process, which is *not* observed, and at discrete time instants, an output symbol $a_t$ is emitted with a conditional probability $P_E(a_t|s_t)$.

$$P_A(\mathbf{A},\mathbf{S}) \quad = \quad \prod_{t=1}^{N} P_E(a_t|s_t)P_T(s_t|s_{t-1})$$

Three-state HMMs are commonly used to model phonetic segments – the onset, the nearly stationary middle, and the decay.

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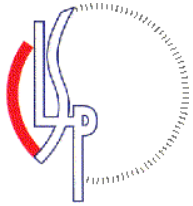

# Computational Issues with HMMs (1)

To compute the (marginal) probability of a acoustic signal $\mathbf{A}$, for a given $\mathbf{W}$, we must sum over all possible state sequences.

$$\begin{aligned} P_A(\mathbf{A}|\mathbf{W}) &= \sum_{\mathbf{S}\in\mathcal{S}^N_{\mathbf{W}}} P_A(\mathbf{A},\mathbf{S}|\mathbf{W}) \\ &= \sum_{\mathbf{S}\in\mathcal{S}^N_{\mathbf{W}}} \prod_{t=1}^{N} P_E(a_t|s_t)P_T(s_t|s_{t-1}) \end{aligned}$$

- There are exponentially many state sequences. Typically, $|\mathcal{S}| \sim 100$ and $N \sim 500$, $\Longrightarrow \left|\mathcal{S}^N\right| \sim 10^{1000}$.
- Efficient (Forward-Backward) algorithm for computation in essentially $2 \times |\mathcal{S}| \times N$ operations.

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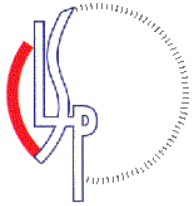

# Computational Issues with HMMs (2)

Estimating the component models $P_E(a_t|s_t)$ and $P_T(s_t|s_{t-1})$ would be easy if $\mathbf{S}$ were available along with $\mathbf{A}$ for every training sample. But $\mathbf{S}$ is missing.

- Efficient (Baum-Welch) algorithm for iterative update of model parameters.
- An instance of the Expectation-Maximization technique for maximum likelihood estimation from incomplete data.

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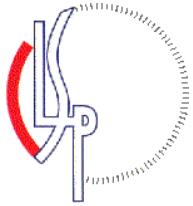

# Computational Issues with HMMs (3)

To compute the most likely state sequence (among sequences corresponding to several word hypotheses $\mathbf{W}$) for an acoustic signal $\mathbf{A}$, for a given $\mathbf{W}$, we must search over all possible state sequences.

$$\begin{aligned}
\arg\max_{\mathbf{W}} P_A(\mathbf{A}|\mathbf{W}) &= \arg\max_{\mathbf{W}} \sum_{\mathbf{S}\in\mathcal{S}^N_{\mathbf{W}}} P_E(\mathbf{A}|\mathbf{S})P_T(\mathbf{S}) \\
&\approx \arg\max_{\mathbf{W}} \max_{\mathbf{S}\in\mathcal{S}^N_{\mathbf{W}}} P_E(\mathbf{A}|\mathbf{S})P_T(\mathbf{S}) \\
&= \arg\max_{\mathbf{S}\to\mathbf{W}} P_A(\mathbf{S}|\mathbf{A})
\end{aligned}$$

- Efficient algorithm discovered (Viterbi) for computation in essentially $|\mathcal{S}| \times N$ operations.

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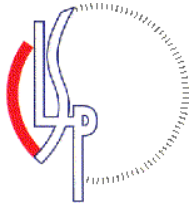

# The Language Model

Grammatical theory, formal languages, Noam Chomsky, ... .
Little success in application to speech recognition.

Simple statistical methods work well – Markov models.

$$\begin{aligned} P_L(\mathbf{W}) &= P_L(w_1, w_2, \ldots, w_k) \\ &= \prod_{t=1}^{k} P_L(w_t | w_{t-1}, w_{t-2}), \end{aligned}$$

where $P_L(w_t|w_{t-1}, w_{t-2})$ is estimated by simply counting up the relative frequencies $f$ of tuples in a corpus of text.

$$P_L(w_t|w_{t-1}, w_{t-2}) = \lambda_0 \frac{1}{|\mathcal{V}|} + \lambda_1 f(w_t) + \lambda_2 f(w_t|w_{t-1}) + \lambda_3 f(w_t|w_{t-1}, w_{t-2})$$

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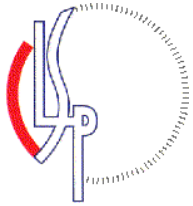
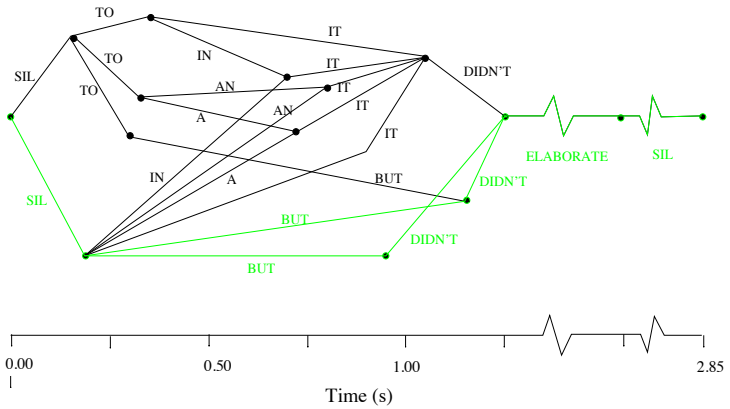


# The Search Problem

Even for Viterbi search, the list of word hypotheses is very large.




- Use graph minimization from Finite State Automata Theory to further reduce computational burden in the search.
- Use heuristics to prune unlikely hypotheses from the search.
- Important research area for real-time applications.

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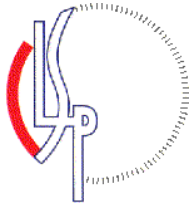

# The State-of-the-Art

| Application | Accuracy |
|---|---|
| Replacing Touch-Tone Menus | 99.5% |
| Call Classification and Routing | 95%* |
| Interactive Voice Response Systems | 90% |
| Desk-top Dictation (with enrollment) | 95+% |
| Transcription of Broadcast News | 80-85% |
| Conversational Telephone Speech | 65% |
| Universal voice interface | ??. |

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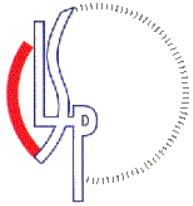

# Current Research Directions

**Language Modeling:** Use syntactic and long range dependence ... bring back *language* into language modeling?

**Pronunciation Modeling:** Speakers deviate rather dramatically from canonical pronunciations ... seek a dynamic speaker-specific pronouncing dictionary?

**Acoustic Modeling:** Seek more robust acoustic representations ... explore articulatory models of the speech signal?

**Hypotheses Search:** Make systems near real time with high accuracy, large vocabulary ... discover sharper pruning heuristics?

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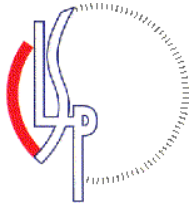

# Pronunciation Variability in Conversational Speech

Pronunciations vary due to

- coarticulation: *have to* $\rightarrow$ *hafto*;
- reductions: *going to* $\rightarrow$ *gonna*;
- fast speech: *probably* $\rightarrow$ *probly*;
- Dialect: *native speakers*.
- Accent: *nonnative speakers* .

Conversational speech has remarkable prosodic variability as well.

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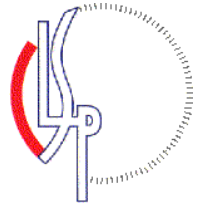

# Pronunciation Variability in Conversational Speech (Audio Examples)

- Read v/s Play-Acting v/s Truly Spontaneous speech
  - Courtesy SRI
- Phonetic transcription of spontaneous speech.
  - Courtesy ICSI

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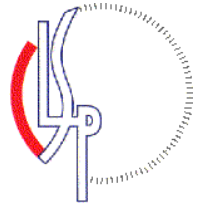
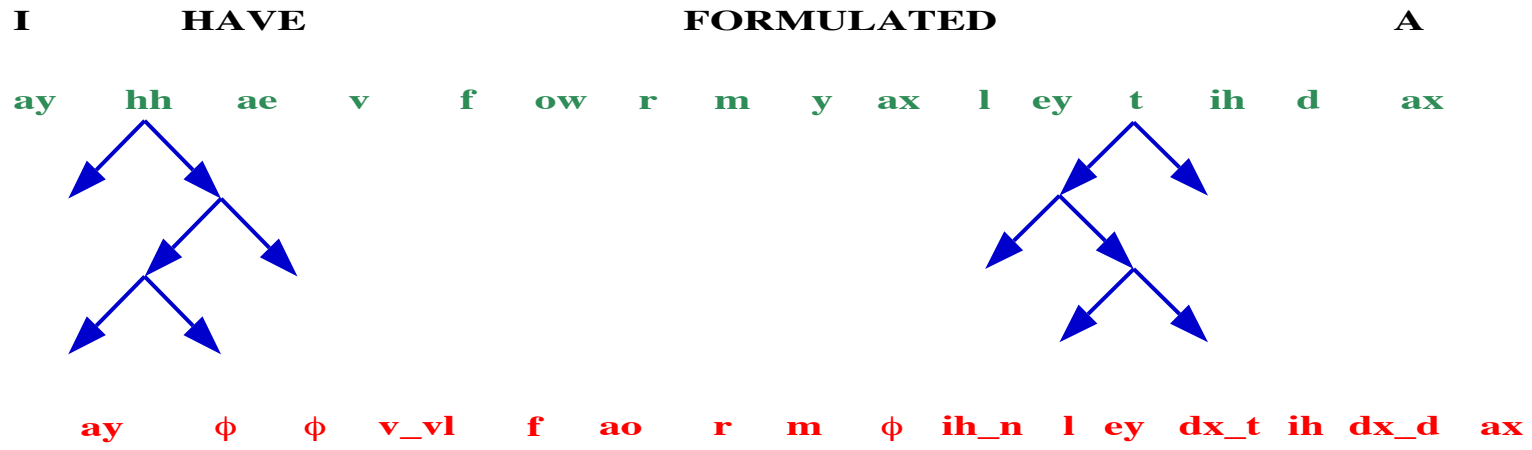


# Tree Based Pronunciation Models




- Articulatory features of ◀ 3 neighbors ▶, manner and place;
- Lexical stress on ◀ 1 neighboring vowel ▶, where available;
- Position from the word boundary on either side.

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# Dialect Diversity (Audio Examples)

Courtesy Prof. W. Labov, UPenn

| | |
|---|---|
| one block | wear socks |
| the top | the locks? |
| of red | looking red |
| her head | I said |
| are steady | men's clothing |

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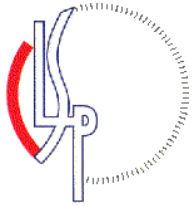

# Conclusion

100% accuracy is not always needed – much can work with less.

Applications must be designed with capabilities in mind.

Robust statistical estimation methods must be developed.

Current techniques require large databases matched to target applications.

Mathematical models for language understanding, dialogue and discourse are needed.

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