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Two technologies are needed to make the HMM framework practical

- Decoder technology to find the
$$\underset{Words}{\operatorname{argmax}} P(Observation|Words) \cdot P(Words)$$
- Determining the stochastic parameters of the HMM state automaton, ie, training

Many pictures (and their copyrights) are from [Jurafsky and Martin(2000)]

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Trace

i n t e n t i o n
/ / / / | | | |
e x e c u t i o n

Alignment

i n t e n t i o n
e x e c u t i o n

Operation

List

```

      delete i → i n t e n t i o n
  substitute n by e → n t e n t i o n
  substitute t by x → e t e n t i o n
      insert u → e x e n t i o n
  substitute n by c → e x e n u t i o n
                  e x e c u t i o n

```

- Delete
- Insert
- Substitute

Trace

i n t e n t i o n
/ / / / | | | |
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i n t e n t i o n
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```

- Delete
- Insert
- Substitute

```

 $n \leftarrow \text{LENGTH}(\text{target})$ 
 $m \leftarrow \text{LENGTH}(\text{source})$ 
Create a distance matrix  $\text{distance}[n+1, m+1]$ 
 $\text{distance}[0, 0] \leftarrow 0$ 
for each column  $i$  from 0 to  $n$  do
  for each row  $j$  from 0 to  $m$  do
     $\text{distance}[i, j] \leftarrow \text{MIN}(\text{distance}[i-1, j] + \text{ins-cost}(\text{target}_i),$ 
       $\text{distance}[i-1, j-1] + \text{subst-cost}(\text{source}_j, \text{target}_i),$ 
       $\text{distance}[i, j-1] + \text{del-cost}(\text{source}_j))$ 

```

- $distance[i - 1, j] + \text{insert-cost}(target_i)$
- $distance[i - 1, j - 1] + \text{substitution-cost}(source_j, target_i)$
- $distance[i, j - 1] + \text{deletion-cost}(source_j)$

function MIN-EDIT-DISTANCE(*target*, *source*) **returns** *min-distance*

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Fill a matrix with cumulative edit distances,
 $\textit{distance}[i, j] = \min$ of

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Dynamic programming

- This finds the globally minimal cost path
- Full search unwieldy for large and complex matrices
- In general, searches are pruned to exclude paths that deviate far from the diagonal: Beam search

n	9	10	11	10	11	12	11	10	9	8
o	8	9	10	9	10	11	10	9	8	9
i	7	8	9	8	9	10	9	8	9	10
t	6	7	8	7	8	9	8	9	10	11
n	5	6	7	6	7	8	9	10	11	12
e	4	5	6	5	6	7	8	9	10	11
t	3	4	5	6	7	8	9	10	11	12
n	2	3	4	5	6	7	8	8	10	11
i	1	2	3	4	5	6	7	8	9	10
#	0	1	2	3	4	5	6	7	8	9
	#	e	x	e	c	u	t	i	o	n

Trace back the choices of the minimal distance (bold numbers)

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Dynamic programming

Viterbi algorithm

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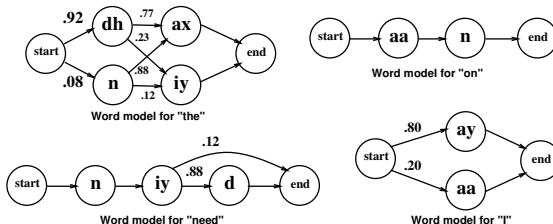
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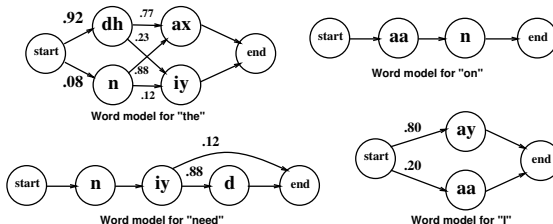
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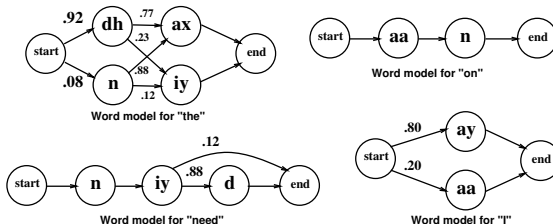
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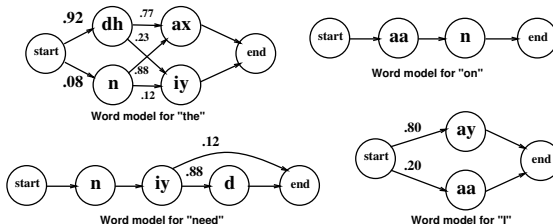
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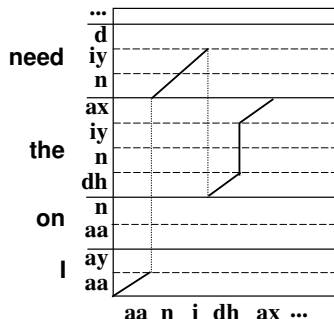
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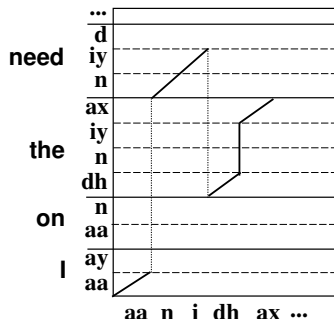
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- Whole sequence on **X** axis
- All word models on the other axis
- Switch to (any) new word after reaching the end of the current word
- Word switching cost based on the language model

Viterbi algorithm result “for
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I need	0.0016	need need	0.000047	# Need	0.000018
I the	0.00018	need the	0.012	# The	0.016
I on	0.000047	need on	0.000047	# On	0.00077
I I	0.039	need I	0.000016	# I	0.079
the need	0.00051	on need	0.000055		
the the	0.0099	on the	0.094		
the on	0.00022	on on	0.0031		
the I	0.00051	on I	0.00085		

Bigram probabilities [Jurafsky and Martin(2000)]

- Word switching in Viterbi searches uses probabilities
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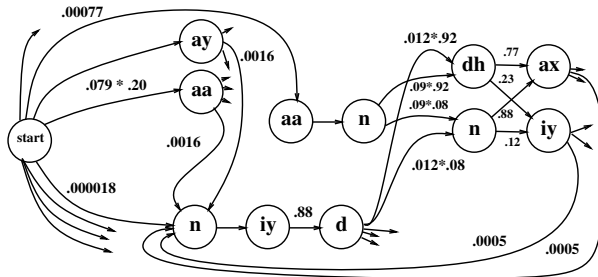
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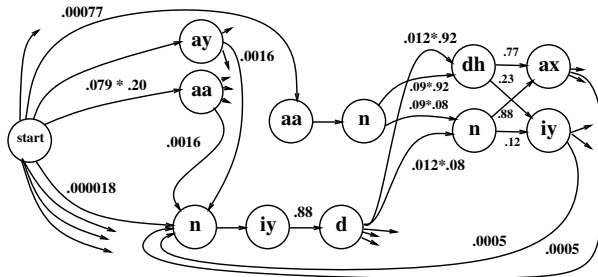
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$num_states \leftarrow \text{NUM-OF-STATES}(state_graph)$

Create a path probability matrix $viterbi[num_states+2, T+2]$

$viterbi[0, 0] \leftarrow 1.0$

for each time step t **from** 0 **to** T **do**

for each state s **from** 0 **to** num_states **do**

for each transition s' from s specified by *state-graph*

$new_score \leftarrow viterbi[s, t] * a[s, s'] * b_{s'}(o_t)$

if $((viterbi[s', t+1] = 0) \parallel (new_score > viterbi[s', t+1]))$

then

$viterbi[s', t+1] \leftarrow new_score$

$back_pointer[s', t+1] \leftarrow s$

Backtrace from highest probability state in the final column of $viterbi[]$ and return path

Extended version of the edit distance [Jurafsky and Martin(2000)]

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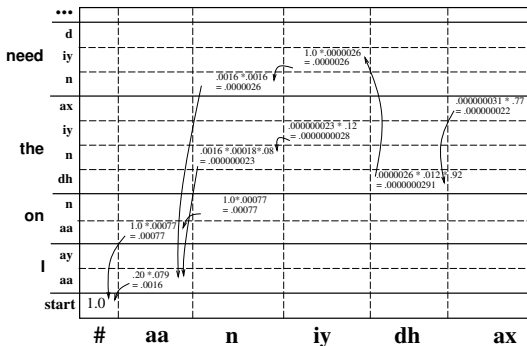
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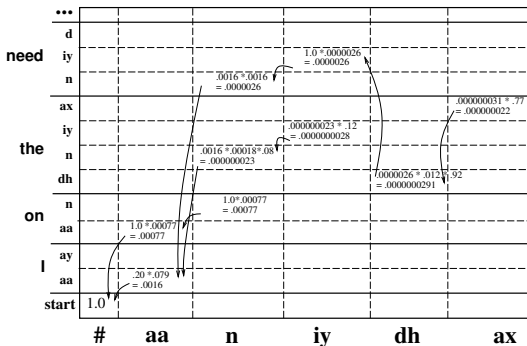
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Individual state columns in Viterbi algorithm

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- The actual entries for the Automaton
- Note the problems for a 20,000 word dictionary



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Viterbi algorithm: Subphones revisited

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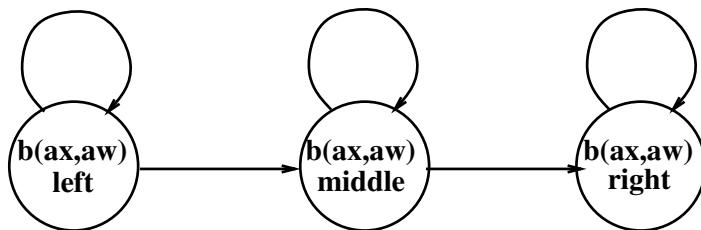
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Use structured, context sensitive phone units

- Single phone units perform bad due to coarticulation
- *Begin* differs from *End* (eg, /d/)
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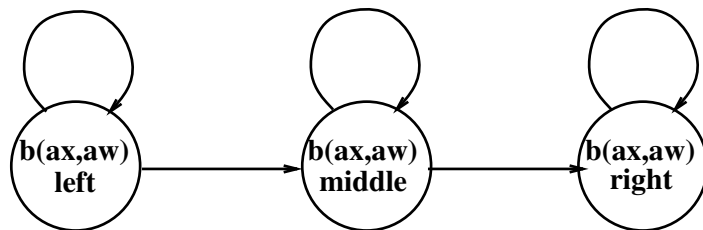
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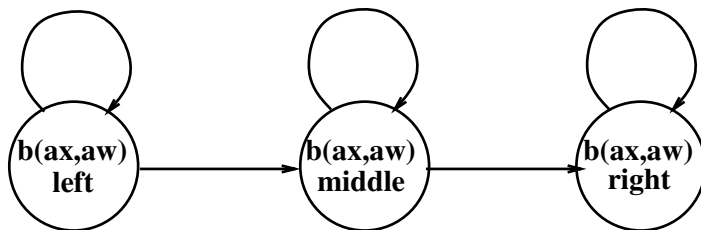
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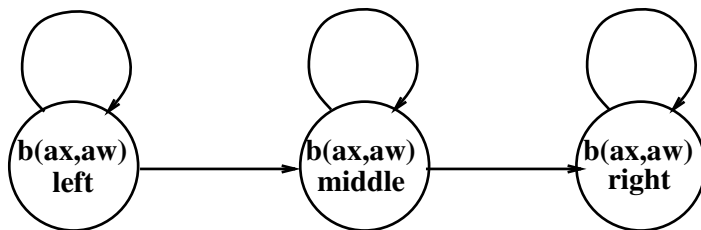
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The standard HMM model has limitations

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Two stage N-best decoding [Jurafsky and Martin(2000)]

- Keep N-best utterance list or word lattice
- Rescore the probabilities with the extra knowledge
 - A trigram or higher grammar
 - Phoneme duration probability [Chapt 7 [Wang(1997)]]
 - Parallel Intonation and Accent detector (HMM) example without N-best [Taylor et al.(1998)Taylor, King, Isard, and Wright]
 - Include semantic or task related knowledge
 - Multiple speakers and expressive speech tags
- Look up best path through rescored word lattice

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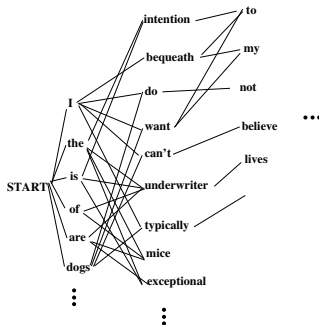
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Stack, or A^* , decoding [Jurafsky and Martin(2000)]

- Viterbi uses **best** path upto position t to get to $t + 1$
- A^* uses complete forward algorithm (exact likelihoods)
- A^* searches potential utterances best-first

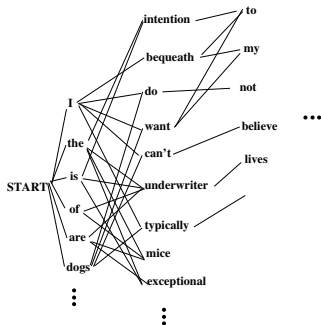
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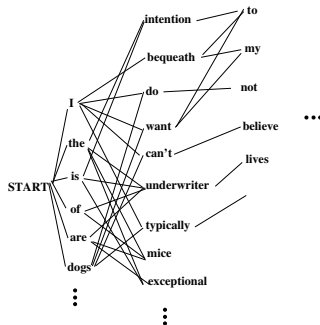
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Training acoustic models

Initialize the priority queue with a null sentence.

Pop the best (highest score) sentence s off the queue.

If (s is marked end-of-sentence (EOS)) output s and terminate.

Get list of candidate next words by doing fast matches.

For each candidate next word w :

Create a new candidate sentence $s + w$.

Use forward algorithm to compute acoustic likelihood L of $s + w$

Compute language model probability P of extended sentence $s + w$

Compute “score” for $s + w$ (a function of L , P , and ???)

if (end-of-sentence) set EOS flag for $s + w$.

Insert $s + w$ into the queue together with its score and EOS flag

- At each point, the A^* looks for the most likely next word
- Acoustic likelihood is part the criterium
- Use the forward probability of preceding words

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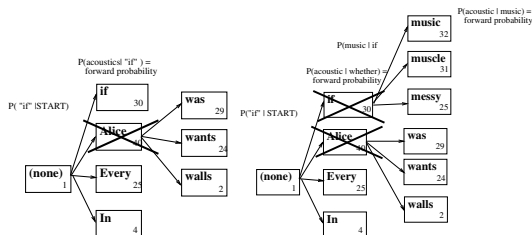
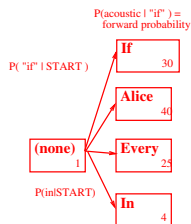
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If music be the food of love [Jurafsky and Martin(2000)]

- **"Start Alice"** has highest score: **40**
- "Start if" has highest score: 30
- "Start if music" has highest score: 32

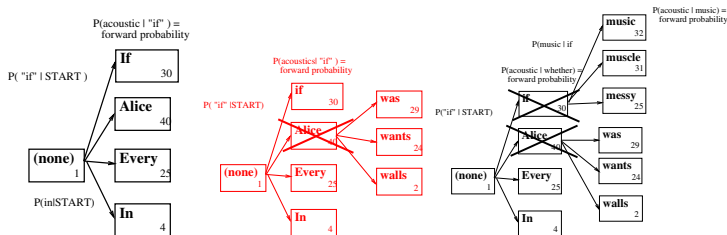
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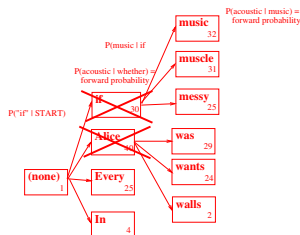
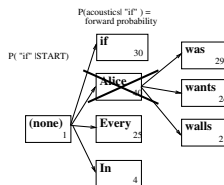
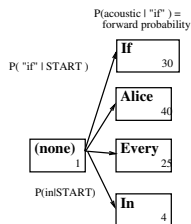
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Remarks

- Use fast match heuristics for selecting next words
- Longer utterances have lower probabilities, score should correct for this
- A^* evaluation function: $f^*(p) = g(p) + h^*(p)$
- $g(\text{partial path}) = P(O|Words) \cdot P(Words)$, ie, the likelihood until now
- $h^*(p)$ something that correlates with number of words in the rest of the utterance
- Defining a good $h^*(p)$ is an interesting (unsolved) problem

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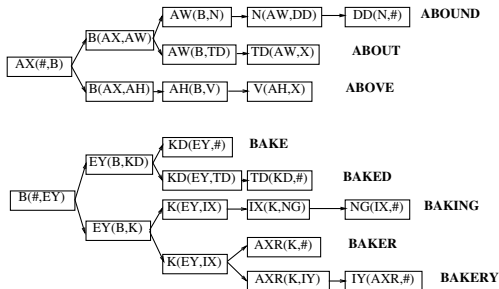
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A tree structured lexicon from SPHINX

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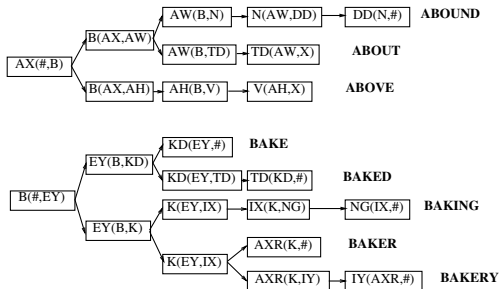
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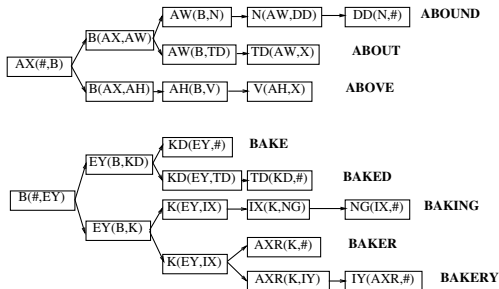
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- Coverage of speakers and language types
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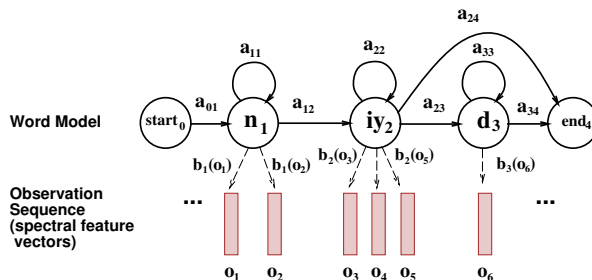
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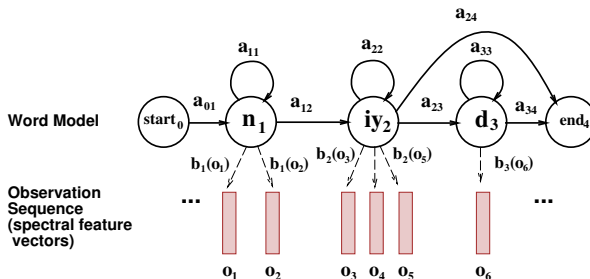
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If all states were known [Jurafsky and Martin(2000)]

- $a_{ij} = \frac{\#S_{ij}}{\#S_{i*}}$ (count transitions and states)
- $b_i(O_k) = \frac{\#(O_k \& S_i)}{\#S_i}$ (for discrete O_k)



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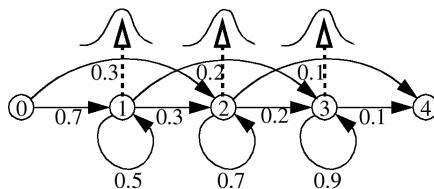
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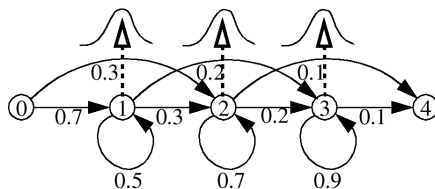
- $b_i(O_t) \Rightarrow N\{\hat{\mu}_i, \hat{\Sigma}_i\}$
- $\hat{\mu}_i = \frac{1}{T_i} \sum_{t=1}^{T_i} O_t$
- $\hat{\Sigma}_i = \frac{1}{T_i} \sum_{t=1}^{T_i} [(O_t - \hat{\mu}_i)'(O_t - \hat{\mu}_i)]$

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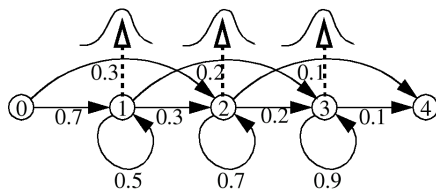
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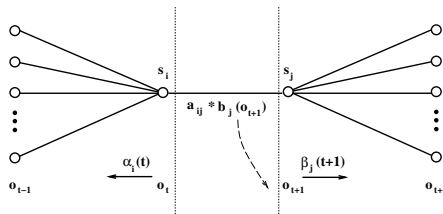
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States have to be estimated. Use an iterative procedure

App D [Jurafsky and Martin(2000)]

- Run the recognizer on the corpus with the known words
- Calculate $\hat{a}_{ij} = \frac{\text{expected } \#S_i \rightarrow S_j}{\text{expected } \#S_i \rightarrow S_*}$
- Calculate $\hat{b}_j(v_k) = \frac{\text{expected } \#S_j \text{ observing } v_k}{\text{expected } \#S_j}$
- Update all values and start again

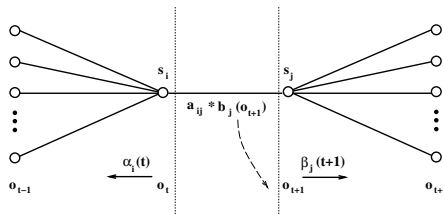
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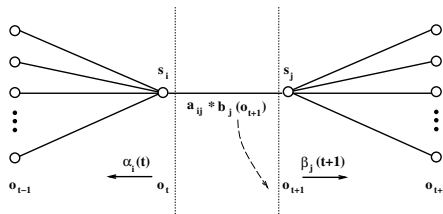
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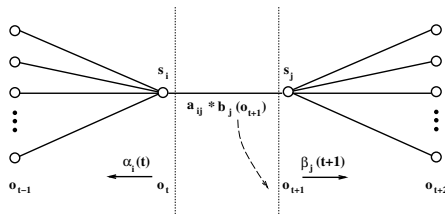
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Construct your own language model

- Download texts from the internet, eg, [Project Gutenberg(2005)]
- Use a single author or a single genre
- Use --help to see instructions of the programs
- Construct unigram and bigram word tables with *Ngramcount.pl*
<http://www.fon.hum.uva.nl/rob/Courses/Taaltechnologies/Ngramcount.pl>
- `perl Ngramcount.pl 1 <filename1> <filename2> ... > unigramtable.txt`
- `perl Ngramcount.pl 2 <filename1> <filename2> ... > bigramtable.txt`
- Inspect the table files. What are the most frequent words and bigrams?
- Calculate the probabilities of sentences with *ngramprobability.pl*
<http://www.fon.hum.uva.nl/rob/Courses/Taaltechnologies/ngramprobability.pl>
- `perl ngramprobability.pl -count 5 -verbose bigramtable.txt
"<sentence>"`
- Enter some sentences and inspect the resulting probabilities
- Experiment with the --count option. Try --count -1 on a sentence that contains unknown word combinations

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