

More about ASR

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Viterbi algorithm
Other approaches to decoding
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Two technologies are needed to make the HMM framework practical

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

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

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Trace	$\begin{array}{cccccccc} & i & n & t & e & n & t & i & o & n \\ & / & / & / & / & & & & \\ e & x & e & c & u & t & i & o & n \end{array}$
Alignment	$\begin{array}{cccccccccccc} & i & n & t & e & n & \varepsilon & t & i & o & n \\ \varepsilon & e & x & e & c & u & t & i & o & n \end{array}$
Operation	$\begin{array}{lcl} & \text{delete } i \rightarrow & i & n & t & e & n & t & i & o & n \\ \text{substitute } n \text{ by } e \rightarrow & & n & t & e & n & t & i & o & n \\ \text{substitute } t \text{ by } x \rightarrow & & e & t & e & n & t & i & o & n \\ & \text{insert } u \rightarrow & e & x & e & n & t & i & o & n \\ \text{substitute } n \text{ by } c \rightarrow & & e & x & e & n & u & t & i & o & n \\ & & e & x & e & c & u & t & i & o & n \end{array}$

Look for best alignment: Minimum edit distance

- Delete
- Insert
- Substitute

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

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

$n \leftarrow \text{LENGTH}(\textit{target})$

$m \leftarrow \text{LENGTH}(\textit{source})$

Create a distance matrix $\textit{distance}[n+1, m+1]$

$\textit{distance}[0, 0] \leftarrow 0$

for each column i **from** 0 **to** n **do**

for each row j **from** 0 **to** m **do**

$\textit{distance}[i, j] \leftarrow \text{MIN}(\textit{distance}[i-1, j] + \textit{ins-cost}(\textit{target}_i),$
 $\textit{distance}[i-1, j-1] + \textit{subst-cost}(\textit{source}_j, \textit{target}_i),$
 $\textit{distance}[i, j-1] + \textit{del-cost}(\textit{source}_j))$

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

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Dynamic programming

Viterbi algorithm

- 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

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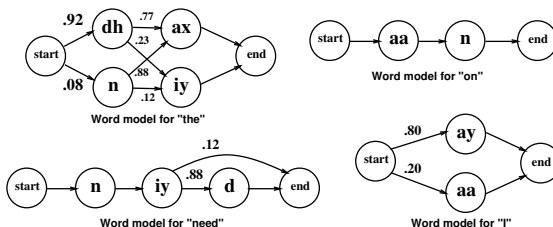
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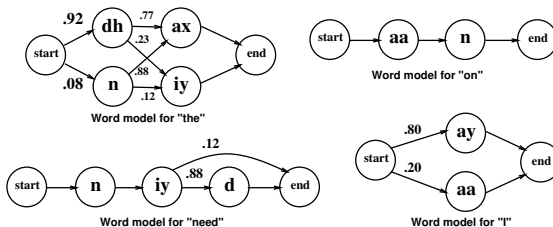
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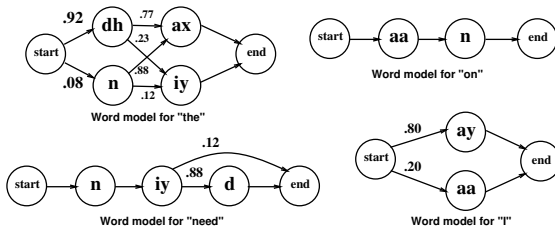
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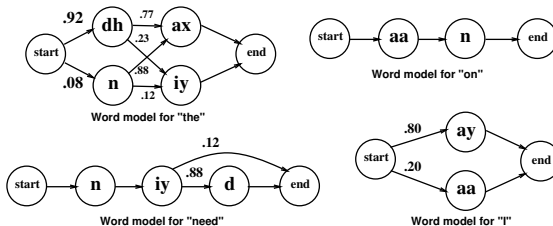
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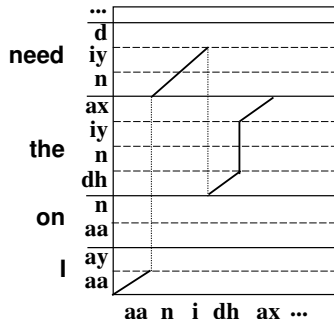
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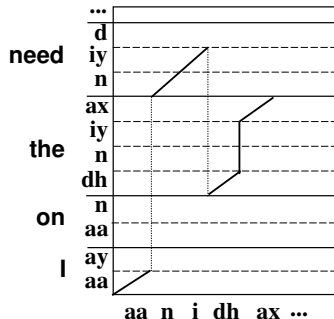


Viterbi algorithm result “for
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- Whole sequence on **X** axis
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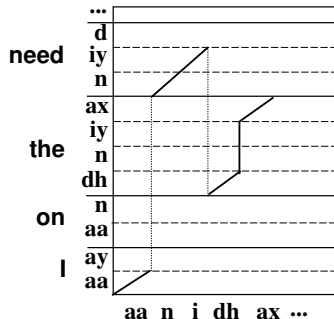


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I the	0.00018	need the	0.012	# The	0.016
I on	0.000047	need on	0.000047	# On	0.00077
I I	0.039	need I	0.000016	# I	0.079
the need	0.00051	on need	0.000055		
the the	0.0099	on the	0.094		
the on	0.00022	on on	0.0031		
the I	0.00051	on I	0.00085		

Bigram probabilities [Jurafsky and Martin(2000)]

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function VITERBI(observations of len  $T$ , state-graph) returns best-path

num-states  $\leftarrow$  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) || (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
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Extended version of the edit distance [Jurafsky and Martin(2000)]

- $a[s, s'] = P(s \rightarrow s')$
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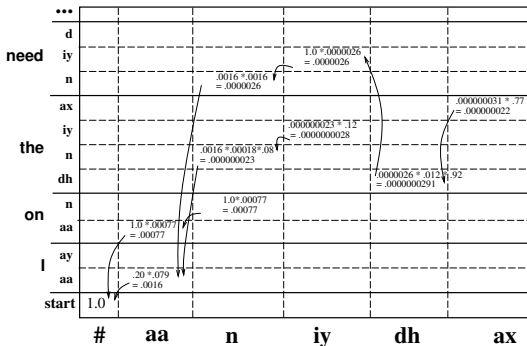
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Individual state columns in Viterbi algorithm

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

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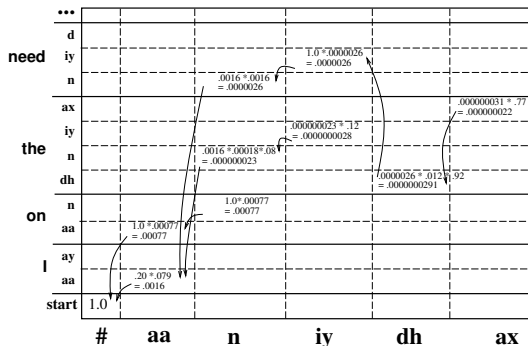
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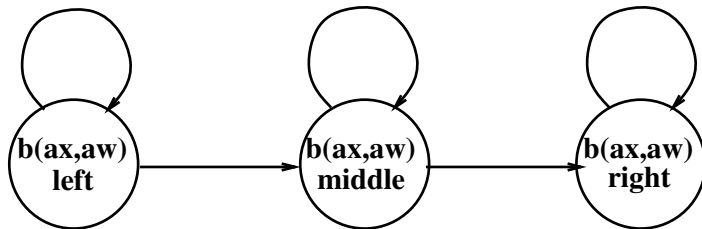
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Viterbi algorithm: Subphones revisited

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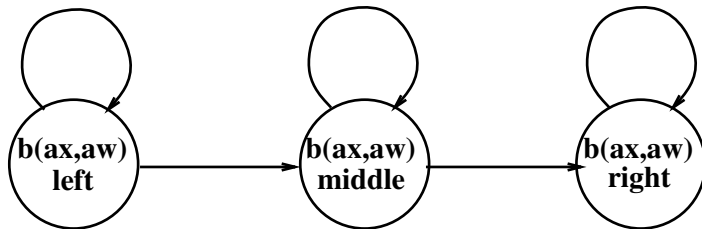


Use structured, context sensitive phone units

- Single phone units perform bad due to coarticulation
- *Begin* differs from *End* (eg, /d/)
- 60 context dependent triphones $\Rightarrow 60^3 = 216000$ models
- Cluster contexts, eg, on manner and place of articulation

Viterbi algorithm: Subphones revisited

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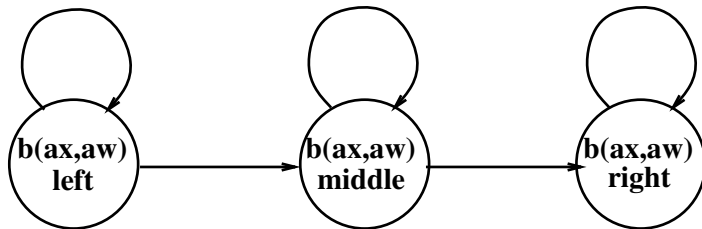


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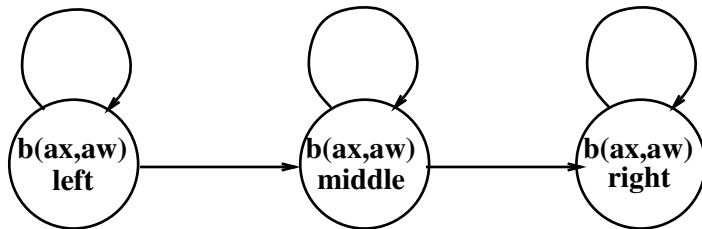


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The standard HMM model has limitations

- Viterbi decoder penalizes multiple pronunciations
- Viterbi decoder does not work for anything more complex than bigram
- It is not possible to include other linguistic knowledge
 - Phoneme duration (HMM have a Poisson distribution)
 - Intonation
 - Semantics
 - Speaker identification
 - Expressive speech tags
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- Look up best path through rescored word lattice

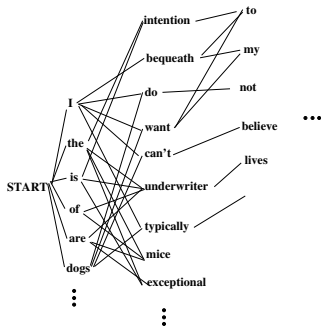
Other approaches to decoding: A^*

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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**

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 of the criterium
- Use the forward probability of preceding words

Other approaches to decoding

Training acoustic models

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function STACK-DECODING() **returns** *min-distance*

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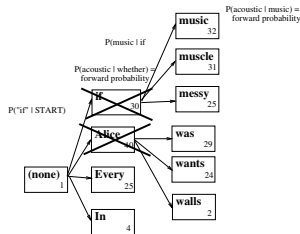
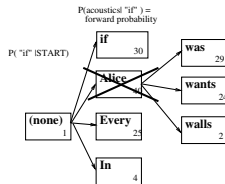
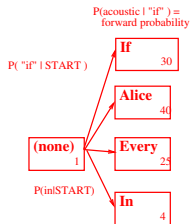
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If music be the food of love [Jurafsky and Martin(2000)]

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

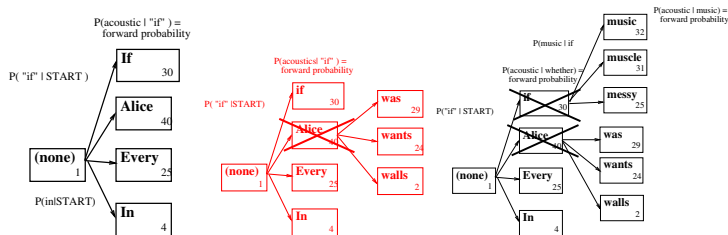
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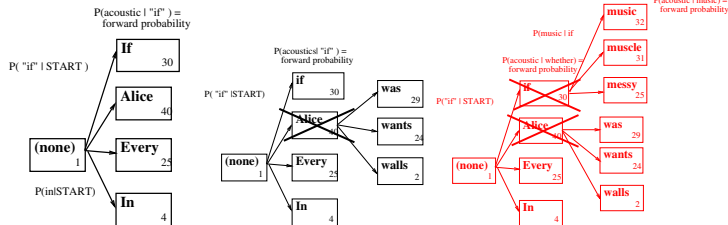
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Remarks

- Use fast match heuristics for selecting next words
- Longer utterances have lower probabilities, score should correct for this
- A^* evaluation function: $f^*(p) = g(p) + h^*(p)$
- $g(\text{partial path}) = P(O|Words) \cdot P(Words)$, i.e. 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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Other approaches to decoding: A^* fast match

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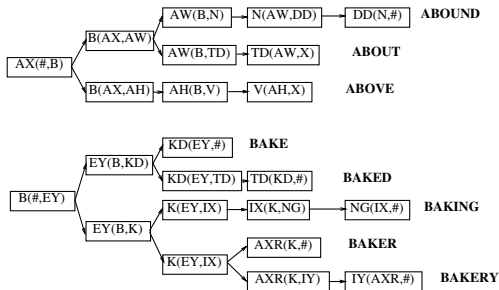
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A tree structured lexicon from SPHINX

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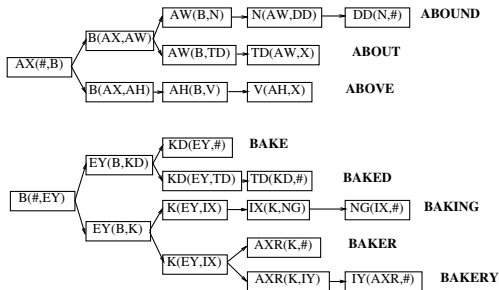
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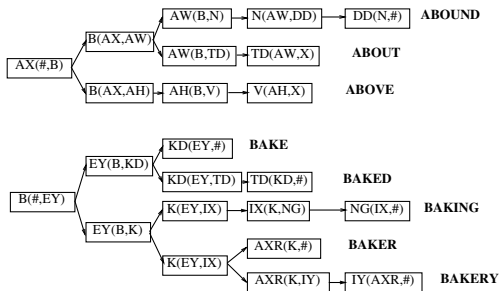
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- Large, “transcribed” speech corpus (on text level)
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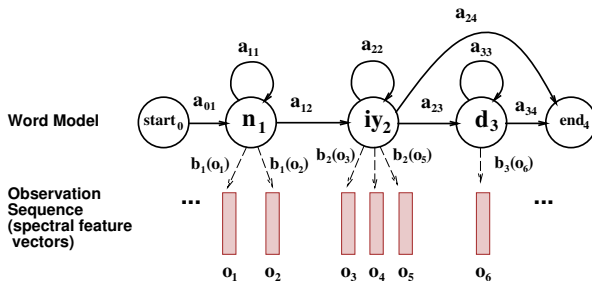
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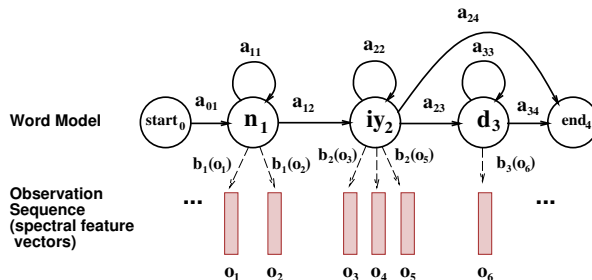
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If all states were known [Jurafsky and Martin(2000)]

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



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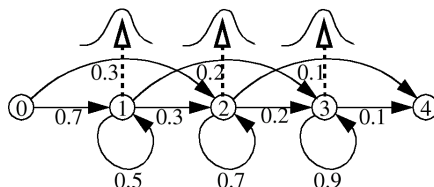
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If observations are continuous vectors [SPH()]

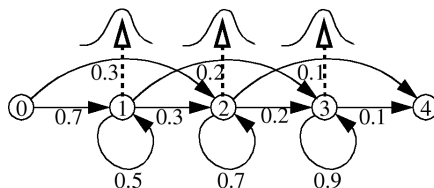
- $b_i(O_t) \Rightarrow N\{\hat{\mu}_i, \hat{\Sigma}_i\}$
- $\hat{\mu}_i = \frac{1}{T_i} \sum_{t=1}^{T_i} O_t$
- $\hat{\Sigma}_i = \frac{1}{T_i} \sum_{t=1}^{T_i} [(O_t - \hat{\mu}_i)'(O_t - \hat{\mu}_i)]$

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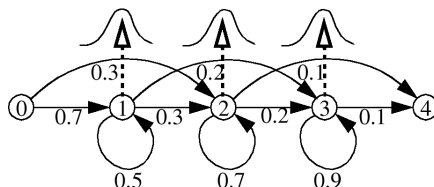
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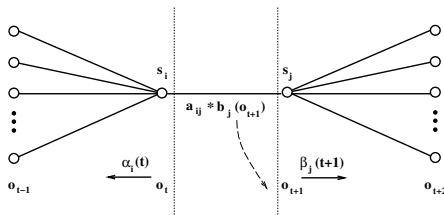
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States have to be estimated. Use an iterative procedure

App D [Jurafsky and Martin(2000)]

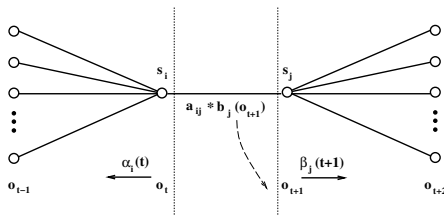
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- Update all values and start again

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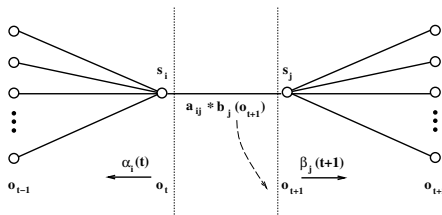
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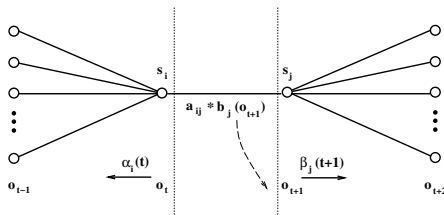
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Construct your own language model

- 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?
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Speech recognition
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- 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
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- Inspect the table files. What are the most frequent words and bigrams?
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- perl ngramprobability.pl -count 5 -verbose bigramtable.txt
"<sentence>"
- Enter some sentences and inspect the resulting probabilities
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Speech recognition
and synthesis

Version 2, June 1991

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