

# Language identification (Preview)

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Language identification is used to determine the language being spoken in audio passed to the Speech SDK when compared against a list of provided languages.

Language identification can also be used while doing [speech translation](#), or by doing [language identification during speech recognition](#).

To see which languages are available, see [Language support](#).

## Prerequisites

This article assumes you have an Azure subscription and speech resource, and also assumes knowledge of speech recognition basics.

## Standalone language identification

In uses cases where you only want to detect the source language being spoken, you can use standalone language identification as shown in the following code sample.

SourceLanguageRecognizer can also be used in continuous recognition scenarios.

C#

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```
using Microsoft.CognitiveServices.Speech;
using Microsoft.CognitiveServices.Speech.Audio;

var speechConfig = SpeechConfig.FromSubscription("<paste-your-subscription-key>", "<paste-your-region>");
```

```
// can switch "Latency" to "Accuracy" depending on priority
speechConfig.SetProperty(PropertyId.SpeechServiceConnection_SingleLanguageIdPriority, "Latency");

var autoDetectSourceLanguageConfig =
    AutoDetectSourceLanguageConfig.FromLanguages(
        new string[] { "en-US", "de-DE" });

using (var recognizer = new SourceLanguageRecognizer(speechConfig, autoDetectSourceLanguageConfig))
{
    var result = await recognizer.RecognizeOnceAsync();
    if (result.Reason == ResultReason.RecognizedSpeech)
    {
        var lang = AutoDetectSourceLanguageResult.FromResult(result).Language;
        Console.WriteLine($"DETECTED: Language={lang}");
    }
}
```

See the [sample on GitHub](#) for more examples of standalone language identification, including an example of continuous identification.