

# Discovering Words in Continuous Speech

Computational Simulations of Speech Segmentation

Çağrı Çöltekin

`c.coltekin@rug.nl`

Center for Language and Cognition  
University of Groningen

June 2011

# The puzzle to solve

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opnjxibuepftbljuuztbz  
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ephphjfeeph  
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opnjxibuepftuifephphjftbz  
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► No clear acoustic markers

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- ▶ No clear acoustic markers
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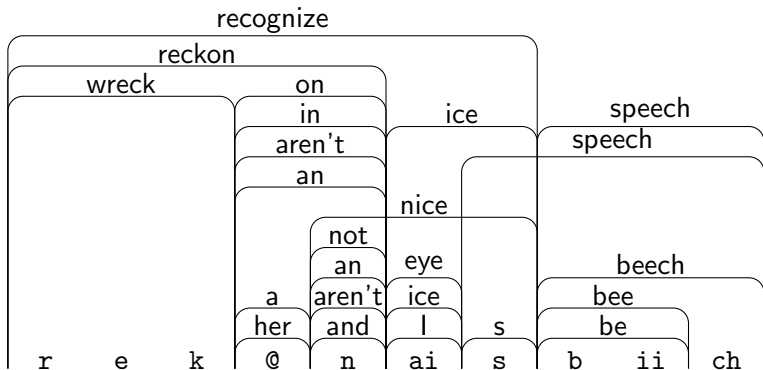
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- ▶ No clear acoustic markers
- ▶ No lexical knowledge
- ▶ Large acoustic variation
- ▶ Noise
- ▶ Even a comprehensive lexicon is enough

# Recognize speech, or, wreck a nice beach

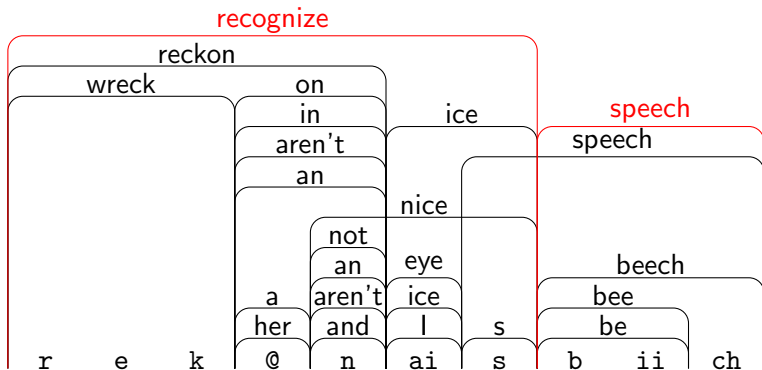
An automatic speech recognizer attempts to recognize the phrase 'recognize speech':



\* Example reproduced from: (Shillcock, 1995)

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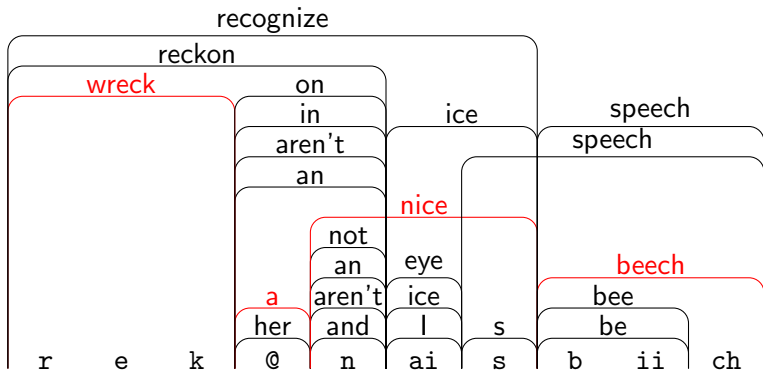
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# How do children segment?

A number of cues are well supported by psycholinguistic studies

- ▶ Acoustic cues
  - ▶ Lexical stress (Jusczyk et al., 1999)
  - ▶ Pauses (Wightman et al., 1992)
  - ▶ Allophonic alternations (Church, 1987).
  - ▶ Coarticulation (Johnson & Jusczyk, 2001).
  - ▶ Vowel/consonant harmony (Suomi et al., 1997; van Kampen et al., 2008).
- ▶ Words in isolation (Brent & Siskind, 2001)
- ▶ Phonotactics (Jusczyk et al., 1993)
- ▶ Statistical regularities (Saffran et al., 1996)

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All these cues are useful, but none of them is enough by itself.

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test G1: words

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Children showed preference towards the 'words' that are used in the training phase.



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Cues for the solution:

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- ▶ predictability

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$$TP(ju) = 11/27$$

$$TP(zu) = 2/23$$



# Predictability

*Predictability within units is high, predictability between units is low.*

Given a sequence  $lr$ , where  $l$  and  $r$  are sequences of phonemes:

- ▶ If  $l$  help us predict  $r$ ,  $lr$  is likely to be part of a word.
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readi-

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$read-\{a,e,i,j,o,s,y,-,',\$ \}$  (10)

read

reads

reading

readjusted

...

$readi-\{e, l, n \}$  (3)

reading

readied

readily

# Measures of (un)predictability

- ▶ Transitional probability

$$TP(\mathbf{l}, \mathbf{r}) = \frac{P(\mathbf{l}\mathbf{r})}{P(\mathbf{l})}$$

- ▶ Successor value

$$SV(\mathbf{l}) = \sum_{\mathbf{r} \in A} c(\mathbf{l}, \mathbf{r})$$

- ▶ Pointwise mutual information

$$MI(\mathbf{l}, \mathbf{r}) = \log_2 \frac{P(\mathbf{l}\mathbf{r})}{P(\mathbf{l})P(\mathbf{r})}$$

- ▶ Boundary entropy

$$H(\mathbf{l}) = - \sum_{\mathbf{r} \in A} P(\mathbf{r}|\mathbf{l}) \log_2 P(\mathbf{r}|\mathbf{l})$$

All these measures are related, but they are not the same.

This list is not exclusive, there are other measures of (un)predictability.

## Two alternations

- ▶ The asymmetric measures, TP, SV, H, have their 'reverse' counterparts.
  - ▶ It may sound odd to predict the past (**l**), using the future (**r**), people seem to make use of this type of dependencies.
- ▶ The size of **l** and **r** in calculations matter.
  - ▶ The **l** and **r** we use in calculation can be phoneme sequences of arbitrary size.
  - ▶ Sequences of different sizes capture different linguistic generalizations.

# How to Calculate the Measures

# I z D & t 6 k I t i #

# How to Calculate the Measures

#	I	z	D	&	t	6	k	I	t	i	#
0.40											

$$TP(\#I, z) = P(z|\#I) = 0.40$$



# How to Calculate the Measures

#	I	z	D	&	t	6	k	I	t	i	#
	0.40	0.22									

$$TP(Iz, D) = P(D|Iz) = 0.22$$

# How to Calculate the Measures

#	I	z	D	&	t	6	k	I	t	i	#
		0.40	0.22	0.46							

$$TP(zD, \&) = P(\&|zD) = 0.46$$

# How to Calculate the Measures

#	I	z	D	&	t	6	k	I	t	i	#
	0.40	0.22	0.46	0.99							

$$TP(D\&, t) = P(t|D\&) = 0.99$$

# How to Calculate the Measures

#	I	z	D	&	t	6	k	I	t	i	#
	0.40	0.22	0.46	0.99	0.03						

$$TP(\&t, 6) = P(6|\&t) = 0.03$$

# How to Calculate the Measures

#	I	z	D	&	t	6	k	I	t	i	#
	0.40	0.22	0.46	0.99	0.03	0.04					

$$TP(t6, k) = P(k|t6) = 0.04$$

# How to Calculate the Measures

#	I	z	D	&	t	6	k	I	t	i	#
	0.40	0.22	0.46	0.99	0.03	0.04	0.30				

$$TP(6k, I) = P(I|6k) = 0.30$$

# How to Calculate the Measures

#	I	z	D	&	t	6	k	I	t	i	#
	0.40	0.22	0.46	0.99	0.03	0.04	0.30	0.48			

$$TP(kI, t) = P(t|kI) = 0.48$$

# How to Calculate the Measures

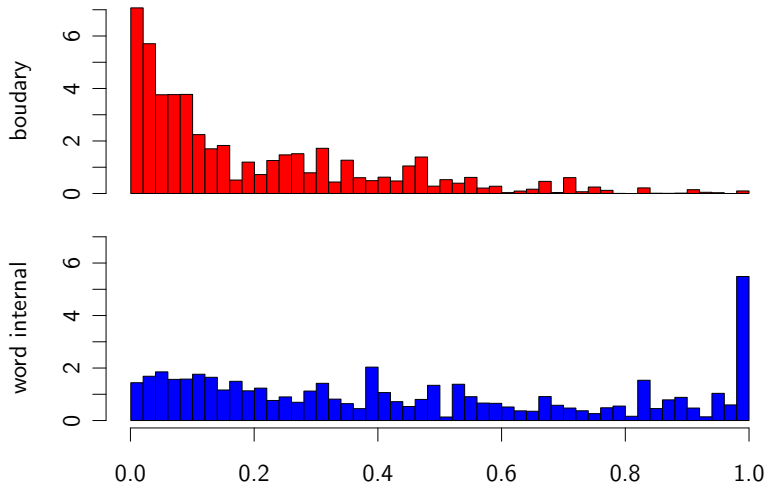
#	I	z	D	&	t	6	k	I	t	i	#
	0.40	0.22	0.46	0.99	0.03	0.04	0.30	0.48	0.10		

$$TP(I_t, i) = P(i|I_t) = 0.10$$

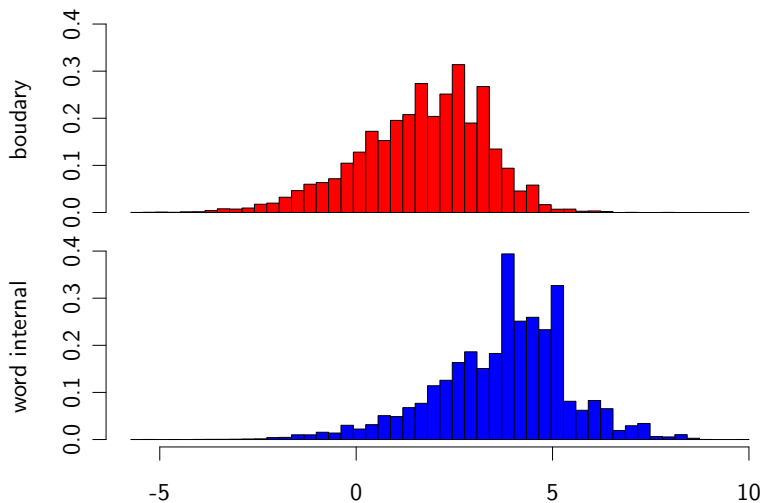
Calculations are done on a corpus of child-directed English



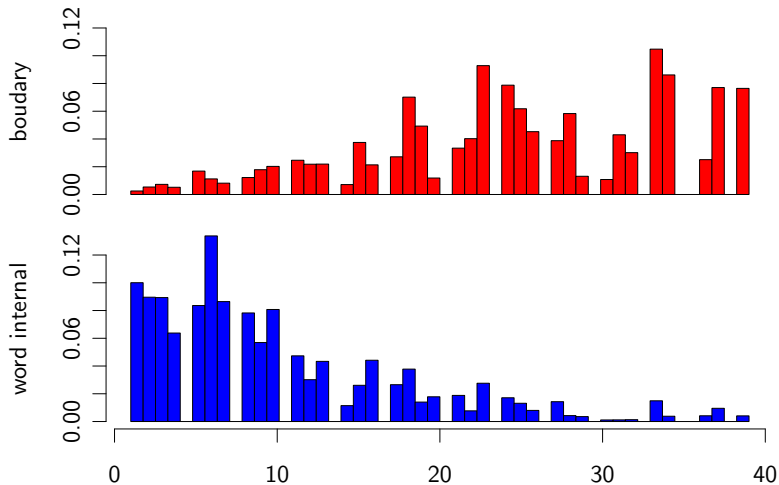
# Transitional Probability



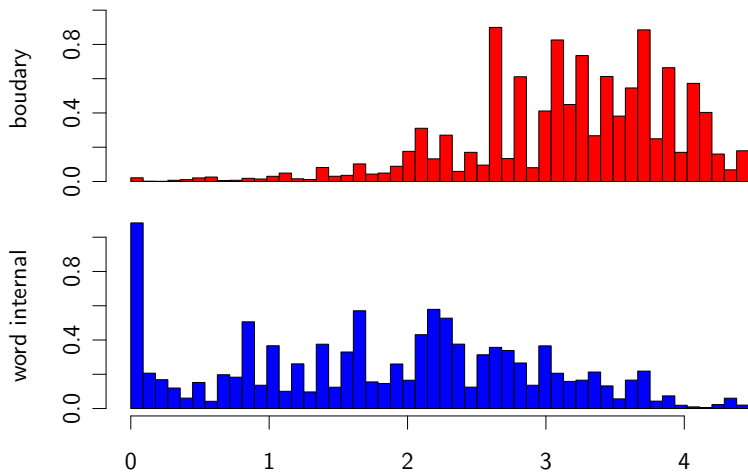
# Pointwise Mutual Information



# Successor Variety



# Entropy



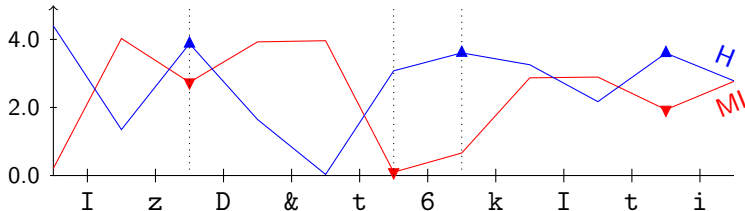
## An unsupervised method

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A simple unsupervised method: segment at peaks/valleys.



## Combining multiple measures: a simple method

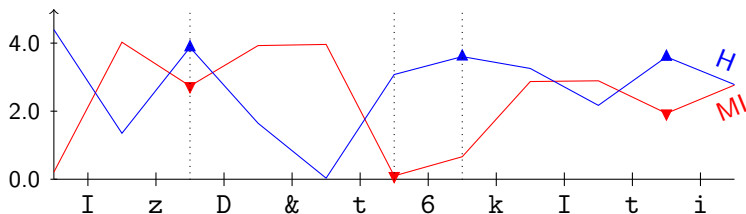
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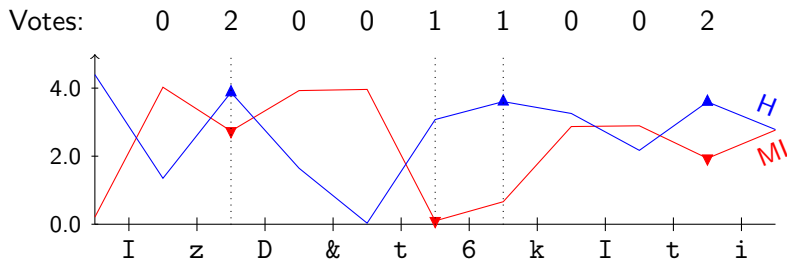




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# Evaluation

We evaluate the results against a linguistically motivated 'gold standard'.

- ▶ True positives (TP), or hits, are the items that match with the gold standard.
- ▶ False positives (FP), or false alarms, are the items that the procedure found, but do not exist in the gold standard.
- ▶ False negatives (FN), or misses, are the items that are in the gold standard that our procedure did not find.

$$\text{precision} = \frac{\text{TP}}{\text{TP} + \text{FP}} \quad \text{recall} = \frac{\text{TP}}{\text{TP} + \text{FN}}$$

$$\text{f-score} = 2 \times \frac{\text{precision} \times \text{recall}}{\text{precision} + \text{recall}}$$

## Boundary, type or token scores

In case of segmentation 'items' to count can be either *boundaries*, word *tokens* or word *types*.

An example:

Input	kittysayitagainlovekitty
Gold standard	kitty say it again love kitty
Segmentation	kitty sayit aga inlove kitty

	TP	FP	FN	precision	recall	f-score
Boundary (B)	3	1	2	$3/4 = 0.75$	$3/5 = 0.60$	0.66
Token (W)	2	3	3	$2/5 = 0.40$	$2/6 = 0.33$	0.35
Type (L)	1	3	3	$1/4 = 0.25$	$1/4 = 0.20$	0.22

## So far...

- ▶ We have a set of measures: TP, MI, SV, H, and reverse versions of TP, SV, H.
- ▶ These measures are similar, yet do not always indicate the same result.
- ▶ All of the measures can be computed using a varying window size over the input sequence.
- ▶ A certain measure calculated with different window sizes are expected to capture different linguistic generalizations.
- ▶ We have an unsupervised procedure to guess boundaries: peak (or valley) strategy.
- ▶ We have a simple method to combine multiple decisions: majority voting.
- ▶ We also have an evaluation scheme, given a gold standard, we can measure our success using precision and recall.

# Putting all together

---

**Algorithm 1:** A simple algorithm using multiple measures

---

```
1 foreach utterance do
2   foreach phoneme position in the utterance do
3     Get the majority vote of all measures calculated using
       context sizes one to four;
4     if majority vote is positive then
5       | insert a boundary;
6   | output the segmented utterance ;
```

---

# The results

method	BP	BR	BF	WP	WR	WF	LP	LR	LF
Random	27.4	27.4	27.4	12.7	12.7	12.7	6.4	46.4	11.3
Predictability	92.7	76.0	83.5	77.2	67.4	72.0	28.4	65.1	39.5
Baseline	84.2	82.7	83.5	72.1	71.2	71.6	50.7	61.1	55.4

Results are obtained using Algorithm 1 on phonemic transcriptions of child directed speech from Berstain-Ratner corpus.

## Segmentation puzzle: a solution

ljuuz uibut sjhiu ljuuz  
ljuuz tbz ju bhhjo mpwf ljuuz  
xibut uibu  
ljuuz  
ep zpv xbou npsf njml ipofz  
ljuuz ljuuz ephhjf  
opnj xibu epft b ljuuz tbz  
xibu epft b ljuuz tbz  
ephhjf eph  
ephhjf  
opnj xibu epft uif ephhjf tbz  
xibu epft uif ephhjf tbz  
mjuumf cbcz cjsejf  
cbcz cjsejf  
zpv epou mjlf uibu pof  
plbz npnnz ublf uijt pvu  
dpx  
uif dpx tbzt npp npp  
xibu epft uif dpx tbz opnj

## Segmentation puzzle: a solution

ljuuz uibut sjhiu ljuuz  
 ljuuz tbz ju bhhbo mpwf ljuuz  
 xibut uibu  
 ljuuz  
 ep zpv xbou npsf njml ipofz  
 ljuuz ljuuz ephhjf  
 opnj xibu epft b ljuuz tbz  
 xibu epft b ljuuz tbz  
 ephhjf eph  
 ephhjf  
 opnj xibu epft uif ephhjf tbz  
 xibu epft uif ephhjf tbz  
 mjuumf cbcz cjsejf  
 cbcz cjsejf  
 zpv epou mjlf uibu pof  
 plbz npnnz ublf uijt pvu  
 dpx  
 uif dpx tbzt npp npp  
 xibu epft uif dpx tbz opnj

ljuuz uibu tsjhiuljuuz  
 ljuuz tbz jubhbjompwfljuuz  
 xibu tuibu  
 ljuuz  
 ep zpvxbounpsfnjmli pof z  
 ljuuz ljuuz ephhjf  
 opnj xibu ep ftb ljuuz tbz  
 xibu ep ftb ljuuz tbz  
 ephhjf eph  
 ephhjf  
 opnj xibu epft uif ephhjf tbz  
 xibu ep ft uif ephhjf tbz  
 mjuumfcbzcjsejf  
 cbczcjsejf  
 zpv epoumj lf uibu pof  
 plbznpnnzublfui jtpvu  
 dpx  
 uif dpx tbz tnppnpp  
 xibu epft uif dpx tbz opnj



## Segmentation puzzle: a solution

kitty thats right kitty  
 kitty say it again love kitty  
 whats that  
 kitty  
 do you want more milk honey  
 kitty kitty doggie  
 nomi what does a kitty say  
 what does a kitty say  
 doggie dog  
 doggie  
 nomi what does the doggie say  
 what does the doggie say  
 little baby birdie  
 baby birdie  
 you dont like that one  
 okay mommy take this out  
 cow  
 the cow says moo moo  
 what does the cow say nomi

kitty that srightkitty  
 kitty say itagainlovekitty  
 what sthat  
 kitty  
 do youwantmoremilkh one y  
 kitty kitty doggie  
 nomi what do esa kitty say  
 what do esa kitty say  
 doggie dog  
 doggie  
 nomi what does the doggie say  
 what do es the doggie say  
 littlebabybirdie  
 babybirdie  
 you dontli ke that one  
 okaymommytaketh isout  
 cow  
 the cow say smoomoo  
 what does the cow say nomi

# Summary

The segmentation procedure we have just reviewed

- ▶ is in line with the psycholinguistic research,
- ▶ is completely unsupervised,
- ▶ is incremental,
- ▶ performs competitive with an alternative state of the art segmentation method.

This is only the part of the solution, we can

- ▶ use information from utterance boundaries,
- ▶ keep an explicit lexicon and use it for further segmentation,
- ▶ make use of acoustic cues,
- ▶ use a better algorithm for boundary guessing.

Appendix

# Computational Models of Language Acquisition

Answers to the questions on language acquisition should eventually come from neuroscience. But we seem to be far from this yet.

- ▶ Computational models can be used to test the validity of theories under various conditions.
- ▶ Computational models require theories to be described explicitly.
- ▶ Compared to other formal approaches, computational simulations can benefit from using real data (e.g. CHILDES database).

# Computational Models for Language Acquisition

Computational models of human language acquisition has to meet some criteria that is not always applicable for engineering oriented CL applications.

- ▶ Models should use realistic input, such as naturally occurring child directed speech.
- ▶ Any additional source of information, or heuristics should be justifiable.
- ▶ Learning should proceed on-line: models should not require all the input data available at once.
- ▶ Models should not pose unrealistic bounds on memory and computation resources.
- ▶ The assumptions and predictions of the model should match (at least should not conflict with) psycholinguistic evidence.

## Reverse measures

The asymmetric measures also have 'backwards' counterparts:

- ▶ Reverse transitional probability

$$TP_r(\mathbf{l}, \mathbf{r}) = P(\mathbf{l}|\mathbf{r}) = \frac{P(\mathbf{l}\mathbf{r})}{P(\mathbf{r})} \approx \frac{\text{frequency}(\mathbf{l}\mathbf{r})}{\text{frequency}(\mathbf{r})} \quad (1)$$

- ▶ Reverse successor variety (predecessor variety)

$$SV_r(\mathbf{r}) = \sum_{\mathbf{l} \in A} c(\mathbf{l}, \mathbf{r}) \quad (2)$$

where,

$$c(\mathbf{l}, \mathbf{r}) = \begin{cases} 1 & \text{if substring } \mathbf{l}\mathbf{r} \text{ occurs in the corpus} \\ 0 & \text{otherwise} \end{cases}$$

and  $A$  is the set of phonemes (the alphabet).

- ▶ Reverse boundary entropy

$$H_r(\mathbf{r}) = - \sum_{\mathbf{l} \in A} P(\mathbf{l}|\mathbf{r}) \log_2 P(\mathbf{l}|\mathbf{r}) \quad (3)$$

## Difficulties of learning segmentation

- ▶ No clear acoustic markers in fluent speech.
- ▶ Large speaker variation in acoustic input.
- ▶ Noise in the environment.
- ▶ Children have to start with no knowledge of words.
- ▶ Even with a comprehensive knowledge of words, segmentation is still difficult because of multiple plausible segmentations.

For example:

/6go/: /6go/ 'ago' or /6 go/ 'a go'?

/Itsnoz/: /Its noz/ 'its nose' or /It snoz/ 'it snows'?