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Peter Polák

**Spoken Language Translation via Phoneme  
Representation of the Source Language**

Institute of Formal and Applied Linguistics

Supervisor of the master thesis: doc. RNDr. Ondřej Bojar, Ph.D.

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Dedication.

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Author: Peter Polák

Institute: Institute of Formal and Applied Linguistics

Supervisor: doc. RNDr. Ondřej Bojar, Ph.D., Institute of Formal and Applied Linguistics

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# Introduction

## Thesis organization

We settled on a less traditional strategy for the organization of this work: in every chapter we review the related work rather than in a standalone chapter. We review mutual related work in Chapter 1 (such as neural network architectures or corpora).

Chapters progressively deal with problematic starting with Automatic Speech Recognition in Chapter 2, further enhancing ASR in Chapter 3, continuing with Spoken Language Translation in Chapter 4. Adaptation to speaker is described in Chapter 6. We also deal with “bringing our work to life” in Chapter 7. Finally, we conclude the work in Chapter 7.

# 1. Tasks, Architectures, and Datasets

In this chapter, we give a brief overview of the theoretical foundations for this thesis. First, we define the main tasks that are part of the solution. Further, we describe the utilized neural network architectures. Lastly, we describe used data sets and introduce evaluation metrics.

## 1.1 Automatic Speech Recognition

Automatic Speech Recognition (ASR) is one of the most popular tasks in NLP. With ever-growing technology that becomes more and more integrated with our day-to-day life, it is clear that ASR will play an essential role in this process.

In this section, we first briefly review the history and then describe the most popular contemporary approaches to ASR.

### 1.1.1 Brief History

The first attempts for ASR systems stem from the 1950s. Early ASR systems worked with syllables, vowels, and phonemes [Juang and Rabiner, 2005]. For example, a spoken digit recognizer from Bell laboratories. Their system estimated formant frequencies (as a vowel is pronounced, vocal tract sounds with natural modes of resonance called a formant) of vowel regions of an isolated digit.

A big leap in ASR systems was the introduction and popularization of Hidden Markov models (HMMs) in the 1980s. HMMs caused architecture to shift from pattern recognition to statistical modeling. The success of HMM-based ASR systems continues even today in the form of hybrid models consisting of HMMs and either Gaussian Mixture Models (GMMs) or Artificial Neural Networks (ANNs).

In the last few years, deep neural networks (DNNs) gained much popularity. In many tasks, ranging from image processing to natural language processing, DNNs outperformed other known methods. Besides their performance, they tend to require less expertise and engineering skills for a particular task than other methods. This makes them available for researchers in many areas. DNNs are becoming a standard in ASR currently, but the first attempts were already made briefly after the introduction of the backpropagation algorithm [Rumelhart et al., 1986]. They were used for recognition of phonemes [Waibel et al., 1989] or short sequences of words [Lubensky, 1988]. Further important milestones for ASR were recurrent neural networks and attention (applied, for example, in Chorowski et al. [2014]).

### 1.1.2 Models

In this section, we introduce contemporary models utilized for ASR. There are two such approaches: (1) HMM-based models, (2) End-to-End neural models.

#### HMM-based Models

HMMs (Hidden Markov Models) are probably the most used technique in ASR [Padmanabhan and Johnson Premkumar, 2015, Yu and Deng, 2016]. Hidden Markov Models

capture the speech sequence as sequence of observations. In the ASR context, HMMs utilize either GMMs or ANNs in order to model frame-based speech features (features with no temporal information). Practitioners often refer to the HMM-based models combined with neural networks as hybrid models.

A typical pipeline of an HMM-based model works as follows: the input is first pre-processed and converted to features, typically the MFCCs (see Section 1.4.1). These features are further passed to the estimator. Common unit in a HMM-based pipeline is *phone*. The decoder employs an *acoustic model*, a *dictionary* and a *language model* to decode the speech. The acoustic model estimates the probability of the acoustic sequence given word sequence. ANNs or GMMs represent the acoustic model. Dictionary maps phone sequences to words. Finally, the language model estimates the apriori probability of word sequence, independent of the observed sound. Commonly,  $n$ -gram language models are used.

### End-to-End Models

The alternative to the HMM-based models are End-to-End (E2E) ASR pipelines. The common trait for these models is their ability to produce the final, human-readable text given acoustic features using one end-to-end deep neural network. Recent advancements (such as Amodei et al. [2016], Li et al. [2019a]) clearly show the future direction towards this kind of ASR. The advantage of E2E models is that they require less engineering than HMM models. An open problem remains the higher requirement of training data.

The input of the model are commonly MFCC features extracted from speech data. E2E models use two approaches: Connectionist temporal classification (CTC) [Graves et al., 2006] loss (e.g., Hannun et al. [2014], Zhang et al. [2017]) or attention mechanism (e.g., Bahdanau et al. [2016]). The inference algorithms include a conventional beam search with the language model (LM) (again, an  $n$ -gram LM is used) that re-scores the beams during the decoding. The use of LM in the beam search further enhances the transcription quality.

## 1.2 Spoken Language Translation

Spoken Language Translation is another NLP task dealing with speech processing. In literature, the SLT task describes translation into a target language text. Commonly, SLT can also be a speech-to-speech translation. Traditional layout of speech translation, before the emergence of end-to-end systems, consisted of a speech recognition unit followed by machine translation. With the upraise of deep learning, E2E frameworks that do not need intermediate transcription step are gaining popularity [Bérard et al., 2016, 2018, Jia et al., 2019].

Direct comparison of both approaches to date seems inconclusive [Sperber et al., 2019]. Also, the E2E and cascaded SLT differ: E2E SLT must be trained on corpora consisting of source speech and target text (“E2E corpora”), while the cascading can be trained on independent corpora of speech and transcripts for ASR and independently parallel corpora for MT. This makes the latter suitable in cases where there is no corpus for a given language pair available (which is mostly the case). On the other hand, cascading speech recognition and machine translation for SLT often introduces errors in source language transcription that are further propagated to final translation.

## 1.3 Neural Network Architectures and Models

In this section, we introduce neural network architectures and models we engage in our work. The first two models, Jasper and QuartzNet, are used as acoustic models. Finally, we present Transformer, which serves as a translation and transcript correction model.

### 1.3.1 Jasper

Jasper [Li et al., 2019a] is a family of end-to-end, deep convolutional neural network ASR architectures.

#### Architecture Overview

The input of the model are MFCCs (Mel Frequency Cepstrum Coefficients, see Section 1.4.1) obtained from 20 ms frames with 10 ms stride. We use 64 features. The model outputs the probability over a given vocabulary for every processed frame. In our ASR pipeline, the vocabulary is IPA phonemes.

The input is passed through one pre-processing layer, followed by the central part of the network. Finally, three post-processing layers are applied. The central part of the model consists of so-called “blocks”.

The Jasper model consists of  $B$  blocks and  $R$  sub-blocks. Jasper authors introduce a naming convention where such model is described as “Jasper  $B \times R$ ”. In our experiments, we use Jasper 10x5.

Each sub-block applies operations as follows: 1D convolution, ReLU activation, and dropout. All sub-blocks of a block have the same number of output channels.

Further, Jasper’s authors observed that models deeper than Jasper 5x3 require residual connections to converge. Residual connections inspired by DenseNet [Huang et al., 2017] and DenseRNet [Tang et al., 2018] are employed.

The input of a block is connected to its last sub-block via residual connections. Because the number of channels differs, 1x1 convolution is applied to account for this. After this projection, batch normalization is applied. The output is then added to the output of the batch normalization layer in the last sub-block. Afterward, the activation function and dropout are used, producing the output of the current block.

The schema of Jasper with residual connections is provided in Figure 1.1. The biggest used configuration for English graphemes has 333 million parameters.

### 1.3.2 QuartzNet

QuartzNet [Kriman et al., 2019] is another end-to-end ASR architecture used in our work. QuartzNet is a convolutional neural network based on Jasper [Li et al., 2019a] architecture having a fraction of parameters (18.9 million versus 333 million) while still achieving near state-of-the-art accuracy.

Same as for the Jasper model, the network’s input is 64 MFCC features computed from windows of length 20 ms and overlap 10 ms. The network outputs probability over the given alphabet for each time frame. For training is used CTC loss and for decoding beam search.

The main difference between QuartzNet and Jasper is the application of 1D time-channel separable convolutions. Such convolutions can be separated into 1D depthwise convolutional layers with kernel  $K$  and a pointwise convolution operating across all



Figure 1.1: Jasper Dense Residual, taken from Li et al. [2019b].



Figure 1.2: QuartzNet BxR architecture. Taken from Krivan et al. [2019].

channels on each time frame independently. A standard 1D convolutional layer with kernel size  $K$  and  $c_{in}$  input and  $c_{out}$  output channels has  $K \times c_{in} \times c_{out}$  weights. On the other hand, the 1D depthwise convolution with kernel  $K$  has  $K \times c_{in}$  weights followed by the pointwise convolution with  $c_{in} \times c_{out}$  weights — together yielding  $K \times c_{in} + c_{in} \times c_{out}$  weights. Because of this, the model has fewer parameters and can even have  $3\times$  larger kernel than the bigger Jasper model. The architecture schema is in Figure 1.2.

The authors describe a further reduction of weights by using grouped pointwise convolution instead of the pointwise convolution layer (see Figure 1.3). When using four groups, the number of parameters is halved (for QuartzNet-15x5 from 18.9M to 8.7M) with slightly worse performance (WER 3.98 increases to 4.29 for LibriSpeech dev clean and 11.58 increases to 13.48).

As the first described weights reduction is sufficient for our purposes, we work with QuartzNet without the grouped pointwise convolution.

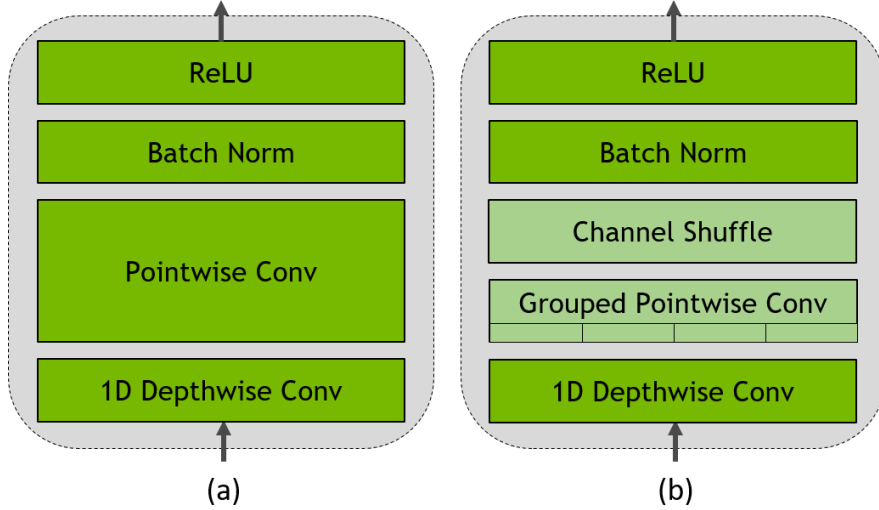


Figure 1.3: (a) Time-channel separable 1D convolutional module (b) Time-channel separable 1D convolutional module with groups and shuffle. Taken from Krizan et al. [2019].

### 1.3.3 Transformer

Transformer [Vaswani et al., 2017] has become a very well established architecture in Neural Machine Translation [Bojar et al., 2018, Barrault et al., 2019]. The main idea behind the architecture is to get rid of recurrence and convolutions and rather base the model solely on attention. As the attention mechanism is implemented as matrix multiplications, contemporary GPUs can better parallelize the computations leading to faster training.

A Transformer model is composed of an encoder and a decoder (see Figure 1.4). Both encoder and decoder are stacked identical layers. The encoder layer has two sub-layers: a multi-head self-attention layer and a fully connected feed-forward network. Decoder layer has an extra multi-head attention sub-layer, which performs attention over the output of the encoder. This additional layer is between the self-attention and feed-forward layers. Self-attention in the decoder is modified so that the auto-regressive property holds, i.e., the encoder cannot look to the right side (“future”).

The advantage of self-attention is that it can access an arbitrary position in a constant number of sequentially executed operations while recurrent networks need  $O(n)$  sequentially executed operations. If the sequence length  $n$  is less than the representation dimension  $d$  of the model, which is often the case (as the state-of-the-art machine translation models use sub-word units), the total computational complexity is lower than of the recurrent models. Another advantage presented by the authors is that self-attention leads to better interpretability of the models. They claim the individual attention heads seem to learn some specific functions that may be related to the syntactic and semantic structure of a sentence.

We employ this model in our enhanced ASR pipeline as a correction and language model and as a translation model in our SLT pipeline.



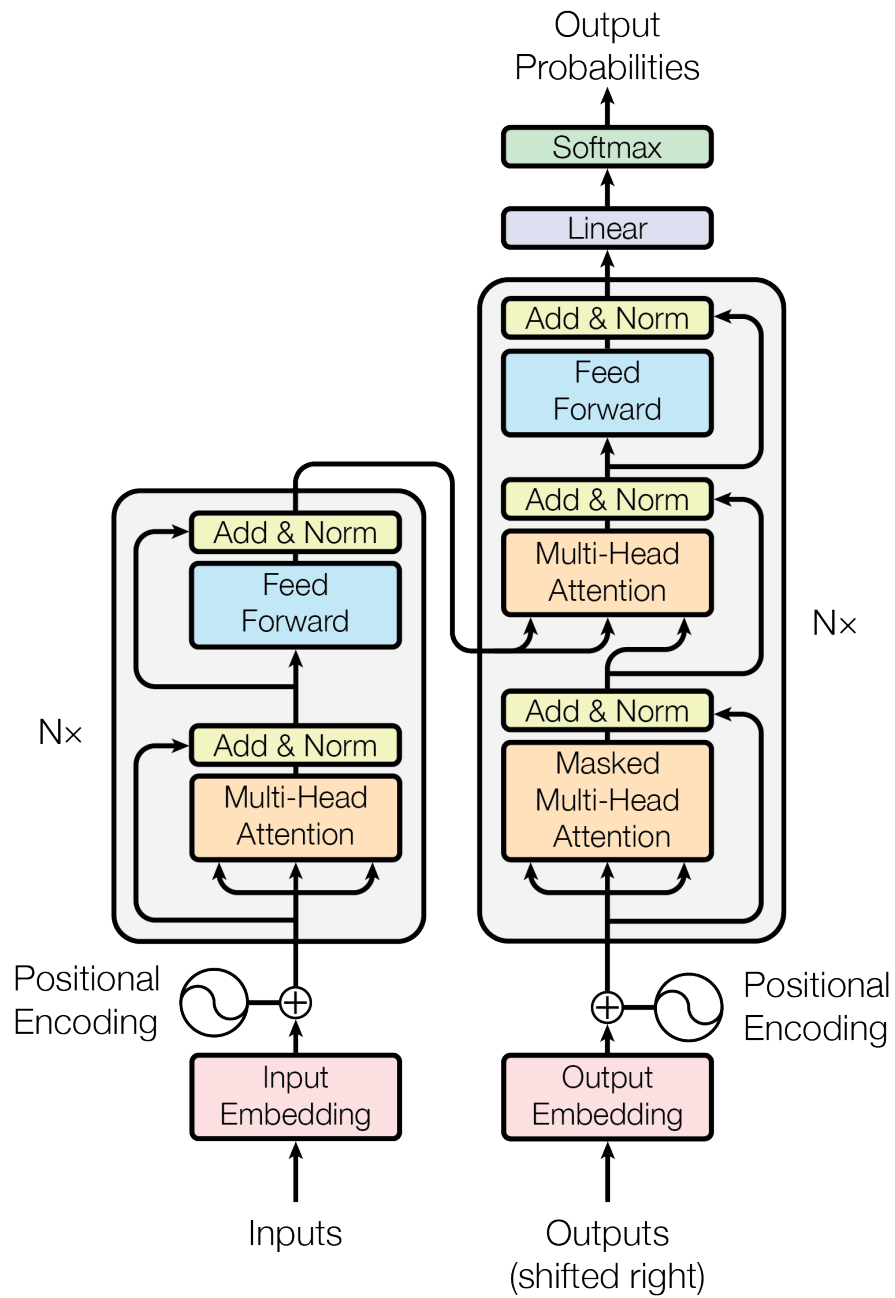


Figure 1.4: Transformer model architecture with detailed encoder (left) and decoder (right). Taken from Vaswani et al. [2017]

## 1.4 Data Representation

This section introduces the input and output data representations. The way how we encode and feed the neural network can significantly influence performance. In this work, we transcribe recordings, i.e., we work with voice and text data. First, we introduce MFCC — the voice presentation, and then we discuss text encoding.

### 1.4.1 MFCC

Mel frequency cepstral coefficients (MFCC) is the most commonly used representation of speech for ASR and SLT. This method exploits the way how the human auditory system perceives voice. The filter in the MFCC pipeline is linearly spaced for frequencies up to 1000 Hz and logarithmically above.

MFCC pipeline as described in Muda et al. [2010] and Kamath et al. [2019]:

1. **Pre-emphasis** Application of filter that emphasizes higher frequencies:

$$Y[n] = X[n] - \alpha X[n - 1] \quad (1.1)$$

The  $\alpha$  coefficient is typically between 0.95 and 0.99. This filter amplifies the higher frequencies of the signal.

2. **Framing** Raw audio is segmented into small windows. The signal within each of the small windows can be then treated as stationary. Typically, the length of the window is about 20 ms, and windows have an overlap of 10 ms.
3. **Windowing** To avoid potential abrupt changes caused by framing, windowing is applied. Windowing is a multiplication of samples in a window with a scaling function. The most commonly used windowing in ASR is that of Hann and Hamming:

$$w(n) = \sin^2 \left( \frac{\pi n}{N - 1} \right) \quad (1.2)$$

$$w(n) = 0.54 - 0.46 \cos \left( \frac{2\pi n}{N - 1} \right) \quad (1.3)$$

where  $N$  is window length and  $0 \leq n \leq N - 1$ .

4. **Fast Fourier Transform** FFT converts the one-dimensional signal from the time to the frequency domain.
5. **Mel Filter Bank** The Mel Filter Bank is a set of filters that mimic the human auditory system. Usually, 40 filters are used. Each filter is of a triangular shape. Each filter produces the weighted sum of the spectral frequencies corresponding to each filter. These values map the input frequencies to the mel scale (a perceptual scale of pitches judged by listeners to be equal in distance from one another proposed by Stevens et al. [1937]).
6. **Discrete Cosine Transform** This process converts the log Mel spectrum into the time domain. The result is called the Mel Frequency Cepstrum Coefficient (the MFCC), and the set of coefficients is called acoustic vectors.

An example of a mel-spectrogram is in Figure 1.5.



(a) Amplitude



(b) Mel filters: 64; window: 20 ms; overlap: 10 ms; window: hann. (Jasper defaults).



(c) Mel filters: 64; window: 20 ms; overlap: 10 ms; window: rectangular.



(d) Mel filters: 256; window: 50 ms; overlap: 0 ms; window: hann.

Figure 1.5: Amplitude and mel spectrograms of “Hello World!”.

## 1.4.2 Text Representation in NMT

There are many approaches to text representation in NMT. The first decision that has to be made is the size of the basic text unit. Text can be treated as a sequence of atomic:

- characters,
- words,
- sub-word units.

The first one is a very simple and straightforward approach. Character representation permits one to encode any word (of a given alphabet). Its downside is that it produces longer sequences compared with other methods. Less output classes lead to the reduction of computational complexity. However, the model needs to attend more positions, which substantially increases time complexity during decoding.

Word level representation, on the other hand, produces shorter sequences which may be better in some applications. Generally, though, neural machine translation is an open-vocabulary problem. From this point of view, word-level representation is undesirable, because it cannot handle unknown words. Several techniques have been proposed, such as NMT with a post-processing step [Luong et al., 2014, Luong and Manning, 2016].

The most versatile method seems to be sub-word representation. It addresses both problems, as it produces shorter sequences compared, and is also capable of handling unknown and rare words. The number of contemporary NMT systems that use sub-word level representation demonstrates its utility. The most prominent sub-word level tokenizers are BPEs [Sennrich et al., 2016] and subword regularization Kudo [2018]. Both methods are based on similar ideas — they produce more compact text representations. The former is based on the “merge” operation that joins the most frequent character sequences together, while the latter is based on unigram language model. A particular benefit of the subword regularization is that it is also able to produce different segmentation of the same text during the encoding.

In our work, we use the BPE implementation YouTokenToMe.<sup>1</sup> We chosen this particular implementation as it supports multithreading is considerably faster than other implementations and it offers Python as well as command-line interface. Further, it comes with BPE-dropout [Provilkov et al., 2019]. BPE-dropout is an enhancement of traditional BPE, which addresses the deterministic nature of the method. BPE-dropout randomly drops some merges from the BPE merge table during input segmentation, which results in slight variance of word segmentation. Introducing a noise to the data helps to regularize NMT model training.

### Byte Pair Encoding

We would like to point out inconsistency of reporting BPE size in literature. Some authors use terms the “*BPE size*” and “*number of merge operations*” as synonyms, although the actual *BPE size* equals *number of merge operations* plus *the size of the alphabet*. In this work, we use the term “*BPE size*” to refer to the absolute vocabulary size — including the size of the alphabet.

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<sup>1</sup><https://github.com/VKCOM/YouTokenToMe>

## 1.5 Data Sets

We dedicate this section to data sets used for the training of models in our work. First, we introduce speech corpora LibriSpeech and Common Voice, and then we introduce the parallel corpus CzEng.

### 1.5.1 LibriSpeech

LibriSpeech [Panayotov et al., 2015] is a large corpus of read English speech. The corpus contains 1000 hours of transcribed speech based on audiobooks from project VoxForge<sup>2</sup>.

The data set is structured into three parts that have approximately 100, 360, and 500 hours. Using a trained model on the Wall Street Journal corpus [Paul and Baker, 1992], authors divided the speakers by WER into two pools: “clean” and “other”. From the “clean” pool, 20 male and female speakers were randomly selected to development and test sets. The rest was assigned to 100 and 360 hours of “clean” sets. For the “other” pool (500 hours), authors selected more challenging data for development and test sets.

### 1.5.2 Common Voice

Common Voice [Ardila et al., 2019] is a multi-lingual, crowdfunded speech corpus. At the time of writing, 29 languages were available. English data set contained 1118 hours of validated, transcribed recordings. Unfortunately, the Czech data set was not available.

All utterances are collected and validated by volunteers. The data collection runs solely online through a web form. Speech utterances are stored in MPEG-3 format with a 48 kHz sampling rate. After at least two out of three volunteers up-votes an utterance, it is considered to be valid.

The number of clips is divided among the three datasets according to statistical power analyses. Given the total number of validated clips in a language, the number of clips in the test set is equal to the amount needed to achieve a confidence level of 99% with a margin of error of 1% relative to the number of clips in the training set. The same is true of the development set.

### 1.5.3 Large Corpus of Czech Parliament Plenary Hearings

Large Corpus of Czech Parliament Plenary Hearings [Kratochvíl et al., 2019] is a corpus of Czech transcribed speech. In our work, we use this dataset for the training of Czech ASR. The corpus has approximately 400 hours. As usual, the dataset contains training, evaluation, and test sets with no overlap. Training and development sets may have some common speakers. The test set should have no speaker overlap with the rest of the corpus.

A notable contrast with the previously mentioned speech corpora is the segmentation. The authors segmented the recordings into short sound clips (the longest one has 44s), disregarding the sentences.

---

<sup>2</sup><http://www.voxforge.org/>

### 1.5.4 CzEng 1.7

CzEng 1.7 is a Czech-English parallel corpus containing about a greater billion words in each language. CzEng 1.7 is a filtered version of CzEng 1.6 [Bojar et al., 2016]. The advantage of the CzEng corpus is its diverse set of origins such as subtitles, EU legislation, fiction, web pages, technical documents, or medical data.

#### Filtered CzEng

We use CzEng for training of ASR and SLT phoneme-to-grapheme translation models. To convert the dataset to graphemes, we utilize `phonemizer`.<sup>3</sup>

For this purpose, we removed all sentence pairs that “probably” do not occur in spoken language. We assume that “spoken utterances” will contain only the following character types: characters, numbers, apostrophes, punctuation, currency sign, dash, and quotation marks on the English side mark the sentence pair as a “probable” spoken utterance. Moreover, we filtered out too long and too short sentences (sentences must have at least two characters, at most 511 characters).

We intend to filter out sentences as for example:

*E-006961/11 (PL) Marek Henryk Migalski (ECR) to the Commission (15 July 2011)*

Such utterances do not have straightforward pronunciation, could break the `phonemizer`, and could degrade the transcript and translation quality.

---

<sup>3</sup><https://github.com/bootphon/phonemizer>

## 1.6 Error Metrics

In this work, we use two error metrics, one for measuring the quality of speech recognition systems — word error rate (WER) — and a metric for evaluation of spoken language translation — BLEU.

### 1.6.1 Word Error Rate

Word error rate is one of the most commonly used metrics. This metric measures edit distance (insertions, deletions, and substitutions) between target and hypothesis:

$$WER = 100 \times \frac{I + D + S}{N} \quad (1.4)$$

where

- $I$  is number of insertions,
- $D$  is number of deletions,
- $S$  is number of substitutions,
- $N$  is number of words in target.

Character error rate is defined similarly where, instead of words, characters are considered.

### 1.6.2 BLEU

For the evaluation of translation tasks, we use the BLEU (Bilingual Evaluation Understudy) score introduced by Papineni et al. [2002]. This metric assigns scores in the interval  $[0, 1]$ , where 1 is the perfect score. The method counts occurrences of matching n-grams in the candidate and the reference (there can be more than one reference translations). It computes a modified n-gram precision (the number of occurrences of an n-gram in the candidate sentence must not exceed the maximum number of occurrences in any reference, otherwise it is clipped) and does a weighted geometric mean. In addition to the implicit penalization of excessive length, the metric introduces the brevity penalty.

Relying on a direct comparison of BLEU scores across papers was risky because its actual implementation could vary. We therefore use `SacreBLEU` proposed by Post [2018] in our work.

## 2. Automatic Speech Recognition

This chapter is devoted to automatic speech recognition (ASR). Throughout this chapter, we describe in detail our modifications to the process of training an ASR pipeline. One of the central challenges of this work is the scarcity of Czech training data. We propose a technique to overcome this problem.

This chapter is organized as follows: Section 2.1 presents and compares two techniques for overcoming the shortage of Czech ASR data. Section 2.2 describes transfer learning from graphemes to phonemes. the training of acoustic models for the final ASR/SLT pipeline.

### 2.1 Coarse-to-Fine Intermediate Step and Cross-Lingual ASR Transfer

In this section, we review techniques for overcoming training data shortage. Note, this section was submitted in the format of paper to the Interspeech conference and it is now under review.

#### 2.1.1 Introduction

Contemporary end-to-end, deep-learning automatic speech recognition systems achieved state-of-the-art results on many public speech corpora, see e.g. Han et al. [2019] on test-clean set from LibriSpeech.

To outperform traditional hybrid models, deep-learning ASR systems, however, must be trained on vast amounts of training data, on the order of a thousand of hours. Currently, there is only a limited number of public datasets that meet these quantity criteria. The variety of covered languages is also minimal. In fact, most of these large datasets contain only English. Although new speech datasets are continually emerging, producing them is a tedious and expensive task.

Another downside of new end-to-end speech recognition systems is their requirement of an extensive computation on many GPUs, taking several days to converge, see e.g., Karita et al. [2019].

These obstacles are often mitigated with the technique of transfer learning [Tan et al., 2018] when a trained model or a model part is reused in a more or less related task. Furthermore, it became customary to publish checkpoints alongside with the neural network implementations and there emerge repositories with pre-trained neural networks such as *TensorFlow Hub*<sup>1</sup> or *PyTorch Hub*.<sup>2</sup> This gives us an opportunity to use pre-trained models, but similarly, most of the published checkpoints are trained for English speech.

In our work, we propose a cross-lingual coarse-to-fine intermediate step and experiment with transfer learning [?], i.e., the reuse of pre-trained models for other tasks. Specifically, we reuse the available English ASR checkpoint of QuartzNet [Kriman et al., 2019] and train it to recognize Czech speech instead.

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<sup>1</sup><https://tfhub.dev/>

<sup>2</sup><https://pytorch.org/hub/>



This section is organized as follows. In Section 2.1.2, we give an overview of related work. In Section 2.1.3 we describe the used models and data. Our proposed method is described in Section 2.1.4, and the results are presented and discussed in Section 2.1.5. Finally, in Section 2.1.6 we summarize the work

## 2.1.2 Related Work

Transfer learning [Tan et al., 2018] is an established method in machine learning because many tasks do not have enough training data available, or they are too computationally demanding. In transfer learning, the model of interest is trained with the help of a more or less related “parent” task, reusing its data, fully or partially trained model, or its parts.

Transfer learning is step by step becoming popular in various areas of NLP. For example, transferring some of the parameters from parent models of high-resource languages to low-resource ones seems very helpful in machine translation [Zoph et al., 2016, Kocmi and Bojar, 2018].

Transfer learning in end-to-end ASR is studied by Kunze et al. [2017]. They show that (partial) cross-lingual model adaptation is sufficient for obtaining good results. Their method exploits the layering of the architecture. In essence, they take an English model and freeze weights in the upper part of the network (closer to the input). Then they adapt the lower part for German speech recognition yielding very good results while reducing training time and the amount of needed transcribed German speech data.

Other works concerning end-to-end ASR are Tong et al. [2018] and Kim and Seltzer [2018]. The former proposes unified IPA-based phoneme vocabulary while the latter suggests a universal character set. The first demonstrates that the model with such alphabet is robust to multilingual setup and transfer to other languages is possible. The latter proposes language-specific gating enabling language switching that can increase the network’s power.

Multilingual transfer learning in ASR is studied by Cho et al. [2018]. First, they jointly train one model (encoder and decoder) on ten languages (approximately 600 hours in total). Second, they adapt the model for a particular target language (4 languages, not included in the previous 10, with 40 to 60 hours of training data). They show that adapting both encoder and decoder, boosts performance in terms of character error rate.

Coarse-to-fine processing [Raphael, 2001] has a long history in NLP. It is best known in the parsing domain, originally applied for the surface syntax [Charniak et al., 2006] and recently for neural-based semantic parsing [Dong and Lapata, 2018]. The idea is to train a system on a simpler version of the task first and then gradually refine the task up to the desired complexity. With neural networks, coarse-to-fine training can lead to better internal representation, as e.g., Zhang et al. [2018] observe for neural machine translation.

The term coarse-to-fine is also used in the context of hyperparameter optimization, see e.g., Moshkelgosha et al. [2017] or the corresponding DataCamp class,<sup>3</sup> to cut down the space of possible hyperparameter settings quickly.

Our work is novel and differs from the abovementioned in two ways: First, we reuse existing models and checkpoints to improve the speed and accuracy of an unrelated

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<sup>3</sup><https://campus.datacamp.com/courses/hyperparameter-tuning-in-python/informed-search?ex=1>



Figure 2.1: Examined setups of transfer learning. The labels on the arrows indicate which model parts are transferred, i.e., used to initialize the subsequent model. No parameter freezing is involved except for the encoder weights in the “CS decoder adaptation” phase.

language. Second, in the coarse-to-fine step method, we simplify (instead of unifying) Czech character set in order to improve cross-lingual transfer, but also to enhance monolingual training significantly.

### 2.1.3 Data and Models Used

**Pre-Trained English ASR.** As the parent English model we use the checkpoint available at the *NVIDIA GPU Cloud*.<sup>4</sup> It is trained for 100 epochs with batch size 512 on 8 NVIDIA V100 GPUs and achieves 3.98 % WER on LibriSpeech [Panayotov et al., 2015] test-clean.

During the experiments, the model configuration provided by the NeMo authors is used with minor changes (we used 1000 warm-up steps and learning rate  $10^{-3}$  for decoder adaptation). We note that we use *O1* optimization setting. Which primarily means mixed-precision training (weights are stored in single precision, gradient updates are computed in double precision). We perform training on 10 NVIDIA GeForce GTX 1080 Ti GPUs with 11 GB VRAM.

**Czech Speech Data.** In our experiments, we use Large Corpus of Czech Parliament Plenary Hearings [Kratochvíl et al., 2019]. At the time of writing, it is the most extensive available speech corpus for the Czech language, consisting of approximately 400 hours.

The corpus includes two held out sets: the development set extracted from the training data and reflecting the distribution of speakers and topics, and the test set which comes from a different period of hearings. We choose the latter for our experiments because we prefer the more realistic setting with a lower chance of speaker and topic overlap.

A baseline, end-to-end Jasper model, trained on this corpus for 70 epochs, has an accuracy of 14.24 % WER on the test set.

### 2.1.4 Examined Configurations

Figure 2.1 presents the examined setups. In all cases, we aim at the best possible Czech ASR, disregarding the performance of the model in the original English task.

<sup>4</sup><https://ngc.nvidia.com/catalog/models/nvidia:quartznet15x5>

The baseline (not in the diagram) is to train the network from scratch on the whole Czech dataset, converting the speech signal directly to Czech graphemes, i.e., words in fully correct orthography, except punctuation and casing which are missing in both the training and evaluation data.

### **Basic Transfer Learning**

The first method is very similar to Kunze et al. [2017]. We use the English checkpoint with the (English) WER of 3.98 % on LibriSpeech test-clean, and continue the training on Czech data.

Czech language uses an extended Latin alphabet, with diacritic marks (acute, caron, and ring) added to some letters. This extended alphabet has 42 letters, including the digraph “ch”. Ignoring this digraph (it is always written using the letters “c” and “h”), we arrive at 41 letters. Only 26 of them are known to the initial English decoder.

To handle this difference, we use a rapid decoder adaptation. For the first 1500 steps, we keep the encoder frozen and train the decoder only (randomly initialized; Glorot uniform).

Subsequently, we unfreeze the encoder and train the whole network on the Czech dataset.

### **Transfer Learning with Vocabulary Simplification**

In this experiment, we try to make the adaptation easier by first keeping the original English alphabet and extending it to the full Czech alphabet only once it is trained.

To coerce Czech into the English alphabet, it is sufficient to strip diacritics (e.g. convert “čárka” to “carka”). This simplification is quite common in Internet communication but it always conflates two sounds ([ts] written as “c” and [tʃ] written as “č”) or their duration ([a:] for “á” and [a] for “a”).

In this experiment, we first initialize both encoder and decoder weights from the English checkpoint (English and simplified Czech vocabularies are identical so the decoder dimensions match), and we train the network on the simplified Czech dataset for 40 thousand steps.

The rest (adaptation and training on the full Czech alphabet) is the same as in Section 2.1.4. Overall, this can be seen as a simple version of coarse-to-fine training where a single intermediate model is constructed with a reduced output alphabet.

### **Vocabulary Simplification Only**

In the last experiment, we disregard the English pre-trained model and use only our vocabulary simplification trick. We first train the randomly initialized model on Czech without diacritics (26 letters) for 38 thousand steps. We then adapt the pre-trained, simplified Czech model to the full Czech alphabet with diacritics (41 letters), again via the short decoder adaptation. Note that the original decoder for simplified Czech is discarded and trained from random initialization in this adaptation phase.

<b>Experiment</b>	<b>Simplified</b>	<b>Adaptation phase</b>	<b>Full training</b>
Baseline CS	-	-	20.19
EN → CS	-	97.35	19.06
EN → sim. CS → CS	17.11	22.01	16.88
sim. CS → CS	20.56	24.59	16.57

Table 2.1: Results in % of word error rate on the Czech (CS) test set. Note, all results are obtained on the same test set with following difference: The column “Simplified” reflects WER on Czech without accents (both hypothesis and reference stripped, e.g., “čárka” as “carka”). “Adaptation phase” and “Full training” already use the original, unmodified test set.

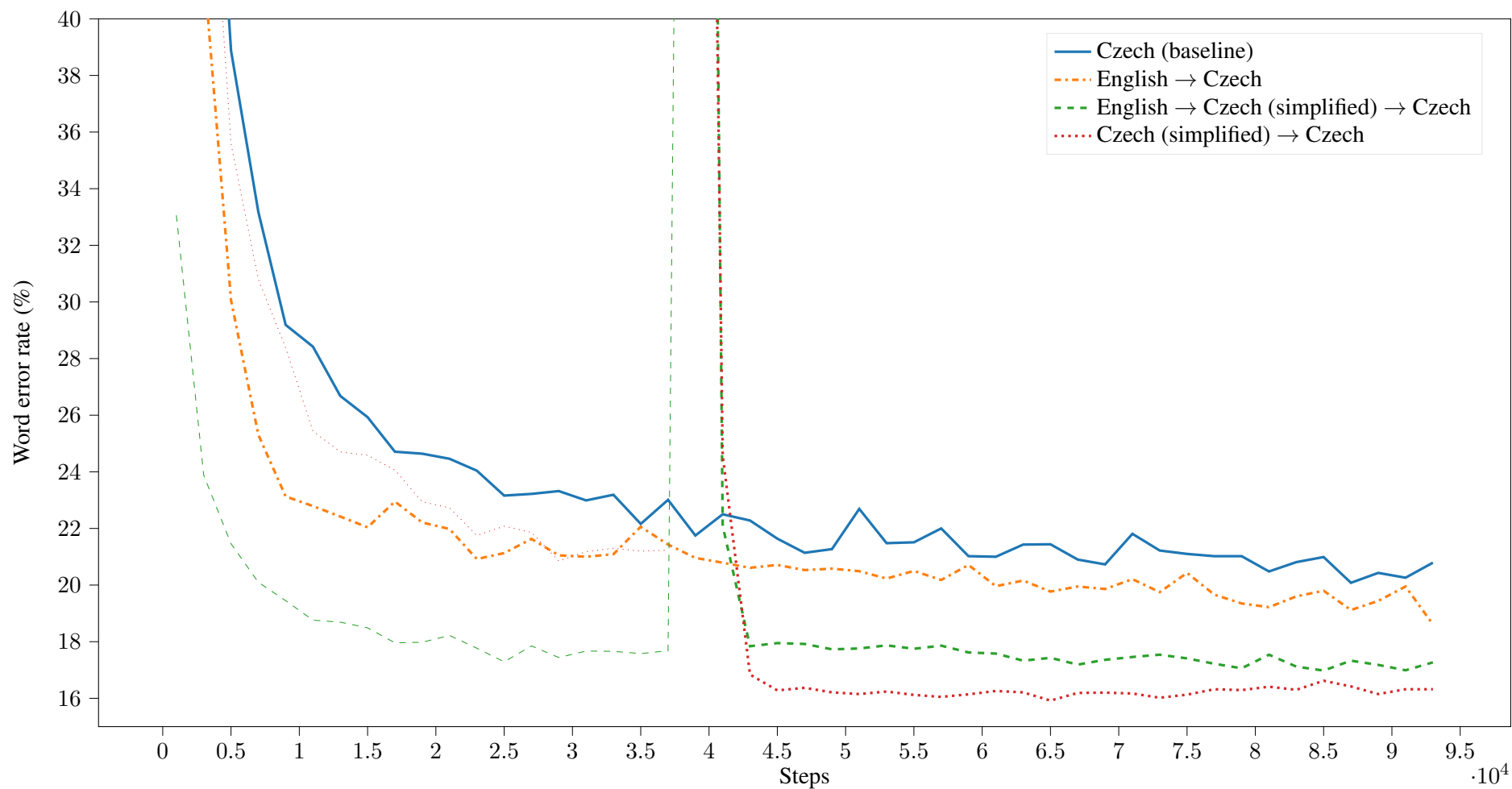


Figure 2.2: Evaluation on test set during training. Note, that WER curves for experiments with simplified vocabulary (thin lines) are not directly comparable with other curves until step 40,000 as the test set is on a different (simplified) vocabulary. 10,000 steps takes approximately 5 hours of time.

### 2.1.5 Results and Discussion

Table 2.1 presents our final WER scores and Figure 2.2 shows their development through the training. For simplicity, we use greedy decoding and no language model. We do not use a separate development set. We simply take the model from the last reached training iteration.<sup>5</sup>

#### Transfer across Unrelated Languages

We observe that initialization with an unrelated language helps to speed-up training. This is best apparent in “English  $\rightarrow$  Czech simplified” where the unchanged vocabulary allows us to reuse all the weights. WER drops under 30 % after only 2000 steps (1 hour of training). This can be particularly useful if the final task does not require the lowest possible WER, such as sound segmentation.

If the target alphabet is altered (“English  $\rightarrow$  Czech”), we observe a speed-up at the beginning of the training. Our setting with QuartzNet and as well as these results are similar to Kunze et al. [2017] with a high  $k = 18$ . However, this advantage diminishes with longer training, gaining only 1 to 2 % points of WER over the baseline in the end.

It seems, though, that in the experiments with different vocabularies, after the change to the full Czech vocabulary, the results are better for a randomly initialized network (WER 16.56 %), rather than the one with transfer from English (WER 16.88 %) (see Table 2.1).

#### Transfer across Target Vocabularies

In the course of two experiments, we altered the target vocabulary: the training starts with simplified Czech, and after about 40,000 steps, we switch to the full target vocabulary. This sudden change can be seen as spikes in Figure 2.2. Note that WER curves prior to the peak use the simplified (the same test set, but with stripped diacritics) Czech reference, so they are not directly comparable to the rest.

The intermediate simplified vocabulary always brings a considerable improvement. In essence, the final WER is lower by 2.18 (16.88 vs. 19.06 in Table 2.1) for the models transferred from English and by 3.62 (16.57 vs. 20.19) for Czech-only runs. One possible reason for this improvement is the “easier” intermediate task of simpler Czech. Note that the exact difficulty is hard to compare as the target alphabet is smaller, but more spelling ambiguities may arise. This task helps the network to find a better-generalizing region in the parameter space. Another possible reason that this sudden change and reset of the last few layers allows the model to reassess and escape a local optimum in which the “English  $\rightarrow$  Czech” setup could be trapped.

### 2.1.6 Conclusion and Future Work

We presented our experiments with transfer learning for automated speech recognition between unrelated languages. In all our experiments, we outperformed the baseline in terms of speed of convergence and accuracy.

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<sup>5</sup>Little signs of overfitting are apparent for the “Simplified CS  $\rightarrow$  CS” setup so that an earlier iteration might have worked better, but we do not have another test set with unseen speakers to validate it.

Set	Greedy	Beam search with LM
Development	5.19	4.91
Test	7.64	6.42

Table 2.2: Our best Czech model. Results in % WER measured after fixing errors in development and test set transcriptions.

We gain a substantial speed-up when training Czech ASR while reusing weights from a pre-trained English ASR model. The final word error rate is better only marginally in the basic transfer learning setup.

We are able to achieve a substantial improvement in WER by introducing an intermediate step in the style of coarse-to-fine training, first training the models to produce Czech without accents, and then refining the model to the full Czech. Our final model for Czech is better by over 3.5 WER absolute over the baseline, reaching WER of 16.57%. Further gains are expected from beam-search with language model or better iteration choice to avoid overfitting.

We see further potential in the coarse-to-fine training. We would like to explore this area more thoroughly, e.g., by introducing multiple simplification stages or testing the technique on more languages.

### 2.1.7 Note on the Results

After reviewing the Large Corpus of Czech Parliament Plenary Hearings, we found out that the transcripts contained systematic errors (SIL tag for silence was accidentally left in at the beginnings and ends of some transcripts). This resulted in systematic mismatch of the system output and the reference transcript during testing.

Unfortunately, we made this finding after discarding some of the models, so we were unable to re-run the test. We kept only the best model. After fixing the transcript errors in development and test set — no model retraining — the model obtained marvelous results: WER of 4.91 % on the development and 6.42 % on the test set using beam search with language model (see Table 2.2). These results are thus ten % points better than initially stated in Table 2.1.

## 2.2 Speech Recognition to Phonemes

In this section, we build ASR systems for English and Czech with phonemes as target vocabulary. During the training, we build upon our findings from the previous section.

This section is organized as follows: First, in Section 2.2.1 we review related work and discuss the motivation for the transition from graphemes to phonemes as target vocabulary. Next, in Section 2.2.2 we present the experiment set-up. Section 2.2.3 gives details about training. Finally, we evaluate results in Section 2.2.4.

### 2.2.1 Related Work

Phonemes are well-established modeling units in speech recognition. From the beginnings of the ASR technology in the 1950s, researchers employed phonemes [Juang and Rabiner, 2005].

For the GMM-HMM models, a state typically represents part of a phone [Yu and Deng, 2016]. A *phone* is a linguistic unit representing a sound regardless of the meaning in a particular language. On the other hand, we have *phonemes* that are also linguistic units representing a sound. However, opposed to the phones, if a phoneme is switched for another one, it could change the meaning of a word in a particular language. A common trick for improving the quality is to combine phones into *diphones* (two consecutive phones) or *triphones* (three successive phones) [Kamath et al., 2019].

Riley and Ljolje [1992] perform a comparison of different linguistic units for sound representation. Namely, they compare phonemic (using phones), phonetic (using phonemes), and multiple phonetic realizations with associated likelihoods. All experiments use the GMM-HMM ASR model. Using the phonemic representation, the authors were able to achieve 93.4 % word accuracy on DARPA Resource Management Task. Using the most probable phonetic spelling, the authors improved the result to 94.1 %. Authors also propose using more phonetic realizations for each word, allowing different pronunciations. These are obtained automatically from the TIMIT phonetic database. In their best setup, which achieves an accuracy of 96.3 %, they report the average of 17 representations per word.

An important piece of work popularizing neural networks in ASR is that of Waibel et al. [1989]. Work proposes to use a time-delayed neural network to model acoustic-phonetic features and to model the temporal relationship between them. Authors demonstrate that the proposed NN can learn shift-invariant internal abstraction of speech and use this to make a robust final decision. The authors choose phonemes as the modeling unit.

More recent studies that still use hybrid models (mainly, HMM and DNN) employ multi-task learning to improve phone recognition task significantly.

For example, Seltzer and Droppo [2013] improve the primary task of predicting acoustic states (61 phonemes, three states each) using a different secondary assignment. They propose three additional problems: (1) Phone Label Task, where the system predicts phone labels for each acoustic state. (2) State Context Task, in which the model predicts the previous and following acoustic state. (3) Phone Context Task, where the model predicts the previous and next phone.

Another example of multi-task learning in ASR is Chen et al. [2014]. The authors use a DNN for the triphone recognition task. To improve the performance in this task, they suggest using the additional task of trigrapheme recognition, which they claim to



be highly related. In their setup, both problems share the internal representation (the hidden layers of DNN). The authors successfully demonstrate that their contribution outperforms other single task methods and even the ROVER system [Fiscus, 1997], that combines both the abovementioned tasks.

Finally, though not directly from the ASR field, an excellent utilization for phoneme ASR in speech translation is suggested by Salesky et al. [2019]. For their end-to-end speech translation pipeline, they first obtain phoneme alignment using the DNN-HMM system. They average feature vectors with the same phoneme for consecutive frames. Phonemes then serve as input features for End-to-End Speech Translation.

### 2.2.2 Experiment Set-Up

Based on the abovementioned review of related work, we design our experiment. The main goal of our work is to build an spoken language *translation* system. This has a significant impact on our decision-making about the rough outline.

We target our ASR to phonemes rather than graphemes. We presume they are more suitable linguistic modeling units for the recognition task, while they keep the problem similar to the grapheme recognition task (mainly supported by Riley and Ljolje [1992], Juang and Rabiner [2005], Chen et al. [2014]). This is perhaps more true for Czech where the phonetical and graphical transcriptions are relatively alike. We specifically decided for IPA phonemes and not for other phonetic units like phones. We believe that they are adequate and we can quickly get phonetical transcription for most languages using the `phonemizer`<sup>6</sup> tool.

We find the end-to-end system architecture for ASR promising for the future. Therefore, unlike the DNN-HMM architecture used by the Salesky et al. [2019], we bet on E2E architecture. Notably, for English, we employ the bigger Jasper architecture [Li et al., 2019a], and for Czech, we utilize the smaller QuartzNet architecture [Kriman et al., 2019]. Our decision to use different architectures for English and Czech is motivated by the volume of the training data and the number of trainable parameters of the respective models. For English, we have almost 2000 hours of transcribed speech and 333 million of parameters in the Jasper model while for Czech only about 400 hours of transcribed speech and 18.9 million of parameters in the QuartzNet model.

We take advantage of the fact that the grapheme and phoneme recognition tasks are similar. We employ transfer learning from pre-trained grapheme models. Inspired by our previously proposed “Adaptation method” (see Section 2.1.4), we first strip the “grapheme” decoder. We replace the stripped grapheme decoder with a new decoder with correct number of output classes to account number of phonemes. This new decoder is then randomly initialized (using Glorot uniform). During the adaptation phase we adapt the model (only a randomly initialized decoder). After the adaptation, we train the whole model (encoder and decoder together).

### 2.2.3 Training

In this section, we review the training of the experiment, as described in Section 2.2.2. Note that we have different training procedures for English and Czech. The training scheme is common to both languages: first, the Adaptation phase, and second, the Full training.

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<sup>6</sup><https://github.com/bootphon/phonemizer>

We use mixed-precision training, which means that the weights are stored in `float16` (making the model smaller), and weight updates are computed in `float32` precision (reducing the quality loss).

When it comes to phoneme segmentation, one technical question arises. Both trained architectures output character labels, but some phonemes are multi-character (for example “a:”, “dʒ”, “aɪ”, “aɪə” or “aɪə̃”,). We already dealt with this problem in the previous section due to the Czech digraph “ch”. We decided to disregard this character in the ASR to Czech graphemes as it can be easily rewritten using “c” and “h”. Here the problem is more frequent. Many phonemes in both languages are multi-character (Czech has 13 and English 27). Hence, disregarding these phonemes might influence the model performance. Bearing this in mind, we conduct two additional experiments. The first experiment obeys the phoneme segmentation, and the second breaks all phonemes to single characters. As the English model has much greater hardware requirements, we train only Czech variants and assume the results will carry over to English.

We first attempt to follow the phoneme segmentation given by the `phonemizer`. `phonemizer` can output phonetic transcriptions including separators between phonemes and words. We use “|” as the phoneme separator.

In the second attempt, we decompose all multi-character phonemes. Additionally, we break single-character phonemes that consist of combining letters and we replace these special letters with a placeholder. Note that the substitute letters I, L, T, R were chosen so that they do not occur in the respective language. So, for example the Czech word “případně” with the phonetical transcription “p̥ɪi:padɲe” is rewritten to “prTRI:padɲe”.

**Czech ASR** For training and testing, we use the “phonemized” corpus of the Czech Parliament Plenary Hearings. As the dataset is five times smaller than English corpora, we utilize the smaller QuartzNet.

We train off the best model from the previous experiment described in Section 2.1. This model yields WER of 4.91 % on the development and 6.42 % the test set on the Parliament corpus using beam search with decoding.

The Adaptation Step takes 2000 steps. As the model’s memory footprint is smaller during this phase, we increase the batch size to 256. Two thousand steps are warm-up, the maximal learning rate is  $4 \times 10^{-3}$ .

The full training takes 30000 steps. The model memory requirements increase, therefore we reduce the batch size to 32. We also reduce the learning rate to  $10^{-3}$ .

Both experiments with phonemes alphabets (the broken and non-broken one) use the same configuration.

**English ASR** For the training and evaluation of English ASR, we translate to phonemes the corpora LibriSpeech and Mozilla Common Voice (again using the `phonemizer` tool). We use both (shuffled) datasets for the Adaptation and Full training phases.

The training is executed on 10 NVIDIA GTX 1080 Ti GPUs with 11 GB VRAM.

We train off the Jasper ASR model as available online.<sup>7</sup> This model was trained on the LibriSpeech, Mozilla Common Voice, WSJ, Fisher, and Switchboard corpora.

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<sup>7</sup>[https://ngc.nvidia.com/catalog/models/nvidia:multidataset\\_jasper10x5dr](https://ngc.nvidia.com/catalog/models/nvidia:multidataset_jasper10x5dr)

The model yields 3.69 % on the test-clean, and 10.49 % on the test-other using greedy decoding on the LibriSpeech.

The Adaptation phase takes 2000 steps. As the model’s memory footprint is smaller during this phase, we increase the batch size to 64 (global batch size is 640). One thousand steps are warm-up; the maximal learning rate is  $4 \times 10^{-3}$ .

The Full training takes ten epochs. The model memory requirements increase, therefore we reduce the batch size to 16 (global batch size is 160). We also reduce the learning rate to  $10^{-3}$ .

## 2.2.4 Evaluation

In this section, we review the course of training and evaluate the models’ performance.

Note, the results are not directly comparable with graphemes. The mapping to phonemes is not a 1-1. For example in American English *I am* maps to only one “phoneme word” [aɪəm].

**Czech** The course of the Czech training is displayed in Figure 2.3 and the final evaluation is in Table 2.4.

As expected, rapid Phoneme Word Error Rate (PWER) fall at the beginning of the training (see Figure 2.4) proves that the grapheme and phoneme recognition tasks are indeed similar because the pre-trained weights adapt so quickly and well to the new target units.

We made a surprising observation: beam search decoding is always worse than greedy decoding. We tested the beam sizes of power two from 1 to 64. We use two different beam search implementations: TensorFlow<sup>8</sup> and Baidu’s CTC decoder<sup>9</sup> with KenLM<sup>10</sup> language model.

Using TensorFlow, we got the best result 9.14 % PWER, about 0.2 % percent point higher than with the greedy search for multi-character ASR. For single-character ASR, the difference is even more significant: 9.09 % for greedy and 9.53 % PWER for beam search.

We also tried adding a language model to the second CTC decoder.<sup>11</sup> Using KenLM, we trained a 3-gram language model on phonemized Czech part of the CzEng. For both single- and multi-character phonemes, the language model helps. The result for the single-character setup is a bit better. We suspect the difference stems from our trick (substituting multi-character phonemes with a new single character — see Section 2.2.3) to overcome Baidu’s CTC decoder limitation. Training data for language model does not contain phoneme boundaries. Some multi-character phonemes consists of two other valid single-character (or even multi-character) ones. Thus, during the substitution of multi-character phonemes, some neighboring phonemes might be considered as one phoneme and incorrectly substituted. The ASR model is trained on data with known phoneme segmentation (given by the `phonemizer`). So, during decoding, the model can sometimes output with higher probability two phonemes instead of one, while

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<sup>8</sup><https://www.tensorflow.org/>

<sup>9</sup><https://github.com/PaddlePaddle/DeepSpeech>

<sup>10</sup><https://github.com/kpu/kenlm>

<sup>11</sup>When setting LM weight to higher than 0, we found that this implementation does not support labels containing more than one character, which causes a problem to the several multi-character phonemes in the phonetic alphabet.

Phonemes	Examples
“i”, “ə” and “iə”	s ɪ ɪ i ə s    v ɛ ɪ i ə s
“aɪ”, “ə” and “aɪə”	dʒ aɪ ə n t    k w aɪə t

Table 2.3: Examples of multi-character phonemes consisting of other single- and multi-character phonemes. “|” is segmentation mark. These segmentation marks are present in ASR training data, but not in the language model training data.

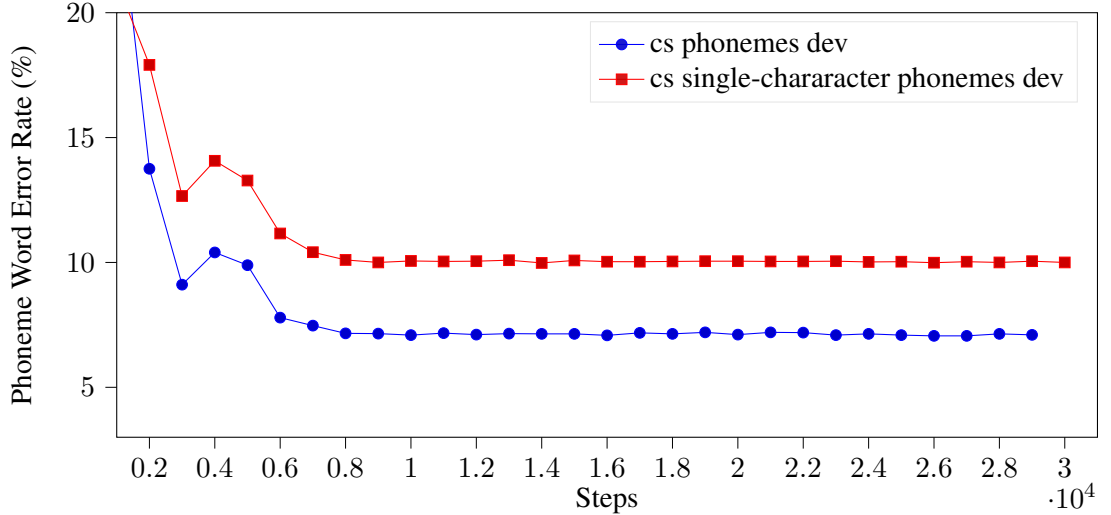


Figure 2.3: Evaluations on phonemized Czech Parliament Hearings development set.

the language model gives to these phonemes lower score (because of the training data mismatch of the language and ASR model). Illustration of this problem is in Table 2.3.

To test this assumption, we train 3-gram language models (for single- and multi-character ASR) on ASR training data that include phoneme segmentation. Note, we do not re-phonemize CzEng, as phonemization is time and power-consuming process. The best results are 8.30 and 7.74 % PWER for multi- and single-character ASR. These results are consistent with the greedy and beam search without LM decoding. Therefore, we conclude that using native phoneme segmentation is slightly better. Hence, for English, we use multi-character phonemes.

**English** The course of the English training was carried out on two development sets and is pictured in Figure 2.4. The final results on the development and test sets are in Table 2.5.

We again test beam search with and without a language model. We train 3-gram LM and use ASR training data, as these contain separated phonemes. The obtained results could be, therefore, better if we took more training data.

Again, beam search decoding performs worse than greedy decoding. Adding a language model to re-score beams helps to reduce PWER. There is a slight reduction in the Libri Speech test-clean. Test-other gets better about three % points PWER. For the Common Voice test set, the PWER reduction is considerable — almost 40 % compared to the greedy decoding. As a possible explanation why LM helps Common Voice so much is that nearly two-thirds of the LM training data come from this data set and there is a significant overlap of sentences in the training data and the test set.

Type	Method	Adaptation phase	Full training		
			greedy	beam s.	beam s. with LM
dev	multi-char. phonemes	13.75	7.09	-	-
	single-char. phonemes	17.91	10.04	-	-
test	multi-char. phonemes	-	8.94	9.14	8.30
	single-char. phonemes	-	9.09	9.53	7.84

Table 2.4: Results in % of *Phoneme* Word Error Rate (PWER). The language model is trained on CzEng. Note, PWER is not directly comparable to WER.

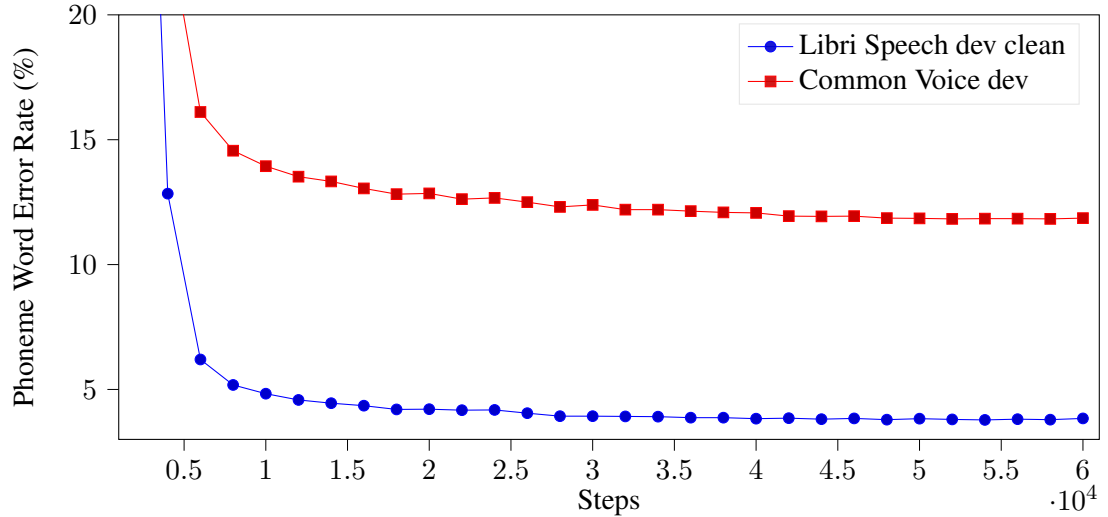


Figure 2.4: Evaluations on phonemized Libri Speech dev clean and Common Voice dev.

### 2.2.5 Conclusion and Future Work

We proposed an alternative text representation for ASR — phonemes — and trained models for Czech and English language. Further, we examined two different approaches for phoneme encoding: respecting multi-character phonemes and single-character ones. We concluded that using native, multi-character phonemes is slightly better. We also successfully trained language models for use with phonetic transcriptions.

The question whether the phoneme-based ASR works better than grapheme-based ASR, cannot be answered simply. The mapping between graphemes and phonemes is not straightforward. Therefore, we leave it to the next chapter.

In the future, we would like to examine coarse-to-fine methods for improving phoneme-based ASR. We believe that similarly to grapheme-based ASR as observed in Section 2.1, this could reduce the training time and lower the final PWER.

Another technique, multi-task learning, proposed and applied in HMM-based ASR by Chen et al. [2014], could source of a further performance boost.

Type	Corpus	Adaptation phase	Full training		
			greedy	beam s.	beam s. with LM
dev	Libri Speech Clean	46.07	3.84	-	-
	Common Voice	54.69	11.86	-	-
test	Libri Speech Clean	-	4.18	4.48	3.58
	Libri Speech Other	-	11.48	11.67	8.57
	Common Voice	-	10.21	10.47	6.46

Table 2.5: Results in % of *Phoneme* Word Error Rate (PWER). The language model is trained on phonemized ASR training data. Note, PWER is not directly comparable to WER.

### 3. Enhanced ASR

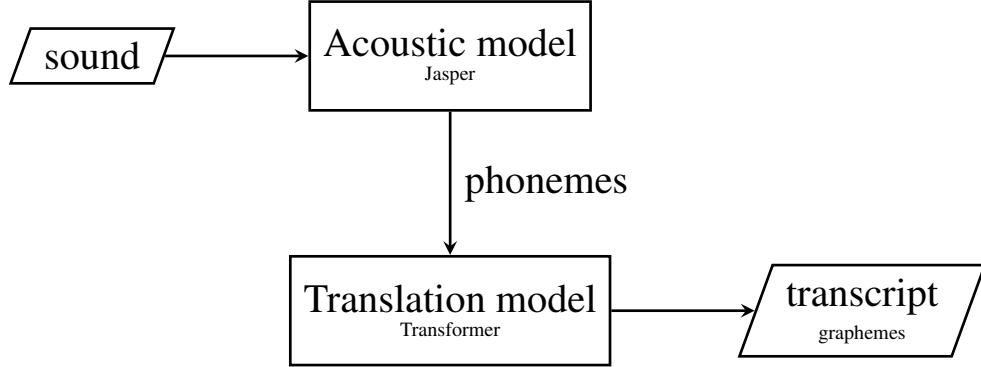


Figure 3.1: Enhanced ASR pipeline. The input sound is first transcribed to phonemes using Jasper/QuartzNet “acoustic” model. Phonemes are fed to the “translation” model. Translation model not only translates, but also fix some errors in the ASR output and produces orthographic transcriptions.

In this chapter, we describe and build enhanced ASR. We propose to split a conventional end-to-end ASR into two successive models:

1. an acoustic model that outputs phonemes instead of graphemes,
2. “translation” model that consumes previously outputted phonemes and translates them into the graphemes.

Illustration of proposed enhanced ASR pipeline is in Figure 3.1.

The main idea is that the translation model that comes right after the acoustic model in our setup not only “blindly” translates phonemes into graphemes, but also corrects errors. Errors can occur, for example, due to adverse conditions during voice recording (e.g., background noise), speaker’s dialect, or pronunciation errors. Some of these errors may be obscure for a person, as we are naturally able to communicate in a noisy environment. The motivation for the introduction of such a translation step into our pipeline is that such a model better understands language and can take more extended context into account when compared with plain end-to-end Jasper model. Furthermore, we can utilize other non-speech corpora, e.g., available monolingual data to a fine-tune part of our pipeline.

We decided to use phonemes as intermediate representation. We believe that conventional grapheme representation is too complicated and constrained for some languages with complicated rules of mapping speech to a transcript. This issue becomes immense when dealing with dialects and non-native speakers.

We, step by step, describe the selection of hyperparameters and training of the translation model for the enhanced ASR pipeline. First, we discuss and experiment with source encoding, and afterward, we train the model.

The chapter is organized as follows: we first review related work in Section 3.1. In Section 3.3, we experiment with various approaches to text encoding. In Section 3.4 and ?? we present the main objective of this chapter — translation model for ASR.

## 3.1 Related work

In this section, we review related work. We examine ASR-related work in Section 3.1.1, and in Section 3.1.2 we take a closer look at text encoding.

### 3.1.1 ASR

We already reviewed usage of phonemes in ASR in Section 2.2.1. At this point, we further expand corresponding work.

One of the main challenges of this chapter is to build a phoneme-to-grapheme (P2G) translation model. In most studies, the P2G translation is utilized for enhancing ASR. More precisely, for out-of-vocabulary (OOV) words, the ASR system outputs phonemes instead of phonemes. P2G then tries to find proper orthographic representation. Examples of studies employing P2G in this manner are Decadt et al. [2001], Horndasch et al. [2006], Basson and Davel [2013].

One of the first attempts on P2G translation is Reddy and Robinson [1968]. Authors propose to use a tree-structure mechanism to keep track of the possibilities at various stages combined with phoneme-to-word dictionary and the structure of the English language. To speed up the translation process, the authors divide the dictionary into ten sections determined by parts of speech. Authors also consider erroneous input. They propose to have more dictionary entries (for example, to account for dialects) and human aid.

Another study in P2G translations conduct Decadt et al. [2001]. They apply P2G to enhance the readability of out-of-vocabulary (OOV) output in speech recognition. In their setup, ASR outputs standard (orthographic) text for known words. For OOVs, phonemes are outputted. Because the phonemes are hard to read for most users, authors propose to translate phonemes using memory-based learning. Specifically, they offer two approaches. First, to use similarity metric to find closest examples in the lexicon (features — phonemes — are weighted using gain ratio) and extrapolate result from them. Second, they propose to use IGTREE algorithm. The authors, surprisingly, report that the actual word error rate in their setup (Dutch ASR) is higher than the baseline.

But on the other hand, the output should be better readable for a person. They report that 41 % words are transcribed with most one error, and 62 % have only two errors. Furthermore, most of the incorrectly transcribed words do not exist in Dutch.

Horndasch et al. [2006] introduce data-driven approach MASSIVE. Their main objective is to find appropriate orthographic representations for dictated internet search. Their system iteratively refines sequences of symbol pairs in different alphabets. In the first step, they find the best phoneme-grapheme alignment using the expectation-maximization algorithm. In the second step, they cluster neighboring symbols together to account for the insertions. Finally,  $n$ -gram probabilities of symbol pairs are learned. During the inference, the input string is split into single symbols. For each symbol is generated all possible symbol pairs. According to the beam width, the best sequences are taken. On the German CELEX lexical database, they obtain 96.1 % word accuracy. For English CMU, they obtain an accuracy of 87.2 % for 10-fold cross-validation.



### 3.1.2 Text encoding

In this subsection, we give a brief overview of text encoding related work. High-level review of text representation in NMT can be found in Section 1.4.2. In this part, we study work on various techniques for enhancing translation quality.

Note that some authors use terms “*BPE size*” and “*number of merge operations*” as synonyms. But, the actual *BPE size* equals *number of merge operations* plus *characters*. In most cases, the number of characters is small relative compared to the merge-operations. Then is the discrepancy negligible. In our work, we use the term “*BPE size*” as the total number of unique entries in the BPE dictionary.

The first attempt to study the impact of BPE vocabulary size in Neural Machine Translation was made by Denkowski and Neubig [2017]. Specifically, they compare full-word systems with 16k and 32k BPEs. In their setups, they use *shared vocabularies* — BPE learning is done on a concatenation of source and target data sets. They conclude that using BPE is better than using full-word vocabularies. For BPE, they suggest using more extensive vocabulary over smaller ones in high-resource setups (in their case, over 1M parallel sentences). Reviewing their results, we observe only little performance degradation using 16k (smaller) BPE in high-resource setups. More precisely, in the DE-EN translation task by 0.4 BLEU and no difference for other configurations. Slightly better performance in low-resource tasks (0.3 and 0.4 BLEU for the EN-FR and the CS-EN, respectively).

In different direction — towards character encoding went Cherry et al. [2018]. In their study, the authors compare BPE and character encoding in combination with LSTM NMT. They claim that artificial representations such as BPE are sub-optimal, leading to, e.g. (linguistically) improbable word fragmentations. Although they outperform BPE, they acknowledge the problem of much higher computational requirements for both training and inference.

A more in-depth study of different setups (architectures, Joint vs. Separate BPE, languages) and the impact of vocabulary sizes on NMT performance offer Ding et al. [2019]. Authors review several configurations and a broad range of BPE sizes ranging from character-level to 32K. They show that using an appropriate setting can help gain 3 to 4 BLEU points. Most experiments with smaller vocabularies (sizes up to 4K) performed better for the low-resource configuration. Although, for a high-resource setting, the larger BPE sizes are better. The authors also study joint and separate BPE. They conclude that the difference is negligible.

Another author [Gupta et al., 2019] study character-based and BPE NMT with Transformers under various conditions. They conclude that the BPE with 30K vocabulary is a standard choice in high resource settings. They also experiment with noisy data: when training on clean data, BPE performs slightly worse, however, when training on corrupted data, BPE with large vocabulary (30000) performed better as character level or BPE with a smaller vocabulary. In low-resource sc, character lever models perform better. In a high-resource scenario, however, large BPE models outperform other settings. The only exception is the WMT Biomedical test set, which contains a large proportion of obscure words.

For our specific use case, Hrinchuk et al. [2019] uses Bert [Devlin et al., 2018] original 30K WordPieces vocabulary and does not examine other sizes or other training data.

## 3.2 Experiment motivation and outline

As reviewed in the previous section, we see that the utilization of intermediate phonetic transcription is an established method in ASR. We, therefore, propose a pipeline described at the beginning of the chapter (see Figure 3.1).

Unlike the most studies reviewed in Section 3.1.1, we propose to use Transformer architecture for phoneme-to-grapheme translation. We believe that the Transformer is the best option for these tasks. The Transformer has shown its potential in many NLP tasks. Most importantly, we consider its ability to learn the structure of a sentence. We are convinced, this could help reduce errors in transcripts. Our other motivation to apply this architecture is its task versatility. Just by swapping training data, we can efficiently train a spoken language translation system. Precisely, translation of phoneme in a source language to graphemes in a target language.

We describe and evaluate training of Transformer phoneme-to-grapheme translation in Section 3.4.

Our survey in Section 3.1.2 demonstrates an essential role of text encoding on the translation model performance. Hence, preceding the model training, we first study the impact of tokenizer selection on P2G translation in Section 3.3.

## 3.3 Tokenizer selection

In this section, we review alternatives for input and output tokenization. Because of resource scarcity, we experiment only on English and generalize the conclusion to Czech.

Throughout this experiment, we use Byte Pair Encoding for the tokenization of source and target sentences. We rule out word representation. It creates models with worse performance (in terms of speed and quality) [Denkowski and Neubig, 2017]. Also, it cannot deal with out-of-vocabulary items.

We decided on separate source and target vocabularies. We are motivated by the findings of Ding et al. [2019]. In general, they did not observe the difference when using shared and separate vocabularies. They encourage the practitioner to consider a particular use case. In our task, the input and output alphabets — phonemes and graphemes — are different. In this experiment, we choose 8k BPE for target tokenization. We follow authors of NeMo toolkit<sup>1</sup>. They claim this BPE size should help lower memory footprint and hence increase throughput leading to faster convergence. As training data, we use phonemized CzEng corpus.

As we previously discussed, the selection of training data and the size of vocabulary for target BPE is relatively straightforward. On the other hand, considering the source may be corrupted as the ASR system produces it in our setup, there arise two questions:

- is better to use smaller or larger vocabulary size?
- which training data to use to train the tokenizer (uncorrupted data translated from CzEng using `phonemizer`, data obtained from ASR or mixture of both)?

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<sup>1</sup>[https://nvidia.github.io/NeMo/nlp/neural\\_machine\\_translation.html](https://nvidia.github.io/NeMo/nlp/neural_machine_translation.html)

### 3.3.1 Experiment outline

Our task differs from the situations described in previous work. Hence there is no clear answer to our previously stated questions.

To resolve these questions, we conduct a series of experiments. We train 16 Transformers, each with different source vocabulary (sizes with a step of multiple of four: character-level, 128, 512, 2k, 8k, and 32k. Each BPE size except for character-level is trained on clean, corrupted, and mixture (procedure generating corrupted data is described in Section 5.2). Target vocabulary remains the same for all configurations — 8k trained on clean graphemes, phonemized filtered CzEng 1.7. Afterwards we evaluate their performance on “corrupted” dev sets that were obtained in Section 5.2.

Taking into account the time and hardware complexity of training Transformer `big` configuration, we choose the `base` setting for these experiments. We believe the behavior of the model will still be reasonable alike.

### 3.3.2 Data preparation

Source BPE vocabularies are trained on: clean filtered CzEng for *clean* setup and corrupted data from ASR ensemble setup (see Section 5.2). We have approximately 7M corrupted sentences. For *mixture* setup, we took a random subset of 7M from clean filtered CzEng. We do not take the whole CzEng as it has 57M sentence pairs.

As training data for Transformers, we use corrupted data from our ASR ensemble setup. We selected two development sets: first the *dev clean* set from LibriSpeech and second the *dev* set from Common Voice. The reason is that LibriSpeech contains longer utterances than Common Voice, but on the other hand, the former has lower WER than the latter. It is also worth noting that LibriSpeech *dev clean*’s utterances are twice that long on average (107 characters versus 52 characters).

### 3.3.3 Training

As mentioned previously, we use Transformer `base` configuration. We alter maximum sequence length to 1024 because for character-level, 128, and 512 BPE configurations, many sentences do not fit into the model. We train all models for 70000 steps on one GPU using the same batch size for all configurations: 12000 tokens.

Overview of runs is pictured in Figures 3.2 and 3.3. Final results on development sets of all experiments are in Tables 3.1 and 3.2.

### 3.3.4 Results and analysis

Final results of all experiments are in Tables 3.1 and 3.2 for development sets and in Tables 3.3 to 3.5.

Graphical comparison is in Figures 3.4 to 3.6.

First of all, we can observe a drastic reduction of WER for the Common Voice test set compared to the Libri Speech test other. Acoustic model performs similarly on both test sets (measured in PWER — see Table 2.5). We take a closer look at the training data. Common Voice filtered has 611990 recordings, but 81334 unique transcripts. This means that the same text has been recorded multiple times or by many speakers. Common Voice “corrupted” has 3262524 unique ASR-provided transcriptions (meaning that a sentence has a single error) and 80710 different true transcripts.

Size	Clean	Corrupt	Mixed
character	5.82	-	-
128	6.03	5.69	6.69
512	5.54	5.50	5.49
2k	5.48	5.27	5.46
8k	5.44	5.39	5.47
32k	5.18	5.24	5.25

Table 3.1: Results in % of word error rate on the Libri Speech dev set.

Size	Clean	Corrupt	Mixed
character	7.55	-	-
128	7.38	7.32	7.40
512	7.21	7.27	7.19
2k	7.12	7.20	7.22
8k	7.10	7.05	7.10
32k	6.98	7.03	6.93

Table 3.2: Results in % of word error rate on the Common Voice dev set.

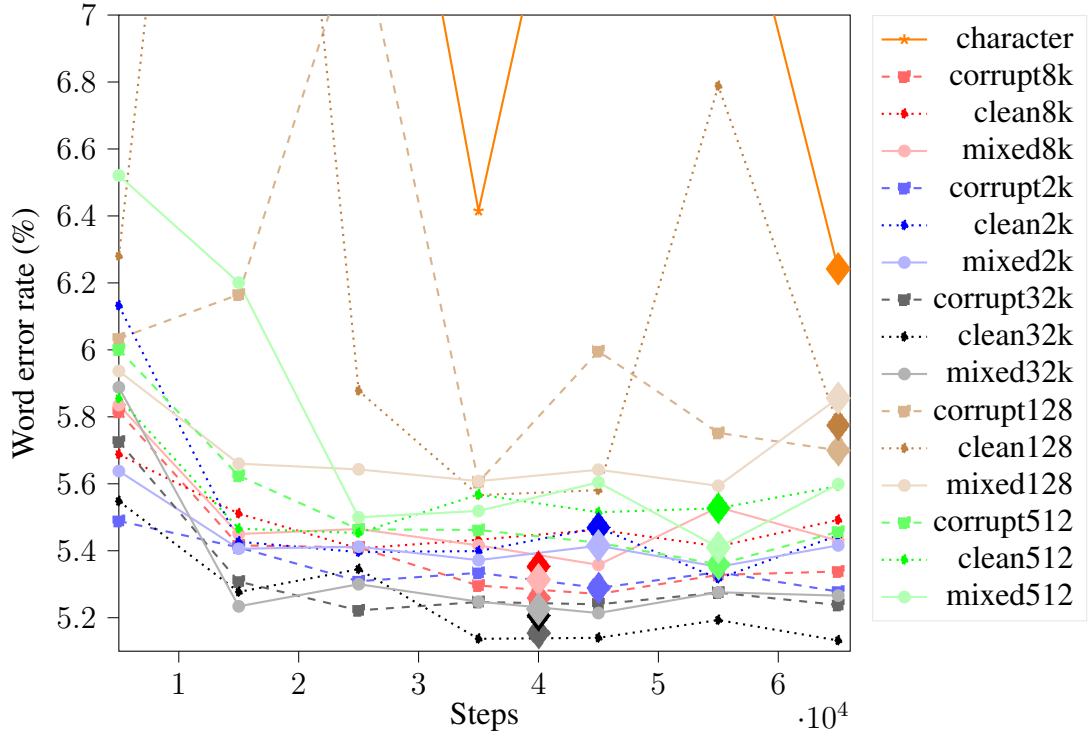


Figure 3.2: Each model is evaluated on LibriSpeech corrupted dev set (see Section 5.2) every 5000 steps. Bigger diamond marks shows where each trained model reached 10th epoch.

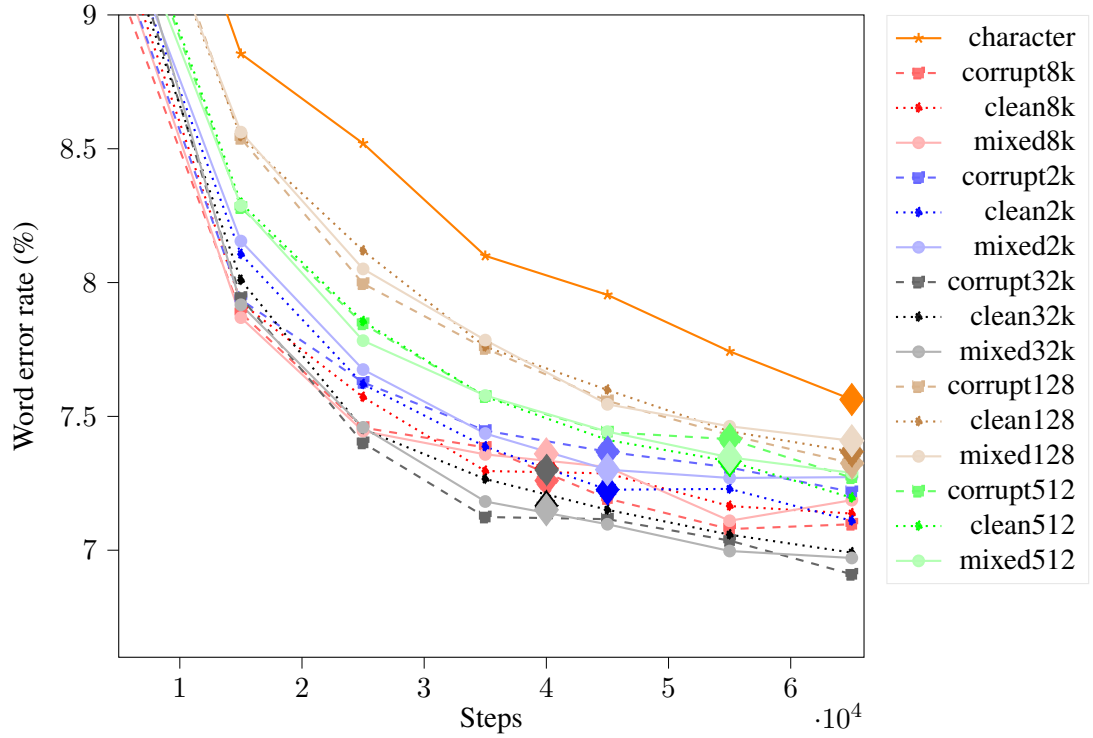


Figure 3.3: Each model is evaluated on Common Voice corrupted dev set (see Section 5.2) every 5000 steps. Bigger diamond marks shows where each trained model reached 10th epoch.

Size	Clean	Corrupt	Mixed
character	5.53	-	-
128	5.06	4.95	5.05
512	5.05	4.79	4.87
2k	4.86	5.09	4.97
8k	4.92	4.99	4.96
32k	4.81	4.65	4.55

Table 3.3: Results in % of word error rate on the Common Voice test set.

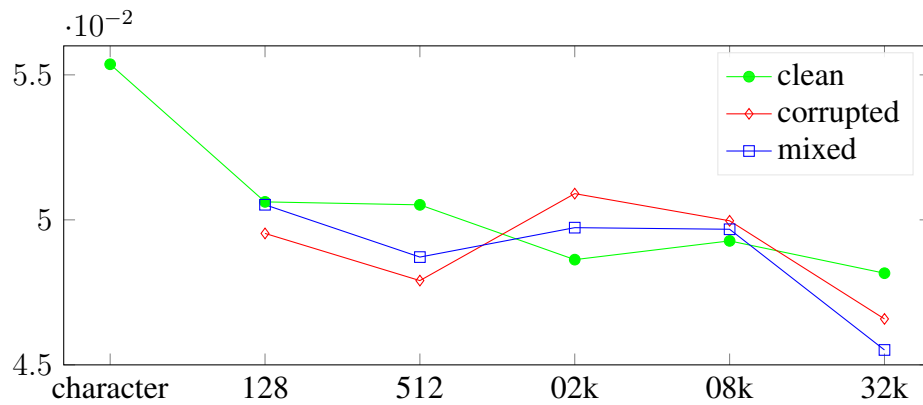


Figure 3.4: Results in % of word error rate on the Common Voice test set.

Size	Clean	Corrupt	Mixed
character	5.64	-	-
128	5.93	5.97	6.04
512	5.40	5.48	5.64
2k	5.34	5.30	5.34
8k	5.30	5.28	5.34
32k	5.19	5.25	5.18

Table 3.4: Results in % of word error rate on the Libri Speech test clean.

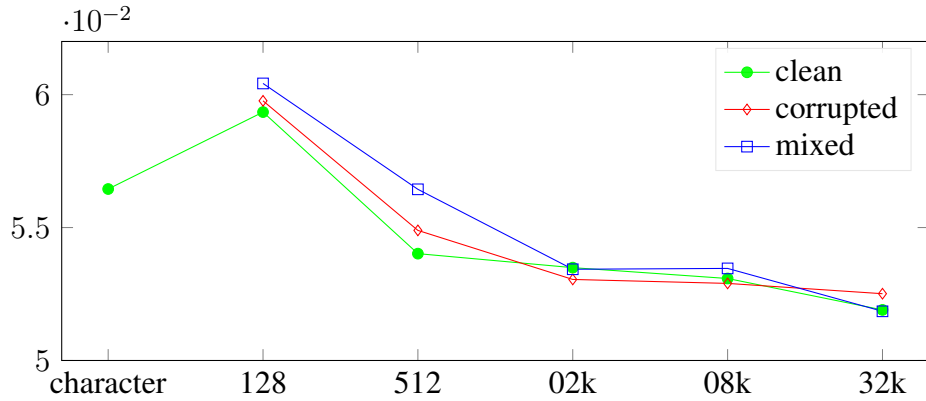


Figure 3.5: Results in % of word error rate on the Libri Speech test clean.

Size	Clean	Corrupt	Mixed
character	11.79	-	-
128	11.98	11.79	12.54
512	11.45	11.59	11.74
2k	11.60	11.45	11.47
8k	11.69	11.56	11.57
32k	11.36	11.43	11.37

Table 3.5: Results in % of word error rate on the Libri Speech test other.

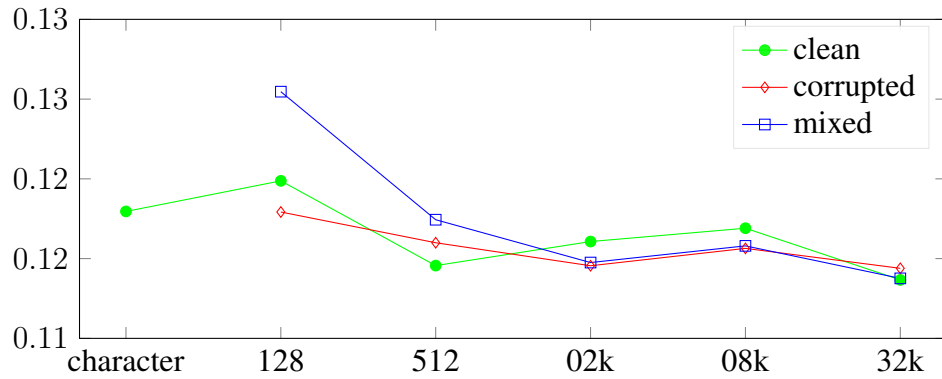


Figure 3.6: Results in % of word error rate on the Libri Speech test other.

On the other hand, Libri Speech has 281241 recordings and 281071 unique transcripts. Hence, there are almost none different recordings for the same text. “Corrupted” Libri Speech has 3844983 unique erroneous ASR transcripts with 280850 different valid transcripts. Hence, on average, each Common Voice sentence has seven different recordings and 40 individual faulty ASR transcriptions. Libri Speech, on the contrary, does not have more recordings per text and has about 13 ASR-corrupted transcripts per one original text. Hence, we are firmly convinced that the trained Transformer models are over-fitting the Common Voice dataset.

**BPE size** Character-level encoding seems to be the worst or second-worst possible representation. For the Common Voice test set, it scores almost one percentage point of WER more compared to the best result (5.53 vs. 4.55). Also, all other encodings performed almost half a percentage point better. For both Libri Speech test sets, it performed a bit better than BPE 128.

Generally, the figures suggest a clear trend: the larger the vocabulary, the better. Among the different BPE sizes, we can recognize the 32k vocabulary size has the best results systematically on all test sets.

Finally, we consider the following: a model can better learn from larger vocabulary sizes. **XXX First, a model does not have to learn low-level orthography extensively. Rather than memorizing characters (or other smaller units), it can focus on the whole sentence and how individual words interact. Second, a larger model can detect errors because of anomalies in input encoding. Larger vocabularies produce a shorter representation. Corrupted word is more likely to be broken down to smaller peaces. When a model detects such a situation, it can, for example, decide the right target word based on context, rather than the suspicious word. Such anomaly will most likely not occur in text encoded with small BPE.**

**Source of BPE training data** For Common Voice, we can witness some variation in performance. Best seems to be “mixed” configuration. Somewhat worse is “corrupted” and the worst is “clean” version. In this case, we think the “mixed” is best as it has frequent enough “corrupted” words. This enables a model to learn to translate these corrupted words to correct ones. Also, it knows enough other words, so it can adequately work with correct phonemes.

For other test sets, we observe almost none differences. Only “corrupted” configuration has slightly less performance.

**XXX We conclude, therefore, that the source of training data for BPE has almost none impact on the final result. One should consider sweeping various options for a more specific task. For example, we think it could help us sort of domain adaptation, and it could also help for dictated speech task.**

### 3.3.5 Conclusion

We carried out an extensive study on the impact of BPE vocabulary size and BPE training data sources. Based on the empirical evidence, we assume it is better to use larger vocabularies. This is consistent with Gupta et al. [2019]: in high-resource setting (as ours: we train on 7M sentence pairs) when trained on corrupted data, the larger vocabularies are better. We do not see much difference between clean, corrupt, and mix. But the selection of a particular source could be interesting for a specific task.

Therefore, in further experiments and setups, we will use 32k BPE vocabulary trained on clean training data.

## 3.4 English and Czech Enhanced ASR

In this section we describe training of the translation model of proposed enhanced ASR pipeline (see Figure 3.1). We train both English and Czech “translation” models.

### 3.4.1 Experiment outline

We seek a model for translating transcripts written in phonemes into graphemes in the same language. As previously discussed, we decided to use Transformer architecture. Translating phonemes into graphemes is a somewhat nontraditional task for the Transformer model. We, therefore, experiment with both variants of the architecture — “small” and “big”.

In Section 3.3 we studied appropriate tokenizer. We concluded the larger the BPE vocabulary, the better performance the model has. We obtained the best results with 32k BPE. We also discussed the source of BPE training data (note, not Transformer model training data). We settled that there is no essential difference between clean, corrupted, and mixed setup in general. Keeping this in mind, we use clean phonemized CzEng data in this experiment for BPE vocabulary training.

First, we are interested in model performance when trained on clean data. In this part of the work, we use clean phonemized CzEng. In Chapter 5 we further study fine-tuning of models for corrupted ASR data.

As already commented, this task is unusual for Transformer. Therefore, we try different beam sizes during the inference. We believe it could help the model to find better transcriptions by considering less likely labels.

### 3.4.2 Training configuration

We tried to follow training tips for Transformer by Popel and Bojar [2018]. We found that these suggestions do not work well with the NeMo toolkit. We tried many hyperparameter settings. We found the following to work best for our purposes:

For Transformer “small”:

**GPU(s):** one GPU with 11 GB VRAM suffices

**batch size:** 6000

**learning rate:** 0.04

**warmup steps:** 8000

**max steps:** 600000 with manual abortion

For Transformer “big”:

**GPU(s):** 10 GPUs with at least 11 GB VRAM

**batch size:** 4000



**learning rate:** 0.02

**warmup steps:** 16000

**max steps:** 600000 with manual abortion

We apply BPE dropout [Provilkov et al., 2019] as a further regularization technique. We use the dropout probability suggested by the authors — 0.1.

Because of limited resources, we use six 16 GB graphics cards for the training of Transformer “big”, and we increase the batch size to 6000.

Overview of training captured by evaluation on phonemized newstest2016 is in Figures 3.7 and 3.8.

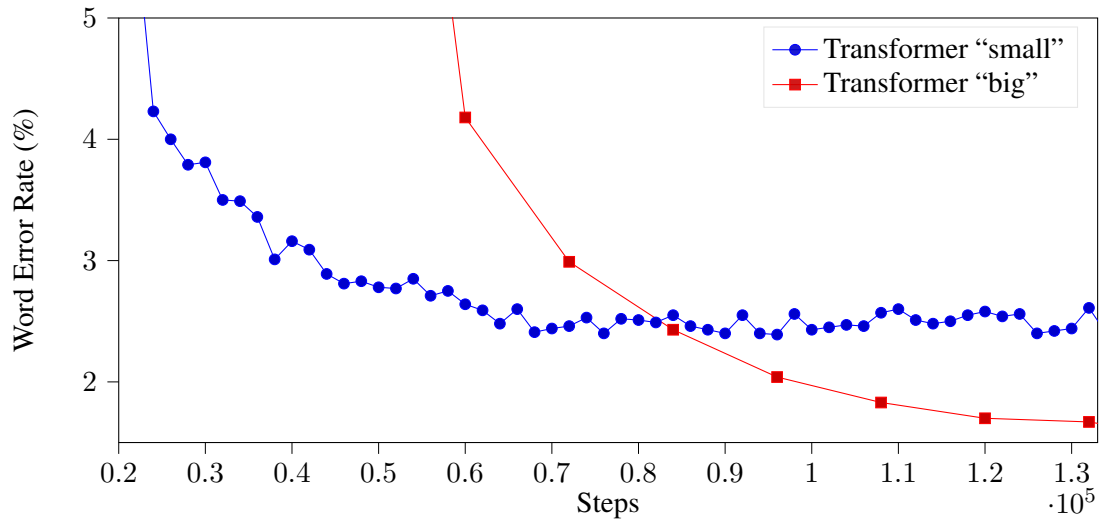


Figure 3.7: Evaluations on newstest2015 during the training. Phonemized Czech side as source and original Czech side as target.

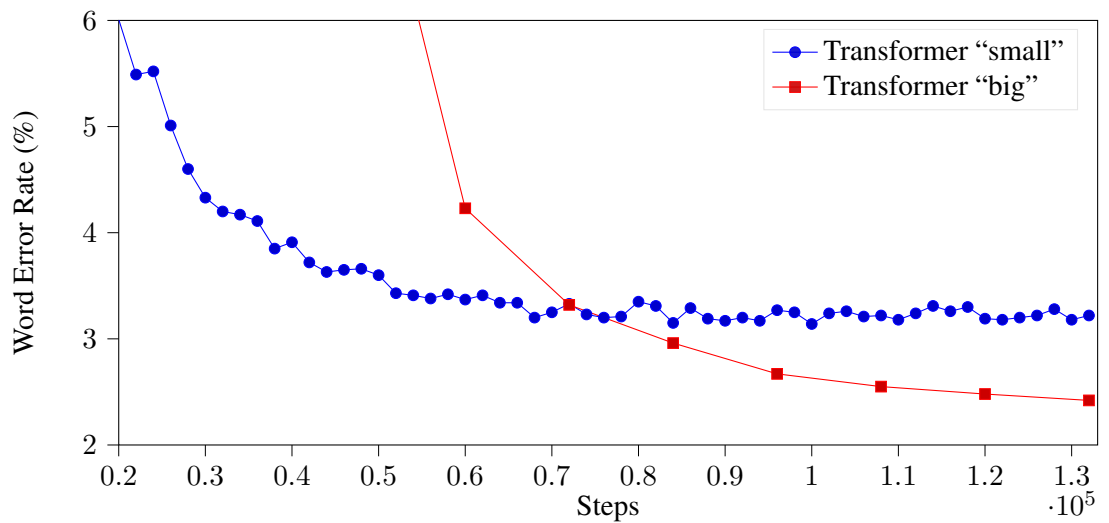


Figure 3.8: Evaluations on newstest2015 during the training. Phonemized English side as source and original English side as target.

Beam size	WER “small”	WER “big”
1	10.53	9.56
4	10.45	9.59
16	10.47	9.60
Baseline	7.64	

Table 3.6: Results in % of Word Error Rate on the Czech Parliament test set. Baseline is standalone ASR, a QuartzNet network, transcribing directly to the graphemes. We take this model from Chapter 2.

Corpus	Beam size	WER “small”	WER “big”
Common Voice	1	10.14	9.81
	4	10.02	9.72
	16	10.01	9.75
Libri Speech test clean	1	5.46	4.87
	4	5.36	4.87
	16	5.37	4.85
Jasper baseline	3.86		
Libri Speech test other	1	12.11	11.70
	4	11.99	11.67
	16	12.00	11.67
Jasper baseline	11.95		

Table 3.7: Results in % of Word Error Rate on the Libri Speech test other. Jasper baseline taken from original Jasper paper [Li et al., 2019a].

### 3.4.3 Performance evaluation

In this section we evaluate phoneme-to-grapheme translation models trained on clean phonemized data.

**Beam size** The gap for individual beam sizes is negligible. It seems that a model is relatively sure about its predictions. Given the machine phonemized data, this is not something unexpected. Later, when a model is exposed to “corrupted” training data, there could be some change in the behavior.

**Transformer “small” vs. “big”** From the results in both languages, we see that the bigger model outperforms the smaller. The difference is rather tiny — at most, 0.5 % WER. We assume that later when we introduce errors to training data, the performance gap between the variants gets higher.

**Czech Enhanced ASR** Table 3.6 compares performance in terms of Word Error Rate on the Czech Parliament corpus test set.

When compared to the baseline (our best model from Chapter 2), a plane ASR model, we see significant performance degradation. Baseline scores 7.64, and the best result for the Czech Enhanced ASR is 9.56.

First, we manually inspect obtained transcriptions **XXX see attachment**. We see the translation model is inconsistent with outputting numbers — it appears that the model

arbitrarily decides to write a number as a numeric string or a word. Essentially, this is not an error. We see that the predicted number is always correct. But WER is not able to distinguish it and counts it as an error.

Further, we observe the model to “try hard” to translate the input “as is”. The model is trained to transcribe correct transcriptions blindly. The model applies this behavior to the erroneous data, producing incorrect transcriptions.

Second, we must consider the quality of phonetic transcriptions. These are obtained from Section 2.2. The evaluation metric for these models is the Phoneme Word Error Rate (PWER). The PWER and the WER is not directly comparable. The model we used to obtain phonetic transcriptions has PWER 8.94 %. In general, we suppose the PWER to be a bit worse. Some orthographically separate words (like “I am”, or prepositions) become one phoneme word. Making a mistake in such a phoneme word can lead to a greater error rate. But there can be other linguistic phenomena. If we, for a brief moment, considered WER and PWER comparable, we observe the slightly better performance of the grapheme model. We believe there is still room for training a better acoustic model. As observed in Chapter 2, transfer learning is better than training from scratch but might lead to sub-optimal results when compared with the proposed coarse-to-fine technique.

**English Enhanced ASR** Table 3.7 compares performance in terms of Word Error Rate (WER) on three test sets — Common Voice test, Libri Speech test clean, and test other. Again, same as in Czech, we apply three different beam sizes (1, 4, and 16).

On the Libri Speech test, clean is the performance slightly inferior. On the test other, the WER is comparable. It appears the acoustic model is the bottleneck.

Similarly to Czech, the model disregards orthography and tries to match graphemes to phoneme transcriptions. The overall quality hence follows the quality of the acoustic model.

### 3.4.4 Conclusion

We proposed and trained an enhanced ASR system. We experimented with two Transformer models — “small” and “big” — and we also applied different beam sizes during the inference.

We found, the bigger models to perform better than the smaller ones. Further experiments on ASR and SLT will be therefore using the bigger architecture.

Using different beam sizes did not lead to contrasting results. Nevertheless, there is still prospect of some difference when training on corrupted data.

The trained models yet not outperform the baseline. But their performance, when naively trained on “clean” data, is only slightly worse. We are strongly convinced the model surpasses the baseline by introducing errors to the training. Another fact to consider is that the acoustic data were collected using greedy decoding. In the final pipeline, a beam search with language model re-scoring will be used.

## 4. Spoken Language Translation

In the preceding chapter, we introduced and trained an “Enhanced ASR”. The pipeline of the Enhanced ASR system consists of an acoustic model and a translation model. In the case of the ASR, the translation model rewrites phonetic transcriptions to graphemes in the language of the input.

In this chapter, we develop a Spoken Language Translation pipeline for Czech and English language — in both directions. We build the pipeline architecture upon previously proposed Enhanced ASR. From the Enhanced ASR, we take the acoustic model, which remains the identical. The essential difference is the change of target language for the translation model.

We organize this chapter as follows: first, we analyze associated work on SLT in Section 4.1. Next follows our motivation and experiment outline in Section 4.2. In Section 4.3 we describe training process and in Section 4.4 we evaluate the trained systems. Finally, we conclude the experiment in Section 4.5.

### 4.1 Related work

With the advent of Deep Learning, we observe a clear trend towards End-To-End models in SLT.

For instance, Weiss et al. [2017] presents a attention-based model. They use the very architecture as ASR — encoder, and decoder. Their End-to-End trained network outperforms ASR-MT cascade on Spanish-English speech translation task.

Our great inspiration in our work and particularly for our Spoken Language Translation, is the study of Salesky et al. [2019]. They examine an alternative speech feature representation for the End-To-End Speech Translation. The authors propose to use compressed phoneme-like speech representation. Their method first generates phoneme labels for a speech utterance. Second, consecutive frames with the same label are averaged-out. To compute the phoneme labels, authors use a hybrid HMM-DNN system implemented in Kaldi [Povey et al., 2011]. For the translation, they use a sequence-to-sequence model based on LSTM. The authors observe an improvement of the translation quality up to 5 BLEU on low- and high-resource language pairs.

### 4.2 Motivation and experiment outline

We propose to split the SLT pipeline to the acoustic and SLT model. As an intermediate representation, we implement phonemes. We are highly motivated by their success in the Salesky et al. [2019]. Also, as reviewed in earlier chapters on ASR (Chapters 2 and 3), phonemes are a competitive representation unit in speech processing.

In our Spoken Language Translation pipeline, we take the acoustic model from the Chapter 2. Specifically, we use the ASR to the phonemes. As a translation model, we utilize the Transformer architecture.

We compare our proposed SLT system with a more conventional SLT pipeline — an ASR-MT tandem.

## 4.3 Training

Following the experiment outline from the preceding section, we train two translation models. Additionally, we also train baseline translation models.

The training procedure remains mostly identical to the training scheme in the Enhanced ASR (see Section 3.4.2). As we concluded in the Section 3.4.4, the bigger Transformer is a better fit for the ASR task. Furthermore, the translation task to a different language is an even more difficult problem. Accordingly, we work only with the Transformer “big” in this chapter.

For evaluation during the training of phoneme-to-grapheme models we use `newstest2015`. We phonemize the source side of the data set using `phonemizer`.

Again, as determined in Section 3.3.5, we use separate vocabularies for source and target languages. Correspondingly, we use 32k vocabulary size. Source BPE is trained on a clean, phonemized Czeng dataset. Target is trained on clean original Czeng.

For training, we utilize following hyper-parameters for Transformer “big”:

- GPU(s): 10 GPUs with at least 11 GB VRAM
- batch size: 2000
- learning rate: 0.03
- warm-up steps: 8000
- max steps: 600000 with manual abortion

To attain better regularization, we involve the BPE drop-out technique proposed by [Provilkov et al., 2019]. We appoint the drop-out probability to 0.1, following the best setting from the original paper. The drop-out is applied to both the source and target.

The progression of training as evaluations on `newstest2015` is depicted for Czech to English in the Figure 4.1 and for English to Czech in the Figure 4.2. We can notice a gap between

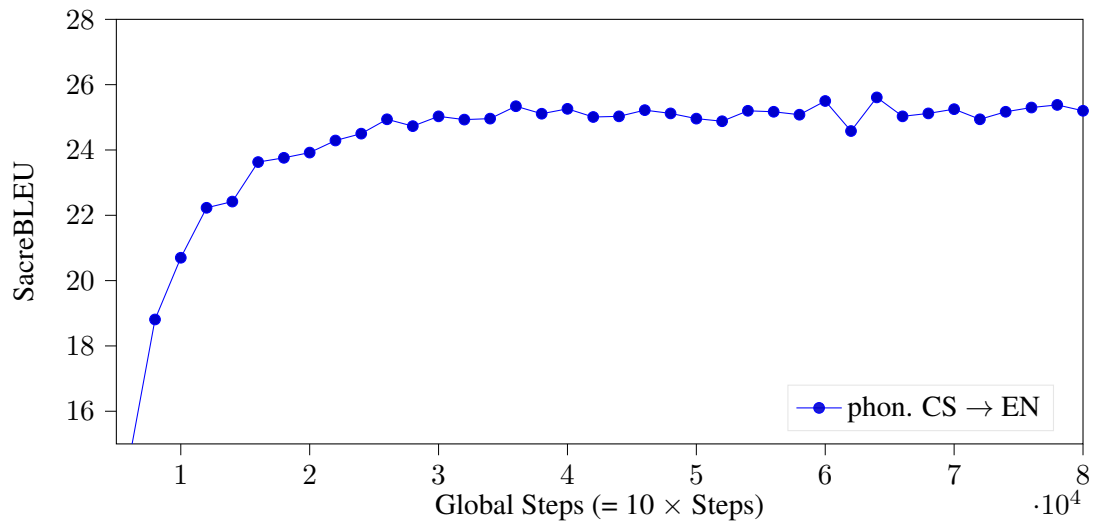


Figure 4.1: Evaluations on `newstest2015` during the training. Phonemized Czech side as source and (original, in graphemes) English side as target.

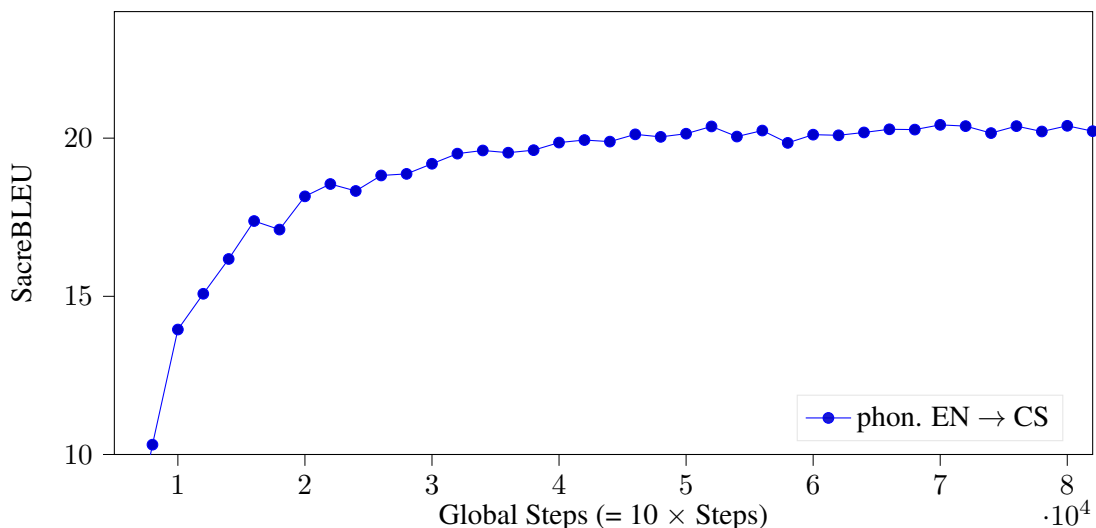


Figure 4.2: Evaluations on newstest2015 during the training. Phonemized English side as source and (original, in graphemes) Czech side as target.

## 4.4 Evaluation

In this section we evaluate trained models.

We evaluate an SLT pipeline consisting of an ASR and an NMT model. More precisely, our proposed pipeline includes an acoustic model — an ASR to phonemes — and a translation model — an NMT from phonemes to graphemes in the target language.

Note, all models used in this comparison are trained on the same data sets. The only contrast is the phonemization of transcripts for our acoustic model and translation source for the SLT translation model.

Again, as in the previous chapter, we apply different beam sizes during the evaluation.

### 4.4.1 SLT test set preparation

**XXX To the best of our knowledge, there is no SLT test set from Czech to English.** We therefore decided to create one.

We base our test set on a subset of the newstest2018. The original newstest-2018 contains more than 3000 sentences. The test set is a collection of article passages from various news. There are articles of Czech origin, but also of English one. For our purposes, we selected only the articles with Czech origin.

The re-speaker was instructed to use our online tool *Voice Recorder*<sup>1</sup>. The interface displays one sentence at time. The user can read the sentence, record it and replay. If she or he is not satisfied with the recording, the re-speaker may record a new version. With this workflow, the sentences are already segmented.

We employed one re-speaker — a Czech woman.

Because of limited resources, we were able to record 747 sentences. This resulted in 1:18:35 English, and 1:11:38 of Czech audio.

<sup>1</sup>We developed this tool within the ELITR project ([elitr.eu](http://elitr.eu)). **XXX Can I make the GH repository public?** Source code of the recorder is available at <https://github.com/ELITR/voice-recorder>

	Model alphabet	Performance
Czech	phonemes	34.33 % PWER
	graphemes	34.51 % WER
English	phonemes	18.61 % PWER
	graphemes	18.60 % WER

Table 4.1: Evaluation of acoustic models on our test set derived from `newstest2018`.

We evaluated the performance of our acoustic models on obtained test set. The results are in the Table 4.1.

We were quite surprised by the poor performance of Czech acoustic models — 34.33 % Phoneme Word Error Rate (PWER) and 34.51 % Word Error Rate (WER). We believe, this is due to the nature of the training data we used for the training of the models. The Corpus of Czech Parliament Plenary Hearings has a unique acoustic. Further, there is a high prevalence of man speakers. Ultimately, the size of the training corpus is rather small — only 400 hours.

On the other hand, the English models performed better — 18.61 % PWER and 18.60 % WER. First, the models are trained on approximately 2000 hours of speech. Also, the Common Voice dataset contains many non-native speakers.

Still, the performance is inferior to the test sets in well-known datasets (such as Libri Speech or Common Voice). This is partially due to high frequency of Czech proper nouns.

#### 4.4.2 Beam size

SacreBLEU scores in the Tables 4.5 and 4.9 are consistent with the established in the Neural Machine Translation. We see that the models are, in general, confident at each step. Enlarging the beam size leads to performance deterioration. Having a beam size of one (effectively a greedy decoding) also leads to sub-optimal translations.

The only exception to this is the English to Czech proposed SLT. The beam size of 16 outperformed other beam sizes. But the margin is only small — 0.23 BLEU. The model is probably less confident when the source is corrupted by the acoustic model.

#### 4.4.3 Czech to English

For evaluation purposes, we take the acoustic model from the Section 2.2. This model has Phoneme Word Error Rate (PWER) 8.94 % on the phonemized Corpus of Czech Parliament Plenary Hearings.

We compare our proposal with a more typical setup — a standard ASR followed by an NMT. We employ the best performing ASR model from Section 2.1. This model has a Word Error Rate of 7.64 % on the Corpus of Czech Parliament Plenary Hearings.

Table 4.5 contains SacreBLEU scores for Czech to English SLT. Translation samples are in Tables 4.3 and 4.4.

We evaluate the trained models on the SLT task and on Translation task. The SLT task differs from the translation in the source. Sources for SLT are phoneme and grapheme transcripts.

First, we evaluate the SLT task. We observe, the proposed phoneme-based system outperforms the baseline. The margin in the terms of SacreBLEU is rather small.

	Correct	Almost correct	Incorrect
Proposed	12	14	24
Baseline	7	15	28
Only <sup>†</sup> proposed	7	4	7
Only <sup>†</sup> baseline	2	5	11
Both	1	6	17

Table 4.2: Distribution of manual annotation of the Czech to English SLT. We reviewed 50 randomly selected samples.

<sup>†</sup> Only means, that in case of (almost) correct translations the other system produced incorrect translation and vice versa.

In the Translation task — with correct source — the baseline closely outperforms the proposed system.

We see that the errors introduced by the acoustic model considerably derogate the translation quality — 11 points of SacreBLEU, when compared best scores. A probable cause of such drastic BLEU score reduction is high (Phoneme) Word Error Rate of the acoustic models (more than 30 %). This is quite surprising, as the re-speaker is Czech native.

**Manual evaluation** We also assess the translation quality obtained in the SLT evaluation.

We design the evaluation procedure as a blind experiment. We use `QuickJudge`<sup>2</sup> and proceed as follows:

- we evaluate only random sub-sample of the whole test set,
- we shuffle the order of segments in test set using `--shuffle` option,
- order of hypotheses is randomly switched for each segment (to prevent favoring one particular system across the test set),
- we evaluate first 50 samples,
- we annotate hypotheses as follows:
  - “\* \*” for correct translation,
  - “\*” for almost correct translation,
  - nothing for incorrect translation,
- we consider these criteria (in the given order):
  - content,
  - validity, or at least, phonological similarity of proper nouns,
  - grammar.

Distribution of manual annotations of the Czech to English SLT is in the Table 4.2.

<sup>2</sup><https://github.com/ufal/quickjudge>



<b>Original</b>	Tomáš Rosický	František Šavov	Karim Rashid	Karel Štědrý
<b>Proposed</b>	Thomas Rozicki	Francis Sava	Cary Rashid	Karl the Generous
<b>Baseline</b>	Tomas Rizky	Frantise Saho	Cary Rash	Kanel the Generous

Table 4.3: Samples of names from Czech to English SLT.

<b>Source</b>	Obviněný podle všeho nad svým činem lítost neprojevoval.
<b>Target</b>	The accused apparently showed no regret for his actions.
<b>Proposed</b>	The accused seemed to show little remorse for his or her lack of pity.
<b>Baseline</b>	The accusation seemed to show no regret for his actions.
<b>Source</b>	Zakázku poprvé vysoutěžila v roce 2013, kdy ministerstvo průmyslu a obchodu vedl Martin Kuba ODS.
<b>Target</b>	The competition was first launched in 2013 when the Department of Industry and Trade was led by Martin Kuba of the ODS party.
<b>Proposed</b>	The contract was first won in 2013 when Martin Cuba OTS was in charge of the Ministry of Industry and Trade.
<b>Baseline</b>	She first competed for the contract in 2,13, when the Department of Industry and Trade led Martin Cuba from...
<b>Source</b>	Dvojice mladých Rusů Ilja Žirnov a Kira Čerkasovová byla pohřešována od prosince 2005.
<b>Target</b>	The two young Russians, Ilja Zhirnov and Kira Cherkasov, had been missing since December 2005.
<b>Proposed</b>	A pair of small Russians, Ilya Zirnov Akira Cherkasova, were missing since December 2005.
<b>Baseline</b>	Ilya Zernov, Akiracergasov, has been missing since December.

Table 4.4: Sentence samples from Czech to English SLT.

As suggested by the SacreBLEU score, the proposed system outperforms the baseline in manual annotation, too. The proposed SLT system produces a correct translation in more cases than the baseline (12 correct, 14 almost correct vs. 7 correct and 15 almost correct). But, we must acknowledge the overall performance of both systems is rather poor — in 24 cases (out of 50) the proposed and in the 28 cases the baseline failed to provide acceptable translations.

We discover a few notable differences while reviewing the translations. First, we find as very important a better handling of proper nouns by the proposed system. The translation are rarely without errors, but they are correctly recognized as proper nouns. Further, they tend to have a very close pronunciation to the original.

If the system does not recognizes a word, it is commonly made a proper noun (e.g., “Herec byl tehdy o 12 let starší...” translates as “Hannes was twelve years older...”). This is a bit distracting, but we see a possibility that in a broader context, the word can be understood by a user.

Interesting is also a more correct recognition on numbers. This is probably due to side-effect of the phonemization. The Czech corpus is not consistent in using numbers. On the other hand, `phonemizer` rewrites all numbers written using numeric character to words.

	Model	Source	Source error	Target	Cased, interpunct.			Uncased, no interpunct.		
					Beam Size			Beam Size		
					1	4	16	1	4	16
<b>SLT</b> (ASR source)	P2G baseline	ASR Phon ASR Graph	PWER 34.33 % WER 34.51 %	En Graph	19.47	<b>20.07</b>	19.75	19.56	<b>19.96</b>	19.43
					18.39	19.69	19.01	18.5	19.74	18.99
<b>Translation</b> (clean source)	P2G baseline	Clean Phon Clean† Graph	0 %	En Graph	30.14	30.82	30.35	30.44	30.82	30.56
					30.31	<b>31.07</b>	30.45	30.74	<b>31.55</b>	30.77

Table 4.5: Evaluation of the proposed Czech to English model (phonemes to graphemes — P2G) and the Czech to English baseline (graphemes to graphemes). We evaluate performance on SLT and Translation task. SLT task obtained source from ASR transcripts. Translation task is done on clean (original) source.

† ASR-like Graph is original lowercase source with stripped interpunction.

	Correct	Almost correct	Incorrect
Proposed	16	21	13
Baseline	18	18	14
Only <sup>†</sup> proposed	6	2	7
Only <sup>†</sup> baseline	6	1	8
Both	4	11	6

Table 4.6: Distribution of manual annotation of the English to Czech SLT. We reviewed 50 randomly selected samples.

<sup>†</sup> Only means, that in case of (almost) correct translations the other system produced incorrect translation and vice versa.

#### 4.4.4 English to Czech

We take the English acoustic model (an ASR to phonemes) from the Section 2.2. The model has a Phoneme Word Error Rate (PWER) 4.18 % on Libri Speech test clean and 11.48 % on the test other.

Baseline ASR model is a Jasper trained on Libri Speech and Common Voice. We downloaded the model from the NVIDIA NGC<sup>3</sup>.

Table 4.9 contains SacreBLEU scores for English to Czech SLT. Translation samples are in Tables 4.7 and 4.8.

Similarly, as the Czech to English SLT, the proposed system, with phonemes as an intermediate step, outperforms the baseline. Again, the difference is small — 0.52 BLEU.

Again, we manually review the quality of the both SLT systems. The distribution of manual annotations of the Czech to English SLT is in the Table 4.6.

Compared to the opposite direction (Czech to English), we found more translations to be correct or at least almost correct. Only 13 and 14 translations respectively we found incorrect. Although the direction to Czech language is more challenging, we explain this reduction of incorrect translations as the result of better acoustic models.

In the random sub-sample we evaluated, we found the translations of the baseline to be a bit better. Still, the difference is rather small. The baseline produced more correct translations, while the proposed produced less incorrect translations.

We discovered that the baseline tends to mark unknown words as proper nouns (e.g.: “This species lives...” translates as “Tento Peciés žije...”, or “...the murderer’s parents...” as “rodičů Murdereora”). We marked such translation as correct, as we think that such words can be understood in the context. Similarly, the proposed system does so, but more in the context of proper nouns (e.g., “...in the new Prima series Kapitán Exner” as “...v nové Primma Series Capitan Expert”).

With the overall translation quality, the handling adequacy of proper nouns also rises (see the Table 4.7). It is worth noting, the re-speaker was a native Czech. The Czech proper nouns are hence correctly pronounced in Czech. Therefore, we find it quite interesting, that both system were able to translate the name satisfactorily.

<sup>3</sup>[https://ngc.nvidia.com/catalog/models/nvidia:multidata%20set\\_jasper10x5dr](https://ngc.nvidia.com/catalog/models/nvidia:multidata%20set_jasper10x5dr)

<b>Original</b>	Mádlová	Donald Trump	Lucie Bílá	Simona Krainová
<b>Proposed</b>	Madlova	Donald Tramp	Rusi-Billa	Simana Cranova
<b>Baseline</b>	Madlovová	Donald Trumf	Rutiabilia	Simona Cranova

Table 4.7: Samples of names from English to Czech SLT.

<b>Source</b>	Now it is a finished product that is produced in our country.
<b>Target</b>	Nyní jde o hotový produkt, který je navíc vyráběný u nás.
<b>Proposed</b>	Nyní je to hotový produkt, který se vyrábí v naší zemi.
<b>Baseline</b>	Nyní se jedná o hotový produkt vyráběný v naší zemi.
<b>Source</b>	An extensive fire damaged the Torch skyscraper in Dubai in February 2015, ruining more than 100 apartments.
<b>Target</b>	Rozsáhlý požár poškodil dubajský mrakodrap The Torch rovněž v únoru 2015, zničil přes sto bytů.
<b>Proposed</b>	Rozsáhlý požár poškodil mrakodrap v Dubaji v únoru 2015 a zničil více než sto bytů.
<b>Baseline</b>	Rozsáhlý požár poškodil průmyslovou výrobu mrakolestných mrakodrapů v únoru, dva tisíce patnáct a zničil více než sto bytů.
<b>Source</b>	Dehydration manifests itself as a complete loss of self-sufficiency.
<b>Target</b>	Dehydratace se projeví jako naprostá ztráta soběstačnosti.
<b>Proposed</b>	Hydratace se projevuje jako naprostá ztráta sebeúčinku.
<b>Baseline</b>	Dehydratace se projevuje jako úplná ztráta soběstačnosti.

Table 4.8: Sentence samples from English to Czech SLT.

	Model	Souce	Souce error	Target	Cased, interpu <sup>c</sup> t.			Uncased, no interpunct.		
					Beam Size			Beam Size		
					1	4	16	1	4	16
<b>SLT</b> (ASR source)	P2G baseline	ASR Phon	PWER 18.61 %	Cs Graph	16.64	17.12	<b>17.35</b>	14.28	14.76	<b>14.9</b>
		ASR Graph	WER 18.80 %		16.51	16.83	16.68	14.29	14.53	14.42
<b>Translation</b> (clean source)	P2G baseline	Clean Phon	0 %	Cs Graph	21.75	22.32	22.26	19.6	20.01	20.06
		Clean <sup>†</sup> Graph			21.85	<b>22.47</b>	22.21	19.74	<b>20.09</b>	20.07

Table 4.9: Evaluation of the proposed English to Czech model (phonemes to graphemes — P2G) and the English to Czech baseline (graphemes to graphemes). We evaluate performance on SLT and Translation task. SLT task obtained source from ASR transcripts. Translation task is done on clean (original) source.

<sup>†</sup> ASR-like Graph is original lowercase source with stripped interpunction.

## 4.5 Conclusion

We proposed an SLT system. We successfully trained the models for English and Czech (in both directions). Further, we compared these models with baselines. We achieved a higher SacreBLEU score. Also, we assessed the translation quality using human evaluation. Again, we proved the finer quality of the proposed system.

In the future, we would like to review the adaptation of the system to the ASR errors. Also, other techniques known from Neural Machine Translation can be applied (e.g., backtranslation). We are convinced, the proposed systems are capable of even better translation quality.

# 5. Fine-tuning Enhanced ASR

We devote this chapter to fine-tuning ASR pipeline described in Chapter 3.

In order to build the translation part of the pipeline (see Figure 3.1) as robust as possible, we train the translation model to be capable of correcting some errors that are created by ASR. Therefore, in Section 5.2 we describe procedure of obtaining suitable “corrupted” training data which we use later on for making the translation model prone to the ASR-sourced errors.

This chapter is organized as follows: in Section 5.1 we review related work. Sections 5.2 and 5.3 describe process in which we obtain training data with “ASR errors”. Finally, ?? reviews setups for final part of proposer Enhanced ASR pipeline and trains it.

## 5.1 Related work

## 5.2 Obtaining “ASR corrupted” training data

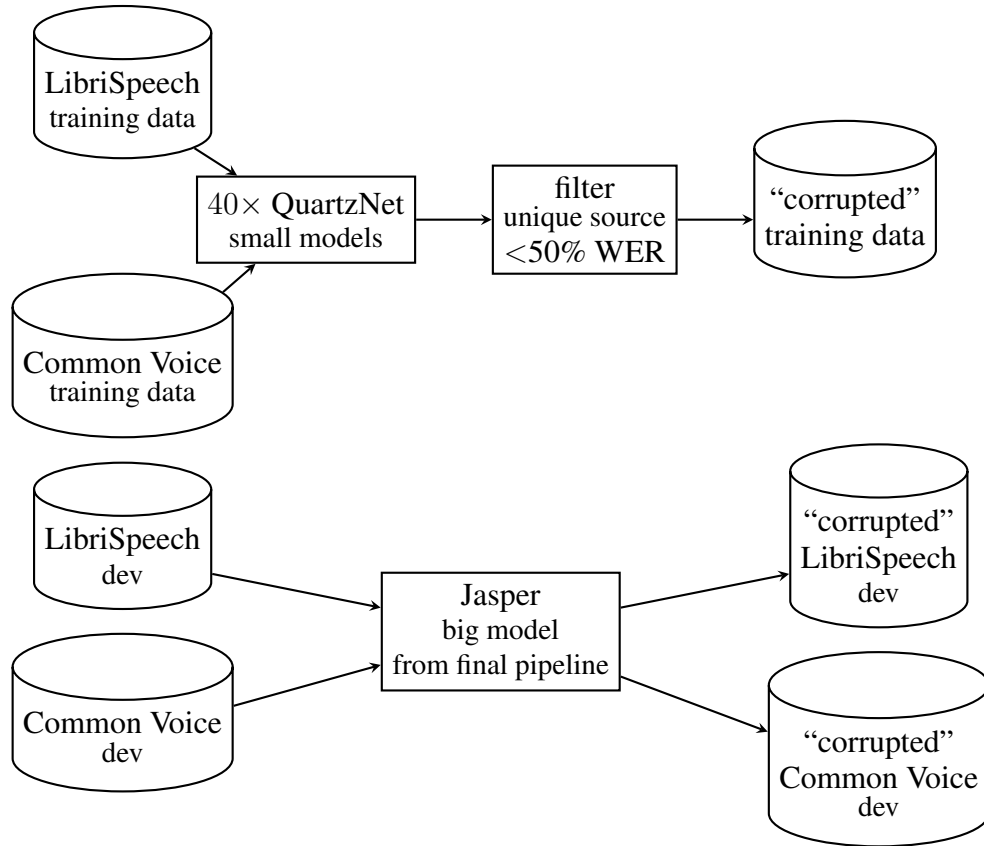


Figure 5.1: After training of 10 “smaller” QuartzNet models with 4 checkpoints made along the way (hence  $40\times$ ), training data are transcribed and filtered. Similarly, Development sets are transcribed using “bigger” Jasper model that will be in the final ASR pipeline (see Figure 3.1).

In this section we describe process in which we gather “corrupted” data from speech

recognition model. We will use these data later to improve robustness of translation model.

We design the setup similarly to that of Hrinchuk et al. [2019]. First, ten ASR models are trained. Additionally, we store checkpoints during training and keep last 4 of them, yielding 40 models. Second, we transcribe all available training data using the set of models obtained in previous step. Subsequently, we pair the “corrupted” transcriptions obtained with true transcriptions. We obtain parallel corpus of “corrupted” and “clean” sentences. These data will be then used in further training as source of “natural” noise that occurs in speech recognition.

In the later stage, we will train translation model, the second part of the proposed pipeline (see Figure 3.1). One of the requested properties is the ability to correct errors introduced by acoustic model. To be able to test this property during and after training, we prepare a special development sets. We will build on existing dev sets from LibriSpeech and Common Voice and “corrupt” them in the same manner as training data with a distinction: the final big Jasper model (that will be in the final ASR pipeline) is used instead of the ten smaller models.

Overview of the setup is pictured in Figure 5.1.

### 5.2.1 Data preparation

Speech corpora LibriSpeech and Common Voice are used. We concatenate these two and divide them into ten folds of same size. We intentionally do not shuffle the concatenated data set prior to splitting it into folds, so that the difference among the trained models is as much as possible (proportion of training data from LibriSpeech and from Common Voice will vary more). The models are trained on these folds in cross-validation manner:  $i$ -th model skips  $i$ -th fold during training.

### 5.2.2 Training

Similarly to Hrinchuk et al. [2019] we train ten models and also store checkpoints every 5000 steps. Instead of bigger Jasper we choose QuartzNet. Jasper and QuartzNet are two distinct architectures, nevertheless, they are similar enough and we assume they behave likewise. The main reason of our choice are reduced hardware requirements and hence faster convergence. In contrast with bigger ASR Jasper model that we train on 10 GPUs, each QuartzNet model for data collection is trained only on 1 GPU. After less than a day of training, the models perform almost as good as the bigger model.

Transfer learning technique is again employed to reduce training time and improve model’s performance. For English, the QuartzNet encoders are initialized with checkpoint available at NVIDIA NGC<sup>1</sup> which is trained on LibriSpeech and Common Voice. As the target vocabulary differs for our setup (phonemes instead of graphemes), we apply the method from chapter 2 and so the training is divided into phases: (1) Decoder adaptation phase: encoder is initialized with pretrained weights and is freezed while decoder is randomly initialized. Only decoder is then trained, (2) Full training: encoder is unfreezed and trained together with decoder. Adaptation phase is set to take 2000 steps and full training then continues for another 30000 steps.

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<sup>1</sup><https://ngc.nvidia.com/catalog/models/nvidia:quartznet15x5>



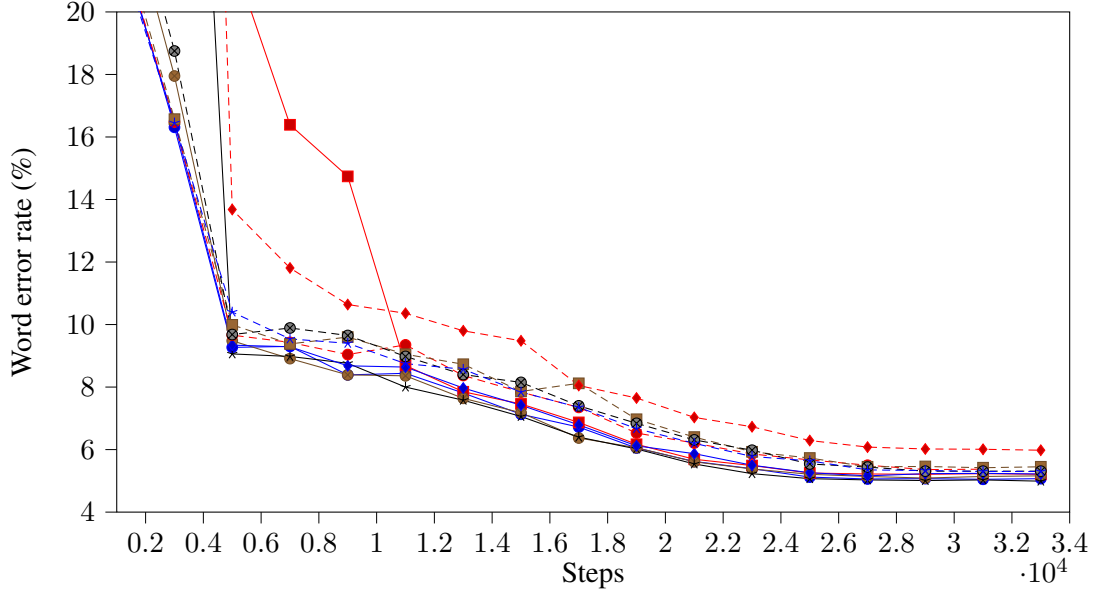


Figure 5.2: Evaluation on dev set during training of 10 models (using greedy decoding). One epoch takes approximately 24400 steps.

Model	1	2	3	4	5	6	7	8	9	10
Adapt. phase	15.17	15.02	16.66	22.15	15.07	15.39	15.24	17.44	15.38	33.05
Full training	5.07	5.21	5.16	4.99	5.22	5.34	5.45	5.31	5.30	5.98

Table 5.1: Results in % of word error rate (using greedy decoding) on LibriSpeech dev clean for all trained models.

### 5.2.3 Results

On average, after the first adaptation phase the word error rate of most models on LibriSpeech dev clean dropped under 16 % after less than 5 hours. One model had WER two times worse than others (33.05 %) and one did not converge at all. After full training which took about 15 hours, average WER is 5.3 % with very small variance. Compared with big Jasper it is only about 1.5 percent points more. Evaluations during training can be seen in Figure 5.2 and final results are shown in Table 5.1.

### 5.2.4 “Corrupted” data collection

Unlike Hrinchuk et al. [2019], in our experiment we do not employ cutout and dropout during data collection. In order to generate more data, we make checkpoints during training every 5000 steps and keep last 4 for every model. This give us 40 unique models.

Concatenated LibriSpeech and Common Voice training data are used for inference on all 40 models yielding 36M sentence pairs. We filter pairs with unique source sentence and keep pairs where word error rate is under 50 %. From the 36 millions sentence pairs we get 7M filtered sentence pairs, particularly 3.7M from LibriSpeech and 3.3M from Common Voice.

Distribution of WER in training and dev sets is visible in histogram 5.3. Following Hrinchuk et al. [2019] we filter out all pairs with WER greater than 50 %. As we can see in the histogram 5.3, only 4 % of training data are left out. We can observe that the

Set	AVG WER	Median WER	STD
Training	10.24 %	2.70 %	16.64 %
LibriSpeech dev clean	4.33 %	0.0 %	8.37 %
Common Voice dev	11.98 %	0.0 %	17.71 %

Table 5.2: Results in % of word error rate on LibriSpeech dev clean for all trained models.

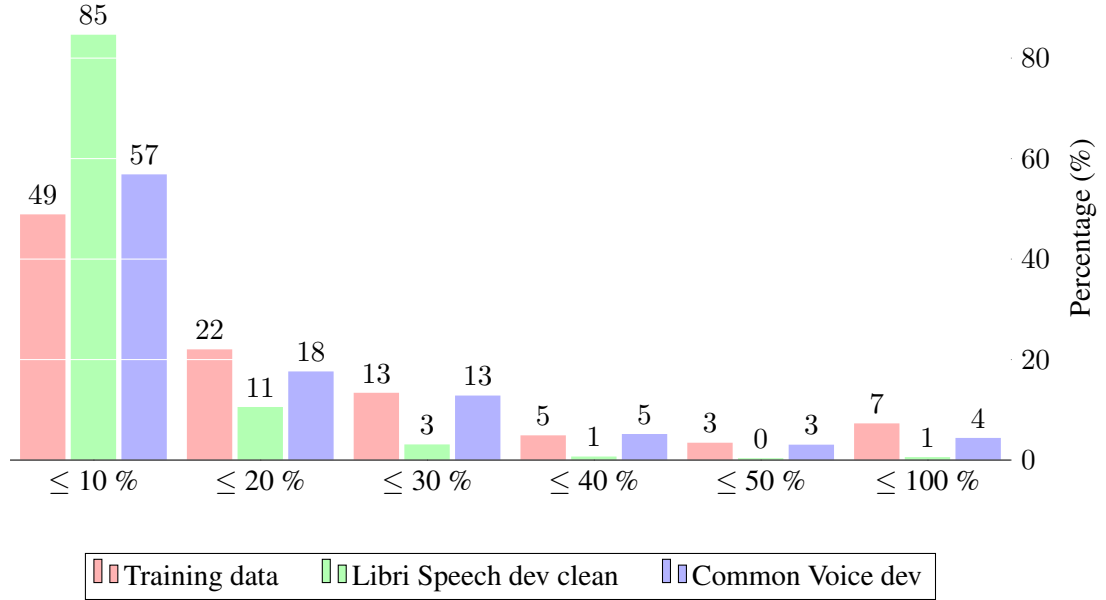


Figure 5.3: Evaluation on test set during training of 10 models.

distribution of WER for training data almost copy the distribution of Common Voice dev with training data having slightly more pairs with smaller WER. On the other hand, LibriSpeech dev clean has significantly more examples with small WER.

### 5.2.5 Error analysis

XXX description of errors in corrupted data

## 5.3 Czech ASR corrupted data

In this section we reproduce previously described task for Czech language. Most challenging is to overcome scarcity of speech data — Czech corpus has approximately 400h and we have two English corpora that yield together almost 2000h.

### 5.3.1 Task setup

Similarly to the setup described in Section 5.2: we split the available data into “folds”. Each fold then serves as a training corpus for one model. Next, we take all training data (the Parliament corpus) and put it through the previously obtained models. The output are pairs of ground-truth and “corrupted” data. Finally, we keep pairs with unique corrupted side and with word error rate under 50 %.

### 5.3.2 Training

Following the receipt from English, we employ QuartzNet architecture, train all models on one GPU and follow the same transfer learning technique. We train-off from our best performing, fully trained, Czech ASR model (see Chapter 2). Because of the Czech training data scarcity, we train only 5 folds. For more details regarding the training see Section 5.2.

### 5.3.3 Training results

Table 5.3 and Figure 5.4 offer detailed training results for all models. We observe a dramatic WER decline at the beginning (until step 12k), followed by no change until the end. There are probably two reasons for this behavior: (1) data scarcity; (2) contrast in orthography of English and Czech — Czech language has high grapheme-to-phoneme correspondence. We assume the latter to have a greater impact, as the model converged after 7 thousand steps, which is roughly right after seeing all examples once (2000 steps adaptation phase + one epoch of 4775 steps of the full training).

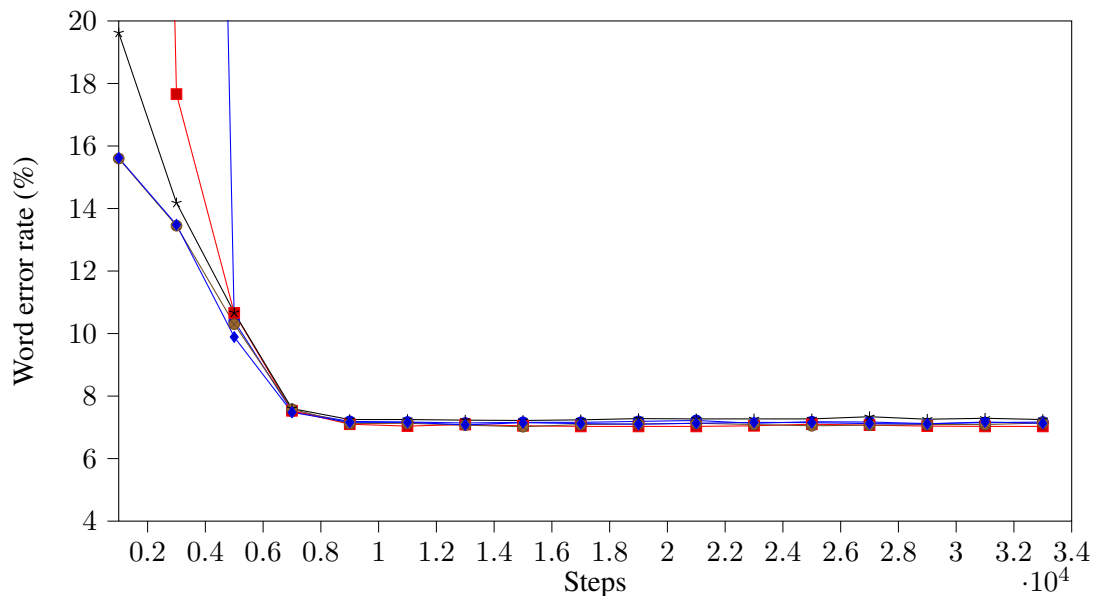


Figure 5.4: Evaluation on dev set during training of 5 models (using greedy decoding). One epoch is approximately 4750 steps.

Model	1	2	3	4	5
Adapt. phase	97.91	17.63	13.53	14.09	13.37
Full training	7.17	7.03	7.14	7.25	7.13

Table 5.3: Results in % of word error rate (greedy decoding) on LibriSpeech dev clean for all trained models.

### 5.3.4 Czech corrupted data collection

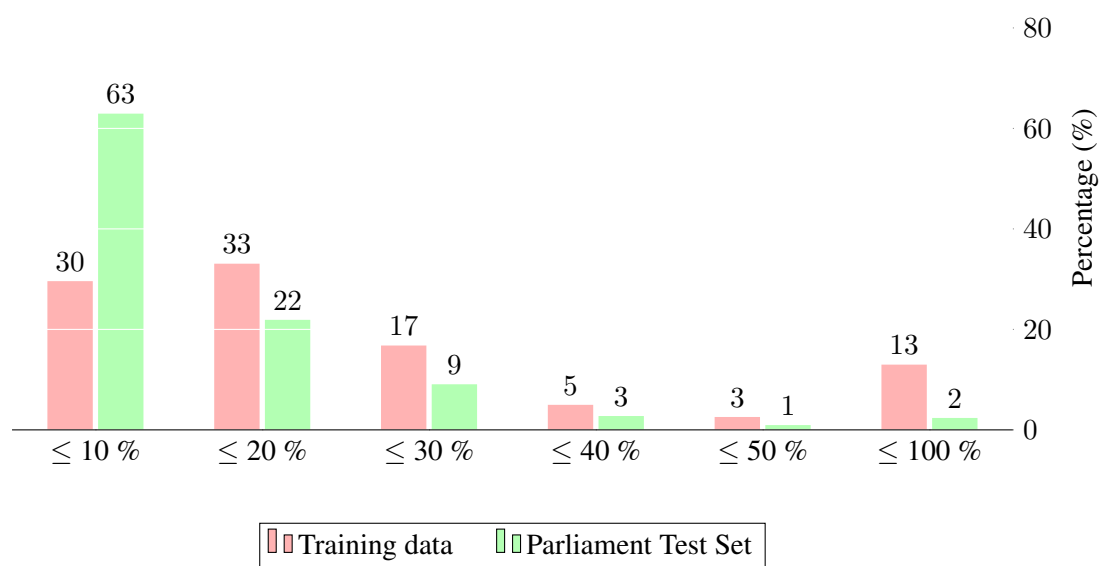


Figure 5.5: Evaluation on test set during training of 10 models.

## 6. Adaptation

[https://github.com/clab/fast\\_align](https://github.com/clab/fast_align)

## **7. ASR/SLT onlinezation**

# Conclusion

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# List of Abbreviations

ANN	Artificial Neural Network
ASR	Automatic Speech Recognition
AVG	average, mean
BLEU	
BPE	
CS	Czech
E2E	end-to-end
GMM	Gaussian Mixture Model
HMM	Hidden Markov Model
K	kilo, thousand
M	mega, million
NMT	
OOV	out-of-vocabulary
P2G	phoneme-to-grapheme
STD	standard deviation
WER	word error rate

# **A. Attachments**

## **A.1 First Attachment**