

Language Independent End-to-End Architecture For Joint Language and Speech Recognition (2017)

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Motivation / Goal

Recognize multiple languages at the same time

- ▶ Two tasks: identify language AND recognize speech (simultaneously)
- ▶ Use a single model for 10 languages (EN, JP, CH, DE, ES, FR, IT, NL, PT, RU)
- ▶ Find out if transfer learning between languages work
- ▶ End to end: Directly train sequence to sequence, no lexicon, phoneme pronunciation maps, or manual alignment

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- (a) word embeddings (word2vec) (would need fixed dictionary)

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- ▶ Different char sets for languages (abc, äàå, 漢字, , ひらがな)

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- ▶ How to output text?
 - (a) word embeddings (word2vec) (would need fixed dictionary)
 - (b) characters (one-hot)
 - ▶ Different char sets for languages (abc, äàå, 漢字, , ひらがな)
 - ▶ Just unify all character sets (5500 total)
- ▶ How to output language id?
 - (a) separate one-hot output
 - (b) as a special character: “[EN]Hello” or “[CH] 你好”

Model overview

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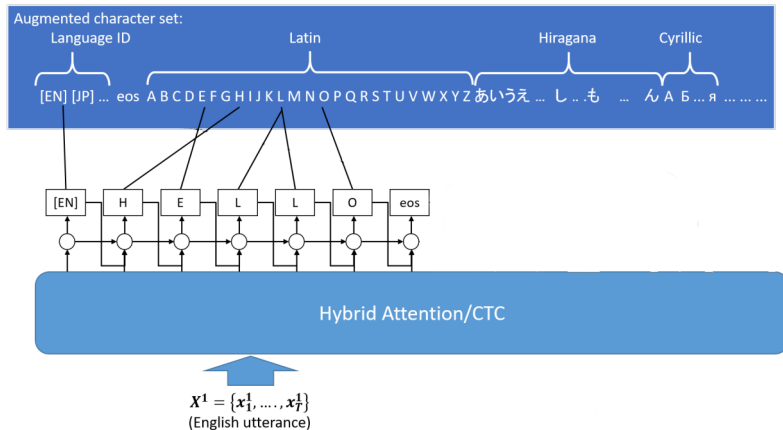


Figure 1: Model overview (from the paper)

Model overview

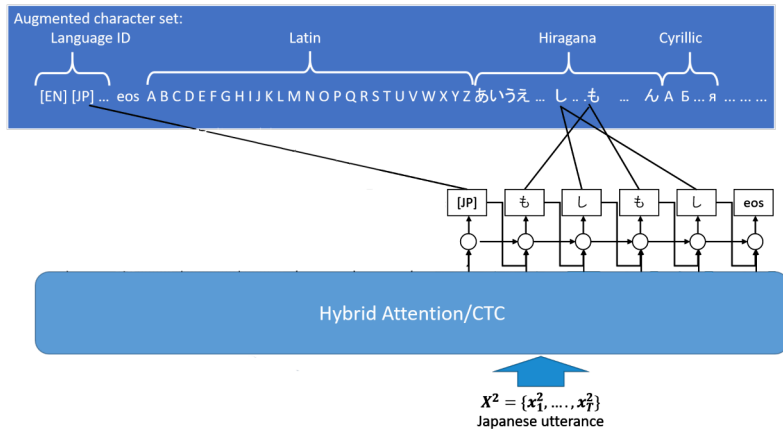


Figure 2: Model overview (from the paper)

Simple Model overview

1. Input: Basically a spectrogram as a 2D image
2. Encoder (CNN + LSTM)
3. Decoder (Attention + one directional LSTM)
 - 3.1 Soft Attention for each input frame to each output character
 - 3.2 LSTM Layer
4. Output
 - ▶ N characters from union of all languages (one-hot / softmax)

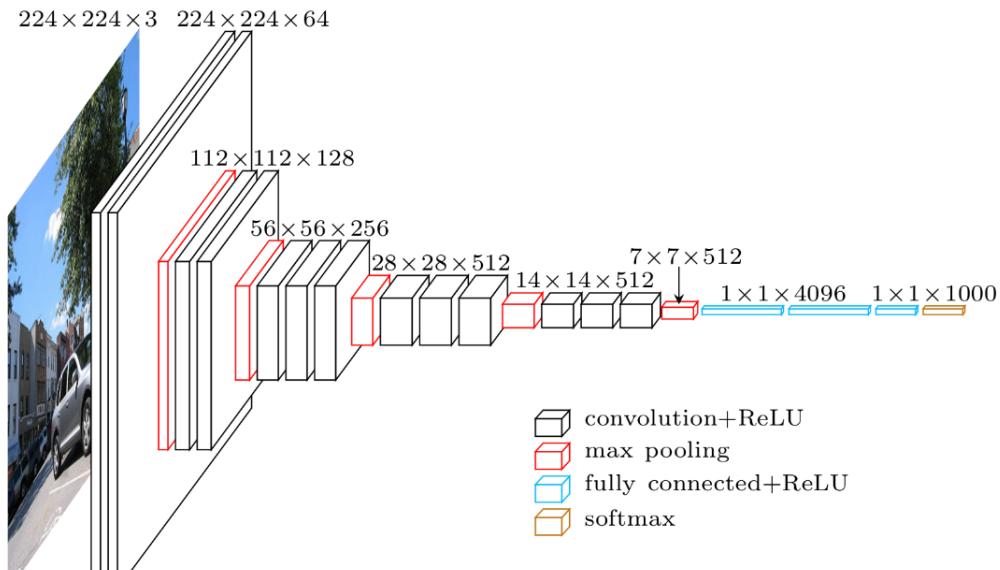
Input

(Ab)use of image processing pipeline - input formatted like a RGB image

x=time, y=feature index

- ▶ first channel: spectral features
- ▶ second channel: delta spectral features
- ▶ third channel: deltadelta spectral features

Encoder - VGG Net Architecture



Encoder - VGG Net Architecture - First six layers

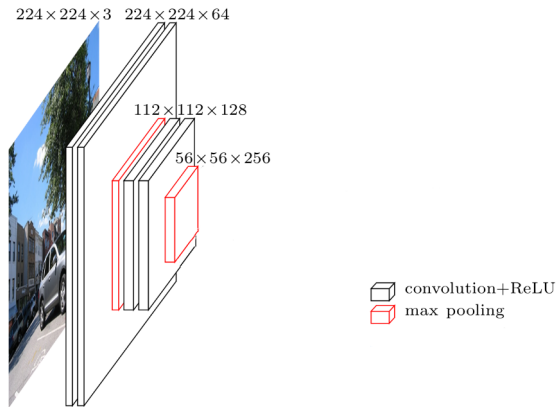


Figure 4: VGG Net - first 6 layers

Encoder - Bidirectional LSTM layer

320 cells for each direction \rightarrow 640 outputs per time step (\mathbf{h}_t)

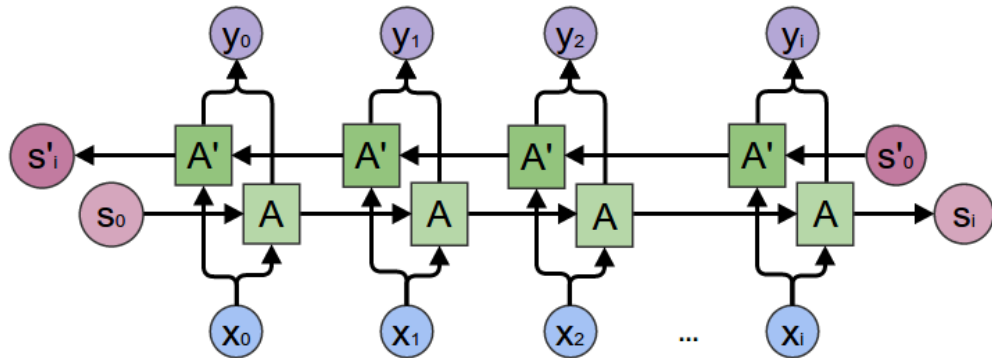


Figure 5: Bidirectional LSTM

Decoder (Attention-based)

Input: $\mathbf{x}_1, \dots, \mathbf{x}_t$

Output: c_1, \dots, c_l

1. Encode whole sequence to $\mathbf{h}_1, \dots, \mathbf{h}_t$ (via VGG+BLSTM)
2. Calculate soft attention weights a_{lt} , based on
 - (a) $a_{(l-1)t}$ (attention on same input for previous output)
 - (b) current encoded state \mathbf{h}_t
 - (c) previous hidden decoder state \mathbf{q}_{l-1}

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3. Sum encoded state with soft alignment: $\mathbf{r}_l = \sum_t a_{lt} \mathbf{h}_t$
4. Decoder = Softmax(FC(LSTM($\mathbf{r}_l, \mathbf{q}_{l-1}, c_{l-1}$)))

Problems with this simple model

- ▶ Pure temporal attention too flexible, allows nonsensical alignments
 - ▶ Intuition: In MT word order can change, in ASR it can not
- ▶ Languages must be implicitly modeled

Additions to the simple model

Problem 1: “Pure temporal attention too flexible”

Add a second, Parallel Decoder with CTC

1. Input (same as before)
2. Encoder (same as before)
3. Decoder

softmax layer per time stemp (converts 640 outputs from BLSTM \rightarrow N characters)

4. \rightarrow One output character per input frame, using CTC Loss

CTC Crash Course

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- ▶ Training: HELLO \rightarrow H-E-L-L-O \rightarrow all combinations of char duplications are ok
- ▶ Efficient computation using Viterbi / forward-backward algorithm
- ▶ Loss = - log of GT probability

\rightarrow Enforces monotonic alignment

<https://towardsdatascience.com/intuitively-understanding-connectionist-temporal-classification-3797e43a86c>

Problem 2: “Languages must be implicitly modeled”

Add a RNN-LM

- ▶ Model distribution of character sequences in languages (ignores input speech)
- ▶ Trained separately

Combine both decoders + RNN-LM

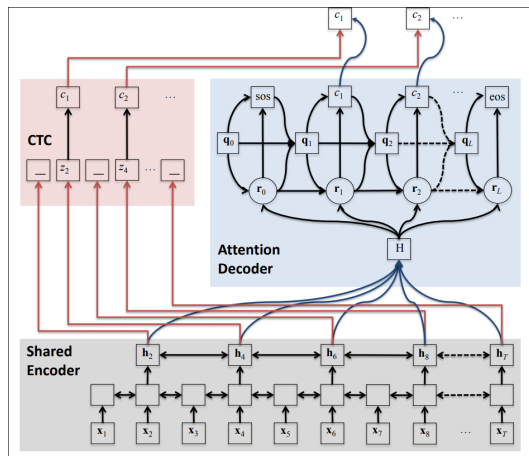


Figure 6: Hybrid CTC/attention-based end-to-end architecture (RNN-LM not shown)

Final loss function

$$\mathcal{L}_{\text{MTL}} = \lambda \log p_{\text{ctc}}(C|X) + (1 - \lambda) \log p_{\text{att}}(C|X) + \gamma \log p_{\text{rnnlm}}(C)$$

$$\lambda = 0.5, \gamma = 0.1$$

Training / Inference

- ▶ AdaDelta optimization, 15 epochs
- ▶ Inference via beam search on attention output weighted by loss function

Results

Results

| | Language-dependent 4BLSTM | 7lang 4BLSTM | 7lang CNN-7BLSTM | 7lang CNN-7BLSTM RNN-LM | 10lang CNN-7BLSTM RNN-LM |
|--------------|------------------------------|------------------------|----------------------------|--------------------------------------|---------------------------------------|
| Avg. 7 langs | 22.7 | 20.3 | 18.9 | 18.3 | 16.6 |

Figure 7: Character Error Rates (abbrev.)

- ▶ VGG-CNN improves it (by 7%)
- ▶ RNN-LM improves it (by 3%)
- ▶ Adding data in other languages improves it (by 9%)

Language Confusion Matrix

| | | CH | EN | JP | DE | ES | FR | IT | NL | RU | PT |
|----|-------------|-------|-------|-------|------|------|------|------|------|------|------|
| CH | train_dev | 100.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 |
| | dev | 100.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 |
| EN | test_eval92 | 0.0 | 100.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 |
| | test_dev93 | 0.0 | 100.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 |
| JP | eval1_jpn | 0.0 | 0.0 | 100.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 |
| | eval2_jpn | 0.0 | 0.0 | 100.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 |
| | eval3_jpn | 0.0 | 0.0 | 99.9 | 0.0 | 0.0 | 0.0 | 0.1 | 0.0 | 0.0 | 0.0 |
| DE | et_de | 0.0 | 0.0 | 0.0 | 99.7 | 0.0 | 0.0 | 0.0 | 0.3 | 0.0 | 0.0 |
| | dt_de | 0.0 | 0.0 | 0.0 | 99.7 | 0.0 | 0.0 | 0.0 | 0.3 | 0.0 | 0.0 |
| ES | dt_es | 0.0 | 0.0 | 0.0 | 0.0 | 67.9 | 0.0 | 31.9 | 0.0 | 0.0 | 0.2 |
| | et_es | 0.0 | 0.0 | 0.0 | 0.1 | 91.1 | 0.0 | 8.4 | 0.1 | 0.0 | 0.2 |
| FR | dt_fr | 0.0 | 0.0 | 0.0 | 0.1 | 0.0 | 99.4 | 0.0 | 0.2 | 0.0 | 0.3 |
| | et_fr | 0.0 | 0.0 | 0.0 | 0.1 | 0.0 | 99.5 | 0.0 | 0.1 | 0.0 | 0.3 |
| IT | dt_it | 0.0 | 0.0 | 0.0 | 0.0 | 0.3 | 0.4 | 99.1 | 0.0 | 0.0 | 0.3 |
| | et_it | 0.0 | 0.0 | 0.0 | 0.0 | 0.4 | 0.4 | 98.3 | 0.2 | 0.1 | 0.7 |
| NL | dt_nl | 0.0 | 0.0 | 0.0 | 1.3 | 0.0 | 0.1 | 0.1 | 97.2 | 0.0 | 1.3 |
| | et_nl | 0.0 | 0.0 | 0.0 | 1.0 | 0.0 | 0.2 | 0.2 | 97.6 | 0.0 | 0.9 |
| RU | dt_ru | 0.2 | 0.0 | 0.0 | 0.0 | 0.2 | 0.6 | 0.5 | 0.0 | 97.9 | 0.8 |
| | et_ru | 0.0 | 0.0 | 0.0 | 0.2 | 0.2 | 0.3 | 4.3 | 0.0 | 94.7 | 0.3 |
| PT | dt_pt | 0.0 | 0.0 | 0.0 | 0.3 | 0.3 | 2.6 | 1.7 | 3.4 | 0.6 | 91.2 |
| | et_pt | 0.0 | 0.3 | 0.0 | 0.3 | 0.0 | 0.0 | 3.9 | 3.6 | 0.3 | 91.5 |

Figure 8: Language identification (LID) accuracies/error rates (%). The diagonal elements correspond to the LID accuracies while the offdiagonal elements correspond to the LID error rates

Potential problems / future work?

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 - ▶ [...] we used 40-dimensional filterbank features with 3-dimensional pitch features
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- ▶ Input feature convolution is weird
 - ▶ [...] we used 40-dimensional filterbank features with 3-dimensional pitch features
 - ▶ redundancy (delta, deltadelta)
- ▶ Unbalanced language sets (500h CH, 2.9h PR)
- ▶ Same latin characters are used for multiple languages, while others (RU, CH, JP) get their own character set
 - ▶ Try transliterating them to Latin?

Future Work (Opinion)

- ▶ Does not work online (without complete input utterance)
 - ▶ Bidirectional LSTM in encoder
 - ▶ Could try one directional, but Language ID would completely break
 - ▶ aggregate limited number of future frames (e.g. add 500ms latency between input and output)
 - ▶ Attention does not work in realtime
 - ▶ CTC should work online

Thank you for your *attention*

Full Results Table

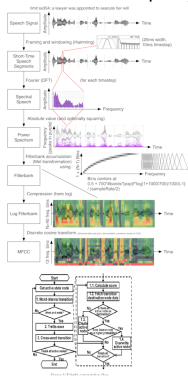
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| HKUST | CH | train_dev | 40.1 | 43.9 | 40.5 | 40.2 | 32.0 |
| | | dev | 40.4 | 43.6 | 40.5 | 40.0 | 31.0 |
| WSJ | EN | dev93 | 9.4 | 9.6 | 7.7 | 7.0 | 9.7 |
| | | eval92 | 7.4 | 7.3 | 5.6 | 5.1 | 7.4 |
| CSJ | JP | eval1 | 13.5 | 14.3 | 12.4 | 11.9 | 10.2 |
| | | eval2 | 10.8 | 10.8 | 9.0 | 8.5 | 7.2 |
| | | eval3 | 23.2 | 24.9 | 22.0 | 21.4 | 8.7 |
| Voxforge | DE | dev | 6.6 | 7.4 | 5.7 | 5.4 | 7.3 |
| | | eval | 5.2 | 7.4 | 5.8 | 5.5 | 7.3 |
| | ES | dev | 50.9 | 28.1 | 31.9 | 31.5 | 25.8 |
| | | eval | 50.8 | 29.6 | 34.7 | 34.4 | 26.7 |
| | FR | dev | 27.7 | 25.0 | 22.0 | 21.0 | 24.1 |
| | | eval | 26.5 | 23.5 | 21.2 | 20.3 | 23.2 |
| | IT | dev | 14.3 | 14.3 | 11.8 | 11.1 | 13.8 |
| | | eval | 14.3 | 14.4 | 12.0 | 11.2 | 14.1 |
| | NL | dev | 27.0 | | | | 23.2 |
| | | eval | 25.5 | | | | 22.4 |
| | RU | dev | 47.8 | | | | 45.0 |
| | | eval | 49.4 | | | | 43.2 |
| | PT | dev | 56.9 | | | | 35.5 |
| | | eval | 52.2 | | | | 31.9 |
| Avg. | 7 langs | | 22.7 | 20.3 | 18.9 | 18.3 | 16.6 |
| Avg. | 10 langs | | 27.4 | | | | 21.4 |

Related Work

- ▶ *Multilingual Speech Recognition With A Single End-To-End Model* (Shubham Toshniwal, Google)
 - ▶ separate output for language id
 - ▶ only on 9 indian languages, hard to compare
- ▶ *Hybrid CTC/Attention Architecture for End-to-End Speech Recognition* (Watanabe et al. 2017)
 - ▶ Same as this paper except only one language and more detailed

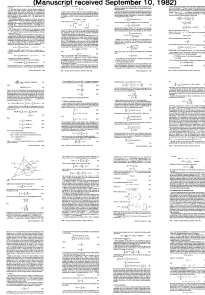
WHO WOULD WIN?

decades of research on Feature extraction,
Dynamic time warping, HMMs, Language modeling



An Introduction to the Application of the Theory of Probabilistic Functions of a Markov Process to Automatic Speech Recognition

By S. E. LEVINSON, L. R. RABINER, and M. M. SONDHI
(Manuscript received September 10, 1982)



one deepy boi

Solving universal speech recognition

By Random Author, Big Company, Random other Guy

we literally just throw an LSTM at it.