

Grapheme-Phoneme Conversion using Neural Networks

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- We try to solve the grapheme-phoneme conversion problem using feed forward n/w trained using backpropagation.
- Encoding is done in the following way. Each phoneme is represented by 7 bits as we have 69 different phonemes. Each grapheme is represented by 5 bits as we have 26 different graphemes - letters A to Z.
- The neural networks has three layers. The input layer, a hidden layer and an output layer.
- The number of neurons in the hidden layer is chosen to be the average of number of neurons in input layer and hidden layer.

Grapheme-Phoneme conversion

- In grapheme to phoneme conversion, size of input layer is $5*L$, size of output layer is $7*L$ and hence size of hidden layer is $6*L$. The value of L is set to 28
- We set the initial weights randomly and train this neural network using training data.
- Backpropagation formulae are used to generate new weights after reading each line of the corpus.

Conclusion

- We have trained the neural network for over 40 iterations
- Accuracy is measured by seeing how many graphemes have given correct phonemes on a testing data set. We have achieved an accuracy of around 30 percent.