

Prologue: Introduction to Intelligent Speech Technology

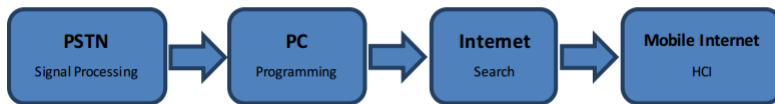
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Autumn 2017

- ▶ **Prologue: Introduction to Intelligent Speech Technology**
- ▶ **Part 1: Basic Concepts and Theories**
 - ▶ Probability and stochastic process
 - ▶ Pattern recognition and machine learning
- ▶ **Part 2: Fundamental of Speech Recognition**
 - ▶ Speech signal processing
 - ▶ Acoustic modelling (Hidden Markov Models)
 - ▶ Language modelling (n -grams)
 - ▶ Decoding algorithm
 - ▶ Large vocabulary continuous speech recognition (LVCSR)
- ▶ **Part 3: Advanced Topics of Speech Recognition**
 - ▶ Deep neural network for speech recognition
 - ▶ Discriminative training and adaptation

Intelligent Speech Technology

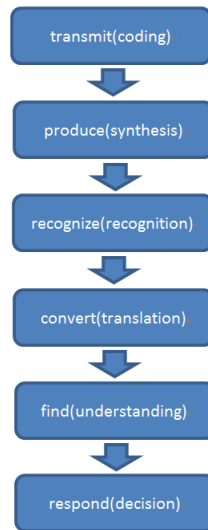


Speech interaction is one of the most important forms of Human Computer Interaction (HCI).

Speech and Language Processing

Speech and language processing aims at modelling and manipulating information from speech and text to

- ▶ **transmit (coding)** speech signal efficiently
- ▶ **produce (synthesis)** human-like natural text and/or speech
- ▶ **recognize (recognition)** underlying text and/or other information from speech signals
- ▶ **convert (translation)** text from language to another language
- ▶ **find (understanding)** semantic and syntactic content from recognized text and other info.
- ▶ **respond (decision)** to incoming semantic content to form conversation



Name a few applications?

Speech Recognition

Speak now



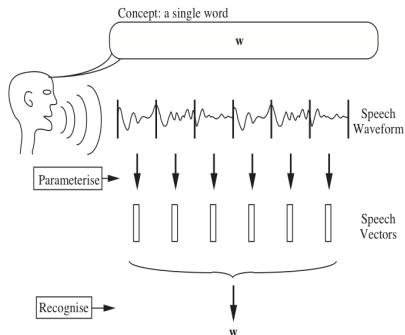
Google

Google
Hong Kong

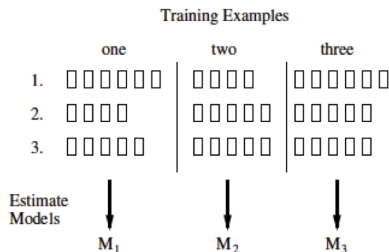


Statistical Speech Recognition

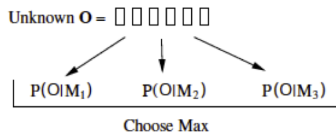
Diagram of Isolated Word Recognition



(a) Training



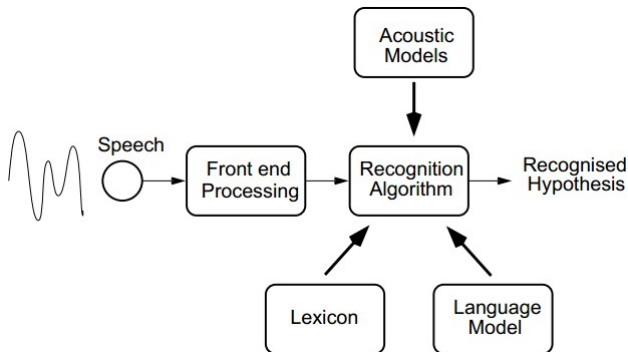
(b) Recognition



Statistical Speech Recognition

Full Architecture

$$\hat{\mathbf{W}} = \arg \max_{\mathbf{W}} p(\mathbf{A}|\mathbf{O})p(\mathbf{O}|\mathbf{L})P(\mathbf{L}|\mathbf{W})P(\mathbf{W})$$



Speech Synthesis

中文 英语 德语 检测语言

语音识别

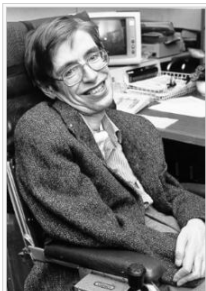
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日语 中文(简体) 英语

Speech Recognition

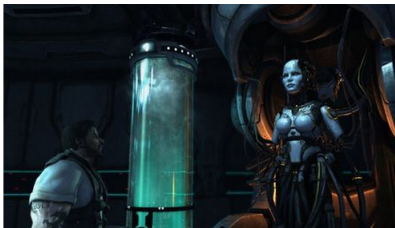
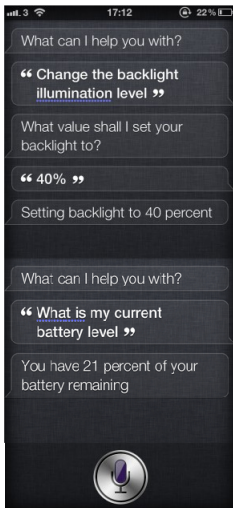
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Stephen Hawking is one of the most famous people using speech synthesis to communicate



Spoken Dialogue System



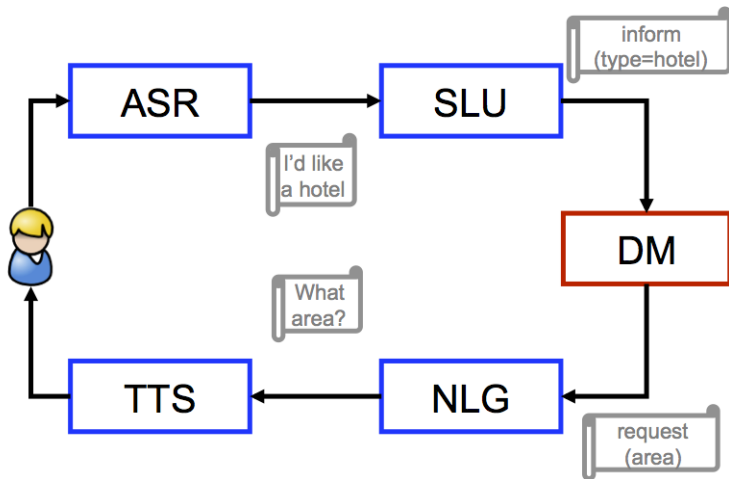
Raynor talking to Adjutant in Starcraft 2

In-car spoken dialogue system



Spoken Dialogue System

Full Architecture



Spoken Dialogue System

Task-oriented spoken dialogue system

The screenshot displays three windows from a Spoken Dialogue System interface:

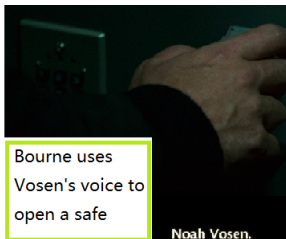
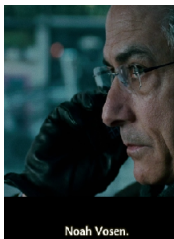
- rec window:** Contains a transcript of a dialogue. The user says: "THERE I HELP YOU HI I'M LOOKING FOR A CHINESE RESTAURANT" (utterance 7/10). The system responds: "<s> HELLO I'M THERE I HELP YOU HELLO I'M LOOKING FOR A CHINESE RESTAURANT" (utterance 8/10), "HELLO ARE IT I HELP YOU HI I'M LOOKING FOR A CHINESE RESTAURANT" (utterance 9/10), and "HELLO HOW THERE I HELP YOU HI I'M LOOKING FOR A CHINESE RESTAURANT" (utterance 10/10). The system then says: "<s> YEAH RESTAURANT IS A GREAT CHINESE". The status bar shows: Status [green bar] Time 12.1s Score [green bar] HMM iy-z+ch NAct 2521 Mode CSSA.
- Output window:** Displays the system's response: "J restaurant is a great chinese restaurant".
- Policy window:** Titled "THIS: Policy=../resources/caminfo_rest_3best_V6.pcy". It shows a table of beliefs and their meanings, with a progress bar for each belief's strength.

P/H	Belief	Meaning
4/6	find venue restaurant Chinese	
2/7	find venue !restaurant	
0/8	dontcare	
1/9	find dontcare	
3/10	find venue restaurant !Chinese	

At the bottom of the policy window, there is a section for "S Hugs, 5 Parts" and a table of dialogue acts:

Dialogue Act	Value
1 hello(=restaurant, food=Chinese, task=find)	1.00
inform(name="J. Restaurant", type=restaurant, food=Chinese)	

Recognition of Non-text Information (Speaker, Language, Emotion, Humming etc.)



	Folder
01Wb.wav	53 KB wav File
02Wc.wav	85 KB wav File
05Wb.wav	117 KB wav File
02Wb.wav	101 KB wav File
01Wc.wav	73 KB wav File
02Wb.wav	47 KB wav File
04Wc.wav	49 KB wav File
05Wb.wav	108 KB wav File
07Wb.wav	70 KB wav File
02Wb.wav	75 KB wav File
04Wb.wav	54 KB wav File
02Wc.wav	82 KB wav File
pn	Folder
it	Folder
sess	Folder
sl	Folder
ss	Folder

Emotion recognition		
EMOTION HYPOTHESIS RANKING LIST:		
1	anger	0.07546288967
2	happiness	-0.06485195733
3	neutral	-0.09173223077
4	disgust	-0.09261318645
5	fear	-0.10412725438
6	sadness	-0.15030935892
7	boredom	-0.15783858298



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Key Actions and Course Works

- ▶ **Evaluation:** No Examination
 - ▶ Attendance or request for leave (10%)
 - ▶ Projects + Talks (90%)
- ▶ **Part 1-Project 1: Basic concepts and theories (40%)**
 - ▶ **Memerize and Instantiate**
 - ▶ **Implement EM algorithm for GMM - Individual**
- ▶ **Part 2-Project 2: Automatic Speaker Verification Spoofing Detection (30%)**
 - ▶ **Derive and Practise**
 - ▶ **Design the complete system - Challenge (Group)**
- ▶ **Part 3-Talk: Advances on Speech Processing (20%)**
 - ▶ **Read and Summarize**
 - ▶ **Paper/Derivation/Tool presentation - Group**

Project 1 - EM algorithm for GMM

- ▶ **EM algorithm for GMM (40%)**
 - ▶ A simple binary classification task
 - ▶ 2-dimensional feature are provided
 - ▶ Three sets are provided: training, dev and test
 - ▶ GMM training and evaluation
 - ▶ Detailed report + Classification results + Source code

Project 2 - Automatic Speaker Verification Spoofing Detection

- ▶ **Automatic Speaker Verification Spoofing Detection Challenge (30%)**
 - ▶ 1st ASVspoofing Challenge in SJTU
 - ▶ A detection and recognition task
 - ▶ Training set and test set are provided
 - ▶ The complete system design
 - ▶ Feature extraction
 - ▶ Model training
 - ▶ Recognition or classification
 - ▶ The data and rules are the same as the ASVspoof 2017 Challenge
 - ▶ <http://www.asvspoof.org/>
 - ▶ Detailed technical report with results (formal paper style)
 - ▶ The formal ICASSP template will be provided
 - ▶ Rank & Reward

Talk - Advances on Speech Processing

► **Advanced Talks on Speech Processing (20%)**

- New Progress in Speech & Language processing
- First Read and then Present
- Any topics are welcomed
 - Speech Enhancement
 - Speech Recognition
 - Speaker / Language Identification
 - Speech Emotion Recognition
 - Language Modeling
 -

- ▶ **Probability and pattern recognition basics**

Pattern Recognition and Machine Learning.
Christopher M. Bishop, Springer.

- ▶ **Speech recognition theory and tools**

HTK Book, Steve Young, et al. Cambridge University

- ▶ **Speech and language technology**

Spoken Language Processing.
A Guide to Theory, Algorithm and System Development
Xuedong Huang, Alex Acero, Hsiao-Wuen Hon

- ▶ **Deep Learning for Speech Processing**

Automatic Speech Recognition-A Deep Learning Approach.
Dong Yu & Li Deng. Springer

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- ▶ Speech-Lab in SJTU (Speech-Lab in SJTU)
 - ▶ Homepage: <http://speechlab.sjtu.edu.cn/>

- ▶ Materials for download and upload
 - ▶ FTP: ftp://202.120.38.125
 - ▶ Port: 8821
 - ▶ Username: speech2017m
 - ▶ Password: speech2017m