

Legal context biases listeners toward hearing voice pairs as more similar

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Arts and Humanities Research Council

Humans & Machines: Novel methods for assessing speaker recognition performance (AH/T012978/1)

https://sites.google.com/york.ac.uk/humans-machines/

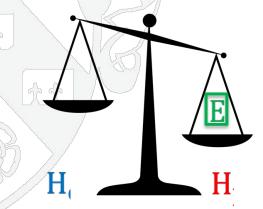


Speaker comparison

 Forensic phoneticians express the strength of voice evidence via a Likelihood Ratio (LR):

Similarity – "Prosecution hypothesis"

Typicality – "Defense hypothesis"

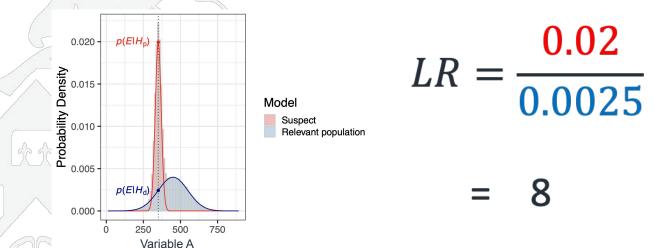


$$\frac{p(E|H_{p},I)}{p(E|H_{d},I)}$$



Speaker matching

ASR systems compare these measures using available data



We want to test how this might work with human listeners



RQs for project:

- (1) Human performance vs. ASR performance
 - (2) Effect of listener group/biases on human performance
 - (3) Effect of sample type on human performance/ASR performance
 - (4) Effect of contextual information on human performance



Method: Immersive jury game

- Participants encounter pairs of sound samples
 - Typicality rating elicited for first stimulus
 - Similarity and sameness ratings elicited after second stimulus presented
 - First gave us self-declared accent familiarity ratings / demographic info
- Two levels discussed here
 - Tutorial level without context
 - Jury/legal context



Stimuli

- Samples from Standard Southern British English (DyViS) &
 Newcastle and Middlesbrough men (TUULS)
- Forensically-realistic quality
 - First sample = landline phone quality (actual or noise/filter added)
 - Second sample = HQ, taken from mock police interviews
 - Short (10-11s)
- Tagged for accentedness and voice quality
- Normed for guilt/suspiciousness of sample content



Stimuli

- 120 pairs created
 - 30 SSBE pairs (15 DS, 15 SS)
 - 30 Middlesbrough pairs (15 DS, 15 SS)
 - 30 Newcastle pairs (15 DS, 15 SS)
 - 30 mixed Middlesbrough/Newcastle pairs (30 DS)
- Distributed into 15 blocks containing 8 pairs each (5 DS, 3 SS)
- Stimuli within blocks internally randomized
- 1 block presented per level, counterbalanced
- 896 participants

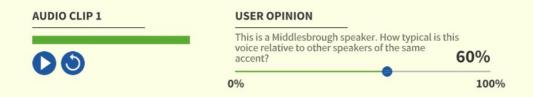
Tutorial

Follow the instructions below



Level 1: Comparison 1 of 1

Listen to the clip and answer using the slider below



Submit

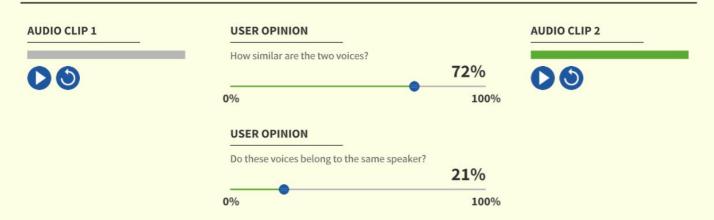
Tutorial

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Level 1: Comparison 1 of 1

Listen to both clips and answer using the sliders below



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JURY OF THE FUTURE

It's 2071. The justice system is now delivered by machines.

The robots are highly efficient, but errors have recently come to light.

A new trial is being held to test bringing back human juries.

Can you beat the machine and prove that justice belongs in human hands?



This groundbreaking trial could be the pathway back to human-only juries following several high-profile robot jury mistakes.

Next ▶

Tuesday 9th March 2071

JUDGE: ARCHON v1.2 III TRIAL ID: 237850



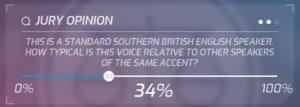
SUPREME COURT

DATE: 12/02/2071 JUROR IDENTITY: APPROVED JUROR POSITION: 3 of 12

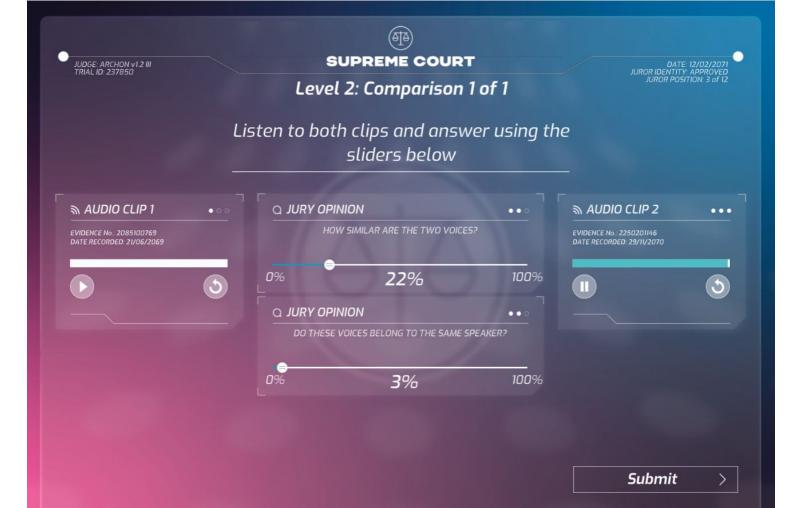
Level 2: Comparison 1 of 1

Listen to the clip and answer using the slider below

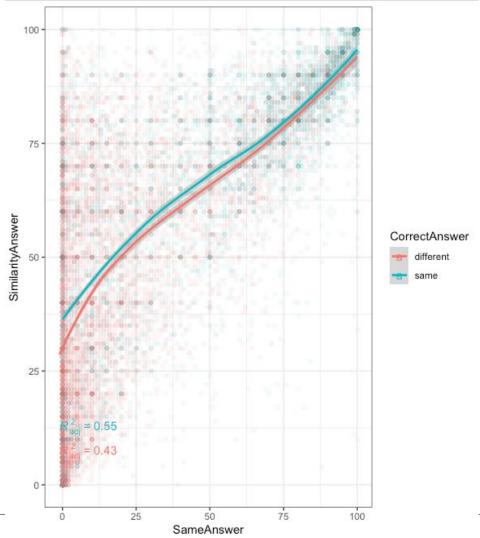


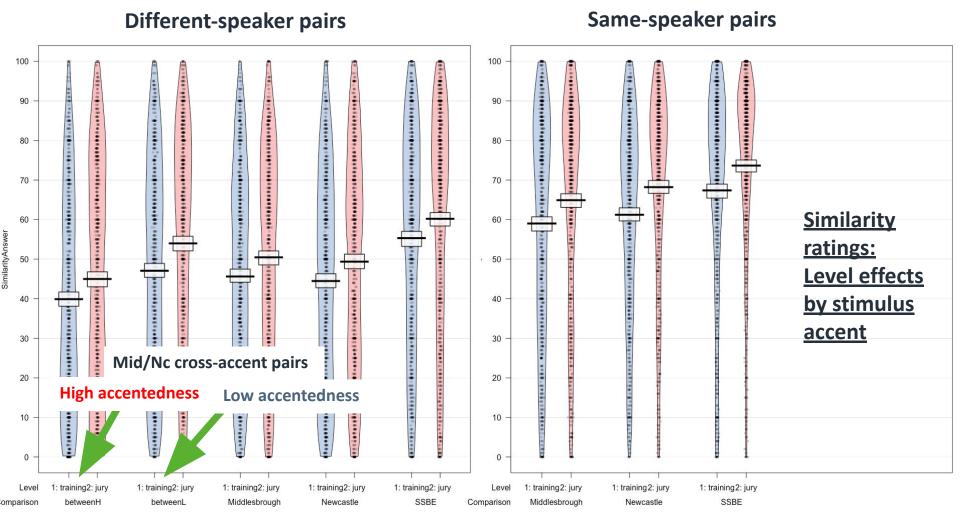


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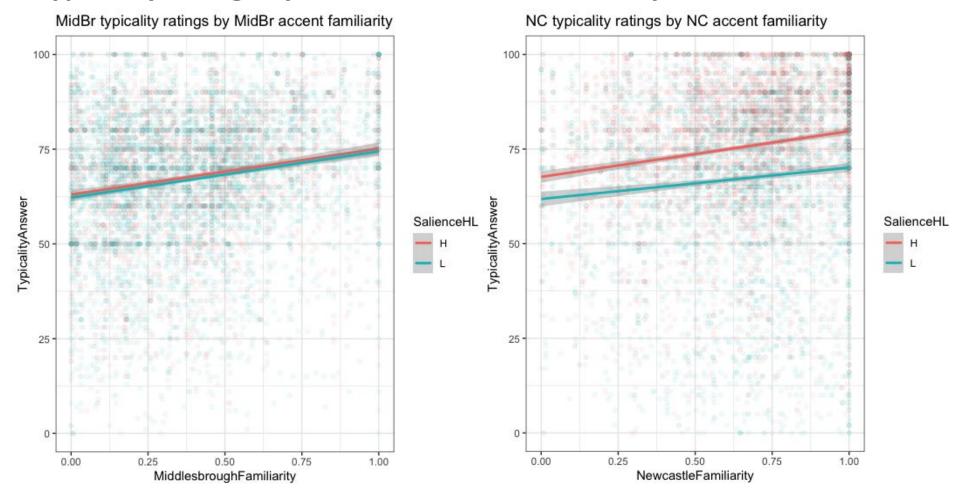


Sameness ratings vs. similarity ratings





Typicality ratings by Northern accent familiarity and accentendess





Conclusions

- On both sides of the similarity/typicality likelihood ratio equation, potential consequences for jury decisions and forensic applications
- Potential of game-based immersive experimental methods vs.
 'vanilla' Qualtrics-type ones usually used







Thank you! Questions?



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