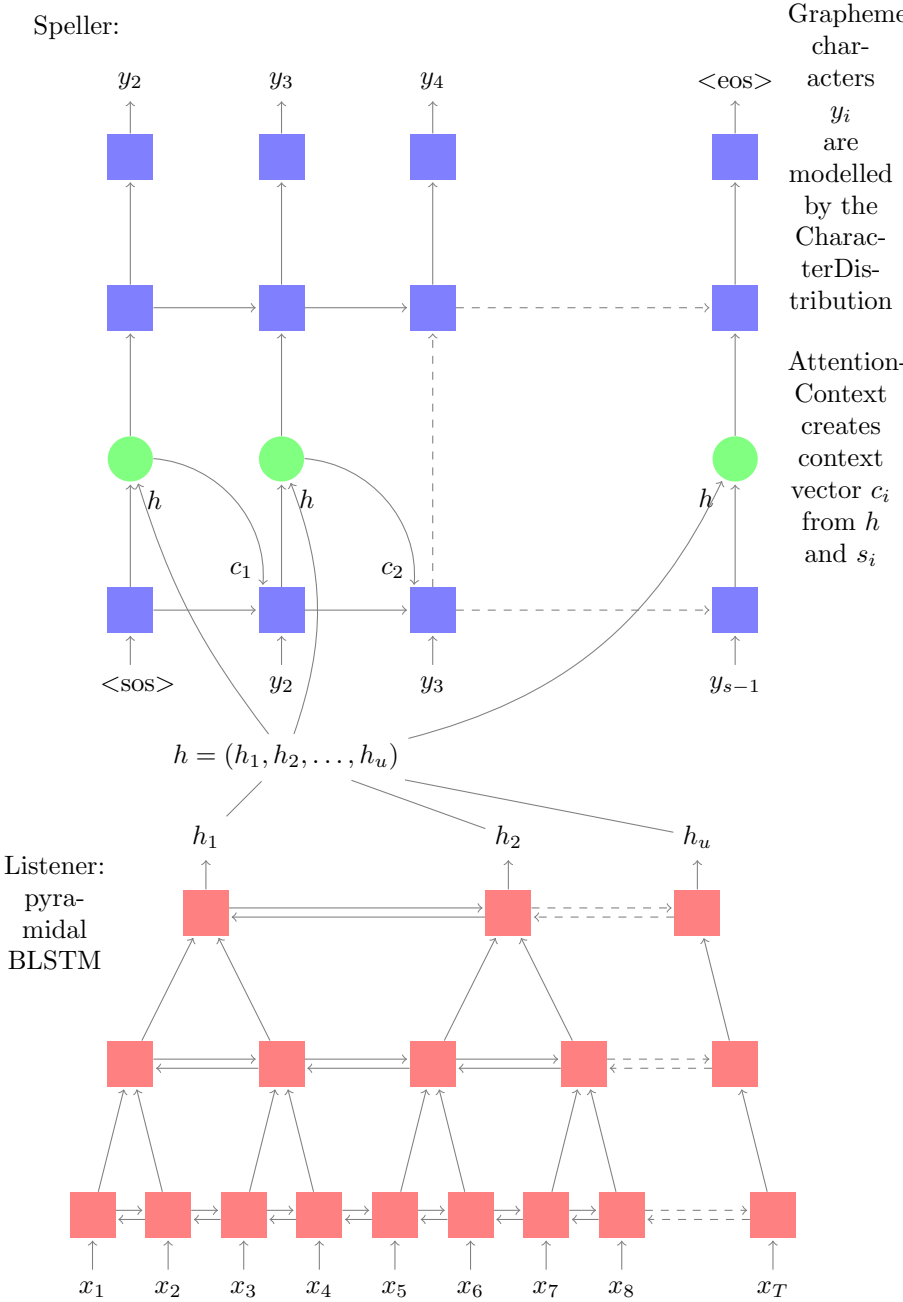
Speller:
y_2
y_3
y_4
<eos>
Grapheme characters y_i are modelled by the CharacterDistribution
Attention-Context creates context vector c_i from h and s_i
h
h
h
c_1
c_2
<sos>
y_2
y_3
y_{s-1}
$h = (h_1, h_2, \ldots, h_u)$
h_1
h_2
h_u
Listener: pyramidal BLSTM
x_1
x_2
x_3
x_4
x_5
x_6
x_7
x_8
x_T