



Should Recognizers Have Ears? (Hermansky; 1998)

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Outline

- Background
- Analysis
- Spectral Domain (PLP)
- Temporal Domain (RASTA)
- Partial Information
- Conclusions

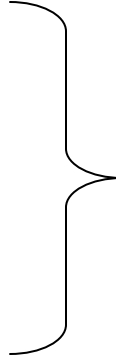
Background: Traditional ASR

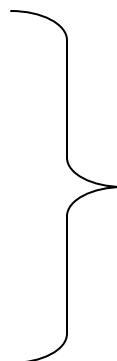
- Tradeoff between Knowledge and Training Data
 - Built-in knowledge would make a redundant ASR
 - Successful “Traditional” ASRs require:
 - Extensive training data for each particular application
 - Extremely controlled environment
- “Traditional” Statistical ASRs (ie. Hidden Markov Model)
 - Avoid Complete Speech Model
 - Pattern Classification based on Training Data

Background: Issues with Statistics

- Issues associated with “traditional” statistical ASRs:
 - Classifier trained with large variance data will not be optimized for any particular sub-problem
 - Not scalable and not easily flexible for new problems
 - Knowledge Representation is not transparent
 - Fuzzy behavior, poor re-use of knowledge: No learning
 - Optimization requires hand-crafting or “fudging” probabilities
 - Hard Coding for specific applications, conditions, and environments.

Background: Traditional ASR

- Traditional ASR Consists of:
 - Weak Model
 - Require Training Data
 - Feature Selection/Extraction
 - Pattern Classification (statistical)
 - Neighbor independent Spectral Analysis on short term time slice

Statistical
Feature
Classification
based on
Frequencies
- A Better Way:
 - Better Understanding and utilization of speech specific knowdedge
 - Understanding Human Speech Perception

Human
Speech
Perception
Model

Background: Human Element

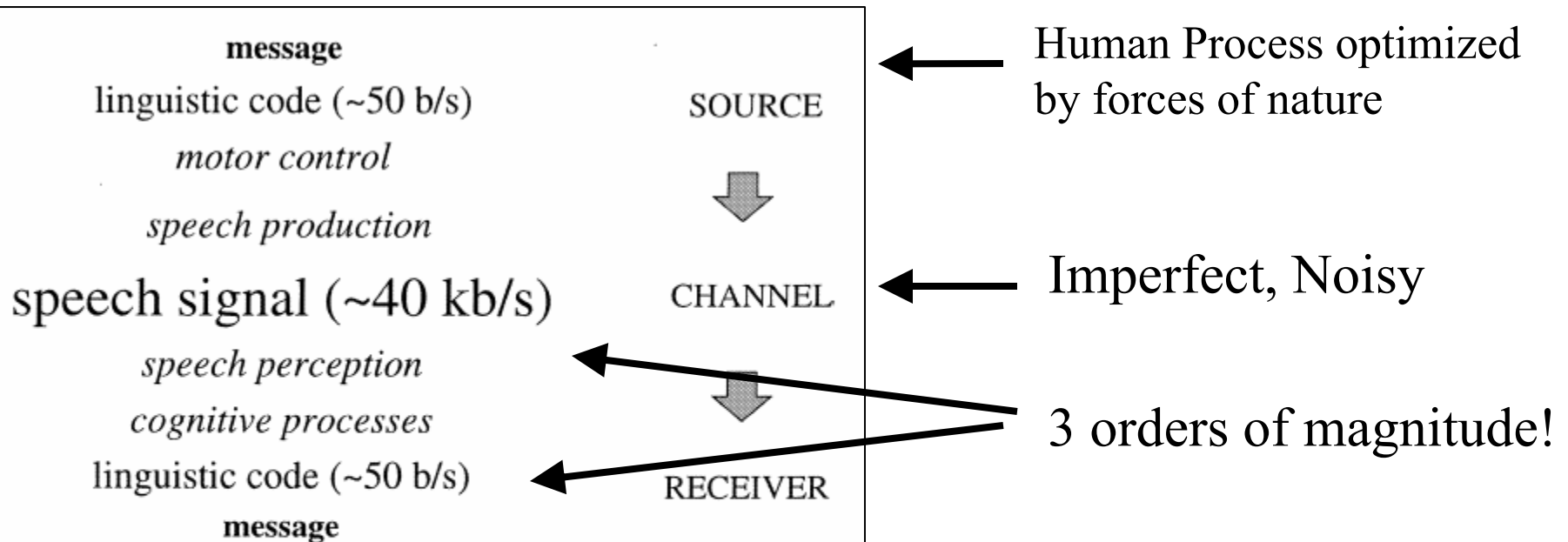


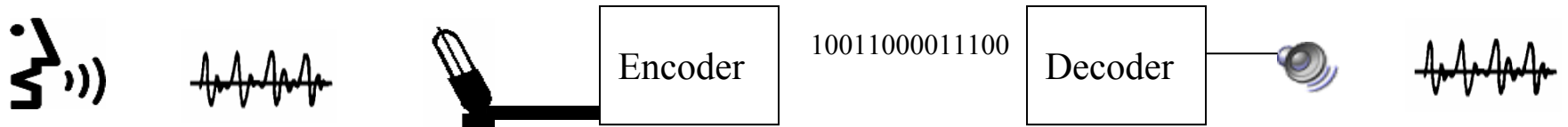
Fig. 1. The information rate in human speech communication process is highest on a speech signal level. An important role of speech perception is to reduce this rate by alleviating some of nonlinguistic variability.

Analysis: The Signal

- Speech Signal Variables:
 - Vocal Tract
 - Fundamental Frequency (F0)
 - Acquired Habits (rate, accent)
 - Environment/COM Channel (noise, distortions)

Ideal ASR ignores such variables

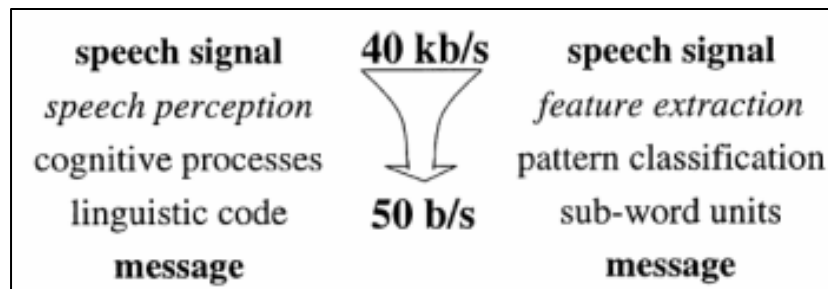
Analysis: Coding vs. Recognition



Coding Process



ASR Process



Analysis: Approach

- Reasons for delayed progress
 - Statistical Classification is well established and understood
 - Fear of change
 - Statistical Classifiers perform well with controlled environment
 - Lack of understanding of the Speech model:
 - Dimensionality Reduction
- Approach:
 - Filter out what humans can not hear
 - Filter out noise or unneeded frequencies that do not carry msg

Spectral: Overview

- Signal Processing Algos that emulate human hearing
 - Non-Linear (Bark, Mel) Freq. Scales
 - Spectral Amplitude Compression
 - Decreasing Sensitivity of hearing at lower freq. (equal-loudness)
 - Large Spectral Integration by:
 - PCA
 - Cepstral Truncation
 - Low order autoregressive modeling

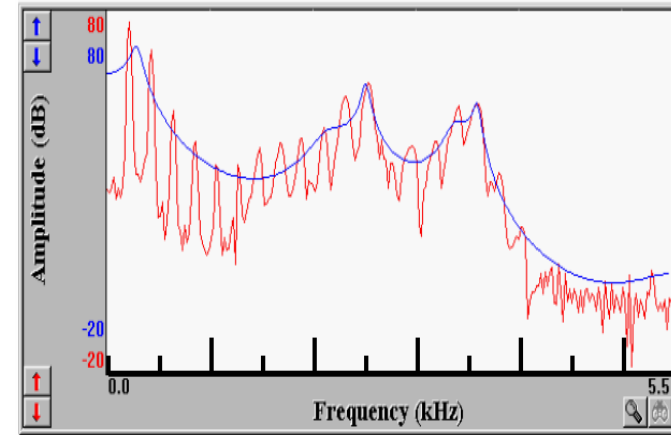
Spectral: Linear Prediction

“mathematical operation where future values of a discrete-time signal are estimated as a linear function of previous samples.”

$$\hat{x}(n) = - \sum_{i=1}^P a_i x(n - i) \quad \text{Prediction}$$

$$e(n) = x(n) - \hat{x}(n) \quad \text{Error}$$

- Linear Predictive Coding (LPC)
 - Compressed Representation of the *Spectral* Envelope
- Perceptual Linear Prediction (PLP)
 - *Human characteristics* applied to engr. approximations



Spectral: PLP

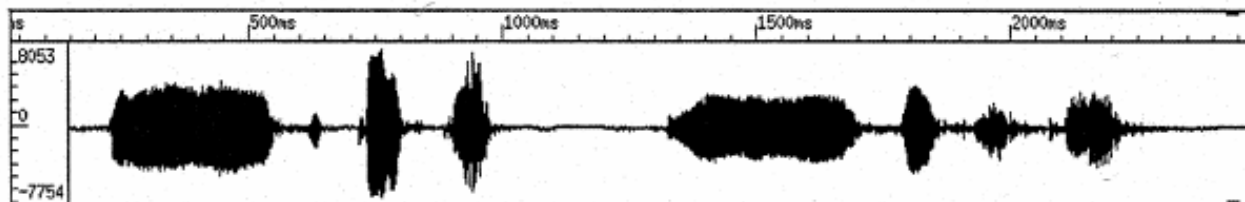


Human Speech

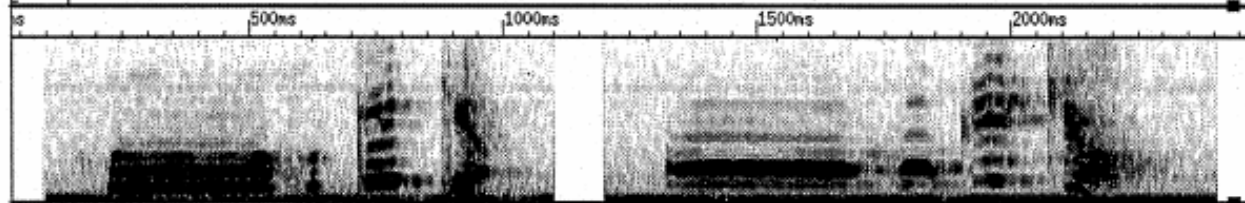


Mynah Imitation

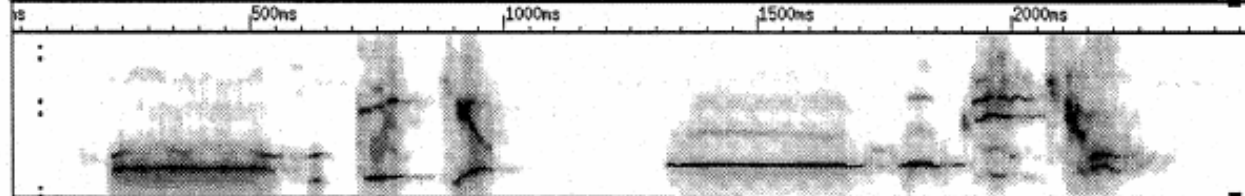
Waveform



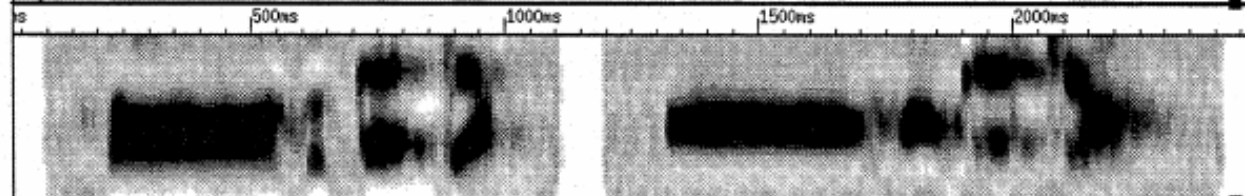
DFT



LPC



PLP

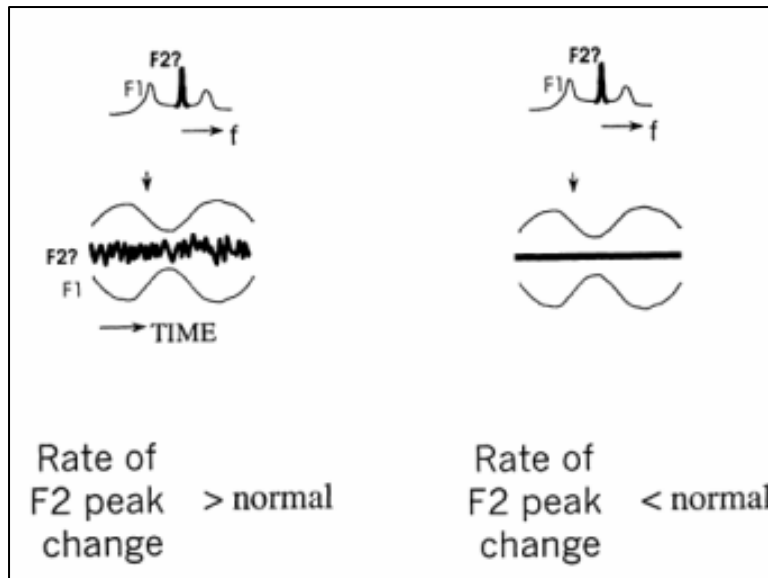


Spectral: level of detail

- Message is in gross spectral features
 - With low-detail spectrum:
 - ASR performs better on cross-speaker data
 - Speaker dependent information is minimized
- Revisit notion of formant significance
 - Humans do not resolve higher formants
 - Focus on positions and shapes of whole formant clusters to extract linguistic message

Temporal: Overview

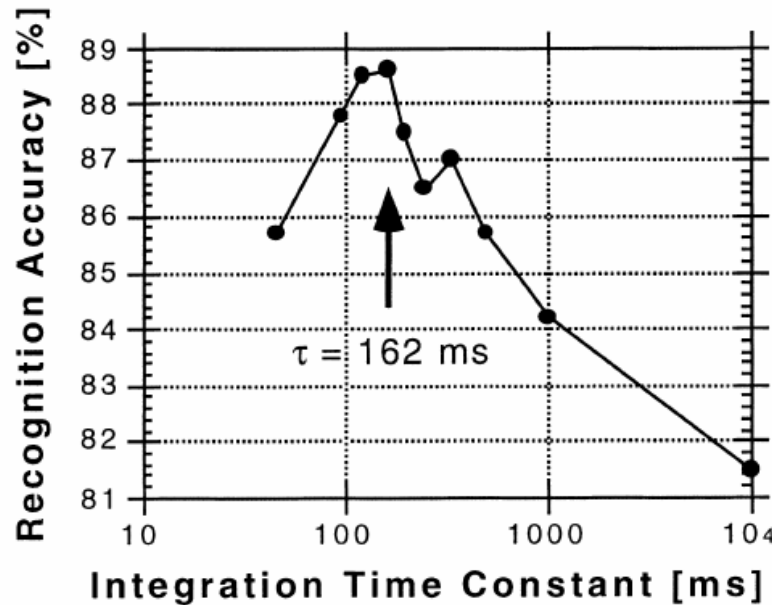
- Traditional ASR (ie. HMM) assume signal as short (10-20ms) steady-state segments.
 - Each segment is represented by a vector classified as phoneme
 - Issues with short segmenting: - CONTEXT
 - Coarticulation, forward masking, syllables, noise



“zoom”

Temporal: RASTA (1)

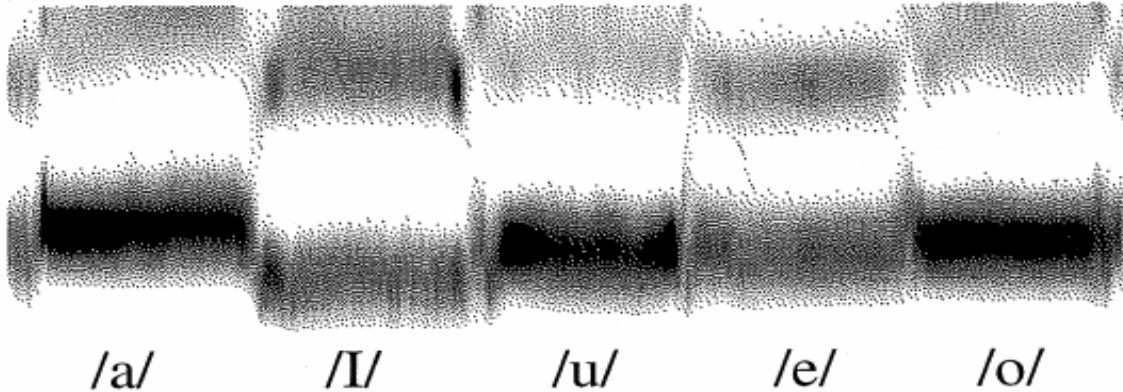
- RelAtive SpecTrAI (RASTA)
 - Removes fixed (slow varying) nonlinguistic components of speech features
 - Assumes “fixed” noise through time in speech
 - RASTA band-pass filtering is done on the log spectrum



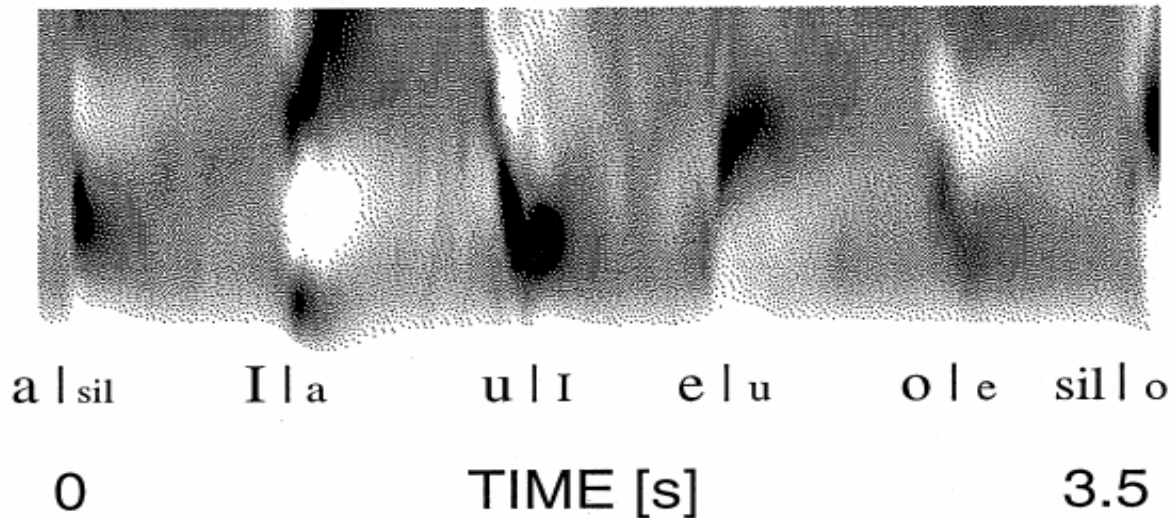
RASTA
Optimization

Temporal: RASTA (2)

PLP



RASTA-PLP



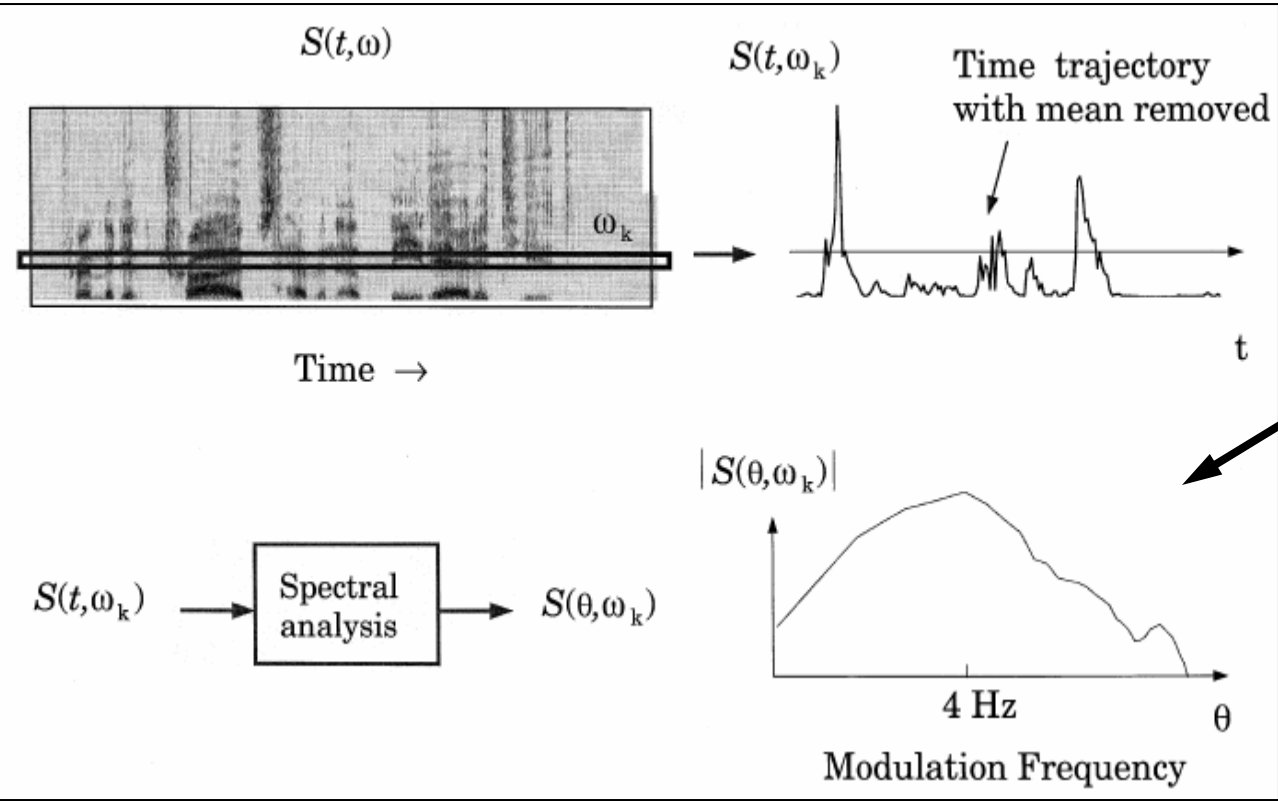
Since RASTA Removes
slow-varying features
(noise),

RASTA emphasizes
changes in the signal

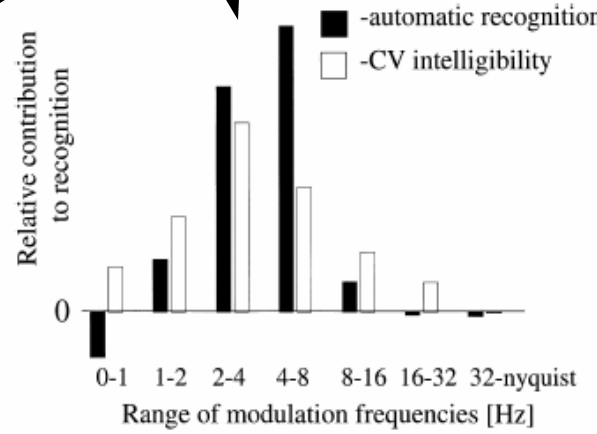
Temporal: Modulation

Primary carrier of linguistic info are changes in the vocal tract

Changes are reflected in the spectral envelope

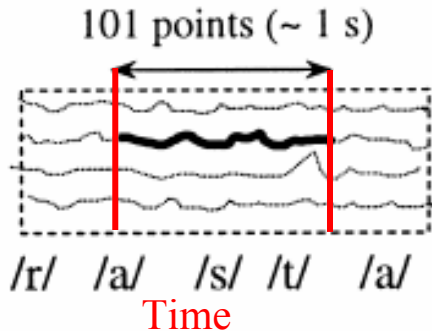


2-8 Hz represent the phonetic rate in speech (~150-250 ms)



Temporal: Data-Driven RASTA (LDA)

TRAINING



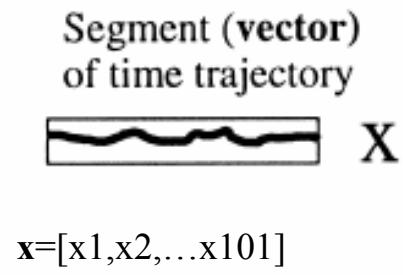
- spectral energy **vector** from phonetic class /s/
- generate **vector space** for a given frequency
- each time vector labeled with its phonetic class

•LDA analysis generates **101 x 101 discriminant matrix.**

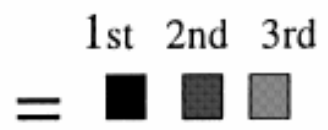
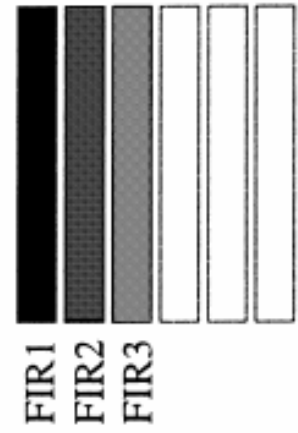
Input vector: segments of time trajectory of a single log critical-band energy over 1s time-span

$F_s = 100 \text{ Hz}$

OPERATION



Discriminant matrix from LDA analysis



Descriptors of the segment of time trajectory

LDA Classifier

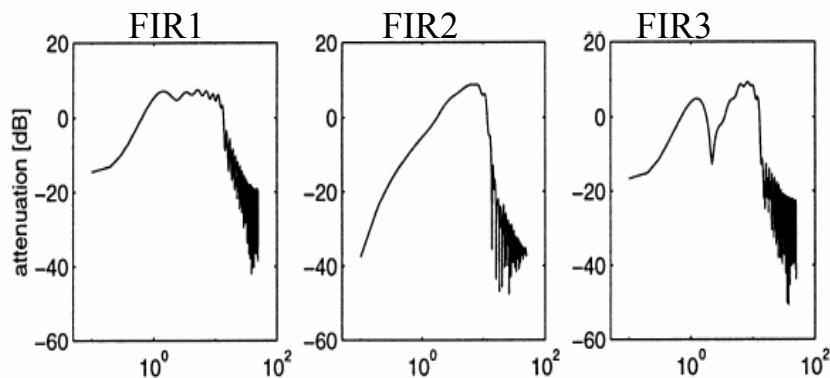
Finite Impulse Response

Temporal: Data-Driven RASTA (Test)

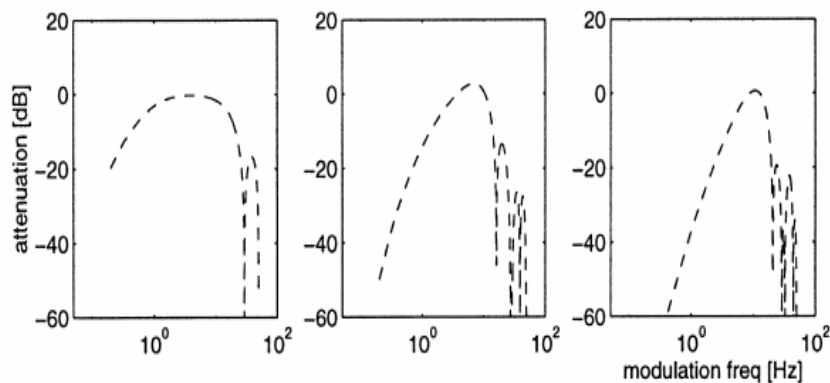
Test Data is 30 min of hand-labeled phone conversations using critical band centered at 5 Bark (450 Hz).

Frequency Characteristics

First 3 LDA
discriminant vectors



RASTA
Filtered

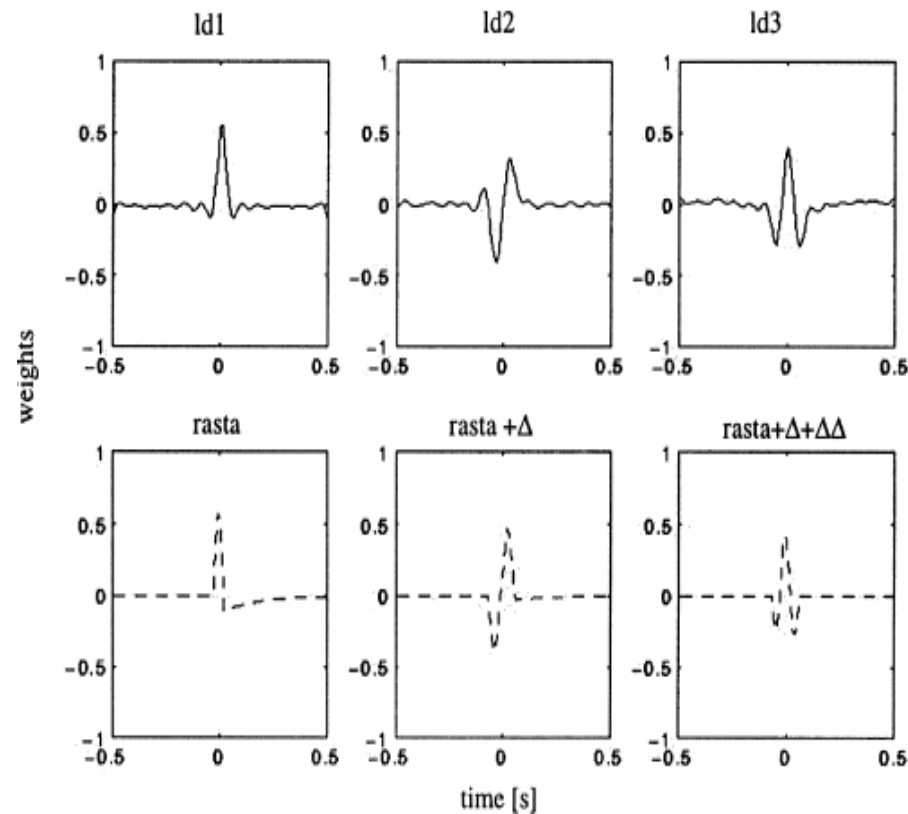


Original

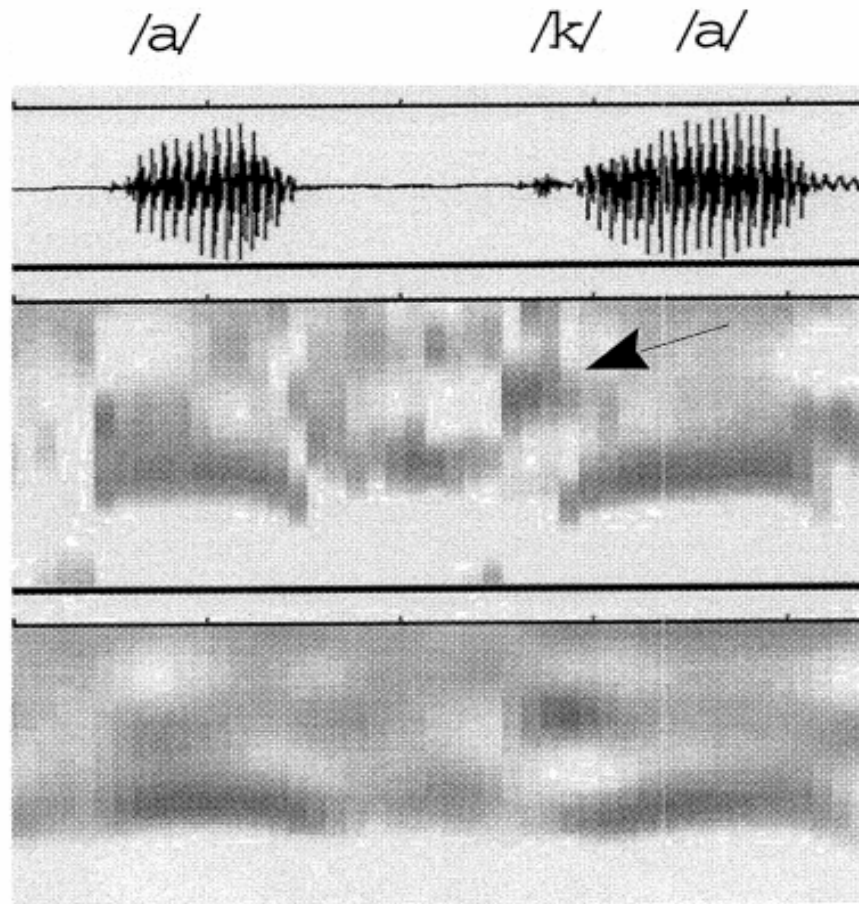
2nd orthogonal
polynomial (slope)
over 90ms

3rd orthogonal
polynomial over
90ms (curvature)

Impulse Responses



Temporal: RASTA sluggishness



PLP

Traditional short 10ms segments

RASTA-PLP

Sluggish 200 ms resolution

Temporal: Masking (1)

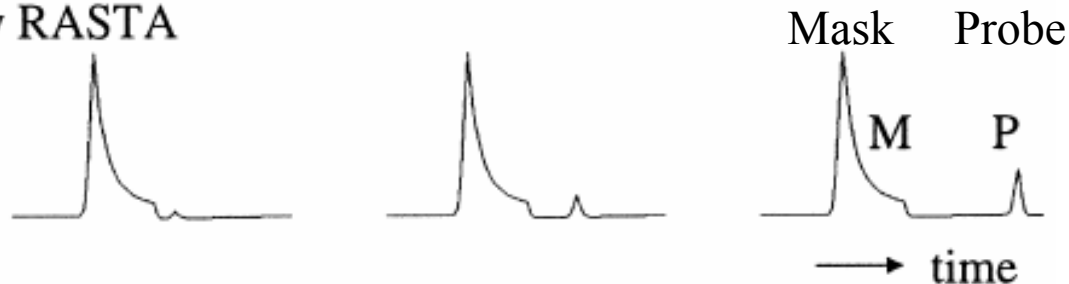
Masker with probe



Between nonlinearities
in RASTA processing



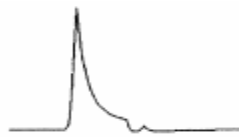
Masker with probe
as seen by RASTA



-Rasta Emulates Human Perception.

-PLP would not catch the masking effect.

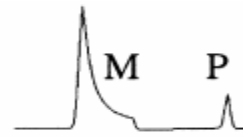
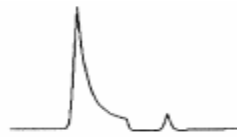
Temporal: Masking (2)



small probe

small distance

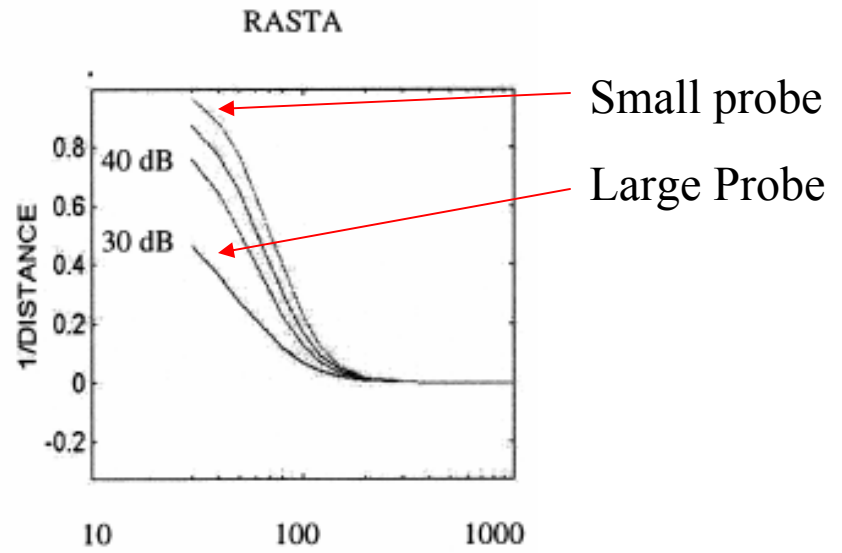
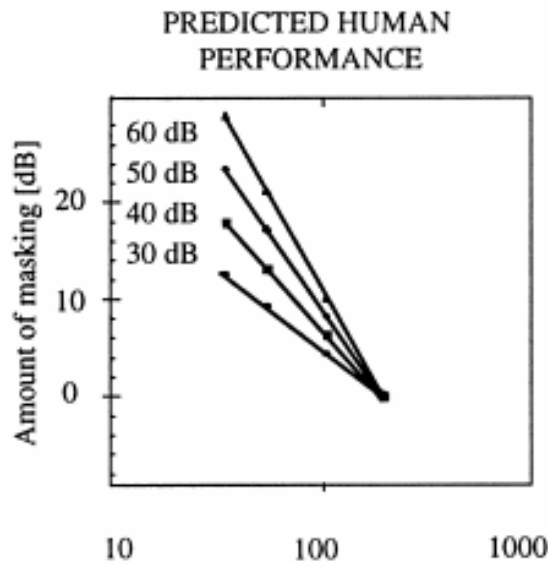
More Masking



Large Probe

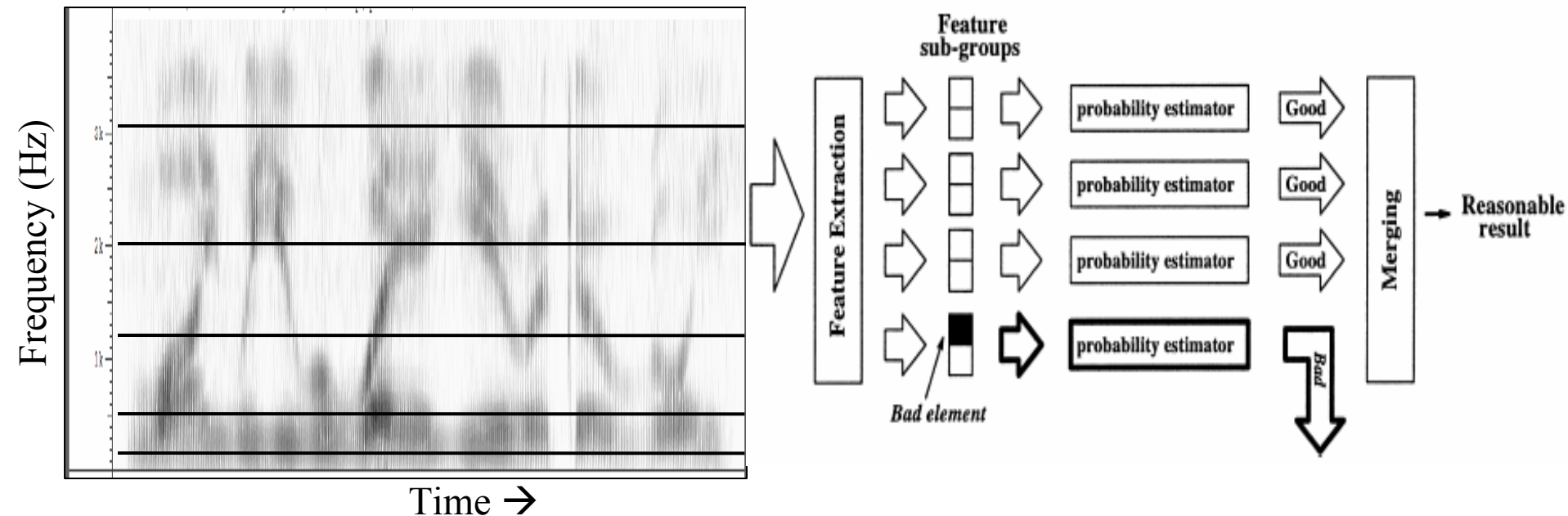
Large distance (vs no probe)

less Masking

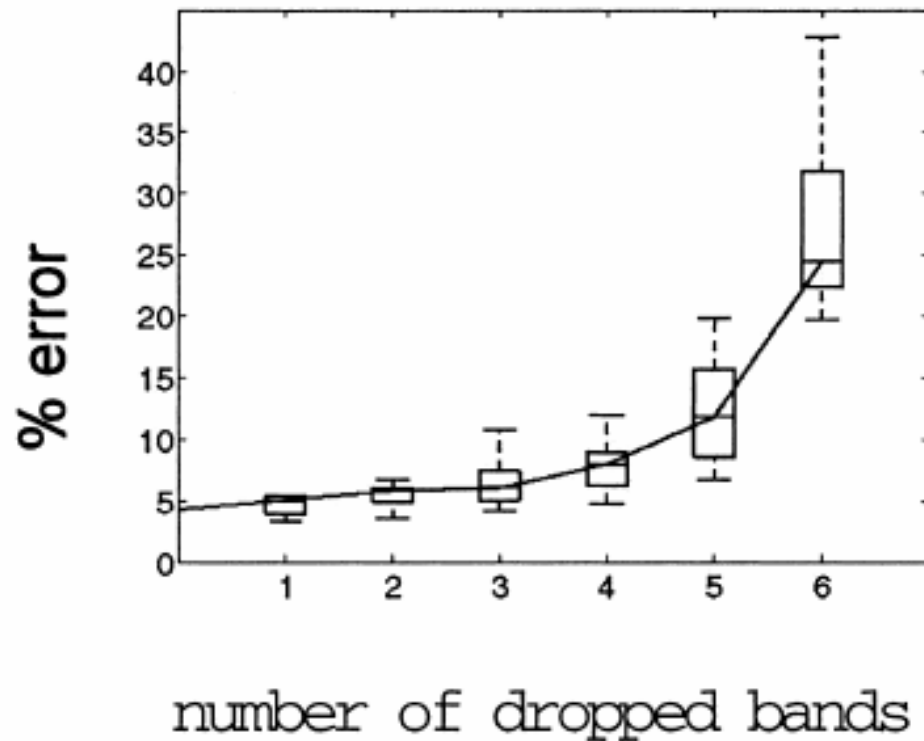


Partial Information (1)

- Speech signal is easily corrupted or distorted by noise
- Noise has minimal effect on human perception
- Humans split the signal in sub-bands (redundant information in each sub-band)
 - Then decode individual sub-bands, drop bands with high noise
 - Reliable information from one sub-band is sufficient to discard others



Partial Information (2)



Slow ASR degradation when
omitting information from the signal:
Verifies Redundancy

Conclusions

- Perception is decoding linguistic message
- Understanding the human speech model is required
- Use and design for “real speech data”
- Discourages traditional pattern-matching approach
- Speech contains noise and excessive data that provides no useful information