# **EVALITA-ISTC** Comparison of Open Source Tools on Clean and Noisy Digits **Recognition Tasks**



**Piero Cosi Mauro Nicolao** 

Consiglio Nazionale delle Ricerche



**ISTITUTO DI SCIENZE E TECNOLOGIE DELLA COGNIZIONE** SEDE DI PADOVA - "FONETICA E DIALETTOLOGIA" **Consiglio Nazionale delle Ricerche** Via Martiri della libertà, 2 – 35137 Padova (Italy) e-mail: {piero.cosi, mauro.nicolao}@pd.istc.cnr.it - www: http://www.pd.istc.cnr.it



**EVALITA 2009** 

**EVALITA 2009 - Connected Digits Recognition task** Reggio Emilia (Italia), 12 Dicembre 2009

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# Introduction

- Commissione di Gestione della base dei dati vocali italiani
  - Ministero delle Poste e Telecomunicazioni
  - 1991-1995
- ForumTAL
- 2e sullo speech Coordinamento delle iniziative di ricerca e di sviluppo nel campo del Trattamento Automatico del Linguaggio
  - Ministero delle Comunicazioni
  - ≥ 2002
- **EVALITA** 
  - Evaluation campaign of Natural Language Processing tools
  - AI\*IA NLP working group
  - **2007**
- EVALITA Speech Tasks
  - Connected Digits Recognition
  - Dialogue System Evaluation
  - Speaker Identity Verification (Application & Forensic)
  - AISV
  - **2009**

#### Data

Sub Set	Clean Audio Files	Noisy Audio Files	Clean Digit Sequences	Noisy Digit Sequences	
Training	3144	2204	10129	7376	
Development	216	299	1629	1941	
Test	365	605	2361	4036	

0 [dz E r o] 1 [u n o] 2 [d u e] 3 [t r E] 4 [k w a t r o] 5 [tS i n k w e] 6 [s E I] 7 [s E t e] 8 [O t o] 9 [n O v e] simple grammar
[<any> (<digit> [silence]) + <any>]

Within the EVALITA framework only the orthographic transcriptions are available so one of our previously-created generalpurpose recognizer [9] has been used to create the phonetically aligned transcriptions needed from CSLU and SONIC systems to start the training.

# CSLU Speech Toolkit





John-Paul Hosom P.O. Box 91000, Portland Oregon 97291-1000 USA e-mail:hosom@cse.ogi.edu/

CLSU Toolkit: http://cslu.cse.ogi.edu/toolkit/

## Cosa sono?



## Il sistema di riconoscimento



### Il sistema di riconoscimento

#### • Standard HMM:



Le probabilità degli stati sono stimate da ANN invece che da GMM • sistemi ibridi HMM/ANN (*cfr. Bourlard, Morgan*)

## Sistemi ibridi HMM/ANN



## CSLU Speech Toolkit: EVALITA

- three-layer fully connected feed-forward network
- trained to estimate, at every frame, the probability of 98 contextdependent phonetic categories; these categories were created by splitting each Acoustic Unit (AU), into one, two, or three parts, depending on the length of the AU and how much the AU was thought to be influenced by co-articulatory effects. Silence and closure are 1-part units, vowels are 3-part units, unvoiced plosive is 1-part right dependent unit, voiced plosive, affricate, fricative, nasal, liquid retroflex and glide are all 2-part units
- 100 iterations; the best network iteration (baseline network B) was determined by evaluation on the EVALITA clean and noisy digits development sets respectively
- after a comparison among the CSLU system driven by different feature types, we have found that 13-coefficient PLP plus 13coefficient MFCC with CMS computed, once every 10 ms obtained the best score.





University of Colorado, Center for Spoken Language Research

bpellom@rosettastone.com

pellom@cslr.colorado.edu



http://www.bltek.com/virtual-teacher-side-menu/sonic.html

# ASR: sonic

#### • Front-End

- Lexicon
- Acoustic Model
- Language Model
- Search
- Adaptation

University of Colorado, Center for Spoken Language Research (Bryan PELLOM)



### ASR Structure





## Feature Extraction: PMVDR

#### **Perceptual Minimum Distortionless Response** Cepstral Coefficients



(Yapanel & Hansen, Eurospeech 2003)

### Minimum Variance Distortionless Response

**MVDR** 



#### HMM

- the acoustic models consists of decision-tree state-clustered HMMs with associated gamma probability density functions to model statedurations.
- the acoustic models have a fixed 3-state topology
- each HMM state can be modelled with variable number of multivariate mixture Gaussian distributions
- the training process consists of first performing state-based alignment of the training audio followed by an expectation-maximization (EM) step in which decision-tree state-clustered HMMs are estimated
- acoustic model parameters (means, covariances, and mixture weights) are estimated in the maximum likelihood sense
- the training process can be iterated between alignment of data and model estimation to gradually achieve adequate parameter estimation





# Viterbi-based Training of Italian Speech Models

SAMPA	Example	SAMPA	Example	SAMPA Example		SAMPA	Example
i	p <b>ini</b>	il	così	d	dente	dZ	ma <b>gia</b>
e	velo	el	mercé	g	gatto	m	mano
E	asp <b>etto</b>	E1	caff <b>è</b>	f	faro	n	nave
a	vai	al	bont <b>à</b>	s sole		J	legna
0	polso	ol	Roma	S	sci	nf	a <b>nfora</b>
0	cosa	01	però	v	via	ng	i <b>ngordo</b>
u	p <b>unta</b>	U1	pi <b>ù</b>	z	peso	1	pa <b>lo</b>
j	p <b>iume</b>	t	torre	ts	pi <b>zza</b>	L	so <b>glia</b>
W	q <b>uando</b>	k	caldo	tS	pece	r	remo
р	pera	b	botte	dz	zero	SIL	silence

### SONIC: EVALITA

- **2 12 PMVDR** cepstral parameters were retained and augmented with normalized log frame energy plus  $\Delta$  and  $\Delta\Delta$
- 39-dimensional feature vector is computed, once every 10 ms
- the model developed in [9] was inserted in the first alignment step to provide a good segmentation to start from and a first acousticmodel estimation was computed
- at the end of further 8 loops of phonetic alignment and acoustic model re-estimation, the final AM is considered well trained

 [9] Cosi, P., Hosom, J.P. (2000). High Performance "General Purpose" Phonetic Recognition for Italian, Proceedings of ICSLP 2000, International Conference on Spoken Language Processing, Beijing, China (2000), vol. II, pp. 527--530.



#### **Carnegie Mellon University**



#### School of Computer Science Department of Electrical & Computer Engineering

http://www.cs.cmu.edu/

#### CMU SPHINX http://cmusphinx.sourceforge.net/html/cmusphinx.php

## SPHINX 3

- Lexical model: The lexical or pronunciation model contains pronunciations for all the words of interest to the decoder. Sphinx-3 uses *phonetic units* to build word pronunciations. Currently, the pronunciation lexicon is almost entirely handcrafted.
- Acoustic model: Sphinx uses acoustic models based on statistical hidden Markov models (HMMs). The acoustic model is trained from acoustic training data using the Sphinx-3 trainer. The trainer is capable of building acoustic models with a wide range of structures, such as discrete, semi-continuous, or continuous. However, the s3.3 decoder is only capable of handling continuous acoustic models.
- Language model (LM): Sphinx-3 uses a conventional backoff bigram or trigram language model.

### SPHINX 3

- training is an iterative sequence of alignments and AM-estimations; it starts from an audio segmentation aligned to training-data transcriptions and it estimates a raw first AM from them
- this is the starting point of the following loops of Baum-Welch probability density functions estimation and transcription alignment; models can be computed either for each phoneme (Contest Independent, CI) or, considering phoneme context (Contest Dependent, CD)
- SPHINX acoustic models are trained over MFCC +  $\Delta$  +  $\Delta\Delta$  feature vectors
- SPHINX-3, is a C-based state-of-the-art large-vocabulary continuousmodel ASR, and it is limited to 3 or 5-state left-to-right HMM topologies and to a bigram or trigram language model
- the decoder is based on the conventional Viterbi search algorithm and beam search heuristics
- it uses a lexical-tree search structure, too, in order to prune the state transitions

# SPHINX 3: EVALITA

- no previously developed AM was applied and a simple uniform segmentation was chosen as starting point
- after a raw first-AM estimation, 4 loops of re-alignment and CI (contest-independent) AM re-estimations were done
- the last CI trained model was employed to create a minimum-error segmentation and train contest-dependent AMs
- an all-state (untied) AM was computed, and then 4 loops of CD state-tied segmentation-re-estimation were done

# Results: CSLU Speech Toolkit

development WA %	IA	FA	FB1	FB2	FB3
clean AM on clean	99,82	99,75	99,94	99,82	99,75
noisy AM on noisy	90,15	90,93	92,11	91,75	91,49
full AM on clean+noisy	93,86	94,12	94,28	94,28	94,2

test FB1	WA %	SA %
clean AM on clean	99,10	94,80
noisy AM on noisy	94,00	82,00
full AM on clean + noisy	95,00	87,20

# Results: SONIC

development WA %	full AM	clean AM	noisy AM	
clean	99,70	99,80	99,70	
noisy	94,20	89,90	94,80	
clean + noisy	96,71	94,42	97,04	

test	WA %	SA%
clean AM on clean	99,60	97,30
noisy AM on noisy	96,30	87,90
full AM on clean + noisy	97,30	90,60

# Results: SPHINX 3

development WA %	full AN	1	clean AM		noisy AM	
clean	99,40	)	99,40		98,80	
noisy	93,30		78,70		92,60	
clean + noisy 96,1			88,31		95,43	
test		7	WA %		SA %	
clean AM on clean		9	98,90		94,50	
noisy AM on noisy		91,70			72,70	
full AM on clean + noisy			95,50		86,00	

# Results

	CSLR		SO	NIC	SPHINX	
test	WA %	SA %	WA %	SA %	WA %	SA %
clean AM on clean	99,10	94,80	99,60	97,30	98,90	94,50
noisy AM on noisy	94,00	82,00	96,30	87,90	91,70	72,70
full AM on clean + noisy	95,00	87,20	97,30	90,60	95,50	86,00

# **Concluding Remarks**

- 3 of the most used open source ASR tools were considered in this work, i.e. CSLU Toolkit, SONIC, and SPHINX, because promising results were obtained in the past on similar digit recognition tasks
- beyond the fact that finding similarity among the three ASR systems was one of the main difficulties, an homogeneous and unique test framework for comparing different Italian ASR systems was quite possible and effective if 3-gram LM weight is set to 0 and the results produced by the best WA-score configuration were compared for each system
- CSLU Toolkit is good in recognizing clean digit sequences, but it is not so good at recognizing clean-plus-noisy audio; SONIC is the best system in all situations and we believe this is mainly due to the adoption of the PMVDR features; SPHINX is quite more sensible to AM specialization than other systems and clean models can not recognize noisy speech with high performance.
- finally we should conclude that the EVALITA Speech campaign was quite effective in forcing various Italian research groups to focus on similar recognition tasks working on common data thus comparing and improving various different recognition methodologies and strategies

## Future Work

- we hope more complex tasks and data will be exploited in the future
- we are looking for CHILDREN Speech evaluation campaign
- **BEVALEU**

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