2nd CEF eTranslation Conference

Text-to-speech & Speech recognition

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IDLab INTERNET & DATA LAB





2nd CEF eTranslation Conference

Text-to-speech & Speech recognition

(technology for speech to speech translation)

Aim

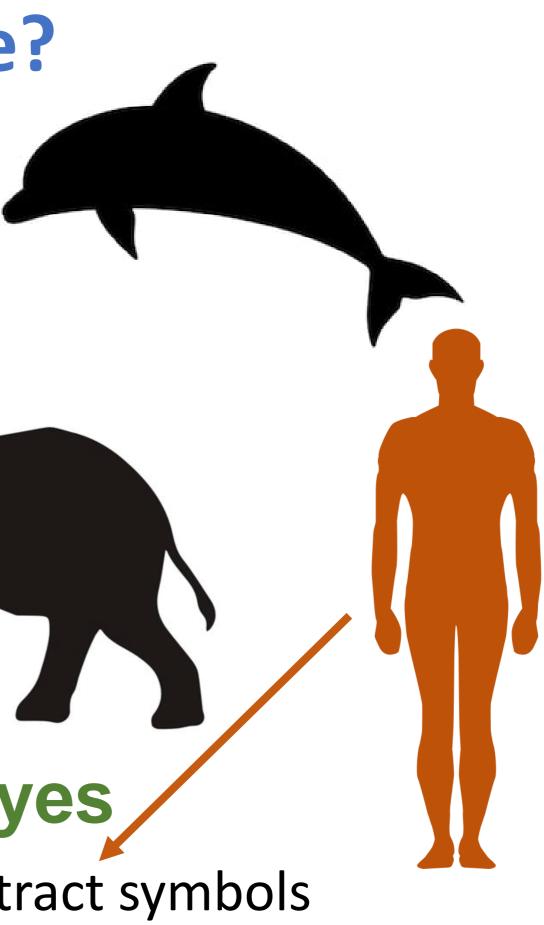
high-level understanding of the technology and it limitations

Topics

- Intelligence: human intelligence vs artificial intelligence
- How do computers cope with spoken and written language
- Challenges in speech→text, text→speech and speech→speech



language/speech = intelligence? no conveying complex thoughts; the use of abstract symbols



intelligentie intelligence (strong AI)

(Walter Daelemans, De Tijd, Sept 18, 2018)

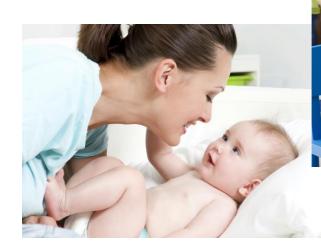
Taal is de sleutel tot echte artificiële

Language is the key to true artificial

Speech & language by humans ...

Seems easy ... but we tend to forget it took years of daily practice to master this.





start: passive listening

3 years kinder garden: short sentences



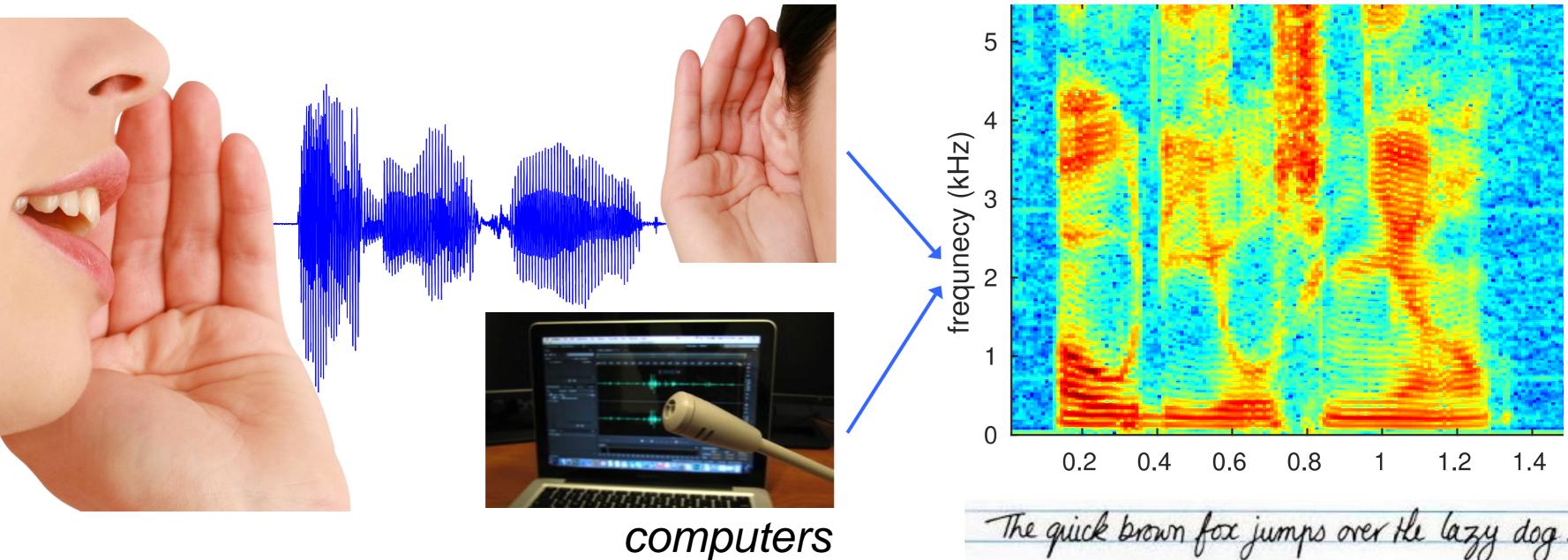


6 years of secondary school: extend vocabulary, world knowledge, other languages

mastering complex sentences

Speech is difficult: an analogy

humans



similar to handwriting recognition

The quick brown fox jumps over the lazy dog.

Coping with speech: an analogy

note: speechdoesnothavepauses (blanks) betweenwords

"She said that she would dance with me if I brought her red roses," crued the young student, "but in all my garden. "There is no red rose." According to a state council decision, From her nest in the holm-oak tree the nightingale heard him, and she looked out China gave a boost up to promote nine-year compulsory education system by abolishing tuitions and other incidential fees for urban students from the coming gh the leaves and wondered autumn term. The decision was taken the state council meeting presided over by the Prime Minister, Mr. Wen Jiabao. It was decided in the meeting that the

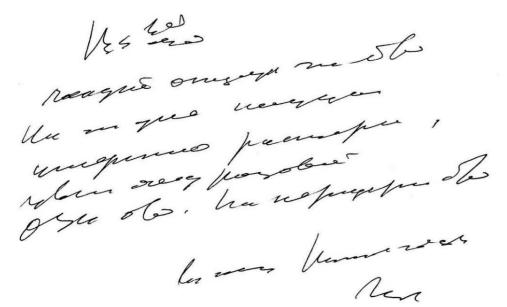
well articulated, standard (dialect free) speech; note: still lots of variation



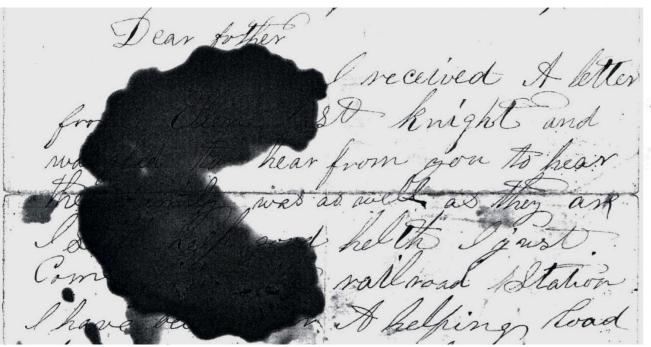
Coping with speech: an analogy

speech with heavy dialect

1200 2000 Depresor



speech in noise



spontaneous speech

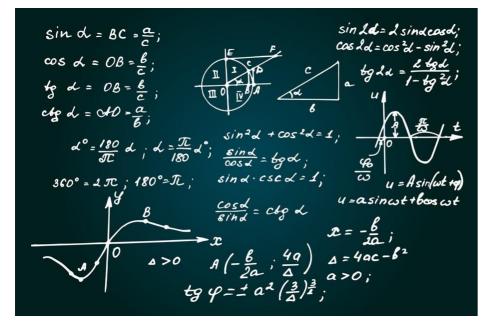
"Lets out go, " hered said, soming exhibited "Yeahop" Broken Savit quietly jais if the sight hiself i Nothing the state the stry wisn romments of.



Erryon handed for the exist while Brandon lingued behind. Smething outraned him about the minney ... he coulden 2 put his fings on it. It mon too bigane the mode sense of ... the mode sense of ... As he stied down min the methodow methy reflections, he they saw a there ned glean near the ceiling. Her Man Man and watched the starter tuning the corresponding oport dime his time unched down sights. By the

Artificial intelligence: Moravec's paradigm

what is considered difficult for humans, tends to be easy for computers, what seems easy to humans tends to be very challenging for computers



difficult for humans



difficult for computers











Artificial intelligence: Moravec's paradigm

what is considered difficult for humans, tends to be easy for computers, what seems easy to humans tends to be very challenging for computers

However, what seems easy to humans ...

- tends to be essential in life (survival of the fittest), ...
- ... and hence, has been perfected over millions years of evolution
- is practiced daily, ...
- .. and, did require a fair amount to learn



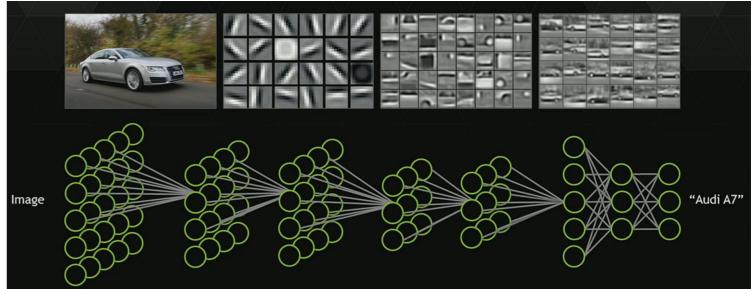
Deep learning & neural networks: what & why now?

- What1: learn from data (examples)
- What2: multiple layers; automatically learns to decompose

the problem in sub-problems

• Why now1: compute power is now available, thanks to 3D gaming (GPU)

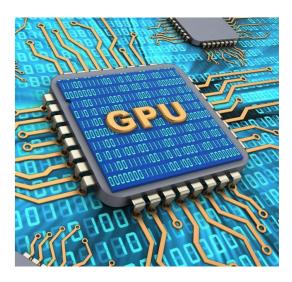
• Why now2: easy access to large amounts of data thanks to the Internet







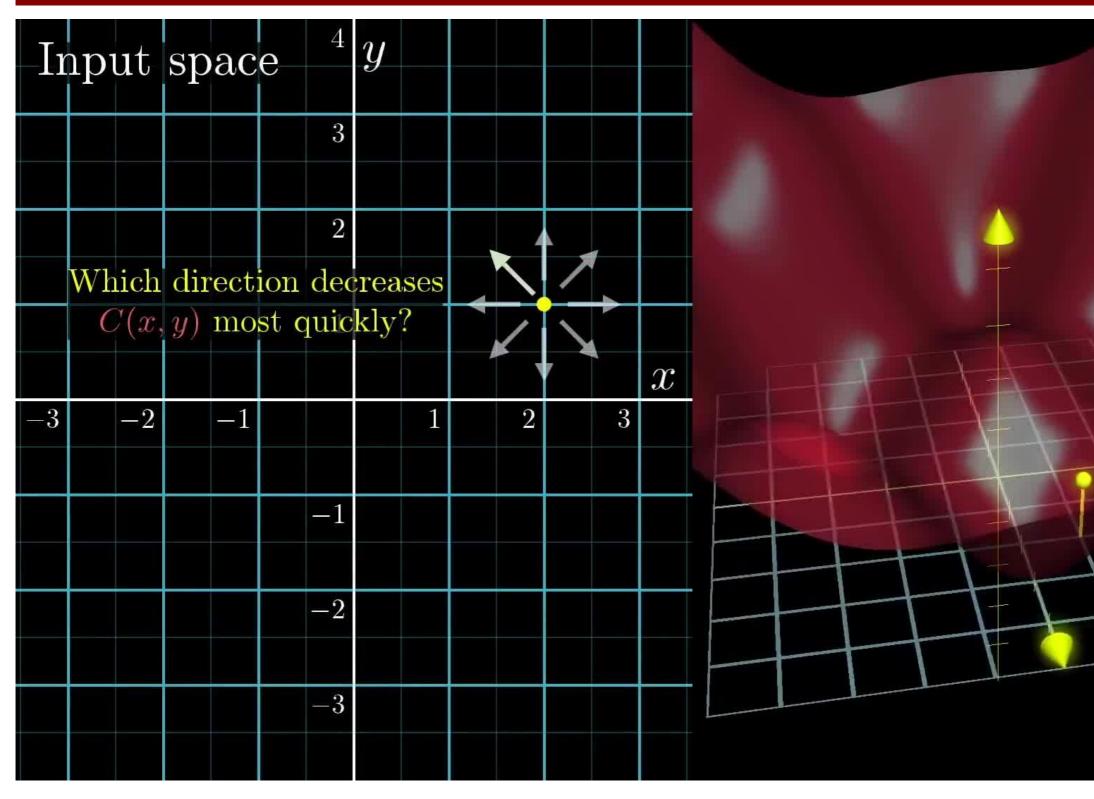




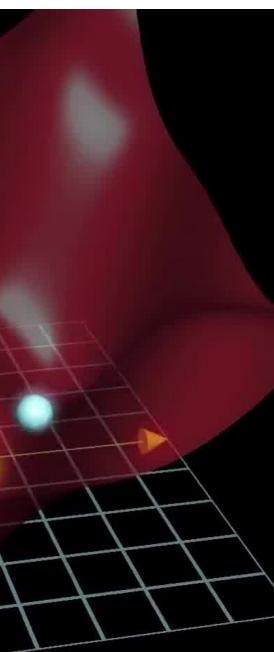


Deep learning & neural networks: how

define <u>cost function</u> → math: search minimum (derivatives, matrices)









Deep learning & neural networks: cost function

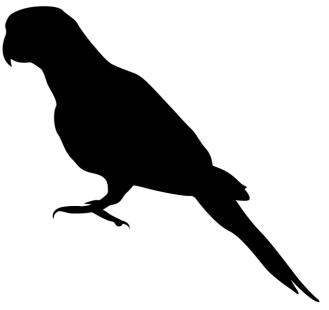
straightforward for problems of the type

mimic this behaviour (reproduce)

often a challenge to put other problems in this straitjacket



no one knows the cost function for true intelligence (strong AI)

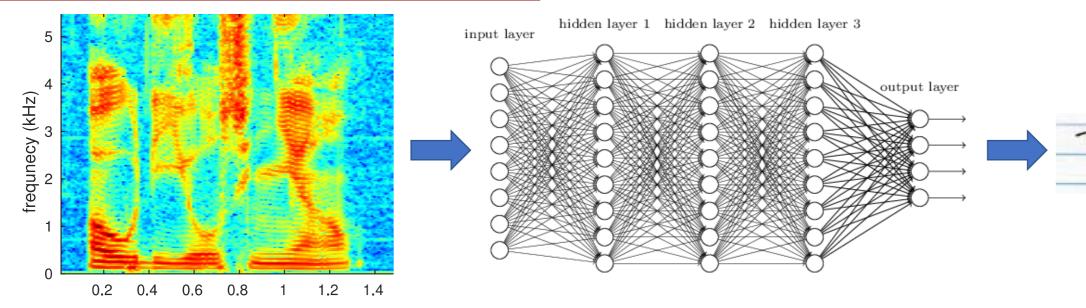






Speech \rightarrow Text (S2T)

easy cost function:



main challenge: collecting 1000+ hours of annotated speech is costly

easy:

difficult:

correlate:

- read speech: annotations are known (e.g. books on tape)
- noisy speech: just add noise (lots of variation possible) to clean speech
- spontaneous speech, dialects, ...
 - costly to annotate
- works better for large and rich language groups
 - lagging for smaller or poor language groups ullet
 - problems with dialects, spontaneous speech, ...

The quick brown fox jumps over the lazy dog

Text → Speech (TTS)

easy cost function:

(Very) old approach: "engineer" a voice

• problem: sounds artificial (no variation/emotions)

Modern approach:

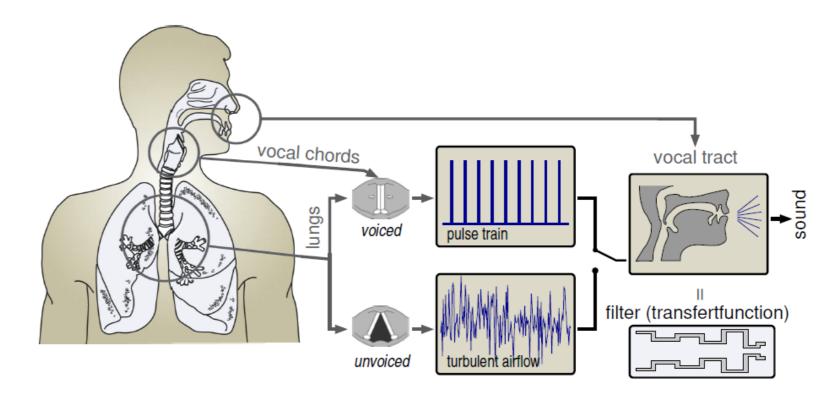
learn from data



- localize speaker in a huge speaker space \rightarrow easy to mimic a new speaker (Lyrebird)
- is now a mature technology for most languages

remaining challenges: natural speech with emotions, singing, ...

- collecting and annotating example data is difficult and expensive
- example: hire actors



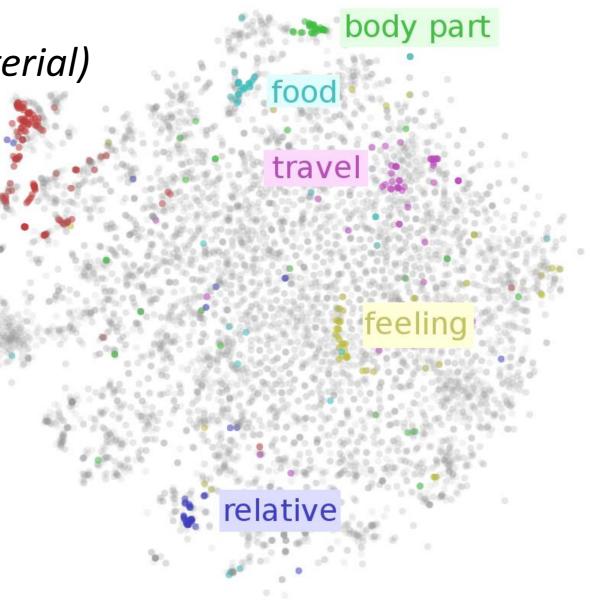
Understanding the meaning of words, ... (NLP)

embeddings (same meaning \rightarrow same location in a huge vector space)

- distributional hypothesis (linguistics): "a word is characterized by the company it keeps" (Firth, 1950s)
- step1: collect very large text corpora (easy for written text) (billions of words, i.e. multiple life-times of speech+text material)
- step2: cost function items (words, phrases, ...) that surrounded by the same words have a similar meaning \rightarrow cost = distances in a high dim. vector space
- work very good, even allows math on words:

king - man + woman ≈ queen

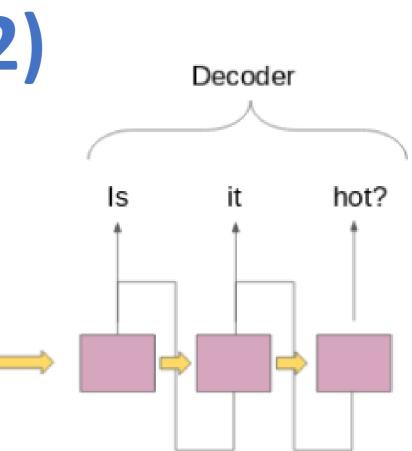
- applying this to phrases, sentences, paragraphs, ...: \rightarrow multi-layered approach (transformers)
- main challenge: **spoken language** ≠ **written language**
 - translation form spoken to written is needed
 - no (little) example data



Translation: Text (L1) → Text (L2)

transform (encode \rightarrow generate)







Speech (L1) → Speech (L2)



Human interpreter: anticipate what will be said

- speaker matches anticipation \rightarrow low delay translation
- speaker deviates from anticipation \rightarrow correction (cf. spontaneous speech)

Computer: phased approach

- 1. detect sentence end
- 2. speech recognition
- 3. translate sentence
- 4. speech synthesis

Reason:

handling complete sentences works better (in every step)



n spontaneous speech)

More speech & language applications

telephone

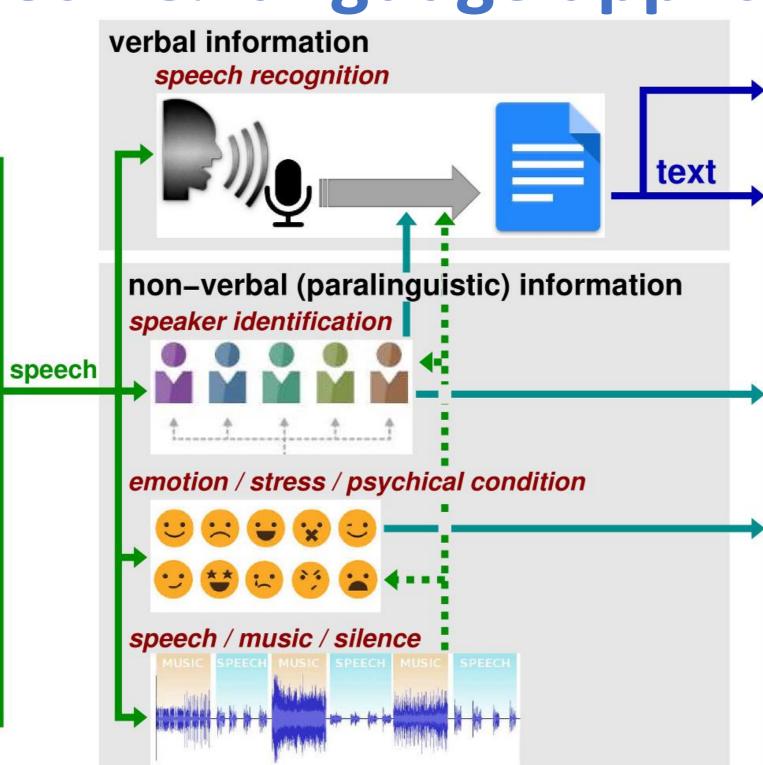


face-to-face



meetings





A list of technology providers can be found at: https://cef-at-service-catalogue.eu/

natural language processing

speech synthesis

Applications

transcriptions

- TV/movie/... subtitles - meeting transcriptions

semantics (understanding)

- topic-classification
- summarisation
- speech–to–speech translation
- chatbots / digital assistants

speaker characterisation

- voice biometrics
- profiling (age, dialtect, ...)
- sentiment analysis
- personality analysis

speech quality analysis

- speech therapy
- m-health / e-health
- speaker training (eloquence)
- computer assisted language learning

Conclusion (main take-away message)

speech and language are difficult

humans are, by nature, experts in language and speech

computers are not yet at the same level as humans

have realistic expectations





- https://www.youtube.com/watch?v=vjSohj-lclc
- https://www.youtube.com/watch?v=9QLNutP-rNo&t=381
- https://www.youtube.com/watch?v=IHZwWFHWa-w?t=416
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