EE E6820: Speech & Audio Processing & Recognition

Lecture 12: Multimedia Indexing

- Spoken document retrieval
- 2 Audio databases
- Open issues

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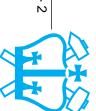
Columbia University Dept. of Electrical Engineering Spring 2007





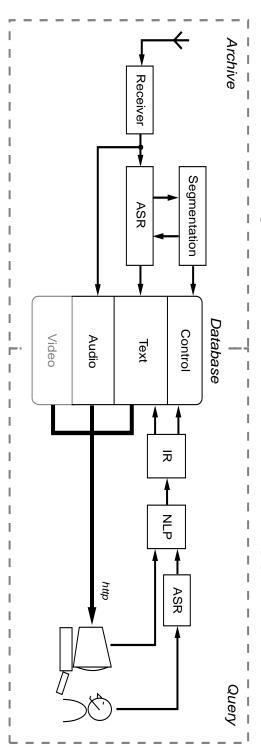
Spoken Document Retrieval (SDR)

- 20% WER is horrible for transcription
- is it good for anything else?
- Information Retrieval (IR)
- TREC/MUC 'spoken documents'
- tolerant of word error rate, e.g.:
- SEEMED TO FADE BEFORE THE LOCAL MAYOR ON A LOT OF LAW THE VERY EARLY RETURNS OF THE NICARAGUAN PRESIDENTIAL ELECTION
- F4: PRESIDENTIAL CANDIDATES OF THE ELECTION DANIEL ORTEGA IS IN SECOND PLACE THERE WERE TWENTY THREE AT THIS STAGE OF THE ACCOUNTING FOR SEVENTY SCOTCH ONE LEADER
- F5: STEPHEN BEARD FOR MARKETPLACE GEORGE BUSH ON HOW TO WIN A SECOND TO NONE IN LONDON THIS IS OFFICIALS FROM BRITAIN GOING TO WASHINGTON THEY WENT TO WOOD BUYS TRANSATLANTIC CONNECT TO A CORPORATION IN BOTH CONSERVATIVE PARTY THE LABOR MIGHT DO WELL TO REMEMBER THE LOST A MAJOR EPISODE OF
- Promising application area
- document retrieval already hit-and-miss
- plenty of untranscribed material



The THISL SDR system

Original task: BBC newsroom support



How to build the database:

- automatically record news programs 'off air'
- several hours per day \rightarrow > 3,000 hrs
- run recognition the whole time
- problems storing audio!

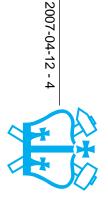


Building a new recognizer

- No models available for BBC English
- need to develop a new recognizer based on US English Broadcast News, read British English...
- Training set:

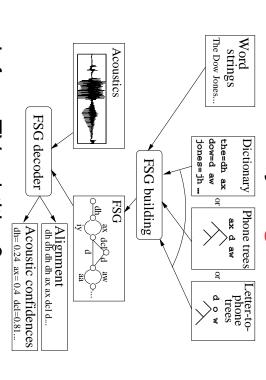
Manual transcription of 40 hours of news

- word-level transcription takes > 10x real-time
- Viterbi training, starting from read speech model
- 200M words of US & UK newspaper archives Language model:
- Standard UK-English + extensions **Dictionary:**
- many novel & foreign words



Vocabulary extension

- News always has novel words
- Starting point: Text-to-speech rules
- speech synthesizers' rules for unknown words
- but novel words are often foreign names
- Sources to identify new words
- BBC 'house style' information
- Choose model by single acoustic example

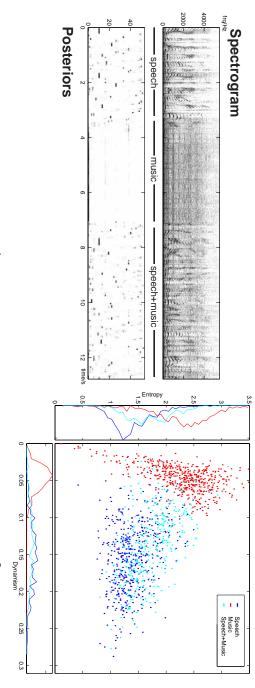


grab from TV subtitles?



Audio segmentation

- Broadcast audio includes music, noise etc.
- Segmentation is important for recognition
- speaker identity tagging, model adaptation
- excluding nonspeech segments
- Can use generic models of similarity/difference
- Look at statistics of speech model output

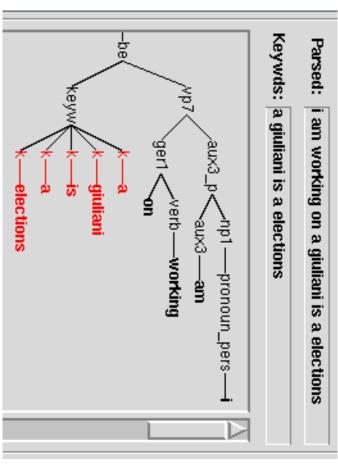


Information retrieval: Text document IR

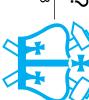
- how to find and rank documents? Given query terms T_q , document terms $T_{D(i)}$
- Standard IR uses 'inverted index' to find:
- one entry per term ${\cal T}_D$, listing all documents D(i) containing that term
- Documents are ranked using "tf idf"
- tf (term frequency) = how often term is in doc
- idf (inverse document frequency)
 how many (how few) docs contain term
- Performance measures
- precision: (correct found)/(all found)
- recall: (correct found)/(all correct)
- mean reciprocal rank for specific targets

Queries in Thisl

- Original idea: speech in, speech out
- Try to 'understand' queries
- hand-built grammar:

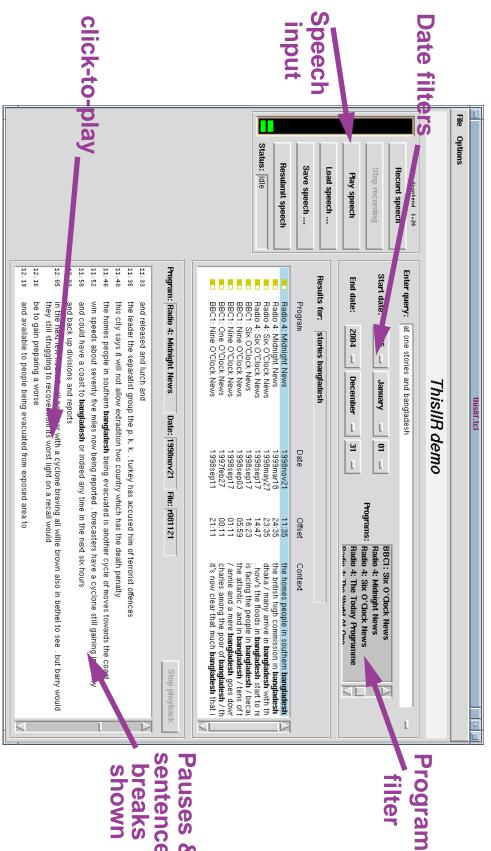


- .. but keywords better
- Phonetic matching with speech input
- search 'phone lattice' recognizer output?



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Thisl User Interface



sentence Pauses & shown breaks

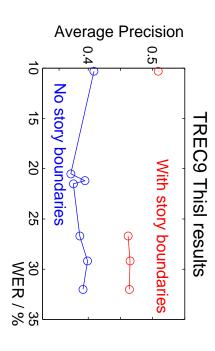


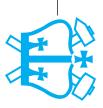
Thisl SDR performance

- NIST Text Retrieval Conference (TREC), Spoken Documents track
- 500 hours of data → need fast recognition
- set of 'evaluation queries' + relevance judgments
- Components tried in different combinations
- different speech transcripts (subtitles, ASR)
- different IR engines & query processing

Performance of systems

ASR less important than IR (query expansion...)





Speaker Identification

- Identify the speaker, regardless of the words Complement to speech recognition:
- Different forms of the problem:
- speaker segmentation
- speaker identification
- speaker verification

Factors:

- amount of training data (10 s .. 20 min)
- amount of test data (3 s .. 5 min)
- number of competitors (10 .. 500)
- false accept vs. false reject

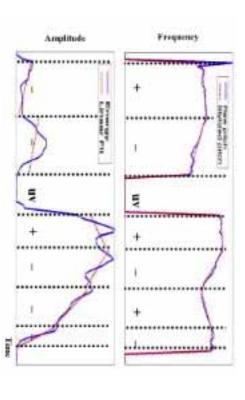
Standard baseline

- large "universal background model" (UBM)
 (e.g. 2000 mixture GMM on MFCCs)
- likelihood ratio to speaker-specific model



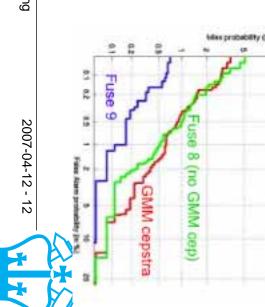
"Super Speaker ID"

- MFCC features don't capture 'high level' info
- 2002 JHU project to investigate new features
- e.g. combined pitch/energy contour sequences:
- also phone ftrs...



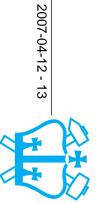
 Favorable fusion with standard baseline

http://www.clsp.jhu.edu/ws02/ groups/supersid/



Outline

- Spoken Document Retrieval
- 2 Audio databases
- Nonspeech audio retrieval
- Personal audio archives
- Open issues



Real-world audio

Speech is only part of the audio world

word transcripts are not the whole story

Large audio datasets

- movie & TV soundtracks

events such as sports, news 'actualities'

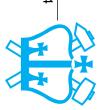
- situation-based audio 'awareness'
- personal audio recording

Information from sound

- speaker identity, mood, interactions
- 'events': explosions, car tires, bounces...
- ambience: party, subway, woods

Applications

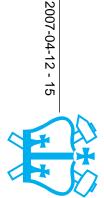
- indexing, retrieval
- description/summarization
- intelligent reaction



Multimedia Description: MPEG-7

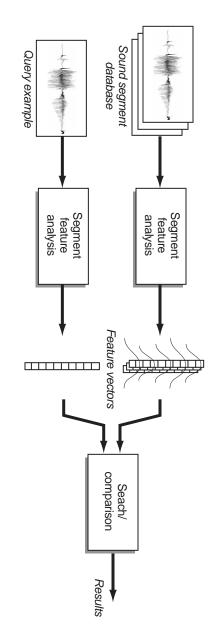
- MPEG has produced standards for audio / video data compression (MPEG-1/2/4)
- MPEG-7 is a standard for metadata: describing multimedia content
- because search and retrieval are so important
- Defines descriptions of time-specific tags, ways to define categories, specific category instances
- + Preliminary feature definitions e.g. for audio:
- spectrum: centroid, spread, flatness
- harmonicity: degree, stability
- pitch, attack time, melody structure ...

http://www.darmstadt.gmd.de/mobile/MPEG7/Documents.html

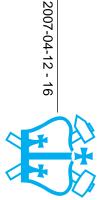


Muscle Fish "SoundFisher"

Access to sound effects databases

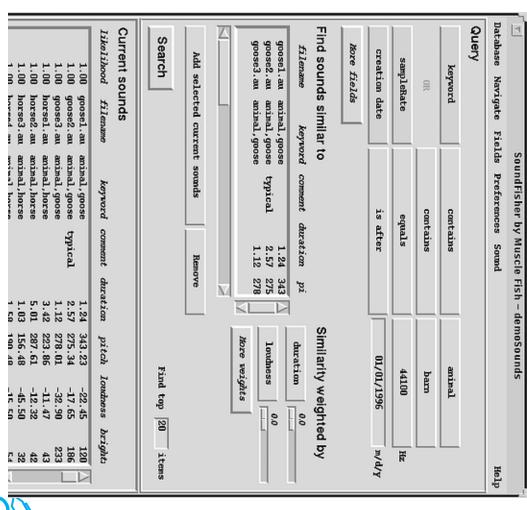


- Features (time series contours):
- loudness, brightness, pitch, cepstra
- Query-by-example
- direct correlation of contours (normalized/not)
- comparison of value histograms (time-collapsed)
- Always global features
- a mixture of two sounds looks like neither



SoundFisher user interface

Principle query mechanism is "sounds like"



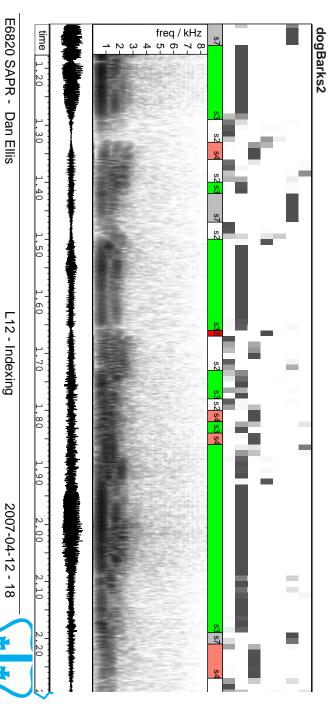
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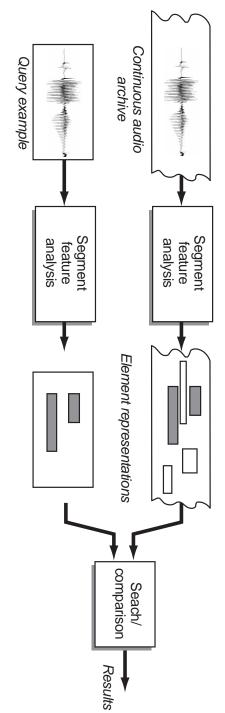
HMM modeling of nonspeech

- No sub-units defined for nonspeech sounds
- but can still train HMMs with EM
- Final states depend on EM initialization
- labels / clusters
- transition matrix
- Have ideas of what we'd like to get
- investigate features/initialization to get there

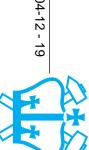


Indexing for soundtracks

- multiple simultaneous sound sources Any real-world audio will have
- Queries typically relate to one source only
- not a source in a particular context
- Need to index accordingly:

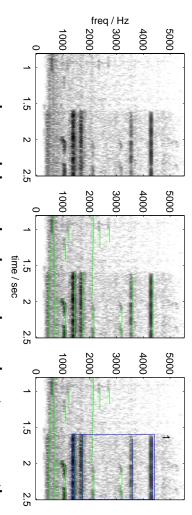


- analyze sound into source-related elements
- perform search & match in that domain

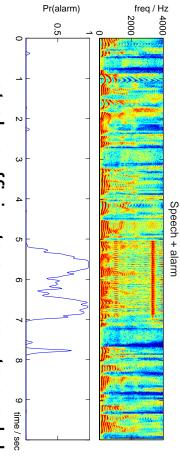


Alarm sound detection

- Alarm sounds have particular structure
- people 'know them when they hear them'
- Isolate alarms in sound mixtures



sinusoid peaks have invariant properties



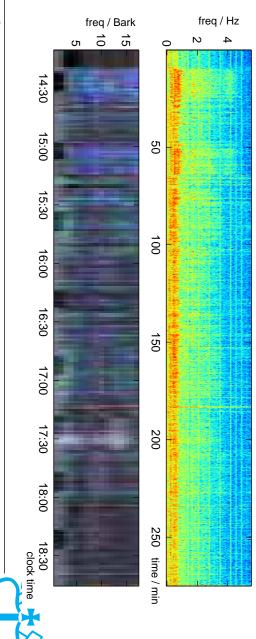
cepstral coefficients are easy to model



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Personal Audio

- LifeLog / MyLifeBits /
 Remembrance Agent:
 Easy to record everything you
 hear
- Then what?
- prohibitively time consuming to search
- but .. applications if access easier
- Automatic content analysis / indexing...



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Segmenting Personal Audio

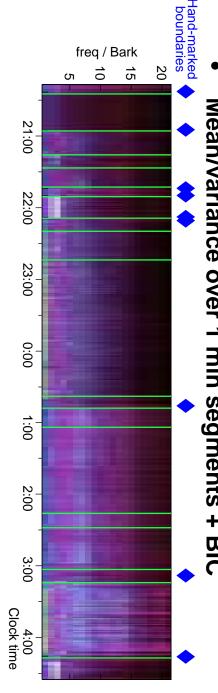
- First step: segment into consistent 'episodes'
- Variety of features:
- regular spectrum
- auditory spectrum

 $A[n,j] = \sum_{k=0}^{N_{FT}/2+1} w_{jk} X[n,k]$

MFCCs

subband
$$H[n,j] = -\sum_{k=0}^{N_{FT}/2+1} \frac{w_{jk}X[n,k]}{A[n,j]} \cdot log\left(\frac{w_{jk}X[n,k]}{A[n,j]}\right)$$

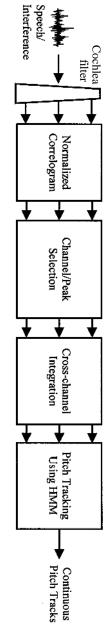
Mean/variance over 1 min segments + BIC



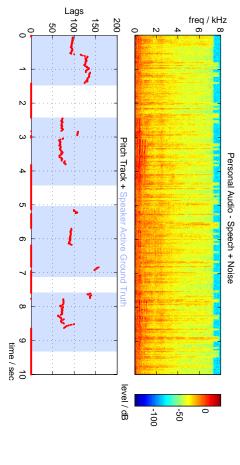
- Best: 84% correct detect @ 2% false alarm
- mean audspec energy + entropy

Detecting Speech Segments

- Segments with speech are most interesting
- high noise defeats Voice Activity Detection
- Voice Pitch as the strongest cue?
- periodicity + speech dynamics
- need noise-robust pitch tracker



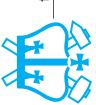
Improved detection in noise



- Spoken document retrieval
- **Audio databases**
- Open issues
- Speech recognition
- Sound source separation

- Information extraction & visualization

Learning from audio



Open issues 1: Speech recognition

Speech recognition is good & improving

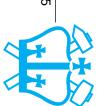
- but reaching asymptote: BN WER:
 1997=22% 1999=14% 2004=9%
- training data: 1999=150h 2004=3500h

Problem areas:

- noisy speech (meetings, cellphones)
- informal speech (casual conversations)
- speaker variations (style, accent)

Is the current approach correct?

- MFCC-GMM-HMM systems are optimized
- new approaches can't compete
- but: independence, classifier, HMMs...



Open issues 2: Sound mixtures

Real-world sound always consists of mixtures

- we experience it in terms of separate sources
- 'intelligent' systems must do the same

How to separate sound sources?

- exact decomposition ('blind source separation')
- extract cues
- overlap, masking
- → top-down approaches, analysis-by-synthesis

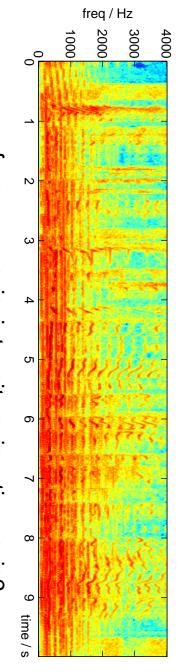
How to represent & recognize sources?

- which features, attributes?
- hierarchy of general-to-specific classes...

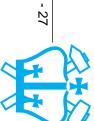


Open issues 3: Information & visualization

often unsatisfactory for more complex sounds Spectrograms are OK for speech,

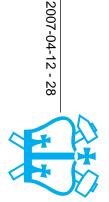


- frequency axis, intensity axis time axis?
- separate spatial, pitch, source dimensions
- Visualization may not be possible
 .. but helps us think about sound features
- Different representations for different aspects
- best for speech, music, environmental, ...



Open issues 4: Learning from audio

- HMMs (EM, Baum-Welch etc.) have had a huge impact on speech, handwriting ...
- very good for optimizing models
- little help for determining model structure
- Applicable to other audio tasks?
- e.g. textures, ambience, vehicles, instruments
- Problems:
- finding the right model structures
- constraining what the models learn: initial clustering, target labelling
- How to leverage large databases, bulk audio
- unsupervised acquisition of classes, features
- the analog of infant development



Outline

- Spoken Document Retrieval
- 2 Audio Databases
- Open issues

Course retrospective

Fundamentals

L1:

Acoustics

Pattern Auditory recognition perception **Auditory**

Audio processing

L5: Signal models

L6:
Music
analysis/
synthesis

L7: Audio

compression & rendering Spatial sound

Applications

Speech recognition

L10: Music retrieval

L11: Signal

separation

Multimedia indexing

Summary

Large Vocabulary speech recognition

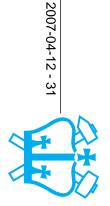
- errors are OK for indexing
- .. but still needs controlled audio quality

Recognizing nonspeech audio

- lots of other kinds of acoustic events
- speech-style recognition can be applied

Open questions

lots of things that we don't know



Final Presentations

Two Sessions

Thursday April 26th, 10:00-12:30 Thursday May 3rd, 10:00-12:30

20 minute slots

e.g. 15 minute talk, 5 min Qs / discussion

Background! Results! Examples!

+ Discussion!

Special AV requirements?
 Let me know...

