

Why Weighted Finite-State Transducers?

- 1. Efficiency and Generality of Classical Automata Algorithms**
 Efficient algorithms for a variety of problems (e.g. string-matching, compilers, parsing, pattern matching, process industri, design of controllability systems in aircrafts).
 General algorithms: rational operations, optimizations.
- 2. Weights**
 Handling uncertainty: text, handwritten text, speech, image, biological sequences.
 Increased generality: finite-state transducers, multiplicity/indeterminism.
- 3. Applications**
 Text: pattern-matching, indexation, compression.
 Speech: Large-vocabulary speech recognition, speech synthesis.
 Image: image compression, filters.

* credits to M.Mohr

TRANSDUCERS

IN AUTOMATIC SPEECH RECOGNITION

In ASR: Mathematical models for speech-to-text translation

A uniform composition of different information sources:
 HMM-data, lexica, language models, etc..

Flexible: reduces decoder dependencies,
 multiple layers,
 generic optimization methods.

What is a Weighted Finite-State Transducer (WFST) ?

A finite-state machine where each arc is a weighted transduction consisting of an input, an output, and a probability/weight

Simply put: *A translation device*

A WFSA is a transducer without output

WFSTs in recognition

- I want a ticke..#noise" ..Boston from New York

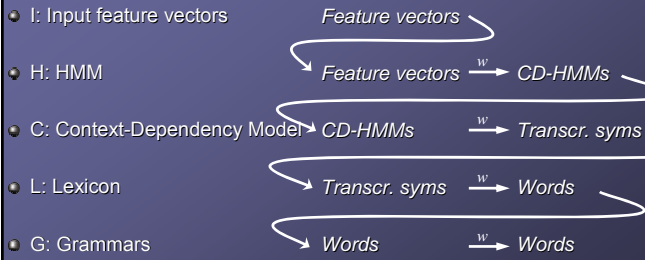
FST trained on acoustics and language corpus:
 #noise" must be "t...to" !

WFSTs in recognition

The **bare** was **bear** naked?

- FST trained on language corpus:
- The bear was bare naked**

Recognition Cascade (simplified)



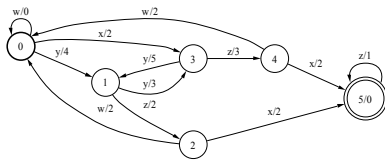
Use Weighted FST Composition to compose the parts into one

Weighted FST operations

Best-path	Difference	Weight pushing
Closure	Equivalence	Label pushing
Compaction	Hadamard product	Reversal
Composition	Inversion	Epsilon removal
Concatenation	Minimization	Topological sort
Connection	Projection	Union
Determinization	Pruning	

Language model WFSA

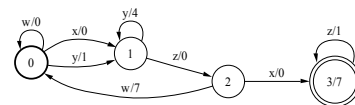
Model a priori weights for different word sequences (n-grams)



4 fictitious words: w, x, y, z

LM WFSA - Minimized

Model a priori weights to different word sequences (n-grams)



4 fictitious words: w, x, y, z

Pronunciation knowledge

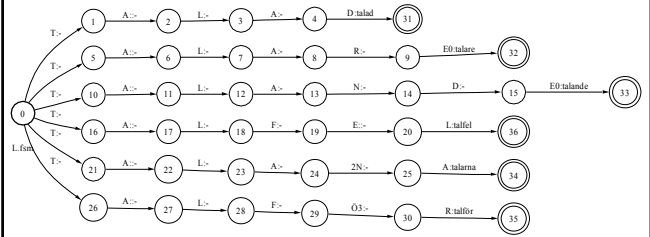
because			about		
IPA	ARPAbet	%	IPA	ARPAbet	%
[bɪkəz]	[b iy k ah z]	27%	[əbaʊt]	[ax b aw]	3%
[bɪkəz]	[b ix k ah z]	14%	[əbaʊt]	[ax b aw t]	10%
[kəz]	[k ah z]	7%	[baʊ]	[b aw]	9%
[kəz]	[k ax z]	5%	[əbaʊ]	[ix b aw]	5%
[bɪkəz]	[b ix k ax z]	4%	[əbaʊ]	[ix b aw t]	5%
[bɪkəz]	[b ih k ah z]	3%	[əbaʊ]	[ix b ae]	4%
[bəkəz]	[b ax k ah z]	3%	[əbaʊ]	[ax b ae dx]	3%
[kəz]	[k uh z]	2%	[baʊ]	[b aw dx]	3%
[ks]	[k s]	2%	[baʊ]	[b ae]	3%
[kɪz]	[k ix z]	2%	[baʊ]	[b aw t]	3%
[kɪz]	[k ih z]	2%	[əbaʊ]	[ax b aw dx]	3%
[bɪkəz]	[b iy k ah zh]	2%	[əbaʊ]	[b ae]	3%
[bɪkəs]	[b iy k ah s]	2%	[baʊ]	[b ae]	3%
[bɪkəz]	[b iy k ah]	2%	[baʊ]	[b ae dx]	3%
[bɪkəz]	[b iy k aa z]	2%	[əbaʊ]	[ix b aw dx]	3%
[əz]	[ax z]	2%	[baʊ]	[ix b aa t]	3%

Figure 5.7 The 16 most common pronunciations of because and about from the hand-transcribed Switchboard corpus of American English conversational telephone speech (Godfrey et al., 1992; Greenberg et al., 1996).

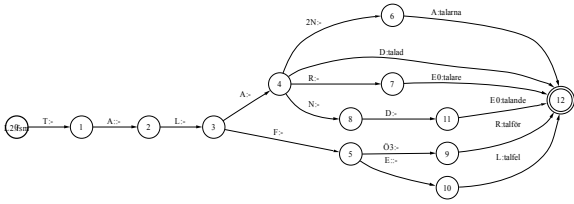
Use different weights to model likelihood of pronunciations!

Lexicon transducer

Some phonetically similar words

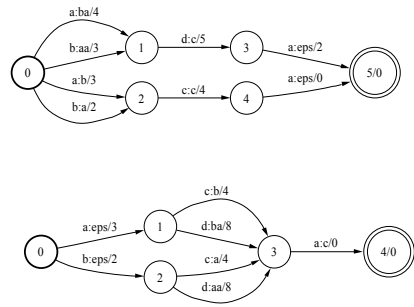


Equivalent lexicon transducer
- Deterministic

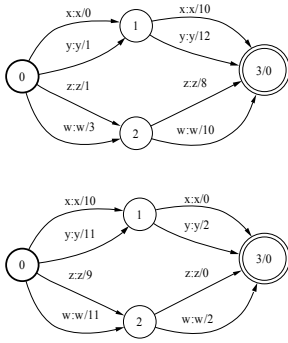


36 → 13 states

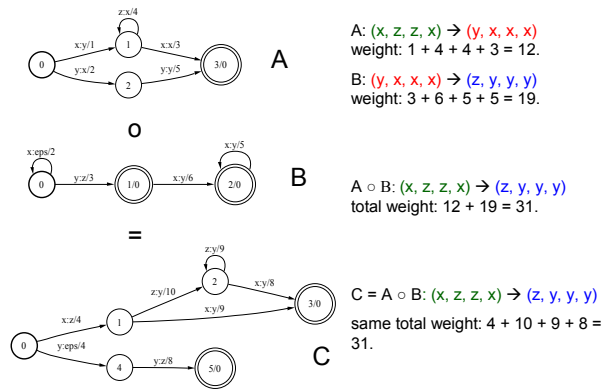
Weighted determinization



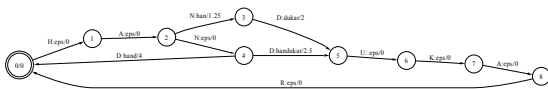
Weight pushing



Weighted composition



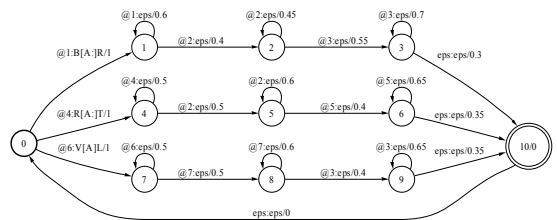
Lexicon + Grammar: L ∘ G

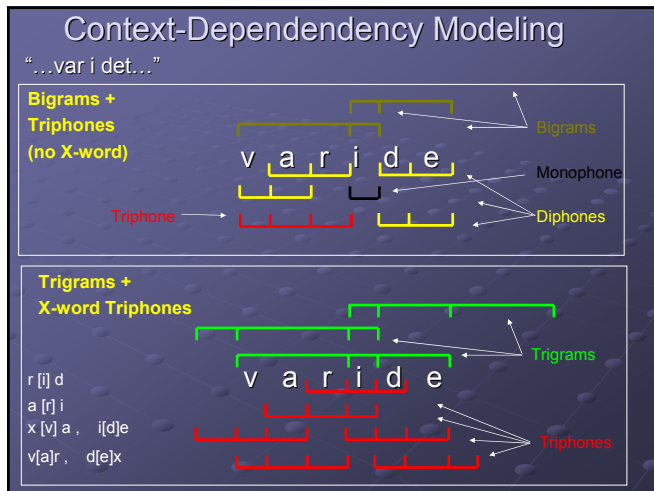


han HAN (Eng: he)
hand HA:ND (Eng: hand)
handdukar HA:NDU:KAR (Eng: towels)
dukar DU:KAR (Eng: set the table)

Sequence:
han dukar H A: N D U: K A R (Eng: he sets the table)

HMMs as WFSTs

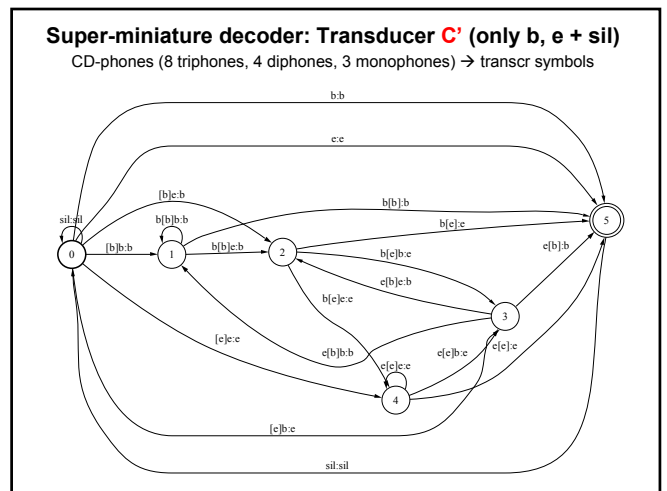
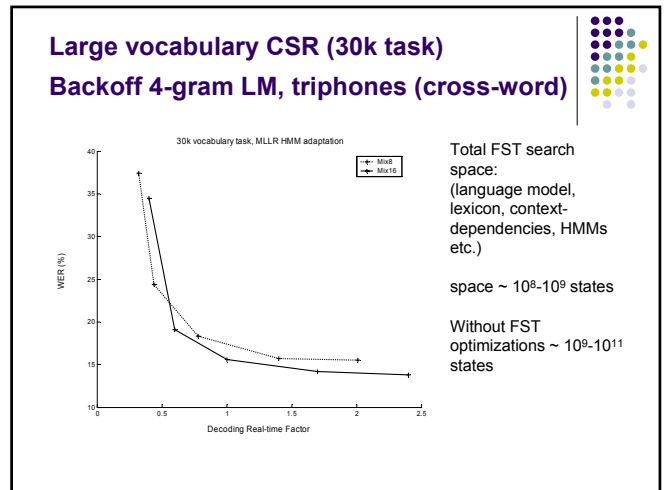




ASR systems

System	Starlite (N.Ström)	Ace (A.Seward)	Daytona (A.Seward)
Type	MVCSR (< 2kw)	MVCSR (< 5kw)	LVCSR (> 30 kw)
Decoder tech	2-pass, Viterbi + A*	1-pass, Token passing (mod)	1-pass, WFST
Source code	C	Java	C#/C/SIMD Asm
AM	HMM+GM, ANN	HMM+GM	HMM+GM
Compatible toolkits	HTK	HTK	HTK, SRI LM, AT&T FSM
Bigrams	Class-pair		✓
Trigrams			✓
Multi-level N-gram (backoff)			✓
Context-Free Grammars		✓	✓
Dynamic LMs		✓	✓
Incremental results		✓	✓
X-word N-phone decoding			✓
Dictation (infin. input)			✓

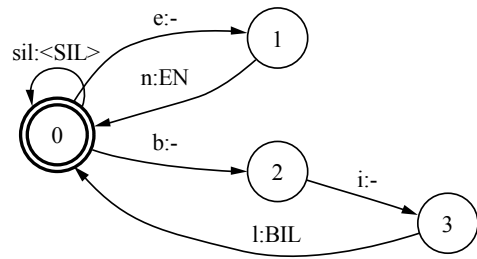
- ### Daytona LVCSR system
- Built for integration in online systems
 - real-time performance
 - time-synchronous decoding
 - Based on Weighted Finite-State Transducers
 - Incremental output (word by word)



A miniature two word decoder example

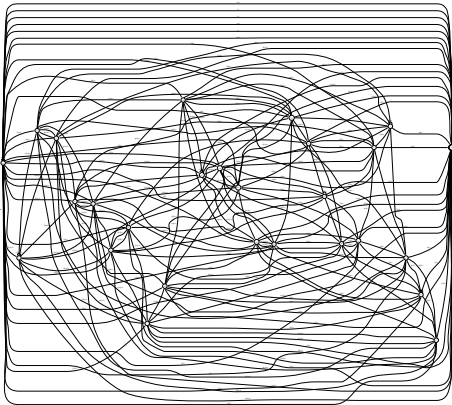
- Lexicon:
 - bil: 'b' 'i' 'l'
 - en: 'e' 'n'
 - <SIL>: 'sil'
- 6 transcription symbols (5+1)
 - b e i l n (context dependent)
 - sil (context independent)
- AM: 125 (5³) triphones, 25(5²) diphones, 6 monophones (5+1)
- Simple bigram language model

Miniature decoder: Transducer L

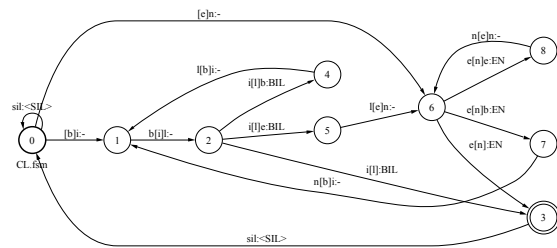


Miniature decoder: Transducer C

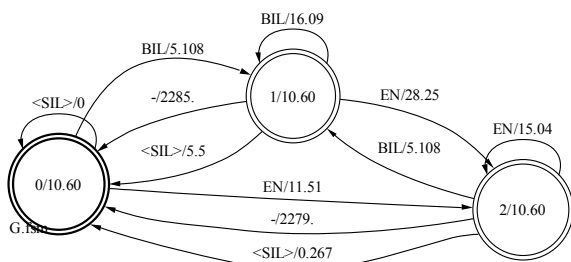
CD-phones (125 triphones, 25 diphones, 6 monophones) → transcr symbols



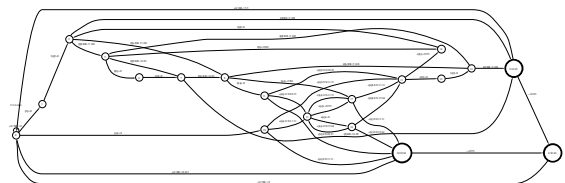
Transducer C o L



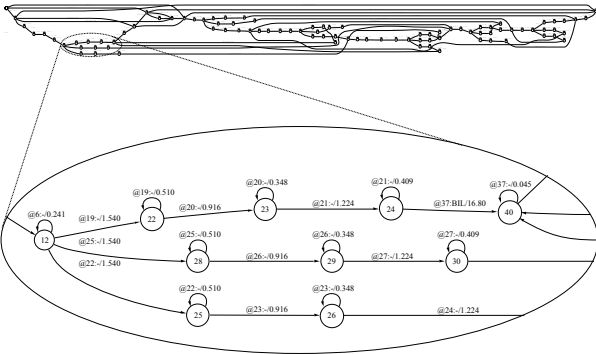
Transducer G



Transducer C o L o G



Optimized WFST H o C o L o G



A weighted transducer PDFs → words

Speech Recognition Grammar Specification



W3C Recommendation

```
<?xml version="1.0" encoding="ISO-8859-1"?>
<!DOCTYPE grammar PUBLIC "-//W3C//DTD GRAMMAR 1.0//EN"
"http://www.w3.org/TR/speech-grammar/grammar.dtd">
<grammar xmlns="http://www.w3.org/2001/06/grammar"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xsi:schemaLocation="http://www.w3.org/2001/06/grammar
http://www.w3.org/TR/speech-grammar/grammar.xsd"
xml:lang="en" version="1.0" root="city_state" mode="voice">
  <rule id="city" scope="public">
    <one-of>
      <item>Boston</item>
      <item>Philadelphia</item>
      <item>Fargo</item>
    </one-of>
  </rule>
  <rule id="state" scope="public">
    <one-of>
      <item>Florida</item>
      <item>North Dakota</item>
      <item>New York</item>
    </one-of>
  </rule>
  <!-- Reference by URI to a local rule -->
  <!-- Artificial example allows "Boston, Florida"! -->
  <rule id="city_state" scope="public">
    <ruleref uri="#city"/> <ruleref uri="#state"/>
  </rule>
</grammar>
```