

# Speech Processing And Prosody

Denis Jouvét

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# Speech Processing and Prosody

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- Prosody conveys various types of information over the linguistic content
  - Prosody structures the utterances
  - May be used to emphasize words
  - Speaker emotional state
  - ...
- Speech prosody neglected
  - In automatic speech recognition
  - In manual transcriptions
- But critical for expressive speech synthesis
- Prosody is a suprasegmental information, and is characterized by
  - Duration of the sounds
  - Fundamental frequency
  - Energy of the sounds

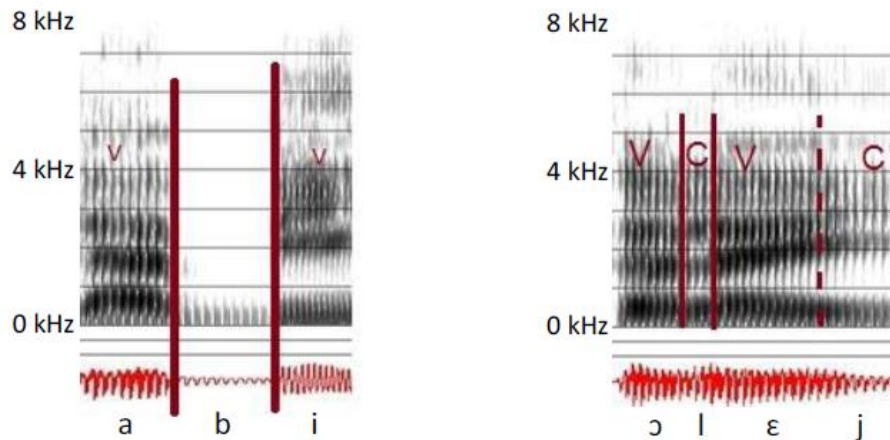
# Outline

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- Prosodic features, computation and reliability
  - Phone duration
  - Fundamental frequency
  - Phone energy
- Prosodic features in automatic speech processing
  - Computer assisted language learning
  - Structuring speech utterances
  - Sentence modality
  - Prosodic correlates of discourse particles
  - Expressive speech
- Conclusion

# Phone duration

- Is determined from the phone boundaries that can be set
  - Manually
  - Automatically through forced speech-text alignment
- Some boundaries are clear, some are more ambiguous, for example



- Clear between vowel and occlusive
- Ambiguous between vowel and semi-vowel

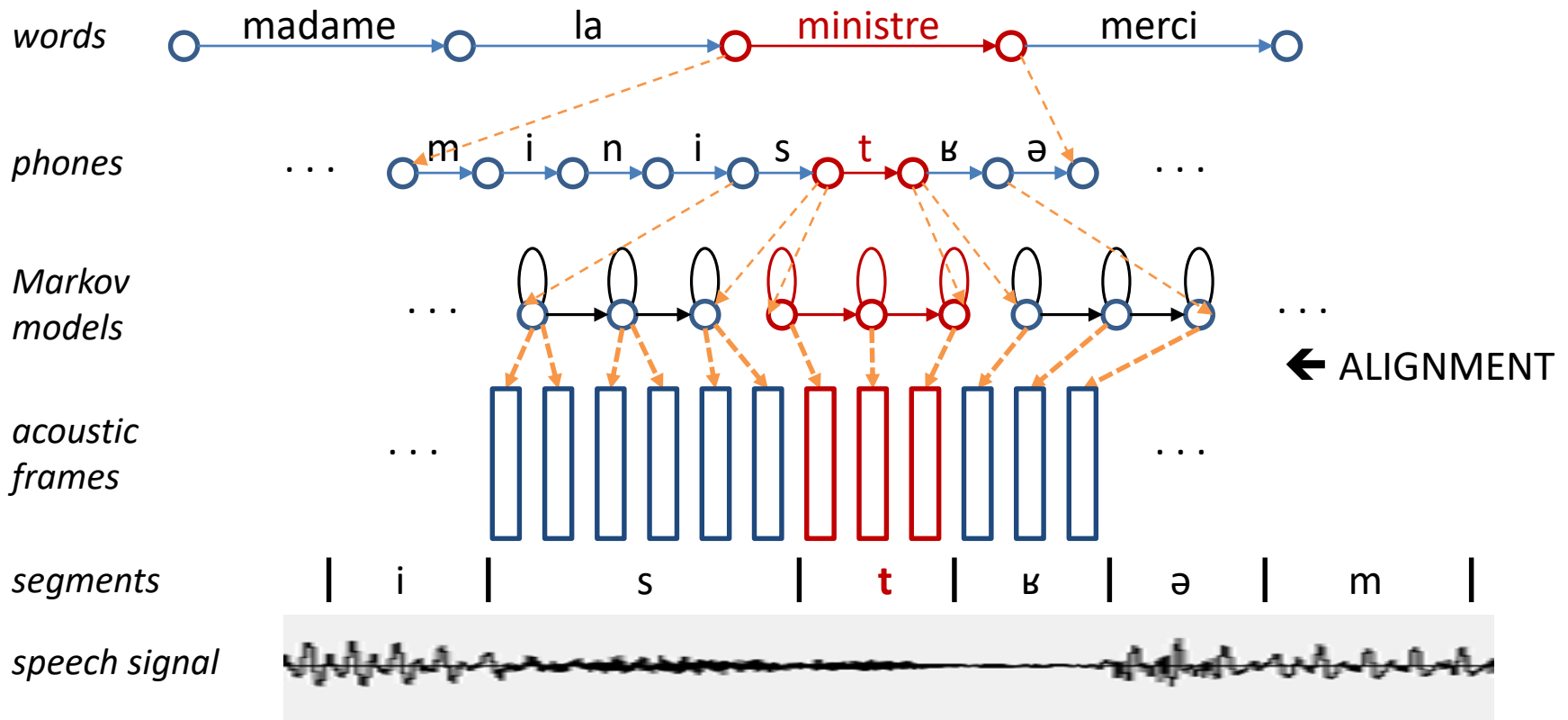
# Automatic speech-text alignment

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- Needs only a manual transcription of the speech signal into words
  - ⇒ sequence of words corresponding to the speech segment
- Uses pronunciation variants for each word (lexicon or grapheme-to-phoneme tools)
- Relies on automatic speech recognition tools
  - ⇒ find the sequence of phones that best matches with the speech signal (and the associated word and phone boundaries)
- Works well when
  - Good quality speech data and reliable acoustic models
  - Transcription perfectly matches with the actual content
  - Pronunciation variants include the actual pronunciations
- Performance degrades
  - On noisy speech data
  - On non-native speech (difficult to predict every possible pronunciation deviations)

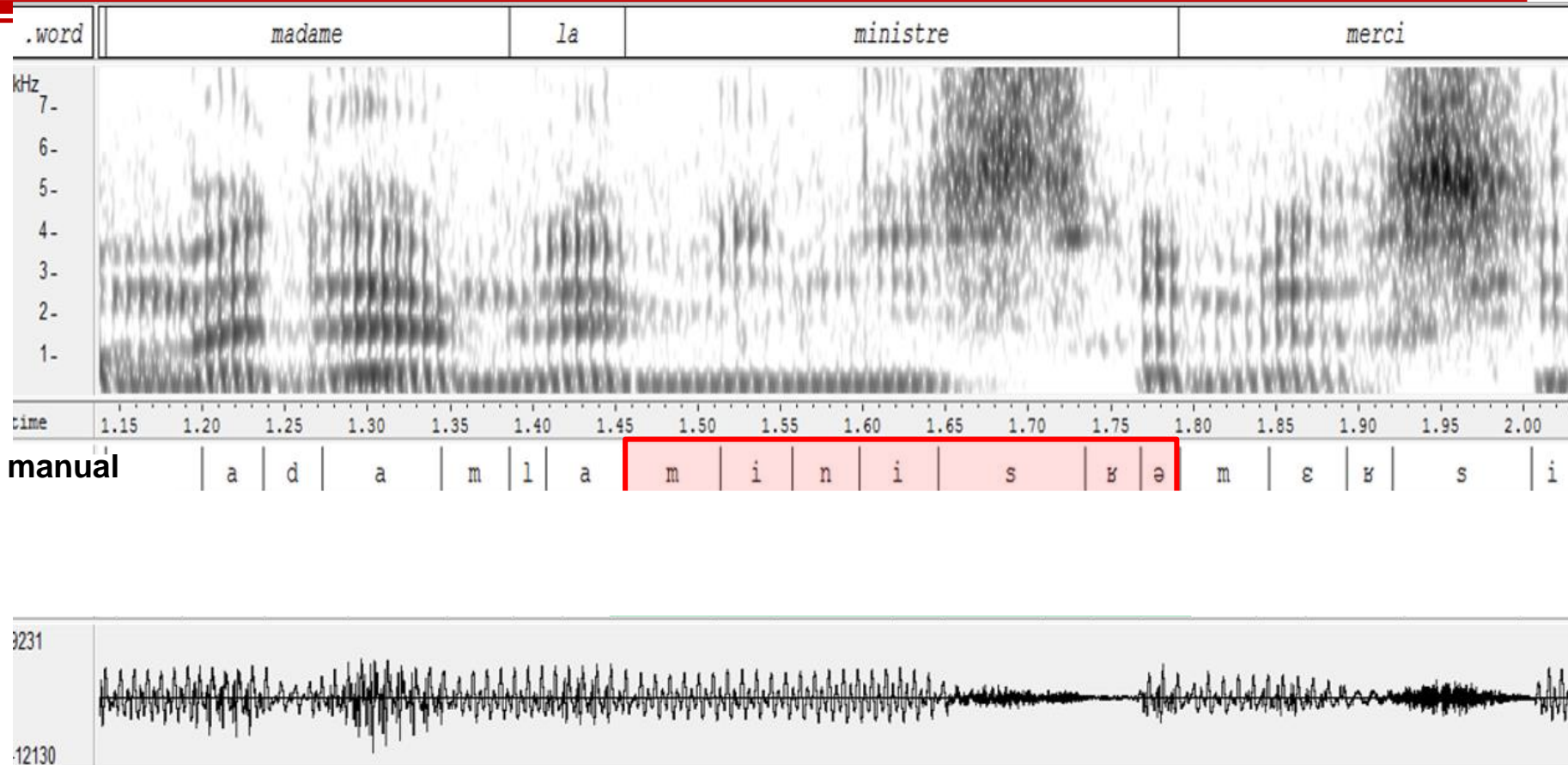
# Automatic speech-text alignment

- Example for « *Madame la Ministre, merci* » (↔ Madame Minister thanks)



- 3 states per phone model \* 10 ms per frame → **30 ms minimum duration per phone**

# Example of speech segmentation



[t]

- absent in manual segmentation
- very short in automatic segmentation with 5 ms frame shift
- 30 ms long in automatic segmentation with 10 ms frame shift

# Analysis of final consonantal clusters

- Analysis of a frequent final cluster / t v / as in / m i n i s t v / (*ministre*)
- Extended pronunciation lexicon where all pronunciation variants are allowed
  - Adding final schwa / ə /
  - Eliding consonants / t / or/and / v /
- This leads to an extended set of pronunciation variants

Example for *ministre*:

/ministvə/ [+t][+v][+ə]  
 /ministv / [+t][+v][-ə]  
 /minist ə/ [+t][-v][+ə]  
 /minist / [+t][-v][-ə]

/t/ pronounced

/minis v ə/ [-t][+v][+ə]  
 /minis v / [-t][+v][-ə]  
 /minis ə/ [-t][-v][+ə]  
 /minis / [-t][-v][-ə]

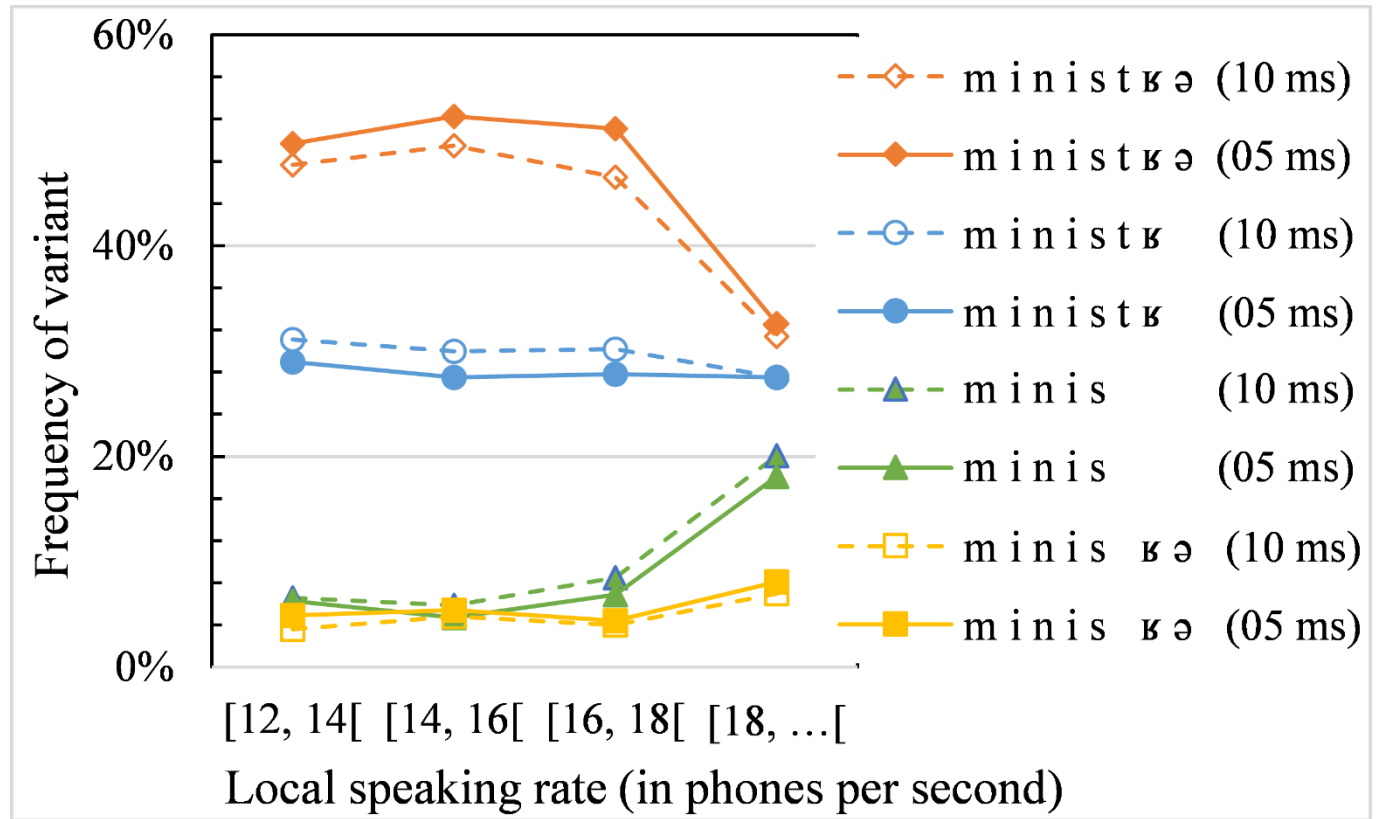
/t/ elided

} /v/ pronounced  
 } /v/ elided



# Comparing frequency estimations

- Word *ministre*
- Comparing frequencies estimated with 5 and 10 ms frame shifts



- 5 ms frame shift acoustic analysis leads to higher frequency of occurrences for longest pronunciation variant (here / m i n i s t ʁ ə /)

# Speech-text alignment

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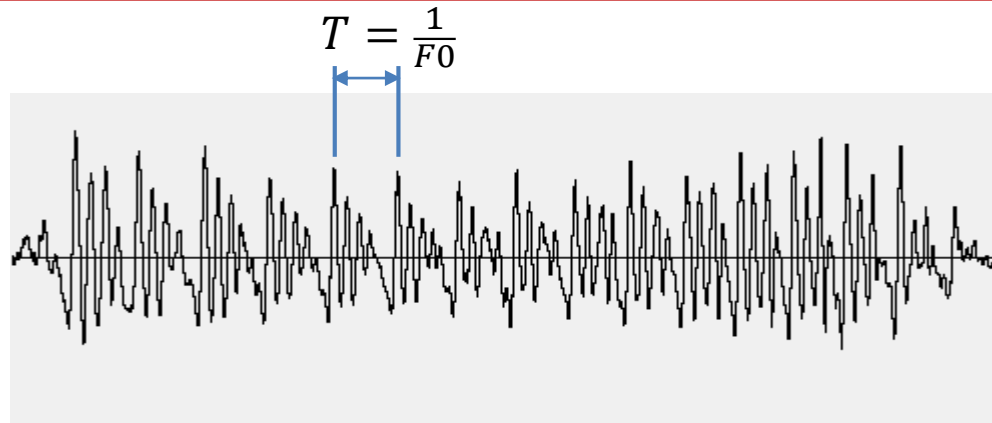
- Besides correct transcription, adequate pronunciation variants, ... better to rely on a 2 pass process
  - First, determine the pronunciation variants actually used with context-dependent models
  - Then, re-align with context-independent acoustic models which leads to a better precision of the boundaries
- To get a better precision
  - Use 5 ms frame shift  
Note, that is what is done in parametric speech synthesis
- Other difficulties stem from
  - Non adequate noise models
  - Annotation conventions for noises, laughing, hesitations, ..., that vary among corpora

# Fundamental frequency (F0)

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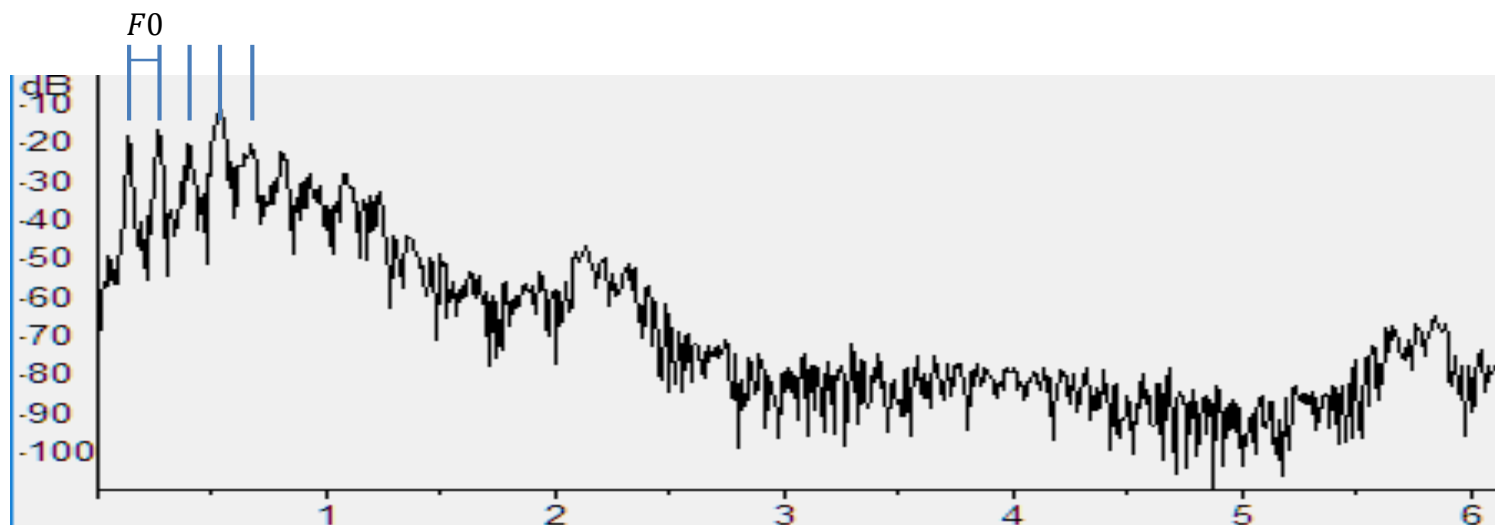
- Fundamental frequency vs. pitch
  - Pitch is linked to the perception of the frequency
  - F0 is a physical property of the sounds
- However the term 'pitch' is often used when talking about the F0
- F0 detection can be done
  - In the time domain
  - In the spectral domain
  - Using both time and spectral domains

# F0 detection – time domain



- Rely on the time shift at which the signal (almost) repeat itself (in voiced sounds)
  - ACF (Praat) Auto Correlation Function
  - AMDF (snack library) Average Magnitude Difference Function
  - CCF (Praat) Cross Correlation Function
  - Kaldi (speech recognition toolkit)
  - REAPER (REAPER)
  - RAPT (SPTK and snack library) Robust Algorithm for Pitch Tracking
  - SRPD (ESTL) Super Resolution Pitch Determinator
  - TEMPO (STRAIGHT)
  - YIN (YIN and JSNOORI)

# F0 detection – frequency domain



- Exploit the harmonic structure of the spectrum for voiced sounds
  - Martin (JSNOORI)
  - SHS (Praat) Sub-Harmonic Summation algorithm
  - SWIPE (SPTK and JSNOORI) Sawtooth Waveform Inspired Pitch Estimator

# F0 detection – combined approaches

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- Combine time and frequency cues
  - Aurora (ETSI)
  - NDF (STRAIGHT)      Nearly Defect-free F0

# F0 detection – comments

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- Time and frequency approaches provide F0 candidates
  - Main challenge is to select the “good” candidate and to avoid pitch halving ( $F0/2$ ) or doubling ( $2 * F0$ ) estimations which lead to the numerous variants
- Voicing decision is a critical step  
[unvoiced sounds and silence → no F0 values; voiced sounds → F0 values]
  - Usually carried on by applying thresholds on numerical criteria used to compute F0
- Dynamic programming-based post processing in some approaches
  - E.g., RAPT, REAPER, Martin
  - For minimizing jumps in the F0 curve (thus reducing halving and doubling errors, and to improve voicing decision)

# Performance evaluation measures

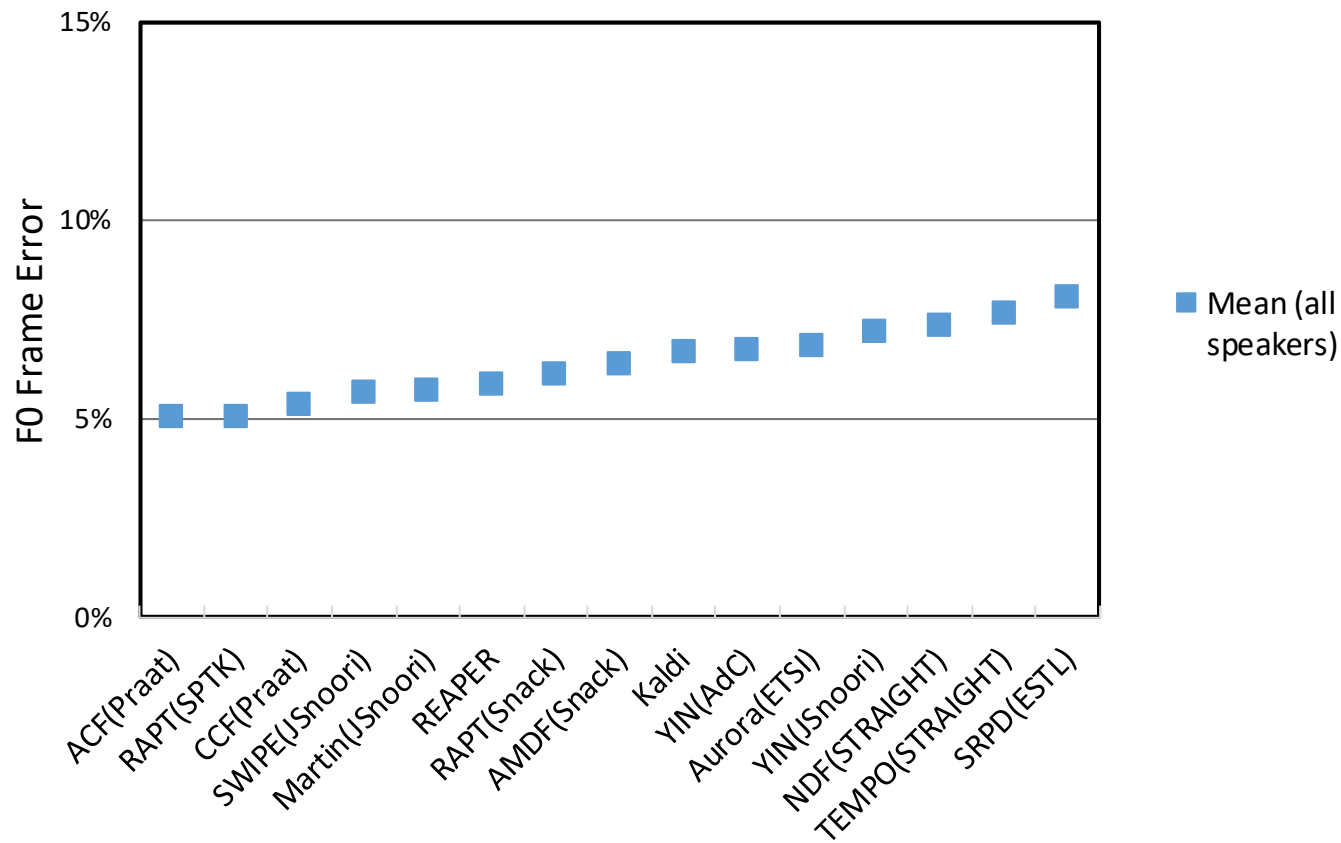
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- VDE: Voicing Decision Error
  - Proportion of frames for which a voicing decision error is made
  - Two types of errors
    - $v \rightarrow uv \Leftrightarrow$  voiced frame classified as unvoiced
    - $uv \rightarrow v \Leftrightarrow$  unvoiced frame classified as voiced
  
- FFE: F0 Frame Error
  - Provides a global error measure
  - Consider as error
    - Voicing decision error ( $v \rightarrow uv$  and  $uv \rightarrow v$ )
    - Gross pitch error (voiced frame classified as voiced, but estimated F0 differs from the reference F0 by more than 20%)



# Evaluation on clean data

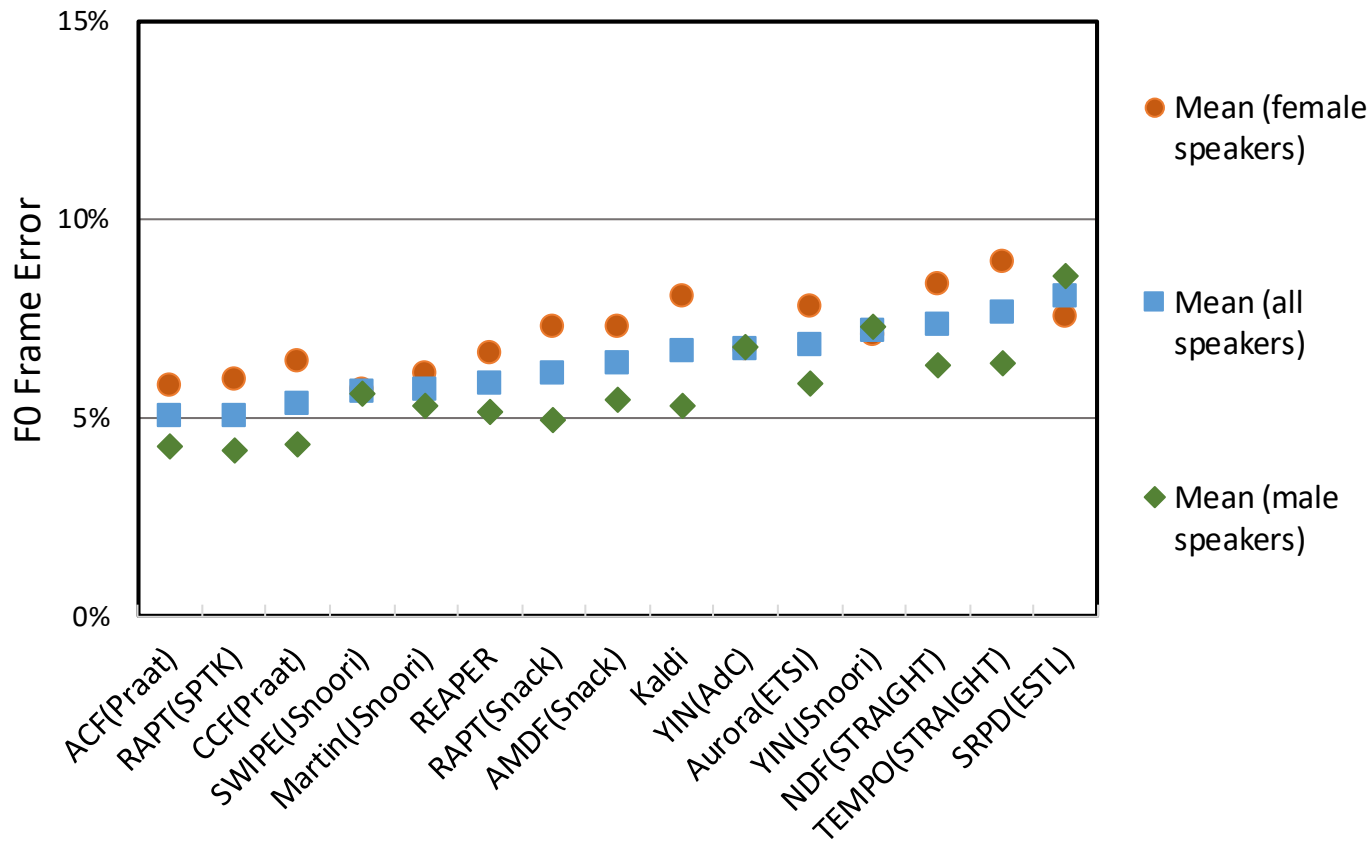
PTDB-TUG corpus, 20 speakers, 4720 utterances



- Mean (over all speakers) ranges from 5% to 8%

# Evaluation on clean data

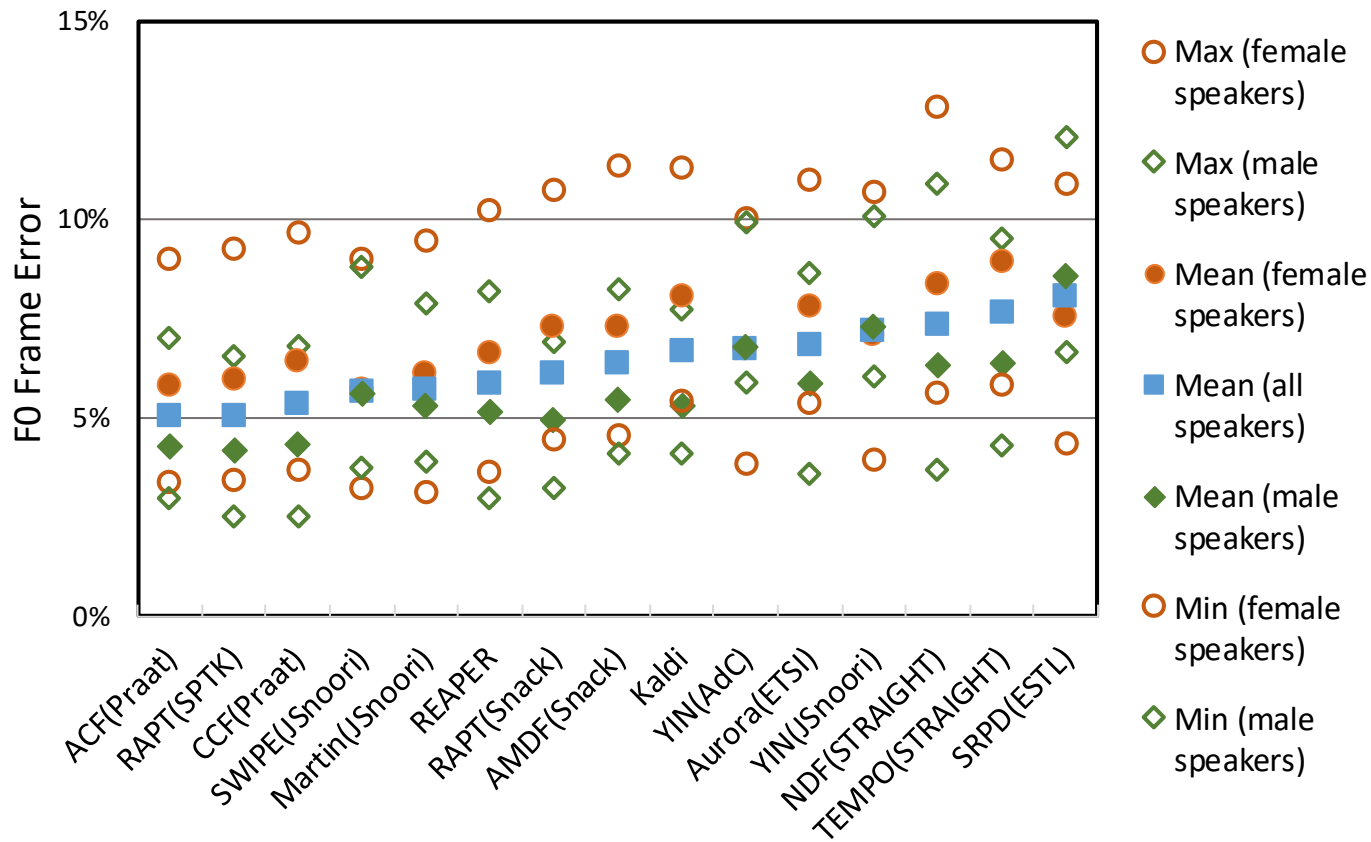
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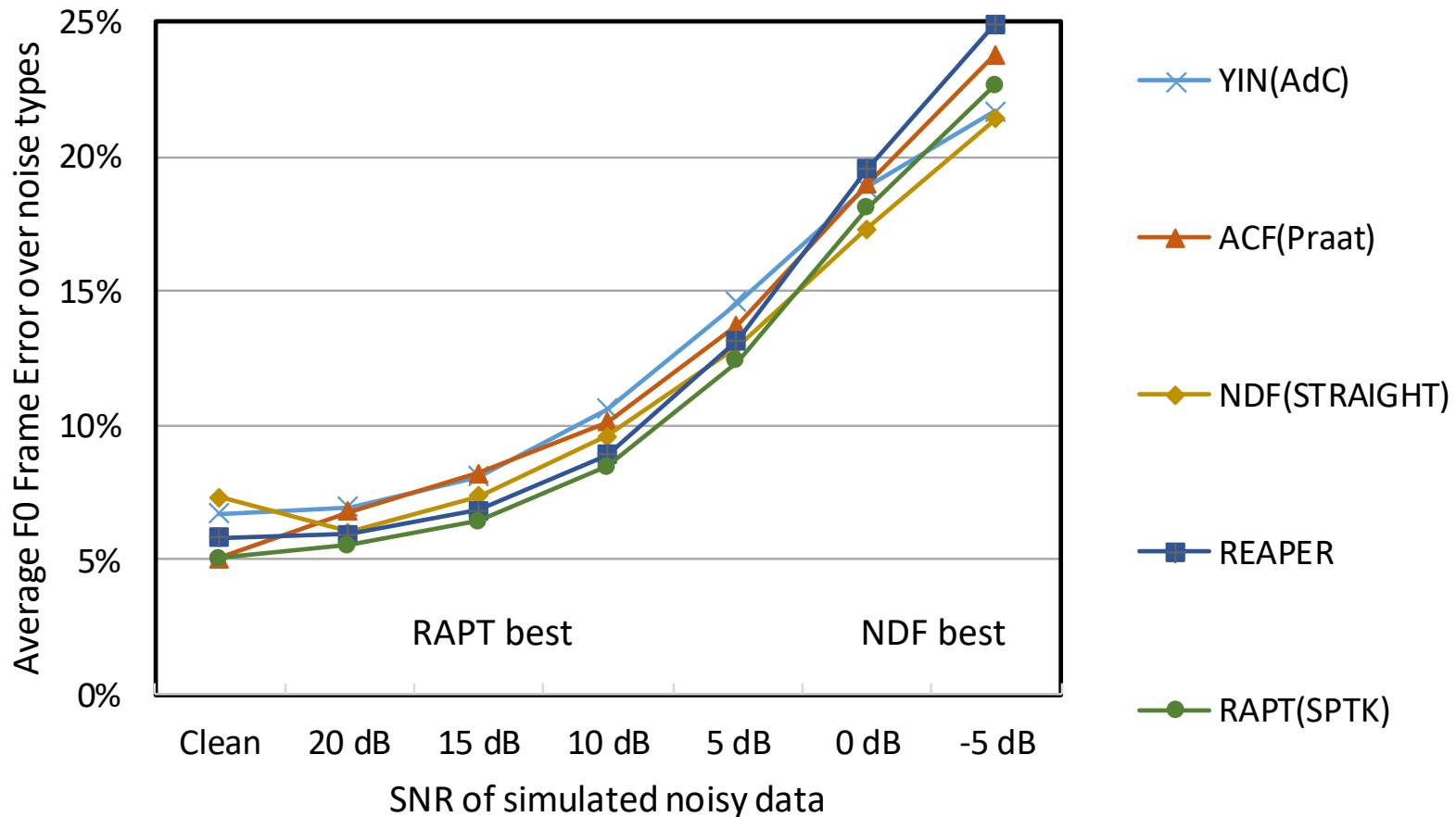
PTDB-TUG corpus, 20 speakers, 4720 utterances



- Mean (over all speakers) ranges from 5% to 8%
- Except SWIPE and YIN, better results on male speakers than on female speakers
- Large gap in performance between best and worst speaker (for all approaches)

# Evaluation on simulated noisy data

PTDB-TUG corpus, noises (babble, factory, ...) added at various SNR levels

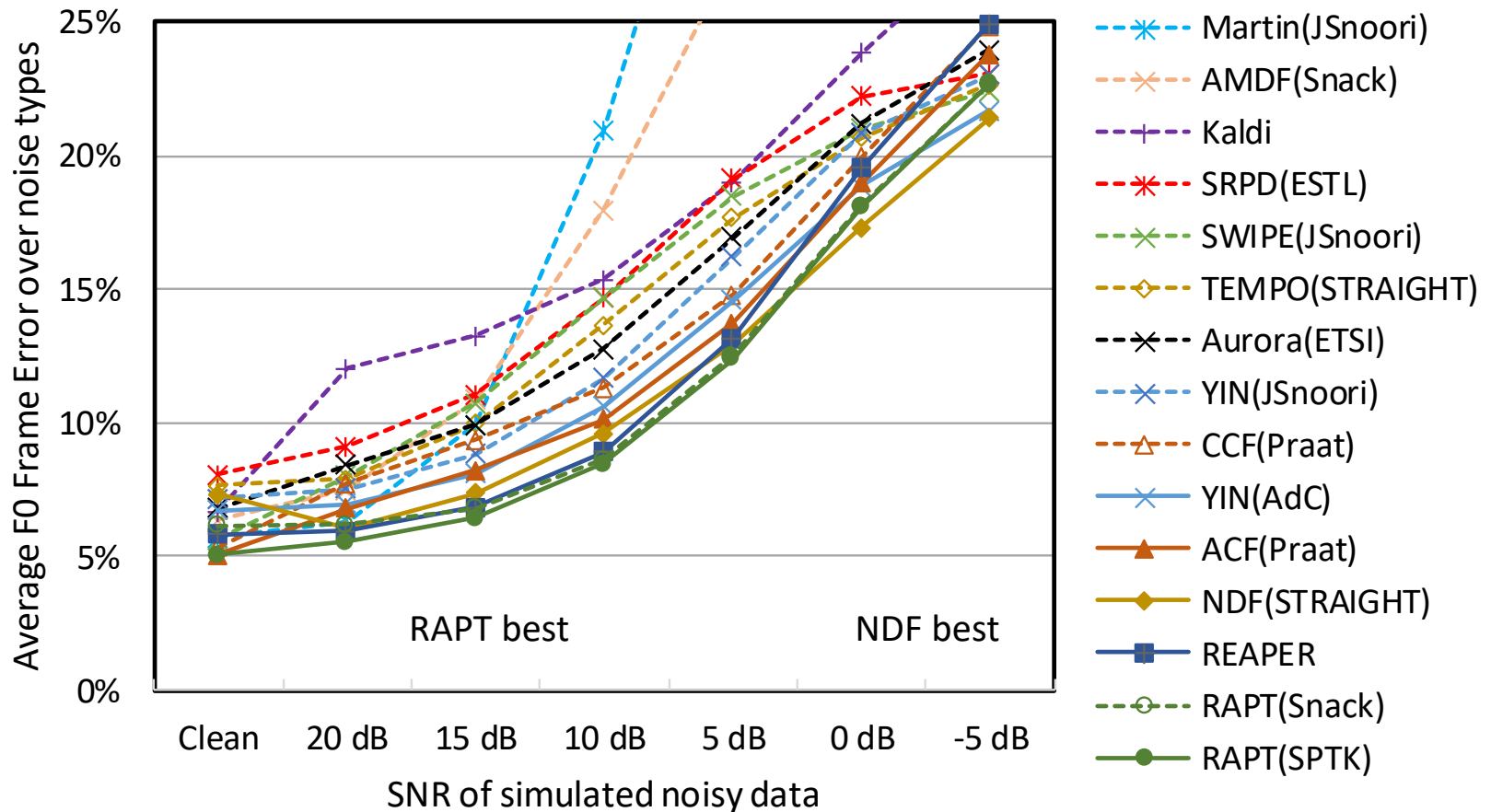


Same order as the curves for 10 dB SNR

- Most approaches have the same behavior (ending at around 25% FFE for -5 dB SNR)

# Evaluation on simulated noisy data

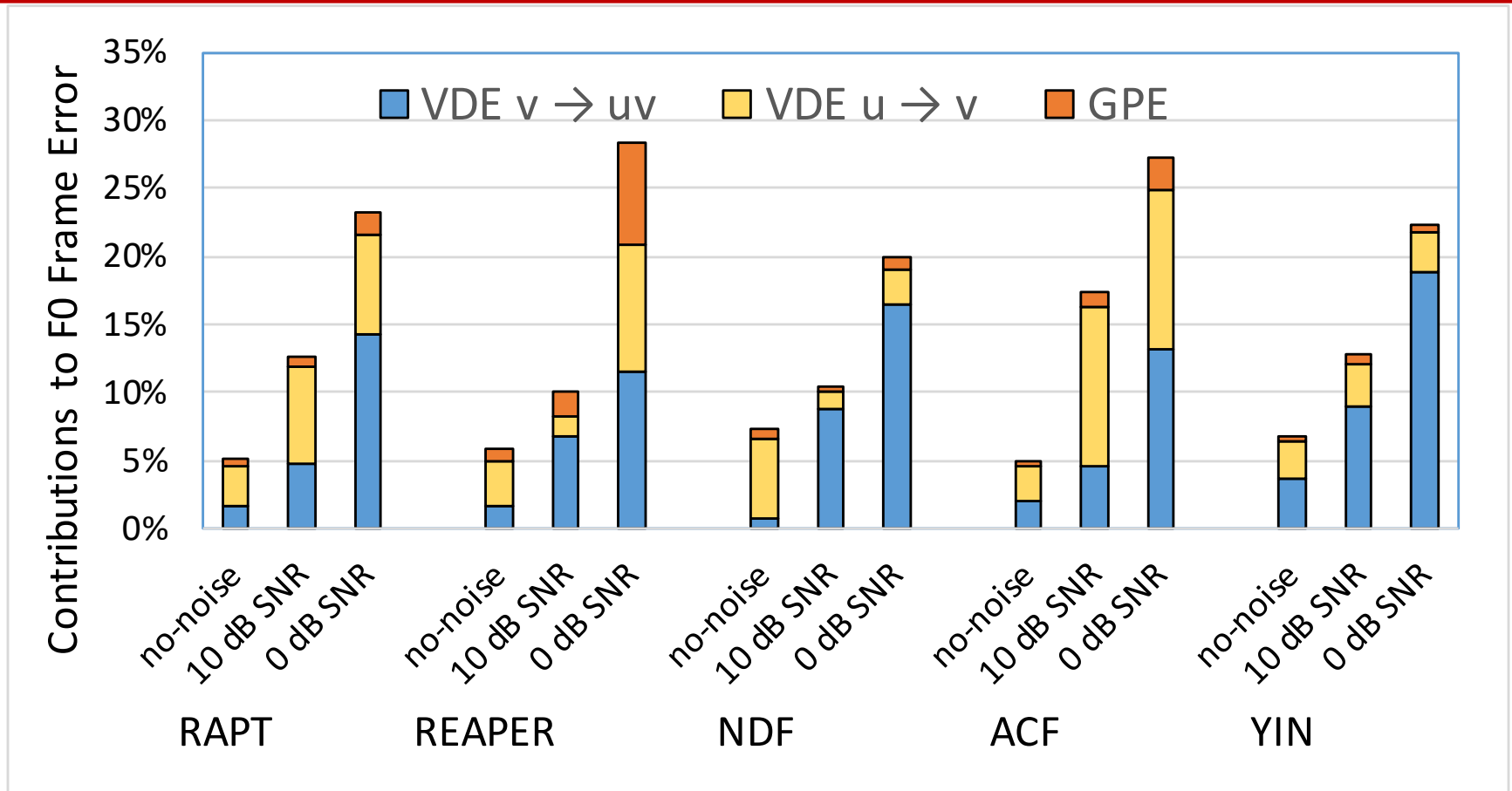
PTDB-TUG corpus, noises (babble, factory, ...) added at various SNR levels



- Most approaches have the same behavior (ending at around 25% FFE for -5 dB SNR)
- A large part of the errors are due to voicing decision errors

# Voicing decision errors

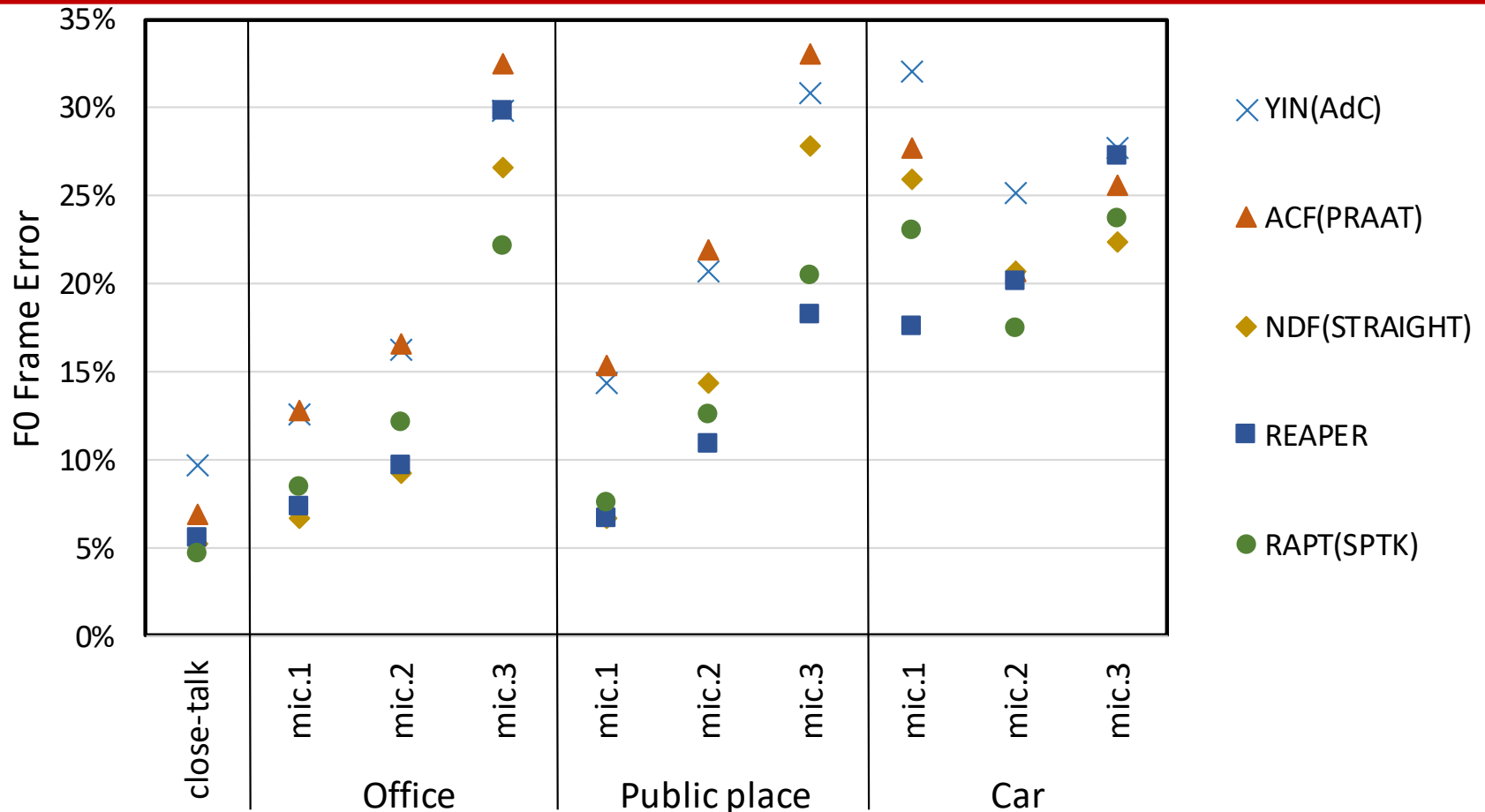
PTDB-TUG corpus, noises (babble, factory, ...) added at various SNR levels



- When noise increases, the largest part of the errors comes from v → uv decision errors

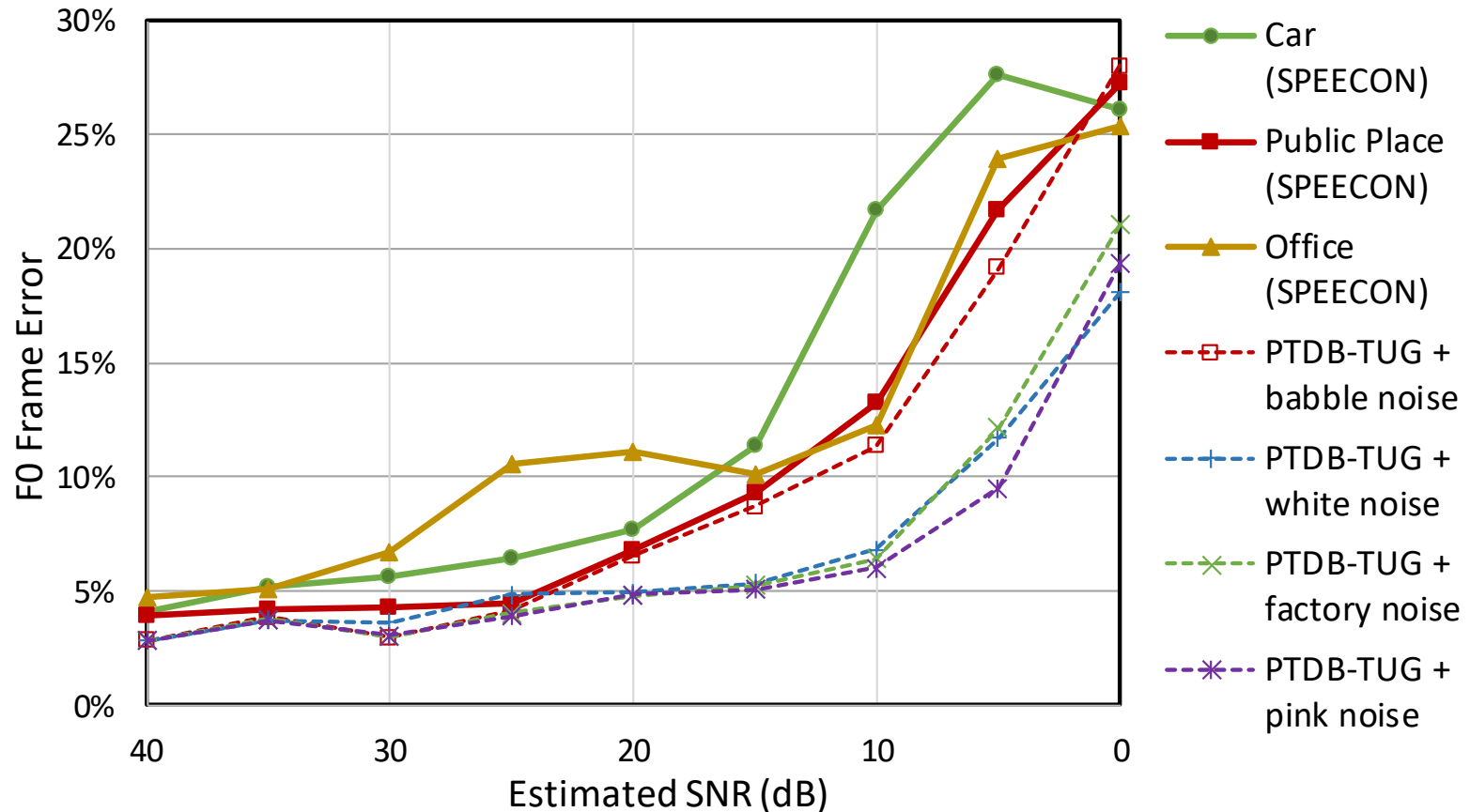
# Evaluation on real noisy data

SPEECON corpus, 60 speakers, car, office and public places, close and distant microphones



- Degradation with noise (distance to speaker)
- Best algorithm vary depending on condition

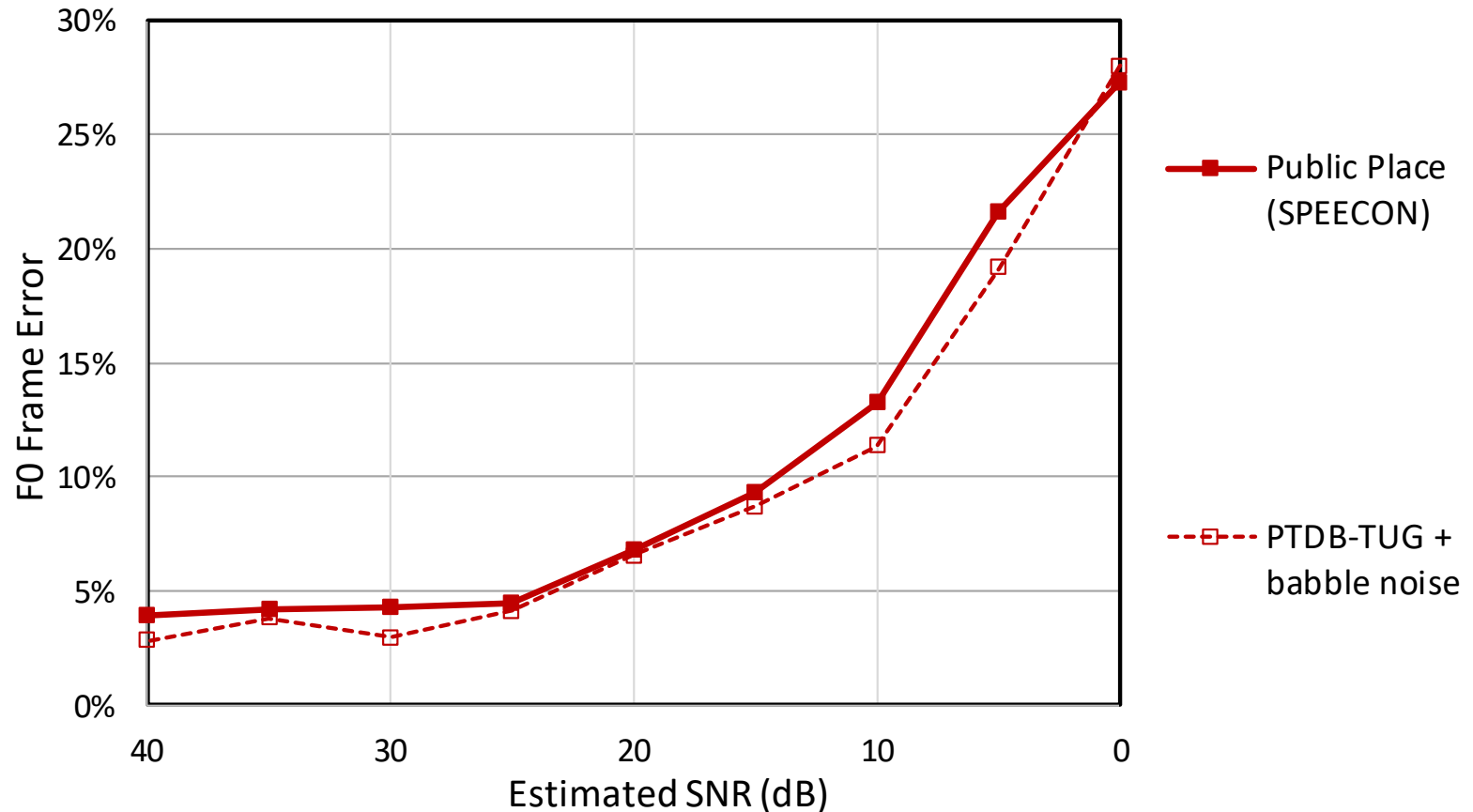
# Comparing performance on real and simulated noisy data



- Degradation with respect to noise level
- For babble noise (simulated or real public places), results are very similar between simulated noisy data and real noisy data



# Comparing performance on real and simulated noisy data



- Degradation with respect to noise level
- For babble noise (simulated or real public places), results are very similar between simulated noisy data and real noisy data

# F0 detection

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- Most of the algorithms provide good results on clean data (from 5% to 8% FFE)
- But large performance variation across speakers
- Performance degradation when noise is present
- Voicing detection error is the main cause of error  
(in most of the cases, voiced frames are mis-classified as unvoiced)
- Best algorithm vary depending on noise type and level
- RAPT (SPTK), REAPER and NDF (STRAIGHT) are the best approaches
- ACF (Praat), RAPT (SPTK), TEMPO (STRAIGHT), YIN and SWIPE are the most often used  
(according to a recent survey [Strömbergsson, Interspeech 2016])
- Choosing the most adequate algorithm or combining several approaches may be a solution, as well as optimizing the voicing decision

# Phone energy

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- How to compute it
  - Energy in the middle of the phone segment?
  - Average energy over the whole phone segment?
- Values dependent on many parameters
  - Distance between speaker and microphone
  - Microphone and channel characteristics
  - Signal scaling
- Reasonable feature if comparisons are made inside a given utterance (assuming the speaker does not move too much during an utterance)
- Difficult to have reliable comparisons over different acquisition sessions

# Normalizing prosodic features

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- Phone duration depends on speaking rate
  - Phone duration ratios are often more relevant
  - Or normalization with respect to speaking rate
- F0 depends on the speaker, and large differences between males and females
  - F0 ratios (when measured in Hz) are more useful or delta values in semi-tones
  - Glissando threshold for perception of changing pitch (takes into account pitch variation and duration of the segment)
- Energy depends on many aspects
  - Phone energy ratios (or differences in decibels) are more relevant
  - Or normalization with respect to signal level

# Confidence scoring

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- Phone boundaries
  - Automatic speech-text alignment provides phone-boundaries but there are no associated confidence score
  - Just very few experiments aiming at computing the posterior probability of the boundary
- F0
  - Algorithms provide F0 values
  - A few of them provide a probability of the voicing feature
  - Some attempts at computing a confidence score on the estimated F0 values

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  - Structuring speech utterances
  - Sentence modality
  - Prosodic correlates of discourse particles
  - Expressive speech
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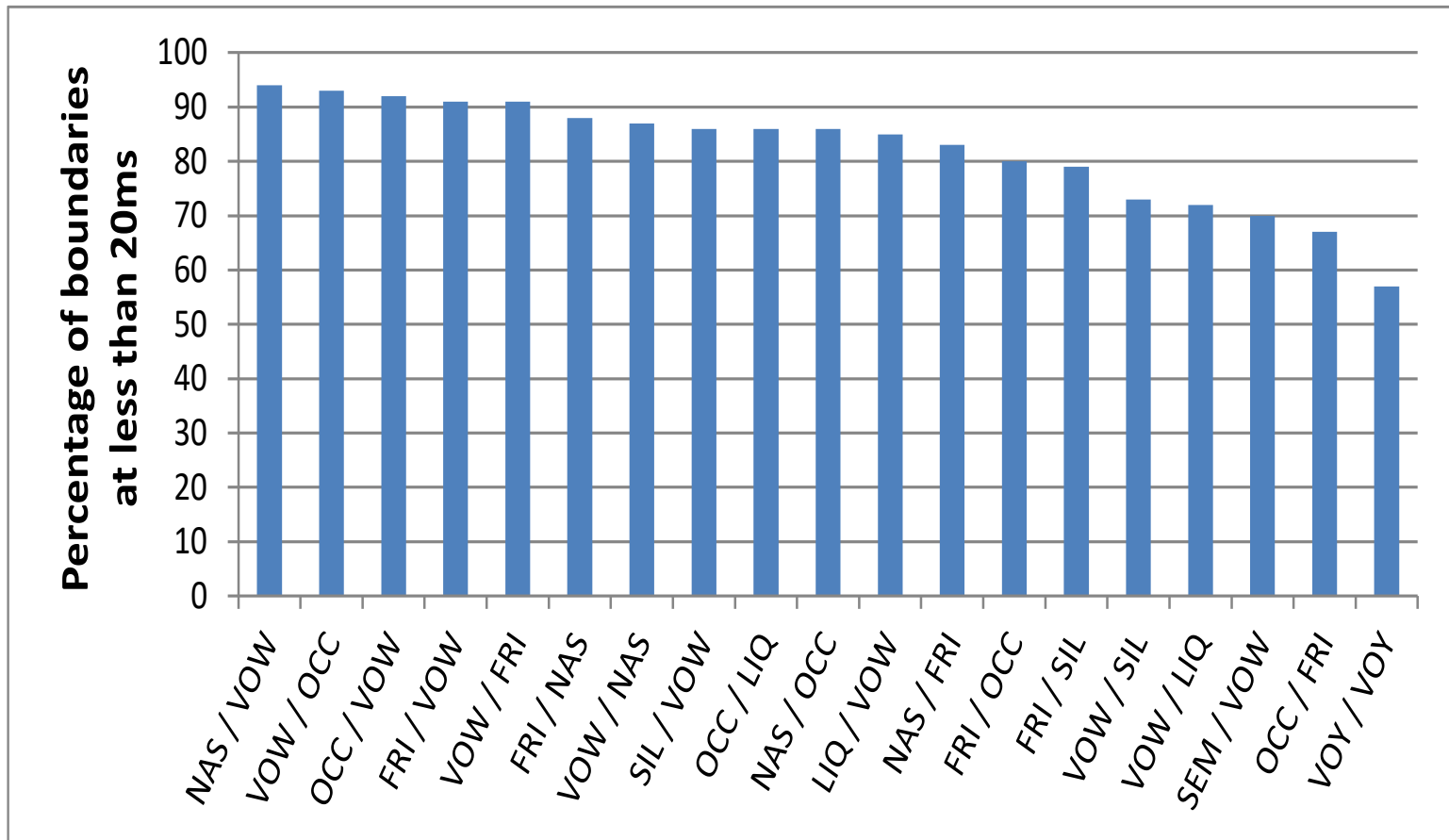
# Computer assisted language learning

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- Providing automatic feedback to language learners, on various aspects
  - Implies detecting pronunciation defects
  - Providing reliable feedback
- Detecting pronunciations defects
  - Requires an alignment of the speech signal with the expected pronunciation
    - Pronunciation defects, such as phone insertions and deletions affect the alignment accuracy
    - If mother tongue known, some frequent pronunciation defects may be taken into account to enrich the pronunciation lexicon
  - Scoring pronunciation
    - Phoneme quality (i.e., is it the expected phoneme?) based on GOP (goodness of pronunciation) score
    - Lexical stress requires prosodic features (phone duration, fundamental frequency)

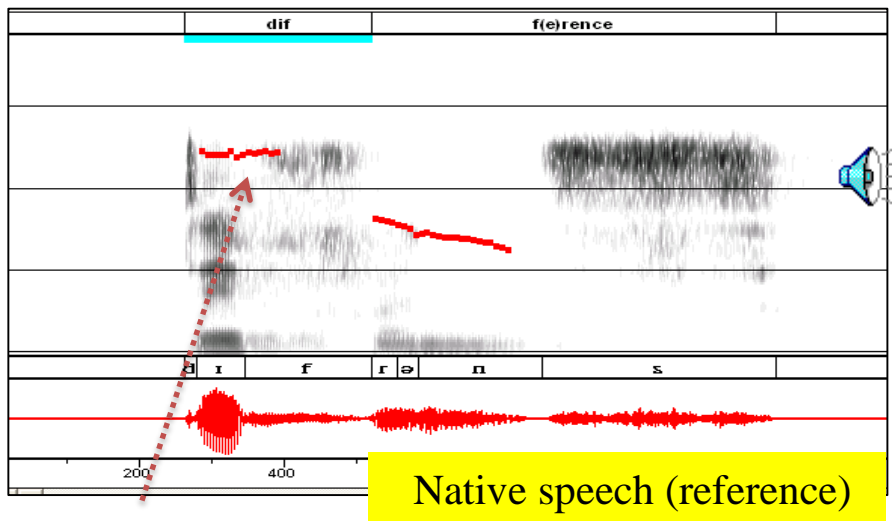
# Precision of phone boundaries on non-native speech

- Percentage of boundaries that are less than 20 ms of the reference boundary

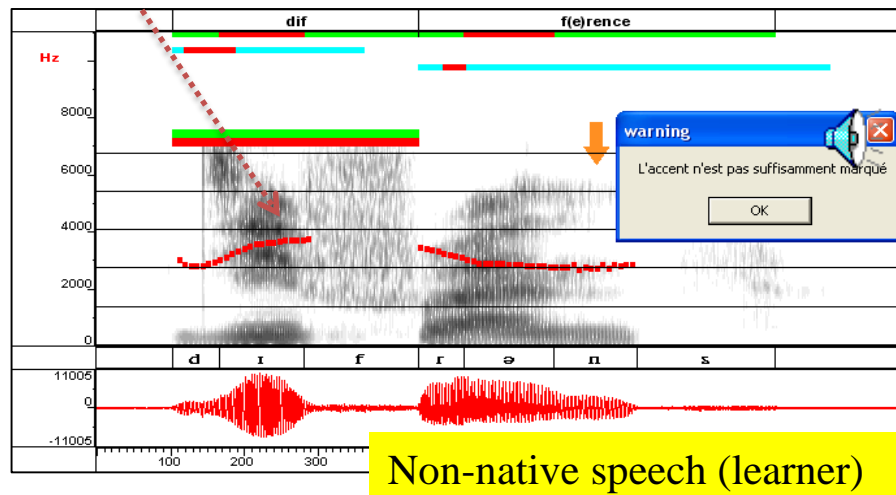




# Example of audio & textual prosodic feedback



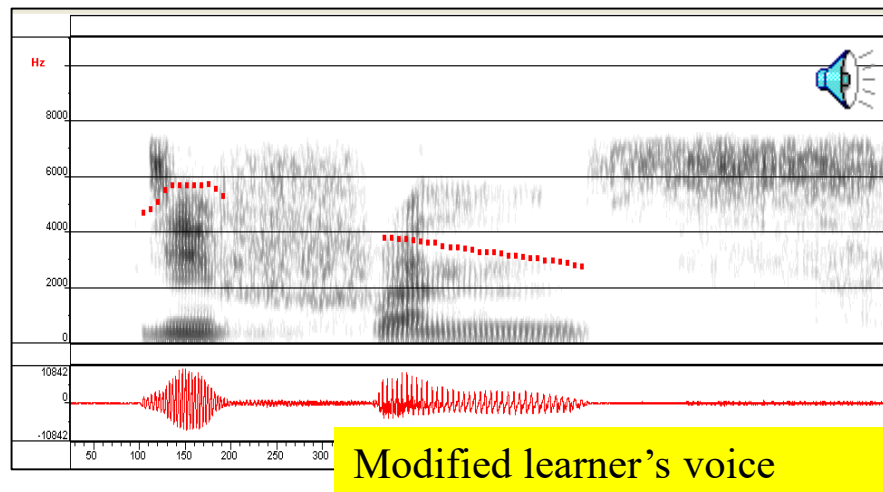
Melodic curve (in red)



Non-native speech (learner)

Example for the word “*difference*” pronounced by a native speaker (reference) and by a learner

- Learner: syllable S2 is too long, and syllable S1 is not stressed enough
- After analyzing the pronunciation, a textual diagnosis is provided to the learner, as well as an audio feedback



Modified learner's voice

# Structuring speech utterances

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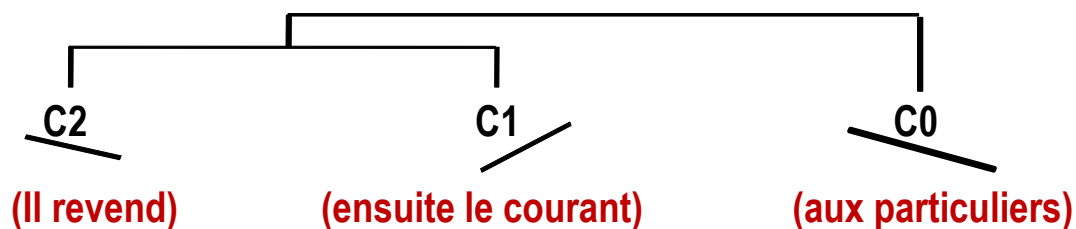
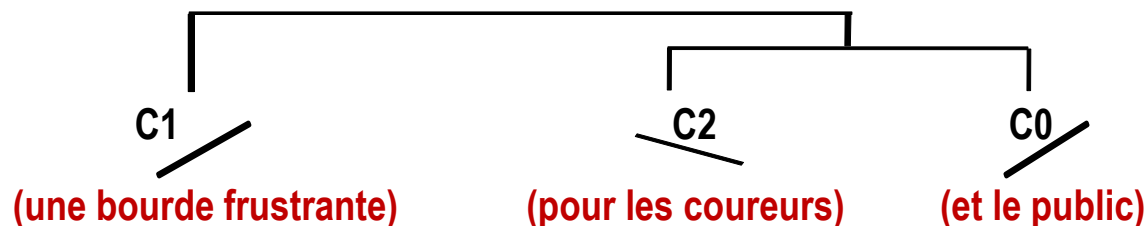
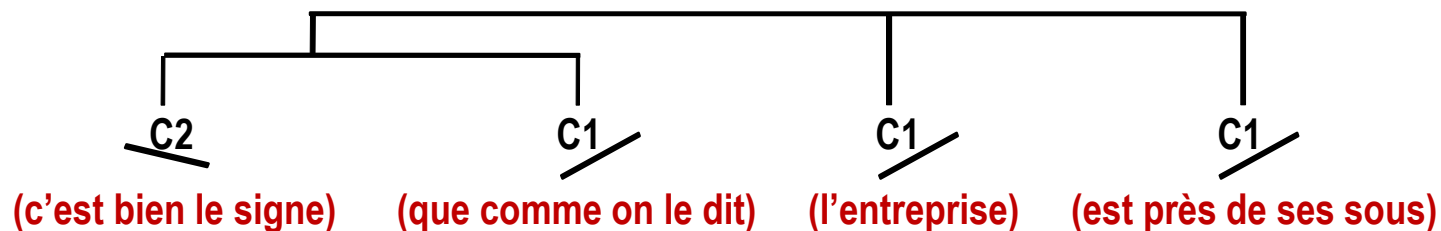
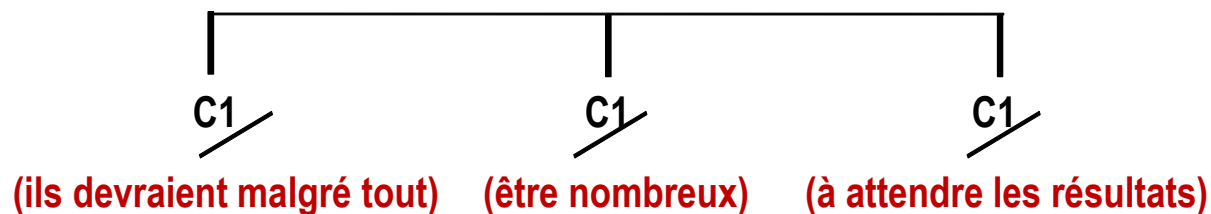
- Prosody structures speech utterances
  - Prosodic groups
  - Organization of prosodic groups
  
- Automatic approach for prosodic structure in French based on [Martin, 1987] mainly relies on
  - Amplitude of the F0 slopes
  - Inversion of F0 slopesat the end of the potentially stressed groups

# Detection of prosodic boundaries

- Subset of ESTER and ETAPE (broadcast news) have been manually segmented in prosodic groups
- Analysis of automatic prosodic boundary detection

Speech data	Number of boundaries in reference data	Percentage		
		Found	Omitted	Inserted
ESTER subset	1405	83%	17%	20%
ETAPE subset	1167	77%	23%	13%

# Examples of prosodic trees



# Prosodic groups and punctuation

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- Using ESTER data that was manually transcribed with punctuation marks
- 96% of dots match with end of automatically detected prosodic groups
- 80% of commas match with end of automatically detected prosodic groups

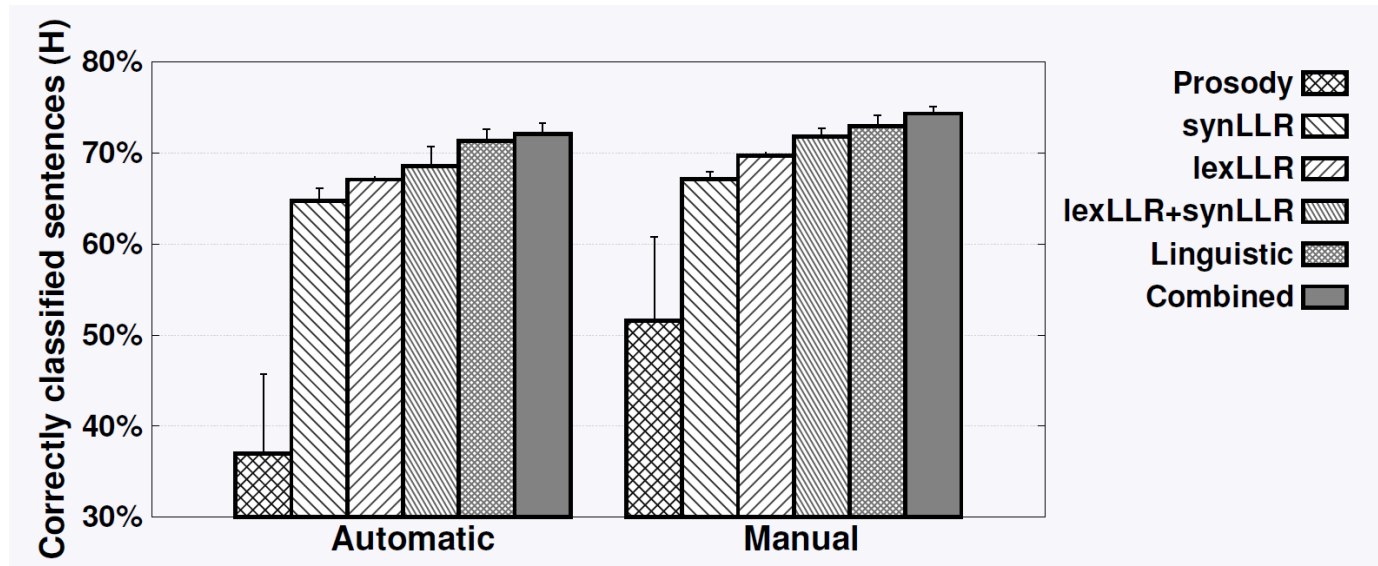
# Sentence modality

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- Focus on statement vs. question
- Questions can be
  - Expressed with interrogative forms
  - Perceived as questions only through a rising intonation
- Classification based on
  - Linguistic features (words)
  - Prosodic features
  - Both linguistic and prosodic features
- Evaluations on speech data from ESTER and ETAPE (broadcast news) using
  - Manual transcriptions
  - Automatic speech recognition output

# Detection of sentence modality

- Comparison of classification results using an MLP classifier



- The most important linguistic feature is the lexical log likelihood ratio (lexLLR) using two language models (one for questions, one for statements)
- The best results are obtained when combining all features

# Discourse particles

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- Words of expressions such as « well », « then », « you see », « you know », ...
- That lose their usual lexical meaning
- But have a function at the discourse level
  - For utterance interpretation
  - For the management of the interaction
  - ...
- Focus on a few French words that are frequently used as discourse particles (DP)
  - *alors* (so)
  - *bon* (well)
  - *donc* (thus, therefore)
  - *enfin* (finally, anyway)
  - *quoi* (what)
  - *voilà* (there you go)



# Examples

Label	Example
Non-DP	<p>... <i>la question que tout le monde se posait <b>alors</b> était les ventes de ces nains de jardin refléteraient elles ...</i></p> <p>... the question that everyone was asking <b>then</b> was would the sales of these garden dwarves reflect ...</p>
DP	<p>... <i>la les forces régulières les forces loyalistes vont mettre le paquet sur bouaké [pause] <b>alors</b> la question qui qui se pose à la mi journée c'est de savoir qui ...</i></p> <p>... the regular forces the loyalist forces will provide full backing on bouaké [pause] <b>then</b> the question arising at midday is to know ...</p>
DP	<p>... <i>en achetant tout simplement des produits vous savez étiquetés satisfait ou remboursé <b>alors</b> c'est une gestion mais ça marche il l'a prouvé il a rempli son frigo ...</i></p> <p>... by simply buying products you know labeled satisfied or refunded <b>then</b> it is a management but it works he proved it he has filled its fridge ...</p>

# Speech corpora

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- Large set of speech corpora (13 subsets)
  - that were manually transcribed (by respective corpora developers)
  - And text-speech aligned (in house, or in the ORFEO project)
- French language
- Variety of speaking styles with various degrees of speech spontaneity
  - Storytelling [0.14 million words]
  - Prepared speech [1.82 million words]
    - Broadcast news
  - Spontaneous speech
    - Conversations, interviews, ... [1.84 million words]
    - Interactions [1.52 million words]
- About 1000 occurrences randomly selected for each word

# Data annotation

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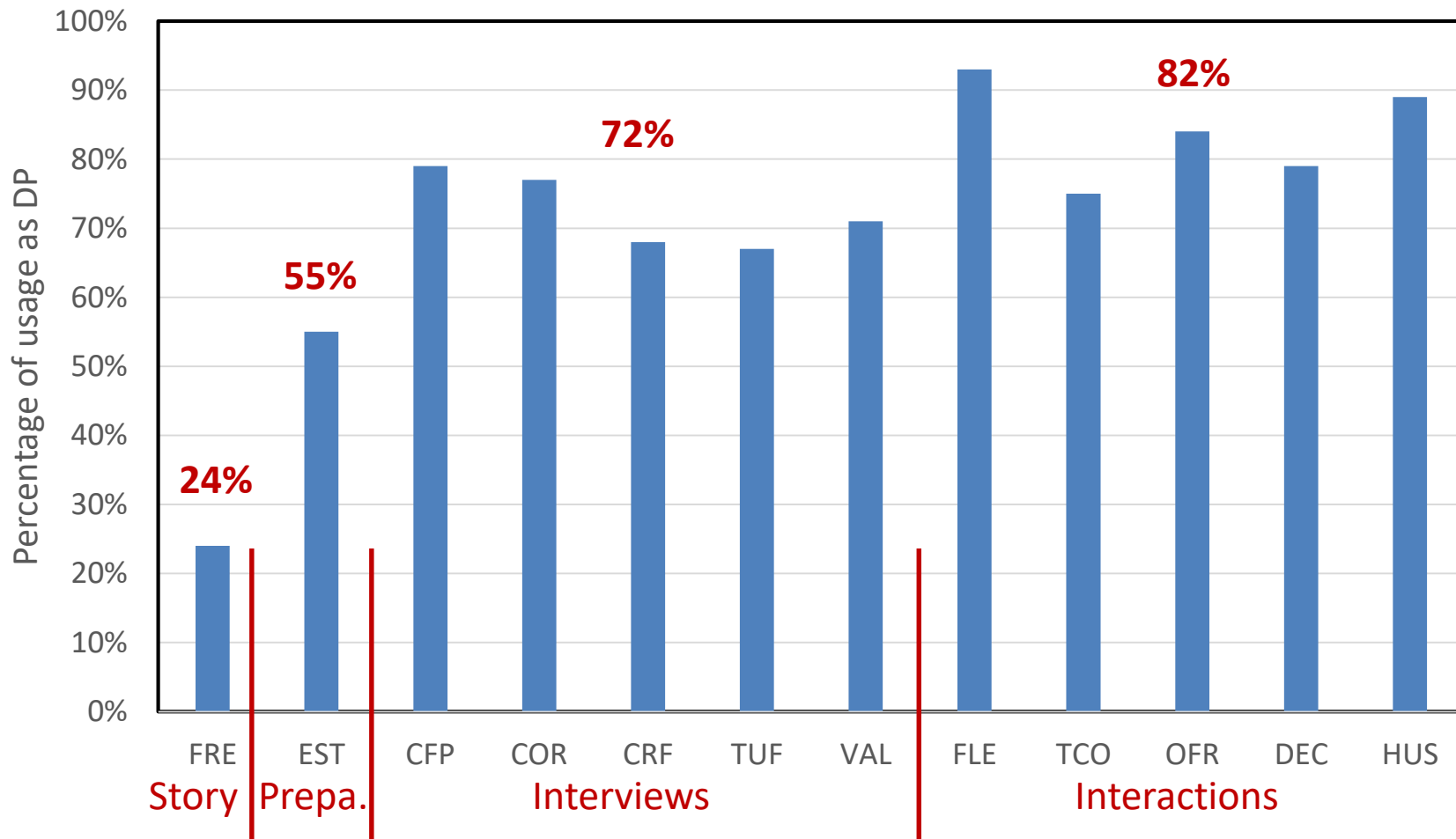
- Annotation of speech data
  - Speech segments with about 15 words before and 15 words after the selected word
  - Using praat
    - Speech signal available (for listening)
    - Speech transcription also available
  - Annotation as DP or non-DP
  - If DP, further annotation with pragmatic function
- Pragmatic functions depend on discourse particles
- Examples of pragmatic functions are
  - Introduction
  - Conclusion
  - Addition
  - Confirmation
  - ...

# Examples

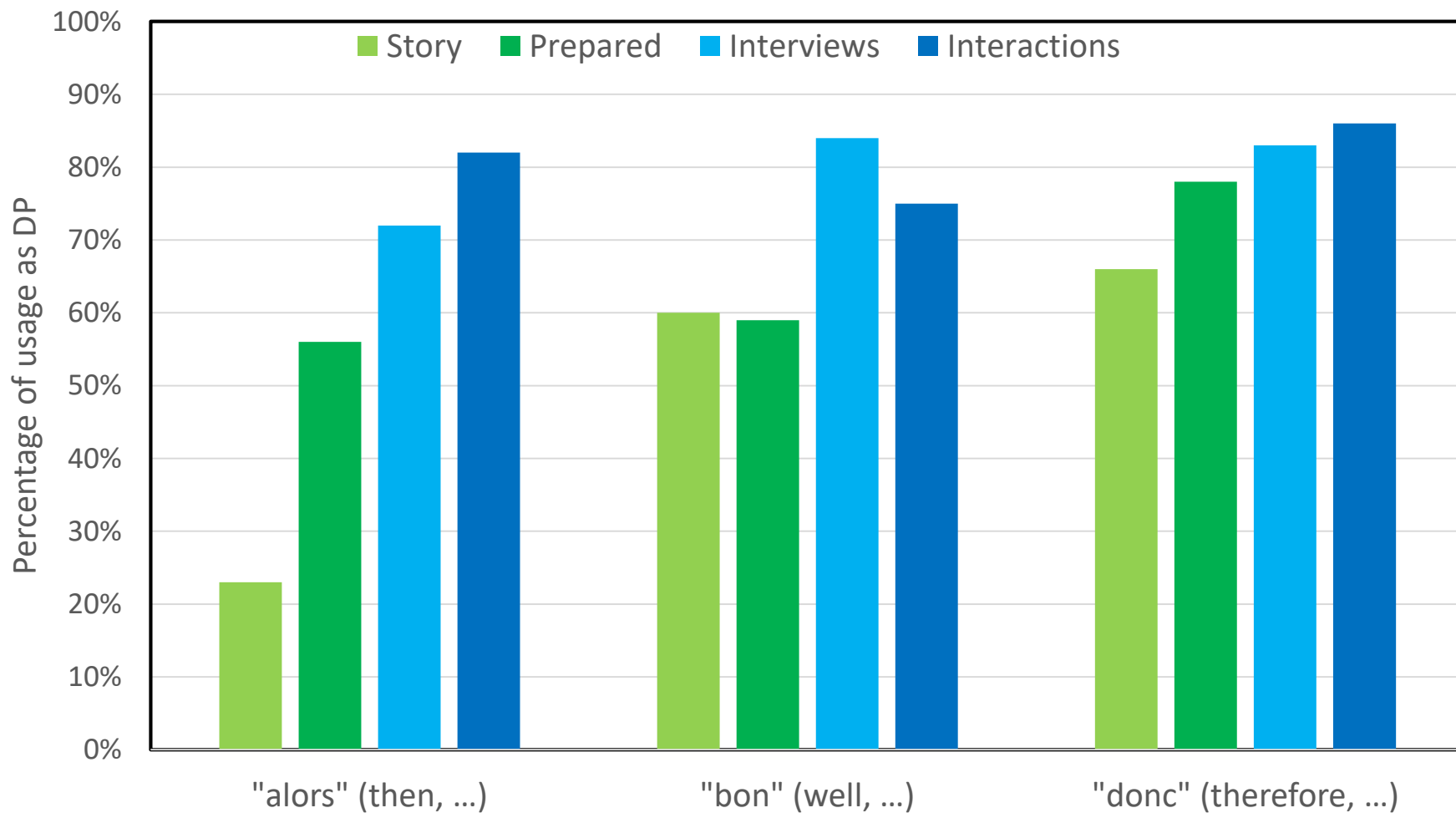
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Non-DP	<p><i>... la question que tout le monde se posait <b>alors</b> était les ventes de ces nains de jardin refléteraient elles ...</i></p> <p>... the question that everyone was asking <b>then</b> was would the sales of these garden dwarves reflect ...</p>
DP – <b>introduction</b>	<p><i>... la les forces régulières les forces loyalistes vont mettre le paquet sur bouaké [pause] <b>alors</b> la question qui qui se pose à la mi journée c'est de savoir qui ...</i></p> <p>... the regular forces the loyalist forces will provide full backing on bouaké [pause] <b>then</b> the question arising at midday is to know ...</p>
DP – <b>conclusion</b>	<p><i>... en achetant tout simplement des produits vous savez étiquetés satisfait ou remboursé <b>alors</b> c'est une gestion mais ça marche il l'a prouvé il a rempli son frigo ...</i></p> <p>... by simply buying products you know labeled satisfied or refunded <b>then</b> it is a management but it works he proved it he has filled its fridge ...</p>

# DP / non-DP analysis for word "alors"

with respect to spontaneity of speech data



# DP / non-DP with respect to speech type

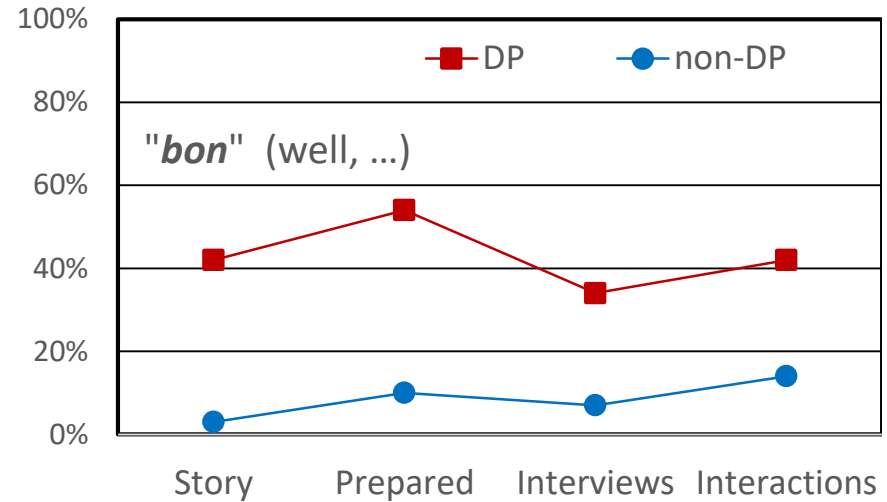
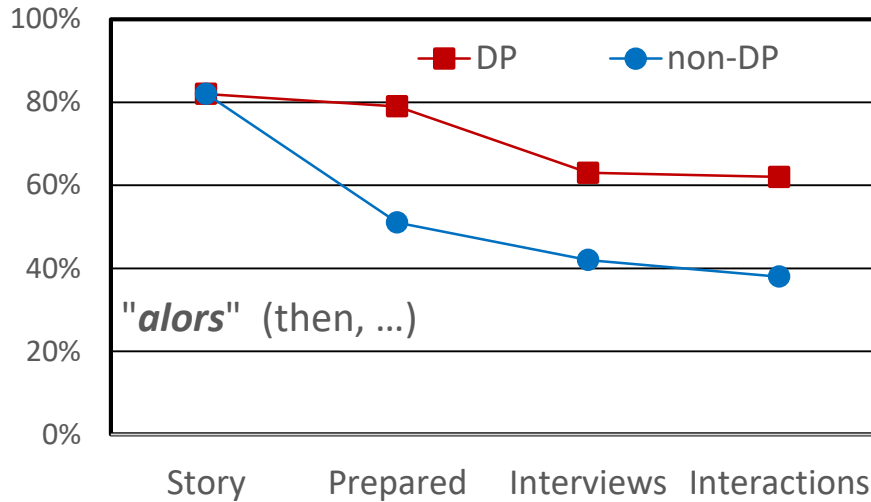


# Analysis of a few prosodic correlates

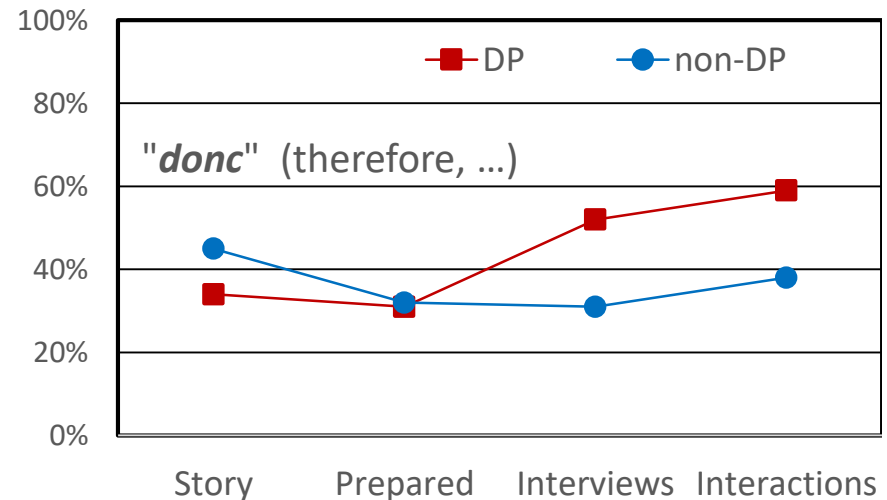
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- Different prosodic correlates have been analyzed
  - Pauses before and after the word
  - Position in intonation group  
(segmentation in intonation groups relies on F0 slope inversion, pitch level and vowel duration)
  - Pitch level and slope at end of words
  - Vowel duration, and lengthening
  - ...
- Here, analysis is focused on
  - Pauses before and after the word
  - Position in intonation group

# Frequency of occurrence of pauses **before** the word

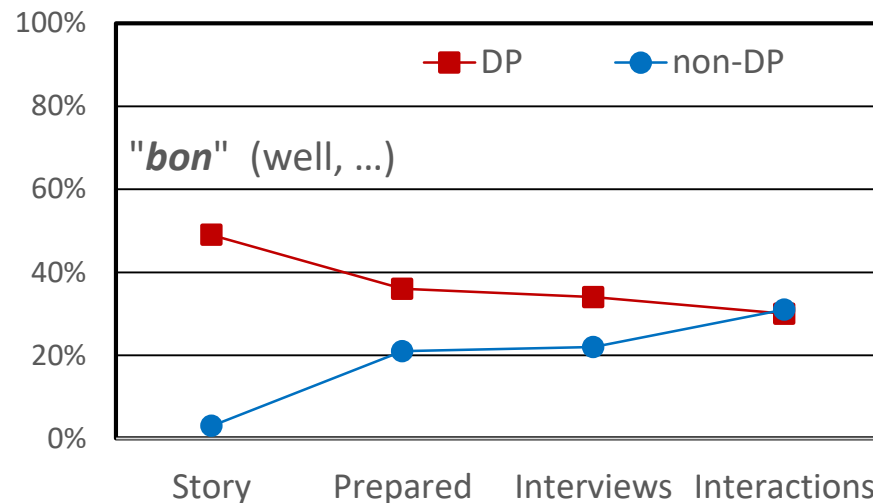
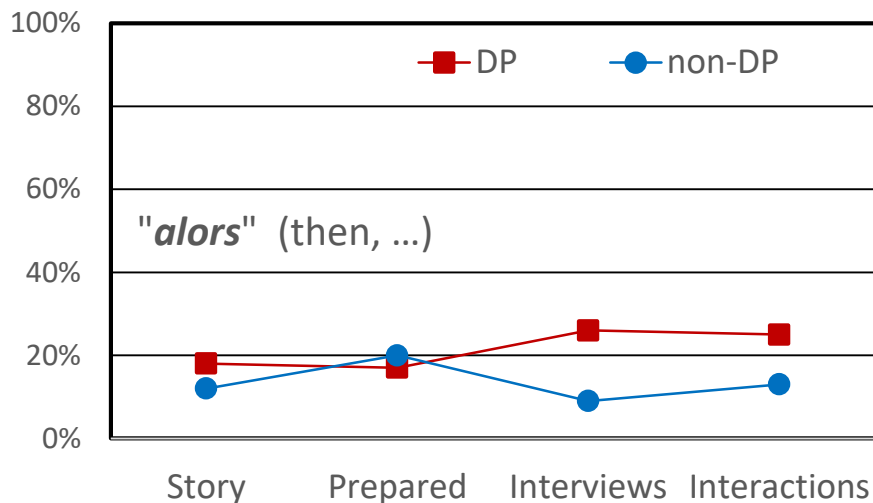


- Word "bon"
  - Very few pauses before when non-DP
  - Pause before much more frequent when DP
- Words "alors" and "donc"
  - More pauses before when DP than when non-DP, in spontaneous styles

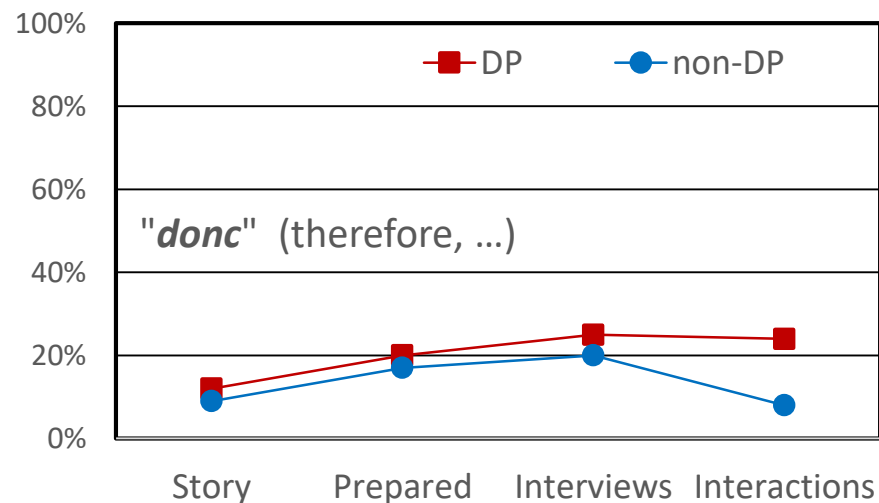




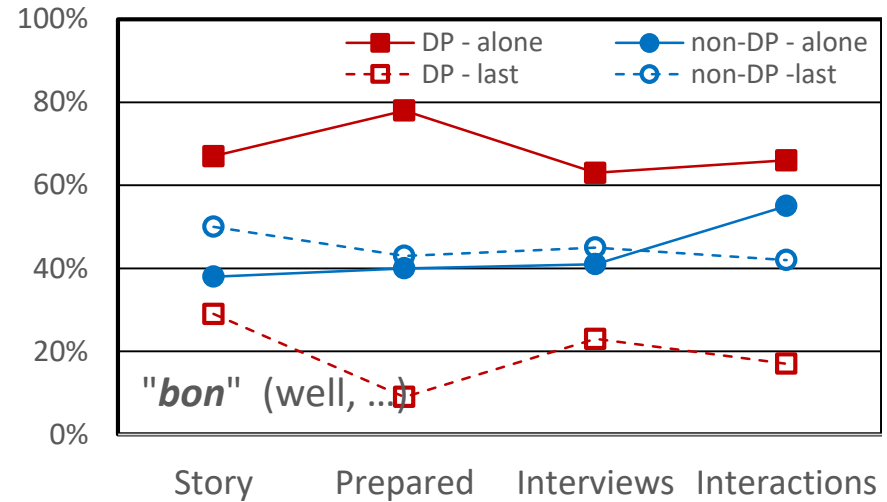
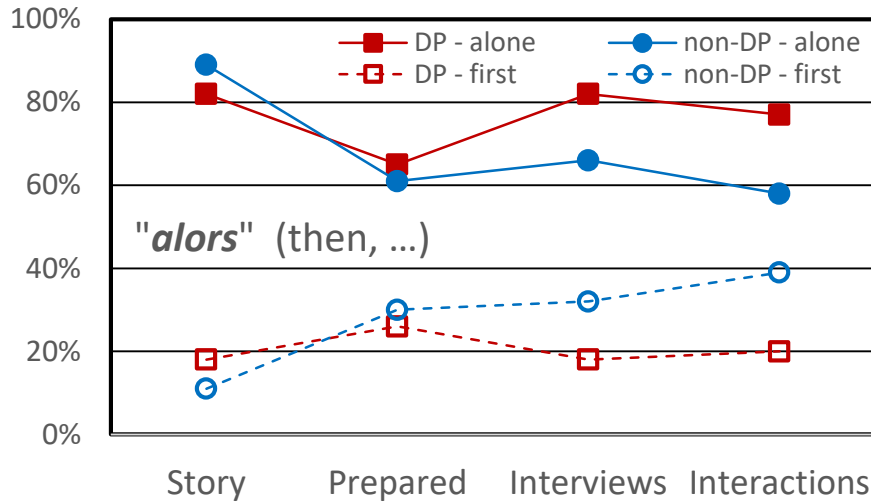
# Frequency of occurrence of pauses **after** the word



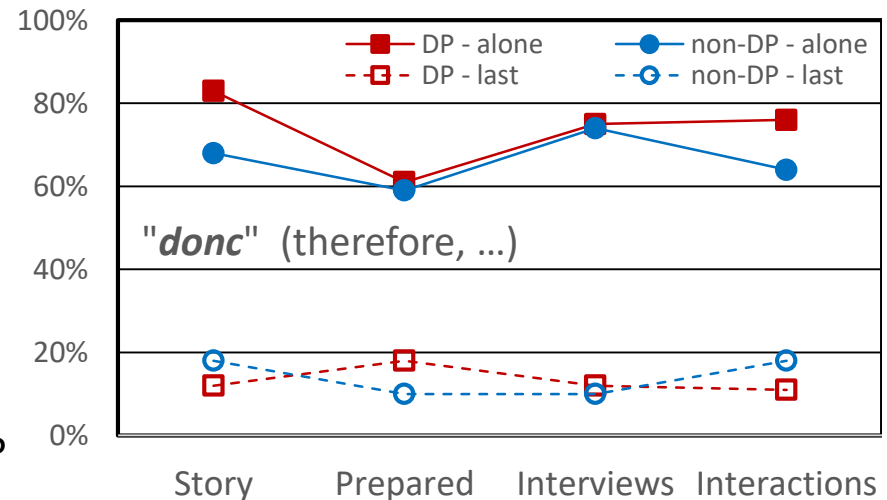
- No large differences between DP and non-DP functions, except for "bon"
- Word "bon" (well, ...)
  - Largest difference for storytelling



# Position of the word in the intonation group



- Alone in intonation group
  - More often when DP than when non-DP
  - Largest difference for "bon"
- "alors" non-DP
  - Is getting more frequent in first position when spontaneous speech
- "bon" non-DP
  - More frequent in last position than when DP

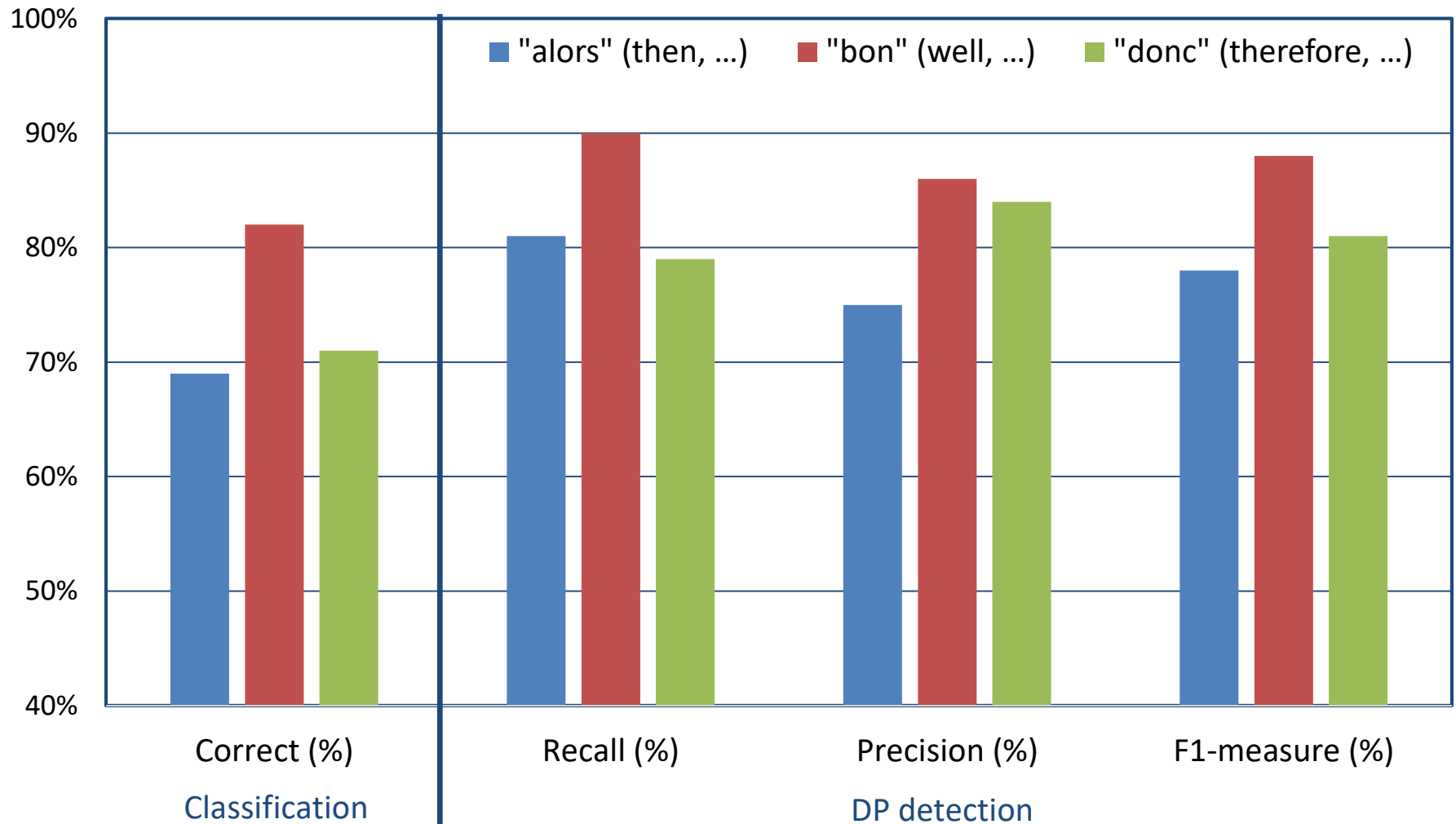


# Automatic classification and detection experiments

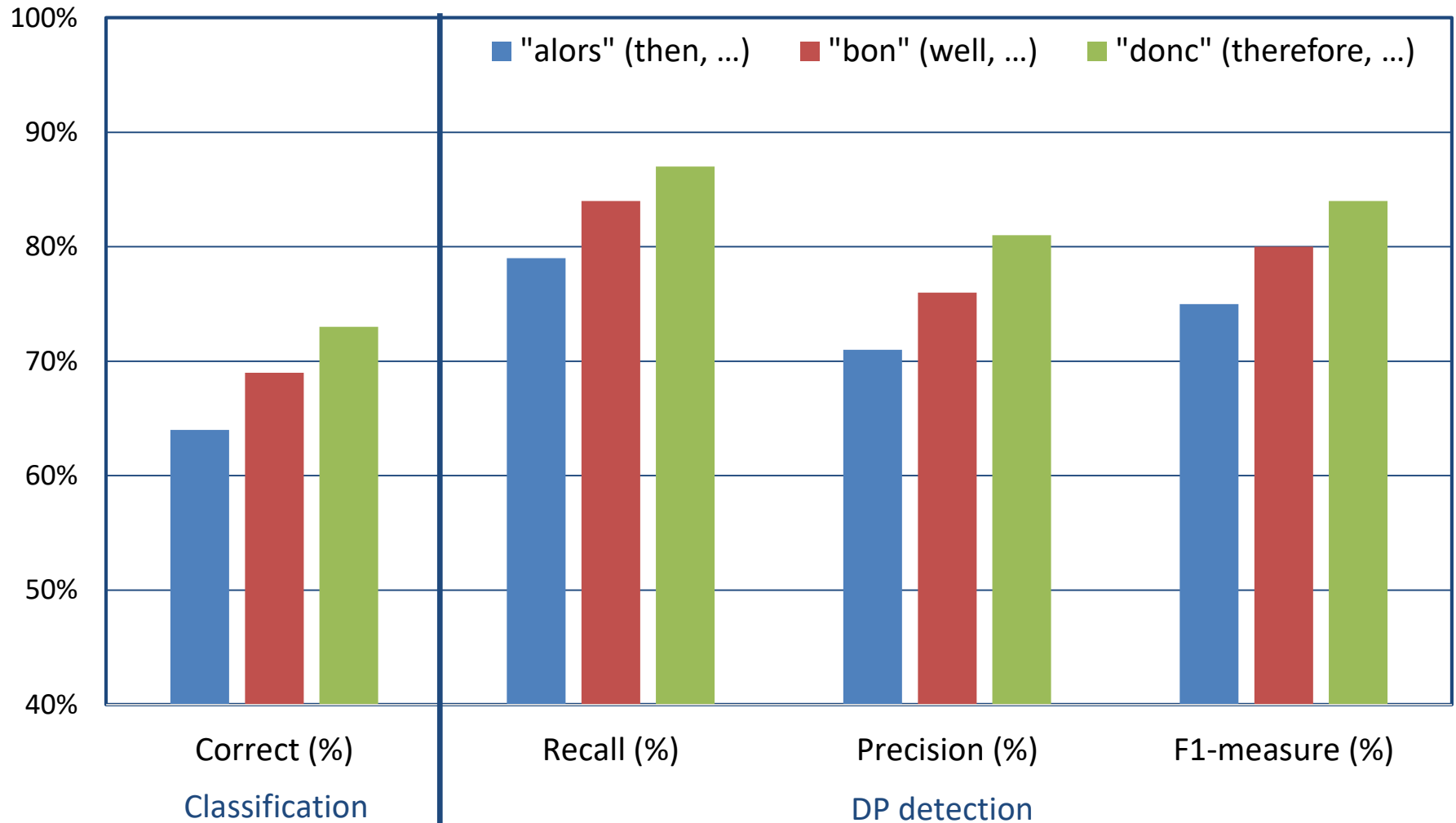
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- Data subsets
  - 60% for training, 10% for validation, 30% for performance evaluation
- Classifiers
  - Word dependent classifier
  - Neural network approach (Keras toolkit)
- Two sets of features
  - Prosodic features over a few word window
    - duration and energy of last vowel of the word
    - absolute F0 value at end of the word, and its slope
    - pause before and/or after the word
    - ...
  - Fundamental frequency values over a few second window
    - F0 values computed every 10 ms

# Automatic classification and detection using prosodic features

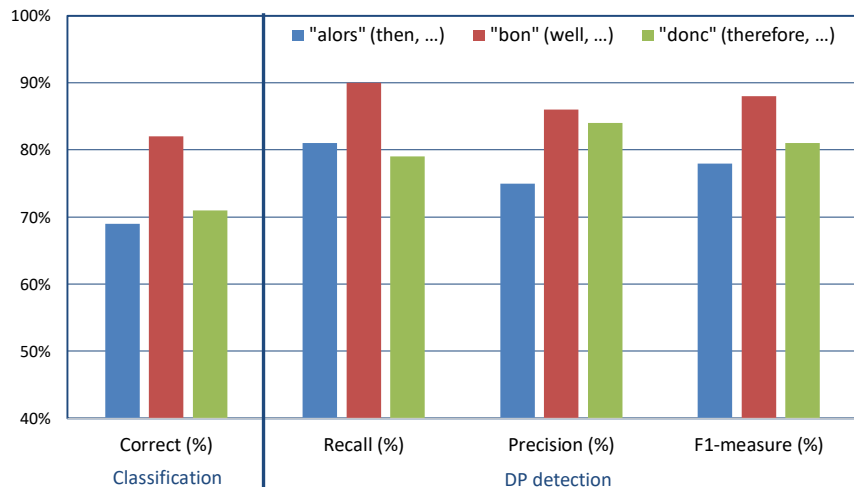


# Automatic classification and detection using fundamental frequency values

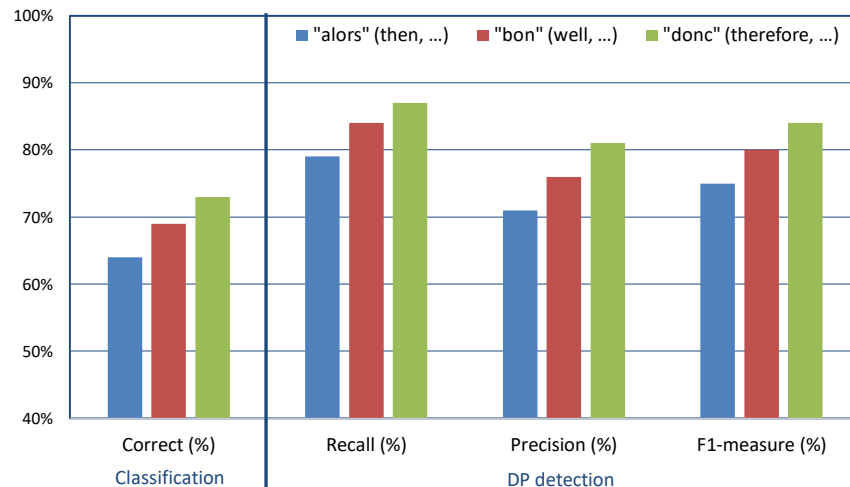


# Automatic classification and detection

## Prosodic features



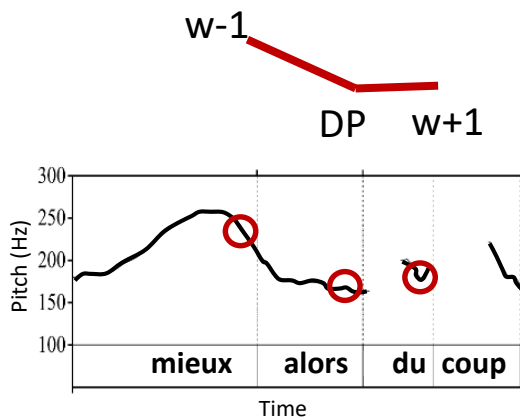
## Fundamental frequency



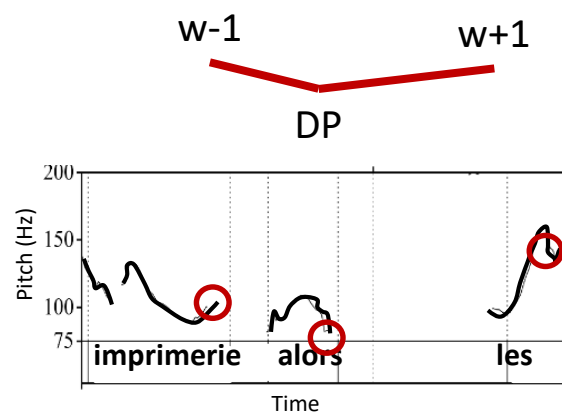
- "*alors*" (then, ...) & "*bon*" (well, ...) → Prosodic features more relevant than F0
- "*donc*" (therefore, ...) → F0 slightly more relevant than prosodic features
- It might be interesting to combine these two sets of features

# F0 patterns

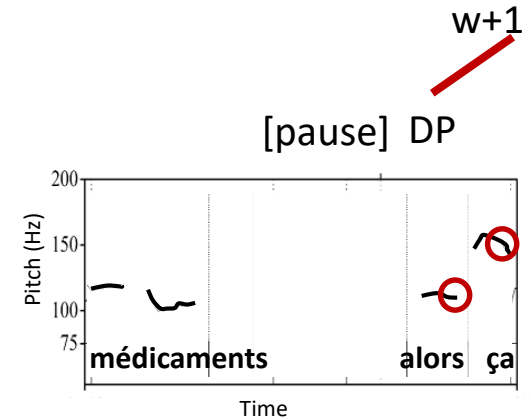
- F0 movements with respect to
  - Last syllable of previous word
  - First syllable of next word



falling\_plateau



falling\_rising



rising\_w+1

# F0 patterns

Most frequent F0 patterns with respect to discourse particle and pragmatic function

Discourse Particle	Pragmatic function	F0 patterns	
<i>alors</i>	conclusion	falling-rising	falling-plateau
	introduction	rising	rising-plateau
	reintroduction	falling-plateau	plateau
<i>donc</i>	conclusion	falling-plateau	plateau
	reintroduction	rising-plateau	plateau
	addition	falling-plateau	plateau
<i>bon</i>	conclusion	falling-rising	falling-plateau
	interruption	plateau	
	confirmation	falling-rising	plateau
	incident	falling-plateau	



# F0 patterns

addition and incident → add an information or a comment

Discourse Particle	Pragmatic function	F0 patterns	
<i>alors</i>	conclusion	falling-rising	falling-plateau
	introduction	rising	rising-plateau
	reintroduction	falling-plateau	plateau
<i>donc</i>	conclusion	falling-plateau	plateau
	reintroduction	rising-plateau	plateau
	<b>addition</b>	<b>falling-plateau</b>	plateau
<i>bon</i>	conclusion	falling-rising	falling-plateau
	interruption	plateau	
	confirmation	falling-rising	plateau
	<b>incident</b>	<b>falling-plateau</b>	

# F0 patterns

Conclusion and confirmation → expression of look-back; semantic action of finality

Falling-rising and falling-plateau highlight a strong semantic break

Discourse Particle	Pragmatic function	F0 patterns	
<i>alors</i>	<b>conclusion</b>	<b>falling-rising</b>	<b>falling-plateau</b>
	introduction	rising	rising-plateau
	reintroduction	falling-plateau	plateau
<i>donc</i>	<b>conclusion</b>	<b>falling-plateau</b>	plateau
	reintroduction	rising-plateau	plateau
	addition	falling-plateau	plateau
<i>bon</i>	<b>conclusion</b>	<b>falling-rising</b>	<b>falling-plateau</b>
	interruption	plateau	
	confirmation	falling-rising	plateau
	incident	falling-plateau	

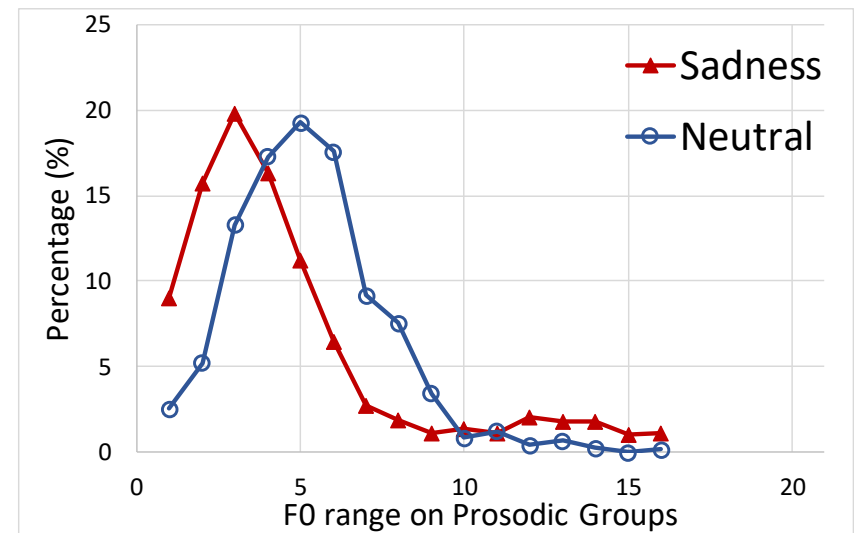
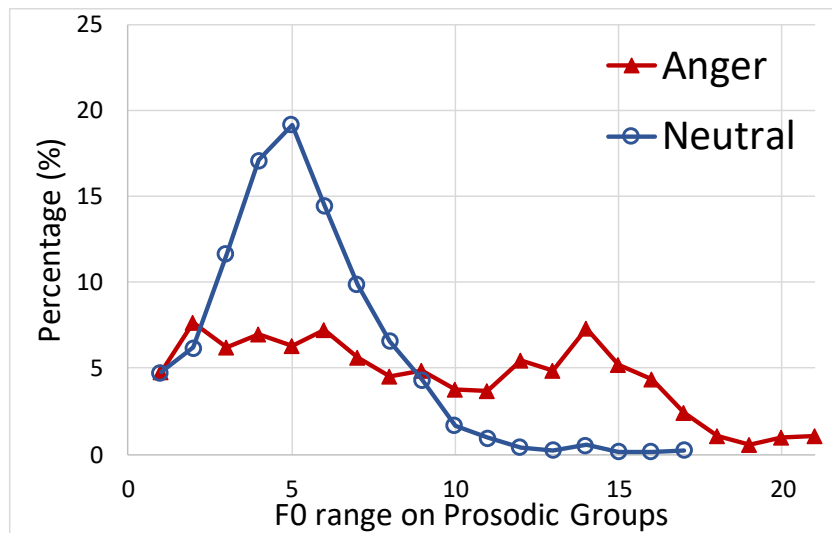
# Expressive speech

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- Expressive speech is now attracting a lot of interest
  - Expressive text-to-speech synthesis
  - Recognition of emotions
  
- Emotional speech can be collected
  - Recording of spontaneous speech – then annotation of the emotion
  - Recording through induced situations
  - Recording of acted speech from professional actors

# Prosody of emotional speech

- Considering for example the F0 range, in comparison with neutral speech



- Larger F0 ranges are much more frequent for anger
- And, slightly more frequent for fear, surprise and joy
- Smaller F0 ranges are more frequently observed for sadness.

# Segmental level analysis

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- Compared to neutral speech, pronunciation of emotional speech is often modified
- Many omissions of the schwa like vowel
- Omissions are more frequently observed in the first and last breathing groups
- Slightly vary with emotions – highest percentage was observed for disgust, fear and joy
- There exist also some other modifications, as for example the omission of liquid consonants in consonantal clusters

# Expressive speech synthesis

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- Currently relies on an expressive speech synthesis corpus
- Recent approaches are based on deep learning approaches
- This opens research tracts for
  - Adjusting the level of the emotions
  - Investigating mixing of emotions
  - Investigating transfer learning approaches
  - ...

# Outline

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- Prosodic features, computation and reliability
  - Phone duration
  - Fundamental frequency
  - Phone energy
  
- Prosodic features in automatic speech processing
  - Computer assisted language learning
  - Structuring speech utterances
  - Sentence modality
  - Prosodic correlates of discourse particles
  - Expressive speech
  
- **Conclusion**

# Conclusion

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- Computation of prosodic features
  - Forced speech-text alignment is used for phone duration
  - Many algorithms exist for fundamental frequency
- Approaches work well on clean and good quality speech
- However performance degrades on noisy speech
- Missing of reliable confidence estimators
- Prosody features are involved in many speech processing tasks