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Speech Processing Tools – An Introduction to Interoperability

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Abstract

Research and development in the field of spoken language depends critically on the existence of software tools. A large range of excellent tools have been developed and are widely used today. Most tools were developed by individuals who recognized the need for a given tool, had the necessary conceptual and programming skills, and were deeply rooted in the application field, namely spoken language.

Excellent tools are a prerequisite to research. However, tool developers rarely receive academic recognition for their efforts. Journals, conferences and funding agencies are interested in the results of the work on a research question while the tools developed to achieve these results are of less interest. This makes it difficult to publish articles on tools, and it is next to impossible to obtain funding for their development.

The Interspeech 2011 special event on speech processing tools aims to provide a forum for tool developers to improve their academic visibility and thus enhance their motivation to continue developing the software needed by the community.

This year, the focus is on interoperability – how can different tools be integrated into the workflow, data be exchanged between tools, queries work across tools, and a consistent user interface be achieved.

1. Introduction

Historically, the development of software tools for speech processing can be divided into three phases. In the pre-PC era, processing power, memory and network bandwidth were limited, and only very few institutions could afford computers. Furthermore, only trained operators could use the software which in general was highly specialized. In this era, the mainframe was the dominant system architecture and software was often designed to reuse existing modules and to share data since resources were limited.

The PC era saw an exponential increase in processing power and available memory, and a high degree of standardization for hardware, programming languages and graphical user interfaces. A typical desktop computer allowed processing hitherto unknown amounts of data while standardization resulted in software being developed for large audiences. Researchers, technology developers and the general audience now had access to sophisticated software tools for processing speech, ranging from simple audio recording to annotation editors, signal processing, speech recognition and speech synthesis systems. As a side effect, the “old” ideals of tools sharing resources and data became less and less important.

In the current Internet era, corpus and data sizes have outgrown the capabilities of individual workstations.

Resources are now increasingly made available on the web, and web services provide the necessary processing power. This will create a fundamental change in the way research is performed: researchers will expect to have their data, as well as their favorite working environment and tools, accessible in a virtual workplace in a browser.

During the transition of the pre-PC era to the post-PC era, several software systems were developed for operating on discrete-time signals - and more specifically - on speech. They represent real cases where software development for signals and speech was funded and reported through Ph.D. theses, reports, and deliverables that nearly every speech researcher is aware of, has used, or is still even using today.

Today’s speech researchers may not be aware that early software tools played an integral role in speech research with far reaching effects. For example, the TIMIT corpus was processed and annotated on a software system called SPIRE [1] that ran on Symbolics Lisp machines and was freely available to universities via a license. SPIRE itself was influenced by earlier work by Gary Kopec who formulated a representation for discrete-time signals in software [2]. Kopec extended his theoretical work to cover both signal representation and processing, as well as a system called SDB [3] that was used for the storage and management of signals and their properties. This latter work was used especially for speech processing research and applications. Funded work on other speech-specific software tools also existed, e.g., QuickSig [4] that was applied to speech corpus annotation and speech processing, as well as StanisLAX that noted the need for advanced tools and architectures for speech processing environments [5].

1.1. Workflow

The typical phases of an end-to-end workflow in speech processing, along with the associated data types and a selection of well-known tools are shown in fig. 1.

Clearly, proceeding through the workflow involves the use of many different tools, but even more it requires handling different types of data: signal data (audio, video, sensor), graphics data, program code and plain, mark-up or styled text.

Presently, every tool in the workflow uses its own native data format. Some tools provide import- and export functions,
Table 1: Google query hits for tool names in the PDF documents of major speech-related conferences

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<thead>
<tr>
<th>name</th>
<th>type</th>
<th>count</th>
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<tbody>
<tr>
<td>htk</td>
<td>speech recognition toolbox</td>
<td>2,760</td>
</tr>
<tr>
<td>Praat</td>
<td>annotation editor and processor</td>
<td>1,100</td>
</tr>
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<td>Sphinx</td>
<td>speech recognition toolbox</td>
<td>882</td>
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<td>NXT</td>
<td>corpus toolbox</td>
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<tr>
<td>ELAN</td>
<td>annotation editor</td>
<td>222</td>
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<tr>
<td>ESPS</td>
<td>signal processing toolbox</td>
<td>230</td>
</tr>
<tr>
<td>ANVIL</td>
<td>annotation editor</td>
<td>226</td>
</tr>
<tr>
<td>Emu</td>
<td>annotation editor and processor</td>
<td>201</td>
</tr>
<tr>
<td>WaveSurfer</td>
<td>signal processor and viewer</td>
<td>151</td>
</tr>
<tr>
<td>Audacity</td>
<td>signal editor</td>
<td>64</td>
</tr>
<tr>
<td>EXMARaLDA</td>
<td>annotation editor</td>
<td>44</td>
</tr>
<tr>
<td>MAUS</td>
<td>forced aligner</td>
<td>41</td>
</tr>
<tr>
<td>SpeechRecorder</td>
<td>audio recording tool</td>
<td>10</td>
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Software interoperability. In the context of speech processing tools, the following definition from the IEEE Glossary is useful: interoperability is the ability of two or more systems or components to exchange information and to use the information that has been exchanged. The article distinguishes syntactic from semantic interoperability and has a paragraph on software interoperability. The article also emphasizes the importance of standardization.

2. Standardization

With large amounts of text becoming available on the Internet, and with the growing number of well-defined speech and text corpora, standardization has received increased attention. Several standards bodies have taken up the task of standardizing terminology, methods and tools for speech and text processing. These bodies include institutions such as the International Standards Organisation (ISO), the World Wide Web Consortium (W3C) and national standards bodies, interest groups such as the Text Encoding Initiative (TEI) and the ISOCat data category registry, and industry consortia such as the MPEG forum.

3. Semantic interoperability

Among spoken language researchers and technology developers there is now a general consensus about the entities involved in speech processing.

Speech is a time-dependent physical signal, it is processed...
using digital signal processing methods and algorithms, and it is described (transcribed, segmented, annotated, etc.) using textual representations. A speech corpus is a structured collection of speech, possibly derived signal data, and textual data [9].

A segment is a tuple consisting of an anchor, an optional extension, and a label. In time-dependent segments, the anchor is a time-point, the extension is a duration. In time-independent segments the anchor is a unique identifier. The label describes the segment contents, commonly in free-form or structured text.

A tier holds segments of a common type. Within a tier, segments are ordered, e.g., according to the time points or a sequence index. Constraints govern the organization of segments in a tier: segments may overlap, there may be gaps, etc.

For a given collection of speech and text data, there may exist many tiers. In general, tiers relate to each other by some relationship which can be named and which specifies quantitative constraints.

The schema specifies the tiers and the relationships between the tiers. A schema not only allows checking the formal integrity of corpus data, but it supports semantically meaningful cross-tier queries and may also be used to build flexible query and visualization tools.

The Annotation Graph formalism provides a formal framework for speech processing, notably the annotation of speech [10]. However, it lacks a schema description. Many speech processing tools implicitly implement a schema in which the tiers are independent of each other. Other tools have implicit or explicit 1:n relationships, only Emu has explicit 1:n and n:m relationships [11].

3.1. Data model overview

A data model is a formal framework describing a collection of data. The hierarchical data model organizes data in 1:n relationships: there is a single root element, only one path from the root to any given element, and the relationships are not named. The network data model allows more than one root element and named 1:n relationships; different paths are distinguished by name. The query languages in both data models are navigational, i.e., searching for a specific element is achieved by traversing the hierarchy or network.

The relational data model organizes data in relational tables with attributes, relationships are expressed via the relational join operator based on comparisons between attributes of relational tables; in principle, relationships may exist between any two relational tables. The query language is declarative, i.e., queries are formulated using relational algebra or calculus, and the concept of navigation is alien to the relational model.

The object-oriented data model distinguishes two basic types of relationship: is-a and uses. The is-a-relationship organizes all data in a hierarchy (single inheritance) or a network (multiple inheritance), the uses-relationship is named and may link arbitrary elements. Object-oriented query languages are navigational.

Mathematically, the above data models can be seen as graphs with different directionality, quantity and naming constraints.

3.2. Data models for speech processing

The data types relevant for speech processing are highly structured: data streams, sequences, trees and network structures are common.

Generally speaking, the relational data model is an abstract representation of data; any structure can be represented, but this inflates the number of relational tables and results in lengthy queries. However, due to the simplicity of the data model and the small number of basic data types, relational models of speech corpora will always be very similar, facilitating the exchange of data and the reuse of code.

The object-oriented data model is a natural choice for representing the richness of speech processing data. However, due to the unlimited possibilities of constructing complex data types out of other data types, no two object-oriented models of speech corpora will look the same, and hence the exchange of data and the reuse of code is heavily affected.

4. Syntactic interoperability

Syntactic interoperability must be divided into at least four levels: the basic encoding level, the data format level, the implementation level, and the programming interface or service level.

4.1. Encoding level

The encoding level comprises the digital representation of the basic data types: signal data and text data. Many different audio, video and sensor data formats have been defined, they are often tool- or platform-specific. For uncompressed data and open data formats, this does not pose a problem – in general, data can be converted without loss from one format to another.

For text data, Unicode is becoming the de facto standard character set. However, the transition from older character sets and encodings to Unicode is still in progress. Unfortunately, some tools do not yet support Unicode.

Although interoperability on the encoding level is feasible – in general, doing a round trip is possible – it often requires a lot of manual work and can be quite time-consuming.

4.2. Data format level

The data format level comprises the organisation of the data as it is being used by an application or a web service; it is what is commonly known as an application dependent file format, e.g., a Praat TextGrid or an ELAN annotation file. Only a minority of the file formats in use today’s tools are formally defined with the specifications being publicly available.

Some tools require files to be in a given storage location, others do not. None of the common tools stores its data in a DBMS or has an interface to a database system.

Since many different file formats have become de facto standards most tools provide import and export functionality. However, most work on individual files or directories but cannot process entire corpora. Converting from one file format to another normally leads to loss of information, and in general, round-tripping is not possible.

4.3. Implementation level

The implementation level relates to the programming languages and libraries used to implement a given speech processing application. Naturally, technology advances, applications become available or software becomes obsolete. Interoperability is a moving target.

Currently, the programming languages most commonly used for the implementation of speech processing tools are strongly typed and compiled languages like Java, C++ and C, and interpreted script languages like perl, tcl and python, as well as JavaScript. Besides these, application or domain specific languages are used, e.g., the built-in script language of Matlab, the
The field of speech and language processing is alive and productive. There is a general consensus about the application domain; formal frameworks have been proposed which underlie and guide the development of tools and systems. Excellent tools have been developed and are widely available -- in fact, the large number of tools mirrors the richness of the field.

Interoperability is a key issue. This may be a bold statement, but semantic interoperability is not the problem; it's the data format level interoperability in combination with disagreement on the extent of a global data model. Thus, a common minimal core data model encompassing the concept of a corpus is needed, and this data model must be supported by all tools -- [6, 8] are first examples of how this ambitious goal can be reached. In the future we need to go even further.

6. Conclusion

The field of speech and language processing is alive and productive. There is a general consensus about the application domain; formal frameworks have been proposed which underlie and guide the development of tools and systems. Excellent tools have been developed and are widely available -- in fact, the large number of tools mirrors the richness of the field.

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7. References