

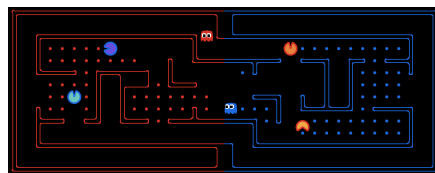
CS 188: Artificial Intelligence Spring 2010

Lecture 21: DBNs, Viterbi, Speech
Recognition
4/8/2010

Pieter Abbeel – UC Berkeley

Announcements

- Written 6 due on tonight
- Project 4 up!
 - Due 4/15 – start early!
- Course contest update
 - Planning to post by Friday night

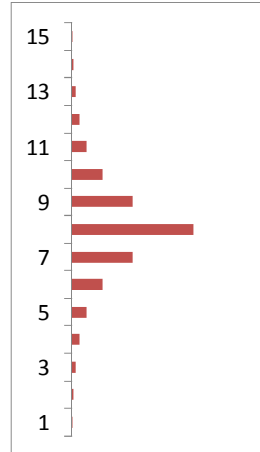


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P4: Ghostbusters 2.0

- **Plot:** Pacman's grandfather, Grandpac, learned to hunt ghosts for sport.
- He was blinded by his power, but could hear the ghosts' banging and clanging.
- **Transition Model:** All ghosts move randomly, but are sometimes biased
- **Emission Model:** Pacman knows a "noisy" distance to each ghost

Noisy distance prob
True distance = 8

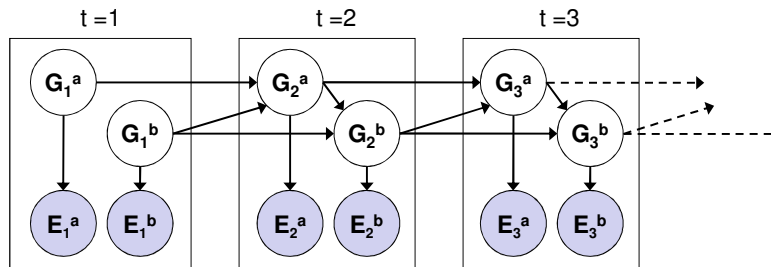


Today

- Dynamic Bayes Nets (DBNs)
 - [sometimes called temporal Bayes nets]
- HMMs: Most likely explanation queries
- Speech recognition
 - A massive HMM!
 - Details of this section not required
- Start machine learning

Dynamic Bayes Nets (DBNs)

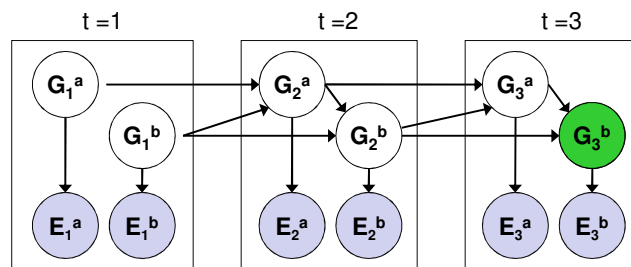
- We want to track multiple variables over time, using multiple sources of evidence
- Idea: Repeat a fixed Bayes net structure at each time
- Variables from time t can condition on those from $t-1$



- Discrete valued dynamic Bayes nets are also HMMs

Exact Inference in DBNs

- Variable elimination applies to dynamic Bayes nets
- Procedure: “unroll” the network for T time steps, then eliminate variables until $P(X_T | e_{1:T})$ is computed



- Online belief updates: Eliminate all variables from the previous time step; store factors for current time only

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DBN Particle Filters

- A particle is a complete sample for a time step
- **Initialize:** Generate prior samples for the $t=1$ Bayes net
 - Example particle: $\mathbf{G}_1^a = (3,3)$ $\mathbf{G}_1^b = (5,3)$
- **EIapse time:** Sample a successor for each particle
 - Example successor: $\mathbf{G}_2^a = (2,3)$ $\mathbf{G}_2^b = (6,3)$
- **Observe:** Weight each entire sample by the likelihood of the evidence conditioned on the sample
 - Likelihood: $P(\mathbf{E}_1^a | \mathbf{G}_1^a) * P(\mathbf{E}_1^b | \mathbf{G}_1^b)$
- **Resample:** Select prior samples (tuples of values) in proportion to their likelihood

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SLAM

- **SLAM = Simultaneous Localization And Mapping**
 - We do not know the map or our location
 - Our belief state is over maps and positions!
 - Main techniques: Kalman filtering (Gaussian HMMs) and particle methods
- **[DEMOS]**
 - [intel-lab-raw-odo.wmv, intel-lab-scan-matching.wmv, visionSlam_heliOffice.wmv]

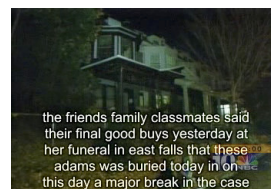
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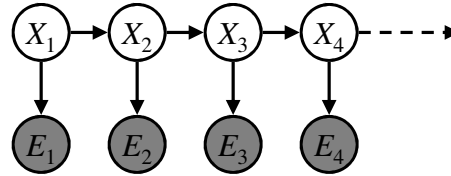
Speech and Language

- Speech technologies
 - Automatic speech recognition (ASR)
 - Text-to-speech synthesis (TTS)
 - Dialog systems
- Language processing technologies
 - Machine translation
 - Information extraction
 - Web search, question answering
 - Text classification, spam filtering, etc...



HMMs: MLE Queries

- HMMs defined by
 - States X
 - Observations E
 - Initial distr: $P(X_1)$
 - Transitions: $P(X|X_{-1})$
 - Emissions: $P(E|X)$



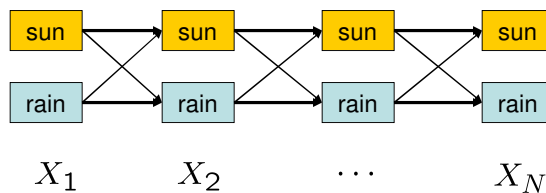
- Query: most likely explanation:

$$\arg \max_{x_{1:t}} P(x_{1:t}|e_{1:t})$$

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State Path Trellis

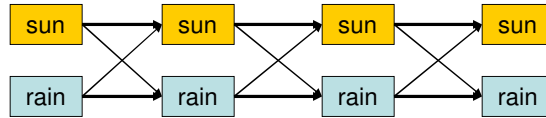
- State trellis: graph of states and transitions over time



- Each arc represents some transition $x_{t-1} \rightarrow x_t$
- Each arc has weight $P(x_t|x_{t-1})P(e_t|x_t)$
- Each path is a sequence of states
- The product of weights on a path is the seq's probability
- Can think of the Forward (and now Viterbi) algorithms as computing sums of all paths (best paths) in this graph

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Viterbi Algorithm

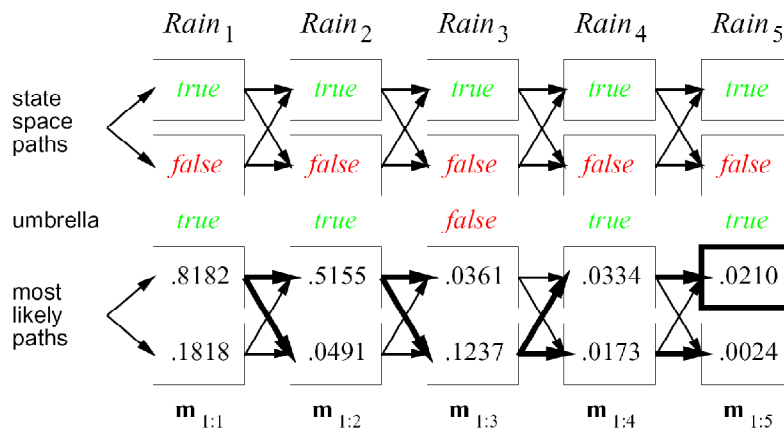


$$x_{1:T}^* = \arg \max_{x_{1:T}} P(x_{1:T} | e_{1:T}) = \arg \max_{x_{1:T}} P(x_{1:T}, e_{1:T})$$

$$\begin{aligned}
 m_t[x_t] &= \max_{x_{1:t-1}} P(x_{1:t-1}, x_t, e_{1:t}) \\
 &= \max_{x_{1:t-1}} P(x_{1:t-1}, e_{1:t-1}) P(x_t | x_{t-1}) P(e_t | x_t) \\
 &= P(e_t | x_t) \max_{x_{t-1}} P(x_t | x_{t-1}) \max_{x_{1:t-2}} P(x_{1:t-1}, e_{1:t-1}) \\
 &= P(e_t | x_t) \max_{x_{t-1}} P(x_t | x_{t-1}) m_{t-1}[x_{t-1}]
 \end{aligned}$$

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Example



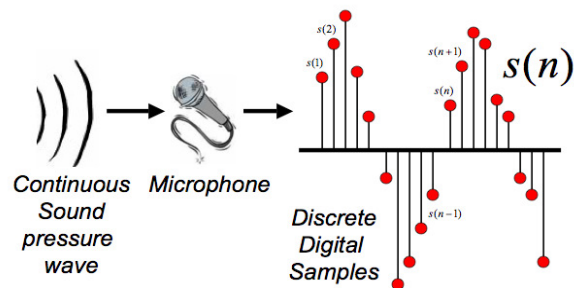
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Digitizing Speech

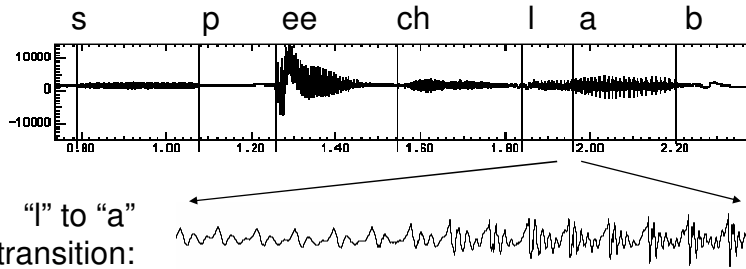


Thanks to Bryan Pellom for this slide!

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Speech in an Hour

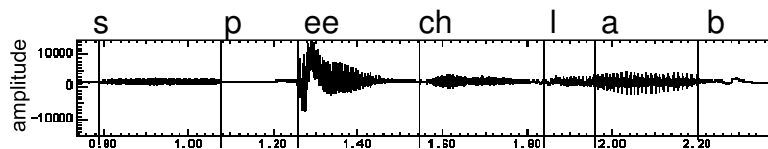
- Speech input is an acoustic wave form



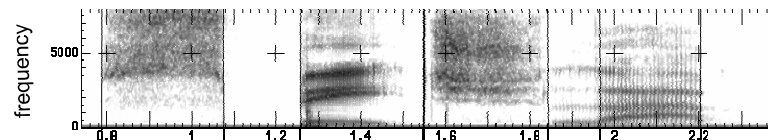
Graphs from Simon Arnfield's web tutorial on speech, <http://www.psyc.leeds.ac.uk/research/cogn/speech/tutorial/>

Spectral Analysis

- Frequency gives pitch; amplitude gives volume
 - sampling at ~8 kHz phone, ~16 kHz mic (kHz=1000 cycles/sec)

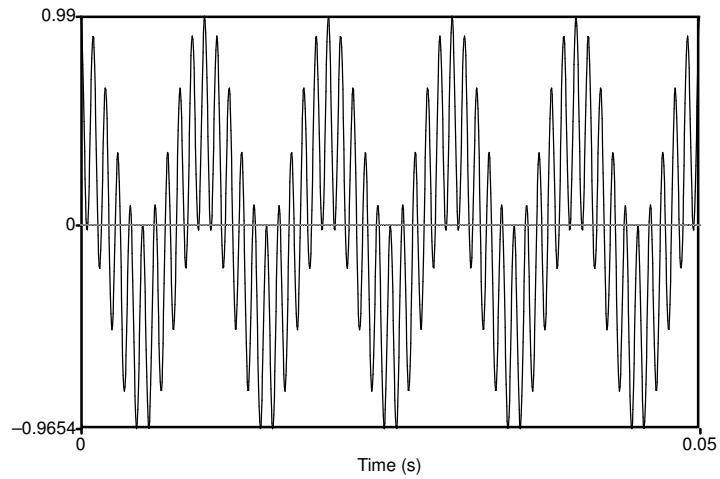


- Fourier transform of wave displayed as a spectrogram
 - darkness indicates energy at each frequency



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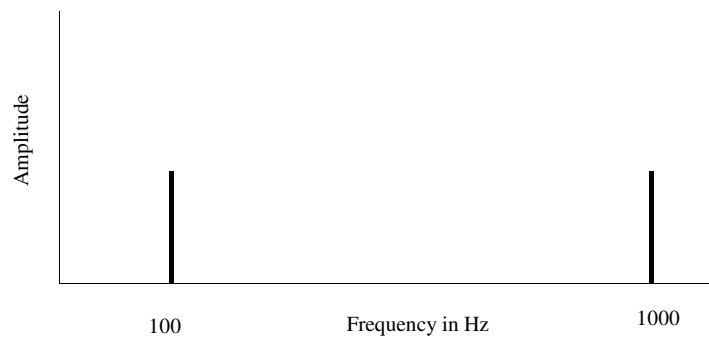
Adding 100 Hz + 1000 Hz Waves



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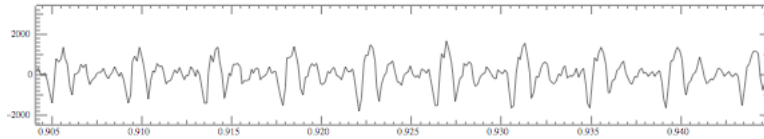
Spectrum

Frequency components (100 and 1000 Hz) on x-axis



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Part of [ae] from “lab”

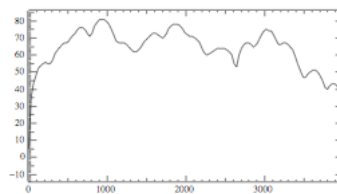


- Note complex wave repeating nine times in figure
- Plus smaller waves which repeats 4 times for every large pattern
- Large wave has frequency of 250 Hz (9 times in .036 seconds)
- Small wave roughly 4 times this, or roughly 1000 Hz
- Two little tiny waves on top of peak of 1000 Hz waves

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Back to Spectra

- Spectrum represents these freq components
- Computed by Fourier transform, algorithm which separates out each frequency component of wave.

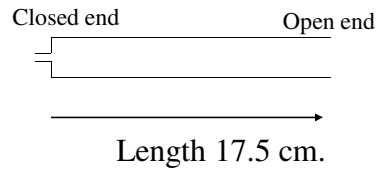


- x-axis shows frequency, y-axis shows magnitude (in decibels, a log measure of amplitude)
- Peaks at 930 Hz, 1860 Hz, and 3020 Hz.

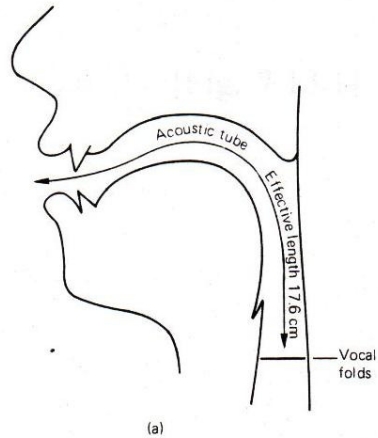
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Resonances of the vocal tract

- The human vocal tract as an open tube

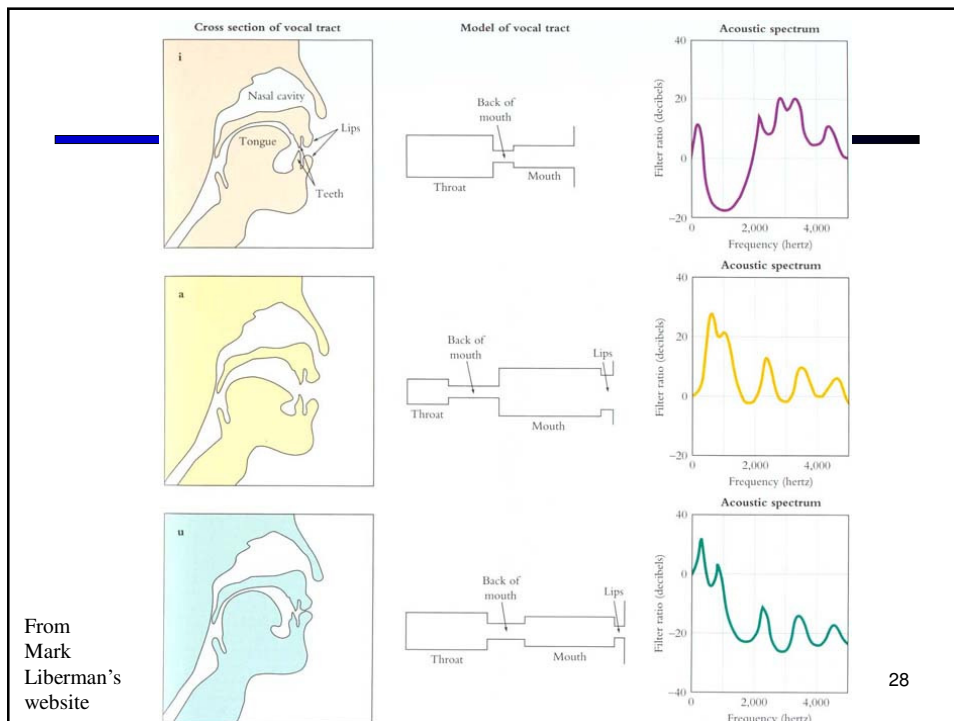


- Air in a tube of a given length will tend to vibrate at resonance frequency of tube.
- Constraint: Pressure differential should be maximal at (closed) glottal end and minimal at (open) lip end.



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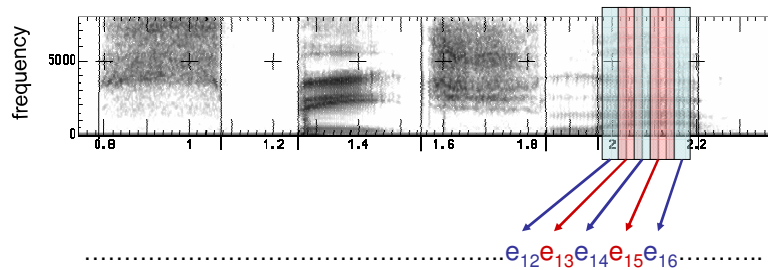
Figure from W. Barry Speech Science slides



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Acoustic Feature Sequence

- Time slices are translated into acoustic feature vectors (~39 real numbers per slice)



- These are the observations, now we need the hidden states X

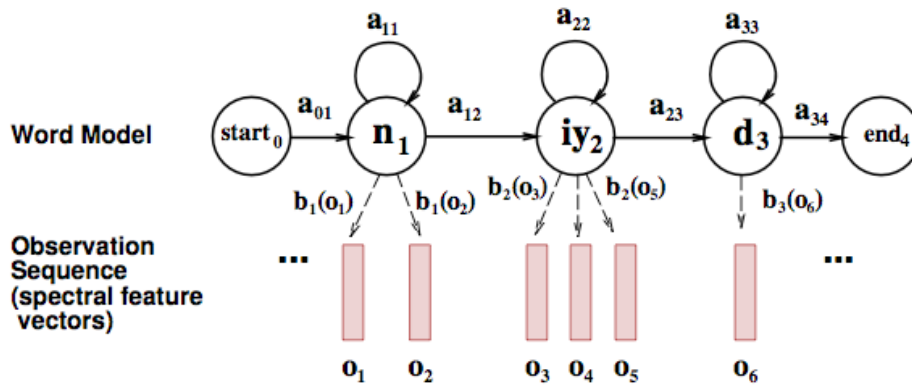
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State Space

- $P(E|X)$ encodes which acoustic vectors are appropriate for each phoneme (each kind of sound)
- $P(X|X')$ encodes how sounds can be strung together
- We will have one state for each sound in each word
- From some state x , can only:
 - Stay in the same state (e.g. speaking slowly)
 - Move to the next position in the word
 - At the end of the word, move to the start of the next word
- We build a little state graph for each word and chain them together to form our state space X

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HMMs for Speech



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Decoding

- While there are some practical issues, finding the words given the acoustics is an HMM inference problem
- We want to know which state sequence $x_{1:T}$ is most likely given the evidence $e_{1:T}$:

$$\begin{aligned}
 x_{1:T}^* &= \arg \max_{x_{1:T}} P(x_{1:T} | e_{1:T}) \\
 &= \arg \max_{x_{1:T}} P(x_{1:T}, e_{1:T})
 \end{aligned}$$

- From the sequence x , we can simply read off the words

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End of Part II!

- Now we're done with our unit on probabilistic reasoning
- Last part of class: machine learning

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Parameter Estimation

- Estimating the distribution of a random variable
- *Elicitation: ask a human!*
 - Usually need domain experts, and sophisticated ways of eliciting probabilities (e.g. betting games)
 - Trouble calibrating

- *Empirically: use training data*

- For each outcome x , look at the *empirical rate* of that value:

$$P_{\text{ML}}(x) = \frac{\text{count}(x)}{\text{total samples}}$$



$$P_{\text{ML}}(r) = 1/3$$

- This is the estimate that maximizes the *likelihood of the data*

$$L(x, \theta) = \prod_i P_{\theta}(x_i)$$