



A GrAF-compliant Indonesian Speech Recognition Web Service on the Language Grid for Transcription Crowdsourcing

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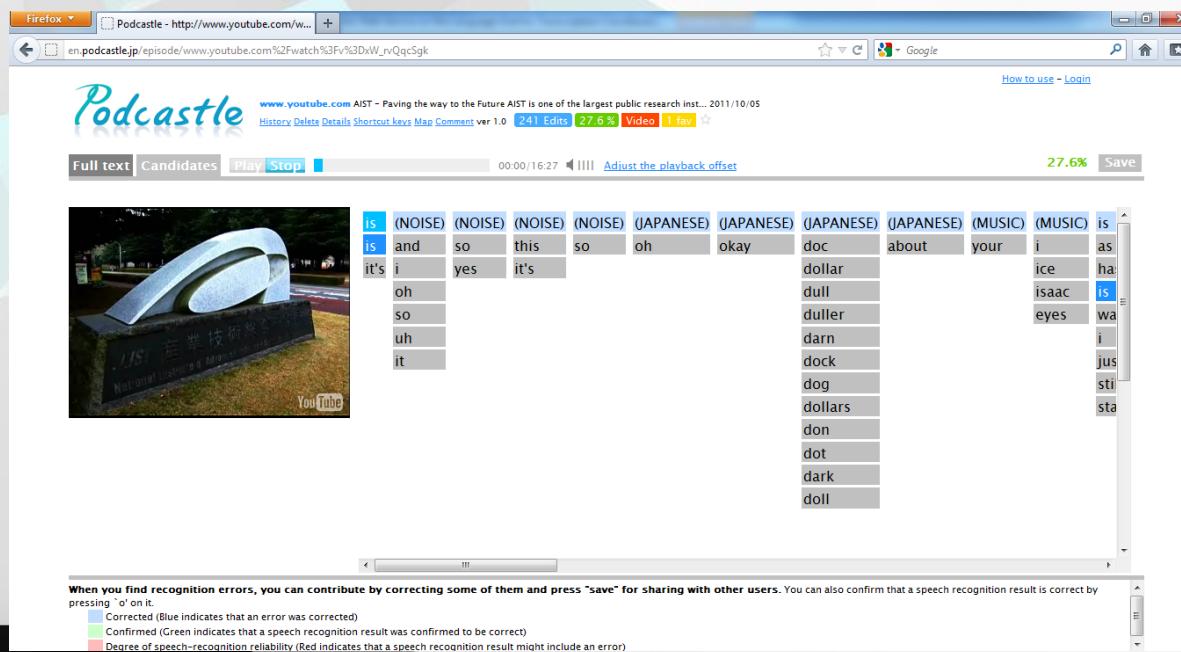


Outline

- Background
- System Overview
- System Scenario
- Tools & Standard
- Another Issue
- Future Work

Background

- Initial groundwork for developing Indonesian speech recognition systems have been done, but still using small corpus
- Inspired by another crowdsource project: PodCastle Project (Goto and Ogata, 2010).



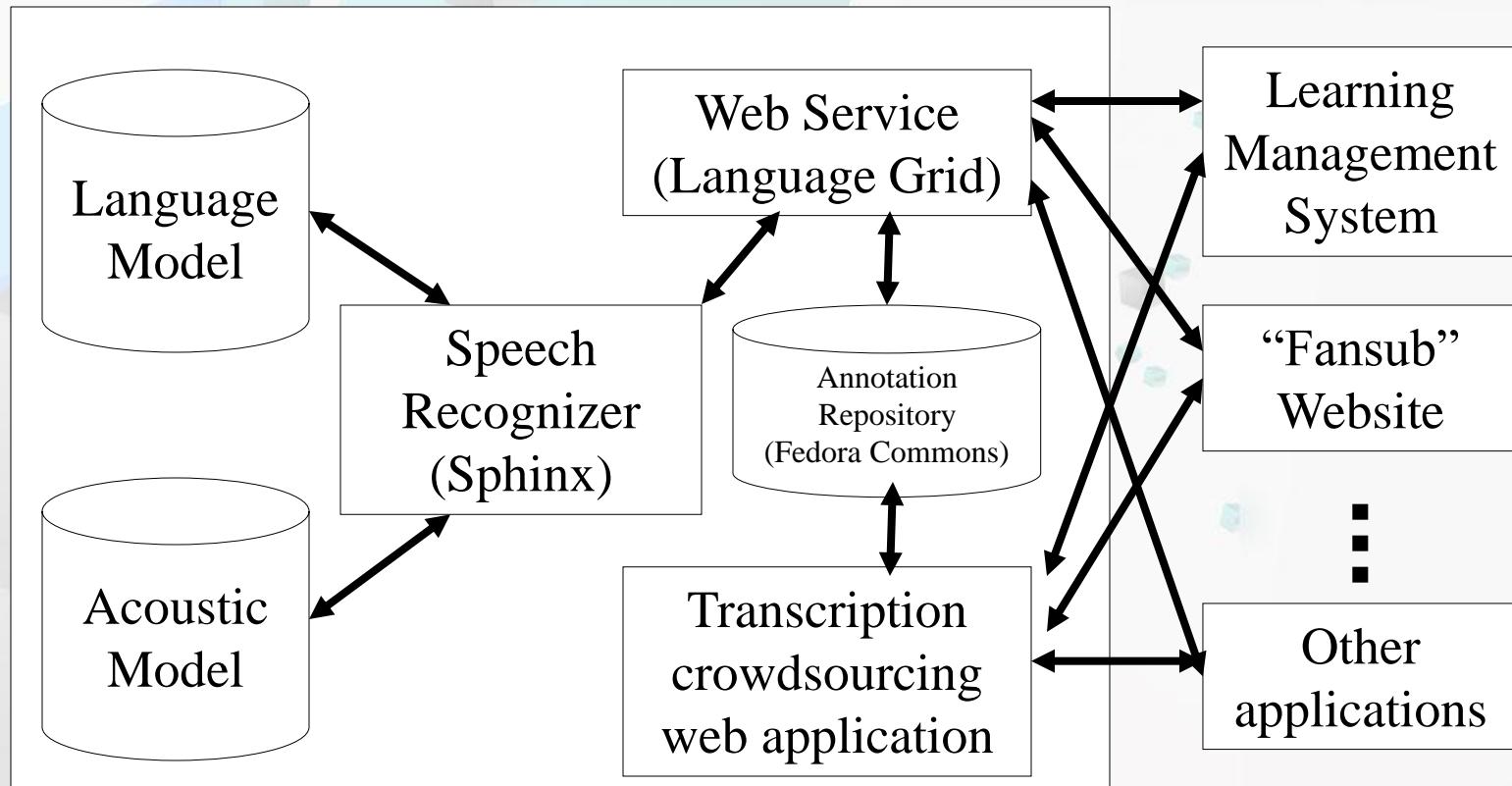
System Overview

- How to get a large collection of annotated training data in the form of spoken audio data along with validated speech transcriptions? Manual?
- Our solution: provides a valuable service to users, whilst allowing the construction of a large speech corpus
- User can give correction from any arising speech recognition errors

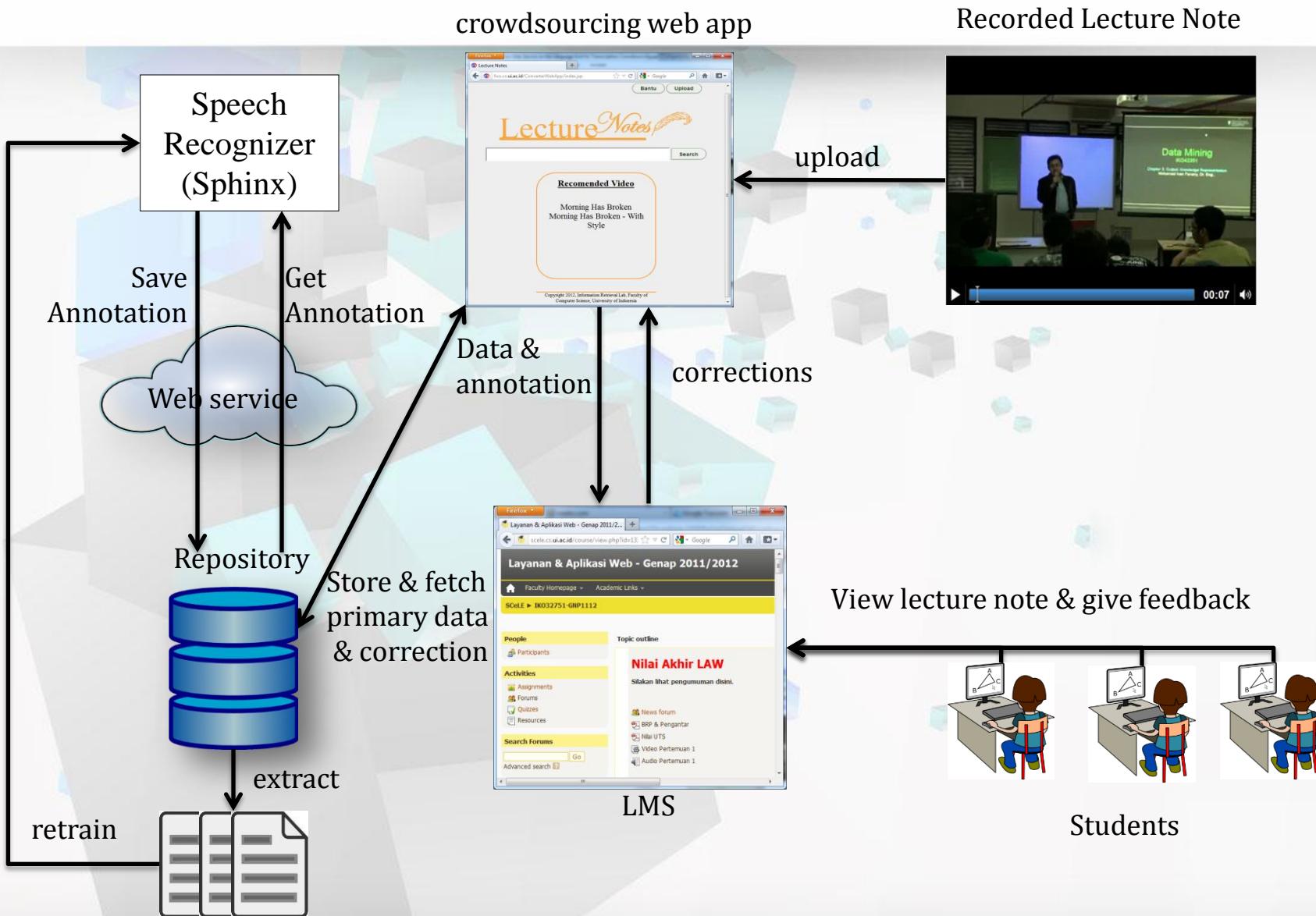
System Overview

- Using CMU Sphinx to build speech recognition system
- Using Language Grid (Ishida, 2005) to provide interoperable service
- Using Linguistic Annotation Framework (Ide, Romary, 2006) to incorporate data, automatic annotation, & user annotation
- Using Fedora Commons to store data and its annotation (future work)

System Overview



System Scenario



Language Grid Project

- Developed in early 2005
 - National Institute of Information and Communication Technology (NICT), universities and research institutes around Kyoto.
 - Machine translation which includes five languages: Chinese, Malaysian, Japanese, Korean, and English
- Purpose
 - To overcome the language barriers that often inhibit communication between people who have different languages
 - Make NLP services can be accessed by public
 - Built an integrated (composite) service

Language Grid Resources

Resource Name	Resource Type	Provider
An Introduction to Schools in Japan: School Guidance for Foreign Guardians	Parallel Text	Language Grid Operation Center
Atsugi City School Life Starts Here	Parallel Text	Language Grid Operation Center
Aya and Musashi's Textbook: Japanese-Learning Aid	Parallel Text	Language Grid Operation Center
Bahasa Indonesia Morphological Analysis	Morphological Analyzer	Information Retrieval Lab, Faculty of Computer Science, University of Indonesia
Bilingual Dictionary With Longest Matching Cross Search Service Java	Bilingual Dictionary	Ishida and Matsubara Laboratory
BLEU	Similarity Calculator	Language Grid Operation Center

Langrid Jakarta Operation Center

<http://langrid.cs.ui.ac.id/langrid-2.0/overview>

The screenshot shows a Firefox browser window displaying the Jakarta Language Grid Service Manager. The title bar reads "Firefox" and "Jakarta Language Grid Service Manager". The address bar shows the URL "langrid.cs.ui.ac.id/langgrid-2.0/overview". The page itself has a blue header with the text "Universitas Indonesia" and "Jakarta Language Grid Service Manager". Below the header is a "Login" button. To the right of the login button is a decorative graphic featuring a stylized brain and a map of Southeast Asia. A sidebar on the left is titled "Menu" and contains three items: "Overview", "View of Language Grid", and "Manual". The main content area is titled "Language Grid Service Manager" and contains text about the service's purpose and compatibility. At the bottom, there is a section titled "All Language Grid Users" with a list of user access information.

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Jakarta Language Grid Service Manager

[Login](#)

M e n u

[Overview](#)

[View of Language Grid](#)

[Manual](#)

Language Grid Service Manager

The Service Manager is a web-based tool to manage the Language Grid for the Language Grid Users and the Operator. This tool allows easy management of user information, user access, language/computer resources and language services. Each role in the Language Grid has different range of control.

This site is compatible with Internet Explorer 7.0 and Firefox.

All Language Grid Users

- All Language Users access the information
 - [News](#)
 - You can access the operation history of the Language Grid, such as registration/suspending/resuming/deletion of language resources and computation resources.
 - [Language Grid Users](#)

GrAF (Ide and Suderman, 2007)

- One of the formats that implement the conceptual standard annotation of the Language Annotation Framework (LAF)
- Used in our system to represent annotation for speech recognition
- Incorporate automatic annotation & crowdsourced user annotation

GrAF

- Multiple annotation

```
<graph>
  <edgeSet id="Speech Segmentation">
    <instant id="e1" from="3" to="5"/>
    ...
  </edgeSet>
  <edge id="t1" ref="e1">
    <fs type="token">
      <f name="word" sVal="sedikitnya"/>
    </fs>
  </edge>
  <edge id="t2" ref="e1">
    <fs type="token">
      <f name="word" sVal="sedikit"/>
    </fs>
    ...
  </graph>
```

GrAF

- Overlapping segmentation

```
<graph>
  <edgeSet id="Speech Segmentation">
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    <instant id="e2" from="4.02" to="4.2"/>
    <instant id="e3" from="4.2" to="4.3"/>
    ...
  </edgeSet>
  <edge id="t1" ref="e1">
    <fs type="token">
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    </fs>
  </edge>
  <edge id="t2" ref="e2">
    <fs type="token">
      <f name="word" sVal="sedih"/>
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  </edge>
  <edge id="t3" ref="e3">
    <fs type="token">
      <f name="word" sVal="kita"/>
    </fs>
  </edge>
  ...
</graph>
```

Example of User Interface Design



*click pada kata untuk memilih kandidat kata *double click pada kata untuk edit secara manual

Data Mining



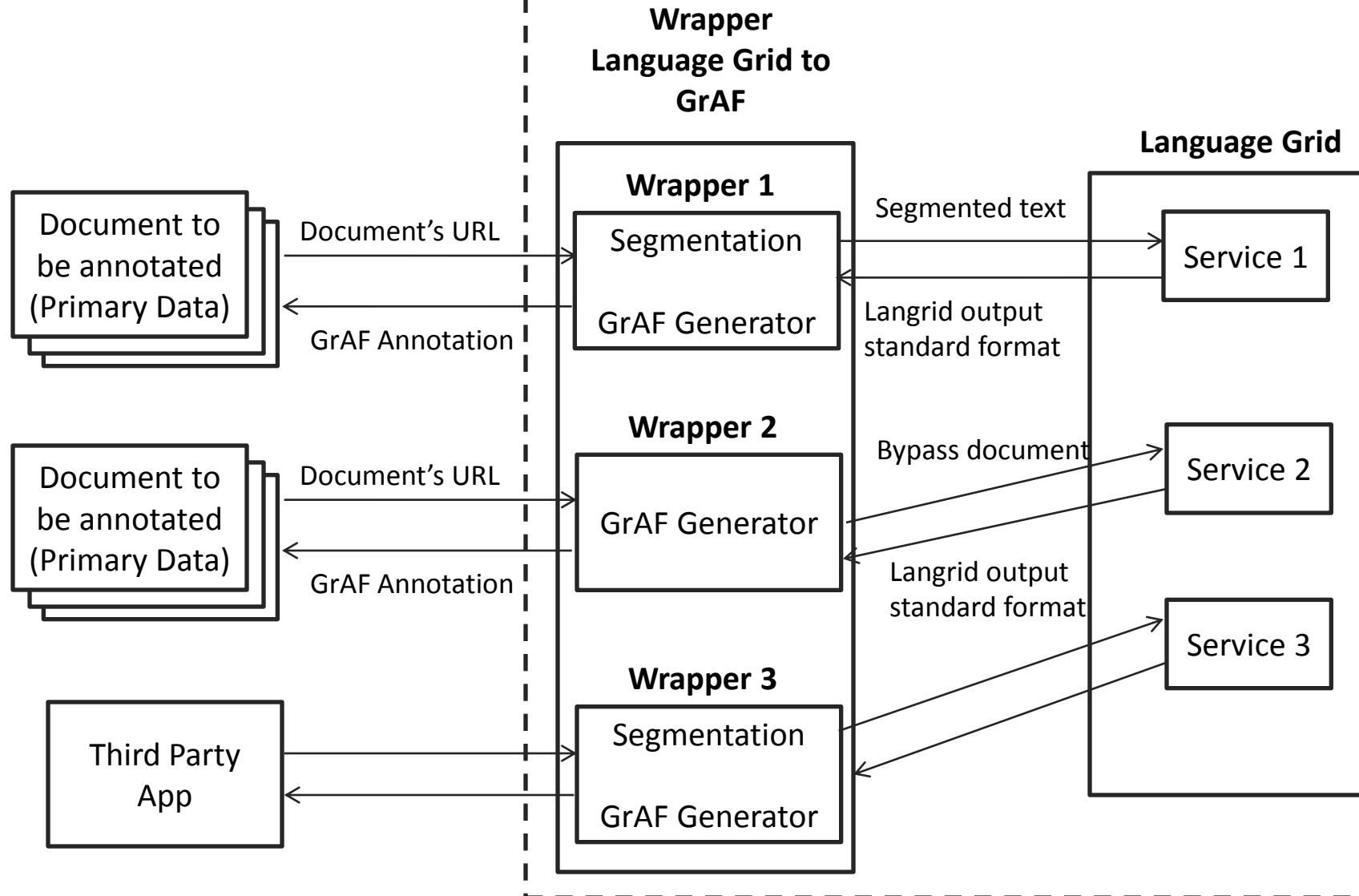
selamat sore assalamualaikum warahmatullahi wabarakatuh ee
salam sejahtera buat teman teman semuanya jadi hari ini kita
memasuki chapter ket taman gkin menyesuaikan
dengan silabus kita a teman gitu ya jadi target saya
hari ini chapter tiga selesai jadi kita bisa masuk algoritma
untuk mulai dari chapter empat untuk pekan depan begitu oke
ee kita langsung aja ya jadi machine learning itu kita bisa
lihat adalah sebuah sistem ya yang dia itu ada input ada
outputnya begitu ya inputnya apa itu sudah dipelajari waktu
kita di ee chapter dua kemarin ya sepekan lalu kemudian
outputnya itu kita akan pelajari hari ini ya sekedar review
kita ingat lagi input dari machine learning itu adalah apa aja
itu konsep dalam artian

Save

Integration of Language Grid Web Service and GrAF-based Annotation for Speech Recognition

- Develop GrAF-aware Language Grid framework (Distiawan and Manurung, 2010)
 - Segmentation: For speech data, segmentation will be defined in terms of the timestamps when utterances occur in the primary media file. Thus, an utterance token is marked with an edge tag, and contains information about the beginning and end timestamps.
 - Communication with the web services on the Language Grid. Invoke the existing speech recognition system in Language Grid Infrastructure
 - Mapping of the Language Grid service output to the initial segmentation ->Consistency in document segmentations

GrAF Aware Language Grid

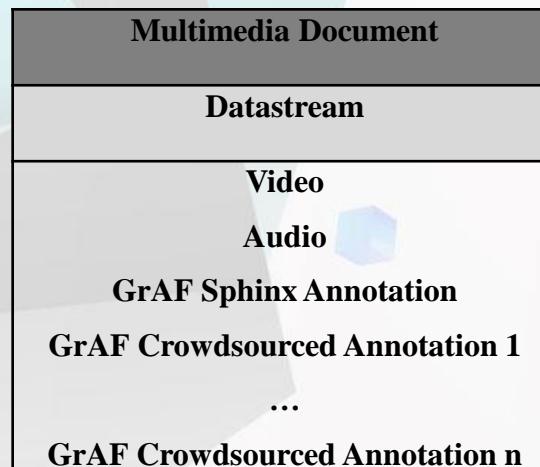


Sample GrAF segmentation and annotation from the speech recognizer

```
<container xmlns:graf="http://www.tc37sc4.org/graf/v1.0.6b">
<header>
<primaryData loc="http://fws.cs.ui.ac.id/fedora/objects/Speech:1/datastreams(FILE/content" type="audio/wav"/>
</header>
<graph>
<edgeSet id="Speech Segmentation">
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<instant id="e3" from="1.15" to="1.57"/>
...
</edgeSet>
<edge id="t1" ref="e1">
<fs type="token">
<f name="word" sVal="lima"/>
</fs>
</edge>
<edge id="t2" ref="e2">
<fs type="token">
<f name="word" sVal="empat"/>
</fs>
</edge>
...
</graph>
</container>
```

Store data & annotation

- Use our previously developed corpus repository (Manurung et al., 2010) -> CORE
- Store all audio or video data along with its automatic or crowdsourced GrAF annotation

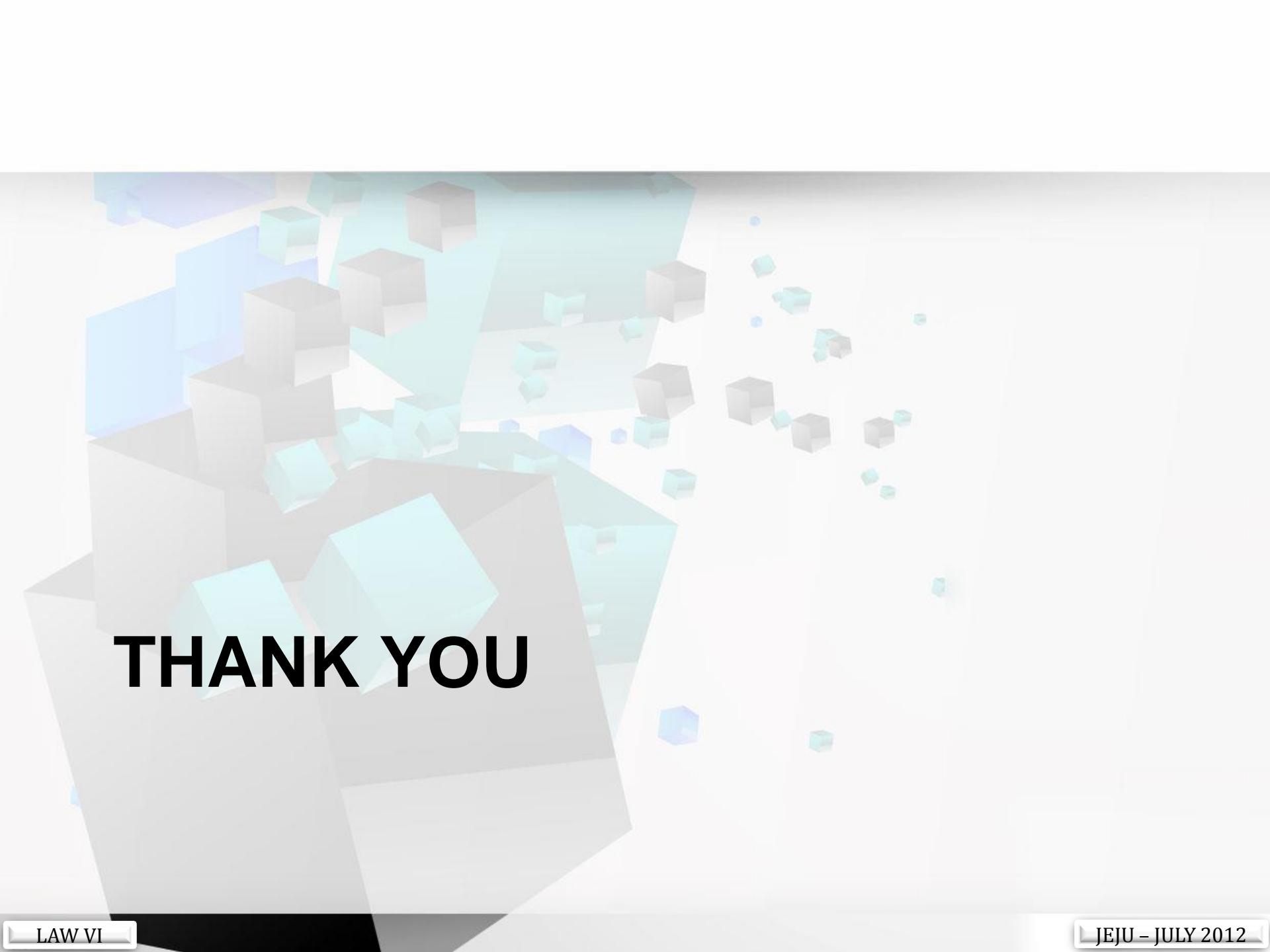


Crowdsourcing audio transcriptions

- User interface design: displaying the transcriptions
- Crowdsourcing incentive scheme: learning management system
- Utilizing user corrections: retraining the acoustic and language models of speech recognition system

Further Work and Summary

- Tune up the speech recognition system -> speed up processing time
- Update to the latest GrAF standard
- Determine procedure to choose the best crowdsource annotation to retrain speech recognition system

The background of the slide features a collection of semi-transparent, 3D-rendered cubes of various sizes and colors, including shades of blue, green, and brown. These cubes are scattered across the frame, creating a sense of depth and motion. Some cubes appear to be falling or drifting towards the right side of the screen.

THANK YOU