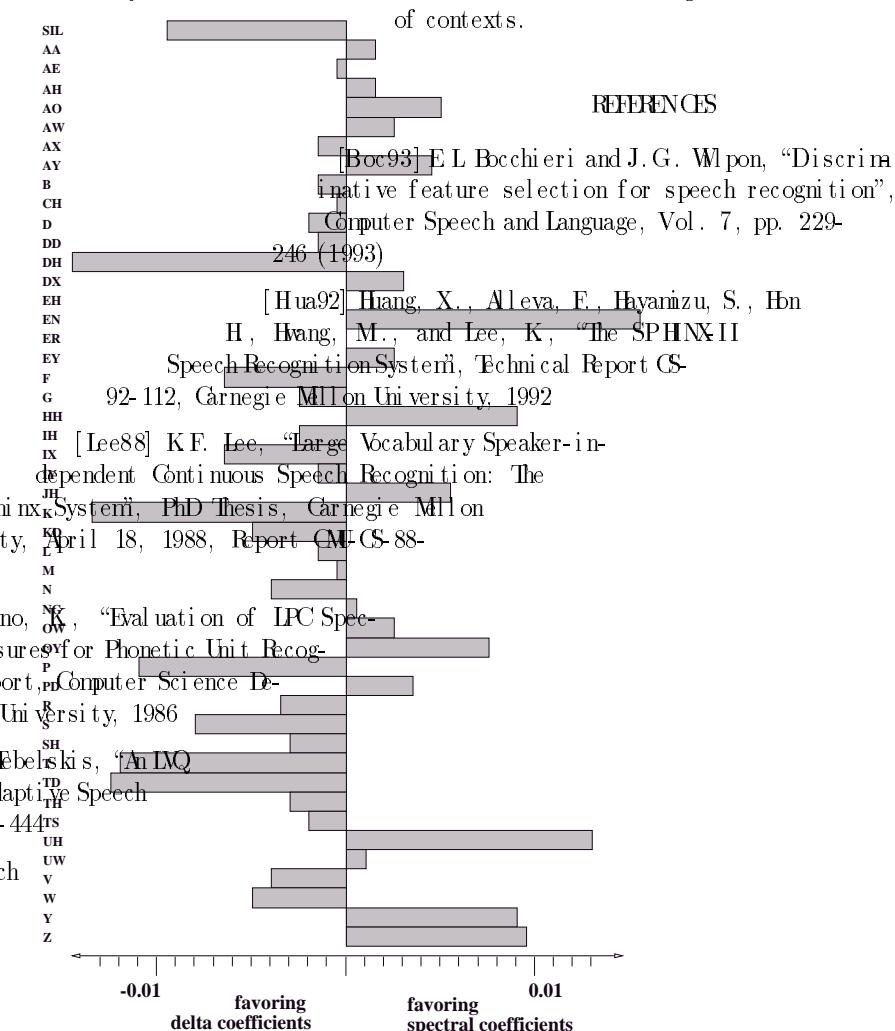


phoneme tend more to favoring delta-coefficients of features, like e.g. delta-spectral-along with other features. Although one might expect that these phonemes delta-delta-spectral-coefficients, power, acoustics are rather static and less context-dependent and delta-delta-power. Certainly, one finds that delta coefficients do model the dynamic of the delta-feature. Experiments with non-words of a signal but not necessarily the contextualized triphones including cross-word triphones stable context-independent signal likely will give also more information about the dependence of the streamweights on the different types of contexts.

## REFERENCES



## 4. FUTURE WORK

So far we have only performed experiments with two streams. We believe that the proposed approach will be even more fruitful for systems with

$\alpha_i(B)$  after iteration  $k + n$  to be approximately  $\alpha_i(B)^t - n \cdot \lambda(d^*LP_t(\alpha, B)/d^*\alpha_i(B))$  (if no sigmoid is applied). We have found that the differences from iteration to iteration are in fact so small that this approximation is valid, which suggested a second solution to the above mentioned problem namely to run simply one or two iterations with a large stepsize, or alternatively to use a cross validation mechanism to decide what number of iterations (i.e. what stepsize  $\lambda$ ) is best.

### 3. EXPERIMENTS

We have performed experiments on the English Name Registration Task (NR) [Wo92] and Name Management Task (NM), using the [Wo92] of the JANUS Speech test set [Wi91]. The recognition probabilities for a named 50-cluster probability 300 context 1000 name

path,  $C$ , did not get the highest target possibility of  $\text{Naive}$  are numerically states, then there is a step to update the state  $B$  to  $B^*$ , whose do the highest probability and which adds some penalty for values on parameters to increase the probability space. After this step decrease the probability of  $B$ . If the differentiable  $d^*$  will be used optimal path already has that the step probabilities are restricted to the no training will happen ahead. The feature space which meets the the constraint is  $\sum_i \alpha_i(C) = 1$ : score for the correct state  $C$  at time  $t$ , and let  $LP_t(\alpha, C) := -\log P(x_t | \alpha^*, \sum_{i=1}^n b_i(t)) \cdot \frac{\alpha_i(B)}{\sum_{i=1}^n \alpha_i(B) \log P(x_t | \alpha^* \text{ and } B)} - LP_t(\alpha, B)$ 
 $LP_t(\alpha, C) = \sum_{i=1}^n d^*(t)(B) \alpha_i(C)$ . Let  $b_i(t)$  be the contribution of the stream to the score for the best state  $B$  at time  $t$  ( $\sum_i b_i(t) \alpha_i(B)$  state with the highest probability). This means that  $\sum_{i=1}^n c_i(t) \cdot \alpha_i(C) \leq \sum_{i=1}^n \frac{LP_t(\alpha, B)}{LP_t(\alpha, B)} b_i(t)$ . The goal of the training procedure is to  $\text{adj}(f(B)) \alpha_f(B)$  and  $\alpha_i(C)$  such that  $LP_t(\alpha, C)$  decreases and  $LP_t(\alpha, B)$  increases. Here, we have ignored the actual size of the increases. For that, we need to compute the derivative of  $LP_t(\alpha, C)$  with respect to  $\alpha_i(C)$ . The update rule will then be gradient descent,  $\lambda$  will subsume this difference.

For a simple two-feature system  $LP_t(a, B)$  results in  $a_j(B)^{\text{updated}} = a_j(B) + \lambda \cdot \frac{d^* LP_t(a, B)}{d \alpha_j(C)}$  (3)

$a_j(C)^{\text{updated}} = b_1 + \frac{\alpha_2(B) b_2}{\frac{d^* LP_t(\alpha_1, B)}{d \alpha_j(C)} - \lambda \cdot \frac{d^* LP_t(\alpha_1, C)}{d \alpha_j(C)}} - b_2$  (4)

We can easily see, IMPLEMENTATION ISSUES case the updated system will produce a higher probability for the correct Viterbi-path (or for some given always being the best for some model). In this case its feature weight will increase with every update. Note that the partial derivative ( $\frac{\partial LP_t(a, S)}{\partial \alpha_i(S)}$ ) of this would stop the converging regularization the  $\alpha_i(S)$  and thus push it to the other model product each other. This obviously leads to numerical instability. Since obviously above mentioned constraint controls us to many global problems and the most relevant one is the sum of all features must be 1. This means that the probability of a state be increased yes to by increasing all  $\alpha_i(S)$ , don't (and decreasing) would like to disperse different features.

One feature  $F_a(S) = (\alpha_1(S), \dots, \alpha_n(S))$  (feature  $F_b(S) = \alpha'_1(S) + \delta_1, \dots, \alpha'_n(S) = \alpha(S) + \delta$ ) could thus be defined as  $\delta_j := \epsilon$  and  $\delta_i = 0$  for  $i \neq j$ . This step definition is the same, while all the other  $\alpha_i(S)$  are not affected and to meet the summation constraint and to keep the values unchanged. Other step

# LEARNING STATE-DEPENDENT STREAM WEIGHTS FOR MULTI-CODEBOOK HMM SPEECH RECOGNITION SYSTEMS

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## 1. TRAINING

which uses  $n$  information streams, and for a given HMM, many speech recognition systems [Lee88], [Shi85], [Hag92], use multiple information streams to compute  $P_i(x_t | S)$ , where  $i$  is the  $i$ -th HMM output probabilities (e.g. systems based on semi-continuous or discrete HMMs use one codebook for cepstral coefficients, and another one for delta cepstral coefficients). The final score is then  $R(x_t | S) = \sum_i w_i P_i(x_t | S)$ . The overall probability of a word  $x$  is then  $P(x | S) = \prod_t R(x_t | S)$ . These weights can be found empirically and the same set of weights is used for every HMM state. There is reason to believe that features which are more important for one model than for others. Especially, the beginning and ending segments are more context dependent. In that case the probabilities for stream  $i$  for a speech recognizer should be higher than for stream  $j$  if the spectrum of stream  $i$  is more similar to the spectrum of the target word than stream  $j$ , [Boc93], [Boc95].

## ABSTRACT