

# Speechbuilder

## Tutorial



# Speaker Independent; Domain Dependent

- What is a domain?
  - a vocabulary (words)
  - sentences
- How to define words?
  - English spelling and pronunciation
- How to define sentences}
  - Grammar



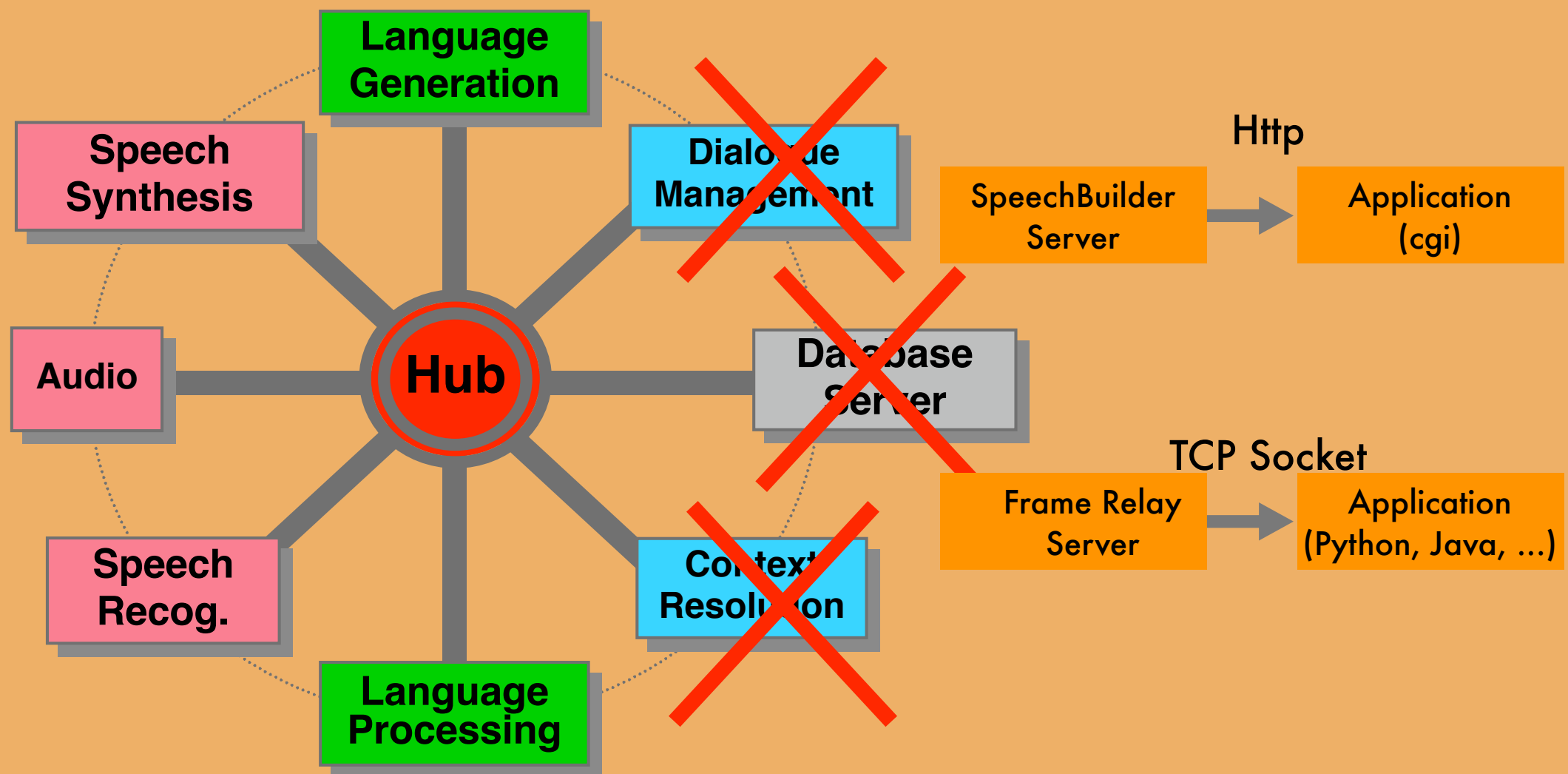


# Speechbuilder

- Galaxy is the speech recognition system
- Speechbuilder is a tool to develop a domain for galaxy
- Real speech recognizers take a lot of work and detailed knowledge of all the components.
- Speechbuilder is great for prototyping

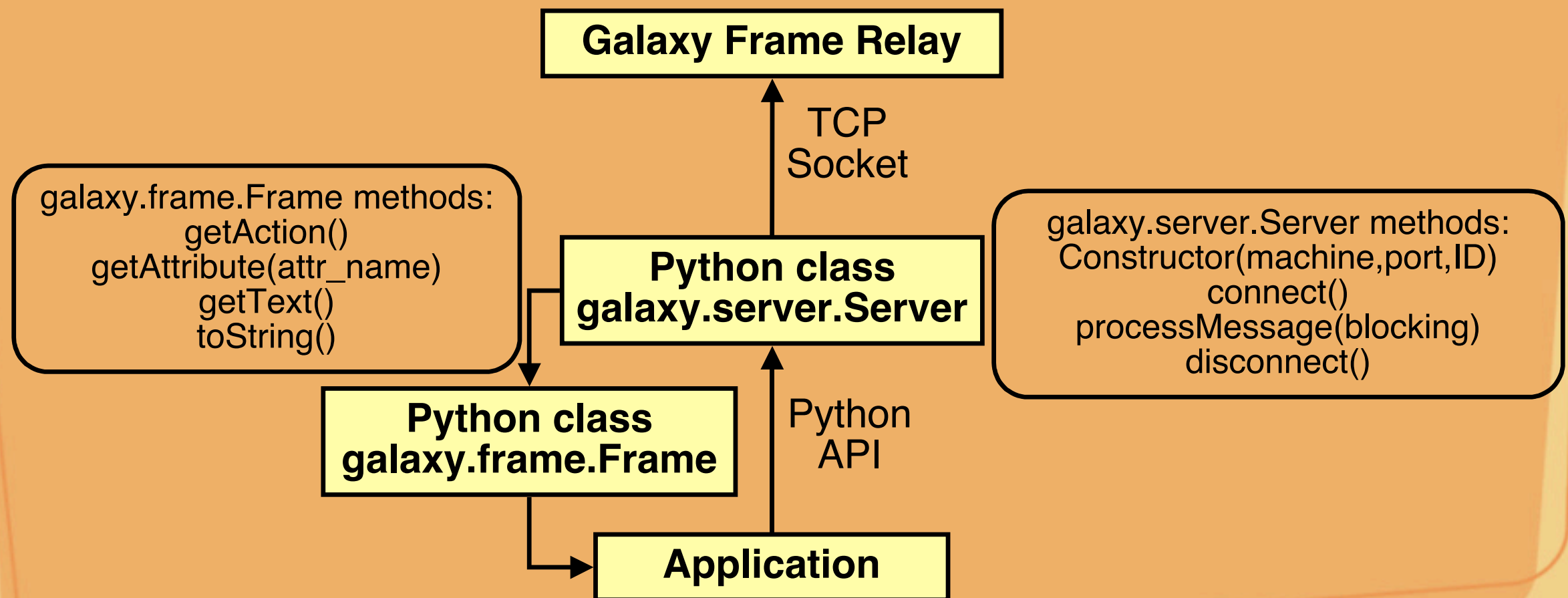


# Galaxy's Components



# Speechbuilder API

- Galaxy meaning representation provided through frame relay
- Applications connect via TCP sockets
- API provided in Python, Java, Perl





# Grammar

- What is a grammar?
  - a set of terminals
    - A, B, ...
  - a set of rules or productions
    - $\langle \text{nt-1} \rangle == B \mid \langle \text{nt-2} \rangle A$
    - $\langle \text{nt-2} \rangle == \langle \text{nt-1} \rangle \mid \text{NULL}$
    - a sample sentence: B A A A
    - $\text{nt-1} \rightarrow \text{nt-2} A \rightarrow \text{nt-1} A \rightarrow \text{nt-2} A A \rightarrow \text{nt-1} A A \dots$
- Can you explain this to Grandma?
  - would probably use examples





# Speechbuilder's Grammar


- Attributes
  - think of them as: terminals
    - actually, a non-terminal that goes to a terminal
- For example
  - A set of terminals: lights, microwave, toaster, vcr, tv
  - These are all “objects”
  - So, “object” would be an attribute
- Another example
  - dining room, living room, kitchen
  - “room” is the attribute







# What does a rule look like?

- Speechbuilder calls them “actions”
  - No complicated productions
  - Each action is an example sentence
    - Sentence contains
      - an “action” terminal
      - zero or more attributes
      - optional words
  - E.g. Turn on the lights
    - “lights” is an example of an “object” attribute
    - “on” is an example of an “onoff” attribute
    - “turn” is an “action”
- 





# Example after reduction

## All sentences for action turn

## Action: turn

## What gets sent to application

turn all the lights off	<b>action</b> =turn& <b>frame</b> =( <b>object</b> =lights, <b>onoff</b> =off)
turn off all the lights	<b>action</b> =turn& <b>frame</b> =( <b>object</b> =lights, <b>onoff</b> =off)
can you turn all the lights off	<b>action</b> =turn& <b>frame</b> =( <b>object</b> =lights, <b>onoff</b> =off)
can you turn off the living room lights	<b>action</b> =turn& <b>frame</b> =( <b>object</b> =lights, <b>onoff</b> =off, <b>room</b> =living+room)
can you turn off all the lights	<b>action</b> =turn& <b>frame</b> =( <b>object</b> =lights, <b>onoff</b> =off)
can you turn off the lights in the living room	<b>action</b> =turn& <b>frame</b> =( <b>object</b> =lights, <b>onoff</b> =off, <b>room</b> =living+room)
can you turn the living room lights off	<b>action</b> =turn& <b>frame</b> =( <b>object</b> =lights, <b>onoff</b> =off, <b>room</b> =living+room)
turn off the living room lights	<b>action</b> =turn& <b>frame</b> =( <b>object</b> =lights, <b>onoff</b> =off, <b>room</b> =living+room)
can you turn the lights in the living room off	<b>action</b> =turn& <b>frame</b> =( <b>object</b> =lights, <b>onoff</b> =off, <b>room</b> =living+room)
turn off the lights in the living room	<b>action</b> =turn& <b>frame</b> =( <b>object</b> =lights, <b>onoff</b> =off, <b>room</b> =living+room)
turn the living room lights off	<b>action</b> =turn& <b>frame</b> =( <b>object</b> =lights, <b>onoff</b> =off, <b>room</b> =living+room)





# Domain XML example

```
<class name="object" type="Key">  
  <entry>(television I tv) {television}</entry>  
  <entry>lights</entry>  
  <entry>microwave</entry>  
  <entry>toaster</entry>  
  <entry>v c r {VCR}</entry>  
</class>
```





# Domain XML example

```
<class name="onoff" type="Key">
  <entry>lit {on}</entry>
  <entry>off</entry>
  <entry>on</entry>
</class>
<class name="turn" type="Action">
  <entry>[can you] [please] turn all the lights off</entry>
  <entry>[can you] [please] turn off all the lights</entry>
  <entry>[can you] [please] turn off the (living room lights | lights in the living room)</entry>
  <entry>[can you] [please] turn the (living room lights | lights in the living room) off</entry>
</class>
<class name="status" type="Action">
  <entry>([can you] [please] tell me | do you know) (what | which) lights are on</entry>
  <entry>([can you] [please] tell me | do you know) if the (lights in the kitchen | kitchen lights) are on</entry>
  <entry>(is | are) the (dining room television | tv in the living room) On or Off</entry>
  <entry>(is | are) the (dining room television | tv in the living room) on</entry>
</class>
<class name="good_bye" type="Action">
  <entry>good bye</entry>
  <entry>later</entry>
</class>
<class name="room" type="Key">
  <entry>dining room</entry>
  <entry>kitchen</entry>
  <entry>living room</entry>
</class>
```





# What happens to domain XML

- Compile the domain
  - check for errors
- Can look at reduced sentences
- DON'T click run (it will not work)
- Can download xml (if you want)
- Will start galaxy on ocha.csail.mit.edu
  - using command `oxclass.cmd yes yes yes`
- startup Galaudio and python on ipaq





# Important stuff

- `http://ocha.csail.mit.edu/SpeechBuilder/SpeechBuilder.cgi`

- `ipkg's`

- `galaudio`

- does end of sentence detection (and a little more)

- sends waveform to galaxy

- receives waveform from galaxy

- `python classes for galaxy and xml`

- use `pydoc` to get documentation on these

- need to register with `frame-relay` to get xml

- `to modify domain (advanced)`

- modify xml of domain, compile, and restart

