Reconstructing the Full Tongue Contour from EMA/X-Ray Microbeam

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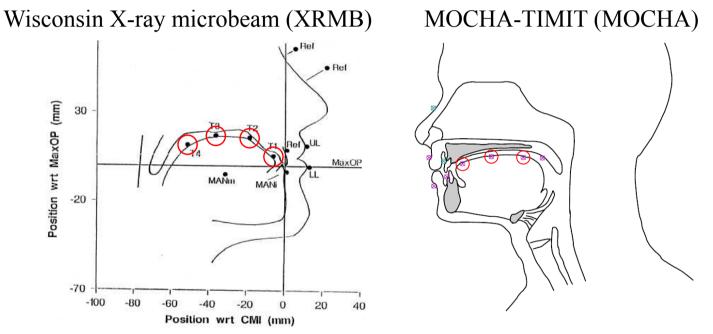
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1

ICASSP'10, Dallas

Introduction

- Tongue is the most important speech production articulator
- Articulatory datasets only provide sparse representation of tongue.

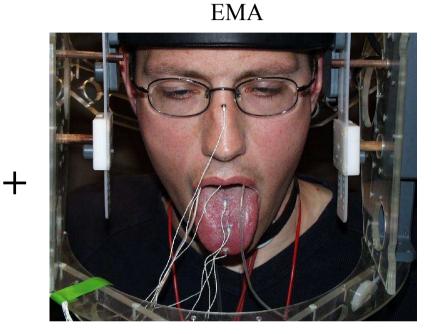


- Questions
 - 1. Can we reconstruct the realistic tongue shape from 3 or 4 pellets for an unknown speaker?
 - 2. Applications: synthesis and inversion

Multimodal fusion



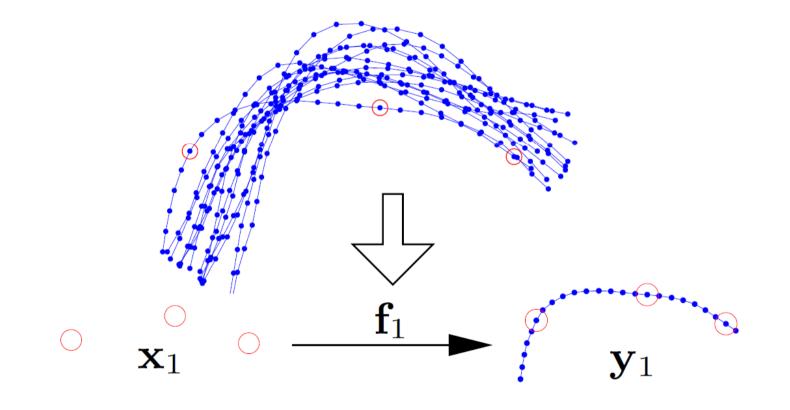
Ultrasound



- Can we take advantage of both ultrasound and EMA recorded from different speakers and different sessions?
- Challenges
 - Speaker variability, eg. vocal tract length, tongue shape and length, etc

Data-driven approaches

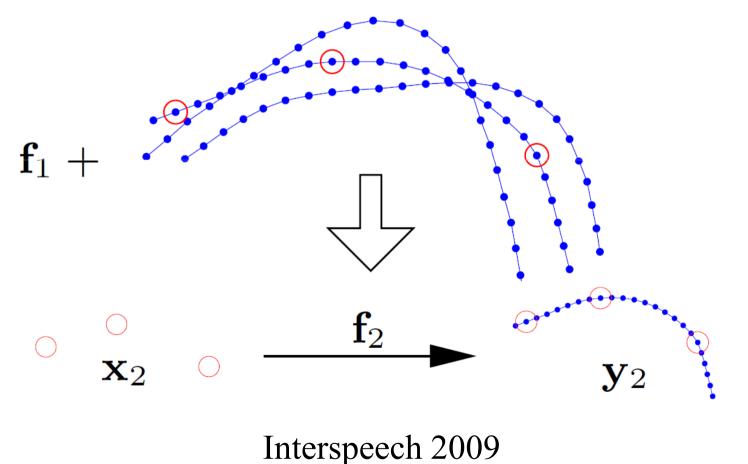
P1: Training a predictive model f_1 for speaker 1 with many full contours



Interspeech 2008

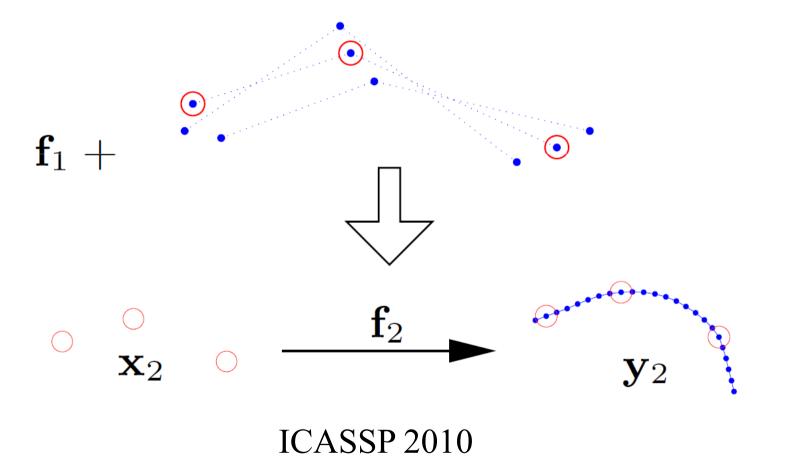
Data-driven approaches

P2: Adapting f_1 to speaker 2 given a few full contours



Data-driven approaches

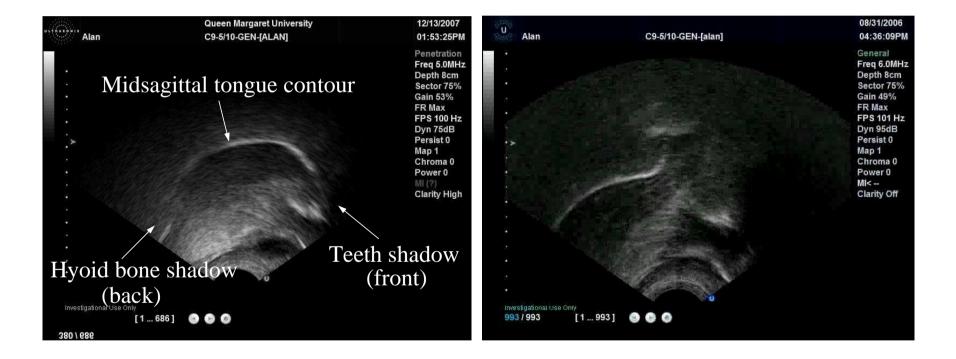
P3: Adapting f_1 to speaker 2 given partial contours containing only the landmark positions



6

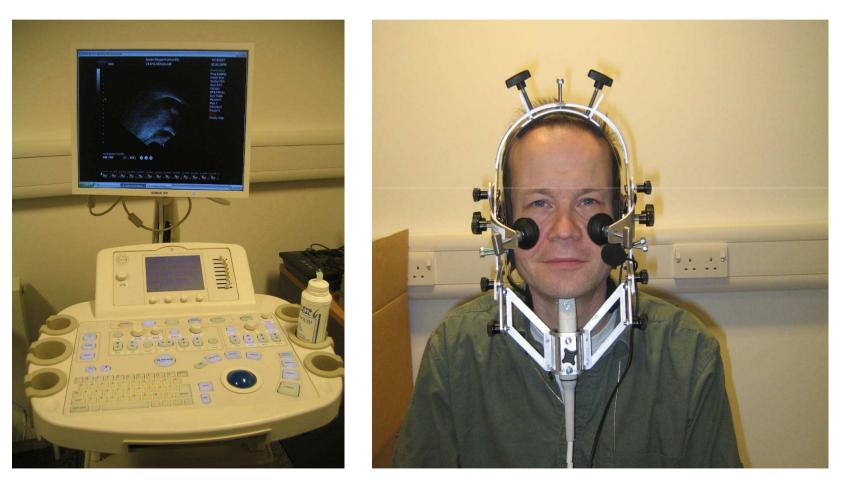
Data collection

• Ultrasound data of tongue movement



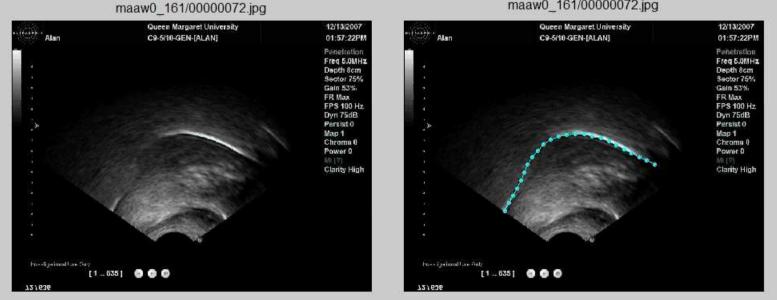
Data collection

• Ultrasound machine and head stabilization device (QMU, Edinburgh)



Data collection

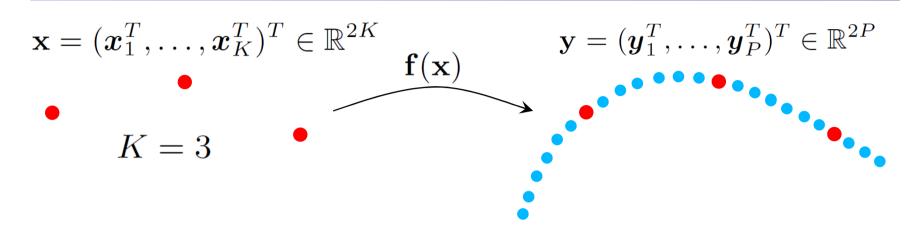
- Tongue contour tracking •
 - A difficult task due to noisy ultrasound images
 - Tongue parts are invisible from time to time _
 - Solution: automatic track by EdgeTrak (Li et al' 05) + manual correction _
- Tongue contour dataset ٠
 - 22 read TIMIT sentences from a native Scottish English speaker
 - tongue contours and audios recorded in 2 sessions



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9

P1: learn a predictive model of tongue shapes for a given speaker



- Assume midsaggital contours, but extendable to 3D tongue surfaces
- Given a training set $\{(\mathbf{x}_n, \mathbf{y}_n)\}_{n=1}^N$ of tongue contours (ground truth)
- Predict a test contour \mathbf{y} from the location \mathbf{x} of K pellets (Qin et al'08) $\mathbf{f}(\mathbf{x}) = \mathbf{W}\Phi(\mathbf{x}) + \mathbf{w}$, $\phi_m(\mathbf{x}) = \exp\left(-\frac{1}{2} \|(\mathbf{x} - \boldsymbol{\mu}_m)/\sigma\|^2\right)$).
- Estimate the mapping $f\,$ from the training set by the least-square

$$E(\mathbf{f}) = \sum_{n=1}^{N} \|\mathbf{y}_n - \mathbf{f}(\mathbf{x}_n)\|^2$$

P2: adapt the predictive model given full contours

- Model adaptation is very hard
- Adaptation based on feature normalization (Qin&Carreira-Perpiñán '09)
 - Key aspect: apply the same transformation to each 2D point of an x- or y- contour

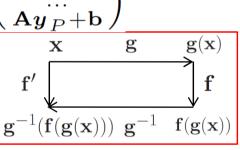
$$\tilde{\mathbf{x}} = \mathbf{g}_{\mathbf{x}}(\mathbf{x}) = \begin{pmatrix} \mathbf{A} \mathbf{x}_1 + \mathbf{b} \\ \dots \\ \mathbf{A} \mathbf{x}_K + \mathbf{b} \end{pmatrix} \qquad \tilde{\mathbf{y}} = \mathbf{g}_{\mathbf{y}}(\mathbf{y}) = \begin{pmatrix} \mathbf{A} \mathbf{y}_1 + \mathbf{b} \\ \dots \\ \mathbf{A} \mathbf{y}_P + \mathbf{b} \end{pmatrix}$$

– The adapted predictive mapping is given by ${f g_y}^{-1} \! \circ \! f \! \circ \! g_x$

- Advantage of 2D-wise alignment mapping
 - Easily invertible and 6 parameters to estimate $A_{2 imes 2}$ and $b_{2 imes 1}$
 - Requires very little adaptation data with no need of correspondence
- To estimate ${f g}$, we minimize the error function

$$\min_{\mathbf{A},\mathbf{b}} F(\mathbf{A},\mathbf{b}) = \sum_{n=1}^{N} \|\mathbf{g}_{\mathbf{y}}(\mathbf{y}_{n}) - \mathbf{f}(\mathbf{g}_{\mathbf{x}}(\mathbf{x}_{n}))\|^{2}$$

 Using only10~20 adaptation contours and 1 sec cputime, reconstruction errors are comparable to those with retraining with abundant dataset.



P3: adapt the predictive model given partial contours

- Given the partial, K-landmark contours from MOCHA/XRMB as adaptation data and no full contours, how to reconstruct the full tongue shape?
- Solution (Qin&Carreira-Perpiñán '10) → "this paper"
 - Consider the pellets coordinates as input $\, {f x}$ and also as output $\, {f y} \, = \, {f x}$
 - Minimize the new error function

$$\min_{\mathbf{A},\mathbf{b}} F_{\mathbf{x}}(\mathbf{A},\mathbf{b}) = \sum_{n=1}^{N} \|\mathbf{g}_{\mathbf{x}}(\mathbf{x}_n) - \mathbf{f}_{\mathbf{x}}(\mathbf{g}_{\mathbf{x}}(\mathbf{x}_n))\|^2$$

Equivalent to seek $\{A, b\}$ such that the adapted model $g_x^{-1} \circ f_x \circ g_x$ best approximate the identity mapping and interpolate the landmarks

$$f \to f_x$$
Apply {A, b} to reconstruct the entire contour as $\mathbf{g}_y^{-1} \circ \mathbf{f} \circ \mathbf{g}_x$

P3: solution

- Problems:
 - Tongue compresses and stretches from time to time
 - Our training contours show mostly equidistant contour points
 - Small % of frames show distances between pellets differ by 30%
 - Including unusual frames results in bad results
- Solution:
 - Discarding unusual frames wastes useful data
 - Instead, regularize $F_{\mathbf{x}}(\mathbf{A}, \mathbf{b})$ to encourage \mathbf{A} to have a low condition number

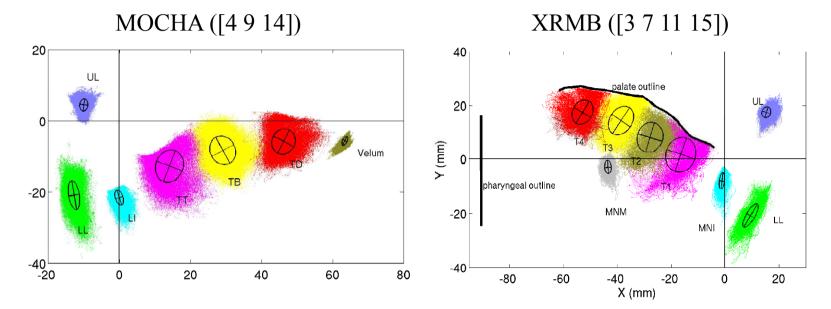
 $\min_{\mathbf{A},\mathbf{b}} F_{\mathbf{x}}(\mathbf{A},\mathbf{b}) + \lambda C(\mathbf{A}), \quad \lambda \ge 0.$

where $C(\mathbf{A}) = \operatorname{tr} (\mathbf{A}^T \mathbf{A}) - D \operatorname{det} (\mathbf{A}^T \mathbf{A})^{1/D}$ for $\mathbf{A}_{D \times D}$

- We choose C(A) since it is easier to minimize than $cond (A) = \|A\|_2 \|A^{-1}\|_2$
- We use BFGS to find the optimal A, b; converges in ~10 iterations, each costs O(N.M.K)
- Advantage of regularization: make the algorithm robust to landmarks misspecification

P3: solution continued

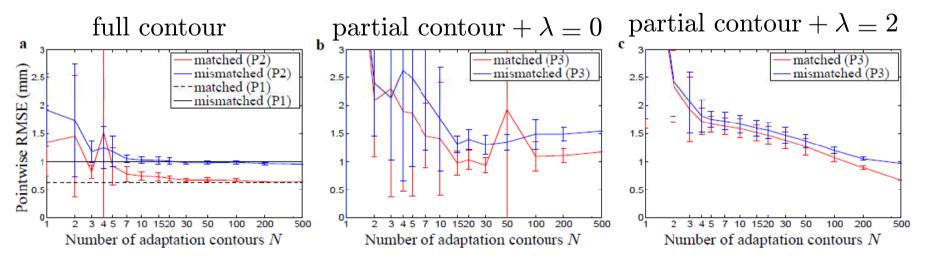
• Determine the landmark location by hand



- Computation complexity
 - $\mathcal{O}(NMK)$ per BFGS iteration, converges around 10 iterations
- Predictive model
 - RBF: M = 500 basis functions, width $\sigma = 55$ mm and regularization parameter 10^{-4} trained by cross-validation from dataset 14

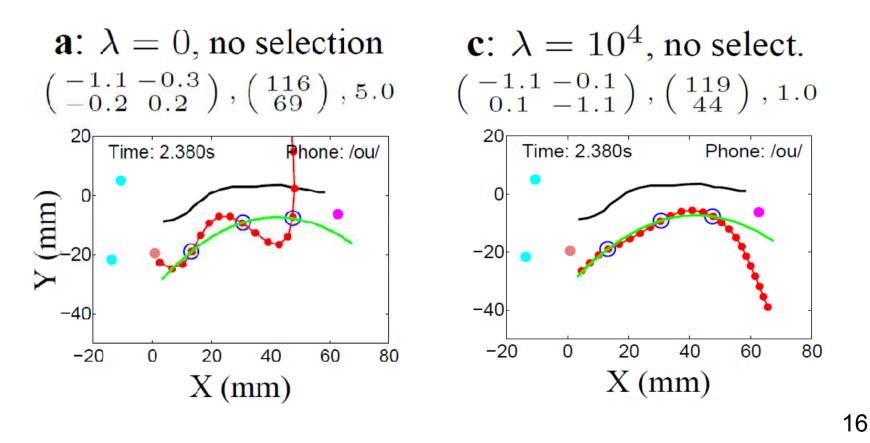
P3: reconstruction error with known ground truth

- Setup for experiment 1:
 - Use the tongue database
 - 991 contours for testing and up to 500 contours for use in adaptation
 - All contours transformed by $\mathbf{A} = \begin{pmatrix} 1.1 & -0.05 \\ -0.1 & 1.2 \end{pmatrix}$ and $\mathbf{b} = \begin{pmatrix} 10 \\ -10 \end{pmatrix}$
 - Two choices of landmarks' placement:
 - Matched: [4 9 14] as in training
 - Mismatched: [4.2 9.2 14.2]

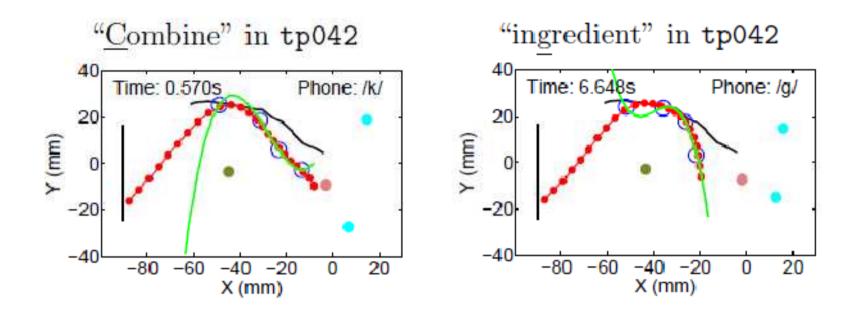


P3: effects of regularization on condition number

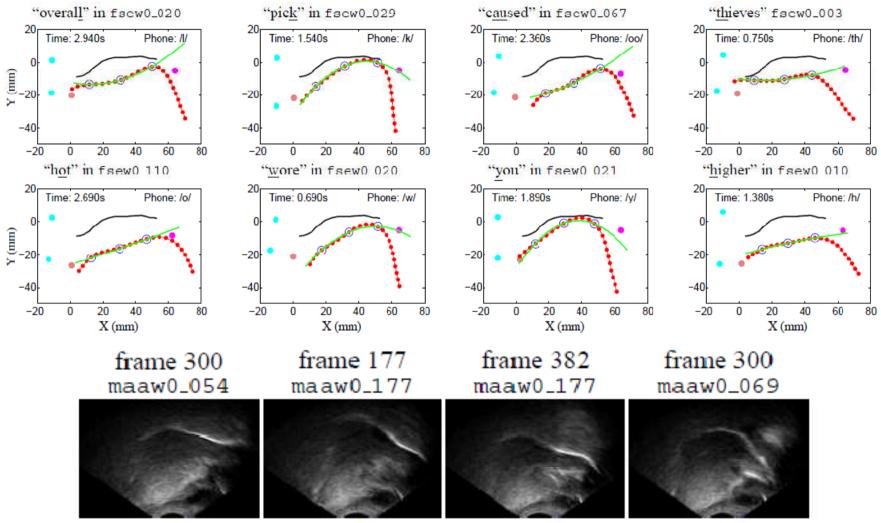
- Setup for experiment 2
 - Reconstruct full tongue contours for MOCHA/XRMB databases
 - Use $N = 3\,600$ partial contours from MOCHA for adaptation



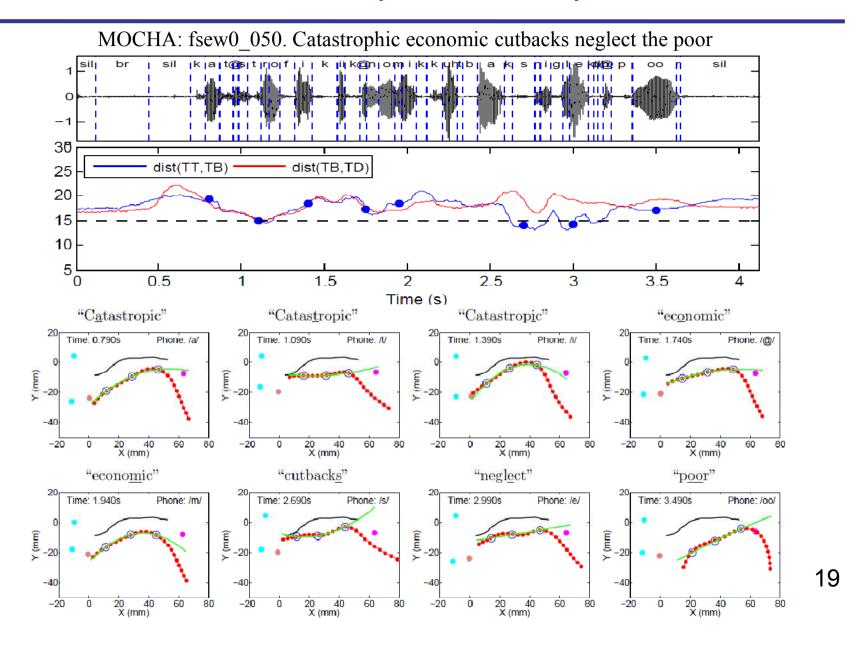
P3: reconstruction vs. spline interpolation



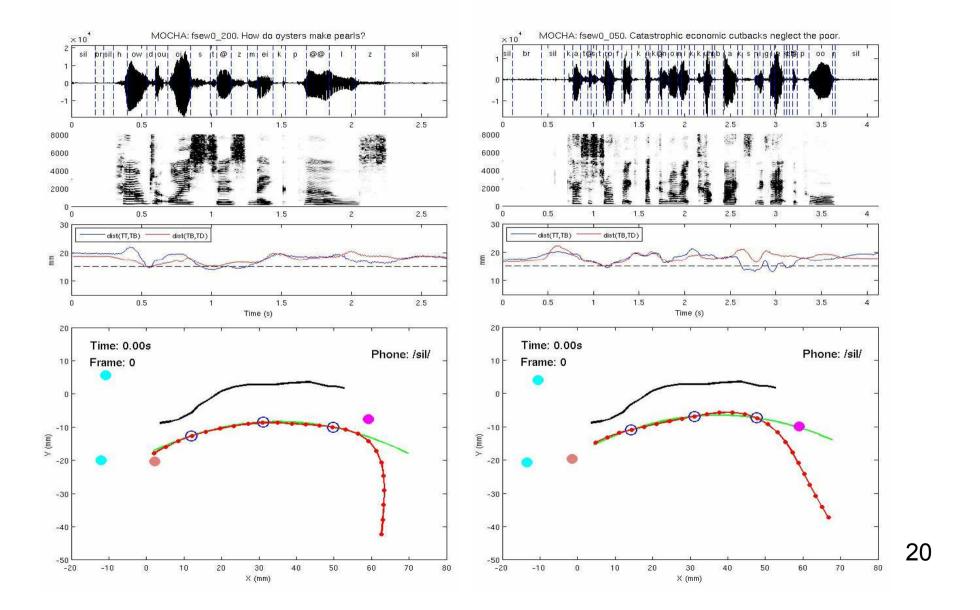
P3: realistic tongue reconstruction (MOCHA)



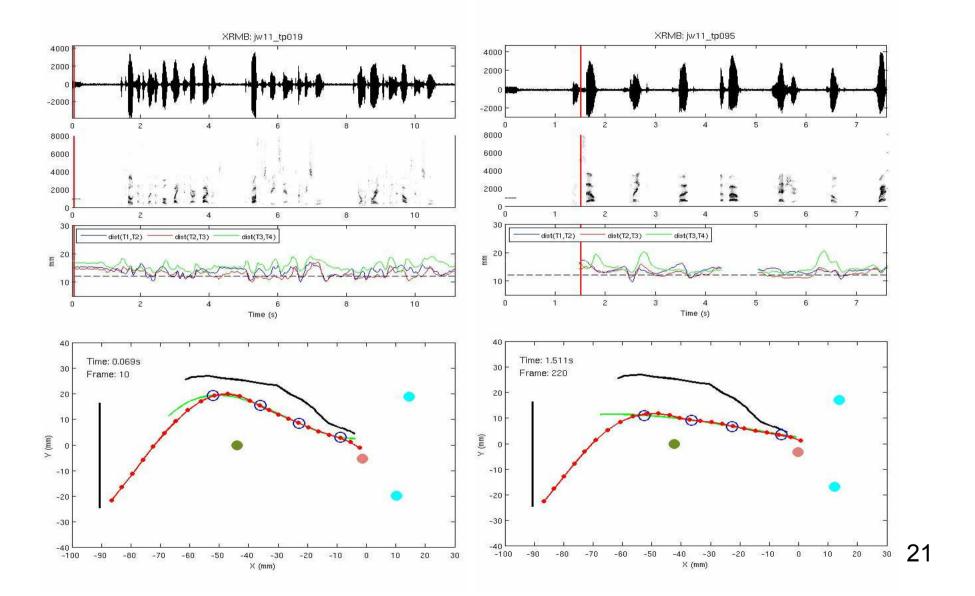
P3: reconstruction w.r.t pellets misspecification



P3: reconstruction of tongue shapes for MOCHA



P3: reconstruction of tongue shapes for XRMB



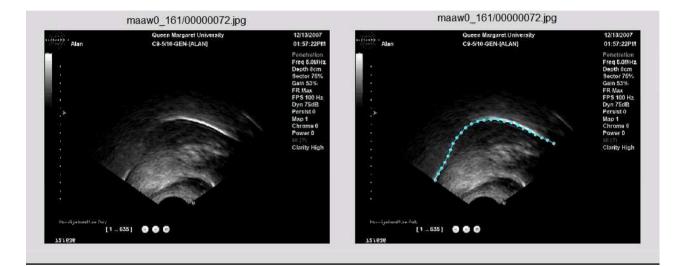
Conclusions

- An algorithm that can recover realistic tongue shapes given partial contours (containing just 3-4 points) for a never seen speaker.
- We applied it to two public datasets, MOCHA and XRMB.
- The reconstructed tongue satisfies physical constraints without having to specify the latter in the model.
- It provides information not easily inferred from the MOCHA/XRMB data, e.g. the location of tongue-palate constrictions.
- Matlab software available from the authors.

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P3: tongue stretching problem





P3: scatterplot of inter-pellet distances

