Visual Speech Audiovisual Processing CMP-6026A

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Content

- Speech Production
- Visual Speech
- Visemes
- Coarticulation

Speech Production

in a visual context

Speech can be regarded as a *filtering* process.

- Air is expelled from the lungs.
 - the excitation signal
- This air is forced through the vocal tract.
 - the filter
- The air exits via the nose and mouth.
 - the filtered signal

The filter *response* is determined by the vocal tract **shape**, which is dependent on the position of the speech **articulators**.

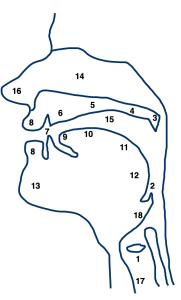
- The filter is non-stationary since the response changes over time.
- Speech is time-varying in nature.



Figure 1: An MRI of the vocal tract.

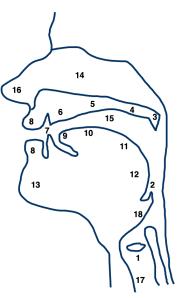
Speech Articulators

- 1. vocal choords
- 2. pharynx
- 3. velum
- 4. soft palate
- 5. hard palate
- 6. alveolar ridge
- 7. teeth
- 8. lips
- 9. tongue tip
- 10. blade
- 11. dorsum
- 12. root
- 13. mandible
- 14. nasal cavity
- 15. oral cavity
- 16. nostrils
- 17. trachea
- 18. epiglottis



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Places of Articulation

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•

- 1. labial
- 2. dental
- 3. alveolar
- 4. palatal
- 5. velar
- 6. uvular
- 7. pharyngea 8. glottal



Places of Articulation

•

•

- 1. labial /b
- 2. dental /t/
- 3. alveolar /l/
- 4. palatal /y
- 5. velar /k
- 6. uvular
- 7. pharyngea 8. glottal



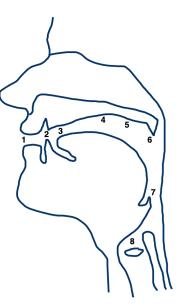
Places of Articulation



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- /b, 2. dental /t/
- 3. alveolar /l/
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The **place** of articulation describes *where* a speech sound is formed.

The manner of articulation describes how a speech sound is formed.

- Stop
 - a complete blockage is formed along the vocal-tract.
- Nasal
 - airflow can exit through the nose (velum is lowered).
- Fricative
 - a partial blockage is formed causing a turbulent airflow.

- Approximant
 - a partial blockage, but insufficient enough to cause a fricative.
- Lateral
 - airflow is blocked along the centre of the vocal-tract.

Note: these manners of articulation are not mutually exclusive.

Consonants

Consonants are characterised by the place and manner of articulation.

Consonants

- /p/ is a voiceless bilabial stop (plosive).
- /m/ is a voiced bilabial nasal.
- /f/ is a voiceless labiodental fricative.
- -/k/ is a voiceless velar stop.
- /j/ is voiced palatal lateral approximant.

For vowels the airflow is relatively unobstructed.

Vowels **cannot** be characterised by the place or manner of articulation.

Vowels are characterised by:

- The degree of lip-rounding.
- $-% \left({{\rm{The}}} \right) = {\rm{The}} \left({{\rm{The}}} \right)$ The front to back position of the high-point of the tongue.

Diphthongs are the *concatenation* of two vowels.

Speech is about more than just sounds.

- The formation of *some* speech can be **seen**.
- We all use visual speech to help disambiguate similar sounds.
- In a noisy environment you tend to watch the person you are speaking with more closely.

Speech formation can be felt.

Some deaf-blind people use the Tadoma method of communication.





Can you discriminate between "dog" and "bog", in noisy audio?





Can you discriminate between "dog" and "bog", when the articulators are visible?

Audiovisual speech is *complementary* in nature.

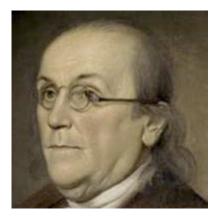
- Sounds that \boldsymbol{sound} similar often look different

eg. /b/, /d/, /m/, /n/, /f/, /s/

- The formation of sounds that look the same sound different eg. /f/, /v/, /s/, /t/, /b/, /p/

Visual information provides an effective improvement of $\approx 11 dB$ in signal-to-noise ratio.

Vision can improve understanding of hard-to-understand utterances.



Benjamin Franklin invented bi-focal spectacles to help better understand French!

Figure 2: Benjamin Franklin

"... since my being in France, the glasses that serve me best at table to see what I eat, not being the best to see the faces of those on the other side of the table who speak to me;

... and when one's ears are not well accustomed to the sounds of a language, a sight of the movements in the features of him that speaks helps to explain... so that I understand Erench better by the help of my

so that I understand French better by the help of my spectacles."

– Benjamin Franklin, in 1785

Visual speech can alter our perception of a sound.

This is illustrated by the **McGurk** effect.

McGurk & MacDonald, Hearing lips and seeing voices. 1976

McGurk Effect



- you hear "baa" . . .
- you see "gaa" ...
- you perceive "daa" ...

Auditory "baa" with visual "gaa" is often perceived as "daa".

- What is perceived is neither seen nor heard!
- happens even when the viewer is aware of the effect
- The effect persists across age, gender and language.

McGurk Effect



"baa" or "faa"?

McGurk Effect



"Bill", "pail", "mayo"?

McGurk Effect

Also on YouTube:

- $\ https://youtu.be/KiuO_Z2_AD4$
- $\ https://youtu.be/xIXaNJR-10o$
- $\ https://youtu.be/G-IN8vWm3m0$

- The basic building block of auditory speech is the $\ensuremath{\textbf{phoneme}}$.
- The closest visual equivalent is the viseme (visual phoneme).

- The mapping from phonemes to visemes is **many-to-one**.
- Many phonemes map to the same viseme.

- Visemes are usually derived using *subjective* experiments.
- Viewers are asked to identify the consonant in isolated nonsense words.

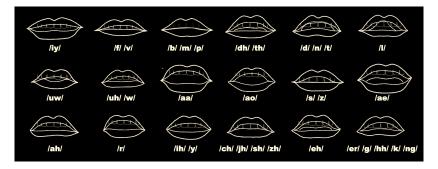


Figure 3: F.Parke and K.Waters, Computer Facial Animation, A K Peters, 1996.

Phonemes are abstract representations of sound.

- We could think of speech as being a string of phonemes.
- Each has an idealised articulator configuration
- Speech is produced by smoothly varying from one vocal tract configuration to the next.

WRONG!!

The articulator positions **do not** depend only on the current sound.

- Neighbouring sounds influence each other.

The articulators never reach their *ideal* target.

- They only move close enough to *approximate* the required sound.
- $-\,$ What you see is a by-product of this.

This is known as **coarticulation**.

There are two forms of coarticulation:

- anticipatory coarticulation
- perseverative coarticulation

The same phoneme in different contexts both sounds and **looks** different.

/k/





/t/





Models of Coarticulation

There is no definitive model of coarticulation.

One is the "Look ahead" model.

Speech gestures begin as early as possible provided there are no constraints on the articulators.

Look Ahead Model

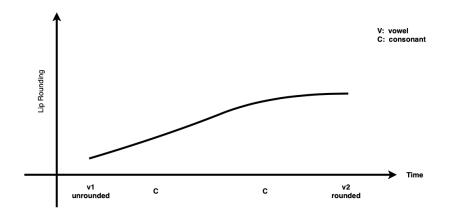


Figure 4: Look Ahead Model

The look ahead model assumes lazy speech production and allows gradual transitions between speech targets.

An alternate model is the temporal model.

The temporal model assumes that speech gestures begin at a fixed time prior to the onset of a sound.

Temporal Model

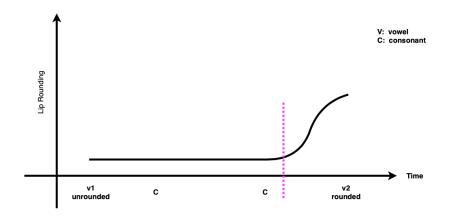


Figure 5: Temporal Model

The temporal model assumes that speech gestures are largely independent and that speech is the superposition of the gestures.

There are also hybrid models:

- Combine both the look ahead and temporal models.
- Initial movement is gradual and starts early.
- Later movement is more rapid, at a fixed time in advance of the pose.

Gestural Model

- A phoneme is represented by a set of **dominance** functions for each articulator.
- The function specifies how dominant an articulator is at different points in time during the articulation of a sound.
- The dominance increases to a peak and then decreases over time.

Gestural Model

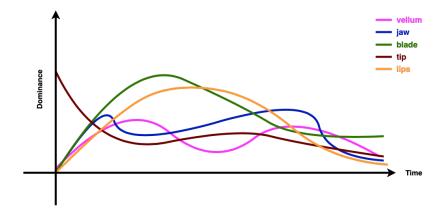


Figure 6: Gestural Model

Models of Coarticulation

- Different coarticulation models exist because different studies use different experimental conditions and linguistic factors.
- Each model might fit the particular conditions for a given experiment.
- The lack of a formal definition of a viseme and a definitive model of coarticulation make recognition (and synthesis) of visual speech difficult!

Summary

Speech is multi-modal in nature!

Summary

A view of the articulation is useful for disambiguating similar sounds. To a limited extent we all *lip-read* regardless of our awareness.

Summary

Visual speech is poorly defined compared with acoustic speech.

- A viseme is assumed to be the visual analogue of the phoneme.
- Coarticulation means that visemes as lip shapes are not a good unit.
- The same sound has many different visual appearances.