## 1. Overview

## Long-term Goals

- Bootstrap speech technology for nonwritten and under-resourced languages
- Given - Audio data
- Their written translations in another language (e.g. English)
- Collect training data for ASR and MT systems rapidly and at low cost
- Pronunciation dictionary
- Parallel corpus, language model

| Target language <br> audio | English words corr. <br> to target audio |
| :---: | :---: |
| Phoneme <br> recognition | Cross-lingual <br> alignment |
| Phoneme |  |
| sequence |  |
| Werd |  |
| Wegmentation |  |

## Goal of this Paper

- Segment phoneme sequences into word units using the written translations
- Simulate phoneme recognition errors realistically
- Compare our cross-lingual word segmentation method to monolingual ones, e.g. Adaptor Grammars (Johnson, 2008)


## Cross-Lingual:

- GIZA++, Model 3P


Phoneme sequence including word boundaries
$\downarrow$
Pronunciation dictionary / Parallel corpus with "word labels"

Word assignment / Pronunciation dictionary

## Cross-Lingual Alignment

## IBM Model 3

Problem: Generative story does not fit word-to-phoneme alignment


## 3. Experiments and Results

## Compare:

1. Adaptor Grammars (Monolingual)
2. GIZA++ word-to-phoneme alignments
3. Model 3P

## Experimental Setup

- English-Spanish BTEC corpus (123k sentence pairs)
- Phoneme recognition errors up to $25.3 \%$ were simulated using the confusion matrix of a Spanish phoneme recognizer trained on the Spanish portion of GlobalPhone (Schultz, 2002)


## Results





