

Lecture 10: Articulatory Phonology

Mark Hasegawa-Johnson

ECE 537: Speech Processing

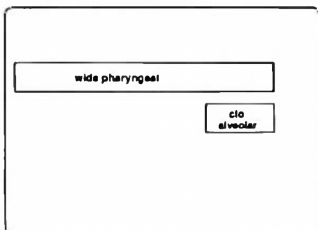
VEL

TB

TT

LIPS

GLO



(a)

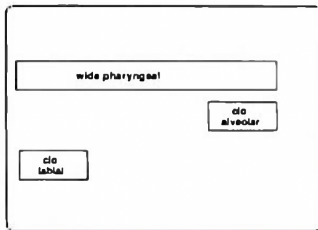
VEL

TB

TT

LIPS

GLO

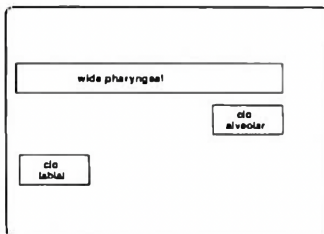


(c)

Gestures instead of phonemes

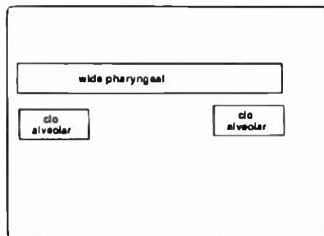
- The mental processes that generate speech start not with a sequence of phonemes, but with a constellation of gestures.
- Gestures change the default setting, e.g., the glottal default is "voiced."
- Difference between "add" and "bad," as shown, is absence/presence of the lip closing gesture.

VEL
TB
TT
LIPS
GLO



(c)

VEL
TB
TT
LIPS
GLO

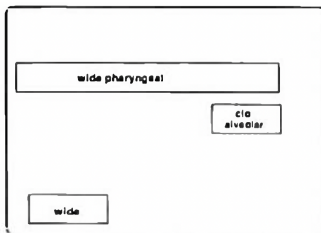


(e)

Primary articulators/Tract variables

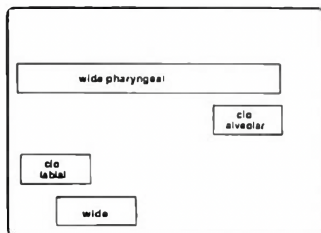
- There are five primary articulators (called “tract variables”): Velum, Tongue Body, Tongue Tip, Lips, Glottis
- A closure gesture implemented by different articulators (lips vs. tip) results in different words (bad vs. dad)
- Each tract variable can only implement one gesture at a time

VEL
TB
TT
LIPS
GLO



(b)

VEL
TB
TT
LIPS
GLO



(d)

Synchronized gestures can change the phoneme

- A glottal opening gesture alone = [h]
- Glottal opening synchronized with the end of lip closure = [p^h]

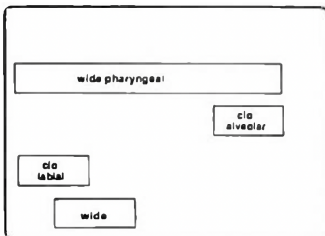
VEL

TB

TT

LIPS

GLO



(d)

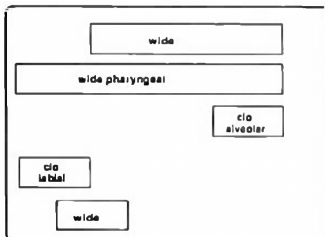
VEL

TB

TT

LIPS

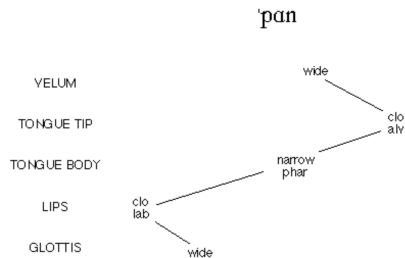
GLO



(f)

Only one of each gesture at each time

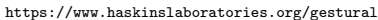
- Each gesture can occur only once in each syllable position
- Thus in the consonant cluster [sp] in “span,” the [s] and [p] share the same glottal opening gesture



<https://www.haskinslaboratories.org/gestural>

Representations in memory are sparse

- A word in memory = synchronizations
- VEL WIDE $\leq$ TT C A
- L C L < TB N P < TT C A
- L C L $\leq$ G W



- Articulation is planned in the same way as any other movement
- Cognitive-internal world model plans movements to be efficient and smooth
- Once movements are planned, then commands are issued to muscles

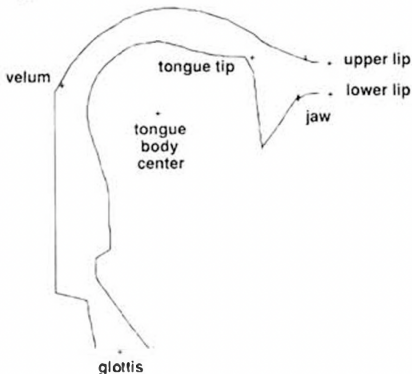
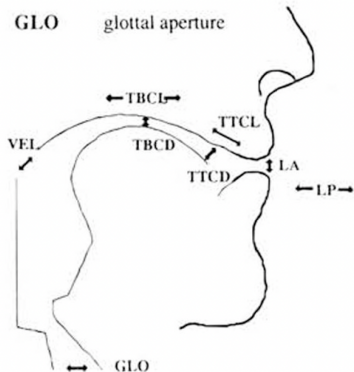
Outline

- 1 Gestures instead of phonemes as the units of speech planning
- 2 Tract variables are learned abstract groupings of muscles
- 3 The discrete→continuous mapping is planned by a task dynamic model
- 4 Example
- 5 Summary

Tract variables are abstract

- Each tract variable is an abstract planning variable, not a single muscle
- Babies learn which tract variables are used to distinguish words
- Babies then learn how to coordinate their muscles to modify each tract variable

	tract variable	articulators involved
I.P	lip protrusion	upper & lower lips, jaw
LA	lip aperture	upper & lower lips, jaw
TTCL	tongue tip constrict location	tongue tip, tongue body, jaw
TTCD	tongue tip constrict degree	tongue tip, tongue body, jaw
TBCL	tongue body constrict location	tongue body, jaw
TBCD	tongue body constrict degree	tongue body, jaw
VEL	velic aperture	velum
GLO	glottal aperture	glottis



Outline

- 1 Gestures instead of phonemes as the units of speech planning
- 2 Tract variables are learned abstract groupings of muscles
- 3 The discrete→continuous mapping is planned by a task dynamic model**
- 4 Example
- 5 Summary

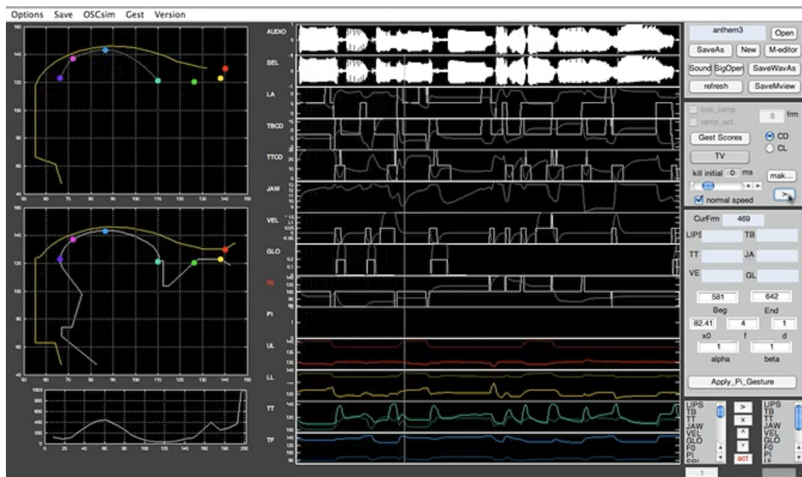
Synchronization constraints

- Synchronization constraints are language-dependent
- In English CCVCC syllable,
 - solid line = gestures should be in-phase
 - dotted line = gestures should be 180° out of phase



Saltzman et al. (2008) A task-dynamic toolkit for modeling the effects of prosodic structure on articulation, Fig. 4

TADA: Task Dynamic Articulatory synthesizer



<https://www.haskinslaboratories.org/tada>

Outline

- 1 Gestures instead of phonemes as the units of speech planning
- 2 Tract variables are learned abstract groupings of muscles
- 3 The discrete→continuous mapping is planned by a task dynamic model
- 4 Example**
- 5 Summary

Example

Draw a gestural constellation, gestural score, and task dynamic implementation of the word “speech.”

Outline

- 1 Gestures instead of phonemes as the units of speech planning
- 2 Tract variables are learned abstract groupings of muscles
- 3 The discrete→continuous mapping is planned by a task dynamic model
- 4 Example
- 5 Summary

