

Developing a Model of Speech Production Using the Neural Engineering Framework and the Semantic Pointer Architecture

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Introduction

Goal of paper: Developing a *biologically inspired* large-scale model of speech production using the *Neural Engineering Framework* (NEF; Eliasmith 2013) and the *Semantic Pointer architecture* (SPA; Stewart & Eliasmith 2014)

Focus: Introducing a concept for modeling different speaking rates

The model

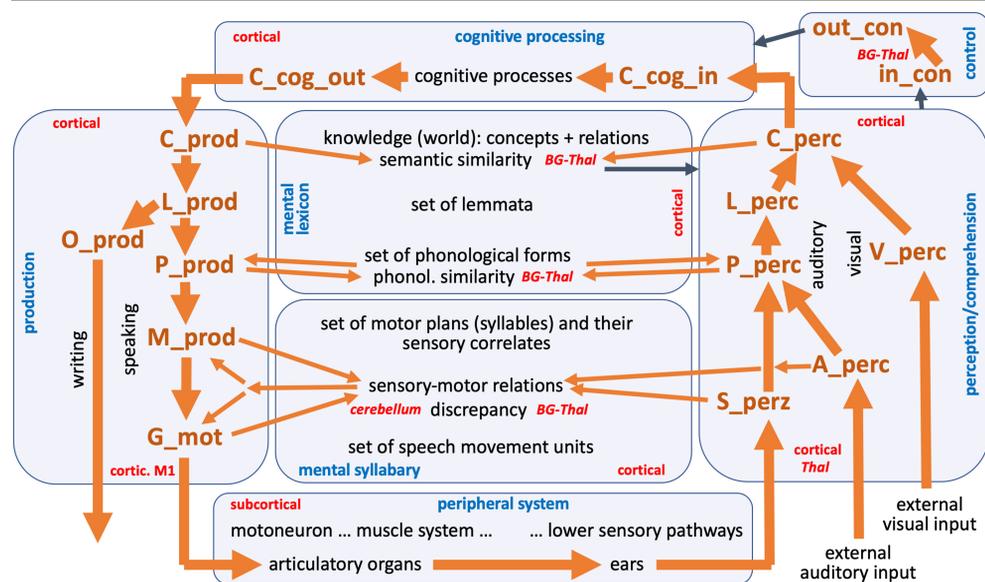


Fig. 1. The large-scale model (Kröger & Bekolay 2019, Kröger et al. 2020) comprising seven modules; neuron buffers for neural representations of concepts (C₋), lemmata (L₋), phonol. forms (P₋), motor plans (M₋), gestures (G₋), somatosensory (S₋), auditory (A₋), visual (V₋) and orthographic states (O₋). Arrows indicate neural transformations.

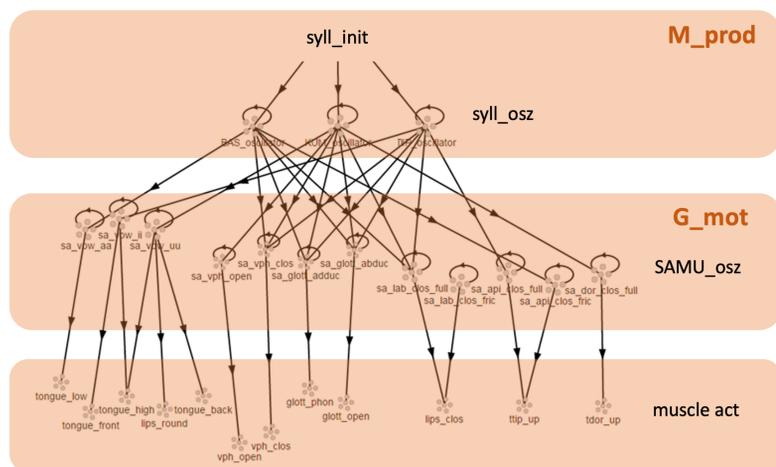


Fig. 2. The levels of the mental syllabary: motor plan level (syllable oscillators), SAMU level (gestures oscillators) and level for neural activation of muscle groups (neuron ensembles).

Simulation of a three-syllabic nonsense word

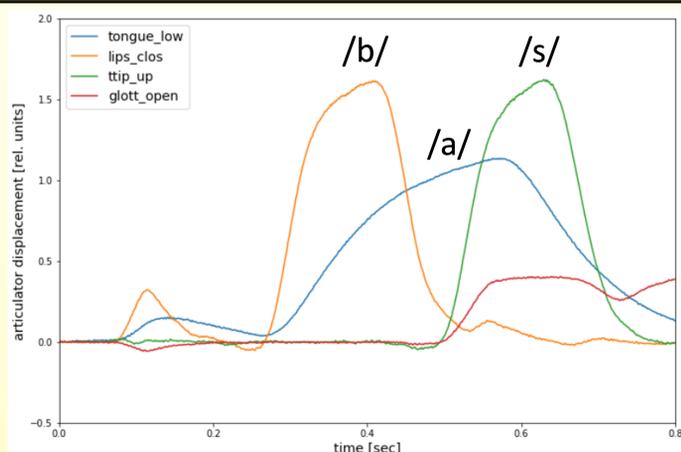


Fig. 3. resulting articulator trajectory for syllable /bas/ (first syllable of a three-syllabic nonsense word)

Simulations

Concept: (i) Syllable oscillators of *varying* frequency -> *speaking rate*
(ii) SAMU oscillators of *constant* frequency -> *vocalic vs. consonantal* gestures

- [Video 1](#): simulation of three syllables
- [Video 2](#): simulation of first syllable

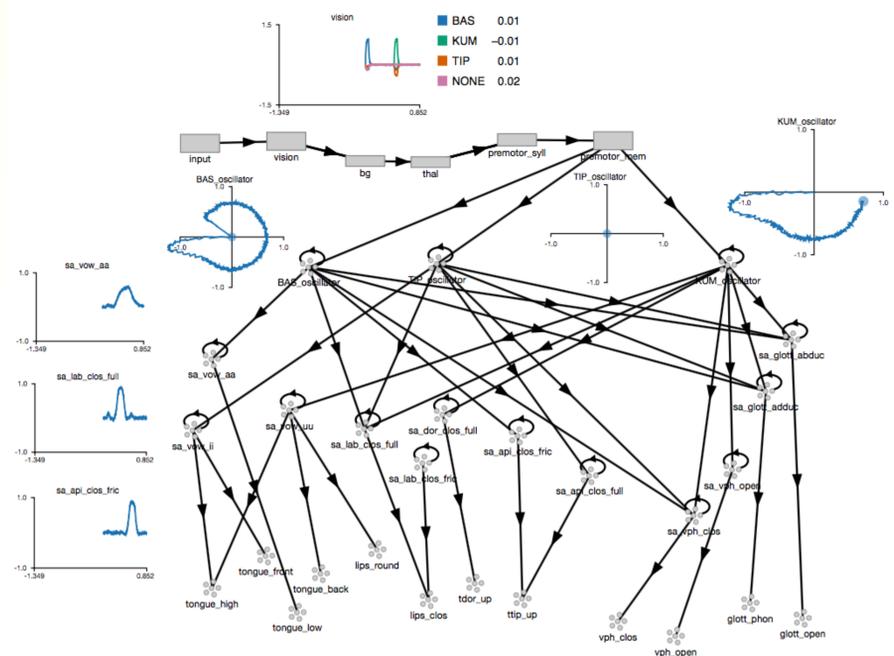


Fig. 4. simulation of the first syllable of a word: syllable oscillator triggering by pre-motor signals; syllable oscillator for /bas/; SAMU activation for vocalic and two consonantal gestures; for resulting articulator trajectories see Fig. 3.

Results of simulations: measuring articulator velocities

- Simulation of three-syllabic nonsense word: /baskumtip/ with:
- slow ($f = 1.33$ Hz), normal ($f = 2$ Hz) and fast ($f = 3$ Hz) speaking rate
- Measuring the resulting maximum articulator velocities (see Tab. 1) of four different types of SAMUs
- **Result:** Velocities vary from 0.7 to 1 (relative units; see Tab. 1) while speaking rate varies from 0.4 to 1 (relative units)
- **Interpretation:** Speaking with increasing rate is accomplished by increasing the temporal overlap of SAMUs while the *kinematic shape* of gestures remain stable (see Fujimura's 1992 *iceberg concept*)

abbrev.	movement direction & (dimension)	max vel. (percentage)		
		slow	normal	fast
SAMU				
aa_vow	lowering tongue body (vertical)	100	100	100
li_clos	closing the lips (vertical)	72	88	100
vph_open	lowering the velum (vertical)	76	88	100
gl_open	opening the glottis. (horizontal)	70	94	100

Tab. 1. Maximum movement velocities (rel. units) for different types of gestures

References

- Eliasmith, C. (2013). *How to Build a Brain: A Neural Architecture for Biological Cognition*, Oxford, New York: Oxford University Press.
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- More literature: see homepage of Bernd J. Kröger: www.speechtrainer.eu