

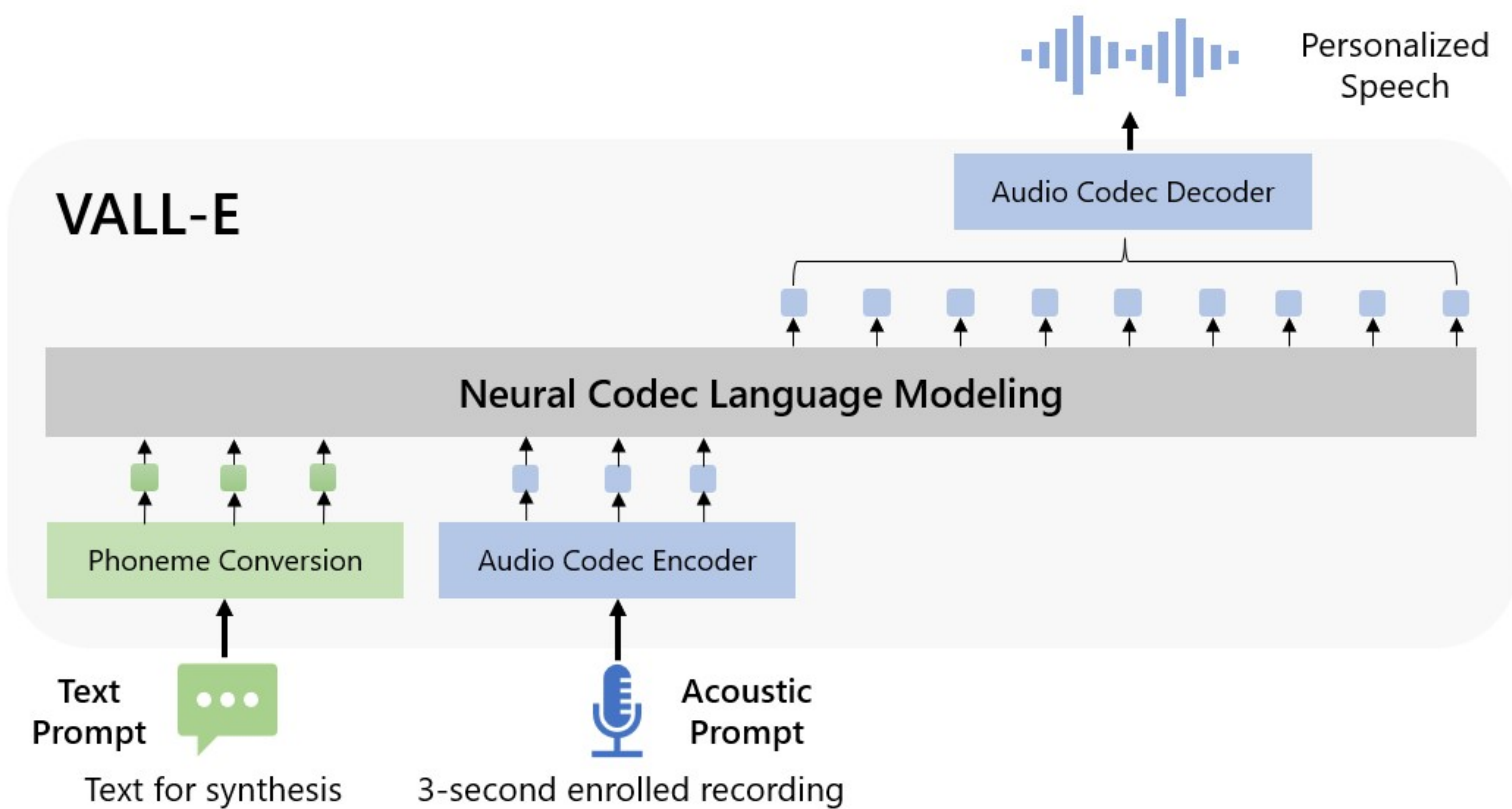
The state of the art (2 of 2)

- Class slides

Orientation

- Large speech language models
- VALL-E
- Tasks beyond Text-To-Speech
- Current & future trends



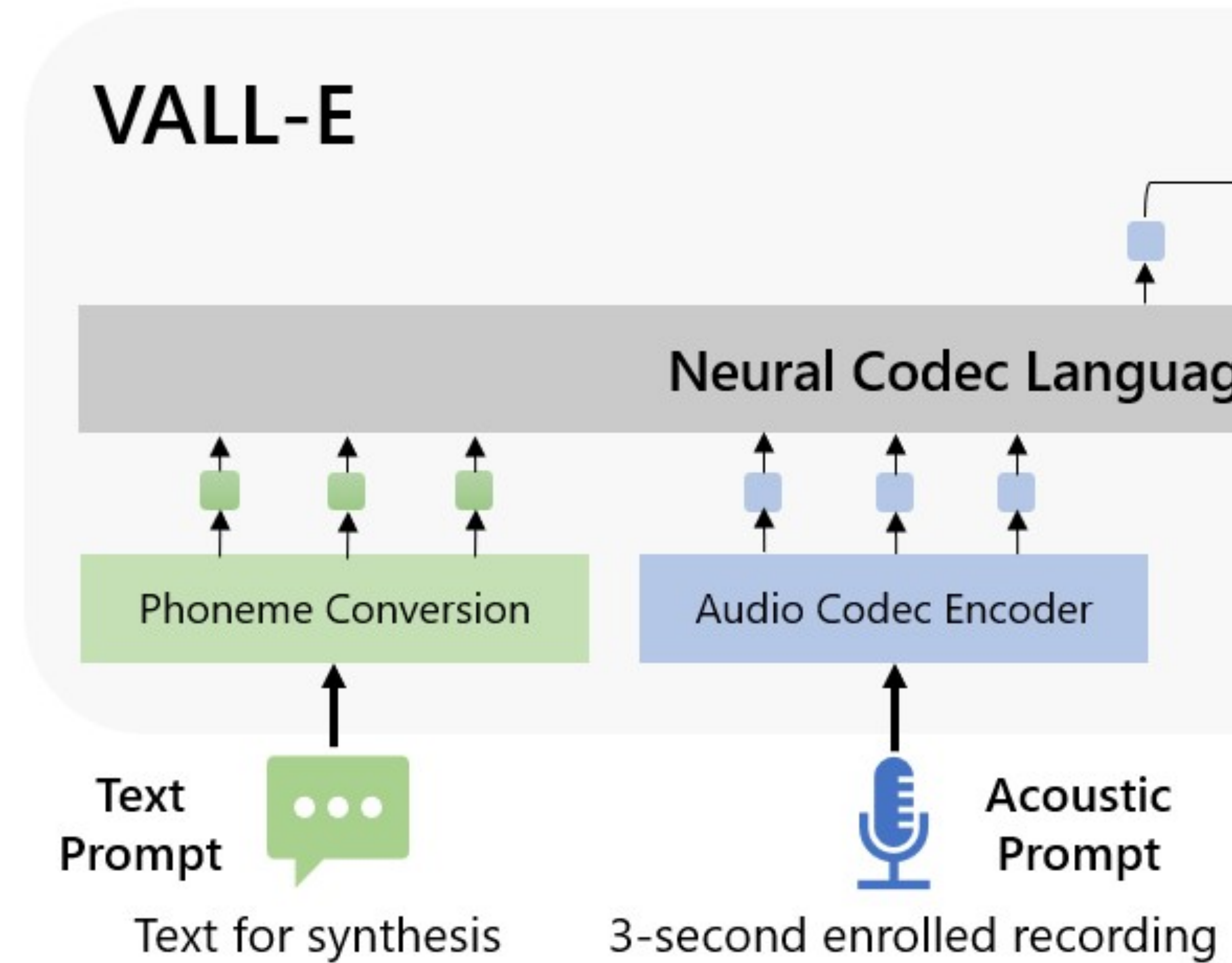


VALL-E

Table 1: A comparison between VALL-E and current cascaded TTS systems.

	Current Systems	VALL-E
Intermediate representation	mel spectrogram	audio codec code
Objective function	continuous signal regression	language model
Training data	≤ 600 hours	60K hours
In-context learning	\times	\checkmark

How can we combine text and speech into a single sequence ?



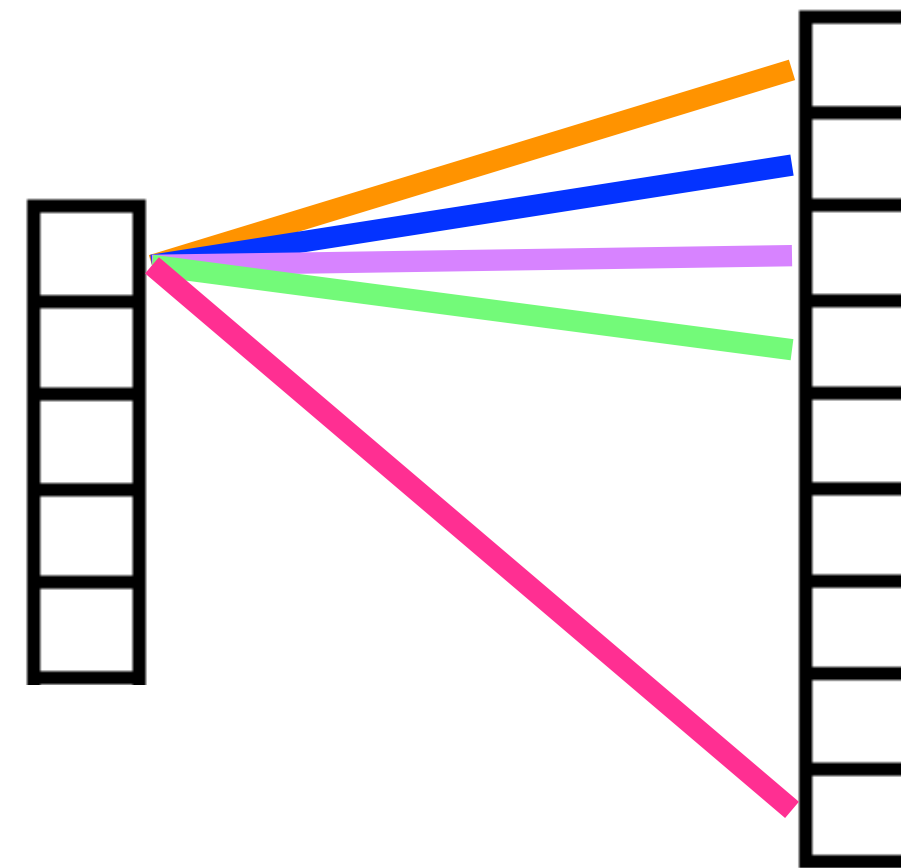
Inputting a one-hot vector into the model: **embedding**



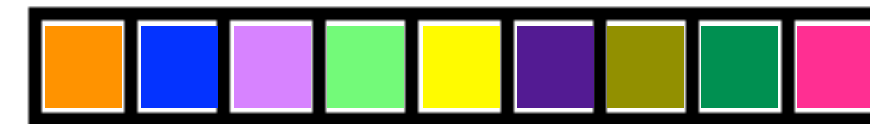
Inputting a one-hot vector into the model: **embedding**



Inputting a one-hot vector into the model: **embedding**



Inputting a ~~one-hot vector~~ symbol into the model: **embedding table**

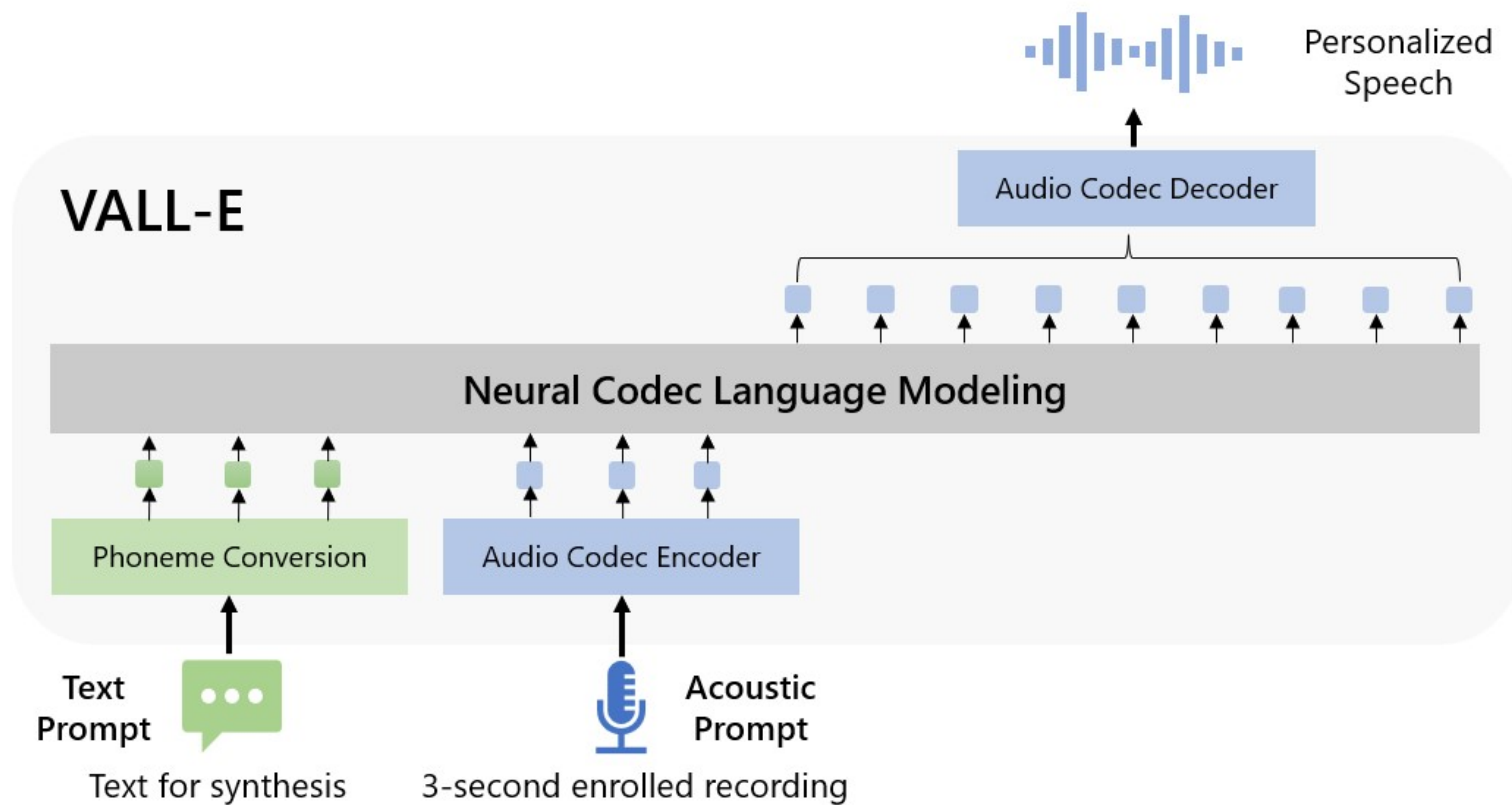


How can we combine two different types of symbol into a single sequence ?

Option 1: a single embedding table

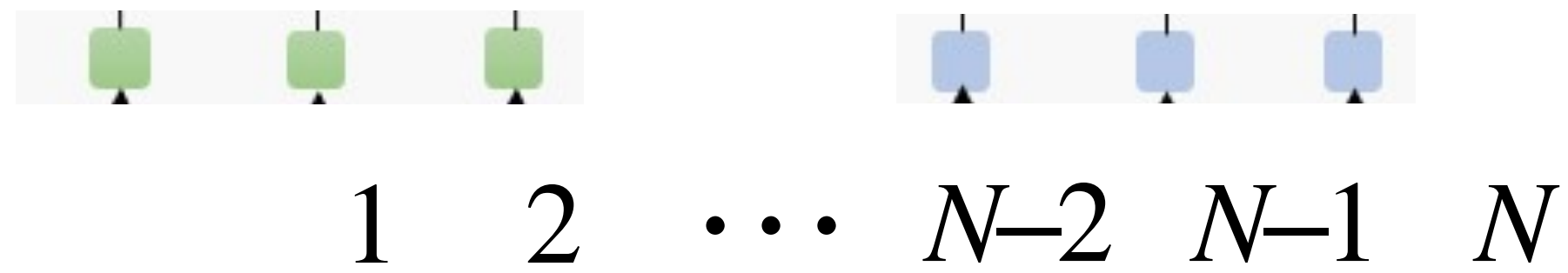
Option 2: separate embedding tables

Language modelling

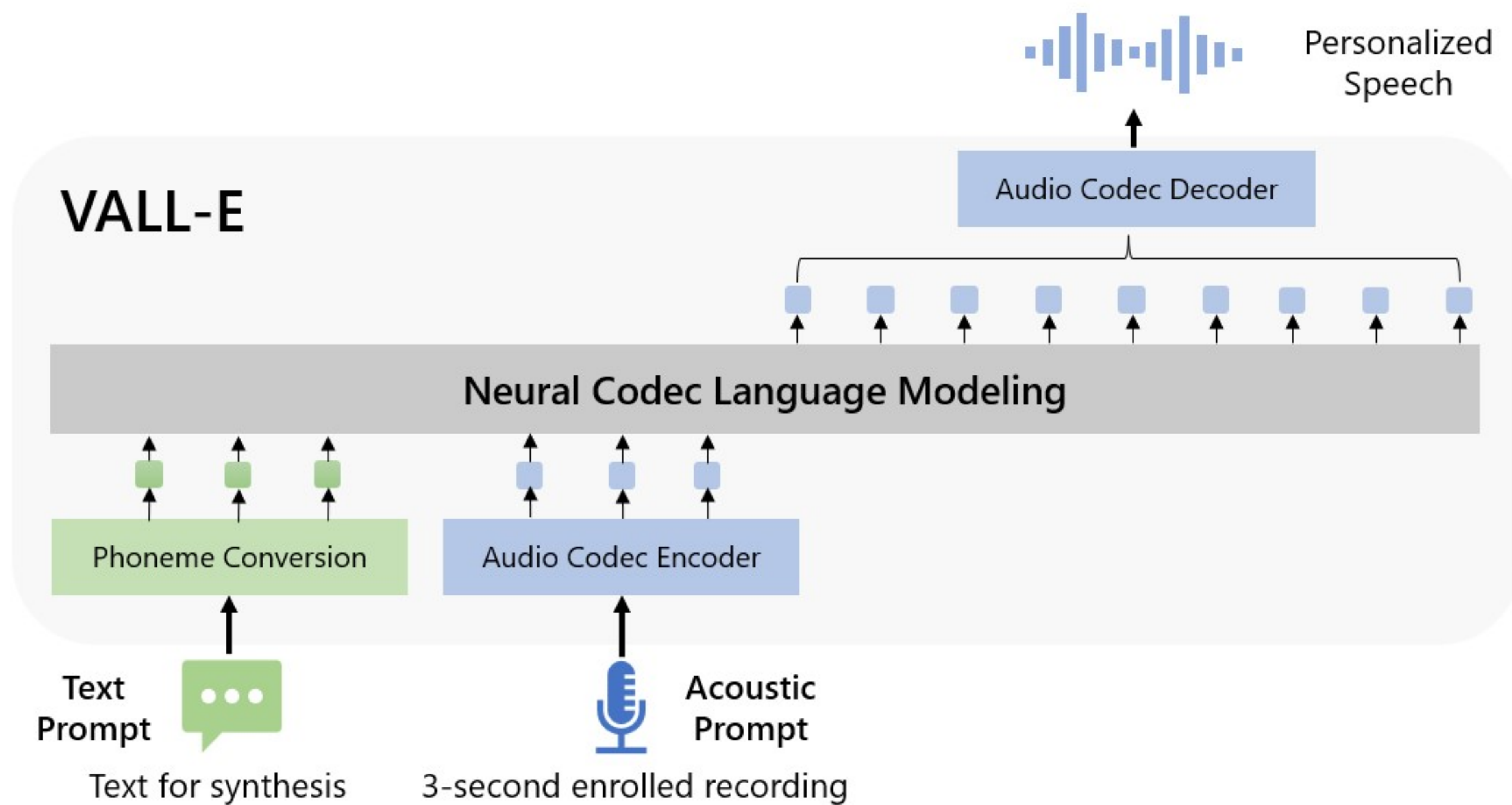


Language modelling

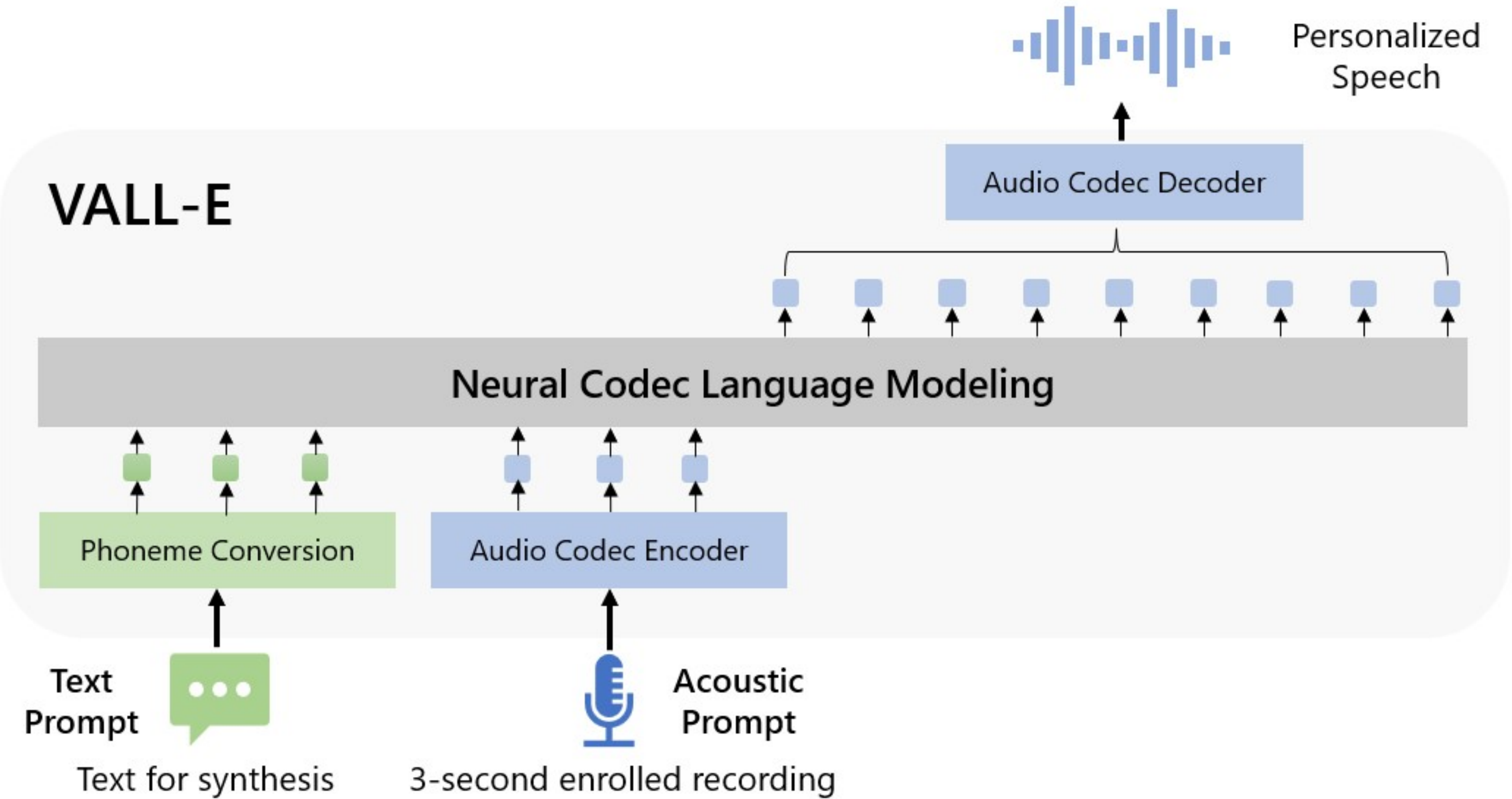
$$P(w_N | w_1, w_2, \dots, w_{N-1})$$



In-context learning (via prompting)



Zero shot



Orientation

- Large speech language models
 - VALL-E
- Tasks beyond Text-To-Speech
- Current & future trends
- Controllable TTS
- Voice conversion
- Prosody transfer
- Speech editing
- Speech translation
- ...etc

Orientation

- Large speech language models
 - VALL-E
- Tasks beyond Text-To-Speech
- Current & future trends
- Larger models, larger data
- Pre-training
 - open models used as starting point by other researchers
 - fine-tuning and/or prompting
- Multi-task models
 - speech
 - music
 - “general audio”

What next?

- Today's "state-of-the-art" will not last
- But understanding the history of TTS will help us understand what comes next
- Read the literature

