



Low-latency conversational agent

Tatiana Likhomanenko*

Luke Carlson*, Richard Bai*, Zijin Gu*, Zak Aldeneh*, Yizhe Zhang*, Shiladitya Dutta*, Han Tran*, Ruixiang Zhang, Huangjie Zheng, Navdeep Jaitly*

Conversational AI Reading Meeting | Apple | 11 Dec 2025

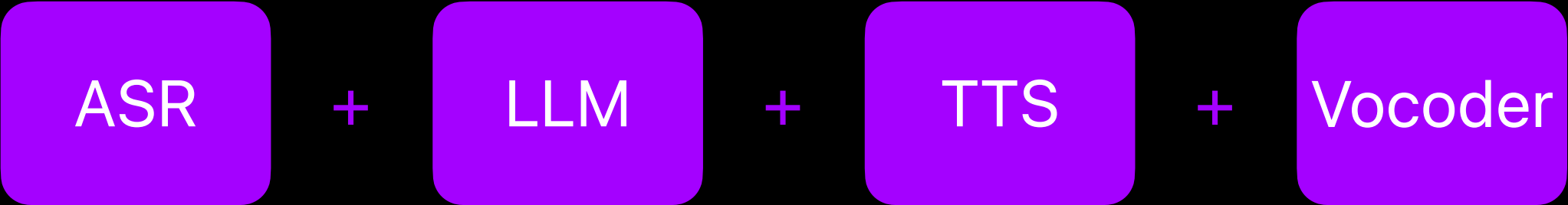
Conversational AI agent design

Is an open problem !

Conversational AI agent design

Is an open problem !

Cascaded

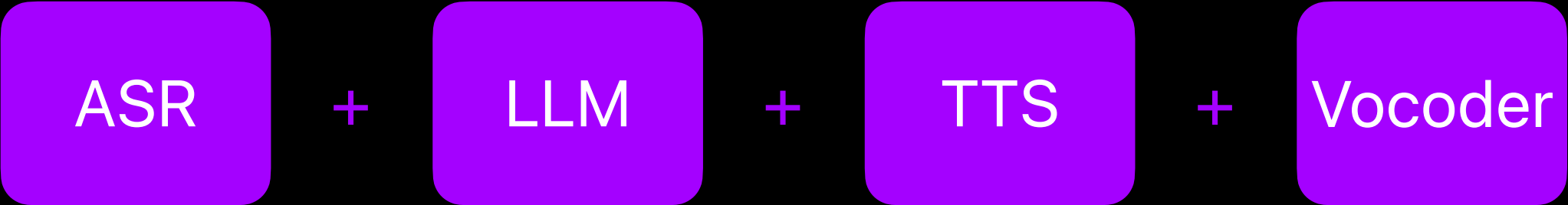


	Low latency	No error propagation	Interpretability	Language understanding	Emergent capabilities
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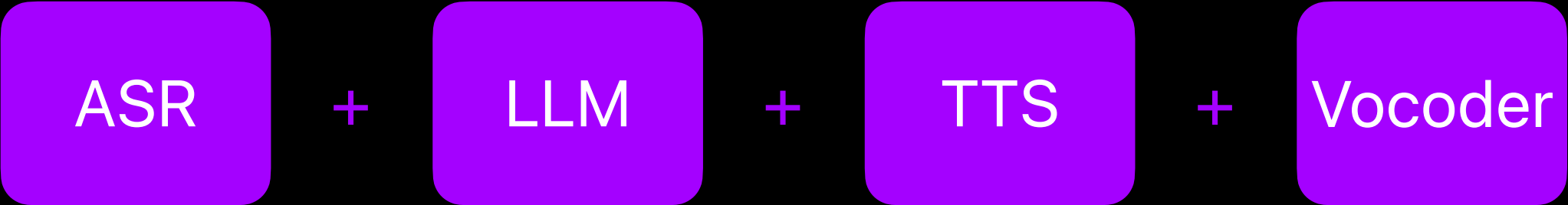


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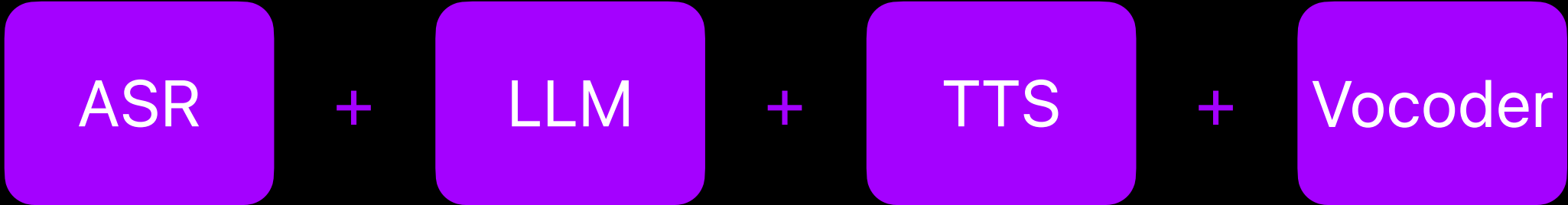


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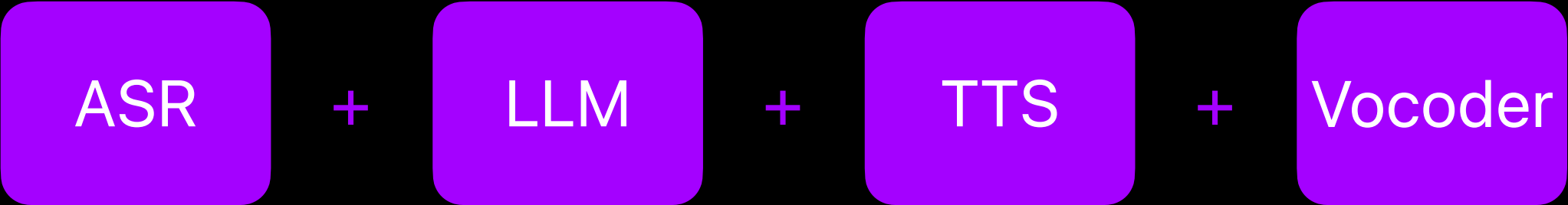


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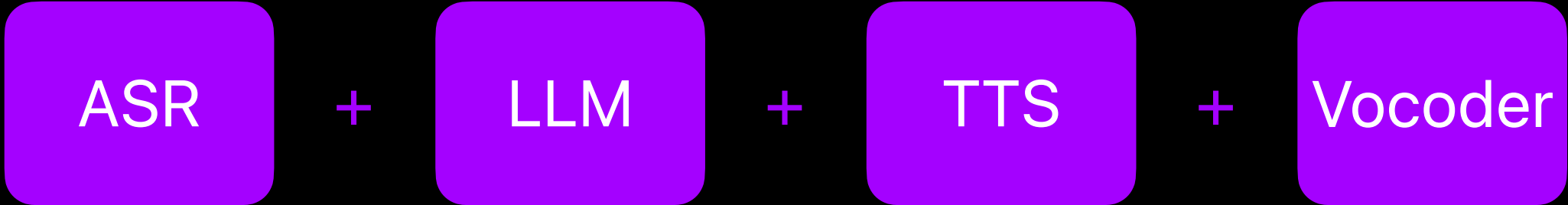


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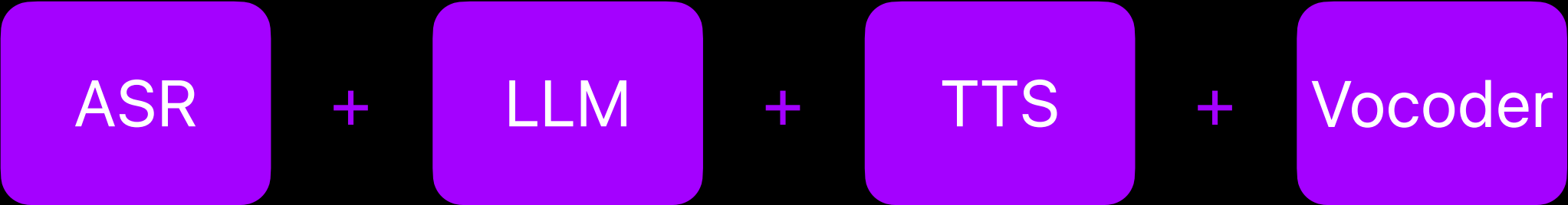


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Conversational AI agent design

Trending : E2E conversational AI

Cascaded



E2E



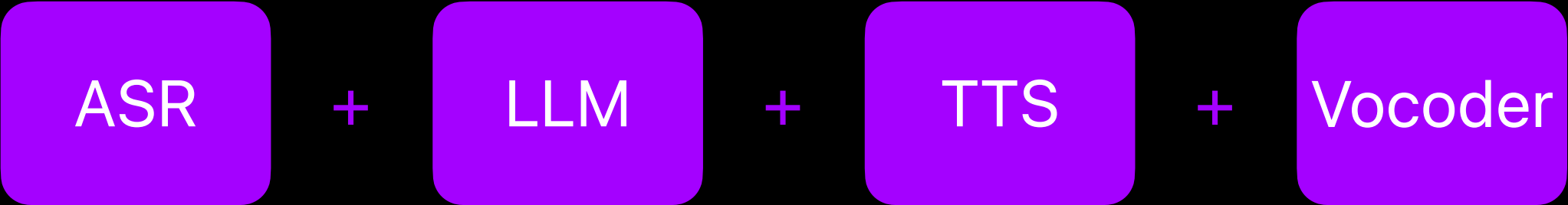
GPT-4 voice
Salmon hertz-dev
Doubao Team Sesame
Moshi SpeechGPT-2

	Low latency	No error propagation	Interpretability	Language understanding	Emergent capabilities
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E2E					

Conversational AI agent design

Recent publications reveal signs that cascaded systems outperform E2E for many tasks

Cascaded



E2E



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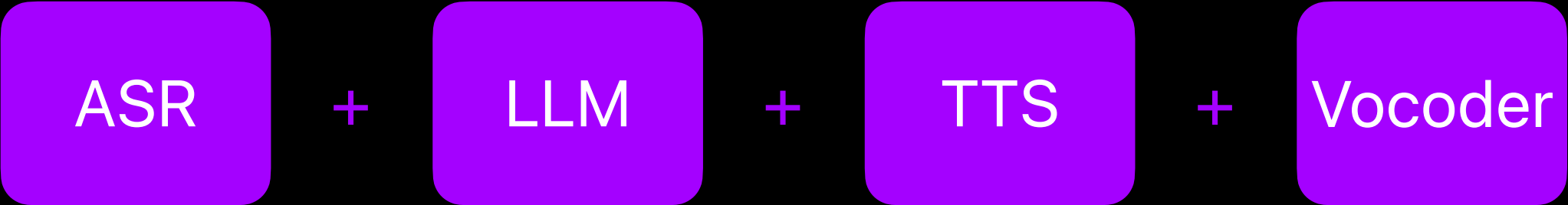
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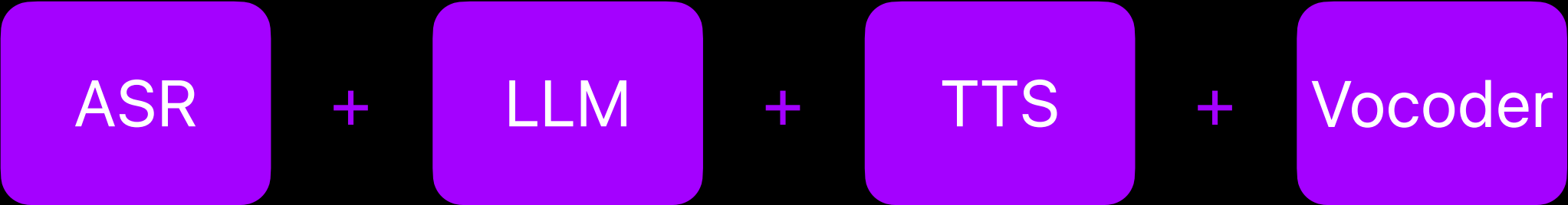
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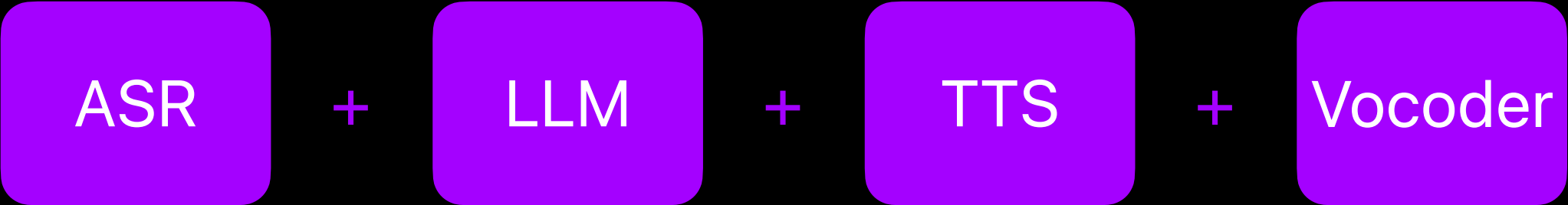
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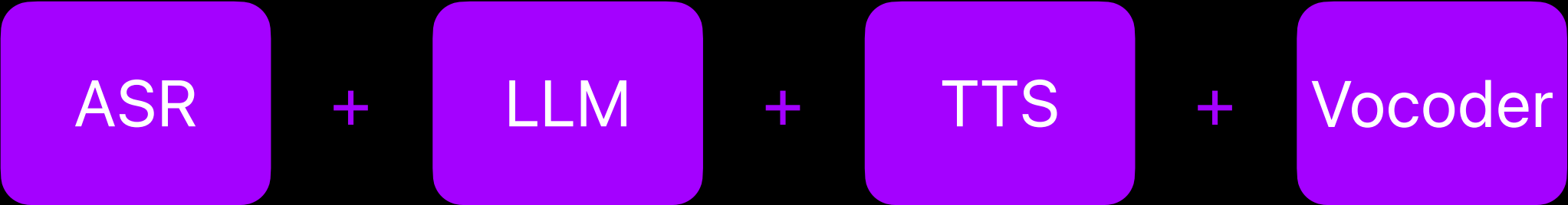
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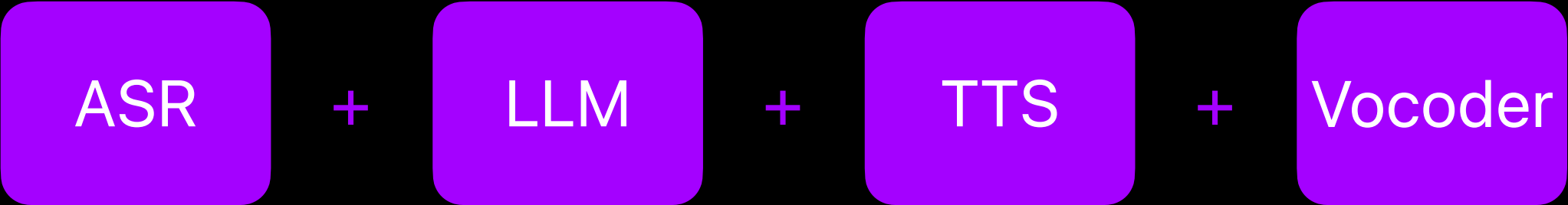
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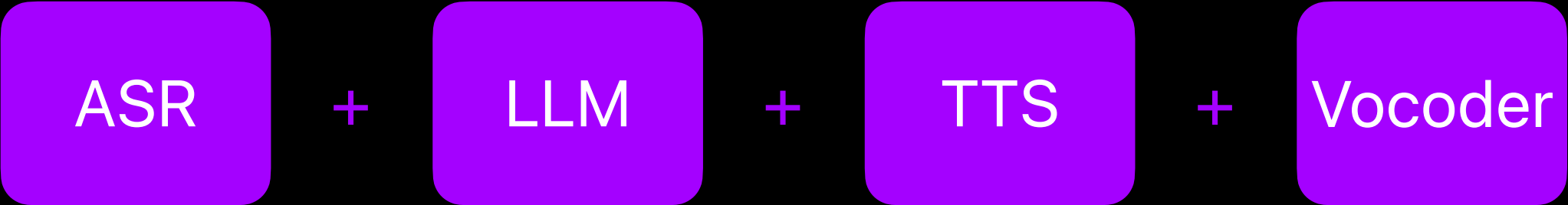
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Conversational AI agent : ChipChat

Build a strong cascaded model with low latency !

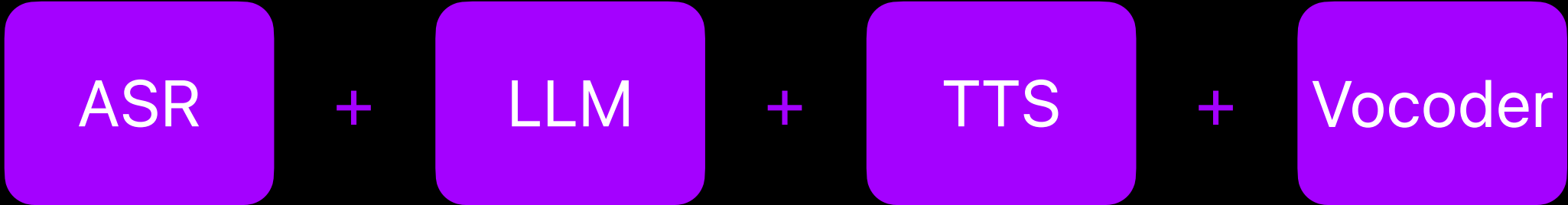
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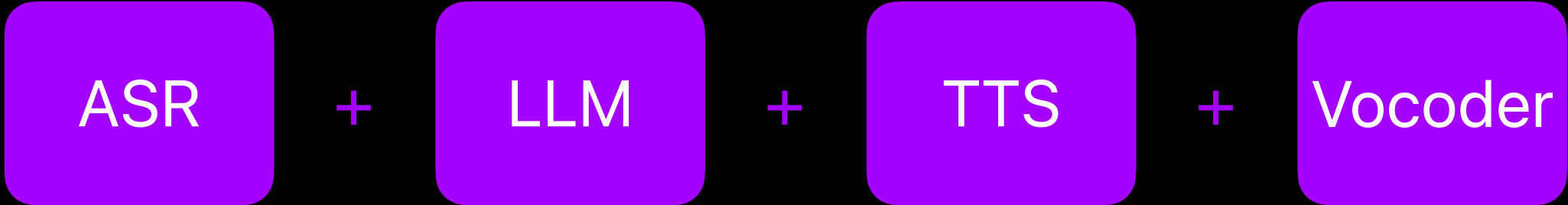


Low latency

Conversational AI agent : ChipChat

Build a strong cascaded model with low latency !

Cascaded



Low latency

User-centric

Conversational AI agent : ChipChat

Build a strong cascaded model with low latency !

Cascaded

ASR

+

LLM

+

TTS

+

Vocoder

Low latency

User-centric

Interruption capability

Conversational AI agent : ChipChat

Build a strong cascaded model with low latency !

Cascaded

ASR

+

LLM

+

TTS

+

Vocoder

Low latency

User-centric

Interruption capability



ChipChat : low-latency cascaded conversational agent

Running on Mac Studio M2 with **MLX**

ASR latency (s)

Speaker ID speed (s)

LLM state latency (s)

LLM latency (s)

TTS latency (s)

Vocoder latency (s)

Total latency (s)

Chatbot

Assistant motivation

Assistant emotion

Start Conversation

Turn ID

User motivation

User emotion

ChipChat : low-latency cascaded conversational agent

Running on Mac Studio M2 with **MLX**

ASR latency (s)

Speaker ID speed

(s)

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(s)

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(s)

Total latency (s)

Chatbot

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Inside ChipChat

Inside ChipChat :

speaker recognition



Zak Aldeneh

*Speaker-IPL: Unsupervised Learning of
Speaker Characteristics with i-Vector based
Pseudo-Labels*

ICASSP 2025



Takeaway : fully unsupervised model that achieves SOTA speaker recognition on diverse data

Inside ChipChat :

speaker recognition



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ICASSP 2025



speech recognition



Zijin Gu

*Omni-Router: Sharing Routing Decisions in
Sparse Mixture-of-Experts for Speech
Recognition*

ASRU 2025



Takeaway : simple MoE for ASR that outperforms Whisper-small on conversational data with 2x less active params

Inside ChipChat :

speaker recognition



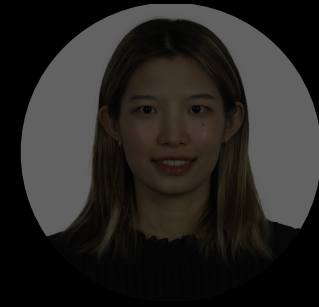
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speech recognition



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Omni-Router: Sharing Routing Decisions in Sparse Mixture-of-Experts for Speech Recognition

ASRU 2025



language modeling



Yizhe Zhang

Sage: Steering Dialog Generation with Future-Aware State-Action Augmentation

EMNLP Workshop 2025



Takeaway : emotion-oriented LLM capabilities through conditioning on state-action estimation

Inside ChipChat :

speaker recognition



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speech generation



Richard Bai

SpeakStream: Streaming Text-to-Speech with Interleaved Data

Preprint



Takeaway : first streaming TTS with SOTA latency <50ms on M4

Inside ChipChat :

speaker recognition



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speech generation



Richard Bai

SpeakStream: Streaming Text-to-Speech with Interleaved Data

Preprint



speech vocoding



Tatiana Likhomanenko

VocStream

Part of SpeakStream

Takeaway : first streaming Vocoder with SOTA latency <15ms on M4

Speaker-IPL

Aldeneh, Z. and et al. *Speaker-IPL: Unsupervised Learning of Speaker Characteristics with i-Vector based Pseudo-Labels*

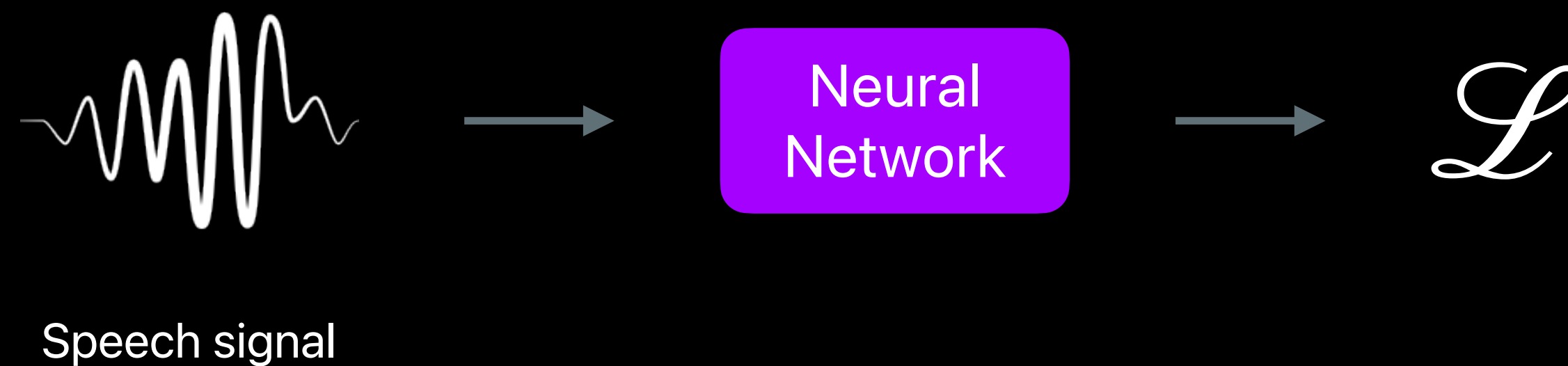
<https://arxiv.org/pdf/2409.10791>, ICASSP 2025



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Aldeneh

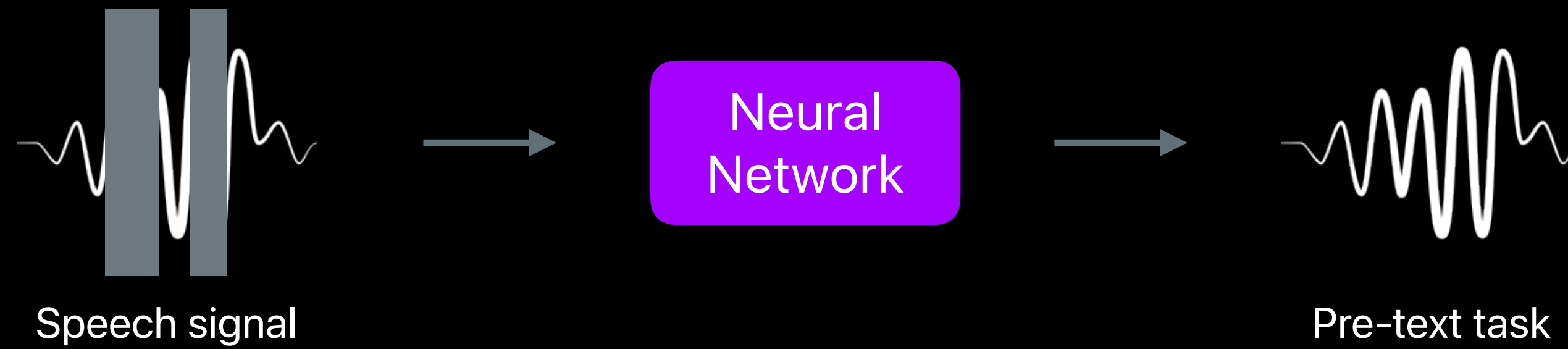
Speaker representation learning

Speaker models can be trained using either supervised or unsupervised learning methods



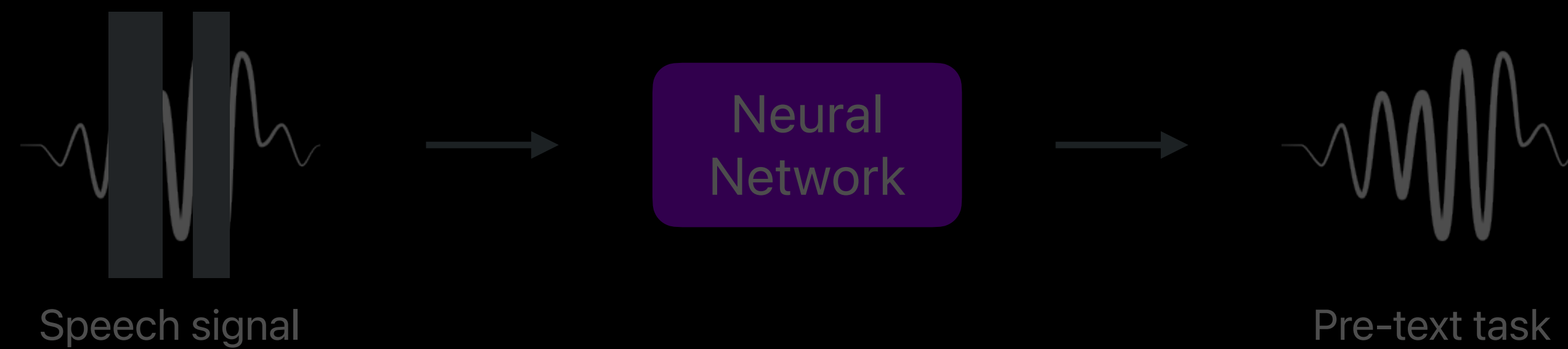
Unsupervised methods

Training phase:

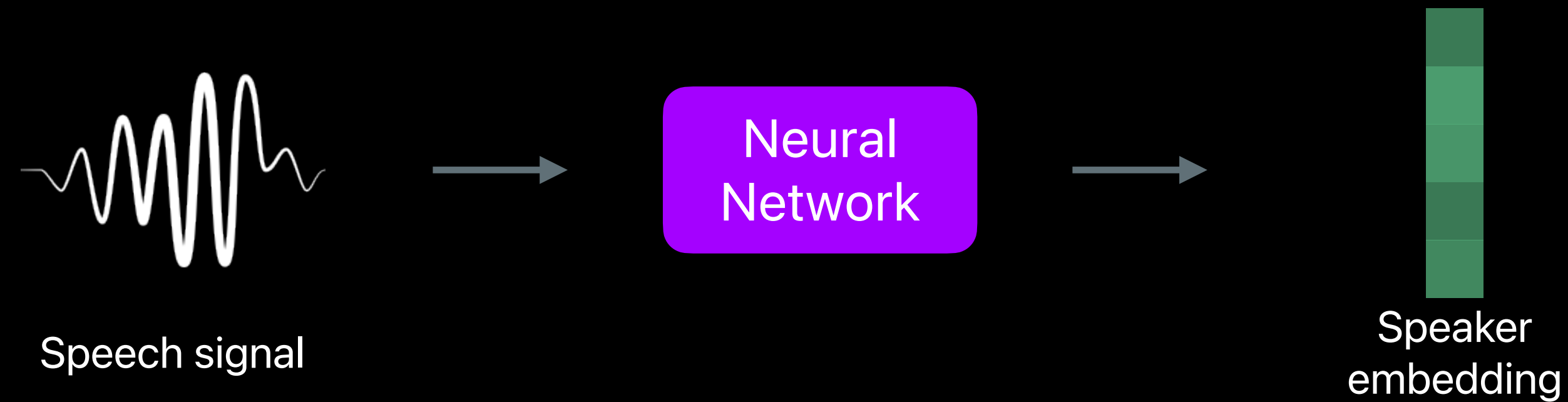


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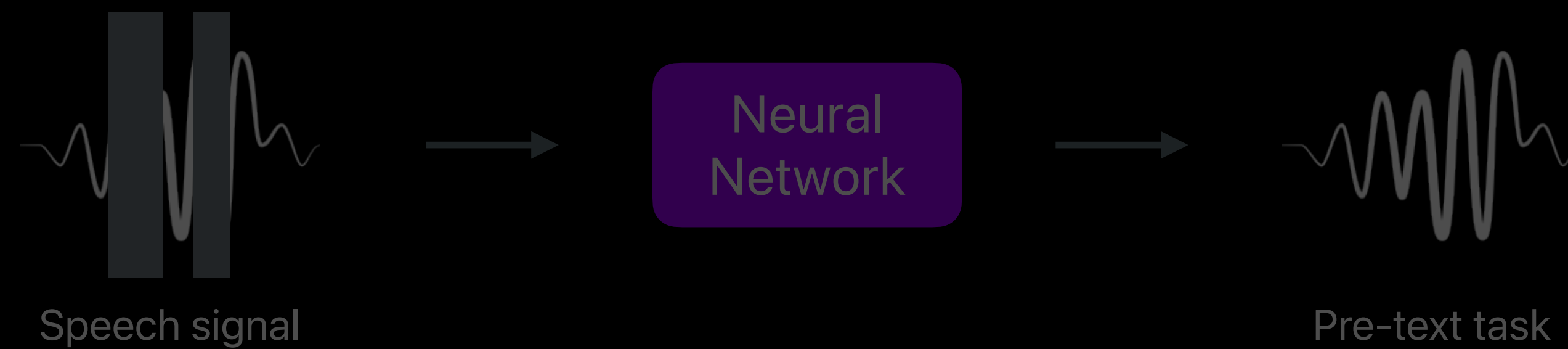


Inference phase:

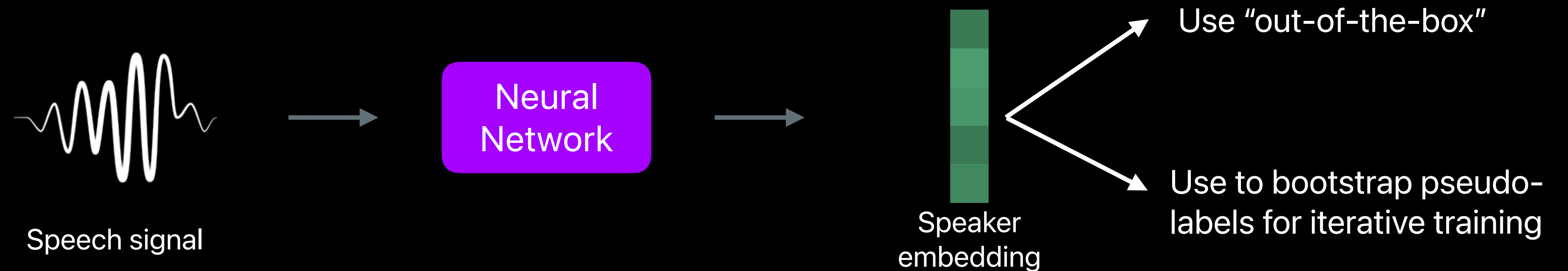


Unsupervised methods

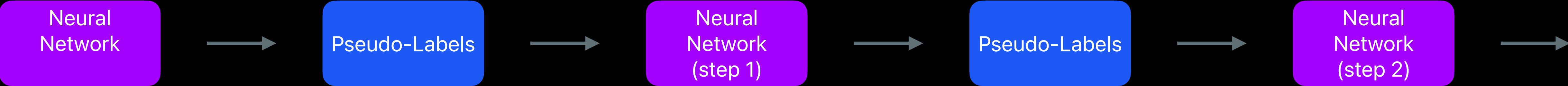
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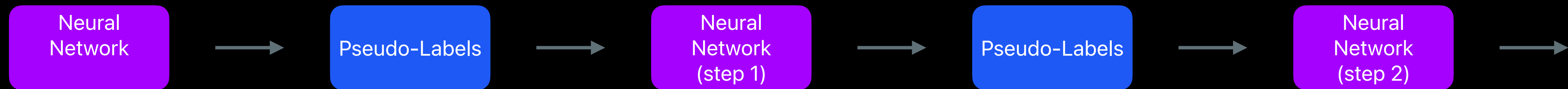
Inference phase:



Iterative training



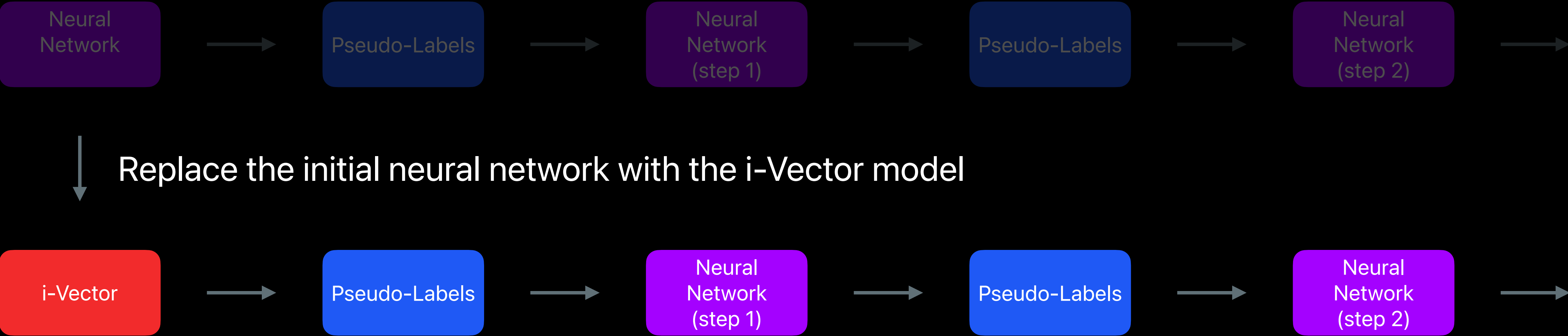
Iterative training



Do we really need a strong model to bootstrap the iterative self-training process ?

Can we instead use the i-vector model to bootstrap the process ?

Iterative training with i-Vector



Setup

Data:

- **VoxCeleb2** [Chung et al., Interspeech 2018]

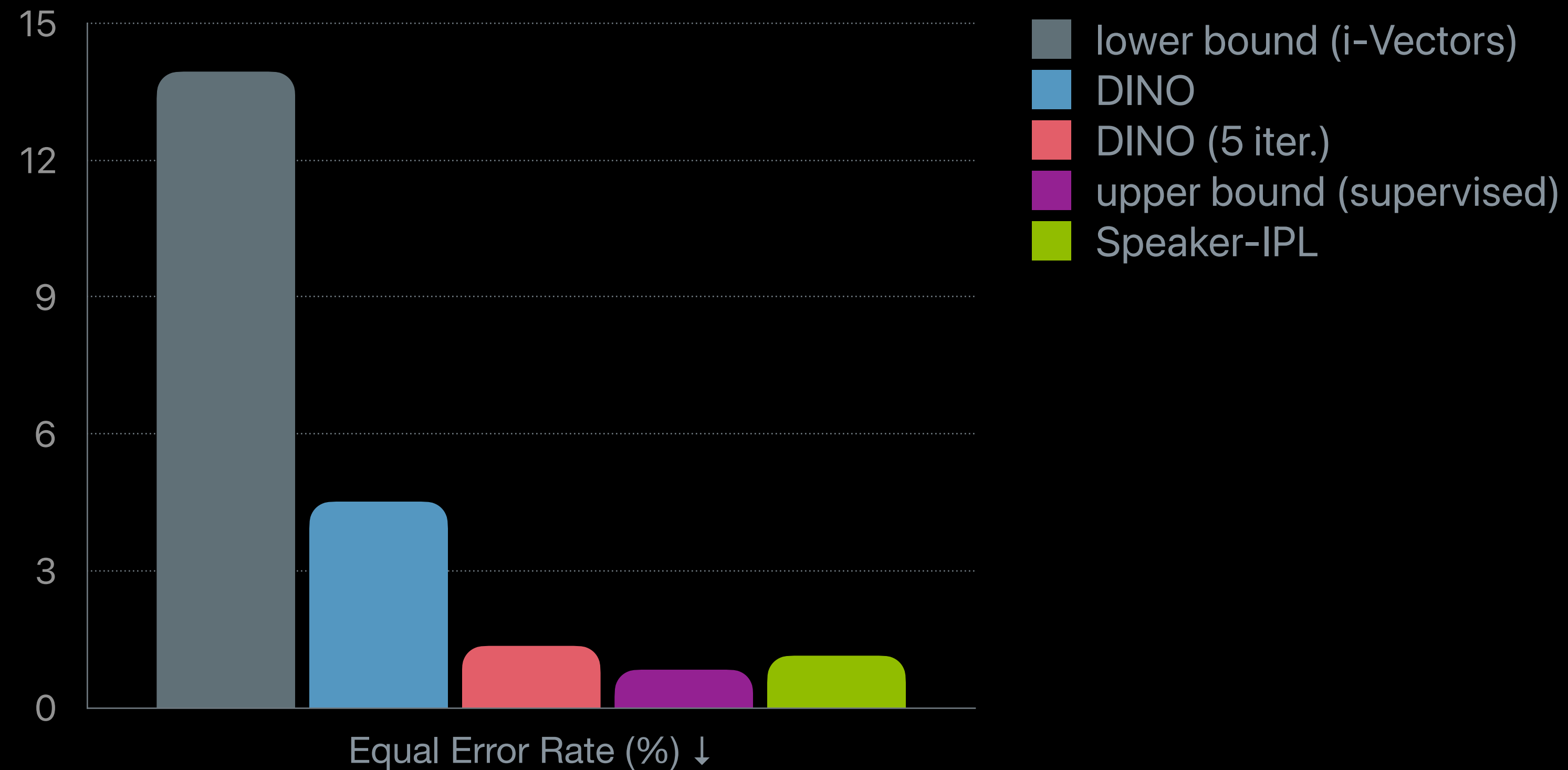
Encoder:

- **MFA-Conformer** [Zhang et al. Interspeech, 2022], **ECAPA-TDNN** [Desplanques et al., Interspeech, 2020]

Augmentations:

- **Additive noise** [Snyder et al., arXiv preprint arXiv:1510.08484, 2015]
- **Reverberation** [Ko et al., ICASSP 2017]

Results



Number of clusters matters (should be covering training data)

Augmentation improves performance

MFA-Conformer is better than ECAPA-TDNN

Agglomerative clustering improves performance

Omni-router ASR

Gu, Z. and et al. *Omni-Router: Sharing Routing Decisions in Sparse Mixture-of-Experts for Speech Recognition*

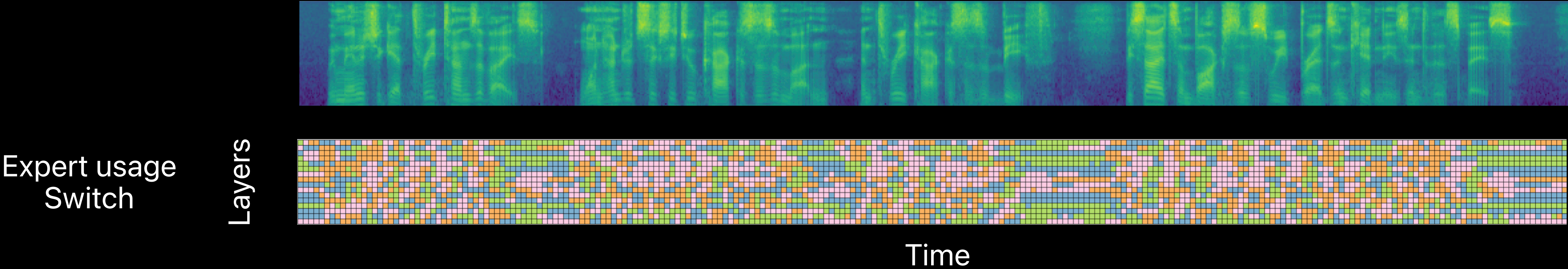
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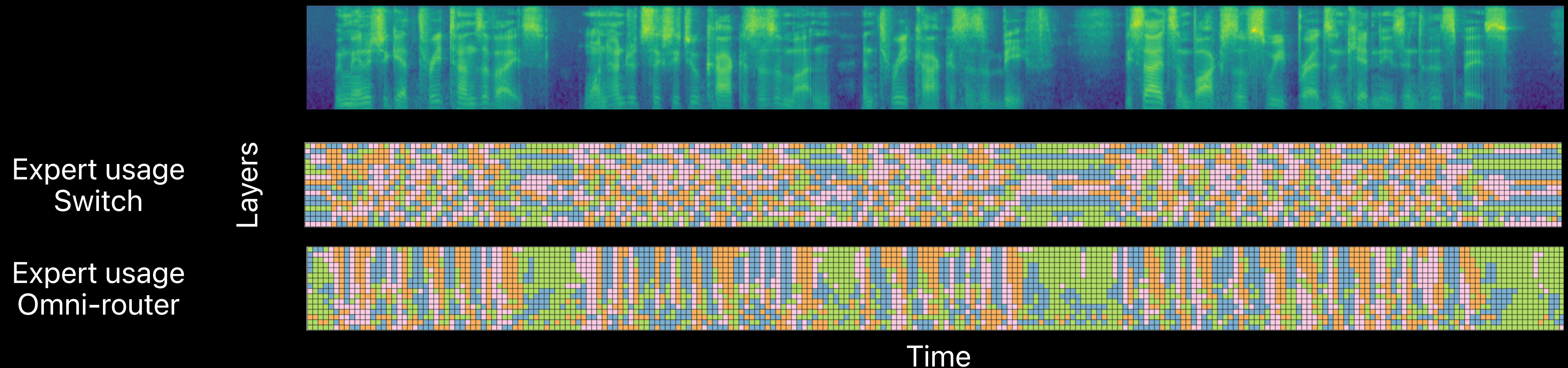
Improving ASR with specialized mixture of experts (MOE)

Different layers seem to route data to experts independently



Omni-router transformer experts

Different layers seem to route data to experts independently



Omni-router encourages :

- explicit coordination among layers
- stronger specialization
e.g. structured expert usage correlated with Mel-spectrogram

Omni-router : sharing router weights between layers

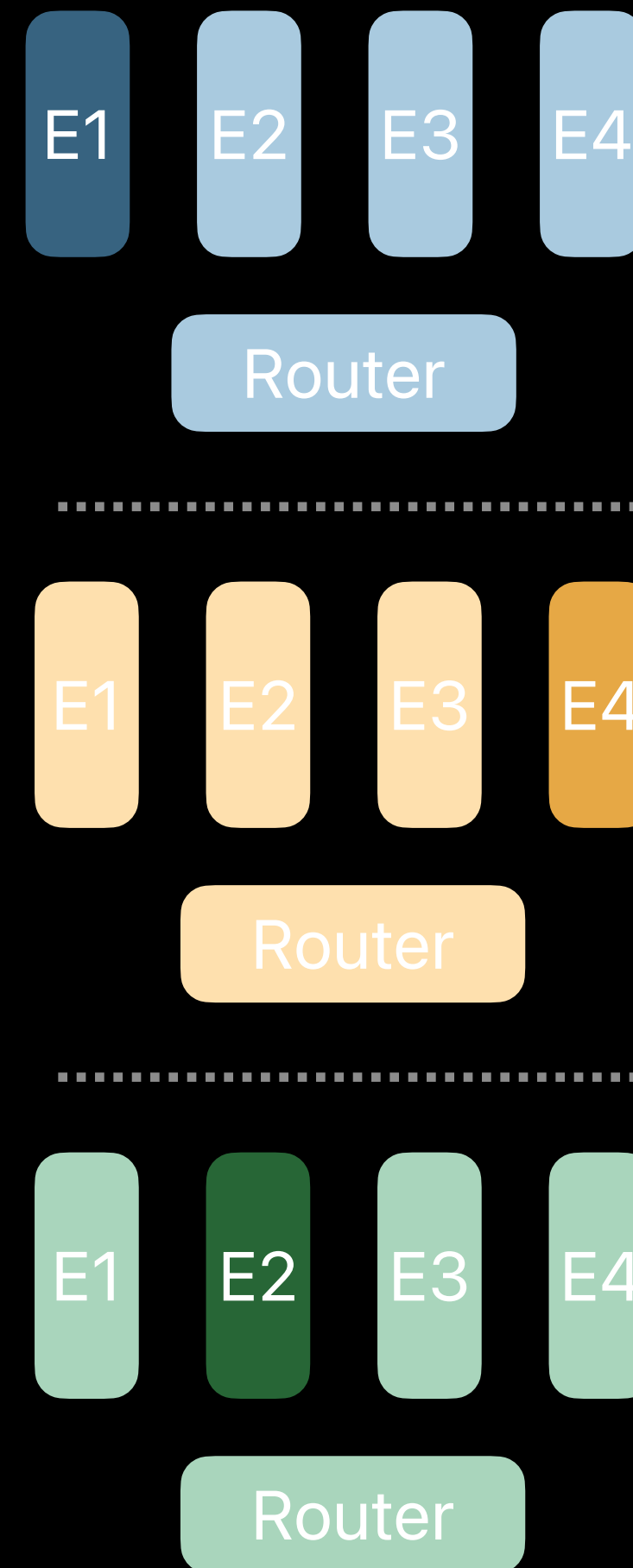
Improves

- accuracy
- training stability

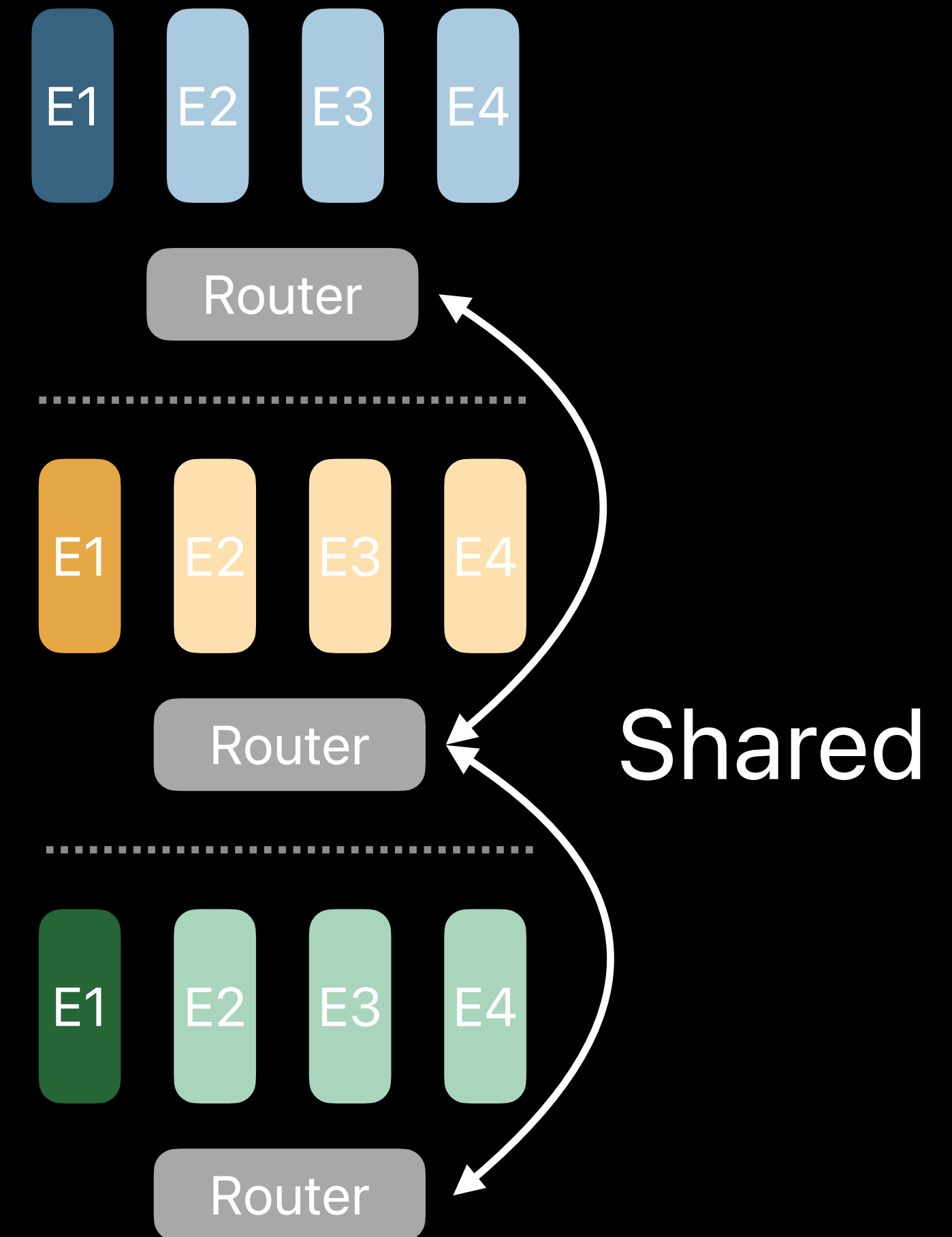
Simple and straightforward

- no embedding network
- no loss combinations
- no inductive bias

Prior: switch transformer



Ours: omni-router transformer



Omni-router : training data

SpeechCrawl dataset: collect large-scale conversational audio data from publicly accessible sources

Generate pseudo-labels (WhisperX pipeline + Whisper's large-v2 model)

Filter unreliable pseudo-labels

Retain approximately 1M hours of English speech segments for training

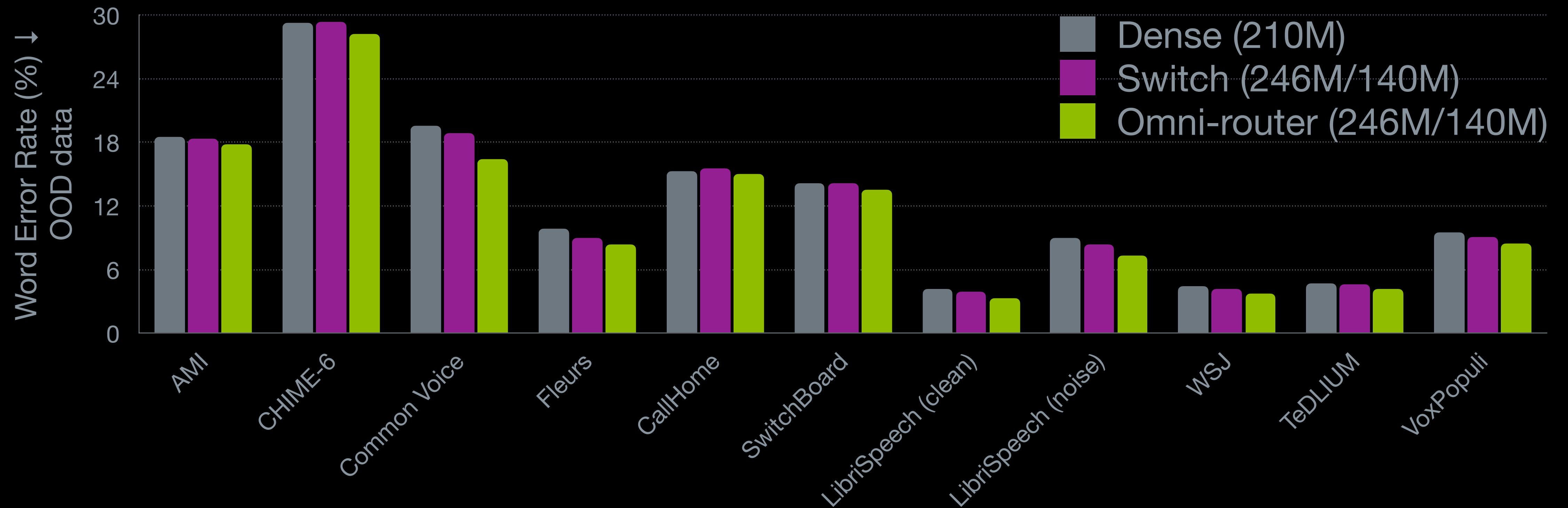
Omni-router : models

Baselines : dense and switch vanilla transformer models

All models are encoder-based trained with CTC loss

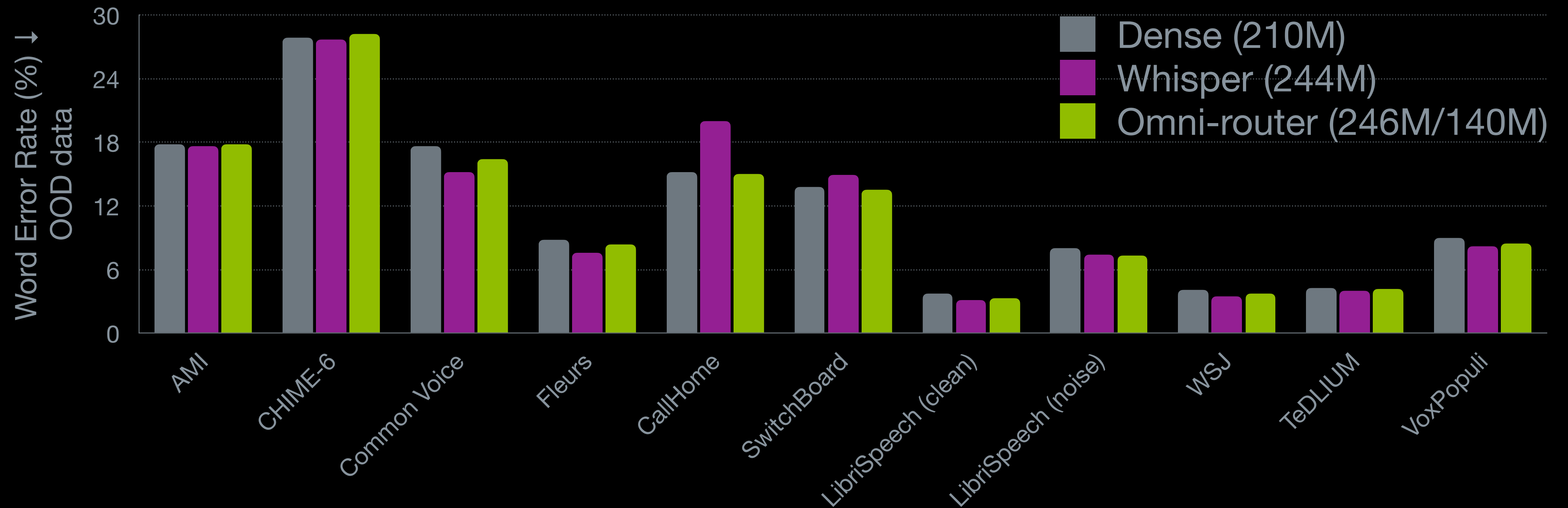
Omni-router : results

Omni-router improves ASR across different OOD data
(total : 246M parameters, active : 140M parameters, 2 experts)



Omni-router : results

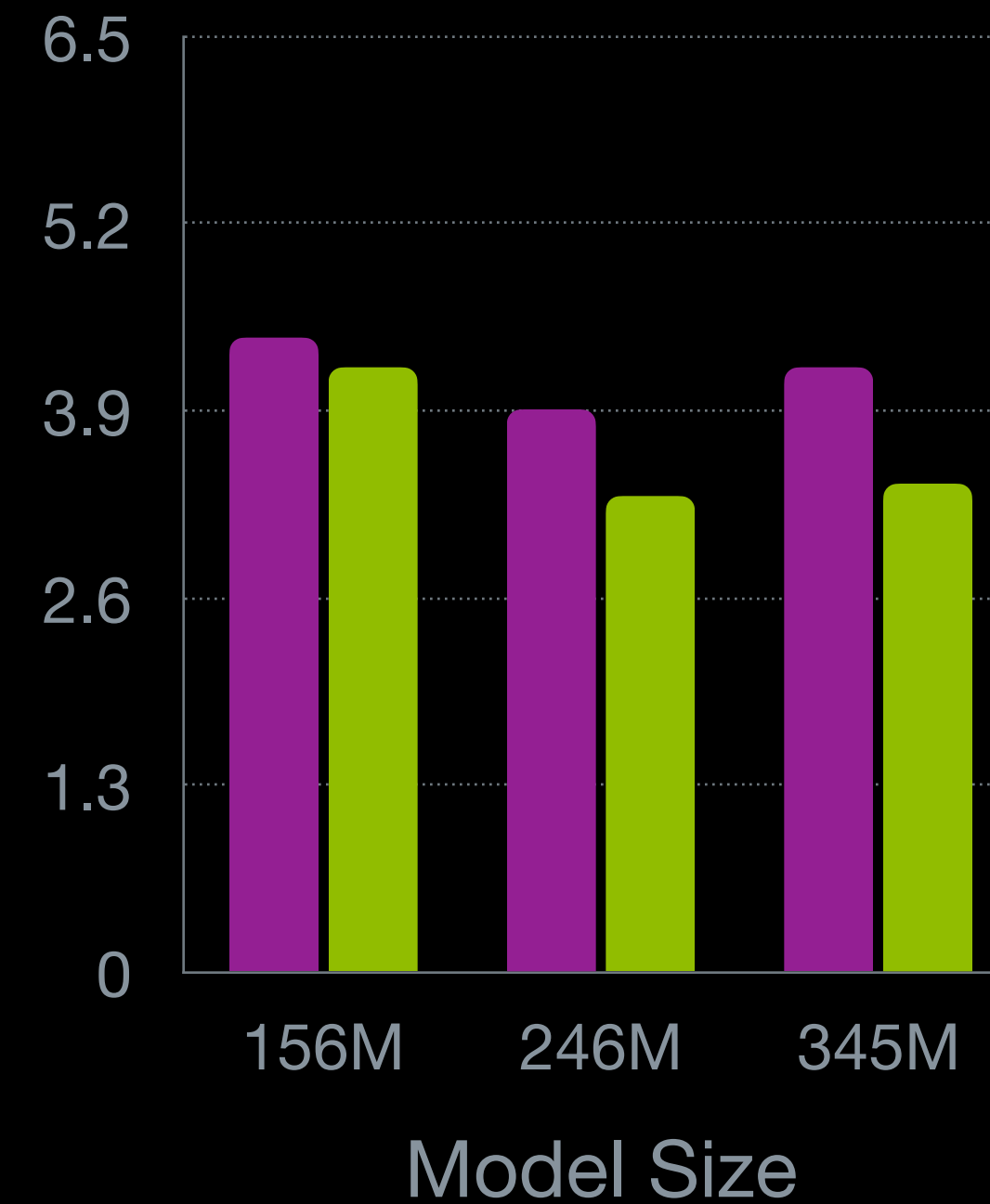
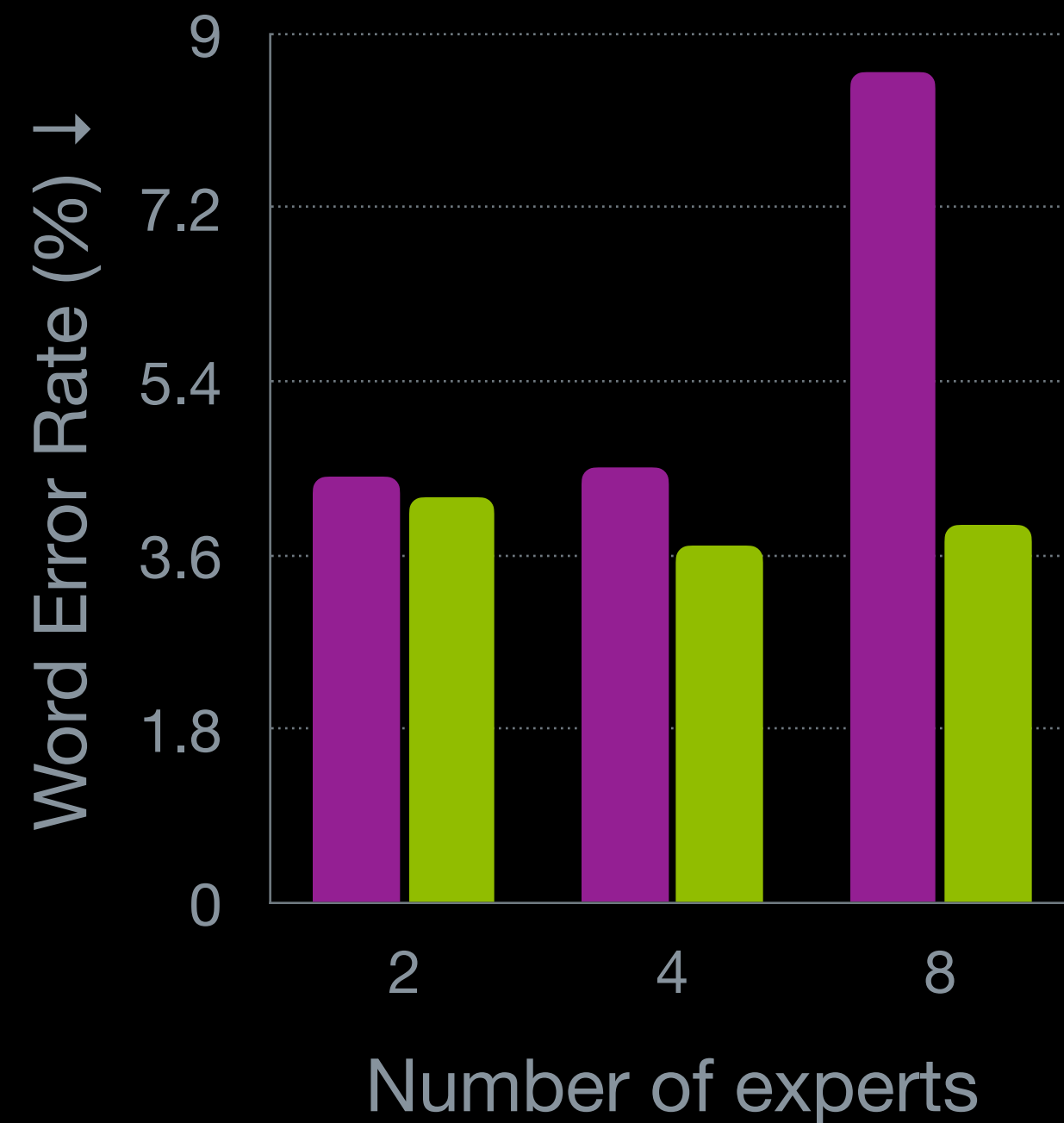
Omni-router with CTC (no LM) is comparable with Whisper of similar size
(total : 246M parameters, active : 140M parameters, 2 experts)



Omni-router : results

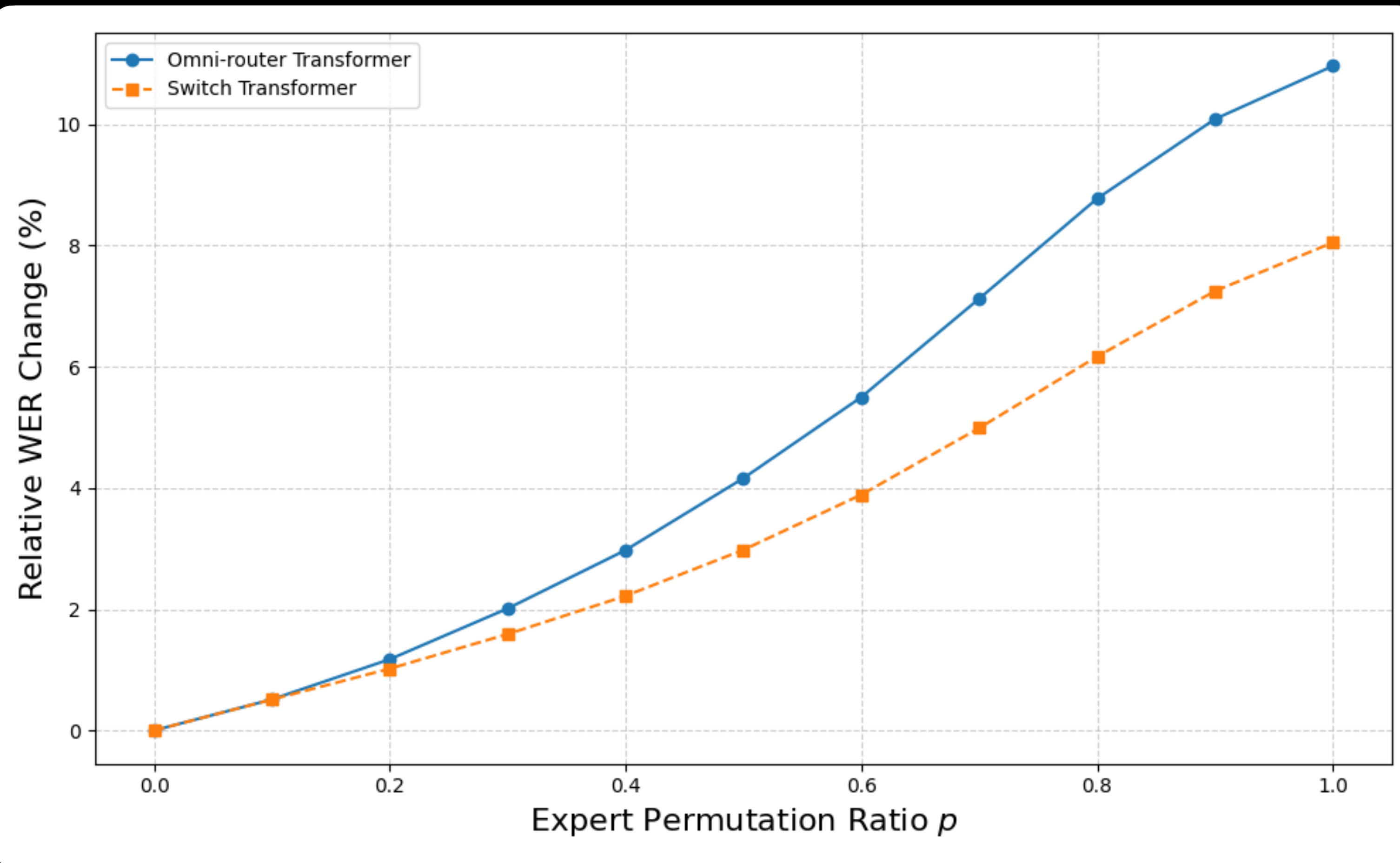
Omni-router improves ASR across

- different number of experts
- different model sizes



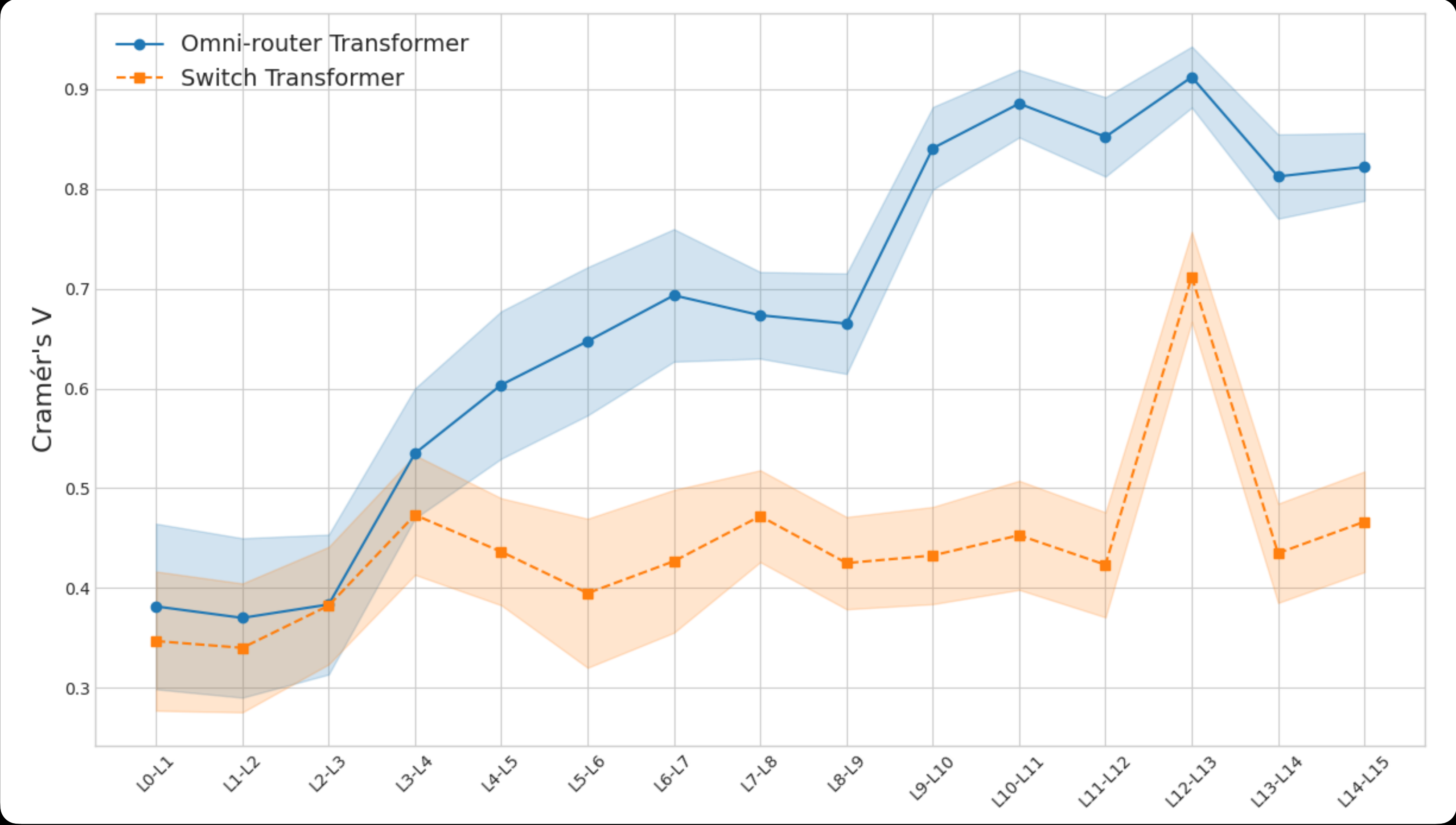
Omni-router : greater expert specialization

Randomly permute expert assignments for each token with varying probability p and measure WER degradation



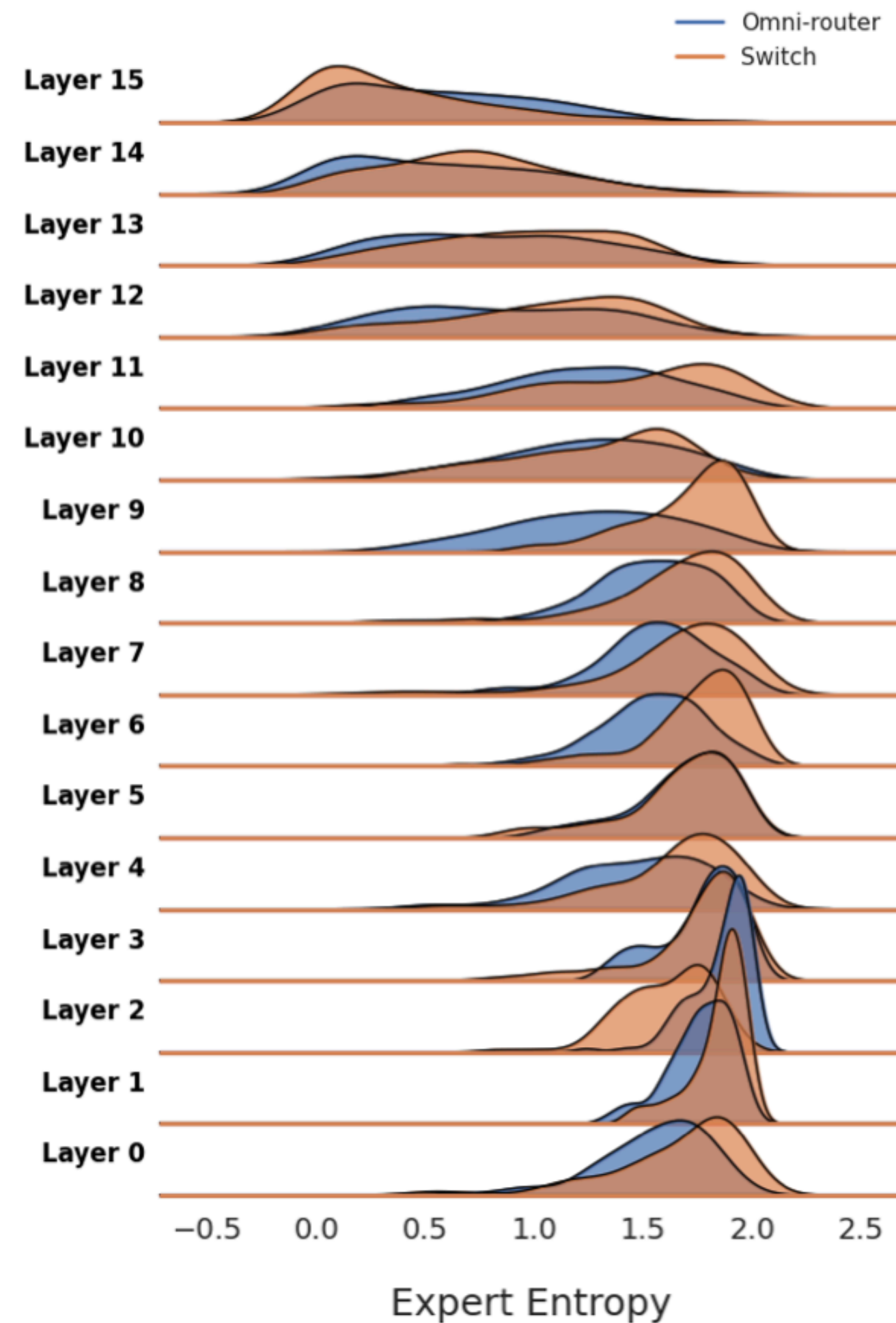
Omni-router : enhanced inter-layer cooperation

Examined the consistency of expert choices between adjacent layers



Omni-router : lower expert entropy

Analyzed the confidence in routing decisions by evaluating expert entropy distributions across layers for the top 100 most frequently occurring tokens



SAGE LLM

Zhang, Y. and Jaitly, N. *Sage: Steering Dialog Generation with Future-Aware State-Action Augmentation*

<https://arxiv.org/abs/2503.03040>, EMNLP Workshop 2025



Yizhe
Zhang

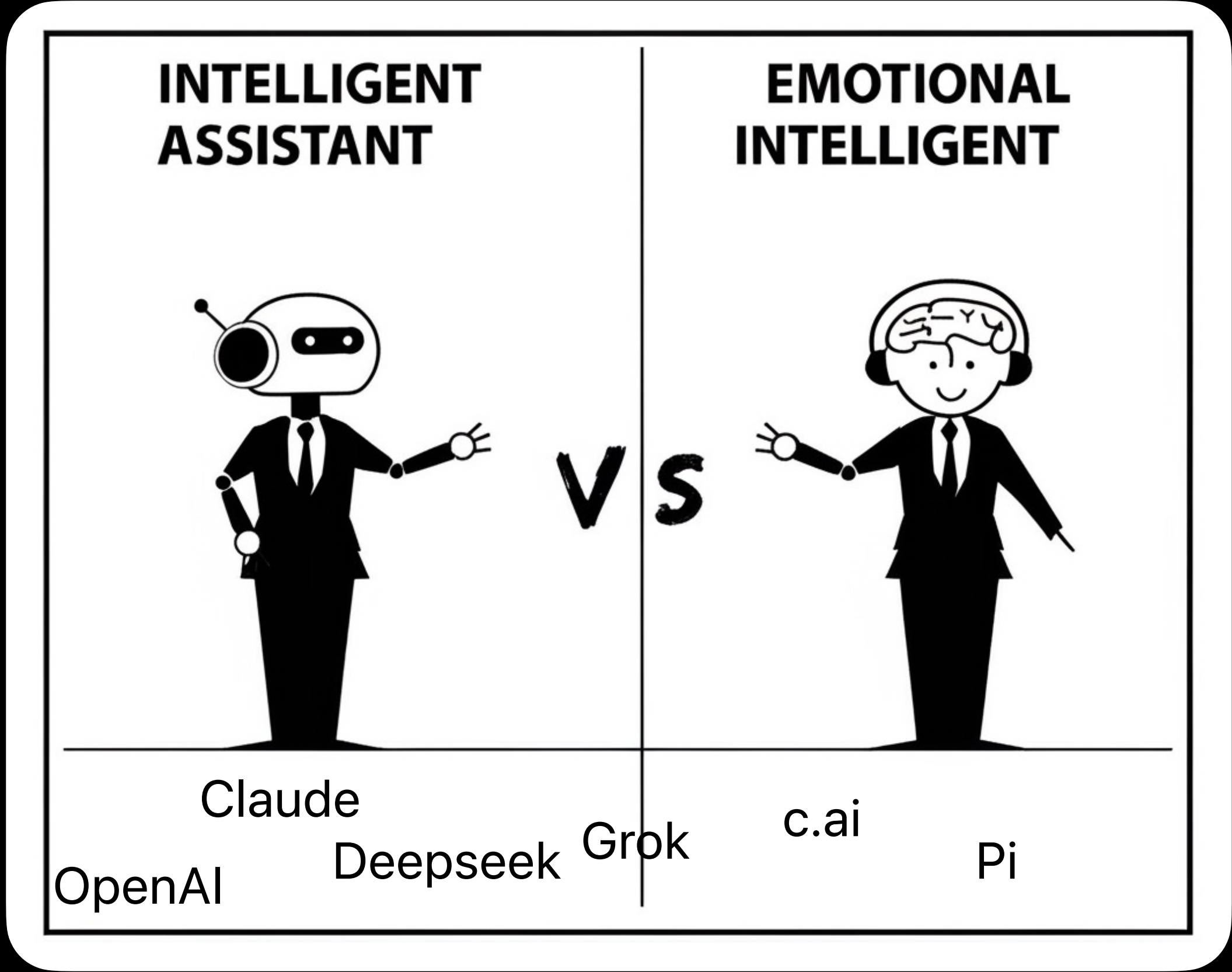
Problem-oriented Agent v.s. **Emotion-oriented Agent**

Passive

QA

Code

Math



Proactive

Empathy

Trust

Engagement

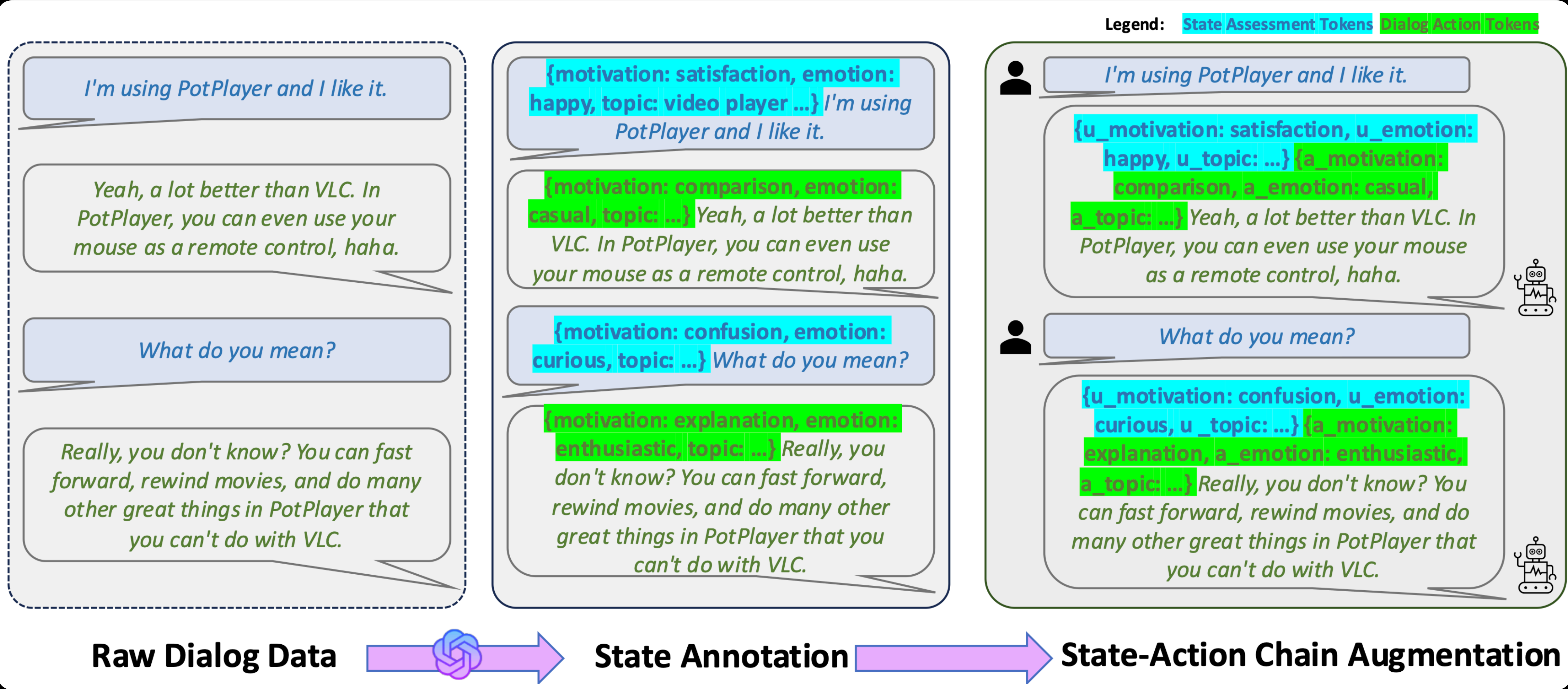
State-action chain augmentation

Introduce latent variables which

- represent longer-term conversational information
- encapsulate emotional and conversational states
- are of discrete nature

State-action chain augmentation

Augment in-house dataset extracted from Reddit with state-action



State-action chain augmentation

Training :

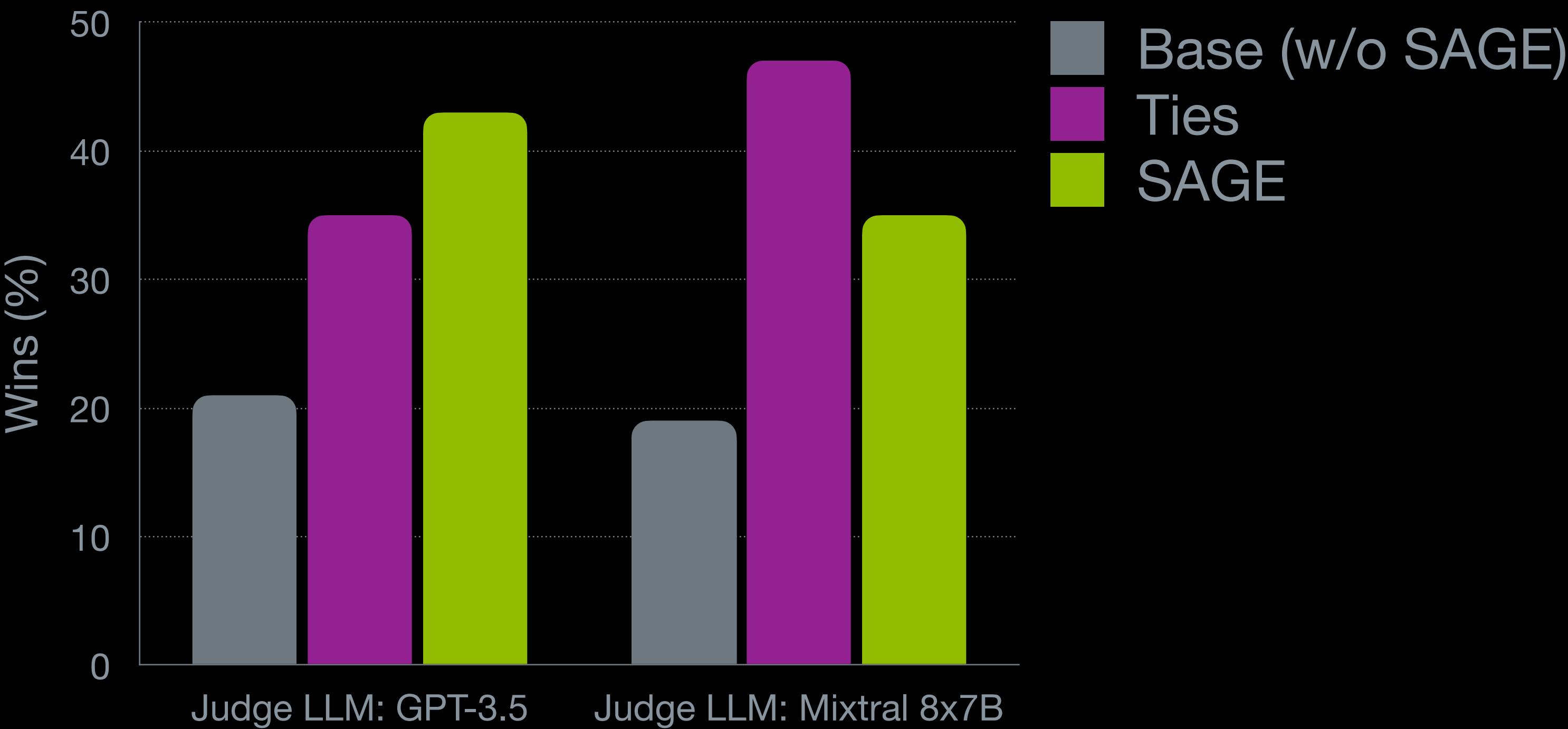
- Fine-tune (LoRA) initial LLM (Mixtral 8x7B) on data with state-action augmentation
- Self-play with initial conversation from EmpatheticDialogs
 - Current model is agent SAGE_1 is user
 - Generate up to 12 turns
 - External selector (Mixtral 8x7B) evaluates and selects best trajectories

Inference :

- generate latent variables
- generate dialog response

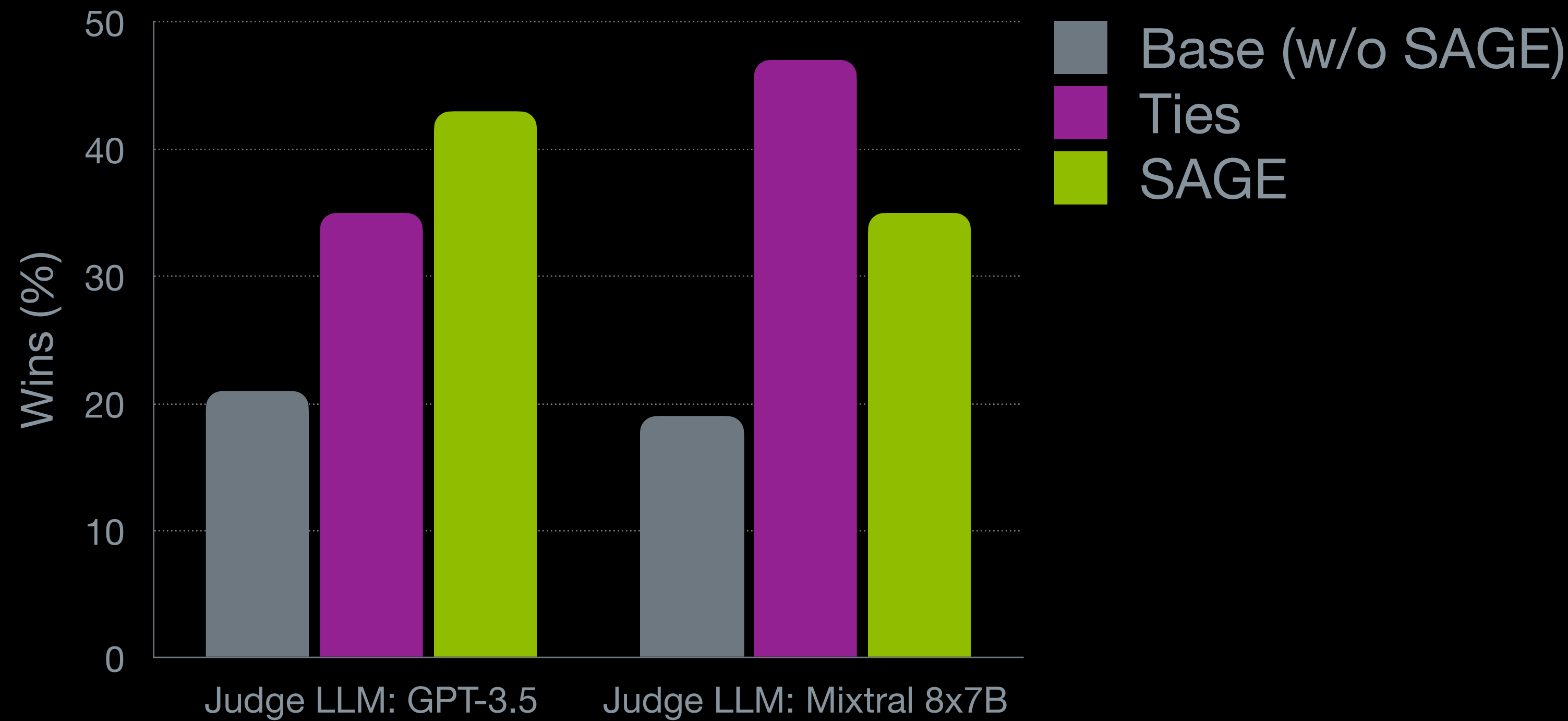
Comparing dialog responses with base model

Fine-tune Mixtral 8x7B model using our state-action augmentation



Comparing dialog responses with base model

Fine-tune Mixtral 8x7B model using our state-action augmentation



Only slight degradation on standard LLM benchmarks except GSM8k

TTS + Vocoder

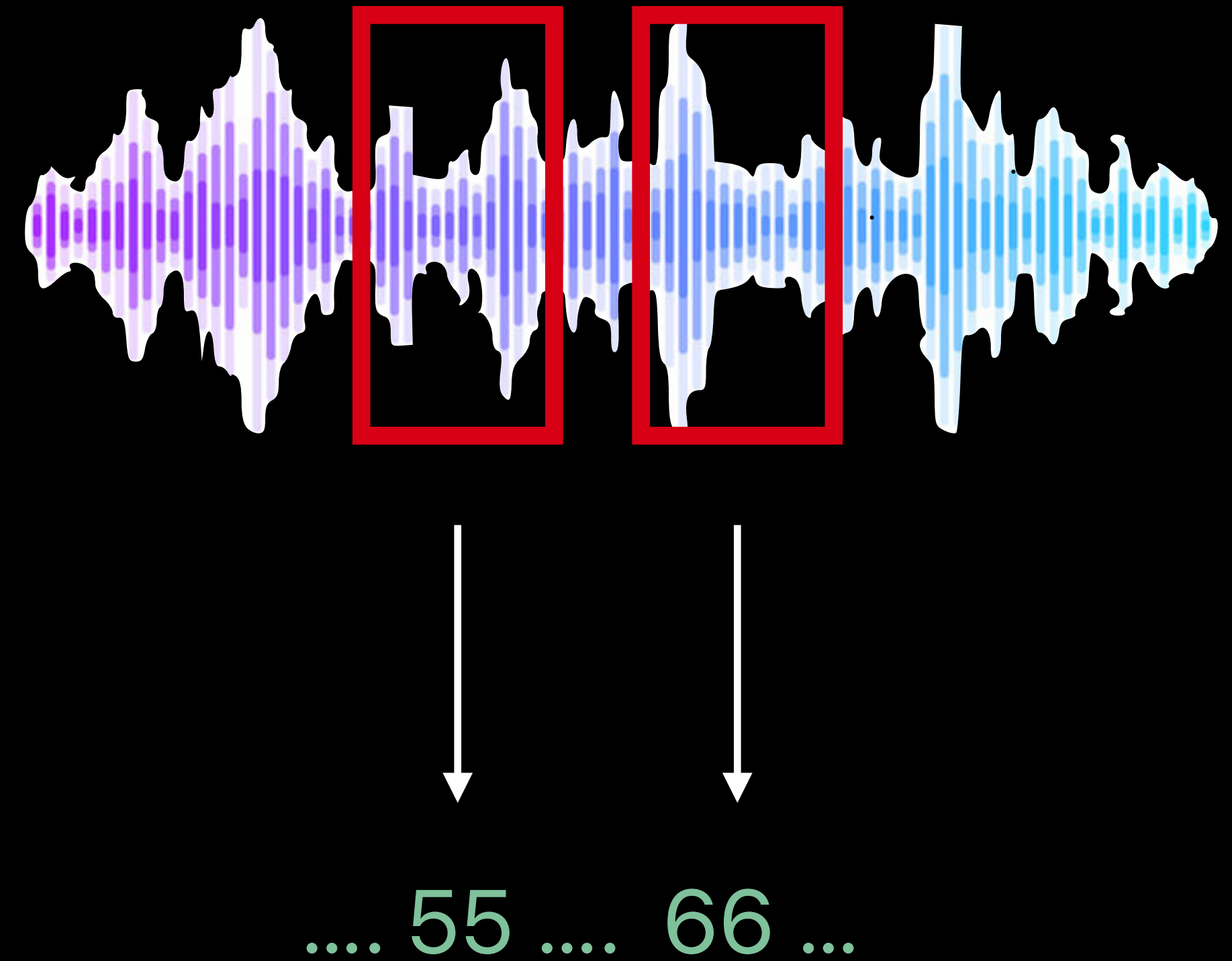
Tokenization of text

Simple mapping

.....
great: <778>
ID: <779>
small: <780>
through: <781>
application: <782>
.....

Tokenization of audio

Convert windows of waveforms into discrete tokens using either contrastive losses or VQ-VAEs



Why is tokenization necessary ?

We are very good at language modeling and want to reuse this technology universally

Seems easier to model tokenized data compared to raw data

- Less important details are probably compressed in data

Main components :

- Data is a sequence of discrete indices
- Chain rule is used to model the probability distribution autoregressively

The case against tokenization

Tokenization compresses data before you know what you want to do with it

The manifold of the compressed codes can be quite curved

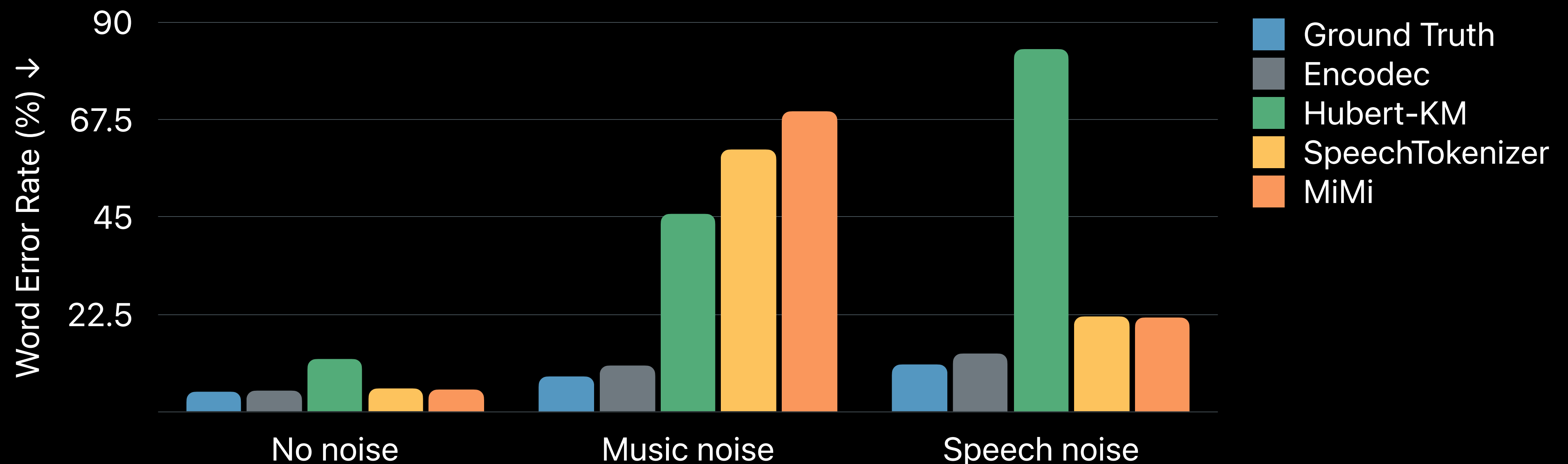
- Downstream models may go off the manifold in weird ways
- Could make things worse in out of domain settings

The case against tokenization

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Why is tokenization necessary ?

Reuse language modeling machinery for autoregressive modeling of speech by tokenization

My name is LLM



Language Model



What is your name

Why is tokenization necessary ?

Reuse language modeling machinery for autoregressive modeling of speech by tokenization

My name is LLM



Language Model

Speech Language Model

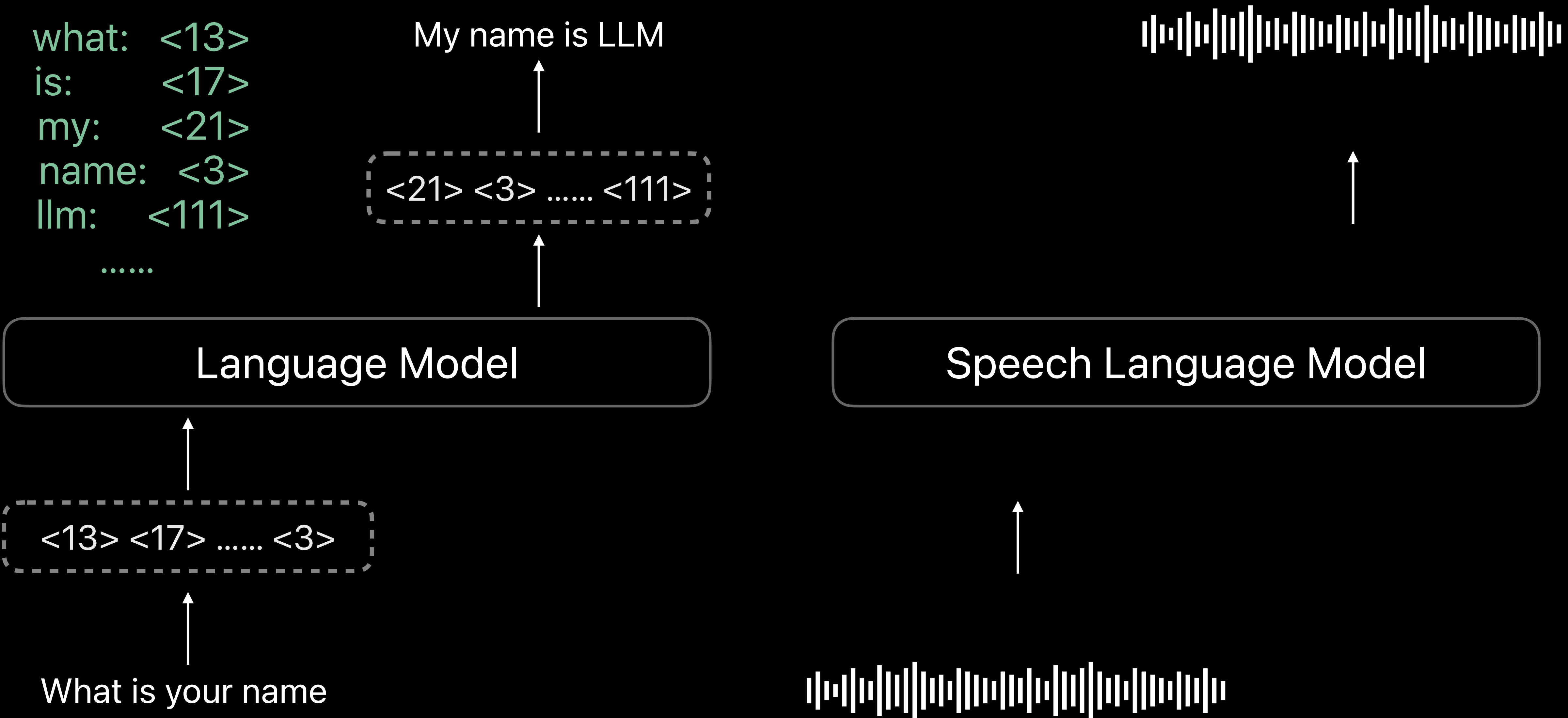


What is your name



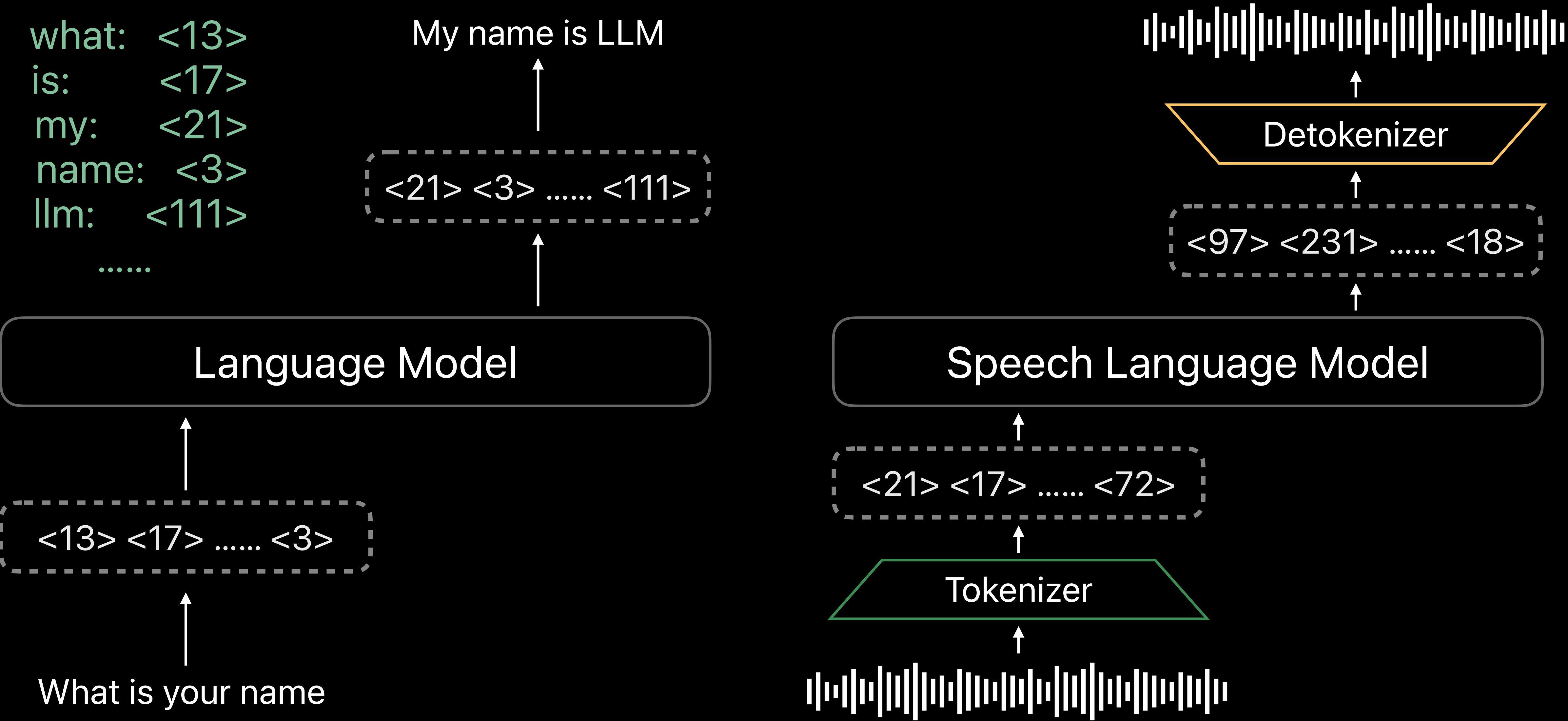
Why is tokenization necessary ?

Reuse language modeling machinery for autoregressive modeling of speech by tokenization



Why is tokenization necessary ?

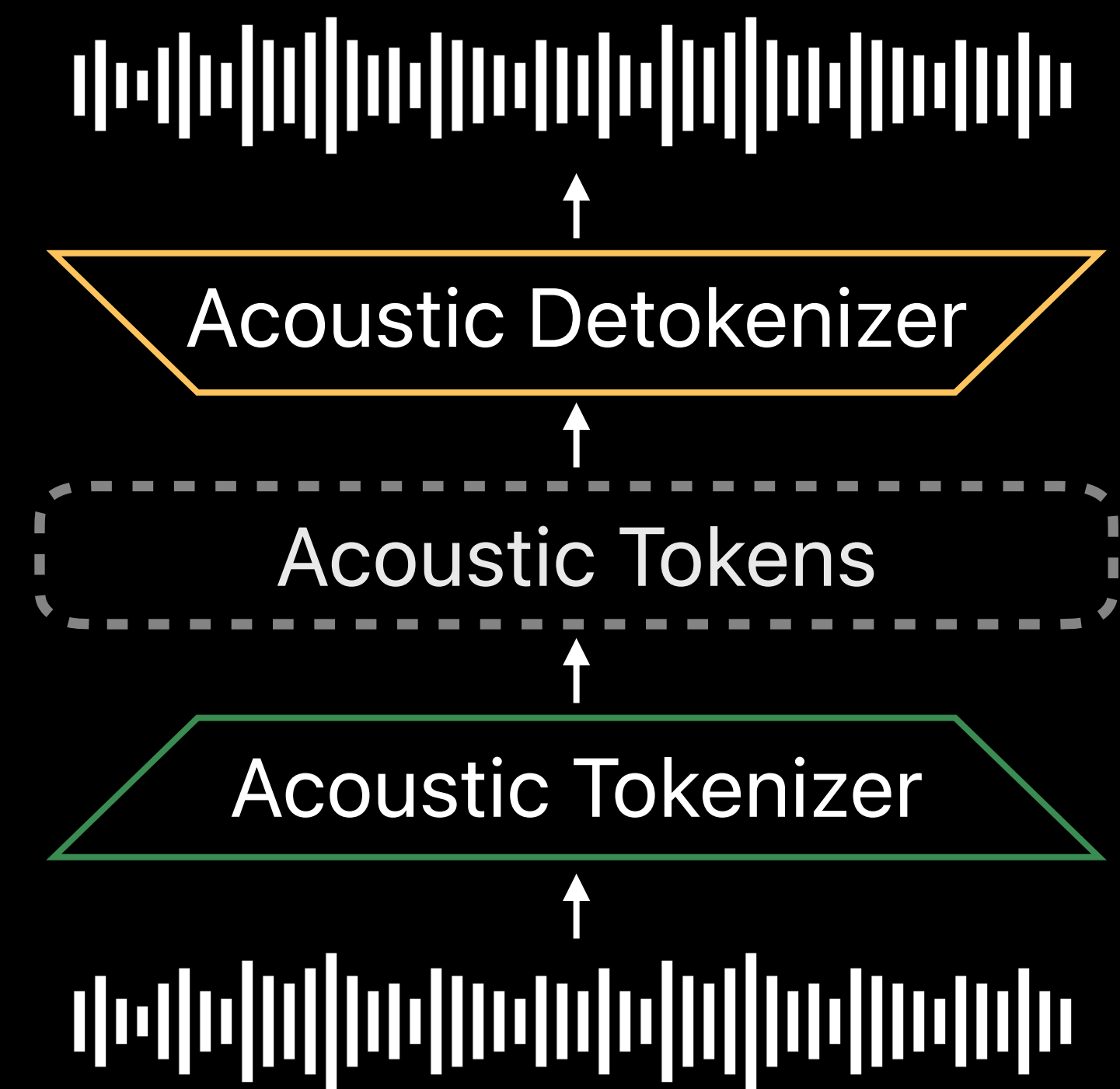
Reuse language modeling machinery for autoregressive modeling of speech by tokenization



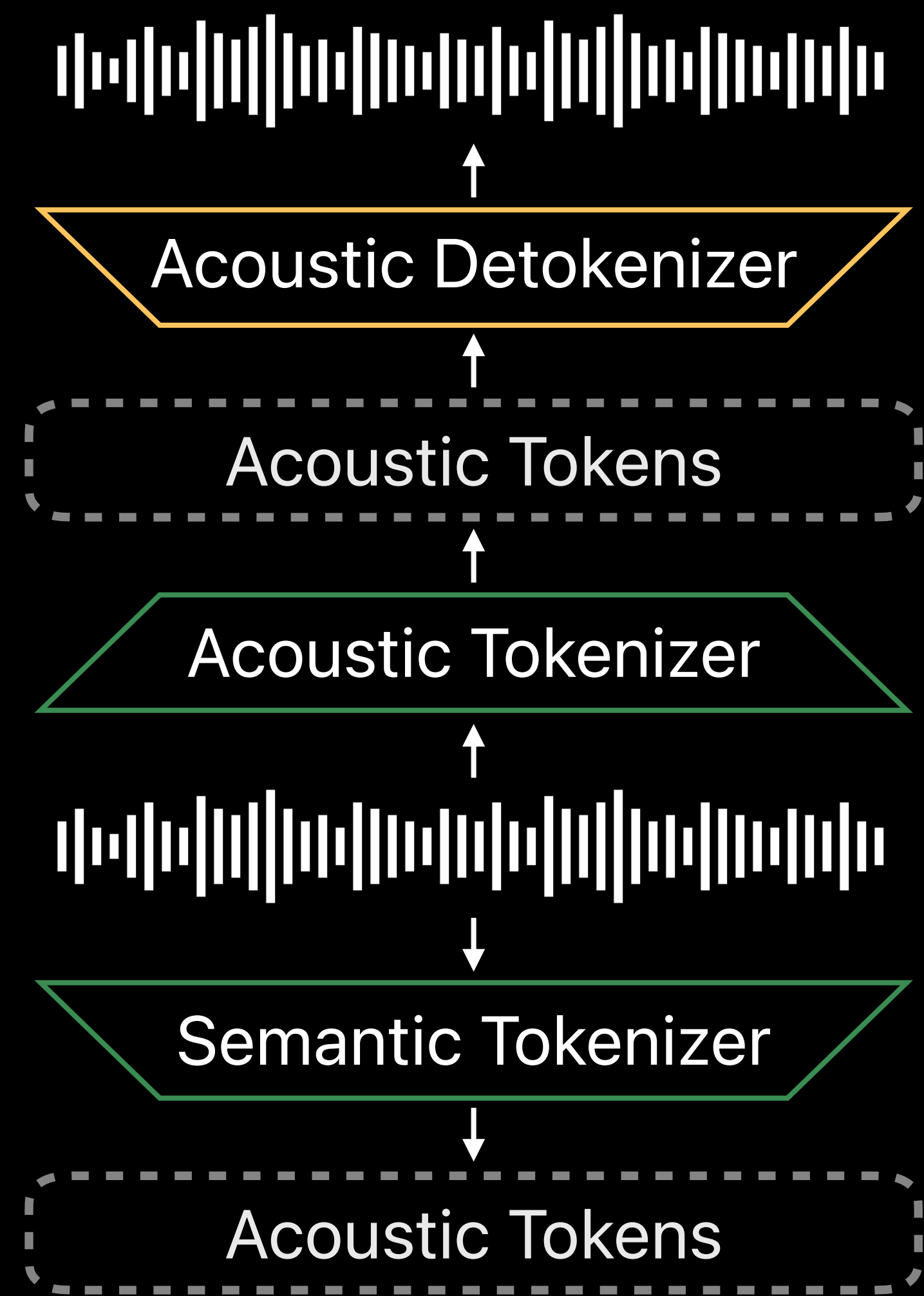
Popular generative models



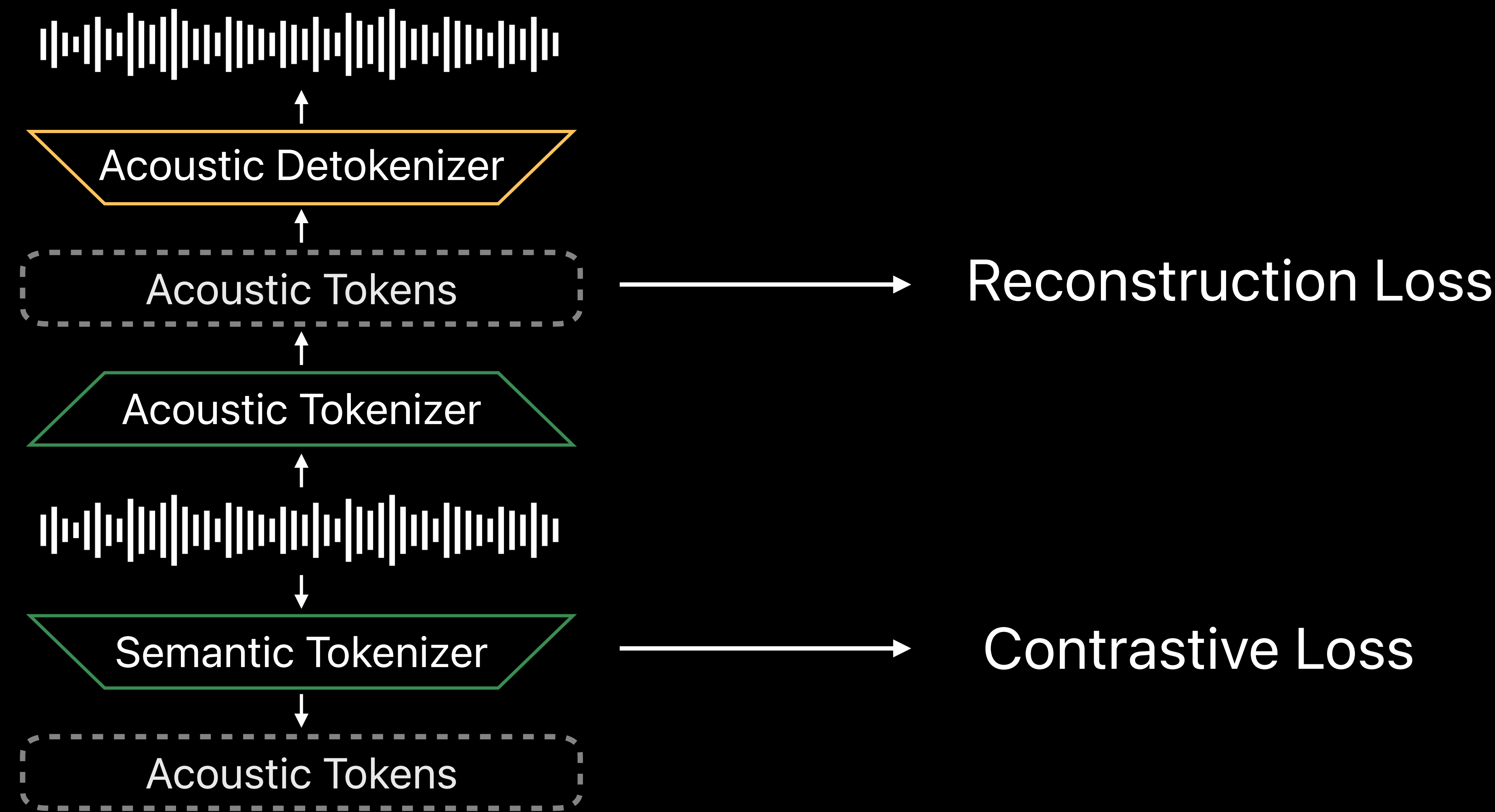
Popular generative models



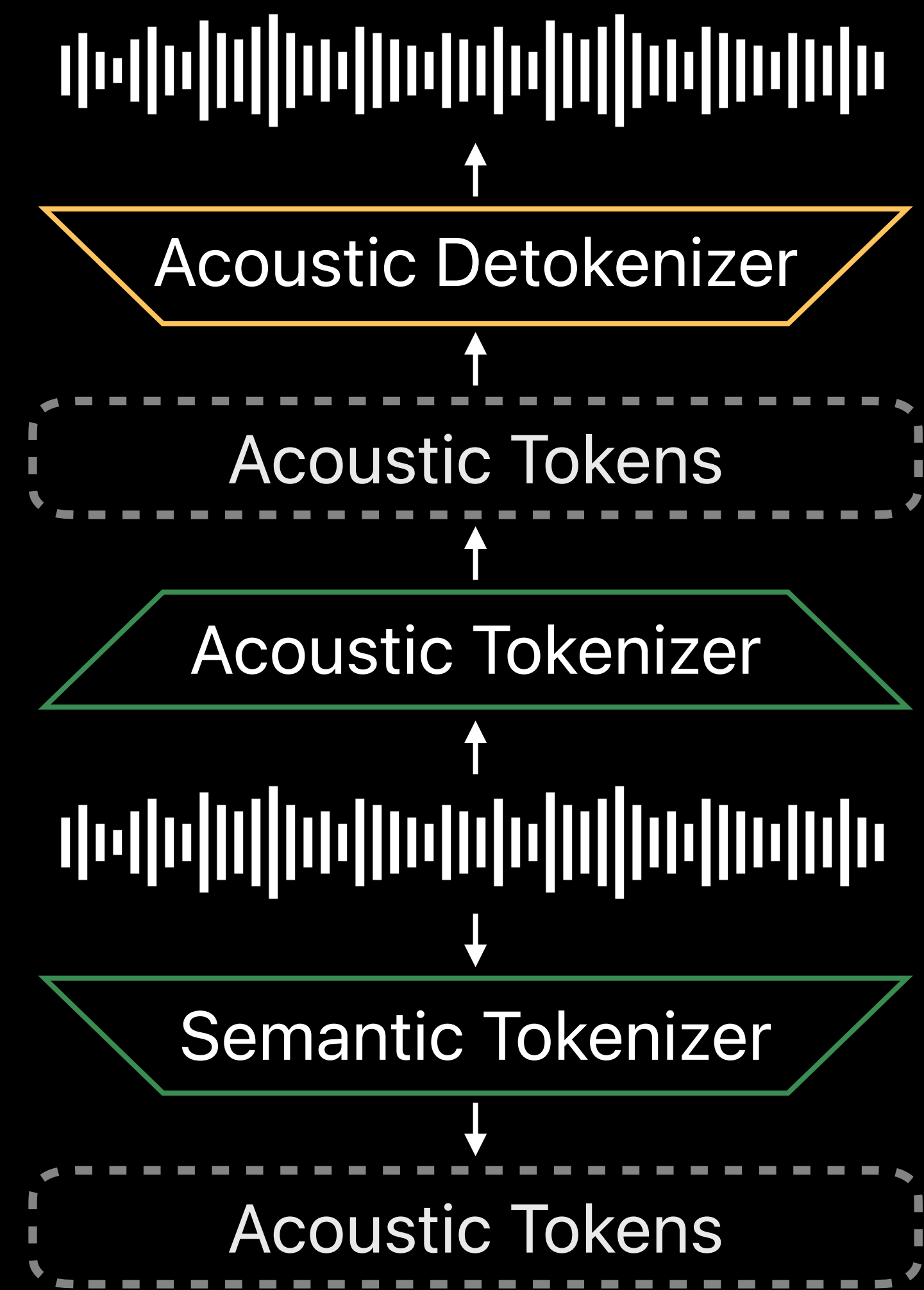
Popular generative models



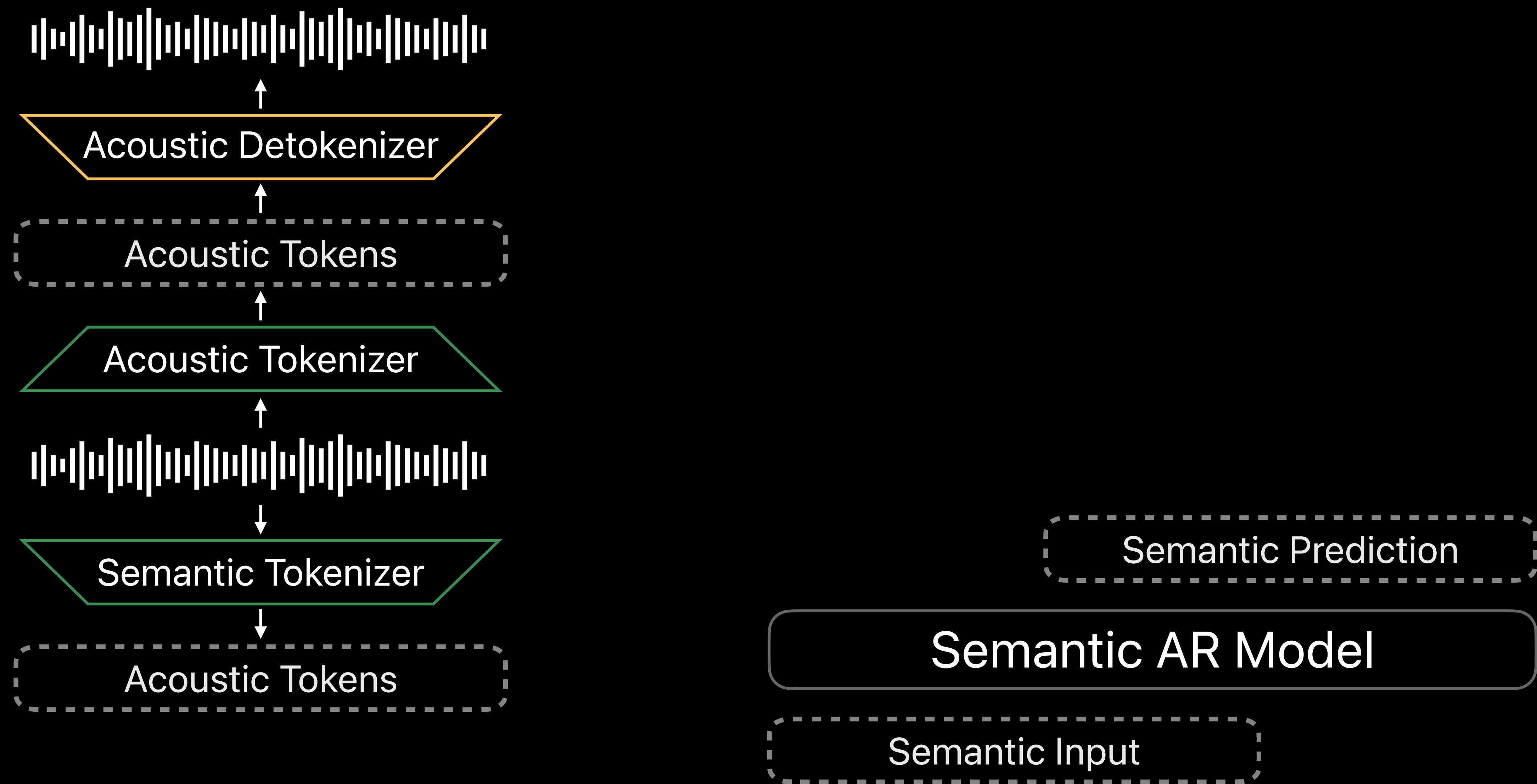
Popular generative models



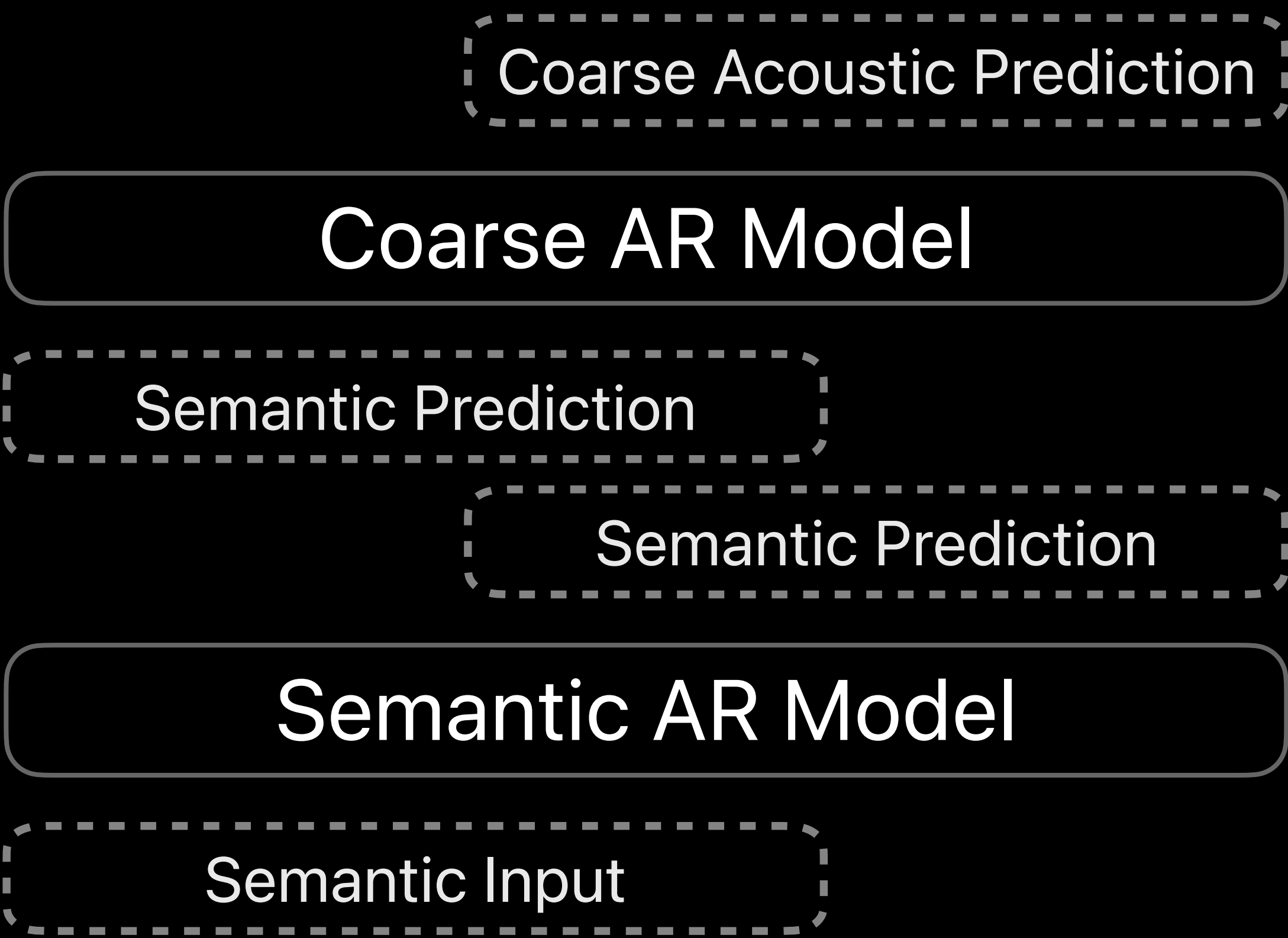
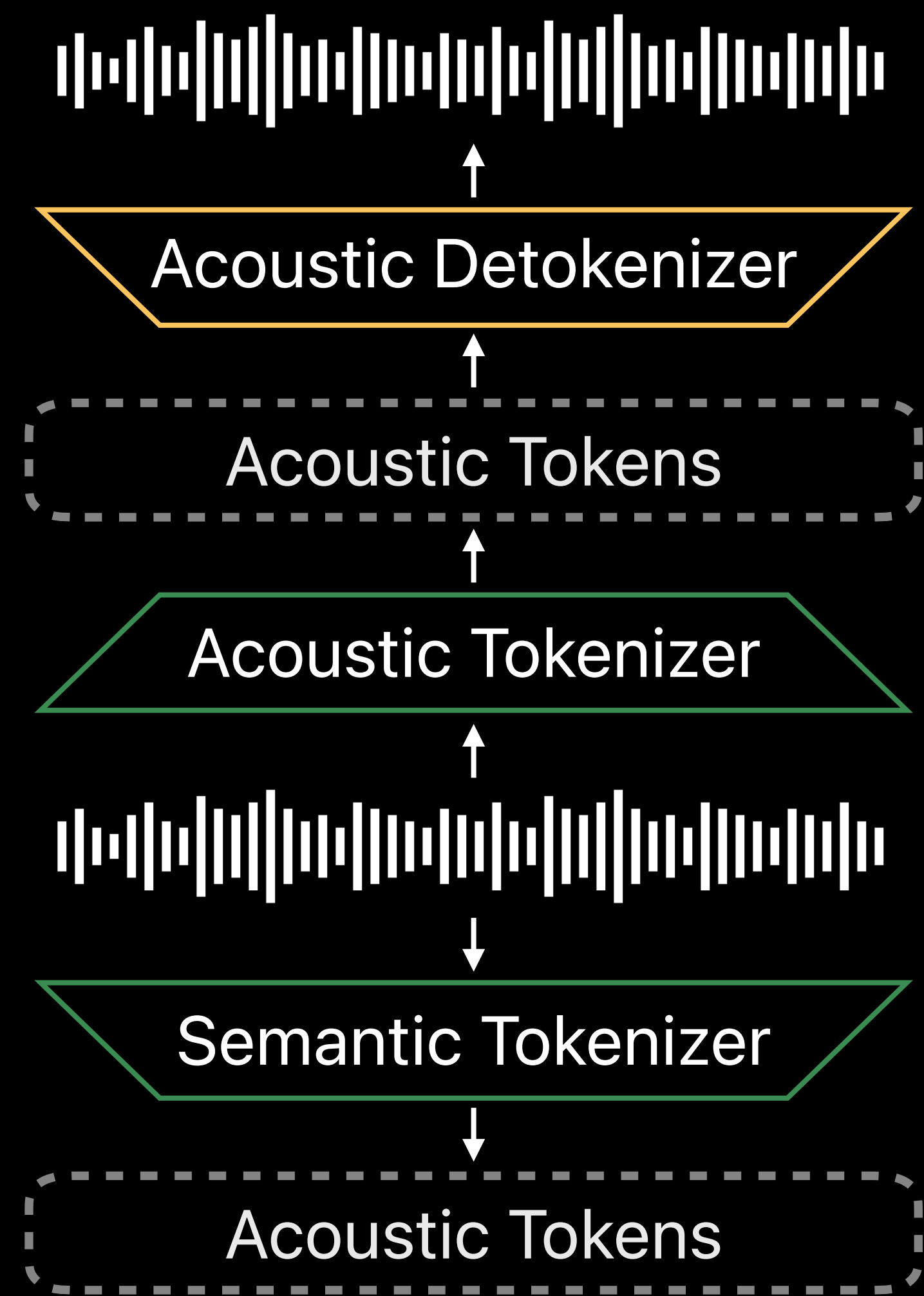
Popular generative models



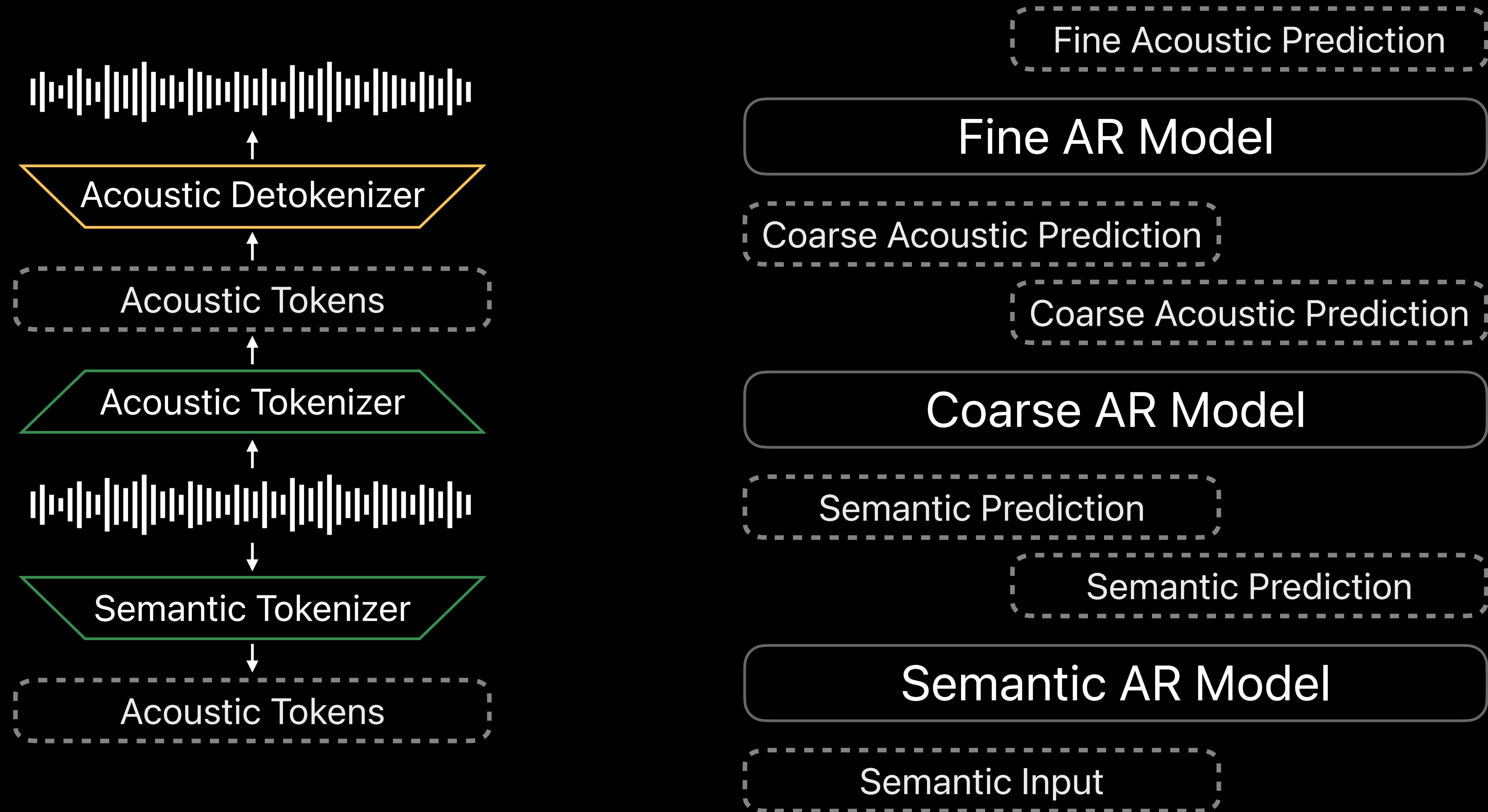
Popular generative models



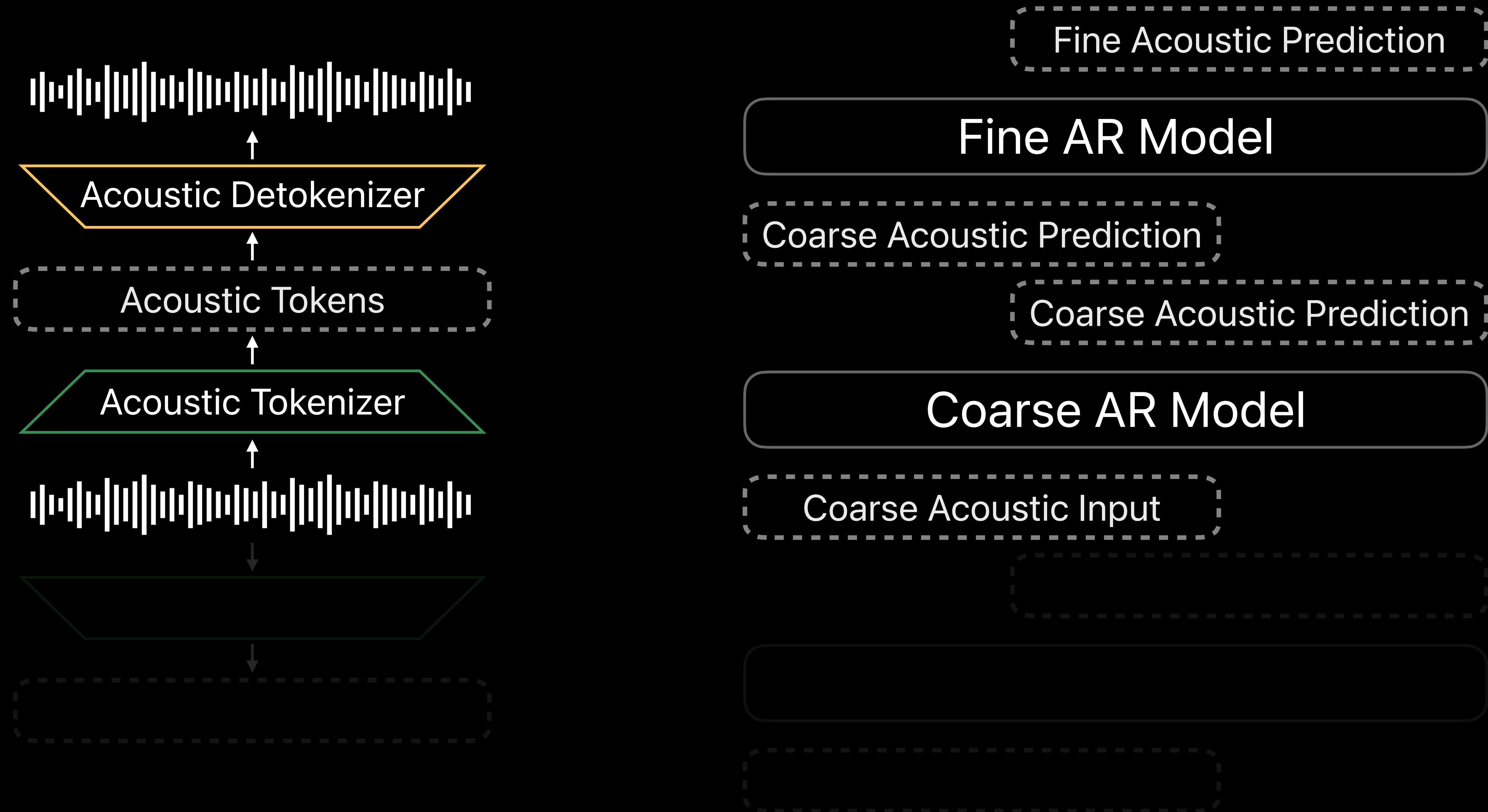
Popular generative models



Popular generative models



Popular generative models



Défossez, Alexandre, et al. "Moshi: a speech-text foundation model for real-time dialogue." *arXiv preprint arXiv:2410.00037* (2024).
Zhang, Xin, et al. "Speechtokenizer: Unified speech tokenizer for speech large language models." *arXiv preprint arXiv:2308.16692* (2023).

Each of these models factorize data in different ways

Data

$$x_1^1 \cdots x_n^1 \cdots x_1^T \cdots x_n^T$$

T = sequence length

n = number of channels per time step

Audio LLM /
Speech
Tokenizer

$$p(x_1^1 \cdots x_n^1 \cdots x_1^T \cdots x_n^T) = \left\{ \prod_{t=1}^T p(x_1^t | x_1^{<t}) \right\} \left\{ \prod_{i=2}^n \prod_{t=1}^T p(x_i^t | x_{<i}^{1 \cdots T}) \right\}$$

Moshi

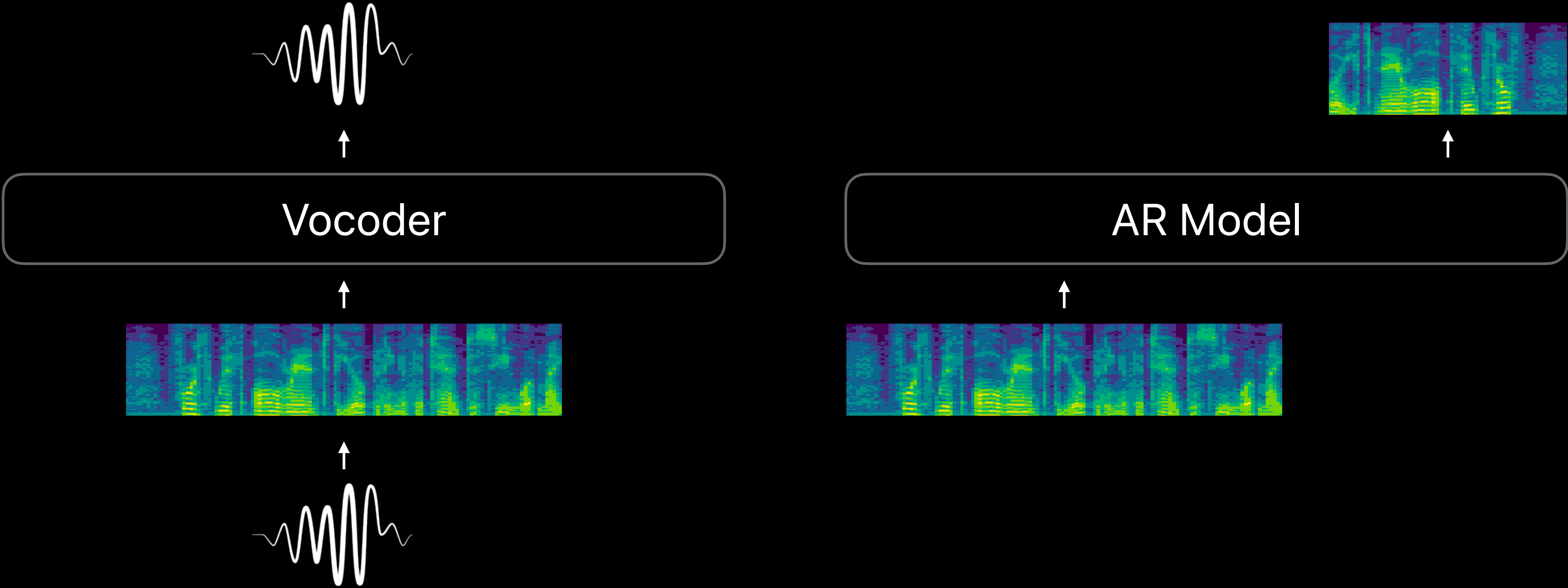
$$p(x_1^1 \cdots x_n^1 \cdots x_1^T \cdots x_n^T) = \prod_{t=1}^T \prod_{i=1}^n p(x_i^t | x_{<i}^t, x_{\cdot}^{<t})$$

Our solution

Model the data directly

- Mel-spectral data is quite close to raw speech
 - Off the shelf mel-spectra → raw speech vocoders are available
- However continuous nature of mel-spectra might be challenging
 - Meng, L., et.al. Autoregressive speech synthesis without vector quantization. *arXiv preprint arXiv:2407.08551*, 2024
- Discretize mel-spectra for modeling
- Recent work shows it might be possible to model continuous mel-spectra some variational techniques
 - Meng, L., et.al. Autoregressive speech synthesis without vector quantization. *arXiv preprint arXiv:2407.08551*, 2024

Our solution: discretized log mel-filerbanks (dMel)



Predicting channels in parallel

Prior approaches serialize feature dimensions to be able to apply autoregressive loss

We predict each channel independently per step, and each step autoregressively

$$p(x_1^1 \cdots x_n^1 \cdots x_1^T \cdots x_n^T) = \prod_{t=1}^T \prod_{i=1}^n p(x_i^t | x_{1 \dots n}^{<t})$$

dMel: Trivial Tokenization

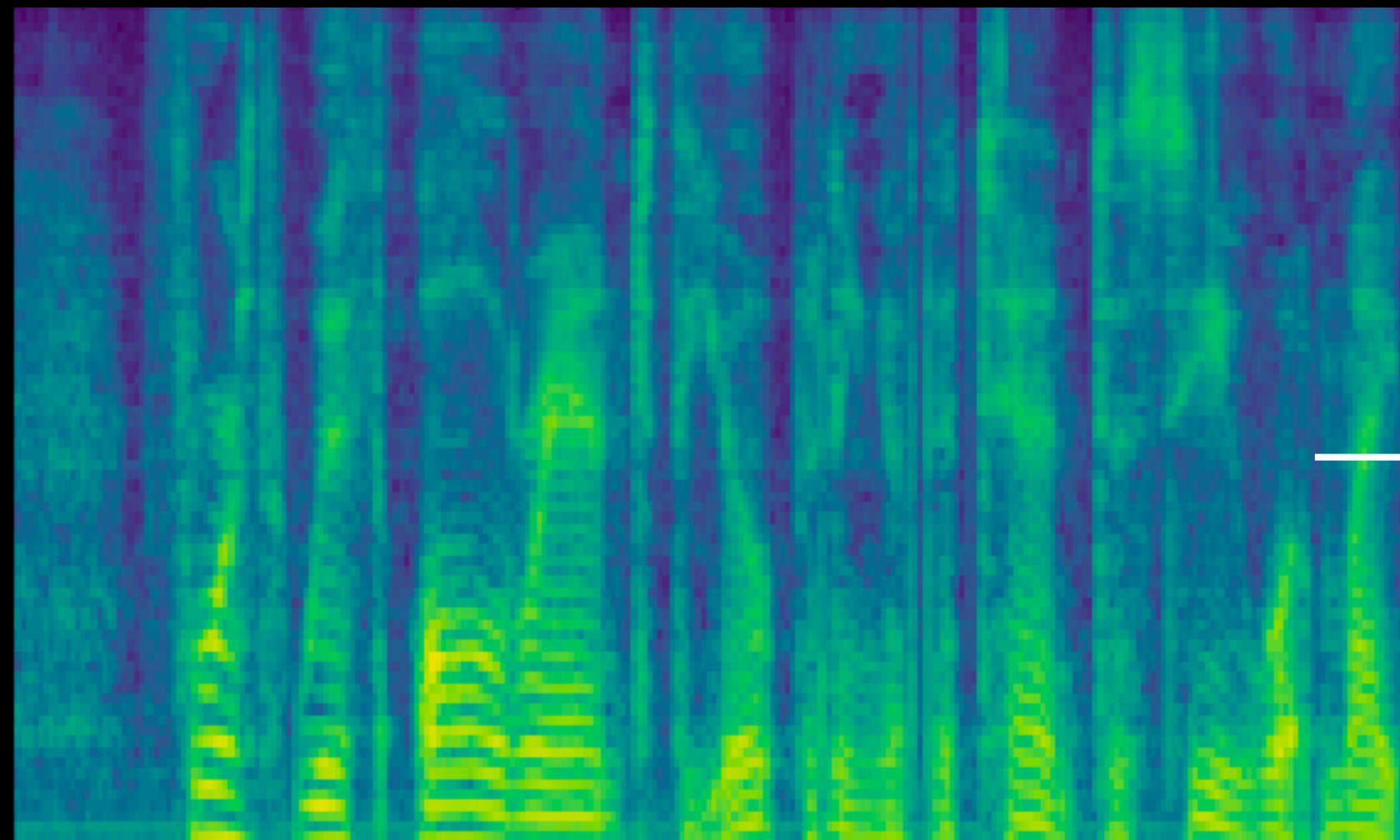
Bai, H. and et al. *dMel: Speech Tokenization made Simple*
<https://arxiv.org/abs/2407.15835>



Richard
Bai

Trivial tokenization (dMel)

Convert each Mel-filter bank continuous value to discrete bin based on range (min, max) and # of bins, N

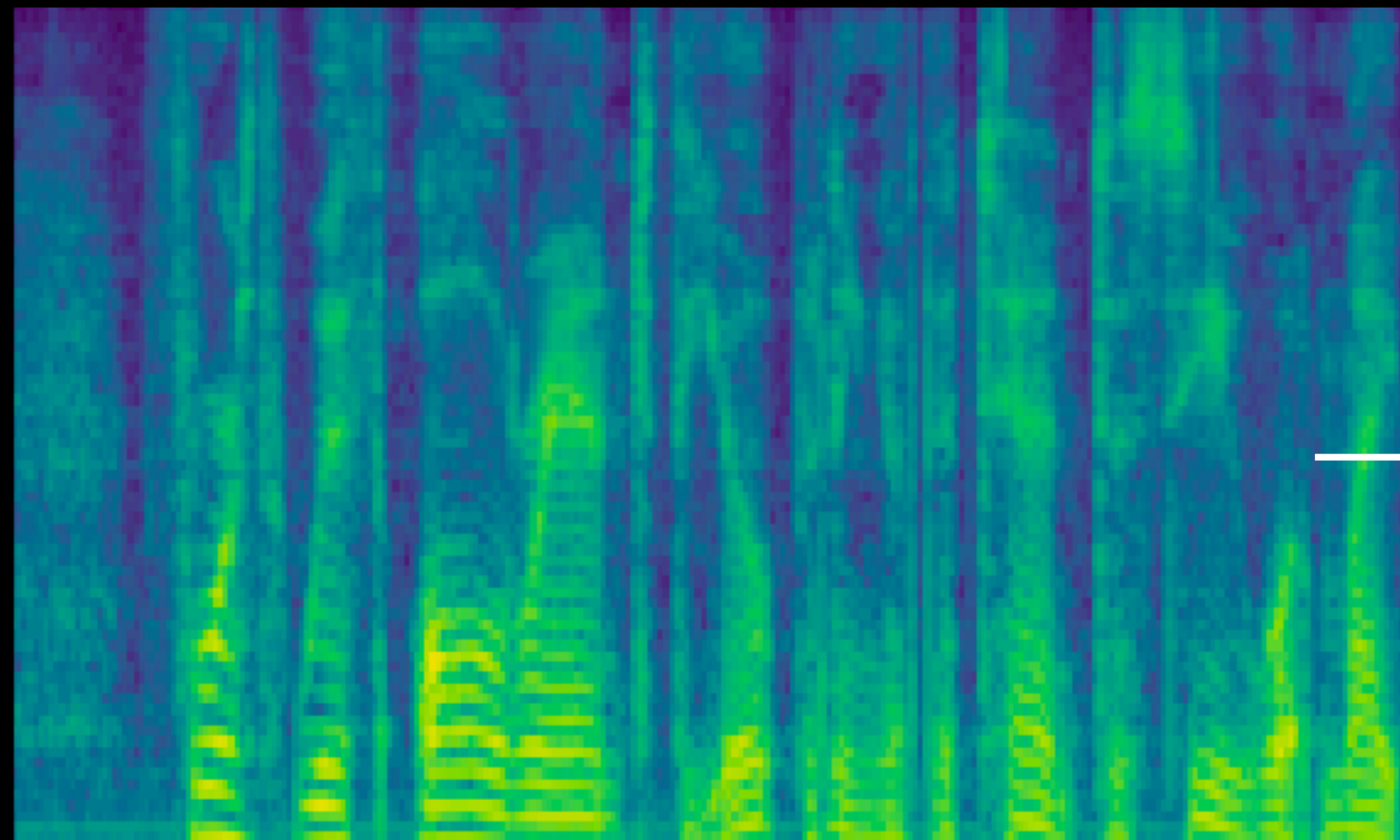


→ tokenize

$$i = \text{floor} \left[\frac{N \cdot (f - \text{min})}{\text{max} - \text{min}} \right]$$

Trivial detokenization of dMel

Map each index back to (min, max) range in continuous space

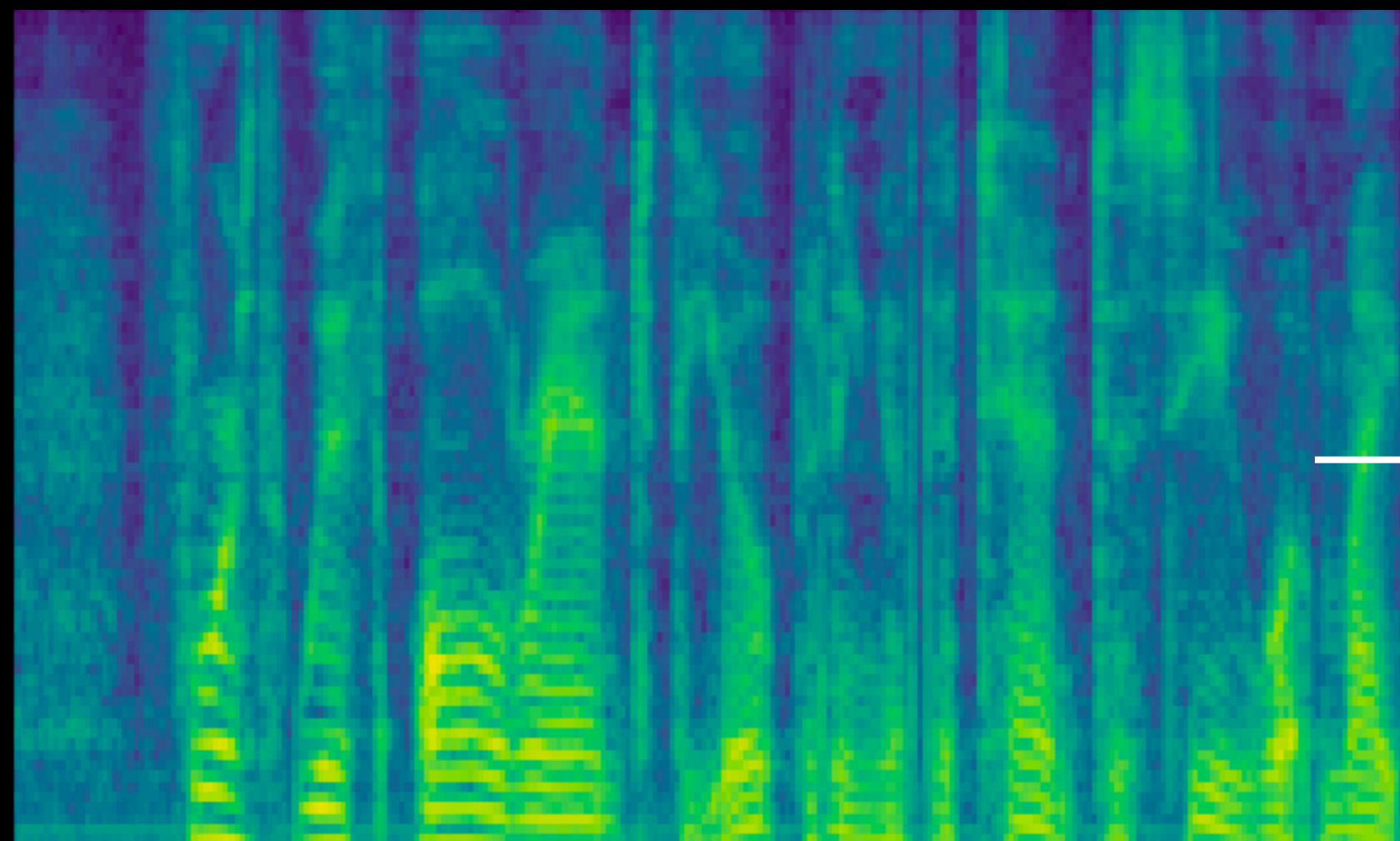


→ tokenize → detokenize

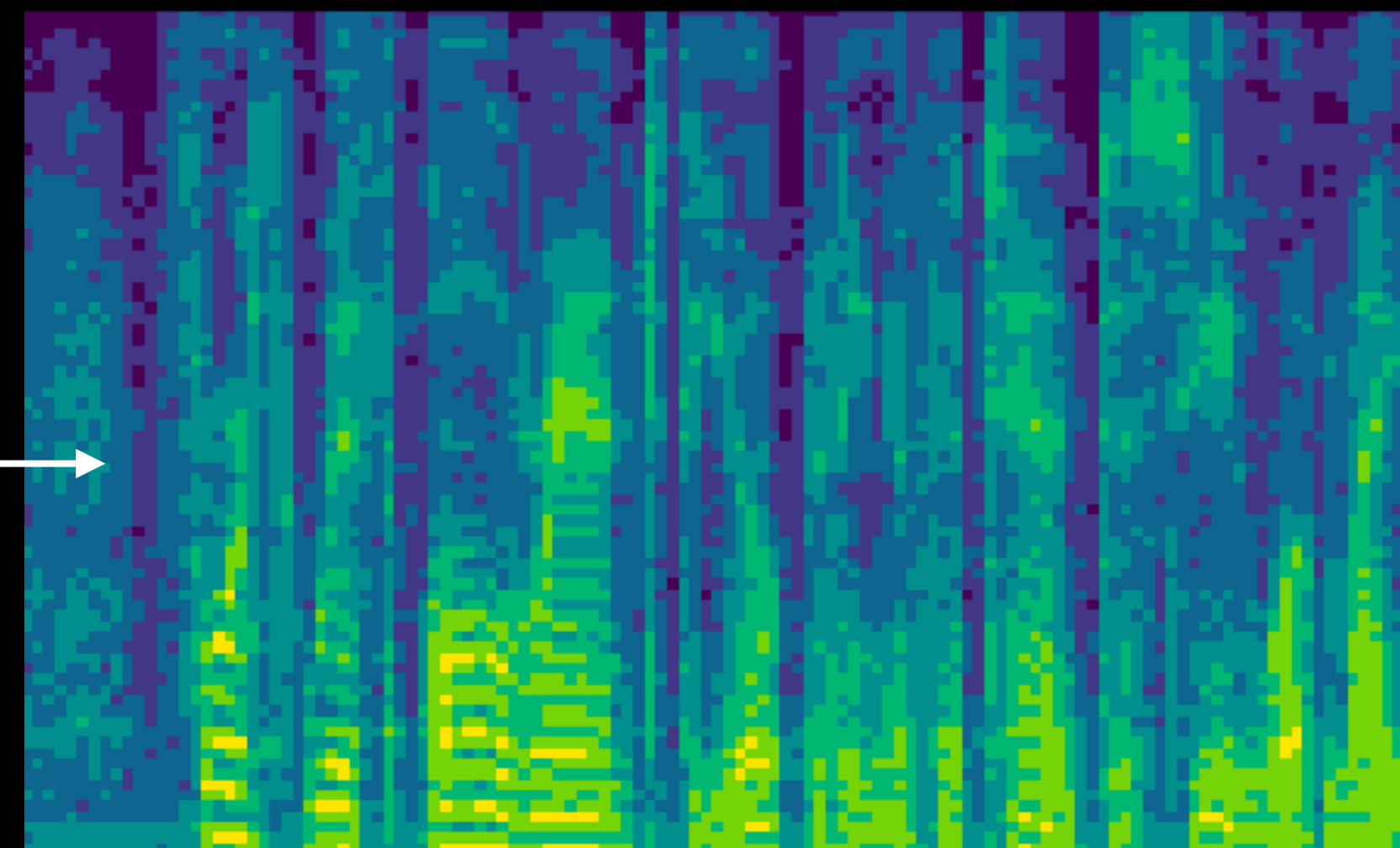
$$f' = \frac{i \cdot (max - min)}{N} + min$$

Round trip of tokenization / detokenization with dMel

Some round trip loss of resolution (like quantization)



→ tokenize → detokenize →



Why would you do something so trivial ?

Mel spectral are grounded in the human perceptual bias

- Can be computed from any raw wave (even 8K telephony recordings)
- Do not depend on an encoder

Can be converted back to raw waveforms with any off the shelf

Mel-spectral vocoder

- Can we reconstruct back the original speech with good enough fidelity ?

Quantized mel spectrograms preserve content

Measure Word Error Rate on reconstructed speech using a good ASR model

	Encoder Size	Decoder Size	Frame Rate (Hz)	WER
GroundTruth				2.02
HuBERT+KMeans	95M	111M	50	8.71
EnCodec	7M	7M	75	2.03
SpeechTokenizer	65M	34M	50	2.41
Mel + HifiGAN Vocoder	n/a	12M	80	2.08
dMel + HifiGAN Vocoder	n/a	12M	80	2.11

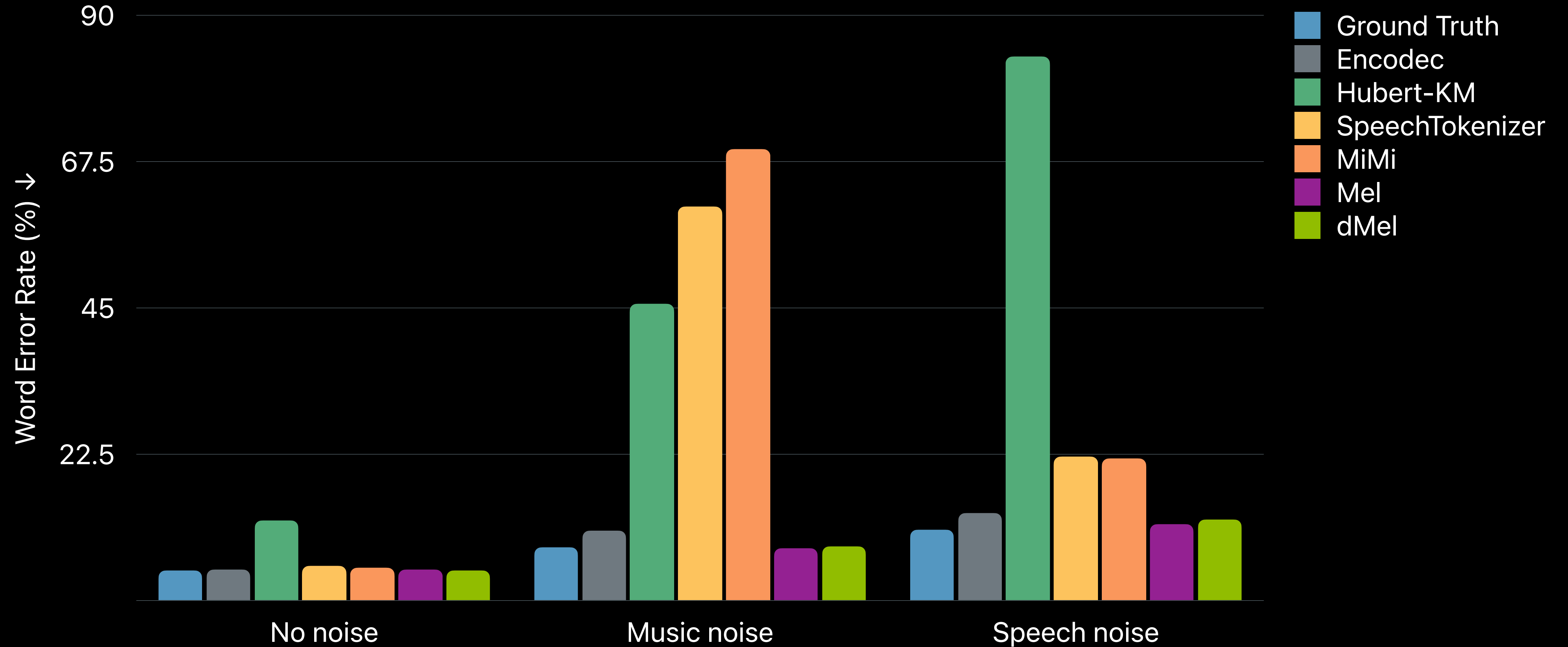
Quantized mel spectrograms preserve style / quality

Mean Opinion Score (MOS) of reconstructed speech assessed by raters

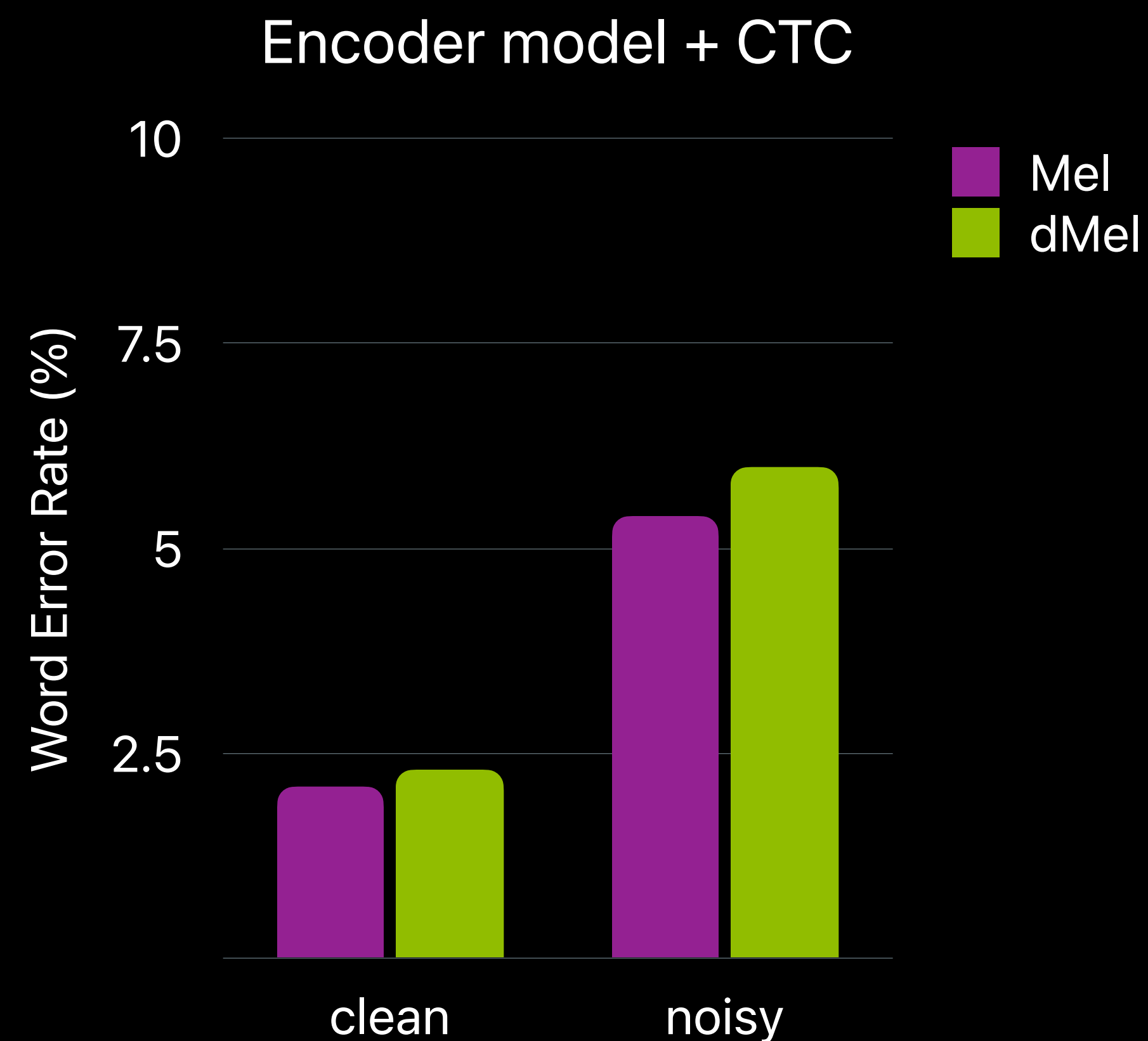
	Encoder Size	Decoder Size	Frame Rate (Hz)	WER	MOS
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HuBERT+KMeans	95M	111M	50	8.71	2.78
EnCodec	7M	7M	75	2.03	3.77
SpeechTokenizer	65M	34M	50	2.41	3.89
Mel + HifiGAN Vocoder	n/a	12M	80	2.08	3.85
dMel + HifiGAN Vocoder	n/a	12M	80	2.11	3.73

Mel and dMel are robust representations

Measure Word Error Rate on reconstructed speech using a good ASR model

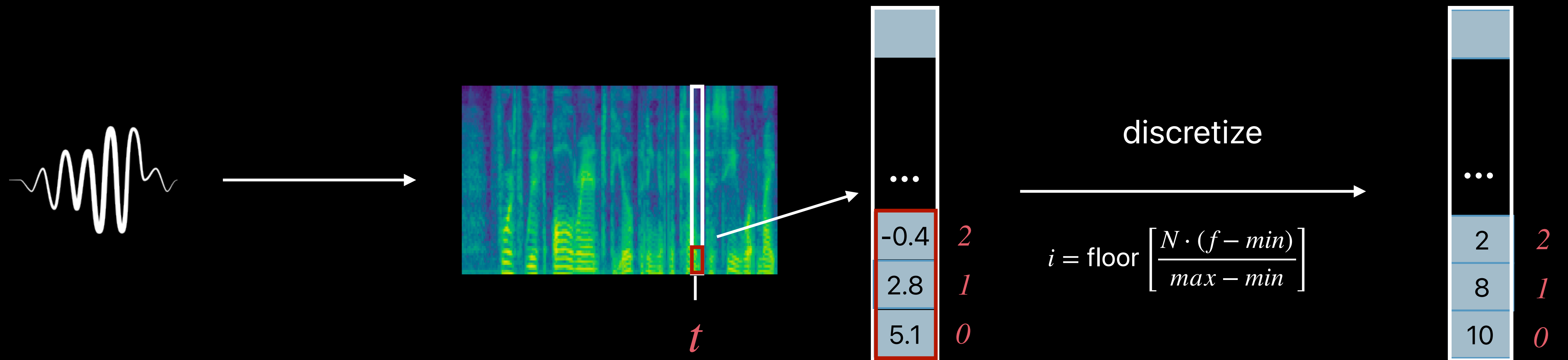


dMel is as good as Mel as inputs to conventional ASR models



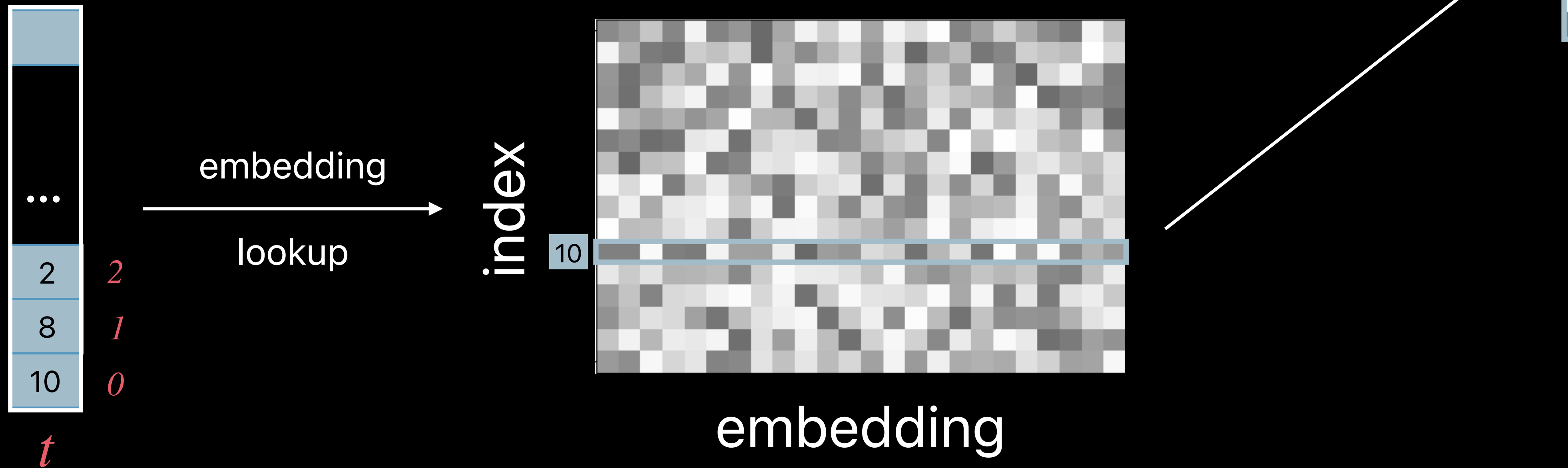
Embedding dMel

Discretize each frequency bin into indices 1-18 using minimum and maximum values



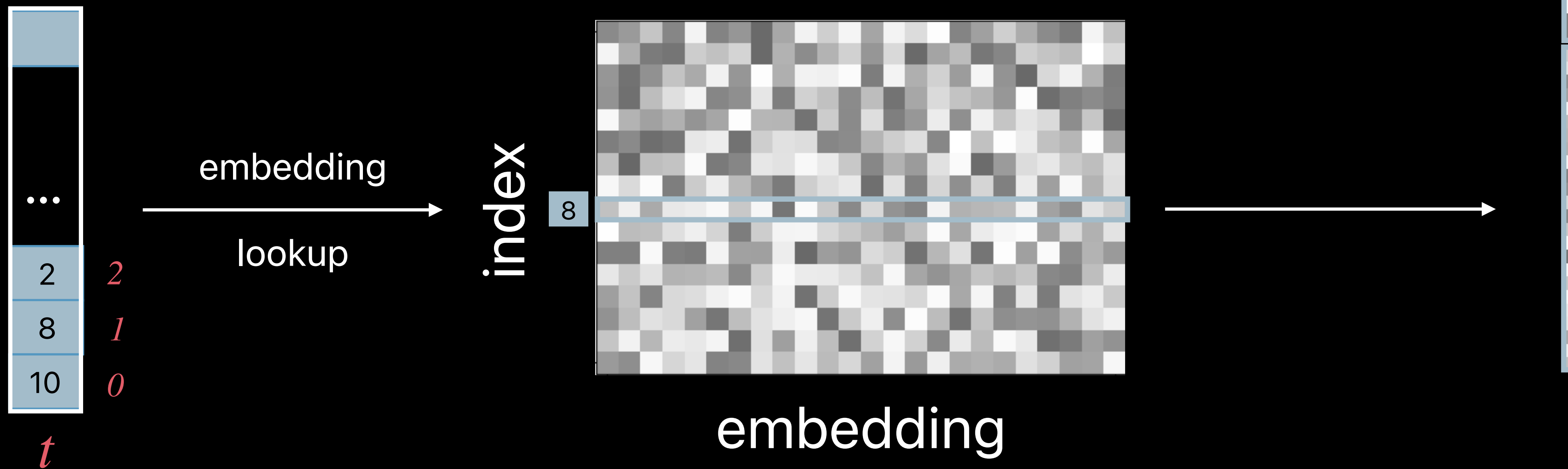
Embedding dMel

Embed each frequency bin and stack the embeddings



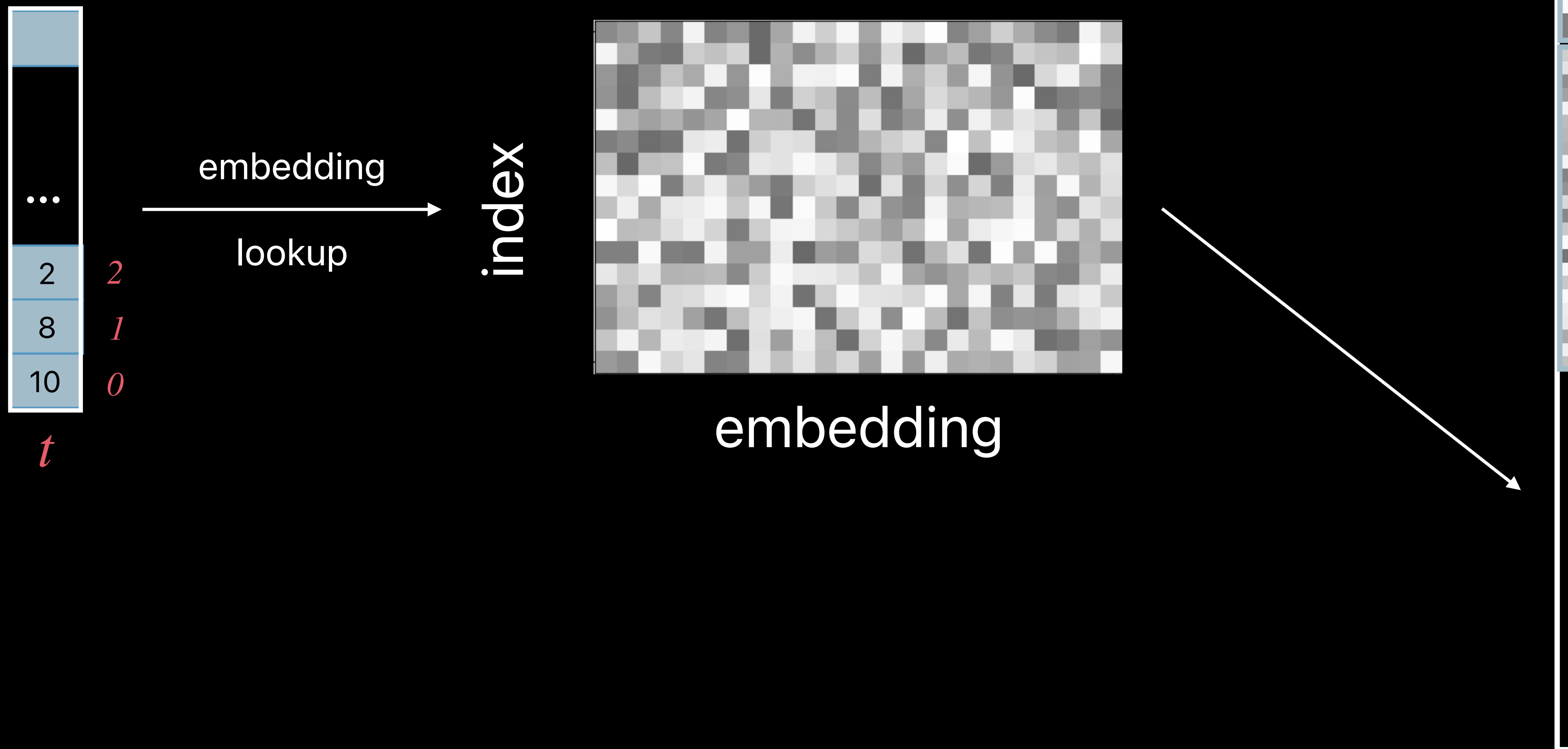
Embedding dMel

Embed each frequency bin and stack the embeddings



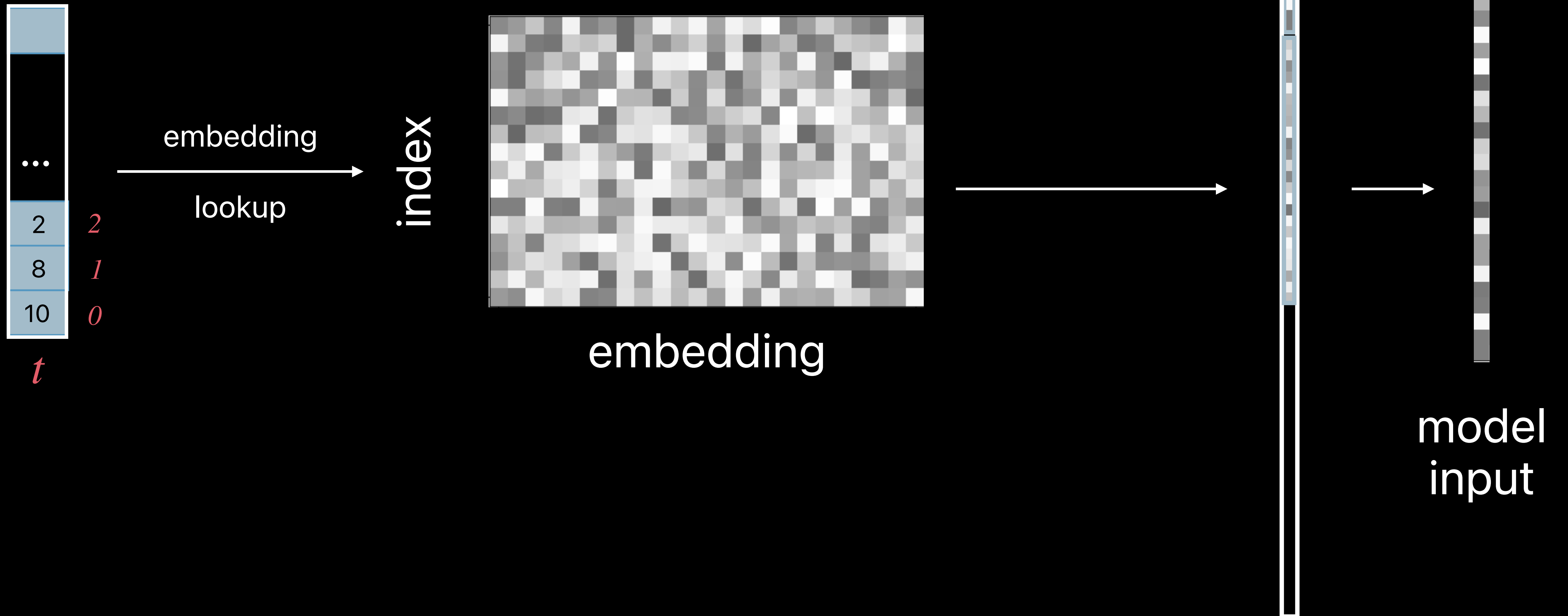
Embedding dMel

Embed each frequency bin and stack the embeddings



Embedding dMel

Embed each frequency bin and stack the embeddings



Predicting dMel

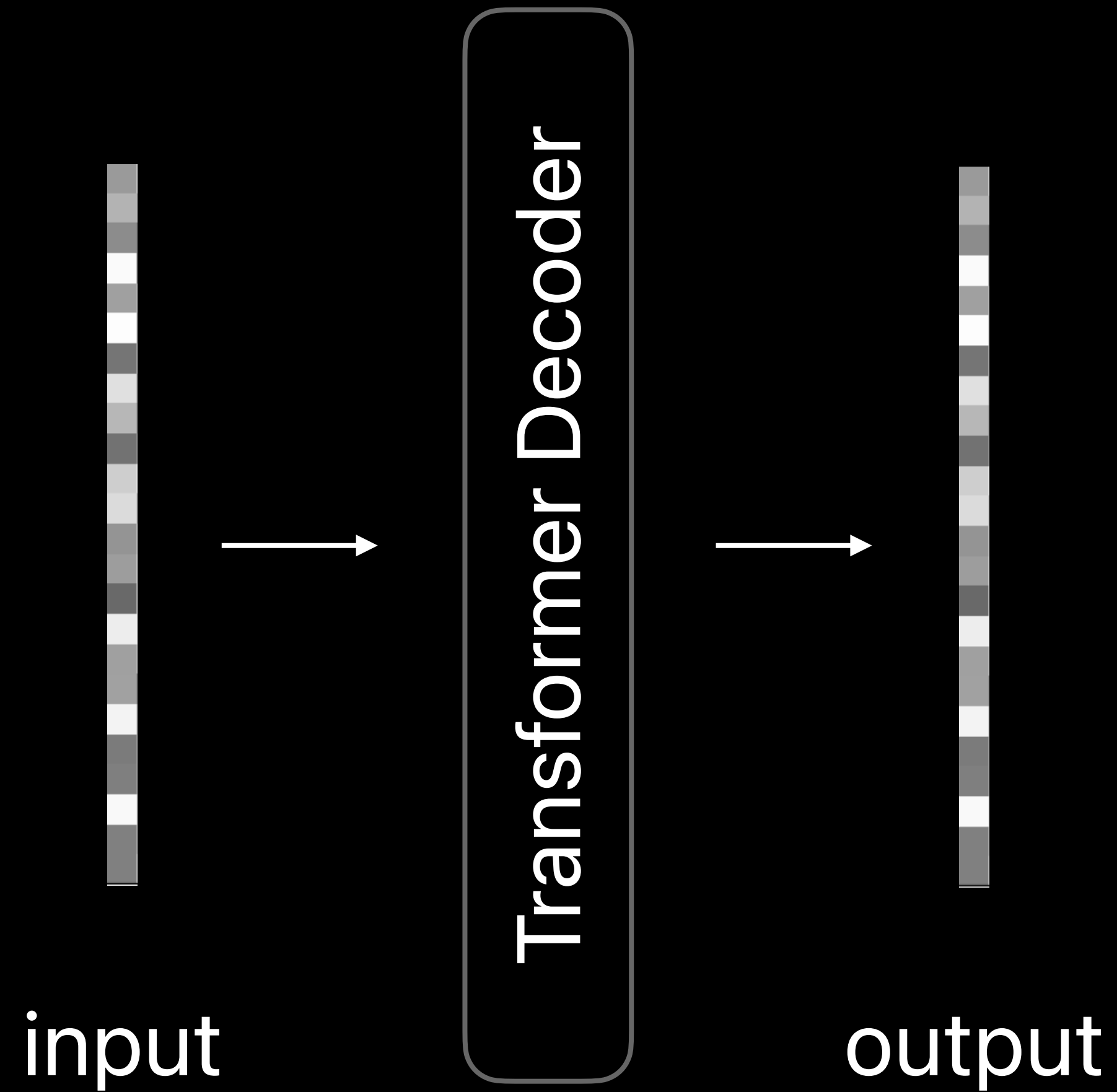
Predict all mel bins for a time step in parallel



input

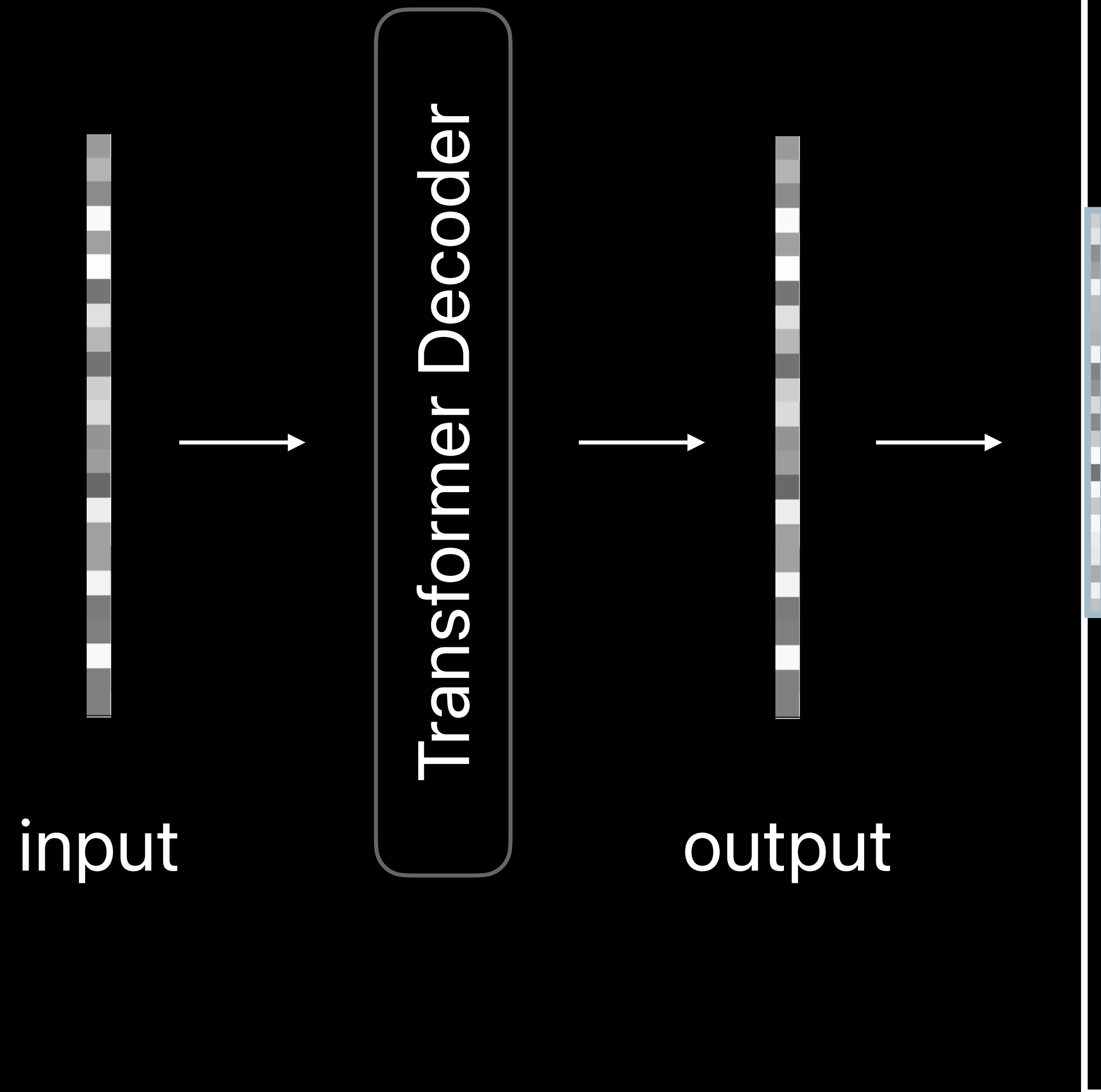
Predicting dMel

Predict all mel bins for a time step in parallel



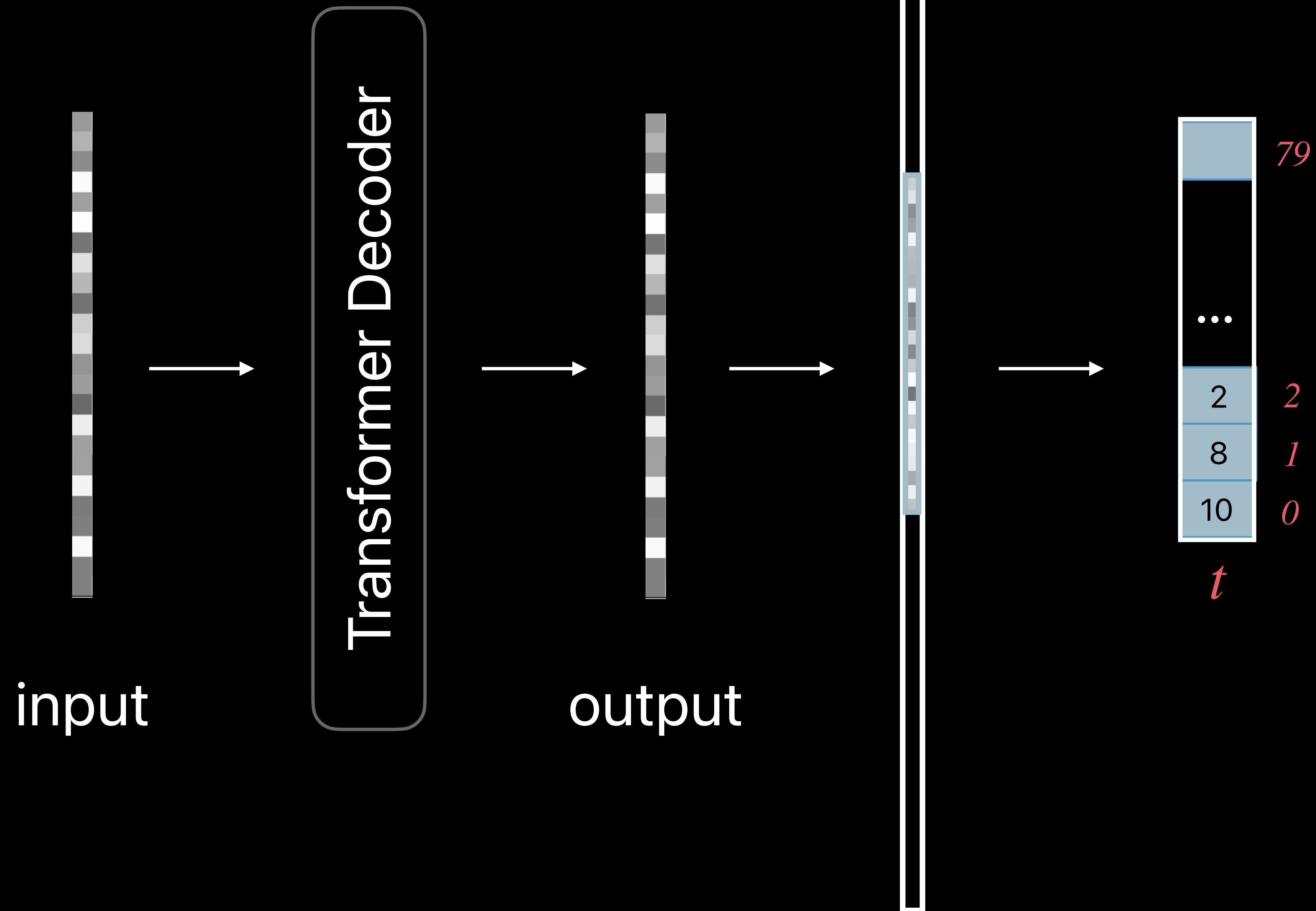
Predicting dMel

Predict all mel bins for a time step in parallel

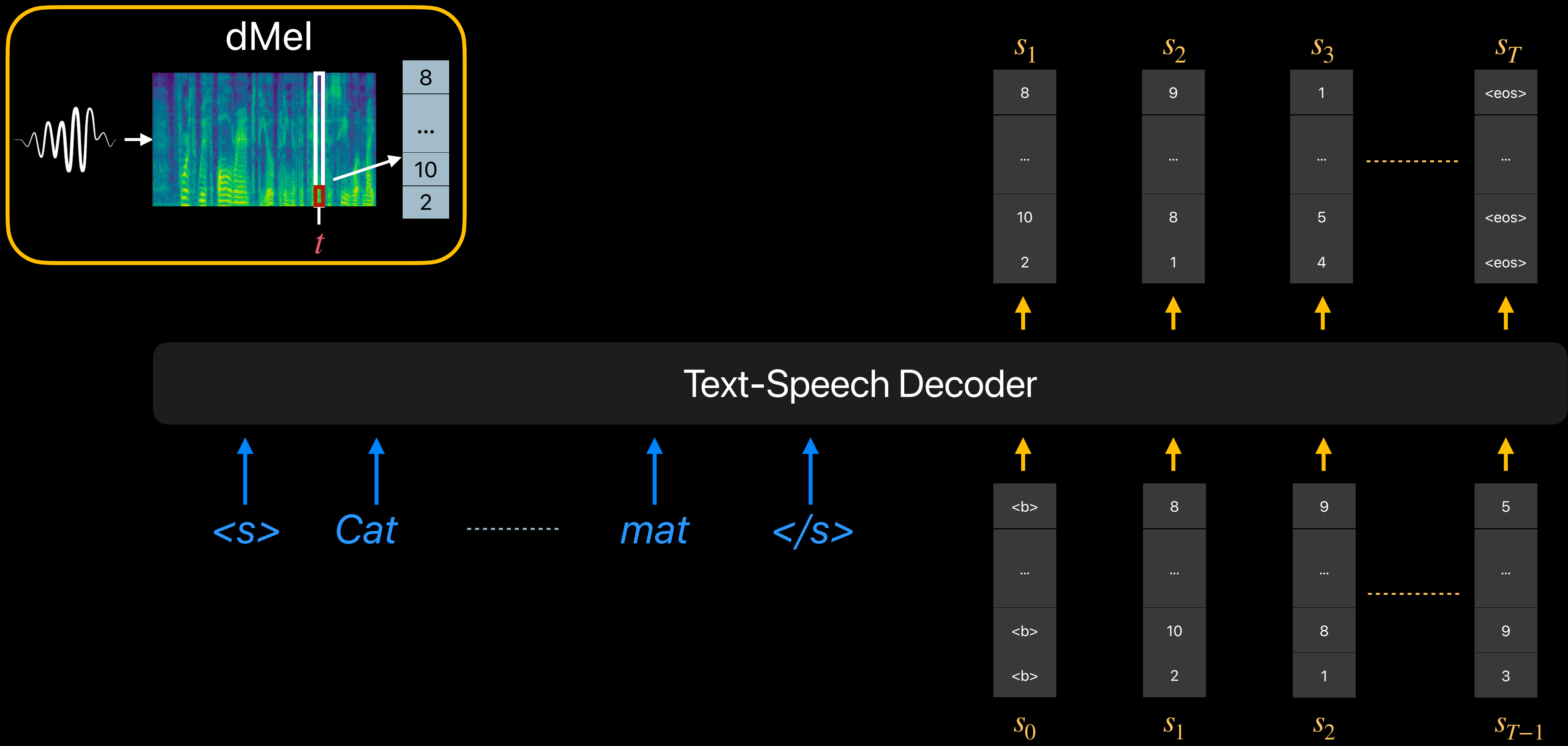


Predicting dMel

Predict all mel bins for a time step in parallel



RichTTS — decoder only text to speech model with dMel



Why should independently predicting channels work ?

Independent channels represent redundant predictions

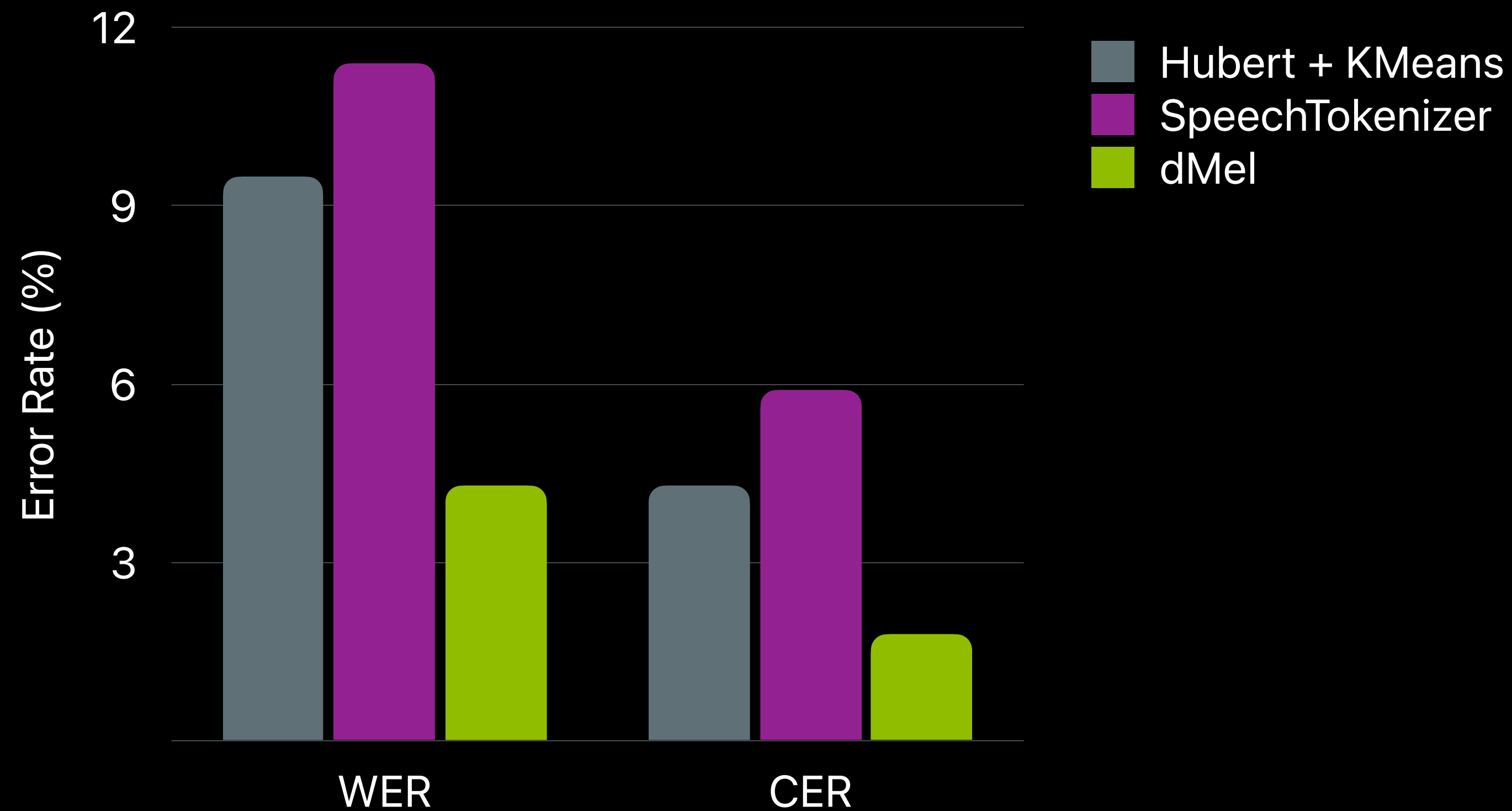
Mistakes in different channels at one time-step can be corrected by the transformer model in the next step by bringing the prediction back to the manifold

Easier when channels are less intertwined, as is in the case with dMel, compared to complicated tokenizations

RichTTS results with different tokenizers

Assess WER of synthetic data with whisper ASR model

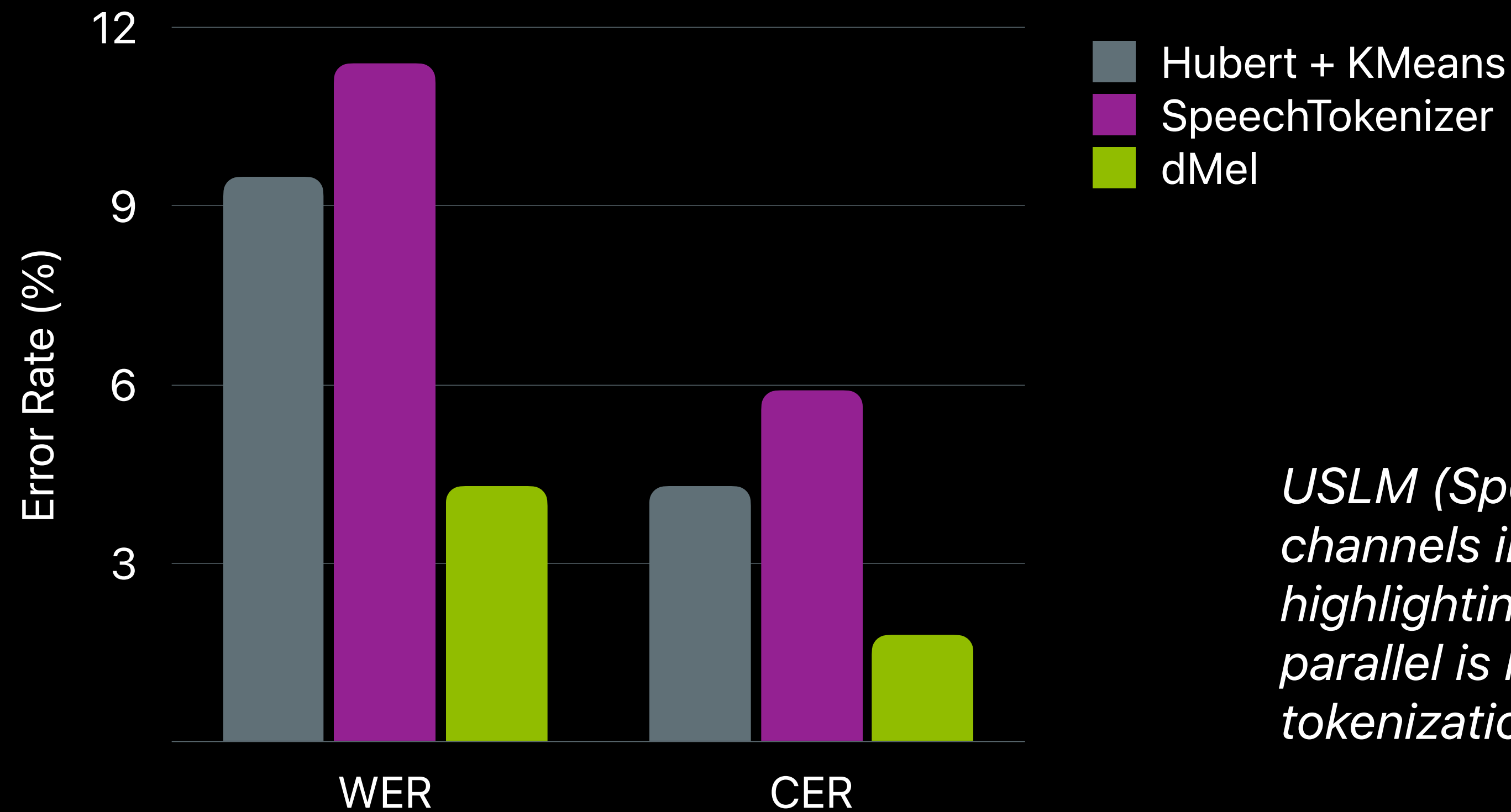
255M parameters; training on LibriSpeech



RichTTS results with different tokenizers

Assess WER of synthetic data with whisper ASR model

255M parameters; training on LibriSpeech



USLM (SpeechTokenizer) does not predict channels in parallel and achieves 6.5 highlighting that predicting channels in parallel is harder for more complicated tokenizations

What about bit-rates of the code ?

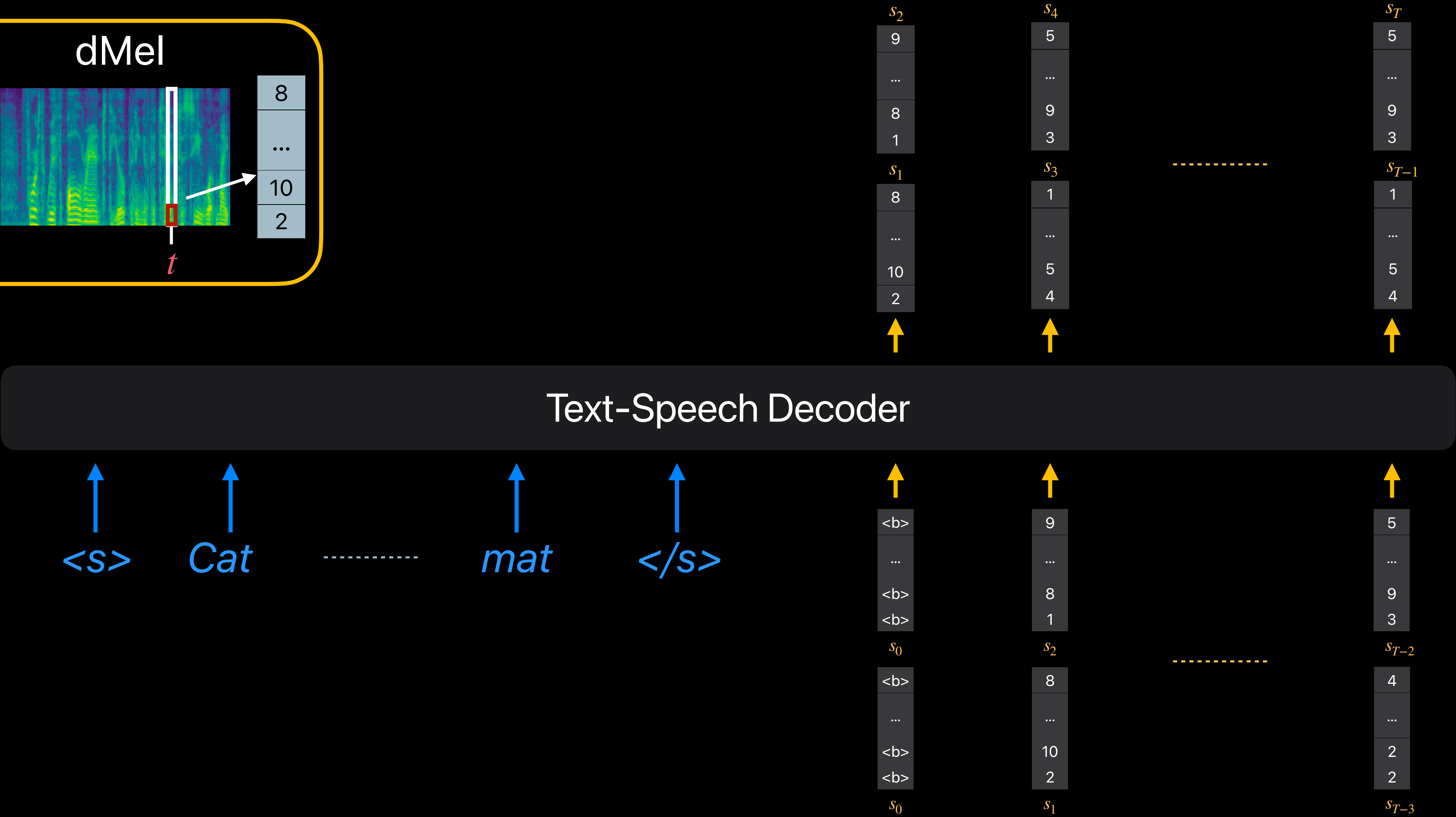
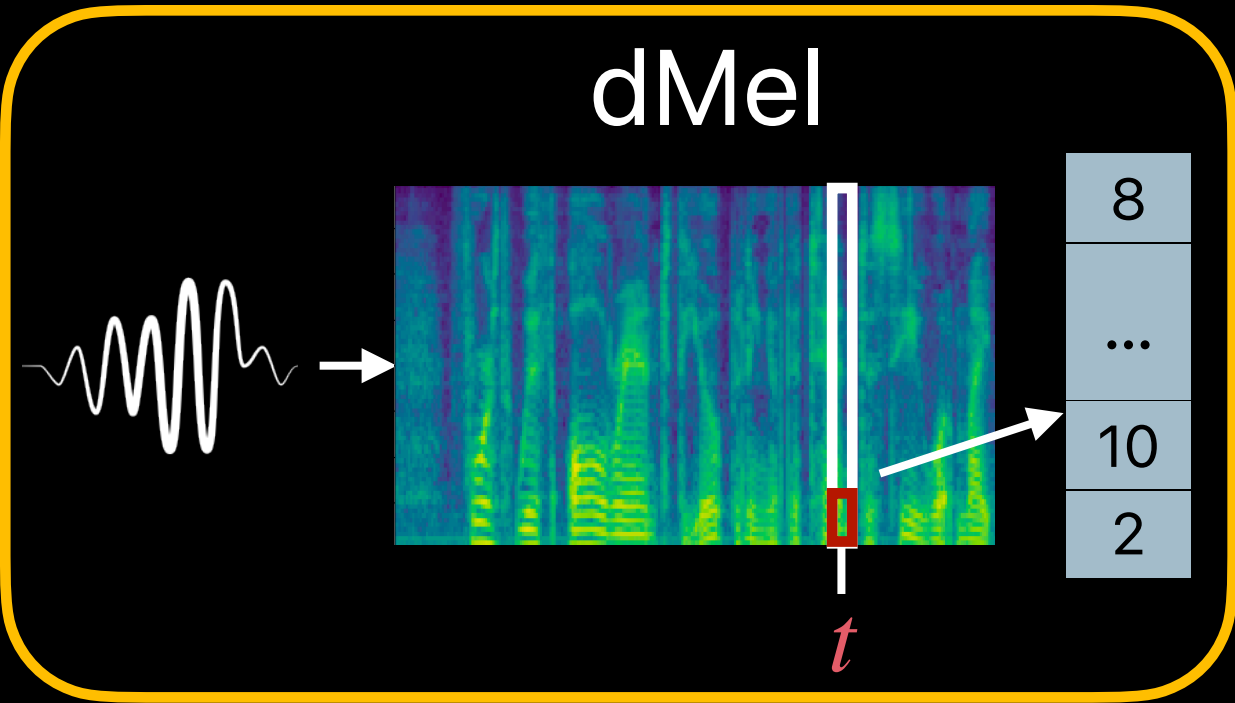
Higher bit-rate because of more codes

But much fewer time steps of modeling because all the channels are embedded together

- Transformer time step modeling is much more intensive than bit-rate of coding when it comes to efficiency

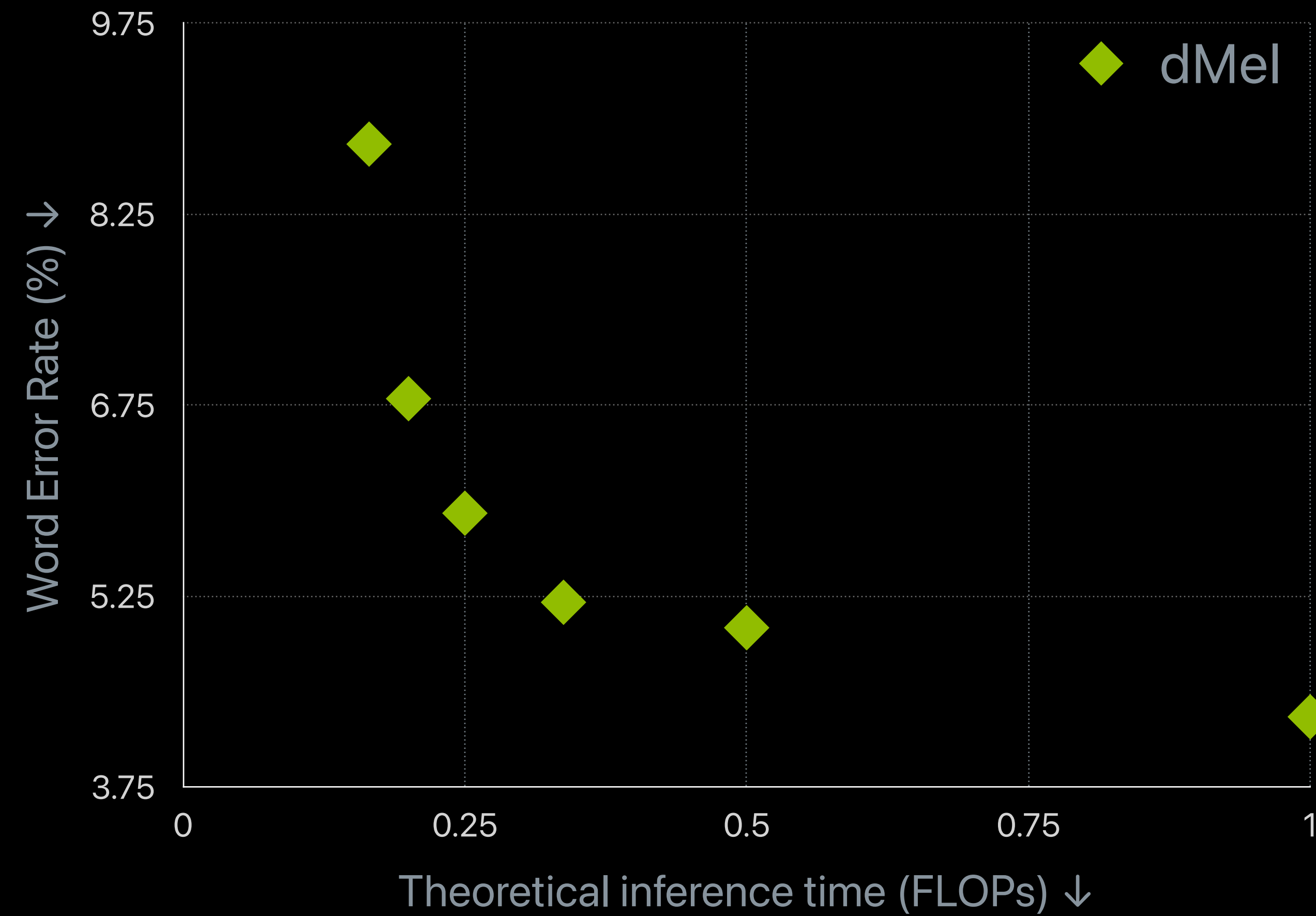
Can we can go much further, and reduce the number of time steps of modeling even more ?

Predict multiple frames in parallel



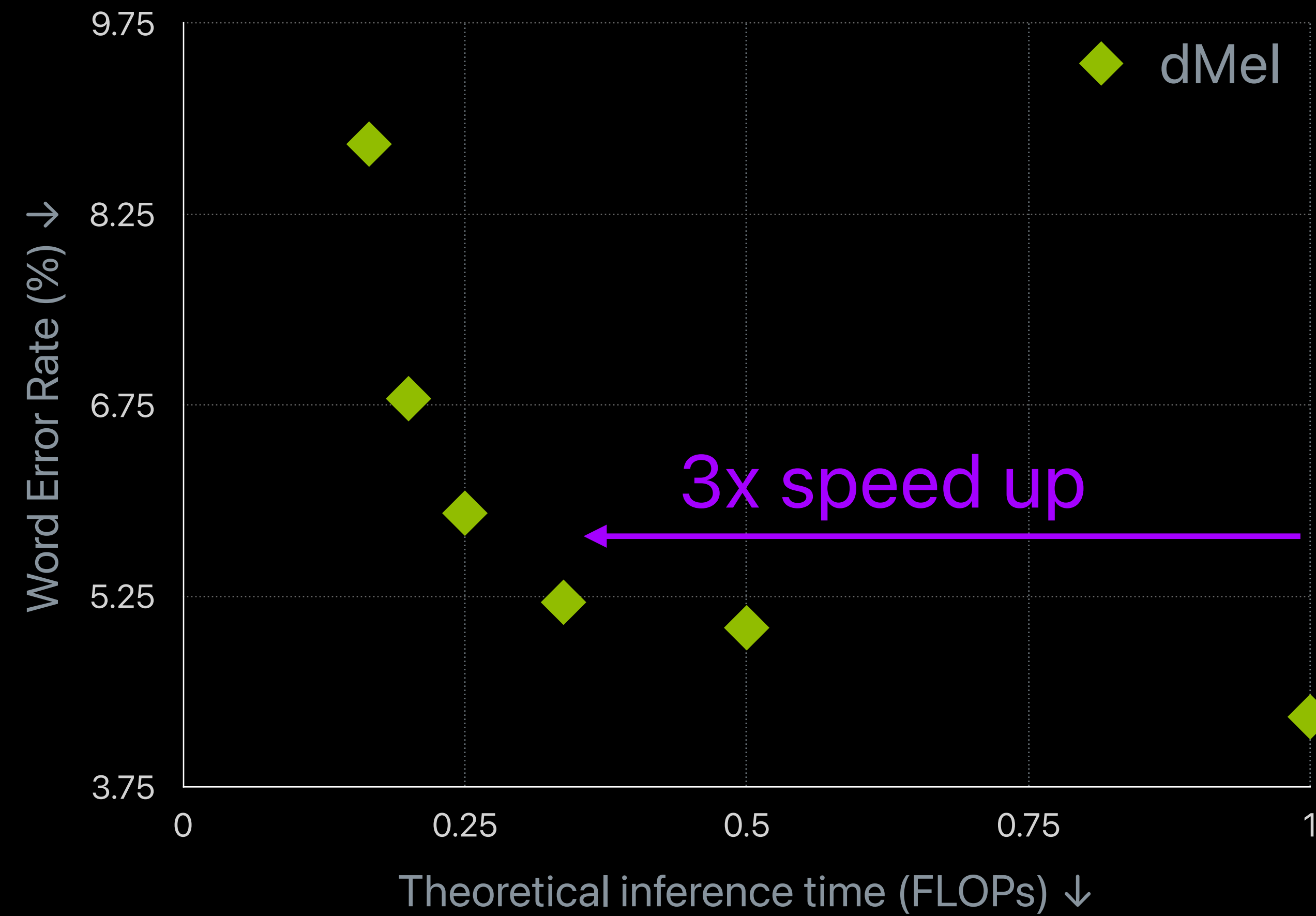
Predict multiple frames in parallel

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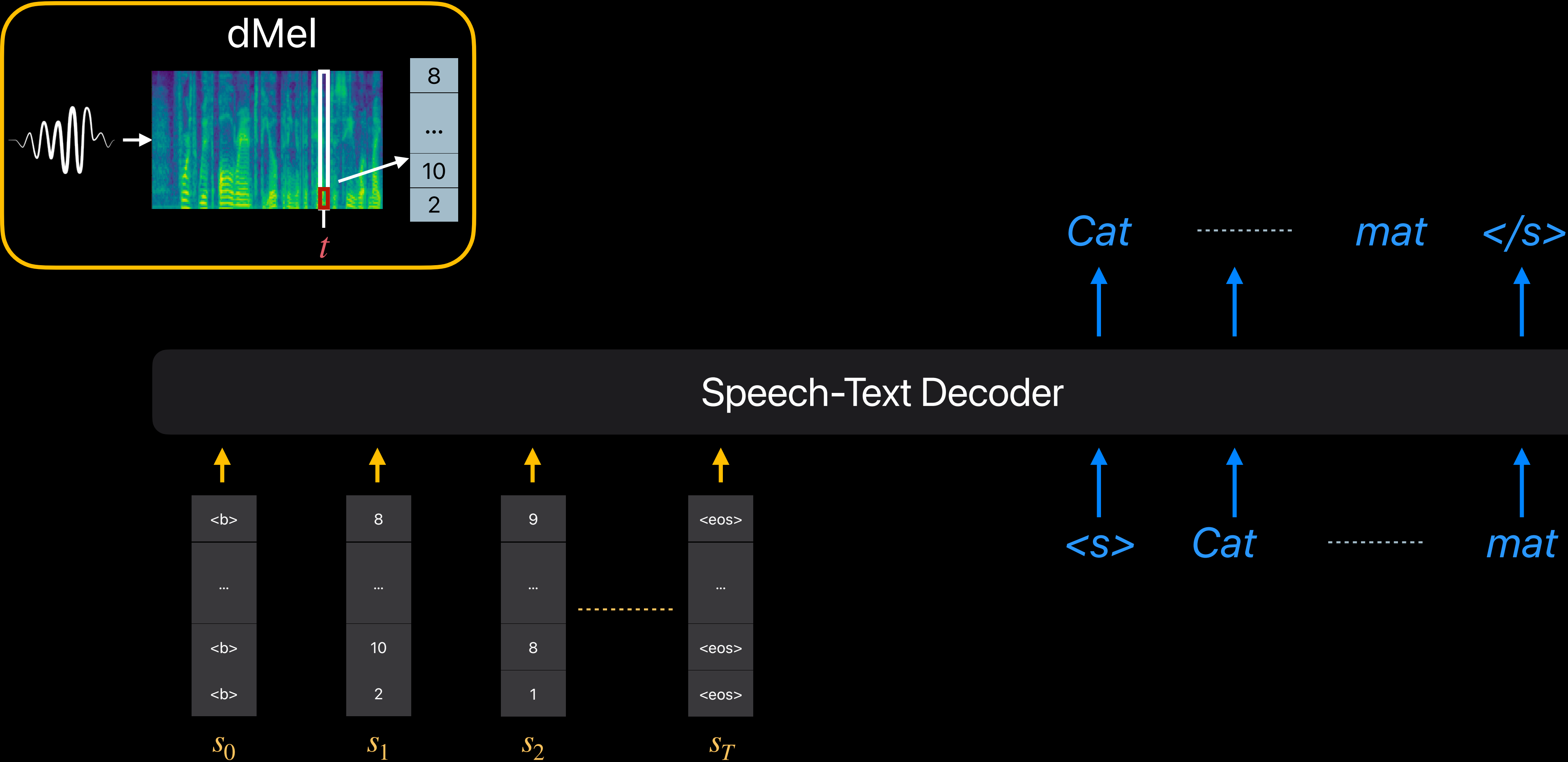


Predict multiple frames in parallel

Assess WER of synthetic data with whisper ASR model



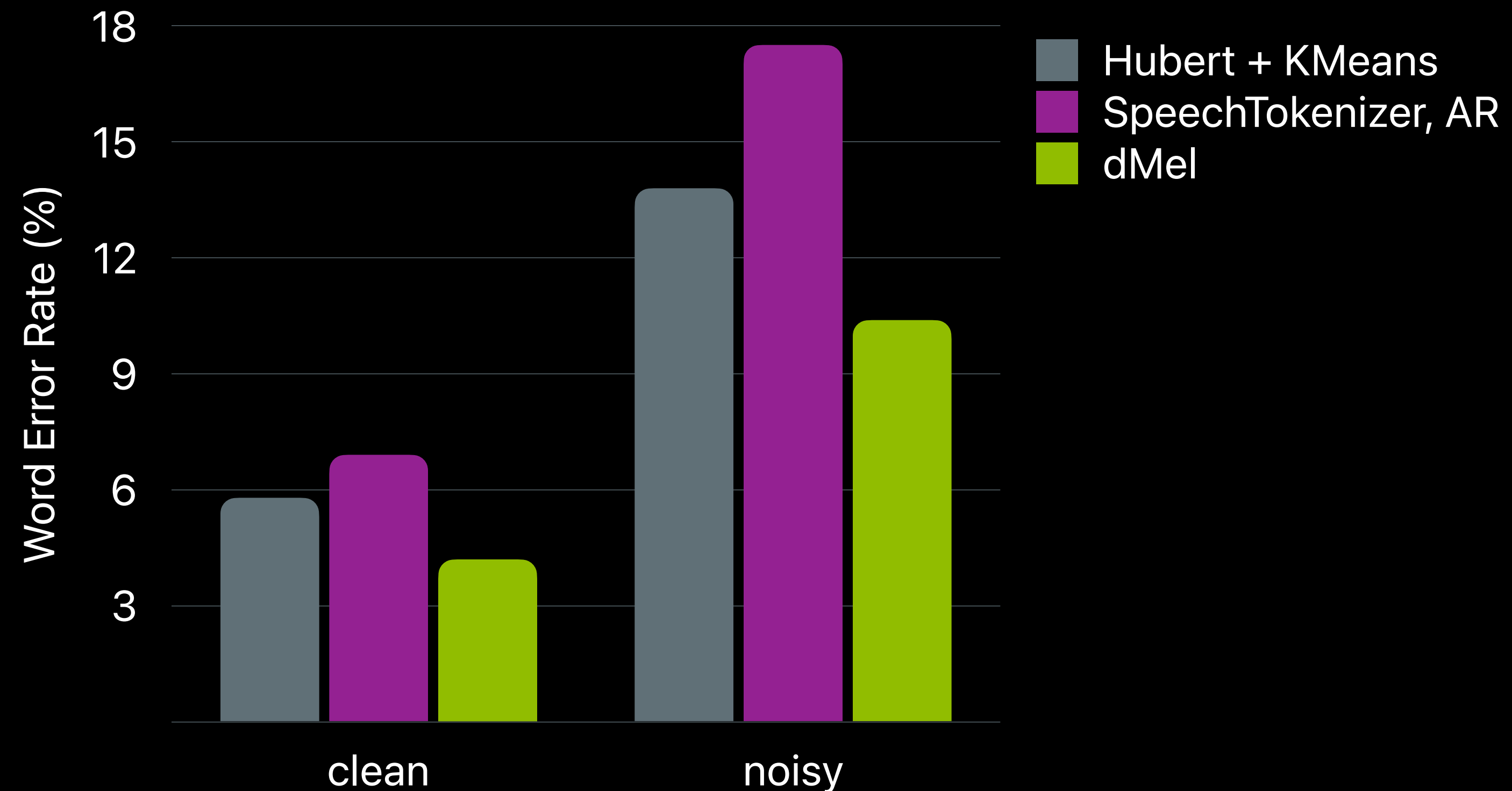
RichASR — decoder only speech to text model with dMel



RichASR results with different tokenizers

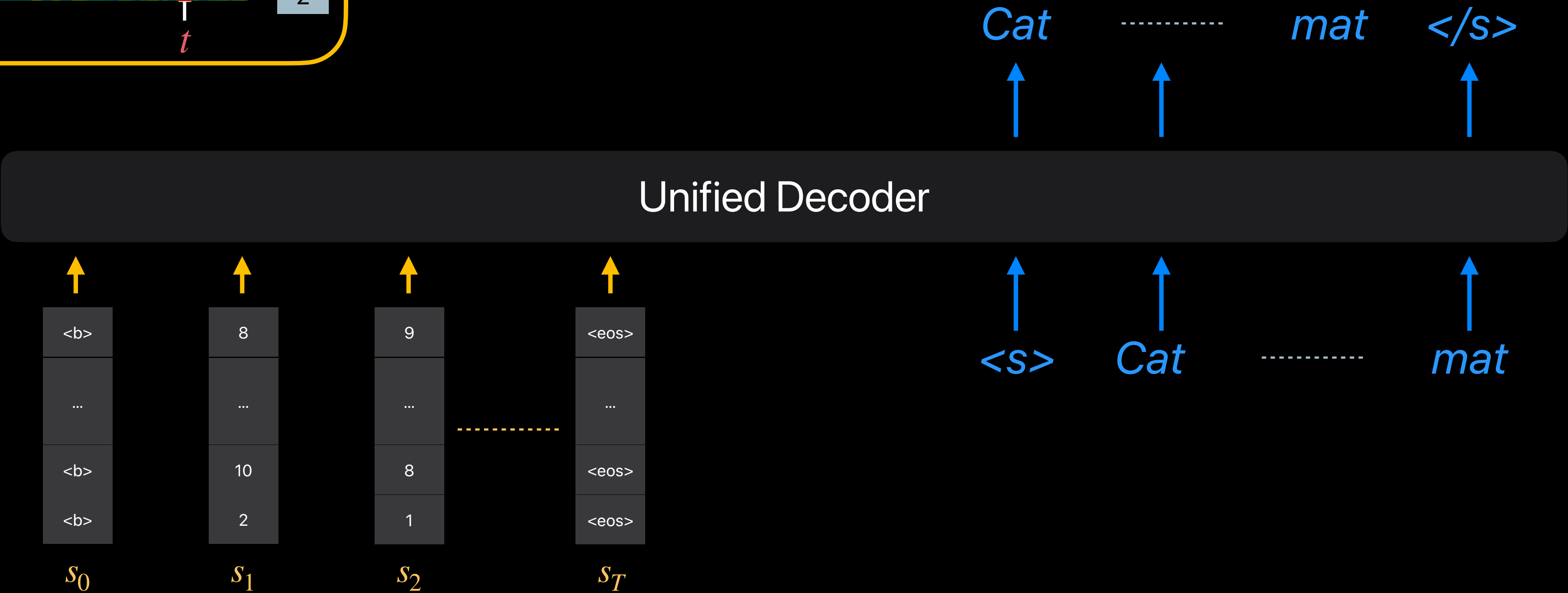
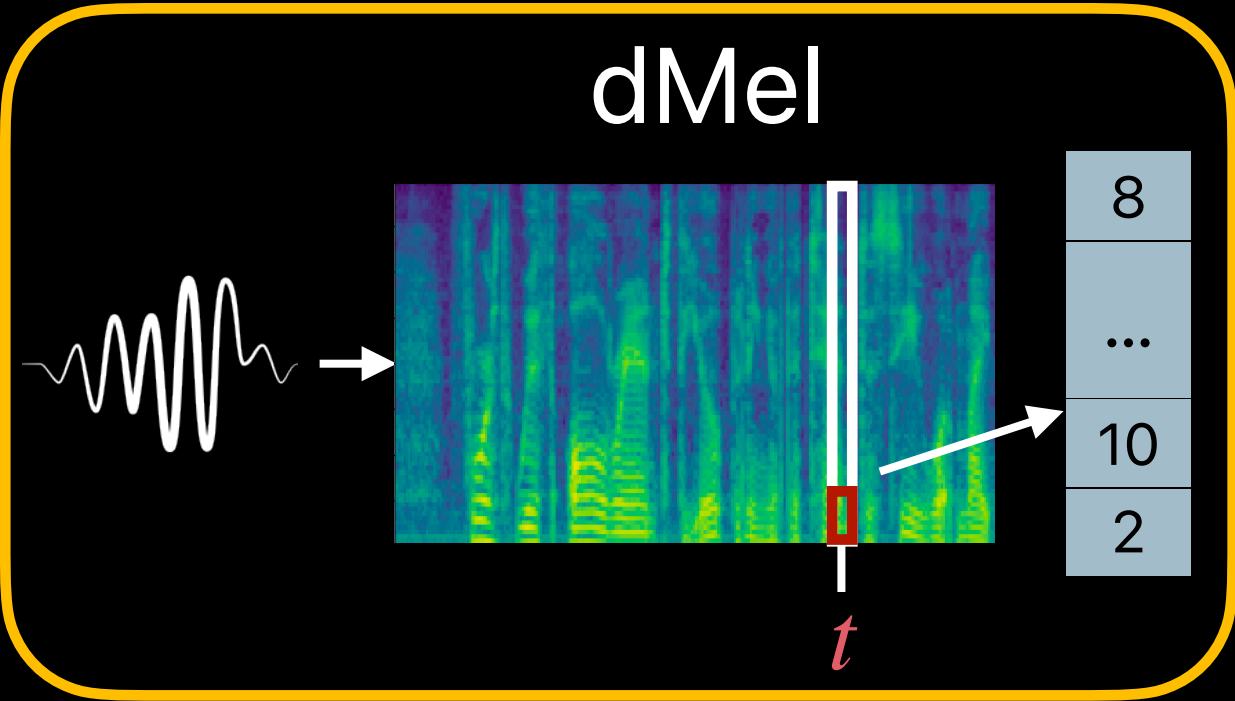
dMel is able to achieve good results, probably because it is able to preserve content

255M parameters; training on LibriSpeech



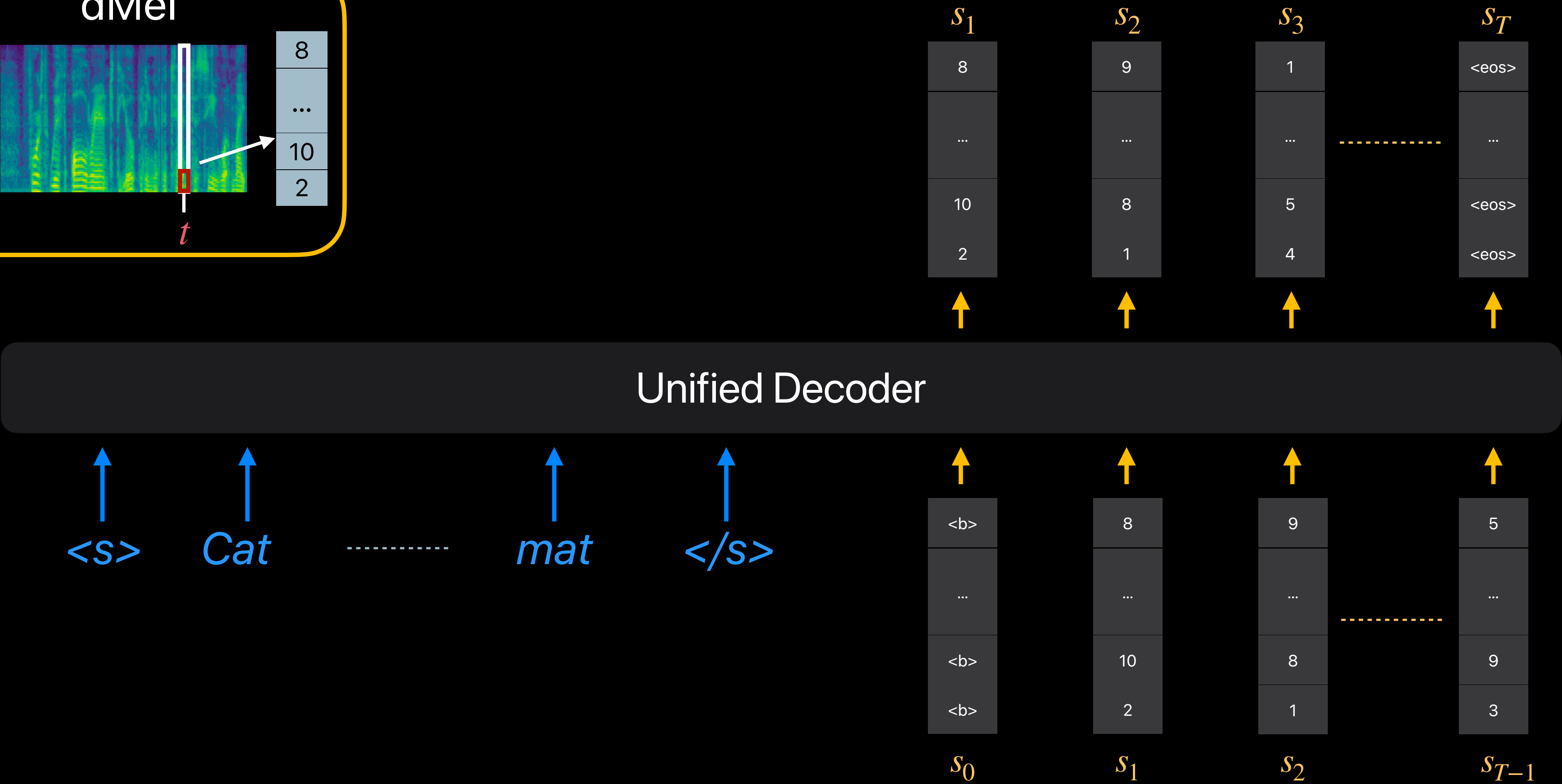
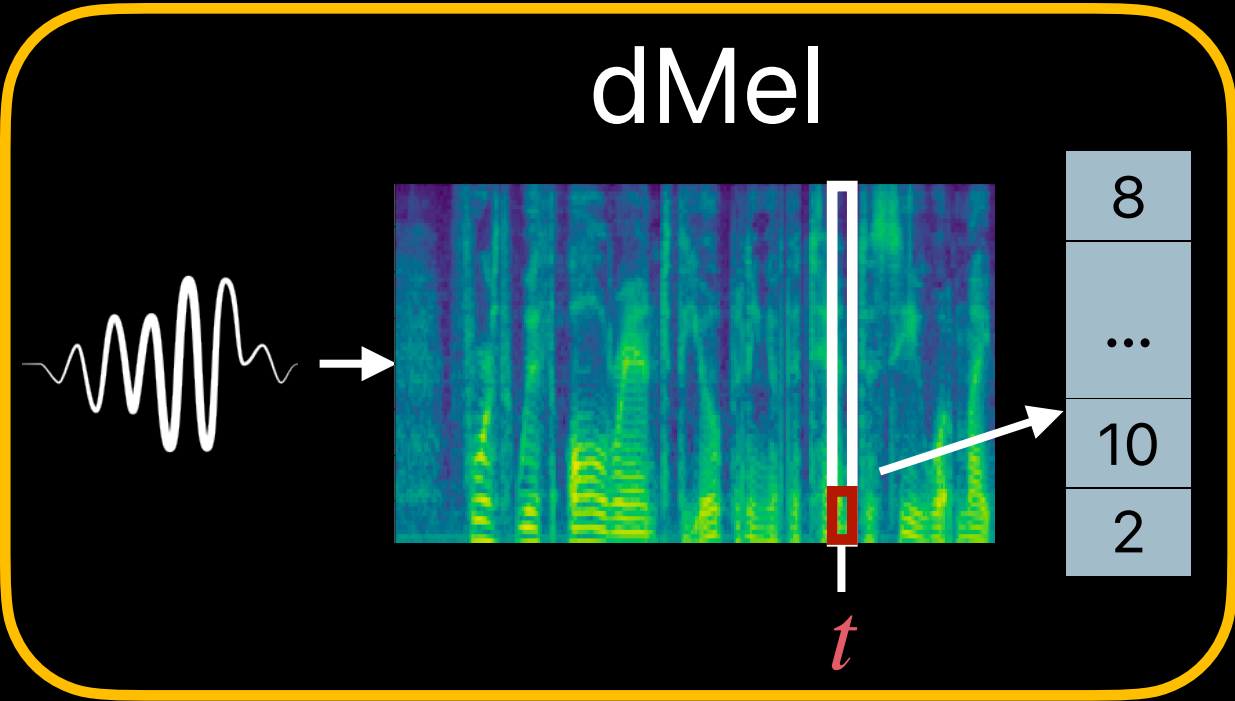
Joint decoder-only model

Speech → Text



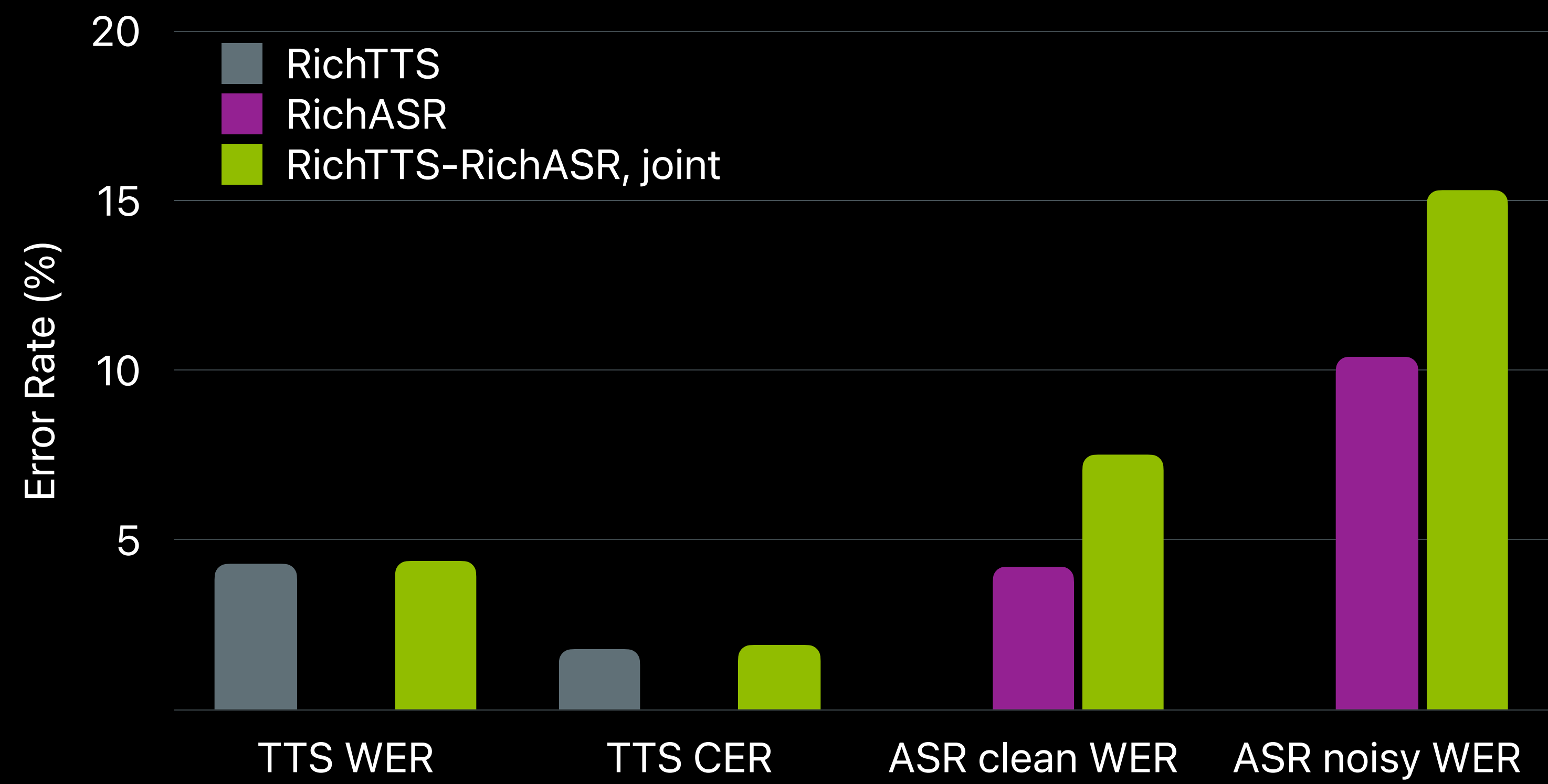
Joint decoder-only model

Text → Speech



Joint decoder-only model for both ASR and TTS

ASR seems to be under-trained



SpeakStream

Bai, H. and et al. *SpeakStream: Streaming Text-to-Speech with Interleaved Data*
<https://arxiv.org/abs/2505.19206>



Richard
Bai

Streaming TTS

Boom in systems to emulate voice-assistant interactions

- generate LLM responses to user questions
- synthesize the response to speech as soon as possible

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Need for streaming TTS with low latency

- 30ms on M4 

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Need for streaming Vocoder with low latency

- 15ms on M4 

Streaming TTS

Boom in systems to emulate voice-assistant interactions

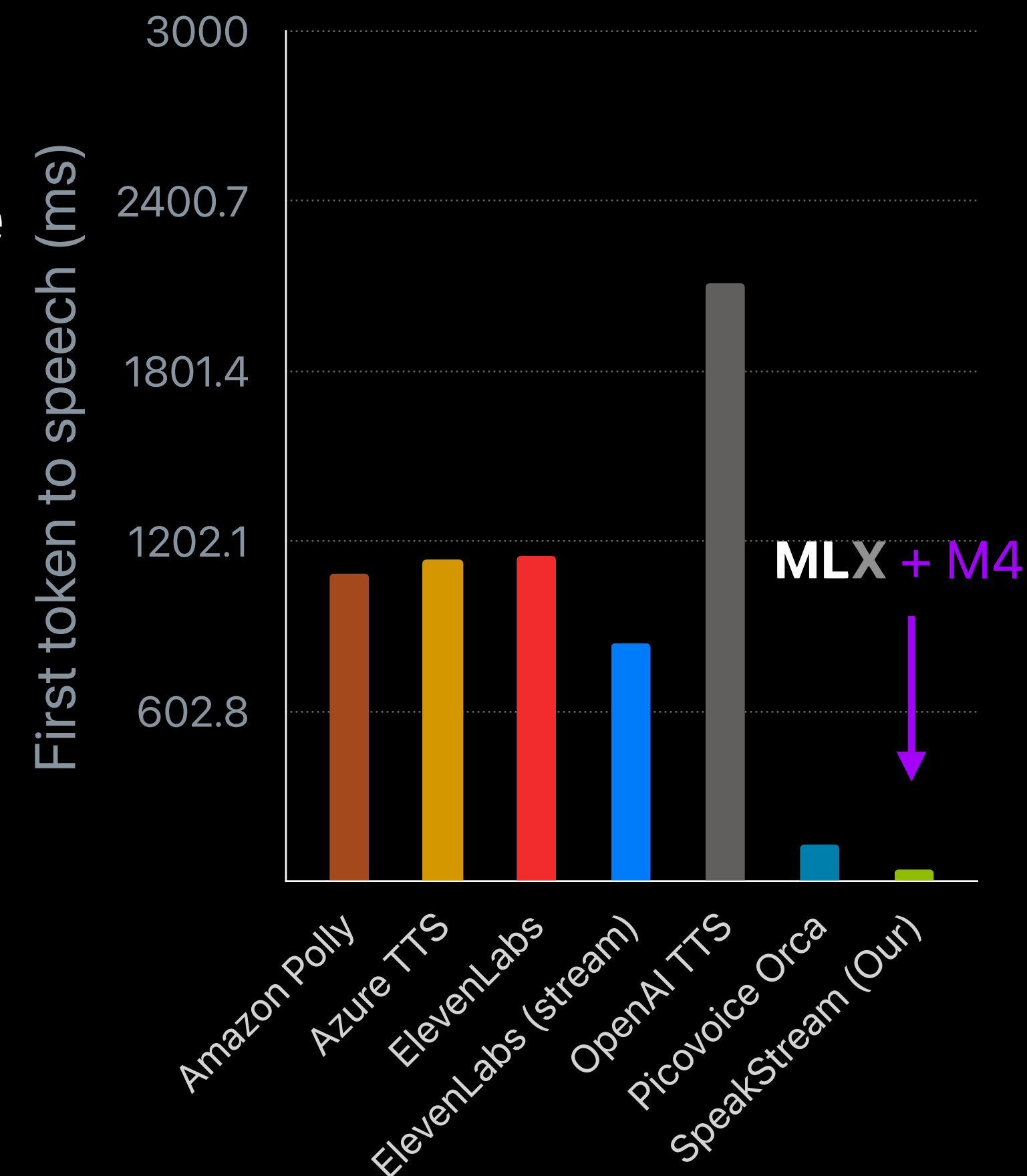
- generate LLM responses to user questions
- synthesize the response to speech as soon as possible

Need for streaming TTS with low latency

- 30ms on M4 ✓

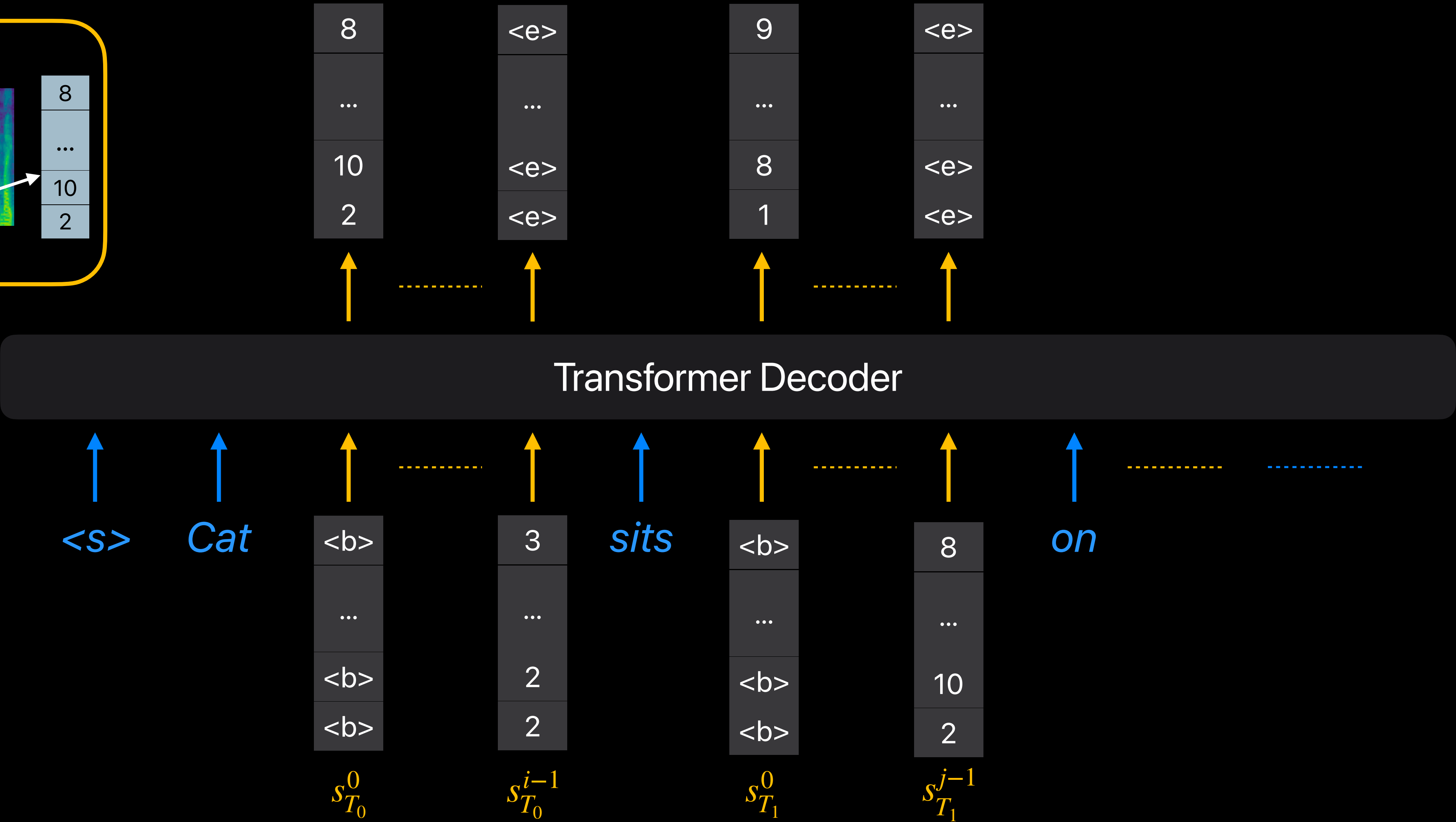
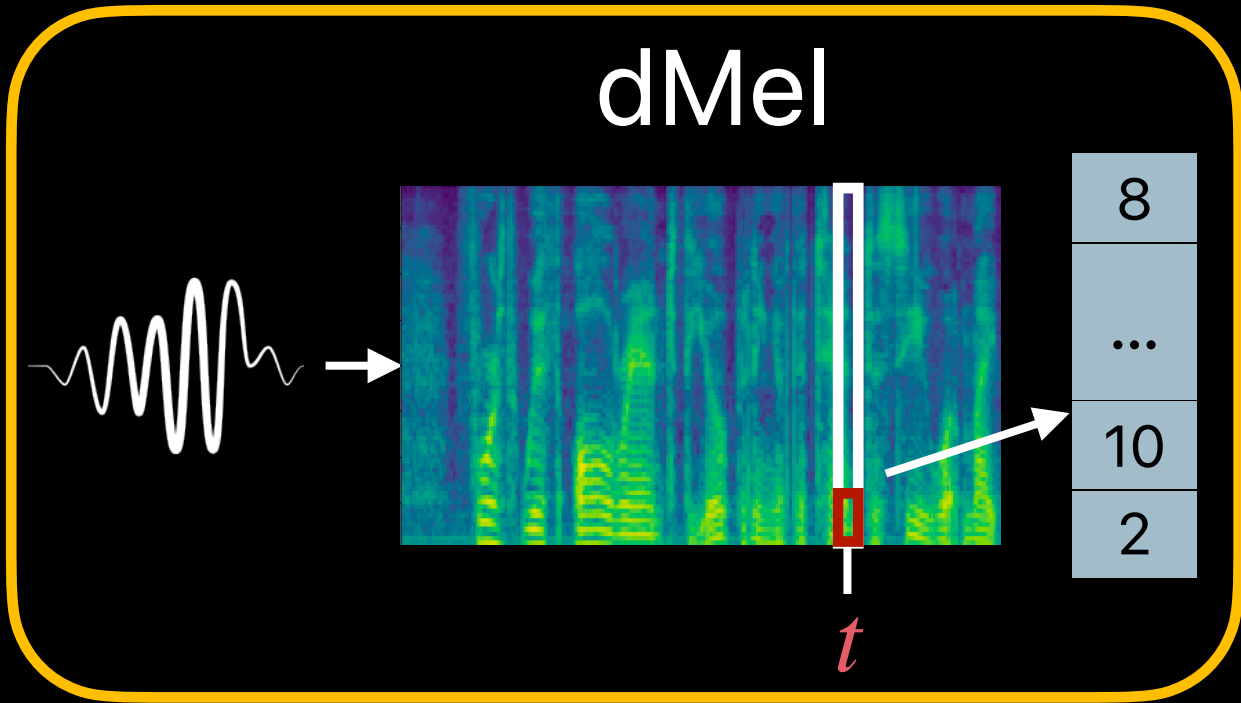
Need for streaming Vocoder with low latency

- 15ms on M4 ✓

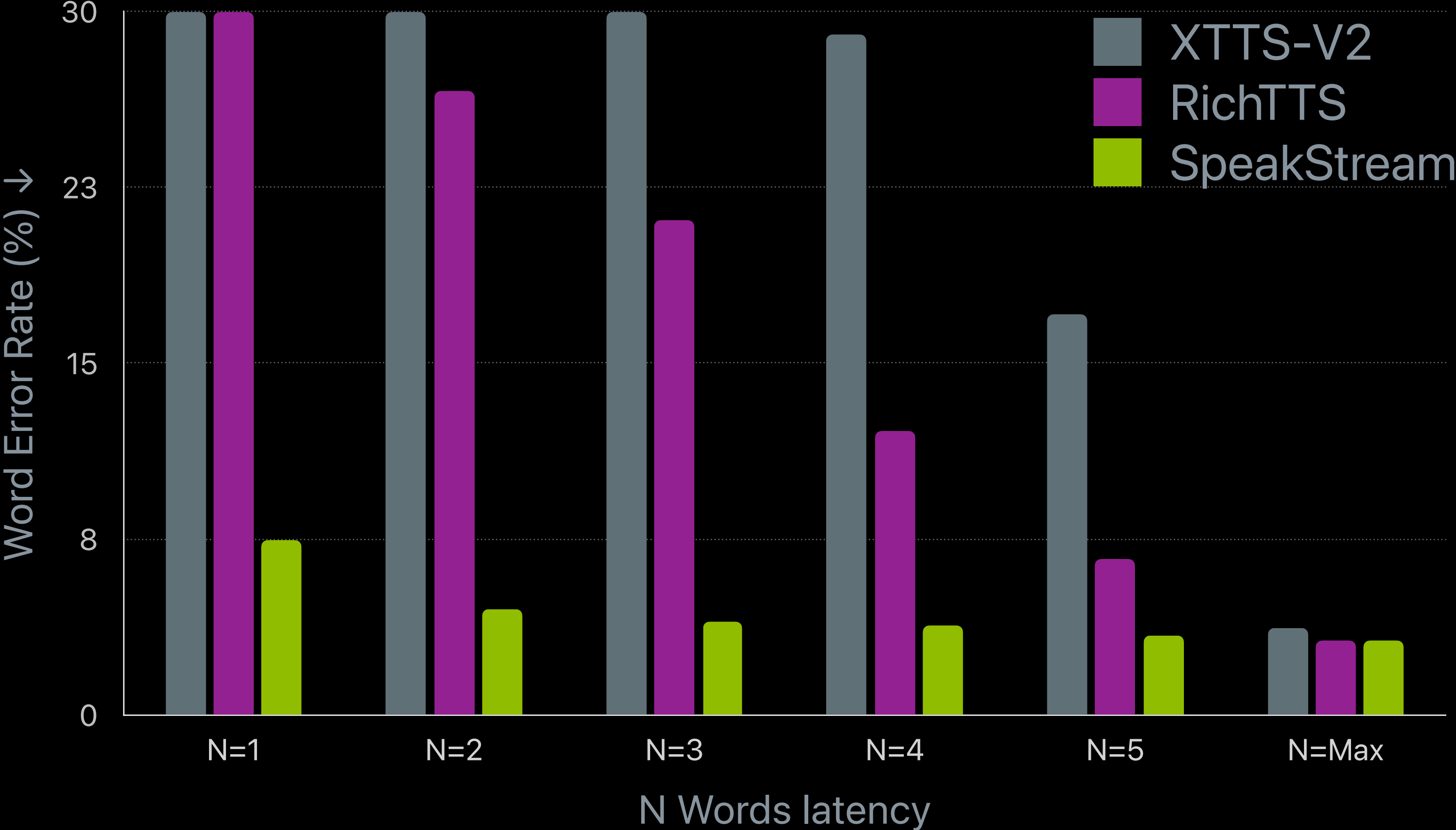


SpeakStream : LLM inspired streaming TTS on dMel

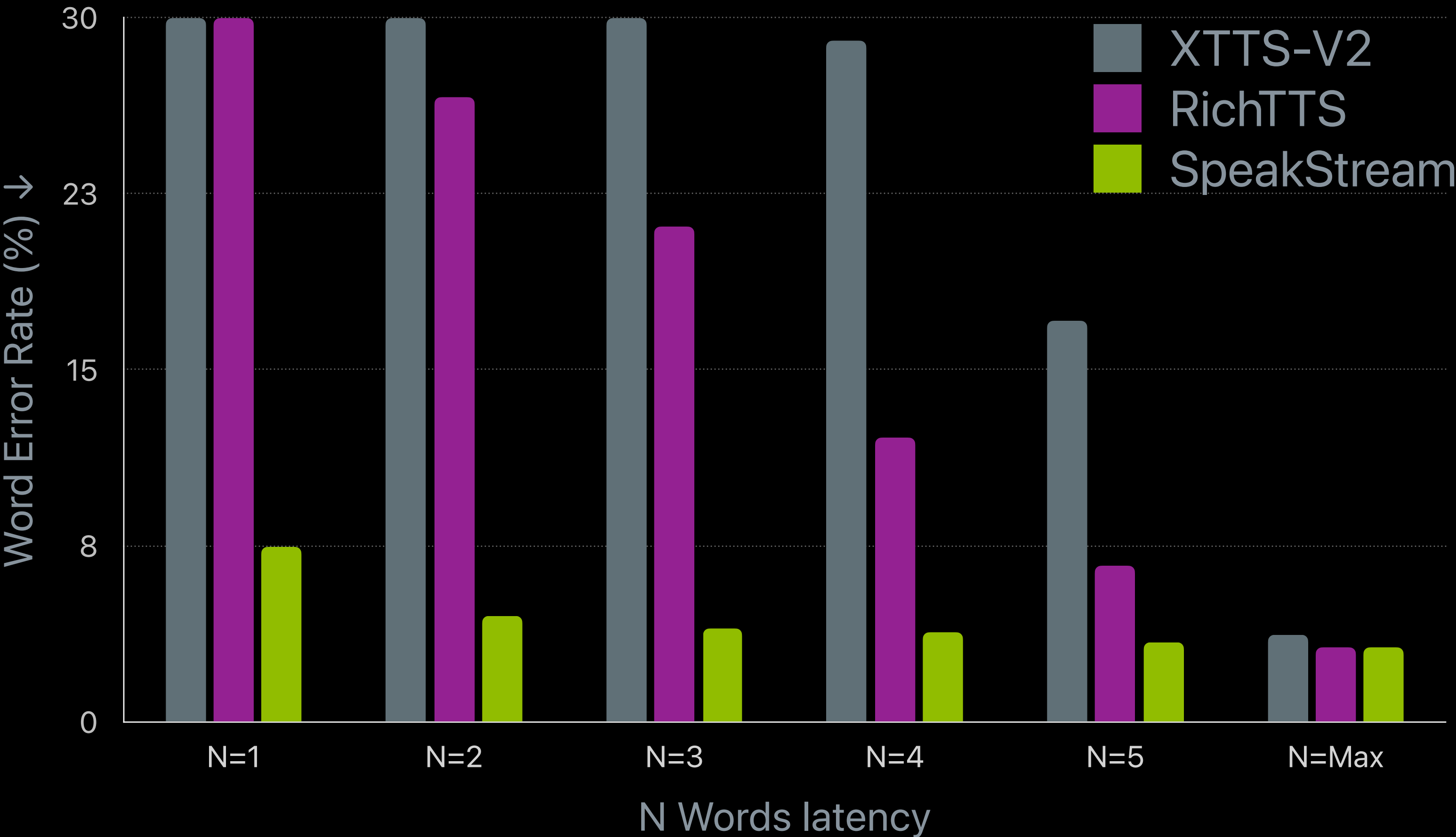
Interleave written n -gram with spoken n -gram



SpeakStream : LLM inspired streaming TTS on dMel

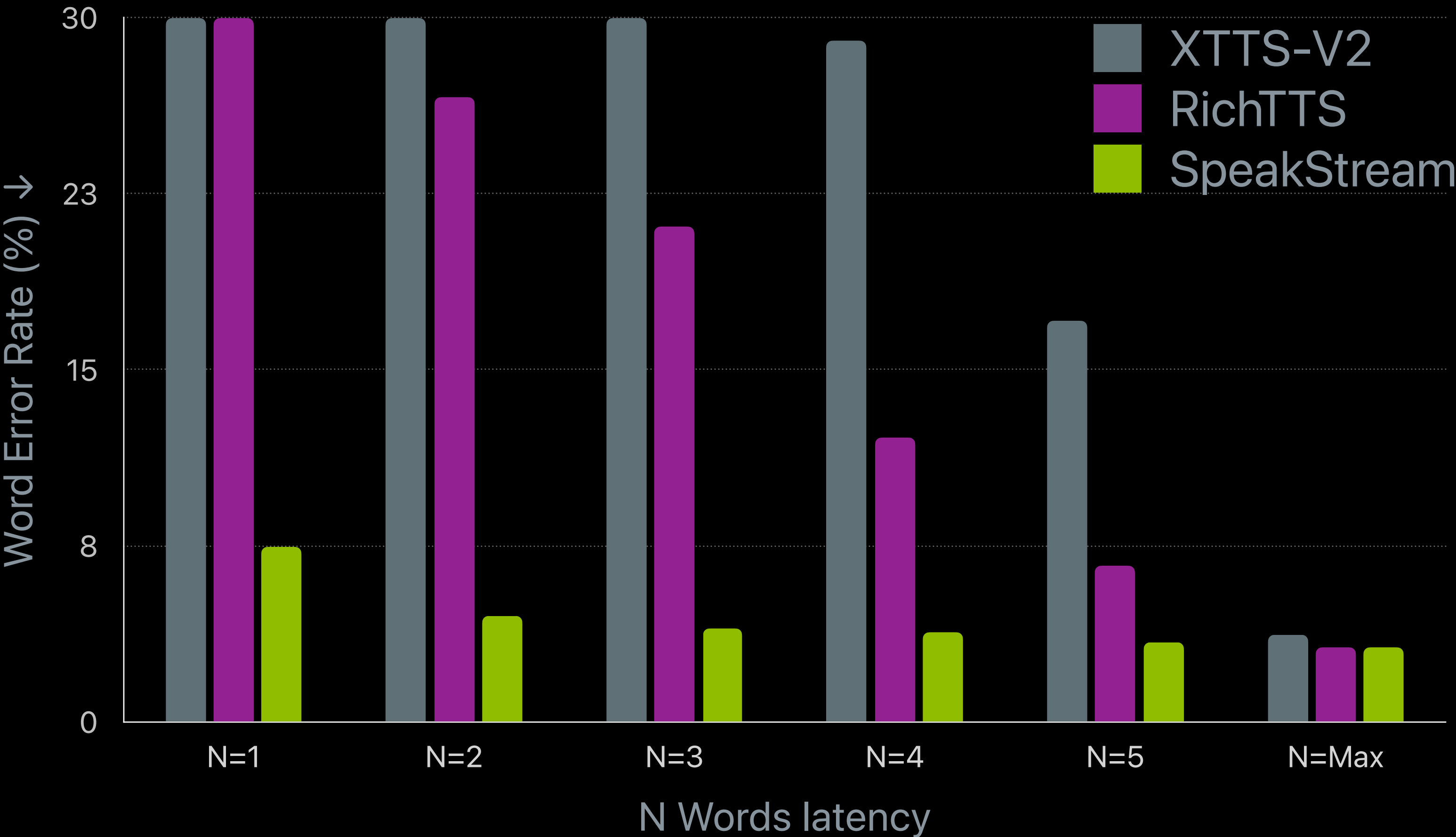


SpeakStream : LLM inspired streaming TTS on dMel



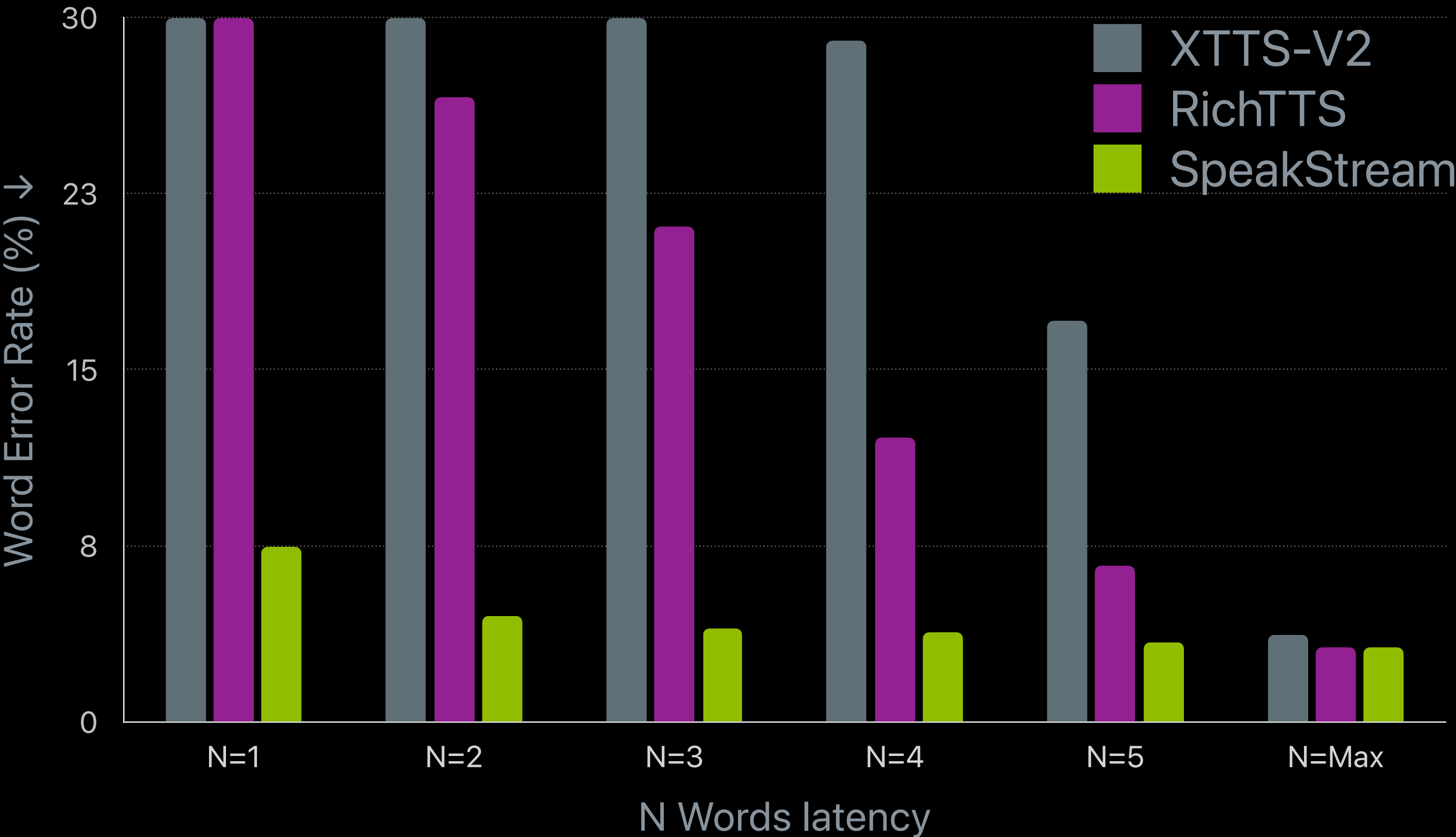
Latency : 45ms with **MLX** + M4

SpeakStream : LLM inspired streaming TTS on dMel



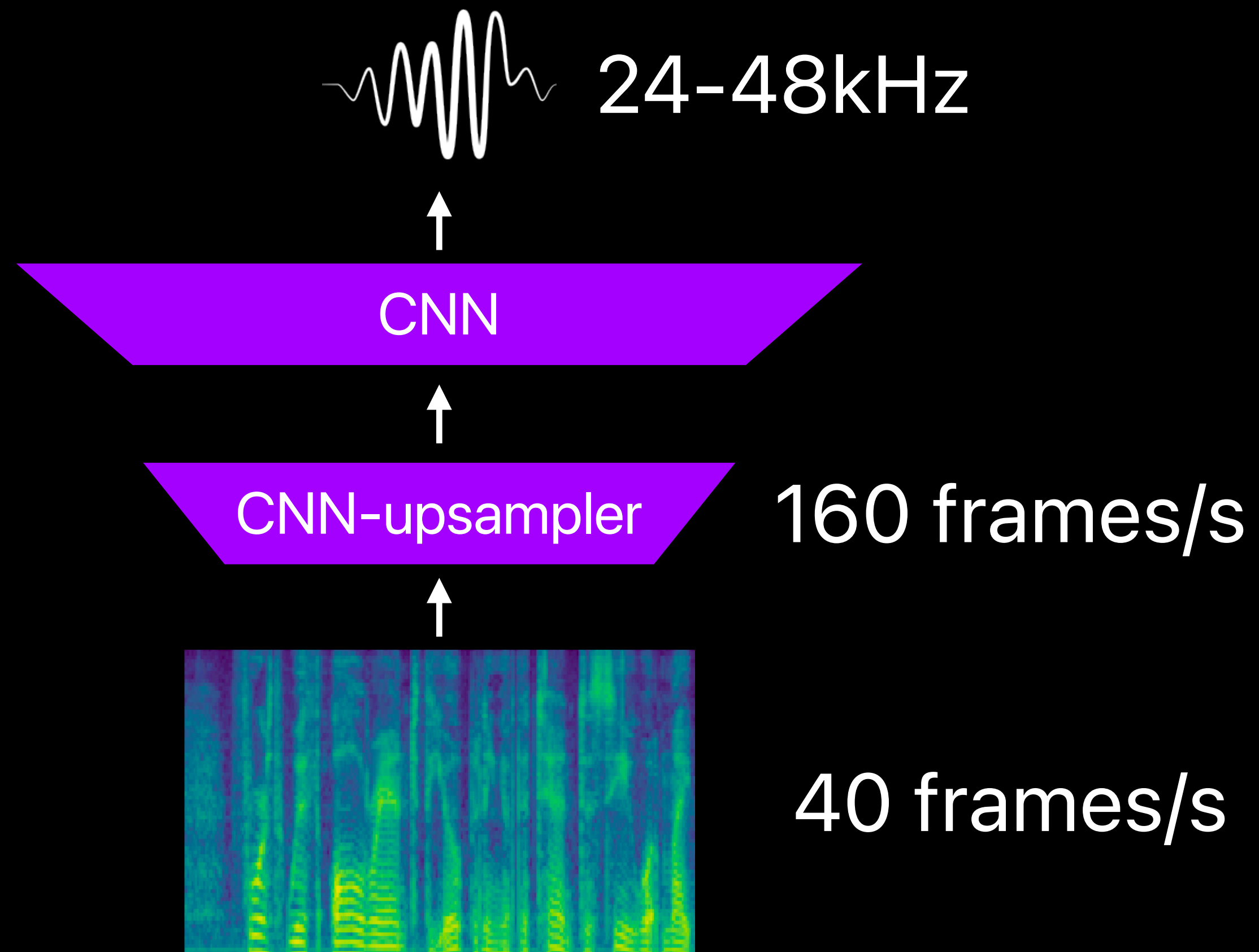
Latency : 45ms with **MLX** + M4

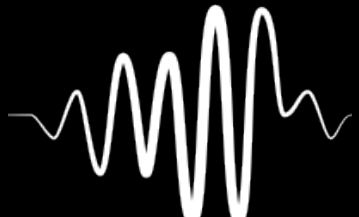
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Latency : 45ms with **MLX** + M4

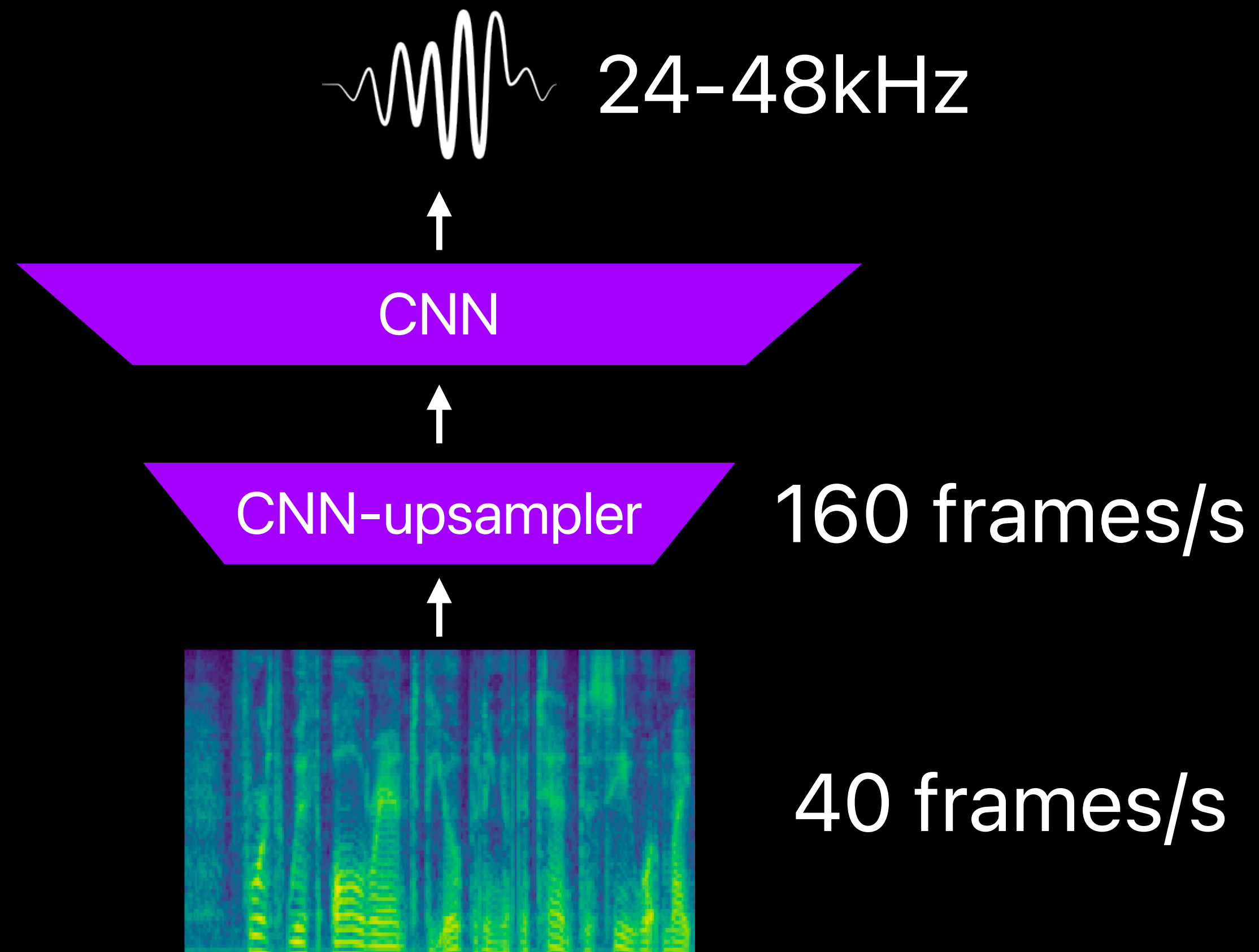
VocStream : streaming vocoder with 1 frame latency

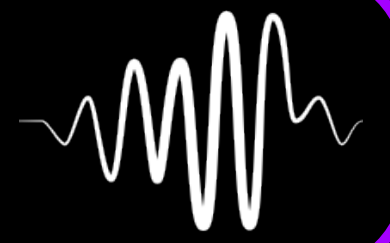


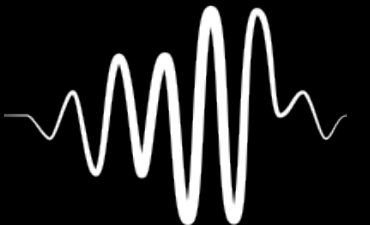
Original 

Reconstruction 

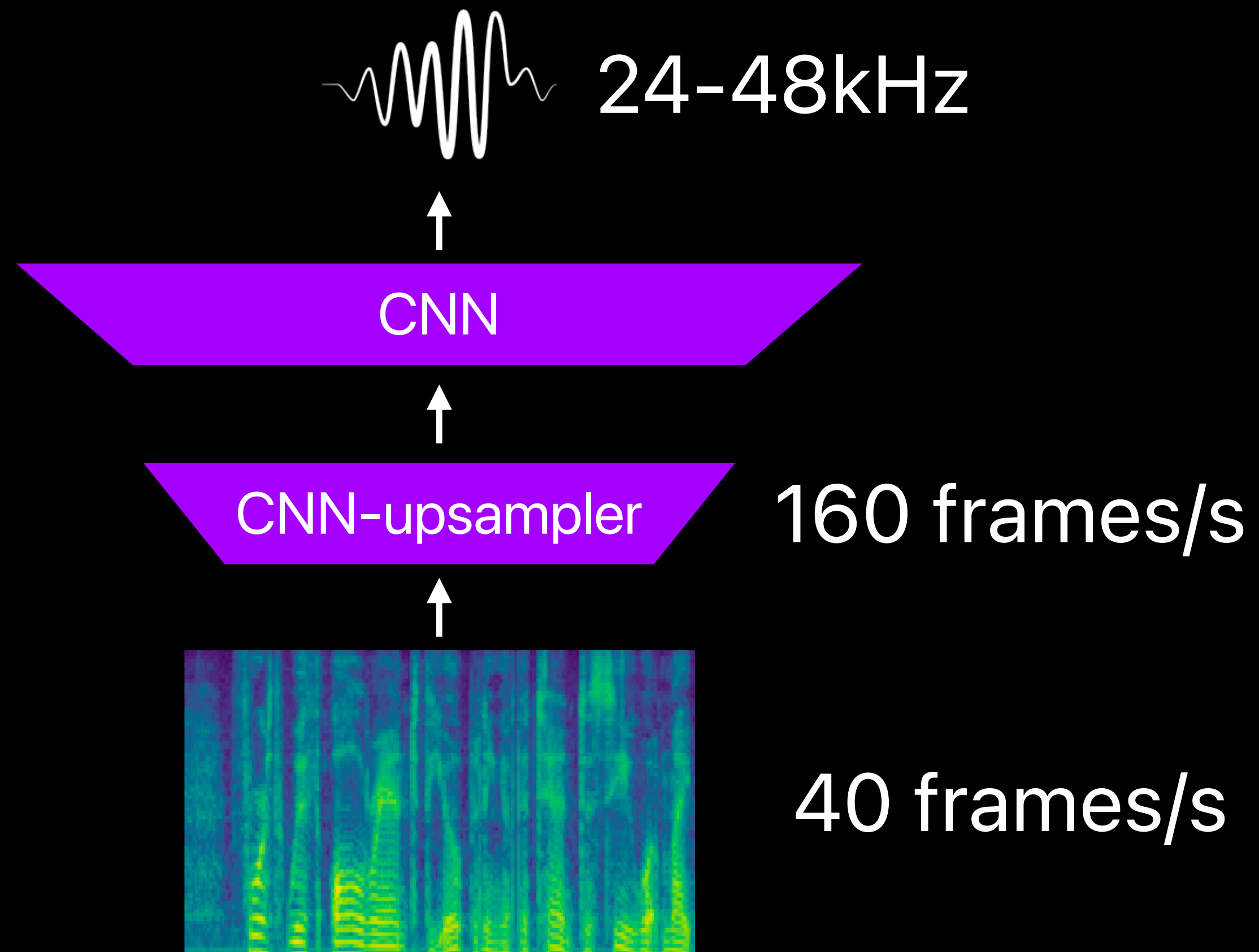
VocStream : streaming vocoder with 1 frame latency

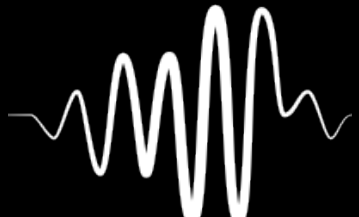


Original 

Reconstruction 

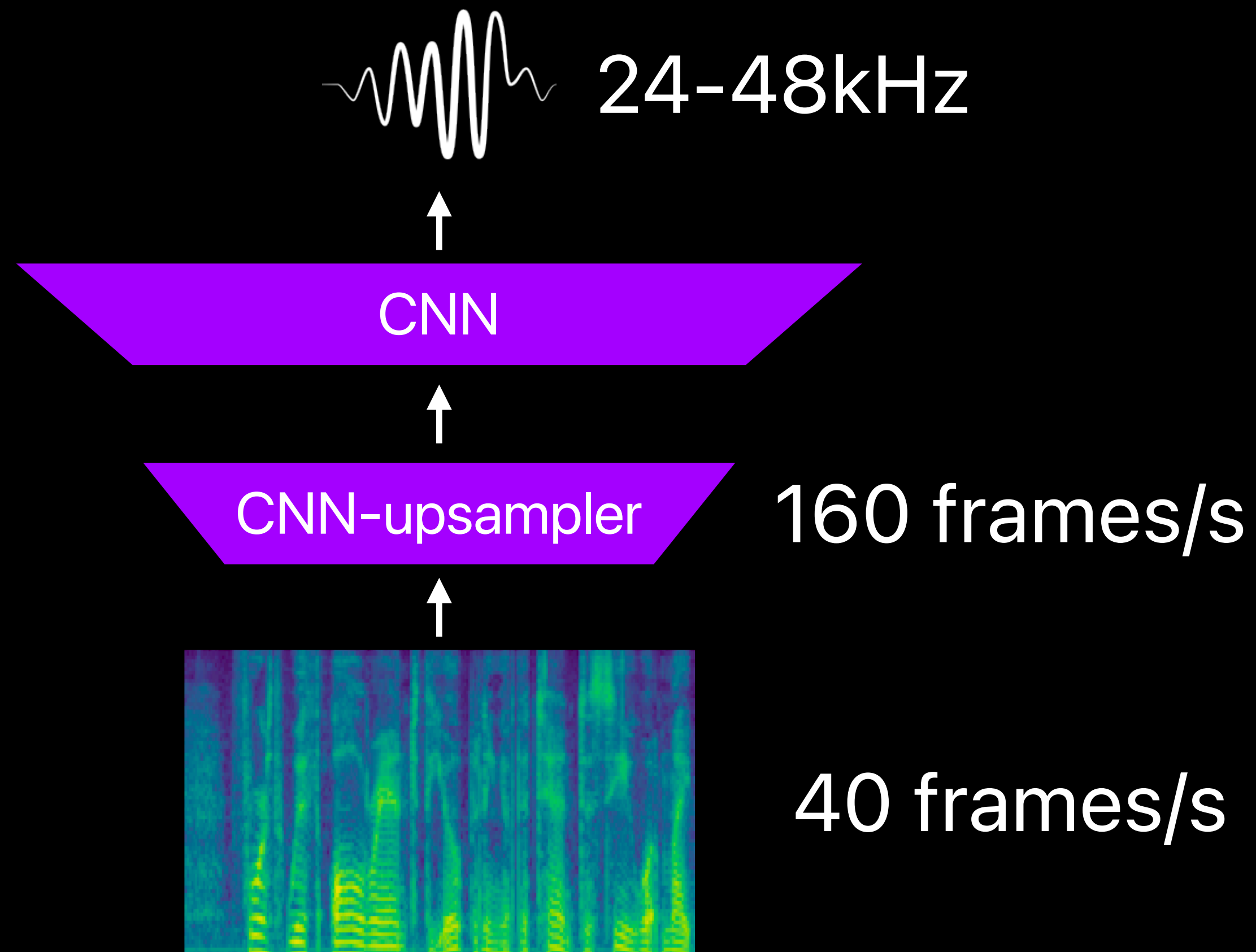
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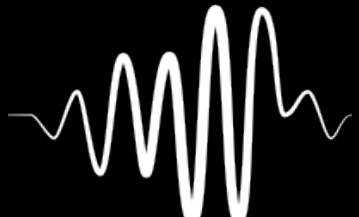


Original 

Reconstruction 

VocStream : streaming vocoder with 1 frame latency



Original 

Reconstruction 

Latency: 15ms MLX + M4

ChipChat

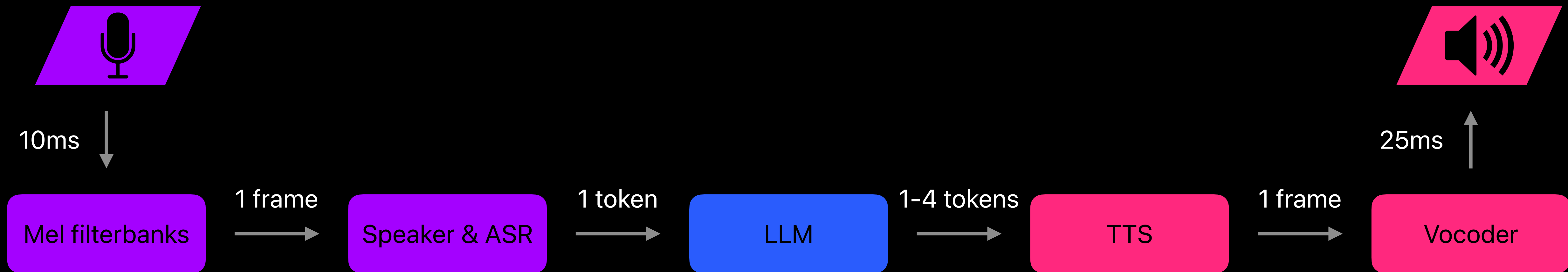
Likhomanenko, T. and et al. *ChipChat: Low-Latency Conversational Agent in MLX*
<http://arxiv.org/abs/2509.00078>, ASRU 2025 (demo track), *best demo paper award*

1. SOTA low latency

Every component is a standalone Python process that **streams** generated token/frame/audio

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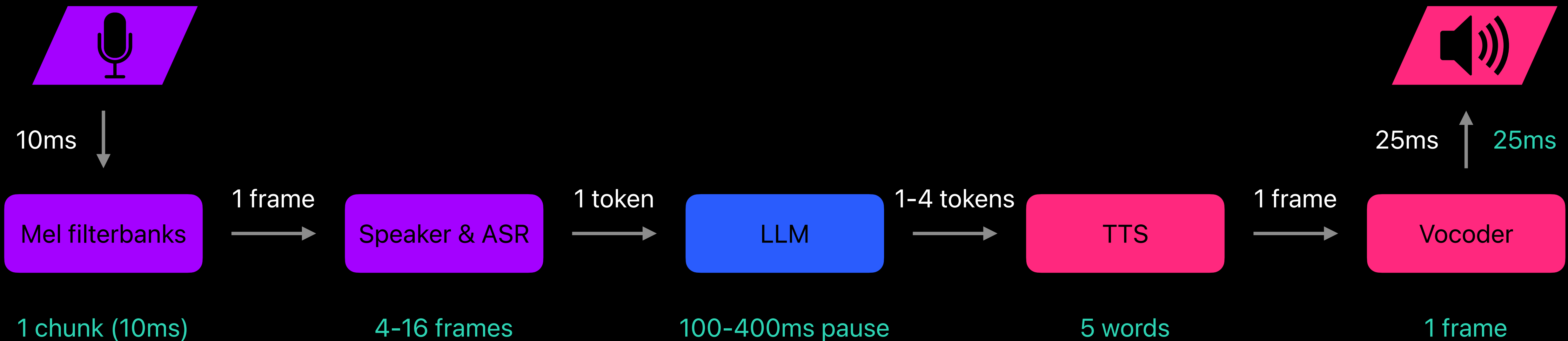
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Sending to next process

1. SOTA low latency

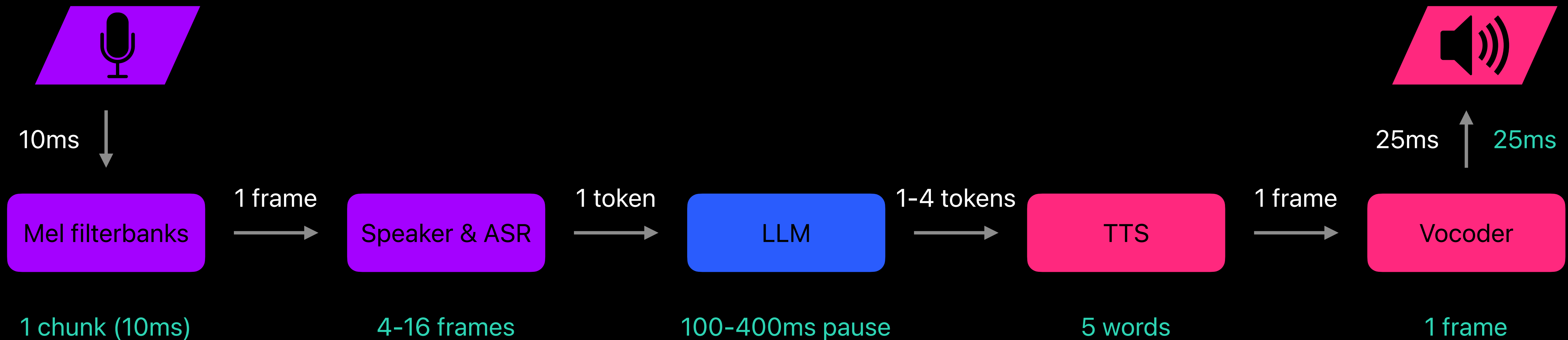
Every component is a standalone Python process that **streams** generated token/frame/audio



Sending to next process

Waiting for process to start generation

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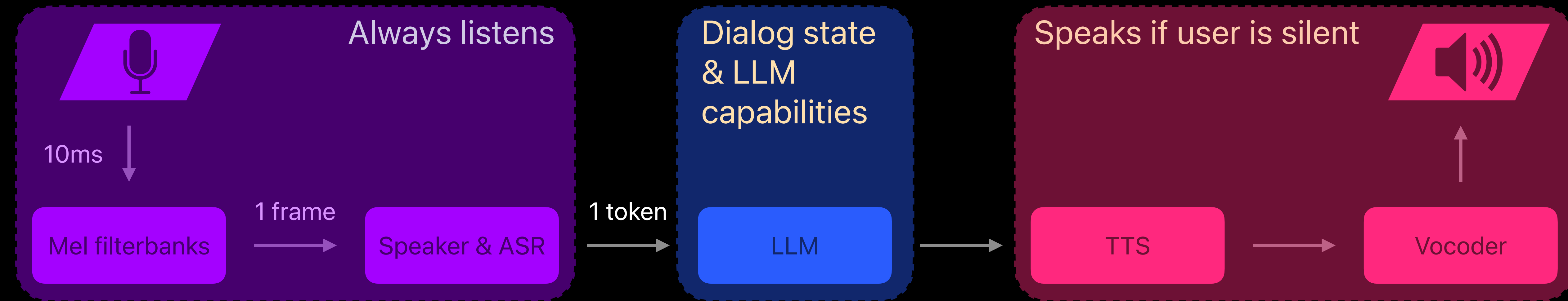


Low latency by design :

<1s on Mac Studio M2 powered by **MLX**

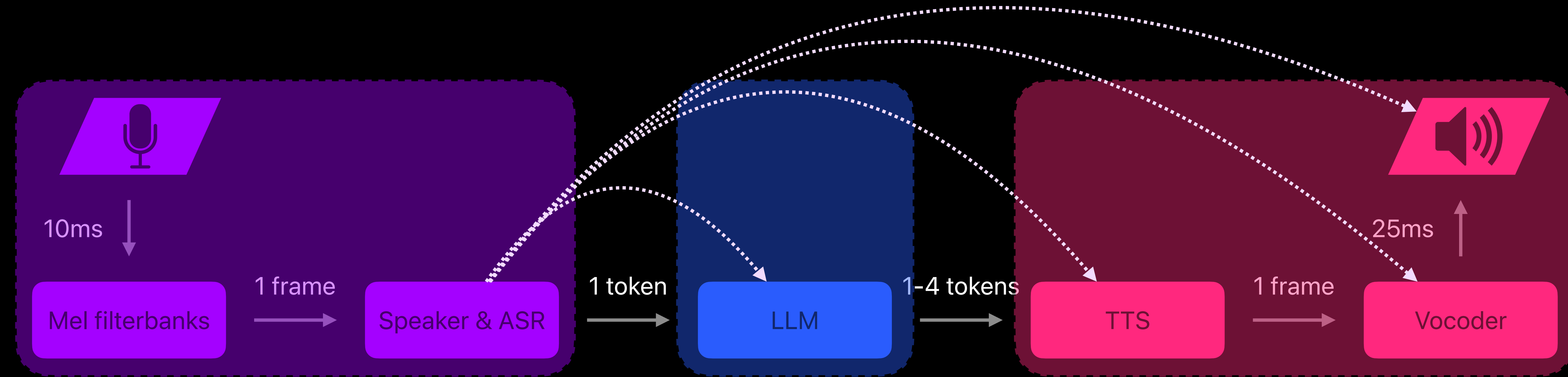
2. User-centric

1½ duplex



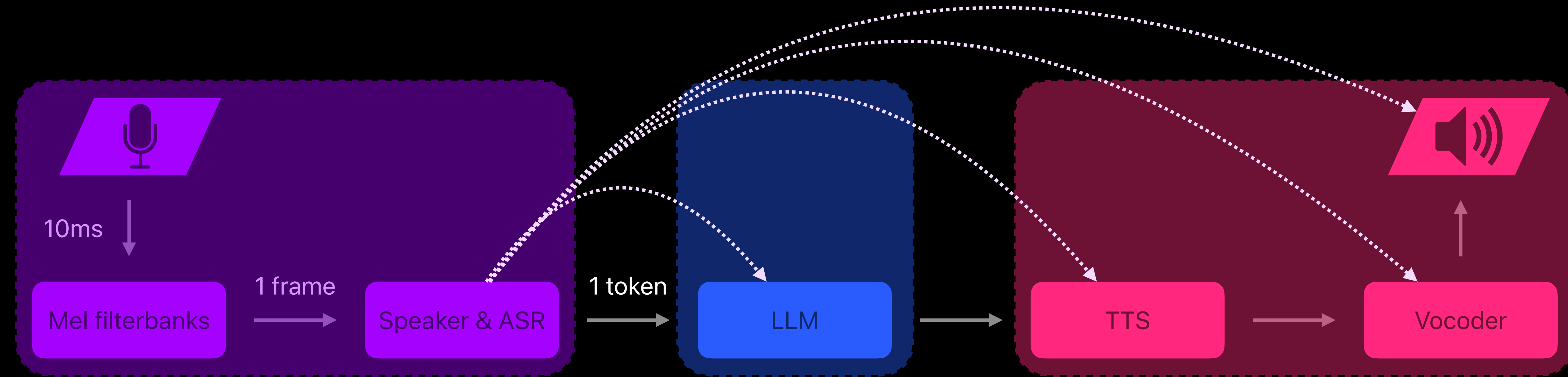
Agent always listens what user speaks

3. New interruption handling



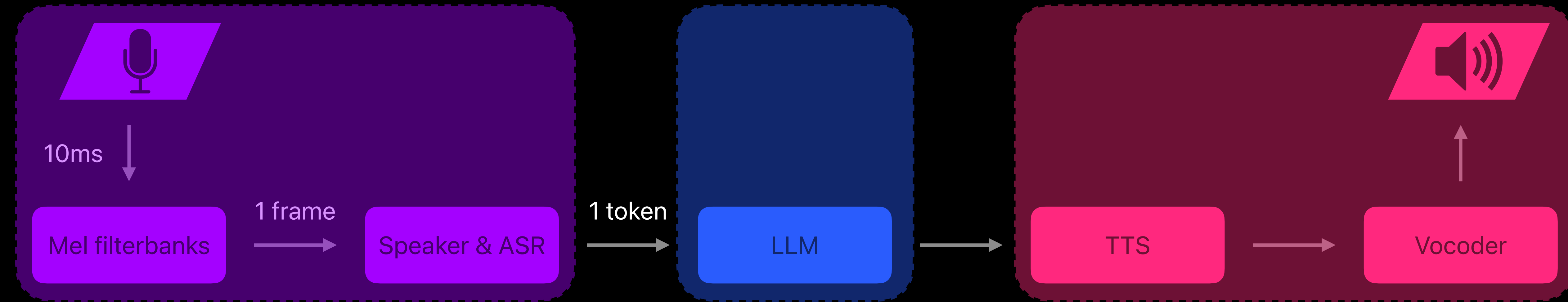
Sending interruption

3. New interruption handling



Stop generation

3. New interruption handling

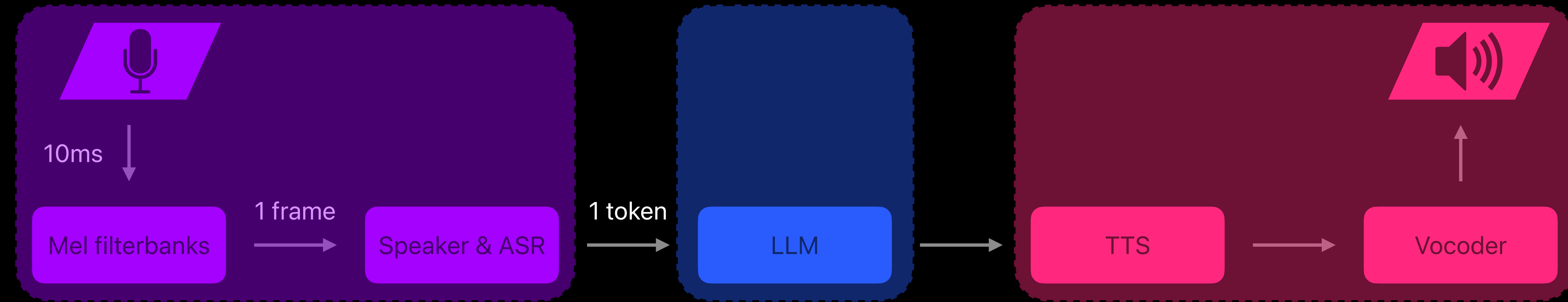


Let's play a "guess movie" game !

Sure! This movie starts with "a long time ago in a gal..."

Star Wars !

3. New interruption handling

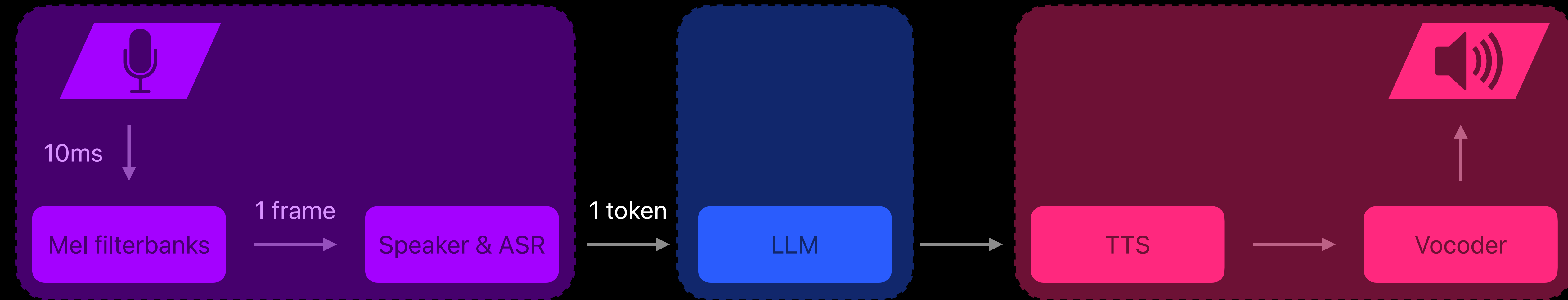


Let's play a "guess movie" game !

Sure! This movie starts with "a long time ago in a galaxy far, far away..." and the main ...

Star Wars !

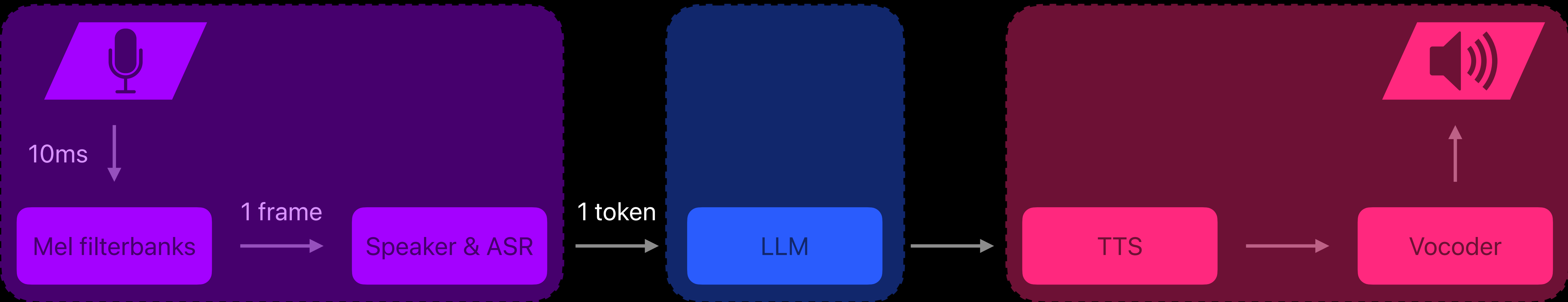
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Sure! This movie starts with "a long time ago in a galaxy far, far away..." and the main ...

Player

3. New interruption handling

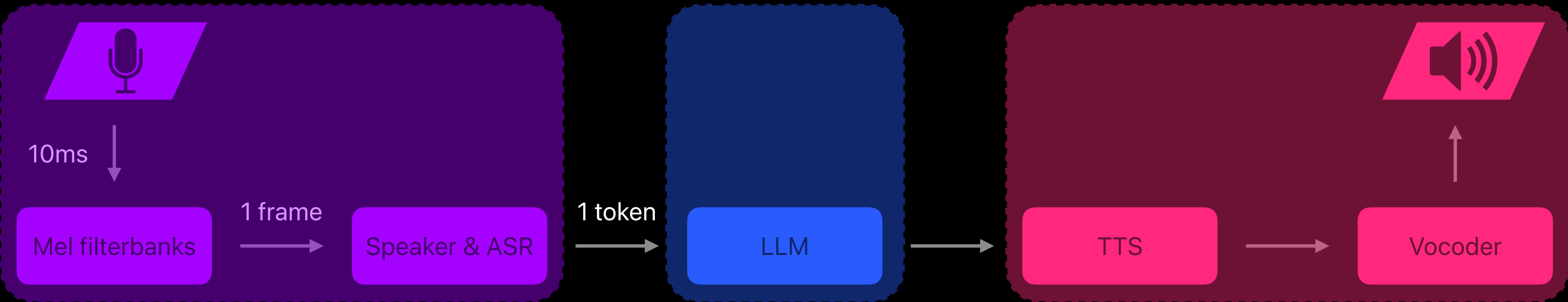


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Vocoder

Player

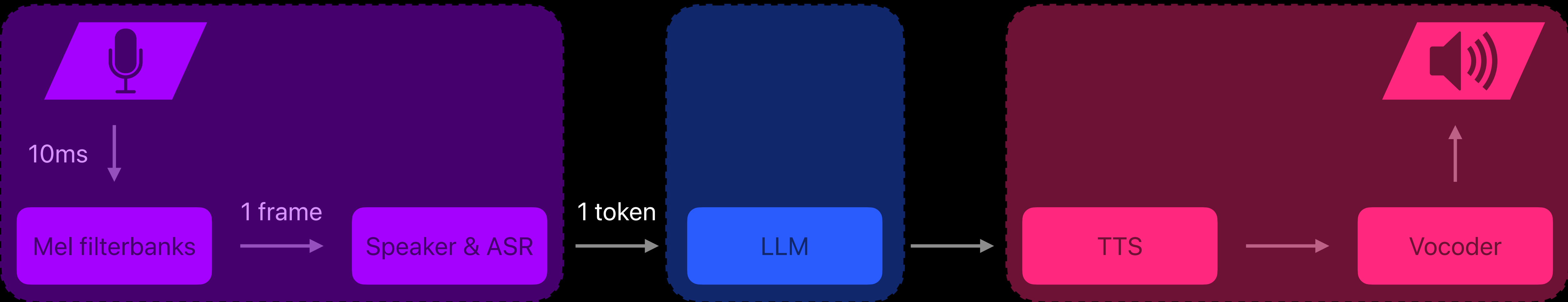
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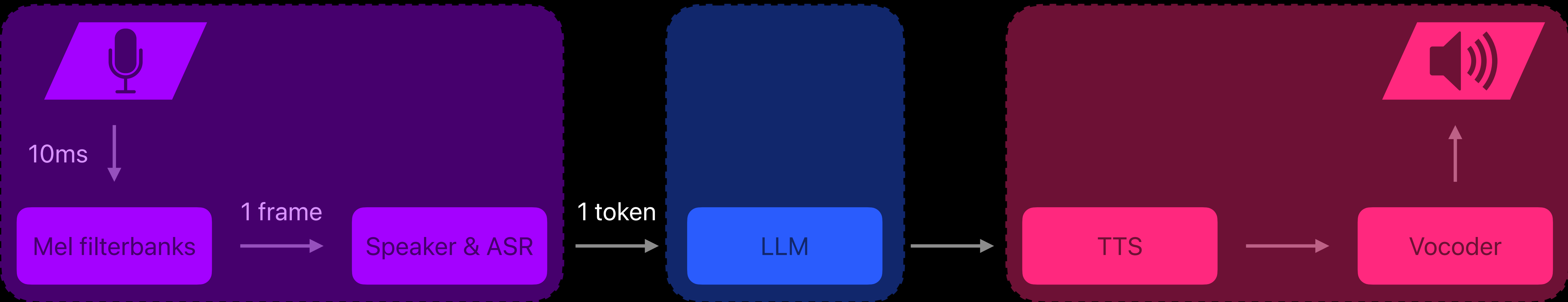
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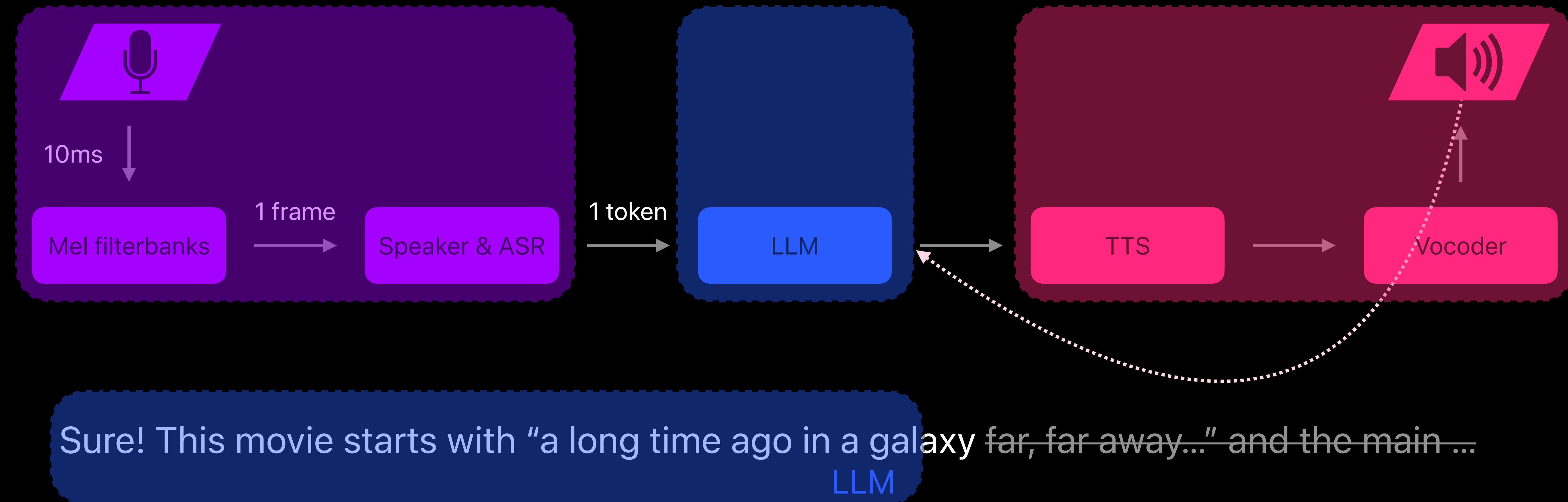


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LLM

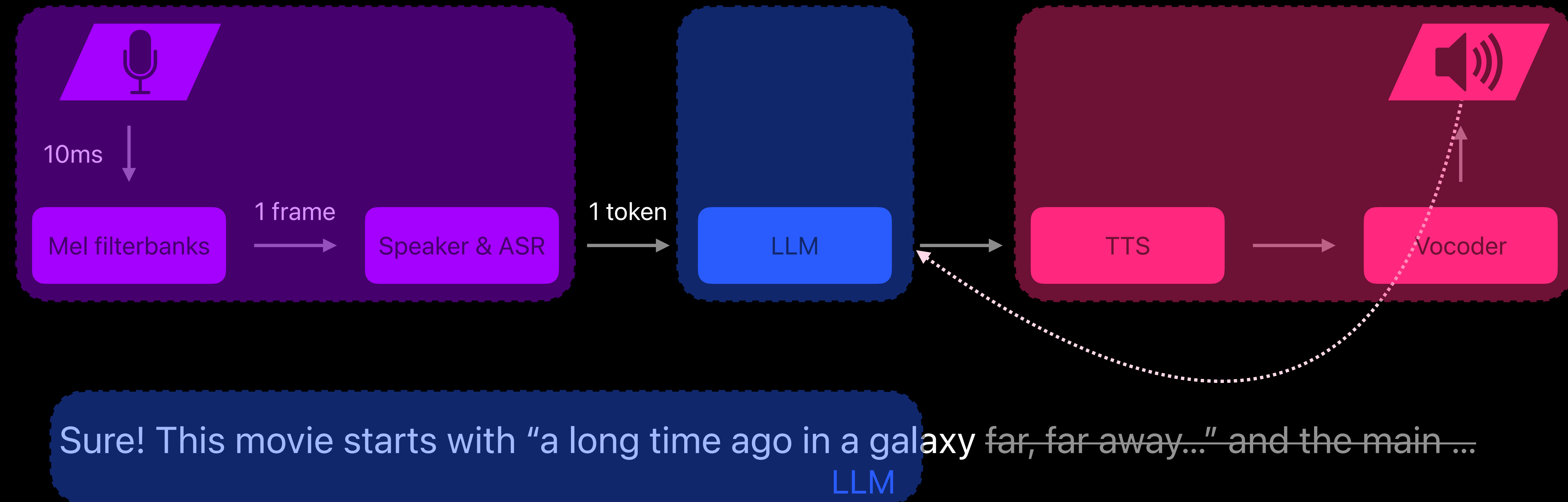
Player

3. New interruption handling



Sending interruption feedback

3. New interruption handling



Precise interruption with correct LLM history

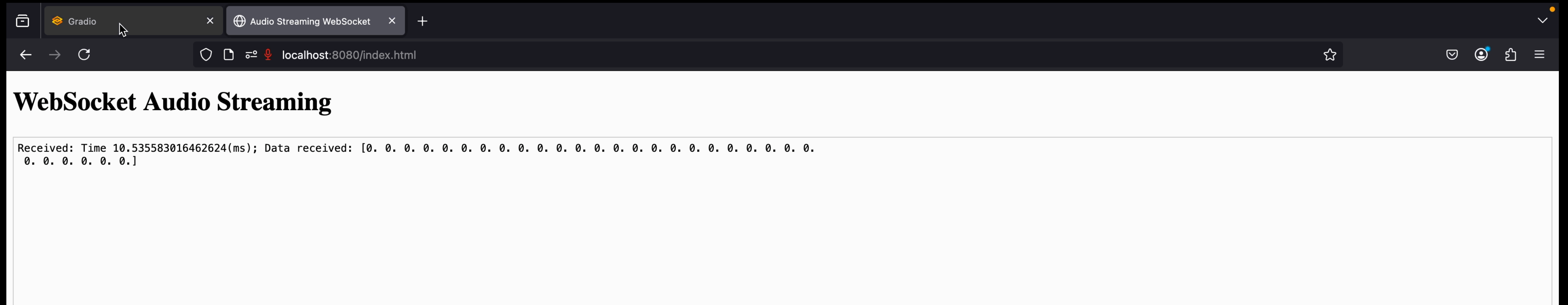
4.  & 

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Mac Studio M2, powered by **MLX**

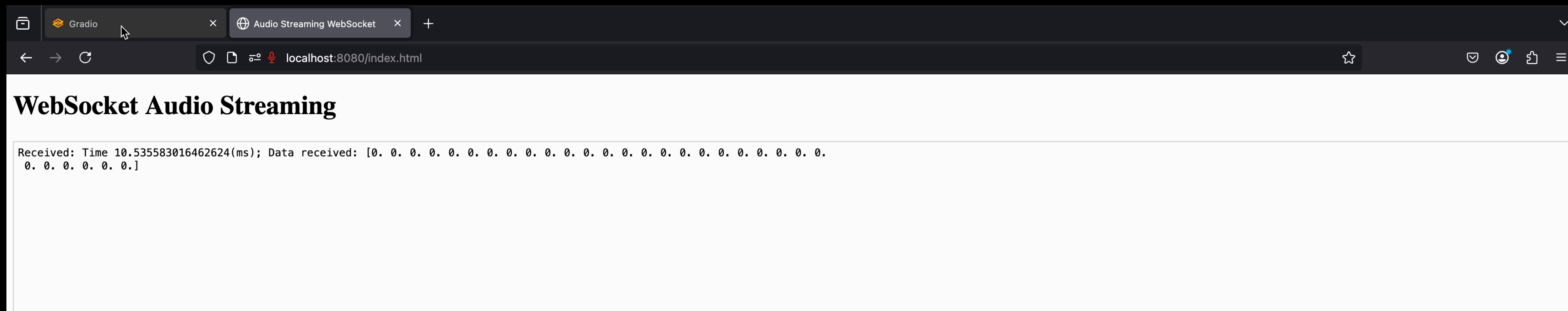
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ChipChat models

Microphone : browser-based streaming with near-zero latency and built-in noise cancellation

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Mel filterbanks : 25ms with 10ms hop, running mean and variance for streaming

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- 650M parameters and 40ms total stride

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Speaker model : 3s latency at the beginning, after — 1s striding window

ChipChat models

LLM : SAGE with 8x7B Mixtral model

ChipChat models

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TTS : SpeakStream with 5 words latency

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Interruption handling :

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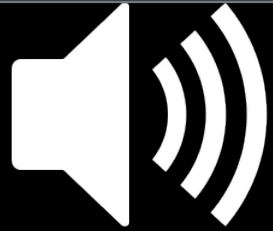
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Interruption handling :

- we don't vocalize any remaining frames as soon as user starts to speak
- system clears key-value LLM's cache to the vocalized-only state

ChipChat latency

	Input	Wait time for input	Output	Inference time per output	Runtime up to the point
	1ms	0ms	1ms	0ms	0ms
Mel	10ms	10ms	1 frame	1ms	11ms
ASR	16 frames	160ms	4 tokens	13ms	165-175ms
LLM State	100-400ms pause	[pause]	states	~560ms	~560ms
LLM	N/A	0ms	1 token	16ms	~576ms
TTS	5 words	[5 words]	1 frame	20ms	~880ms
Vocoder	1 frame	25ms	25ms	13ms	~920ms
	25ms	25ms	25ms	0.2ms	~920ms

Conclusions

Simple discretization with dMel, and independent prediction of channels per step offers an alternative to current tokenization schemes and models in building generative models of speech, including streaming models

- model-free
- robust
- streamable
- multilingual

Redesigned parts of cascaded systems with a focus on overall system performance offer a compelling alternative for next-generation conversational agents

Collaborators



Luke
Carlson



Richard
Bai



Zijin
Gu



Zak
Aldeneh



Yizhe
Zhang



Shiladitya
Dutta



Han
Tran



Navdeep
Jaitly



Ruixiang
Zhang



Huangjie
Zheng



Samy
Bengio

Code and demos : stay tuned !

SpeakerIPL



Omni-Router
ASR OSS



SAGE OSS



dMel Demo



dMel OSS



SpeakStream
Demo



Bonus

Closing the Gap Between Text and Speech Understanding in LLMs

Identify causes of the gap and develop ways to close it

Who is Albert Einstein?



LLM



Albert Einstein is a physicist...

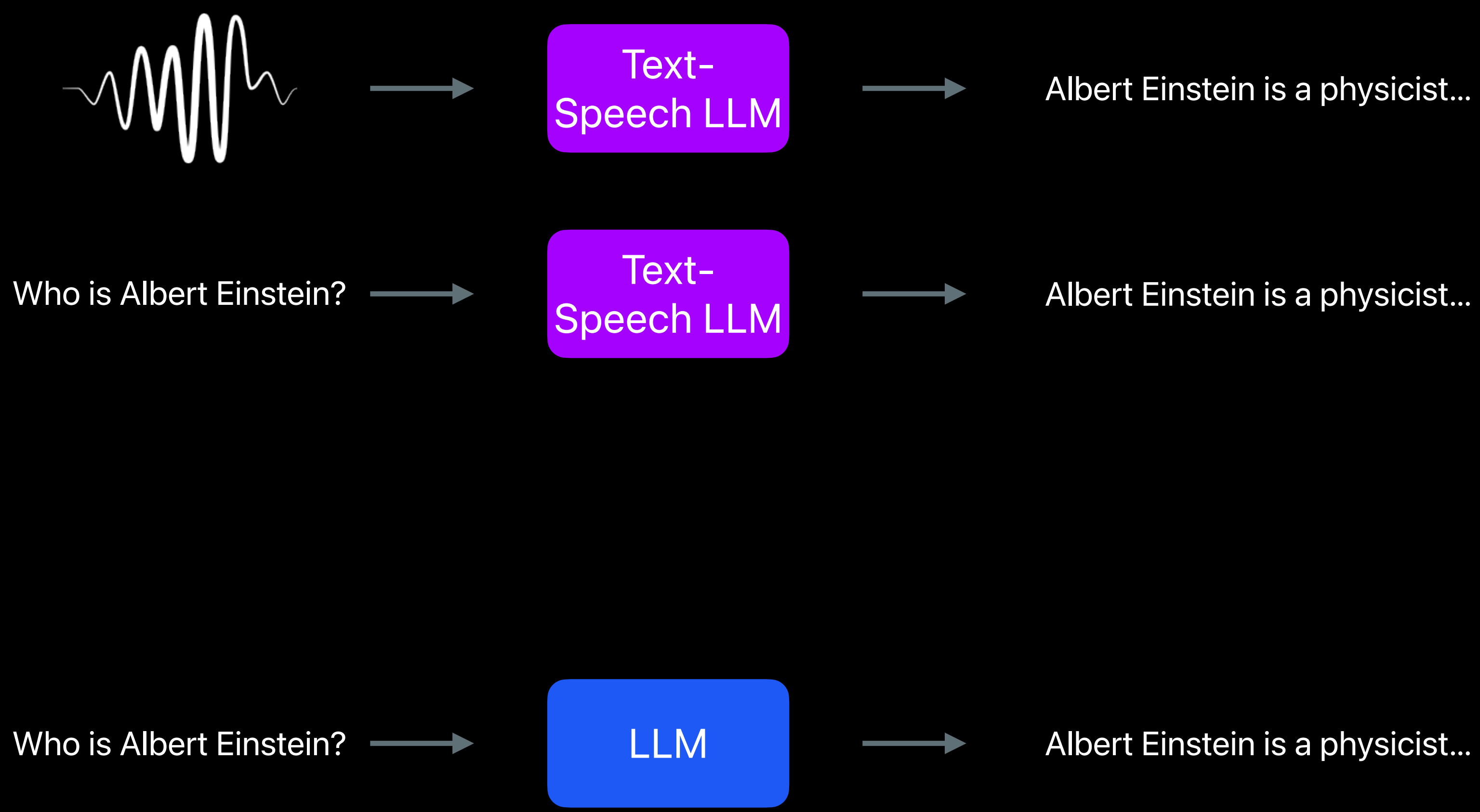
Closing the Gap Between Text and Speech Understanding in LLMs

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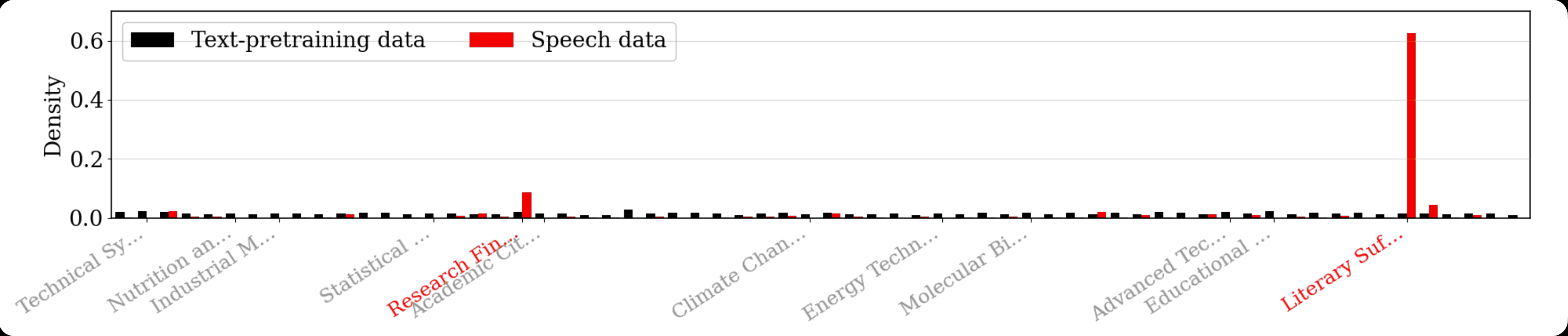


Closing the Gap Between Text and Speech Understanding in LLMs

Identify causes of the gap and develop ways to close it



Closing the Gap Between Text and Speech Understanding in LLMs



Available speech datasets are **narrow in scope** and do not capture the full general language distribution

Prior efforts to address the gap

Transfer learning

- poor knowledge transfer
- forgetting

Data scaling

- costly and biased toward synthetic speech

Analysing the gap

Measure:

- Speech-text misalignment
- Forgetting of text knowledge

$$M = \sum_{(\mathbf{w}, \mathbf{c}) \sim \mathcal{Q}} D_{KL}(P_{\theta}(w_{i+1} \mid \mathbf{w}_{\leq i}) \parallel P_{\theta}(w_{i+1} \mid \mathbf{c}_{\leq i})),$$

$$F = \sum_{\mathbf{w} \sim \mathcal{Q}} D_{KL}(Q_{\phi}(w_{i+1} \mid \mathbf{w}_{\leq i}) \parallel P_{\theta}(w_{i+1} \mid \mathbf{w}_{\leq i})),$$

Where,

P_{θ} : speech-adapted LLM;

Q_{ϕ} : pretrained text LLM;

w_i : text token;

c_i : multimodal context

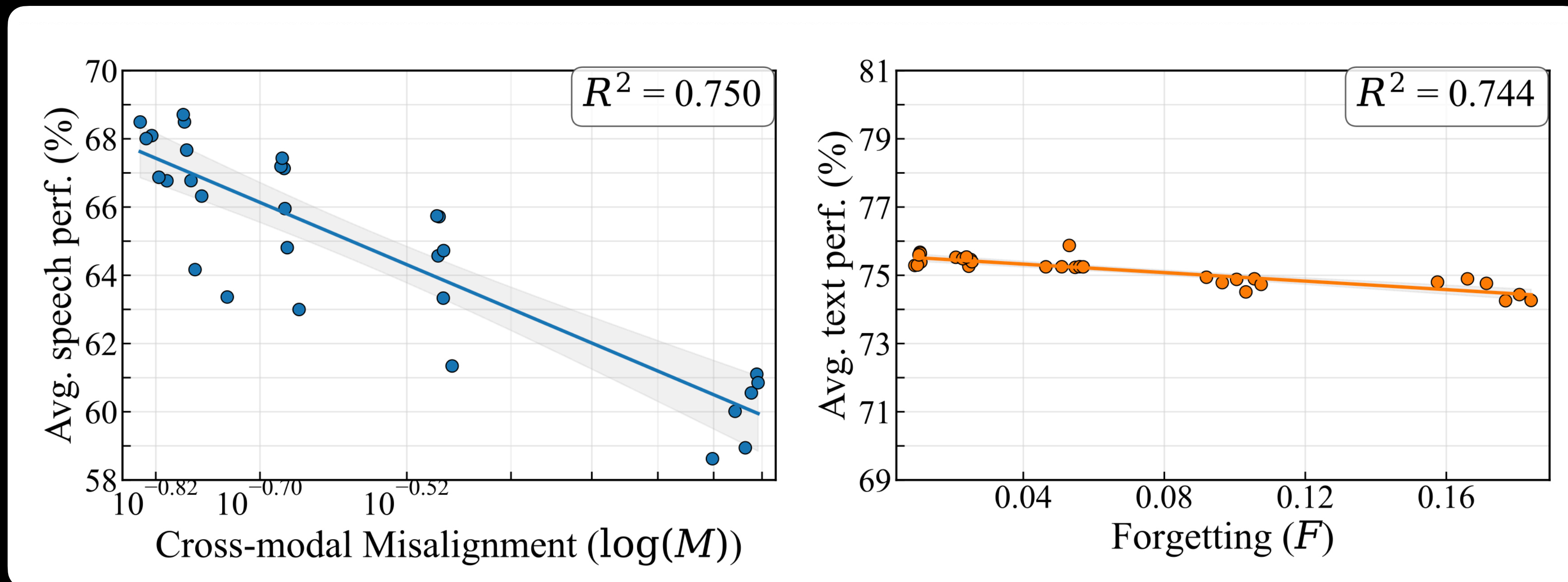
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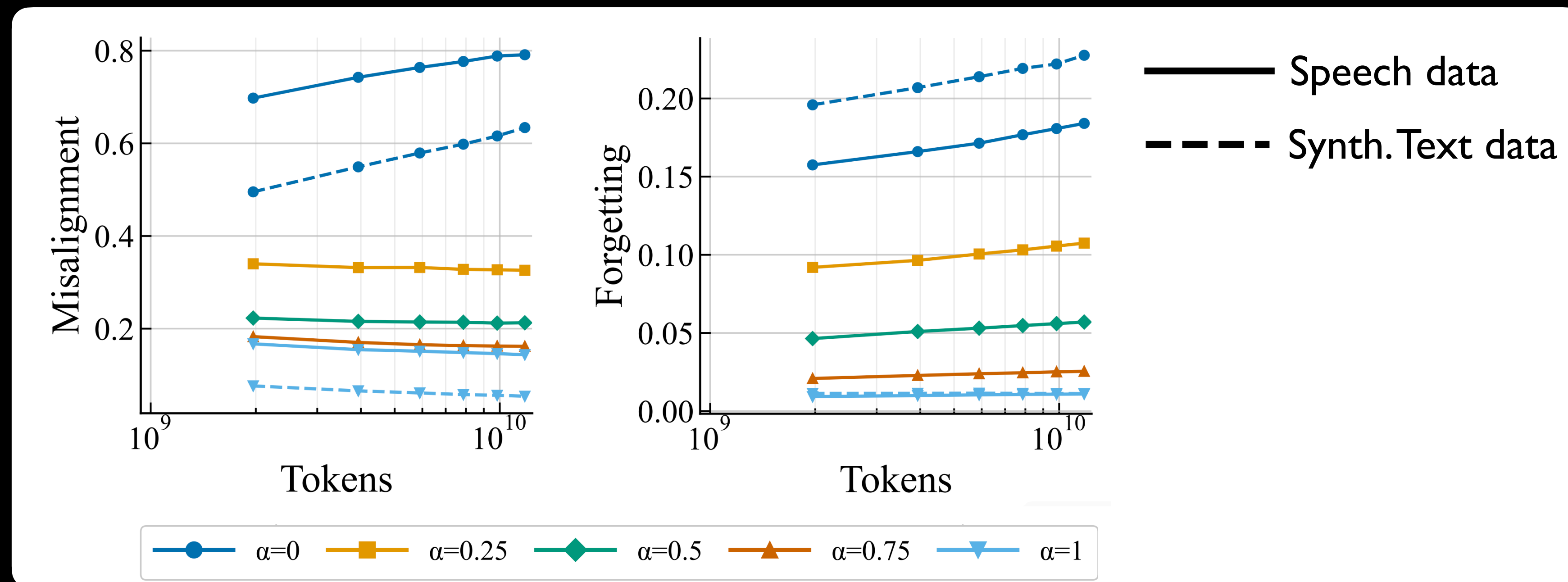
Cross-modal distillation (higher α) and domain-matched data reduce misalignment and forgetting

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Closing the gap

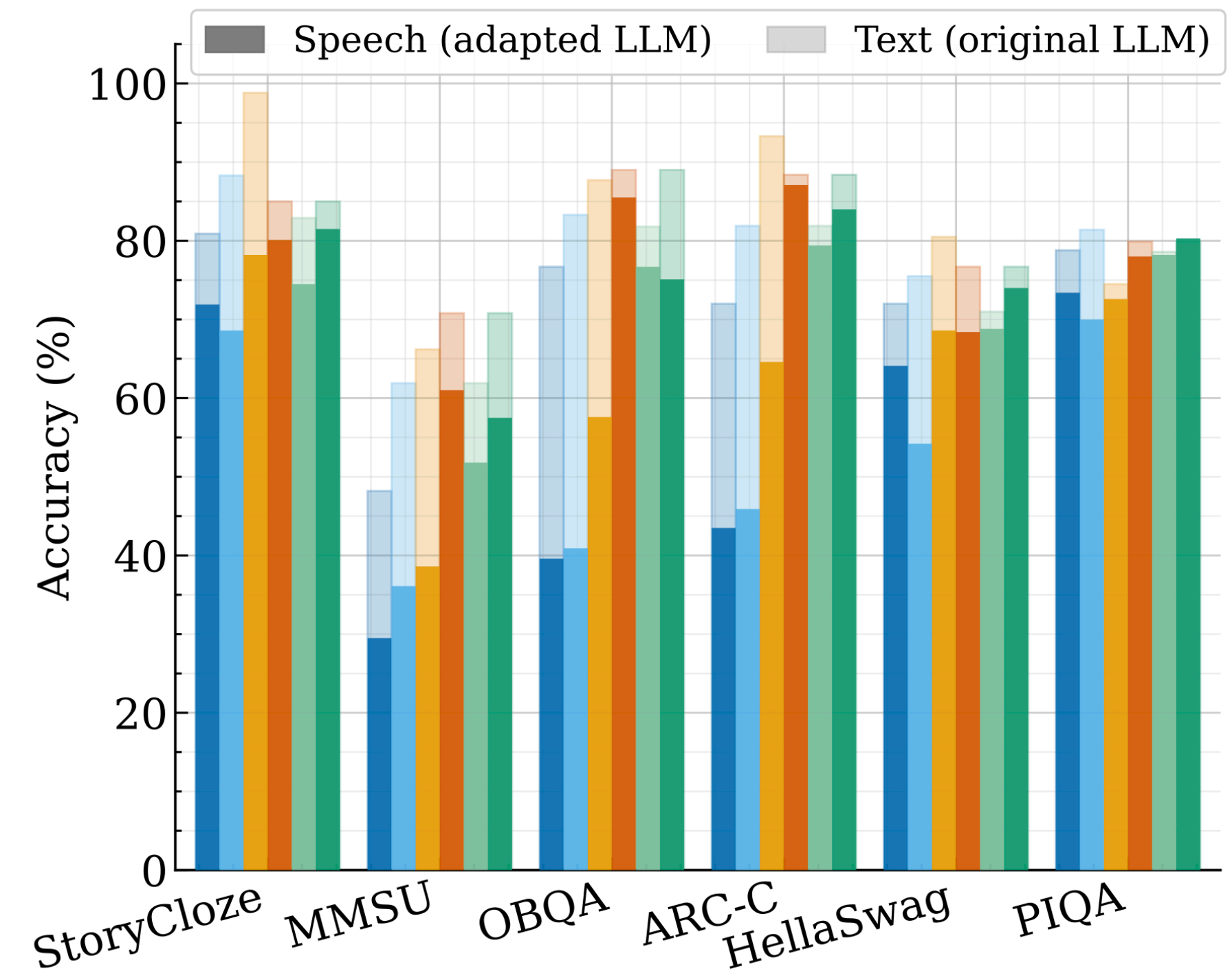
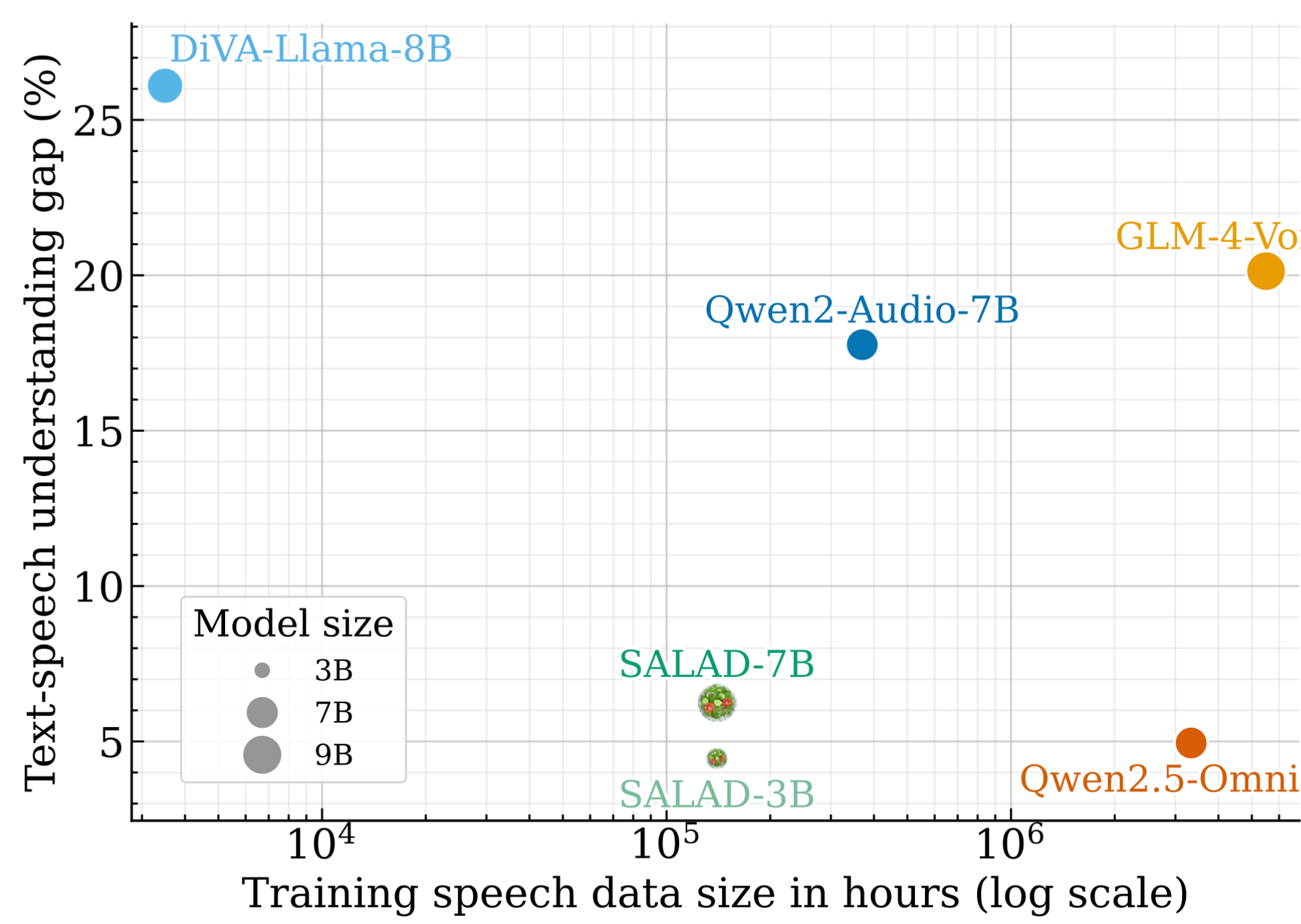
SALAD: Sample-efficient Alignment through Learning with Active selection and cross-modal Distillation

Cross-modal distillation improves alignment and reduces forgetting

Active selection efficiently matches domains using targeted synthetic speech, avoiding large-scale synthesis

Closing the gap

SALAD: Sample-efficient Alignment through Learning with Active selection and cross-modal Distillation



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