Introduction

The Speech Synthesis Markup Language Service enables developers to customise the pronunciation of the speech output for their various use cases.

This document explains the general information regarding the components of the SSML and a sample code on the implementation.

Speech Synthesis Markup Language (SSML)

Speech Synthesis Mark-Up Language (SSML) aids speech synthesizers by adding mark-up on input text. This enables the speech synthesizers to construct speech waveforms that sounds more natural.

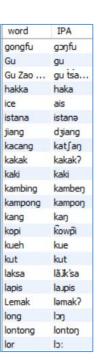
It consists of two parts:

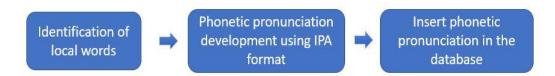
- 1) Phonetic Pronunciation development

International Phonetic Alphabet (IPA)

The IPA is designed to represent only those qualities of speech that are part of oral language: phone, phonemes, intonation and the separation of words and syllables where each symbol is associated with a particular English sound.

Using the National Speech Corpus (NSC) Lexicon provided, developers can create custom pronunciation terms. The data provided were accustomed to Singapore English, any custom pronunciation outside of the current scope would require a linguist.





 Creation of a database with custom IPA to aid the SSML in a more accurate pronunciation of the local words. 2) SSML Micro-service



- The SSML Micro-service replaces local words in the database with its corresponding
 IPA to produce a SSML text which would be passed into a supported TTS Service.
- With the aid of the NSC Lexicons, pronunciations of custom Singapore accented words such as "Siew Dai", "Kopi O", etc are achievable and are closer to the actual pronunciation of Singaporeans.

Below is a sample implementation of the SSML based on the following sentence:

 I've travelled from Tanjong Pagar to Bedok just to have my favourite Ayam Rendang

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- <speak version='1.0' xmlns="https://www.w3.org/2001/10/synthesis" xml:l
    ang='en-US'> I've travelled from
- <phoneme alphabet="ipa" ph="tandʒoŋ"> Tanjong</phoneme>
- <phoneme alphabet="ipa" ph="paga"> Pagar</phoneme> to
- <phoneme alphabet="ipa" ph="bədo?"> Bedok</phoneme>
- just to have my favourite Ayam
- <phoneme alphabet="ipa" ph="rəndaŋ"> Rendang</phoneme>
- </speak>
-
```

Fig 1. Sample of a SSML code