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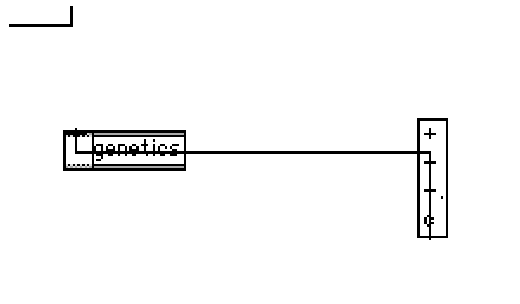
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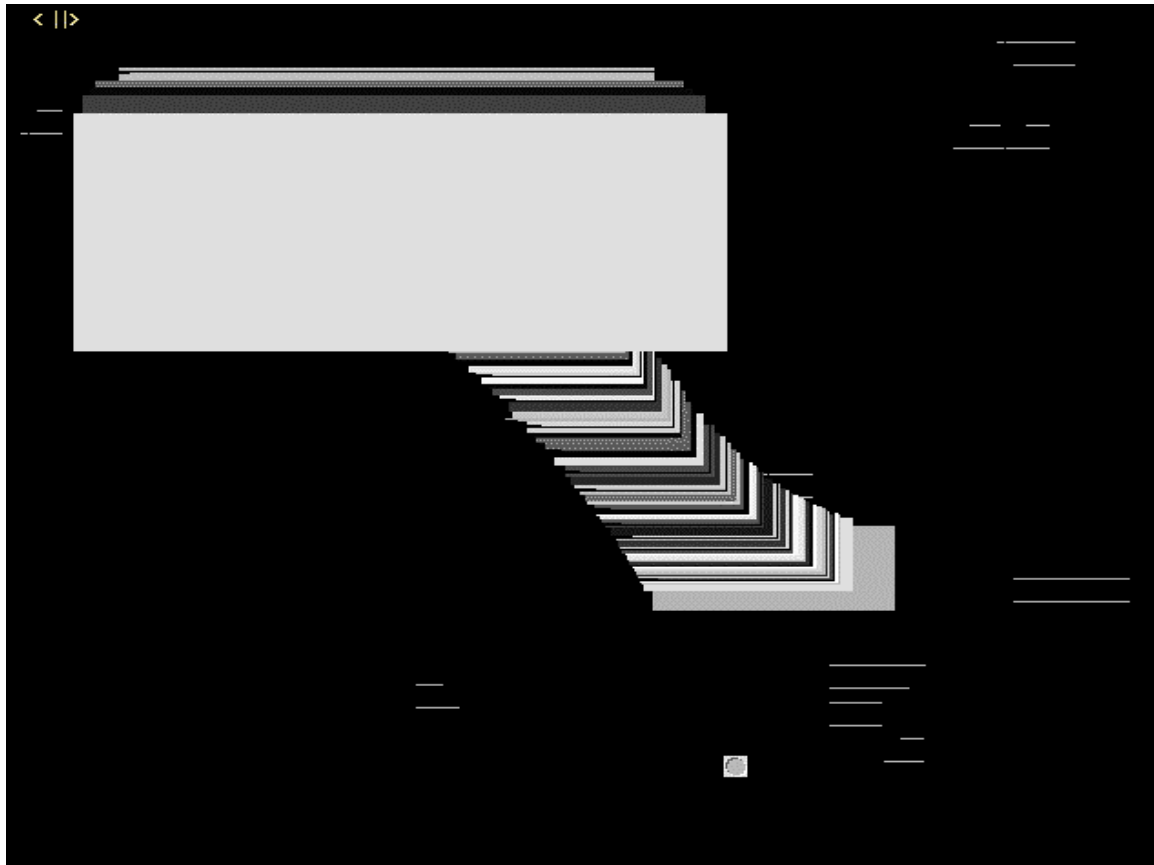
an infinite self-recurring visual painting around Lorentz dynamical systems



iinfo:

mouse location determines stability of the system. one screen draws while the other erases. to spawn more windows click `+++c` (see pict below). to delete windows simply press **apple+w**. **apple+q** will quit. Max+Nato+Chaos Collection. Silent music. Hear the silence, Cage said. Make the / no silence, Duchamp said.





A hidden Markov model (HMM) is typically defined (and represented) as a stochastic finite state automaton (SFSA) which is assumed to be built up from a finite set of possible states, each of those states being associated with a specific probability distribution (or probability density function, in the case of likelihoods). A specific HMM will then be represented by a SFSA with states

, with each, put together according to a specific (usually predefined, sometimes automatically inferred) topology (usually left-to-right topology when used for speech recognition). Of course, may only contain a subset of, while also having the same state appearing at different nodes of the SFSA.

According to this formalism, HMMs model the sequence of feature vectors as a piecewise stationary process for which each stationary segment will be associated with a specific HMM state. That is, when using model M, an utterance is modeled

as a succession of discrete stationary states, with instantaneous transitions between these states. As usually defined in our previous papers, notation then means that the state of hypothesized at time n is associated with the distribution. An example of a simple HMM is given in Figure 2: this could be the model of a short word assumed to be composed of three stationary parts.