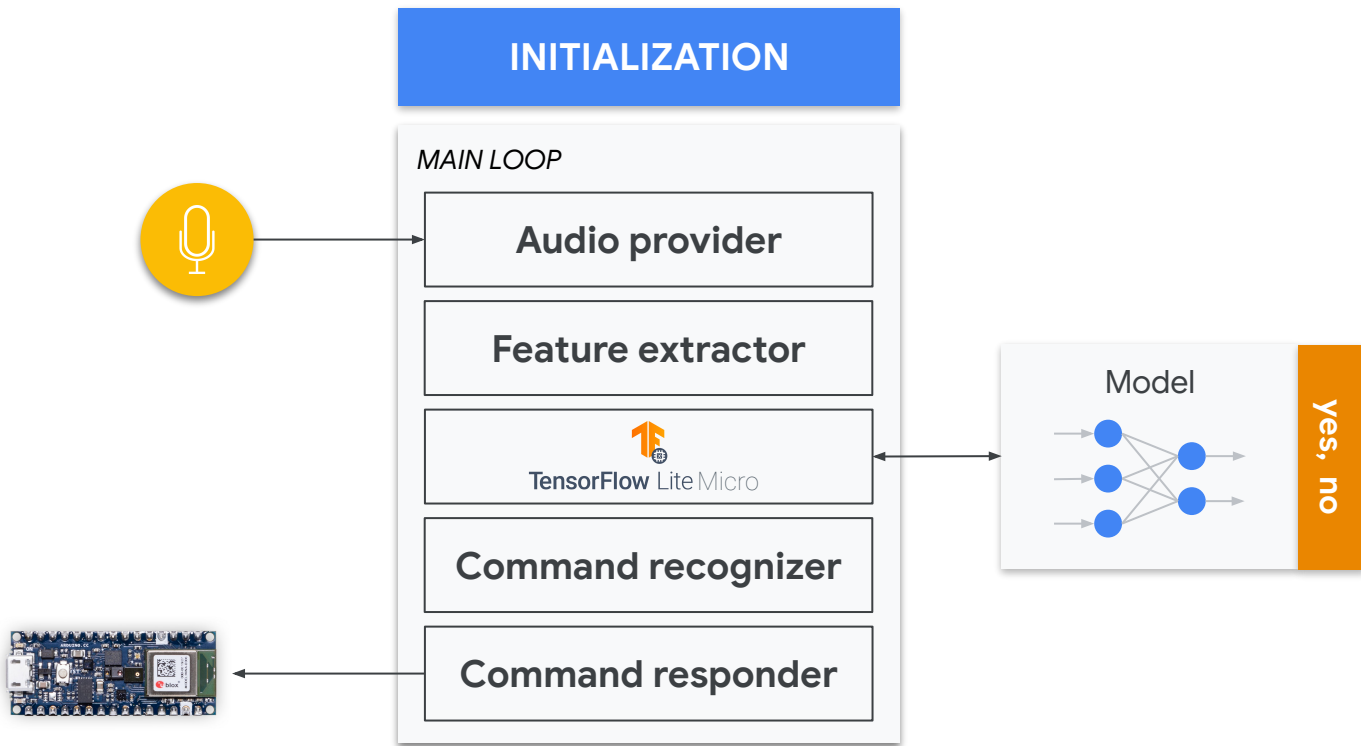
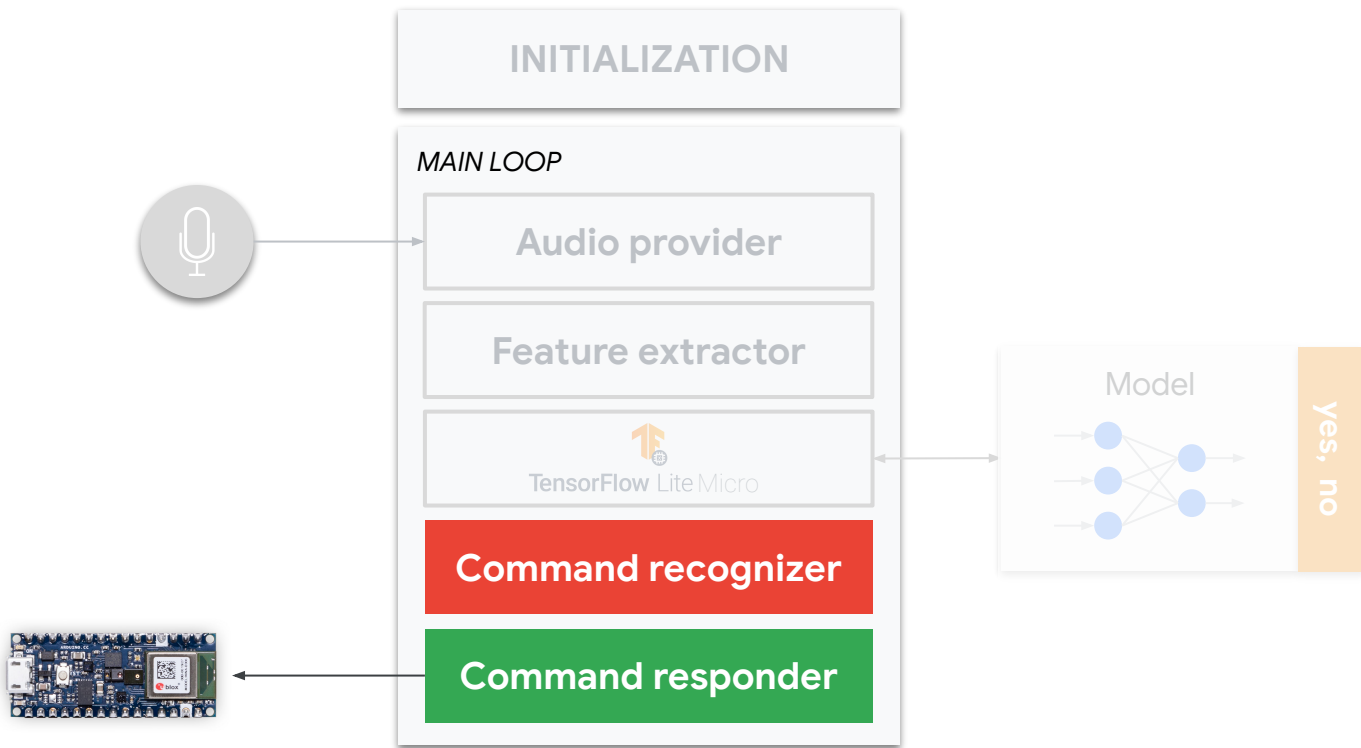


KWS Post-processing







user says,

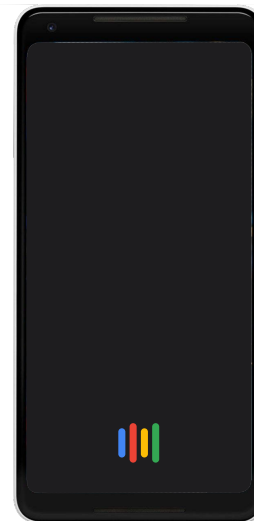
“Upward!”

Command recognizer

Command responder

Keyword

“Up”

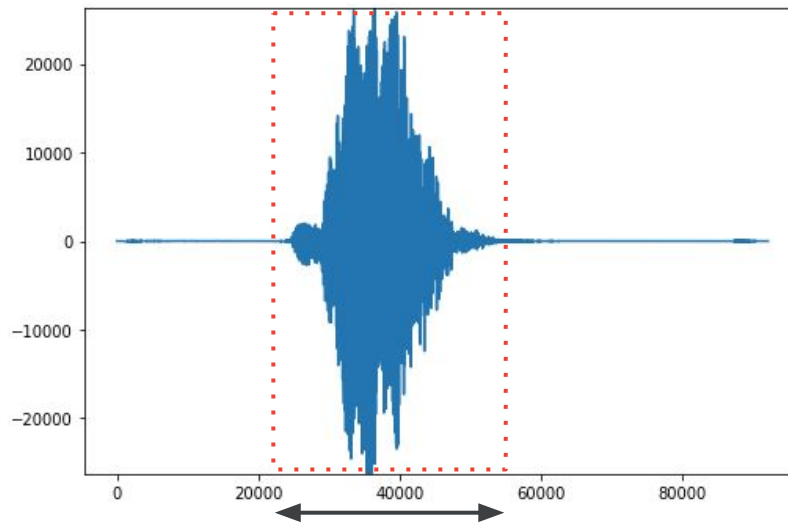


Command recognizer

Command responder

user says,

“Upward!”



1 second

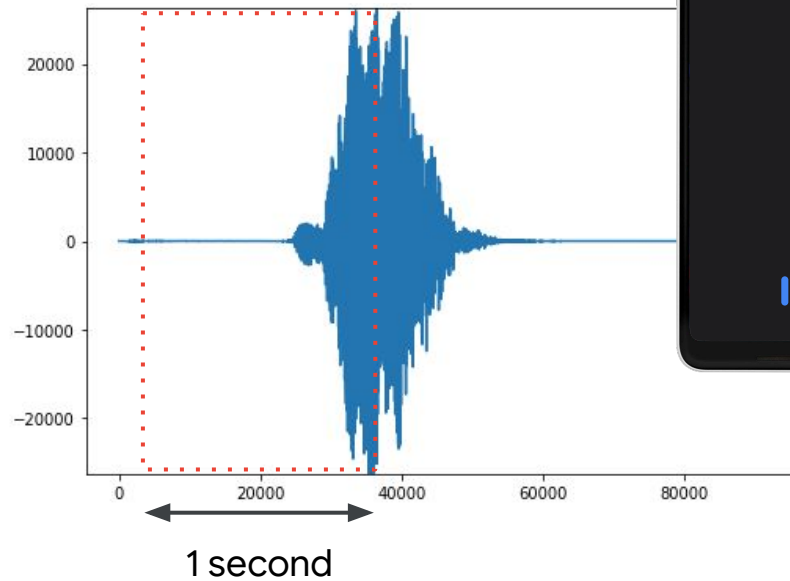
Command recognizer

Command responder

user says,

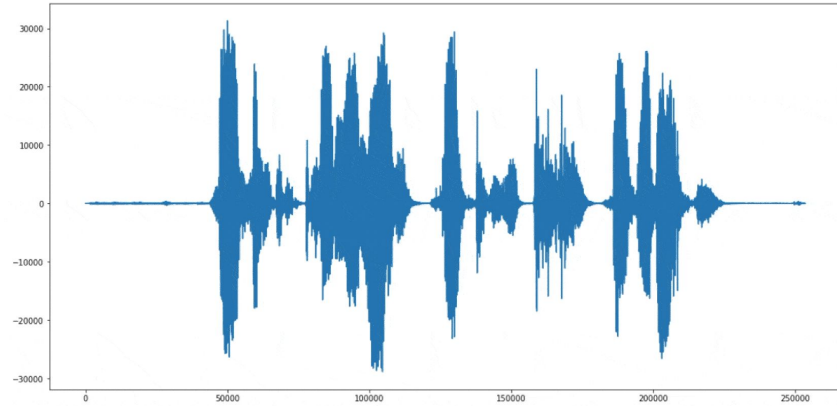
“Up...”

false
positive



Command recognizer

Command responder

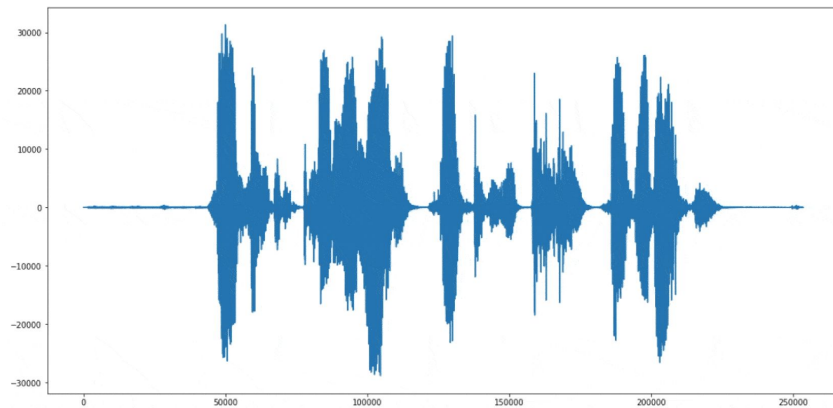


For every *new* window:

1. **Store** new inference
2. **Calculate** new score for all of the keywords based on new inference
3. **Output** new average scores

Command recognizer

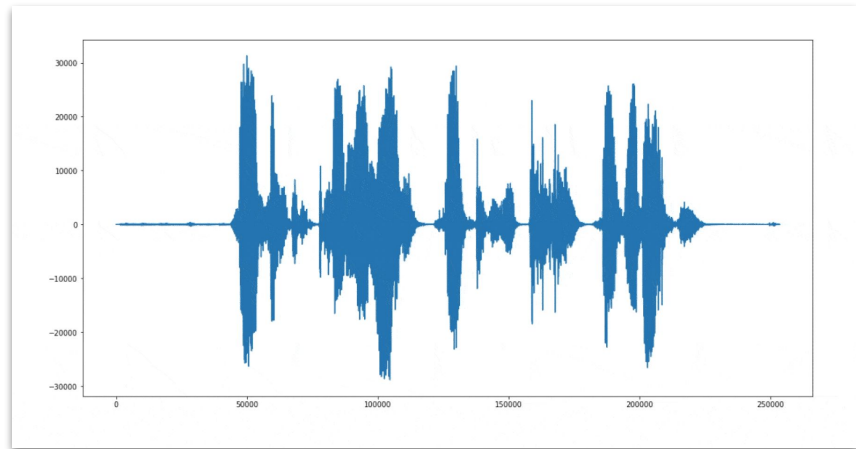
Command responder



Timestep	"Yes"	"No"	"Unknown"
1	55%	35%	20%
2	65%	25%	10%
3	76%	12%	12%
4	88%	7%	5%
5	99%	0.5%	0.5%

Command recognizer

Command responder



```
// Determine whether a command was recognized based  
// on the output of inference
```

```
const char* found_command = nullptr;  
uint8_t score = 0;  
bool is_new_command = false;
```

```
TfLiteStatus process_status = recognizer->ProcessLatestResults(  
    output, current_time, &found_command, &score, &is_new_command);
```

```
if (process_status != kTfLiteOk) {  
    TF_LITE_REPORT_ERROR(error_reporter,  
        "RecognizeCommands::ProcessLatestResults() failed");  
    return;  
}
```


Command recognizer

Command responder

```
if (is_new_command) {
    TF_LITE_REPORT_ERROR(error_reporter, "Heard %s (%d) @%dms",
found_command,
                                score, current_time);
    // If we hear a command, light up the appropriate LED
    if (found_command[0] == 'y') {
        last_command_time = current_time;
        digitalWrite(LEDG, LOW); // Green for yes
    }

    if (found_command[0] == 'n') {
        last_command_time = current_time;
        digitalWrite(LEDG, LOW); // Red for no
    }

    if (found_command[0] == 'u') {
        last_command_time = current_time;
        digitalWrite(LEDG, LOW); // Blue for unknown
    }
}
```

Command recognizer

Command responder

