DSP - Digital Signal Processing

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DSP

Assignment 2-1 HMM Training and Testing

Part 1 - Run Baseline

Following the steps in homework description, set path to:



And run the given default scripts, an accuracy of **74.34%** is obtained:

Part 2 - Improve Accuracy

By adjusting the parameters in "lib/proto", "lib/mix2_10.hed", and "03_training.sh", accuracy was improved significantly. An optimal accuracy of **97.76%** is obtained, the implementation details that achieves this performance is described in the next section.

Part 3 - Describing Training Process and Accuracy

Parameters that achieves the highest accuracy:

• Number of states: 15

• Gaussian mixtures: 8

• Iterations: 16 and 32

Implementation Details:

- lib/proto

- 1) Number of states is modified to:
- 2) Add <state, mean, variance> until 14:

<State> 14 <Mean> 39 0.0 0.0 0.0 0.0 0.

<NumStates> 15

0.0 0.0 0.0 <Variance> 39 1.0 1.0 1.0 1.0 1.

1.0 1.0 1.0

- 3) TransP is modified to:
- 4) Transition matrix is modified so that the probability of jumping to the next state and the original state are both 0.5:

<TransP> 15

```
      0.0
      1.0
      0.0
      0.0
      0.0
      0.0
      0.0
      0.0
      0.0
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      0
```

-lib/mix2_10.hed

```
1) Every *.state[2-9].mix is modified to:
```

2) Number of Gaussian is modified to:

.state[2-14].mix

- 03_training.sh

- 1) The first two for loops are modified to:
- 2) The last for loop is modified to:

```
for i in $(seq 0 15);
for i in $(seq 0 31);
```

Training Process:

I wrote an additional shell script to help me run the whole training and testing pipeline, after the above modification, run these commands and the result shown in Part 2 can be reproduced:

```
run.sh ×

1 #!/bin/bash
2 bash 00_clean_all.sh
3 bash 01_run_HCopy.sh
4 bash 02_run_HCompV.sh
5 bash 03_training.sh
6 bash 04_testing.sh
7 echo "Complete."
```

Experiments:

Below I will demonstrate some interesting discoveries I found during my attempts to achieve a higher accuracy. We can briefly analyze how the above change of parameters affects the performance by changing the parameters one at a time, and compare its performance with the baseline model (The one in Part 1):

• The effect of number of states: set the values of Gaussian mixtures and iterations to the default baseline values, and increase the number of states. Number of states is tripled in this experiment $(5 \rightarrow 15)$, accuracy is increased from 74.34% to 95.91%.

• The effect of Gaussian mixtures: Set the values of number of states and iterations to the default baseline values, and increase the number of Gaussian mixtures. Number of Gaussian mixtures is doubled in this experiment $(2 \rightarrow 4)$, accuracy is increased from 74.34% to 76.47%.

• The effect of Iteration: Set the values of number of states and Gaussian mixtures to the default baseline values, and increase the number of iterations. Number of iteration is doubled in this experiment $(3 \rightarrow 6 \text{ and } 6 \rightarrow 12)$, accuracy is increased from 74.34% to 76.29%.

We can easily observe that the **increment in the number of states, contributes** the most to the boost in performance. Increasing the number of Gaussian mixtures and the number of iteration also increase the performance by a small margin. Hence I use a mixture of the above adjustments, and obtain the best result shown in Part 2.