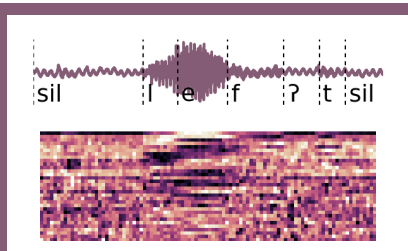


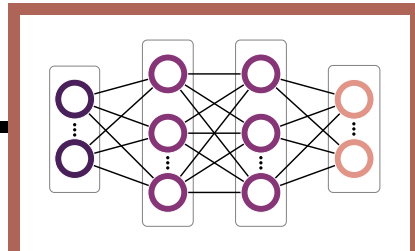
Microphone
Input



Signal Processing and
Feature Extraction



Neural Network
Inference



Video Game
Action

