

English consonants

p	pie	pea		lowercase <i>p</i>
t	tie	tea		lowercase <i>t</i>
k	kye	key		lowercase <i>k</i>
b	by	bee		lowercase <i>b</i>
d	dye	D		lowercase <i>d</i>
g	guy			lowercase <i>g</i>
m	my	me	<i>ram</i>	lowercase <i>m</i>
n	nigh	knee	<i>ran</i>	lowercase <i>n</i>
ŋ			<i>rang</i>	eng (or angma)
f	fie	fee		lowercase <i>f</i>
v	vie	V		lowercase <i>v</i>
θ	thigh			theta
ð	thy	thee		eth
s	sigh	sea	listen	lowercase <i>s</i>
z		Z	mizzen	lowercase <i>z</i>
ʃ (š)	shy	she	mission	esh (or long <i>s</i>)
ʒ (ž)			vision	long <i>z</i> (or yogh)
l	lie	lee		lowercase <i>l</i>
w	why	we		lowercase <i>w</i>
r	rye			lowercase <i>r</i>
j (y)		ye		lowercase <i>j</i>
h	high	he		lowercase <i>h</i>

Note also the following:

tʃ (tš)	chi(me)	chea(p)
dʒ (dž)	ji(ve)	G

English consonants

p	pie	pea		lowercase <i>p</i>
t	tie	tea		lowercase <i>t</i>
k	kye	key		lowercase <i>k</i>
b	by	bee		lowercase <i>b</i>
d	dye	D		lowercase <i>d</i>
g	guy			lowercase <i>g</i>
m	my	me	ram	lowercase <i>m</i>
n	nigh	knee	ran	lowercase <i>n</i>
ŋ			rang	eng (or angma)
f	fie	fee		lowercase <i>f</i>
v	vie	V		lowercase <i>v</i>
θ	thigh			theta
ð	thy	thee		eth
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r	rye			lowercase <i>r</i>
j (y)		ye		lowercase <i>j</i>
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Note also the following:

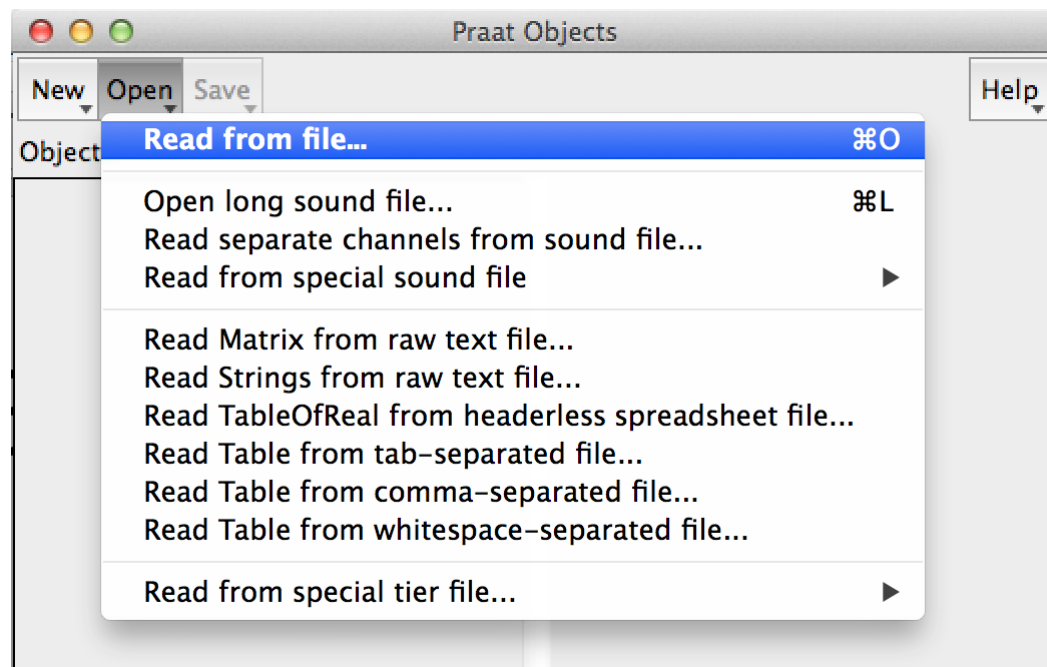
tʃ (tš)	chi(me)	chea(p)
dʒ (dž)	ji(ve)	G

English vowels

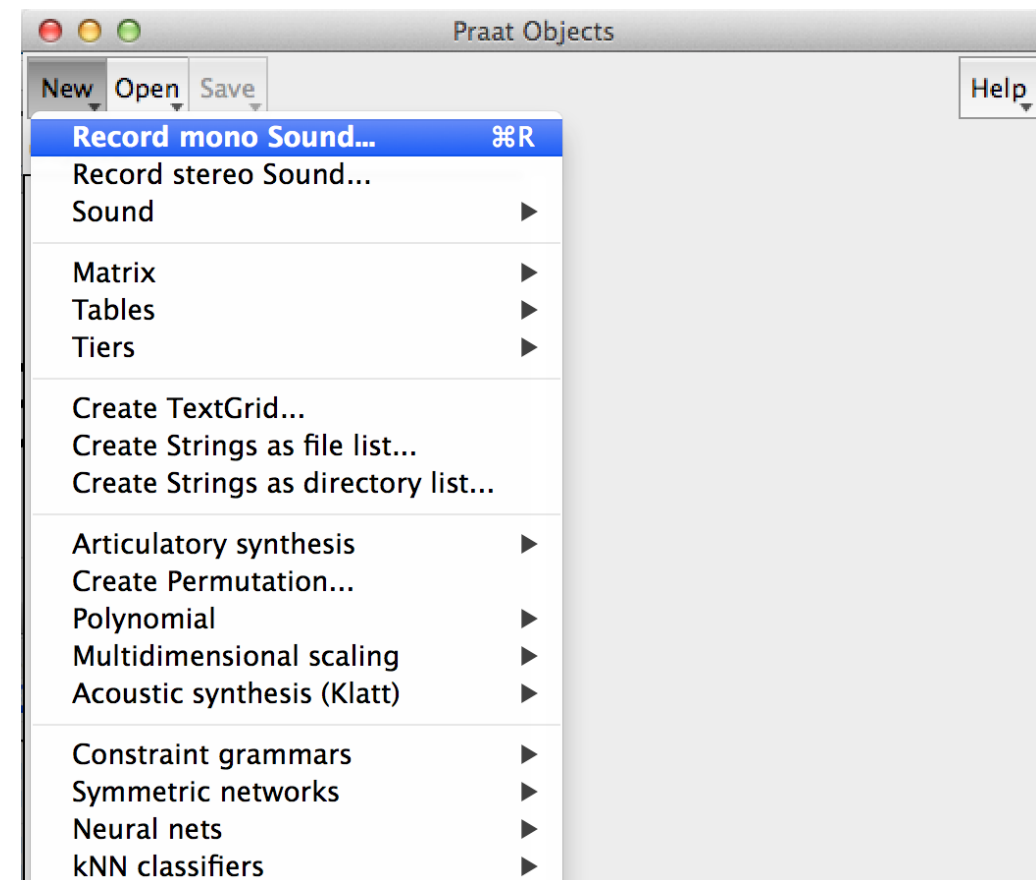
	1	2						
monophthongs	i	i	heed	he	bead	heat	keyed	lowercase <i>i</i>
	ɪ	ɪ	hid		bid	hit	kid	small capital <i>I</i>
	eɪ	eɪ	hayed	hay	bayed	hate	Cade	lowercase <i>e</i>
	ɛ	ɛ	head		bed			epsilon
	æ	æ	had		bad	hat	cad	ash
	ɑ	ɑ	hard		bard	heart	card	script <i>a</i>
	ɒ	ɒ	hod		bod	hot	cod	turned script <i>a</i>
	ɔ	ɔ	hawed	haw	bawd		cawed	open <i>o</i>
	ʊ	ʊ	hood				could	upsilon
	oʊ	əʊ	hoed	hoe	bode		code	lowercase <i>o</i>
	u	u	who'd	who	booed	hoot	cooed	lowercase <i>u</i>
	ʌ	ʌ	Hudd		bud	hut	cud	turned <i>v</i>
	ɜ	ɜ	herd	her	bird	hurt	curd	reversed epsilon
	aɪ	aɪ	hide	high	bide	height		lowercase <i>a</i> (+l)
diphthongs	aʊ	aʊ		how	bowed		cowed	(as noted above)
	ɔɪ	ɔɪ		(a)hoy	Boyd			(as noted above)
	ɪə	ɪə		here	beard			(as noted above)
	ɛə	ɛə		hair	bared		cared	(as noted above)
	aɪə	aə	hired	hire				(as noted above)
Note also:								
	ju	ju	hued	hue	Bude		cued	(as noted above)

Praat

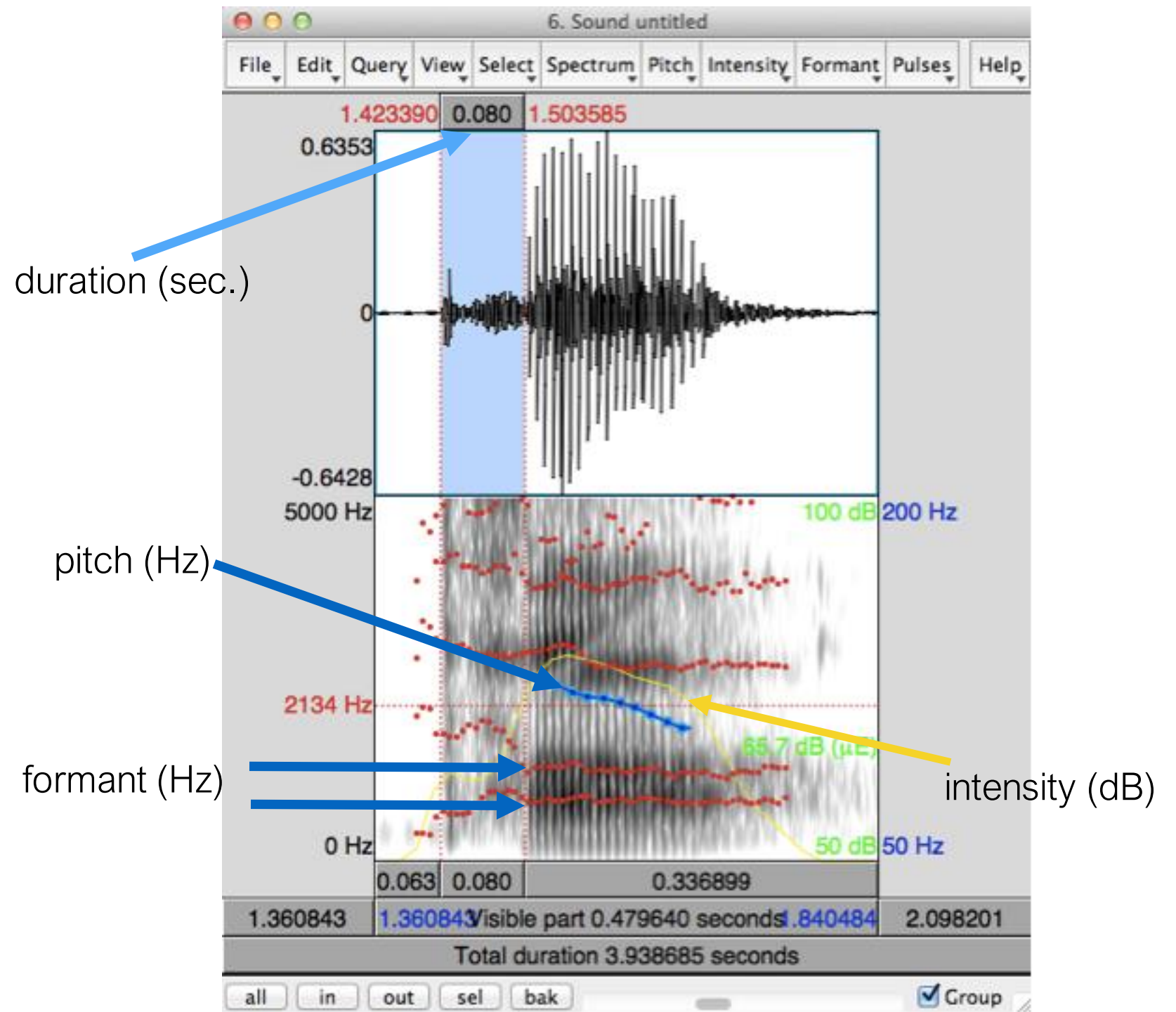
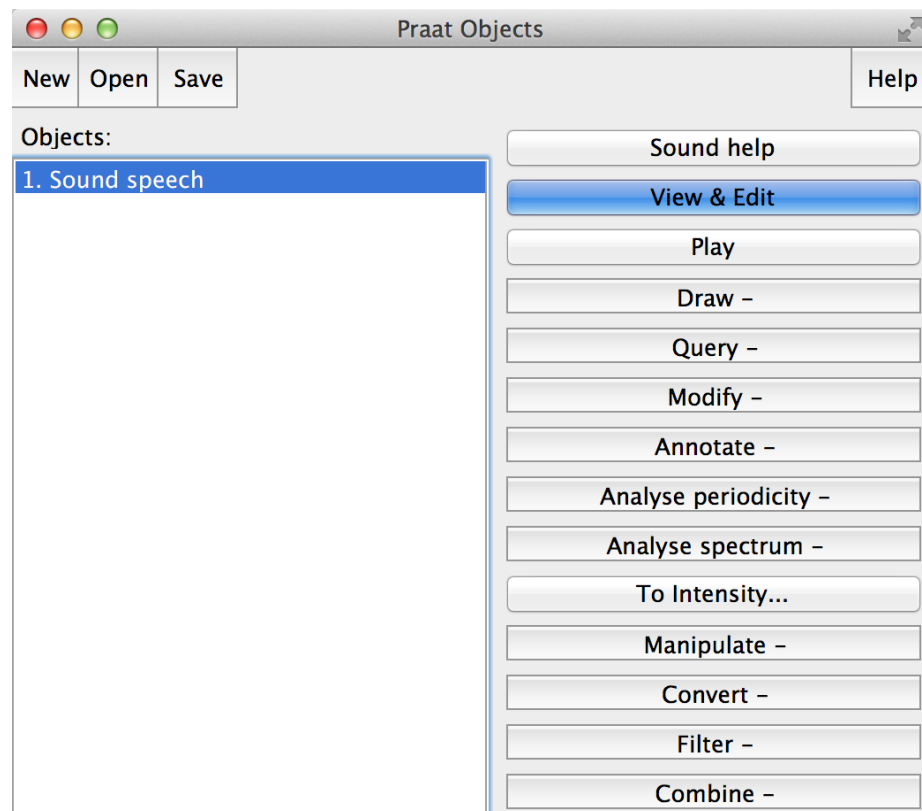
open sound file



record sound



Duration, pitch, intensity, formant



Hands-on experiments with Praat

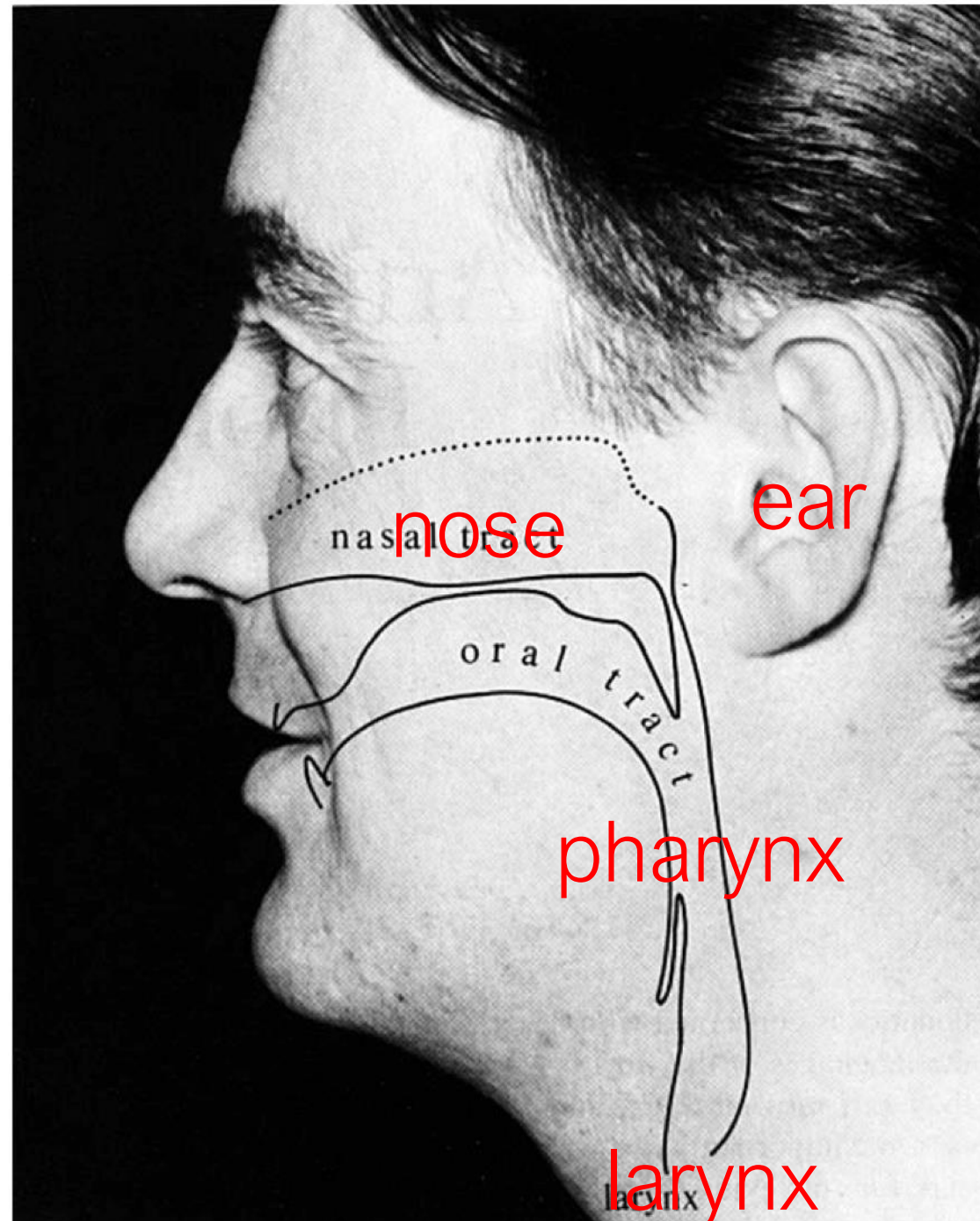
- Record yourself with the sentence:
 - “Your good pants look great”
- Pitch
- Labeling
- Segmentation

Phonetics

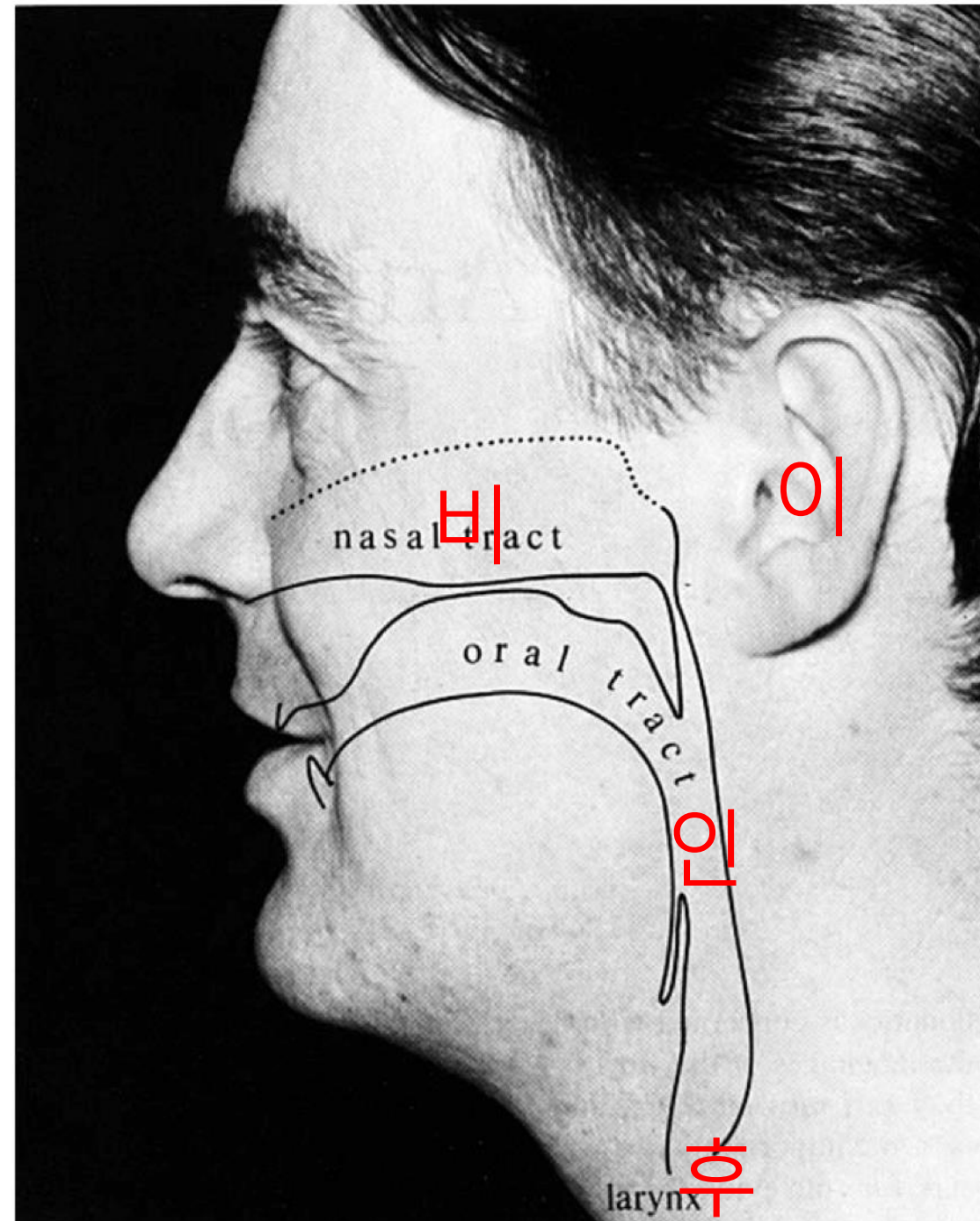
- A study on speech
- How speech is described
 - Articulatory phonetics (*from mouth*) ← the most primitive
 - How to produce speech
 - Acoustic phonetics (*through air*)
 - How to transmit speech
 - Auditory phonetics (*to ear*)
 - How to hear speech

Articulation

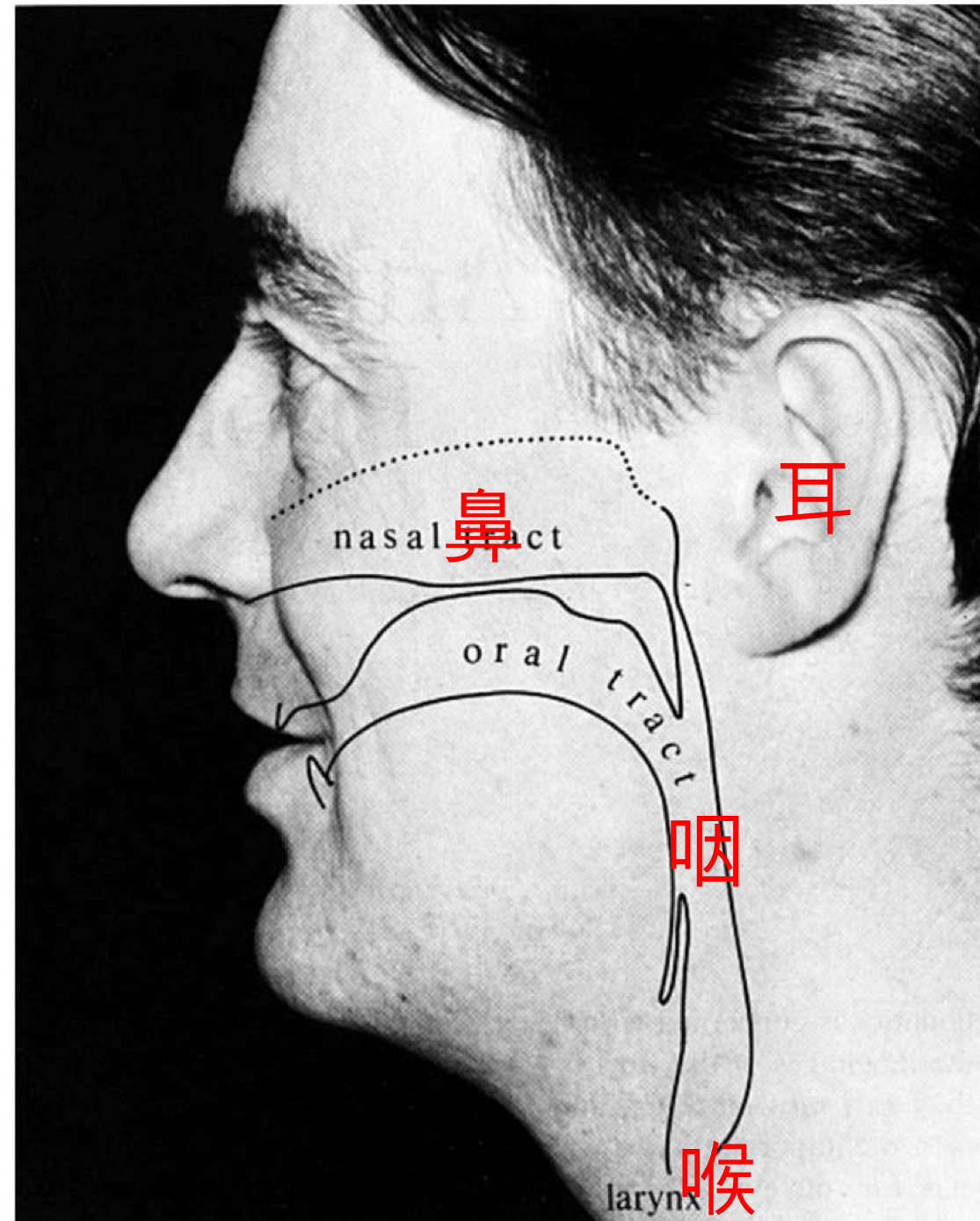
The vocal tract



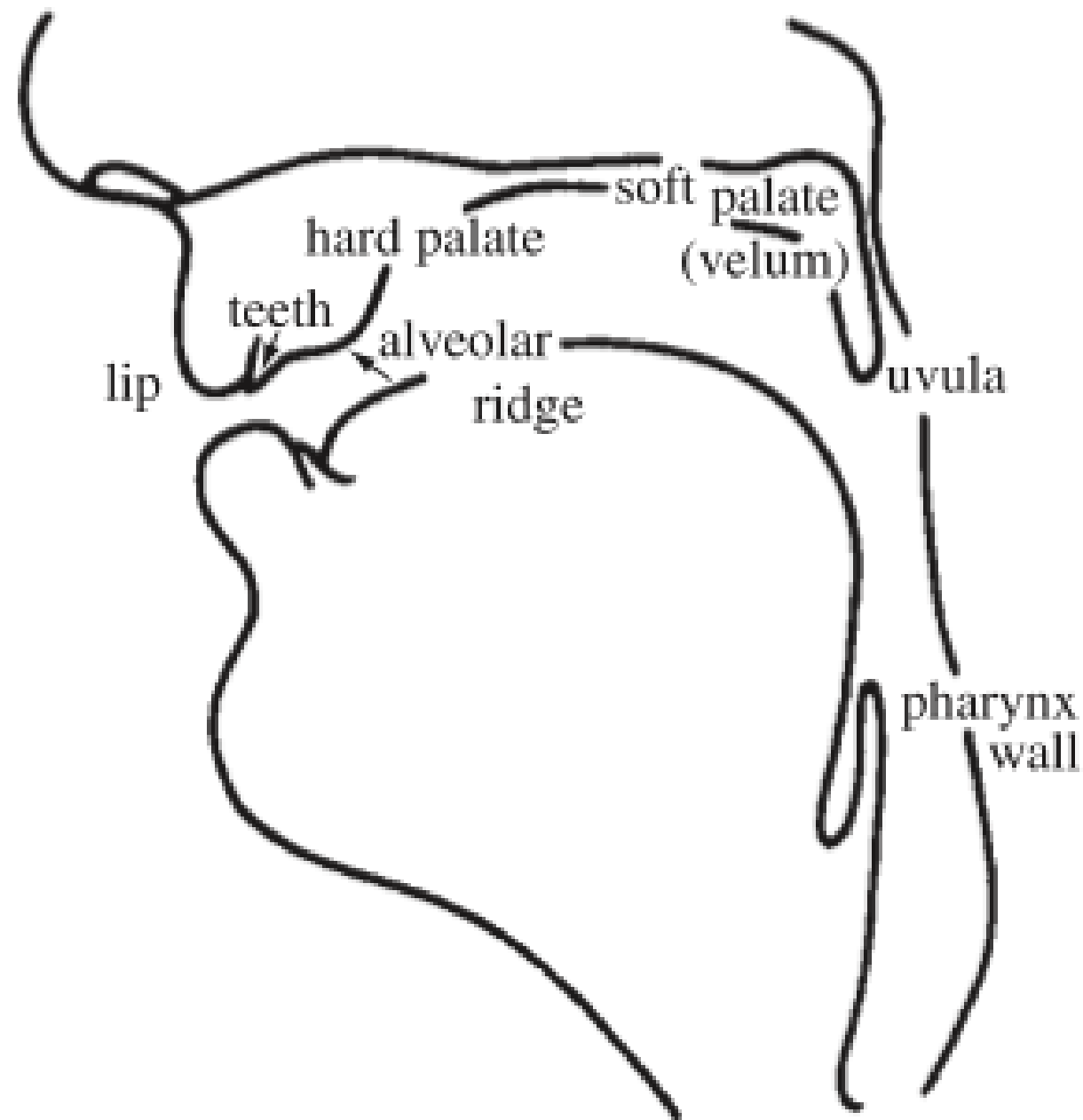
The vocal tract



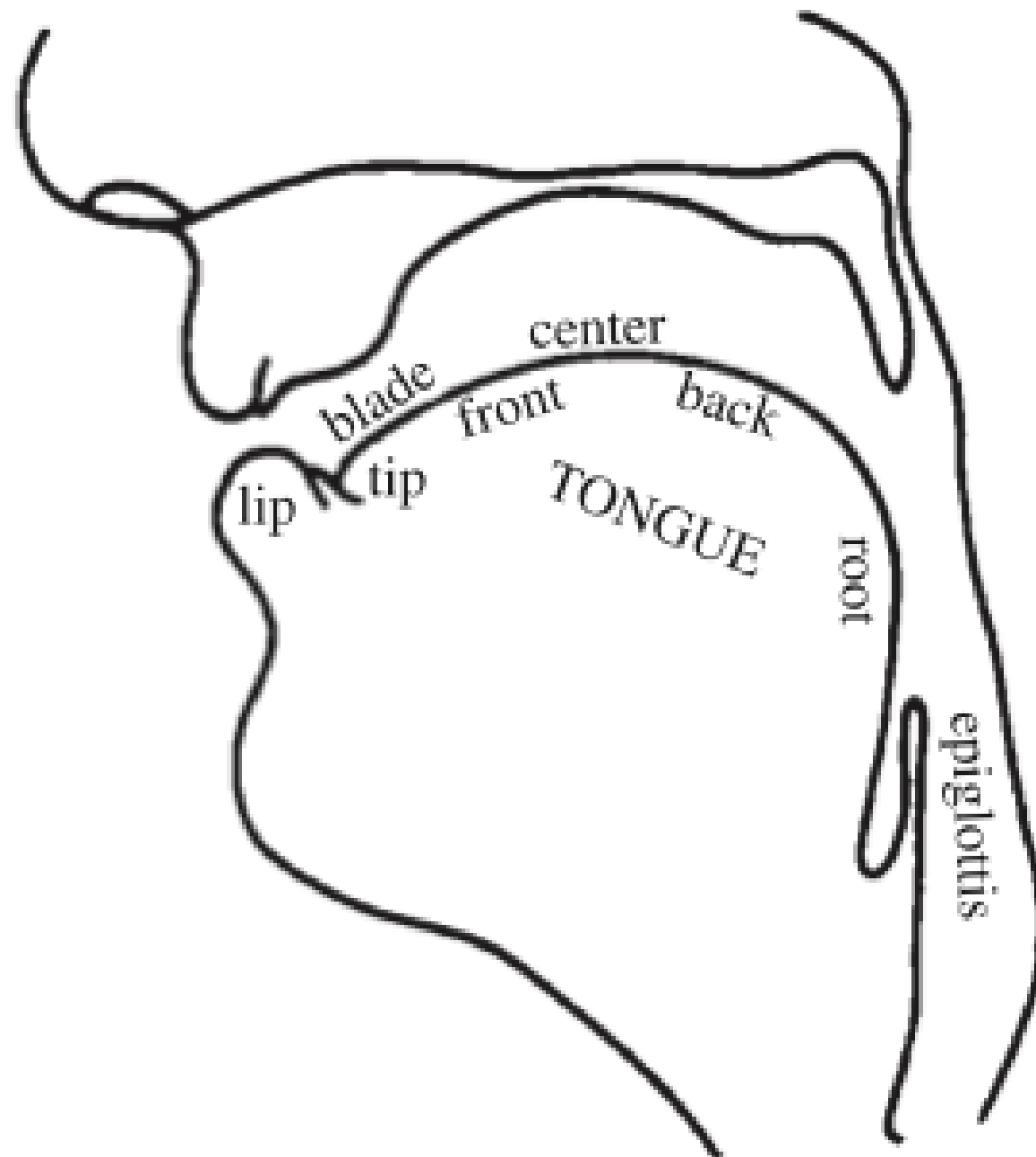
The vocal tract



Vocal tract (upper)



Vocal tract (lower)



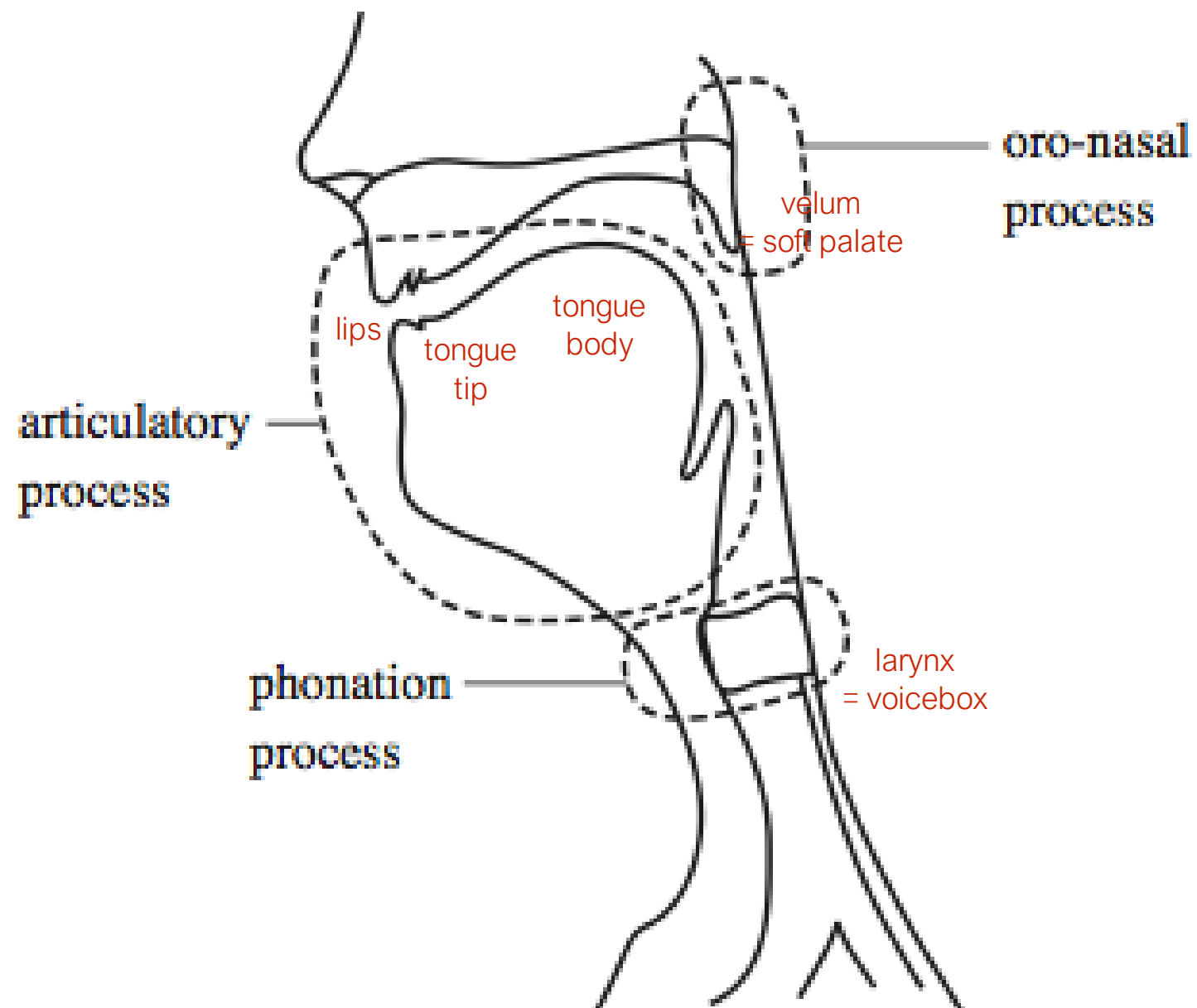
Inside the vocal tract

Petiquet ENT Consultants, PLLC
Barrington, Virginia

Articulatory phonetics
=speech production (dance of the tongue)

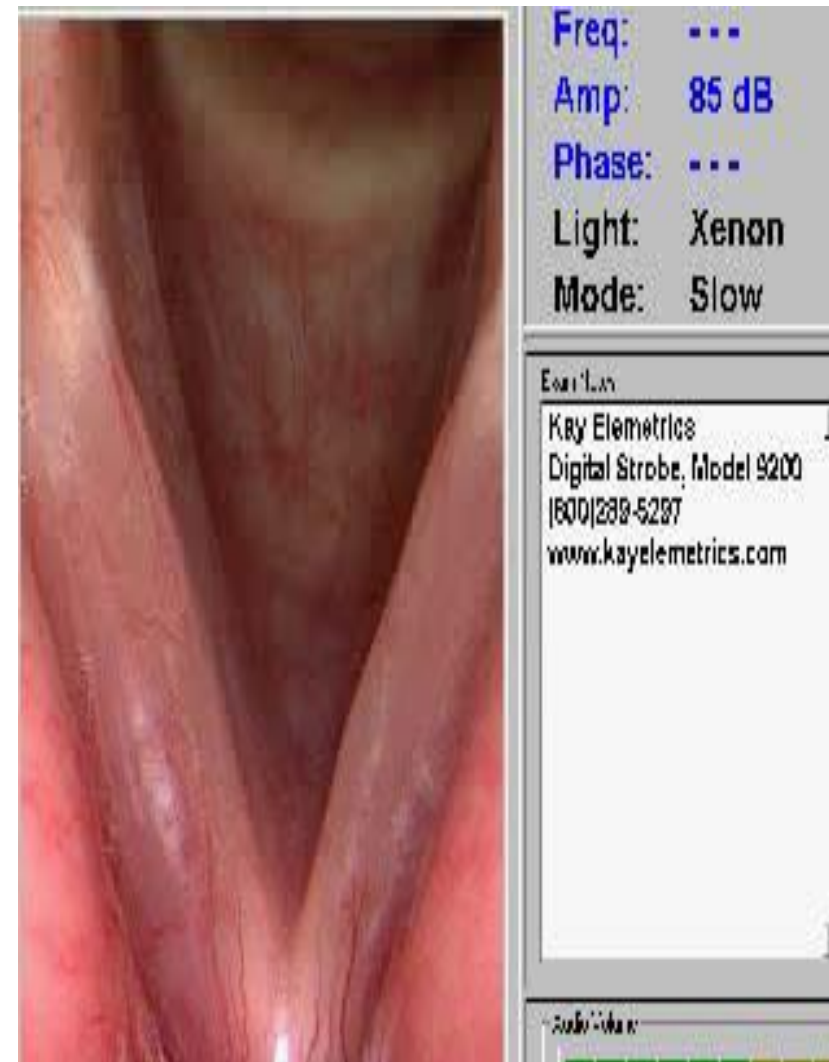
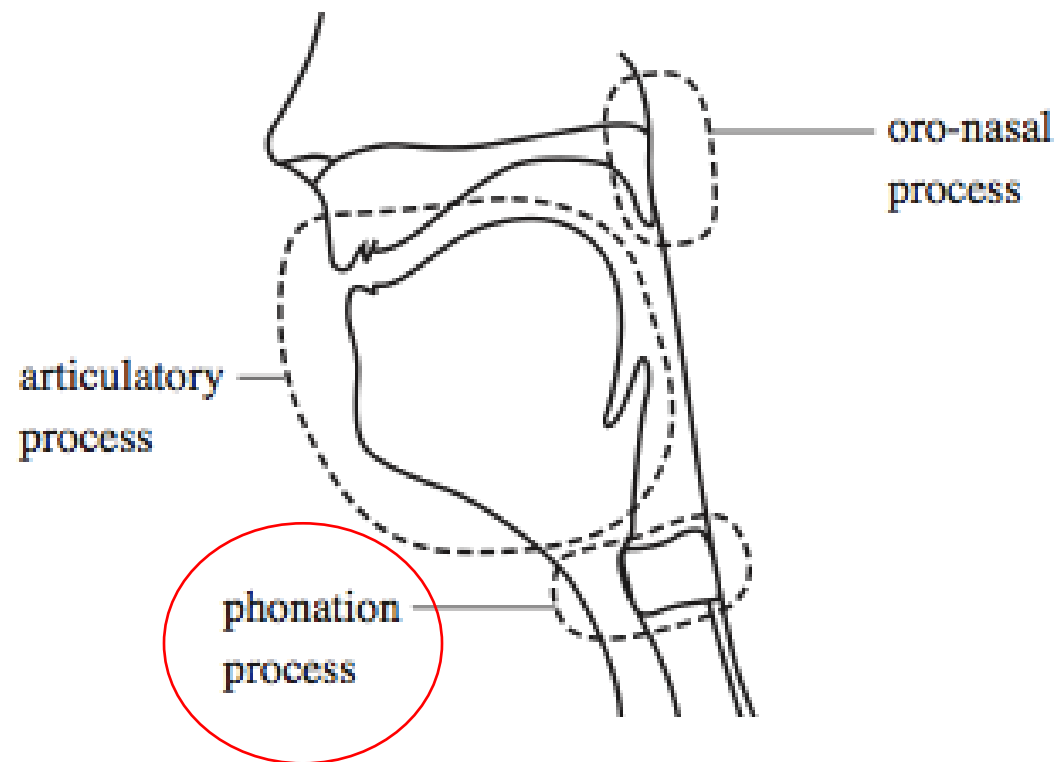


5 speech organs
=constrictors
=articulators

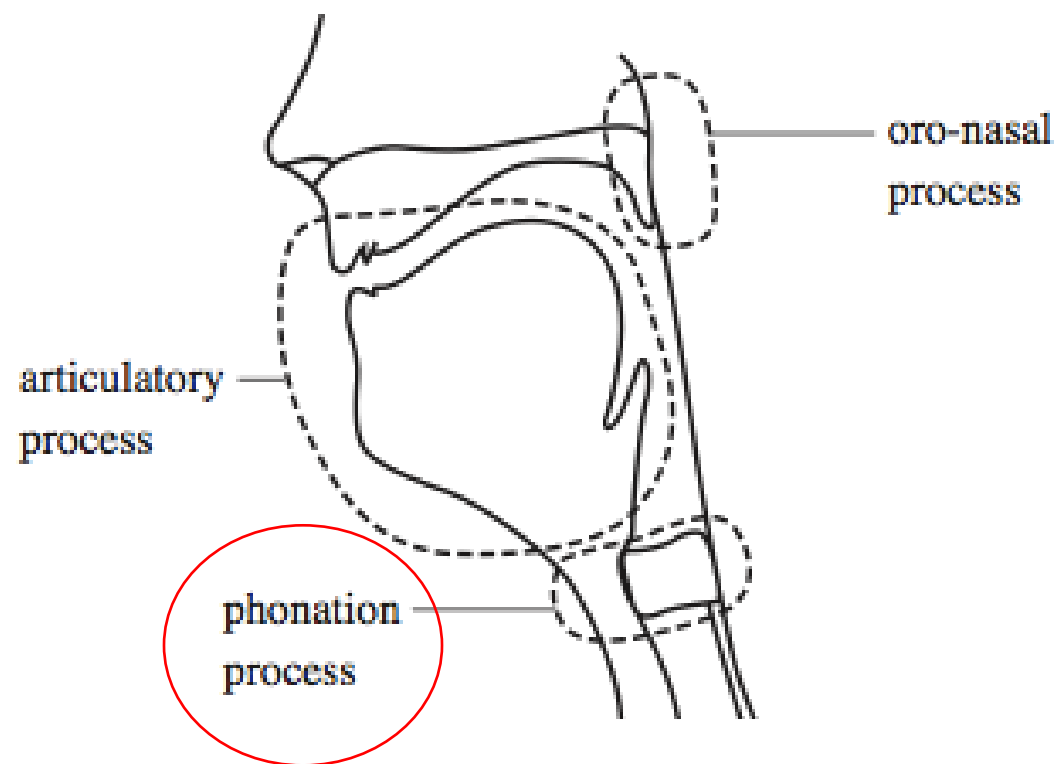


Phonation process in larynx

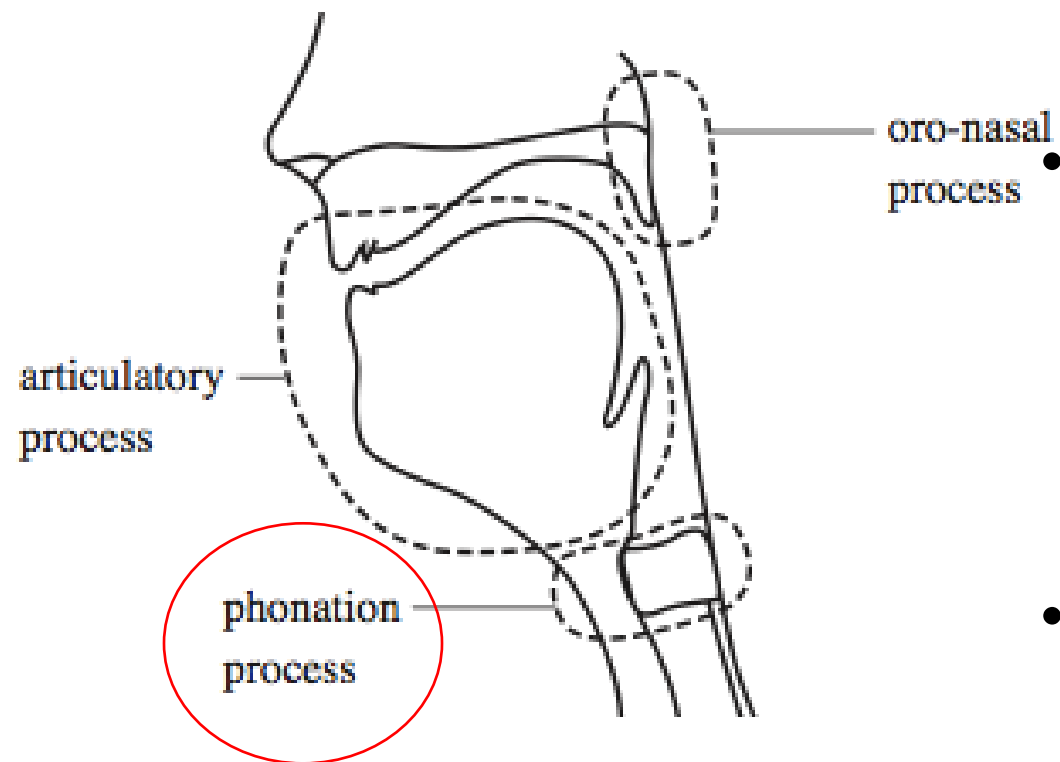
Vocal cords vibration



Slow motion of vocal cords vibration

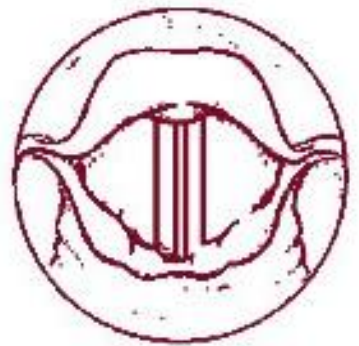


Larynx = voicebox



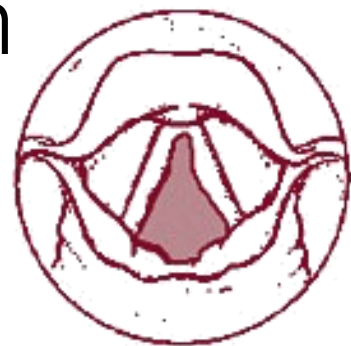
- voiced: can feel vibration

e.g. v, z, l, m, a, i, ...



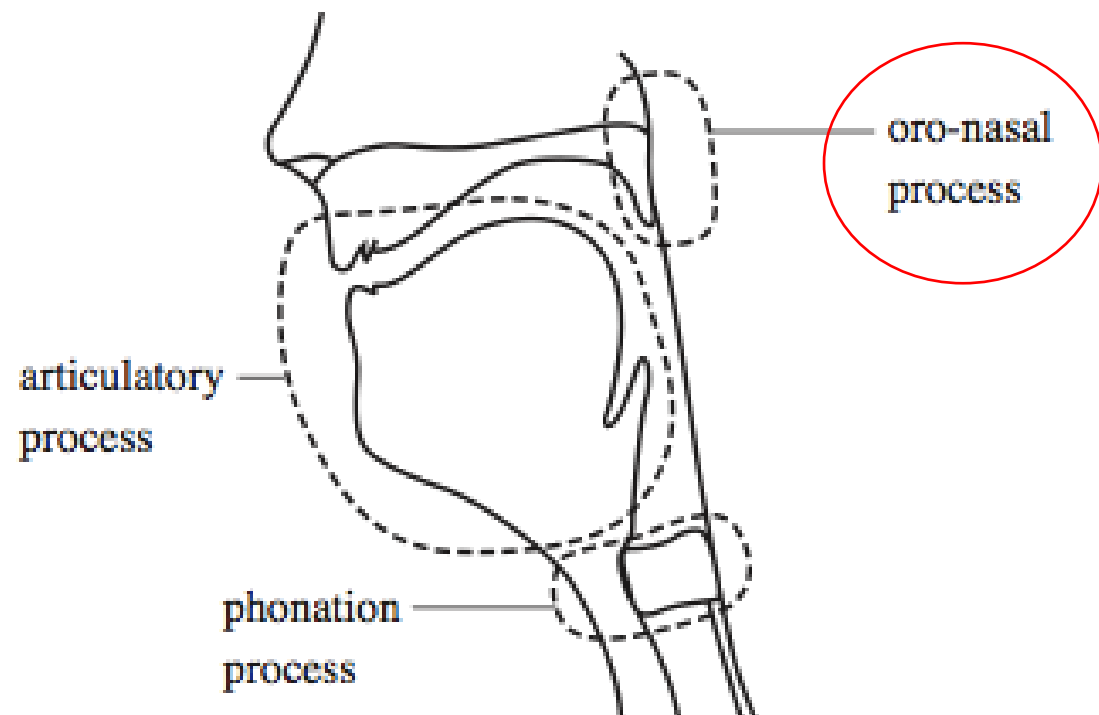
- voiceless: can't feel vibration

e.g. f, s, k, p, h, ...

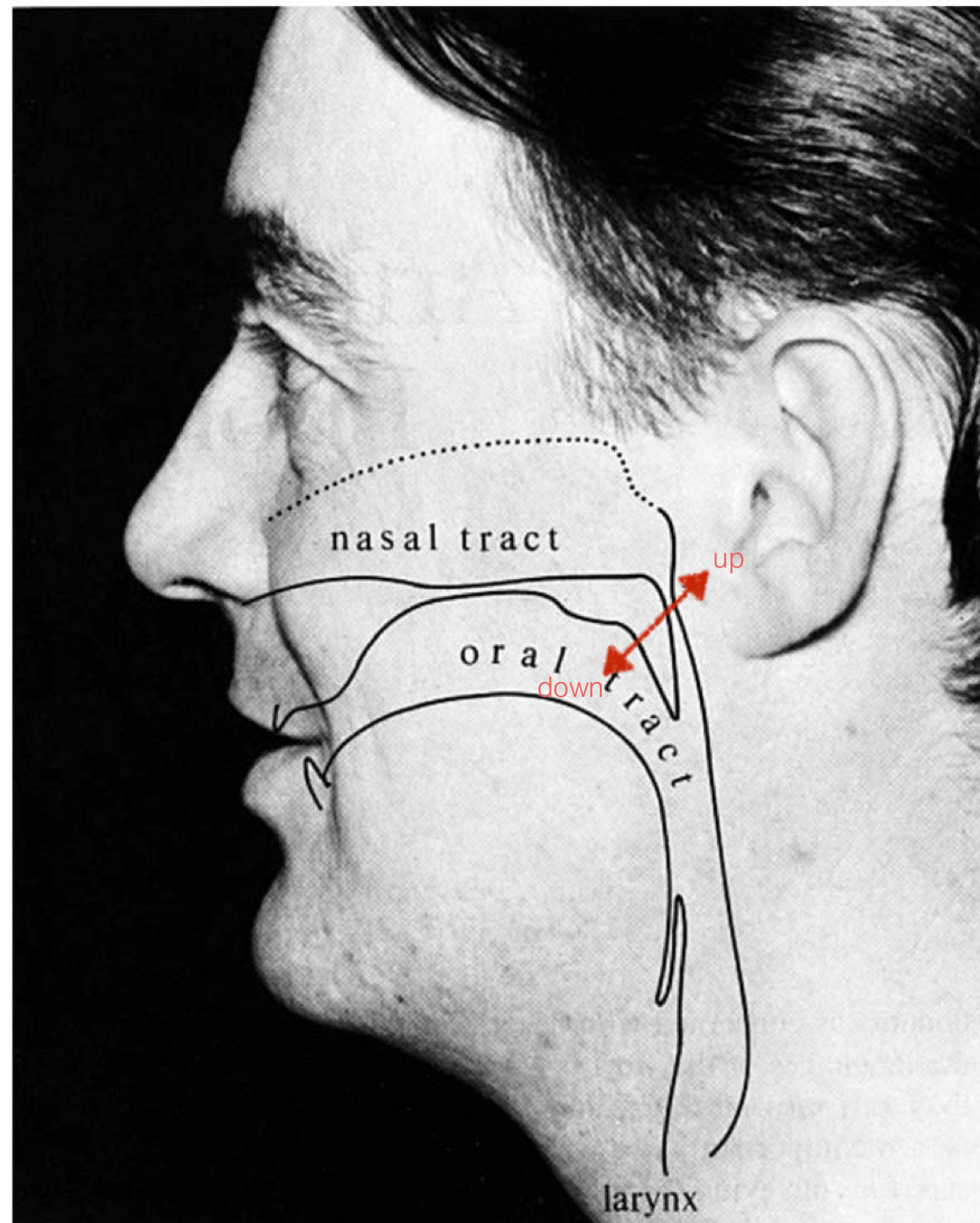


Oro-nasal process
in velum

Whether **velum** lowered



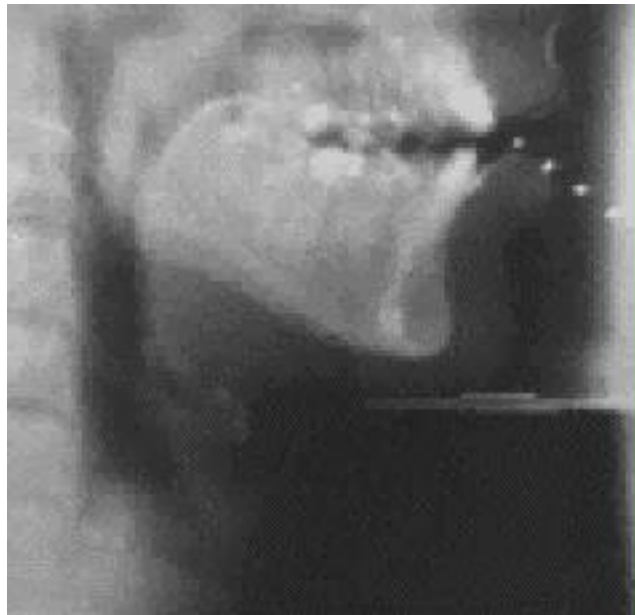
- nasals: m n ng ...
- when breathing?



Articulatory process
in lips / tongue tip / tongue body

constriction

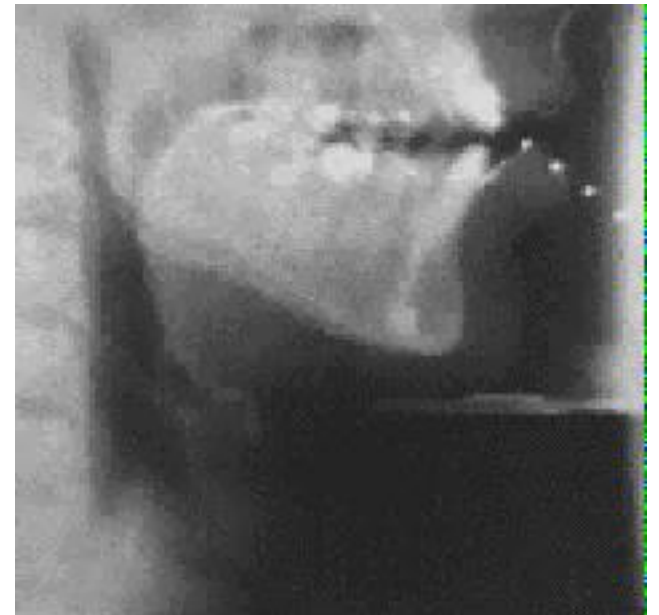
lips



tongue tip



tongue body



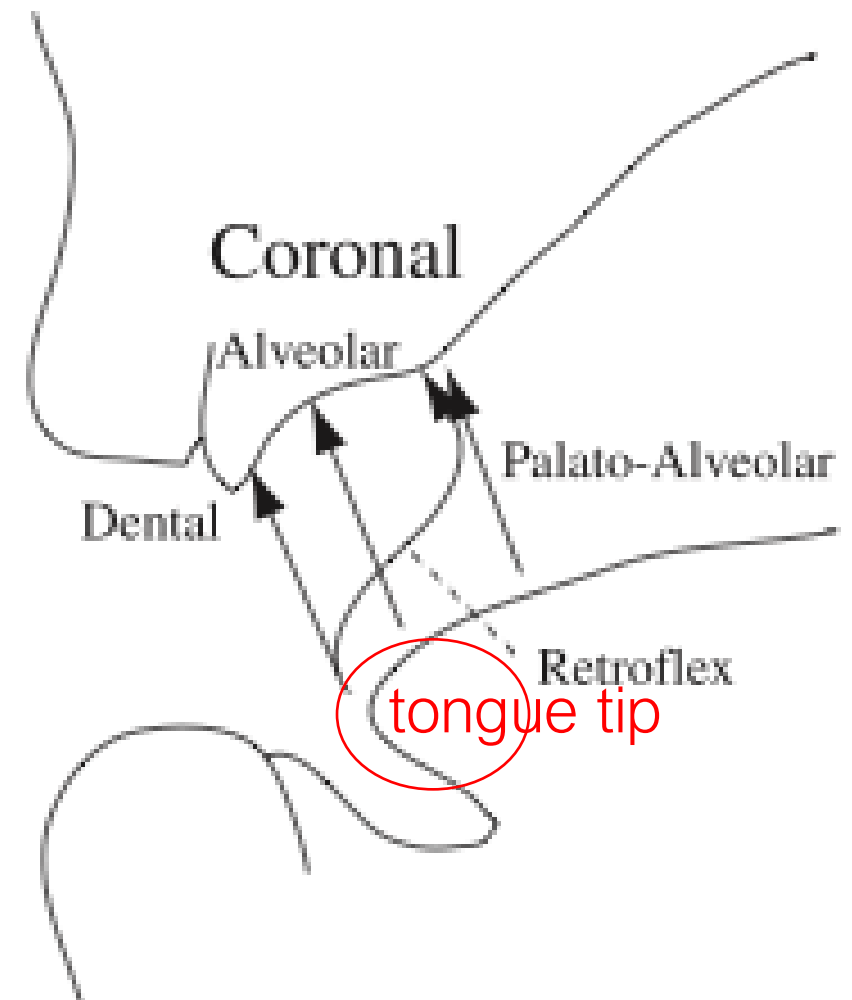
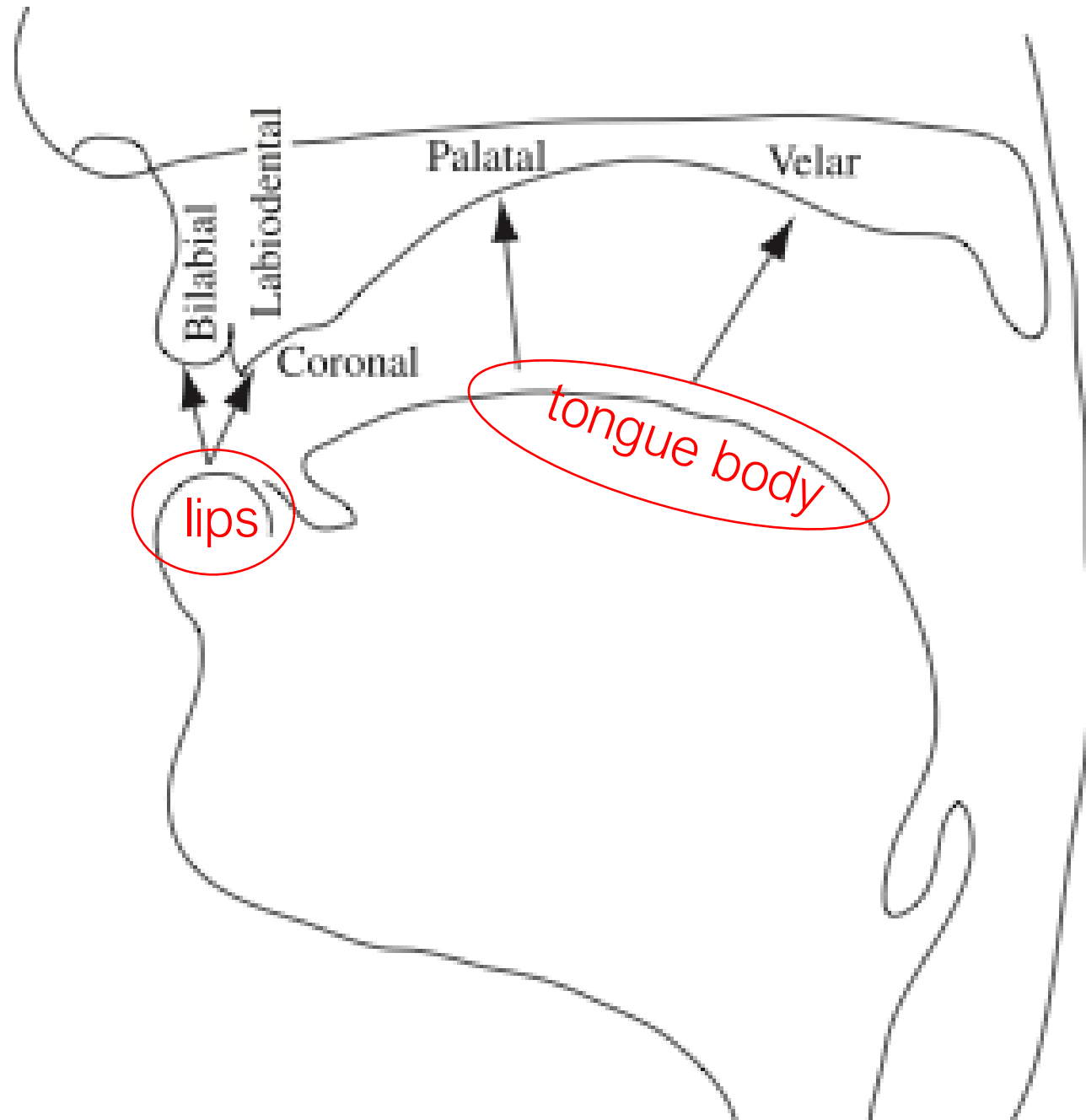
Control of constrictors(articulators)

By CL and CD

Each constrictor
needs to be more specific in geometry

- Constriction location (CL): where exactly?
- Constriction degree (CD): how much exactly?

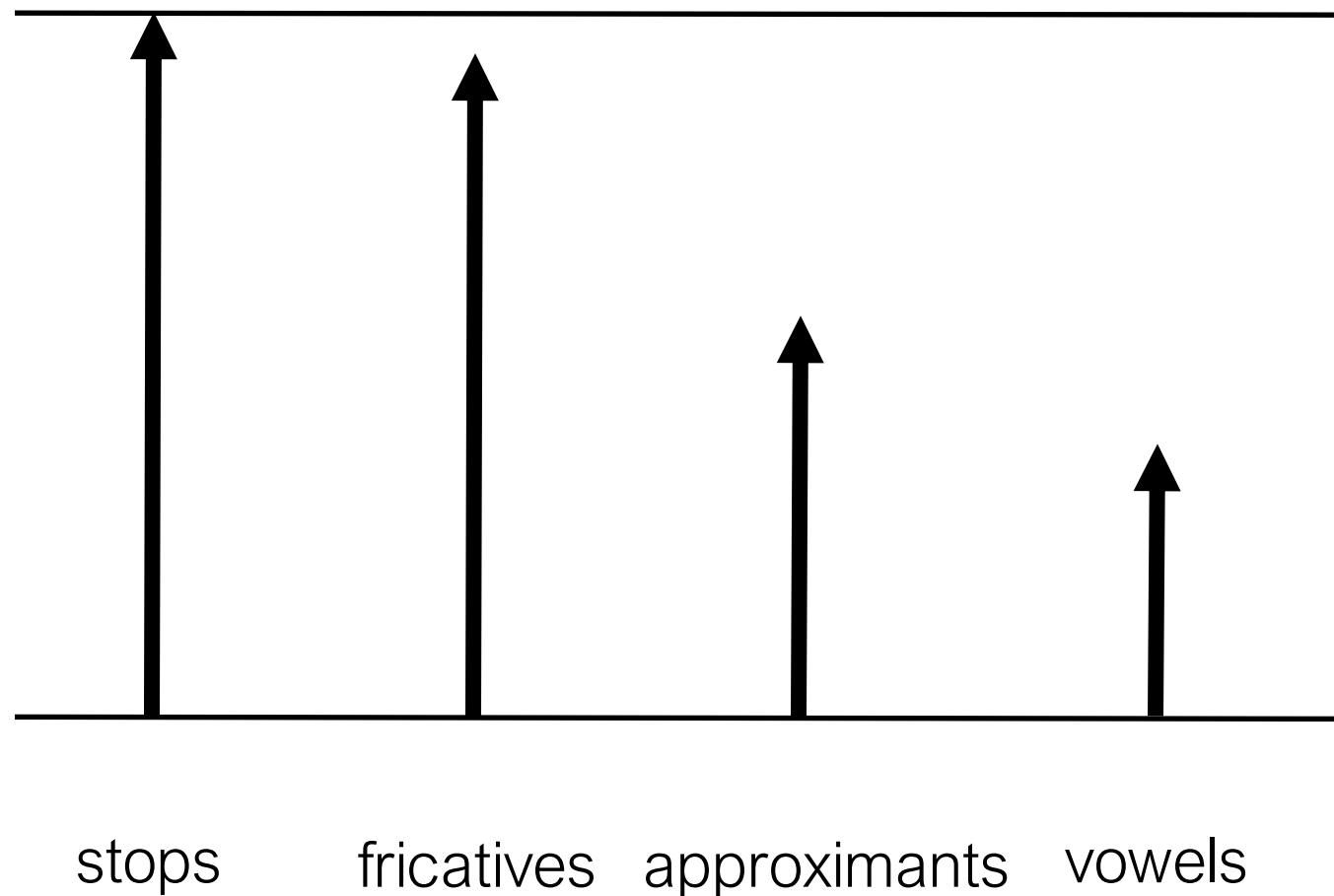
Constriction location (CL)



Constriction degree (CD)

upper part

lower part



How to produce
English consonants & vowels?

By specifying
constrictors, CD, and CL

e.g. which sound is produced?

- Constrictor: Lips
- CL: Bilabial
- CD: Closure

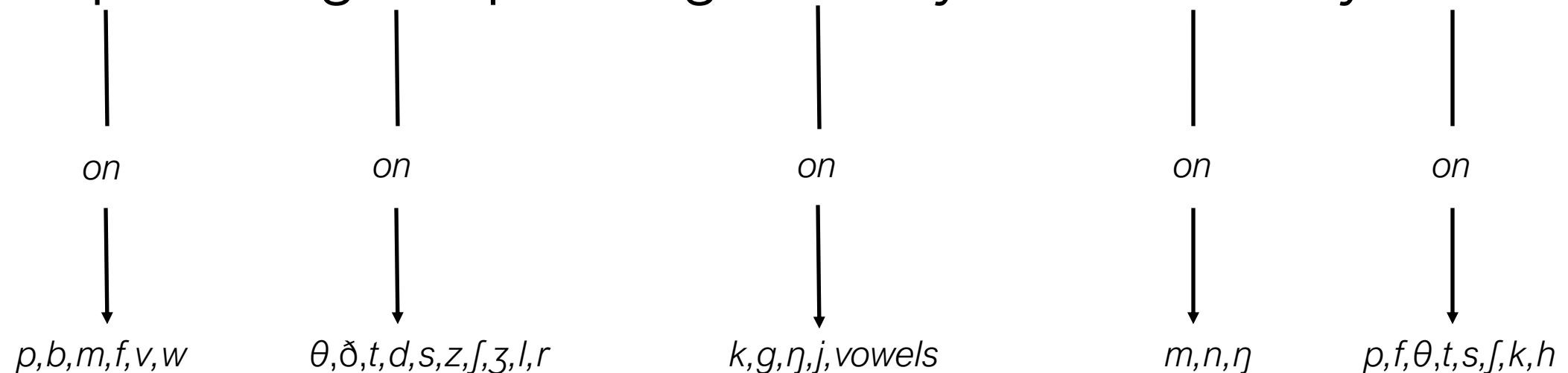
From now on
let's call a sound
(a consonant or vowel)
a phoneme.

Phonemes

- Individual sounds that form words
- e.g., ‘psycho’ /s aɪ k oʊ/
- a combination of speech organs’ actions

← phonemes

- lips / tongue tip / tongue body / velum / larynx



N.B. on = active = effortful

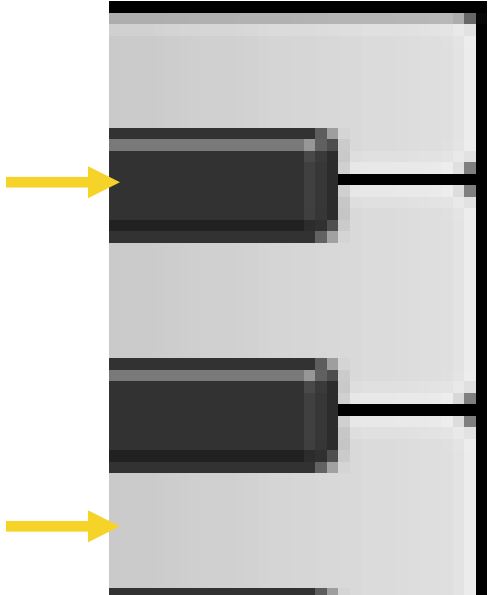
off = inactive = effortless = default

How to produce a phoneme?

Piano playing analogy

- e.g., /t/

speech organ	on/off
lips	off
tongue tip	on
tongue body	off
velum	off
larynx	on



The diagram shows a vertical section of a piano keyboard. Two keys are highlighted in black, representing the 'on' state for the tongue tip and larynx. Yellow arrows point from the 'on' entries in the table to these two keys. The other three keys are light gray, representing the 'off' state for the lips, tongue body, and velum.

- Five speech organs analogous to 5 keyboards on piano
- Producing a phoneme analogous to hitting a certain set of keys

Phonemes (practice)

- e.g., /t/

speech organ	on/off
lips	off
tongue tip	on
tongue body	off
velum	off
larynx	on

- e.g., /d/ ?

Phonemes (practice)

- e.g., /m/

speech organ	on/off
lips	on
tongue tip	off
tongue body	off
velum	on
larynx	off

- e.g., /n/ ?

Phonemes (practice)

- e.g., /g/

speech organ	on/off
lips	off
tongue tip	off
tongue body	on
velum	off
larynx	off

- e.g., /k/ ?

/t/ vs. /s/?

speech organ	on/off
lips	off
tongue tip	on
tongue body	off
velum	off
larynx	on

speech organ	on/off
lips	off
tongue tip	on
tongue body	off
velum	off
larynx	on

- not different! More specification needed.

Constriction Degree (CD)

- How much constriction?
 - stops: full constriction (*e.g. p, t, k, b, d, g, m, n, ŋ, ...*)
 - fricatives: critical constriction - (*e.g. s, z, f, v, ʃ, ʒ, θ, ð, ...*)
 - approximants: little constriction - (*e.g. r, l, w, y, ...*)
 - vowels: no constriction - (*e.g. vowels*)
- For active (=on) speech organs only among lips, tongue tip, tongue body.

/t/	speech organ	on/off	CD
	lips	off	-
	tongue tip	on	stop
	tongue body	off	-
	velum	off	-
	larynx	on	-



/t/ vs. /s/

speech organ	on/off	CD
lips	off	-
tongue tip	on	stop
tongue body	off	-
velum	off	-
larynx	on	-

speech organ	on/off	CD
lips	off	-
tongue tip	on	fric.
tongue body	off	-
velum	off	-
larynx	on	-

/t/ vs. /r/?

speech organ	on/off	CD
lips	off	-
tongue tip	on	stop
tongue body	off	-
velum	off	-
larynx	on	-

speech organ	on/off	CD
lips	off	-
tongue tip	on	approx.
tongue body	off	-
velum	off	-
larynx	off	-

/a/ vs. /g/?

speech organ	on/off	CD
lips	off	-
tongue tip	off	-
tongue body	on	vowel
velum	off	-
larynx	off	-

speech organ	on/off	CD
lips	off	-
tongue tip	off	-
tongue body	on	stop
velum	off	-
larynx	off	-

/s/ vs. /ʃ/?

speech organ	on/off	CD
lips	off	-
tongue tip	on	fric.
tongue body	off	-
velum	off	-
larynx	on	-

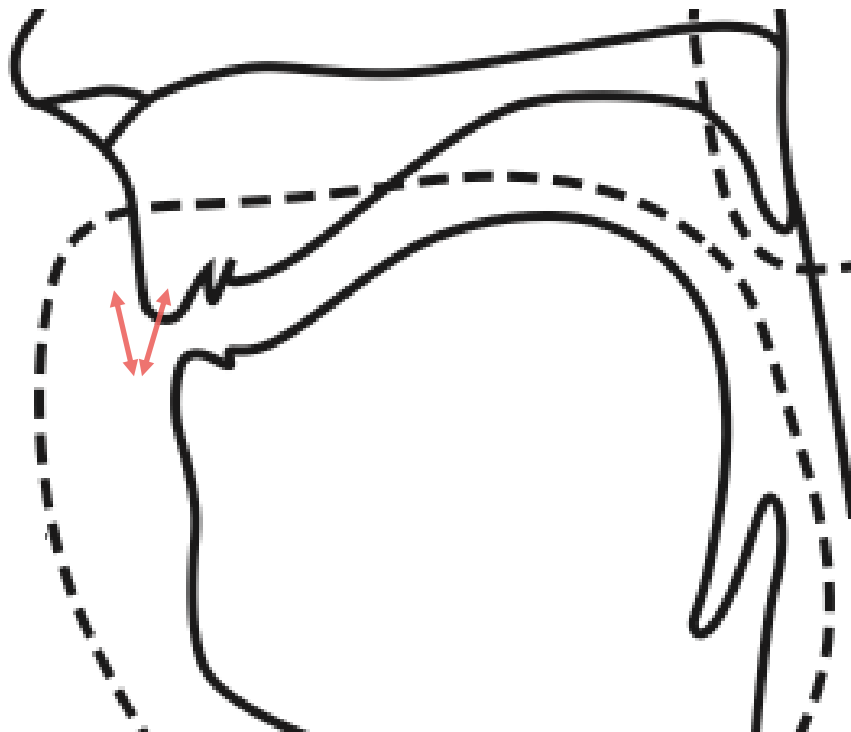
speech organ	on/off	CD
lips	off	-
tongue tip	on	fric.
tongue body	off	-
velum	off	-
larynx	on	-

- not different! More specification needed.

Constriction Location (CL)

- Where constriction occurs at a speech organ?

lips

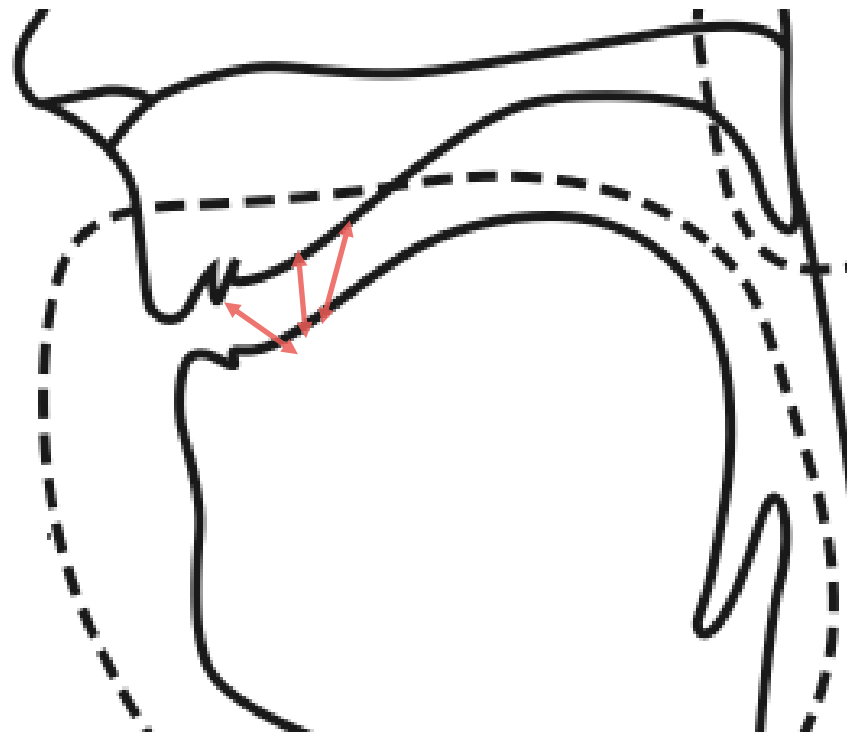


labial / labiodental

p,b,m,w

f,v

tongue tip



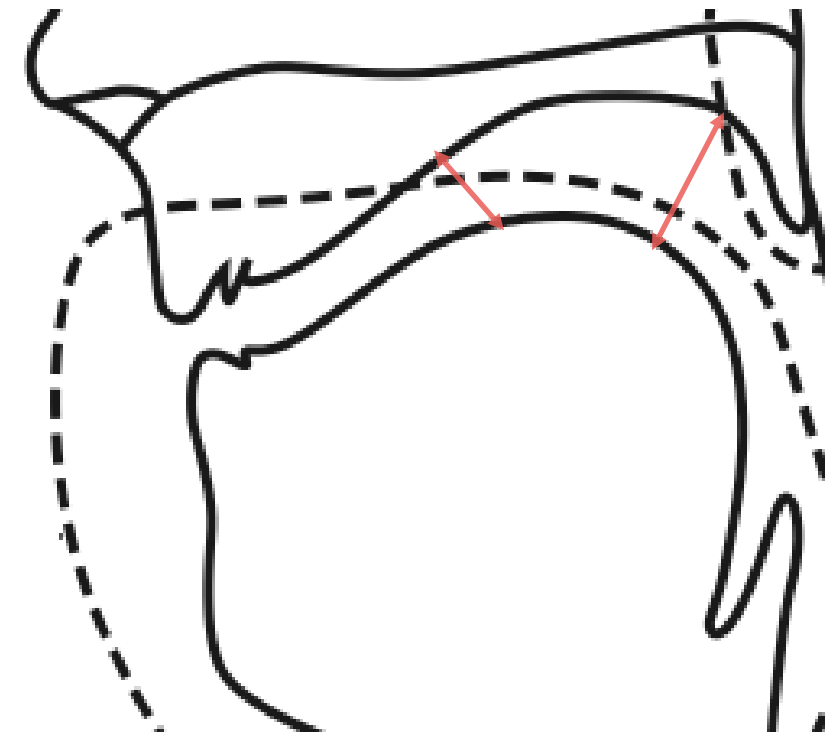
dental / alveolar / palato-alveolar

θ,ð

t,d,s,z,l,r

ʃ,ʒ

tongue body



palatal / velar

c

k,g,ŋ

/s/ vs. /ʃ/

speech organ	on/off	CD	CL
lips	off	-	-
tongue tip	on	fric.	alv.
tongue body	off	-	-
velum	off	-	-
larynx	on	-	-

speech organ	on/off	CD	CL
lips	off	-	-
tongue tip	on	fric.	pal-alv
tongue body	off	-	-
velum	off	-	-
larynx	on	-	-

Phonemes (practice)

/p/

speech organ

on/off

CD

CL

lips

tongue tip

tongue body

velum

larynx

Phonemes (practice)

/h/

speech organ

on/off

CD

CL

lips

tongue tip

tongue body

velum

larynx

Phonemes (practice)

/j/

speech organ

on/off

CD

CL

lips

tongue tip

tongue body

velum

larynx

Phonemes (practice)

/n/

speech organ

on/off

CD

CL

lips

tongue tip

tongue body

velum

larynx

Phonemes (practice)

/v/

speech organ

on/off

CD

CL

lips

tongue tip

tongue body

velum

larynx

Phonemes (practice)

/ŋ/

speech organ

on/off

CD

CL

lips

tongue tip

tongue body

velum

larynx

Phonemes (practice)

/w/

speech organ

on/off

CD

CL

lips

tongue tip

tongue body

velum

larynx

Phonemes (practice)

/n/

speech organ

on/off

CD

CL

lips

tongue tip

tongue body

velum

larynx

Phonemes (practice)

/z/

speech organ

on/off

CD

CL

lips

tongue tip

tongue body

velum

larynx

Vowels

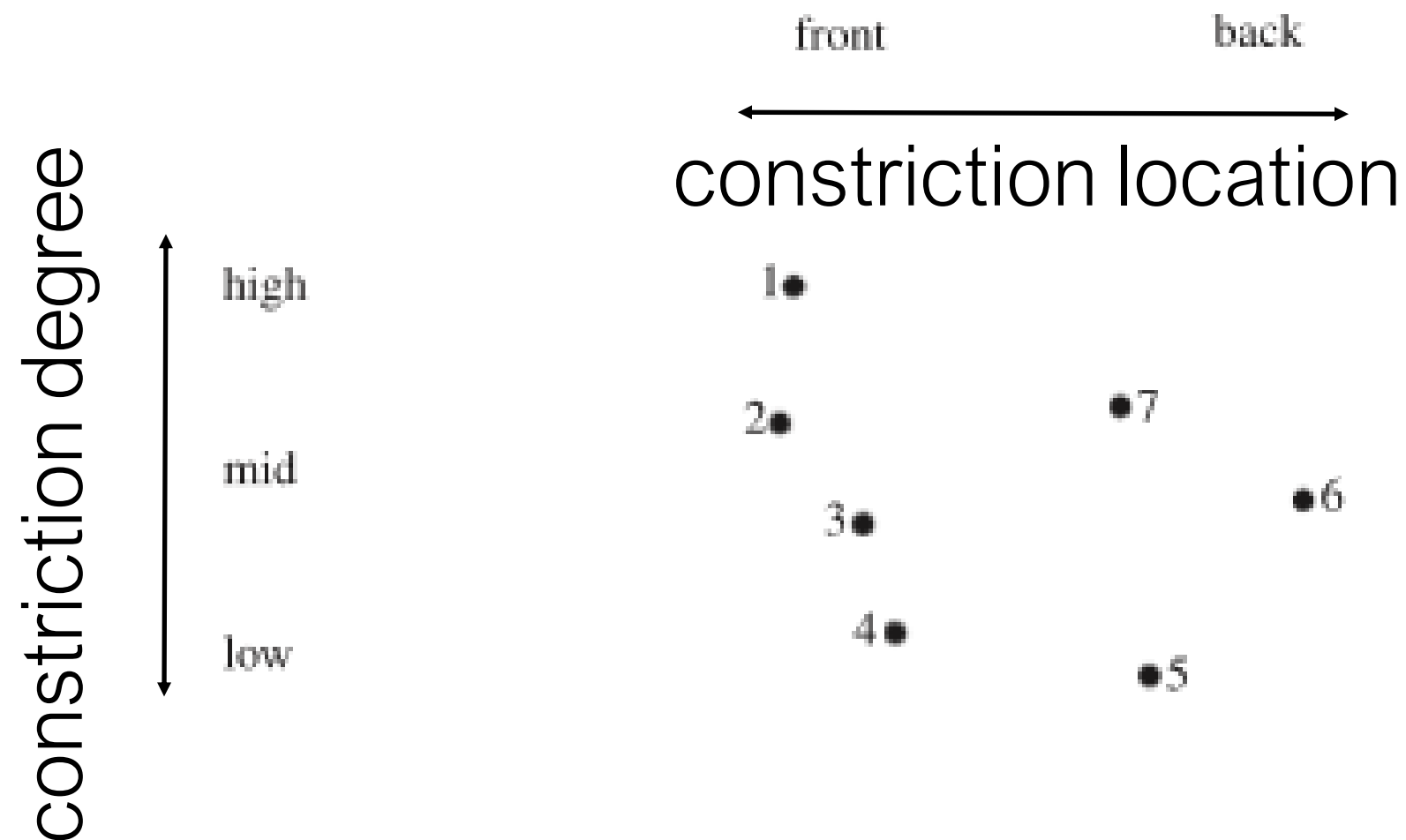
by tongue body only

Figure 1.12 The positions of the vocal organs for the vowels in the words 1 *heed*, 2 *hid*, 3 *head*, 4 *had*, 5 *father*, 6 *good*, 7 *food*. The lip positions for vowels 2, 3, and 4 are between those shown for 1 and 5. The lip position for vowel 6 is between those shown for 1 and 7.

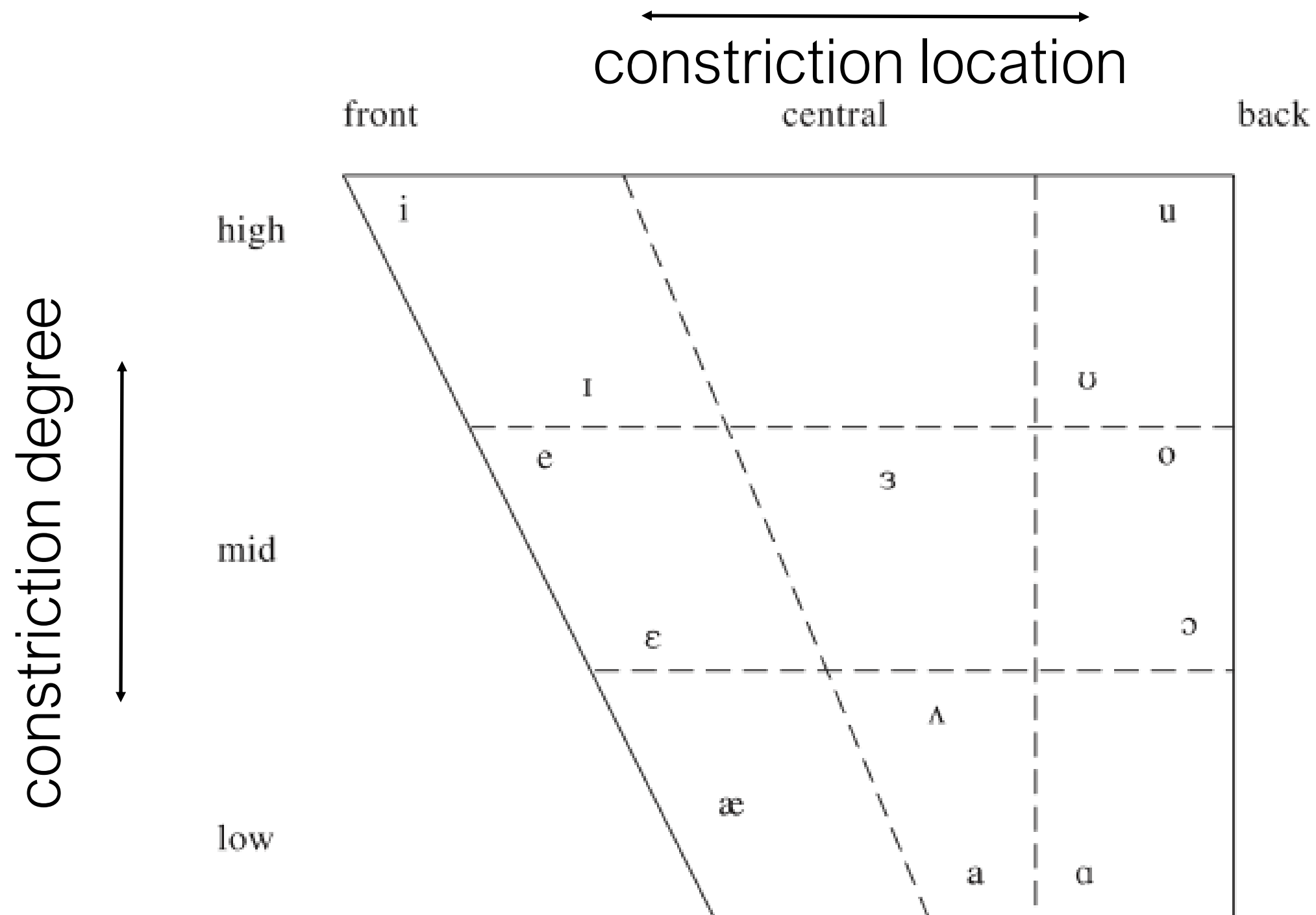


CL & CD specifications

Figure 1.13 The relative positions of the highest points of the tongue in the vowels in 1 *heed*, 2 *hid*, 3 *head*, 4 *had*, 5 *father*, 6 *good*, 7 *food*.



Vowel chart



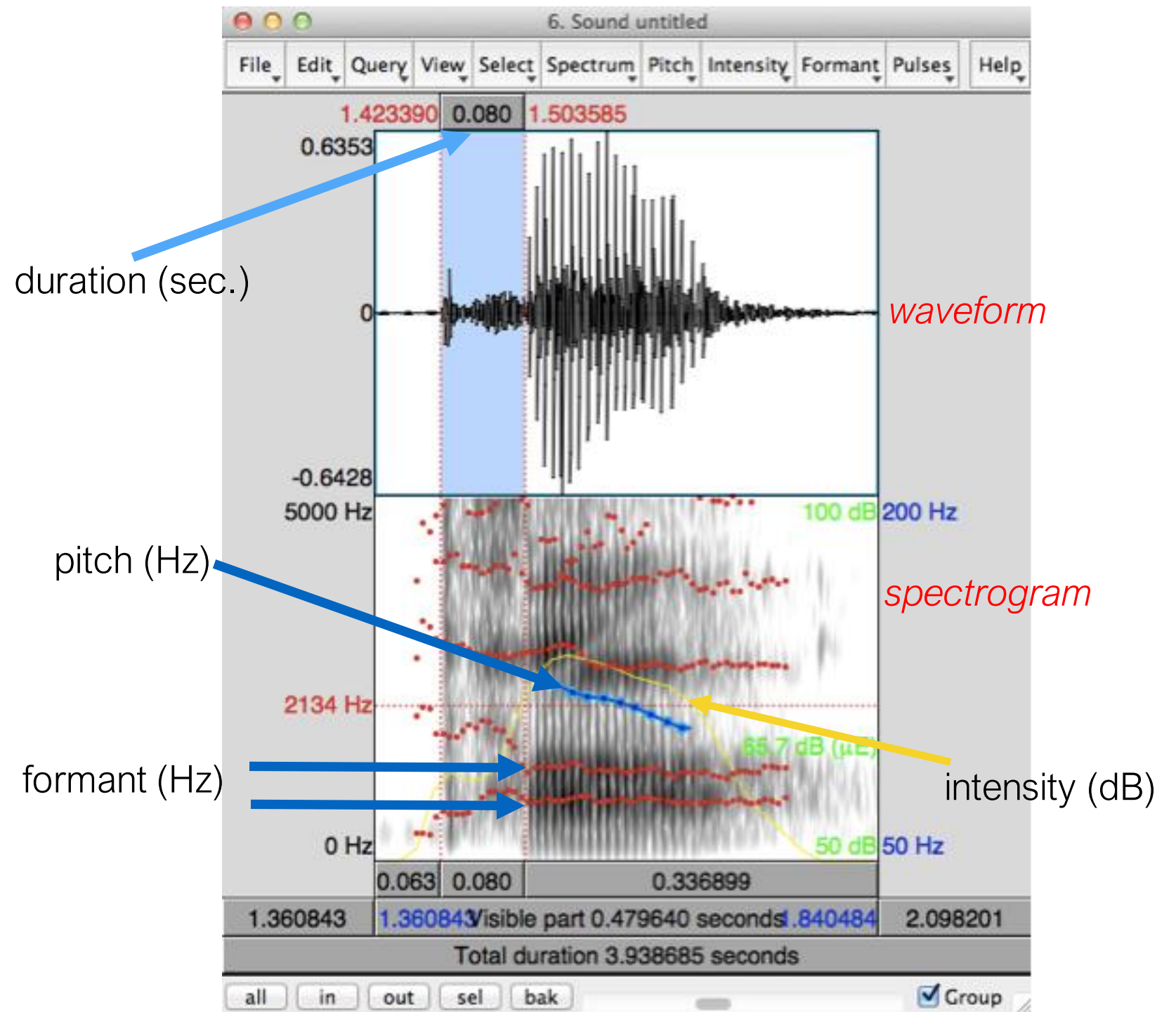
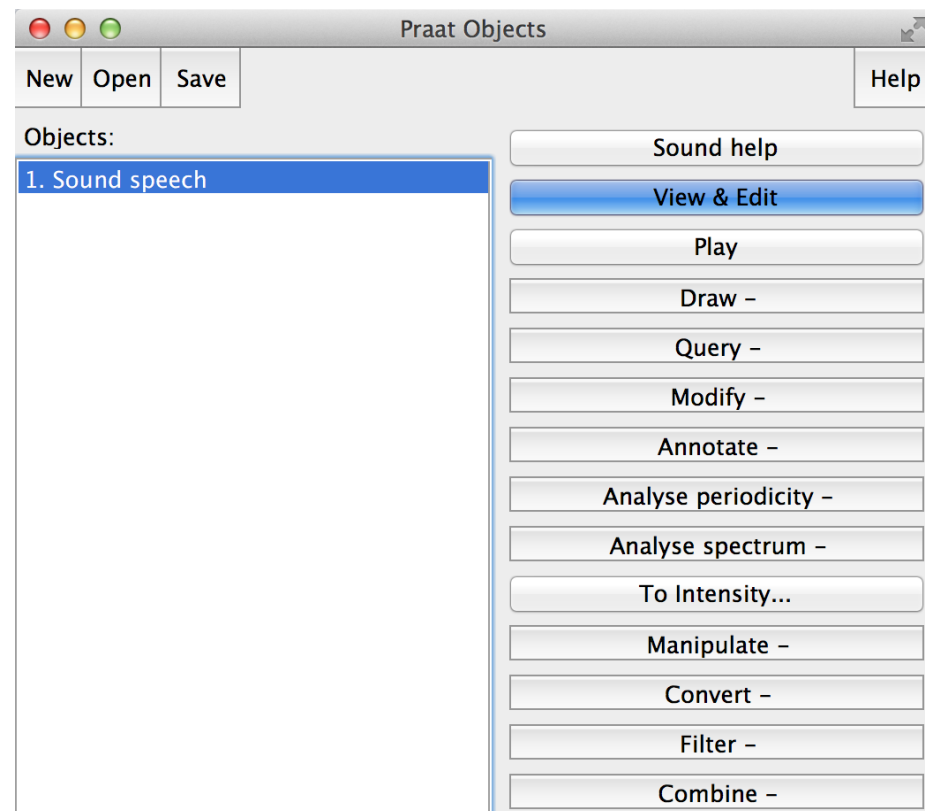
Geometry of tongue body!!

Acoustics

Sound generation

- How is sound generated within the vocal tract?
 - Vocal fold vibration (e.g. vowels)
 - Turbulence noise (e.g. fricatives)
 - Release of cavity under high pressure (e.g. stops)
- All these sound generation mechanisms require getting air to flow
 - English: airflow caused by a single mechanism (action of the lungs)
 - Other languages: alternate methods for getting air to flow

Acoustics in Praat



Praat

- Duration:
 - select (click and drag on waveform or spectrogram)
 - read a value (sec.) on the top
 - zoom in (if not visible)

Praat

- Intensity:
 - show intensity
 - click on green
 - read a value (dB) on the right

Praat

- Pitch:
 - show pitch
 - pitch setting - pitch range
 - 65-200Hz for male speech
 - 145-275Hz for female speech
 - click on blue
 - read a value (Hz) on the right

Praat

- Formant:
 - show formants
 - place the cursor on one of the trajectories
 - read a value (Hz) on the left

Autosegmentation



Consonant acoustics

Types of Stops

voiced vs. voiceless vs. aspirated



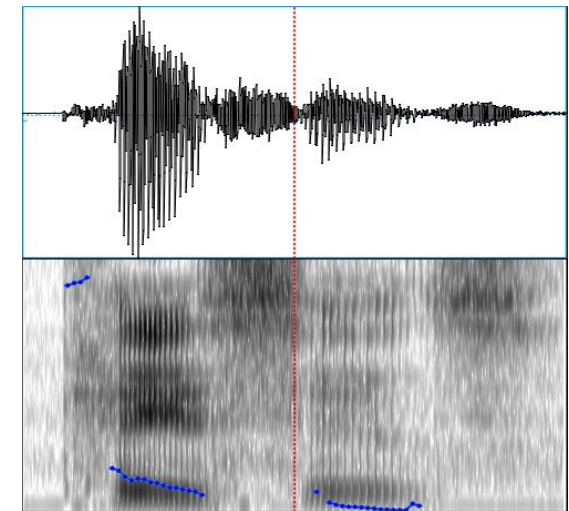
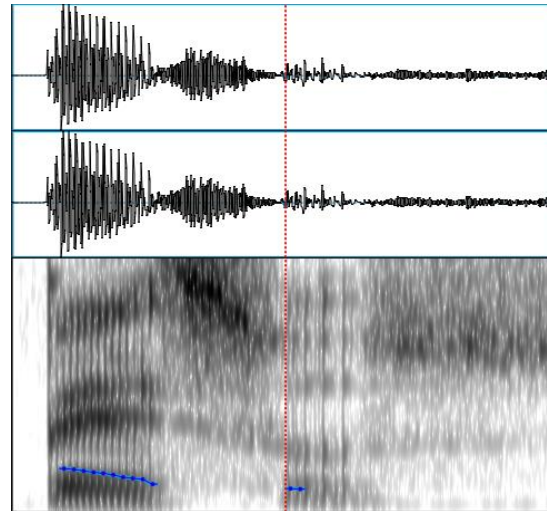
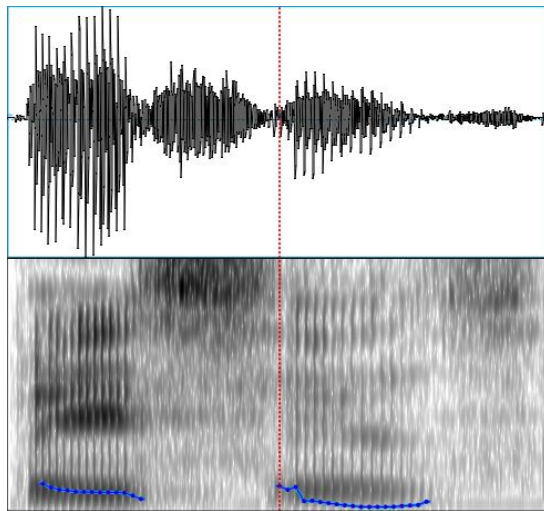
- English 'bases' Spanish 'pesos' English 'paces'

Voice Onset Time: VOT

- The interval between the release of a closure and the start of the voicing
- The easiest way to visualize VOT is by reference to the waveform of a sound
- Compare VOT:
 - /ba/: English as L1 vs. English as L2

Voice Onset Time: VOT

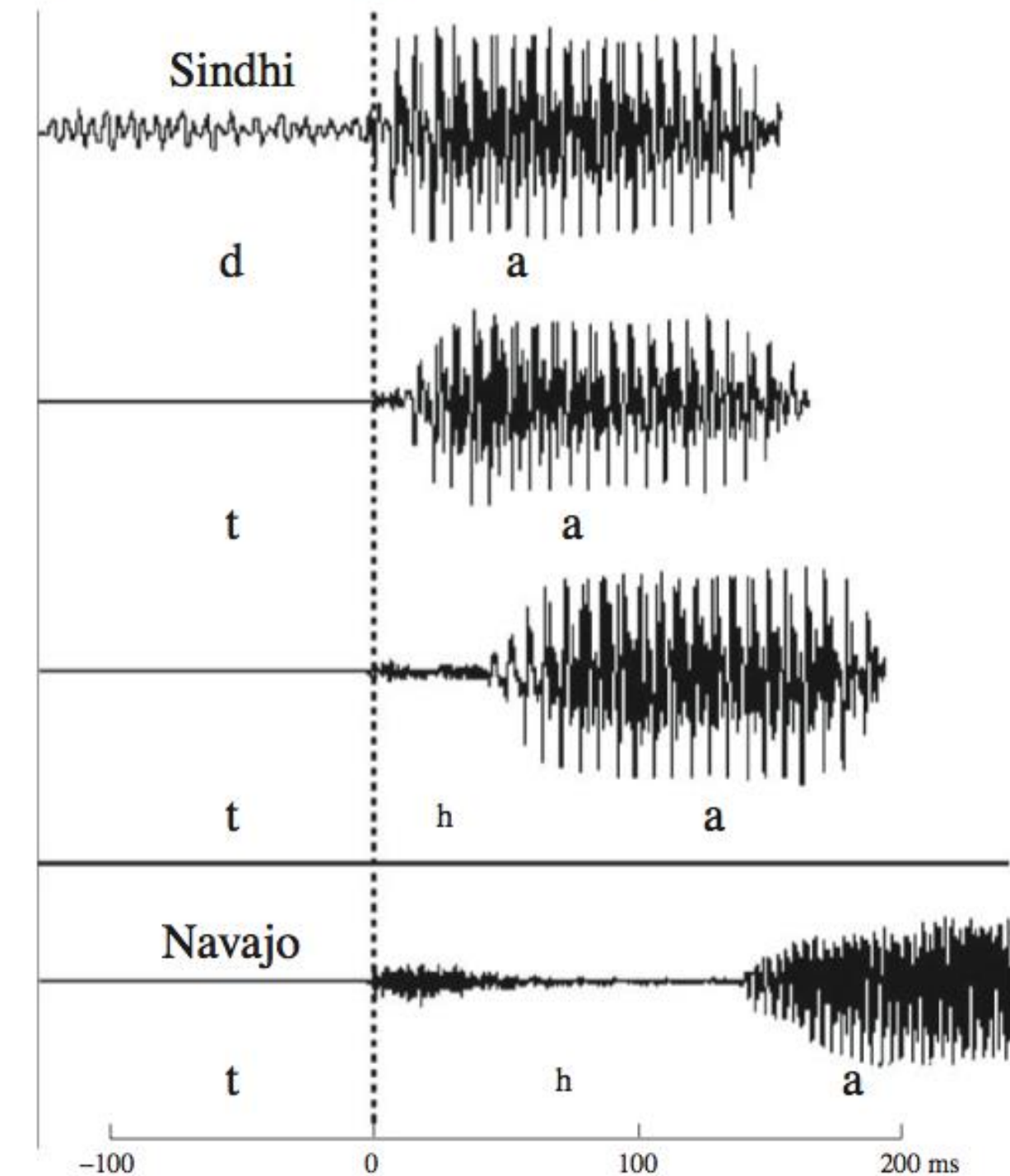
- English 'bases' Spanish 'pesos' English 'paces'



- Measure VOTs
 - download VOT.Collection in “course materials”

Voice Onset Time

Figure 6.7 Waveforms showing stops with different degrees of voicing and aspiration.



Vowel acoustics

Vowel acoustics

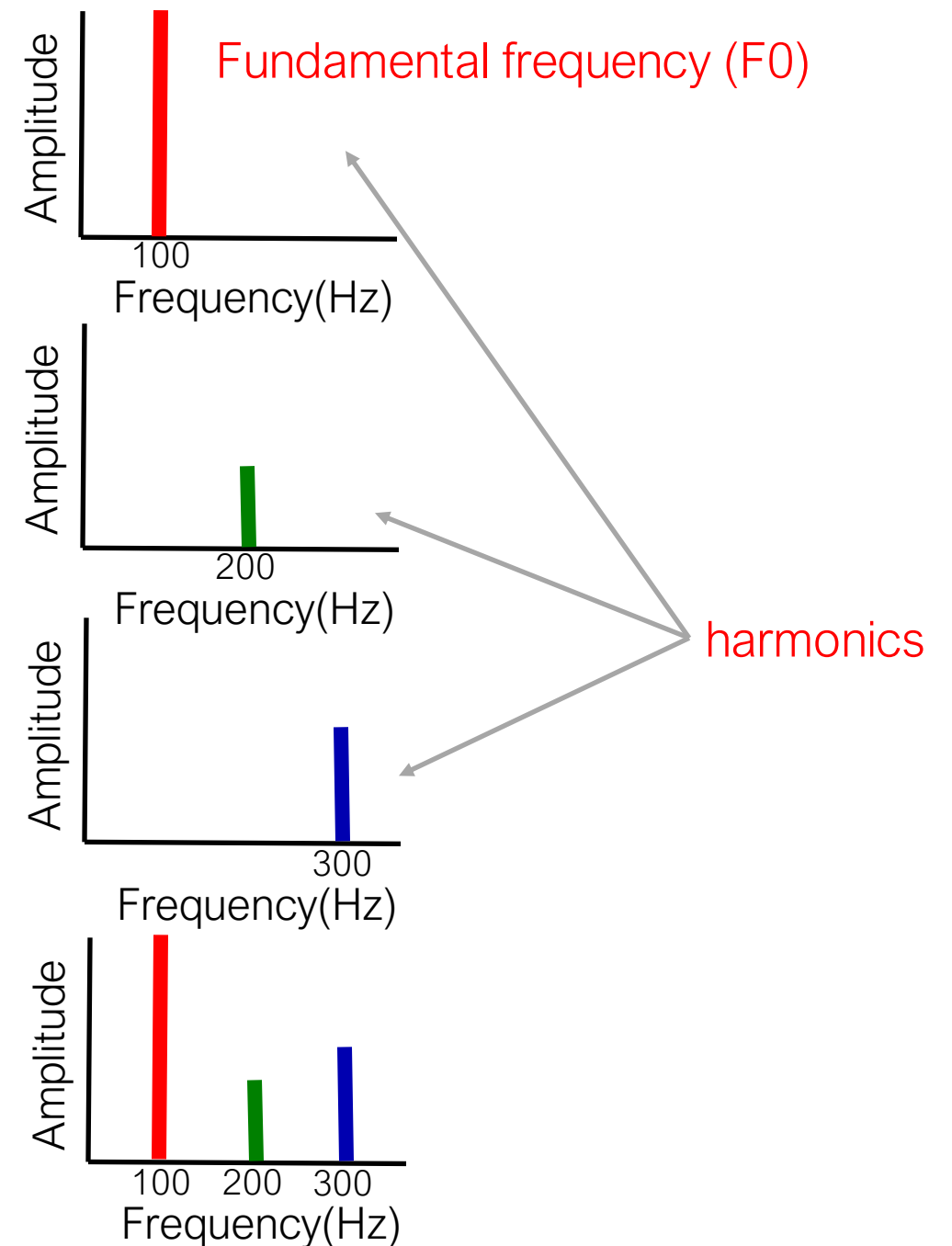
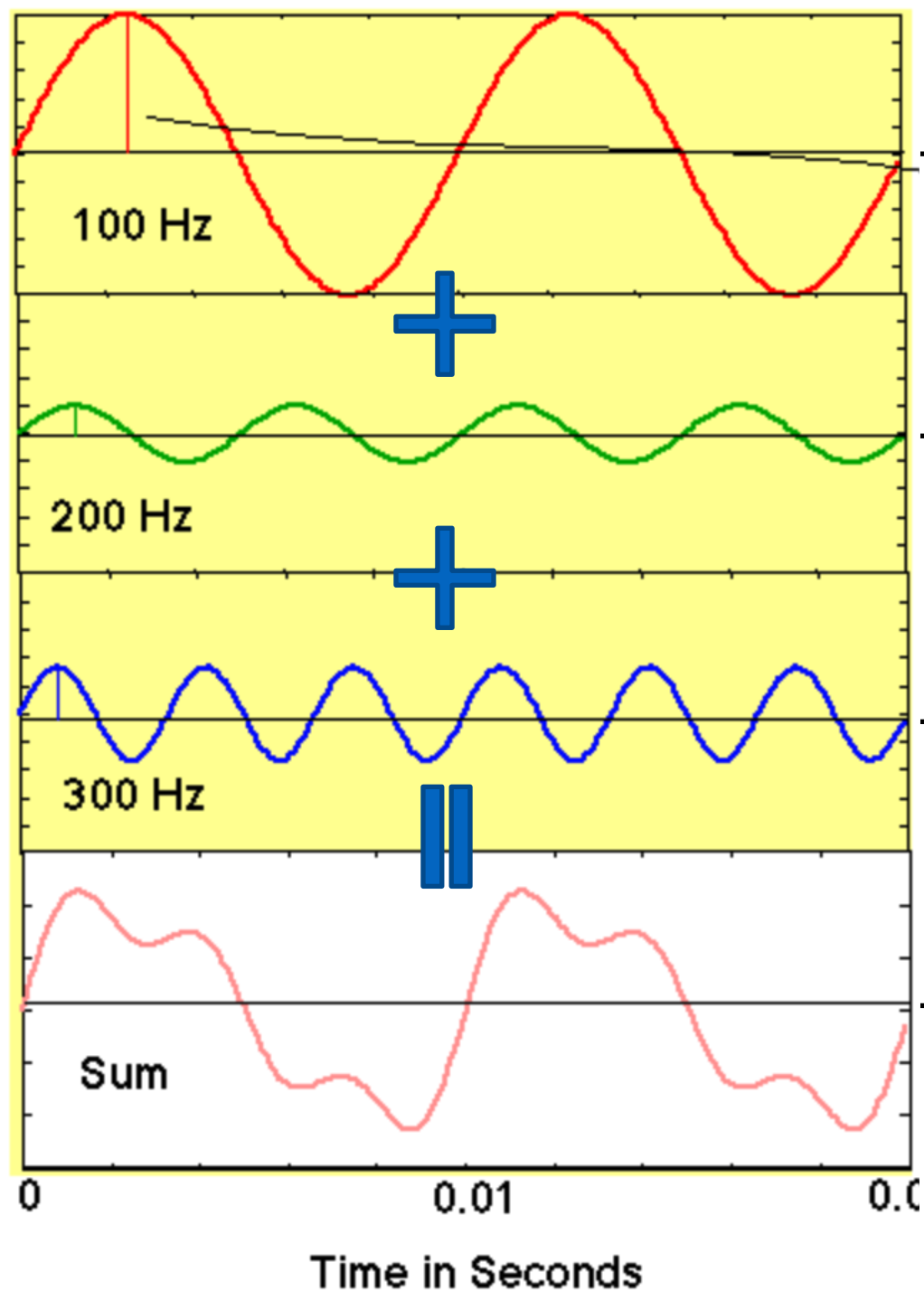
- Record yourself with the vowel /a/
- Measure pitch using Praat
 - The number of occurrences of a repeating event per second (Hz)
 - repeating event = vibration of vocal folds
 - Repeating? This might remind you of a sine wave!
- Let's create a sine wave (=pure tone) with the same frequency using Praat
- Why different in sound quality?
 - Source & Filter

Source

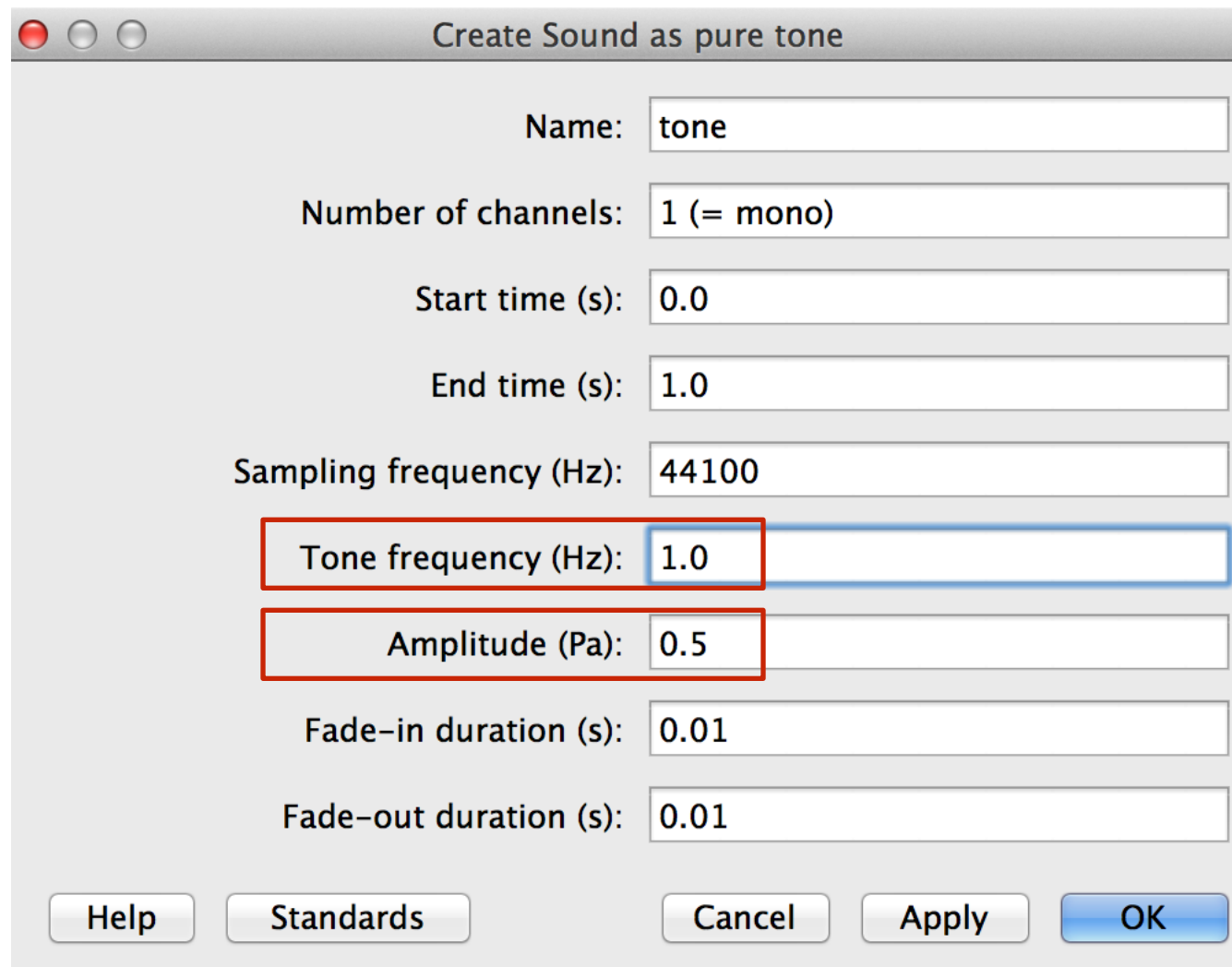
- Sound at larynx
- Listen to a sentence from a SiSwati
(Southern Bantu Language; Swaziland)
- Listen to the glottal wave recorded from subject's larynx while the sentence is being produced
- Doesn't sound like a pure or simplex tone
- A complex tone



Complex tone in spectrum



Practice with pure tone & spectrum

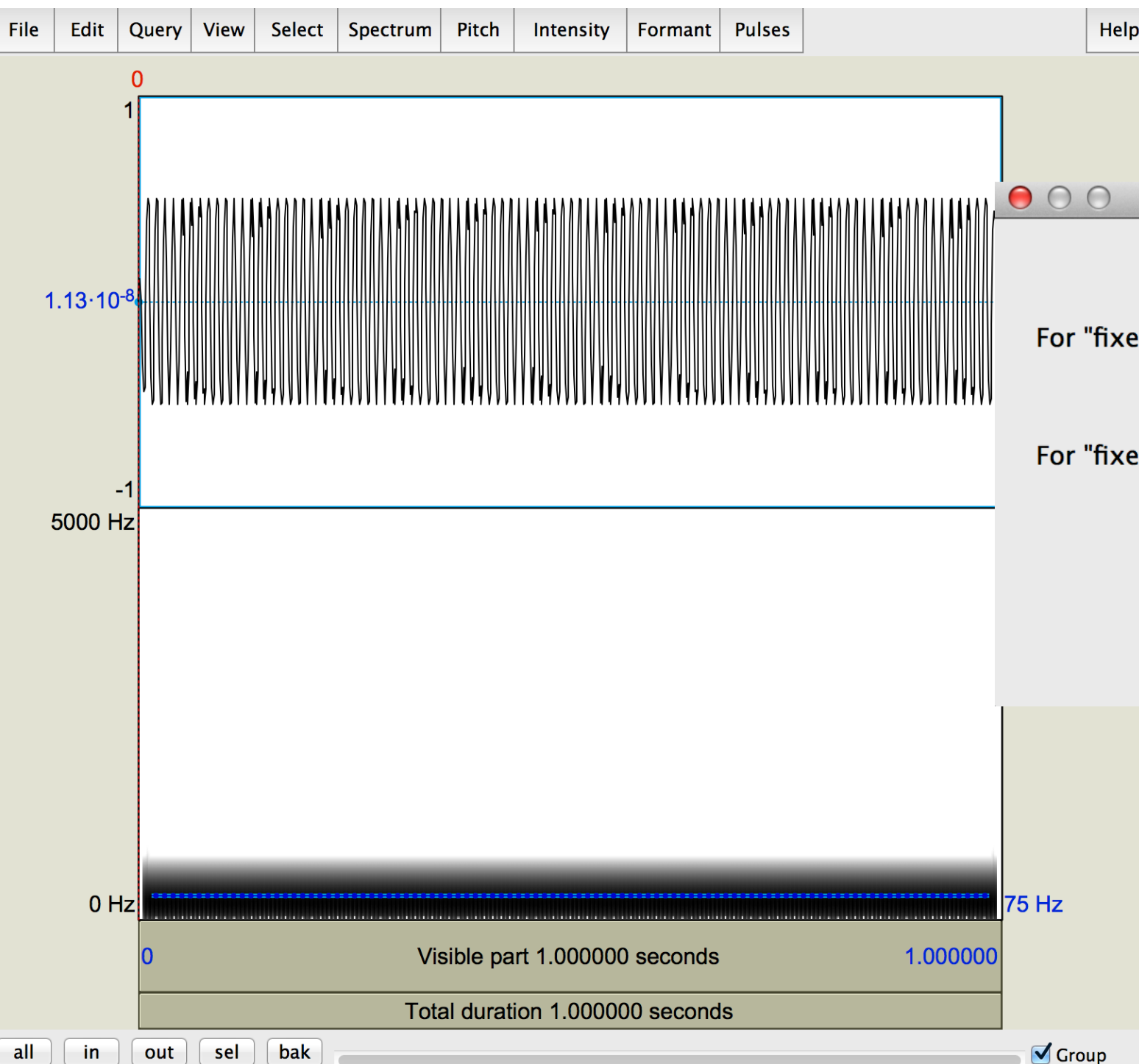


A screenshot of a software dialog box titled "Create Sound as pure tone". The dialog box contains several input fields for configuring a sound. The fields are arranged vertically. The "Name" field is set to "tone". The "Number of channels" is set to "1 (= mono)". The "Start time (s)" is set to "0.0" and the "End time (s)" is set to "1.0". The "Sampling frequency (Hz)" is set to "44100". The "Tone frequency (Hz)" is set to "1.0" and is highlighted with a red rectangular border. The "Amplitude (Pa)" is set to "0.5" and is also highlighted with a red rectangular border. The "Fade-in duration (s)" is set to "0.01" and the "Fade-out duration (s)" is set to "0.01". At the bottom of the dialog box, there are five buttons: "Help", "Standards", "Cancel", "Apply", and "OK". The "OK" button is highlighted in blue.

Parameter	Value
Name	tone
Number of channels	1 (= mono)
Start time (s)	0.0
End time (s)	1.0
Sampling frequency (Hz)	44100
Tone frequency (Hz)	1.0
Amplitude (Pa)	0.5
Fade-in duration (s)	0.01
Fade-out duration (s)	0.01

Buttons: Help, Standards, Cancel, Apply, OK

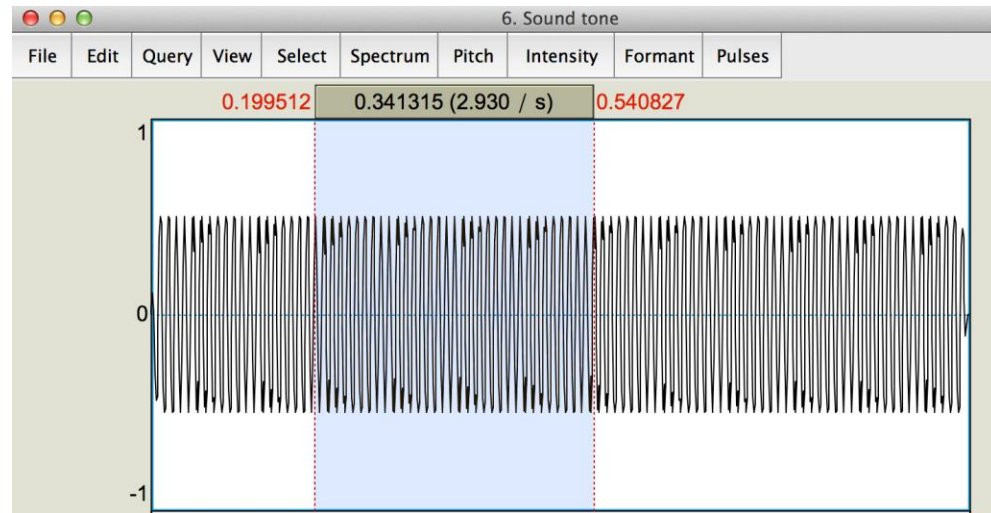
Practice with pure tone & spectrum



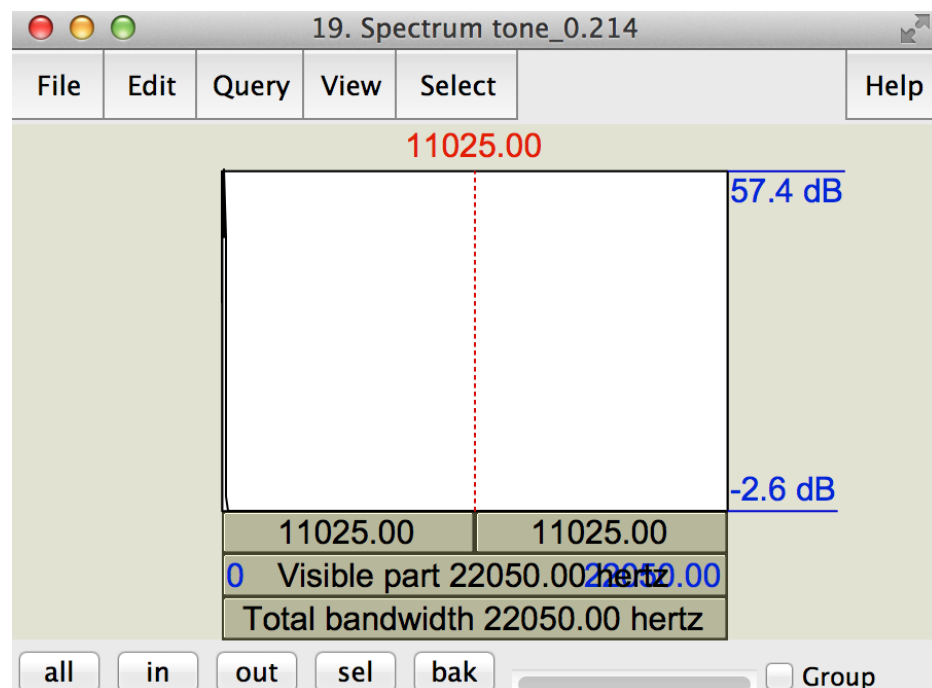
View:Sound scaling

The "Sound scaling" dialog box is shown. It has a title bar with standard window controls. The "Scaling strategy" is set to "fixed height" (highlighted with a red box). Below this, there are two sections: "For 'fixed height':" and "For 'fixed range':". Under "fixed height", the "Height" is set to 2.0. Under "fixed range", the "Minimum" is set to -1.0 and the "Maximum" is set to 1.0. At the bottom, there are four buttons: "Standards", "Cancel", "Apply", and "OK".

Practice with pure tone & spectrum

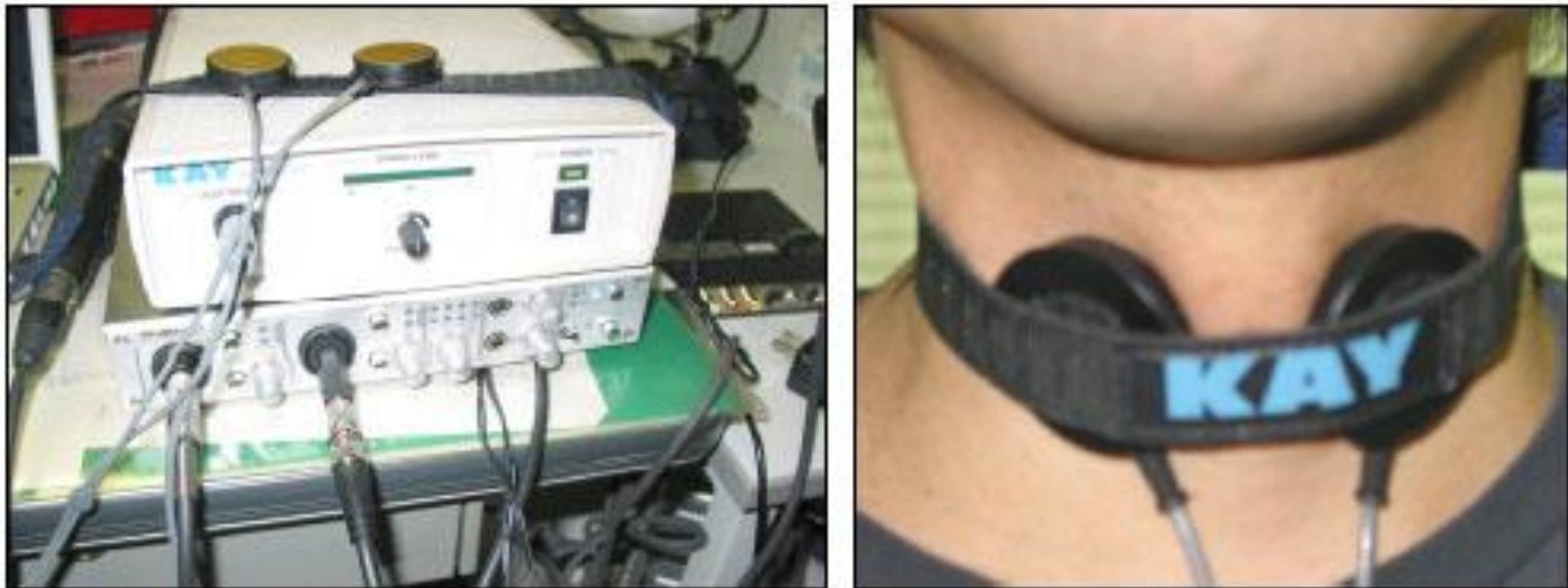


Select at least several cycles
Spectrum:Spectral slice



View:Zoom
From 0 to 3000

Human voice source

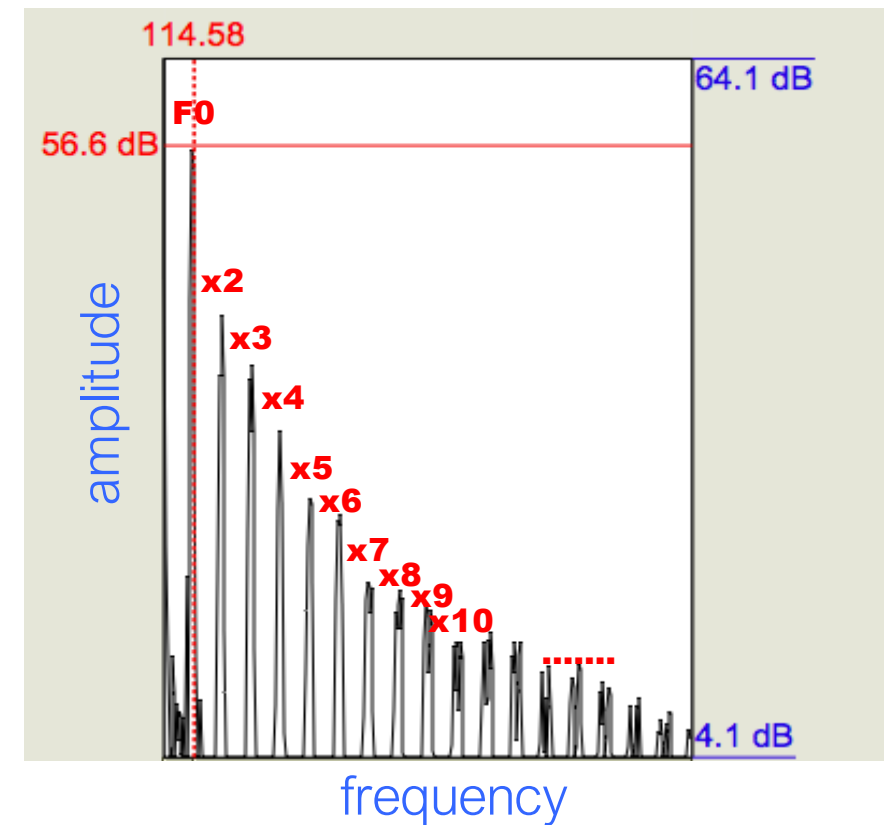
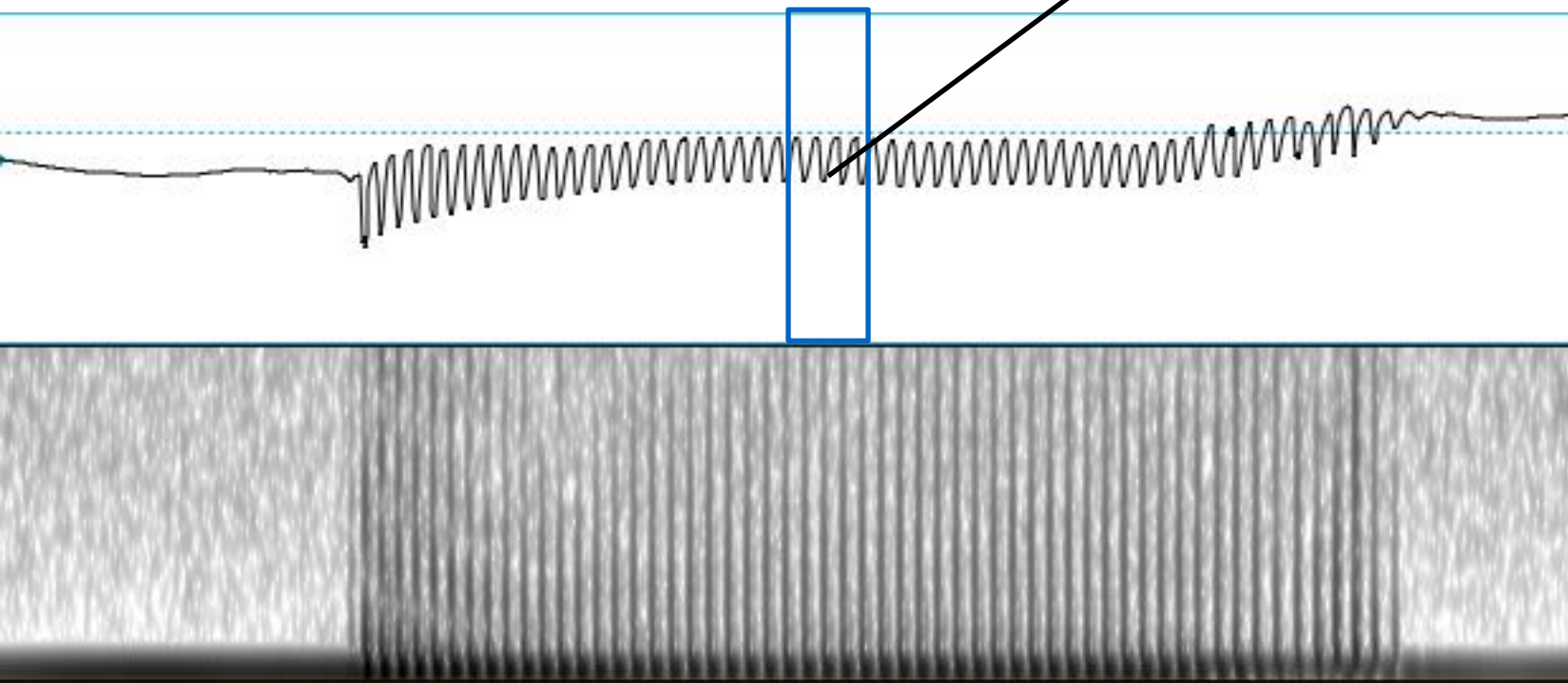


- Measured by ElectroGlottograph (EGG)
- Open vowelEGG.collection in Praat
- Compare spectrums between EGG and audio

Human voice source



*Select several cycles
Spectrum: Spectral slice*

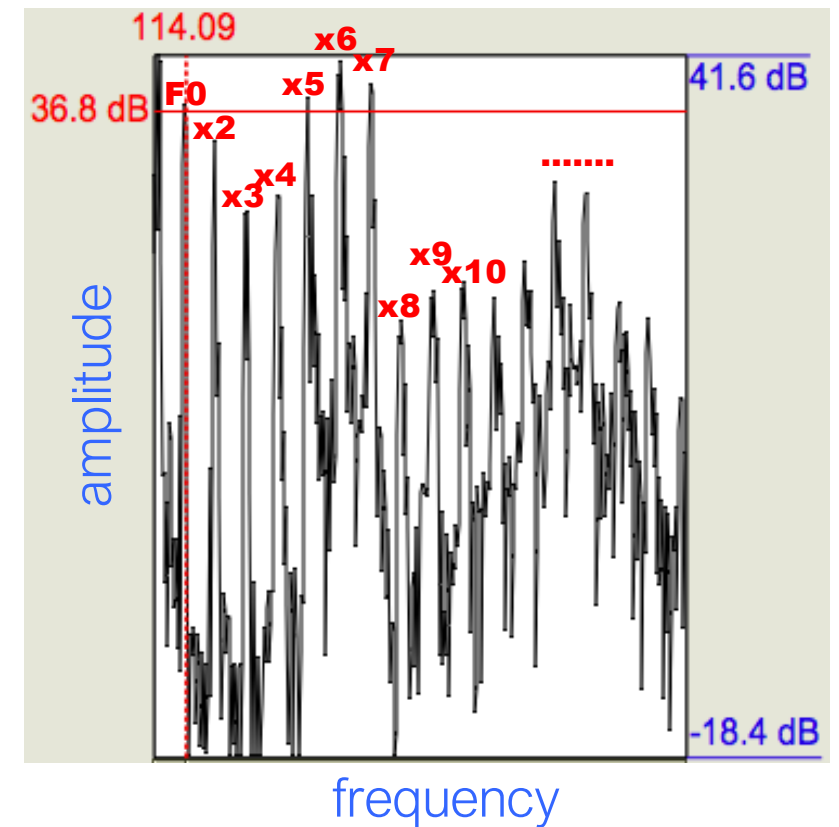
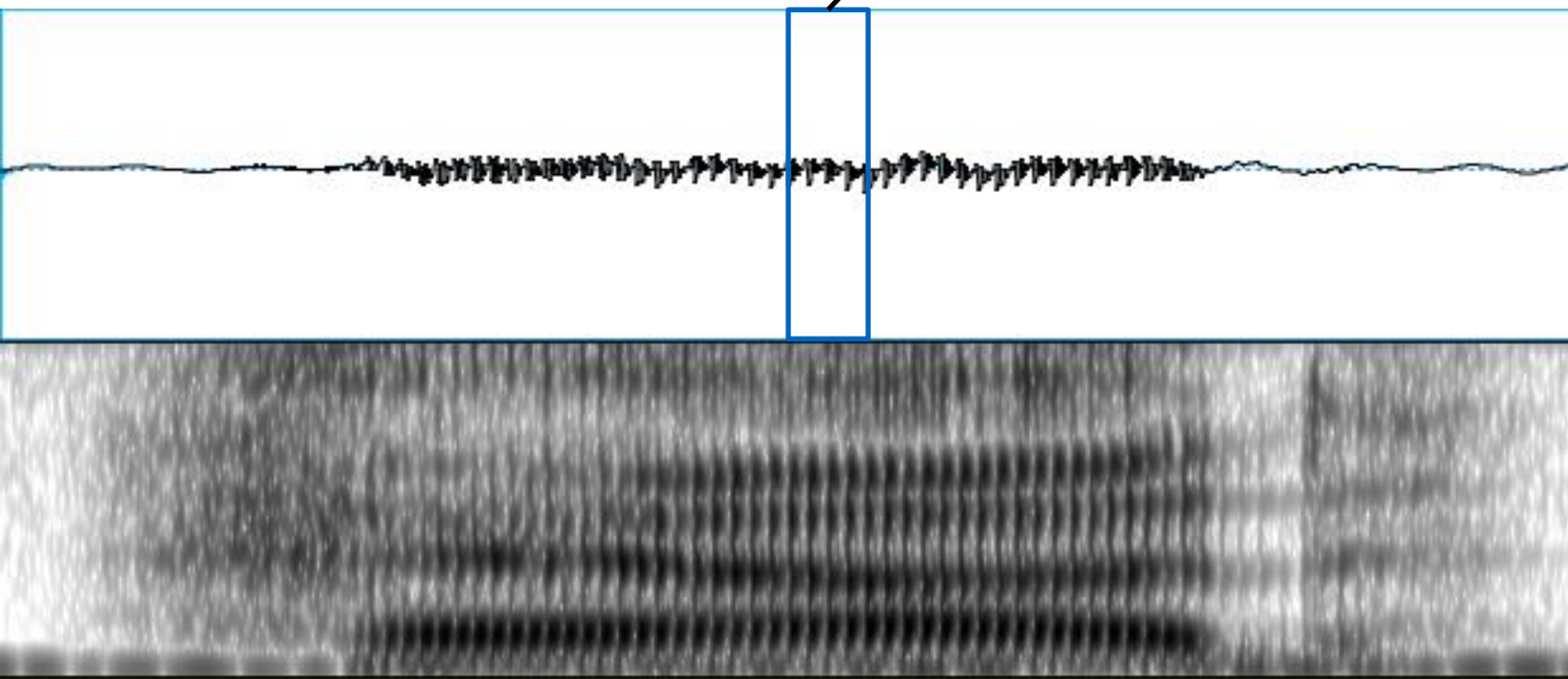


gradually decreasing

Filtered by vocal tract

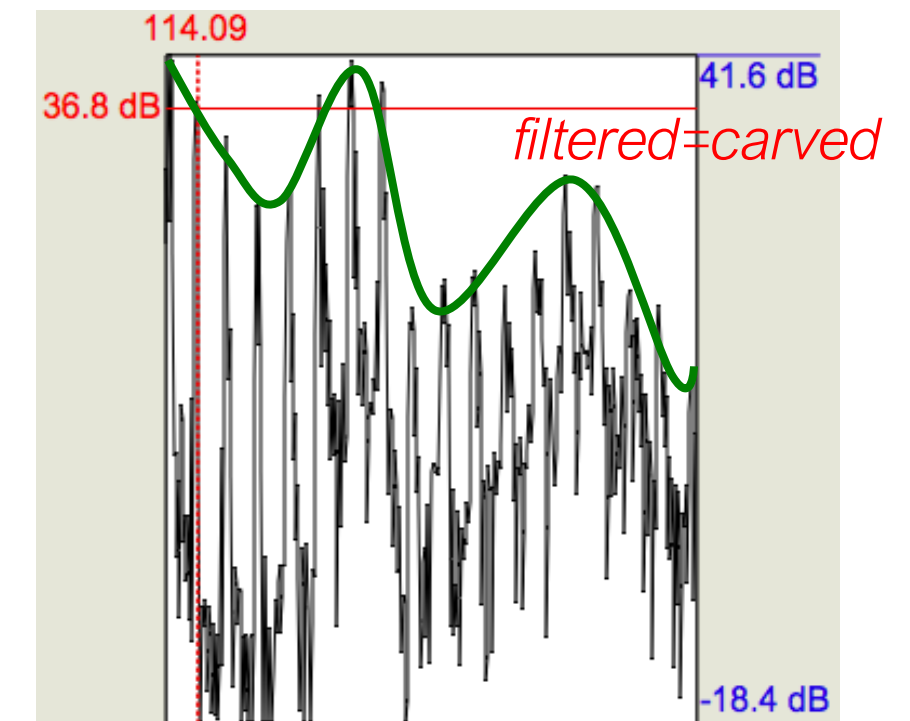
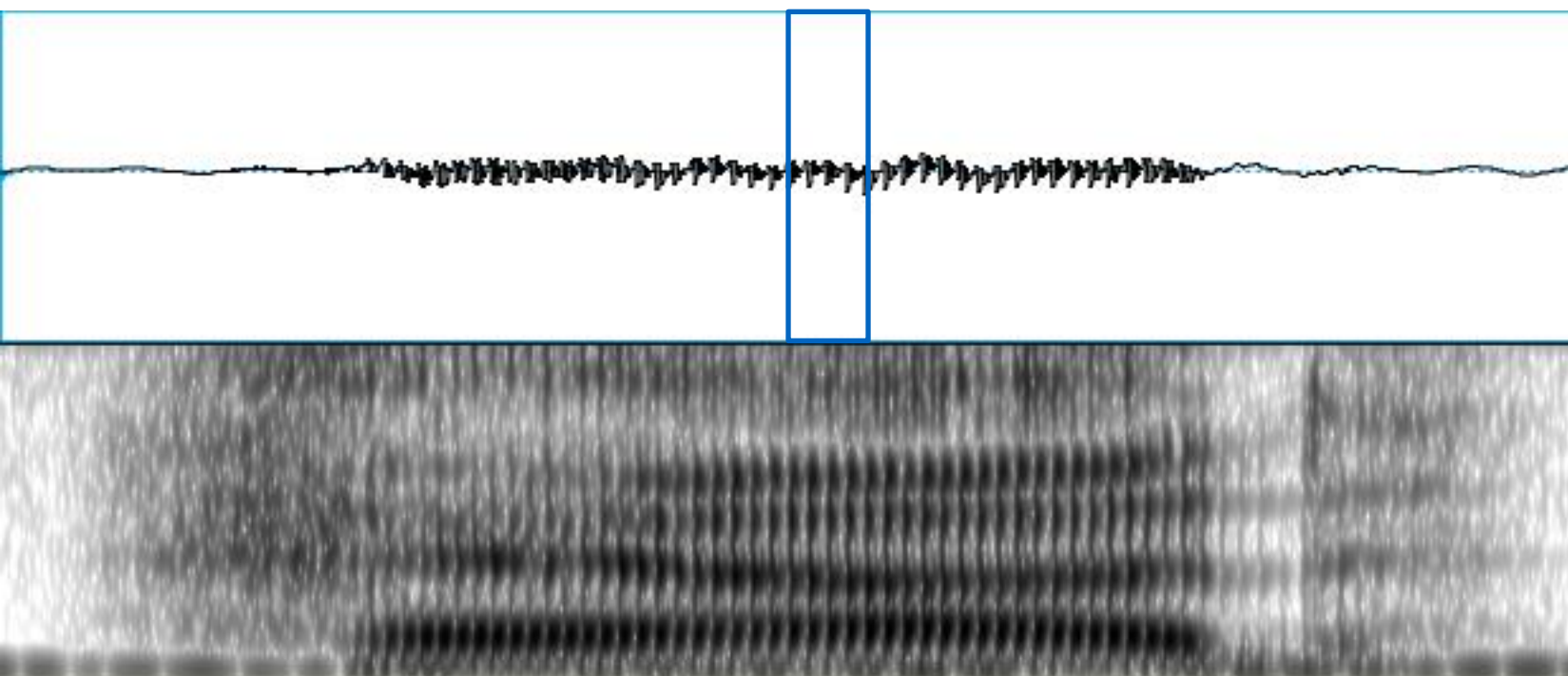
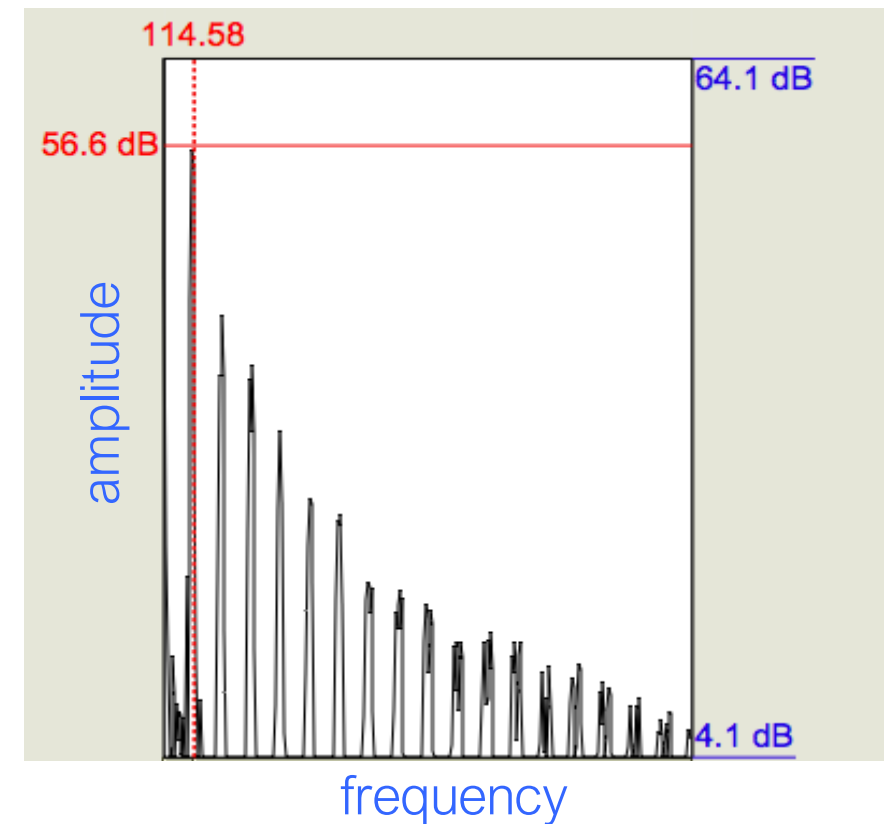
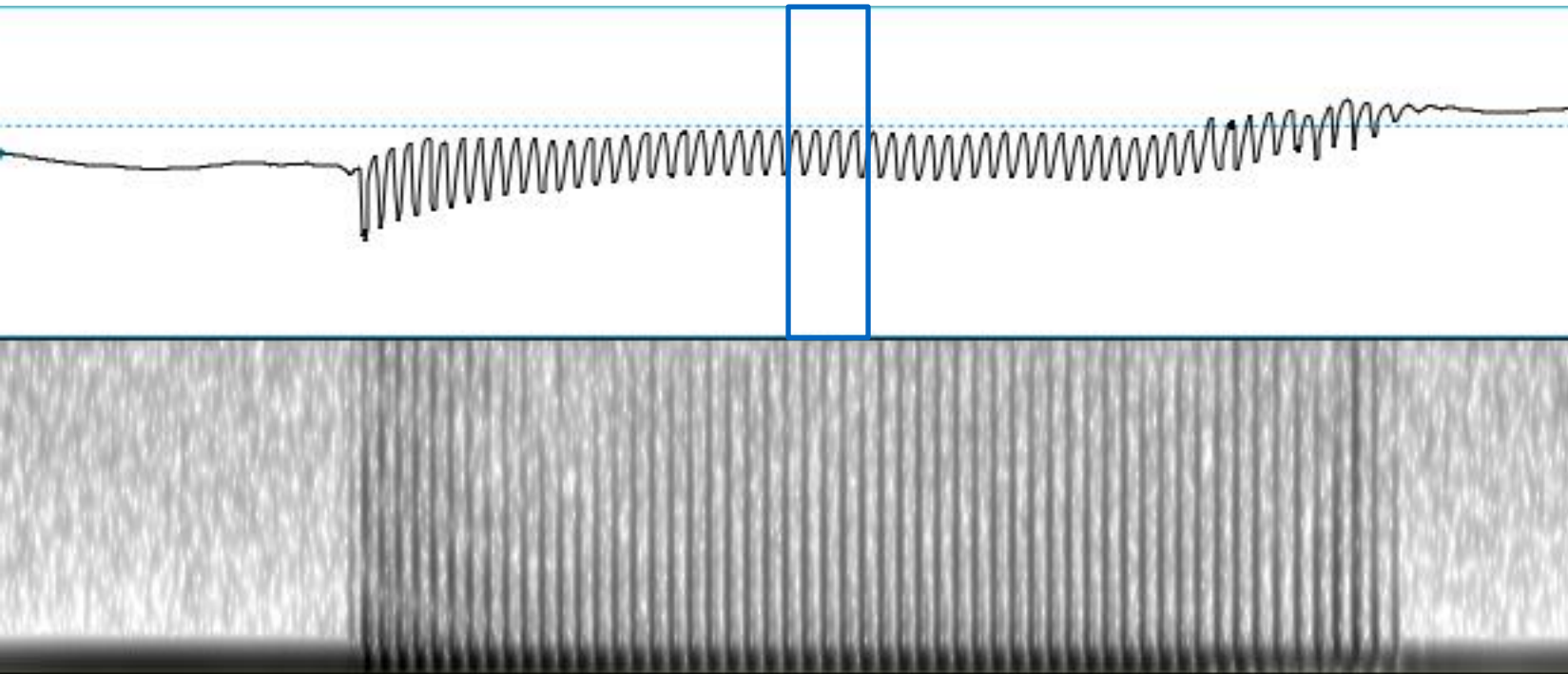


*Select several cycles
Spectrum: Spectral slice*



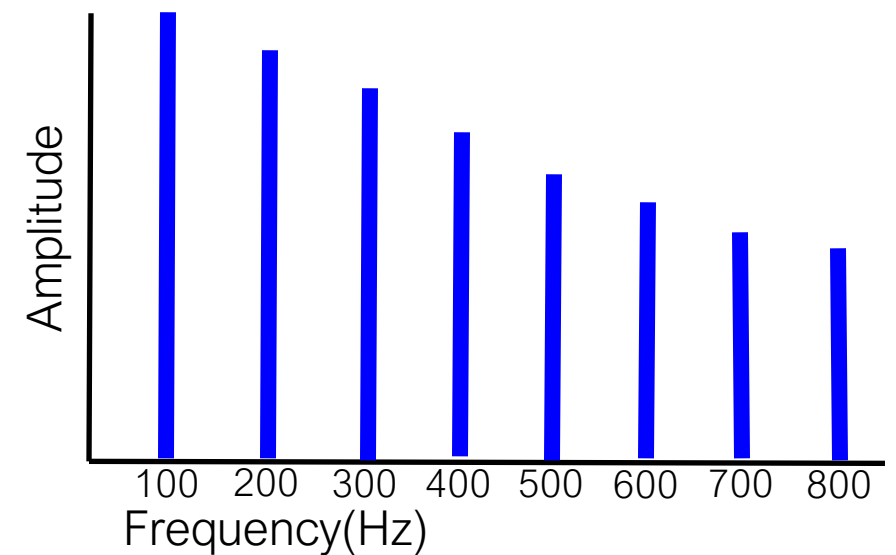
*Jigjagging
with peaks and valleys*

source & filter



source

- Human voice source consists of *harmonics*
- A complex tone = sum of pure tones at integer multiples of the lowest pure tone
- the lowest pure tone
 - *Fundamental frequency (F0)*
 - rate of vibration of the larynx
 - the number of opening-closing cycles of the larynx per second
- Amplitude of pure tones gradually decreases



filter

- Compare spectrums between audio and EGG
- EGG: gradual decreasing
- audio: peaks/mountains and valleys
- Because it is filtered by the vocal tract (VT)
 - peaks/mountains: frequencies VT likes = formants
 - valleys: frequencies VT does NOT like
- Matlab 3D view

Guitar plucking (similar to voice source)

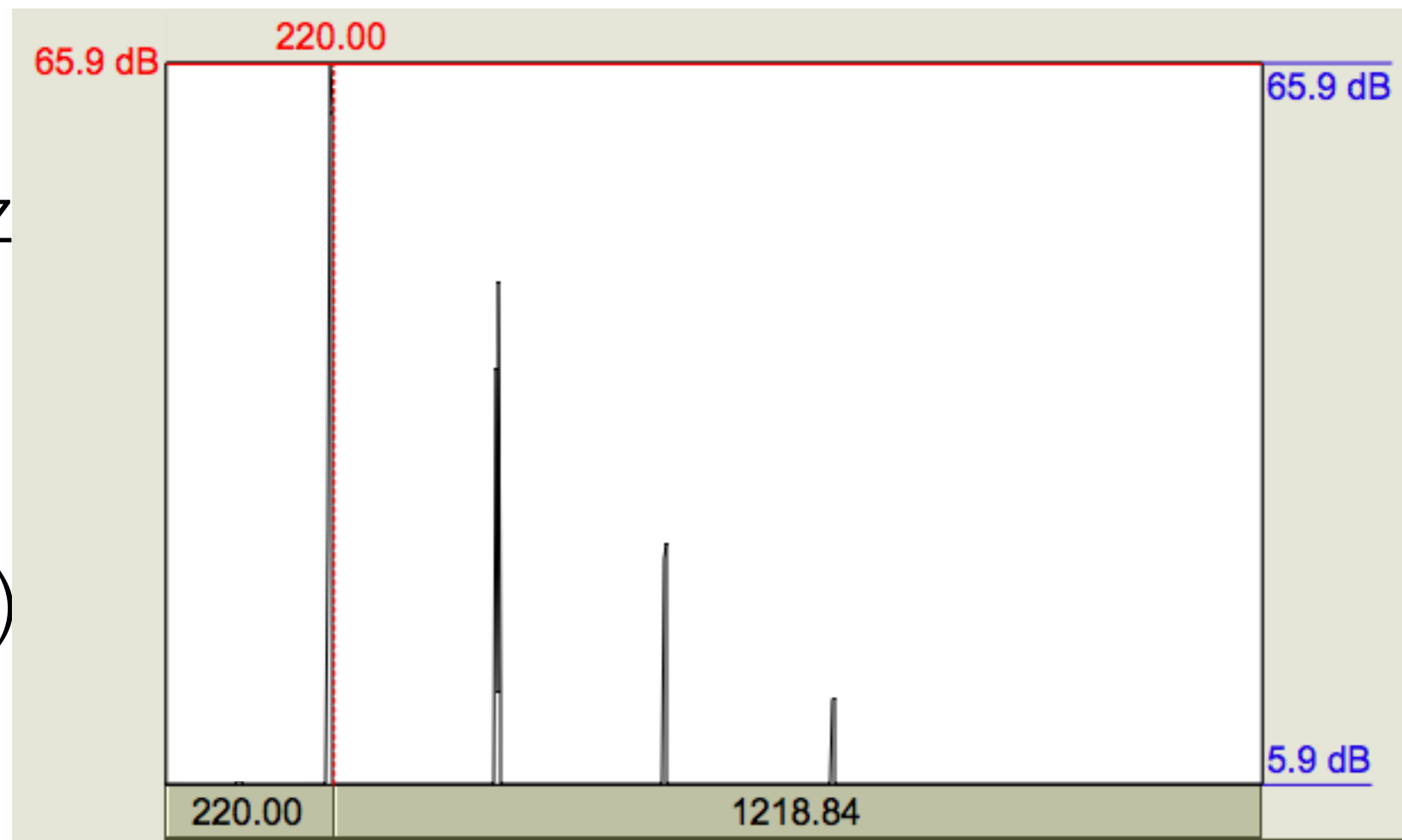
- A complex tone consisting of pure tone components
- Decreasing amplitude

spectrum

guitar note A (220Hz)



pure tone A (220Hz)

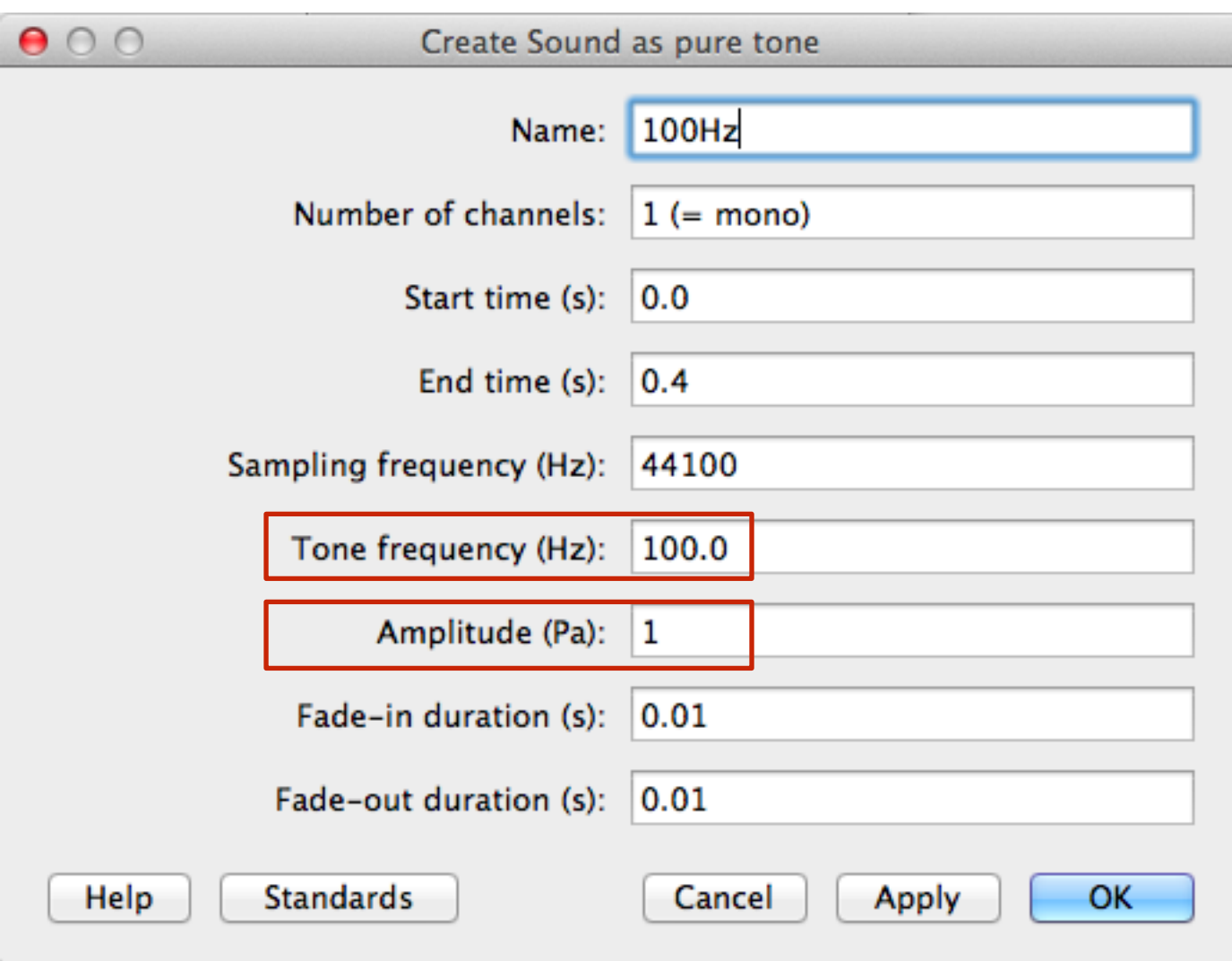


Synthesizing Source

- Praat allows one to synthesize Source
- Create harmonics from 100Hz to 1000Hz
- with decreasing amplitude by .05

Synthesizing Source

- Create Sound as pure tone
- Frequency: 100Hz
- Amplitude: 1



The screenshot shows a dialog box titled "Create Sound as pure tone". It contains several input fields for configuring a sound. The "Name" field is set to "100Hz". The "Number of channels" is set to "1 (= mono)". The "Start time (s)" is "0.0" and the "End time (s)" is "0.4". The "Sampling frequency (Hz)" is "44100". The "Tone frequency (Hz)" is "100.0" and the "Amplitude (Pa)" is "1", both of which are highlighted with red rectangular boxes. The "Fade-in duration (s)" and "Fade-out duration (s)" are both set to "0.01". At the bottom, there are buttons for "Help", "Standards", "Cancel", "Apply", and "OK".

Create Sound as pure tone

Name: 100Hz

Number of channels: 1 (= mono)

Start time (s): 0.0

End time (s): 0.4

Sampling frequency (Hz): 44100

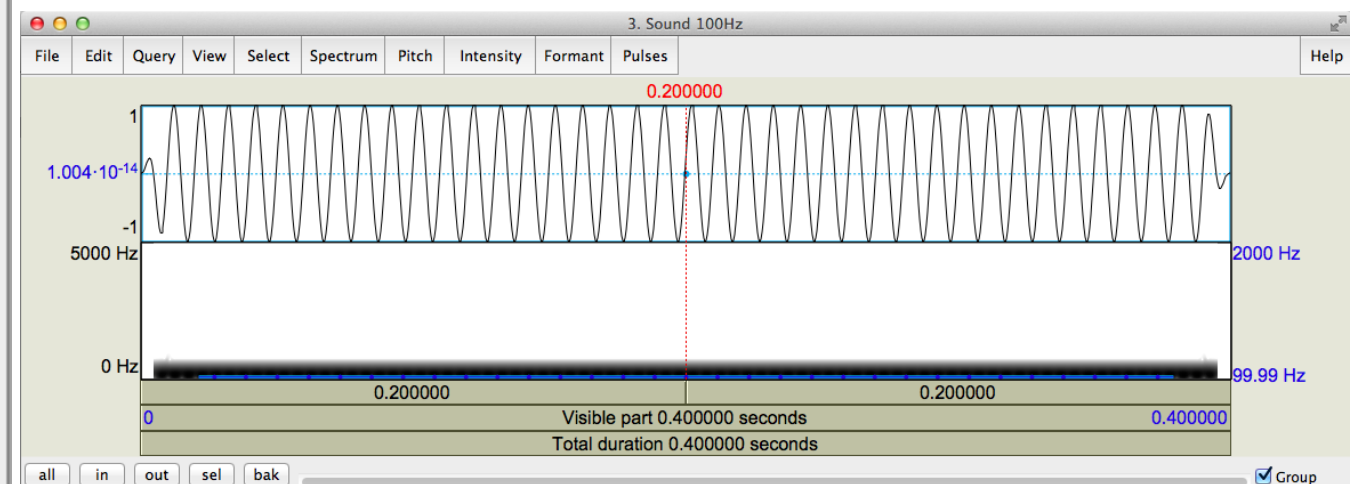
Tone frequency (Hz): 100.0

Amplitude (Pa): 1

Fade-in duration (s): 0.01

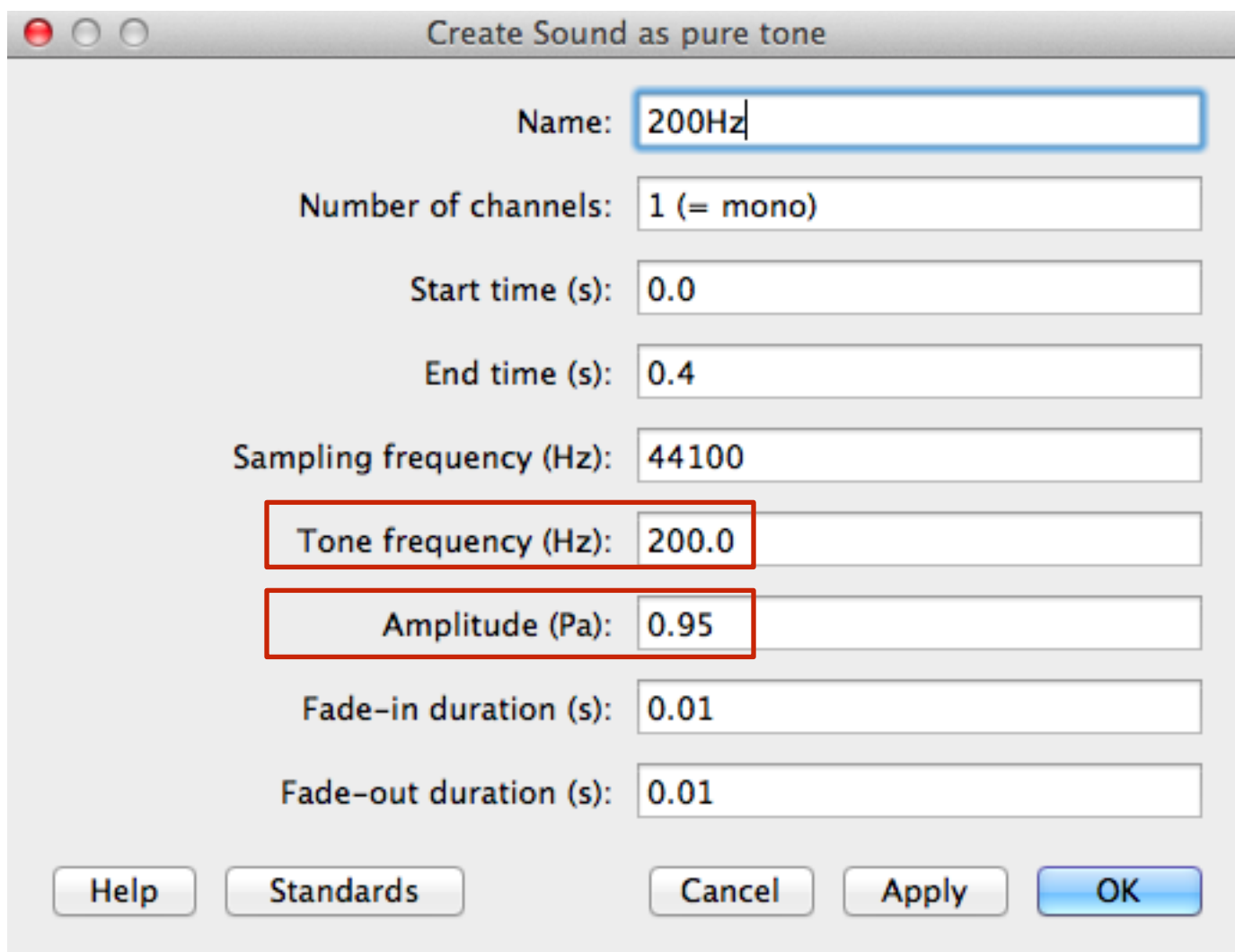
Fade-out duration (s): 0.01

Help Standards Cancel Apply OK



Synthesizing Source

- Create Sound as pure tone
- Frequency: 200Hz
- Amplitude: 0.95



The screenshot shows a dialog box titled "Create Sound as pure tone". It contains several input fields for configuring a sound. The "Name" field is set to "200Hz". The "Number of channels" is set to "1 (= mono)". The "Start time (s)" is "0.0" and the "End time (s)" is "0.4". The "Sampling frequency (Hz)" is "44100". The "Tone frequency (Hz)" is "200.0" and the "Amplitude (Pa)" is "0.95", both of which are highlighted with red rectangular boxes. The "Fade-in duration (s)" and "Fade-out duration (s)" are both set to "0.01". At the bottom, there are buttons for "Help", "Standards", "Cancel", "Apply", and "OK".

Create Sound as pure tone

Name: 200Hz

Number of channels: 1 (= mono)

Start time (s): 0.0

End time (s): 0.4

Sampling frequency (Hz): 44100

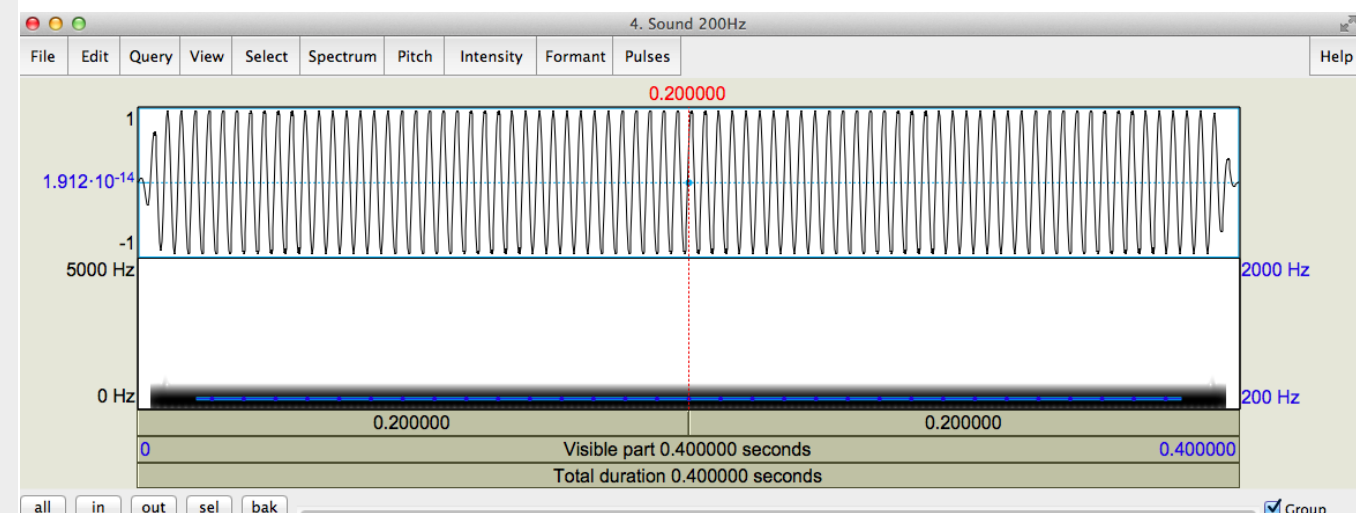
Tone frequency (Hz): 200.0

Amplitude (Pa): 0.95

Fade-in duration (s): 0.01

Fade-out duration (s): 0.01

Help Standards Cancel Apply OK



Synthesizing Source

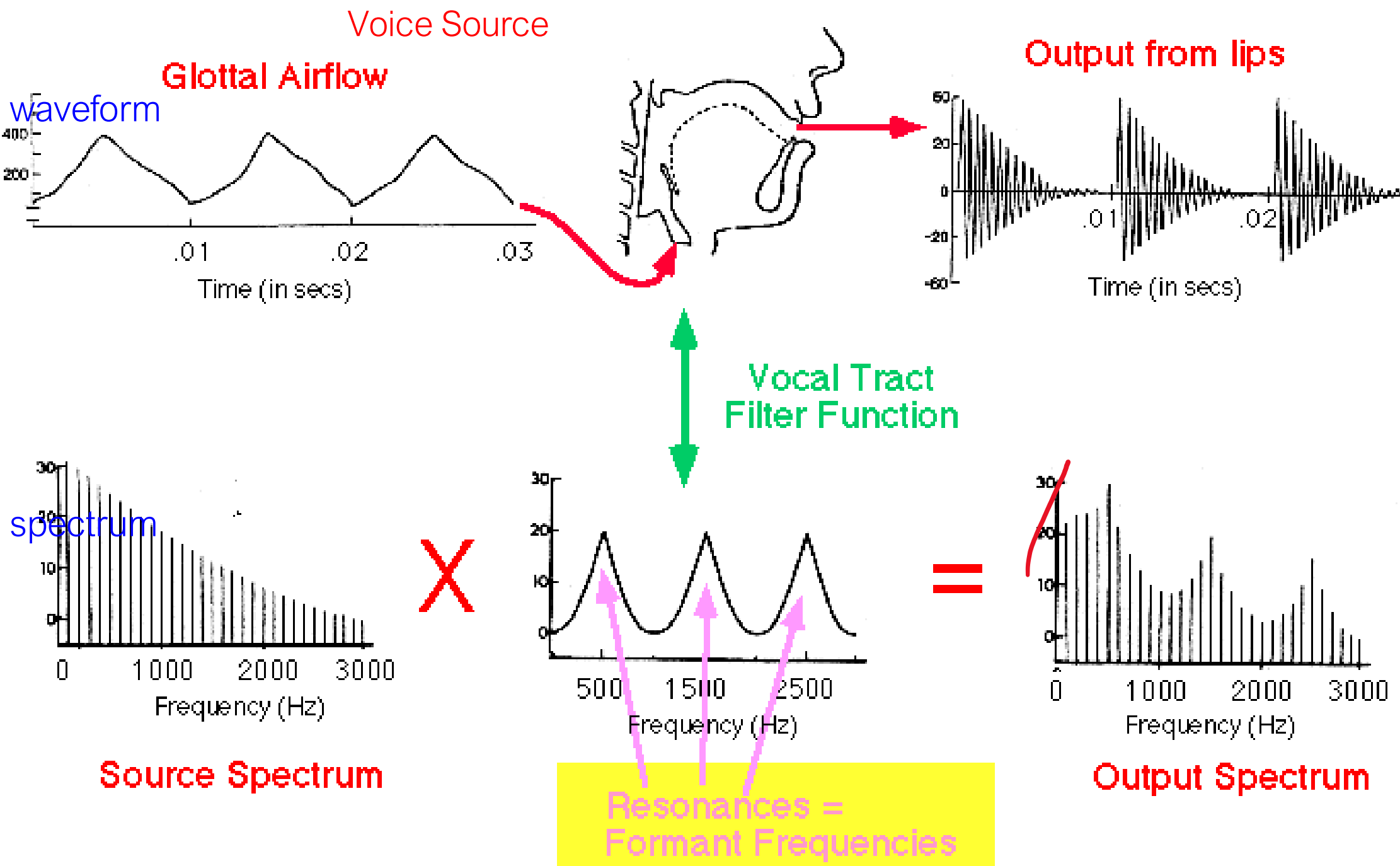
- Create pure tones
 - with different frequencies and amplitudes
- Combine to stereo
- Convert to mono

Synthesizing Source

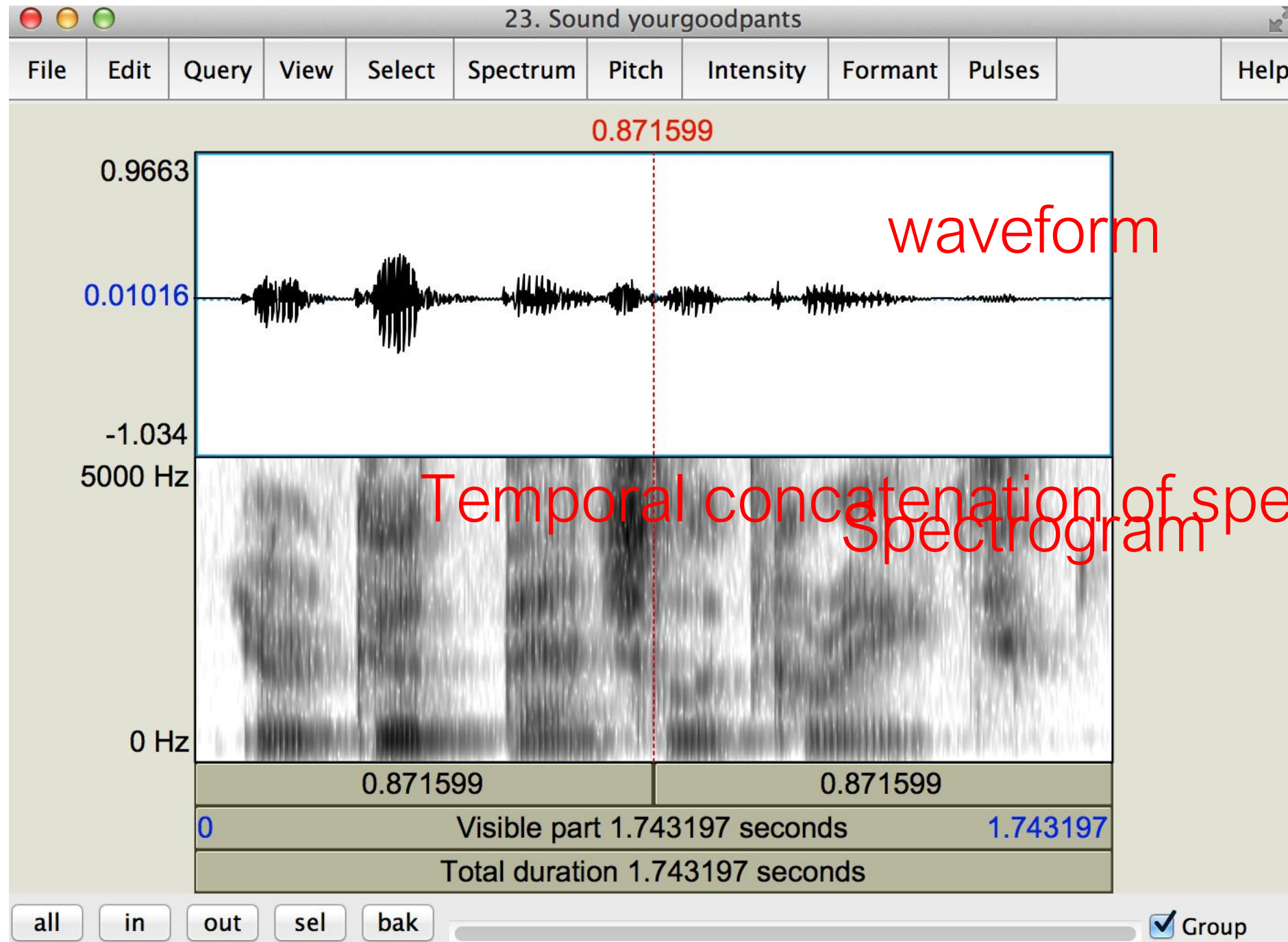
- Open complex100to1000Hz.collection in Praat
- Plot a spectrum
- Measure pitch

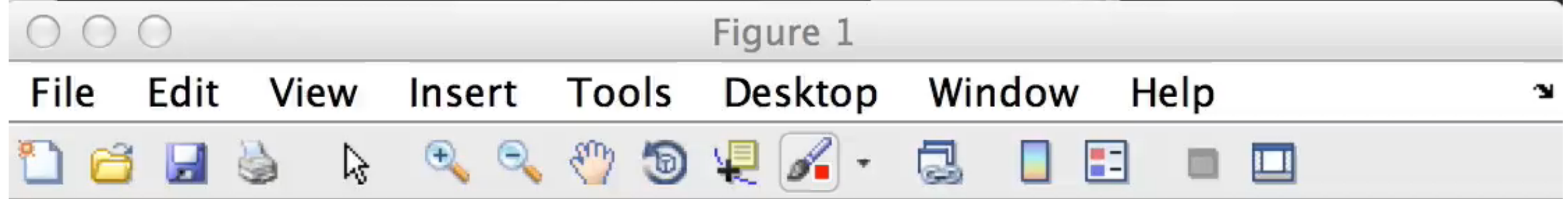
Source-filter theory

(from larynx) (by vocal tract)

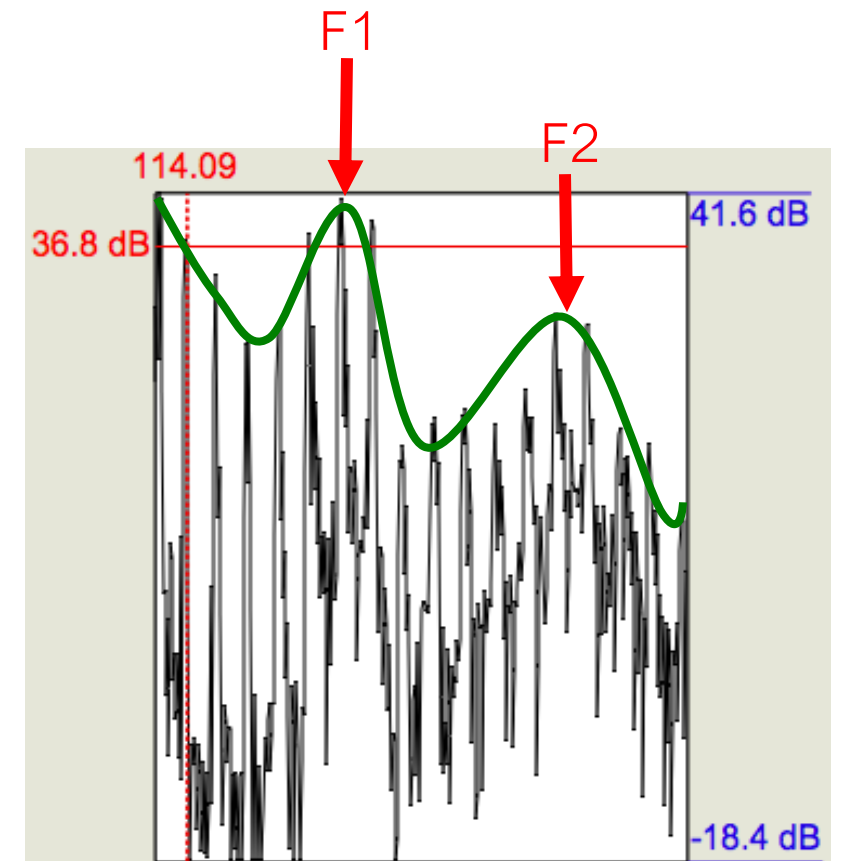
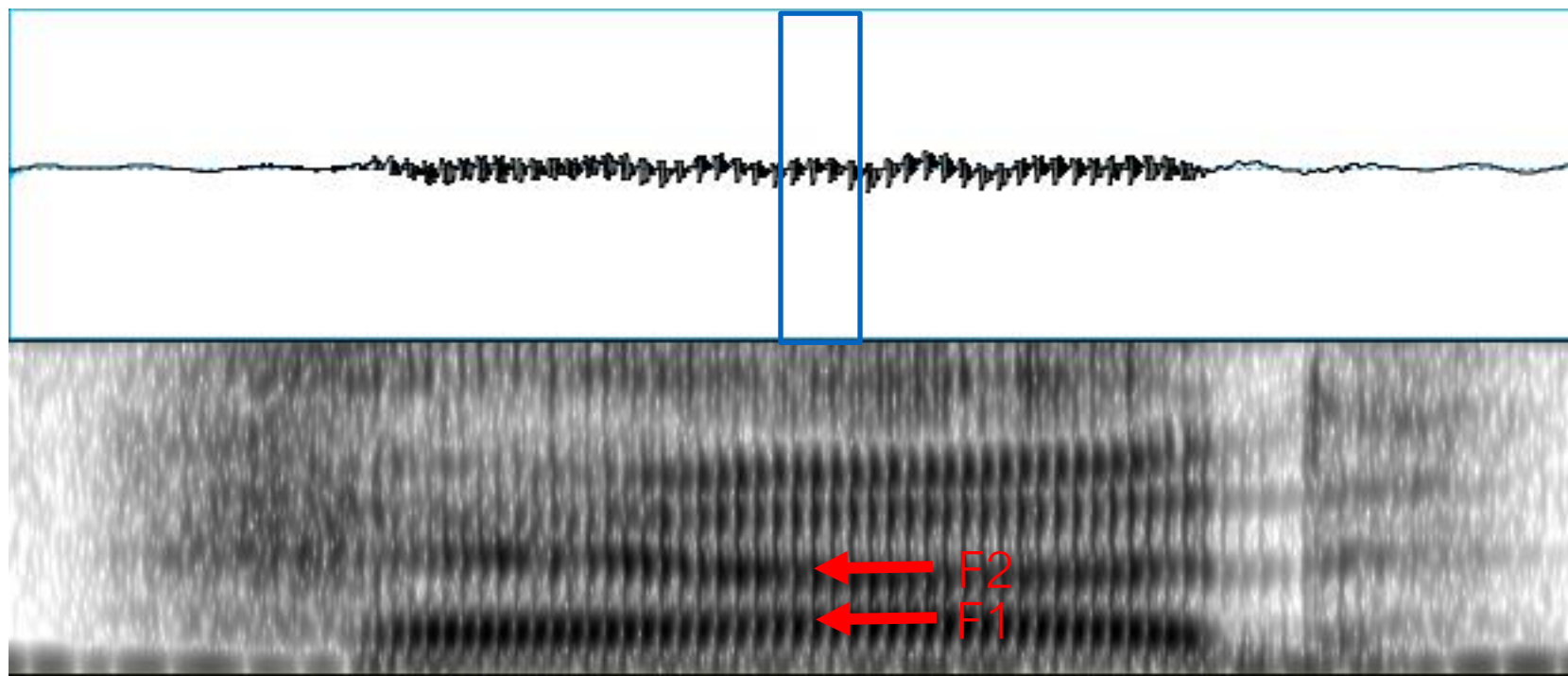


Spectrogram



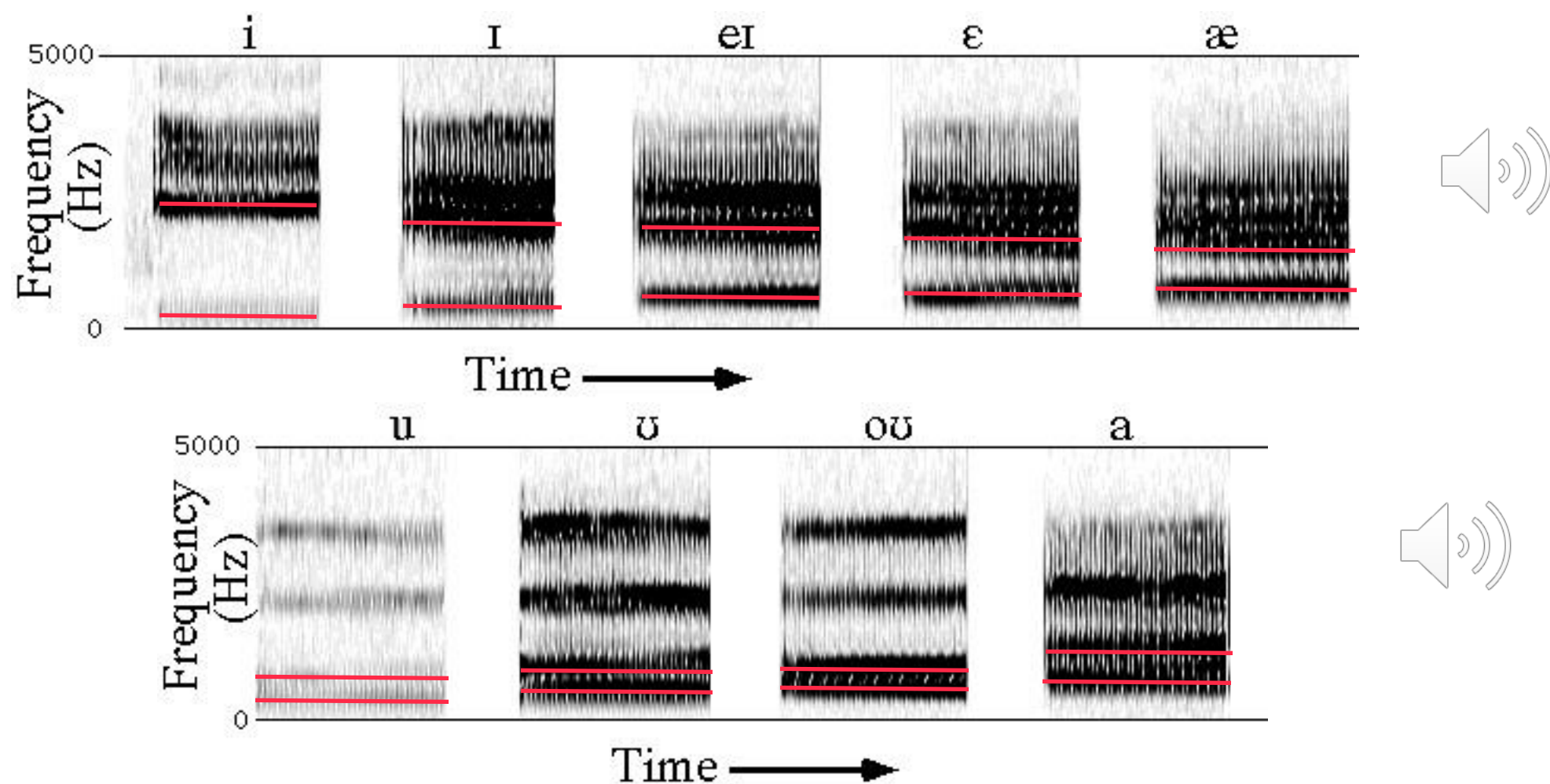


Spectrogram



- Airplane view of temporal concatenation of spectrum!
- Dark band: mountains = **Formants**

Formants



F1 and F2 are enough to disambiguate vowels.

Vowel space

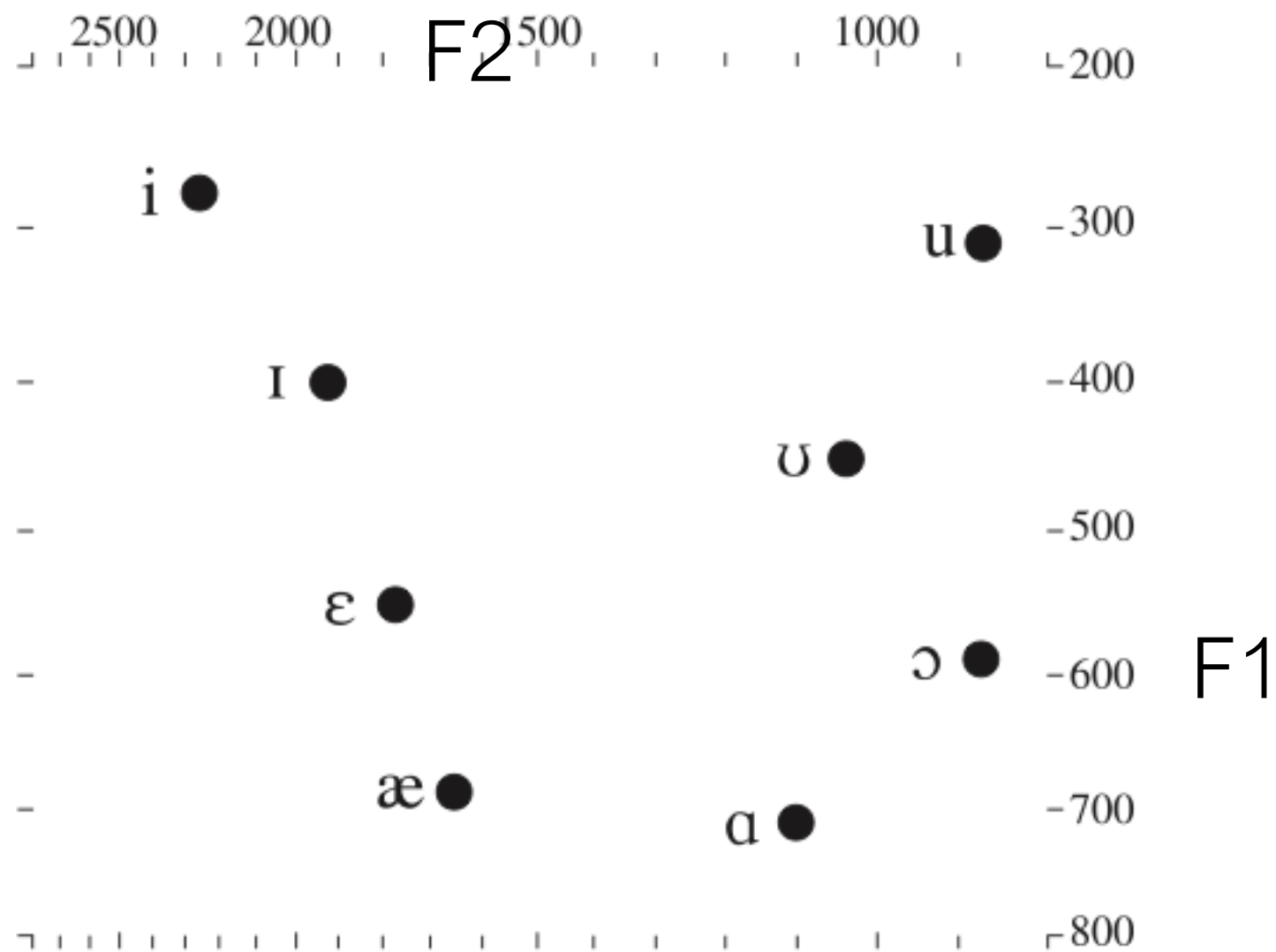
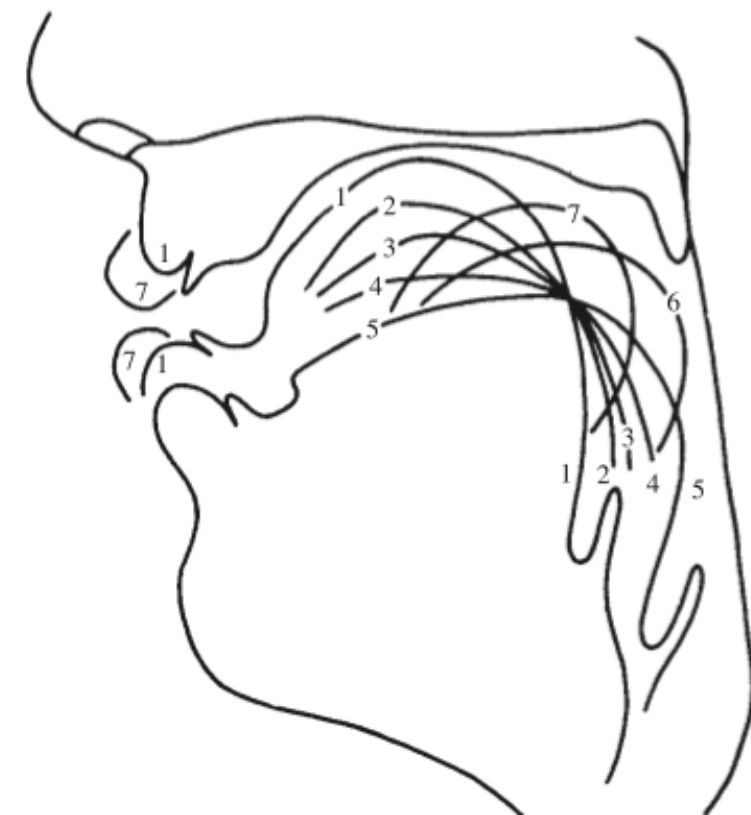


Figure 1.12 The positions of the vocal organs for the vowels in the words 1 *heed*, 2 *hid*, 3 *head*, 4 *had*, 5 *father*, 6 *good*, 7 *food*. The lip positions for vowels 2, 3, and 4 are between those shown for 1 and 5. The lip position for vowel 6 is between those shown for 1 and 7.

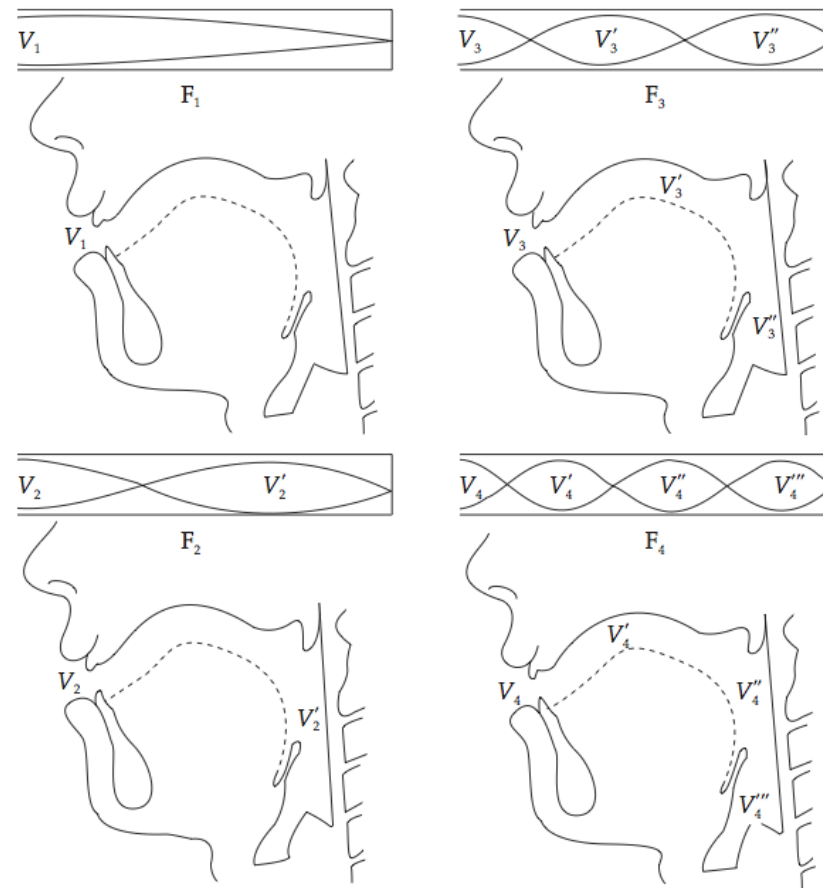


Practice with VowelEditor in Praat

How formants determined

- What frequencies does the vocal tract tube prefer?
= What frequencies resonate in VT?
- Need to understand standing waves
 - determining resonance frequencies of VT shape for a vowel.

Standing waves in VT



- The vowel, **schwa** is the most similar to this uniform tube
- The tube prefers the frequencies of these standing waves
- These frequencies resonate in VT
- The resonant frequencies are formants for **schwa**

What is a standing wave?

- <http://www.acs.psu.edu/drussell/Demos/superposition/superposition.html>

What is a standing wave?

- http://www.walter-fendt.de/html5/phen/standingwavereflection_en.htm

What is a standing wave?

Standing Waves Demo

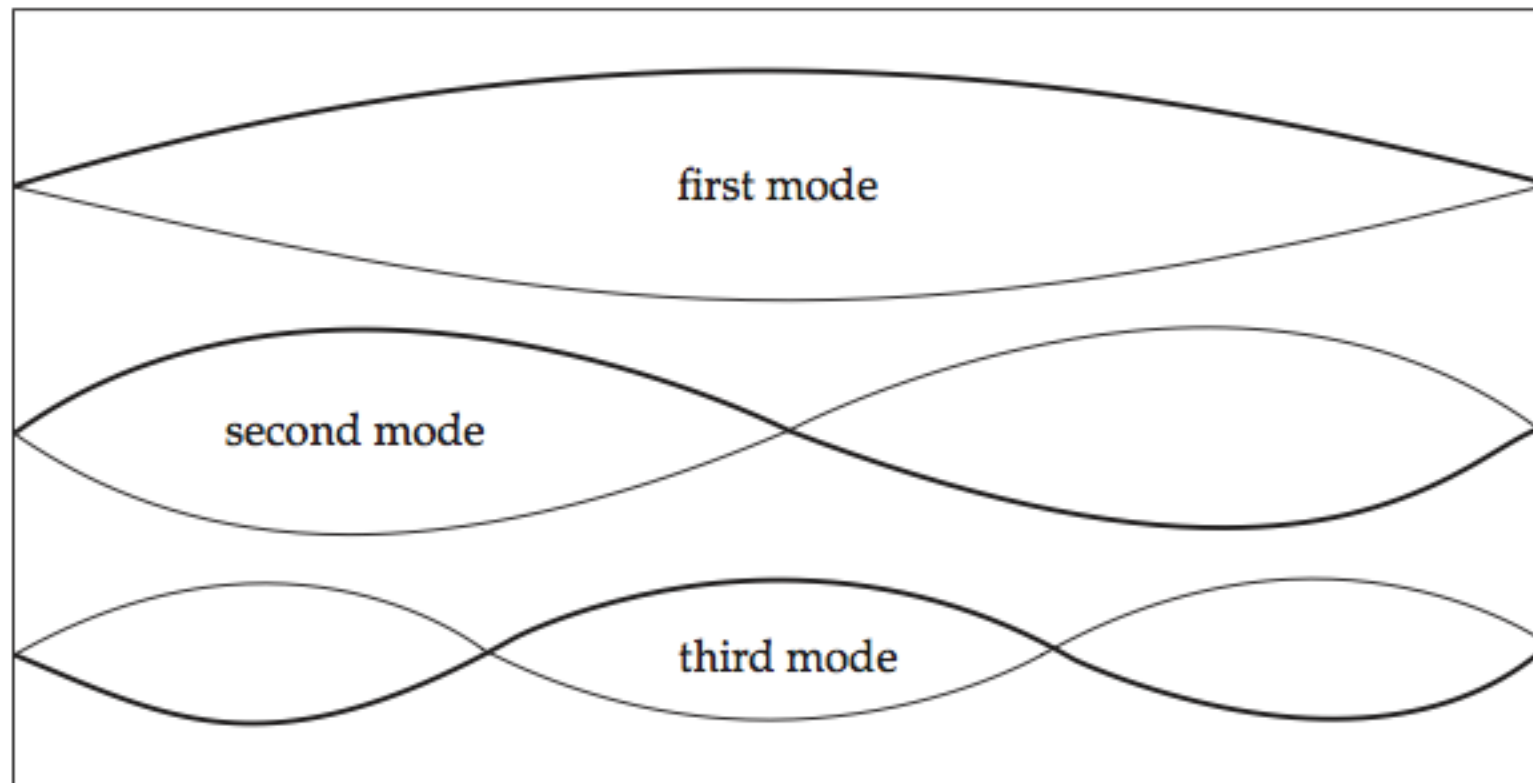
CK-12

What is a standing wave?

http://www.walter-fendt.de/html5/phen/standinglongitudinalwaves_en.htm

Standing waves

When both ends are all fixed/closed



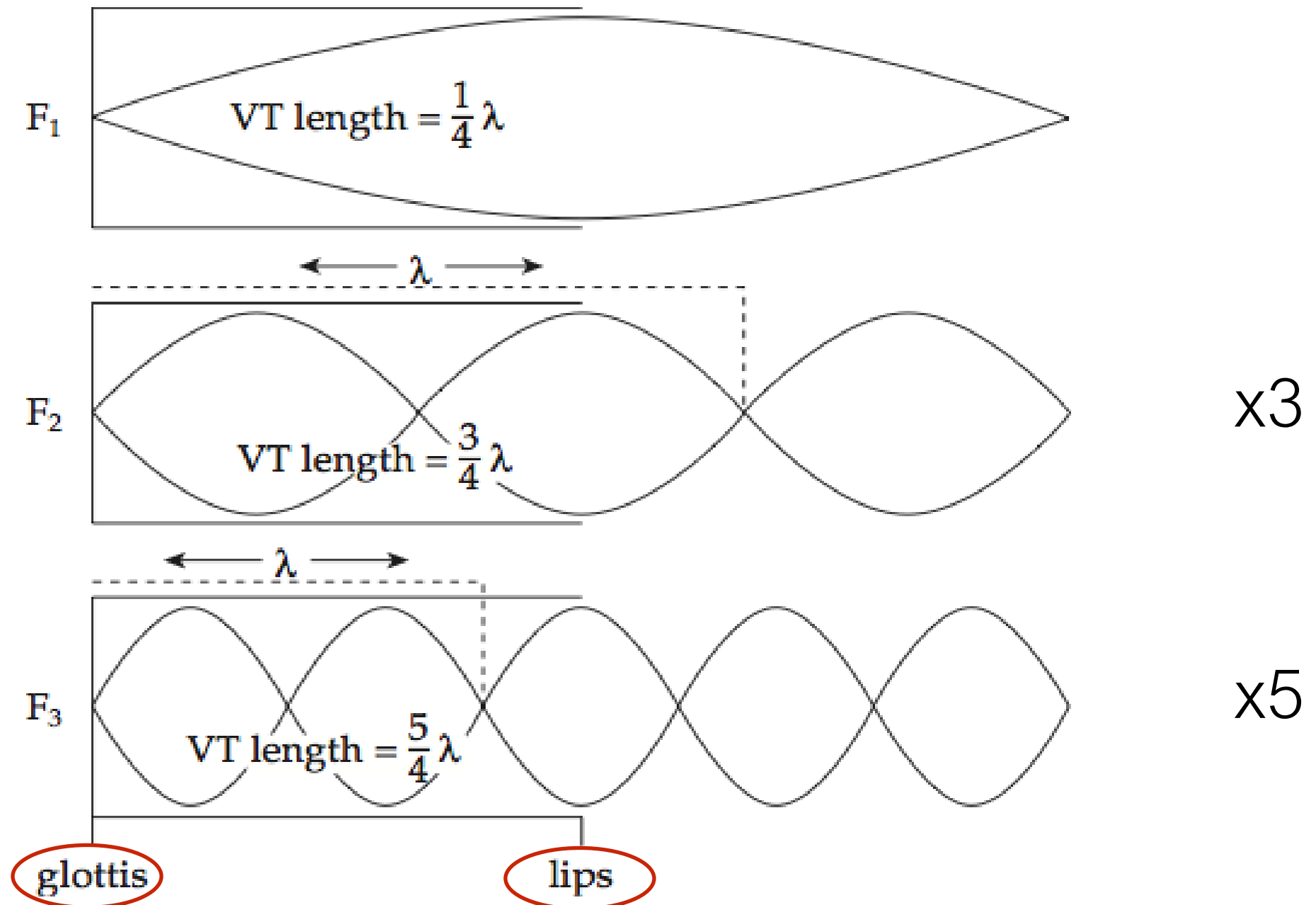
x2

x3

⋮

Standing waves in VT

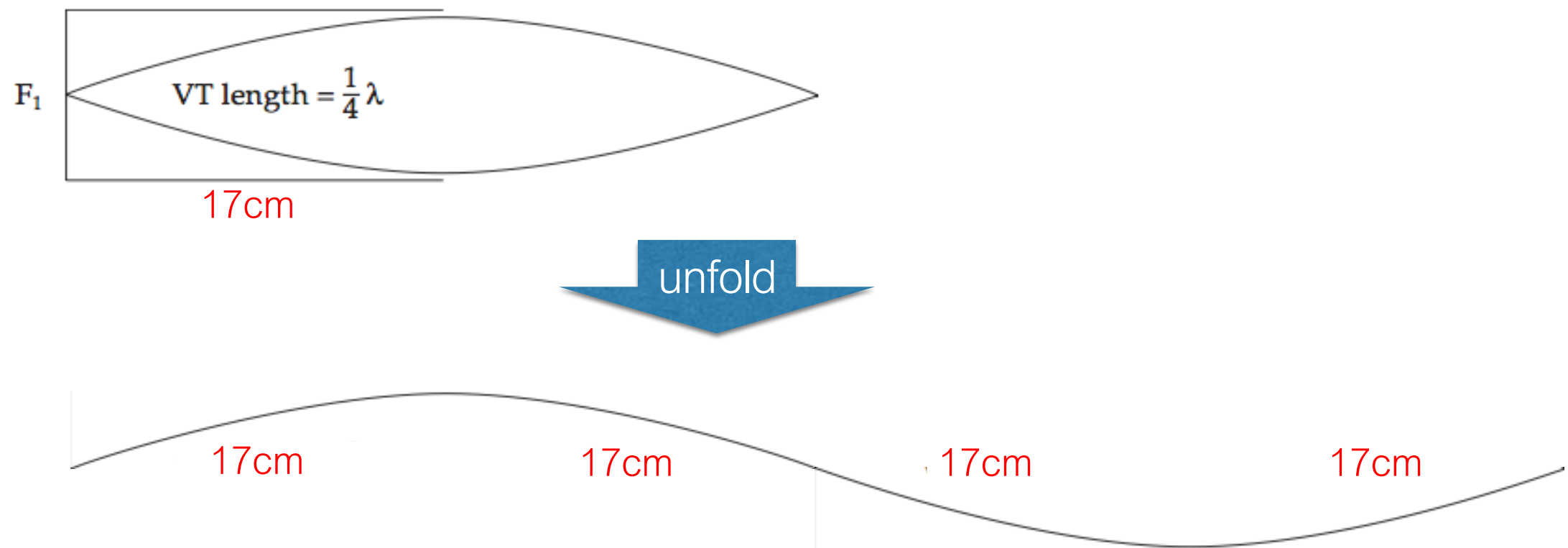
When only one end is fixed/closed



How to compute frequencies of standing waves

- Need to know the duration of a cycle to calculate frequency
- We know the distance instead and how fast it is (speed of sound = 340m/sec)

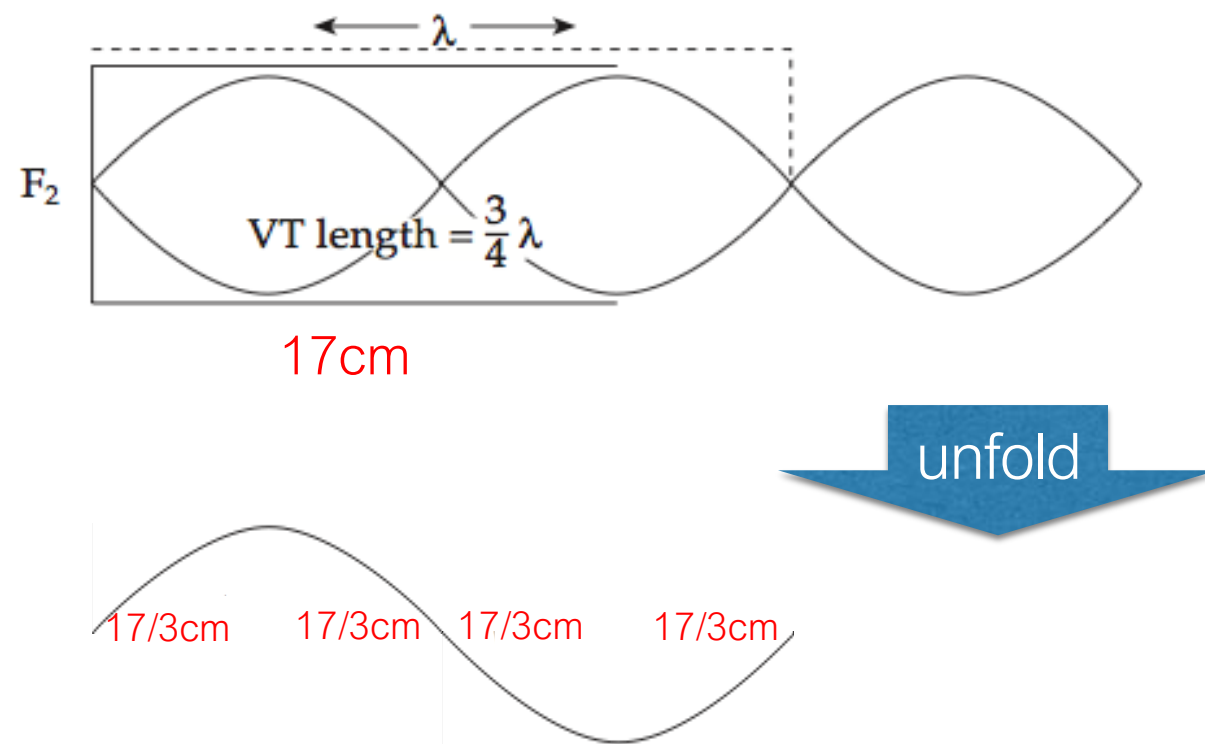
Length of 1st standing wave



Compute frequency (F1) of 1st standing wave

- Length (λ : Lamda) of 1st standing wave:
 - $0.17 \text{ (VT length)} \times 4 = 0.68 \text{ m}$
- Duration: $0.68/340 \text{ sec.} = 0.002 \text{ sec}$
 - ← speed of sound: 340 m/s
- Frequency (F1): $1/0.002 = 500 \text{ Hz}$

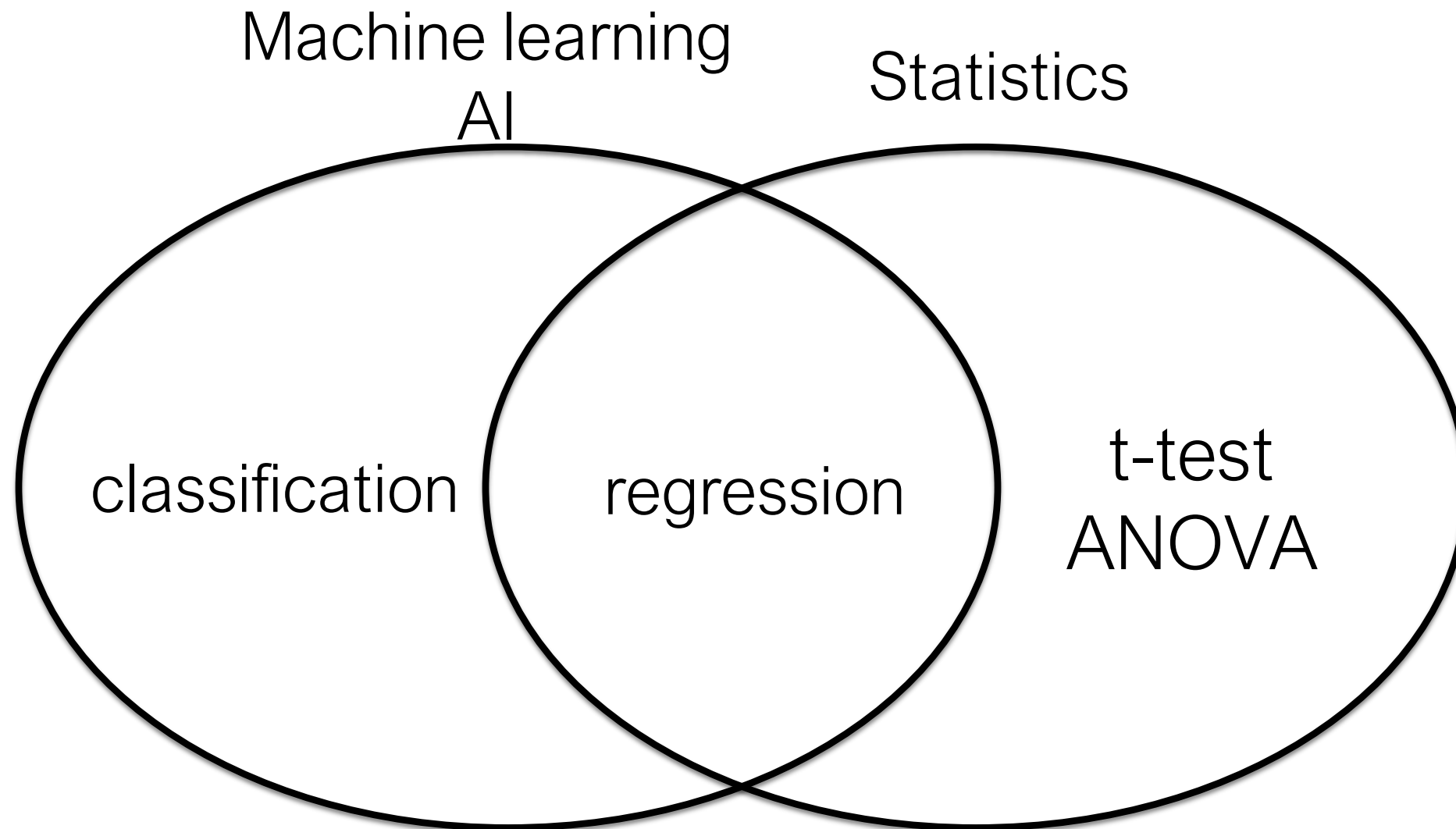
Length of 2nd standing wave



Compute frequency (F2) of 2nd standing wave

- Length (λ : Lamda) of 1st standing wave:
 - $0.17/3$ (VT length) $\times 4 = 0.68/3$ m
- Duration: $0.68/3/340$ sec. = $0.002/3$ sec
 - ← speed of sound: 340 m/s
- Frequency (F2): $1/(0.002/3) = 1500$ Hz

Machine learning vs. Statistics



인식(perception) classification

- continuous, physical, numerical, concrete
- discrete, cognitive, nominal, categorical, abstract

Variables vs. Constants

- Variables (input or output): may change
 - **Types:** Numerical vs. Nominal
 - e.g. temperature = {32.7° F, 90° F, 0° C}
 - e.g. country = {'Portugal', 'Ireland', 'Italy', 'Greece', 'Spain'}
- Constants: not change
 - e.g. $\pi = 3.141592\dots$

in-out mapping in a function

Classification: Num-Nom

Regression: Num-Num

t-test, ANOVA: Nom-Num

classification: Num-Nom

smoke양 – cancer유무

regression: Num-Num

hours of studying– math score

t-test, ANOVA: Nom-Num

gender – math score

statistics

input: independent variable (IV)

독립변수

output: dependent variable (DV)

종속변수

statistics

A study on the effect/impact/influence of IV on DV

A study on the effect of sleep, calory & workout on
weight

regression: 학습량이 수학점수에 미치는 영향

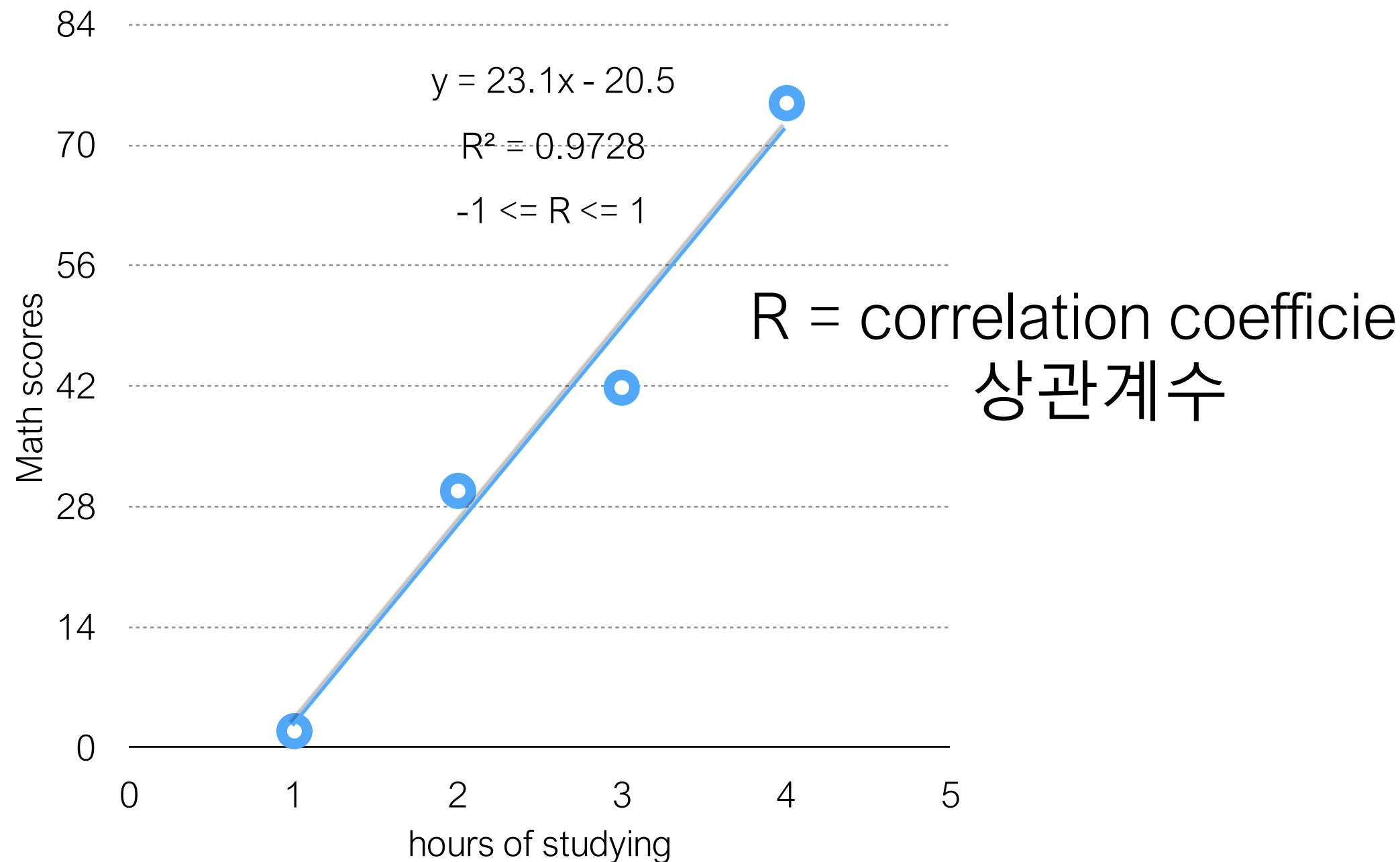
$$r = 0.7, p = 0.012$$

t-test (or ANOVA): 성별이 수학점수에 미치는 영향

$$p = 0.09$$

statistics

Regression: 학습량이 수학점수에 미치는 영향



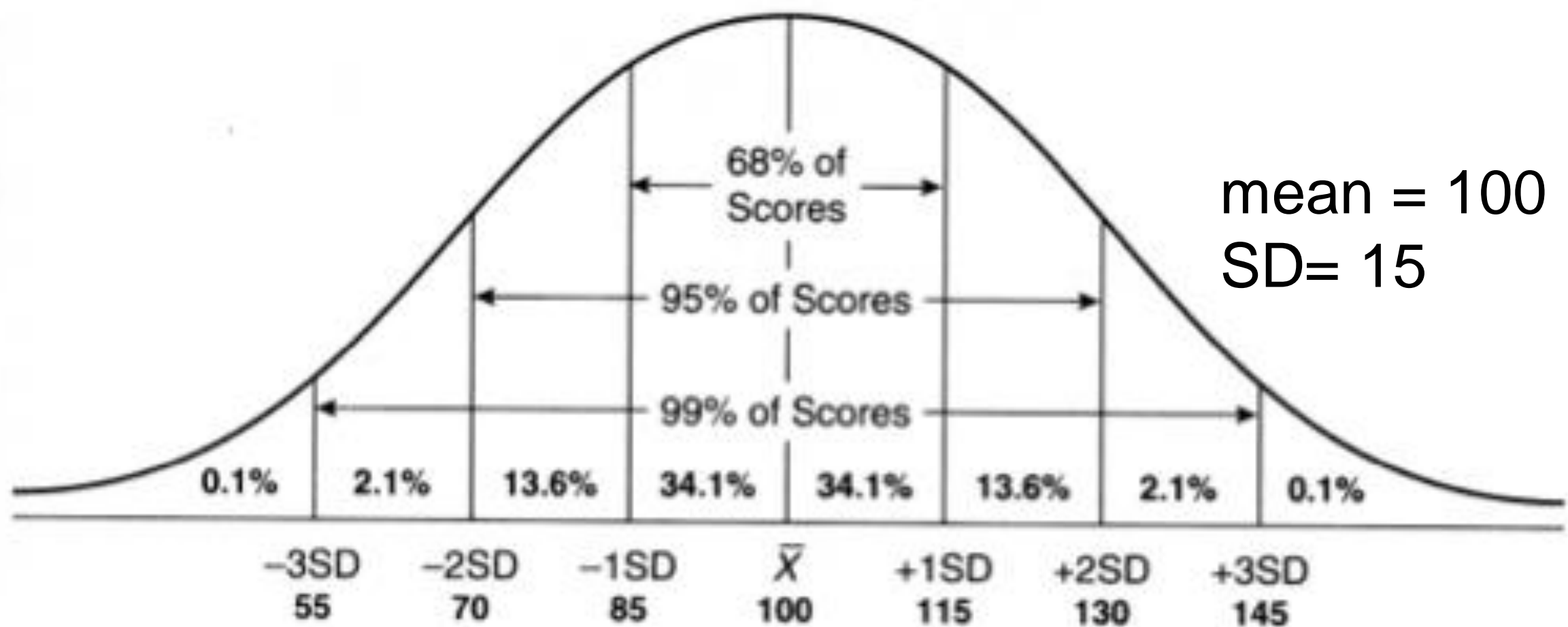
statistics

t-test: 성별이 수학점수에 미치는 영향

Comparing two groups' normal distributions

Normal distribution

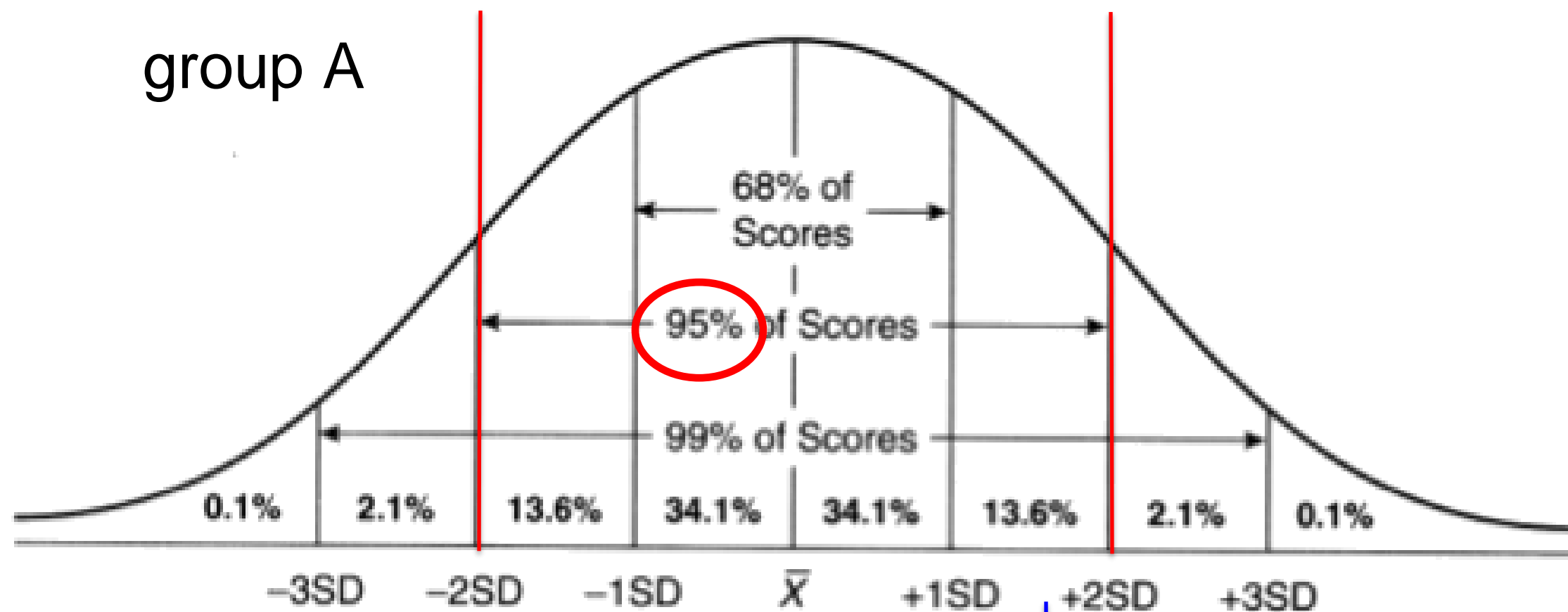
Standard Deviations and Percentages of Scores in a Normal Distribution



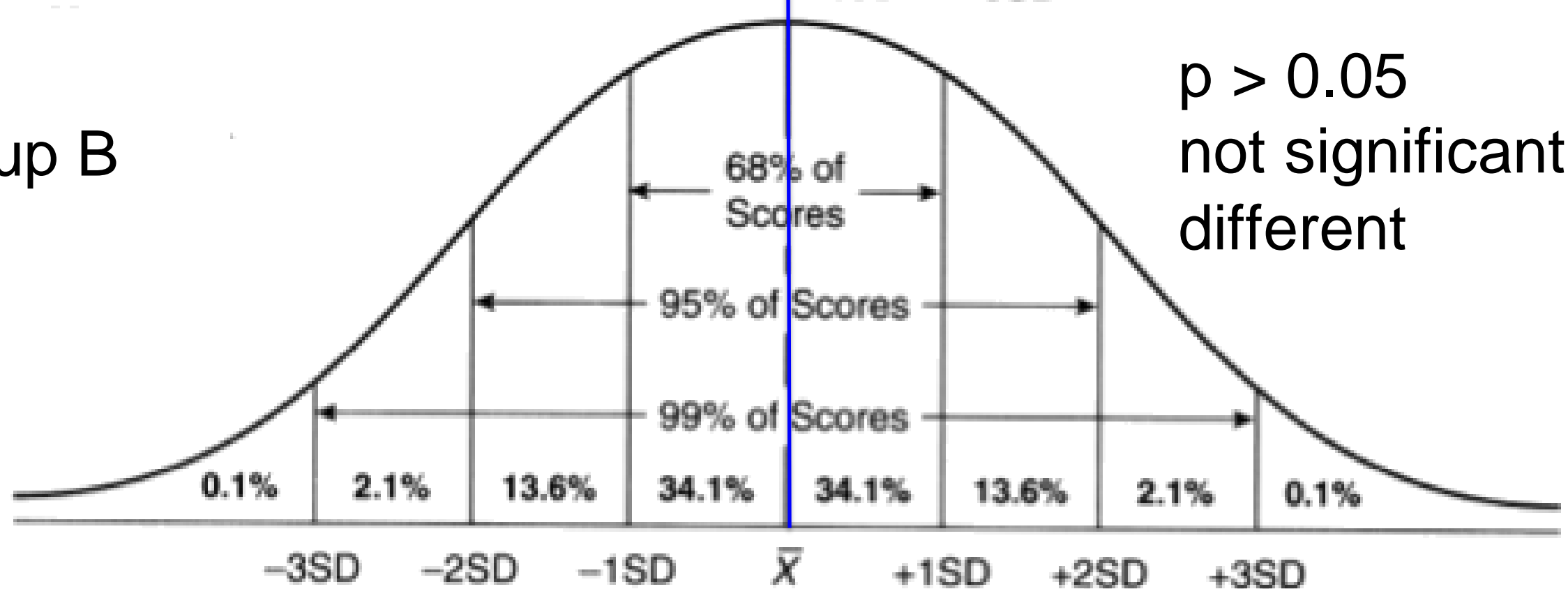
Normal distribution

- Normal distribution
 - salary
 - life span
 - height & weight
- non-normal distribution
 - throwing a dice/ flipping a coin
 - sunrise or sunset time
 - wealth in communist countries (?)

Comparing two groups' normal distributions

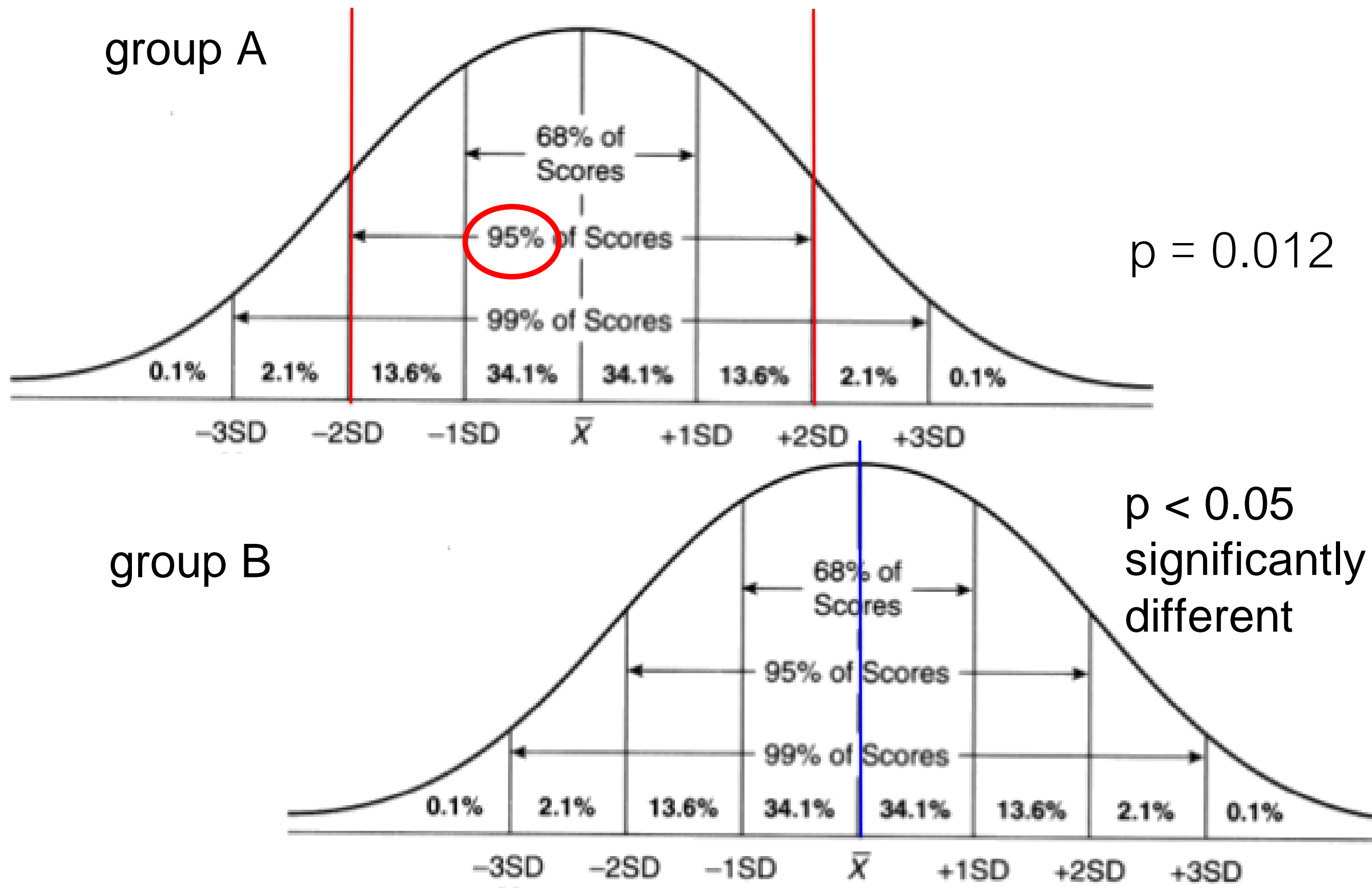


group B



$p > 0.05$
not significantly
different

Comparing two groups' normal distributions



T-test practices

- $A = 30, B = 35, \text{std} = 2$
- $A = 60, B = 80, \text{std} = 10.5$
- A와 B는 통계적으로 유의미하게 ($p < 0.05$) 차이 있나?

Linear algebra

Matrices

$$\begin{pmatrix} a_{11} & \cdots & a_{1n} \\ \vdots & \ddots & \vdots \\ a_{m1} & \cdots & a_{mn} \end{pmatrix}$$

Vectors

$$\begin{bmatrix} a_1 \\ \vdots \\ a_m \end{bmatrix}$$

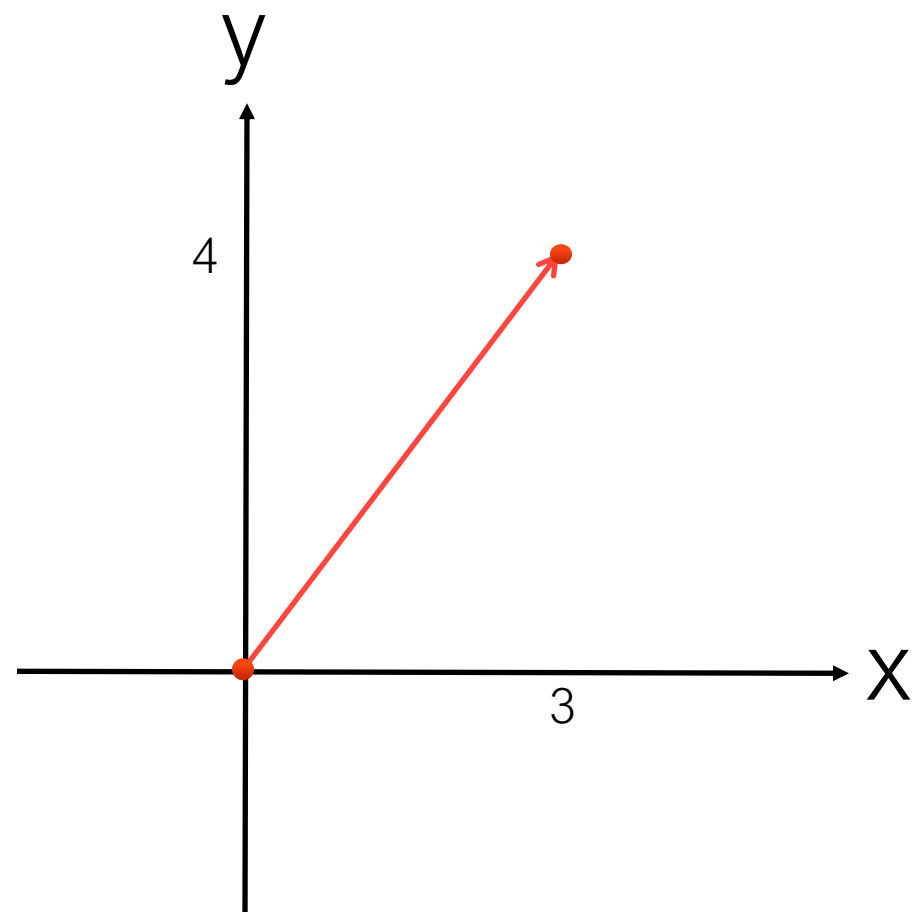
$$\left[a_1 \quad \cdots \quad a_n \right]$$

Scalar

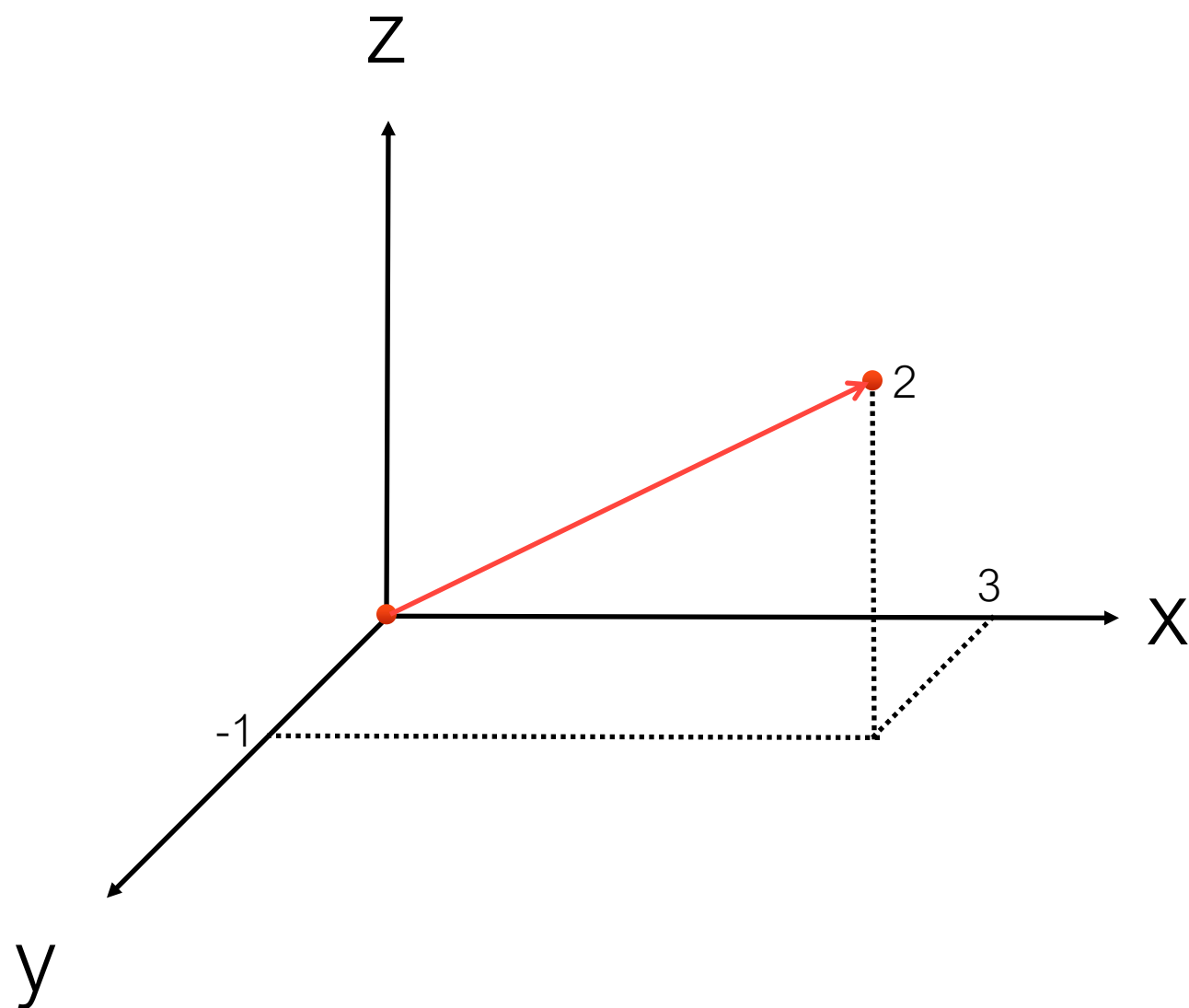
[1]
[3]
[-2]

a sequence of numbers

$$\begin{bmatrix} 3 \\ 4 \end{bmatrix}$$

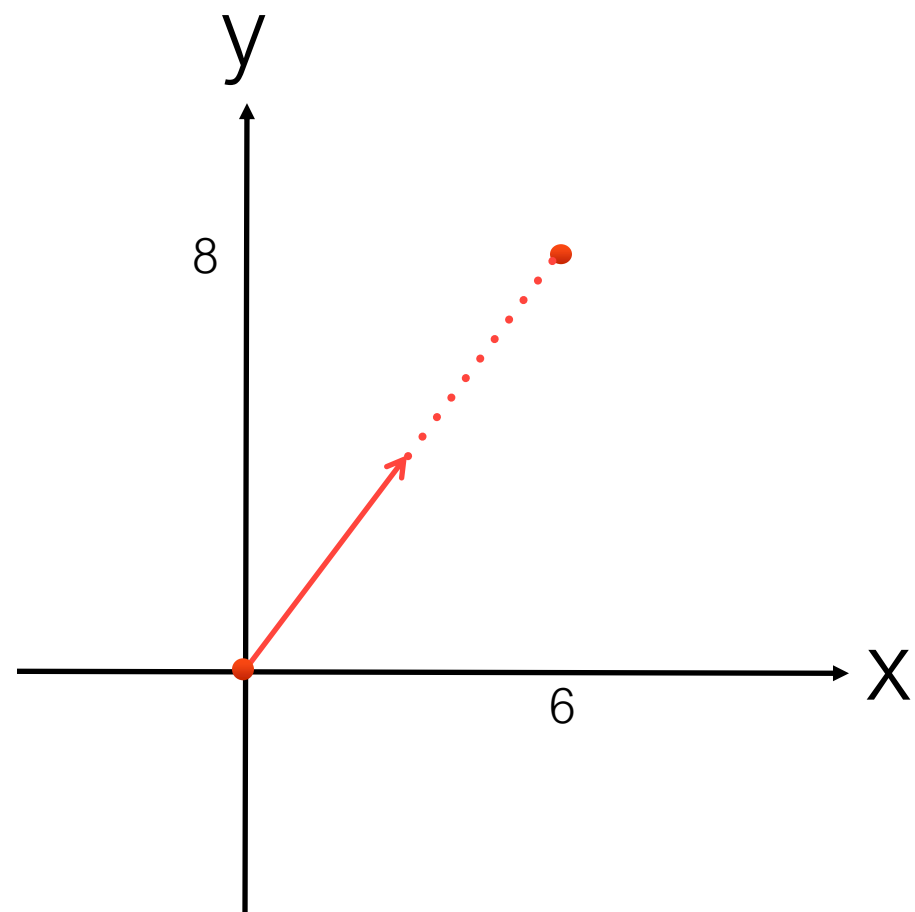


$$\begin{bmatrix} 3 \\ -1 \\ 2 \end{bmatrix}$$

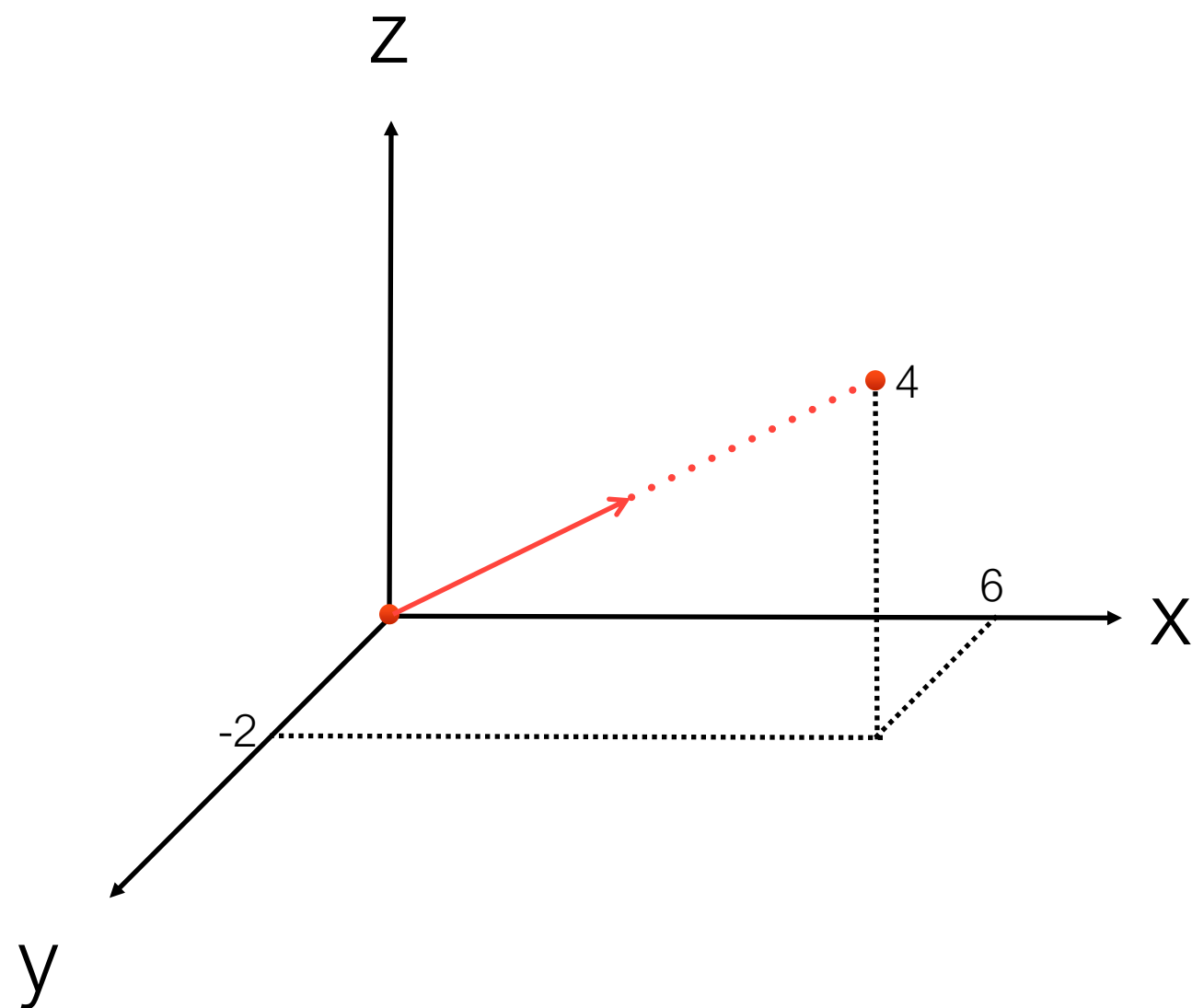


vector multiplication

$$0.5 \begin{bmatrix} 6 \\ 8 \end{bmatrix}$$

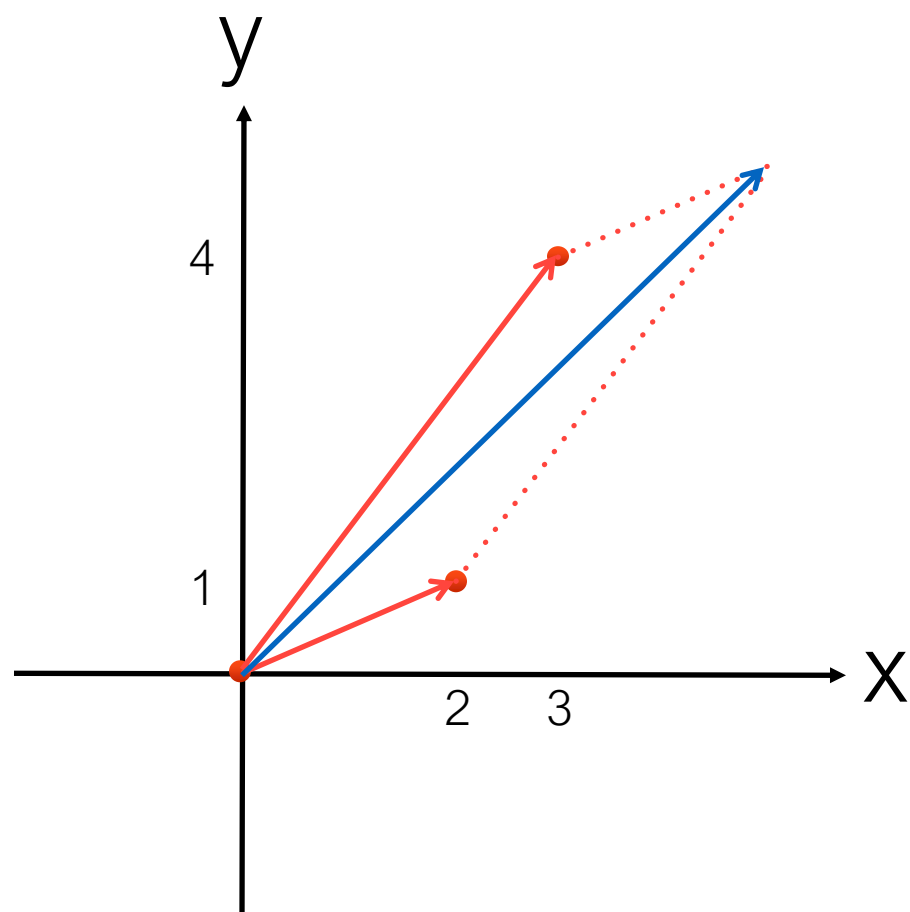


$$0.5 \begin{bmatrix} 6 \\ -2 \\ 4 \end{bmatrix}$$

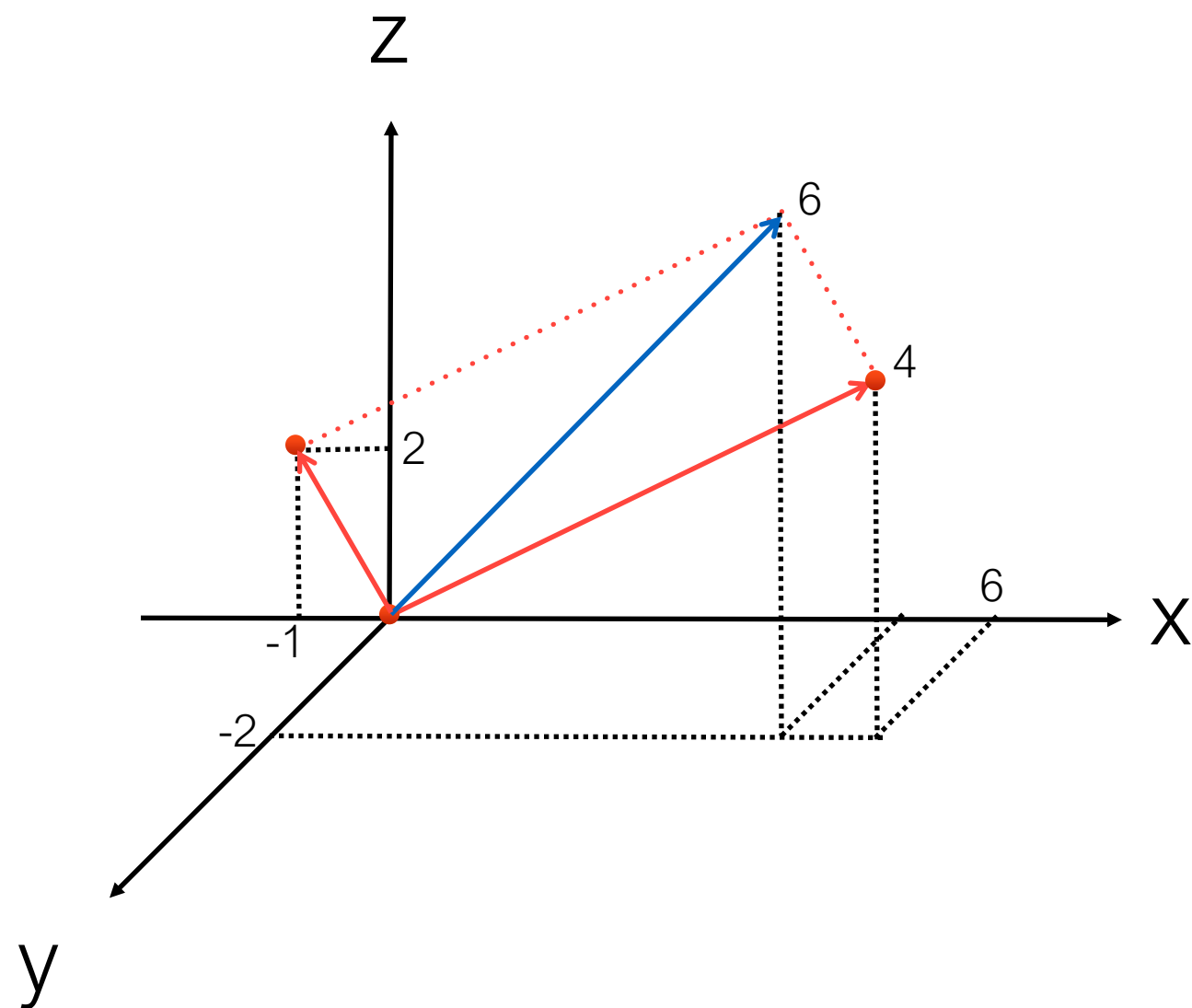


vector addition

$$\begin{bmatrix} 3 \\ 4 \end{bmatrix} + \begin{bmatrix} 2 \\ 1 \end{bmatrix}$$



$$\begin{bmatrix} 6 \\ -2 \\ 4 \end{bmatrix} + \begin{bmatrix} -1 \\ 0 \\ 2 \end{bmatrix}$$



vector product

inner product
outer product
tensor product

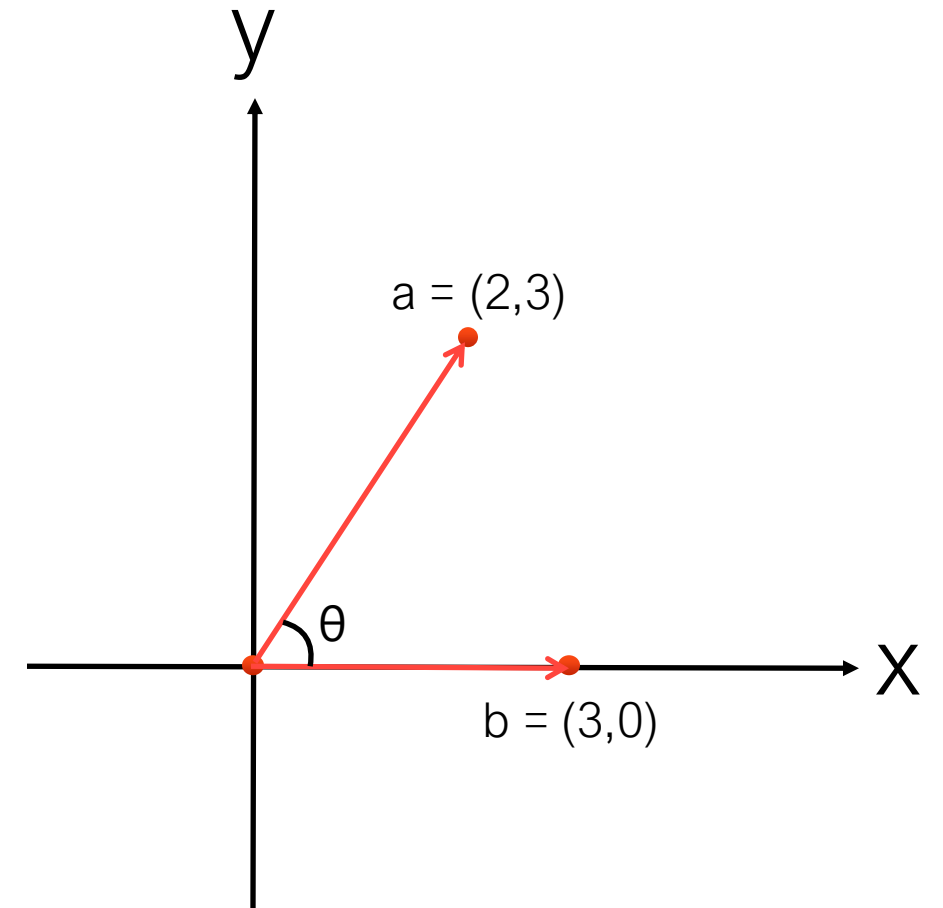
inner product = dot product = scalar product

$$a = [2, 3]$$

$$b = [3, 0]$$

algebraic: $a \cdot b = 2 \times 3 + 3 \times 0$

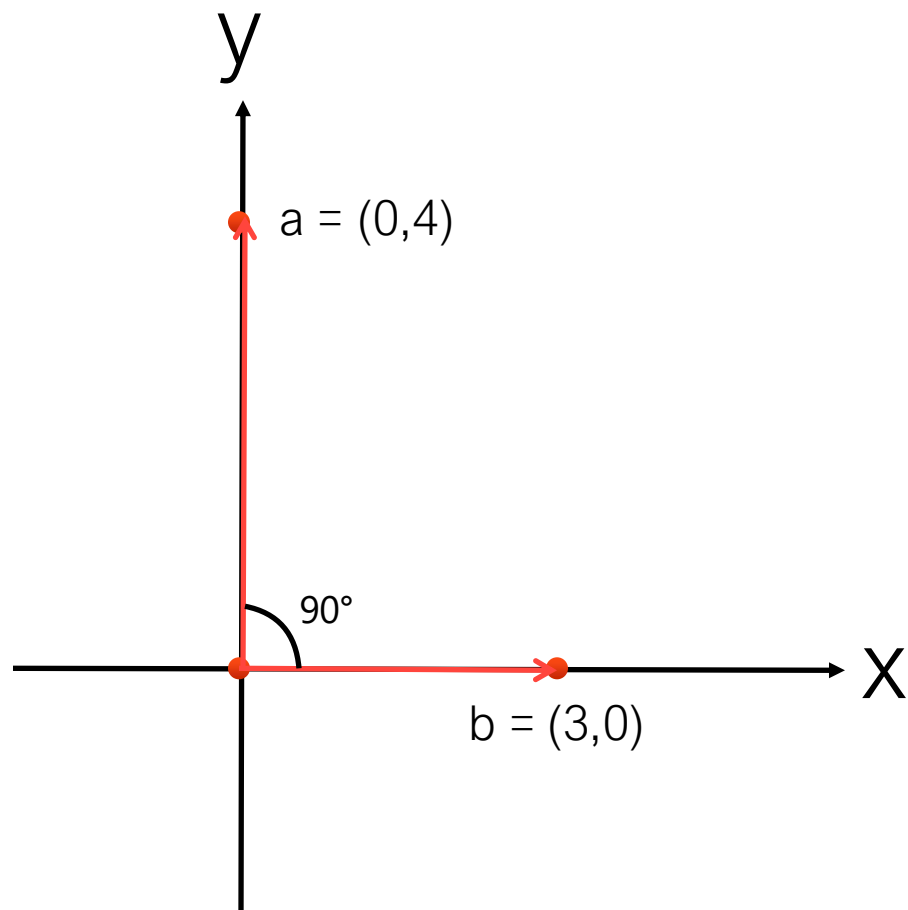
geometric: $a \cdot b = |a||b|\cos(\theta)$



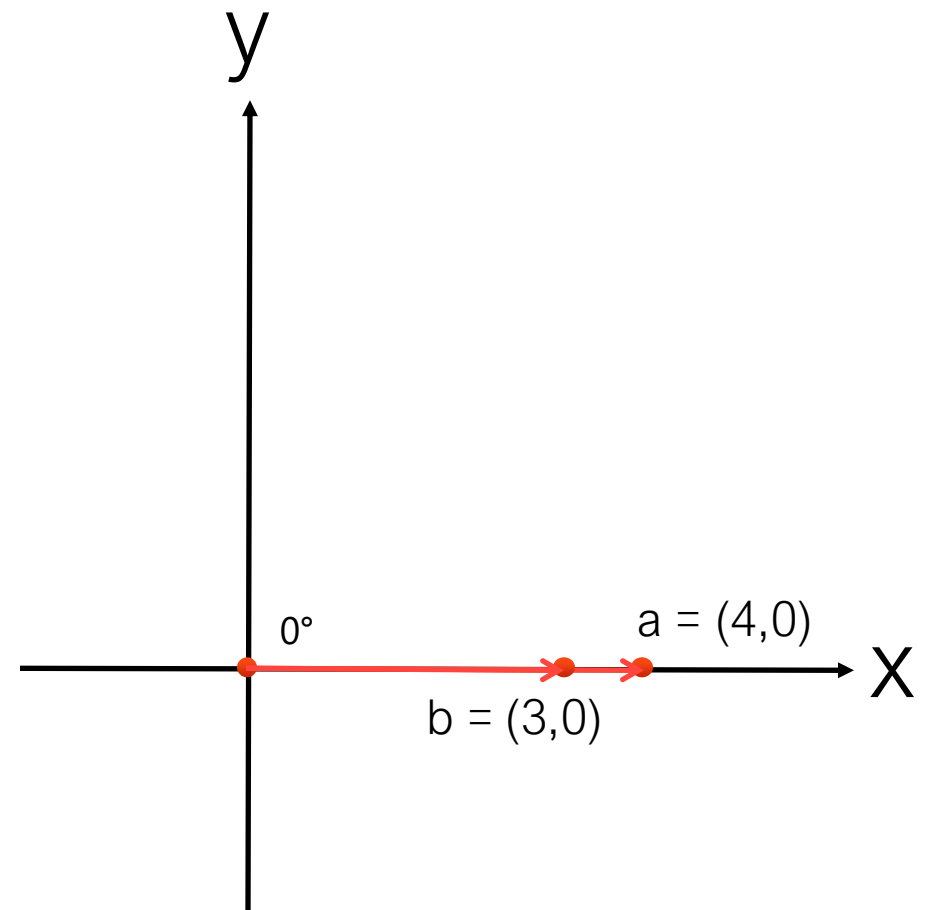
How to measure informational similarity between a and b?

- $\cosine(\theta)$
- a-b distance

inner product



$$a \cdot b = 4 \times 3 \times \cos(\pi/2)$$

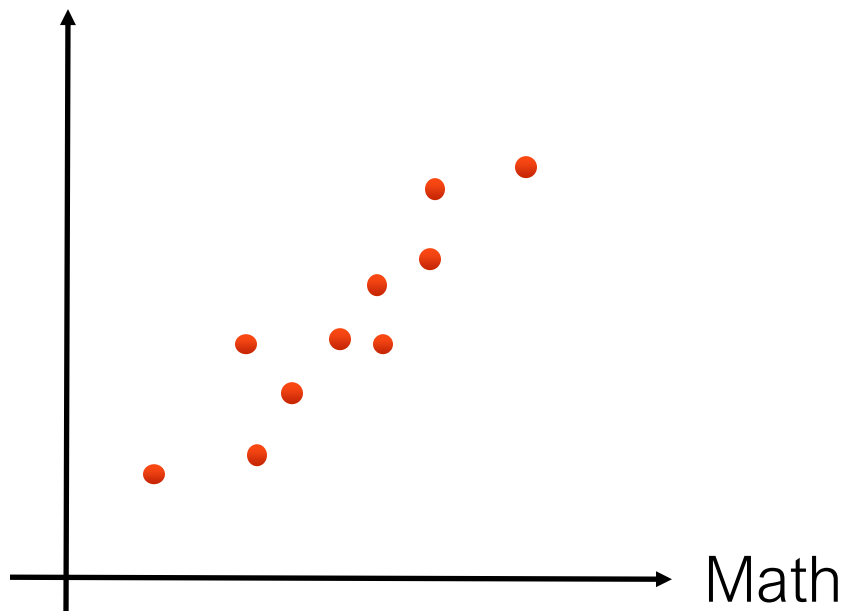


$$a \cdot b = 4 \times 3 \times \cos(0)$$

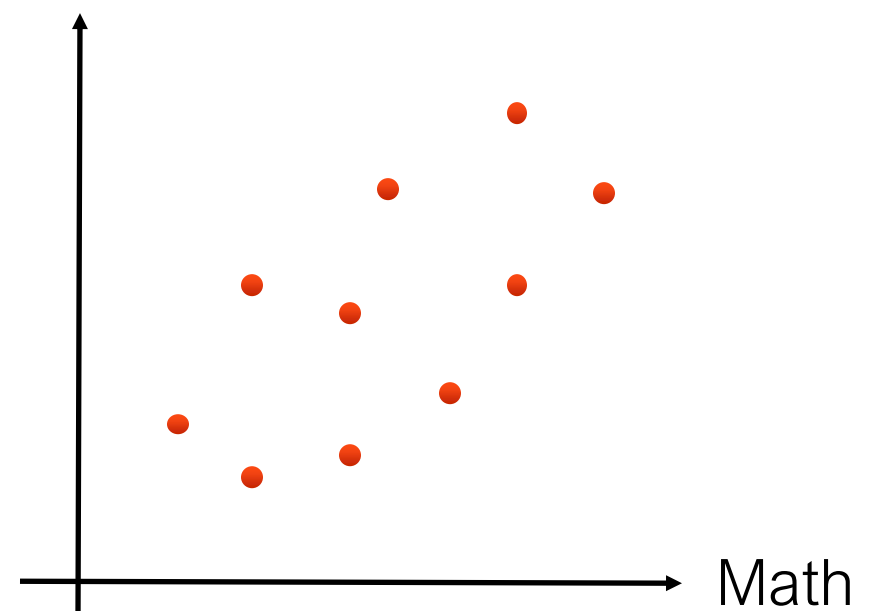
correlation

$$-1 \leq r \leq 1$$

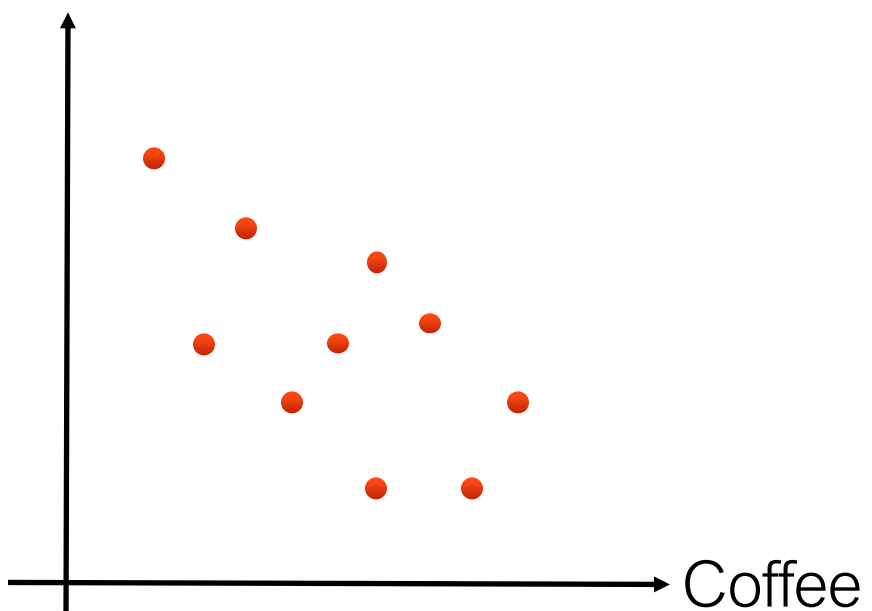
Science



English



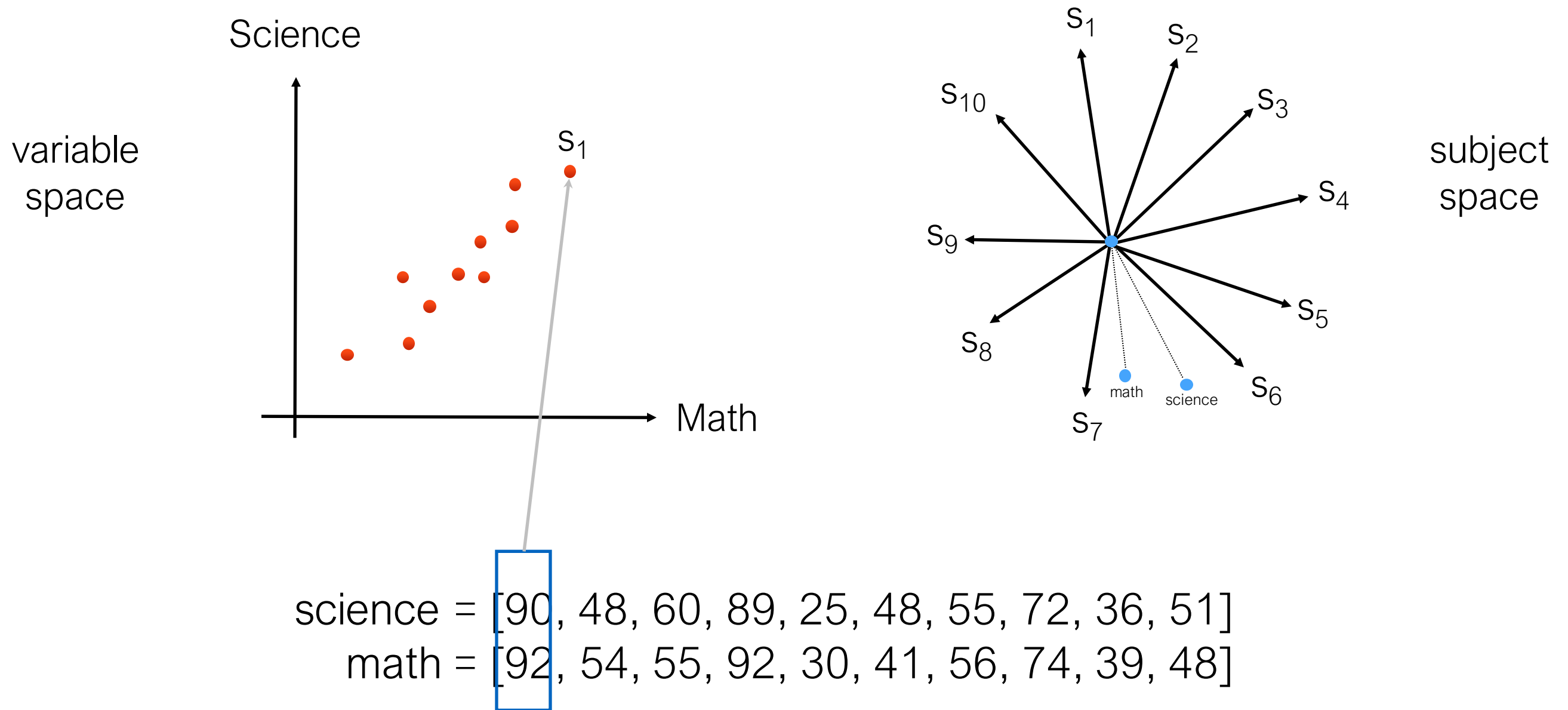
Sleep



Math



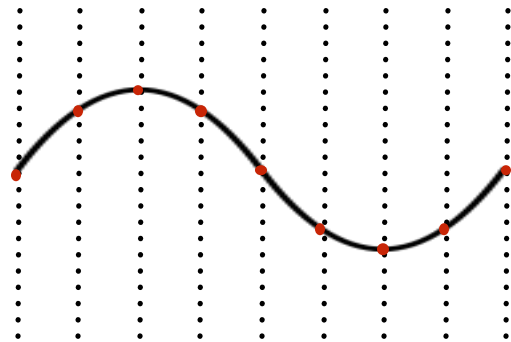
correlation = cosine similarity



R=0.997

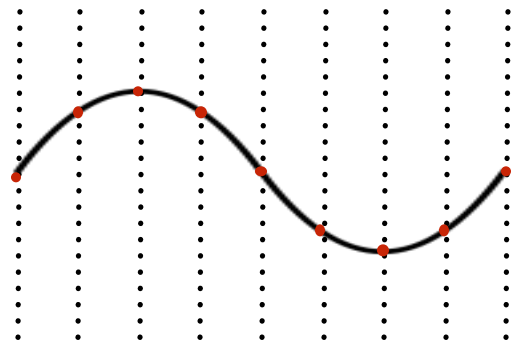
$$a \cdot b = |a||b|\cos(\theta)$$
$$\rightarrow \cos(\theta) = a \cdot b / |a||b|$$

inner product signal vectors



$$a = [0, 0.85, 1, 0.85, 0, -0.85, -1, -0.85, 0]$$

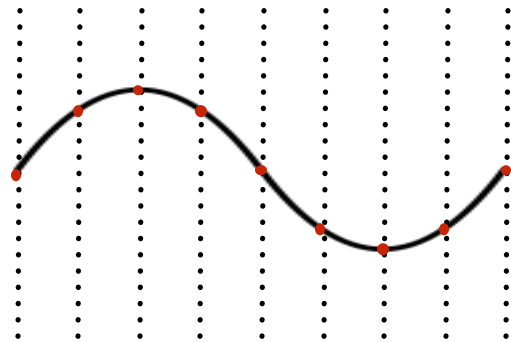
0°



$$b = [0, 0.85, 1, 0.85, 0, -0.85, -1, -0.85, 0]$$

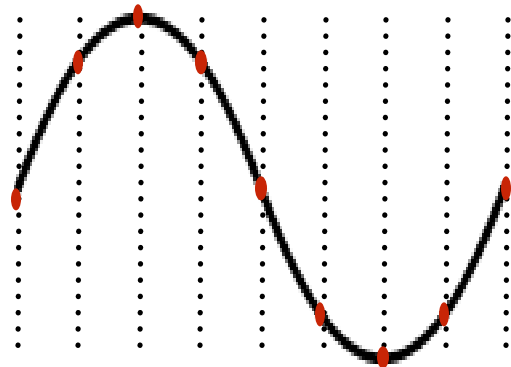
$$\cos(\theta) = ?$$

inner product signal vectors



$$a = [0, 0.85, 1, 0.85, 0, -0.85, -1, -0.85, 0]$$

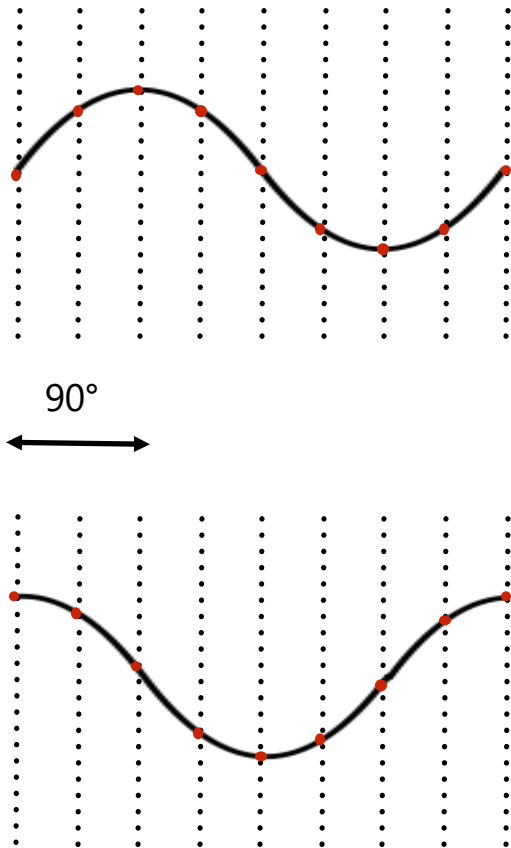
0°



$$b = [0, 1.7, 2, 1.7, 0, -1.7, -2, -1.7, 0]$$

$$\cos(\theta) = ?$$

inner product signal vectors



$$a = [0, 0.85, 1, 0.85, 0, -0.85, -1, -0.85, 0]$$

$$b = [1, 0.85, 0, -0.85, -1, -0.85, 0, 0.85, 1]$$

$$\cos(\theta) = ?$$