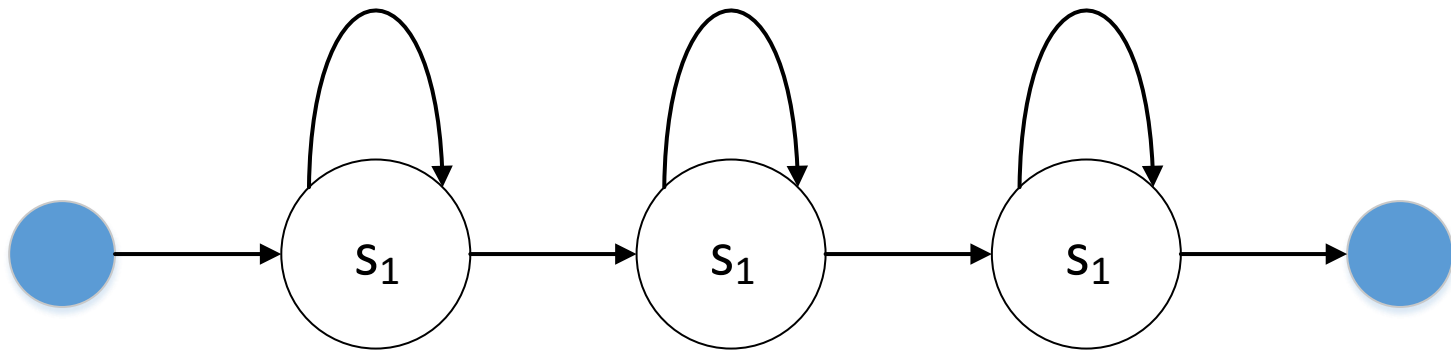


a) HMM三状态结构保证解码时每个音素至少持续三帧



b) Phone建模通过时长约束（状态复制）来限制至少持续三帧