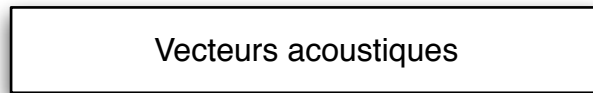
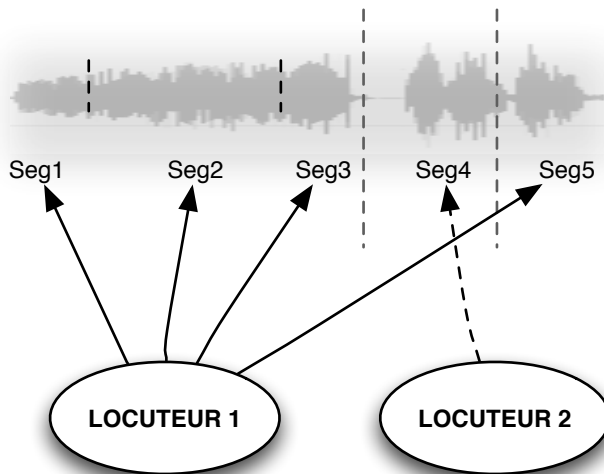




Signal sonore

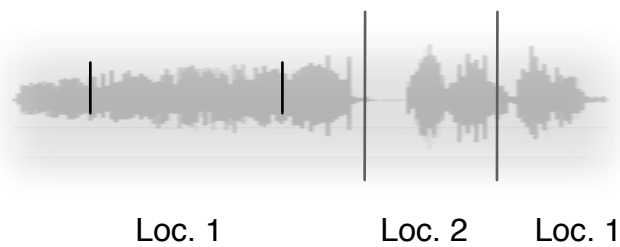


1) Paramétrisation



2) Découpage en segments

3) Regroupement en classes



4) Resegmentation