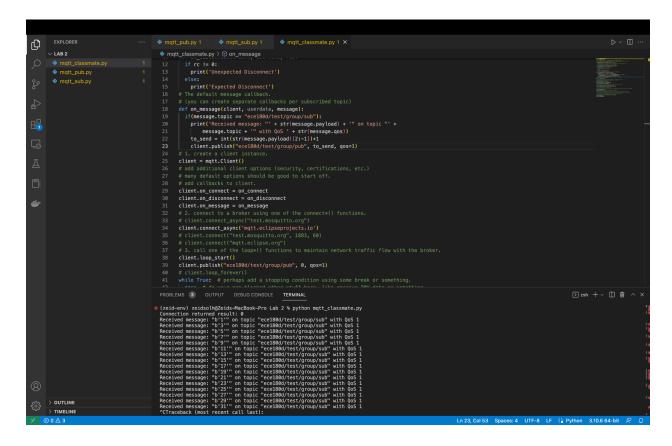
Zeid Solh 205323715 EC ENGR 180DA Lab 2

## Tasks:

1)

My classmate (Matt) and I ping ponged between us a counter that increments each time we receive a message (with a delay). We can see that I have the odd numbers.



For our project, we are considering using MQTT to send the scores in multiplayer to determine what player is going to win.

I think sending things other than text/numbers would be hard in MQTT, I wouldn't imagine sending entire frames using MQTT.

I think a reasonable lag time would be around ½ second.

For the sake of our simple game, I think MQTT would be enough.

2)

For the speech recognition, I used the python library speech\_recognition.

It gave me some fairly accurate results.

As we can see here it was able to separate letters A, B, C, D, E, F, G as well as separate sound and found. So performance is great.

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Figure 1 to 10 to
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## As for really long sentences:

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(zeid-env) zeidolin/zeids-MBP Lab 2 N python -n speech_recognition

set minimum energy (treshold to 75.1011898702231

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It does a pretty good job, it was able to correctly transcribe what I said which is the second option: "I really like UCLA and this quarter I am taking an electrical engineering capstone course which is super fun. Looking forward to more"

I think the length of a phrase is a good thing for "error correction" because the speech recognition software can make sense of the idea to determine what is the correct word if it is lost.

When I play music in the background, it has a harder time figuring what I said, since it is also picking up the music. My original sentence is "I want to play football. I want to play football" but it also picked some sentences from the song like "my mama wish I would have..."

So when we have a lot of background noises, the software becomes less reliable. When we have noise, we can try and raise our voice, or have some close microphone instead of the computer laptop. This should improve performance.

We are thinking of using the speech recognition software in our project by selecting songs by saying their names and for a few simple commands like play, pause and settings.

We are thinking of having a relatively simple speech recognition for the sake of the project. Given that we don't have much experience using speech recognition tools, we can't expect to have very advanced speech recognition features so we will just stick to processing simple and distinguishable 1 word or 2 word utterances.

We need basic speech accuracy as I think we will have very separable words to make our task easier. We will need to detect a 1-2 second delay max which I think is manageable. A missed recognition wouldn't necessarily hurt the progress of the game because we are thinking of using it only for starting the game, choosing the song, and changing settings. I don't think we'll make use of it inside the game, so we shouldn't worry about it affecting the actual gameplay.

I don't think we actually need any hardware to make sure that it works well enough. I think we will rely on trial and error to see how well it performs. At the end of the day whether we use the speech recognition softwares by google or unity, i think they are pretty reliable for our very basic tasks.