Abstract

Hidden Markov Models are widely used for modeling and predicting label sequences in ASR. In this paper, a game-theoretic approach for Hidden Markov Model training that is superior in terms of time-complexity over Baum-Welch algorithm is introduced. Furthermore, accuracy of recognition using proposed algorithm is comparable with that of Baum-Welch algorithm.

References

A Fast Algorithm for HMM Training using Game Theory for Phoneme Recognition


Index Terms

Computer Science Algorithms

Keywords

HMM Training Phoneme Recognition Baum-Welch Algorithm