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

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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

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Index Terms

Computer Science
Algorithms

Keywords
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