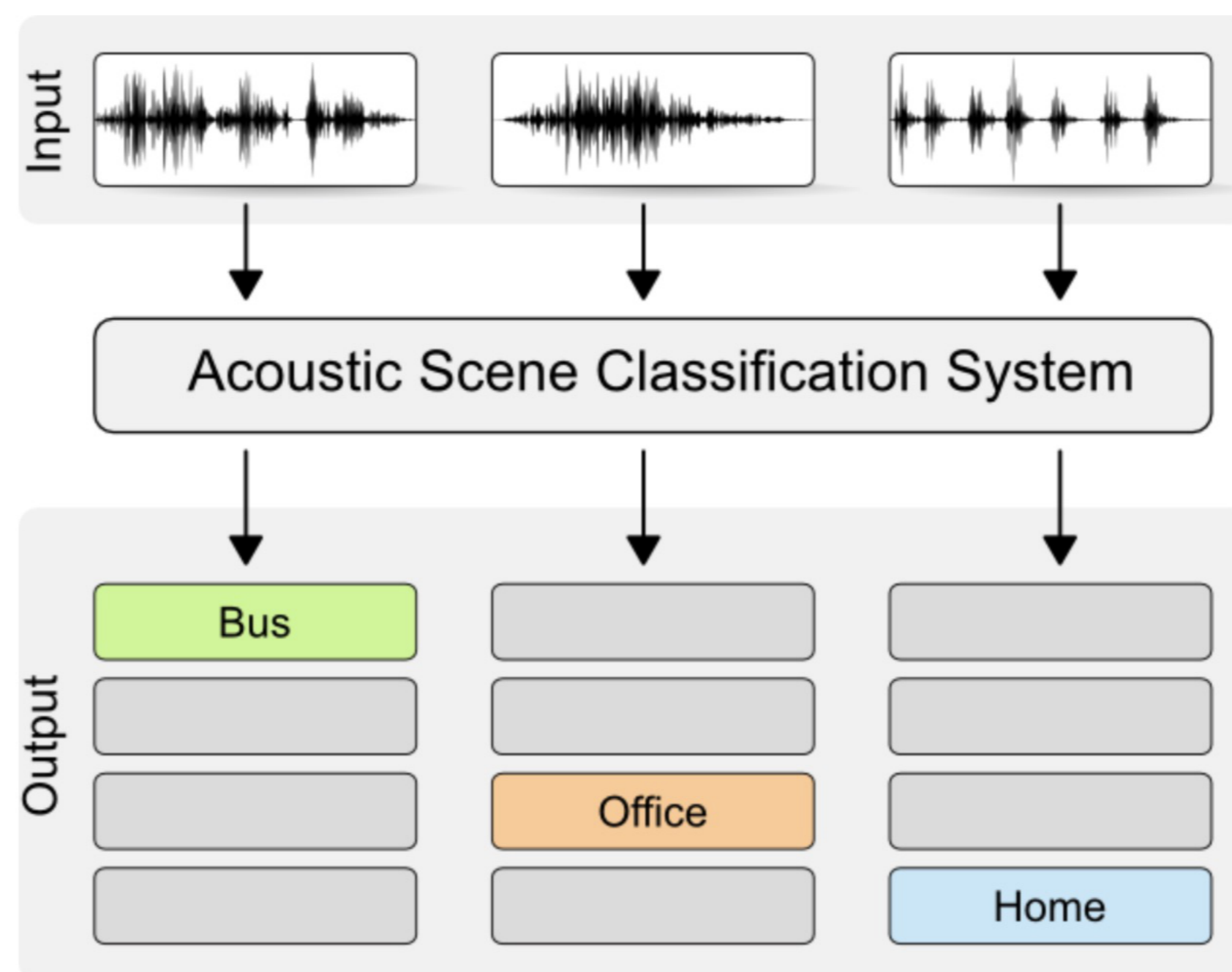


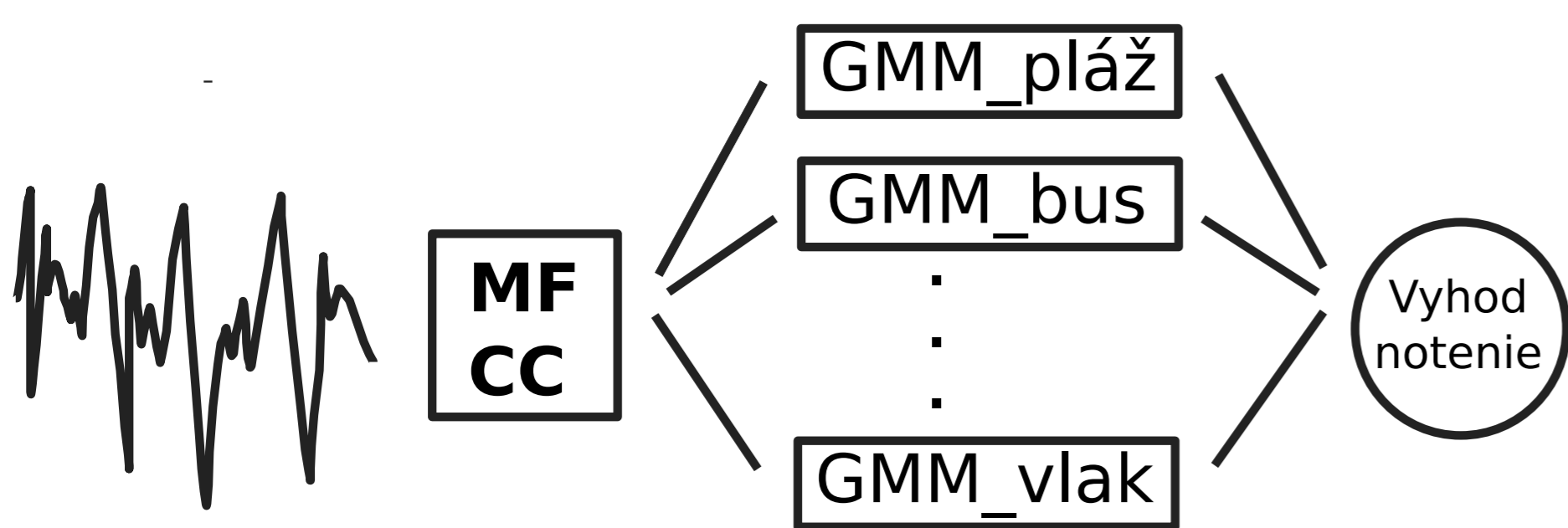
Detekcia akustického prostredia z reči



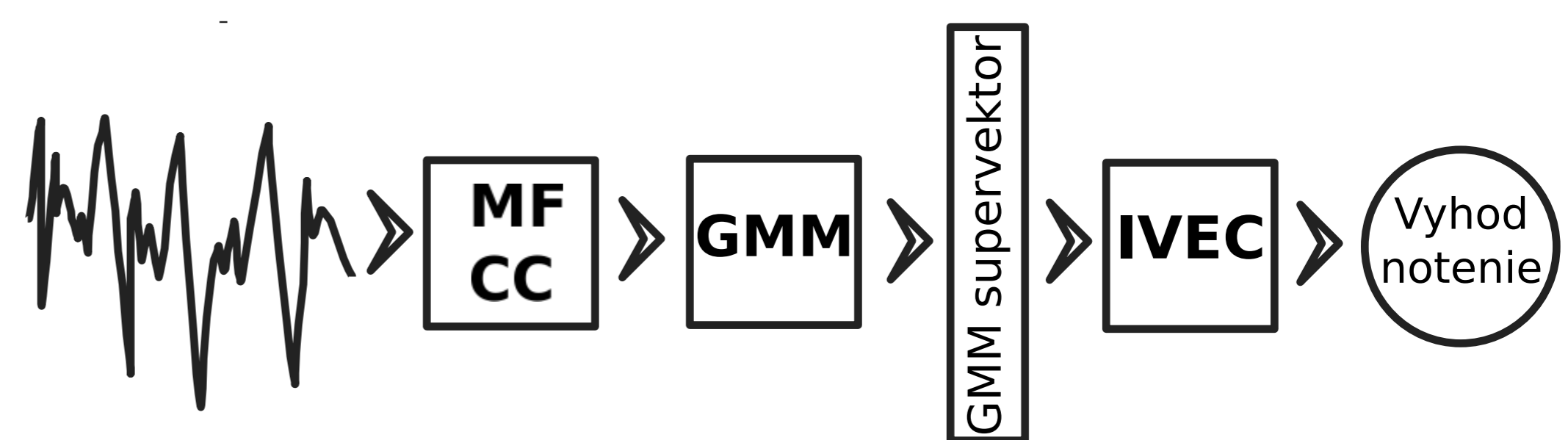
http://www.cs.tut.fi/sgn/arg/dcase2016/images/task1_overview.png

Metódy

GMM (59%)



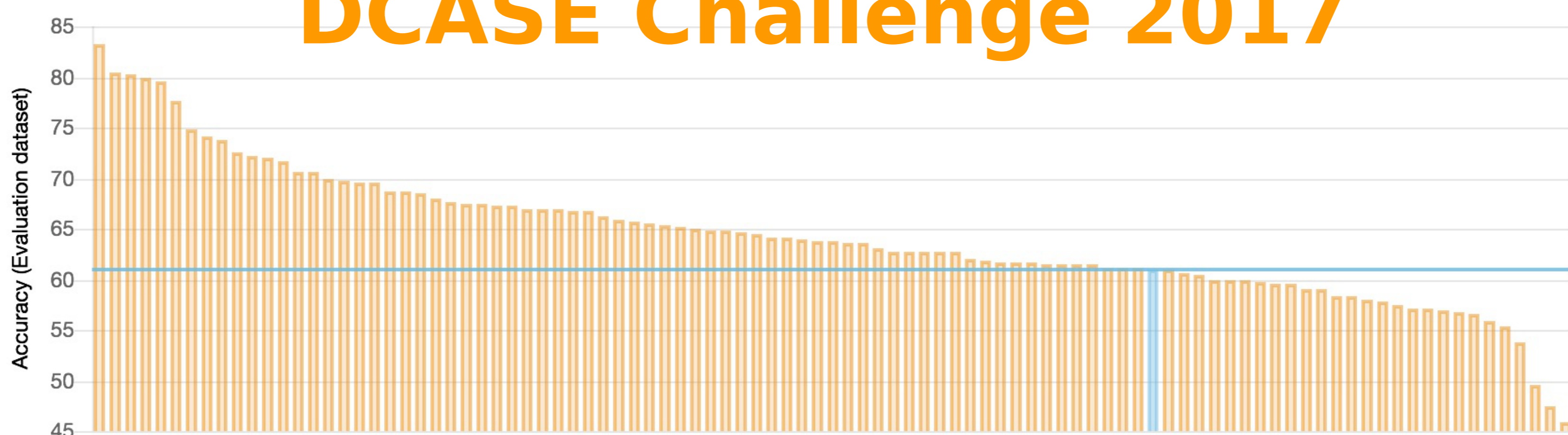
i-vector (68%)



Fúzia (69%)

	Pláž	Bus	Kavi	Auto	Cent	Les	Potr	Dom	Kniž	Metr	Kanc	Park	Sídl	Vlak	Elek
Pláž	92	0	1	0	0	0	0	0	0	0	0	6	9	0	0
Autobus	0	53	1	6	0	0	28	0	0	13	0	3	1	2	1
Kaviareň	0	0	81	0	0	0	6	0	0	20	0	1	0	0	0
Auto	0	2	0	80	0	0	1	0	0	0	0	0	0	0	25
Centrum mesta	2	0	0	0	90	0	0	0	0	2	0	10	3	1	0
Lesná cesta	1	0	0	0	0	90	0	0	0	0	0	10	7	0	0
Potraviny	0	0	3	0	1	0	74	2	0	28	0	0	0	0	0
Obydlie/ Dom	0	0	1	0	0	1	0	99	0	2	2	2	1	0	0
Knižnica	0	0	0	0	0	13	1	22	51	19	2	0	0	0	0
Stanica metra	0	0	4	0	0	2	0	0	0	97	3	2	0	0	0
Kancelária	0	0	0	0	0	18	0	24	0	0	66	0	0	0	0
Park	0	0	1	0	2	3	20	0	0	7	0	42	33	0	0
Sídlisko	0	0	1	0	14	10	0	0	0	1	0	2	80	0	0
Vlak	0	5	0	0	3	0	0	0	3	5	0	0	0	69	23
Električka	0	3	10	0	3	0	22	0	0	16	0	0	0	0	54

DCASE Challenge 2017



<http://www.cs.tut.fi/sgn/arg/dcase2017/challenge/task-acoustic-scene-classification-results>