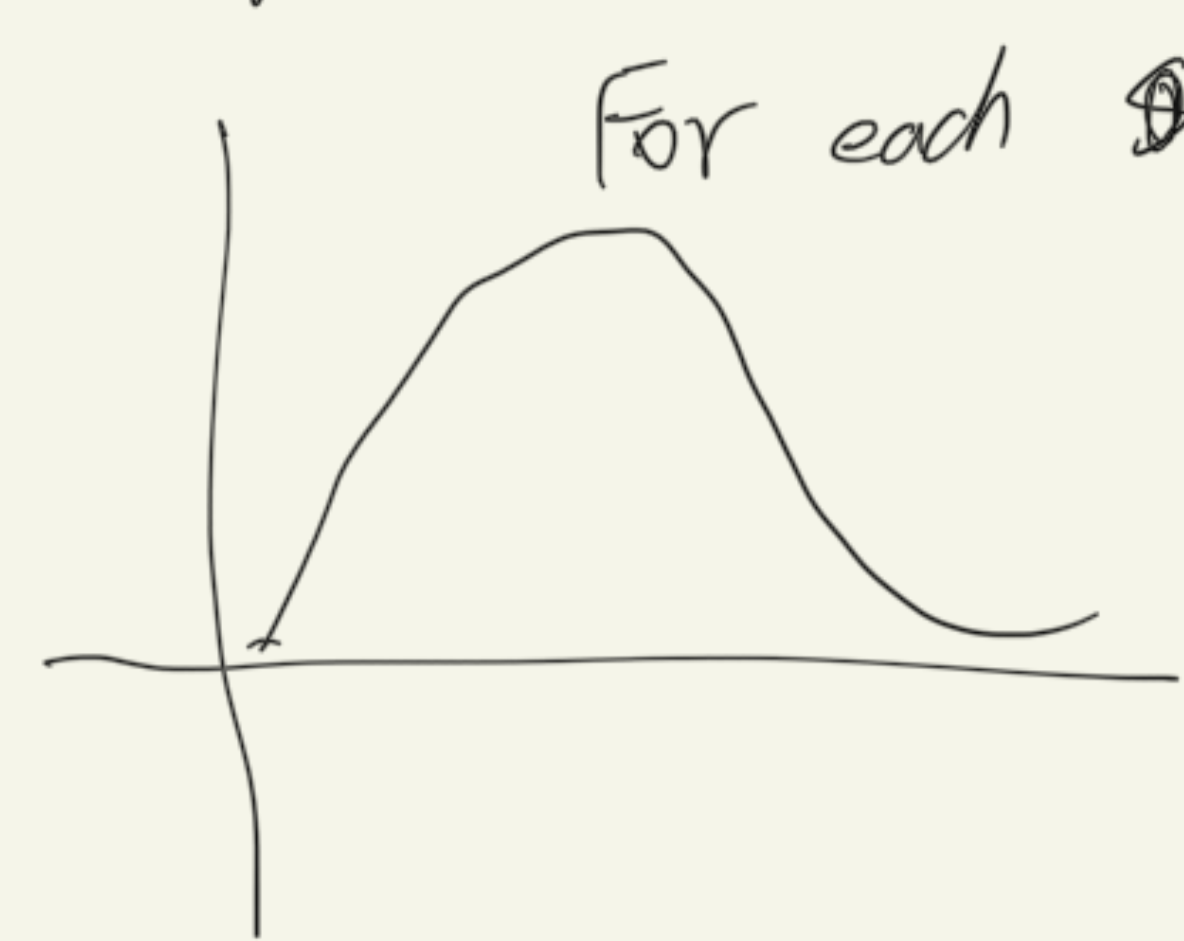


posterior = ~~...~~ $P(s|O) = \frac{P(O|s) \cdot P(s)}{P(O)}$

posterior distribution \propto

For each $\{s \in S\}$, $\frac{P(O|s)P(s)}{P(O)} \propto$

posterior = "已知观测到的状态s"



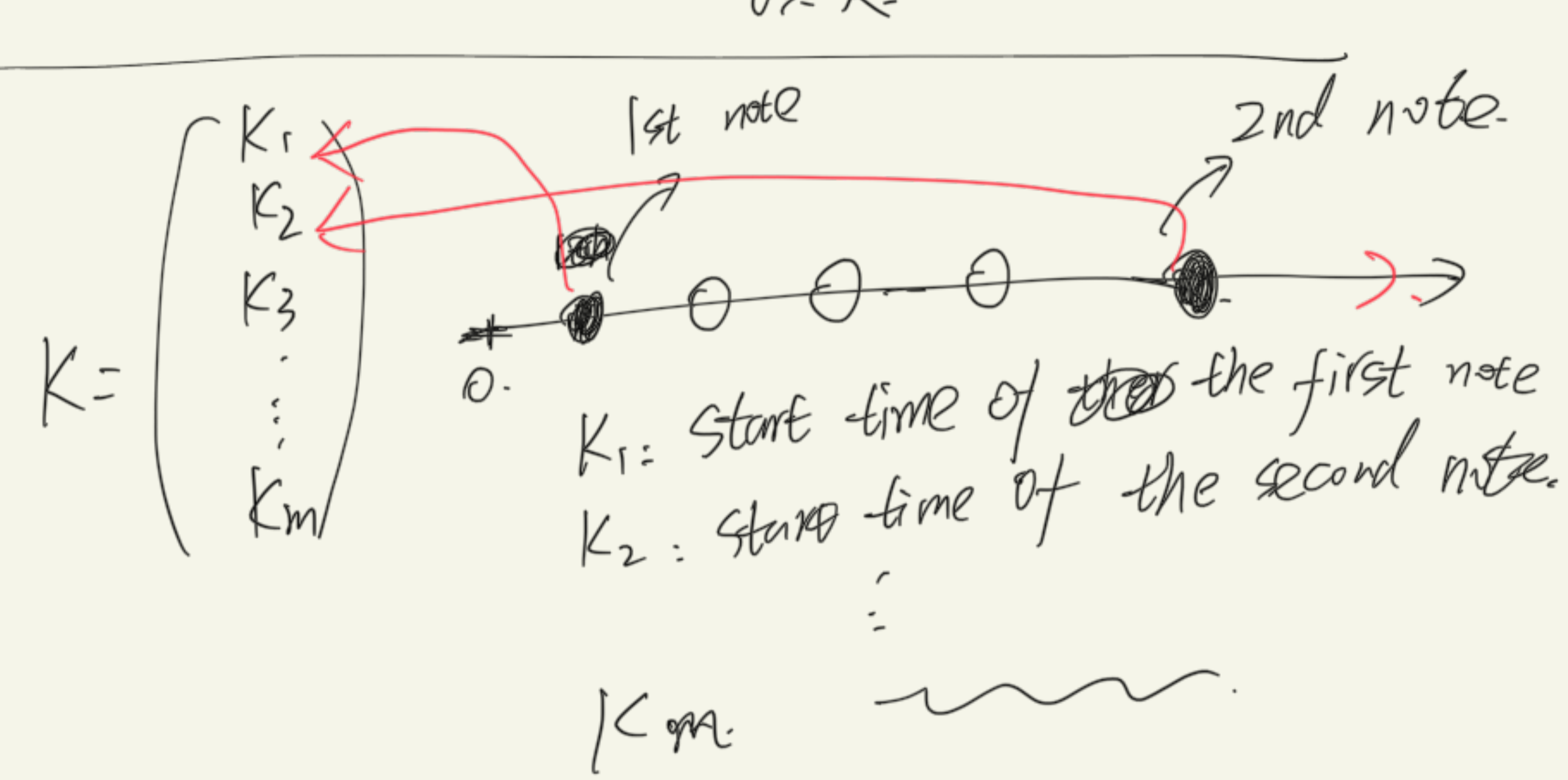
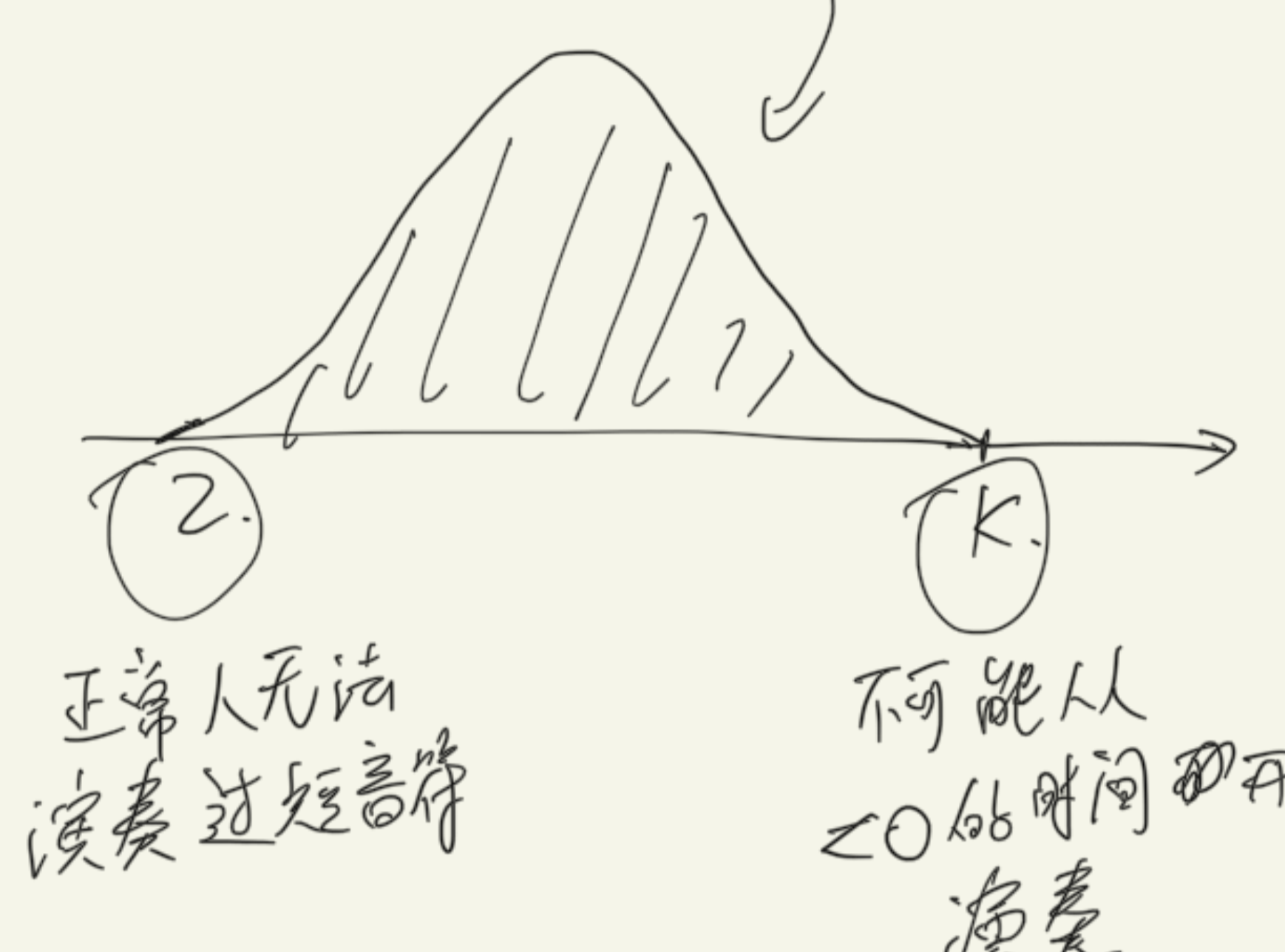
prior model: $P(s)$

state 是离散的 $\{rest, pitch, \dots, artic, \dots\}$

不同于 GMM 模型

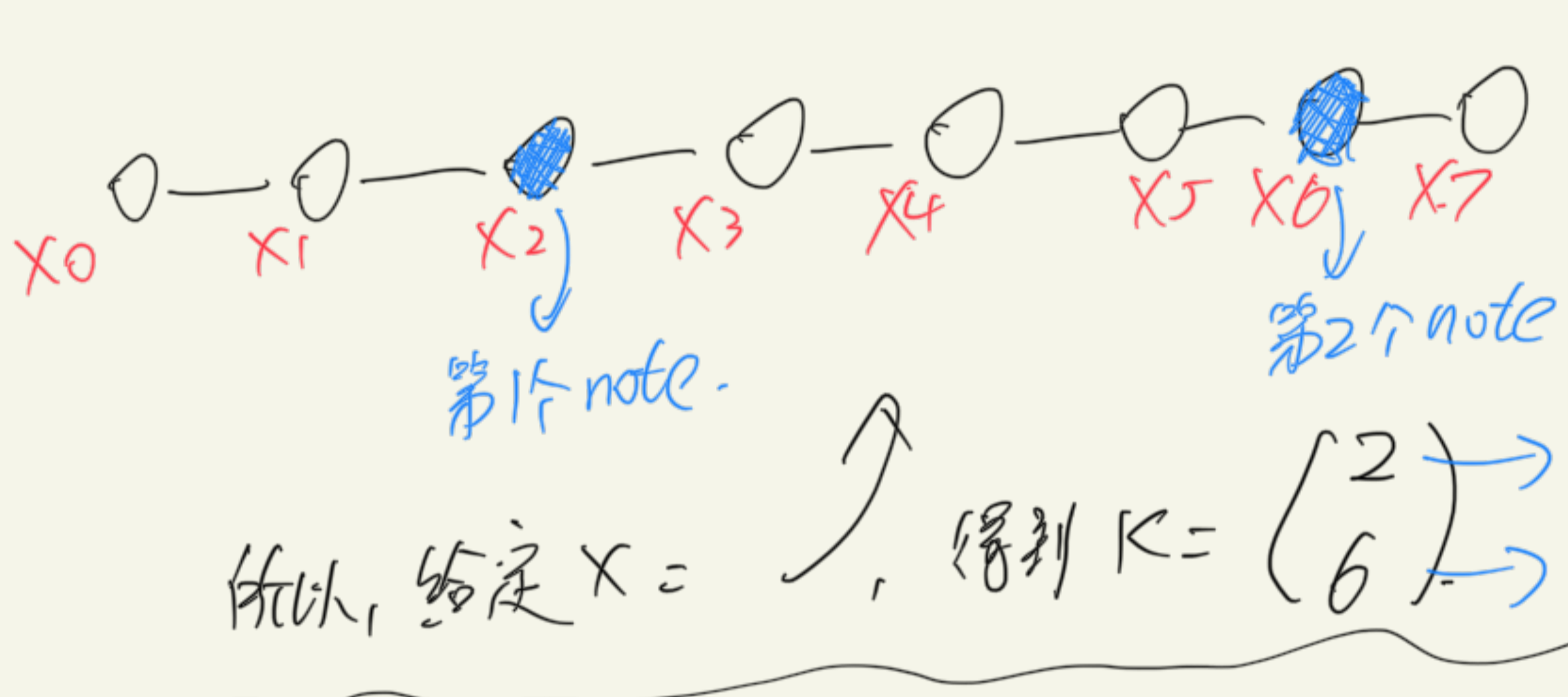
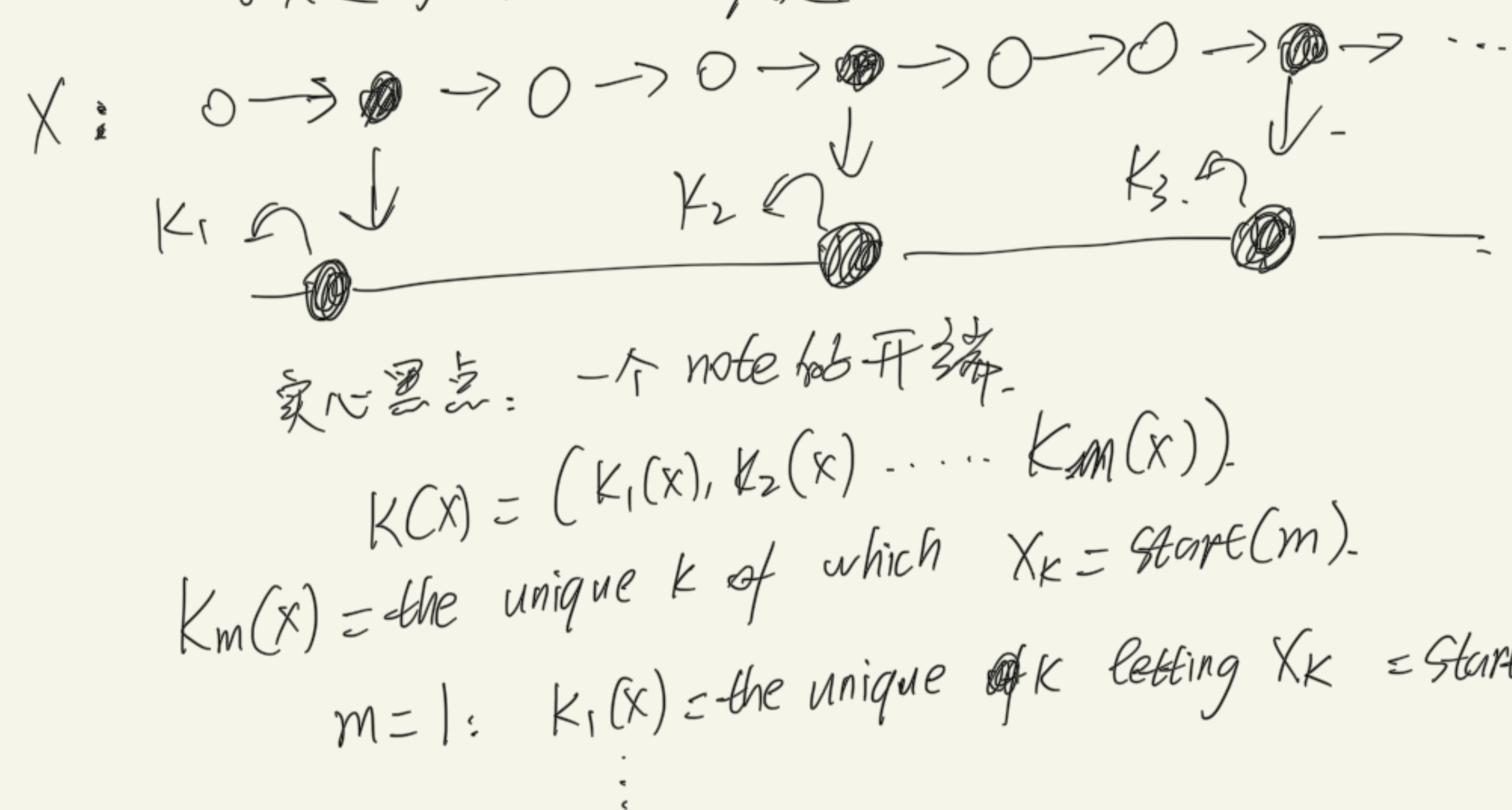
$P_k = P(T > k+1 | T > k)$ T: 花在某个 note 上面的时间 (用帧计算)

\downarrow
32ms/帧



可以把 $Y \rightarrow X$ 看成一个更稀疏的 vector

对 X 进行信息压缩/提取



$P(K=K|Y=y) = \sum_{X:K(X)=K} P(X=X|Y=y)$

\rightarrow why this works?

$P(K_m - k_m(x) \leq 0 | Y=y) = \sum_{k=k_m}^{k_m+1} P(X_k = start(m) | Y=y)$

\rightarrow 解释: 对固定的 Y (观测结果) 而言, 把所有 [能够容忍] 错误的 X 的概率加起来进行比较

$P(k_1 - k_1(x) \leq 0 | Y=y) = \sum_{k=k_1}^{k_1+1} P(X_k = start(1) | Y=y)$

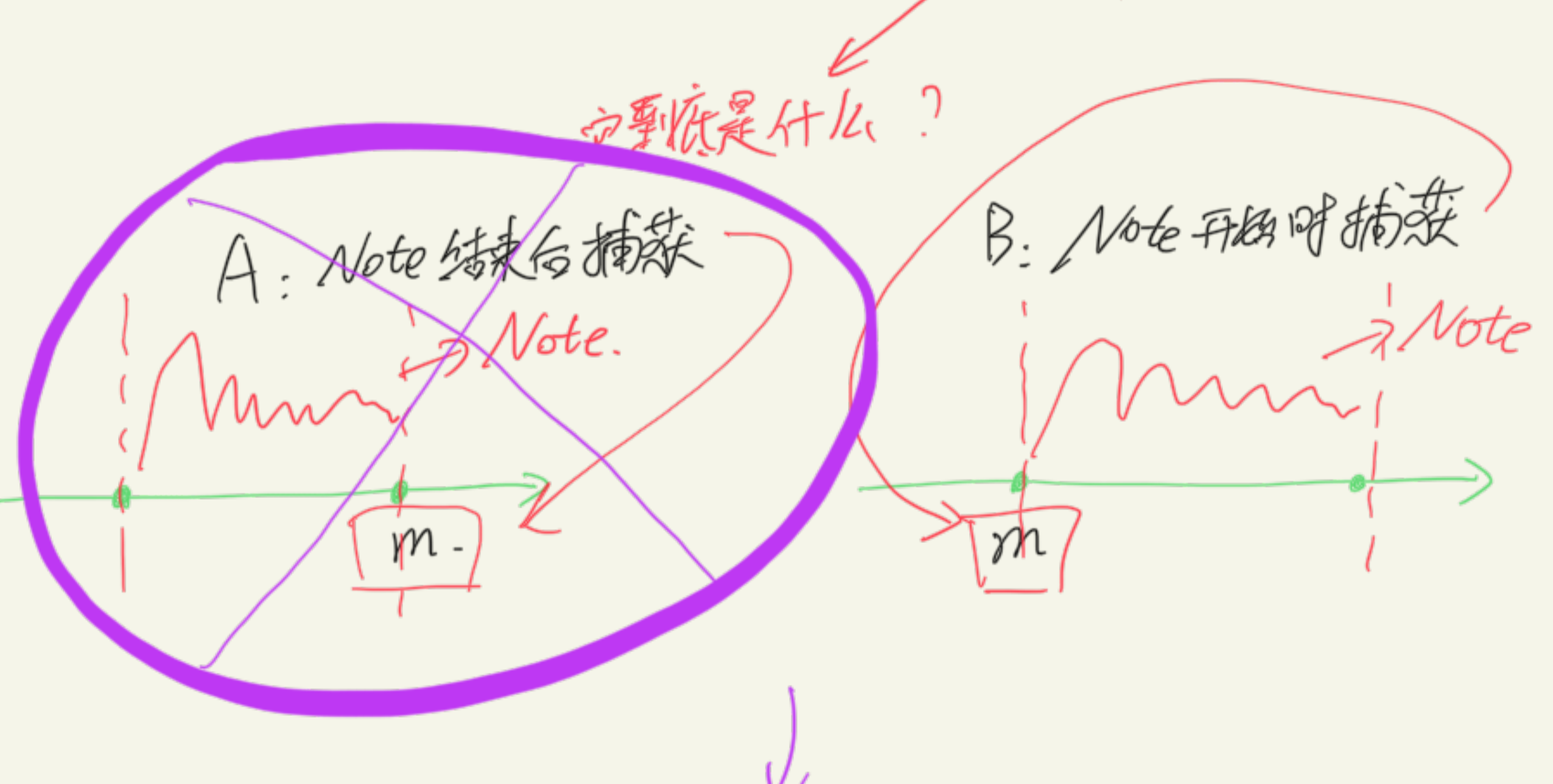
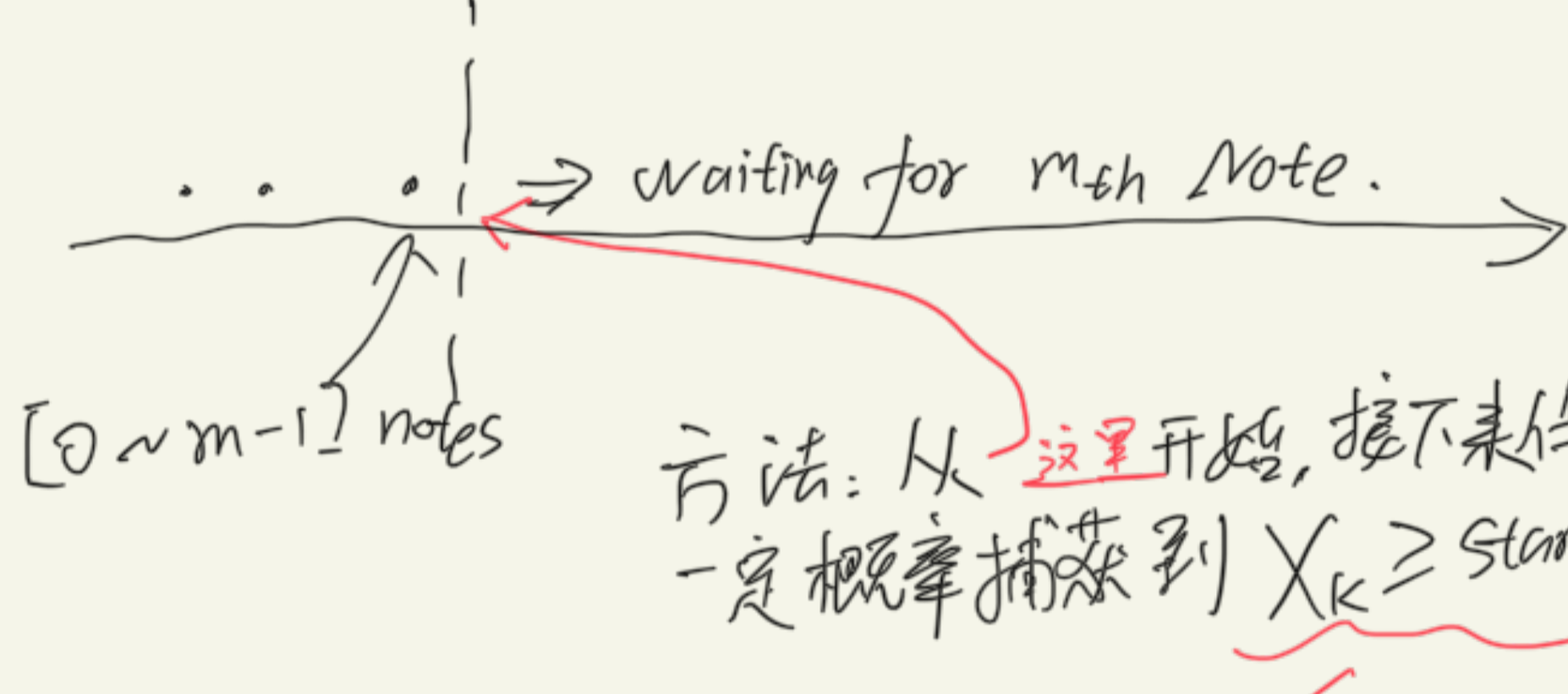
给定 $Y=y$, $m=1$ 时, 对 $\frac{k_1}{k_1+1}$ 的所有 k ,

音符从 $(k-1)$ 开始 P_1

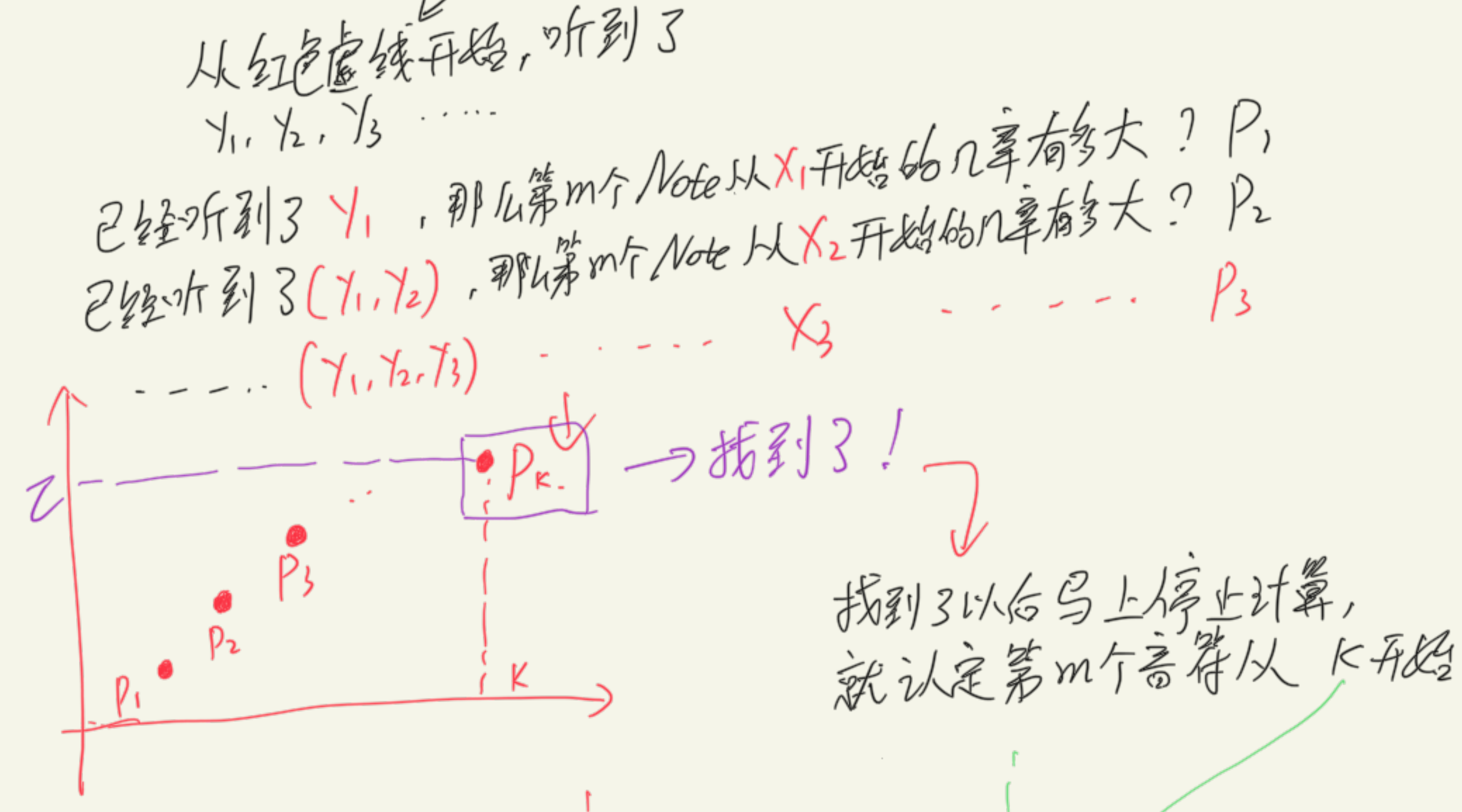
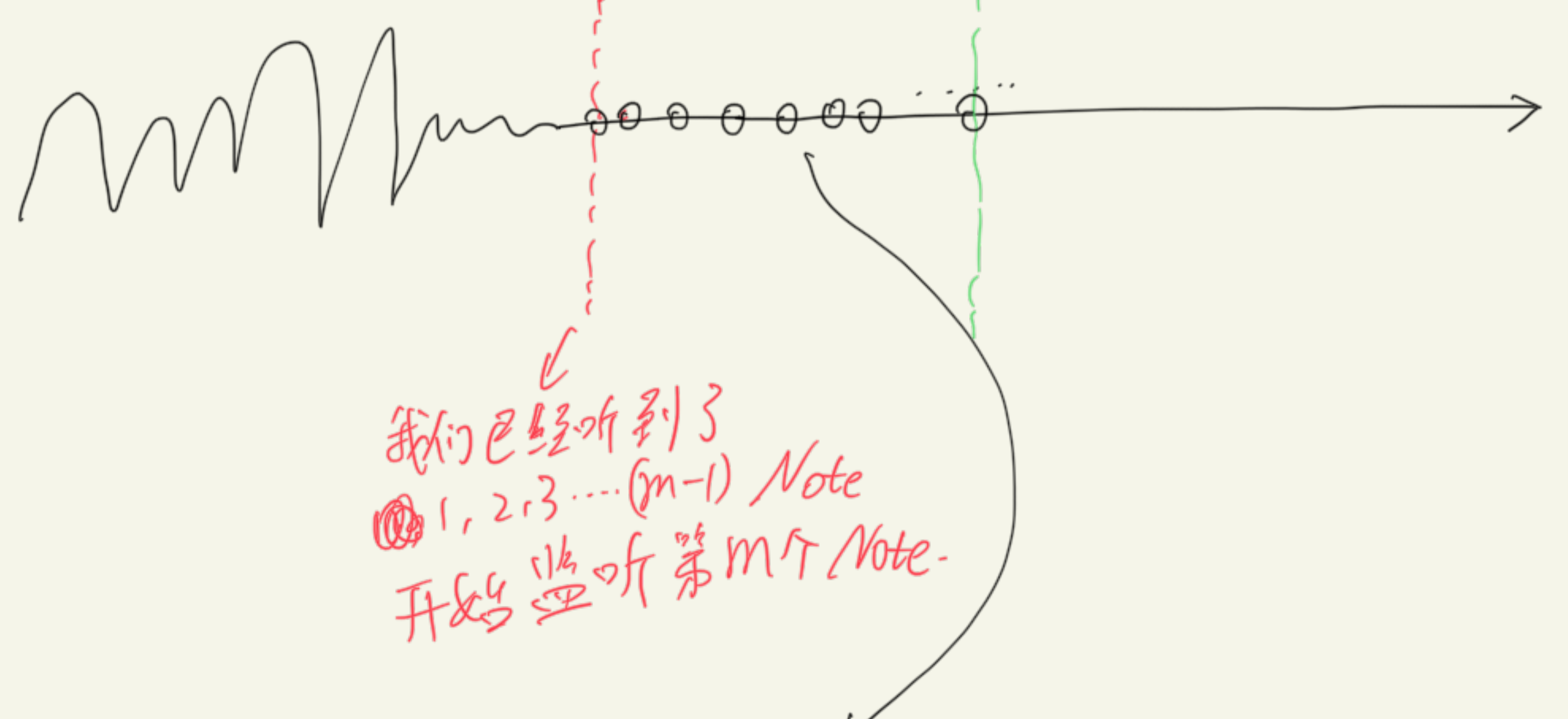
音符从 (k) 开始 $P_2 \Rightarrow P_1 + P_2 + P_3$

音符从 $(k+1)$ 开始 P_3

Live accomplish.



所以, Real-Time 的流程:



然后, 从 k 开始:

从 k 到 k^* 的范围内寻找最有可能的 $start(m)$

$\arg \max_{K \in K^*} P(X_k = start(m) | Y_1 = y_1, Y_2 = y_2, \dots, Y_{k^*} = y_{k^*})$

条件是 "已经听了 y_1, y_2, \dots, y_{k^*} " 而不是 $y_1 \rightarrow y_k$

Live 算法:

从 y_1 开始, 直到找到第 m 个 X_k , 认为 Note(m) 从 k 开始 Forward

从 y_k 开始, 过了一段时间 k^* , 从 $(y_k \rightarrow y_{k^*})$ 之间寻找更有可能的 $Y_{arg \max}$ Forward + Backward

