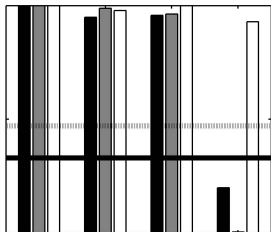
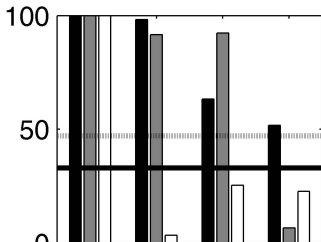


Simulations

a Sound level

b Breathing frequency

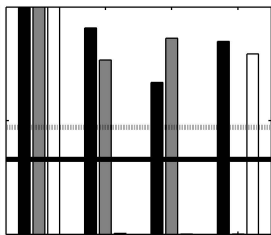
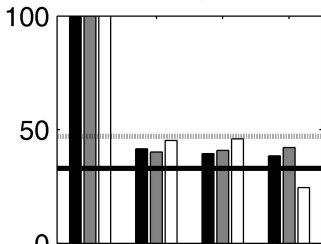
% correct recognition



c Power spectrum

d Roughness

% correct recognition



Training

Same
Recording

Different
Recording

Physical
Strain

Training

Same
Recording

Different
Recording

Physical
Strain