

## Labelled laugh audio report

By listening to first 50 samples in alphabetic order from the map 'Without\_laughter.zip' 20 clear laugh samples(false negatives) were found.

By listening to first 50 samples in alphabetic order from the map 'laughter.zip' wrongly labelled samples (false positives) weren't found.

Found false negatives:

\_1adR63iKnM\_from\_12\_to\_14.wav  
\_1adR63iKnM\_from\_20\_to\_22.wav  
\_1adR63iKnM\_from\_54\_to\_56.wav  
\_54MprZDnIA\_from\_174\_to\_176.wav  
\_54MprZDnIA\_from\_196\_to\_198.wav  
\_54MprZDnIA\_from\_208\_to\_210.wav  
\_54MprZDnIA\_from\_84\_to\_86.wav  
\_54MprZDnIA\_from\_88\_to\_90.wav  
\_5hz16S5bWc\_from\_116\_to\_118.wav  
\_5hz16S5bWc\_from\_128\_to\_130.wav  
\_5hz16S5bWc\_from\_166\_to\_168.wav  
\_5hz16S5bWc\_from\_176\_to\_178.wav  
\_5hz16S5bWc\_from\_18\_to\_20.wav  
\_5hz16S5bWc\_from\_210\_to\_212.wav  
\_5hz16S5bWc\_from\_212\_to\_214.wav  
\_5hz16S5bWc\_from\_60\_to\_62.wav  
\_aeAd\_ED3EQ\_from\_12\_to\_14.wav  
\_aeAd\_ED3EQ\_from\_14\_to\_16.wav  
\_aeAd\_ED3EQ\_from\_6\_to\_8.wav  
\_aeAd\_ED3EQ\_from\_8\_to\_10.wav