

# Deciphering non-verbal behaviors based on speech and text



#### A work by:

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### Outline

- Context and Goals
- Pipeline
- The IEMOCAP Database
- Audio Model
- Text Model
- Late Fusion Model
- Training
- Results
- Visual Interface
- Conclusions



The human factor



MSA approach

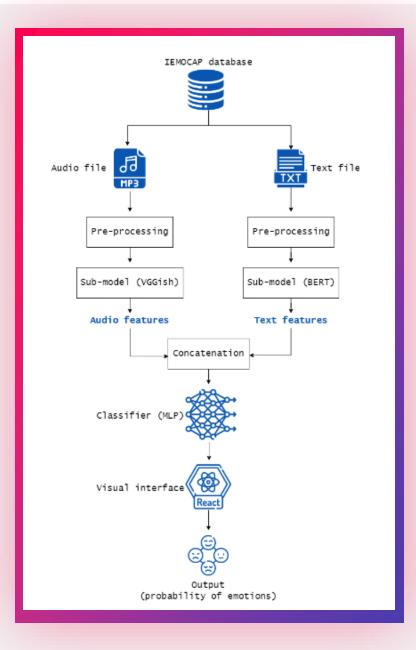


**IEMOCAP** 

Audio+Text model



# Pipeline







#### Нарру

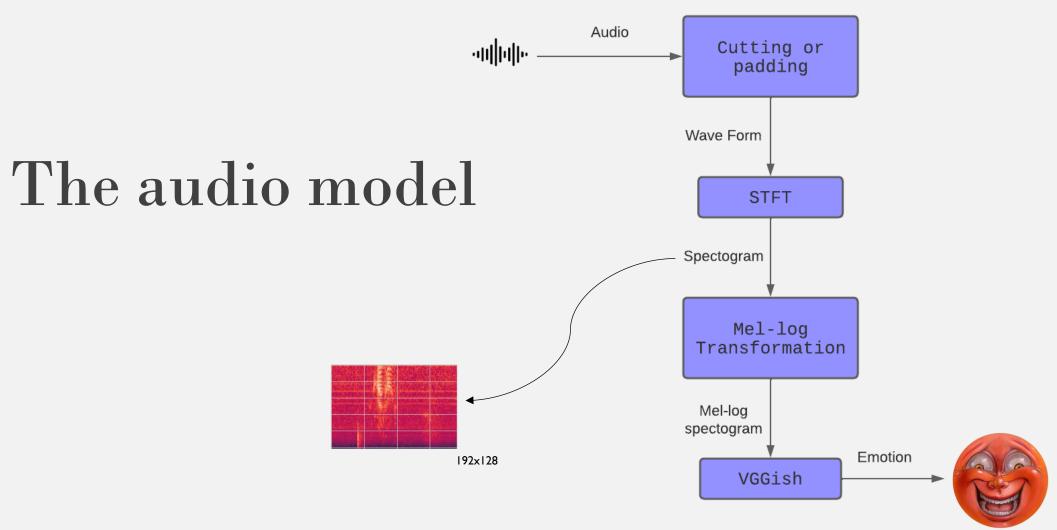


## The IEMOCAP database

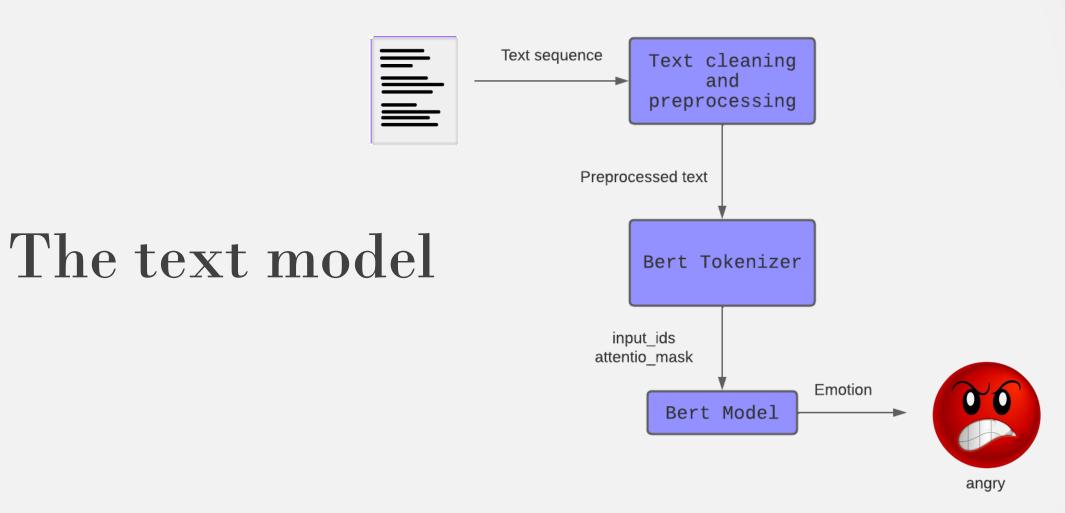
**Interactive Emotional Dyadic Motion Capture** 

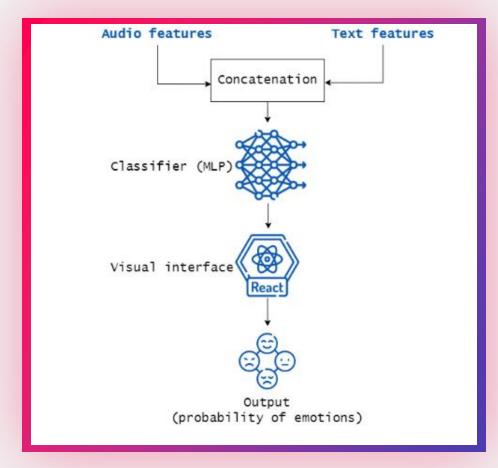
- II GB University of Southern California
- 10 Emotions
- Audio, Text, and Motion Capture











### The late fusion model

Block	Components	Output shape
Input	Concatenated features	4096(VGGish) + 768(Bert)
Block-1	Dense $(4864, 512) \rightarrow \text{Relu}$	512
Block-2	Dense $(512, 512) \rightarrow \text{Relu}$	512
Block-3	Dense (512, 5) $\rightarrow$ Softmax	5





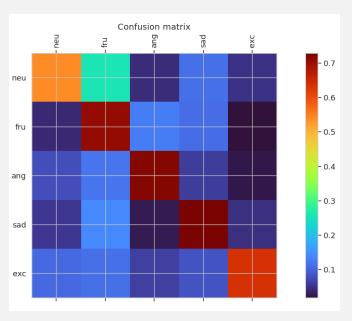
## Training

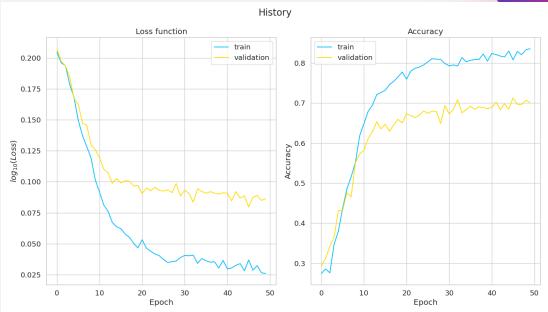
- 50 epochs
- Learning rate: 2\*10^-5
- Scheduler (20% Warmup + 80% linear decaying)
- Transfer learning + fine-tuning
- Weighted Cross Entropy Loss
- Around 3h in Colab GPU



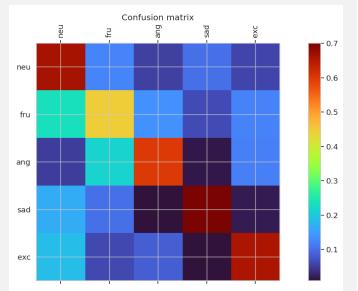
## Results

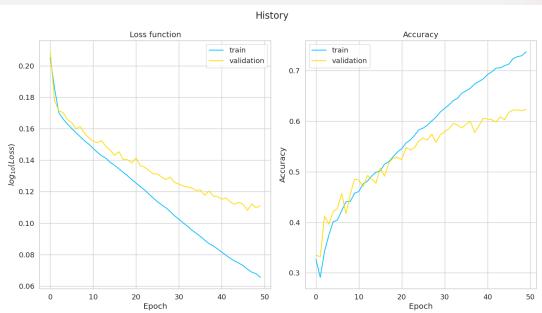
Text model:





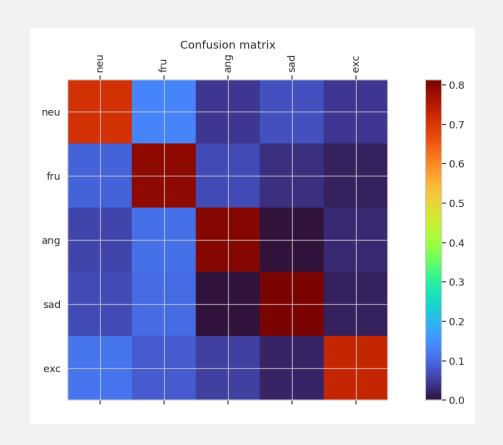
Audio model:

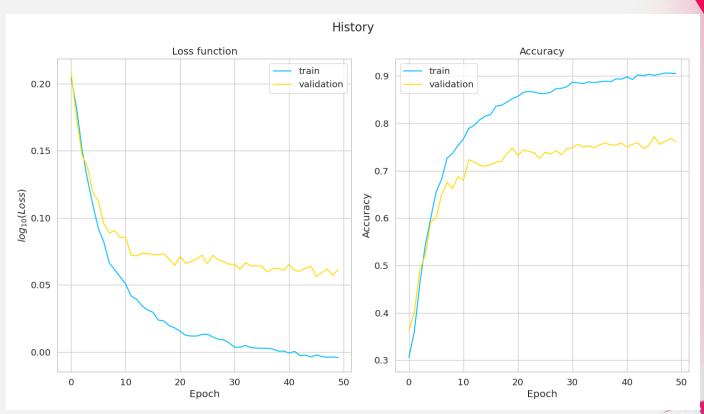




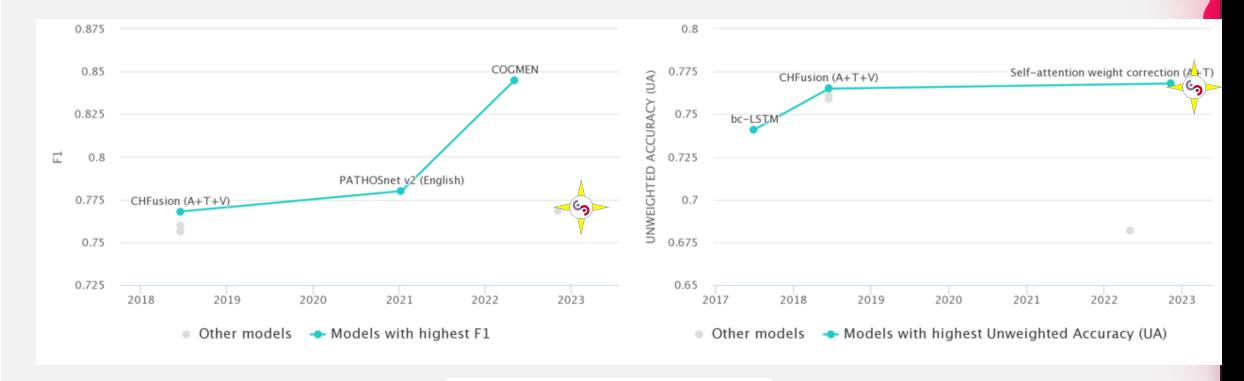
## Results

#### Late fusion model:





#### Results



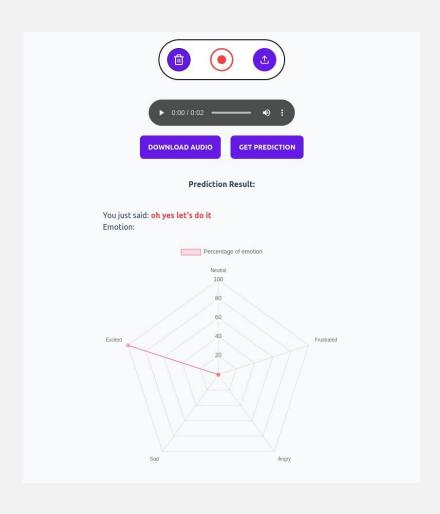
Model	F1-score	Accuracy
VGGish	0.607	0.601
BERT	0.655	0.661
VGGish+BERT	0.766	0.772



#### Visual web interface







- Possibility to record or upload custom audio to the model
- Usage of HuggingFace AI model to perform Speech to Text conversion
- Radar chart visualization of predicted emotions, along with recognized text



#### Conclusion

#### Improvements:

- Incorporate all 3 modalities;
- Enhance algorithms and computational power;
- Deal with person-indepency;
- Scaling deployment of the application to a cloud server.

# Thank You