



Our Team Members

Three team members make up the Animoji Evolution Project. Each of us comes from a unique background and set of talents. Each team member complimented the others' shortfalls and worked cooperatively to ensure the project's success.



Zuha

SME Project Manager

Responsible for on going project planning and Python programming and full SDLC









Zayeem

Sr. Python Programmer

Responsible for Python programming, POC and full SDLC.









Flash

IT Analyst Web Designer

Responsible for web development and system testing.







PROJECT PLANNING AND IMPLEMENTATION

Group Contracts

We have outlined contracts agreed by the team members and acknowledged before the start of the project to avoid conflict or misconception during the project phase.

Contract Item: As a Team we agree to						
 Participation 	All team members to attend weekly meeting/discussion and brainstorming session through MS Teams. Everyone shall contribute to the project need during each of the session.					
Communication	All team members shall communicate progress and blockers or difficulties through MS Teams and Whatsapp Group during on weekdays and Saturdays between 8am to 10pm.					
 Meetings 	Meeting shall be scheduled according to everyone's availability and attendees may not be all the team members for each meeting. Meetings shall be scheduled with contexts or topic detailed in the invites content.					
• Conduct	All members within the team shall be courteous and respectful with each other.					
• Deadlines	Deadlines will be defined in weekly basis to be able to produce deliverables. Each team members shall work towards meeting the deadline accordingly and to seek for support incase of any blockers ahead of the deadlines.					
• Conflict	Each team members have the rights to argue and defer any suggestions – this shall be discussed in a professional manner and to be resolved with the project best interest.					

01

Introduction

- Overview of project requirement and objective
- Project scope and limitations
- Project planning and FILA forms
- High level process flow (program & testing)

03

Program Design

- About the program
- How it is designed
- · What methods is used
- · Advantages of the program

02

Animoji

- Animoji Introduction
- Animoji Analysis
- Animoji Creation and Conversion

04

Results & Discussion

- Test cases
- Test Results
- Discussions/Conclusions

Agenda

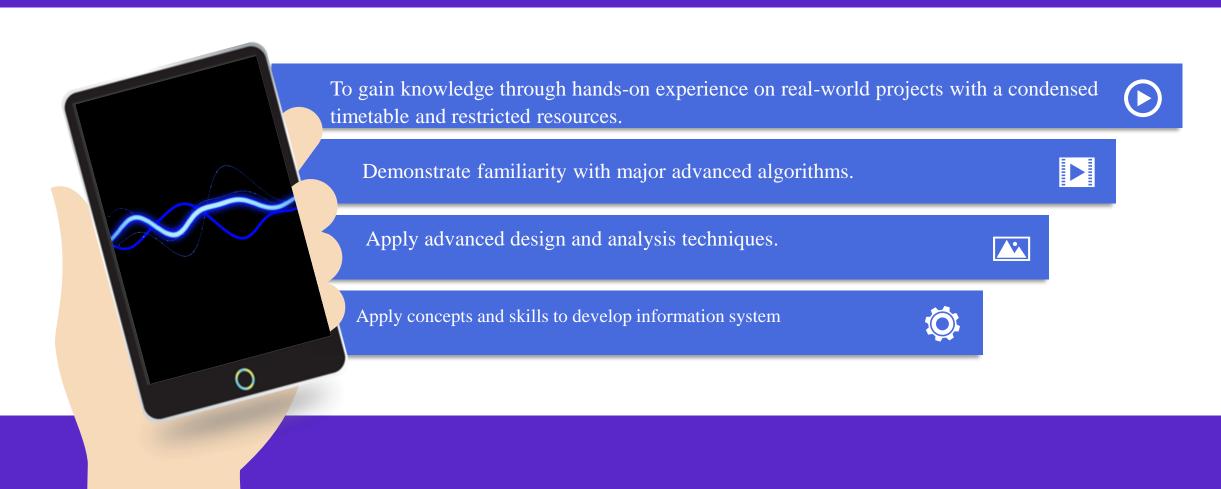


INTRODUCTION

- The purpose of this project is to implement a speech recognition program that detect the emotion of the input voice using DTW algorithm per below requirement statement by Dr Raja Jamilah
 - Each group is to implement an Animoji system that acts upon the type of speech sent in a recorded voice message
- Holistically this project has started with creation of a set of Animoji and developed a program using python programming language to detect the emotion of the input voice.
- This voice detection are started with training voices which will then be compared with the input voice though multiple test cases which will be discussed in detail in the testing result section.



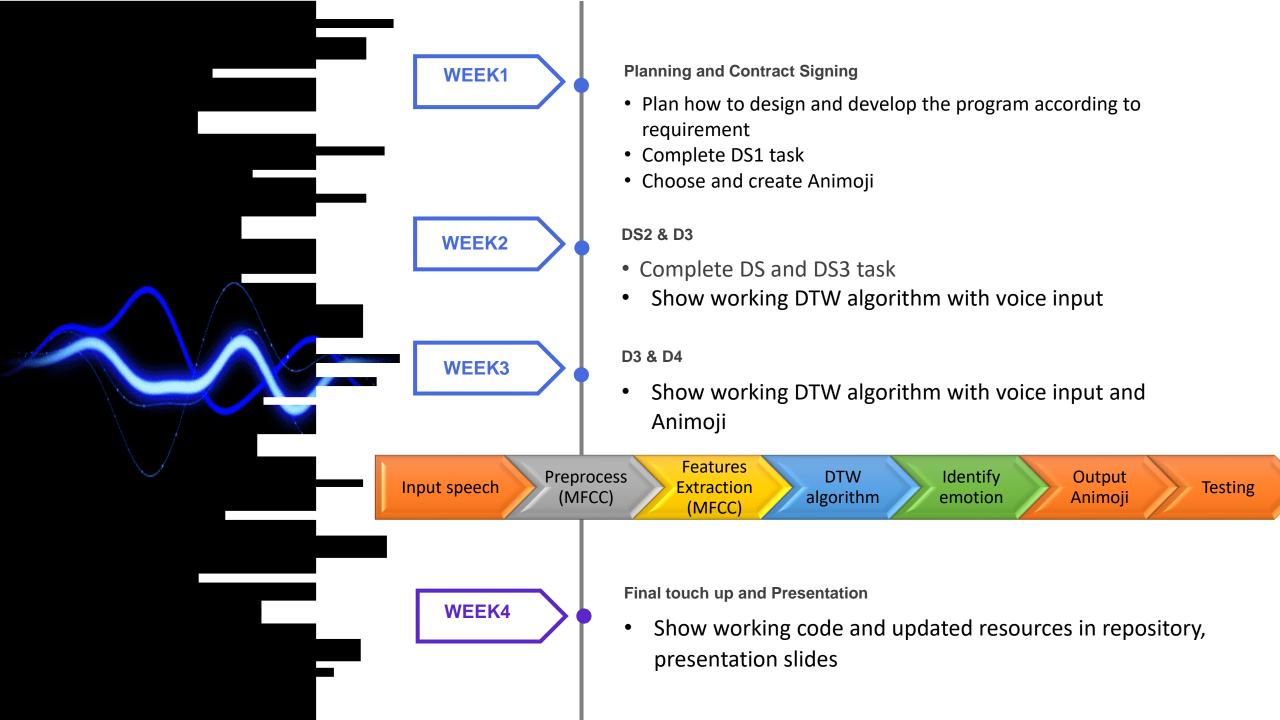
OBJECTIVE



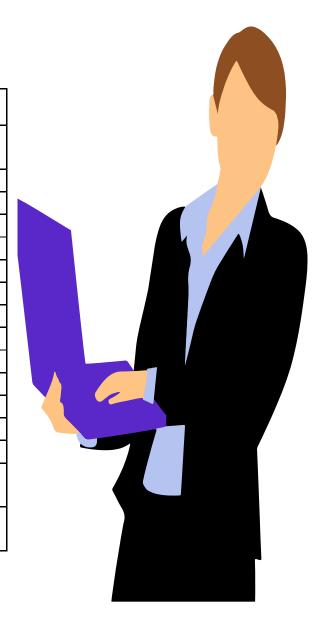
PROJECT SCOPE AND LIMITATION

Dynamic programming is simple to implement, and DTW is a good demonstration of dynamic programming. While on its own, DTW has average speaker-independent performance. There needs to be practical training examples for the comparison to be made. When it comes to continual recognition activities, it is prone to failure. Despite having developed a straightforward voice recognition system utilizing DTW, we included a proof of concept by building a system that incorporated DTW along with other features such as word detection and MFCC features standard deviation for testing purpose. Limited by time and resource constraints, the project wasn't able to extend the library of training voice as this would require extensive level of investigation and calculations.

After executing the programme and determining the appropriate emotion detection threshold values. We discovered that any voice with an MFFC value distance comparison of less than 50 had the correct sentiment. As a result, we have configured the algorithm to continue the loop process of identifying the correct emotions only if the DTW distance is less than 50 when compared to the lowest distance identified between the training and input voices.



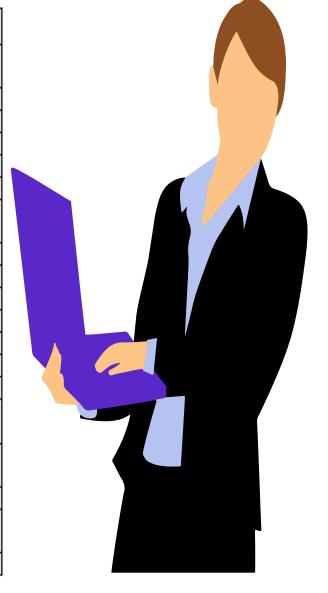
FACTS	IDEAS 1	LEARNING ISSUES	ACTION	DATELINE
What we know	What do w	re need to find out?	Who is going to do	02/06/2021
about the task			it?	
Planning	Define & Update group co	ontract	Zuha	02/06/2021
	Define project planning	Zuha/Zayeem/Flash	02/06/2021	
	Select emotion for the pro	ject	Zuha/Zayeem/Flash	02/06/2021
	Animoji program design p	process flow	Zuha/ Zayeem/Flash	02/06/2021
	Consolidate content in the	report	Zuha/ Zayeem	02/06/2021
	Create FILA form		Zuha	02/06/2021
DS1: Define&	Introduction		Zayeem	02/06/2021
Analyze	Project background/Litera	ture Review	Zuha/Zayeem	02/06/2021
Animoji	Animoji Analysis		Zuha/Zayeem/Flash	02/06/2021
	References		Zayeem	02/06/2021
DS2: Create	Create Anger, Disgust, Ne	eutral, Unidentified Memoji	Zuha	02/06/2021
Animoji	Record Memoji Anger, D:	isgust, Neutral, and Unidentified	Zuha	02/06/2021
	Convert Memoji video int	o Animoji GIF	Zuha	02/06/2021
DS3: DTW	Research on DTW	-	Zuha/Zayeem/Flash	02/06/2021
Algorithm			_	
DS4: Program	Research on existing spee	ch recognition program	Zuha/Zayeem/Flash	02/06/2021
coding				



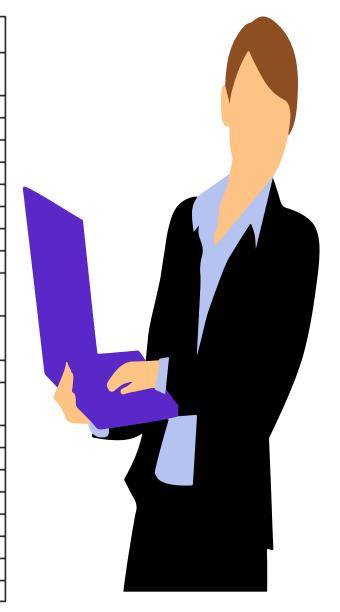
FACTS	IDEAS	LEARNING ISSUES	ACTION	DATELINE
What we know	Wha	it do we need to find out?	Who is going to do	09/06/2021
about the task			it?	
Planning	Project week 2 task p	lanning	Zuha	09/06/2021
	Create/Update FILA	form	Zuha	09/06/2021
	Upload progress file	on Github	Zuha	09/06/2021
	Create website (Front	t end)	Flash	09/06/2021
	Upload and create lin	ks for team's progress	Flash	09/06/2021
DS1: Define&	Animoji Analysis Up	date	Zuha	09/06/2021
Analyze				
Animoji				
DS2: Create	Update and convert A	Animoji into GIF	Zuha	09/06/2021
Animoji				
DS3: DTW		gnition and process flow	Zuha/Zayeem	09/06/2021
Algorithm	Report: MFCC		Zayeem	09/06/2021
	Report: DTW Backgr	round	Zuha/Zayeem	09/06/2021
	Report: DTW Algorit	thm Pseudocode	Zuha/Zayeem	09/06/2021
	Report: DTW Time C	Complexity /Weakness	Zuha	09/06/2021
	Report: Project Scope	e limitation DTW Implementation	Zuha/Zayeem	09/06/2021
	Python code: implen	nentation (part 1 - voice to text input)	Zayeem	09/06/2021
	Python code: implen	nentation (part 2 - Animoji GIF output)	Zuha	09/06/2021
	Python code: implem	entation (part 3 - detecting the	Zuha/Zayeem	09/06/2021
	pitch/frequency/ampl	itude)		
	Python code: implem	entation (part4 - implementing DTW	Zayeem	09/06/2021
	part1)		-	
	Python code: implem	entation (part5 - implementing DTW	Zuha	09/06/2021
	part2)	<u>-</u>		
	Testing: Python prog	ram testing and quality control	Flash	09/06/2021
	Testing: Python spee	ch recognition testing method	Flash	09/06/2021



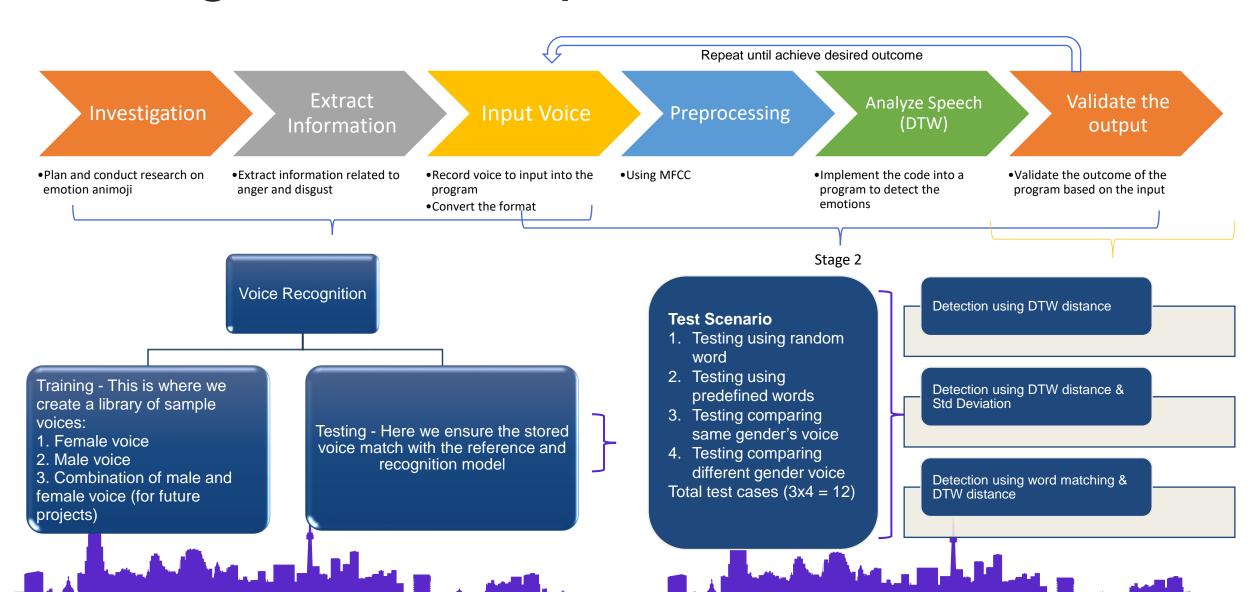
FACTS	IDEAS	LEARNING ISSUES	ACTION	DATELINE
What we know about	V	Vhat do we need to find out?	Who is going to do	16/06/2021
the task			it?	
Planning	Project week 3 t	task planning	Zayeem	16/06/2021
	Create/Update I	FILA form	Zuha	16/06/2021
	Upload progress	s file on Github	Zuha	16/06/2021
	Update website	(Front end)	Flash	16/06/2021
	Upload and crea	ate links for team's progress on website	Flash	16/06/2021
DS1: Define&	Animoji Analys	is Update	Zayeem	16/06/2021
Analyze Animoji				
DS2: Create Animoji	Update and con	vert Animoji into GIF	Zuha	16/06/2021
DS3: DTW	Report: MFCC		Zayeem	16/06/2021
Algorithm	Report: DTW A	Igorithm Pseudocode	Zuha/Zayeem	16/06/2021
	Report: DTW T	ime Complexity /Weakness	Zuha	16/06/2021
	Report: Project	Scope limitation DTW Implementation	Zuha	16/06/2021
DS4: Program	Python code: Co	ode optimization	Zuha/Zayeem	16/06/2021
integration	Python code: G	UI improvement (part1- input)	Zuha	16/06/2021
	Python code: G consolidation)	UI improvement (part2 - output	Zayeem	16/06/2021
		nplementation update to improve Animoji	Zuha	16/06/2021
	Python code: Explore how to make python program to exe		Zuha	16/06/2021
	Python code: Explore standard deviation calculation to			16/06/2021
	improve accura	cy		
	Testing: Testing	g the input and output Animoji	Zuha/Zayeem/Flash	16/06/2021



FACTS	IDEAS	LEARNING ISSUES	ACTION	DATELINE
What we know about the task	V	What do we need to find out?	Who is going to do	23/06/2021
Planning	Project week 4	task planning	Zayeem	23/06/2021
	Create/Update I	FILA form	Zuha	23/06/2021
	Upload progress	s file on Github	Zuha	23/06/2021
	Upload and crea	ate links for team's progress on website	Flash	23/06/2021
DS3: DTW	Report Writing:	Overall report consolidation	Zuha/Zayeem	23/06/2021
Algorithm	Report Writing:	Part1	Zuha	23/06/2021
	Report Writing:	Part 2	Zayeem	23/06/2021
	Report Writing:	Test cases and result	Flash	23/06/2021
DS4: Program	Python code: C	ode optimization - Only DTW distance for	Zuha	23/06/2021
integration	detection			
	Python code: C	ode optimization – DTW & Word	Zuha/Zayeem	23/06/2021
	Detection			
	Python code: C	ode optimization - DTW & Std Deviation	Zayeem	23/06/2021
	Python code: C	ode optimization – DTW & word & std	Zuha/Zayeem	23/06/2021
	deviation			
	Testing: Only D	TW distance	Zuha/Flash	23/06/2021
	Testing: Only D	TW distance & word	Zuha/Flash	23/06/2021
	Testing: DTW	& Std Deviation	Zayeem/Flash	23/06/2021
	Testing: DTW	& word & std deviation	Zayeem/Flash	23/06/2021
Presentation Slide	Consolidation o	f Slide	Zuha	23/06/2021
	Slide preparatio	n Part 1	Zuha	23/06/2021
	Slide preparatio	n Part 2	Zayeem	23/06/2021
	Slide preparatio	n Part 3	Flash	23/06/2021

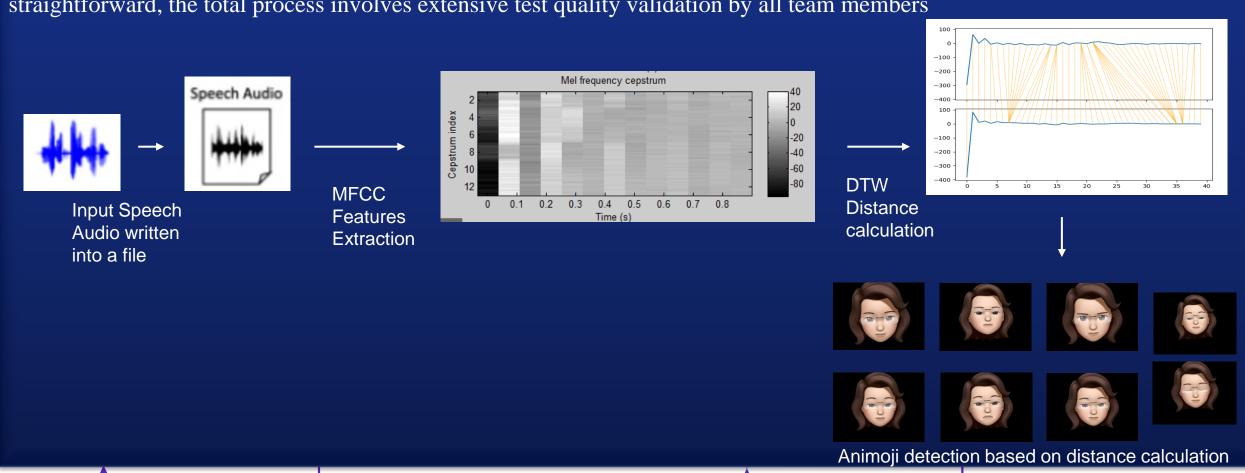


Program Development Process Flow



Test Process Flow

Testing was conducted in accordance with the procedure outlined in the following figure. Although the procedure is straightforward, the total process involves extensive test quality validation by all team members





Animoji Analysis

In this project the below emotions were focused.

- ANGER
- DISGUST

According to Cherry, K.(2020) *Anger* and *Disgust* emotions are expressed by using the following facial expressions

ANGER

DISGUST

Frowning or glaring

Wrinkling the nose and curling the upper lip

The Project also investigates different levels of emotions conveyed in the given speech and tries to identify separate levels of the detected emotion.

ANGER 1

ANGER 2

ANGER 3

DISGUST 1

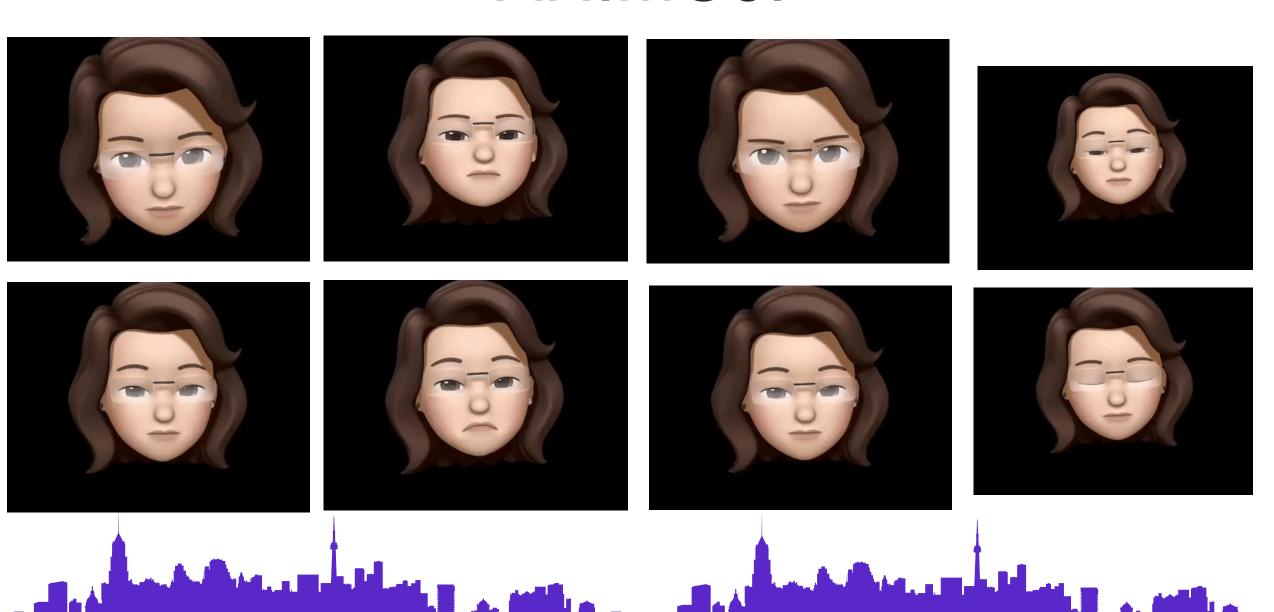
DISGUST 2

DISGUST 3

NEUTRAL

UNIDENTIFIED

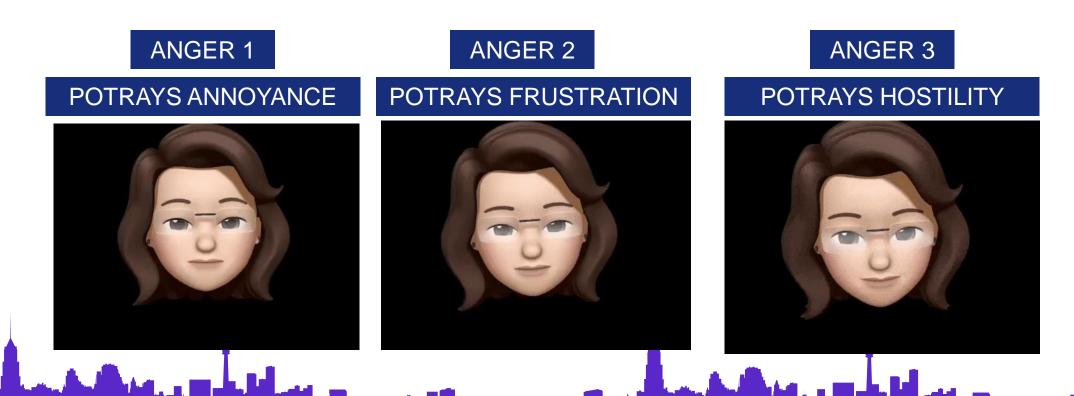
ANIMOJI



LEVELS OF ANGER

According to Seunagal, G. (2021), a profound writer in the field of mental health and psychological therapy defines anger into 4 levels. They are **ANNOYANCE**, **FRUSTRATION**, **HOSTILITY**,

DESIGN OF DIFFERENT LEVELS



ANIMOJI: Anger Expression

Anger Level 1 "Annoyance"



- ✓ Annoyance can be defined as the first level of anger.
- ✓ It subsides easily compared to other levels of anger.
- ✓ An individual can be annoyed by small things though this topic can be subjective.
- ✓ Some good examples of this level of anger are traffic jams, hearing constantly to someone making unnecessary sounds etc.
- ✓ This level of anger can be regulated easily.

ANIMOJI: Anger Expression

Anger Level 2 "Frustration"



- ✓ If annoyance lasts longer for an individual, it goes to the second level of anger, which is frustration.
- ✓ It is also impacts on the individual's concentration level.
- ✓ It can linked to negative thinking or emotional state.
- ✓ It takes longer to go away compared to anger level 1 "Annoyance".

ANIMOJI: Anger Expression

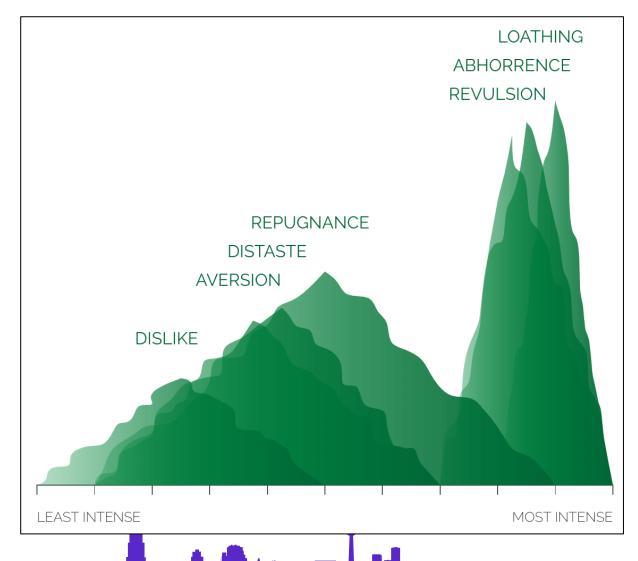
Anger Level 3 "Hostility"



- ✓ It appears to an individual when someone is constantly or consistently exposed to displeasing or threatening situations.
- ✓ An expression of hostility is screaming, Finger pointing, Hands on hips, Fingers clenched into a fist.
- ✓ This level of anger leads to the next level which is called Rage.

LEVELS OF DISGUST

According to Ekman, P. (2021) there are different intensities of disgust. Namely – **DISLIKE**, **AVERSION**, **DISTASTE**, **REPUGNANCE**, **REVULSION**, **ABHORRENCE**, **LOATHING**. *DISLIKE* being the least intense and *LOATHING* being the highest level of disgust. The different intensities of disgust as described by Pail Ekman can be depicted in the figure beside.(Ekman, P., 2021)

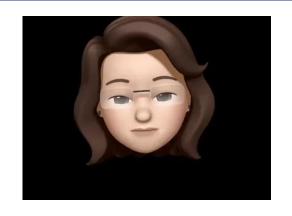


LEVELS OF DISGUST(CONTD.)

DIFFERENT LEVELS OF DISGUST

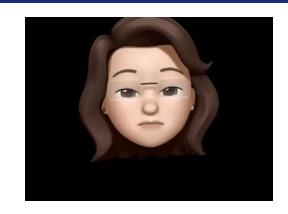
DISGUST 1

POTRAYS DISLIKE



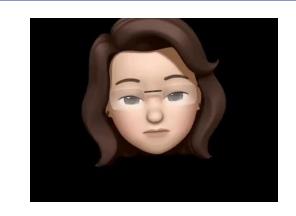
DISGUST 2

POTRAYS DISTASTE



DISGUST 3

POTRAYS LOATHING



LEVELS OF DISGUST(CONTD.)

Disgust Level 1 "Dislike"



Disgust Level 2 "Revulsion"



Disgust Level 3 "Abhorrence"



This is when someone feel distaste for or hostility towards something.

This is a strong pulling or drawing away from something. It could also be a sense of utter distaste or repugnance.

This is the highest state disgust. A feeling of intense dislike or disgust thereby causing hatred.

ANIMOJI: Neutral & Unidentified

Neutral Face



This is a face with simple, open eyes and a flat, closed mouth. Intended to depict a neutral sentiment but often used to convey mild irritation and concern or a deadpan sense of humor.

Unidentified



This pops up when the input voice does not match any of the library words.



PROGRAM DESIGN

THE PROGRAM DESIGN SECTION CAN BE DESCRIBED FROM TWO PERSPECTIVES

USER PERSPECTIVE

USER RUNS THE APPLICATION

RECORDS SPEECH

APPLICATION SHOWS ANIMOJI

DEVELOPER PERSPECTIVE

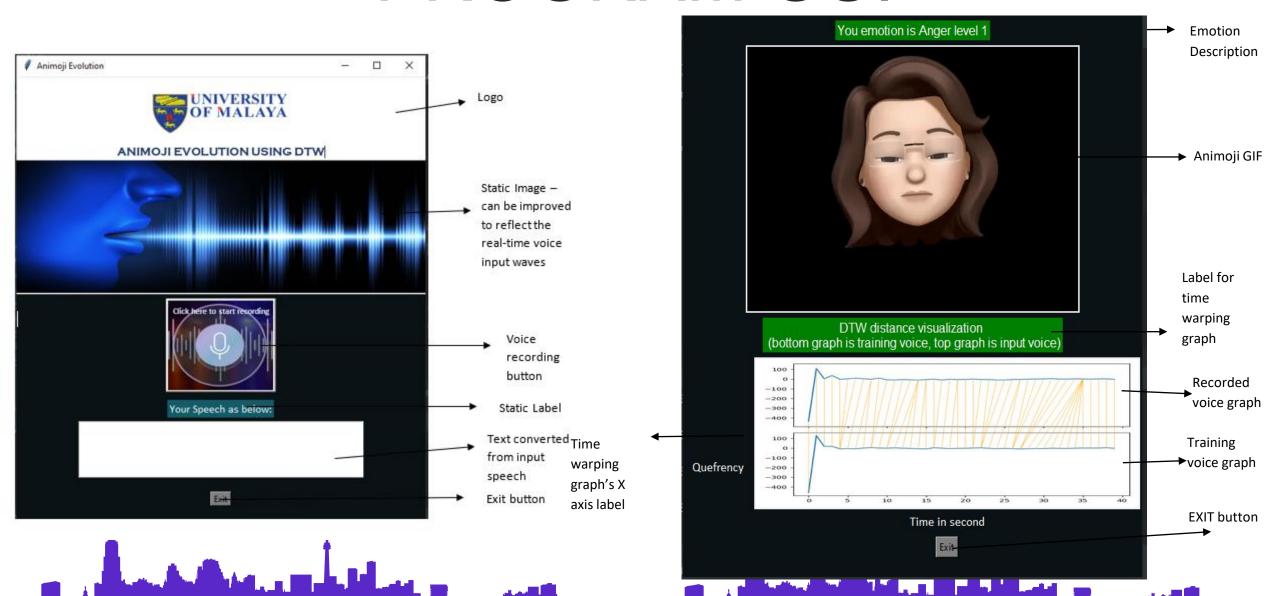
SPEECH GETS RECORDED

CALCULATES THE MFCC VALUES

COMPARES WITH THE LIBRARY

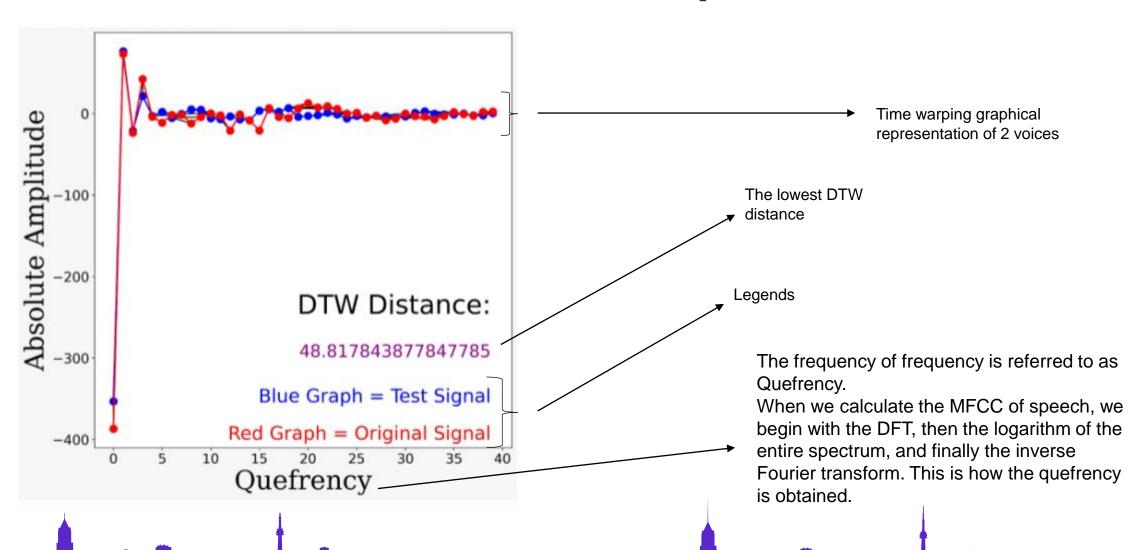
IF MATCHED, SHOWS THE ANIMOJI

PROGRAM GUI



Time warning

Additional Output File

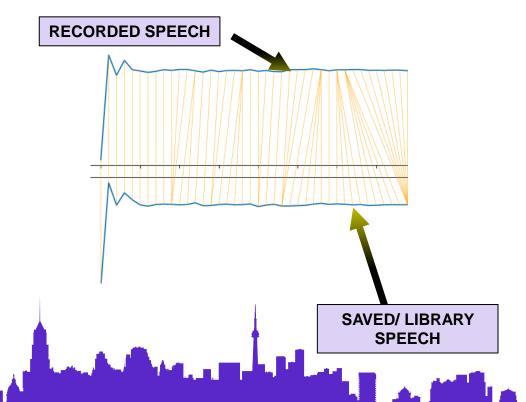


PROGRAM DESIGN (CONTD.)

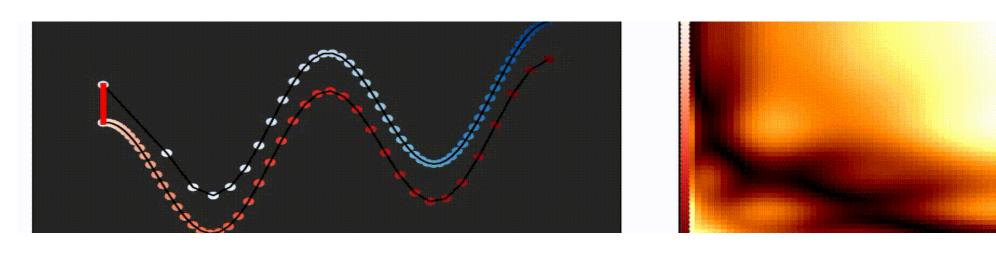
MFCC MEANS

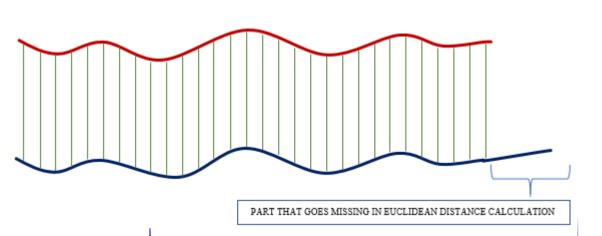
```
(venv) C:\Users\Zuha\PycharmProjects\AnimojiEvolution>python
[-4.4876694e+02 1.0109952e+02 -3.3746083e+00 3.1109591e+01
-1.0717710e+00 1.1564893e+01 4.8446374e+00 7.0536180e+00
-1.6756659e+00 1.2610603e+01 -4.1651793e+00 2.3055232e-01
-7.1498160e+00 -9.5813398e+00 -3.1372120e+00 -7.0607796e+00
-8.7929744e-01 -3.6327257e+00 7.1240294e-01 -3.3427670e+00
-2.4896905e+00 -1.3634344e+00 -1.3618975e+00 -5.1387339e+00
-4.4572177e+00 -3.9109864e+00 -6.3555675e+00 1.7924280e+00
5.0221887e+00 2.6576712e+00 8.6756306e+00 5.2579322e+00
-8.6216366e-01 -3.1181982e+00 -4.5208230e+00 -2.8624134e+00
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```

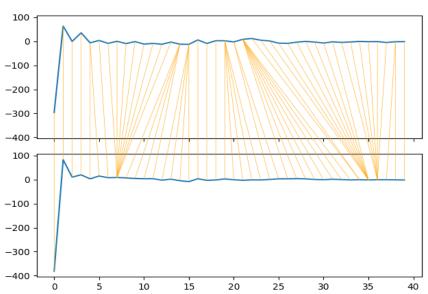
DTW DISTANCE VISUALIZATION



DTW ALGORITHM







DTW ALGORITHM

To explain further about DTW algorithm with simple example, two time series can be taken into consideration. Let,

$$A = [1,2,5,8,9,2,1,5,7,3]$$

$$B = [1,5,3,4,1,9,4,3,6,3]$$

The time series A is plotted in the vertical axis and the time series B is plotted in the horizontal axis. The first step in the algorithm is to take a matrix of size m x n,

Where,
$$m = no.$$
 of values in A

$$n = no.$$
 of values in B.

After taking the matrix, all the indices are assigned a higher value, hypothetically infinity.

DTW ALGORITHM

The pseudocode of the first step is as follows:

for
$$i = 1$$
 to m
for $j = 1$ to n
DTW $[i, j] = infinity;$

It becomes easier to compute the values of the first row and column if the initial value is set to a larger value. As we iterate through the whole matrix by two for loops, the calculation for each index follows the pseudocode below:

$$|A_i - B_i| + min =$$

$$D[i-1, j-1]$$

$$D[i-1, j],$$

$$D[i, j-1]$$

For the chosen two time series, calculation of the DTW matrix is depicted as below:

3	33	19	17	16	17	23	18	17	17	14
7	31	17	17	15	18	17	17	18	14	17
5	25	15	13	12	15	15	14	14	13	15
1	21	15	11	12	11	19	13	12	16	17
2	21	11	9	11	12	15	10	11	15	16
9	20	8	10	11	14	8	13	18	19	22
8	12	4	6	6	10	8	12	17	16	20
5	5	1	2	3	7	11	12	14	15	17
2	1	3	4	6	7	14	16	17	21	22
1	0	4	6	9	9	17	20	22	27	29
	1	5	3	4	1	9	4	3	6	3

The path pairs of the two analysed time series calculated via DTW algorithm are as follows:

[(0, 0), (1, 0), (2, 1), (2, 2), (2, 3), (2, 4), (3, 5), (4, 5), (5, 6), (6, 7), (7, 8), (8, 8), (9, 9)]

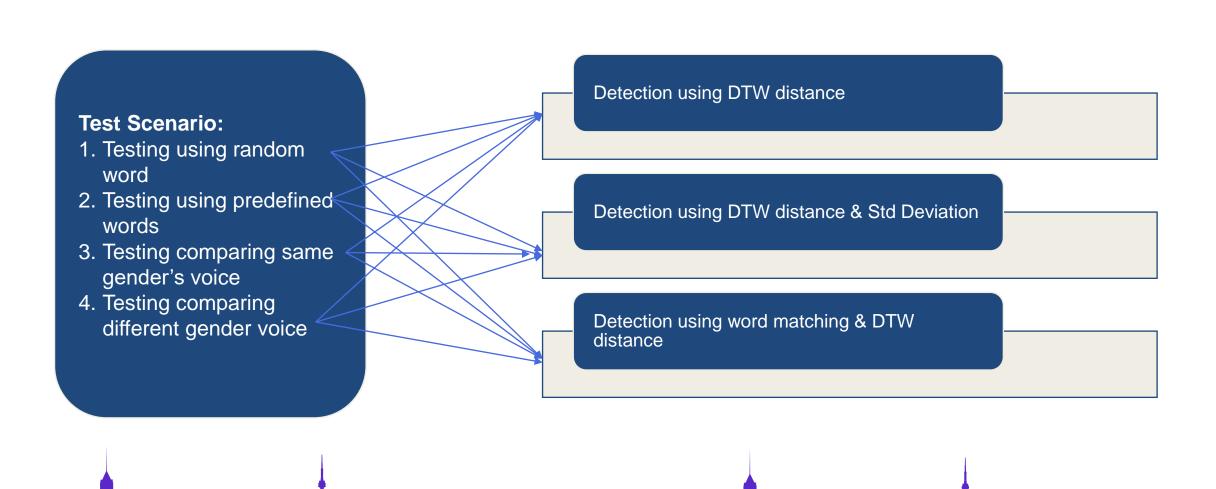


PROGRAM ADVANTAGE

- The program used dynamic time warping distance to detect the amplitude of the 2 voices each time to detect the emotions
- Based on the program design, library of the recorded speech are expandable
- Enriching the library and using the MFCC features to detect the emotion gives quite an accurate result



TEST CASES AND TEST SCENARIOS



SPECIFIC WORDS TEST

Female to female Voice Comparison

Test Case	Anger1	Anger2	Anger3	Disgust1	Disgust2	Disgust3	Neutral
DTW Lowest Distance	16	17	10	17	17	17	18
DTW Lowest Distance & Std Deviation	11	10	7	8	8	9	9
DTW distance and word detection	11	9	6	13	12	7	18

Male to male Voice Comparison

Test Case	Anger1	Anger2	Anger3	Disgust1	Disgust2	Disgust3	Neutral
DTW Lowest Distance	20	18	17	10	15	17	13
DTW Lowest Distance & Std	4	8	16	0	2	16	1
Deviation DTW distance and word	4.0	10	10	10	10	4.0	4.0
detection	18	19	18	19	19	18	18

Male to female Voice Comparison

Test Case	Anger1	Anger2	Anger3	Disgust1	Disgust2	Disgust3	Neutral
DTW Lowest Distance	6	3	6	2	5	6	12
DTW Lowest Distance & Std Deviation	4	3	6	2	3	3	9
DTW distance and word detection	0	0	0	0	0	0	0

RANDOM WORDS TEST

Female to female Voice Comparison

Test Case	Anger1	Anger2	Anger3	Disgust1	Disgust2	Disgust3	Neutral
DTW Lowest Distance	18	16	12	18	17	17	15
DTW Lowest Distance & Std Deviation	8	6	4	4	6	7	8
DTW distance, Word detection and Standard Deviation	0	0	0	0	0	0	0

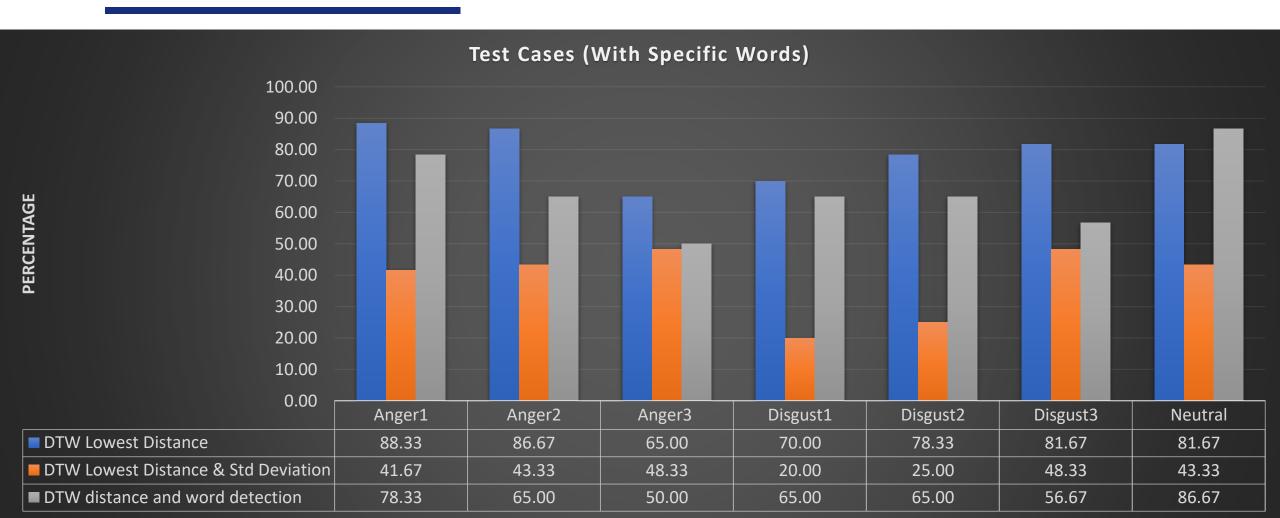
Male to male Voice Comparison

Test Case	Anger1	Anger2	Anger3	Disgust1	Disgust2	Disgust3	Neutral
DTW Lowest Distance	4	9	14	1	5	5	4
DTW Lowest Distance & Std Deviation	1	4	1	0	4	3	1
DTW distance and word detection	0	0	0	0	0	0	0

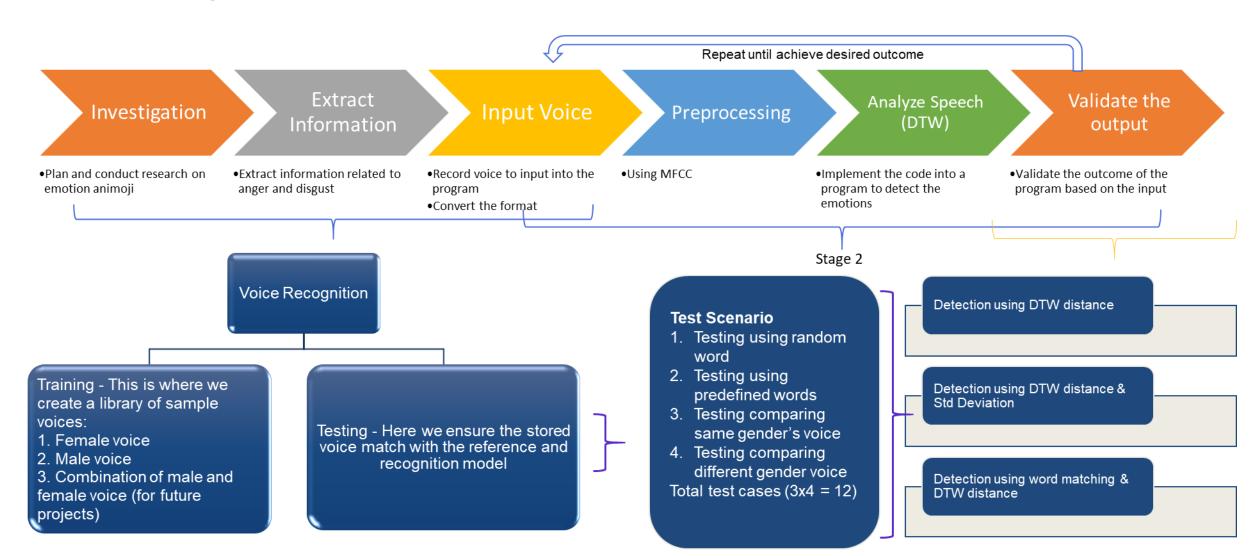
Male to female Voice Comparison

Test Case	Anger1	Anger2	Anger3	Disgust1	Disgust2	Disgust3	Neutral
DTW Lowest Distance	13	14	11	16	14	7	12
DTW Lowest Distance & Std Deviation	12	9	7	3	5	6	9
DTW distance and word detection	0	0	0	0	0	0	0

Test Cases and Result With Specific Words

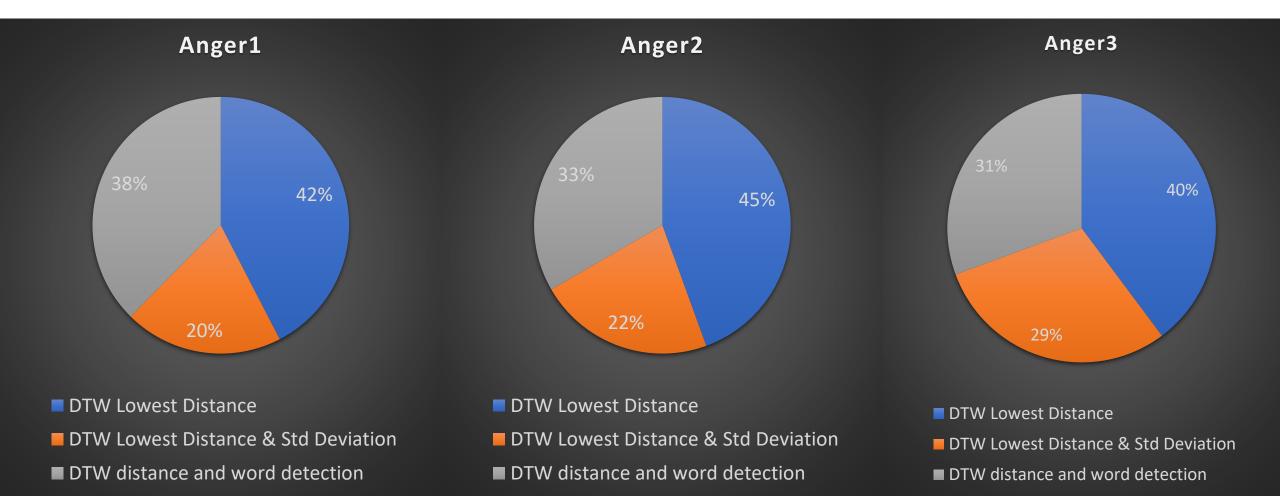


Program Development Process Flow

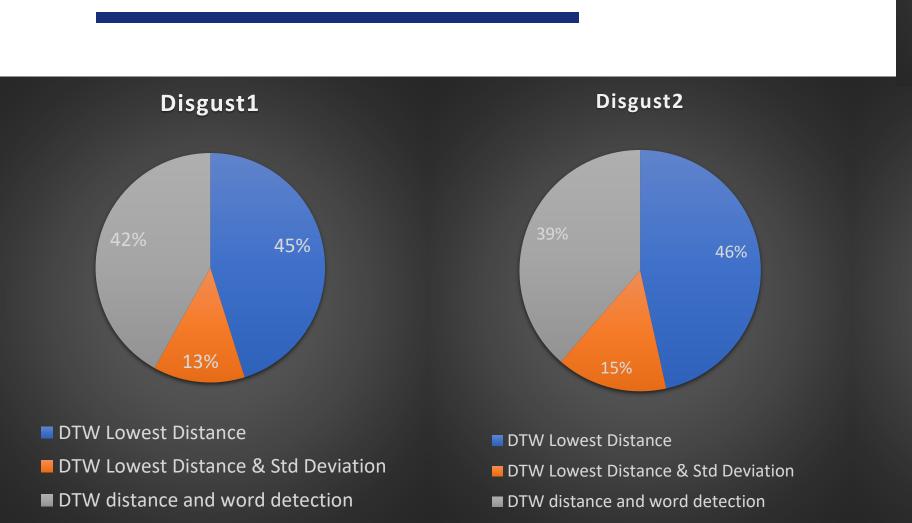


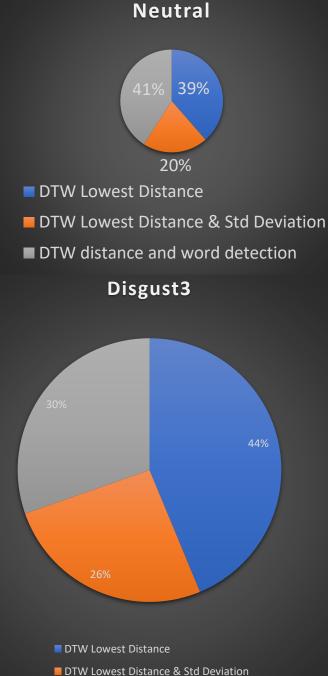
4 Test Cases and Result

Anger Emotion Specific Words



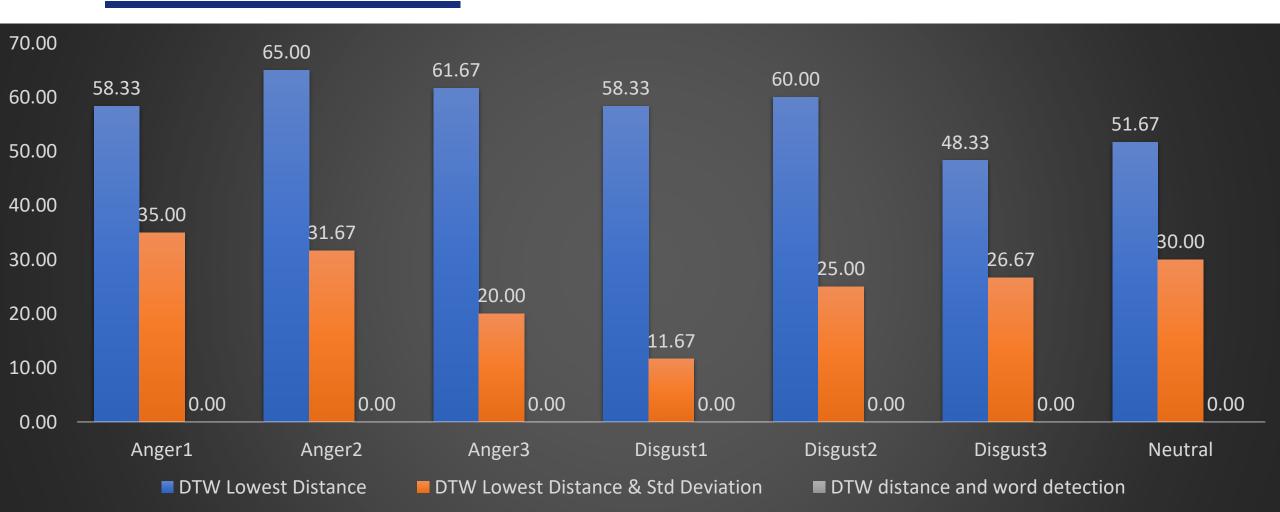
4 Test Cases and Result Disgust Emotion Specific Words





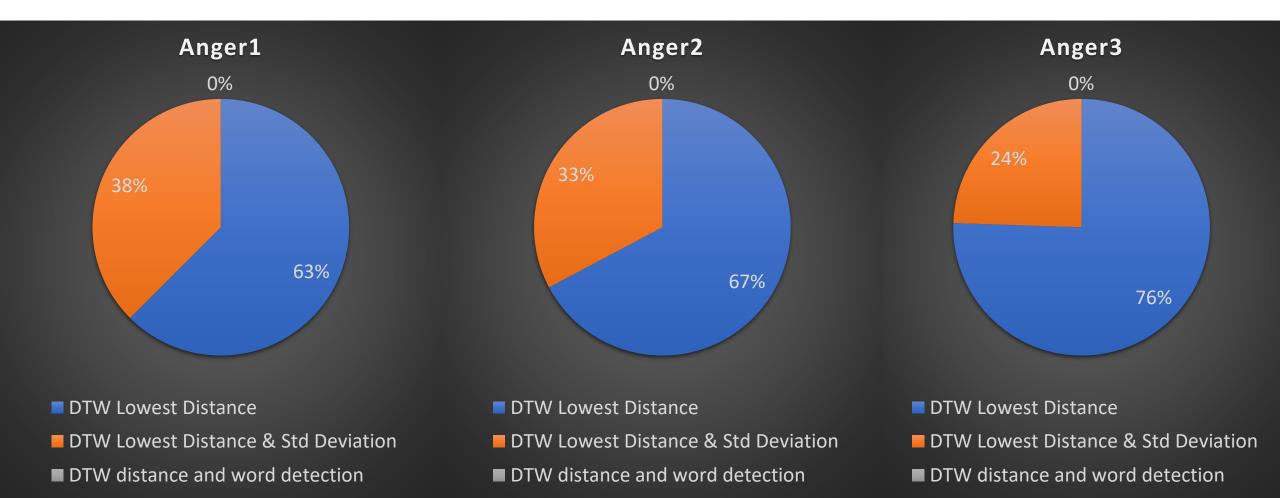
■ DTW distance and word detection

Test Cases and Result With Random Words

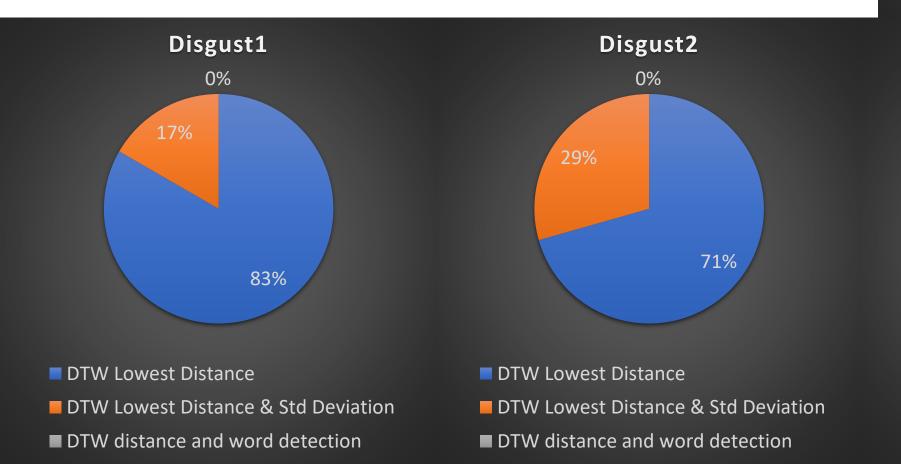


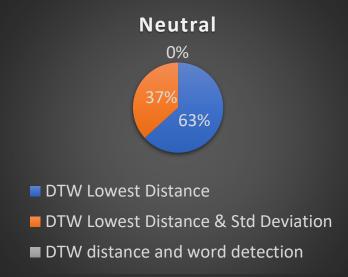
4 Test Cases and Results

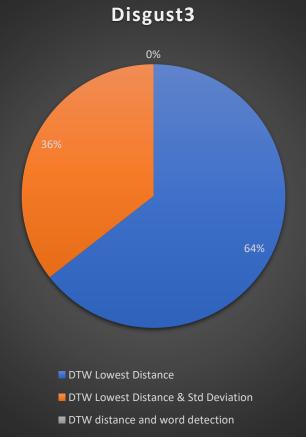
Anger Emotion Random Words



4 Test Cases and Result Disgust Emotion Specific Words







44.16831477330455 Distance between training Anger level 2 and input voice 91.96351880383925 Distance between training Anger level 3 and input voice 138.3251360982069 Distance between training Disgust level 1 and input voice 38.50284511836645 Distance between training Disgust level 2 and input voice 97.22972738170135 Distance between training Disgust level 3 and input voice 108.89932770388202 Distance between training Fine voice and new input voice 108.89932770388202 You Said: I'm feeling fine Your emotion are neutral 122.2751332027685 Distance 2 170.66360854282098 Distance 3 57.461724823642726 Distance 4 126.35801172050921 Distance 5 138.87007641118007 Distance 6 35.21952883476018 35.21952883476018 You Said: just thinking The minimum distance is 35.21952883476018 The minimum standard deviation is 1.6359711 The emotion is: Neutral The standard deviation value is: 1.6359711

You Said: 44.16831477330455 91.96351880383925 138.3251360982069 38.50284511836645 97.22972738170135 108.89932770388202 108.89932770388202 You Said: I'm feeling fine Your emotion are neutral

blah blah blah blah The minimum distance is 39.603776028703216 The emotion is: Neutral The standard deviation value is: 1.1616669 The minimum std deviation: 1.1616669 (venv) C:\Users\Zuha\PycharmProjects\AnimojiEvolution> Distance between training Anger level 2 and input voice Distance between training Anger level 3 and input voice Distance between training Disgust level 1 and input voice Distance between training Disgust level 2 and input voice Distance between training Disgust level 3 and input voice Distance between training Fine voice and new input voice



Discussions/Conclusions

Based on the 3 options of conditions namely DTW distance (of MFCC features) and word detection, DTW distance (of MFCC features) and standard deviation (of MFCC features), and DTW distance only has shown variety of results has shows significant accuracy rate for the program that considers only DTW distance. Although the voice match favours more to the same gender's trained voice, we could improve the library and program condition to calculate the optimal values of the trained voice versus the recorded voice. This extensive research and study can done as part as a future work of this project.



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