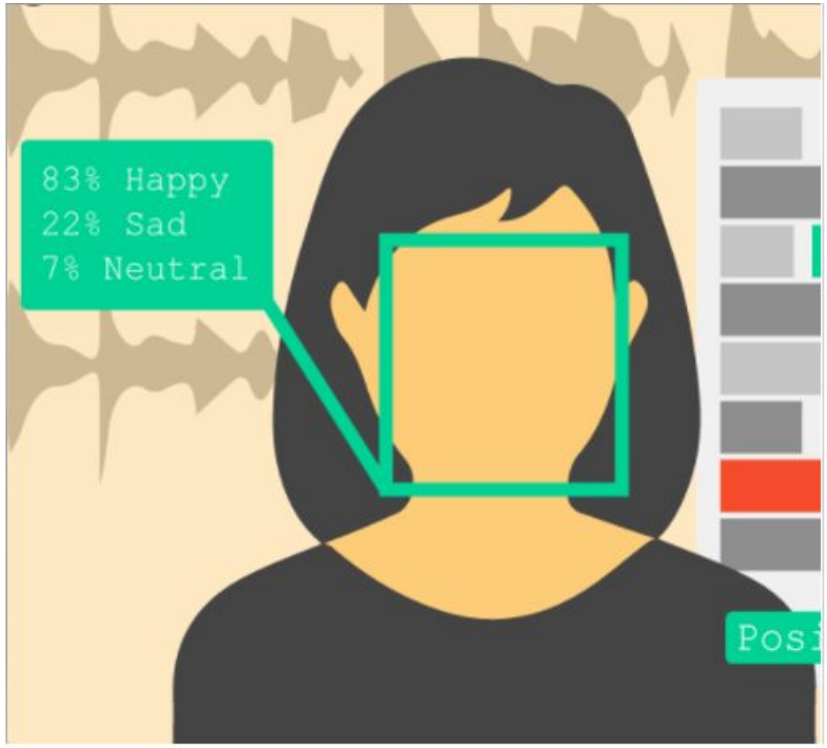

P4 Project -

Elevate - Emotion Recognition & play a song to uplift the mood.

Course

CSCE 5214 (Fall 2020)

Participants

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Project Name, Participants, & Workflow

- Project name
  - Elevate - Emotion Recognition & Mood Prediction of Song
- Participants
  - Son Chau, Naga Sumanth, Miguel Quintana, Jongwook Yoon
- Workflow
  - Weekly meeting on Discord every Saturday and/or Sunday morning.
  - Team members are splitted into two groups.
    - Son and Miguel to work on Emotion Recognition Part.
    - Naga and Jong to work on mood classification of song.
- GitHub
  - https://github.com/UNT-5214-P4/Elevate

Project Overview

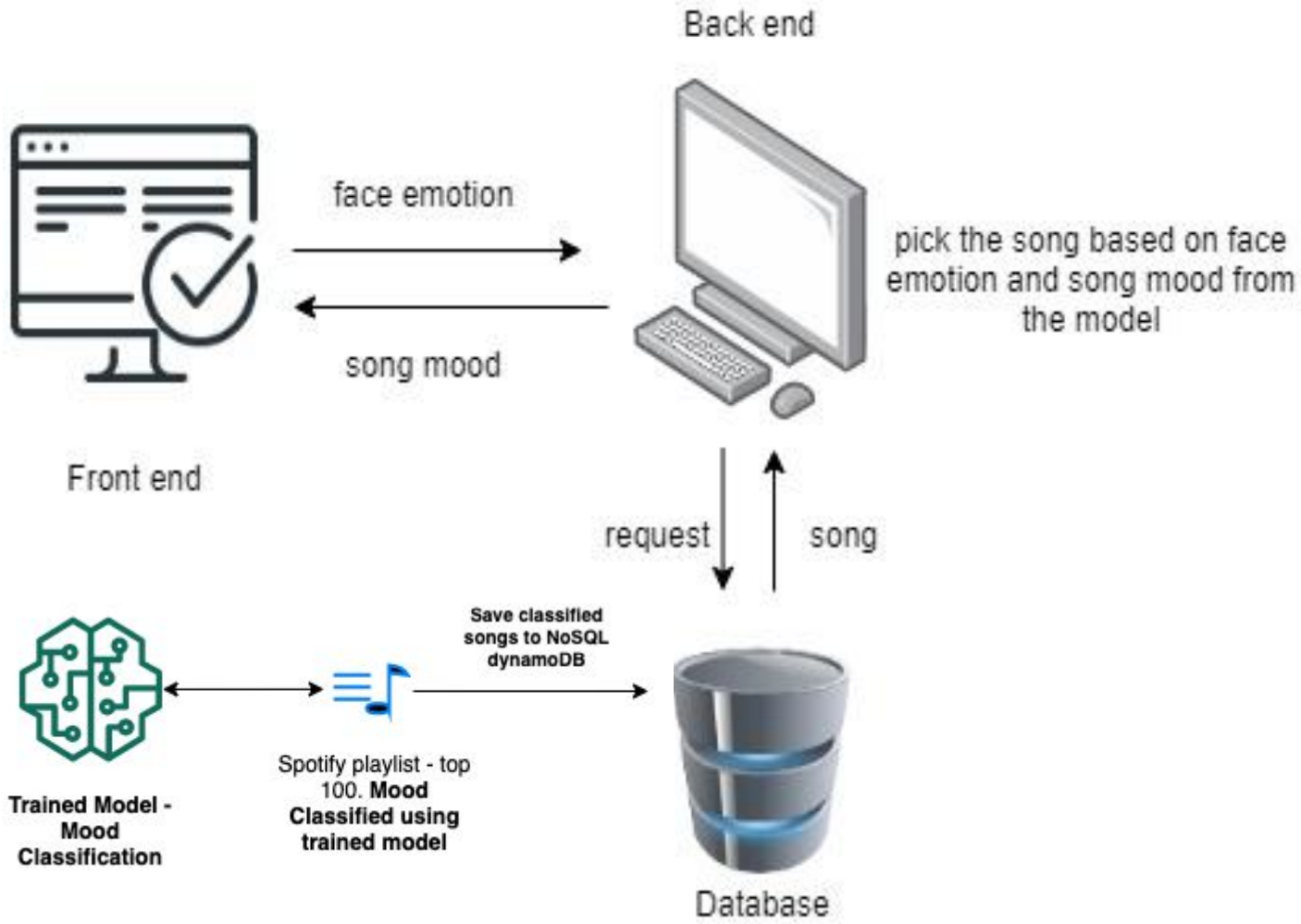
Our Project goal is to determine the emotion recognition and play a song from playlist to uplift the mood.

This involves:

1. Analyzing Video Stream and predicting an emotion. We will need to detect face from video stream and use amazon emotion rekognition API to determine emotion.
2. Build a model that analyzes an audio file and determines the mood of a song. Classify the sample playlist of spotify songs into different moods. Store the mood of song into dynamoDB.
3. Use emotion recognition response and play a song from classified playlist using predefined mapping between emotion <-> mood of the song.

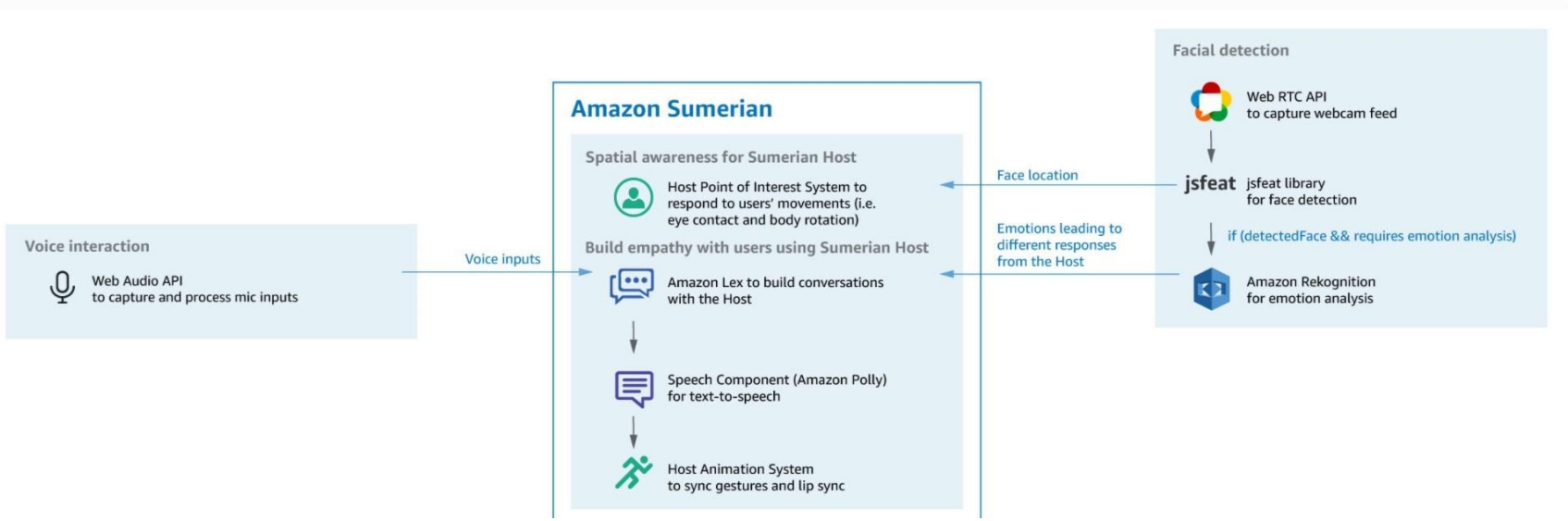
Architecture

- Face detection with jsfeat
- Face emotion with AWS Rekognition
- Interaction using Sumerian, Lex, Polly technologies.
- Song selection based on mood from dynamodb



Front end

- AWS Sumerian for 3D host
- AWS Lex chatbot
- AWS Polly speech
- AWS Rekognition emotion



Code:
https://github.com/UNT-5214-P4/Elevate/tree/sumerian

Get mic input

```
/**
 * Handles mic recording and UI changes.
 * Release the mic if the recording is longer than 15 seconds (Amazon Lex's limit).
 */
ctx.maxRecordingLengthForLex = 14999;

ctx.startRecordingWithButton = () => {
    if (!ctx.entityData.Speech.isSpeaking) {
        ctx.mic.startRecording();
        ctx.addPingAnimation();

        ctx.releaseAudioURL(ctx.audioElement);

        ctx.timeoutForLex = setTimeout(() => {
            if (ctx.mic.recorder.state === "recording") {
                ctx.stopRecordingWithButton();
            }
        }, ctx.maxRecordingLengthForLex);
    }
}

/**
 * Stops mic recording and handles UI changes.
 */
ctx.stopRecordingWithButton = () => {
    ctx.mic.stopRecording();
    ctx.removePingAnimation();

    clearTimeout(ctx.timeoutForLex);
}

/**
 * Handles touch events for starting microphone, such as for touch screen and mobile devices.
 * @param {Event} [e] Touch event
 */
ctx.startRecordingWithTouch = (e) => {
    e.preventDefault();
    ctx.startRecordingWithButton(e);
}

/**
 * Handles touch events for stopping microphone, such as for touch screen and mobile devices.
 * * @param {Event} [e] Touch event
 */
ctx.stopRecordingWithTouch = (e) => {
    e.preventDefault();
    ctx.stopRecordingWithButton(e);
}
```

Get webcam input

```
/* Webcam capture */

/**
 * Sends a snapshot from the webcam to the web worker at the interval of ctx.faceDetectionInterval in ctx.onVideoStarted().
 * It sends the image as a ImageData format to jsfeat and url string if Amazon Rekognition is used.
 */
function sendVideoFrameToWorker(ctx) {
    let videoFrameData = null;

    if (ctx.faceDetectionAlgorithm === ctx.faceDetectionAlgorithmOptions.jsfeat) {
        ctx.videoFrameImageData = ctx.worldData.Utils.getWebcamInputImageData(ctx.videoInput, ctx.canvasInputContext, ctx.ca
        videoFrameData = {
            'cmd': 'sendVideoFrameDataToJsfeat',
            'msg': ctx.videoFrameImageData
        }
    } else if (ctx.faceDetectionAlgorithm === ctx.faceDetectionAlgorithmOptions.rekognition) {
        ctx.videoFrameInputString = ctx.worldData.Utils.createWebcamFeedURL(ctx.videoInput, ctx.canvasInput, ctx.canvasInput

        videoFrameData = {
            'cmd': 'sendVideoFrameStringToRekognition',
            'msg': ctx.videoFrameInputString
        }
    }

    ctx.worker.postMessage(videoFrameData);
}

/**
 * Stops the webcam and cleans up the canvas used to draw the video when the webcam is stopped.
 */
function stopVideo(ctx) {
    ctx.worldData.Utils.stopCamera();

    ctx.canvasInputContext.clearRect(0, 0, ctx.canvasInput.width, ctx.canvasInput.height);
    ctx.canvasOutputContext.clearRect(0, 0, ctx.canvasOutputWidth, ctx.canvasOutputHeight);

    window.clearInterval(ctx.sendVideoFrameToWorkerAtInterval);
}
```

Face detection

```
/**
 * Face detection
 *
 * The face detection algorithms are run in the web worker and communicate back to the main thread with face detection or emotion analysis results.
 *
 * (1) Use jsfeat to detect if there is a face in the screen.
 * (2) Switch to Amazon Rekognition to get emotion analysis if there is a face after the user greets the Host, so the Host can respond to the emoti
 * (3) Then revert back to using jsfeat after setInitialGreeting() as the emotion analysis is no longer used in this scene.
 * (4) If there is no face, then keep using jsfeat
 *
 * These decision points are marked in the appropriate functions in this file.
 *
 *              |--> (2) (if face exists) -- Amazon Rekognition ------------------> (3) jsfeat
 *              |                            (while ctx.requestEmotion = true)
 * (1) jsfeat --|
 *              |-------------------------------------------------------------------> (4) jsfeat
 */

// Use the video frame's input string for Amazon Rekognition.
ctx.videoFrameInputString = null;

// Use the video frame's image data for jsfeat.
ctx.videoFrameImageData = null;

ctx.emotion = null;

// Use this flag to indicate when emotion analysis is needed.
ctx.requestEmotion = false;

// Use this flag to indicate when show music.
ctx.showMusic = false;

ctx.jsfeat = {
    exit() {
        ctx.videoFrameImageData = null;
    }
}

ctx.rekognition = {
    exit() {
        ctx.videoFrameInputString = null;
    }
}

// Two options for face detection algorithm. Only one is used at any time.
ctx.faceDetectionAlgorithmOptions = {
    jsfeat: ctx.jsfeat,
    rekognition: ctx.rekognition
}
```

Voice commands

```
 * Uses the intent names to handle events.
 * @param {Object} [data] The data returned from Amazon Lex
 */
ctx.onLexResponse = (data) => {
    const msg = data.message;

    switch(data.intentName) {
        case "Greeting":
            ctx.startButton.click();
            break;
        case "Info":
            ctx.worldData.infoButton.click();
            break;
        case "CloseInfo":
            // Panel toggling is handled by the State Machine behavior "Info Screen Behavior".
            ctx.worldData.closeInfoButton.click();
            break;
        case "ThankYou":
            ctx.entityData.Speech.playSpeech(msg);
            break;
        case "CheckExpression":
            ctx.checkFaceButton.click();
            break;
        default:
            const index = ctx.worldData.Utils.getRandomInt(clarificationSpeeches.length);
            ctx.entityData.Speech.playSpeech(clarificationSpeeches[index]);
    }
}

/**
 * Handles the event emitted from the "Toggle Debug Panel Behavior" in the State Machine.
 */
ctx.onShowDebugPanel = () => {
    ctx.worldData.isShowingDebugPanel = true;

};

/**
 * Handles the event emitted from the "Toggle Debug Panel Behavior" in the State Machine.
 */
ctx.onHideDebugPanel = () => {
    ctx.worldData.isShowingDebugPanel = false;
};

/**
 * Change to the Greeting screen.
 */
ctx.startGreeting = () => {
    ctx.changeToState(ctx.worldData.screenOptions.greetingScreen);
}
```

Speech response

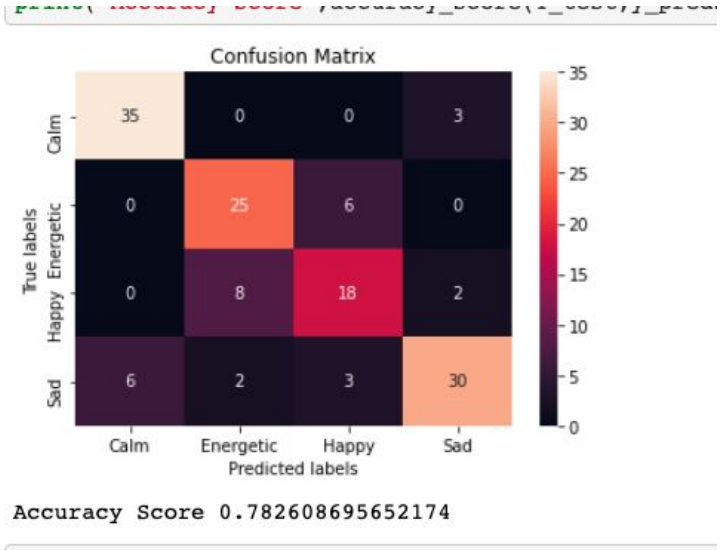
```
/**
 * Dynamically creates and plays a string of text, with or without SSML markup.
 * Sends events to toggle UI interactions.
 * Note that the <speech> tag is added here.
 * @param {String} [body] Body of text
 */
playSpeech(body) {
    this._isSpeaking = true;
    sumerian.SystemBus.emit("concierge.disableInteractionEvent");

    this._speechCaption.innerHTML = this._fillOutCaption(body);
    this._hostSpeechComponent.addSpeech(this._speech);

    this._speech.updateConfig({
        entity: this._host,
        body: '<speak>' + body + '</speak>',
        type: 'ssml',
        voice: this._voice
    });

    this._speech.play().then(() => {
        this._isSpeaking = false;
        sumerian.SystemBus.emit("concierge.enableInteractionEvent");
    });
};

/**
 * Generates text caption to display on screen using regular expressions.
 * Removes <> tags, including the SSML tags from Amazon Polly and those set for html markup.
 * @param {String} [body] Body of text
 * @returns {String} plain text with bold font style for text that had quotation marks around them.
 *
 */
_fillOutCaption(body) {
    // Remove all tags
    let plainText = body.replace(/<\/?[^>]+(>|$)/g, "");

    // Find match for ""
    const regex = /(\".*\")/g;
    const match = regex.exec(plainText);

    if (match) {
        // Add the span and bold class
        plainText = plainText.replace(match[0], '<span class="bold">' + match[0] + '</span>');
    }

    return plainText;
}
```

Data from DynamoDB

```
/**
 * Returns a Promise to resolve a DDB object. Ensure that you have a block to ensure data is returned appropriately.
 */
function getDataFromDynamo(ctx, tableName, mood, songNumber) {
    return new Promise((resolve, reject) => {
        const params = {
            TableName: tableName,
            Key: {
                "mood": {
                    S: mood
                },
                "song_number":{
                    N: songNumber
                }
            }
        };

        ctx.worldData.dynamodb.getItem(params, (err, data) => {
            if (err) {
                throw new Error(`Error getting user data from Amazon DynamoDB: ${err.name}. ${err.message}`);
            } else {
                const scheduleData = AWS.DynamoDB.Converter.unmarshall(data['Item']);
                resolve(scheduleData);
            }
        });
    })
}



/**
 * Speaks the "index"-th string in the list of conversation array
 * @param {Array} [conversationArray] Array of conversation spoken by the Host
 * @param {Integer} [index] Index of the array
 */
function invokeConversation(conversationArray, index, ctx) {
    if (index < conversationArray.length) {
        const greetingText = conversationArray[index] + '<break time="500ms"/>';

        ctx.entityData.Speech.playSpeech(greetingText);
    }
}

/**
 * Resets the interaction and returns to the initial welcome screen.
 */
function reset(args, ctx) {
    resetScreenForGreeting(args, ctx);

    ctx.changeToState(ctx.worldData.screenOptions.welcomeScreen);
}
```

Mood Classification Model

- Features gathered from 800 songs of Spotify using Spotipy library.
- Model based on Keras & Tensorflow.
- Model evaluation performed using K fold cross validation.
- Given a song Id, trained model can classify song into one of 4 moods - Calm/Energy/Happy/Sad.
- Contains sample code for classifying songs for a spotify artist or a library.



Code: https://github.com/UNT-5214-P4/Elevate/tree/main

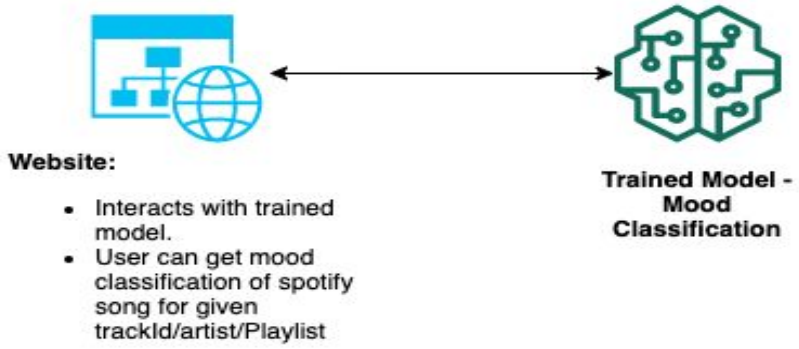
Emotion Recognition <-> Song Mood

- Below image gives possible classifications of emotion, song mood.
- Given emotion we use the mapping below to play a song from mood classified playlist.

Song Mood	Calm	Energetic	Happy	Sad
Emotion				
Happy		✓		
Sad	✓		✓	
Angry	✓			✓
Confused	✓			
Disgusted	✓			
Surprised		✓	✓	
Calm	✓		✓	
Fear	✓			

Using the Model on Python Flask

- Saving the mood classification model as a h5 file. (ex. model.h5)
- Loading the model on python flask
- Predicting a mood of a song and displaying information of the song



Code:
https://github.com/UNT-5214-P4/Elevate/tree/flask

Using the Model on Python Flask

- Saving the mood classification model as a h5 file. (ex. model.h5)
- Loading the model on python flask
- Predicting a mood of songs in the playlist

Song ID

Artist ID

Playlist ID 55XI2vP4xf3hyej6Xa5udw

submit

7BKLCZ1jbUBVqRi2FVlTVw: ['Sad']

6v3KW9xbzN5yKLt9YKDYA2: ['Happy']

1snWlbcbgQpJfknoI30DWG: ['Happy']

2R81XYNFqkLyemIxYb9aF7: ['Energetic']

6osKPJp6kQwZcgUqBteJFN: ['Happy']

4n7jnSxVLd8QioibtTDBDq: ['Energetic']

08bNPGLD8AhKpnnERrAc6G: ['Happy']

6HGoVbCUr63SgU3TjxEVj6: ['Energetic']

1jLsirPDkUS2g4gnkYua58: ['Energetic']

2IDDD1K6q6gIGwz1womSrO: ['Energetic']

1e6aAbWR0MXCNcr4yQovNr: ['Happy']

3MEYFivt6bilQ9q9mFWZ4g: ['Happy']

0pqnGHJpmpxLKifKRmU6WP: ['Energetic']

2FpWhUMOPGUVR95DkfKjGH: ['Happy']

6KigD0mlF4VGDYiSEzAyYw: ['Energetic']

7z25L7N5It1PQCJb0QwWZy: ['Energetic']

6xbZaeFj8BPE3HGXF7VVjX: ['Energetic']

3EmmCZoqpWOTY1g2GBwJoR: ['Energetic']

64p6ua7zpf66s62StC2QLv: ['Happy']

66YtlqT0kN4958EXnCnAmE: ['Energetic']

2r9hCNjupNy2C2g3r6SNz6: ['Happy']

1zB4vmk8tFRmM9UULNzbLB: ['Energetic']

6Qn5zhYkTa37e91HC1D7lb: ['Happy']

1Tl4Q5WV9abRb08vbt3C9c: ['Energetic']

5Sco7mbJy7p7vdDtJW10fZ: ['Happy']

5w9c2J52mkdntKOmRLeM2m: ['Happy']

77eYKxdR0CDNZPhvbHxdUf: ['Energetic']

4ONObLBeax6CJmc15r9uCS: ['Energetic']

5iFCdVNg0X6ElfYAsd7RiE: ['Energetic']

0jA5PNeUxuErGqaqoxAjTO: ['Happy']

2ekn2ttSfGqwhhate0LSR0: ['Happy']

0bMbDctzMmTyK2j74j3nF3: ['Sad']

2UREu1Y8CO4jXkbvqAtP7g: ['Energetic']

6KuqAtoeVzxAYOaMveLNpH: ['Happy']

3dsyqPDiWYYilRZNBxgxHE: ['Energetic']

Technologies

- AWS Sumerian, Rekognition, Lex, Polly, DynamoDB
- Flask
- Keras
- Tensorflow
- Sklearn

Milestones

- Milestone 1 (Due on 11/11/2020)
  - Gather tutorial
  - Setup workplace, github
  - Work on P4 Proposal
- Milestone 2 (Due on 11/18/2020)
  - Have the two major components - emotion recognition & song classification completed.
  - Work on P4 Video Update
- Milestone 3 (Due on 11/25/2020)
  - Integrate and testing.
  - Work on P3 Report and Video Presentation.

Resources & Related Projects

Amazon Sumerian Concierge Experience
https://docs.sumerian.amazonaws.com/articles/concierge-experience/

Predicting the Music Mood of a Song with Deep Learning.
https://towardsdatascience.com/predicting-the-music-mood-of-a-song-with-deep-learning-c3ac2b45229e

Future Improvements:

- Convert sumerian website into standalone app.
- Convert this to smart skill which can be integrated into alexa.
- Integrate website with a model that can also classify local music mp3/.wav files.
- Ability for the user to be able configure the playlists, other music stream providers.