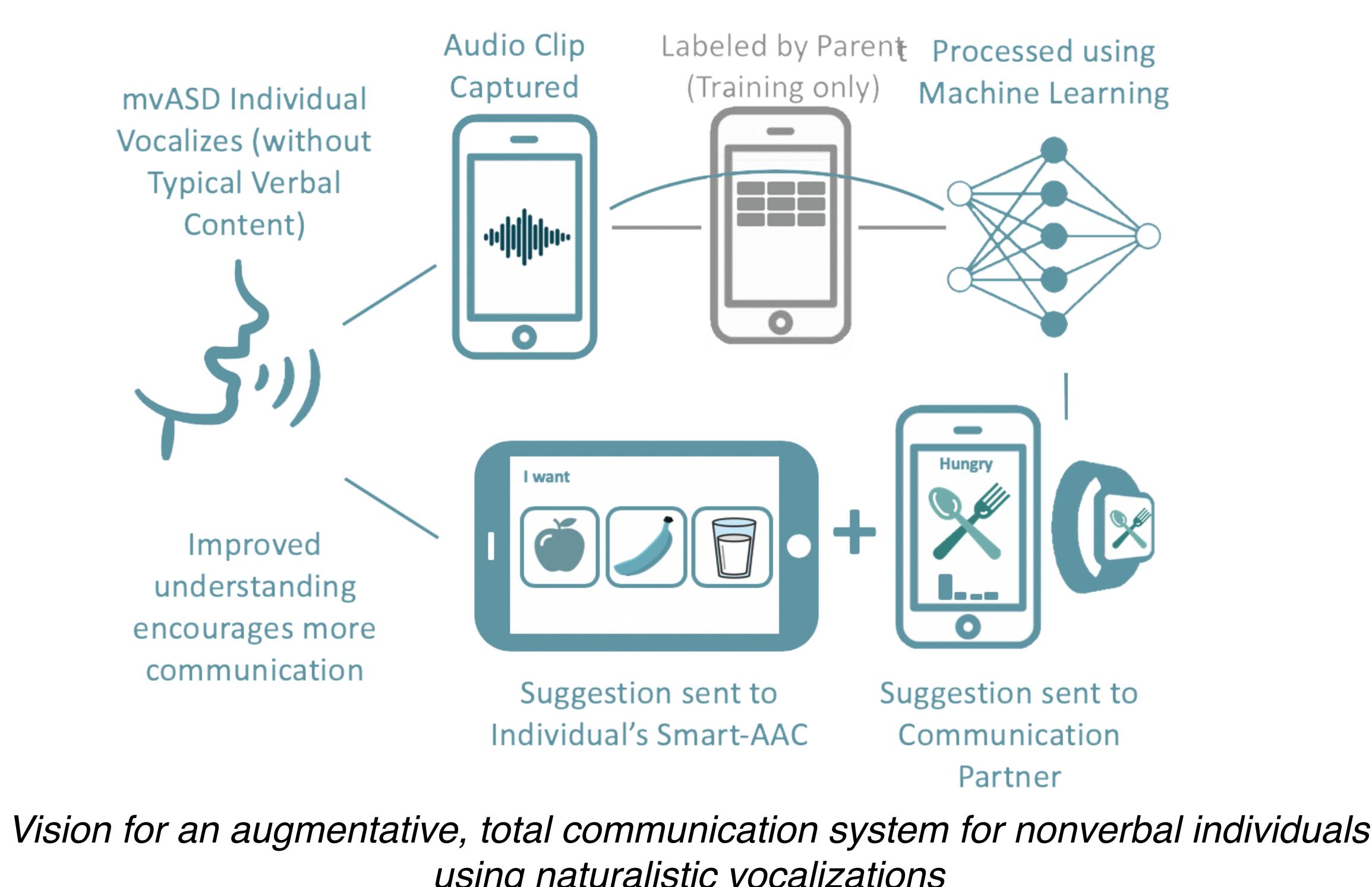


Zero-Shot Transfer Learning to Enhance Communication for Minimally Verbal Individuals with Autism using Naturalistic Data

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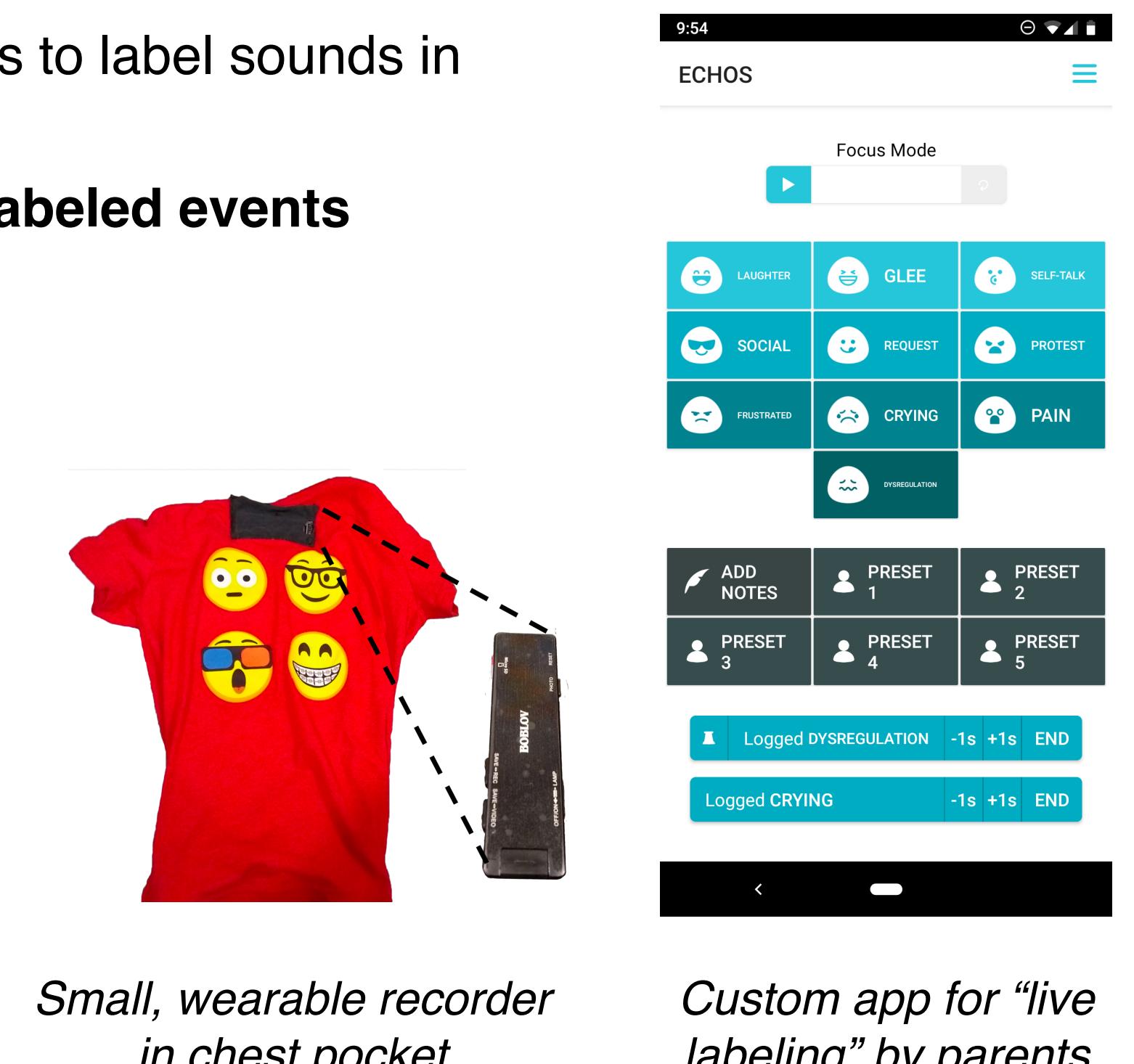
Background & Motivation

- Current augmentative communication systems have limited success in conveying affect and communicative intent of individuals with minimally verbal ASD (mvASD)
- Vocalizations (without typical verbal content) are affect and content rich and accessible in any environment
- Our system uses primary caregivers' unique knowledge of an individual's vocal sounds to label and train machine learning models to build holistic communication technology
- Concept was developed through interviews (n=5) and surveys (n=18) with ASD individuals and their families



Data Collection

- Spontaneous vocalizations were collected "in the wild" during an eight-month case study (n=1)
- Created mv01, the first labeled dataset of vocalizations without typical verbal content from an individual with nonverbal autism (i.e., has no spoken speech)
 - Recorded 13 hours of single-channel audio at 16 bits per second using wireless, wearable microphone
 - Vocalizations were self-motivated communicative and affective exchanges between the nonverbal 8-year-old and his parents
- Created custom app for primary caregivers to label sounds in real time
 - Collected more than 300 caregiver-labeled events
- Emphasized unobtrusive, affordable data collection methods
 - Protocol to be deployed with a specialized, geographically distributed population
- To protect privacy, participant's family could view and delete recordings before sharing them with the research team



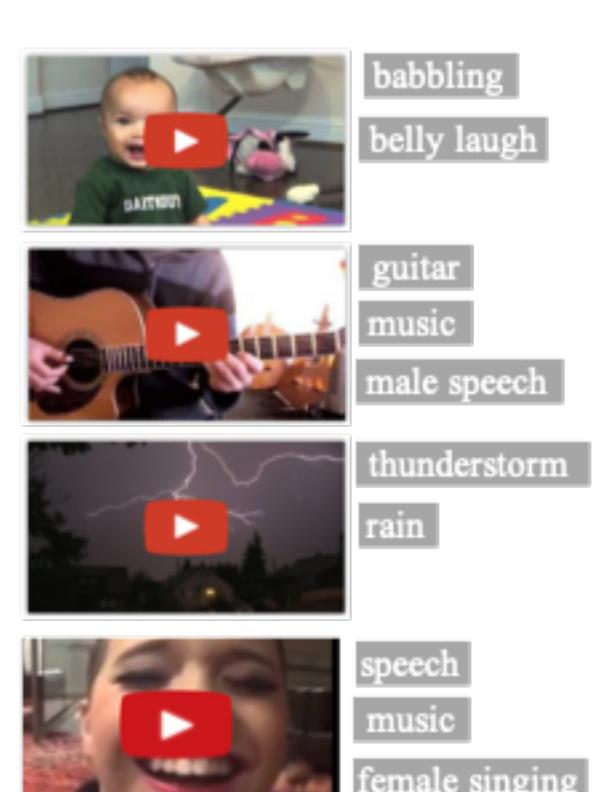
Methods

Why Zero-Shot Transfer Learning?

- Examine how models trained with a large, generic audio dataset perform with non-typical vocalization data
- Inform how to augment limited training data
- Improve model performance for mvASD individuals while minimizing labeling burden by caregivers

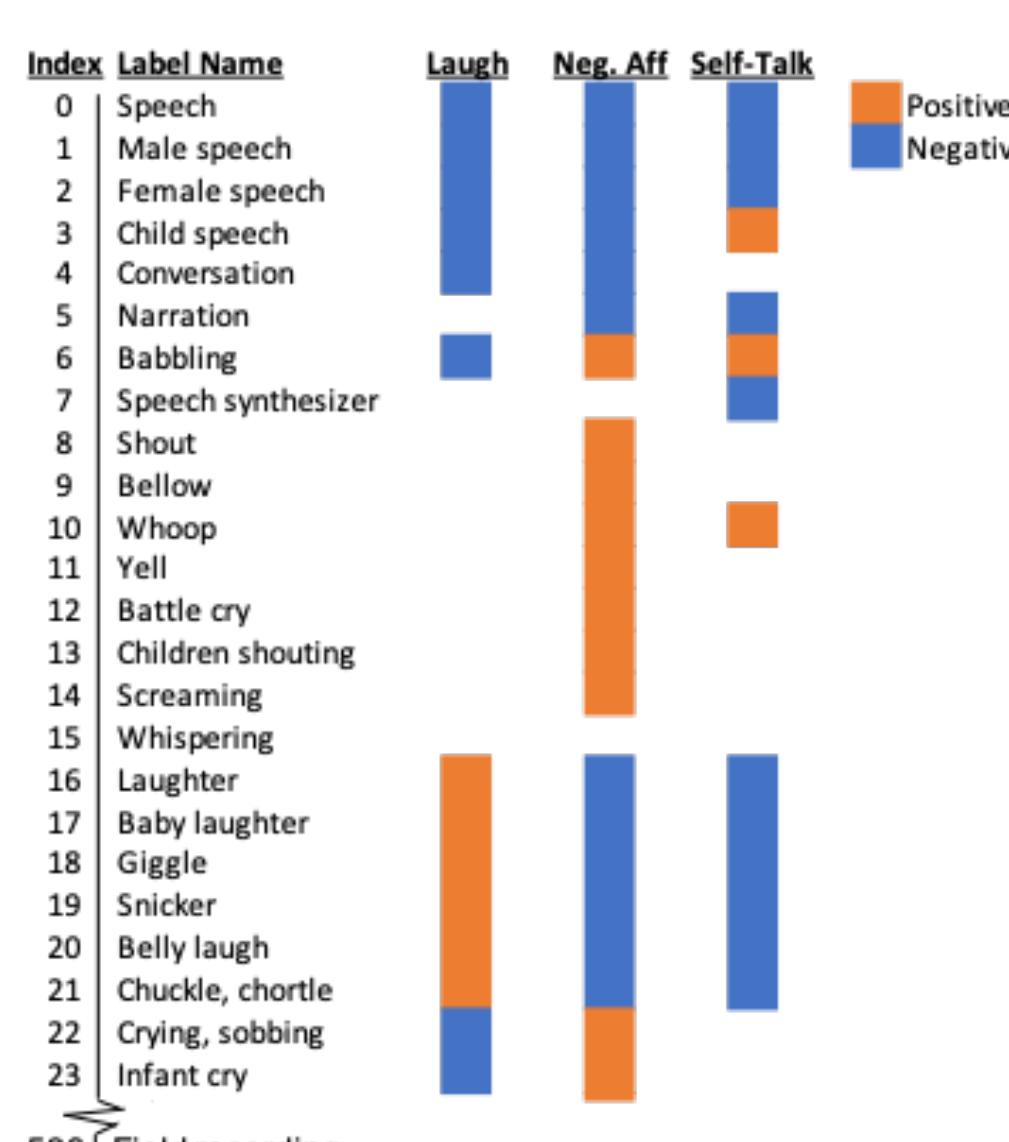


AudioSet Database



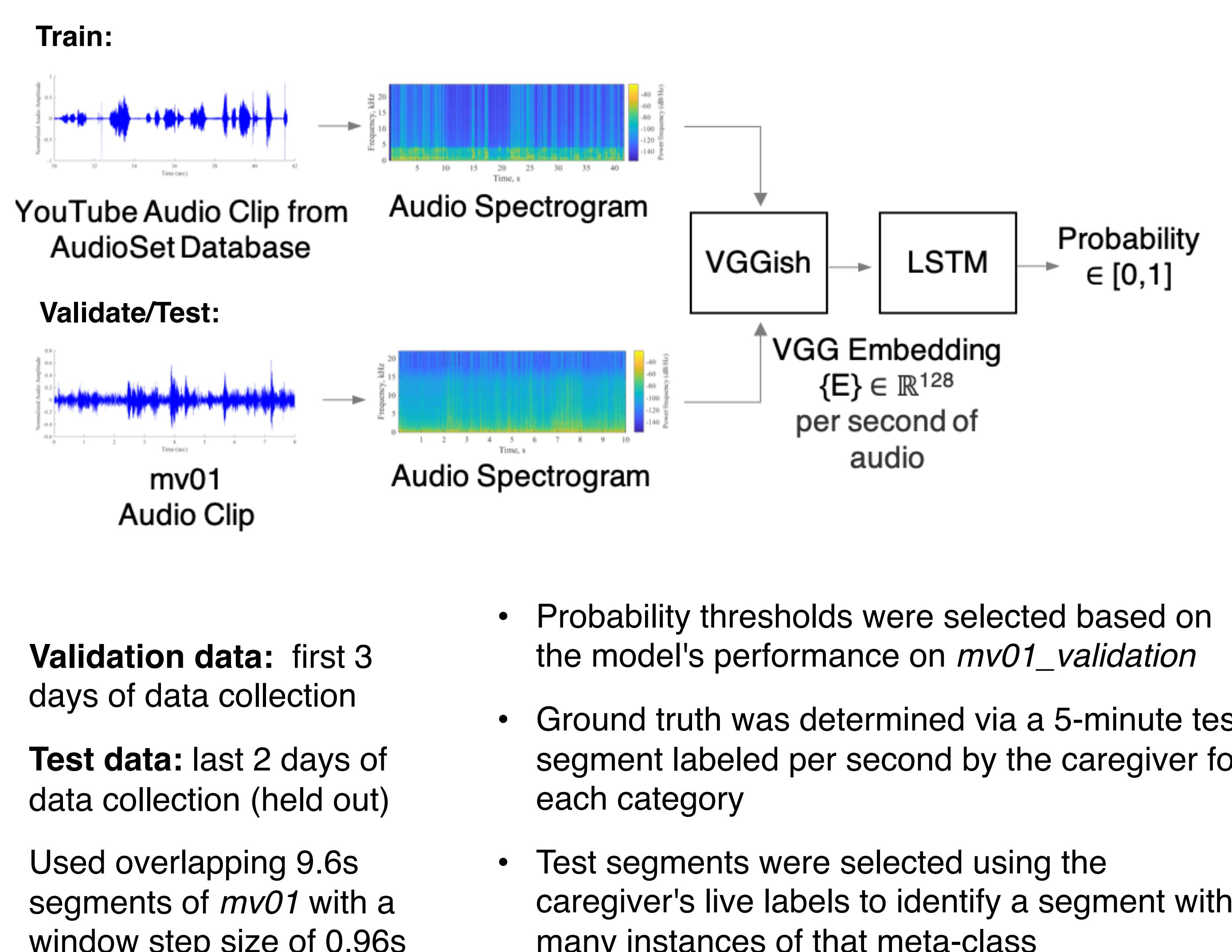
- 2 million 10-sec YouTube clips
- Human-labeled using 527 classes
- We examined three meta-classes of vocalizations:
 - Self-talk
 - Negative affect
 - Laughter

Model Training via AudioSet Database



- Sub-classes of AudioSet were selected as pos/neg training examples (balanced sets)
 - Positive classes sounded similar to the child in mv01
 - Negative classes might confuse the model (e.g., close to mv01 vocalizations or common in dataset)

Data Processing Pipeline



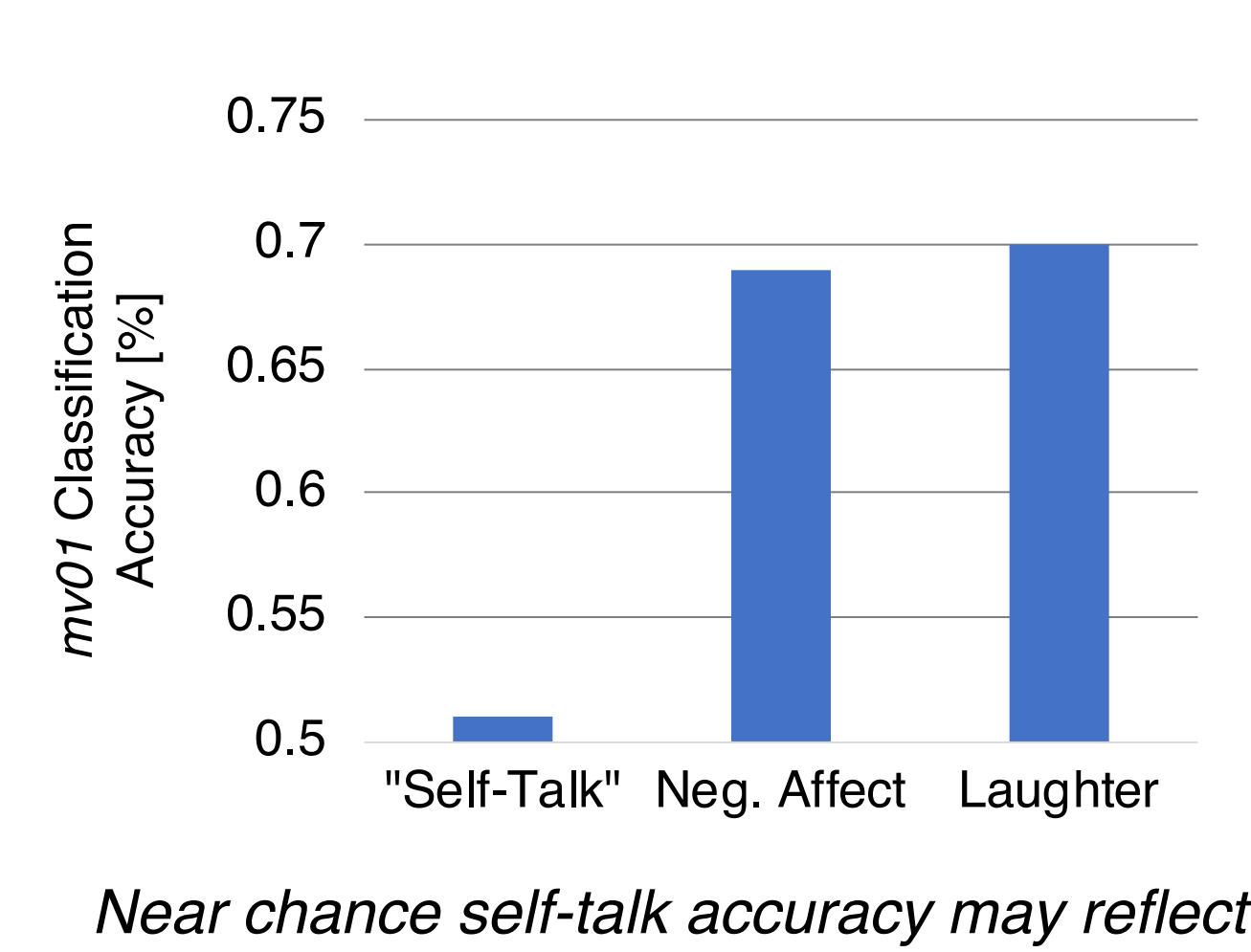
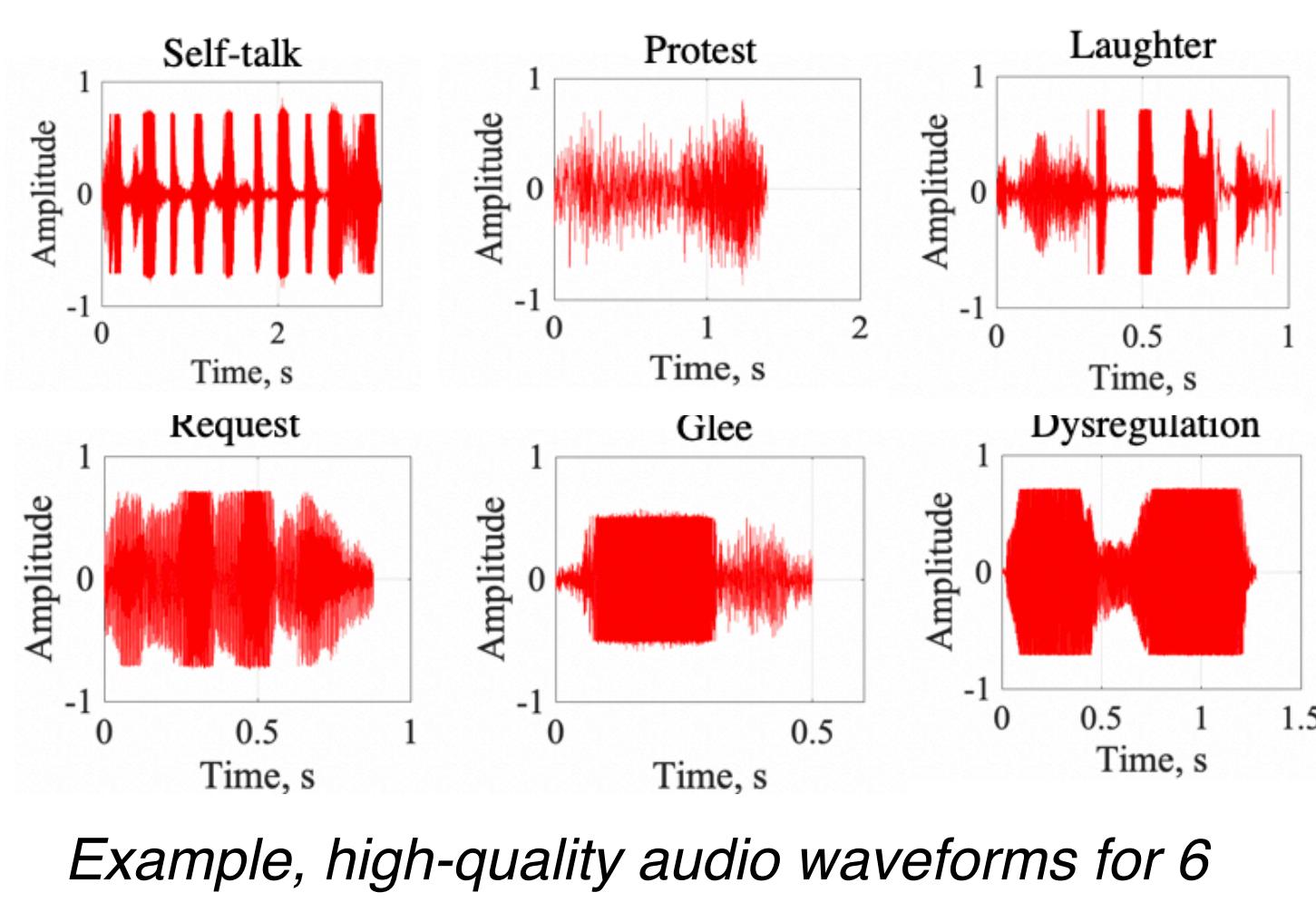
- Probability thresholds were selected based on the model's performance on mv01_validation
- Ground truth was determined via a 5-minute test segment labeled per second by the caregiver for each category
- Test segments were selected using the caregiver's live labels to identify a segment with many instances of that meta-class

Results

Self-Talk		Actual	
Pred	Yes	No	
Yes	0.33	0.67	
No		0.41	0.59
Accuracy: 0.511			

Neg. Affect		Actual	
Pred	Yes	No	
Yes	0.46	0.54	
No	0.27	0.73	
Accuracy: 0.690			

Laughter		Actual	
Pred	Yes	No	
Yes	0.18	0.82	
No	0.06	0.94	
Accuracy: 0.703			



Conclusions & Future Work

- There is promise in transfer learning approaches for classes like laughter (70% accuracy) and negative affect (69% accuracy)
- Errors in model accuracy may reflect low availability of related audio events in the AudioSet dataset, particularly for self-talk
- Low true positive rate may be a consequence of the highly varied and noisy environment of real-world data
- Dataset is the first of its kind, and an important step in developing algorithms that can generalize to sparse, naturalistic data
 - As more data is collected, direct transfer learning between the VGGish embedding spaces of AudioSet and mv01 may improve model performance
 - The live labels were not precisely aligned in the time domain, and future work will include developing methods for signal-label alignment
- The mv01 dataset is small and sparsely labeled with unique vocalizations, and may be well suited for semi-supervised algorithms in the future