

Multimodal Speech Emotion Recognition Using Audio and Text

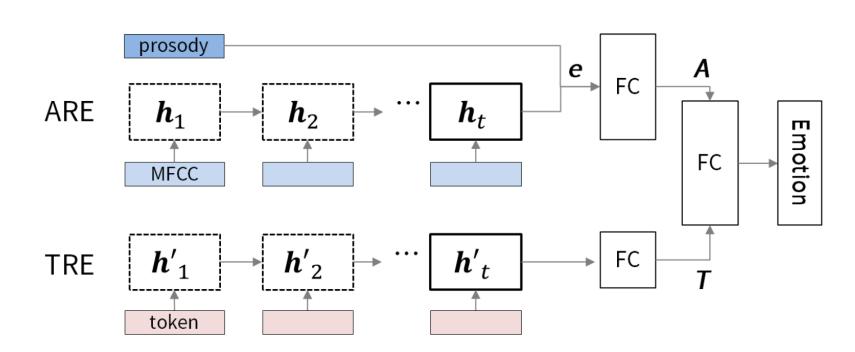
Seunghyun Yoon, Seokhyun Byun, and Kyomin Jung

Goal of our Research

- We propose a novel deep dual recurrent encoder model that utilizes text data and audio signals simultaneously to obtain a better understanding of speech data.
- Our proposed model outperforms previous state-of-the-art methods in assigning data to one of four emotion categories (i.e., angry, happy, sad and neutral) as reflected by accuracies ranging from 68.8% to 71.8%.

Model

 Multimodal Dual Recurrent Encoder (MDRE): The upper part shows the audio recurrent encoder (ARE), which encodes audio signals, and the lower part shows the text recurrent encoder (TRE), which encodes textual information.



 $\mathbf{h}_{t} = GRU\left(\mathbf{h}_{t-1}, \mathbf{x}_{t}\right)$

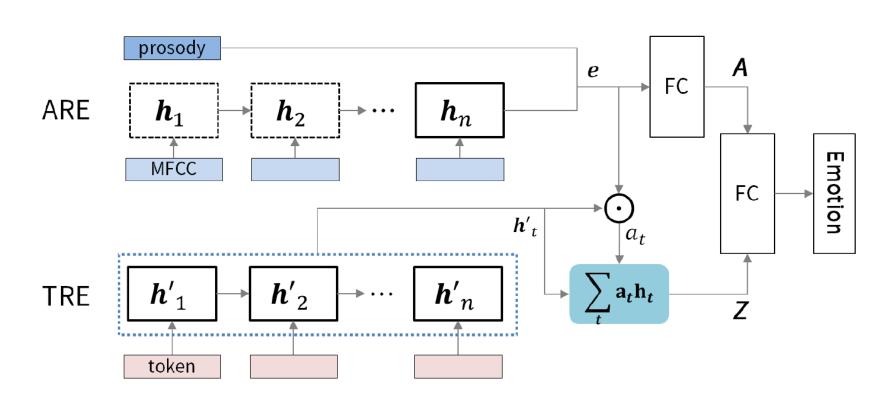
 $\mathbf{A} = \text{FullyConnected}(\mathbf{e}), \qquad \mathbf{T} = \text{FullyConnected}(\mathbf{h}'_{\text{last}})$

 $\hat{y}_i = \text{softmax} (\text{concat} (\mathbf{A}, \mathbf{T})^\mathsf{T} \mathbf{M} + \mathbf{b})$

 $\mathcal{L} = -\log \prod_{i=1}^{N} \sum_{c=1}^{C} y_{i,c} \log (\hat{y}_{i,c})$

- **Audio Features:** A total 39 MFCC feature set that includes 12 MFCC parameters (1-12) from the 26 Mel-frequency bands and log-energy parameters, 13 delta and 13 acceleration coefficients. The frame size is set to 25 ms at a rate of 10 ms. The prosodic features are composed of 35 features (F0, voicing probability, loudness contours) extracted using the OpenSMILE toolkit.
- **Text Features:** The vocabulary size of the dataset is 3,747. The word-embedding matrix is initialized from the Glove and finetuned while training.

• Multimodal Dual Recurrent Encoder with Attention (MDREA): The weighted sum of the sequence of the hidden states of the TRE, \mathbf{h}_t' , is taken using the attention weight a_t ; a_t is calculated as the dot product of the final encoding vector of the ARE, \mathbf{e} , and \mathbf{h}_t' .



$$\mathbf{a}_{t} = \frac{\exp(\mathbf{e}^{\mathsf{T}}\mathbf{h}_{t}')}{\sum_{t} \exp(\mathbf{e}^{\mathsf{T}}\mathbf{h}_{t}')}, \quad \mathbf{Z} = \sum_{t} \mathbf{a}_{t} \mathbf{h}_{t}', \quad \hat{y}_{i} = \operatorname{softmax} \left(\operatorname{concat} \left(\mathbf{Z}, \mathbf{A}\right)^{\mathsf{T}}\mathbf{M} + \mathbf{b}\right)$$

Empirical Results

- **Dataset:** Interactive Emotional Dyadic Motion Capture (IEMOCAP). Following by the previous research, the final dataset contains a total of 5,531 utterances (1,636 happy, 1,084 sad, 1,103 angry, 1,708 neutral).
- Comparison with the state-of-the-art methods: The top 2 best performing models are marked in bold. The "-ASR" models are trained with processed transcripts from the Google Cloud Speech API (WER 5.53%).

Model	WAP
ACNN [31]	0.561
LLD RNN-attn [26]	0.635
RNN(prop.)-ELM [34]	0.628
3CNN-LSTM10H [20]	0.688
ARE	0.546 ± 0.009
TRE	0.635 ± 0.018
MDRE	0.718 ± 0.019
MDREA	0.690 ± 0.019
TRE-ASR	0.593 ± 0.022
MDRE-ASR	0.691 ± 0.019
MDREA-ASR	0.677 ± 0.013

Error Analysis: Confusion matrix of each model.

