Affective Computing | Assignment 3

Divyanshu Kumar Singh | 2017048

Part A.) Implementing Baseline

For the baseline implementation, we were given the original paper [1], so instead of considering their baseline to its high computation nature. I have used [2] as my baseline model, also since we were allowed to go for a unimodal approach for the baseline I have only used Audio-based features as mentioned in the [2].

The **feature** considered were:

MFCC's (13)	ZCR
Chroma-Based Feature	energy
spectral_flux	entropy_energy
spectral_entropy	

Based on my feature extraction and given the fact that data was completely different from the paper provided. Here are my baseline results -

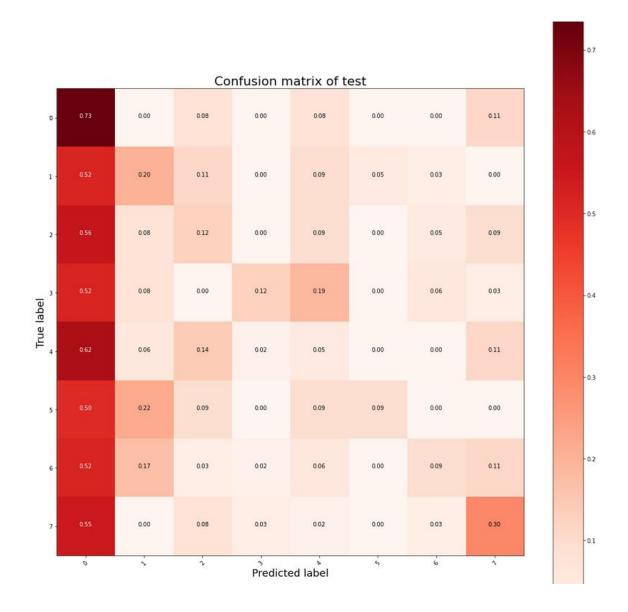
These are encoded labels from the encoder-

```
{'angry': 0, 'calm': 1, 'disgust': 2, 'fearful': 3, 'happy': 4, 'neutral': 5, 'sad': 6, 'surprised': 7}
{'angry': 0, 'calm': 1, 'disgust': 2, 'fearful': 3, 'happy': 4, 'neutral': 5, 'sad': 6, 'surprised': 7}
```

Using SVM, I achieved 22.89% accuracy in the classification and below is the classification report.

	precision	recall	f1-score	support
0	0.35	0.27	0.30	64
1	0.33	0.05	0.08	64
2	0.34	0.27	0.30	64
3	0.47	0.14	0.22	64
4	0.14	0.59	0.22	64
5	0.17	0.06	0.09	32
6	0.39	0.19	0.25	64
7	0.32	0.17	0.22	64
accuracy			0.23	480
macro avg	0.31	0.22	0.21	480
weighted avg	0.32	0.23	0.22	480

The **Confusion matrix** for the same is shown below:



Part B.) Extending with Some New Approach

To extend to the new approach, I have used two modalities.

- i.) Audio
- ii.) Video

Audio

I have considered the same [2] approach, but the authors have not considered finding the best features out of all the features. Hence, I have used this fact and tried finding the best feature and then downsample the feature vectors dimension using PCA. I have used *SelectKBest* to find strong features from 'all'. Then reduced the dimensionality of the vector.

Using the results were as follows:

Best Parameter

```
Best parameters set found on train set:
{'C': 10, 'gamma': 0.01, 'kernel': 'rbf'}
```

Classification Report and Accuracy

Accuracy Score	on test da	taset: 0.	25625	
pı	recision	recall	f1-score	support
Θ	0.18	0.77	0.29	64
1	0.39	0.27	0.31	64
2	0.30	0.20	0.24	64
3	0.53	0.16	0.24	64
4	0.19	0.09	0.12	64
5	0.00	0.00	0.00	32
6	0.39	0.17	0.24	64
7	0.50	0.27	0.35	64
accuracy			0.26	480
macro avg	0.31	0.24	0.22	480
weighted avg	0.33	0.26	0.24	480

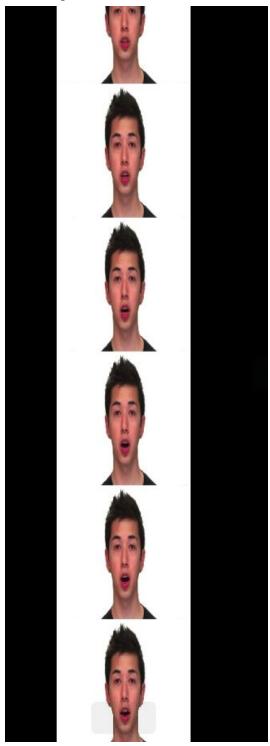
Using this I have managed to increase the accuracy by 3% from the original approach.

Video

For analysis from the video, we first extract the frames from the video. Then, for each video we got nearly 90-150 frames. Since we had 24 actors and each actor had 120 videos, therefore, we stacked(vertically) images from a single video into a single jpg file.

For training we had, 2400 image which essentially had all the frames stacked vertically onto it and for testing, we had 480 images. Also, we put an upper cap of 120 frames in a single jpg to reduce abnormality in stack sizes.

An example of frame is down below:



Model Description

For the learning part, here is the model that we are using:

We decided to implement a CNN architecture but with 3D convolutions which will help the model to not only understand the spatial feature (2D convolutions are well known for capturing these features) but also temporal features that will help the model to understand the correlation between each frame of a particular video.

The model takes an input of (1,120,224,224,3) where (224,224,3) is a particular frame from a video and we have 120 such frames stacked on top of each other and 1 denotes the batch size. After each 3D convolution we have use relu as an activation followed by a max pooling layer with stride 2 in order to reduce the width and increase channel as go on deep and finally a dense layer to pick out best relevant feature and classify the emotion.

We have used Adam as an optimizer and the last layer has softmax as an activation and loss function we have used is categorical cross entropy. And we are saving the checkpoints according to the validation loss.

Model:	"seque	ential	3"
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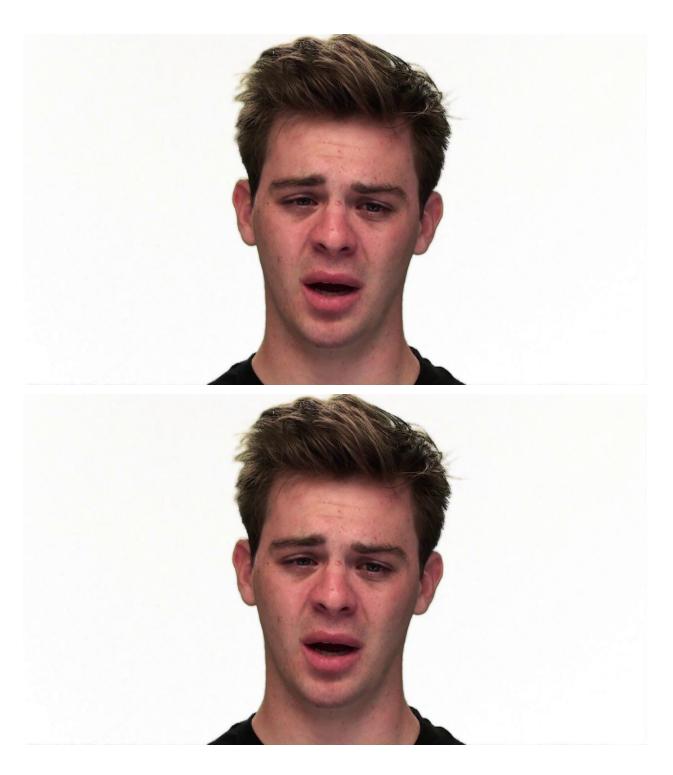
Layer (type)	0utput	Shape	Param #
conv3d_11 (Conv3D)	(None,	118, 222, 222, 32)	2624
max_pooling3d_11 (MaxPooling	(None,	59, 111, 111, 32)	0
conv3d_12 (Conv3D)	(None,	57, 109, 109, 64)	55360
max_pooling3d_12 (MaxPooling	(None,	28, 54, 54, 64)	0
conv3d_13 (Conv3D)	(None,	26, 52, 52, 96)	165984
max_pooling3d_13 (MaxPooling	(None,	13, 26, 26, 96)	0
conv3d_14 (Conv3D)	(None,	11, 24, 24, 128)	331904
max_pooling3d_14 (MaxPooling	(None,	5, 12, 12, 128)	0
conv3d_15 (Conv3D)	(None,	3, 10, 10, 256)	884992
max_pooling3d_15 (MaxPooling	(None,	1, 5, 5, 256)	0
flatten_3 (Flatten)	(None,	6400)	0
dense_5 (Dense)	(None,	2048)	13109248
dense 6 (Dense)	(None,	7)	14343

Total params: 14,564,455 Trainable params: 14,564,455 Non-trainable params: 0

We achieved max accuracy of **28%**, using our approach. The only drawback to this approach is the scarcity of the data, due to very poor internet connection and limited download (I was not able to process the whole data, hence I used a small subset of it.)

Transfer Learning Approach

In this approach, inspired from the above, we decided to get time frames from particular intervals. Then we used those intervals to train two models say every 1 sec interval. As shown below:



One for ML methods, Dtree and Random Forest. We basically used an image array (flattened) as a feature. This method gave a very poor accuracy of 7% and 8% respectively.

For transfer learning, we used the Resnet pretrained weight to make the deep learning, and used similar frames data for this task. Surprisingly, Resnet could actually see every detailed point in

the images and achieved 100% accuracy. This basically due to the reason that, data is small and really clean, the data is acted and white background, so the inner layers of the resnet actually find every minute detail from it.

You can find the cpkt files here: https://drive.google.com/open?id=12QKYamKxT_yQGNEKGWNqkzOJUI_rYUlQ

References

- [1] Dhall, A., Ramana Murthy, O. V., Goecke, R., Joshi, J., & Gedeon, T. (2015, November). Video and image based emotion recognition challenges in the wild: Emotiw 2015. In *Proceedings of the 2015 ACM on international conference on multimodal interaction* (pp. 423-426).
- [2] Noroozi, F., Marjanovic, M., Njegus, A., Escalera, S., & Anbarjafari, G. (2017). Audio-visual emotion recognition in video clips. *IEEE Transactions on Affective Computing*, *10*(1), 60-75.