

Deep Neural Network for Speech Emotion Recognition

—A Study of Deep Learning—



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- Most current work focuses on speech processing based on linguistic information, e.g.:
Skype Translator
- More natural human-machine interaction requires paralinguistic information such as age, gender, emotion.
- Speech Recognition / Speaker Identification / Emotion

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Speech Emotion Features

Deep Neural Networks

- Concept

- Problems

Unsupervised greedy layer-wise pre-training

Experiments

- Auto-Encoder for data compression

- dNN for digit recognition

- Auto-Encoder for image reconstruction

Summary

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Summary

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A natural Deep Architecture

- Can learn high-level abstractions from unlabeled data
- Representationally efficient

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Computing net-activation

$$\underline{z}_k^{(l+1)} = \mathbf{W}^{(l)} \underline{a}_k^{(l)} + \underline{b}^{(l)}$$

$$\underline{a}_k^{(l+1)} = \underline{\Phi} \left(\underline{z}_k^{(l+1)} \right)$$

$$\hat{\underline{y}}_k = \underline{a}_k^{(ol)}$$

- Arbitrary non-linear mapping from \underline{x}_k to $\hat{\underline{y}}_k$ possible
- Relation $N \Leftrightarrow$ Complexity
- Deep Architectures ($l \uparrow$) more efficient than shallow ones ($l \downarrow, N_l \uparrow$)

Training objective

$$J(\mathbf{W}, \underline{b}) = \sum_{\forall k} \frac{1}{2} \|\underline{y}_k - \hat{\underline{y}}_k\|^2 + \frac{\lambda}{2} \sum_{\forall l} \|\mathbf{W}^{(l)}\|_F^2 \quad (1)$$

$$\mathbf{W}, \underline{b} = \arg \min_{\mathbf{W}, \underline{b}} J(\mathbf{W}, \underline{b}) \quad (2)$$

Numerical minimization

- Gradient calculation with Backpropagation
- Stochastic gradient descent
- Limited memory **B**royden-**F**letcher-**G**oldfarb-**S**hanno (L-BFGS)

- Optimization problem non-convex
⇒ getting stuck in poor local minima
- Diffusion of gradients

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Unsupervised greedy layer-wise pre-training



- Train the Deep Neural Network layer by layer (Hinton, Bengio)
- Truncate network after first layer

- Reconstruction error

$$J_{AE} = \sum_{\forall k} \frac{1}{2} ||\underline{a}_k^{(1)} - \hat{\underline{a}}_k^{(1)}||^2$$

- Small hidden layer: Learned subspace similar to PCA for linear activation $\underline{\Phi}(\cdot)$

- Activation of the output layer

$$\hat{\underline{a}}_k^{(1)} = \underline{\Phi} \left(\mathbf{W}^T \underline{\Phi}(\mathbf{W} \underline{x}_k + \underline{b}_{enc}) + \underline{b}_{rec} \right)$$

Force non-trivial solution

- Reduce number of hidden neurons
- Regularization

$$J_{reg} = ||\mathbf{W}||_F^2 \quad (3)$$

- Sparsity constraint

$$\hat{\rho} = \frac{1}{m} \sum_{\forall k} [a_k^{(2)}]_n \quad (4)$$

$$J_{sp} = \sum_{\forall n} \text{KL}(\rho || \hat{\rho}_n) \quad (5)$$

$$\text{KL}(\rho || \hat{\rho}_n) = \rho \log \frac{\rho}{\hat{\rho}_n} + (1 - \rho) \log \frac{1 - \rho}{1 - \hat{\rho}_n} \quad (6)$$

- Overall cost

$$J = J_{AE} + \lambda J_{reg} + \beta J_{sp} \quad (7)$$

- Propagate input to second layer

$$\underline{a}_k^{(2)} = \underline{\Phi} \left(\mathbf{W}^{(1)} \underline{a}_k^{(1)} + \underline{b}^{(1)} \right)$$

- Do pre-training of second layer
- ...

- Add randomly initialized classification layer
- Perform discriminative fine tuning, optimizing over weights and bias terms of each stage

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Experimental Setup

- Take 10 gray scale images
- Extract non-overlapping 8x8 patches
- Train Auto-Encoder for compression
- Setup of the Auto-Encoder
 - 1 hidden layer [64, 25, 64]
 - Training with 10.000 randomly selected patches
 - LBFGS for optimization

Original

Reconstructed

Learned features

- Visualization

- Plot row vectors of $\mathbf{W}^{(1)}$,
because:

$$\underline{z}_k^{(2)} = \mathbf{W}^{(1)} \underline{x}_k + \underline{b}^{(1)}$$

- The features are

- Corner features
 - Edge features
 - Texture features

Experimental Setup

First stage features

- Using MNIST data base
 - 60.000 binar training images
 - 10.000 binar test images
 - 28x28 pixels
- Setup of the dNN
 - 4 hidden layers
[784, 500, 200, 100, 10, 4]
 - Sigmoid activation function in all layers
 - Tied-weights during layer-wise pre-training
 - Cost / gradient calculation with all 60.000 training sets
 - LBFGS for optimization

Last stage features

$$\left[\underline{a}^{(ol)} \right]_n$$

Result

- Clustering into 16 groups
- Learned representations are prototypes of handwritten digits
- Recognition rate after discarding the last layer and performing discriminative fine tuning 98.2%

Experimental Setup

- Using MNIST data base
- Adding random distortion which flips values at arbitrary positions $\tilde{x}_k = x_k + \underline{w}$
- Setup of the Auto-Encoder
 - 1 hidden layer [784, 196, 784]
 - Sigmoid activation function in all layers
 - Tied-weights
 - Cost / gradient calculation with all 60.000 training sets
 - LBFGS for optimization

Results

Quadratic error:

$$e_1 = \frac{1}{NL} \sum_{k=1}^N \|\underline{x}_k - \underline{\tilde{x}}_k\|^2 = 0.0873$$

$$e_2 = \frac{1}{NL} \sum_{k=1}^N \|\underline{x}_k - \underline{\hat{y}}_k\|^2 = 0.0158$$

Results

Quadratic error:

$$e_1 = \frac{1}{NL} \sum_{k=1}^N \|\underline{x}_k - \underline{\tilde{x}}_k\|^2 = 0.2038$$

$$e_2 = \frac{1}{NL} \sum_{k=1}^N \|\underline{x}_k - \underline{\hat{y}}_k\|^2 = 0.0239$$

Why this works (Vincent et al. 2010)

- Auto-Encoder captures structure of input distribution
- Learns to map from low-probability regions to lower-dimensional high-probability regions

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Summary

- Deep Architectures can bridge the gap between feature engineering and classification (representation learning)
- Deep Architectures can learn hierarchical abstractions from high-dimensional raw data and therefore enable non-local learning
- Greedy layer-wise pre-training results in an initialization of the network near a good local minima of the cost function
- Only unlabeled data is used during pre-training
- Stacked Auto-Encoders can be used for reconstruction of noisy data (Maybe even for reconstruction of MR-Images??)