

Deep Neural Network for Speech Emotion Recognition

—A Study of Deep Learning—



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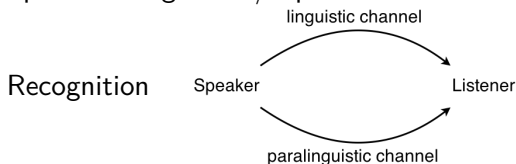
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Why speech emotion recognition

- 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

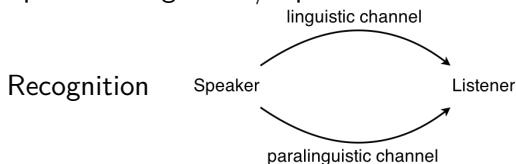


Deep Network Applications

- Handwriting Digit Recognition
- Image Recognition

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Deep Network Applications

- Handwriting Digit Recognition
- Image Recognition

Foundations

- Mel Frequency Cepstral Features
- Emotion Recognition Approaches

Conditional Restricted Boltzmann Machine

- Restricted Boltzmann Machine

Deep Neural Networks

- Concept
- Problems and Solutions

Long Short Term Memory

- Recurrent Neural Network

Experiments

Conclusion and Outlook

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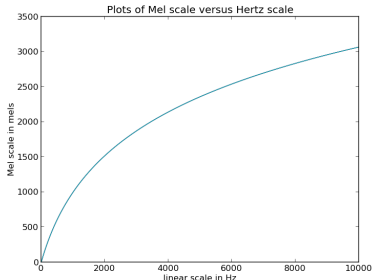
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- short-term power spectrum
- mel-scale approximate human perception
- widely-used in speech recognition tasks
- Transformation between Mel and Hertz scale



$$f_{mel} = 1125 \ln (1 + f_{Hz}/700) \quad (1)$$

$$f_{Hz} = 700 (\exp(f_{mel}/1125) - 1) \quad (2)$$

Traditional Approaches

- pre-selected features
- supervised training
- low-level features not appropriate for classification
- shallow structure of classifiers

Deep Learning Approaches

- learning representations from high-dim data
- extracting appropriate features without hand-crafting
- low-level features are used to build high-level features as network gets deeper
- frame-based classification

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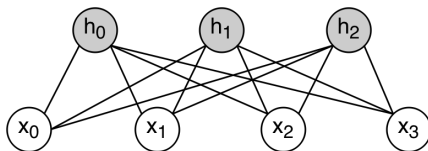
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- Generative model
- Undirected graphical model, good at modeling high-dimensional data (speech emotion)
- Trained in unsupervised way, only use unlabeled input sequences for learning.
 - automatically extract useful features from data
 - Find hidden structure (distribution).
 - Learned features used for prediction or classification
- Potential to be extended to capture temporal information.



Energy Function: $E_{\theta} = -\mathbf{x}^T \mathbf{W} \mathbf{h} - \mathbf{b}^T \mathbf{x} - \mathbf{c}^T \mathbf{h}$

Joint Distribution: $P^{RBM}(\mathbf{x}, \mathbf{h}) = \frac{1}{Z} e^{-E_{\theta}(\mathbf{x}, \mathbf{h})}$

Partition Function: $Z = \sum_{\mathbf{x}, \mathbf{h}} e^{-E_{\theta}(\mathbf{x}, \mathbf{h})}$

Inference

$$P(h_j = 1 \mid \mathbf{x}) = \textit{sigmoid}(\sum_i x_i W_{ij} + c_j)$$

$$P(x_i = 1 \mid \mathbf{h}) = \textit{sigmoid}(\sum_j W_{ij} h_j + b_i)$$

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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

$$J(\mathbf{W}, \underline{b}) = \sum_{\forall k} \frac{1}{2} \|\underline{y}_k - \hat{\underline{y}}_k\|^2 + \frac{\lambda}{2} \sum_{\forall l} \|\mathbf{W}^{(l)}\|_F^2 \quad (3)$$

$$\mathbf{W}, \underline{b} = \arg \min_{\mathbf{W}, \underline{b}} J(\mathbf{W}, \underline{b}) \quad (4)$$

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
- Large p small n problem ⇒ overfitting

- Layerwise Pre-training

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Concepts of RNN

- modelling sequential data, emotion in speech .
- Same Structure as MLP but differs from feed-forward network, enabling nonlinear mapping.
- Feedback connection between previous hidden units and current hidden units, enabling memory past hidden state.
- Potentially to model arbitrary dynamic system.
- Trained with backpropagation through time (BPTT)

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$$h_t = \mathcal{H}(W_{xh}x_t + W_{hh}h_{t-1} + b_h)$$
$$y_t = W_{hy}h_t + b_y$$

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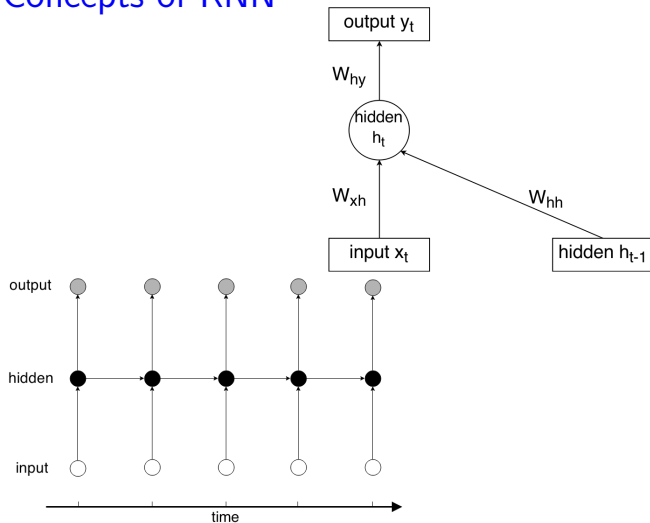
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Problems with RNN

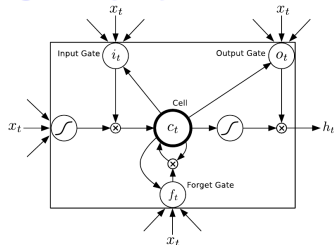
- gradient vanishing during backpropagation as time steps increases (>100)
- difficult to capture long-time dependency (which is required in emotion recognition)

Solutions



S. Hochreiter and J. Schmidhuber, Lovol. 9, pp. 1735-1780, 1997.

LSTM unit



$$i_t = \sigma(W_{xi}x_t + W_{hi}h_{t-1} + W_{ci}c_{t-1} + b_i)$$

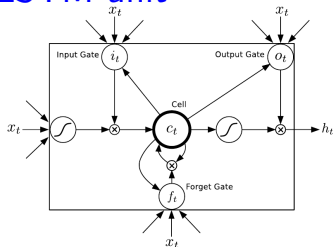
$$f_t = \sigma(W_{xf}x_t + W_{hf}h_{t-1} + W_{cf}c_{t-1} + b_f)$$

$$c_t = f_t c_{t-1} + i_t \tanh(W_{xc}x_t + W_{hc}h_{t-1} + b_c)$$

$$o_t = \sigma(W_{xo}x_t + W_{ho}h_{t-1} + W_{co}c_t + b_o)$$

$$h_t = o_t \tanh(c_t)$$

LSTM unit



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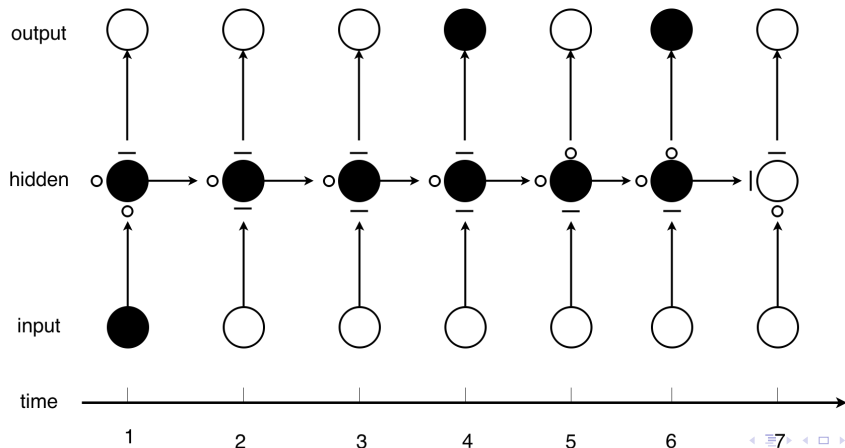
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Features in LSTM

- gates are trained to learn when it should be open/closed.
- Constant Error Carousel
- preserve long-time dependency by maintaining gradient over time.



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