

Emotion Detection for Sentiment Analysis

Mamatha Vantipenta-17056721
Brijrajsinh Ranjitsinh Gohil -17062221
Madhav Reddy Ramasani -17061360
Nusrat Alam Moni -17066047



Agenda

- 1. Overview of the Project
- 2. What is Emotion Detection and how it carries?
- 3. Graphical User Interface
- 4. Related Tests and Training
- 5. Confusion Matrix
- 6. Technologies Used
- 7. Thank You

Overview of the Project

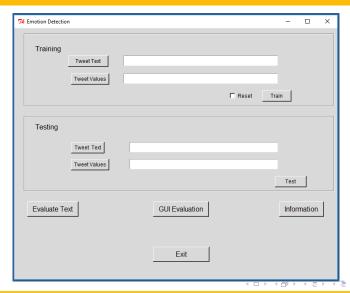
- The main aim of the project is to improve Graphical user interface and adding the new features to redevelop an existing system.
- The project will attempt to determine if there is a significant difference in performance before and after adding the features.
- 3. It also aims to make the GUI more user friendly.
- 4. The project aims to prove that there is no significant change in the winning algorithm.

What is Emotion Detection and how it carries?

- Nowadays the use of advance technology and internet becomes an essential part of human beings. Since last two decades the use of technology and internet for the purpose of entertainment and it is getting increased day by day.
- "Emotions can be defined as a positive or negative experience that is associated with a particular pattern of physiological activity." Emotions produce different physiological, behavioral and cognitive changes.
- Emotion recognition is a method used in software that permits a program to examine the sentiments on a human face by utilizing sophisticated image dispensation.

Types of Emotions which we consider: {Empty,Sadness,Enthusiasm,Neutral,Worry,Surprise,Love,Fun,Hate,Happiness,Boredom,Relief,Anger}

Graphical User Interface

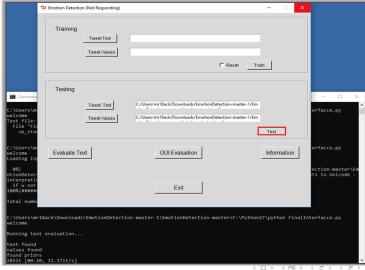


990

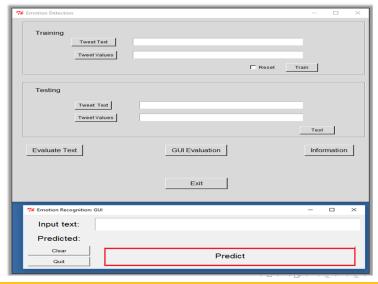
Graphical User Interface Contd..

	7/4 Emotion Detection (Not Responding)	
	Training Tweat Text C/Usen/mr18ek/Downloads/EmotionDetection-master-U/Emoti Tweat Values C/Usen/mr18ek/Downloads/EmotionDetection-master-U/Emoti F Reset Train	
	Testing	
Command 10/04/2019 10/04/2019 10/04/2019 10/04/2019	Tweet Yolius Test	-
10/04/2019 10/04/2019 10/04/2019	Evaluate Text GUI Evaluation Information	
C:\Users\mr: welcome C:\Users\mr:	Exit	rfacce.py rfacce.py
welcome Text file: File "Fine Vp_start	ulInterfacce.py", line 364, in <module> t_gui()</module>	
C:\Users\mri8ack\Downloads\EmotionDetection-master-i\EmotionDetection-master>C:\Python27\python FinalInterface.py welcome toading input values into WordMap		
e%] 0/15001 [00:00x?, ?1t/s]C:\Users\mr18ack\Downloads\EmotionDetection-master-l\EmotionDetection-master-\EmotionDetection\Wordfilter.py:27: UnlcodeWierning: Unlcode equal comparison falled to convert both arguments to Unicode - interpreting them as being unequal 1f w not in self-stopphords and w.isalpha() and self-spellcheck.check(w): 290k #89 4410/15001 [00:33c01:22, 114.661t/s]		

Graphical User Interface Contd..



Graphical User Interface Contd..

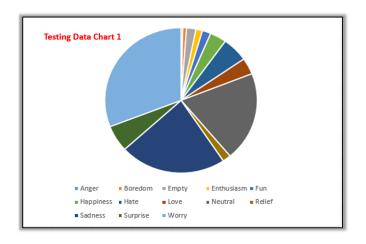


Related Tests and Training

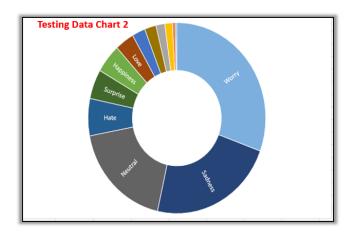
- Training: Generates a Word Map using a text file and emotion value file. A word map is required for both testing and evaluation.
- Testing:Run the system and test its accuracy by supplying emotion values it also produces reports and confusion plot.

Training Dataset → 15001
Testing Dataset 1 → 2251
Testing Dataset 2→1001

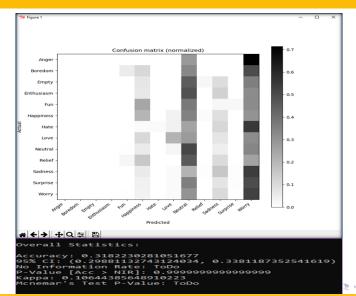
Related Tests and Training Contd..



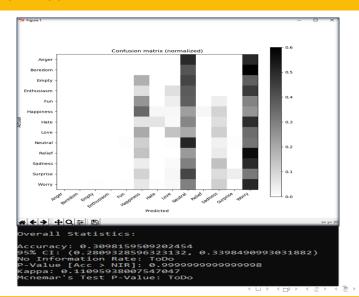
Related Tests and Training Contd..



Confusion Matrix 1



Confusion Matrix 2



Technologies Used

- ▶ Python 2.7
- ► LATEX
- ► MS Excel
- ▶ GIT and Git Hub

