

Multimodal Emotion Recognition (Audio/Visual/Text)

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1. Task

The task is to develop a system for recognizing emotions from audio, visual, and text data. This involves processing multimodal inputs to identify the emotional content, which can be a challenging task due to the complexity of interpreting and integrating information from different modalities. The project aims to address this challenge by employing advanced techniques to extract and fuse information from multiple modalities, ultimately enabling the accurate recognition of emotions across various data sources. The dataset in focus across which multiple works have been compared is the *The Interactive Emotional Dyadic Motion Capture (IEMOCAP) Database* released by USC Viterbi School of Engineering [1]

2. Related Work

The first paper exploring this task on this dataset is as described in *Multimodal Sentiment Analysis using Hierarchical Fusion with Context Modeling* [2]. The technical approach taken in the paper addresses the challenge of fusing features from different modalities in multimodal sentiment analysis. The common practice in this field has been to simply concatenate the feature vectors of different modalities. However, this method does not account for the possibility that different modalities may carry conflicting information. It introduces an innovative feature fusion strategy that improves the multimodal fusion mechanism. This strategy hierarchically fuses modalities, first two by two, and then all three together. The paper employs a recurrent neural network (RNN) to propagate contextual information between utterances in a video clip. This approach aims to enhance the accuracy and effectiveness of sentiment analysis by considering the context provided by the sequence of utterances in a video

Previous models as described in *Combining Deep and Unsupervised Features for Multilingual Speech Emotion Recognition* [3] recognize emotions from spoken sentences in multiple languages by using a Convolutional Neural Network (CNN) with an end-to-end deep architecture. This model takes raw text and audio data and utilizes convolutional layers to extract a hierarchy of classification features. Additionally, the

model achieves good performances in different languages thanks to the usage of multilingual unsupervised textual features. Importantly, the proposed model, PATHOSnet, does not require text and audio to be word- or phoneme-aligned, making it compatible with multiple languages

The SOTA for the given task can be considered to be "COGMEN" [4] which explores the modeling of intra-speaker dependency between utterances in a conversation using a Relational Graph Convolutional Network (RGCN) and a Graph Transformer. Each utterance is represented as a node, and the paper focuses on constructing graphs with relations to capture inter-speaker and intra-speaker dependency on the connected utterances. The paper also explores the effect of window size in the Graph Formation module of the architecture, treating it as a hyperparameter that can be adjusted during training. The window size is found to impact the performance based on the maintenance of inter and intra-speaker dependencies for different sequence lengths. Please refer to section on the approach for more details.

The source of truth for comparison of these models is as described by papers with code [6] on the IEMOCAP dataset [1].

Multimodal Emotion Recognition on IEMOCAP

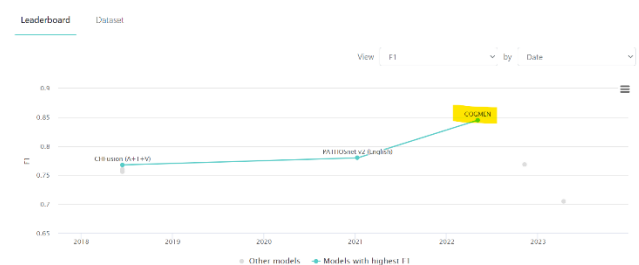


Figure 1. SOTA – COGMEN shows the highest F1 Score

3. Approach

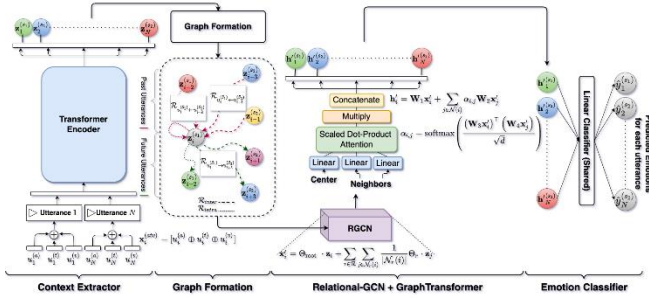


Figure 2. COGMEN Model Architecture. Figure derived from COGMEN [4]

Key Libraries used by COGMEN [4]:

1. PyG (PyTorch Geometric) for the GNN component [7]
2. Comet for logging all experiments and its Bayesian optimizer for hyperparameter tuning. [8]
3. SentenceBERT for textual features. [9]

4. Dataset

The Interactive Emotional Dyadic Motion Capture (IEMOCAP) [1] dataset is a widely used multimodal dataset in the field of affective computing and emotion recognition. It was developed by the Speech Analysis and Interpretation Laboratory (SAIL) at the University of Southern California (USC). It contains approximately 12 hours of audiovisual data, including video, speech, motion capture of face, text transcriptions. It consists of dyadic sessions where actors perform improvisations or scripted scenarios, specifically selected to elicit emotional expressions. IEMOCAP database is annotated by multiple annotators into categorical labels, such as anger, happiness, sadness, neutrality, as well as dimensional labels such as valence, activation and dominance. The detailed motion capture information, the interactive setting to elicit authentic emotions, and the size of the database make this corpus a valuable addition to the existing databases in the community for the study and modeling of multimodal and expressive human communication. Key features of the IEMOCAP dataset include:

1. Multimodal Data: The dataset captures a variety of modalities, including audio, video, and text. This allows researchers to explore the emotional content expressed through different channels.
2. Dyadic Interactions: The dataset consists of recordings of dyadic interactions, where two actors engage in scripted scenarios designed to elicit specific emotional responses. This design allows for the study of how emotions are expressed and perceived in interactive settings.

3. Actors and Scenarios: The dataset involves ten actors (five male and five female) and contains a total of approximately 12 hours of audiovisual recordings. The actors perform in various scenarios, ranging from casual conversations to more emotionally charged situations.
4. Emotion Annotations: Emotion labels are provided for each session in the dataset. These labels are typically based on the consensus of human annotators who watch and annotate the recordings. Emotions commonly labeled include happiness, sadness, anger, frustration, excitement, and more.
5. Phonetic Transcriptions: The dataset also includes phonetic transcriptions of the spoken content, allowing researchers to analyze the speech patterns associated with different emotions.
6. Motion Capture Data: In addition to audio and video recordings, the IEMOCAP dataset includes motion capture data, capturing the facial expressions and body movements of the actors during the interactions.

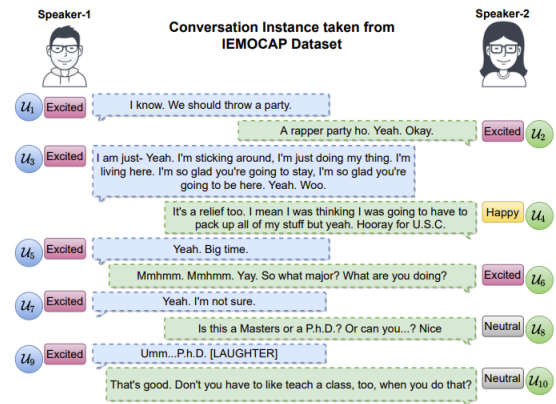


Figure 3. An example conversation between two speakers, with corresponding emotions evoked for each utterance.

Figure derived from COGMEN [4]

Dataset	Number of dialogues [utterances]		
	train	valid	test
IEMOCAP	120 [5810 (5146+664)]		31 [1623]
MOSEI	2249 [16327]	300 [1871]	646 [4662]

Figure 4. Dataset Statistics. Figure derived from COGMEN [4]

However, this dataset requires a procedure for obtaining special access. For the purpose of replicating results, the authors provided a pickle file of the data and features in the official PyTorch implementation of COGMEN [5].

5. Results

With the help of the PyTorch implementation of COGMEN [5] I have been able to reproduce the results of the paper and have mainly used the metrics – Precision, Recall, F1 Score to compare the results. I have retrained the model for 4-way test set.

Models	IEMOCAP: Emotion Categories							
	Happy	Sad	Neutral	Angry	Excited	Frustrated	Avg.	
	F1 (%)	F1 (%)	F1 (%)	F1 (%)	F1 (%)	F1 (%)	Acc.	F1 (%)
bc-LSTM	35.6	69.2	53.5	66.3	61.1	62.4	59.8	59.0
memnet	33.0	69.3	55.0	66.1	62.3	63.0	59.9	59.5
TFN	33.7	68.6	55.1	64.2	62.4	61.2	58.8	58.5
MFN	34.1	70.5	52.1	66.8	62.1	62.5	60.1	59.9
CMN	32.6	72.9	56.2	64.6	67.9	63.1	61.9	61.4
ICON	32.8	74.4	60.6	68.2	68.4	66.2	64.0	63.5
DialogueRNN	32.8	78.0	59.1	63.3	73.6	59.4	63.3	62.8
	31.8	71.9	60.4	66.7	65.5	66.1	63.2	62.4
AF-CAN	37.0	72.1	60.7	67.3	66.5	66.1	64.6	63.7
COGMEN	51.9	81.7	68.6	66.0	75.3	58.2	68.2	67.6

Figure 5. Results reported by the paper for a 6-way test set.

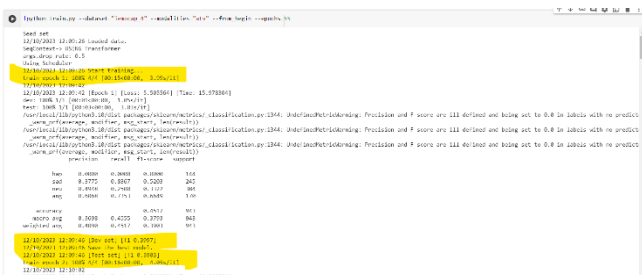


Figure 6. Epoch 1: F1 Score: 0.399 [dev set] and 0.3903 [test set].

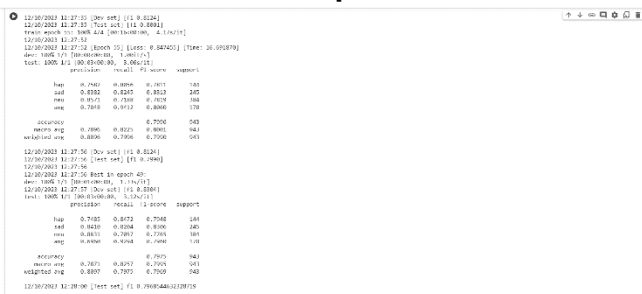


Figure 7. Epoch 55: F1 Score: 0.8124 [dev set] and 0.7990 [test set].

Metrics for all epochs available at https://github.com/salikadave/CSE597CourseProject/blob/main/training_logs.txt.

✓ EVALUATION

```
[ ] !python eval.py --dataset="iemocap_4" --modalities="atv"

test: 100% 1/1 [00:01<00:00, 1.63s/it]
      precision    recall  f1-score   support

         0         0.7485         0.8472         0.7948             144
         1         0.8410         0.8204         0.8306             245
         2         0.8631         0.7957         0.7765             384
         3         0.6960         0.9294         0.7960             170

 accuracy                   0.7975             943
 macro avg                 0.7871         0.8257         0.7995             943
 weighted avg              0.8097         0.7975         0.7969             943

F1 Score: 0.7968544632328719
```

Figure 7. Running evaluation on the trained model gives F1 Score = 0.79685

```
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```

```
# evaluate on iemocom (4way) test set
!bash run_eval.sh
```

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Downloading: 100% 391/391 [00:00<00:00, 367kB/s]
Downloading: 100% 190/190 [00:00<00:00, 247kB/s]
Downloading: 100% 734k/3.74k [00:00<00:00, 4.83MB/s]
Downloading: 100% 718/718 [00:00<00:00, 1.01MB/s]
Downloading: 100% 122/122 [00:00<00:00, 145kB/s]
Downloading: 100% 456k/456k [00:00<00:00, 3.29MB/s]
Downloading: 100% 229/229 [00:00<00:00, 306kB/s]
Downloading: 100% 329M/329M [00:06<00:00, 47.2MB/s]
Downloading: 100% 53.0/53.0 [00:00<00:00, 61.1kB/s]
Downloading: 100% 239/239 [00:00<00:00, 312kB/s]
Downloading: 100% 1.36M/1.36M [00:00<00:00, 6.40MB/s]
Downloading: 100% 1.35k/1.35k [00:00<00:00, 1.68MB/s]
Downloading: 100% 798k/798k [00:00<00:00, 6.47MB/s]
test: 100% 1/1 [00:00<00:00, 1.20it/s]
```

	precision	recall	f1-score	support
0	0.7770	0.7986	0.7877	144
1	0.8629	0.8735	0.8682	245
2	0.8771	0.8177	0.8464	384
3	0.8360	0.9294	0.8802	170
accuracy			0.8494	943
macro avg	0.8383	0.8548	0.8456	943
weighted avg	0.8507	0.8494	0.8492	943

```
F1 Score: 0.8491654344889401
```

Figure 7. Running evaluation on the available model gives F1 Score = 0.8491

As we can see from figure 6 and 7, the F1 Score is lesser after re-training. As reported by other users as well, a possible reason for a lesser score is the authors making use of the Bayesian Optimizer that is part of the COMET ML library. This is still an open issue and can be found here: <https://github.com/Exploration-Lab/COGMEN/issues/1>

6. Possible Improvements and Results

Hyperparameter tuning on window size

Modalities	Window Past	Window future	F1 Score (%)
atv	1	1	81.72
atv	2	2	83.21
atv	4	4	84.08
atv	5	5	83.19
atv	6	6	82.49
atv	7	7	82.28
atv	9	9	82.77
atv	10	10	84.50
atv	11	11	83.93
atv	15	15	83.78

Figure 8. Changing window size

The window size can be treated as a hyperparameter that could be adjusted while training our architecture. Moreover, the freedom of setting the window size makes our architecture more flexible in terms of usage. A larger window size would result in better performance for cases where the inter and intra speaker dependencies are maintained for longer sequences. In contrast, setting a lower window size would be better in a use case where the topic frequently changes in dialogues and speakers are less affected by another speaker.

7. Code Repository

<https://github.com/salikadave/CSE597CourseProject>

References

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- 4) Joshi, Abhinav, et al. "COGMEN: CONTEXTUALIZED GNN BASED MULTIMODAL Emotion Recognition." ArXiv:2205.02455 [Cs], 5 May 2022, arxiv.org/abs/2205.02455.
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