

**PROPOSAL TUGAS AKHIR – IF184702**

**Human Emotion Classification Using Audio Recording from English Audio Datasets with Convolutional Neural Network**

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**Program Studi S1 Teknik Informatika**

Departemen Teknik Informatika

Fakultas Teknologi Elektro dan Informatika Cerdas

Institut Teknologi Sepuluh Nopember

Surabaya

2022

# LEMBAR PENGESAHAN

**JUDUL PROPOSAL TUGAS AKHIR DITULIS SINGKAT JELAS DAN MENGGAMBARKAN TEMA POKOK**

**PROPOSAL TUGAS AKHIR**

Diajukan untuk memenuhi salah satu syarat

Memperoleh gelar Sarjana Komputer pada

Program Studi S-1 Teknik Informatika

Departemen Teknik Informatika

Fakultas Teknologi Elektro dan Informatika Cerdas

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| 4. | Nama dan gelar penguji | Penguji |
| 5. | Nama dan gelar penguji | Penguji |

**SURABAYA**

**Bulan, Tahun**

**APPROVAL SHEET**

**THE TITLE OF THE FINAL PROJECT PROPOSAL IS WRITTEN BRIEFLY, CLEARLY AND DESCRIBING THE MAIN THEME**

**FINAL PROJECT PROPOSAL**

Submitted to fulfill one of the requirements

for obtaining a degree Bachelor of Computer Science at

Undergraduate Study Program of Informatics

Department of Informatics

Faculty of Electrical and Informatics Technology

Institut Teknologi Sepuluh Nopember

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**SURABAYA**

**Month, Year**

**ANALISA PENGARUH PANJANG LINKAGE TERHADAP RESPON SERIES**

**ACTIVE VARIABLE GEOMETRY SUSPENSION (SAVGS)**

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# ABSTRAK

**Abstrak**

Suspensi merupakan komponen penting pada kendaraan bermotor karena berperan penting dalam menjaga kenyamanan dan keamanan saat berkendara. Sebuah ide baru diperkenalkan yaitu, Series Active Variable Geometry Suspension (SAVGS), dimana sistem suspensi ini memiliki performa yang lebih baik dari suspensi pasif dan dapat mengatasi kelemahan dari suspensi aktif. Penelitian terus dilakukan guna meningkatkan performa dari SAVGS. Pada penelitian ini akan dipelajari pengaruh panjang linkage (single link) terhadap performa kendaraan khususnya kenyamanan dan stabilitas. Model seperempat kendaraan digunakan untuk memodelkan dinamika sistem suspensi kendaraan. Pengaruh panjang single link dianalisis dalam bentuk koefisien kekakuan dan koefisien peredam. Model linier digunakan untuk merancang state-feedback control system (LQR). Kinerja sistem kendali diuji pada model nonlinier yang dibuat dengan menggunakan Simscape Multibody. Hasil simulasi menunjukkan bahwa semakin panjang single link yang digunakan maka kenyamanan dan stabilitas kendaraan semakin besar. Namun, semakin panjang single link diperlukan input kontrol yang lebih besar.

**Kata kunci: LQR, Quarter-car, SAVGS, Simscape Multibody, Suspension.**

**ANALYSIS OF THE EFFECT OF LINKAGE LENGTH ON SERIES ACTIVE**

**VARIABLE GEOMETRY SUSPENSION (SAVGS) RESPONSE**

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**Abstract**

Suspension is an important component in vehicles because it plays an important role in maintaining comfort and safety while driving. A new idea was introduced, namely, Series Active Variable Geometry Suspension (SAVGS), where this suspension system has better performance than passive suspension and can overcome the weaknesses of active suspension. Research continues to improve the performance of SAVGS. The effect of linkage length (single link) on SAVGS performance, especially comfort and stability, is studied. A quarter car is used to model the dynamics of the vehicle suspension system. The effect of single link length is analyzed in the form of stiffness coefficient and damping coefficient. The linear model is used to design the state-feedback control system (LQR). The performance of the control system was tested on a nonlinear model made using Simscape Multibody. The simulation results show that the longer the single link used, the greater the vehicle's comfort and stability. However, the longer the single link required more considerable control input.

**Kata kunci: LQR, Quarter-car, SAVGS, Simscape Multibody, Suspension.**

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# Chapter I

# Introduction

In this chapter, the research background and context will be examined, including the problem being addressed, the scope of the problem, and the purpose and potential benefits of the research being conducted.

## Background

Artificial Intelligence has emerged in every industry and has a profound impact on every sector of human society. According to Gartner Report [1], artificial intelligence adoption has grown 37% during 2018-2019 because the capabilities of artificial intelligence have matured significantly over the years leading to the adoption of this technology by enterprises around the world. Speech Emotion Recognition (SER) is one of the emerging applications in the context of artificial intelligence. SER is the task of recognizing the emotional aspects of speech independently over the semantic content. Humans can efficiently perform this task as a natural part of our communication, but the ability to do it automatically using a programmable device is still a subject of research [2].

In the book of The Media Equation [3], Studies in human-computer interaction made the discovery that people often interact with computers as if they were other people and react to similar feedback from humans. Most of these social aspects ranging from politeness to reciprocity have been observed in human-computer interactions. Computer scientists believed that emotions and machines should connect in order to have better and more effective communication. Both data-driven reasoning and emotional perception are crucial for a machine’s intelligence[4]. Giving machines emotional intelligence, the general user experience, and machine performance will be improved.

Emotions play a big role in human communication. Over the past years, research to understand human emotions was increasing [5]. There are already a variety of computer systems that uses emotional speech classification as security systems, psychology and computer vision applications, and interactive computer designs. Current studies on emotion detection mainly focus on visual modalities, including facial expressions, muscle movements, hand posture, body posture, *etc.* [6]. However, emotion is a multimodal concept, and the task to detect emotions requires interdisciplinary studies that include visual modality, tactile communication, vocalization, and physiological indications [7].

A speech recognition system's success depends on the selection of a speech multimodal database, the extraction of pertinent features, and the selection of an effective classification algorithm. In the aforementioned works, emotion detection using audio data was chosen because it can be applied to various computer application system that doesn't require visual modalities, such as emotion detection on call center services to analyze customer habits to help improve the quality of service for the provider through sounds. Emotion detection based on audio data can also help learning experience in the field of education to help improve students’ mental health by monitoring their emotions through sound. This system can also be used across various applications, such as marketing, psychology, health care, etc.

Emotion classification and sound detection using multiple SVM methods, such as linear and nonlinear, have received significant interest recently [8]. Some studies also tried to improve the accuracy of this method by using transfer learning on pre-trained deep learning models [9]. Their results showed that deep learning-based CNN methods outperformed the handcrafted feature-based SVM method in image classification [10]. This is because deep learning methods learn categories incrementally through its hidden layer architecture, defining low-level categories first, and then moving to the higher-level categories. The number of datasets can also be a factor in improving the quality of this CNN method [11]. In addition, some robust deep learning architectures such as GPT-3 & BERT[12][13] are emerging to solve sequential learning problems based on a self-attention mechanism in the Transformer Network[14]. These architectures are now considered a state-of-the-art technique in the field of NLP (Natural Language Processing).

Based on the above statement, this study aims to implement a deep learning-based CNN method in parallel with a self-attention mechanism Transformer encoder network in the process of detecting human emotions with an English audio dataset. With the application of this method, it is hoped that this model could provide an expressive feature representation with the lowest computational cost by extending the CNN filter channel size and reducing the feature maps, while the Transformer encoder is used for the network to learn how to predict the frequency distribution of different emotions according to the overall structure of the MFCC plot of each emotion.

## Problem Statement

From the background stated previously, the problem statement can be expressed as follows:

* How to detect human emotions from audio data with proposed method?
* Which classification methods are more accurate to detect emotion through audio between SVM, CNN, and the proposed method?
* How to build the model architecture to give a good accuracy?

## Problem Scope

In order to stay true to the issues raised above, this paper includes a number of constraints. The problem in this paper has the following limitations:

* Audio data is in English;
* In one voice of the dataset, there is only one emotion;
* The model can only distinguish between the eight emotions of happy, neutral, sad, calm, angry, fearful, disgust, and surprised;

## Purpose

The purpose of this research is as follows:

* To find out the process to detect human emotions from audio data with proposed method;
* To determine which method has higher accuracy between SVM, CNN, and the proposed method for detecting emotions through audio;
* To determine what architecture is going to give a good accuracy for the proposed model;

## Benefit

The benefit of this research is to implement a human emotion detection system through voice for emotional perceptions of a robot machine intelligence. This study can also be used as a reference in further research on either speech emotion recognition or human emotion recognition using audio data based on deep learning methods. Some industries that can benefit from this study, such as call center services, can implement a human emotion detection system with CNN through the customer’s voice in their services to help improve the quality of service for the provider.

# Chapter II

# Literature Review

This chapter will discuss about previous research on this topic and present the foundational theories that guide this study.

## Related Works

In the context of detecting human emotions through audio data, the selection and extraction of audio features are important to understand. The Sequential Minimal Optimization (SMO) algorithm was used as the primary method of sound analysis during the training of SVM models in recent years. In this case, the sound is divided into a number of frames which will then be examined iteratively. There are two emotional characteristics of the voice that can be observed to understand human emotion [15]:

* Arousal, the level of autonomic activation that an event creates, which ranges from calm to excited.
* Valence, the level of pleasantness that an event generates and is defined along a continuum from negative to positive.

The INTERSPEECH 2013 [16] introduced us to various aspects of speech and audio that are connected to emotions which employ the SMO algorithm using a rather 'brute force' method to classify and define audio feature sets. Another research such as [17] introduced a new method of audio feature extraction using a minimal set of parameters, which implements prosodic, excitation, vocal tract, spectral descriptors, and an extension to the minimalistic set, which contains a small set of cepstral parameters (i.e., MFCC & Spectral Flux).

Emotion recognition from pure speech is one of the most sophisticated and sophisticated and widespread techniques and progress in this field relies heavily on the composition of emotional speech datasets. The structure of the emotional speech corpus can be divided into two parts in general. The first part is lab recording, which is a collection of speech datasets that are often recorded in a recording studio using high-quality microphones and accompanied by linguistics experts. Some of the corpora that use this type of structure are EmoDB [18], a database of german emotional speech comprising 800 sentences with 10 utterances by 10 different actors that could be used in normal conversation and could be interpreted according to all the emotions employed. IEMOCAP [19], a database consisting of 12 hours worth of audiovisual with multimodal and multispeaker data, including 10 actors both scripted and improvised sessions recorded by the University of Southern California's SAIL Lab. AESDD [20], includes Greek language expressions of acted emotional speech and the other controlling spontaneous emotional speech. The second corpus type is non-lab recording. This corpus contains utterances that reflect emotions involuntarily in natural scenarios, such as living spaces, theatrical performances, etc. Some examples that employ this type of corpus are DAPS [21], this dataset is a collection of aligned recordings of the same speech made on typical consumer devices in real-world settings that consist of approximately 4 and a half hours of data. Freefield1010 [22], a collection of 7690 excerpts from field recordings throughout the world, was later standardized for research. CHEAVD [23], containing 140 minutes of emotional segments from movies, TV shows, and talk shows with 238 speakers, ranging from children to the elderly, covers a wide range of speaker diversity.

Studies on different methods of speech representation have been done in recent years with various types of deep-learning architecture. In 2019 [24], the wav2vec model introduced us to unsupervised learning for speech recognition by learning representations of unprocessed audio data. Then in 2020 [25], the second version of this model was introduced which improves the model even further by employing a self-supervised training method based on contrastive learning for automatic speech recognition. However, in 2021, HuBERT [26] highlighted many issues with the self-supervised learning approach. These problems include (1) many pronunciation units in the speech, (2) no vocabulary of sound units during the pre-training phase, and (3) the length of sound units being changeable without any segmentation. With these problems, the idea of the HuBERT model is to apply the prediction loss only to masked regions and force the model to learn good high-level representations of unmasked inputs to infer the targets of masked ones correctly. Other studies such as the UniSpeech [27] pointed out a problem in the speech recognition community that some of the successful techniques require thousands of hours of human-annotated speech recordings for training which is not available for a lot of languages spoken worldwide. The UniSpeech model can learn consistent contextual representations using both supervised and unsupervised data. This model consists of convolutional feature extraction, a transformer encoder, and a feature quantizer. UniSpeech is able to perform better than both supervised and unsupervised pre-training on multilingual speech recognition tasks. Furthermore, WavLM [28] was introduced as an extension of [26] to masked speech prediction and denoising modeling, so the pre-trained model performs well on both automatic and non-automatic speech recognition to solve full stack speech processing tasks. This model achieved the best performance on multiple speech datasets.

In a typical speech emotion recognition system, audio data, feature extraction, classification models, and emotional output recognition are all included. Some of the popular classification methods right now for an emotion recognition system include SVM [8], HMM (Hidden Markov Model) [29], and RNN (Recurrent Neural Network) [30]. Speech emotion recognition tasks require an emotion speech database for training the model. In this study, the RAVDESS (The Ryerson Audio-Visual Database of Emotional Speech and Song)[31] datasets are used for human emotion classification which has a recording of 24 actors each with 60 trials for 8 emotion classes including happy, neutral, sad, calm, angry, fearful, disgust and surprised with a total of 1440 North American English utterances in total.

## Basic Theory

This chapter will explain the basic theory used as a reference in this study. Among other things, this chapter will explain the literature review, human emotion, voice understanding, speech recognition, feature extraction, neural network convolution, and transformers, as well as a brief explanation of the framework library, used to implement emotion detection in the human voice in this study, namely PyTorch.

## Emotion

Emotion is an aspect of consciousness which are generally understood to represent the synthesis of subjective experience, expressive behavior, and neurochemical activity. Most researchers consider them to be part of the evolutionary legacy of the human species and serve adaptive purposes by supplementing common perception and facilitating social communication.[32]Emotions come in a variety of forms, and they all have an impact on how humans live and relate to each other. There are times when we may feel as though these emotions are controlling us. Our actions, behaviors, and perceptions are all influenced by the emotions we are experiencing at any given time.According to[33], psychologist Paul Eckman identifies six fundamental emotions that were shared across all human societies in the 1970s. These emotions include *happiness, sadness, disgust, fear, surprise,* and *fury*. Later, he expanded this list for *pride, humiliation, embarrassment, and enthusiasm*. Figure 1 depicts various human emotions nowadays.

## Sound

Sounds are produced by sound waves. Humans could hear it by passing a medium through the ears. All sound is produced by the vibration of molecules. For example, when a person makes a sound, there are vibrations move through the air molecules. Sound waves travel away from where they originate. When these vibrating air molecules reach the ear, the eardrum also vibrates. The bones in the ear vibrate as if the object that generated the sound waves vibrates. There are three types of continuous mediums which are solids, liquids, and gases. Sound travels faster through a solid medium since the particle here is closer together than in gases or liquid medium. These vibrations let humans hear different things such as music. There are also irregular vibrations called noises. Human beings could make very complex sounds used for talking. A sound wave is a longitudinal wave that has two parts (Compression and Rarefaction). Compression is where air molecules are pushed together. Rarefaction is where the molecules are far apart. Sound is produced by a series of mechanical compressions and rarefactions of mechanical waves that sequentially propagate through a medium [34]. Figure 2 shows a representation of the longitudinal nature of sound waves.



Figure 1: Human Emotions [35].

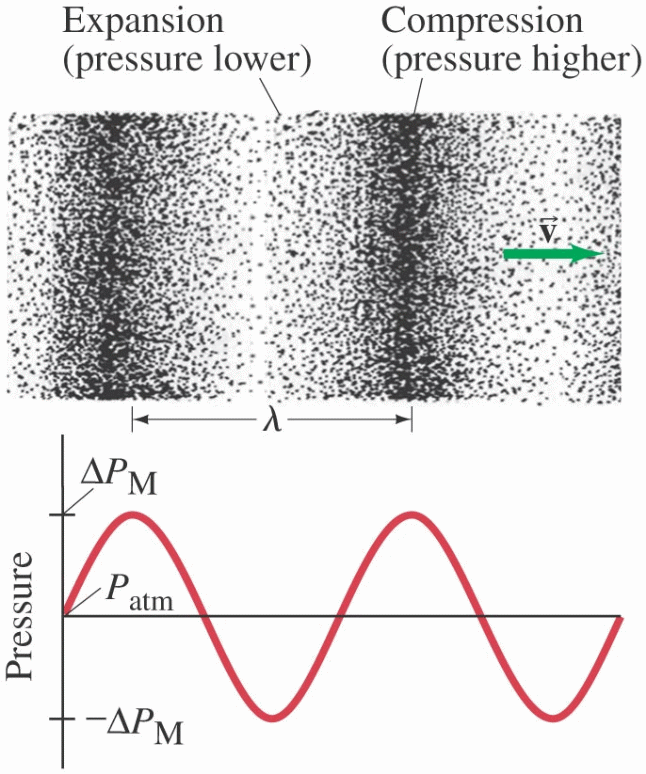


Figure 2: Longitudinal Nature of Sound Wave [36].

## Speech Recognition

Speech Recognition is an interdisciplinary subject of computer science and computational linguistics that develops approaches and technology to enable the translation of spoken language into text by computer machines with the main benefit of searchability. It is often referred to as computer voice recognition or automatic speech recognition (ASR). Speech recognition draws on expertise and research from the domains of computer science, linguistics, and computer engineering.

Speech recognition systems use computer algorithms to process**,** interpret**,** and convert spoken words into text. A software program converts the sounds picked up by the microphone into characters that computers and humans can understand**.**This program must be able to adapt to the highly variable and context-specific nature of human speech. The software algorithms that process human speech are trained on a variety of speech patterns, speaking styles, language, accents, and idioms. The software also separates speech from the background noises that often accompany the signals [37].

## Feature Extraction

In machine learning, feature extraction is the process of turning raw data into numerical features that can be processed while keeping the information in the original dataset. The amount of redundant data in the dataset is decreased within this process. In the end, the data reduction speeds up the learning and generalization phases of the machine learning process while also enabling the model to be built with less computation power. This study employs one of the most popular feature extraction methods in the context of Speech Emotion Recognition (SER) called the Mel-Frequency Cepstral Coefficient (MFCC) [38]. The procedure to find MFCCs is mainly with the following steps shown in Figure 3:

Diagram

Description automatically generated

Figure 3: MFCC Block Diagram.

1. *Pre-Emphasis*

The structure of a voice production system's design causes dampening in high-frequency regions. Pre-Emphasis amplifies high-frequency sections and conducts filtering which is used to offset the spectrums of voiced regions. Widely used pre-emphasis filter is given as,

|  |  |
| --- | --- |
|  | (2.1) |

1. *Frame Blocking*

Due to voice signal as a slow time-varying signal, speech analysis over a short enough time span is required for stable acoustic features. Frame blocking entails processing the voice signal at short time intervals to extract the characteristic features in a more stable condition.

1. *Windowing*

Windowing is the process of splitting an audio signal into segments of specific lengths. This reduces the effect of aliasing or signal discontinuity at the beginning and end of each frame that could occur due to the frame-blocking process.

1. *Discrete Fourier Transform (DFT)*

Discrete Fourier Transform is one of the most powerful tools in digital signal processing which enables us to find the spectrum of a finite-duration signal. In MFCC, DFTs are used to convert each windowed frame into a magnitude spectrum with the following formula:

|  |  |
| --- | --- |
|  | (2.2) |

1. *Mel-Frequency Warping*

In this process block, the triangle waves that make up the Mel filter bank's "f" frequency in Hz units are used to create the signal. As a result, using this method, the signal's value in M(f) frequency units is determined. The MFCC coefficient value is determined by the number of filters in Mel's filter bank. The algebraic equation for the process of converting Mel spectrum and FFT frequency values **​**in Hz to Mel frequency units is**:**

|  |  |
| --- | --- |
|  | (2.3) |

1. *Discrete Cosine Transform (DCT)*

A DCT is applied to the transformed Mel frequency coefficients to produce a set of cepstral coefficients. The Mel spectrum was represented on a log scale which results in a signal in the cepstral domain with frequency peaks corresponding to the pitch on the signal. Since most of the signal information is represented by the first few MFCC coefficients, the system can be made robust by extracting only those coefficients ignoring higher-order DCT components.

1. *Mel Cepstrum*

The final result of the MFCC block process shown in Figure 3 is the coefficient of the Mel frequency cepstrum. A cepstrum representation of the speech spectrum adequately represents the local spectral characteristics of the signal for a given frame analysis.

## Convolutional Neural Networks (CNN)

Convolutional neural networks are a subset of deep learning techniques that have gained prominence in several computer vision applications and are generating attention in many different fields, including speech recognition. CNN was intended to learn spatial hierarchies of characteristics automatically and adaptively, from low to high-level patterns. CNN is a mathematical construct that is usually composed of three types of layers including convolution, pooling, and fully connected layers. Compared to the traditional hand-crafted feature extraction techniques, CNN is far more data-hungry because of its millions of learnable parameters to estimate and is more computationally expensive, resulting in requiring graphical processing units (GPUs) for model training [39].

1. *Convolution*

Convolution is a special type of linear operation used in feature extraction, where small numerical arrays (kernels) are applied to the input. This is an array of numbers called a tensor. The element-wise product between each element of the kernel and the input tensor is computed at each position of the tensor and summed to get the output value at the corresponding position of the output tensor, called a feature map, depicted in Figure 5. This process is repeated by applying multiple kernels to form any number of feature maps representing different properties of the input tensor. Therefore, different kernels can be viewed as different feature extractors. Two important hyperparameters that define the convolution operation are the size and number of kernels. Figure 4 shows a general view of how layers are connected inside a CNN architecture.

Bar chart

Description automatically generated

Figure 4: CNN Architecture.

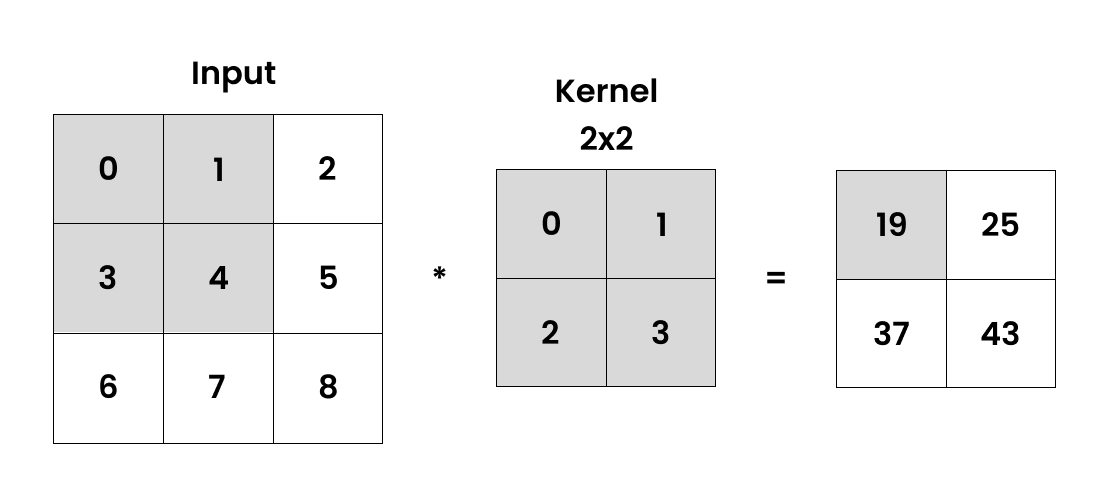


Figure 5: 2x2 Convolution Filter.

1. *Activation Function*

The activation function is the node that is added at the end of each output of the neural network. In the CNN architecture, the activation function is the final calculation of the feature map output, or the generation of feature patterns after the convolution or merging calculation process. Although smooth nonlinear functions like the *sigmoid* or *hyperbolic tangent* (tanh) function have been employed in the past because they are mathematical representations of the behavior of biological neurons, the *rectified linear unit* (ReLU) is currently the most widely utilized nonlinear activation function, which simply computes the function:

|  |  |
| --- | --- |
|  | (2.4) |

1. *Max Pooling*

A pooling layer offers a standard down-sampling method that lowers the feature map's in-plane dimensions to introduce translation invariance to slight shifts and distortions and limit the number of ensuing learnable parameters. One of the most popular types of pooling operations is max pooling. Max pooling takes patches of feature maps as inputs and outputs the largest value in each patch, discarding all the other values. Figure 6 shows an example of a max pooling with filter on a feature map.

Table

Description automatically generated

Figure 6: Max Pooling Layer.

1. *Fully Connected Layer*

Feature maps generated from the feature extraction layers are still in the form of a multidimensional array. Therefore, these feature maps are typically flattened, or converted into a one-dimensional array of vectors, and connected to one or more fully connected layers, also known as dense layers, in which each input is connected to their outputs by learnable weight resulting in probabilities for each class in the classification tasks. After passing through the fully connected layers, the final layer uses the SoftMax activation function that normalizes real values output from the last fully connected layer to get probabilities of the input being in a particular class (classification) where each value ranges between 0 and 1. The final fully connected layer usually has as many output nodes as there are classes.

## Transformer

The transformer is a deep learning model architecture that is built entirely on the self-attention mechanism to weigh the importance of each part of the input data differently. It is mainly used in the fields of natural language processing (NLP). This architecture is designed to process sequential input data to solve NLP-related tasks such as text translation or summarization. However, unlike Recurrent Networks (GRU, LSTM), transformers could process the entire input at once. Attention mechanisms provide context for each position in the input sequence which allows for more parallelization than recurrent neural networks and therefore reduces training time. The model of the transformer architecture follows the overall architecture of Figure 7 using stacked self-attention and pointwise fully connected layers for both the encoder and decoder shown in the left and right halves of the figure respectively. [14]

1. *Self-Attention*

In artificial neural networks, attention is a technique designed to mimic cognitive attention. This effect improves some parts of the input data and reduces others. The motivation for this is that networks need to pay more attention to small but important pieces of data. Learning which parts of the data are more important than others is context-dependent, which is trained by gradient descent. Attention functions can be described as associating a query and a set of key-value pairs with an output. Where query, key, value, and output are all vectors. The output is computed as a weighted sum of the values. The weight assigned to each value is calculated by the query compatibility function using the appropriate key.

Self-attention, also called intra-attention, is an attention mechanism that associates different positions of a single sequence to compute representations of the same sequence which has proven very useful for machine reading, summarizing summaries, or generating image descriptions.

Diagram

Description automatically generated

Figure 7: Transformer Architecture [14].

1. *Multi-Head Self Attention*

In Transformer, the Attention module iterates its computation several times in parallel. Each of them is called an attention head. The Attention module splits its query, key, and value parameters N times, passing each split individually through a separate head. All these similar attention calculations are combined to produce a final attention score. This is called multi-headed attention and gives the Transformer greater power to encode multiple relationships and nuances for each word. Multi-head attention allows the model to jointly pay attention to information from different representational subspaces at different positions. Figure 8 shows that a multi-head attention consists of several attention layers running in parallel.

|  |  |
| --- | --- |
|  | (2.5) |
|  |

Where are the parameter matrices to learn from.

Diagram

Description automatically generated

Figure 8: Multi-Head Attention [14].

1. *Scaled Dot-Product Attention*

Transformers implement scaled dot product attention depicted in Figure 9, that follows the steps of the general attention mechanism. Scaled dot product attention first computes the dot product of each query and every key. Then divide each result by and apply the softmax function. In doing so, it obtains the weights that are used to scale the values.

|  |  |
| --- | --- |
|  | (2.6) |

In practice, the computations performed by scaled dot product attention can be efficiently applied to the entire set of queries at once. For this purpose, the matrices are supplied as inputs to the attention function.

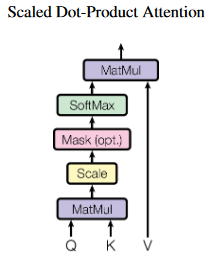


Figure 9: Scaled Dot-Product Attention [14].

1. *Encoder*

Figure 10 shows an encoder block’s two main components: the self-attention mechanism and a feed-forward neural network. The self-attention mechanism accepts an input encoding from previous encoders and weighs their relevance against each other to produce an output encoding. Then, a feed-forward neural network processes each output code independently. These output encodings are passed as inputs to the following encoders as well as the decoders block. Each sub-layer employs a residual connection and normalization layer.

Diagram

Description automatically generated

Figure 10: Encoder Block [40].

1. *Decoder*

The decoder block takes the encoder's two main components of a self-attention mechanism and a feed-forward neural network and inserts a third sub-layer that performs multi-head attention over the output of the encoder stack, shown in Figure 11. This new sub-layer obtains relevant information from the encoding produced by the encoder block. Like the encoder block, each sub-layer employs a residual connection and a normalization layer.

Diagram

Description automatically generated

Figure 11: Decoder Block [40].

## PyTorch

PyTorch is an open-source machine learning framework based on the Python programming language and the torch library. It is developed primarily by the Meta AI research team and can be used in both Python and C++ programming languages. However, this framework works best with Python. Over 200 and more different mathematical operations are supported by the PyTorch framework and its popularity is still growing because it makes building models for artificial neural networks simpler. Researchers primarily utilize PyTorch for research and applications using artificial intelligence (AI).

Because of the pythonic nature of this framework, PyTorch is able to utilize core python concepts such as classes, structures, and conditional loops making it easy and intuitive to understand. PyTorch is also popular for its dynamic computation graphs, which allow greater flexibility in building complex architectures. This allows neural network developers and scientists to run and test pieces of code in real-time, rather than waiting for the entire program to be written. [41]

# BAB III

# METHODOLOGY

This chapter will provide an overview of the proposed method for our study, including the tools and techniques that will be used, as well as plans for implementation and testing.

## Designed Method

This section will give a summary of how the proposed architectural model functions.

(Foto)

As a whole,

## Supporting Tools

In order to carry out this study, certain tools and equipment will be needed, including both hardware and software. The specific devices that will be used in this research are listed below:

## Hardware

The hardware necessary for this study includes:

1. Lenovo Legion 5 2021 Laptop with the following specifications:
   1. AMD Ryzen 7 5800H (8 cores / 3.20GHz)
   2. NVIDIA RTX 3070 Laptop GPU
   3. 16GB of Random Access Memory (3200MHz)
   4. 1TB Solid State Drive (SSD)

## Software

To ensure that the proposed model in this study performs correctly, certain software tools will be utilized to support this research. The software that will be used in this study includes:

1. Operating System: Windows 11
2. Programming Language: Python 3.10.9
3. Editor: Jupyter Notebook
4. Framework: PyTorch 1.13.1

## Implementation and Trial Plans

## Dataset (jelasin aja)

## Jelasin gambar

## Evaluasi make apa

(termasuk pseudocode dan user interface)

# JADWAL KEGIATAN

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| NO | Nama Kegiatan | Minggu ke- | | | | | | | | | | | | | |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 |
| 1 | Studi Pustaka |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 2 | Perancangan peralatan |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 3 | Survey Lapangan |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 4 | Eksperimen |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 5 | Analisa |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 6 | Pengolahan data |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 7 | Pelaporan kemajuan |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 8 | Pembuatan absrak seminar |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 9 | Mengikuti seminar |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 10 | Penyusunan laporan Tugas Akhir |  |  |  |  |  |  |  |  |  |  |  |  |  |  |

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# LAMPIRAN-LAMPIRAN ATAU APPENDIKS (jika ada)