



Detecting Emotions Using Voice

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ABSTRACT:

Perceiving feeling from voice has become one of the dynamic examination subjects in discourse preparing and in applications dependent on human-PC connection. This venture leads a trial concentrate on perceiving feelings from human discourse. The feelings considered for the analyses incorporate nonpartisan, outrage, happiness and pity. One of the principle highlight characteristic considered in the pre-arranged dataset was the top-to-top distance acquired from the graphical portrayal of the discourse signals. The motivation behind this undertaking is to get ease acknowledgment of different feelings in voice utilizing python.

Key Words: MCQ , NLP , BERT , Word Net

INTRODUCTION

Feelings assume a focal part in human-computer interaction, particularly when we utilize voice aides in our day by day lives. Legitimate discourse investigation can foresee the feelings of an individual dependably. Presently voice collaborators are overwhelming the market and are utilized in any event, for microscopic undertakings. As indicated by current reports [1], half of the worldwide web clients utilize advanced voice aides with nations like India, Mexico and UAE driving the way. Advanced voice colleagues have announced a 96% by and large fulfillment rate internationally. It was anticipated that before the finish of 2020, 50% of all inquiries would be voice enacted [2]. Voice help for route is additionally an exceptional field and feeling recognizable proof can be applied here to screen the riders' understanding rate and can be utilized to forestall mishaps [3]. Recognizable proof of feelings with the assistance of discourse investigation can carry incredible changes to the consumer loyalty [4], organizations are as of now bringing innovations which can distinguish the passionate propensities of a client at various strides of their item utilization venture (disappointment during setting up the method, restlessness during postponement of establishment can be distinguished without any problem). By the latest things, the world is consistently moving towards a discourse based assistance framework. In future customer support, e-business frameworks, day by day task booking, and everything identified with current living will be moved towards a programmed system. Examining and recognizing feeling can assist organizations with improving their administrations and guarantees higher consumer loyalty

The human voice is extremely flexible and conveys a huge number of feelings. Feeling in discourse conveys additional understanding about human activities. Human discourse passes on data and setting through discourse, tone, pitch and numerous such qualities of the human vocal framework. As human machine connections advance, there is a need to brace the results of such cooperations by preparing the PC and machine interfaces with the capacity to perceive the feeling of the speaker. Feelings assume a crucial part in human correspondence. To expand its part towards the human-machine connection, it is attractive for the PCs to have some underlying capacities for perceiving the diverse enthusiastic conditions of the user. Today, a lot of assets and endeavors are being placed into the advancement of man-made consciousness, and shrewd machines, for the basic role of improving on human existence. Examination considers have given proof that human feelings impact the dynamic cycle partly [1-4]. On the off chance that the machine can perceive the hidden feeling in human discourse, it will bring about both helpful reaction and correspondence.

LITERATURE SURVEY

Proposes [1] a multi-modular technique for characterizing feelings on the RAVDESS dataset. They use Modulation Spectral (MS) and 10 Mel-recurrence cepstrum coefficients (MFCC) highlights on various classifiers like CNN, SVM, RF, and choice tree of which CNN had the best execution with precision of 78%.

[2] Centers around the conduction of discourse feeling acknowledgment test utilizing genuine voice messages. They made a custom dataset with genuine WhatsApp voice messages of members. From this dataset, the acquired highlights like MFCCs, chroma, Time-space signs and recurrence area signals. The model is carried out on three classifiers in particular, SVM, KNN, and MLP.

The paper [3] centers around expanding the exhibition of classifiers utilizing measurement decrease calculations like Principal Component Analysis, Recursive Feature Elimination. The proposed model identifies five feelings utilizing SVM, RF, and Gradient Boosting on the RAVDESS dataset with a precision of 60%, 62% and 63% separately.

A cross-corpus multilingual SER was proposed by [4]. They have utilized four datasets, in particular the SAVEE, URDU, EMO-DB, and EMOVO dataset. The model trains on one dataset and tests on another dataset. This is done to sum up the model to oblige multilingual conditions. The classifiers utilized in this model are SVM and Random woods. The analyses showed an increment of precision utilizing this technique.

- characterizes seven feelings from the Berlin and Spanish datasets. Three ML calculations are utilized to characterize the seven feelings in the wake of extricating the acoustic highlights: Recurrent Neural organizations, SVM and MLR. The SER got most noteworthy precision of 94% on Spanish information utilizing RNN.
- utilized KNN to group seven feelings from the Berlin (EMO-DB) and Spanish (SES) corpora by executing highlight subset determination strategies. They utilized Sequential Forward Selection and Sequential Floating Forward Selection to subset the most educational highlights. The highlights utilized in this paper are MFCCs, and factual highlights like mean, difference, range, skewness, kurtosis.
- utilizes Convolutional Neural Network wherein the sound examples are changed over into 2D exhibit, which are then altered into brief time frame Fourier, change (STFD) which are then handled utilizing Recurrent Neural Network.
- proposed a two-stage include choice strategy. In the main phase of choosing the highlights, the chose highlights are then melded for discourse feeling acknowledgment. In second stage include determination, ideal element subset choice procedures are utilized to kill the scourge of dimensionality. Direct Discriminant Analysis (LDA), Regularized Discriminant Analysis (RDA), Support Vector Machine (SVM) and KNearest Neighbor (KNN) order have been utilized. Almost 70% exactness had been accomplished.

College of California Interactive Emotion Capture Dataset (IEMOCAP) was utilized to make a model to order 4 feelings [9]. The Acoustic and Lexical highlights were extricated and utilized for order utilizing calculations like Hidden Markov Models, Gaussian Mixture Models (GMM), fake neural organizations (ANN), K-closest neighbors (KNN), and backing vector machines. An exactness of 69.2% was noticed.

OBJECTIVES

- This can be used by multiple industries to offer different services like marketing company suggesting you to buy products based on your emotions, automotive industry can detect the person's emotions and adjust the speed of autonomous cars as required to avoid any collisions etc.
- The objective of this project is to improve man- machine interface.
- In recent time, speech emotion recognition also find its applications in medicine and forensics.

PROBLEM DEFINATION

Speech is a vocalized form of human communication. Emotions exert an incredibly powerful force on human behaviour. Emotion plays an important role in a person's approach to a particular situation at that particular time.

Unable to understand a person's emotion in a particular situation may cause a failure of communication. Thus recognising the emotion becomes one of the important aspects. This project mainly aims to classify 4 emotions namely sad, happy, anger and neutral.

IMPLEMENTATION DETAILS OF MODULE

Our framework can foresee 4 kinds of various feelings in particular like Neutral, Angry, Happy and Sad. These dataset recording contains different voice of various entertainers. We have prepared the Dataset utilizing LSTM procedures and Mel Frequency Cepstral coefficient (MFCC). Mel Frequency Cepstral Coefficients help in productively separating the right passionate condition of the discourse test. It is the most utilized element utilized in discourse applications as it shows the human view of the recurrence of discourse well. The Mel-scale is utilized to coordinate with the recurrence saw by human ears with the genuine recurrence. The MFCC is determined by parting the sound into different edges. Then, at that point Fourier change and force range are determined for each casing and identified with the Mel-Scale. The accuracy obtained by your proposed system is nearby 70% which is better than others to predict.

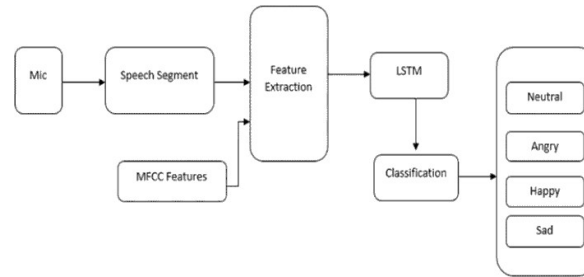
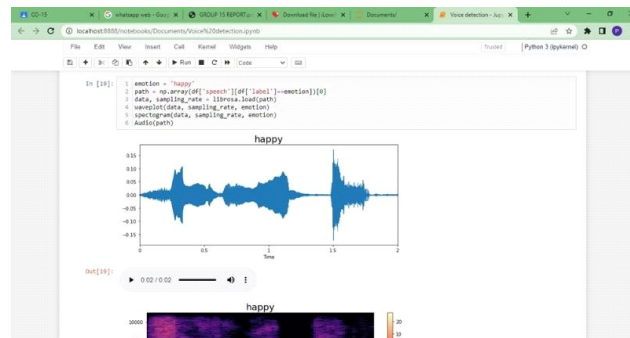


Fig: - System Architecture

CONCLUSIONS

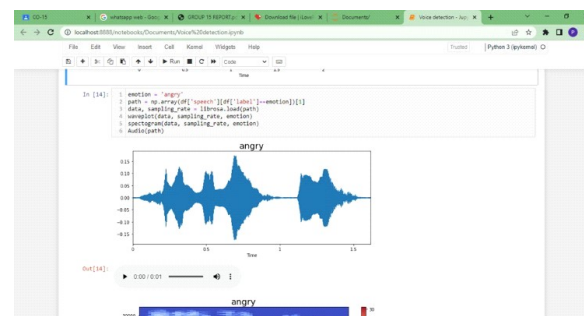
Proposed a method to recognize emotions in speech using LSTM. The speech includes neutral, calm, happy, angry, fear, sad, surprised and disgust. The audio files first undergo sound augmentation before feature extraction. The relevant features are then used for detecting the emotion. Based on our experiments, the LSTM model is better performing compared to other models. Based on the experiments conducted, we can conclude that sound



augmentation techniques have a positive impact on the efficacy of the speech emotion recognition system. Speech Emotion recognition has many practical applications and can definitely help to improve human computer interaction. The exactness got by your proposed framework is close by 70% which is superior to others techniques.

EXPERIMENTAL RESULT

Result

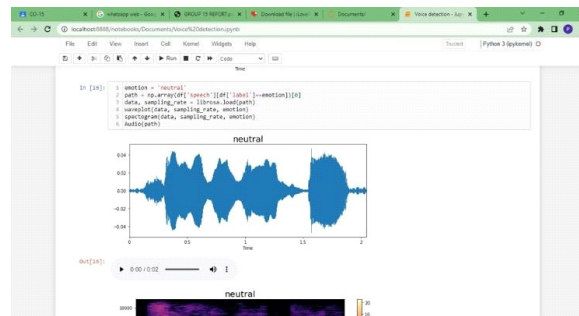


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In [19]: 1 from keras.models import Sequential
2 from keras.layers import Dense, LSTM, Dropout
3
4 model = Sequential([
5     LSTM(128, return_sequences=False, input_shape=(49,1)),
6     Dense(64, activation='relu'),
7     Dropout(0.5),
8     Dense(32, activation='relu'),
9     Dropout(0.5),
10    Dense(7, activation='softmax')
11 ])
12
13 model.compile(loss='categorical_crossentropy', optimizer='adam', metrics=['accuracy'])
14 model.summary()

```

Layer (type)	Output Shape	Param #
LSTM (LSTM)	(None, 128)	65504
dense (Dense)	(None, 64)	8256
dropout (Dropout)	(None, 64)	0
dense_1 (Dense)	(None, 32)	2048
dropout_1 (Dropout)	(None, 32)	0
dense_2 (Dense)	(None, 7)	251



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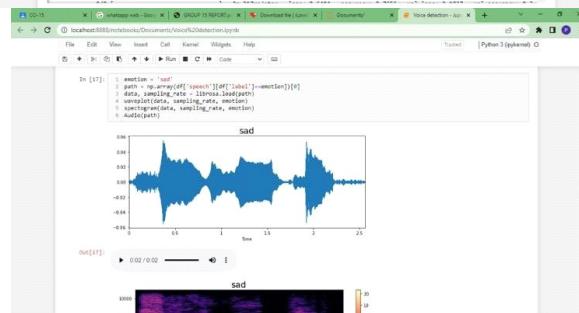
In [16]: 1 # Train the model
2 history = model.fit(x, y, validation_split=0.2, epochs=10, batch_size=32)

```

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Epoch 1/10
9/9 [====] - loss: 1.8754 - accuracy: 0.2882 - val_loss: 1.9276 - val_accuracy: 0.2464
Epoch 2/10
9/9 [====] - loss: 2.2286 - accuracy: 0.3709 - val_loss: 1.9813 - val_accuracy: 0.3323
Epoch 3/10
9/9 [====] - loss: 2.2286 - accuracy: 0.4078 - val_loss: 2.1546 - val_accuracy: 0.3258
Epoch 4/10
9/9 [====] - loss: 2.1446 - accuracy: 0.4863 - accuracy: 0.5928 - val_loss: 2.0692 - val_accuracy: 0.3307
Epoch 5/10
9/9 [====] - loss: 2.1586 - accuracy: 0.5656 - accuracy: 0.6656 - val_loss: 1.9457 - val_accuracy: 0.3802
Epoch 6/10
9/9 [====] - loss: 2.1446 - accuracy: 0.7489 - accuracy: 0.7818 - val_loss: 2.0287 - val_accuracy: 0.4212
Epoch 7/10

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