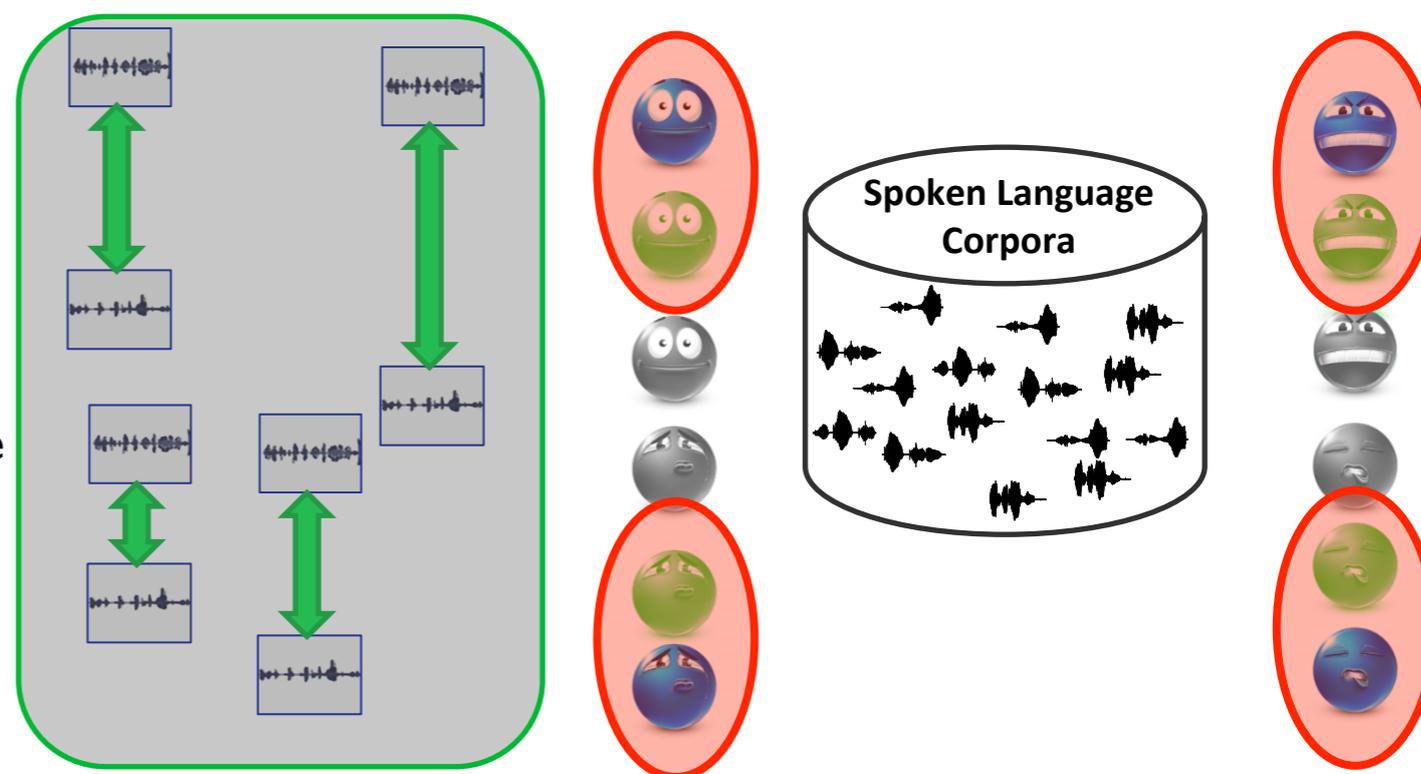


Practical Considerations on the Use of Preference Learning for Ranking Emotional Speech

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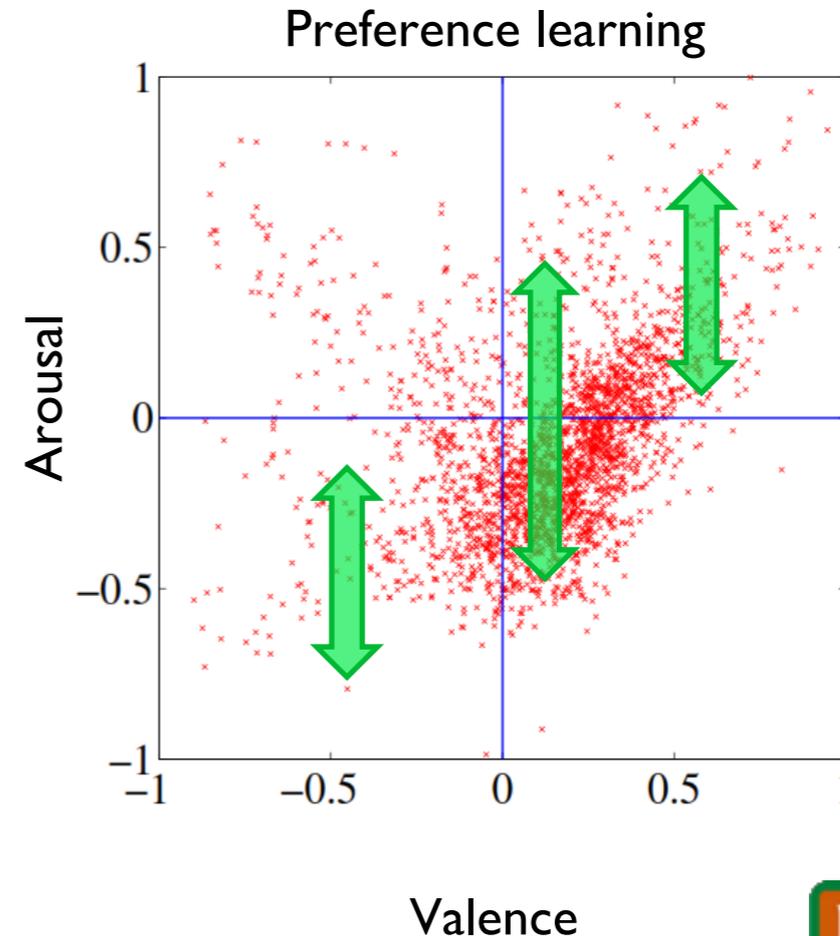
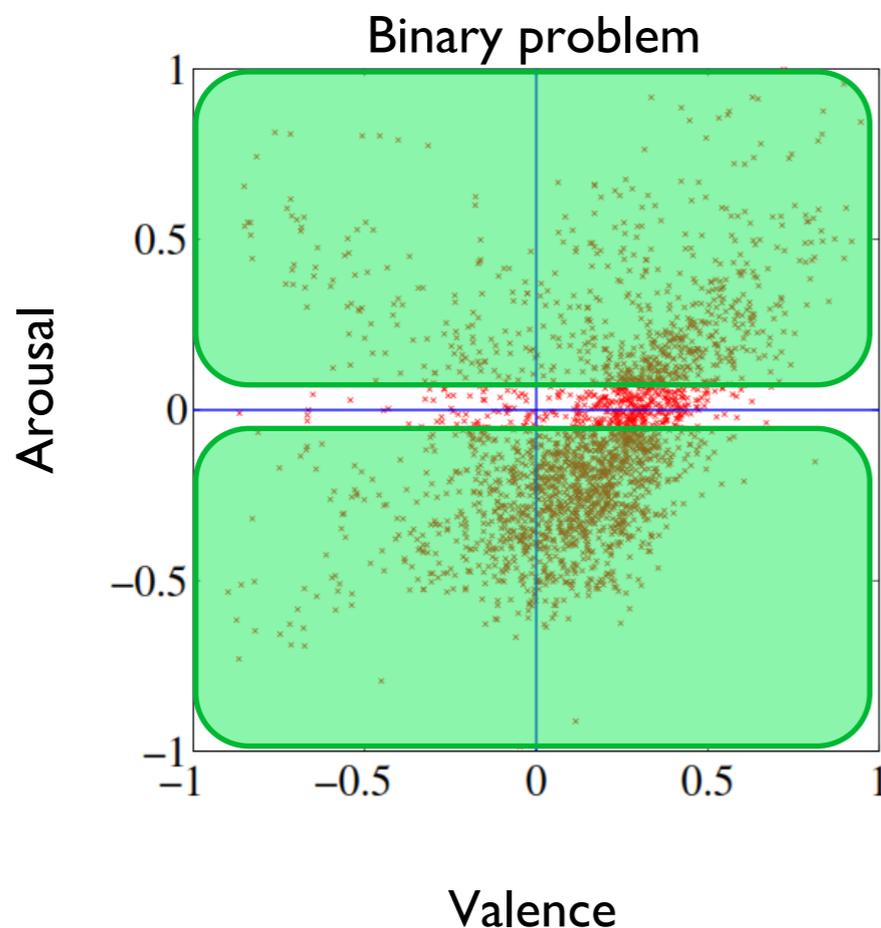
Motivation

- Creating emotions aware human computer interaction
 - Binary or multi-class speech emotion classification
- Preference learning offers an appealing alternative
 - Widely explored in images, music, video, text
 - Few studies on preference learning for emotion recognition
- Emotion retrieval from speech
 - Call centers
 - Healthcare applications



Definition of the problem

- Binary/multiclass classification versus preference learning
 - Binary class: $O(n)$ training samples
 - low or high arousal?
 - Preference learning: $O(n^2)$ training samples
 - Is the arousal level of *sample 1* higher than arousal level of *sample 2*?



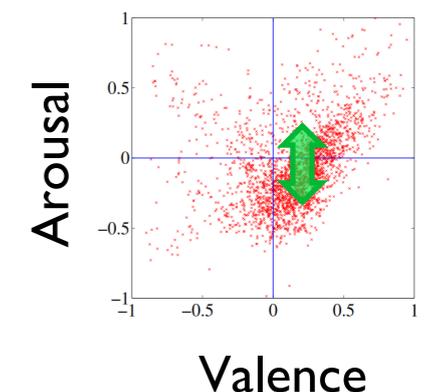
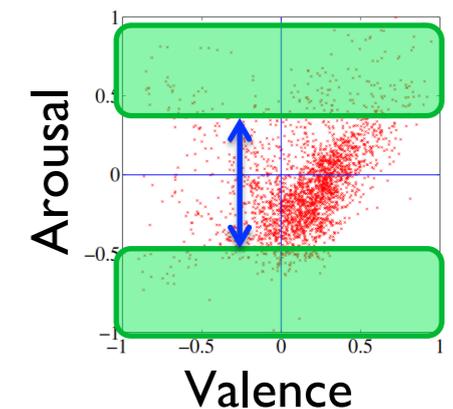


Definition of the problem

- Absolute ratings of the emotions are noisy
- Binary problem
 - Remove samples close to boundary of different classes
- Preference learning

$$e_{arousal}^{s_1} - e_{arousal}^{s_2} > margin \rightarrow s_1 \succ_{arousal} s_2$$

- Questions
 - How many samples are available for training?
 - How reliable are the labels?
 - What are the optimum parameters? (margin + size of training set)
 - How does it compare to alternative methods?





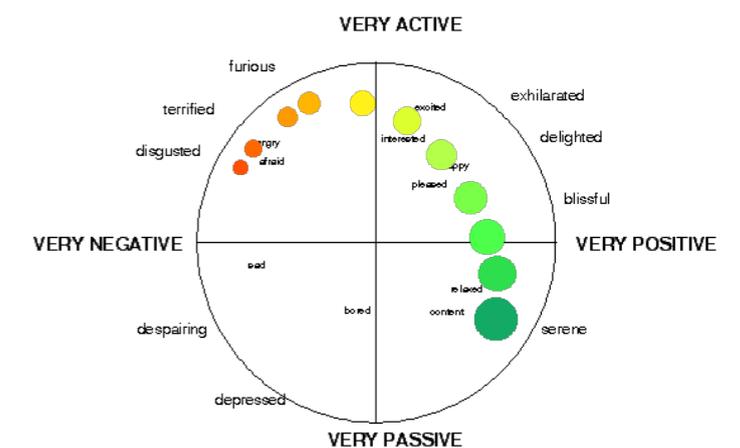
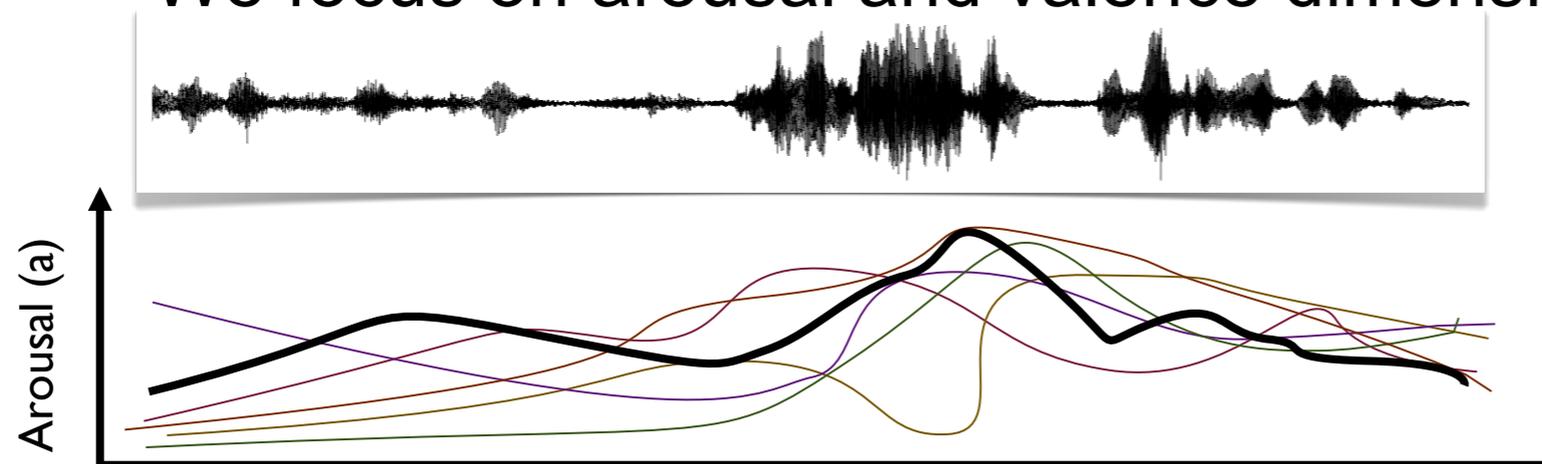
SEMAINE database

- Emotionally colored machine-human interaction
 - Sensitive artificial listener framework
 - Only solid SAL used (operator was played with another human)
 - 91 sessions, 18 subjects (user)
- Time-continuous dimensional labels
 - Annotated by FEELTRACE
 - We focus on arousal and valence dimensions

User



Operator





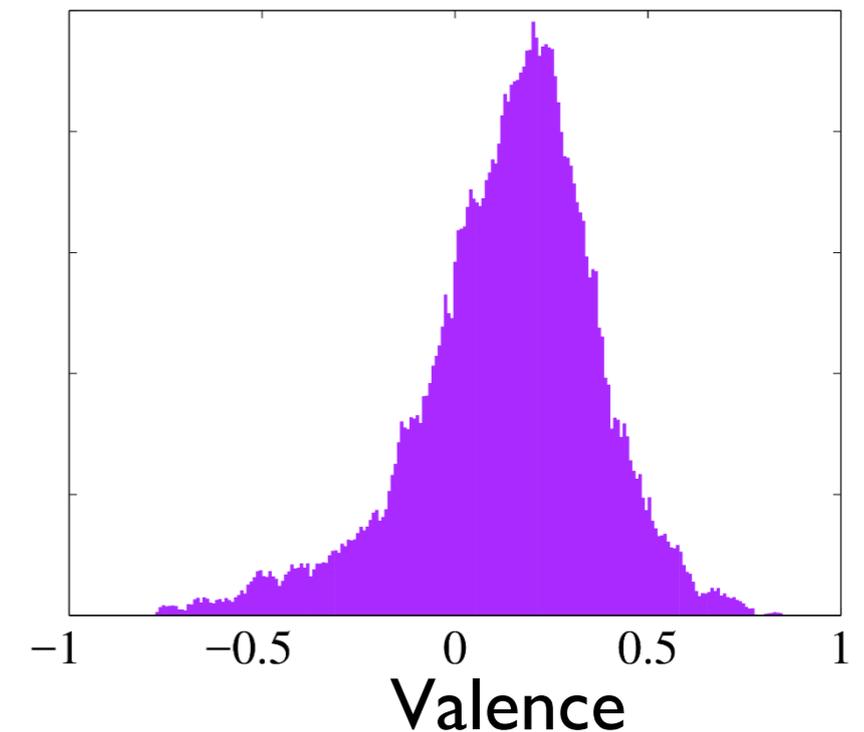
Acoustic features

- Speaker state challenge feature set at INTERSPEECH 2013
 - 6308 high level descriptors
 - OpenSMILE toolkit
 - Feature selection (separate for arousal and valence)
 - Step 1: 6308→500
 - Information gain separating binary labels (e.g., low vs high arousal)
 - Step 2: 500→50
 - Floating forward feature selection
 - Maximizing the precision of retrieving 10% top and 10% bottom



How many samples are available for training?

- Applying thresholds increases the reliability of training labels
- Removing ambiguous labels
- Larger margin:
 - + more reliable labels
 - less samples for training



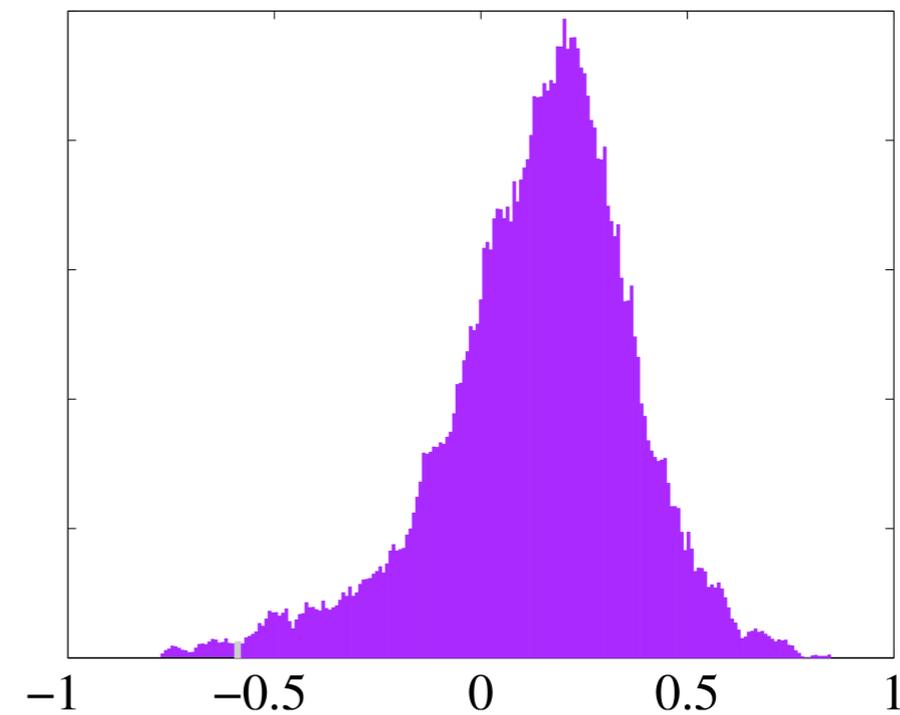
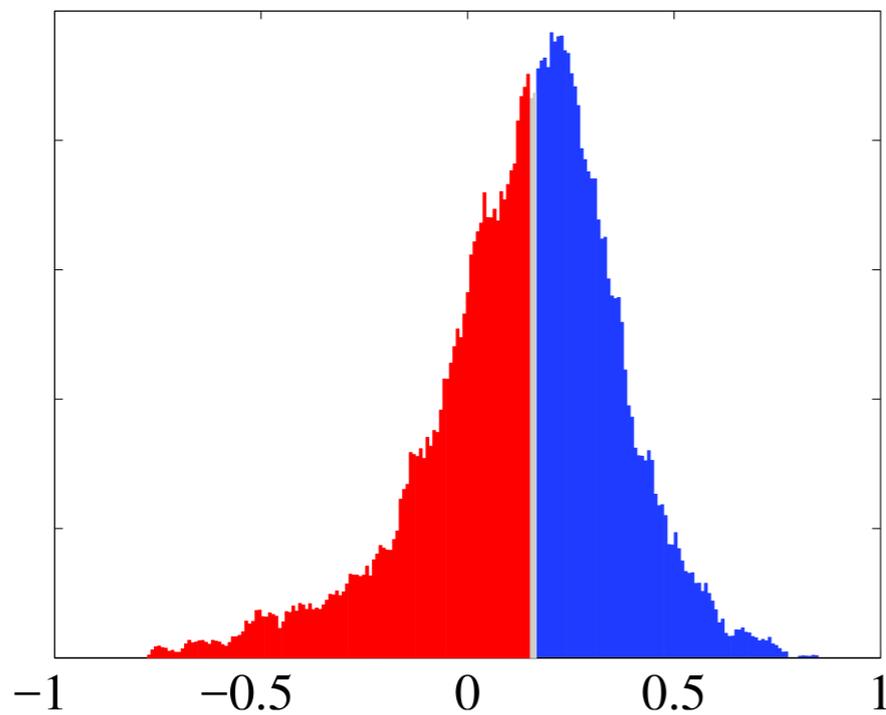
- How does different margins affect available training samples in binary and pairwise problems?



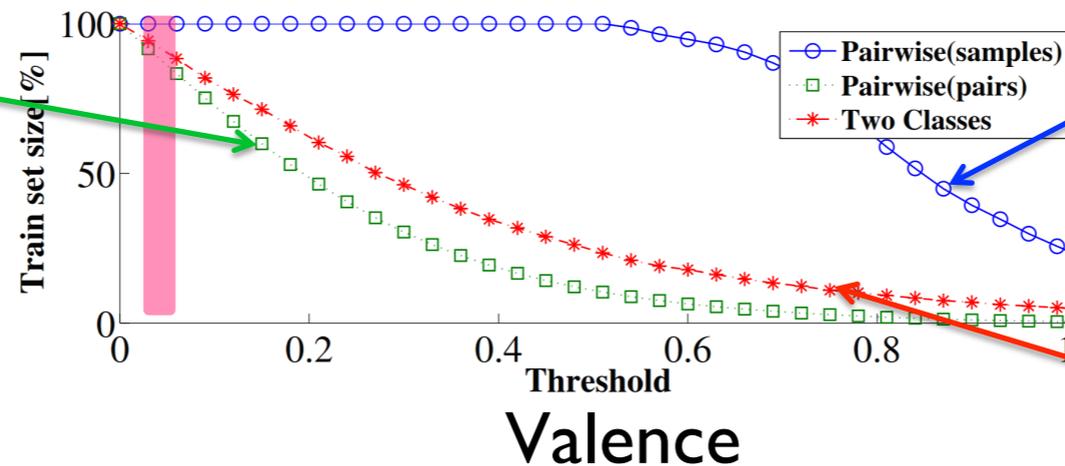
How many samples are available for training?

- Binary labels

- Pairwise labels



Proportion of potential pairwise comparisons included in training/testing sets



Samples included in training/testing sets

Samples included in binary classification

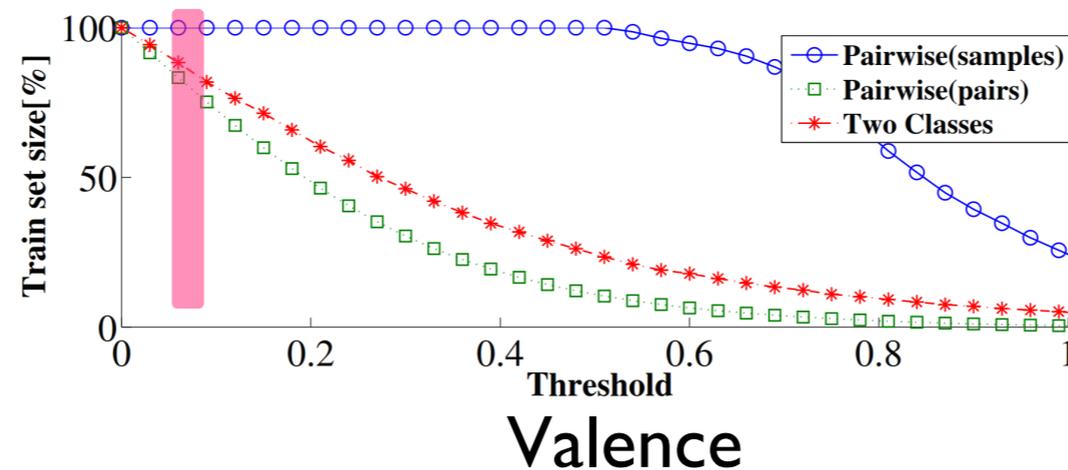
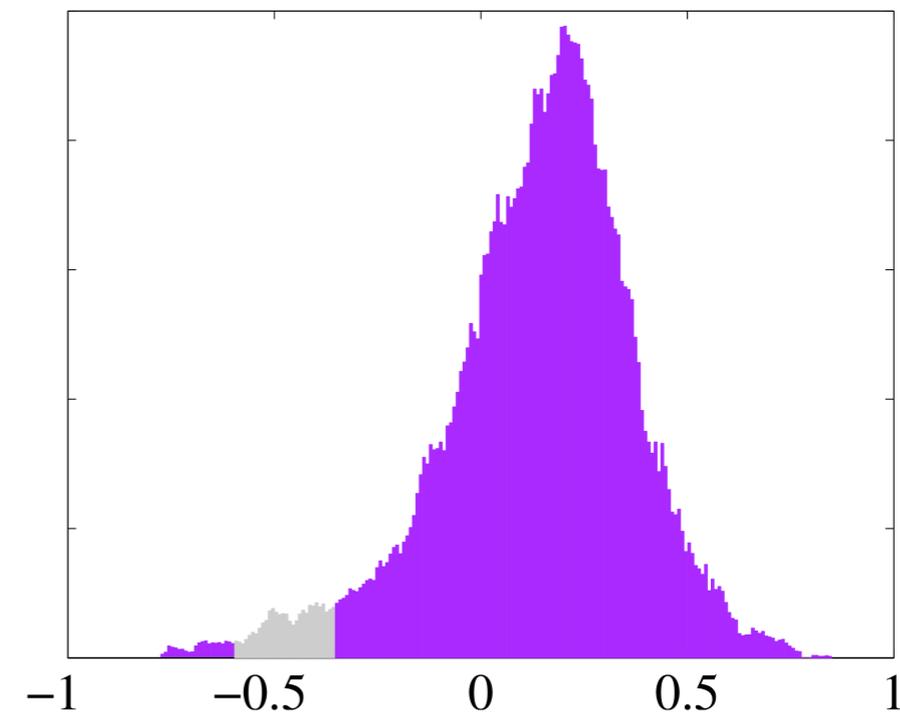
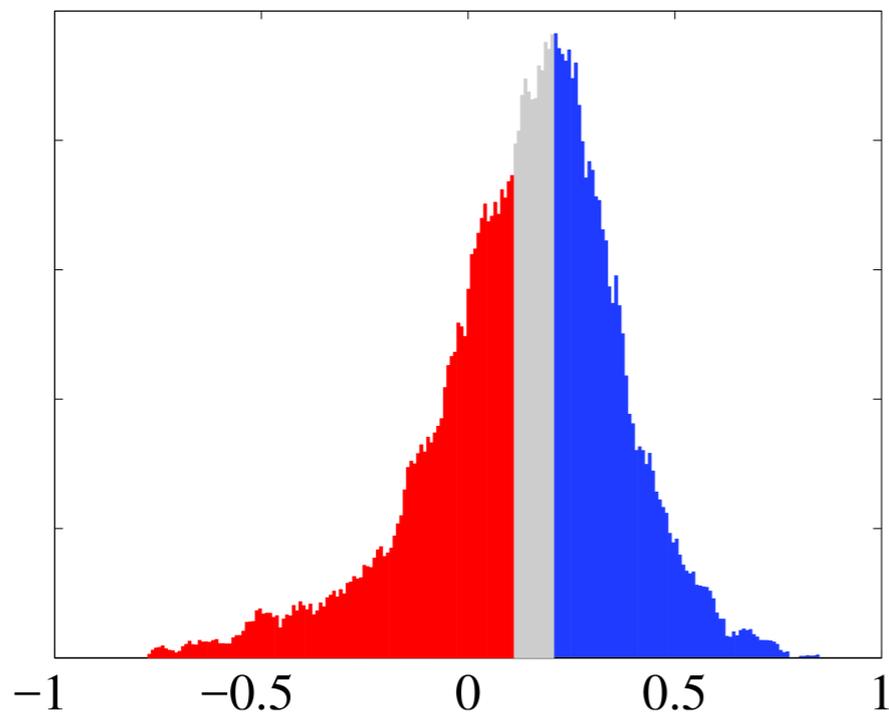




How many samples are available for training?

- Binary labels

- Pairwise labels

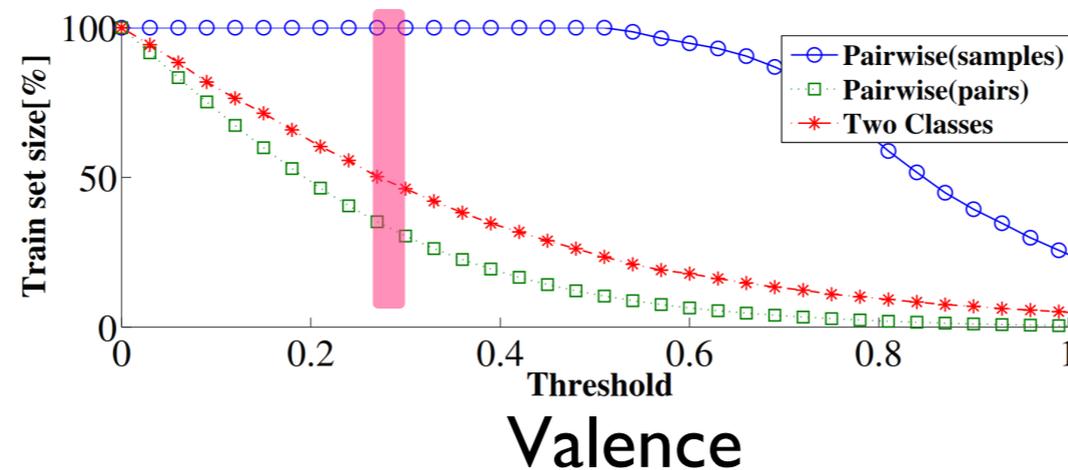
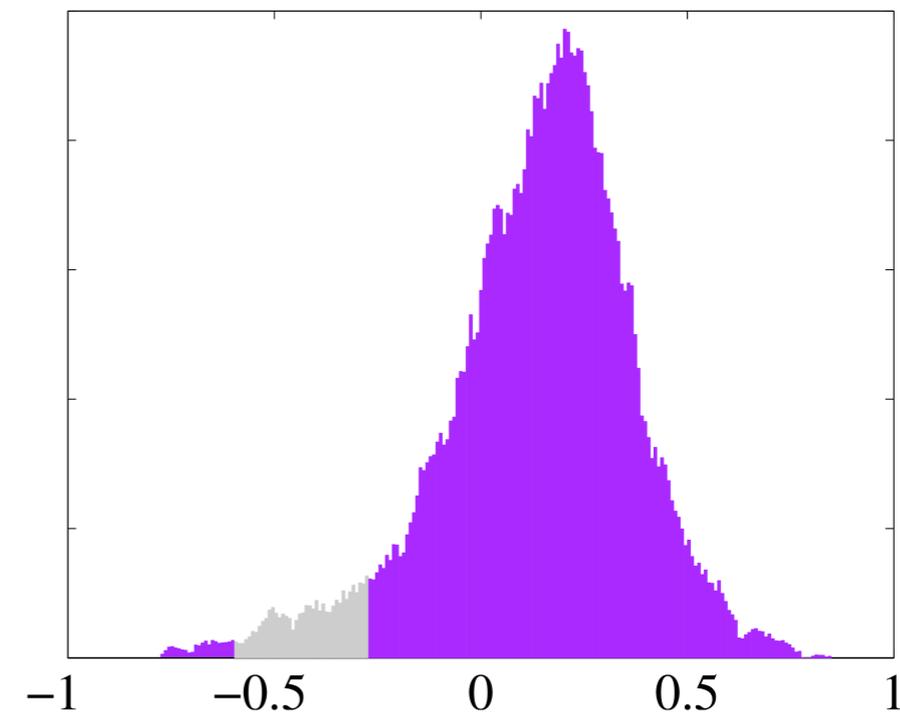
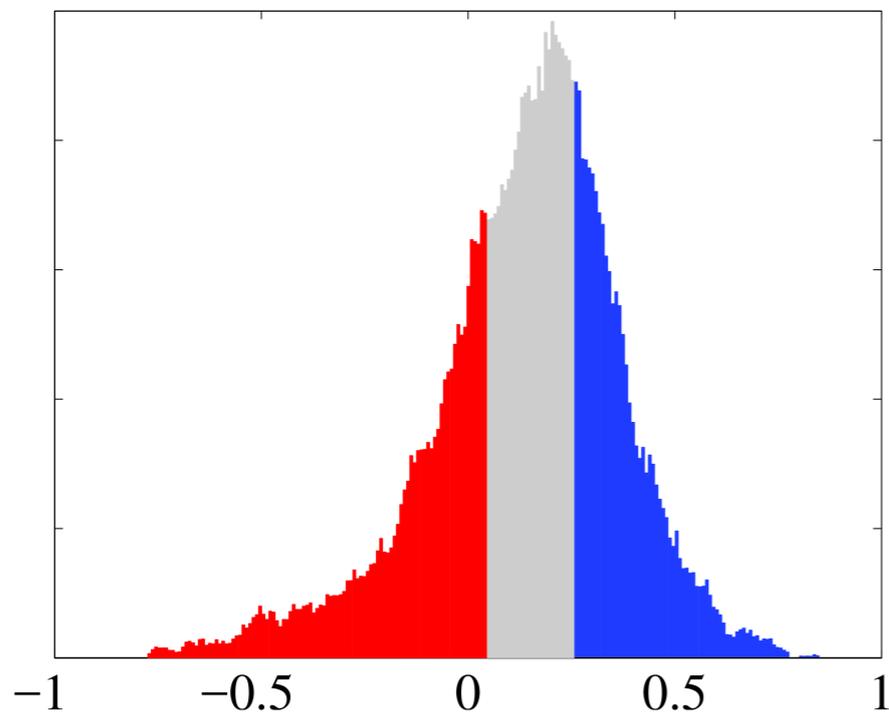




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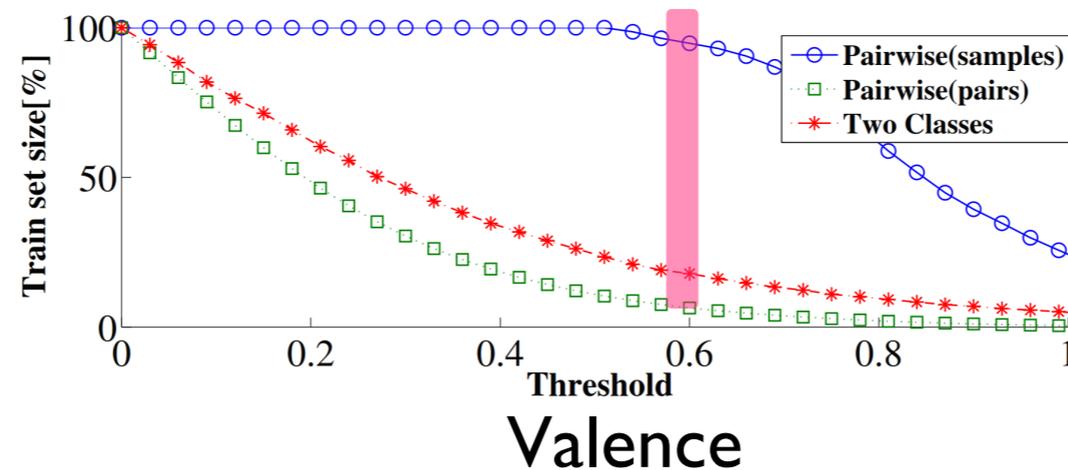
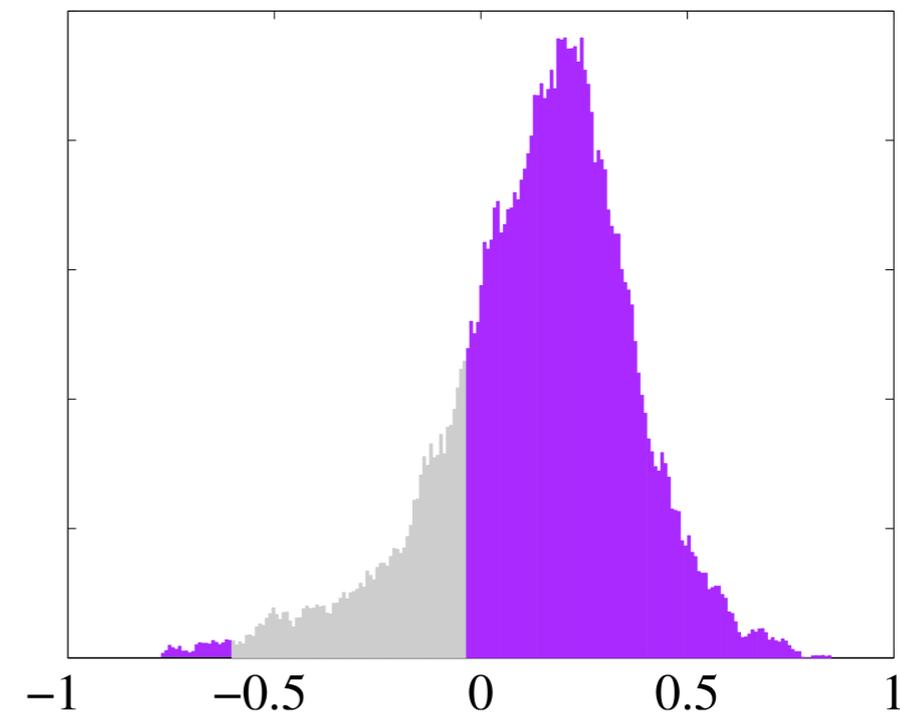
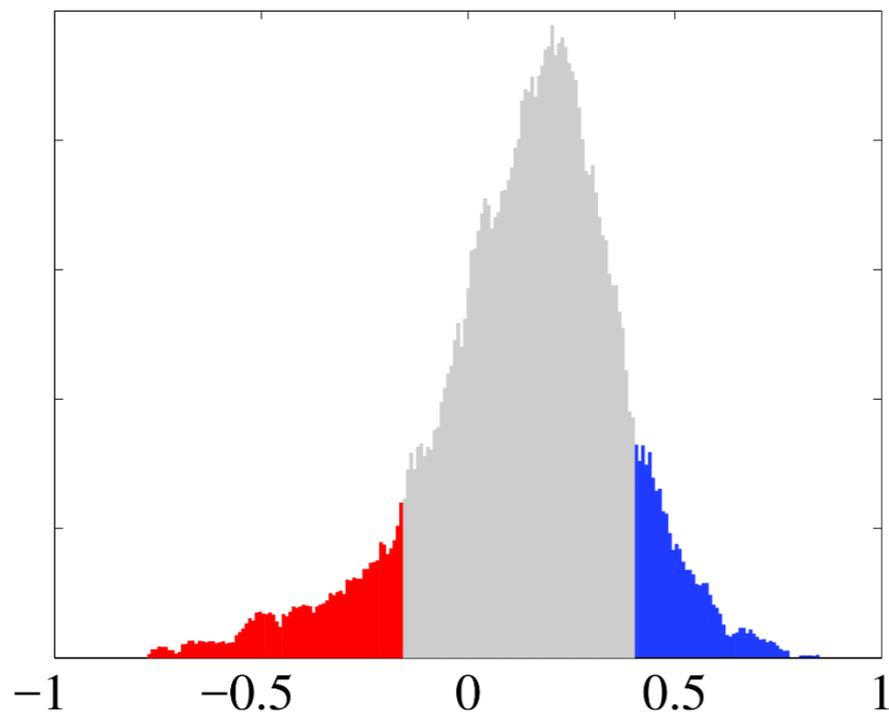




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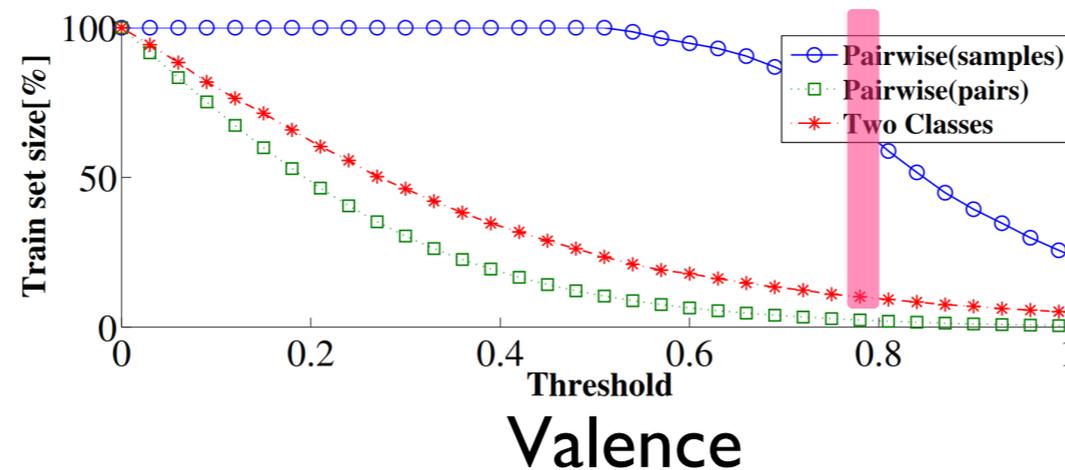
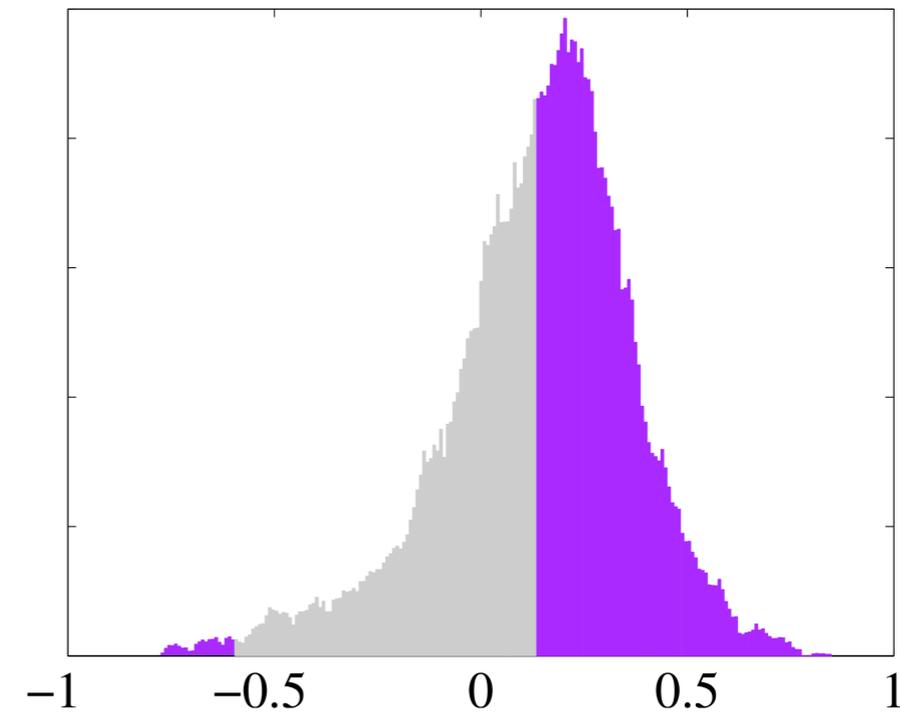
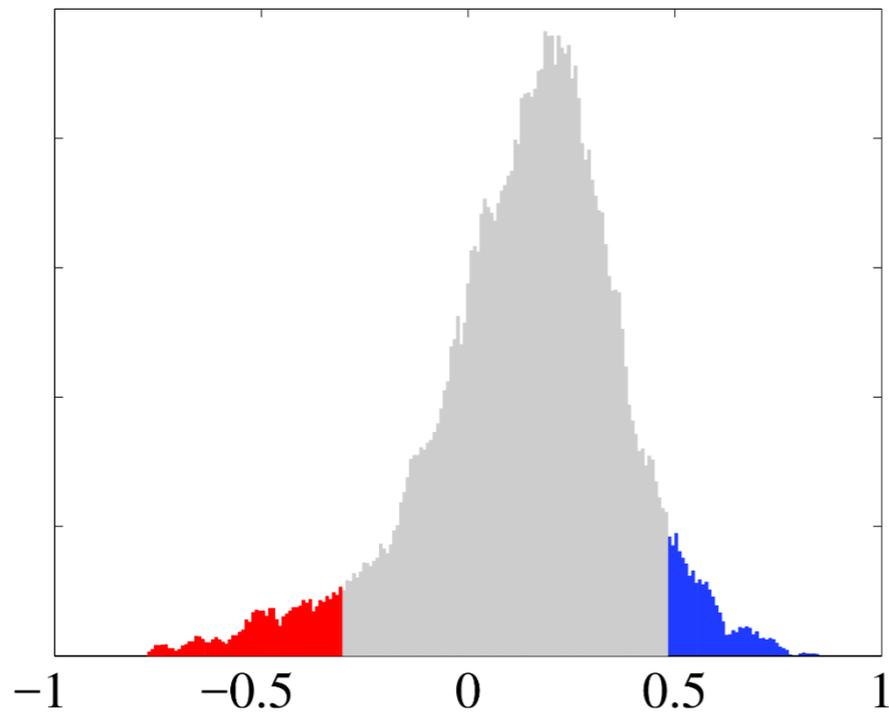




How many samples are available for training?

- Binary labels

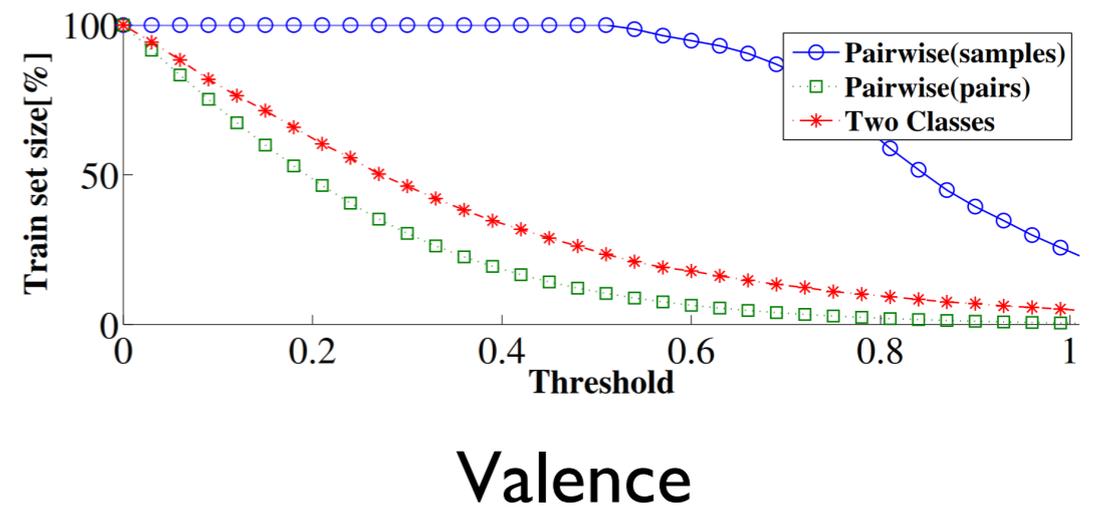
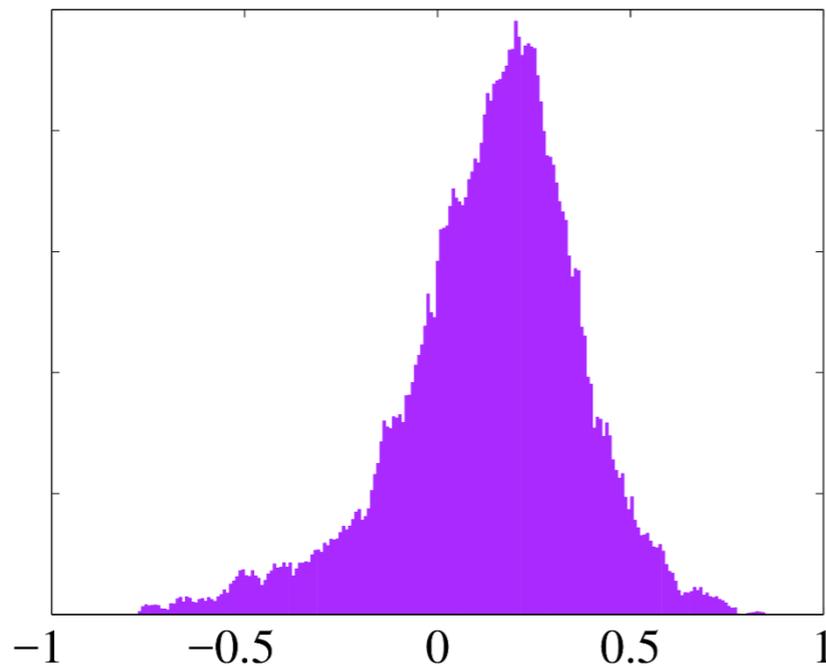
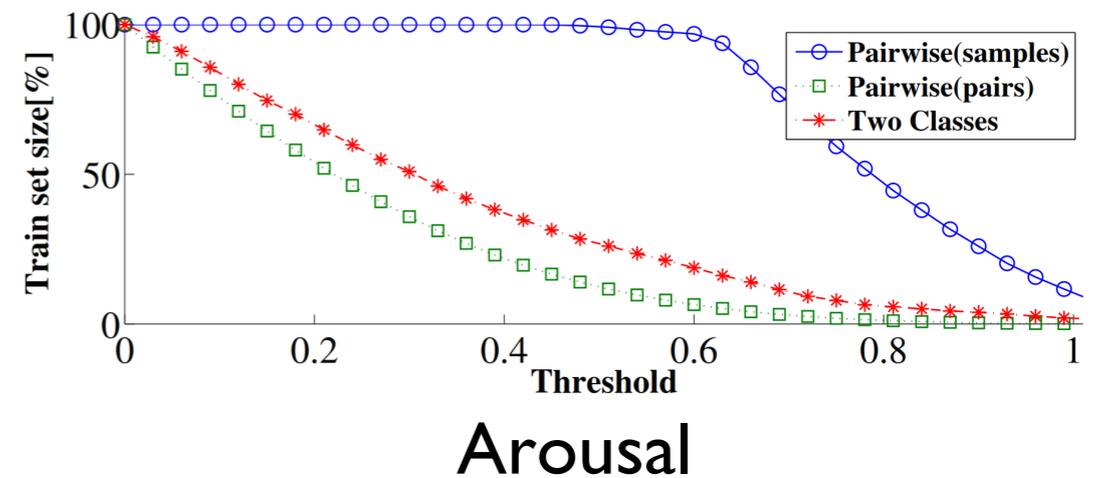
- Pairwise labels





How many samples are available for training?

- More samples remain in training set in pairwise classification

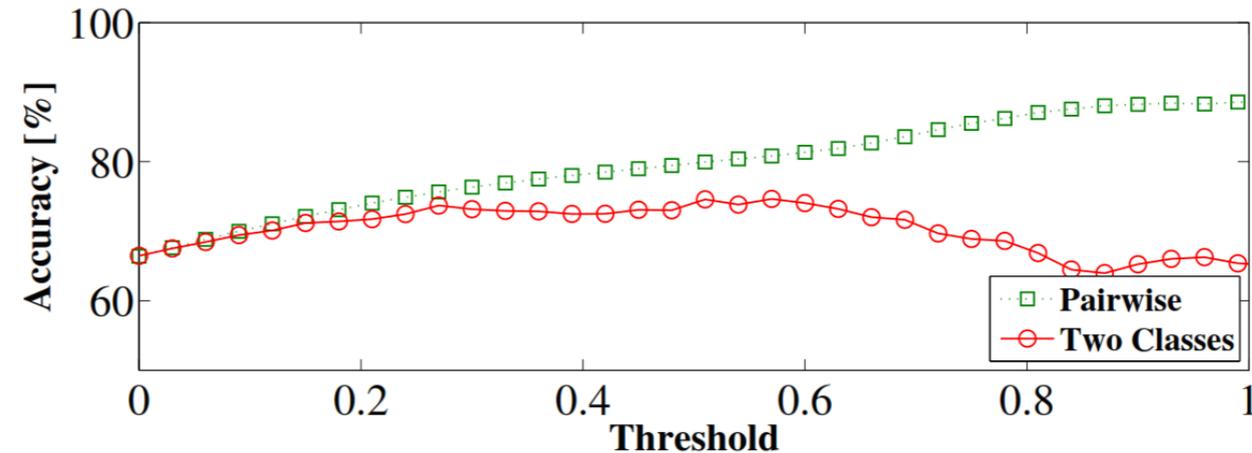




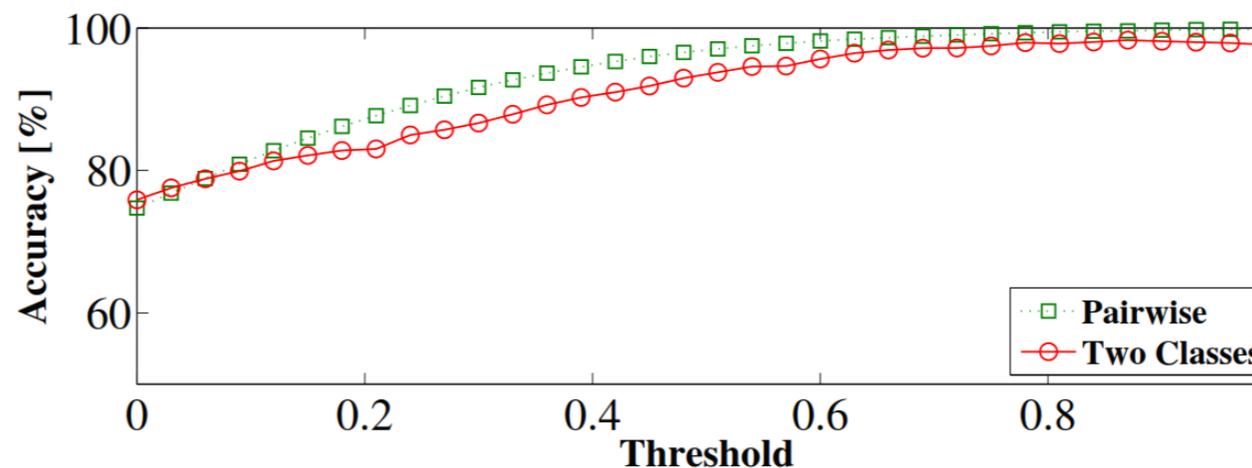
How reliable are the labels?

- Precision of subjective evaluations
 - Find the average of ratings for all evaluators except one
 - Compare his/her labels to aggregated score
- Pairwise labels: higher agreement between subjective evaluations for different thresholds evaluations
 - Few sample for margin >0.7 lead to noisy binary labels

Arousal



Valence





What are the optimum parameters?

- Rank SVM problem
- $x_i^{(1)}$ and $x_i^{(2)}$ are feature vectors of pair i where s_1 is preferred over s_2

$$\min_{w, \zeta} \quad \frac{1}{2} \|w\|^2 + C \sum_i \zeta_i$$

$$\text{subject to } \langle w, (x_i^{(1)} - x_i^{(2)}) \rangle \geq 1 - \zeta_i, \zeta_i \geq 0 \text{ for } i \in [l]$$

ζ_i : nonzero slack variable

C : soft margin variable

- Testing: s_1 is preferred over s_2 if $\langle w, (x_i^{(1)} - x_i^{(2)}) \rangle \geq 0$



Preference learning

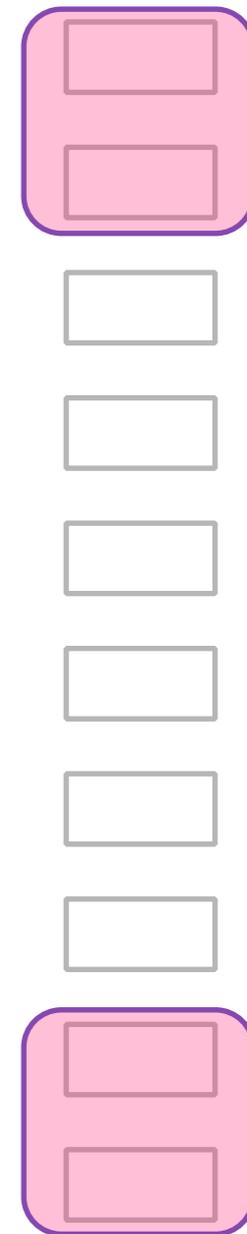
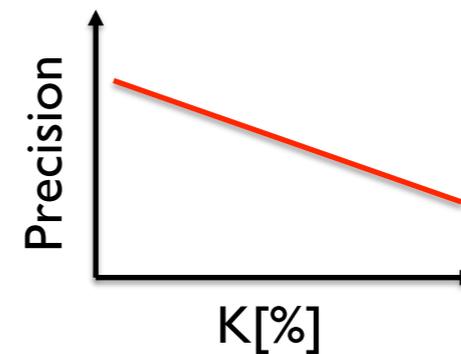
- Training samples
 - Speaker independent partitioning for
 - Development (feature selection): 8 randomly selected speakers
 - Cross validation: 5 speakers for training, 5 speakers for testing
 - Set of pairwise preferences (rankings of length 2)
 - Samples that satisfy the margin's threshold are selected
 - Different sample size is evaluated



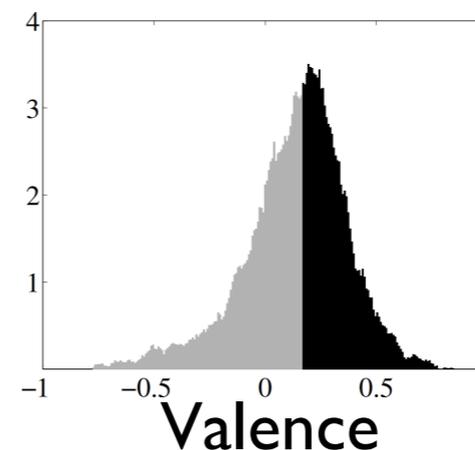
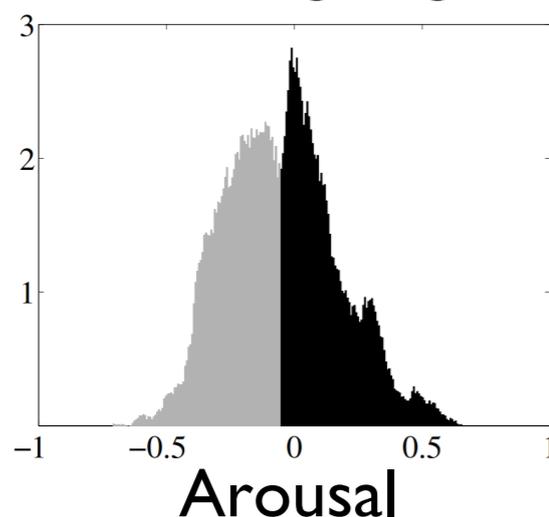
Measure of retrieval performance

Precision at K (P@K)

- Speech samples ordered by Rank-SVM
- Select $K/2$ samples from top, $K/2$ samples from bottom
- Example: P@100 \rightarrow binary classification
- Success if the sample is in the right side
- Black \rightarrow high; Gray \rightarrow bottom
- We can compare this approach to other machine learning algorithm



Ordered speech samples





What are the optimum parameters?

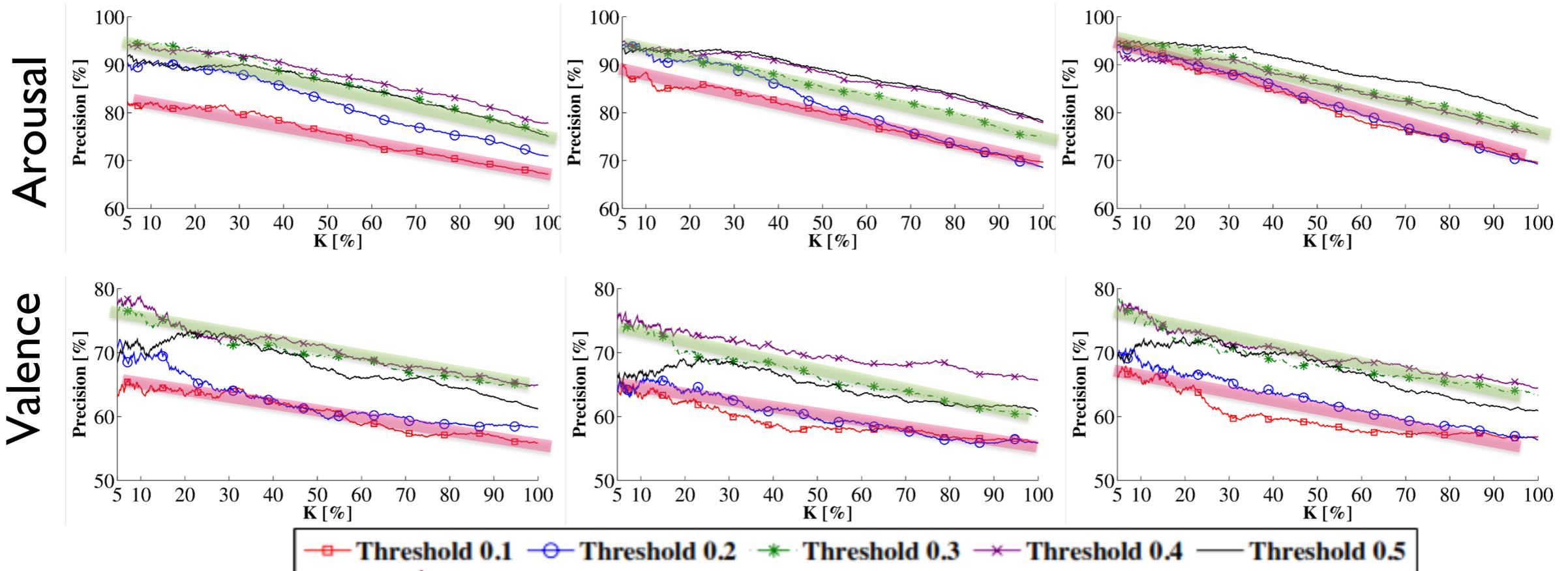
- Optimum margin threshold
 - Arousal $\rightarrow 0.5$
 - Valence $\rightarrow 0.4$

sample size:

1000

5000

10000





What are the optimum parameters?

- Optimum sample size
 - ~5000

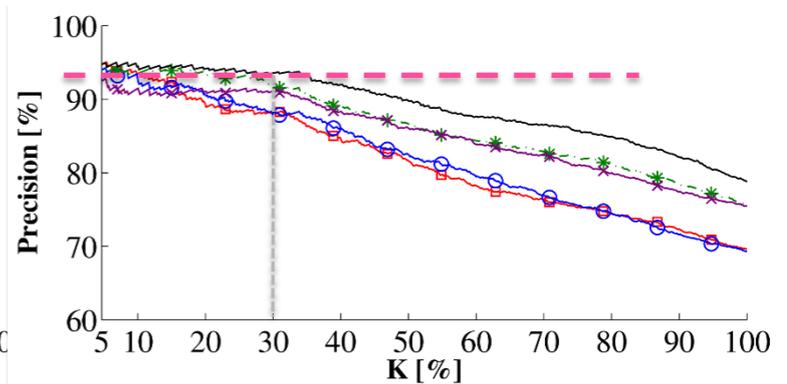
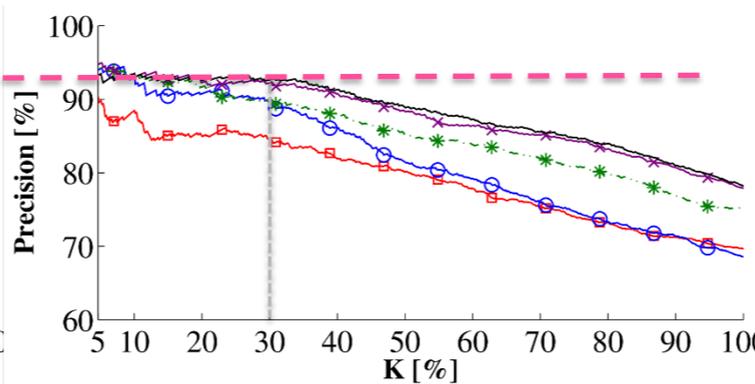
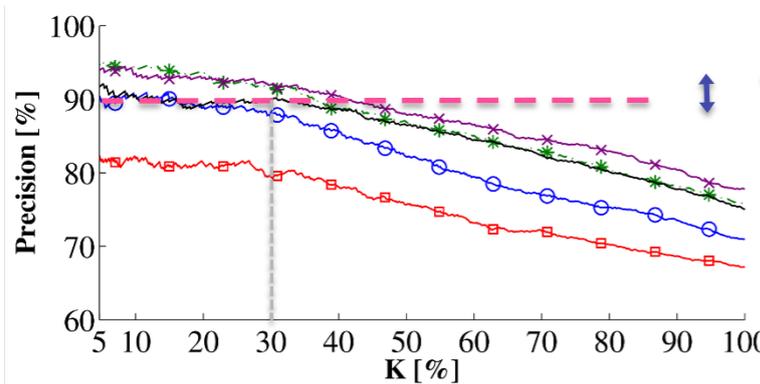
sample size:

1000

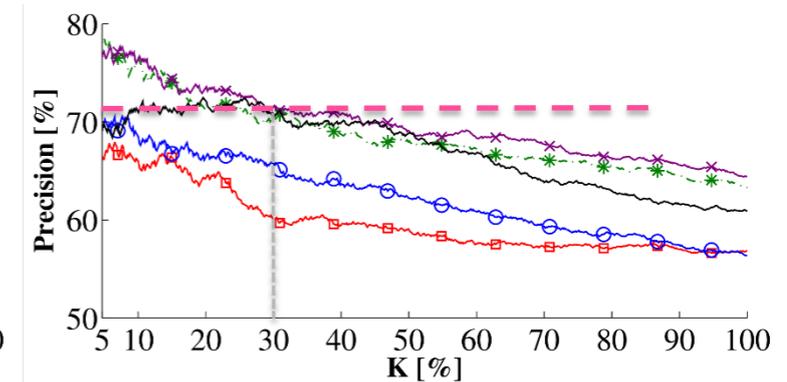
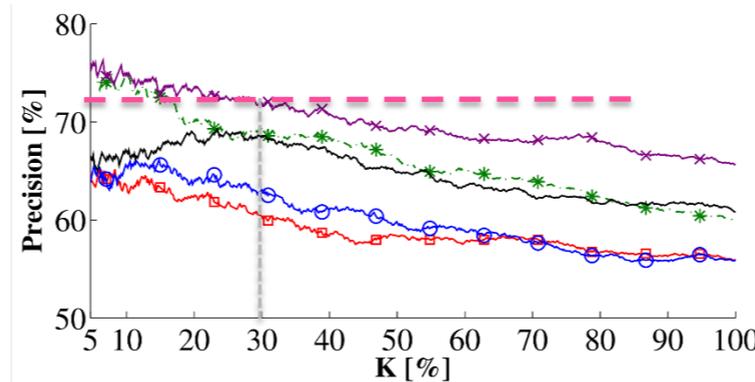
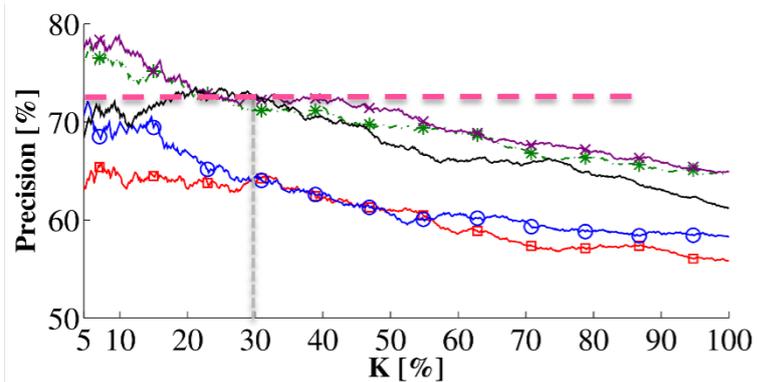
5000

10000

Arousal



Valence



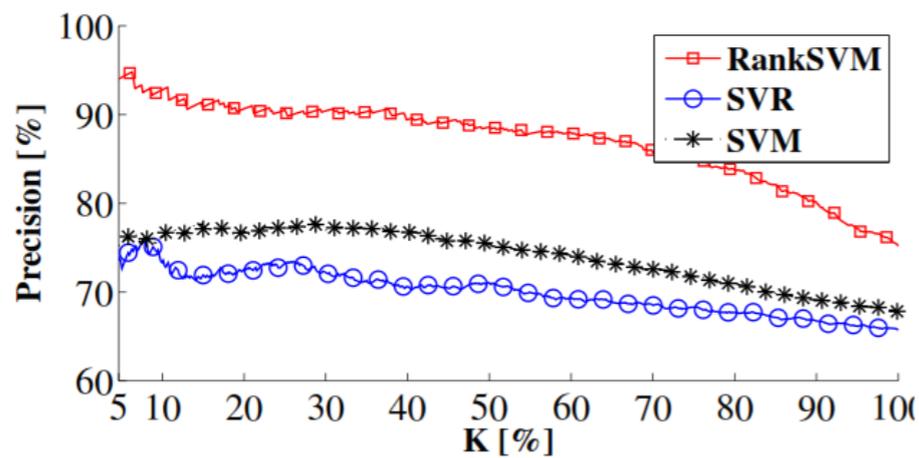
— Threshold 0.1 — Threshold 0.2 — Threshold 0.3 — Threshold 0.4 — Threshold 0.5



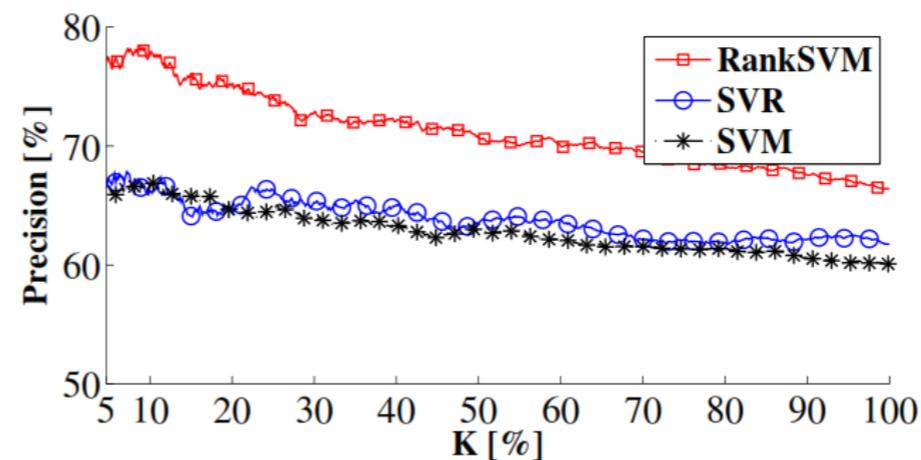


How does it compare to alternative methods?

- Support vector machine (SVM) → Binary classifiers
- Support vector regression (SVR) → Regression



Arousal



Valence

(P@100)



| Dimension | Rank-SVM [%] | SVR [%] | SVM [%] |
|-----------|--------------|---------|---------|
| Arousal | 77.1 | 65.5 | 68.1 |
| Valence | 66.8 | 62.1 | 61.7 |

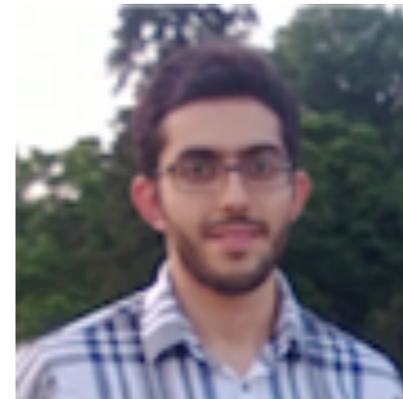


Conclusion

- Considerations in preference training for emotion retrieval
- Trade-offs
 - Label reliability vs training size
 - Optimize the margin between emotion labels in training samples
 - Preference learning provides more reliable labels and larger training set
- Preference learning has higher precision in retrieval
- Higher performance in binary classification
 - 7% arousal
 - 5.1% valence



Thanks for your attention!



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