

Emotion Recognition Using Support Vector Machine

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ABSTRACT

Human emotions are mental states of feelings that arise spontaneously rather than through conscious effort and are accompanied by physiological changes in voice muscles which implies recognition on voice. Some of the critical emotions are happy, sad, anger, disgust, fear, surprise etc. Voice recognition plays a key role in non-verbal communication which appears due to internal feelings of a person that reflect on the voices. In order to computer modelling of human's emotion, a plenty of research has been accomplished. But still it is far behind from human vision system. In this paper, we are providing a better approach to predict human emotions using deep convolutional neural network (CNN), support vector machine (SVM) and how emotion intensity changes on a voice from low level to high level of emotion. This algorithm can be used in digital assistants like Amazon Alexa, Google Home to recognise the user emotion and provide services based on their emotional state. The assessments through the proposed experiment confer quite good results and obtain accuracy may give encouragement to the researchers for future model of computer-based emotion recognition system.

Keywords: CNN; SVM; HMM; Tkinter; Human Computer Interaction; Scikit-Learn,

I. INTRODUCTION

Emotion recognition is an important element in human-computer interaction, where emotion recognition makes this process far more natural. In emotion recognition, the physiological state of a person is usually examined, i.e. phenomena such as changes in body temperature, skin resistance (ECG), changes in electrocardiographic signal (ECG) or blood pressure. However, the easiest signals to acquire are those that are observed in communication between people – the human voice and

voice sound.

The aim of our project is to identify 6 basic emotions.

They are joy, anger, sadness, disgust, fear and astonishment. Its main stages are: recognition of the area of tone in the voice.

HMM-

In HMM-based classification model, values are emitted by each hidden layer, and the whole model generates the sequence of values that constitutes the tweet's feature vector. States are considered to be a set of values that represent the best emotional categories.

CNN- The CNN are made of neurons that have learnable weights and biases. The neurons on each layer perform dot product. The layers in CNN are a sequence of layers with input conv, ReLU pool, and fully connected layer. Through differentiable functions, each layer transforms one volume of activation to another. The whole network represents the information with a single differentiable score function from converting raw information to a class on the other side.

SVM- The SVM algorithm is to find a hyperplane in N -dimensional space (N – the number of features) that distinctly classifies the data point.

SVM can be used for classification or regression problem. Kernel trick is used to transform your data, then based on these transformations it finds an optimal boundary between the possible outputs.

II. EXISTING SYSTEM

Voice recognition plays an important role in non-verbal communication between people. Diverse classification of voice recognition might be used in numerous applications like; Human Behaviour Predictor, Surveillance System and Medical Rehabilitation. Seven elementary categories of human emotions are

unanimously predictable across different cultures and by numerous people are: anger, disgust, fear, happiness, sadness, surprise and neutral. Numerous scholars have used dissimilar methods for classifying voice recognize. Identical bilateral amygdala impairment recognition of voice emotions, holistic template-matching to detect recognize and geometric feature-based approach, the Active shape models: Assessment of a multi-resolution method, sound preprocessing methods and descriptors based local binary patterns, Hidden Markov Model for recognize detection, Many Hybrid approaches also has been hosted which are like view based Modular Eigenspaces and a hybrid approach of NN and HMM for voice emotion classification.

1.1. Disadvantage:

The existing system has the disadvantages are

- Accuracy is low when compared to new technique.
- It also requires some computational devices.
- Implementation cost is high.

III. PROBLEM STATEMENT

In the case of emotion classification from the voice sound, the common approach is to train the classifier based on the data collected from voice sounds, that are also involved in testing process. We decided to test classifiers using voices other than these, used in the training process. It is more difficult, but more practical from the point of view of the future user. The classifier of nearest neighbours (k-NN) does not require relearning. Data classification in this case is based only on the proper analysis of training set. S

upport Vector Machine (SVM) focuses on constructing a hyperplane in a multidimensional space that will be able to separate cases belonging to different classes.

IV. PROPOSED SYSTEM

The main aim of our proposed scheme is to find out the standardized percentages of several emotional states (happiness, sadness, disgust, anger, surprise, and fear) in a voice. The emotion having the maximum percentage is projected as its resulting emotion on a specified voice. Likewise, founded on experimental outcomes, training and examination of various emotional phases (frame by frame) has also inspired us to develop a real-time voice recognize recognition system. To attain such composite classification of tones, an enormous and robust training is essential. Hence, in this proposed technique concepts of deep learning using convolution neural networks has been applied to train and test the system. The performance of a neural network mainly depends on numerous issues like initial random weights, training data, and number of hidden layers and network structure of systems. The convolutional neural networks use tones directly as input. As a substitute of handcrafted intermediate features, convolutional neural networks are used to mechanically learn a pecking order of features which can further be used for classification.

Data are linearly separable using SVM.

1.2. Advantages:

The proposed system has the following advantages are

- Accuracy is high.
- High computational processing.
- Independent of ethnicity.

V. PROPOSED ARCHITECTURE

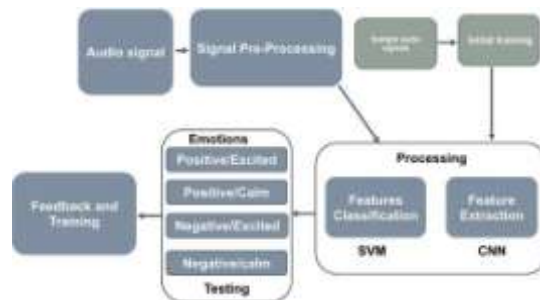


Fig.1. System Architecture

The proposed system is spliced into the following modules

- UserGUI
- InitialTraining
- SignalPreProcessing
- CNNFeatureExtraction
- SVMFeatureClassification

1.3. UserGUI

Tkinter is the standard GUI library for Python. Python when combined with Tkinter provides a fast and easy way to create GUI applications. Tkinter provides a powerful object-oriented interface to the Tk GUI toolkit.

User voice is recorded using the pyaudio library in python.

User emotion state is displayed after classification. User feedback is used to train the system and improve the efficiency.

1.4. SignalPreProcessing:

Based on the user profile, the audio is categorized and stored to the user's model. Features such as Pitch, Tone, Volume, wordGap, WordGap length are extracted using the python libraries such as python_speech_features, pyAudioAnalysis, Pydub.

1.5. CNNFeatureExtraction :

A Convolutional Neural Network (CNN) is comprised of one or more convolutional layers (often with a subsampling step) and then followed by one or more fully connected layers as in a standard multilayer neural network.

Time Series Prediction with LSTM Recurrent Neural Networks in Python with Keras. The Long Short-Term Memory network or LSTM network is a type of recurrent neural network used in deep learning because very large architectures can be successfully trained.

1.6. SVMFeatureClassification:

Scikit-learn is a free machine learning library for Python. It features various algorithms like support vector machine, random forests, and k-neighbours, and it also supports Python numerical and scientific libraries like NumPy and SciPy.

The linear SVM classifier works by drawing a straight line between two classes. This is where the LSVM algorithm is used.

Comparison of the operation of various classifiers, in the implementation of the task of emotion recognition, was performed. The support vector machine (SVM). We achieved an averaged classification accuracy of 57.7% for 5 different emotions (angry, excited, sad, normal and nervous) and an average classification accuracy of 95.9% for 2 emotions (excited, sad).

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VI. CONCLUSION

In this paper, a system, which enabled extraction of geometrical and anthropometric features from sounds of voices, was created. On this basis, compar-

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