

Turkish German Multimodal Interaction Summit, Istanbul, Turkey, 11 November 2014



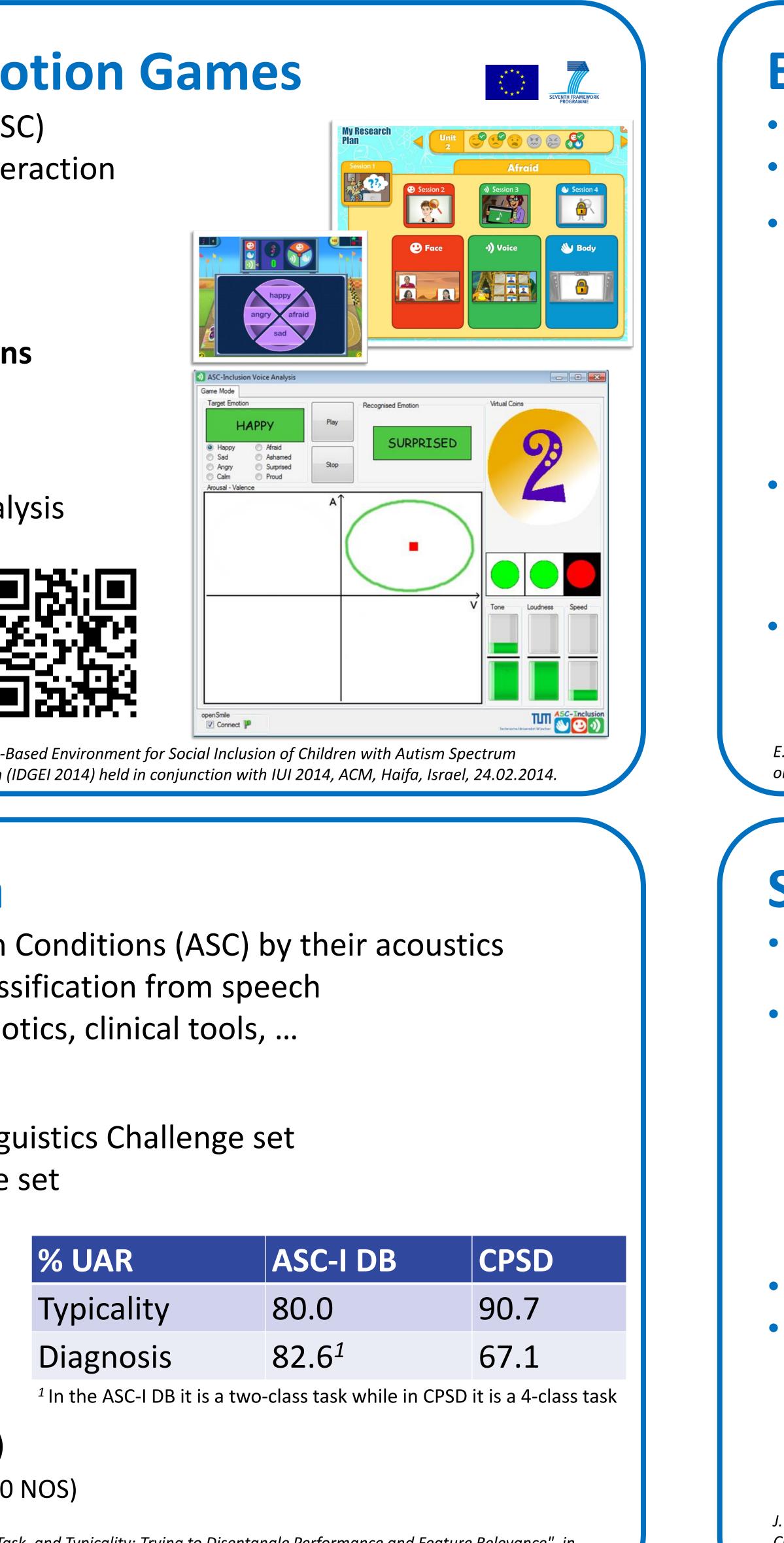
ASC-Inclusion: Interactive Emotion Games Children with Autism Spectrum Conditions (ASC) show difficulties in communication, social interaction and understanding ASC-Inclusion develops interactive games to **assist** children with ASC (high-functioning) to recognise, understand and express emotions It assists children with ASC to improve their socio-emotional communication skills It combines **voice**, face, and body gesture analysis and provides corrective feedback http://www.asc-inclusion.eu UNIVERSITY OF CAMBRIDGE Bar-Ilan University B. Schuller, E. Marchi, S. Baron-Cohen et al., "The state of play of ASC-Inclusion: Integrated Internet-Based Environment for Social Inclusion of Children with Autism Spectrum Conditions", in Proc. 2nd International Workshop on Digital Games for Empowerment and Inclusion (IDGEI 2014) held in conjunction with IUI 2014, ACM, Haifa, Israel, 24.02.2014. **Atypical Speech Classification**

- Recognition of speaker with Autism Spectrum Conditions (ASC) by their acoustics
- Few studies exists on automatic diagnosis classification from speech
- Application: health-care, socially assistive robotics, clinical tools, ...
- **Audio features:**
 - INTERSPEECH 2013 Computational Paralinguistics Challenge set
 - INTERSPEECH 2012 Speaker Trait Challenge set
- **Classifier:** linear SVMs trained with SMO
- **Databases:**
 - ASC-Inclusion Database (ASC-I DB) 529 instances, 20 children (11 TYP, 5 HF, 4 AS)
- Child Pathological Speech Database (CPSD) 2.5k instances, 99 children (64 TYP, 12 ASC, 13 DYS, 10 NOS)

E. Marchi, A. Batliner, B. Schuller, S. Fridenzon, S. Tal, O. Golan: "Speech, Emotion, Age, Language, Task, and Typicality: Trying to Disentangle Performance and Feature Relevance", in Proc. First International Workshop on Wide Spectrum Social Signal Processing (WS³P 2012), held in conjunction with SocialCom 2012, IEEE, Amsterdam, The Netherlands, 03.-06.09.2012. B. Schuller et al. : "The INTERSPEECH 2013 Computational Paralinguistics Challenge: Social Signals, Conflict, Emotion, Autism", in Proc. INTERSPEECH 2013, ISCA, Lyon, France, 2013.

EMOTION AND SPEECH OF CHILDREN WITH AUTISM SPECTRUM CONDITIONS

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Emotions in the voice of children with ASC

Novelty: Automatic recognition of emotions in atypical children's voice Task: Arousal, Valence and Emotion (9-classes)

ASC-Inclusion Database (ASC-I DB)

- Languages: English, Hebrew, Swedish
- 7-10 children with ASC, aged 6-10 (Focus group)
- 10 typically developing children, aged 5-9 (Control group)
- **9 emotion** elicited with 9 stories

(happy, sad, angry, surprised, afraid, ashamed, calm, proud, neutral)

Audio features: INTERSPEECH 2012 Speaker Trait Challenge set

Spectral, voice quality and **prosodic** features

Classifier: linear SVMs with Sequential Minimal Optimisation (SMO)

| % UAR | #Classes | Focus group | Control group |
|---------|----------|-------------|---------------|
| Arousal | 2 | 84.9 | 89.0 |
| Valence | 2 | 82.1 | 81.8 |
| Emotion | 9 | 42.6 | 55.9 |

E. Marchi, B. Schuller, A. Batliner, S. Fridenzon, S. Tal, O. Golan: "Emotion in the Speech of Children with Autism Spectrum Conditions: Prosody and Everything Else", in Proc. 3rd Workshop on Child, Computer and Interaction (WOCCI 2012), Satellite Event of INTERSPEECH 2012, Portland, OR, USA, 14.09.2012.

Speech Dereverberation and ASR

Reverberation severely degrades ASR performance

Robust recognition of reverberated speech:

- Multi-channel dereverberation with **Correlation Shaping** (CS)
- Bidirectional Long Short-Term Memory (LSTM) RNNs for phoneme prediction
- GMM-LSTM double-stream decoding

Audio features: MFCCs **Database** 2014 REVERB Challenge:

- **Sim:** 7.8k (train), 1.4k (devel),
- 2.1k (test) utterances (WSJCAM0 corpus)
- **Real:** 179 (devel), 372 (test)
- utterances (MC-WSJ-AV corpus)

J. T. Geiger, E. Marchi, B. Schuller, G. Rigoll: "The TUM System for the REVERB Challenge: Recognition of Reverberated Speech Using Multi-Channel Correlation Shaping Dereverberation and BLSTM Recurrent Neural Networks", to appear in Proc. REVERB Workshop 2014 (REVERB 2014), ICASSP 2014, Florence, Italy, 10.05.2014

| % WER |
|---------------|
| Baseline |
| CS + Baseline |
| GMM |
| CS + GMM |
| GMM + LSTM |
| CS + GMM + L |
| source |





opensmile.sourceforge.net

