

FIL ROUGE

CONTEXTE ET ENJEUX







CONTEXTE

• Informatique affective : Etude et développement de systèmes ayant les capacités de reconnaître, d'exprimer, de synthétiser et modéliser les émotions humaines.

Notre approche

- Plateforme d'entrainement aux entretiens pour les demandeurs d'emploi
- Rapport de performance et analyse des traits de personnalité et des émotions du candidat

Interview Simulator



Use the video interview simulator and get a feedback on how our algorithm interprets your facial emotions compared to other candidates.

You will be provided a feedback on your facial emotions such as :

- Anger
- Happiness
- Fear
- Sadness
- Surprise
- Disgust



Audio Interview

Use the audio interview simulator and get a feedback on how our algorithm interprets your vocal emotions compared to other candidates.

You will be provided a feedback on your vocal emotions such as :

- Anger
- Happiness
- Fear
- · Sadness
- Surprise
- Disgust



Use the text interview simulator and get a feedback on how our algorithm interprets your psychological traits through compared to other candidates.

You will be provided a feedback on your Big Five Psychological traits, which include:

- Openness
- Conscientiousness
- Extraversion
- Agreeableness
- Neuroticism

Video Interview

Audio Interview

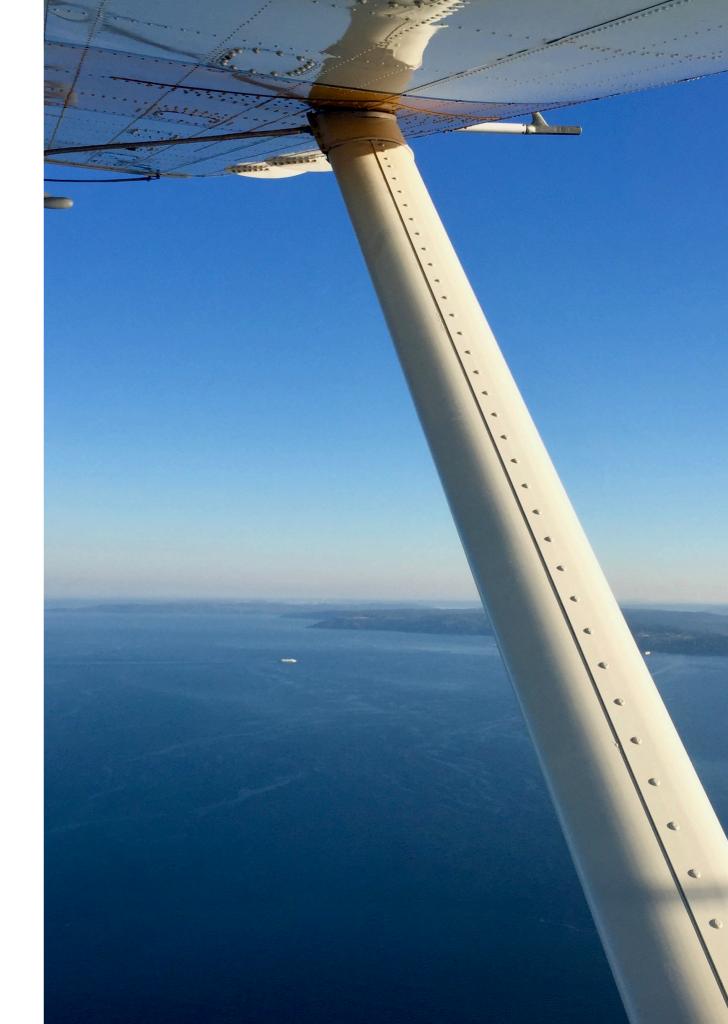
Text Interview

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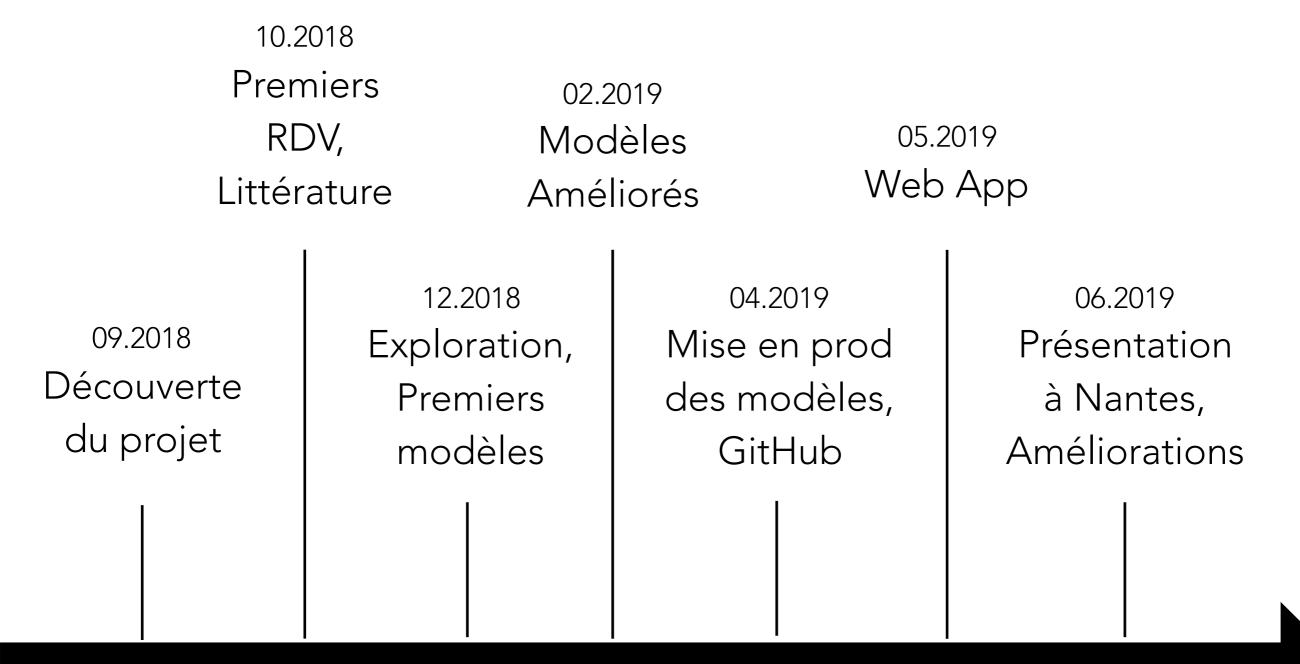
DÉROULEMENT







DÉROULEMENT

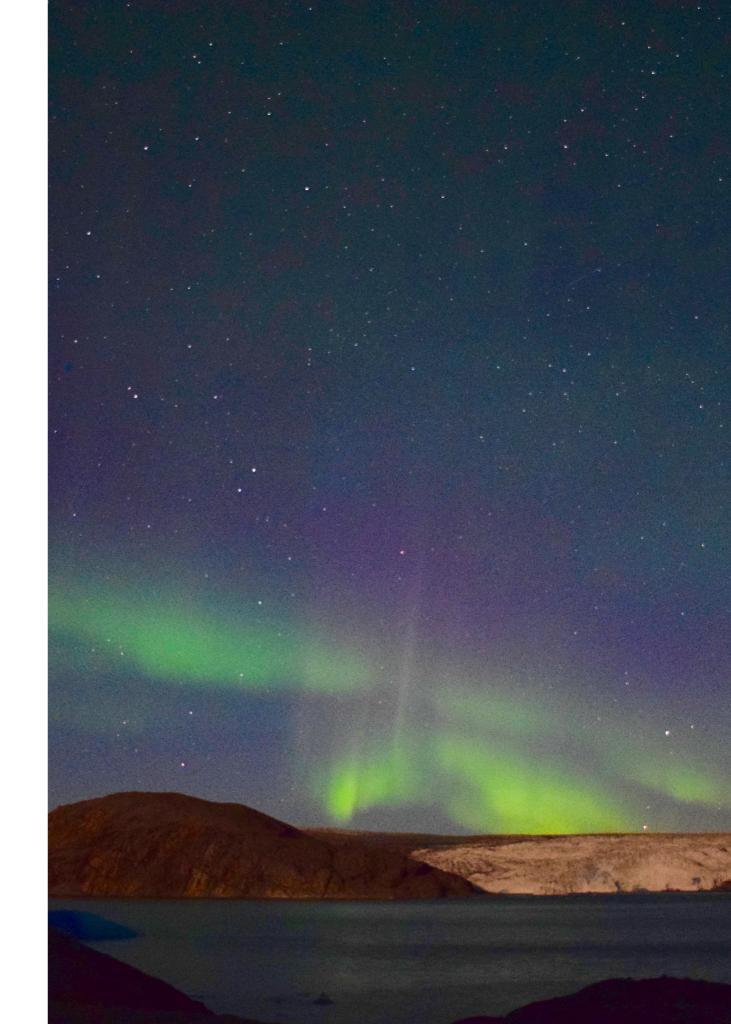


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RESULTATS







QUELQUES CHIFFRES

1WebApp

1
Présentation
à Nantes

Technologies

6'000

Lignes de code

TECHNOLOGIES

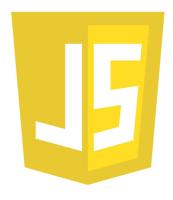














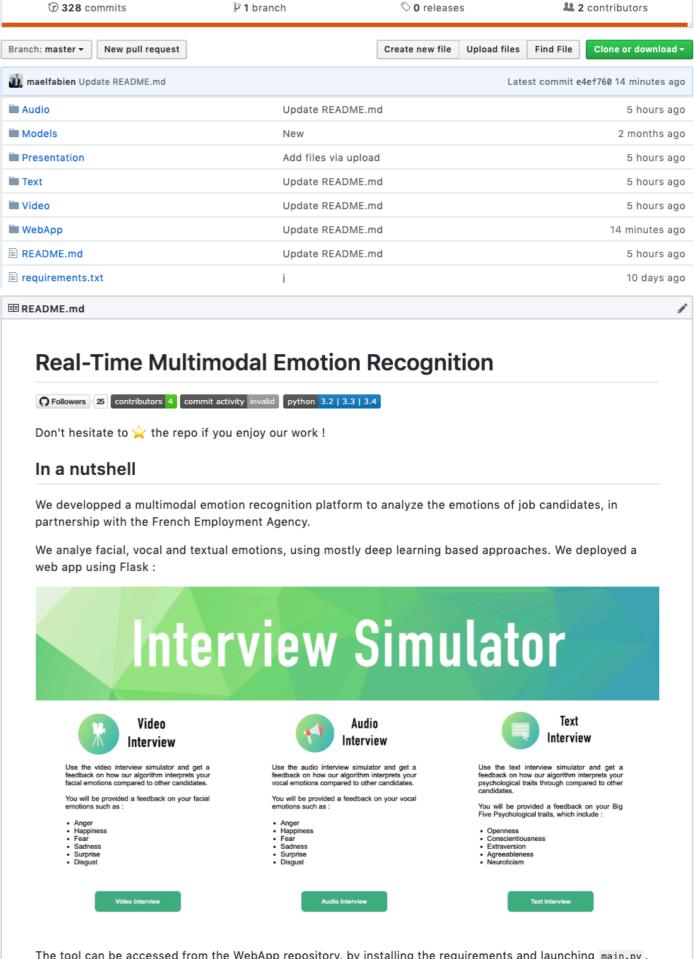




UN PROJET OPEN-SOURCE



https://github.com/maelfabien/Multimodal-Emotion-Recognition



The tool can be accessed from the WebApp repository, by installing the requirements and launching main.py.

We have also written a paper on our work: https://www.overleaf.com/read/xvtrrfpvzwhf

RÉSULTATS

Texte

Audio

Video

53%

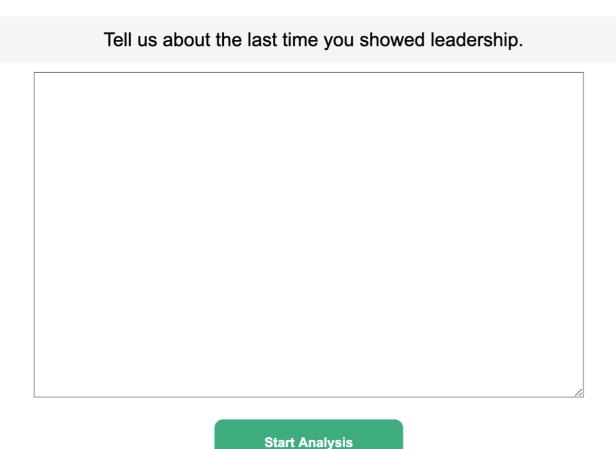
75%

65%

TEXTE

- Identifier des traits de personnalité (Big5) à partir de réponses à des questions spécifiques
- Natural Language Processing :
 - Pré-Traitement
 - Embedding
 - Classification

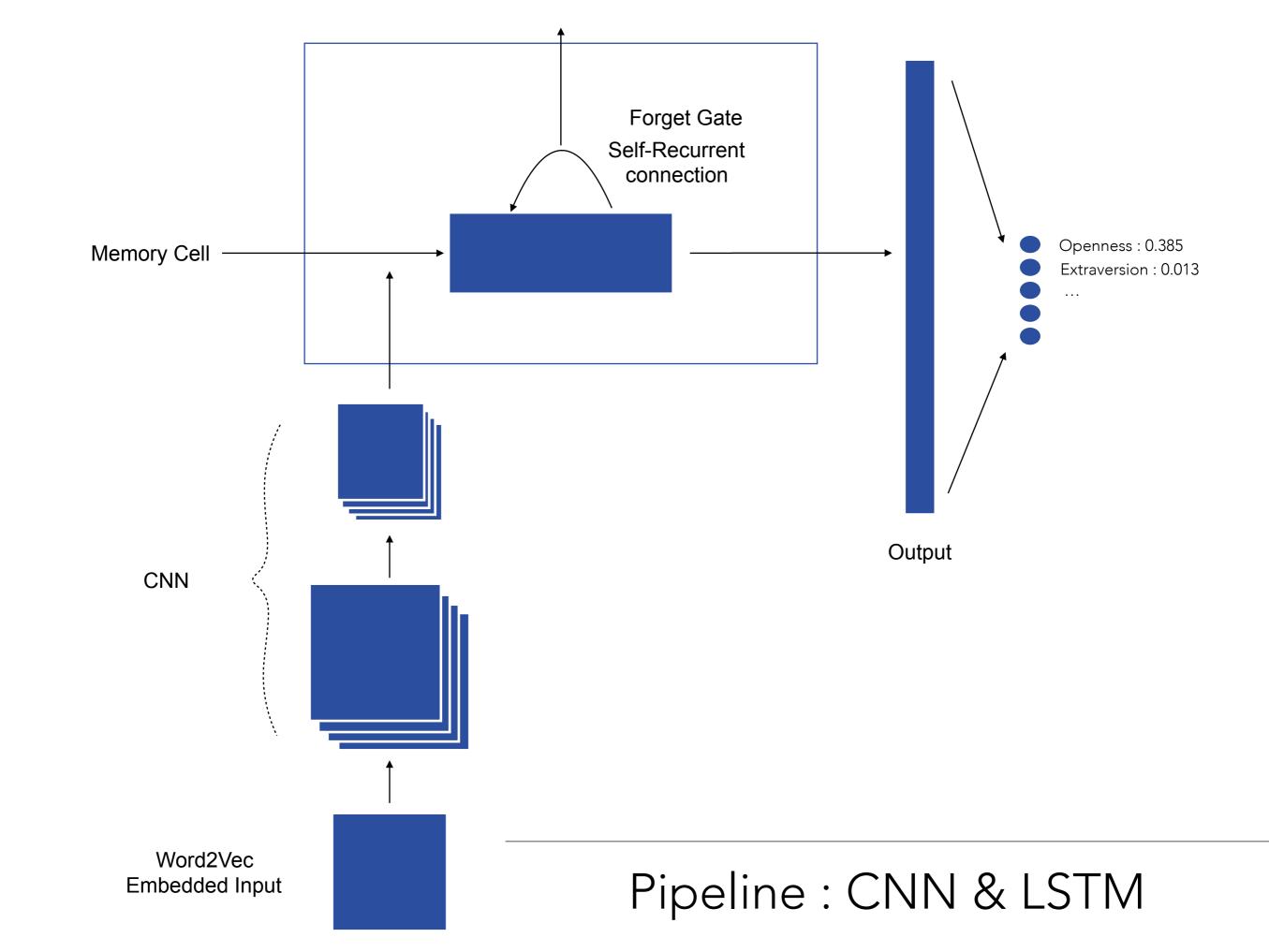
Text Interview



Or upload your Cover Letter:

Choisir un fichier Aucun fichier choisi

Start Analysis



TEXTE

- Difficultés:
 - Très nombreuses options de pré-traitement des données textuelles
 - Corpus d'entrainement de relativement petite taille, en anglais

HISTORIQUE

BoW + SVM

LSTM

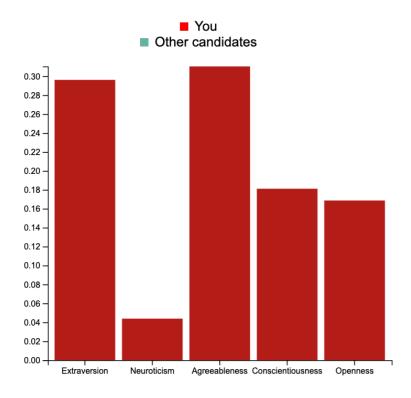
CNN & LSTM

38%

45%

53%

Perceived Psychological Traits



Your most visible trait is:

Agreeableness

Psychological Traits:

• Extraversion: 29% Neuroticism: 4% • Agreeableness: 31% • Conscientiousness: 18% • Openness: 16%

Other candidates

Their most visible trait is:

Openness

Psychological Traits:

• Extraversion: 21% • Neuroticism: 10% · Agreeableness: 22% • Conscientiousness: 19%

Openness: 26%

Most common words:

- project
- game
- team
- developer
- work
- individually
- apps
- downloaded
- top
- since
- outcome
- happy
- part
- progress
- monitor

0.22 -0.20 -0.18 -0.16 -0.14 -0.12 -0.10 -0.08 -

Agreeableness Conscientiousness Openness

0.26

0.24 -

0.06 -

0.04 -0.02 -0.00

Extraversion

Neuroticism

Most common words:

- project
- · deutsche
- bank
- work
- market
- team
- study
- cover
- also letter
- learning
- internship
- class
- student
- take

AUDIO

• Idée: identifier des émotions dans la voix.

- Méthode:
 - Extraction et discrétisation du signal audio
 - Pré-traitement du signal
 - Classification des émotions
- Modèle:
 - Variable: Spectrogram
 - Classifieur: CNN+LSTM

Audio Interview

Tell us about the last time you showed leadership.

Start Recording

After pressing the button above, you will have 15sec to answer the question.

How does it work?

Back

Audio Interview

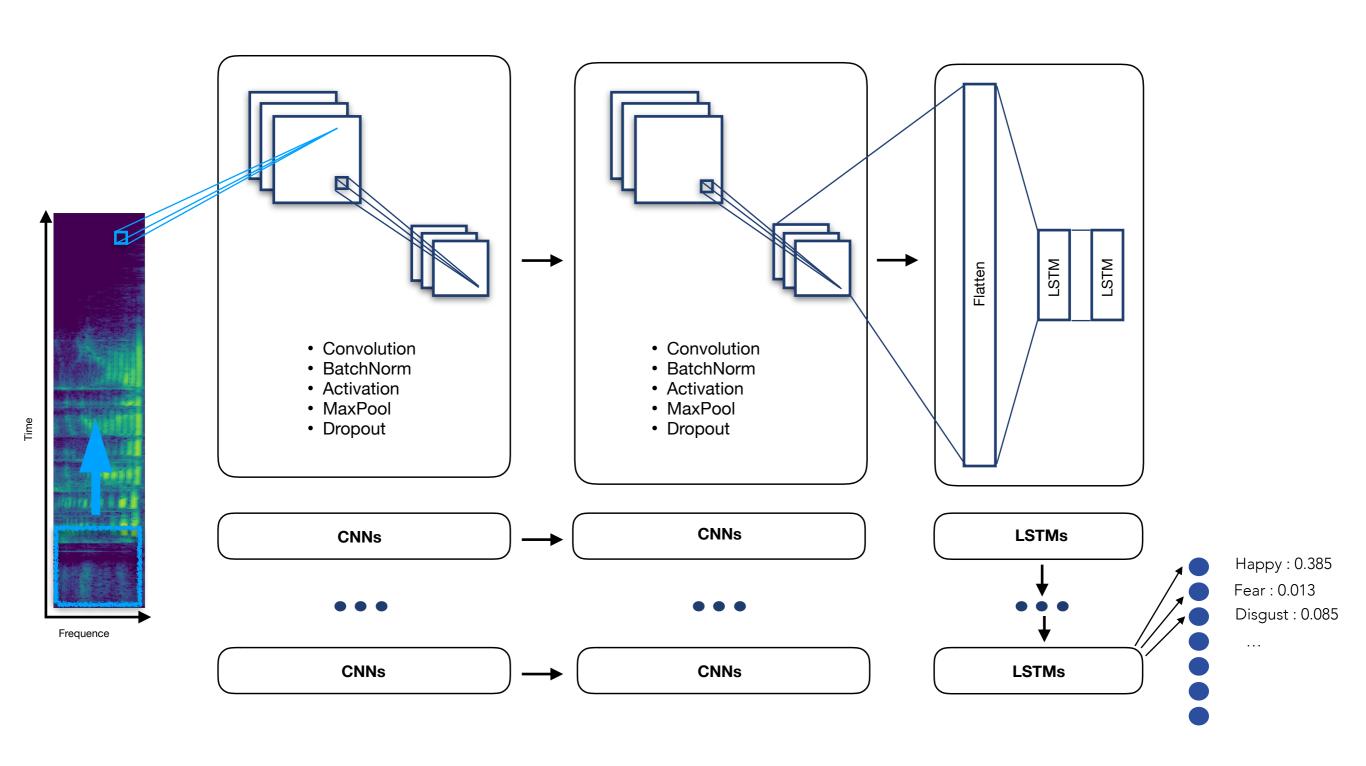
Tell us about the last time you showed leadership.

Start Recording

The recording is over! You now have the opportunity to do an analysis of your emotions. If you wish, you can also choose to record yourself again.

Get Emotion Analysis

How does it work?



Pipeline: CNNs & LSTMs

AUDIO

- Difficultés:
 - Spectrogramme le plus « propre » possible
 - Architecture la plus performante
- Solutions:
 - Suppression des fréquences > 4k Hz
 - Augmentation des données d'apprentissage
 - Distinction de **genre**

HISTORIQUE

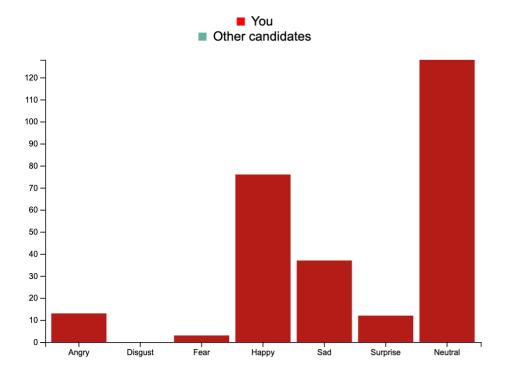
SVM

CNN & LSTM

71%

75%

Perceived emotions



Facial Emotions

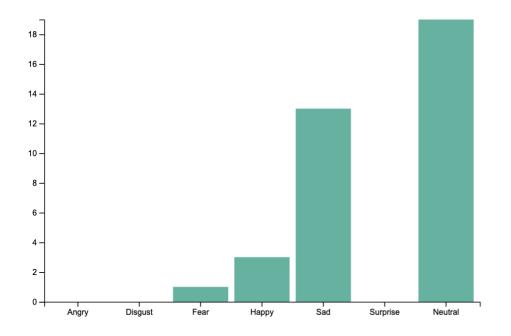
Your most frequent emotion is :

Neutral

Anger: 0%Disgust: 0%Fear: 2%Happiness: 8%Sadness: 36%

Sadness: 36%Surprise: 0%Neutrality: 52%

Other candidates



Other candidates most frequent emotion is :

Neutral

Angry: 4%
Disgust: 0%
Fear: 1%
Happy: 28%
Neutral: 13%
Sad: 4%
Surprise: 47%

- Identifier des émotions à partir d'une vidéo
- Traitement de l'image :
 - Pré-Traitement de l'image : Identification, extraction du visage
 - Filtres manuels + SVM
 - CNN, XCeption

Video Interview

Tell us about the last time you showed leadership.

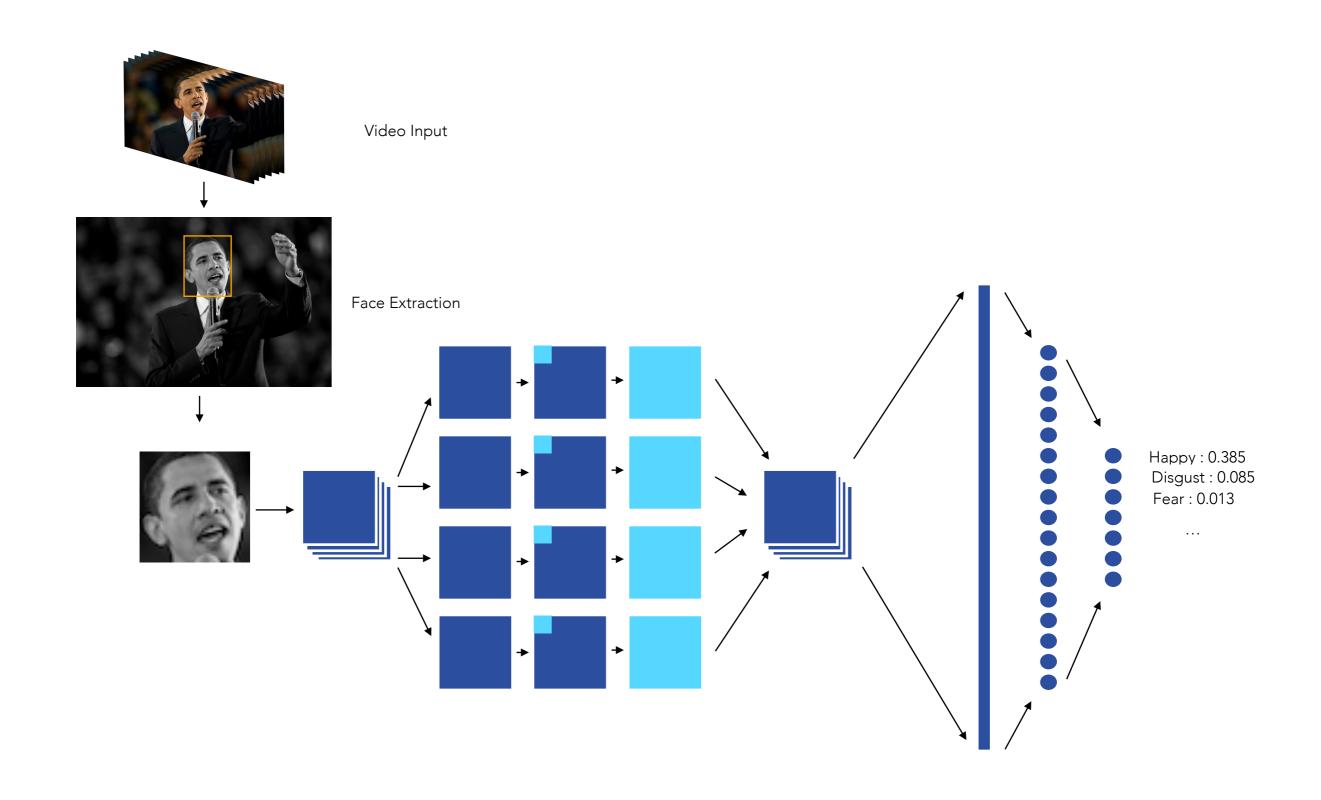
Start Recording

You will have 45 seconds to discuss the topic mentioned above. Due to restrictions, we are not able to redirect you once the video is over. Please move your URL to /video_dash instead of /video_1 once over. You will be able to see your results then.

How does it work?

Back

- Identifier des émotions à partir d'une vidéo
- Traitement de l'image :
 - Pré-Traitement de l'image : Identification, extraction du visage
 - Filtres manuels + SVM
 - CNN, XCeption



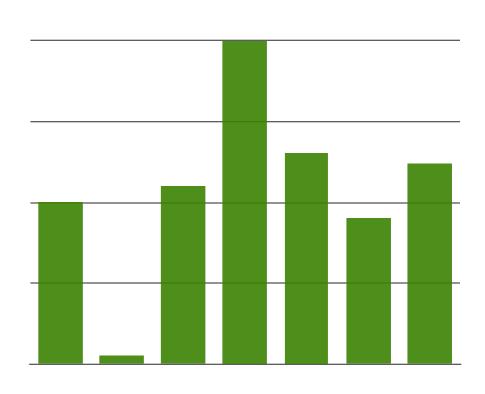
Pipeline: HoG & XCeption

• Difficultés:

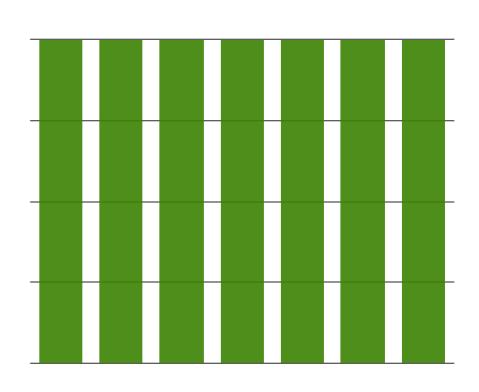
- Label des données d'entrainement
- Passage à l'échelle (images/secondes)

• Solutions:

- Data Augmentation
- Early Stopping
- Réduction du « Learning Rate » sur plateau
- L2-Regularization
- Class Weight



- Difficultés:
 - Label des données d'entrainement
 - Passage à l'échelle (images/secondes)
- Solutions:
 - Data Augmentation
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 - Class Weight



HISTORIQUE

Filtres & SVM

CNN

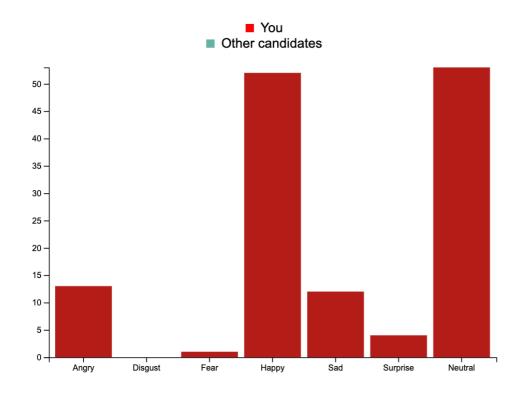
XCeption

49%

59%

65%

Perceived emotions



Facial Emotions

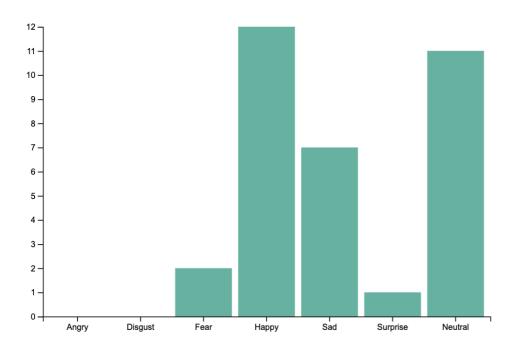
Your most frequent emotion is:

Neutral

Anger: 0%
Disgust: 0%
Fear: 0%
Happiness: 24%
Sadness: 36%
Surprise: 0%

Neutrality : 39%

Other candidates

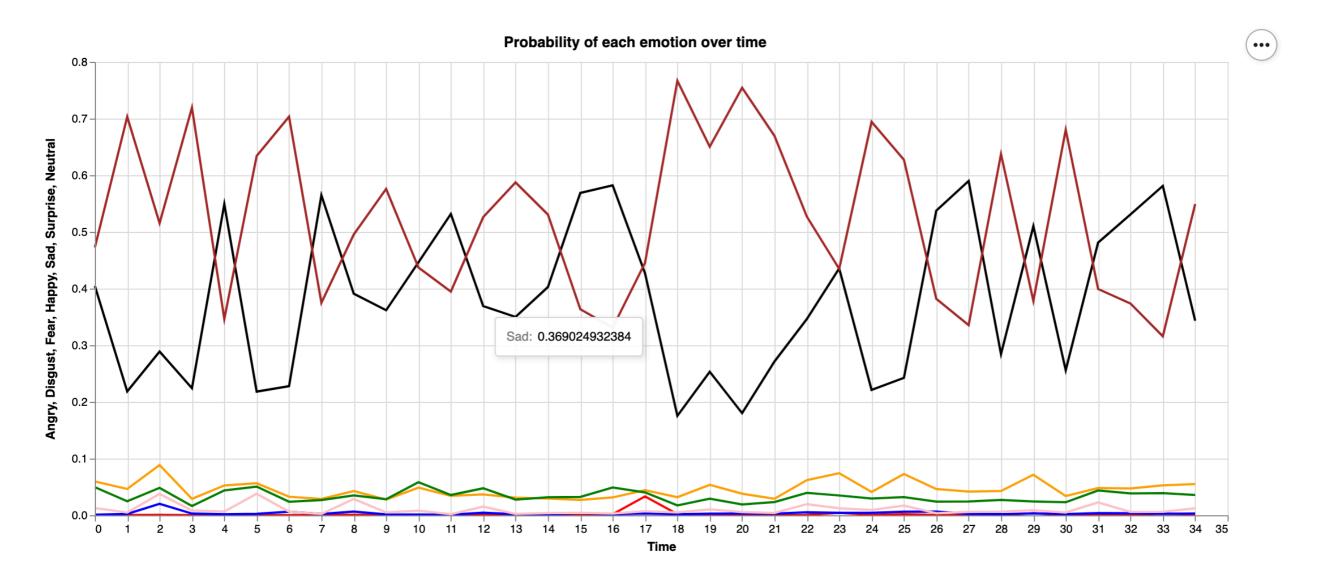


Other candidates most frequent emotion is :

Нарру

Angry: 7%
Disgust: 0%
Fear: 1%
Happy: 38%
Neutral: 11%
Sad: 2%
Surprise: 38%

Over time



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PERSPECTIVES







AMÉLIORATIONS

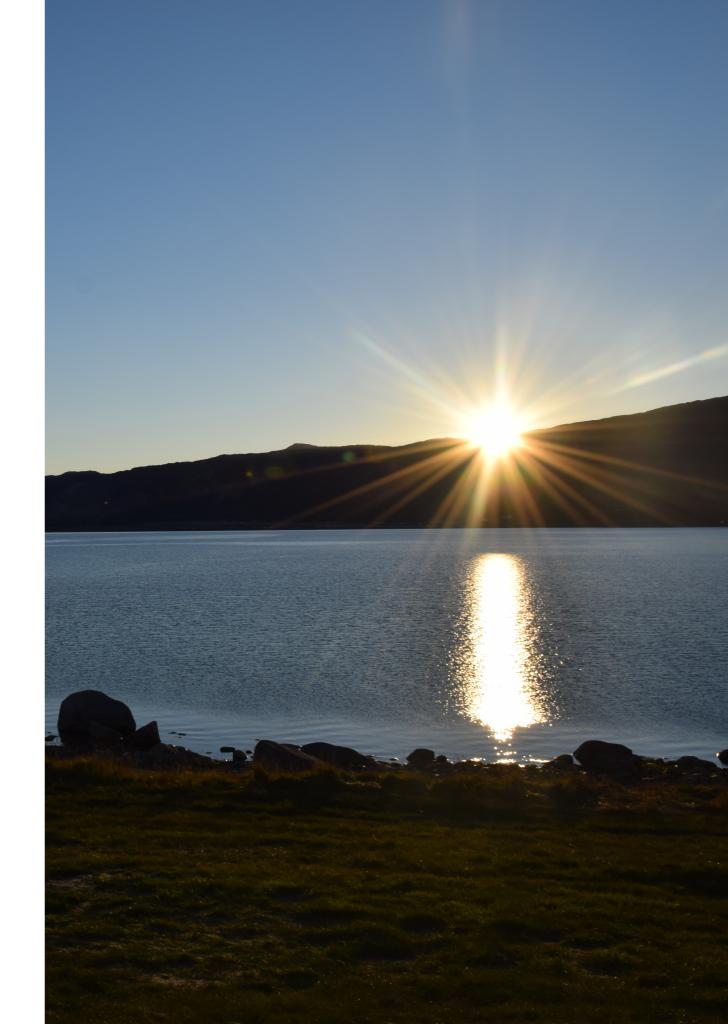
- Déploiement de la Web App en ligne
- Meilleure visualisation avec D3.js
- Mise en place de bases de données SQL pour les scores des candidats
- Fluidifier l'app Flask

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CONCLUSION







DONNÉES

- Entrainement des modèles à partir d'Open Data :
 - Texte: Pennebaker and King daily essays (1999)
 - Audio: The Ryerson Audio-Visual Database of Emotional Speech and Song (RAVDESS)
 - Video: Facial Emotion Recognition 2013, Kaggle

TELECOM PARISTECH - 2019

MULTIMODAL EMOTION RECOGNITION

