# MSP-Face Corpus: A Natural Audiovisual Emotional Database



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Outline

### **1.** Motivation

### **2.** MSP-Face corpus

- 1. Description
- 2. Annotation process
- 3. Emotional content
- 4. Baselines
- **3.** Conclusions





## How do people express their emotions?

### Multimodal emotional databases

- Acted
- Emotion response is elicited
- Problem: It is not how people show and express their emotions

### MSP-Face corpus

- Natural and spontaneous recordings
- People talk in front of the camera
- Multiple participants, broad range of emotions
- Emotions labels obtained via crowdsourcing

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### **MSP-Face corpus**



#### Collection of online videos

- Frontal face
- No background music
- Single speaker
- Video segments 3-10 seconds

#### Speakers

- Number of speakers: 491
- Diversity of speakers

#### Duration of the database

- ≈70 hrs (27,325 video segments)
  - Labeled: ≈24.7 hrs (9,370 video segments)
  - Unlabeled: ≈46 hrs (17,955 video segments)



## **MSP-Face corpus annotation**

#### Annotation Process

- Amazon Mechanical Turk (AMT) crowdsourcing
- Qualified annotators
  - Live in The United States
  - More than 100 tasks accepted
  - More than 95% acceptance rate of tasks
- At least 5 annotations per video
- A quality check of the annotations is performed during the annotation process

	x			
Videos	Annotations quality check	Videos	Annotations quality check	Videos



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### **MSP-Face corpus annotation**



### Emotions

- Categorical emotions
  - Primary emotions
  - Secondary emotions
- Attributes-based descriptors
  - Valence
  - Arousal
  - Dominance



## MSP-Face corpus emotional content

### Primary categorical emotions

- Eight emotions
- Consensus label is set by using plurality
- All emotions have more than 400 samples

### Secondary categorical emotions

- Give us a more understanding on the emotional content
- Each primary emotion has assigned 1.12 secondary emotions



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### MSP-Face corpus emotional content

### Multimodal Signal Processing Laboratory

### Attribute-based descriptors

- Balanced distributions
- Broad range of emotional content
- Emotional content covers most of the arousal-valence space

1750

Variability of an emotion

Valence

3

1500

1250

1000

750

500

250 · 0 ·

8





1750

Arousal

## Emotion recognition experiments

- Speech-only model
  - Input: Interspeech 2013 features (6,373)
- Face-only model
  - Input: VGG-16 features (1,024)
- Audio-visual model
  - Input: Embeddings from the previous models.

#### Output of the models

- Categorical emotion for classification
- Attribute-based descriptors for regression using Concordance Correlation Coefficient (CCC) as loss function.



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## Emotion recognition experiments



	Speech-only	Face-only	Audiovisual
Arousal-CCC	0.3794	0.2065	0.3961
Valence-CCC	0.2924	0.2677	0.3453
Dominance-CCC	0.3390	0.2085	0.3430
5 class F1-score (macro)	0.2835	0.3027	0.3010
5 class F1-score (micro)	0.3599	0.3494	0.3641
8 class F1-score (macro)	0.1629	0.1308	0.1690
8 class F1-score (micro)	0.2637	0.3161	0.2710

- Speech modality regression results outperform face modality
- Classification results are comparable between the modalities
- In overall, the fusion of the modalities improves the performance of each modality separately



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### Conclusions



#### MSP-Face corpus

- Database of natural and spontaneous recordings
- Speaker diversity
- ≈70 hrs of audiovisual database
  - ≈24.7 hrs (labeled)
  - ≈46 hrs (unlabeled)
- Unlabeled part is set to explore unsupervised methods

#### MSP-Face corpus applications

- Emotion recognition
- Generating visual agents with expressive behaviors

#### MSP-Face corpus available

- Annotations
- Source code of baselines
- Video links
- https://ecs.utdallas.edu/research/researchlabs/msp-lab/MSP-Face.html



