

# The Speaker-Affect Model

Measuring Emotion  
in Political Speech  
with Audio Data

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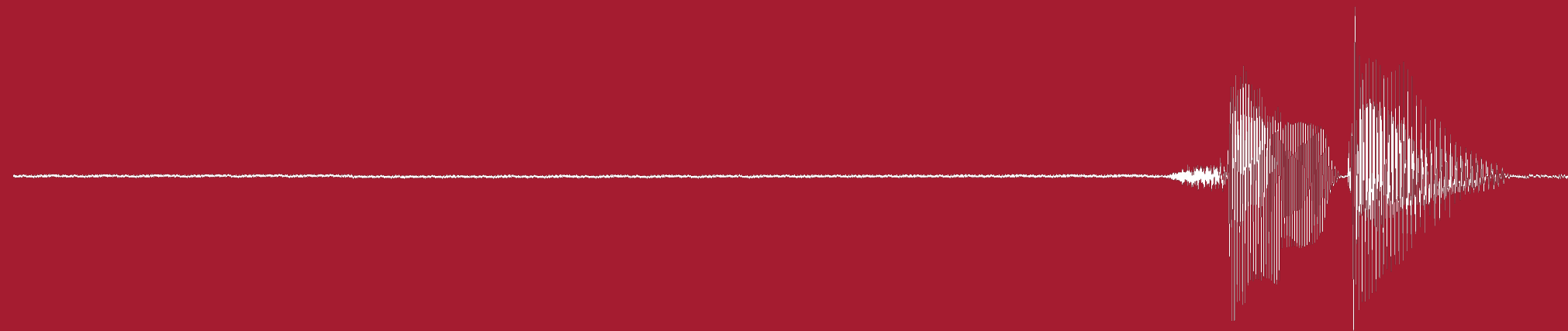
Does emotion matter  
in politics?



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Probably.

How can we analyze it?



# Roadmap

1. Intro: what is audio data?
2. Model: classifying audio with SAM
3. Dataset: the Supreme Court audio corpus
4. Results:
  - Benchmark against currently available audio methods
  - Compare to text-only approach for emotion detection

# What is audio data?



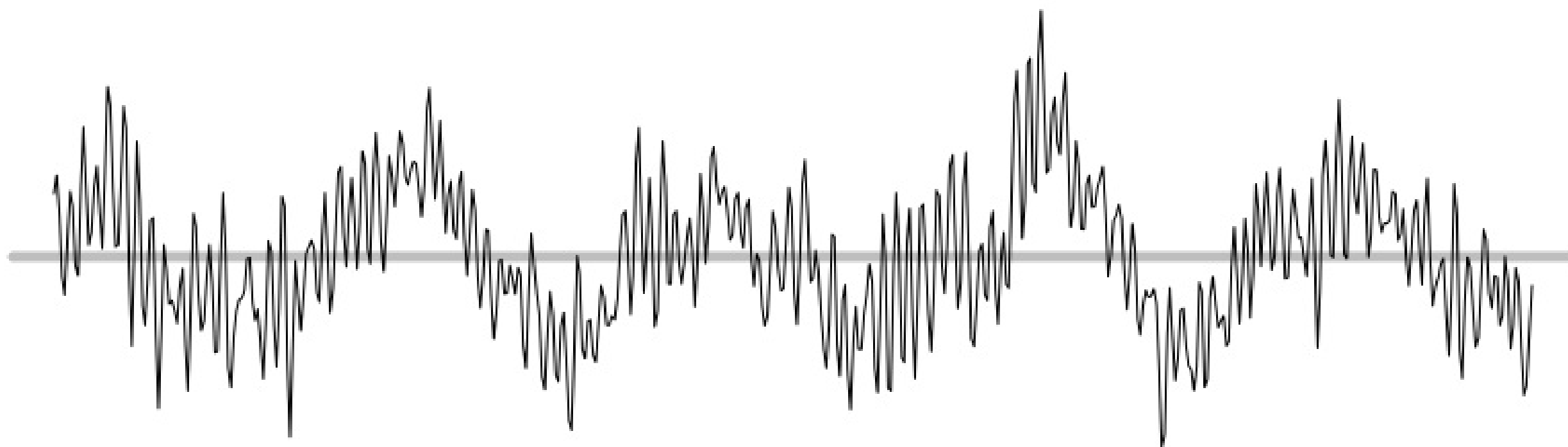
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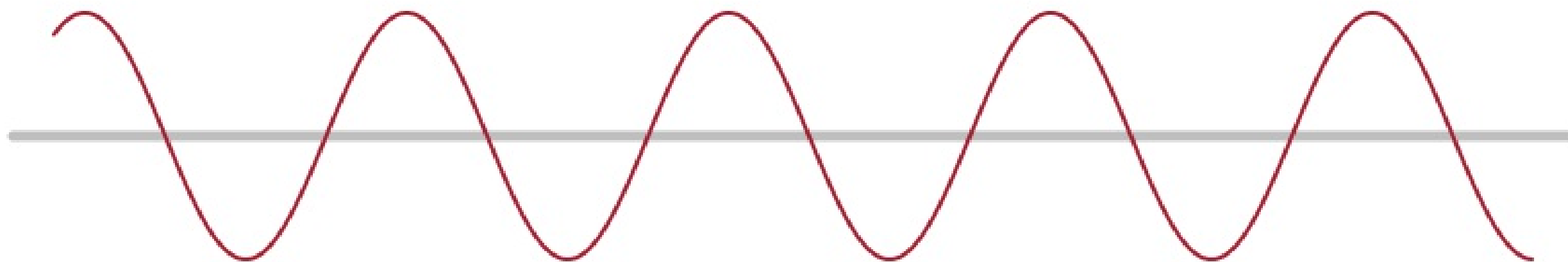
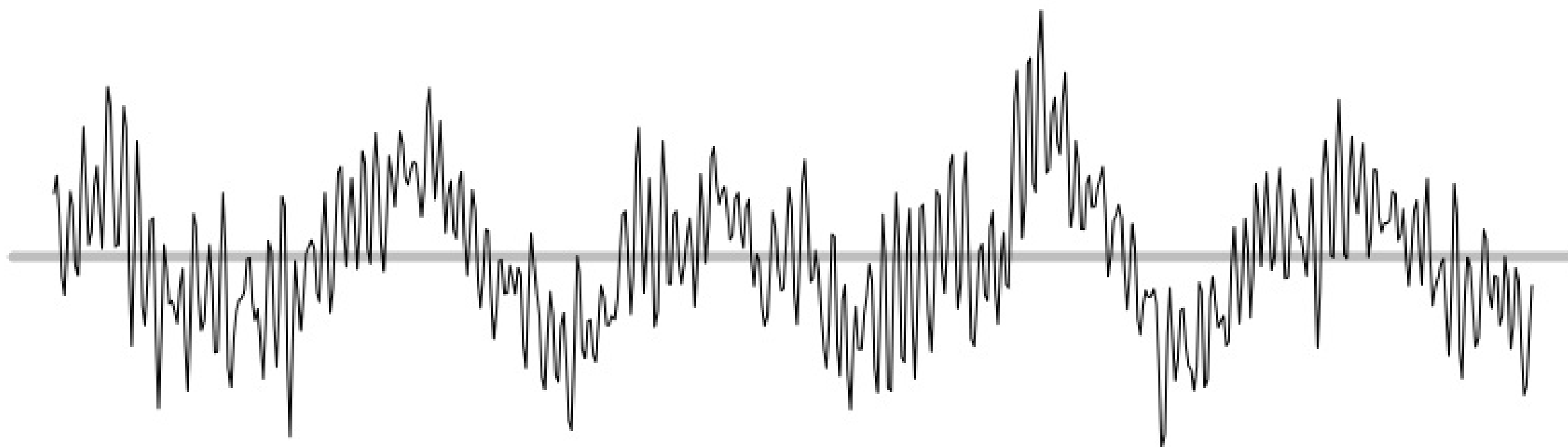
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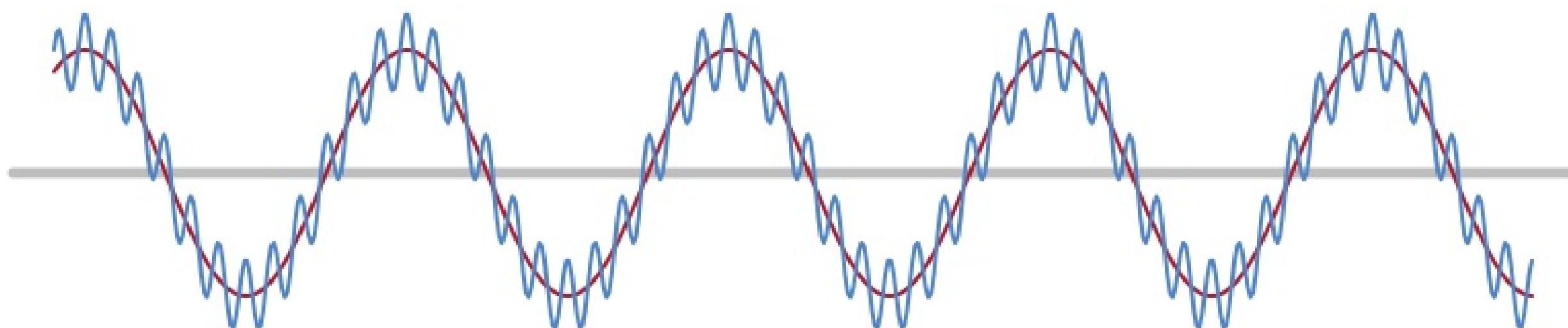
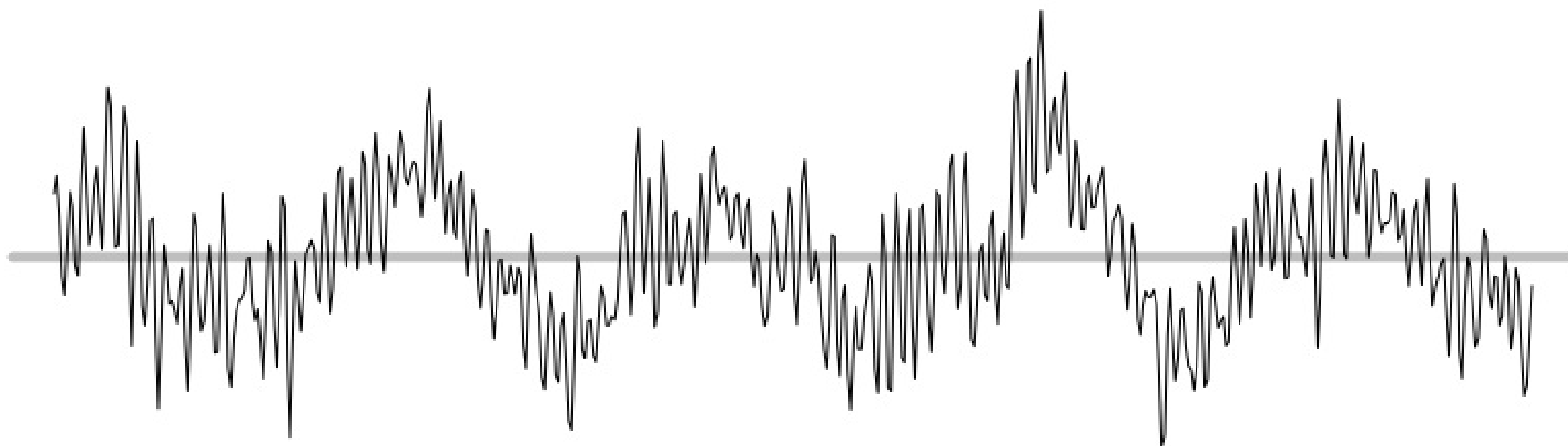


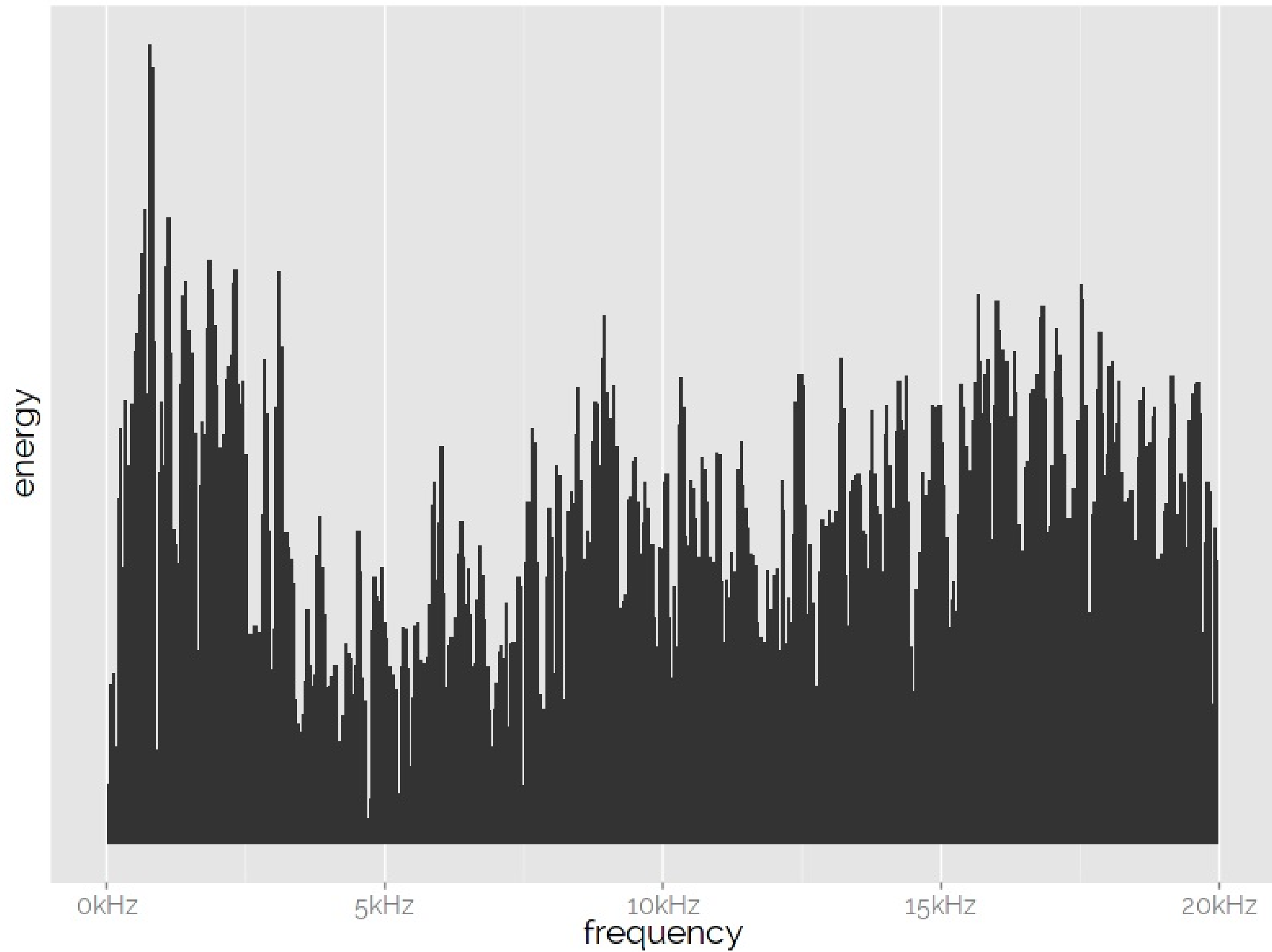
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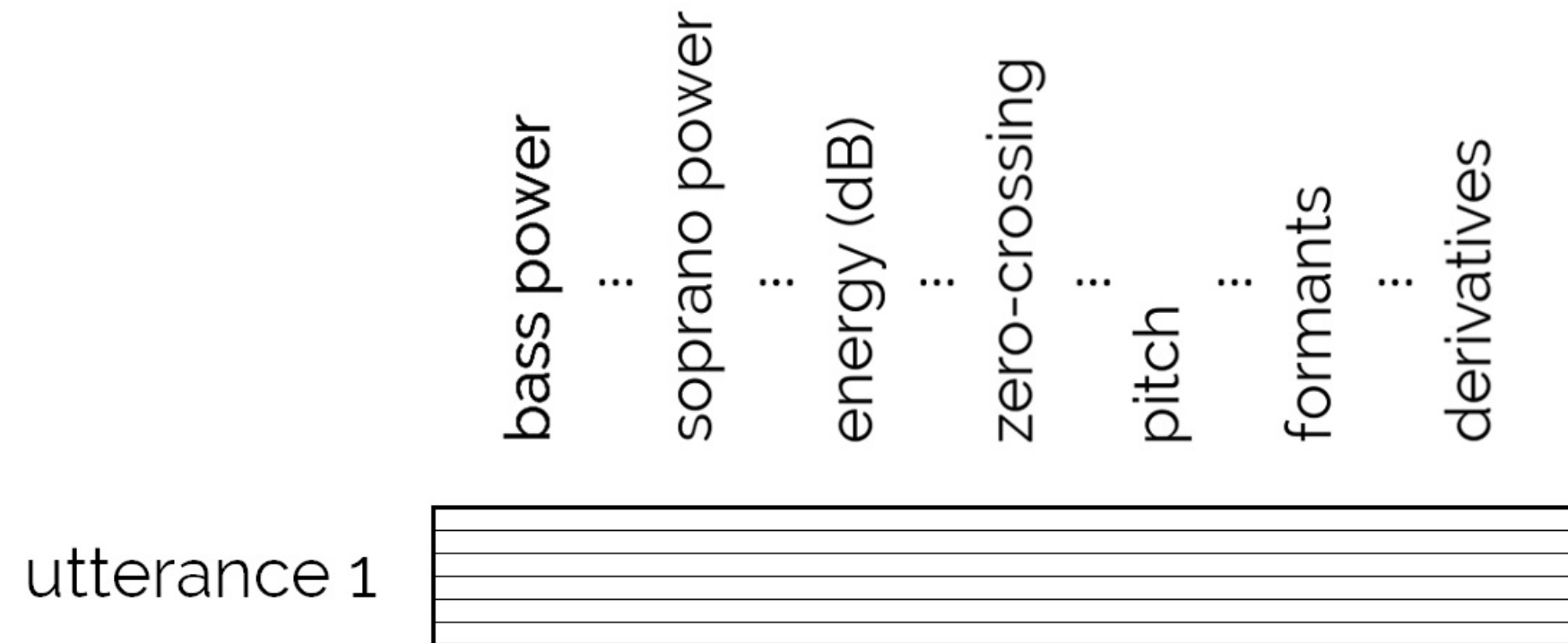


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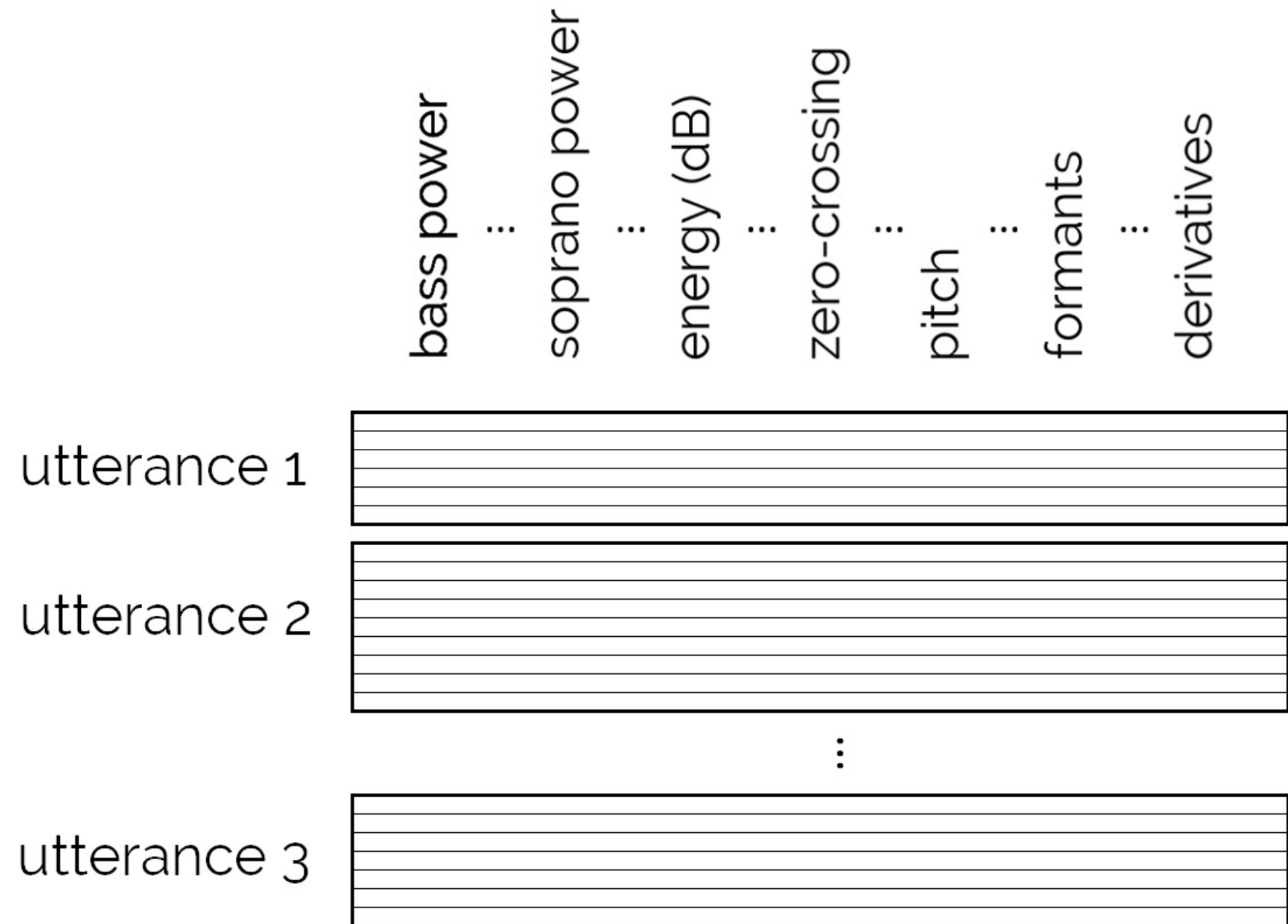
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# What is audio data?



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mode 1




mode 2






speaker 1




speaker 2




emotion 1




emotion 2

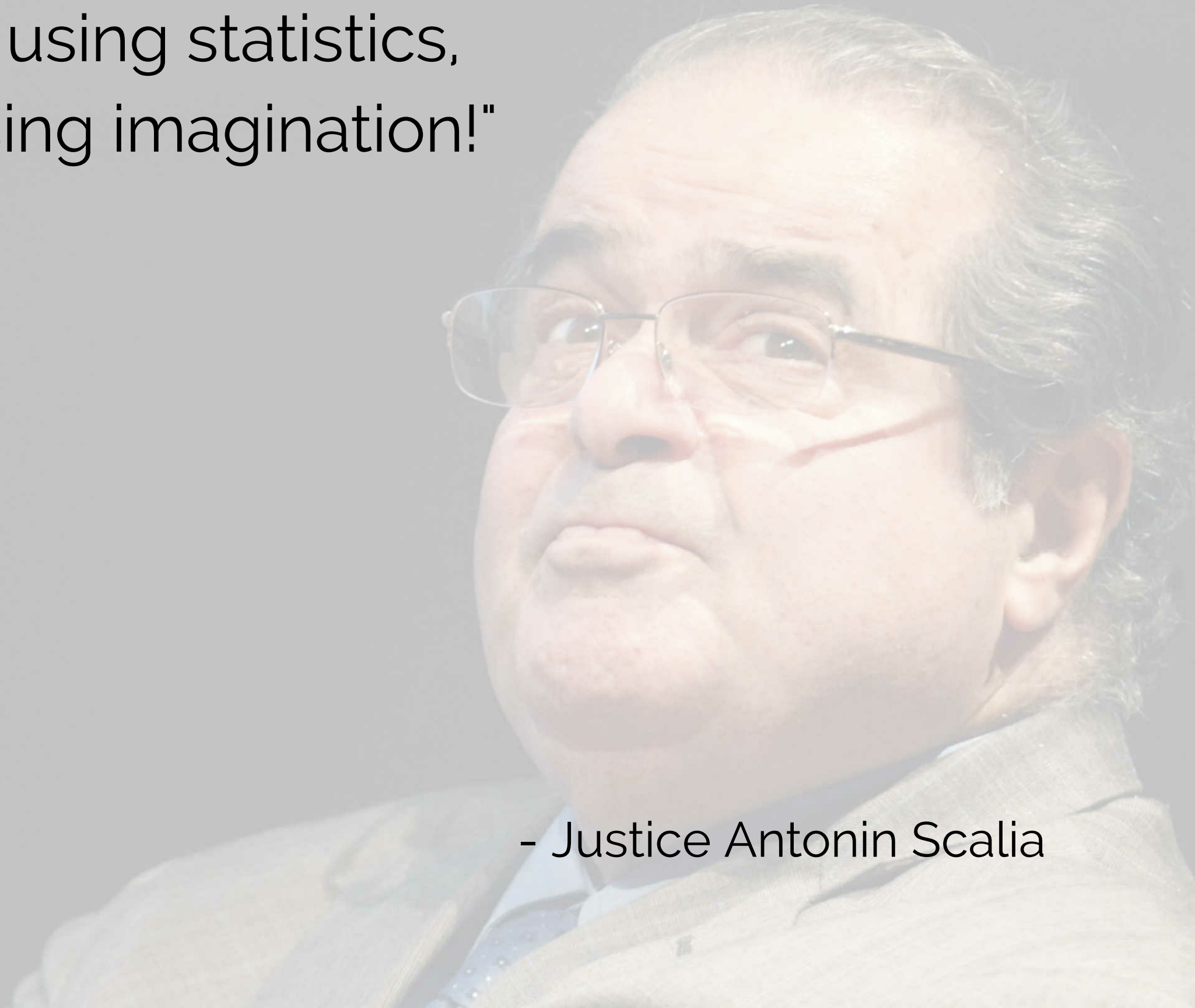



# What is the Speaker Affect Model?



"It's not using statistics,  
it's using imagination!"

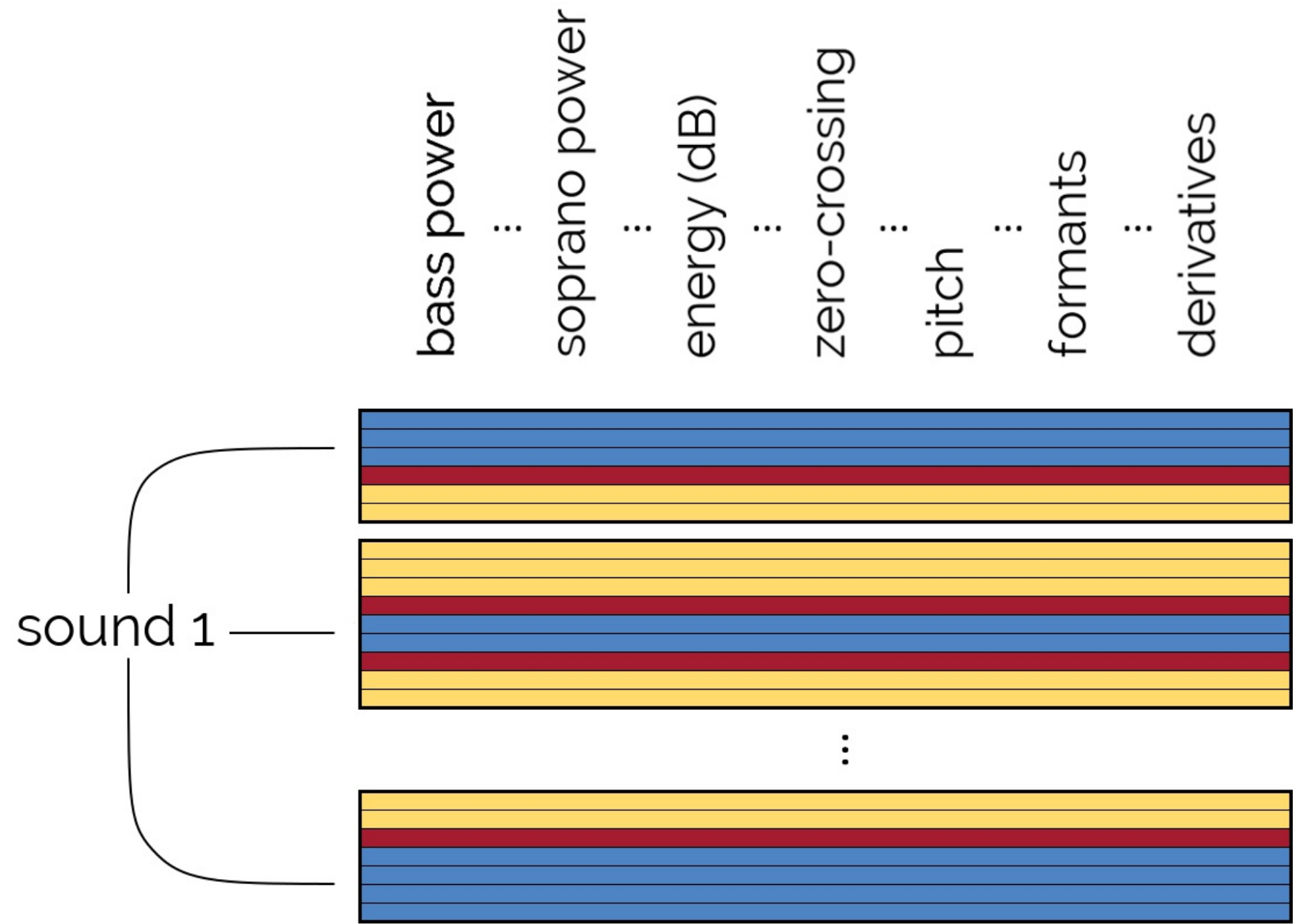
- Justice Antonin Scalia



OK, it's using statistics.



# A model of speech

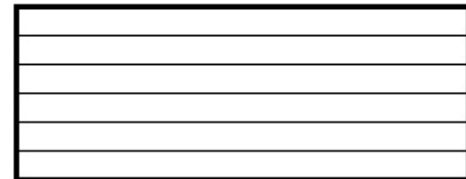
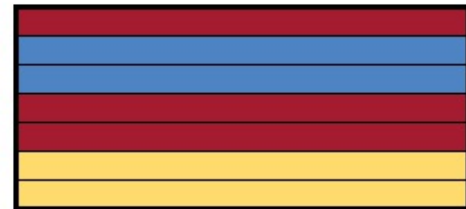
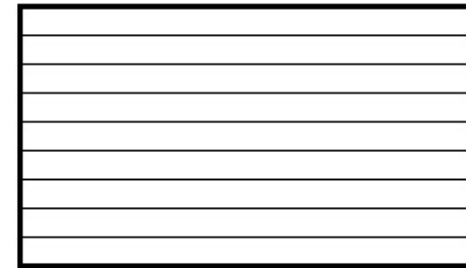
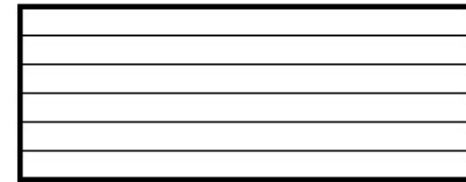


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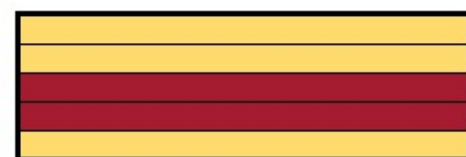
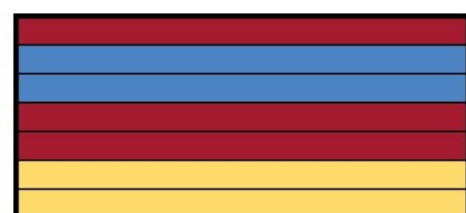
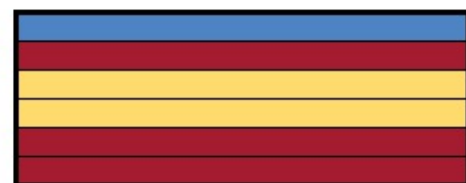
emotion 1



emotion 2



emotion 1



emotion 2





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  - in each frame, a sound is being pronounced ( $R_{u,t}$ )
- Sound generates audio features ( $\mathbf{X}_{u,t}$ )

# Speaker Affect Model

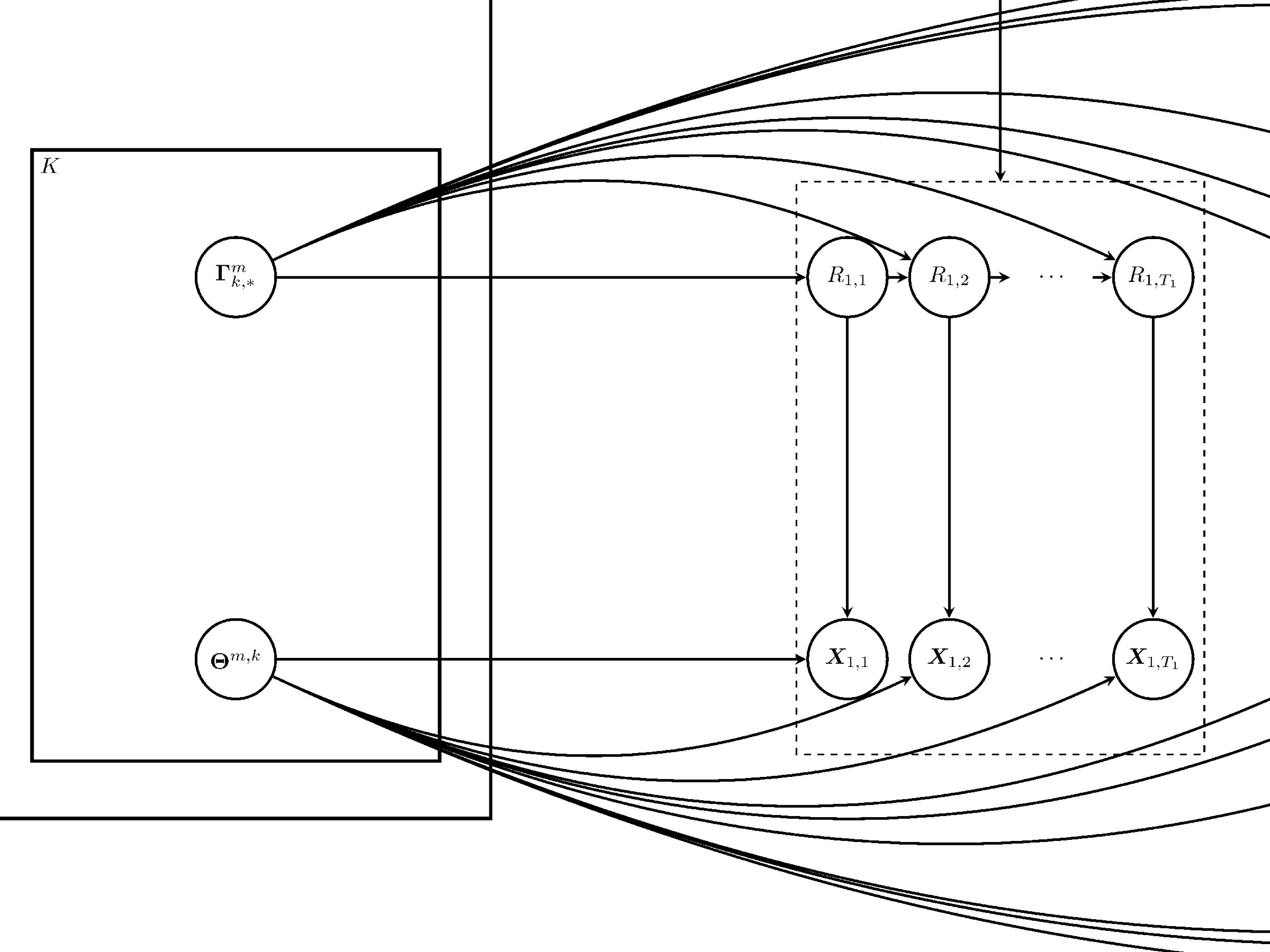
mode of speech:  $S_u \sim \text{Cat}(\Delta_{S_{u-1},*})$

sounds:  $(R_{u,t} \mid S_u) \sim \text{Cat}(\Gamma_{R_{u,t-1},*}^{S_u})$

audio features:  $(\mathbf{X}_{u,t} \mid S_u, R_{u,t}) \sim N(\mu_{S_u, R_{u,t}}, \Sigma_{S_u, R_{u,t}})$

$\Delta$  : mode-of-speech transition matrix

$\Gamma^m$  : sound transition matrix for mode-of-speech  $m$





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# Estimation: Single Mode

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- Rcpp implementation in our package, SAM (alpha)







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high variance

"generic"



low intensity

"silence"



loud, mid-range 1st formant

"vowel"



high zero-crossing rate

"sibilant"



high resonance

?



"generic"



"silence"



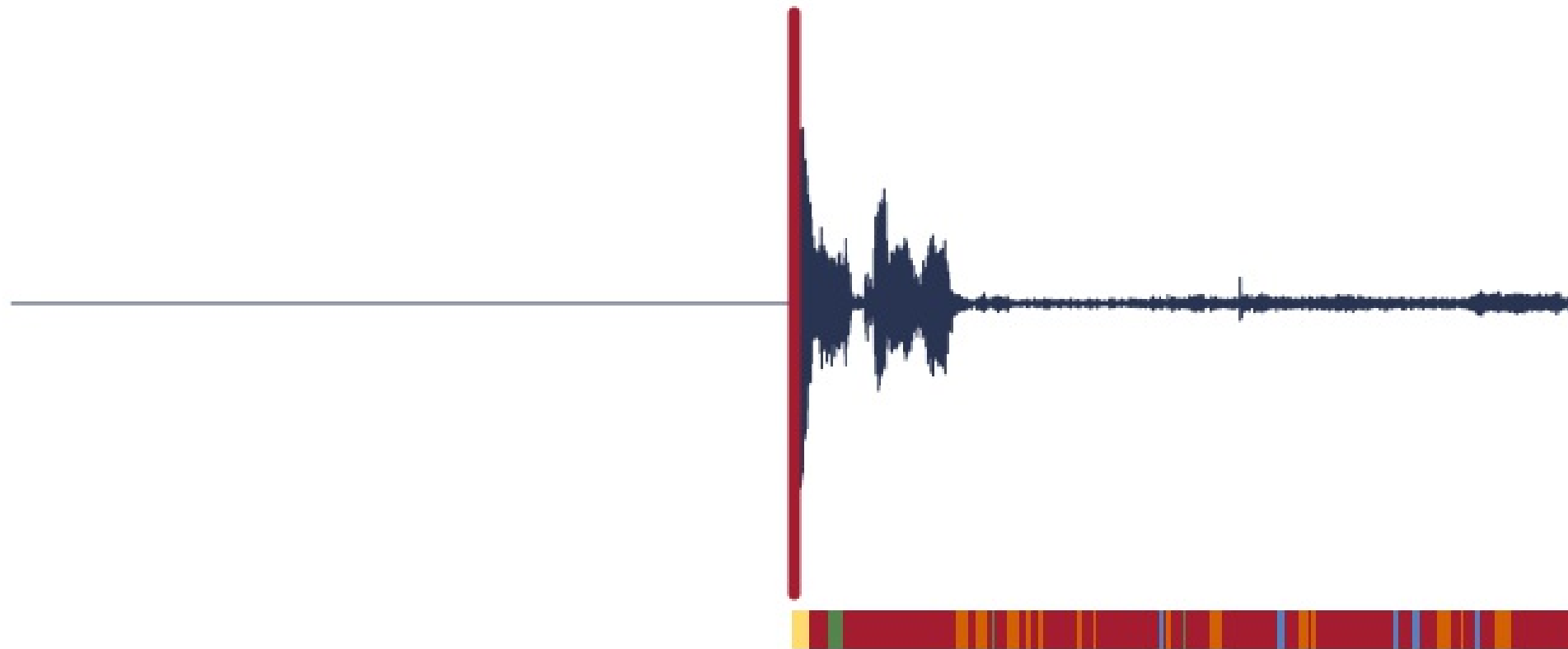
"vowel"



"sibilant"



?





"generic"



"silence"



"vowel"



"sibilant"



?

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"generic"



"silence"



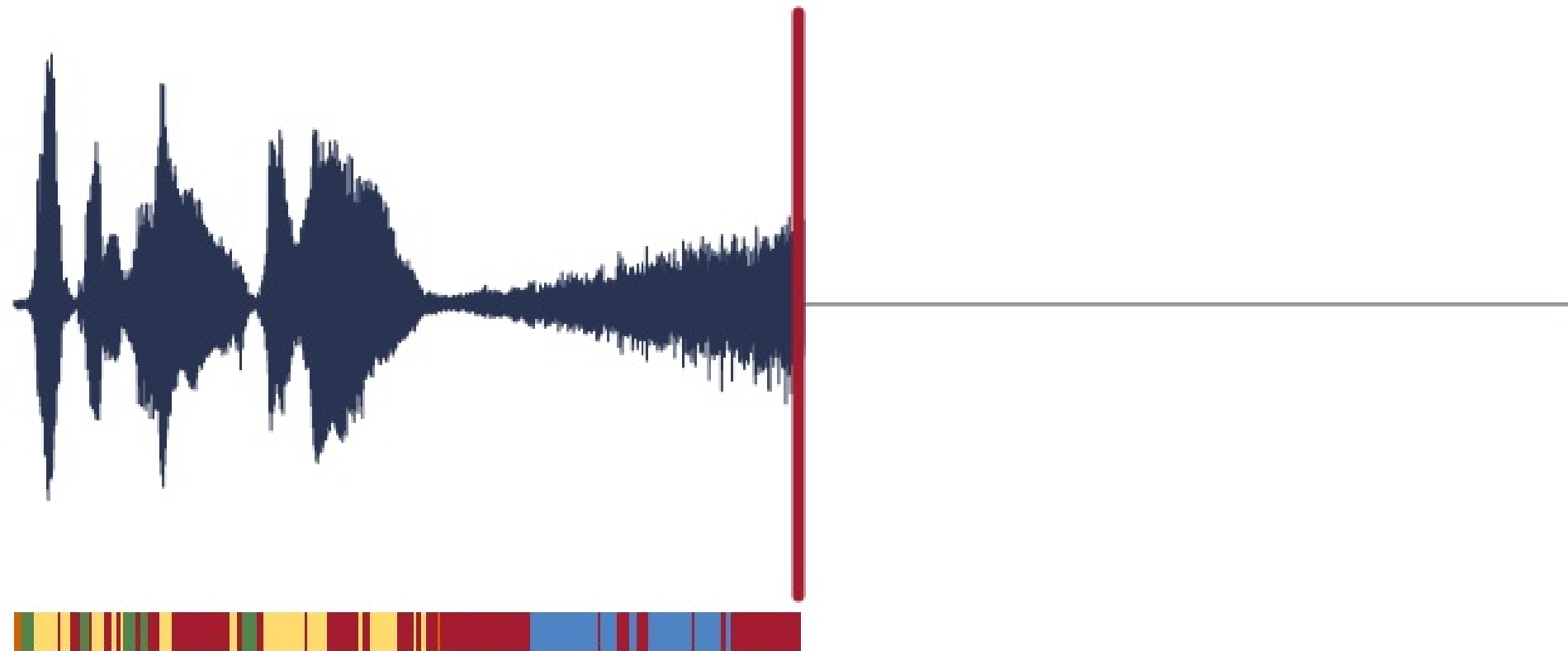
"vowel"

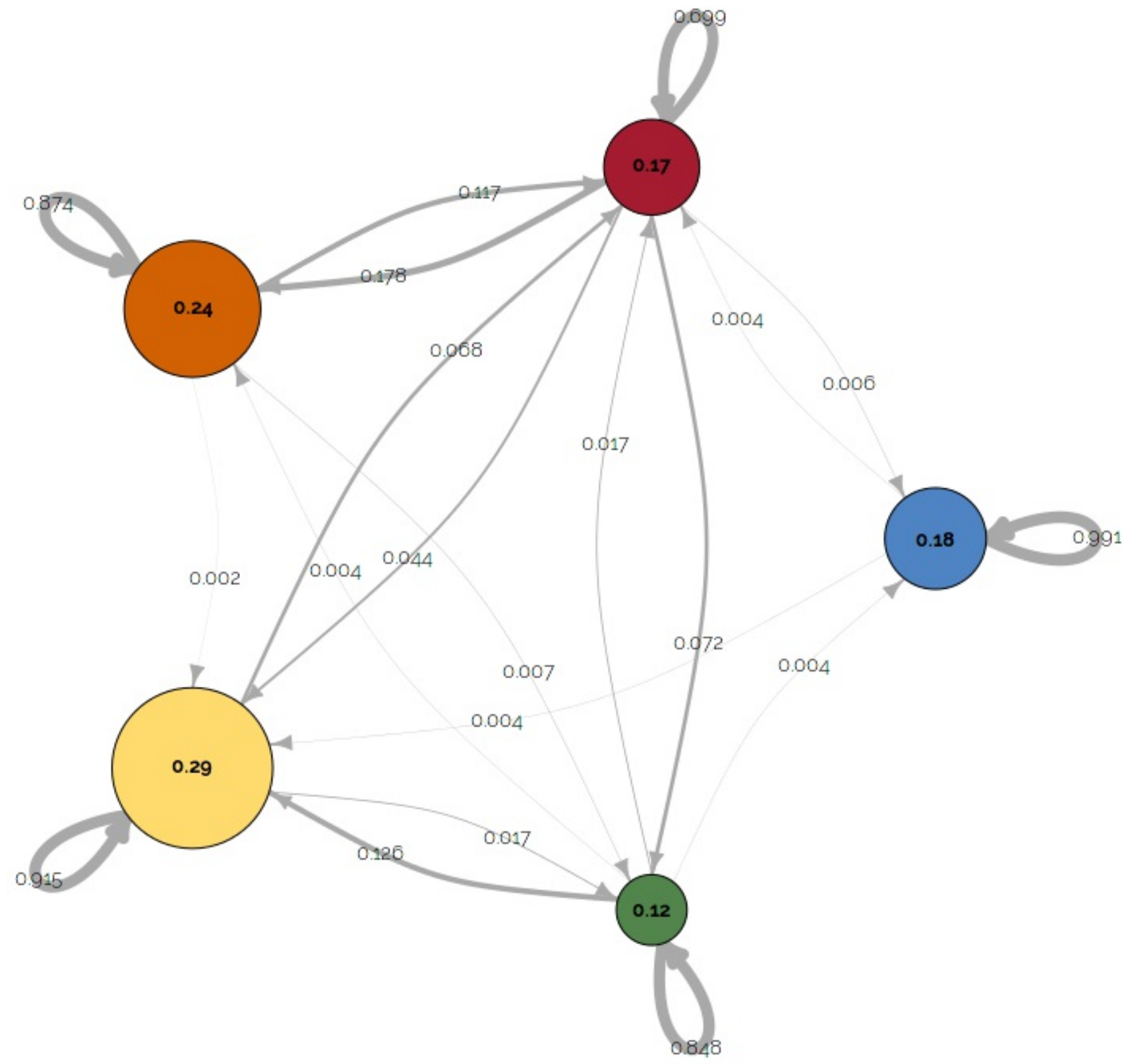


"sibilant"



"audience"





# Estimation: Multiple Modes

1. Experts determine speaking modes & rubric

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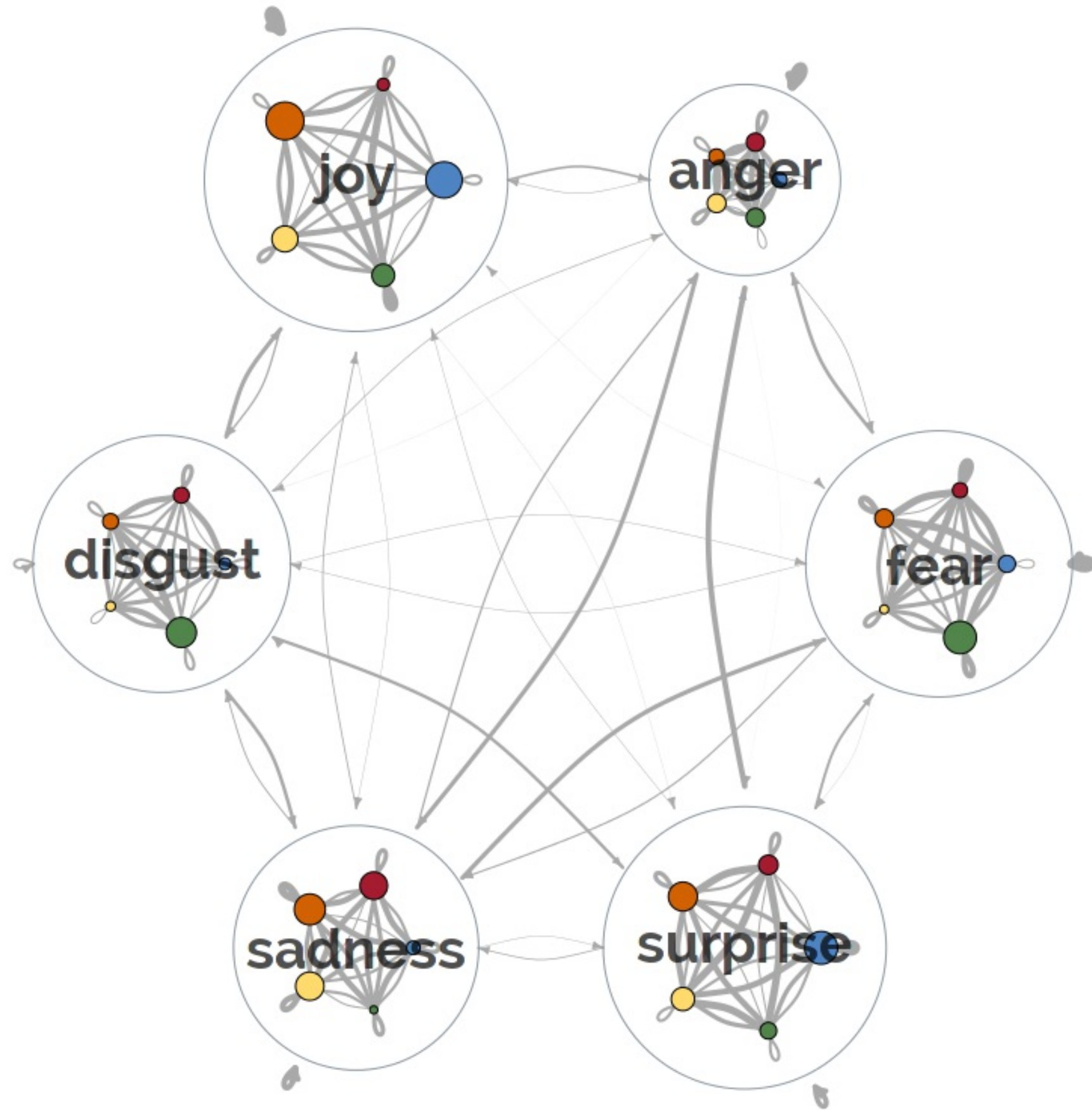
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2. Humans code "speaking mode" for training set
3. Unsupervised HMM for each speaking mode
  - Automatically classify sounds, estimate content/usage
4. Supervised HMM for changes in mode of speech (estimate flow of speech)
  - Usage of different speaking modes
  - How speaking modes change over course of speech
  - Interplay in speaking modes between people



# Supreme Court Audio Corpus



# Oral Arguments

- Supreme Court data from Oyez Project
  - 782 recordings from Roberts court, ~800 hours total
  - Timestamped transcripts with speaker labels
- Segment into 454k utterances
  - Pool lawyers together, analyze each justice separately
- Extract 81 features for each 25-millisecond window

# Validating the Model with Supreme Court Data



# An Easy Task: Speaker ID

- Distinguish between 11 coarse modes of speech:
  - Speech by Alito, speech by Breyer, ...
- Practical application: deliberation experiments
  1. Record audio of deliberation in lab or field
  2. Have participants self-introduce at beginning
  3. Automatically generate transcript with transcribeR
  4. Learn a model of each participant's speech
  5. Use participant models to label the transcript

# An Easy Task: Speaker ID

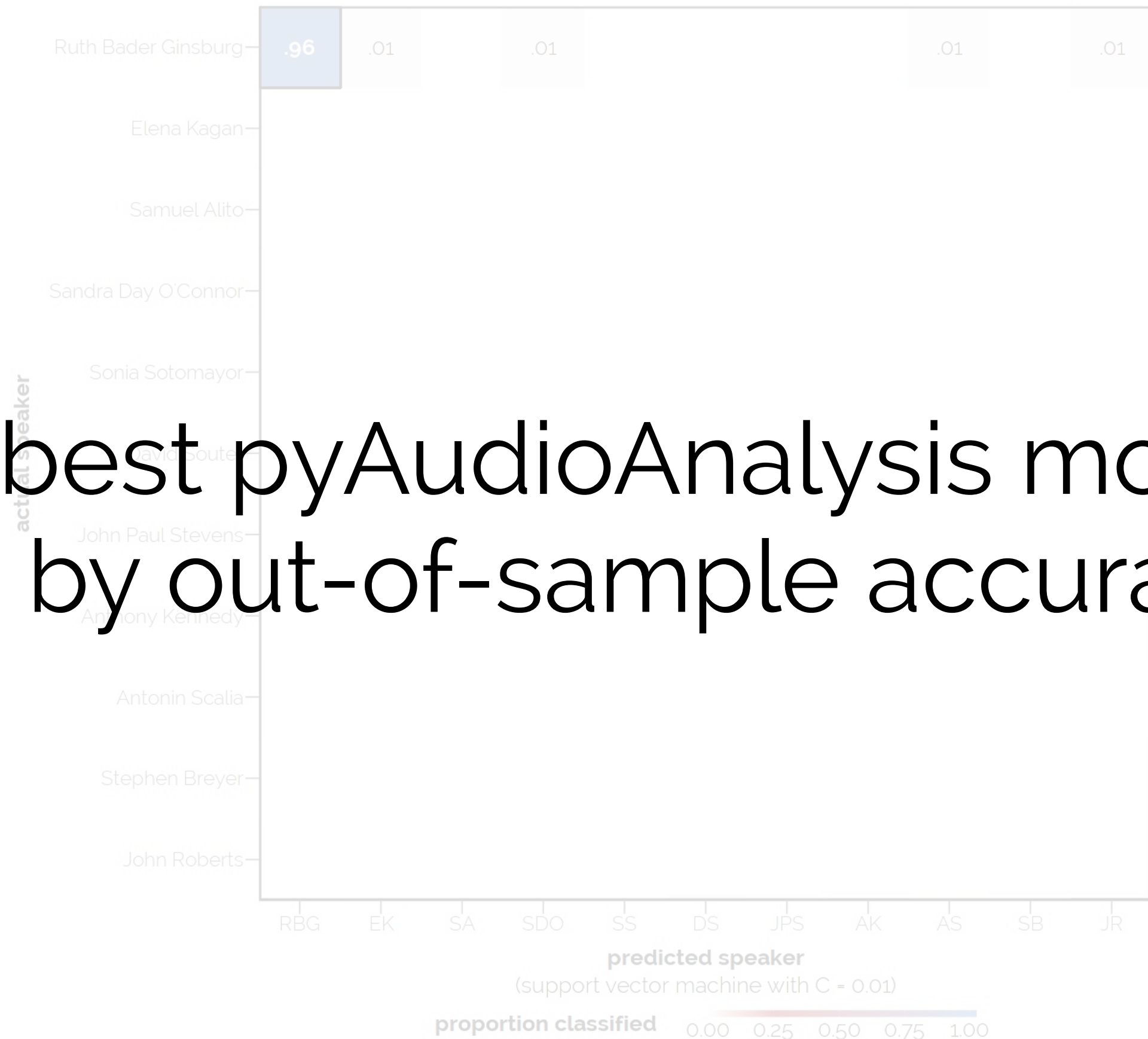
- Draw 100 utterances per justice (1100 total)
- Evaluate our model's out-of-sample predictive accuracy by K-fold cross-validation
  - Split the data into K balanced folds. For each fold:
  - Hold out the  $1/K$  utterances from this fold for testing
  - Divide the remaining  $(K-1)/K$  utterances by speaker
  - For each speaker, train a speaker-specific HMM
  - Calculate log-lik. of held-out utterances under each model → predict speaker based on the most likely model

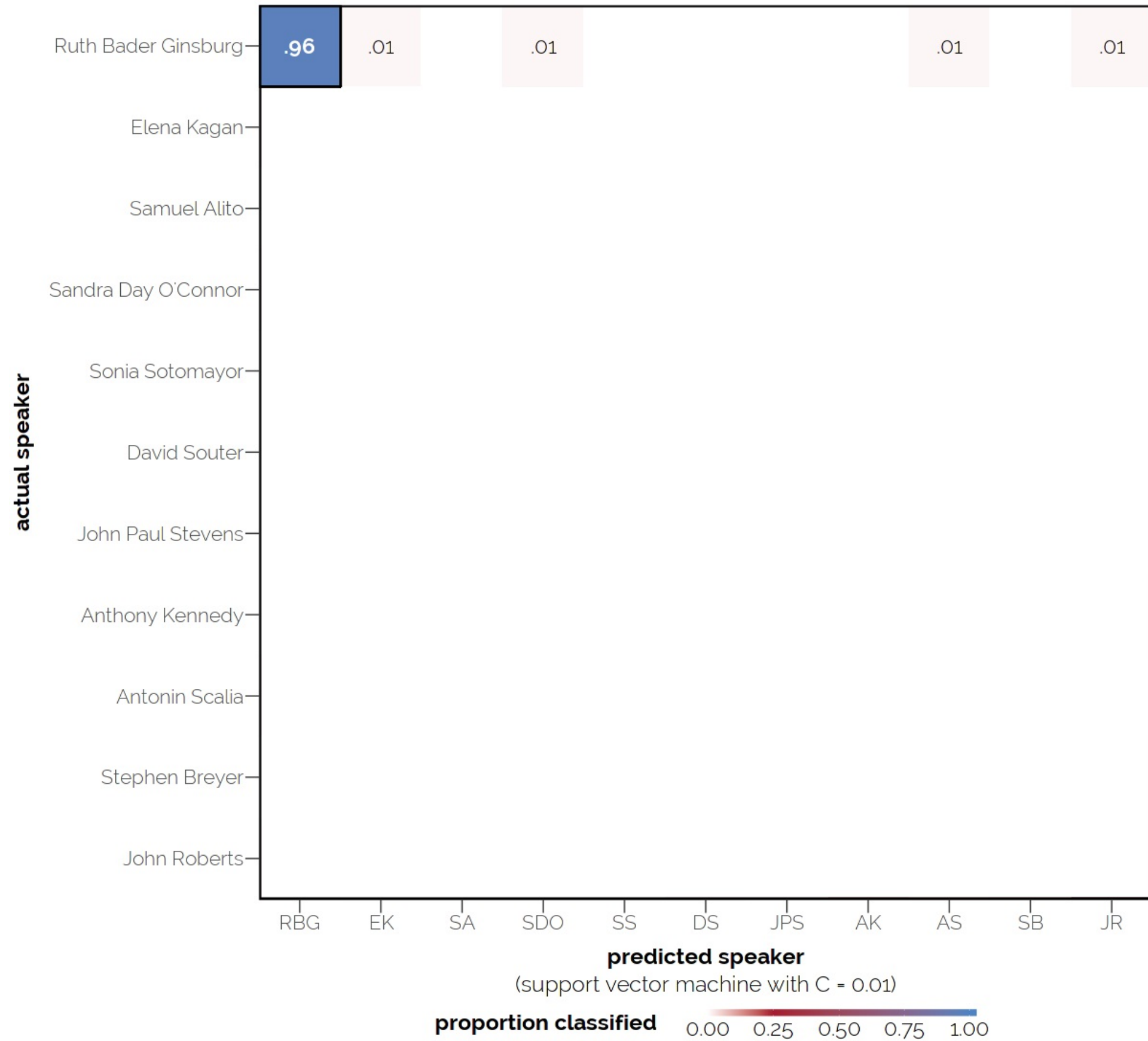
# Audio Model Horse Race!

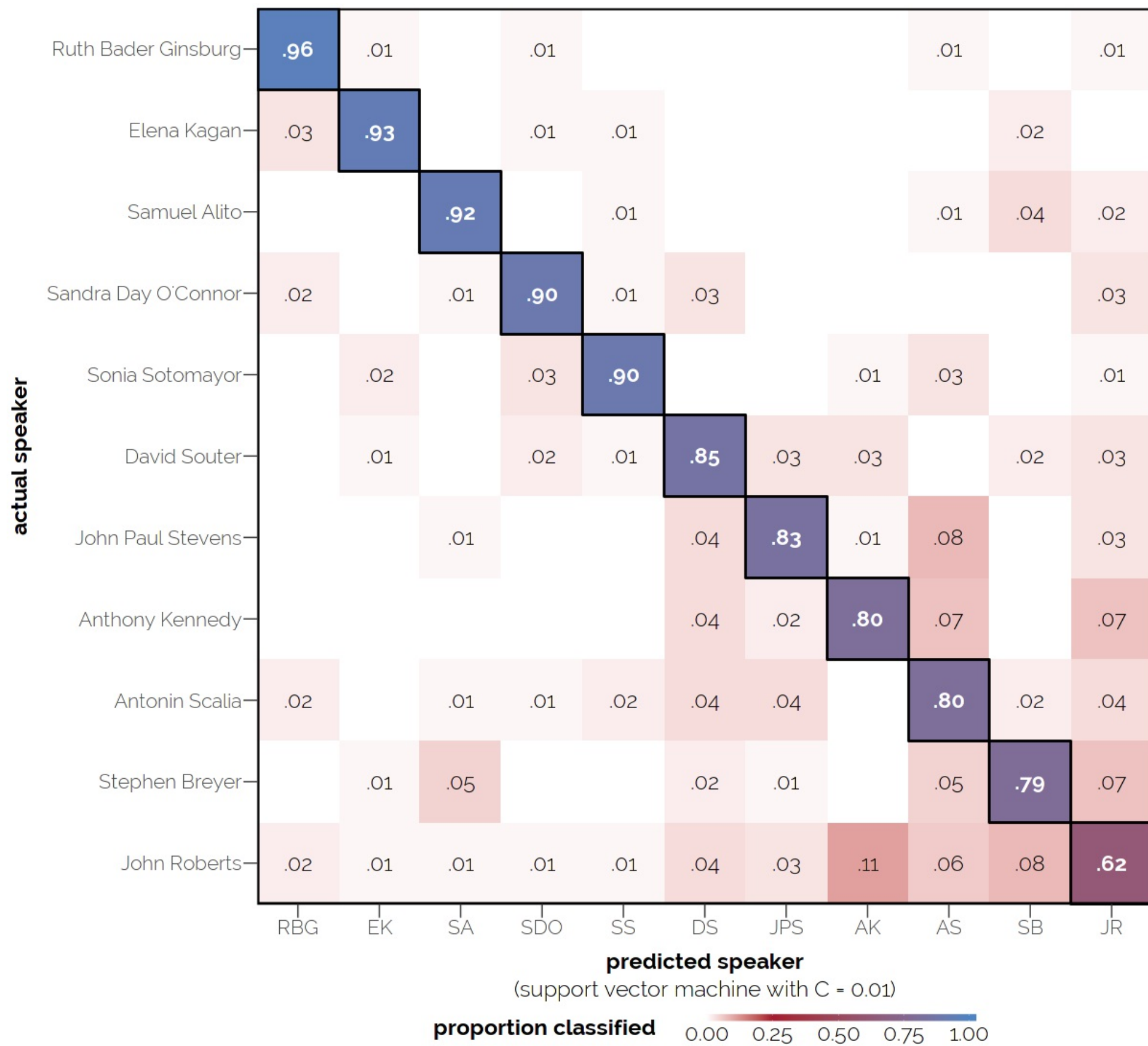
- Comparison with pyAudioAnalysis:
  - Widely used Python library for audio classification
  - Only alternative package in R or Python
- Benchmark performance vs. all available models:
  - Support vector machines
  - Gradient boosting
  - Random forest
  - Extremely randomized trees
- These methods do not model speech dynamics

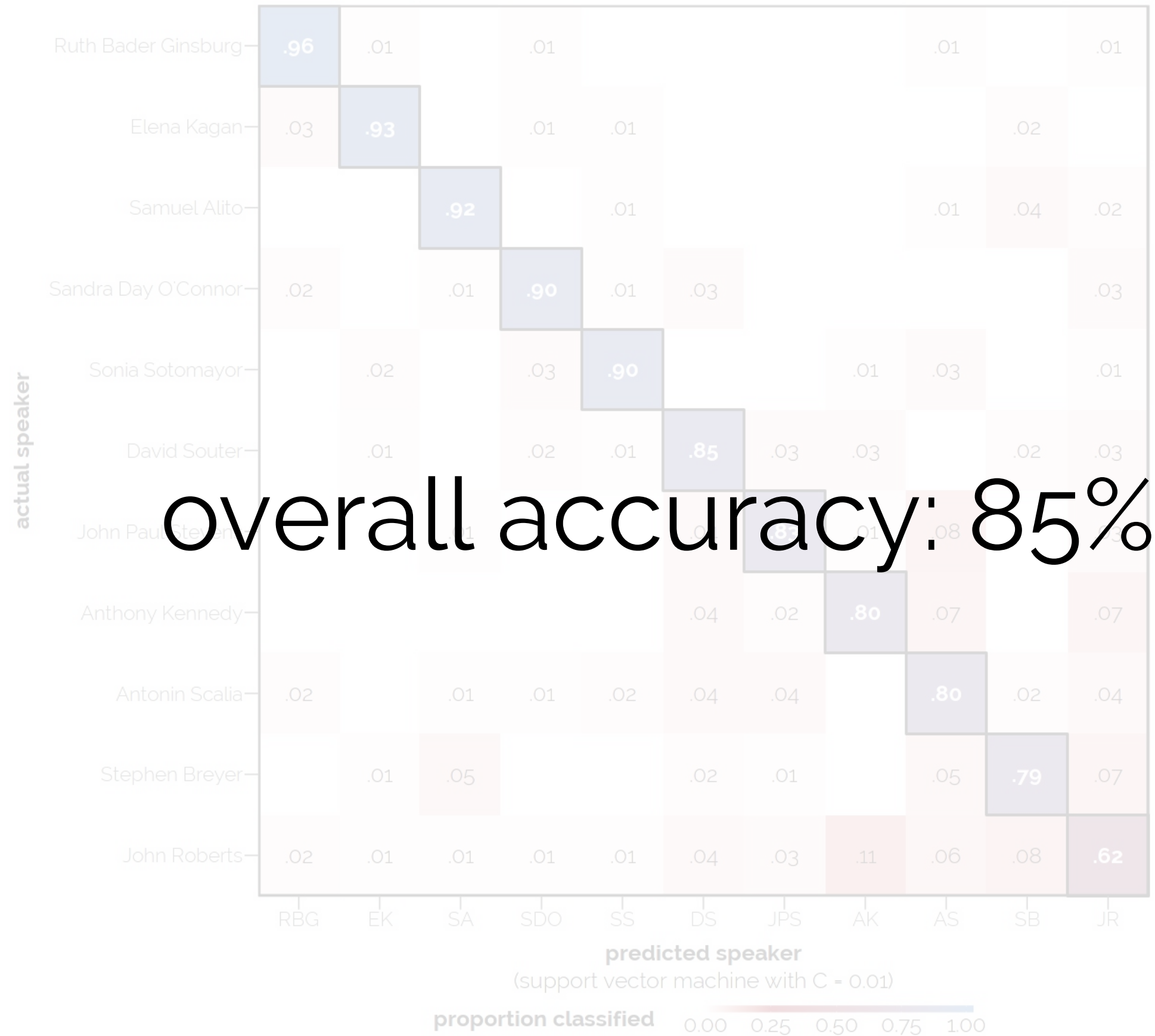


best pyAudioAnalysis model  
by out-of-sample accuracy

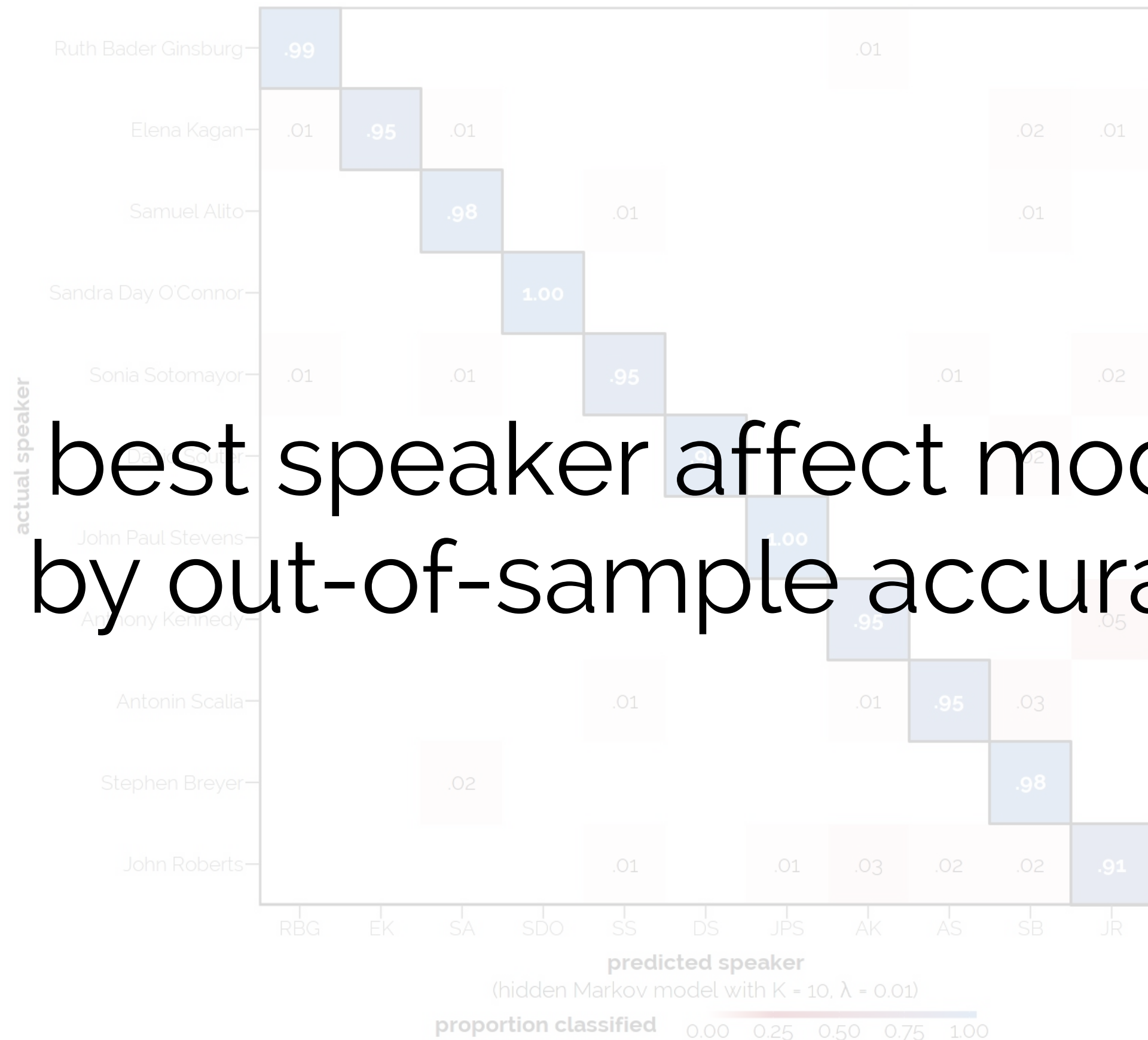


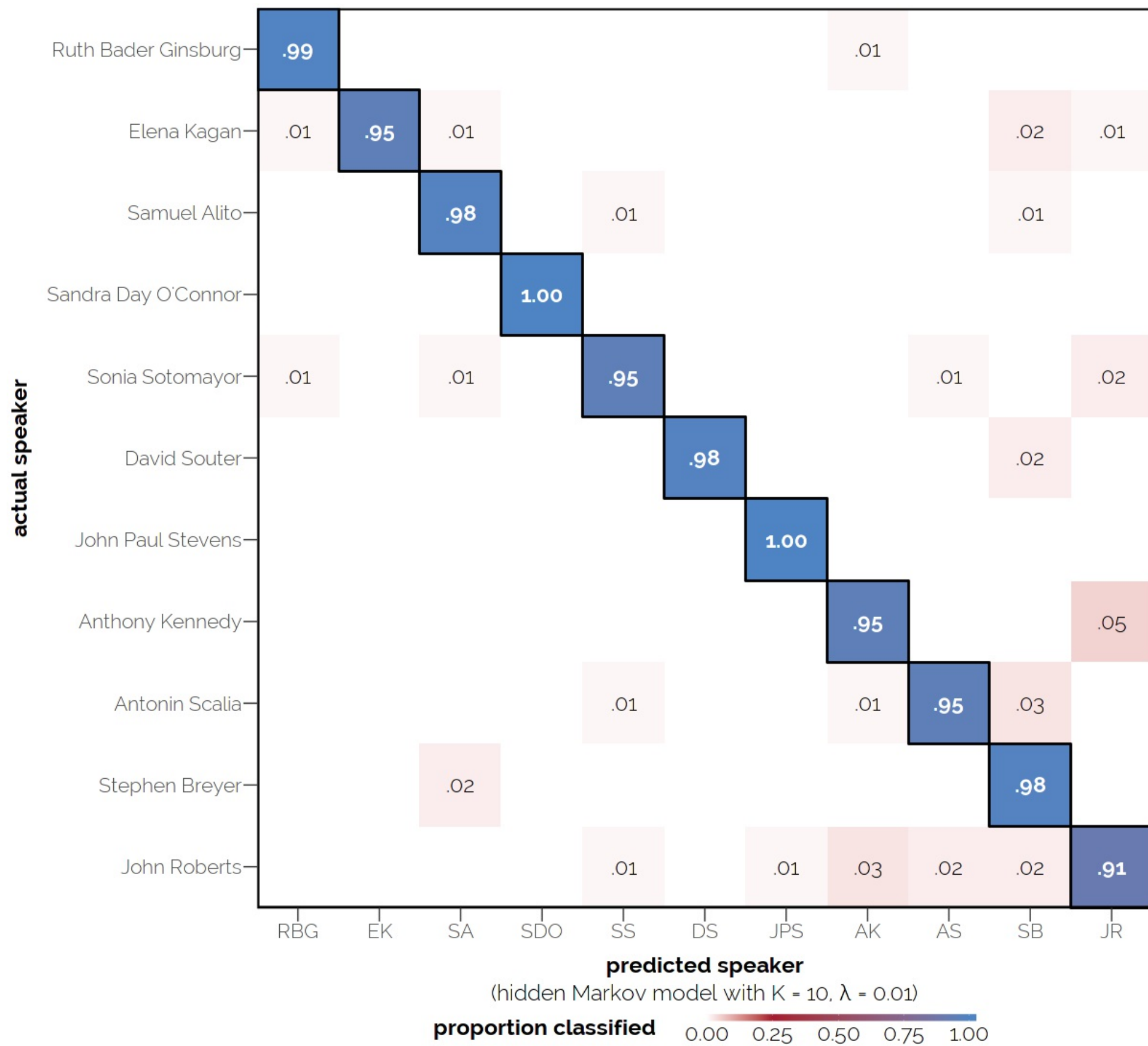


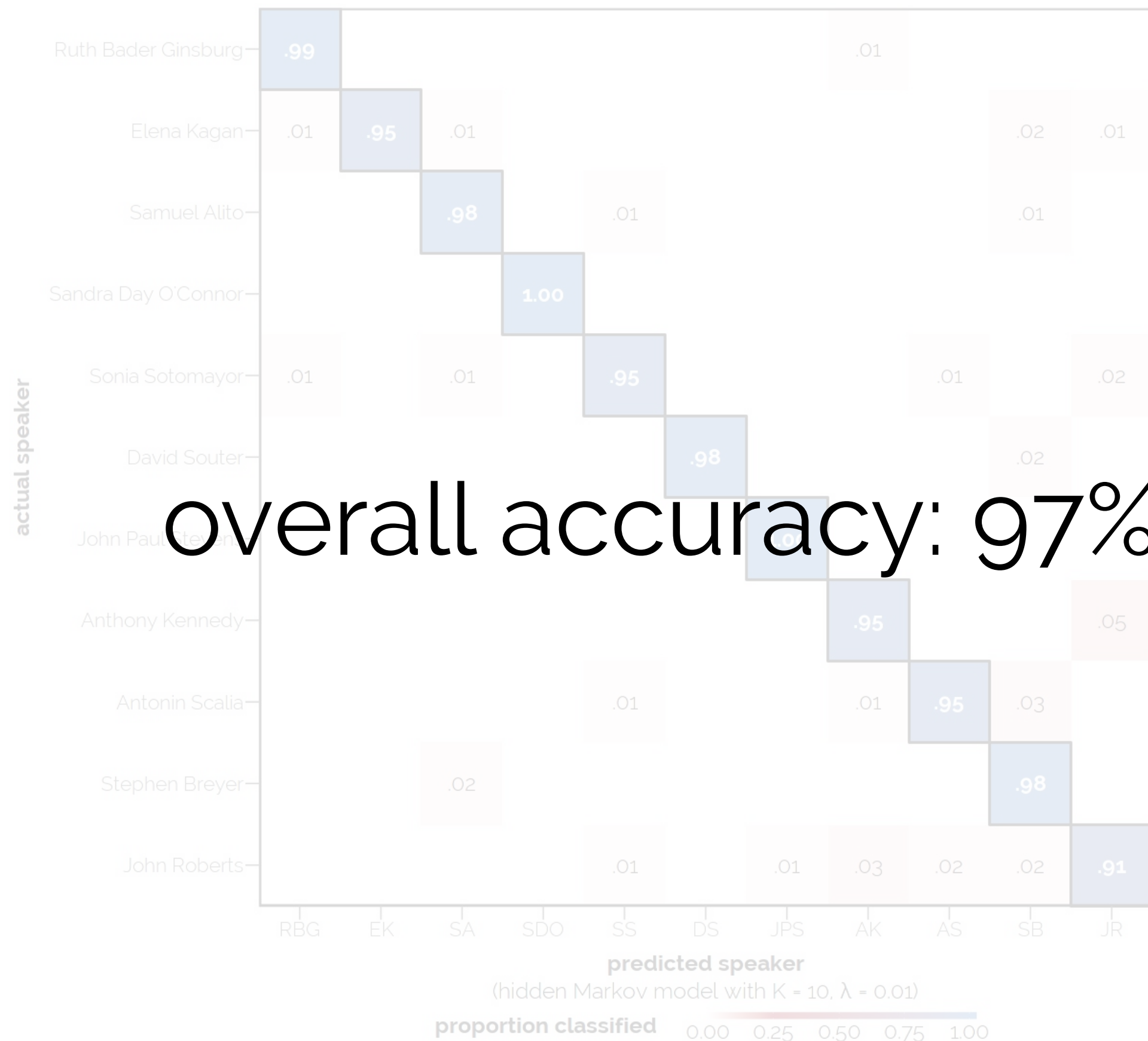




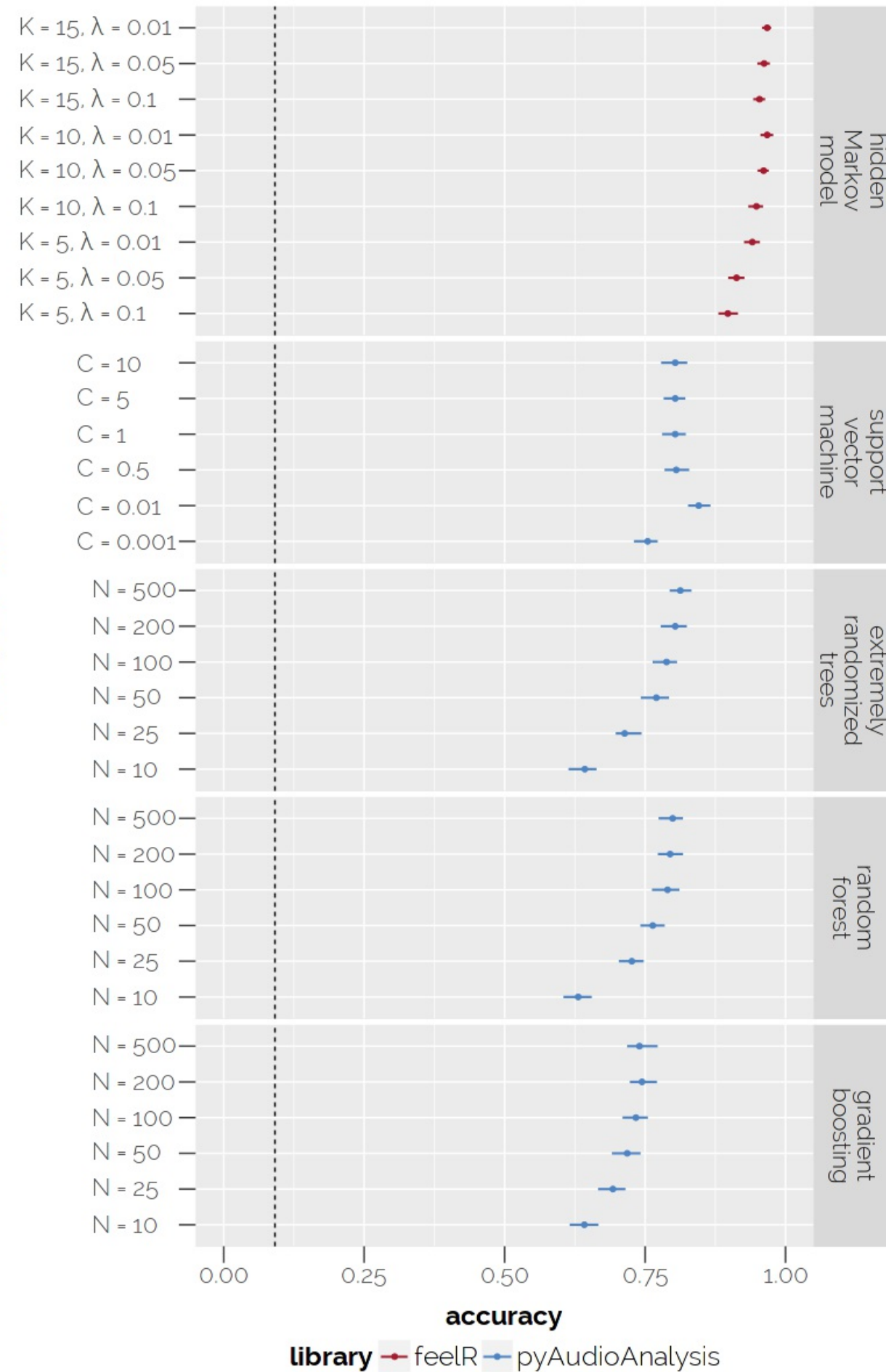
best speaker affect model  
by out-of-sample accuracy



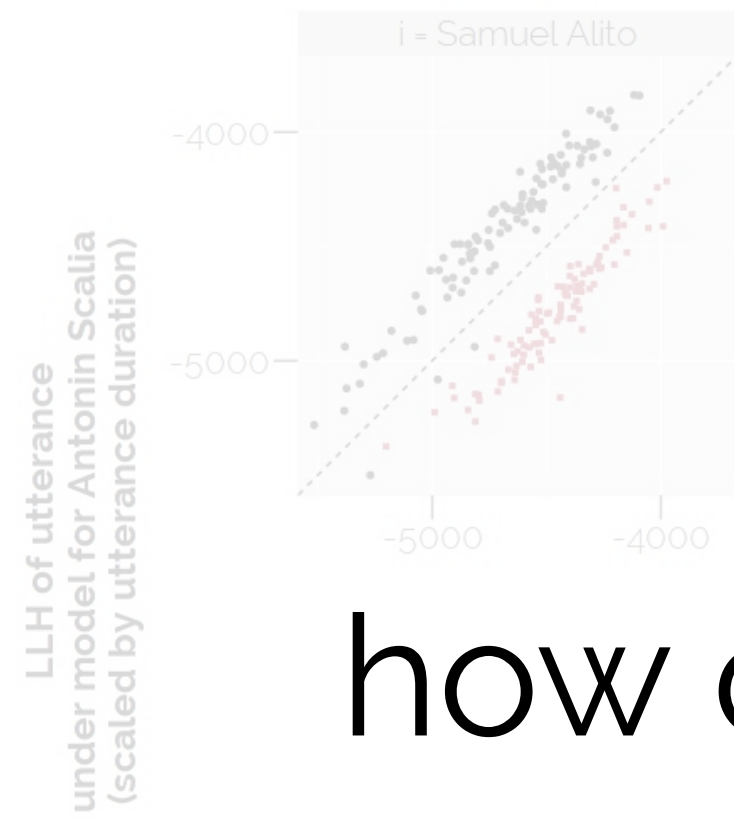




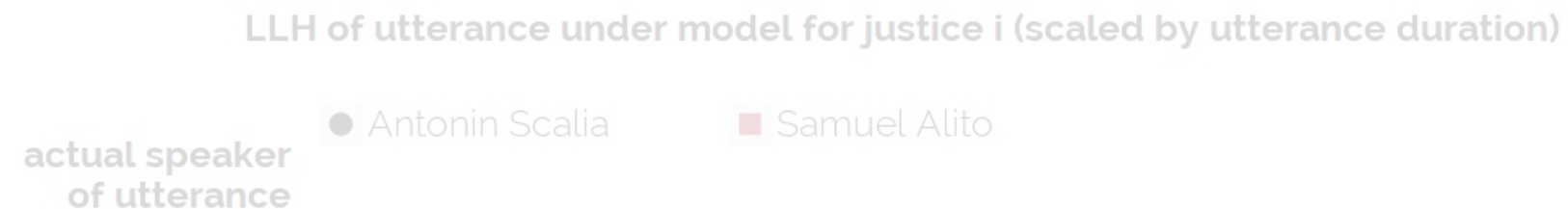
model parameters



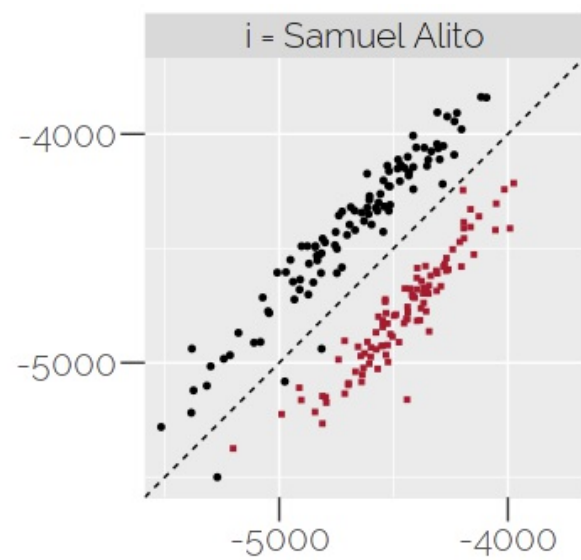




# A closer look: how classification works



LLH of utterance  
under model for Antonin Scalia  
(scaled by utterance duration)

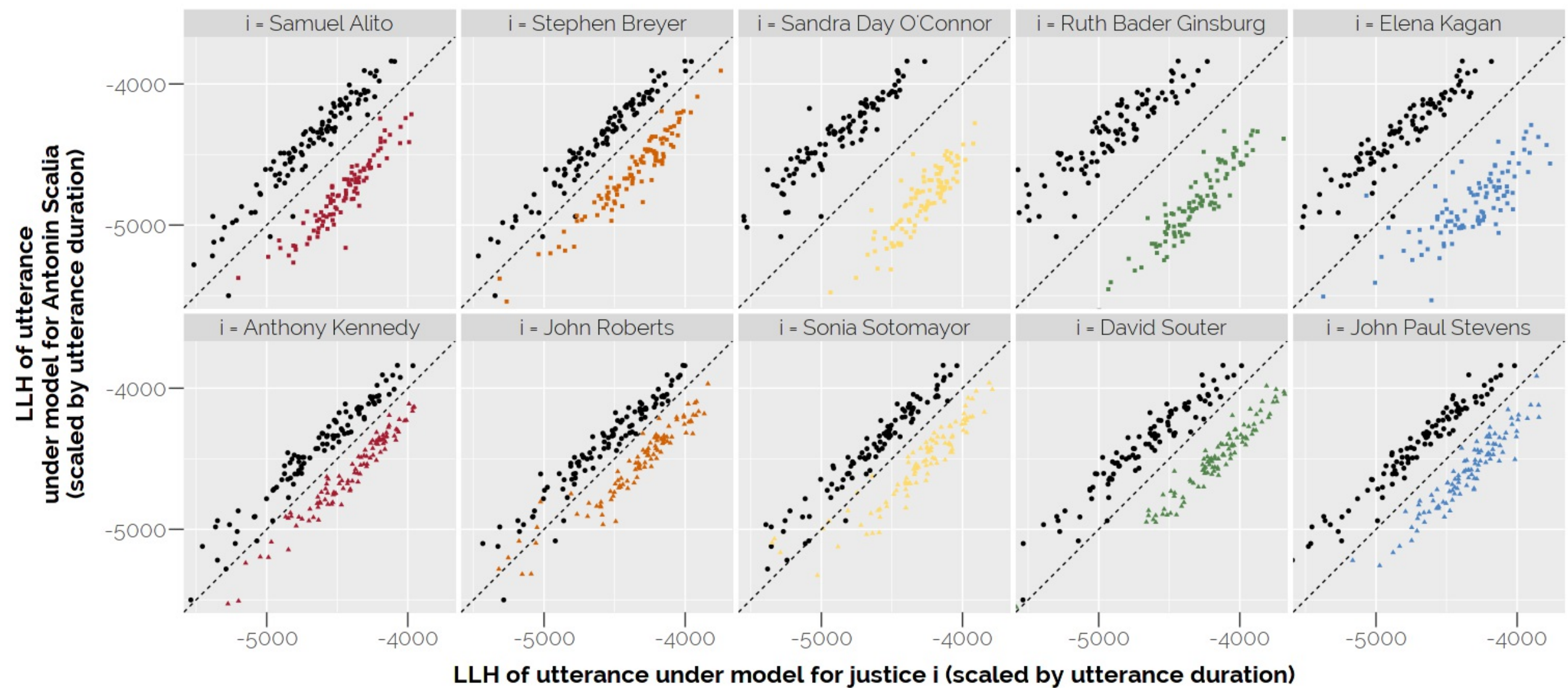


LLH of utterance under model for justice i (scaled by utterance duration)

actual speaker  
of utterance

● Antonin Scalia

■ Samuel Alito



# Supreme Court Emotion Classification

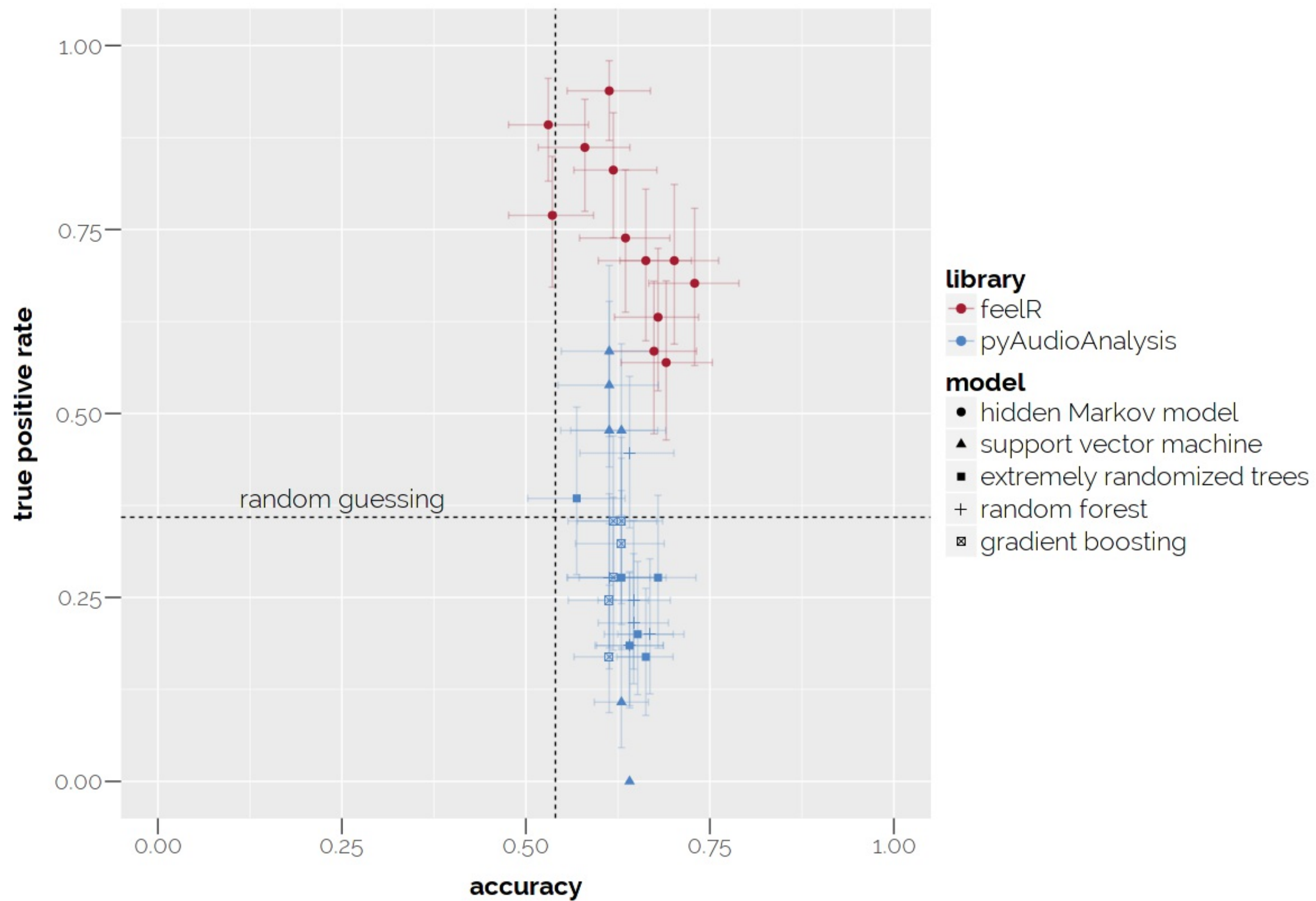


# Preliminary Results

- Coded 200 utterances by Chief Justice Roberts
  - Modes of speech: "neutral" (64%) and "skeptical" (36%)
  - Perceived "skepticism" depends on both text & tone
- Existing Supreme Court sentiment analyses use text of utterances only
- Speaker affect model uses tone of utterances only

# Preliminary Results

- HMM selected by K-fold CV: 15 states,  $\lambda=0.01$ 
  - Out-of-sample accuracy: 70% accuracy
  - True positive rate (skepticism): 71%
  - True negative rate (neutral): 70%
- Best pyAudioAnalysis model: SVM with C=10
  - Overall accuracy 61%, TPR 58%, TNR 63%
- Stanford Core NLP deep learning model with text:
  - Vast majority (78%) classified as "negative" ( $\approx$  skepticism?)
  - Overall accuracy 45%, TPR 89%, TNR 20%





# Conclusion

- Recap
  - New sources of data for social scientists
  - New questions about political speech
  - Advances over state-of-the-art CS models
- Ongoing work
  - Incorporating text into audio analysis (Knox, Lucas)
  - Rhetoric of Parliamentary Debate (Goplerud, Knox, Lucas)
  - Analyzing visual features with text (Lucas)