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# 1 BACKGROUND

- Affect term which covers various types of mental response (emotions, feelings, moods, attitudes)
- Music automatic affect prediction computations which aim to predict or recognize emotions perceived or induced by music
- Use cases:





Music therapy [1]

Mental health [2]

- Affect Representation Scheme (ARS) used to represent affects in systems
- This research will :
  - give a descriptive overview of ARSs in music automatic affect prediction
  - help with speeding up the process of decision making by furure reserchers
- Examples of affect representation models [3]:





Dimensional

## 2 RESEARCH QUESTIONS

Which Affect Representation schemes are used in Music Automatic Affect **Prediction**?

There are 7 sub-questions that covers the type of input data, types and popularity of ARSs with motivation, trends over time, psychological background and correlation between targeted affective states and chosen ARSs.

# 3 METHODS

A systematic literature review was conducted

- Search Engines: Scopus, IEEE Explore and Web of Science
- Search Strategy: 3 core concepts were identified: •
- Filtering:

additional feasibility filter was added - benchmarking datasets Table 2: Inclusion and exclusion criteria Exclusion

menapion	LACIUSION
People listening to music in various situations	
English language papers	Papers written in diffe
Papers from Computer Science field	Papers from a field ot
Research whose main focus is on music automatic affect (or emotion/ mood/ feeling) prediction (or recognition/ detection)	Research that does no music or other input s
Only journals, conference papers or books chap-	Literature reviews
ters	
<ul> <li>Search Results:</li> </ul>	
Records screened by title (n = 248) Records screened by abstract (n = 232)	Records retreived (n = 113)

## Survey of Affect Representation Schemes used in Music Automatic Affect Prediction A Systematic Literature Review



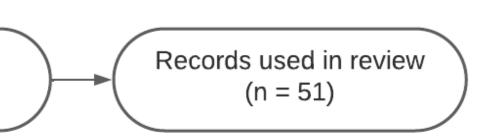
User experience



affect representation,

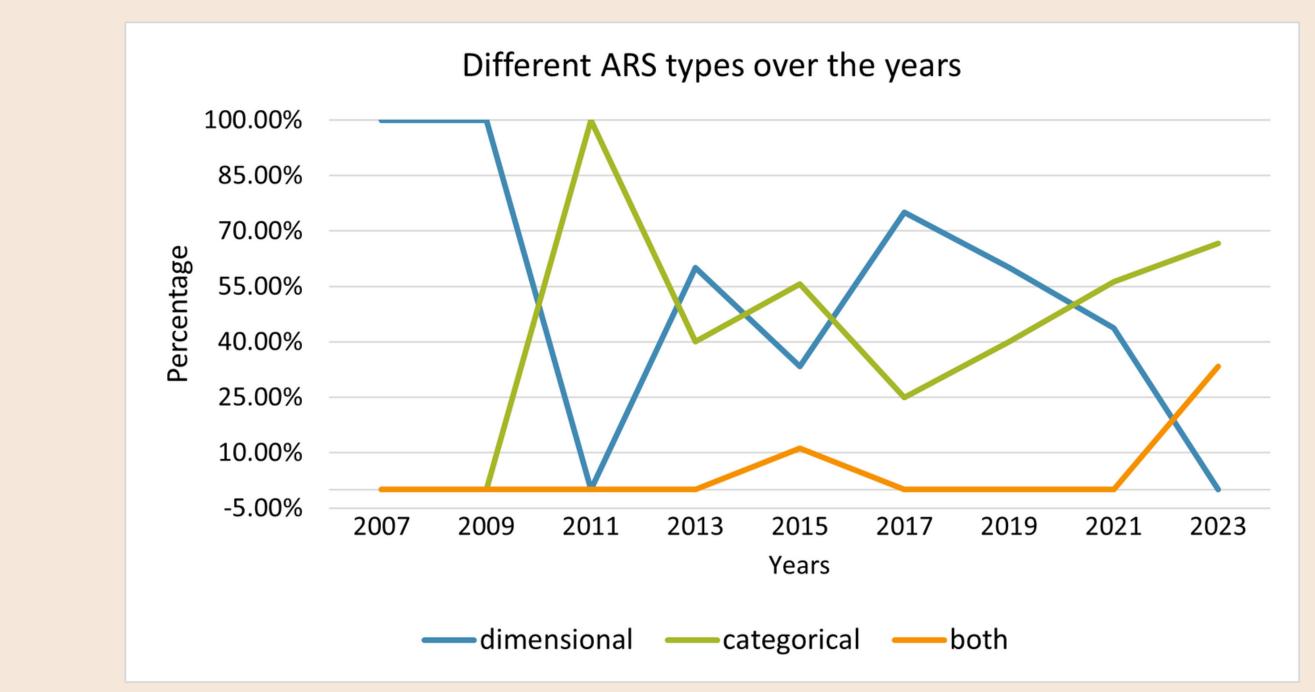
- automatic affect prediction, music

fferent languages than English other than Computer Science no automatic computations on signals



- Types of ARS used:
- **Dimensional**: usually Russell's [4] or Thayer's [5] valence/arousal space
- Categorical: distinguished between
  - emotion labels usually 4 broad categories (happy, angry
  - sad, neutral)
  - categorical
  - GEMS (Geneva Emotional Music Scale) developed for music domain (3lever hierarchy of emotion labeling)
- Both: unique combination of dimensional and categorical approaches
- Input Data:
- 66 % uses audio sample
- 24% uses music features
- 6 % used EEG (Electroencephalography) signals induced
- emotions
- Targeted affective states:

## • Popularity over time:



schemes over the years

## **Psychological Theories:**

66% - based on psychological theories 33% - not based on psychological theories

# 4 RESULTS

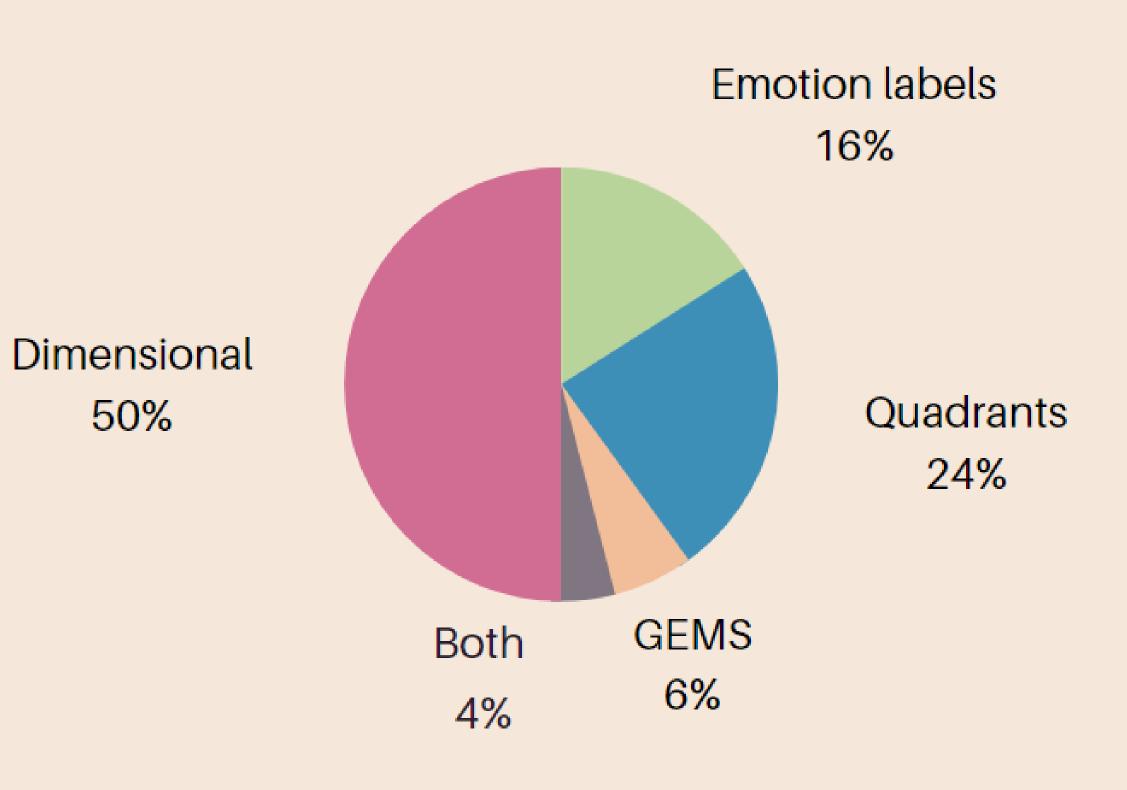


Figure 1: Percentage usage of certain ARS

quadrants - based on valence/arousal representation changed to be

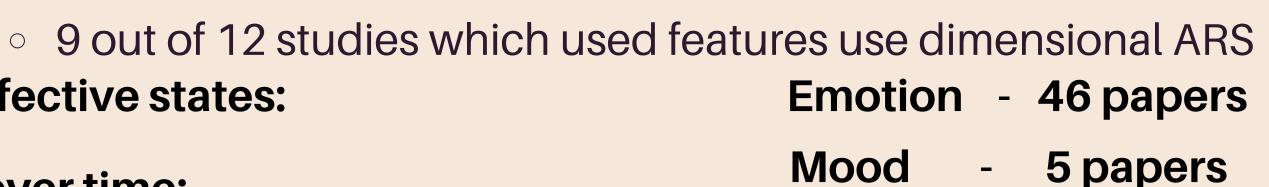


Figure 2: Percentage of papers which used certain representation

- Both dimensional and categorical approaches are used and are similarly popular
- The extracted data might be influenced by dataset bias
- state
- It is common to use dimensional ARS when using features as input • There is no visible trend over the years
- Not enough researchers base their decisions on psychological theories
- There are only a few unique mixed ARS (using both approaches)

- Only one person conducting the research
- Not included ISMIR (International Society for Music Information Retrieval) which might add relevant literature
- Added feasibility filtering which might cause bias
- Include all retreived records with additional literature from other databases or journals (ISMIR or ACM publications may be relevant) • Perform filtering without feasibility filter
- More detailed analysis of used schemes with more in-depth distinction between ARS types

[2] ManasaPisipati and AnupNandy. Human emotionrecognitionusingeeg signal in musiclistening. In 2021 IEEE 18th India Council International Conference (IN-DICON), pages 1-6, 2021

[3] Horvat, M., Stojanovic, A., & Kovacevic, Z. (2022). An overview of common emotion models in computer systems. 2022 45th Jubilee International Convention on Information, Communication and Electronic Technology, MIPRO 2022 - Proceedings, 1008–1013. https://doi.org/10.23919/MIPR055190.2022.9803498

[4] James A. Russell. A circumplex model of affect. Journal of Personality and Social Psychology, 39:1161-1178, 12 1980.

[5] Robert E. Thayer. The biopsychology of mood and arousal. New York: Oxford Univ. Press, 1989.



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# 5 CONCLUSION

• A great majority of research focuses on emotions as an affective

## 6 LIMITATIONS

• Time constrain of 10 weeks

## 7 FUTURE WORK

## REFERENCES

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in Bioinformatics), 6670 LNCS:256 - 277, 2011. Citedby: 184

