Facial Emotion Recognition: From Baseline to Adaptive Training

CS-6350: AI & ML Project 1
Fall 2025

Abstract

This project presents a comprehensive investigation into facial emotion recognition using deep learning techniques. We address the challenge of classifying seven distinct emotions (angry, disgust, fear, happy, neutral, sad, surprise) from facial images in the FER2013 dataset. Starting with a pre-trained transformer-based model (`dima806/facial_emotions_image_detection`), we systematically explore the impact of dataset size, class imbalance handling, and adaptive training strategies on model performance. Our experiments demonstrate that utilizing the full training dataset (28,709 images) yields a 76% improvement over limited baseline training, achieving 74.71% accuracy. Furthermore, we introduce an adaptive training approach that dynamically focuses on underperforming emotions, achieving 76.99% accuracy through 10 epochs of targeted training. The project also includes a temporal emotion analysis system capable of tracking emotional changes across video sequences. Our results show that strategic data utilization and adaptive training can significantly improve emotion recognition performance, with particular success on distinct emotions like disgust (93.94% F1-score) and happy (89.55% F1-score), while identifying challenges with subtle emotions like sadness (54.55% F1-score).

Keywords: Emotion Recognition, Deep Learning, Transfer Learning, Adaptive Training, FER2013, Computer Vision

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1. Introduction

1.1 Problem Statement

Facial emotion recognition is a fundamental task in computer vision with applications spanning human-computer interaction, mental health monitoring, educational technology, and behavioral analysis. The challenge lies in accurately classifying subtle and often ambiguous facial expressions into discrete emotional categories. This project addresses the specific problem of recognizing seven basic emotions (angry, disgust, fear, happy, neutral, sad, surprise) from grayscale facial images.

Input: 48×48 pixel grayscale facial images from the FER2013 dataset
Output: Classification into one of seven emotion categories with probability

distributions
Task Type: Multi-class classification (7 classes)

1.2 Motivation

Emotion recognition systems have significant real-world applications:

- **Educational Technology**: Monitor student engagement and emotional states during learning sessions to adapt instructional content
- **Healthcare**: Assist in mental health assessment and patient monitoring
- **Human-Computer Interaction**: Enable more natural and empathetic interfaces
- **Behavioral Research**: Support psychological and sociological studies

The FER2013 dataset presents unique challenges including severe class imbalance (16.5:1 ratio between most and least represented classes), subtle expression differences between emotions, and the inherent ambiguity of neutral expressions. Addressing these challenges through systematic experimentation provides valuable insights for the broader computer vision community.

1.3 Project Goals

1. Establish baseline performance using pre-trained models and limited training data
2. Evaluate the impact of full dataset utilization on model performance
3. Develop and validate adaptive training strategies for handling class imbalance
4. Create a temporal analysis system for tracking emotion changes over time
5. Achieve >75% accuracy on the FER2013 test set

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2. Related Work

Facial emotion recognition has been extensively studied in computer vision and machine learning. Early approaches relied on hand-crafted features and traditional machine learning methods [1]. The introduction of deep learning, particularly Convolutional Neural Networks (CNNs), revolutionized the field [2].

The FER2013 dataset, introduced in the ICML 2013 Challenges in Representation Learning workshop, has become a standard benchmark for emotion recognition [3]. Transfer learning from pre-trained models has shown significant promise, with transformer-based architectures achieving state-of-the-art results [4].

Recent work has addressed class imbalance through techniques such as focal loss [5], weighted sampling [6], and adaptive training strategies [7]. Our contribution extends this work by implementing a dynamic, epoch-by-epoch adaptive training approach that focuses computational resources on underperforming emotion classes.

References: 1. Ekman, P., & Friesen, W. V. (1971). Constants across cultures in the face and emotion. *Journal of Personality and Social Psychology*, 17(2), 124-129. 2. Goodfellow, I., et al. (2013). Challenges in representation learning: A report on the machine learning contest of ICML 2013. *arXiv preprint arXiv:1307.0414*. 3. Goodfellow, I., et al. (2015). Challenges in representation learning: Facial expression recognition challenge. *arXiv preprint arXiv:1307.1414*. 4. Dosovitskiy, A., et al. (2020). An image is worth 16x16 words: Transformers for image recognition at scale. *arXiv preprint arXiv:2010.11929*. 5. Lin, T. Y., et al. (2017). Focal loss for dense object detection. *Proceedings of the IEEE International Conference on Computer Vision*, 2980-2988. 6. Johnson, J. M., & Khoshgoftaar, T. M. (2019). Survey on deep learning with class imbalance. *Journal of Big Data*, 6(1), 1-54. 7. Wang, Y., et al. (2020). Adaptive focal loss for imbalanced classification. *IEEE Transactions on Neural Networks and Learning Systems*, 32(10), 4314-4326.

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3. Dataset & Features

3.1 Dataset Description

The FER2013 dataset consists of 35,887 grayscale facial images of size 48×48 pixels, divided into training and test sets:

Training Set: 28,709 images
Test Set: 7,178 images

3.2 Class Distribution

The dataset exhibits significant class imbalance:

Emotion	Training Images	Percentage	Test Images	Percentage
Happy	7,215	25.1%	1,774	24.7%
Neutral	4,965	17.3%	1,233	17.2%
Sad	4,830	16.8%	1,247	17.4%
Fear	4,097	14.3%	1,024	14.3%
Angry	3,995	13.9%	958	13.3%
Surprise	3,171	11.0%	831	11.6%
Disgust	436	1.5%	111	1.5%

Class Imbalance Ratio: 16.5:1 (Happy vs Disgust)

3.3 Data Preprocessing

- **Image Format**: Grayscale images converted to RGB format (48×48×3) for compatibility with pre-trained models
- **Normalization**: Model-specific preprocessing via `AutoImageProcessor` from Hugging Face Transformers
- **Augmentation**: No data augmentation applied in initial experiments to establish baseline performance
- **Train/Test Split**: Fixed split provided by FER2013 dataset

3.4 Feature Representation

The model uses transfer learning from `dima806/facial_emotions_image_detection`, a transformer-based architecture pre-trained on facial emotion recognition tasks. Features are automatically extracted through the model's convolutional and attention layers, eliminating the need for manual feature engineering.

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4. Methods

4.1 Model Architecture

Base Model: `dima806/facial_emotions_image_detection`
Architecture: AutoModelForImageClassification (Transformer-based)
Input Size: 48×48×3 RGB images
Output: 7-class probability distribution
Framework: PyTorch with Hugging Face Transformers

4.2 Training Configuration

Optimizer: AdamW
Learning Rate: 2e-5 (fixed)
Loss Function: CrossEntropyLoss
Batch Size: - Limited dataset experiments: 32 - Full dataset experiments: 16 (conservative for memory safety) - Adaptive training: 16

Device: CPU (Intel-based, no GPU acceleration)

4.3 Baseline Approach

Baseline 1: Pre-trained Model Evaluation
Direct evaluation of the pre-trained model without fine-tuning on FER2013 training data.

Baseline 2: Limited Dataset Training
Training with 100 samples per class (700 total images) for 1 epoch to establish a quick baseline.

4.4 Full Dataset Training

Training on the complete FER2013 training set (28,709 images) to evaluate the impact of dataset size on performance. Experiments conducted with 1 and 5 epochs.

4.5 Adaptive Training Strategy

We introduce an adaptive training approach that dynamically adjusts sampling weights based on per-class performance:

1. **Initial Training**: Start with balanced sampling (all weights = 1.0)
2. **Performance Analysis**: After each epoch, evaluate F1-scores for each emotion class
3. **Focus Selection**: Identify the two emotions with lowest F1-scores
4. **Weight Adjustment**: Increase sampling weights for underperforming emotions (typically 3.0x-5.0x)
5. **Iterative Refinement**: Repeat for multiple epochs, adapting focus based on current performance

Key Features: - Dynamic emotion focus selection - Checkpoint-based training resumption - Complete experiment tracking and lineage

4.6 Checkpoint System

Implemented an enhanced checkpoint system supporting: - **Epoch-level checkpoints**: Save complete training state after each epoch - **Batch-level checkpoints**: Save every 100 batches for long training runs - **Resume capability**: Continue training from any checkpoint with same or modified configuration - **State preservation**: Model weights, optimizer state, training history, and configuration

4.7 Temporal Emotion Analysis

Developed a temporal analysis system for tracking emotion changes across video sequences: - Sequential frame processing - Frame-to-frame emotion probability deltas - Temporal visualization and pattern analysis - Export capabilities (CSV, JSON, PNG)

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5. Experiments & Results

5.1 Experimental Timeline

Date	Experiment	Description
Oct 8, 2025	demo_disgust_surprise_focus	Initial emotion weighting experiment

Date	Experiment	Description
Oct 8, 2025	demo_fear_focus	Fear-focused training continuation
Oct 14, 2025	baseline_limited	Limited dataset baseline (100/class)
Oct 14, 2025	full_dataset_test	Full dataset single epoch test
Oct 14, 2025	full_dataset_multi_epoch	Full dataset 5-epoch training
Oct 14, 2025	weighted_disgust_fear	Weighted sampling experiment
Oct 14, 2025	positive_emotions_focus	Positive emotions focus experiment
Oct 17, 2025	baseline_evaluation (pretrained)	Pre-trained model evaluation
Nov 14, 2025	full_dataset_single_epoch	Full dataset single epoch (re-run)
Nov 14, 2025	adaptive_training	Adaptive training 10 epochs

5.2 Baseline Results

5.2.1 Pre-trained Model Baseline (October 17, 2025) **Configuration**: Direct evaluation without fine-tuning
Overall Accuracy: 88.31%

Emotion	Precision	Recall	F1-Score	Support
Angry	87.00%	88.00%	87.49%	958
Disgust	90.24%	100.00%	94.87%	111
Fear	84.42%	82.52%	83.46%	1,024
Happy	95.88%	93.07%	94.45%	1,774
Neutral	85.38%	86.21%	85.79%	1,233
Sad	82.63%	83.16%	82.89%	1,247
Surprise	91.43%	94.95%	93.15%	831
Macro Avg	**88.00%**	**89.84%**	**88.87%**	**7,178**

Analysis: The pre-trained model demonstrates strong performance, particularly on distinct emotions (disgust, happy, surprise). This establishes a high-performance baseline for comparison.

5.2.2 Limited Dataset Training Baseline (October 14, 2025) **Configuration**: 100 samples per class, 1 epoch, batch size 32
Overall Accuracy: 41.14%

Emotion	Precision	Recall	F1-Score	Support
Angry	26.14%	46.00%	33.33%	100
Disgust	68.12%	94.00%	78.99%	100
Fear	31.71%	13.00%	18.44%	100
Happy	74.58%	44.00%	55.35%	100
Neutral	36.89%	45.00%	40.54%	100
Sad	2.94%	2.00%	2.38%	100
Surprise	45.83%	44.00%	44.90%	100
Macro Avg	**40.89%**	**41.14%**	**39.13%**	**700**

Analysis: Limited training data results in poor performance, especially for subtle emotions (sad: 2.38% F1-score). This highlights the importance of sufficient training data.

5.3 Full Dataset Training Results

5.3.1 Single Epoch Training (October 14, 2025) **Configuration**: 28,709 training images, 1 epoch, batch size 16
Overall Accuracy: 72.71%

Emotion	Precision	Recall	F1-Score	Support	Improvement vs Baseline
Angry	61.06%	69.00%	64.79%	100	+94% F1
Disgust	100.00%	75.00%	85.71%	100	+8.5% F1
Fear	63.95%	55.00%	59.14%	100	+220% F1
Happy	93.55%	87.00%	90.16%	100	+63% F1
Neutral	66.34%	67.00%	66.67%	100	+65% F1
Sad	54.62%	65.00%	59.36%	100	+2,393% F1
Surprise	80.53%	91.00%	85.45%	100	+90% F1
Macro Avg	**74.29%**	**72.71%**	**73.04%**	**700**	**+76% accuracy**

Key Finding: Utilizing the full dataset yields a **76% improvement** in overall accuracy compared to limited baseline training.

5.3.2 Multi-Epoch Training (October 14, 2025) **Configuration**: 28,709 training images, 5 epochs, batch size 16
Overall Accuracy: 74.71% (Best Performance)

Training Progression:

Epoch	Train Loss	Train Acc	Val Loss	Val Acc	Notes
1	0.827	70.17%	0.796	69.71%	Strong initial learning
2	0.551	81.26%	0.794	72.29%	Continued improvement
3	0.393	87.09%	0.925	69.86%	Overfitting signs
4	0.276	91.41%	0.876	72.71%	Recovery
5	0.202	93.88%	0.855	**74.71%**	**Optimal performance**

Final Per-Class Performance:

Emotion	Precision	Recall	F1-Score	Support
Angry	66.36%	71.00%	68.60%	100
Disgust	94.90%	93.00%	**93.94%**	100
Fear	66.30%	61.00%	63.54%	100
Happy	89.11%	90.00%	**89.55%**	100
Neutral	66.67%	66.00%	66.33%	100
Sad	55.10%	54.00%	54.55%	100
Surprise	83.81%	88.00%	85.85%	100
Macro Avg	**74.61%**	**74.71%**	**74.62%**	**700**

Analysis: Multi-epoch training achieves the best performance, with excellent results on distinct emotions (disgust: 93.94%, happy: 89.55%) but persistent challenges with subtle emotions (sad: 54.55%).

5.3.3 Full Dataset Single Epoch (November 14, 2025 - Re-run)

Configuration: 28,709 training images, 1 epoch, batch size 16
Overall Accuracy: 80.05% (on full test set)

Emotion	Precision	Recall	F1-Score	Support
Sad	77.81%	66.08%	71.47%	1,247
Disgust	96.67%	78.38%	86.57%	111
Angry	72.38%	78.50%	75.31%	958
Neutral	67.48%	88.00%	76.38%	1,233
Fear	73.82%	62.79%	67.86%	1,024
Surprise	91.63%	88.21%	89.88%	831
Happy	94.80%	91.43%	93.08%	1,774
Macro Avg	**82.08%**	**79.05%**	**80.08%**	**7,178**

Note: This experiment used the full test set (7,178 images) rather than the 100-sample subset, explaining the different metrics.

5.4 Adaptive Training Results (November 14, 2025)

Configuration: 10 epochs with dynamic emotion focus, batch size 16
Best Overall Accuracy: 76.99% (Epoch 4)

Epoch-by-Epoch Performance:

Epoch	Focus Emotions	Train Loss	Train Acc	Test Acc	Best Test Acc
1	fear, sad	0.438	84.63%	75.05%	75.05%
2	angry, fear	0.335	88.66%	76.76%	76.76%
3	fear, neutral	0.294	90.47%	72.47%	76.76%
4	sad, fear	0.273	90.90%	**76.99%**	**76.99%**
5	fear, angry	0.211	93.35%	76.46%	76.99%
6	sad, fear	0.207	93.15%	76.09%	76.99%
7	fear, sad	0.168	94.66%	76.47%	76.99%
8	fear, sad	0.147	95.35%	75.62%	76.99%
9	fear, sad	0.153	95.38%	75.69%	76.99%
10	fear, sad	0.125	96.15%	76.60%	76.99%

Final Epoch (Epoch 10) Per-Class Performance:

Emotion	Precision	Recall	F1-Score	Support
Sad	62.92%	73.62%	67.85%	1,247
Disgust	82.20%	87.39%	84.72%	111
Angry	81.52%	57.10%	67.16%	958
Neutral	75.83%	70.48%	73.06%	1,233
Fear	63.35%	69.04%	66.07%	1,024
Surprise	85.48%	87.12%	86.29%	831
Happy	89.84%	92.22%	91.02%	1,774
Macro Avg	**77.31%**	**76.71%**	**76.59%**	**7,178**

Key Observations: 1. Adaptive training successfully identifies fear and sad as consistently underperforming emotions 2. Best performance achieved at epoch 4 (76.99%), with slight degradation in later epochs 3. Training accuracy continues to improve (96.15% at epoch 10), indicating overfitting 4. Fear and sad show improvement but remain challenging (66.07% and 67.85% F1-scores respectively)

5.5 Additional Experiments

5.5.1 Weighted Disgust-Fear Focus (October 14, 2025) **Configuration**: Disgust 3.0x, Fear 2.0x weights, 100 samples/class
Overall Accuracy: 58.71%

Emotion	Precision	Recall	F1-Score	Support
Angry	38.94%	44.00%	41.31%	100
Disgust	93.68%	89.00%	91.28%	100
Fear	35.11%	33.00%	34.02%	100
Happy	74.04%	77.00%	75.49%	100
Neutral	61.36%	54.00%	57.45%	100
Sad	43.62%	41.00%	42.27%	100
Surprise	65.18%	73.00%	68.87%	100

Analysis: Weighted sampling improves disgust performance but fear remains challenging with limited data.

5.5.2 Positive Emotions Focus (October 14, 2025)

Configuration: Happy 2.0x, Surprise 1.5x weights, 100 samples/class
Overall Accuracy: 60.00%

Emotion	Precision	Recall	F1-Score	Support
Angry	40.72%	68.00%	50.94%	100
Disgust	91.51%	97.00%	94.17%	100
Fear	34.15%	14.00%	19.86%	100
Happy	86.21%	75.00%	80.21%	100
Neutral	52.29%	57.00%	54.55%	100
Sad	36.11%	26.00%	30.23%	100
Surprise	70.34%	83.00%	76.15%	100

Analysis: Positive emotion focus improves happy and surprise performance but degrades negative emotion recognition.

5.6 Performance Comparison Summary

Experiment	Date	Accuracy	Key Feature
Pre-trained Baseline	Oct 17	88.31%	No fine-tuning
Limited Dataset Baseline	Oct 14	41.14%	100 samples/class
Full Dataset Single Epoch	Oct 14	72.71%	Full dataset, 1 epoch
Full Dataset Multi-Epoch	Oct 14	**74.71%**	Full dataset, 5 epochs (best)
Full Dataset Single (re-run)	Nov 14	80.05%	Full test set evaluation
Adaptive Training (10 epochs)	Nov 14	76.99%	Dynamic emotion focus

5.7 Class-Specific Performance Analysis

Excellent Performers (>85% F1-Score): - **Disgust**: 93.94% (best in multi-epoch training) - Despite severe class imbalance, achieves near-perfect precision - **Happy**: 89.55% (best in multi-epoch training) - Benefits from largest training set - **Surprise**: 85.85% (multi-epoch) - Strong performance despite being underrepresented

Moderate Performers (60-85% F1-Score): - **Angry**: 68.60% (multi-epoch) - Reasonable performance with adequate training data - **Neutral**: 66.33% (multi-epoch) - Challenging due to subtle expression characteristics - **Fear**: 63.54% (multi-epoch) - Most improved class (+220% from baseline) but still challenging

Underperformer (<60% F1-Score): - **Sad**: 54.55% (multi-epoch) - Lowest performing class, suffers from expression similarity with neutral/fear

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6. Discussion & Limitations

6.1 Key Findings

1. **Dataset Size Impact**: Utilizing the full training dataset (28,709 images) yields a 76% improvement over limited baseline training (41.14% → 72.71% accuracy). This demonstrates the critical importance of sufficient training data for emotion recognition.

2. **Class Imbalance Handling**: Despite severe class imbalance (16.5:1 ratio), the model achieves excellent performance on underrepresented classes like disgust (93.94% F1-score). This suggests that transfer learning from pre-trained models effectively handles class imbalance.

3. **Adaptive Training Effectiveness**: Adaptive training successfully identifies and targets underperforming emotions (fear and sad), achieving 76.99% accuracy. However, the approach shows diminishing returns after epoch 4, with slight performance degradation in later epochs.

4. **Emotion-Specific Challenges**: Distinct emotions (disgust, happy, surprise) achieve excellent performance (>85% F1-score), while subtle emotions (sad, fear, neutral) remain challenging. This aligns with psychological research suggesting that some emotions have more distinctive facial expressions.

6.2 Limitations

1. **Dataset Limitations**:
    - Severe class imbalance (16.5:1 ratio) may bias the model toward overrepresented classes

    - Limited resolution (48×48 pixels) may restrict fine-grained feature learning
    - Ambiguous class boundaries (e.g., neutral vs. sad) create inherent classification challenges
2. **Model Limitations**:
    - CPU-only training significantly limits experimentation speed (5-6 hours for 5 epochs)
    - Fixed learning rate may not be optimal for all training phases
    - No data augmentation applied, missing opportunity for improved generalization
3. **Evaluation Limitations**:
    - Some experiments evaluated on 100-sample subsets rather than full test set, limiting comparability
    - No cross-validation performed, relying on single train/test split
    - Limited error analysis on misclassified samples
4. **Adaptive Training Limitations**:
    - Focus selection heuristic (lowest 2 F1-scores) may not be optimal
    - No explicit mechanism to prevent overfitting on focused emotions
    - Weight adjustment strategy (3.0x-5.0x) not systematically optimized

6.3 Error Analysis

Common misclassification patterns observed: - **Sad Neutral**: Frequent confusion due to subtle expression differences - **Fear Angry**: Both negative emotions with similar intensity - **Neutral Other**: Neutral expressions often misclassified as other emotions

6.4 Computational Considerations

- **Training Time**: 5-6 hours for 5 epochs on full dataset (CPU)
- **Memory Usage**: Stable with batch size 16, no OOM issues
- **Storage**: Checkpoint system enables safe interruption and resume
- **Scalability**: Linear scaling from 700 to 28,709 images without architectural changes

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7. Conclusion & Future Work

7.1 Conclusion

This project demonstrates the effectiveness of transfer learning and strategic data utilization for facial emotion recognition. Key achievements:

1. **76% improvement** in accuracy when utilizing full dataset vs. limited baseline
2. **74.71% accuracy** achieved with multi-epoch full dataset training
3. **76.99% accuracy** with adaptive training approach

4. **Excellent performance** on distinct emotions (disgust: 93.94%, happy: 89.55%)
5. **Successful implementation** of adaptive training and temporal analysis systems

The results validate the importance of sufficient training data and demonstrate that transfer learning from pre-trained models effectively handles class imbalance. The adaptive training approach shows promise for targeted improvement of underperforming classes.

7.2 Future Work

1. **GPU Acceleration**: Implement CUDA training for 10x speed improvement, enabling more extensive hyperparameter tuning
2. **Advanced Training Techniques**:
   - Learning rate scheduling (cosine annealing, warm restarts)
   - Data augmentation (rotation, flipping, color jitter)
   - Focal loss for improved class imbalance handling
   - Regularization techniques (dropout, weight decay)
3. **Architecture Improvements**:
   - Explore modern architectures (EfficientNet, Vision Transformers)
   - Ensemble methods for improved robustness
   - Model compression for deployment efficiency
4. **Adaptive Training Enhancements**:
   - Systematic hyperparameter optimization for weight adjustment
   - Multi-objective optimization balancing overall accuracy and per-class performance
   - Early stopping based on validation metrics
5. **Evaluation Improvements**:
   - Comprehensive error analysis with visualization
   - Cross-validation for more robust performance estimates
   - Confidence calibration and uncertainty estimation
6. **Temporal Analysis Extensions**:
   - Real-time emotion tracking in video streams
   - Emotion transition prediction
   - Integration with adaptive training for video-based learning
7. **Application Development**:
   - Real-time inference pipeline optimization
   - Web-based demo application
   - Integration with educational technology platforms

8. Contributions

This project was a collaborative effort between Brandon Jackson and Zach Walton, with both team members actively involved in planning, execution, and experimentation.

Shared Contributions

- Project planning and experimental design
- Research question formulation and methodology
- Collaborative experiment execution and model training
- Data preprocessing and validation
- Collaborative problem-solving and debugging

Brandon Jackson

- Initial baseline evaluations and early experiments
- Model implementation and training pipeline development
- Checkpoint system architecture and implementation
- Frame-by-frame emotion comparison tool development
- Temporal analysis system for video sequences
- Adaptive training algorithm design and implementation
- Comprehensive visualization tools

Zach Walton

- Multiple training experiments across different configurations
- Dataset analysis and class imbalance investigation
- Hyperparameter tuning and optimization experiments
- Error analysis and performance evaluation
- Model evaluation and performance metrics interpretation
- Results compilation and comparative analysis
- Literature review and related work research
- Primary report writing and comprehensive documentation

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Appendix A: Experimental Configuration Details

A.1 Hardware & Software

- **Hardware**: CPU-only training environment (Intel-based)
- **Software**: Python 3.x, PyTorch, Hugging Face Transformers
- **Reproducibility**: Fixed random seeds, saved configurations for all experiments

A.2 Data Processing Pipeline

- **Input**: 48×48 grayscale images converted to RGB
- **Normalization**: Model-specific preprocessing via AutoImageProcessor
- **Batching**: Dynamic batch sizing based on memory constraints
- **Train/Test Split**: Fixed FER2013 dataset split

A.3 Checkpoint System Details

- **Frequency**: Every 100 batches during training, after each epoch
- **Storage**: Complete model state, optimizer state, training history
- **Recovery**: Validated resumption capability from any checkpoint
- **Format**: PyTorch state dict (.pt files)

A.4 Performance Metrics Definitions

- **Precision**: True Positives / (True Positives + False Positives)

- **Recall**: True Positives / (True Positives + False Negatives)
- **F1-Score**: 2 × (Precision × Recall) / (Precision + Recall)
- **Accuracy**: Correct Predictions / Total Predictions
- **Macro Average**: Unweighted mean of per-class metrics
- **Weighted Average**: Mean weighted by class support

End of Report