

Emotion Classification and Network Discovery: GNNs Without Predefined Graphs

Project: ML4 Science

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Introduction and Goals

Labels Processing

Train Test Splitting

Imputed Connectivity

Baseline: RF, KNN, FNN, GCN

GSL: GAT

State of the art: VIB

Conclusion

Introduction: Literature

Goal:

- Classification of Emotion
- Graph Structure Learning

Paradigm: Movie observation

Data: fMRI Recordings (Emo-FilM)

- Already Preprocessed
- Schaefer Parcellation + 14 deep regions

Models:

- Baselines Models
- Graph Neural Networks (GNN)

A systematic review on affective computing: emotion models, databases, and recent advances

Yan Wang ^a, Wei Song ^c, Wei Tao ^a, Antonio Liotta ^d, Dawei Yang ^a, Xinlei Li ^a, Shuyong Gao ^b, Yixuan Sun ^a, Weifeng Ge ^b, Wei Zhang ^b, Wenqiang Zhang ^{a,b,*}

Probing neurodynamics of experienced emotions—a Hitchhiker’s guide to film fMRI

Elenor Morgenroth, ^{1,2,3} Laura Vilaclara, ^{1,2} Michal Muszynski, ⁴ Julian Gaviria, ^{1,3,4,5} Patrik Vuilleumier, ^{3,4,6} and Dimitri Van De Ville ^{1,2,6}

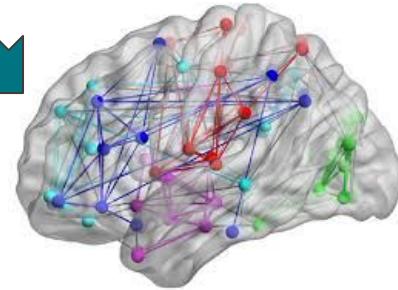
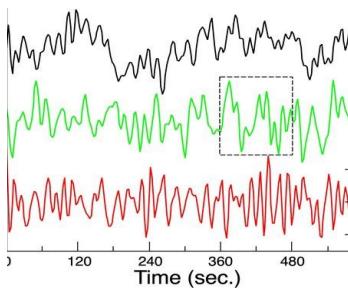
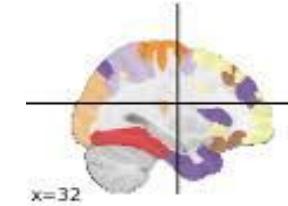
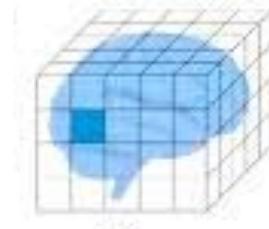
Emo-FilM: A multimodal dataset for affective neuroscience using naturalistic stimuli

¹D Elenor Morgenroth, ^{1,2}D Stefano Moia, Laura Vilaclara, Raphael Fournier, Michal Muszynski, Maria Ploumitsakou, Marina Almató-Bellavista, ¹D Patrik Vuilleumier, ^{1,2}D Dimitri Van De Ville

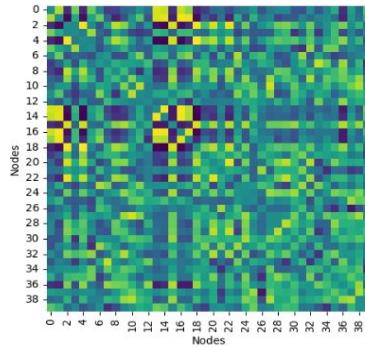
Emotion Recognition from Physiological Channels Using Graph Neural Network

Tomasz Wierciński ^{1,*}, Mateusz Rock ², Robert Zwierzycki ², Teresa Zawadzka ¹ and Michał Zawadzki ³

Introduction



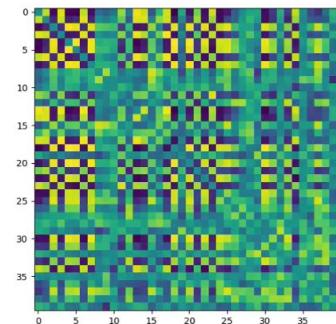
Imputed
Graph



Deep Learning
Model
(GCN, GAT, ...)



Predicted Label
 $y_n = \text{"Anger"}$



Problems



fMRI Data

- Relatively new for Emotion Analysis
 - Field richer with EEG
 - Less Temporal Resolution

Why fMRI?

- Deeper region of the brain
- Spatial Information exploitable
- Resolution for smaller Regions



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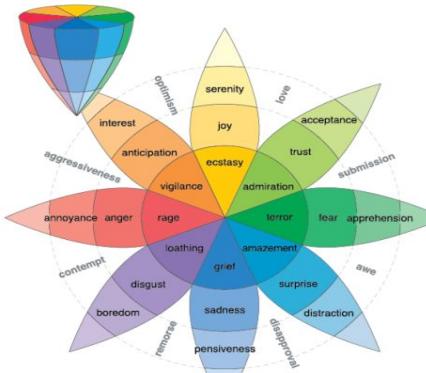
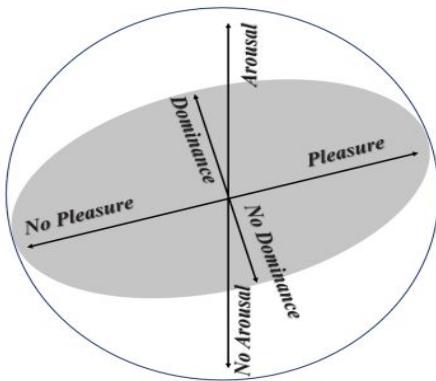
GSL: GAT

State of the art: VIB

Conclusion

Regression

Geometry-based FER



Classification

Plutchik's emotional wheel

Our Labels: Classification

- **Subset emotions to 13 (from 50)**
- **Assign to each TR emotion with highest absolute value score**
- **Labels aligned using a shift of 4 TR (BOLD)**

Train Test Splitting

Problem 1:

- Unbalanced Dataset

Problem 2:

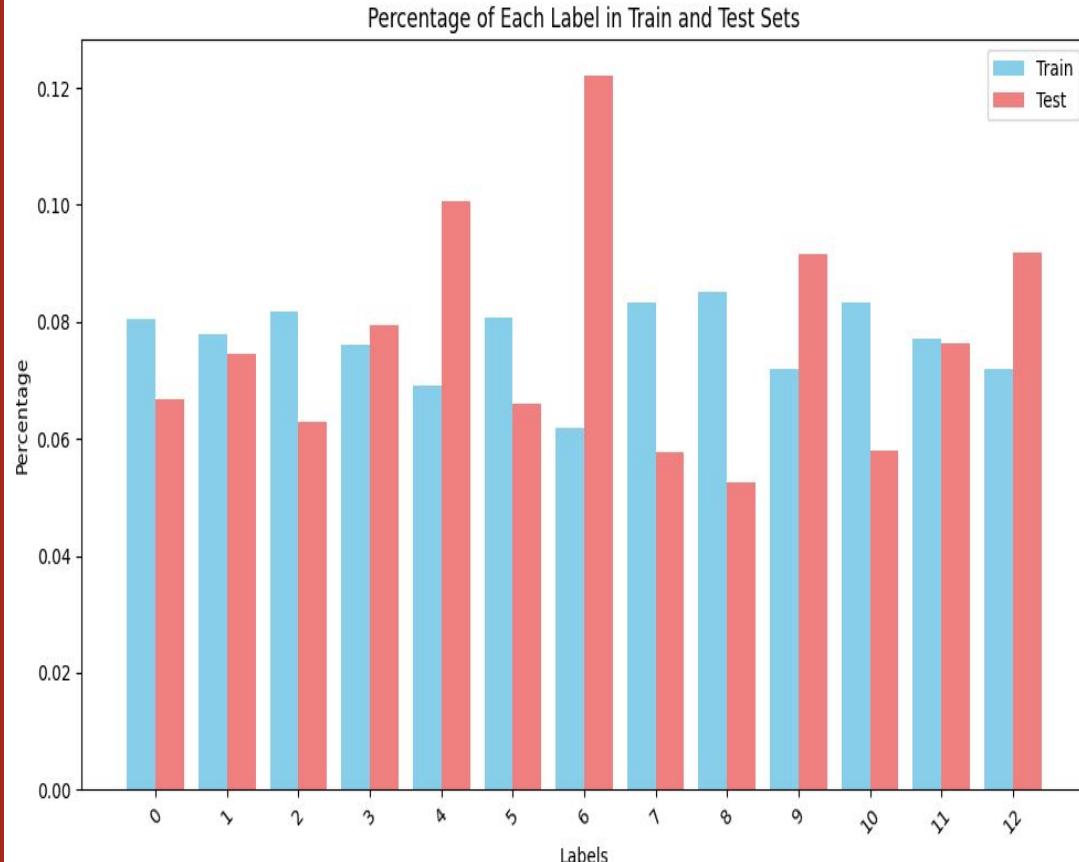
- Different Proportion in Movies

Problem 3:

- Label Dependency

Approaches:

- Random splitting
- Horizontal split
- Vertical Split



Imputed Connectivity

Edge Attributes

Constant Value

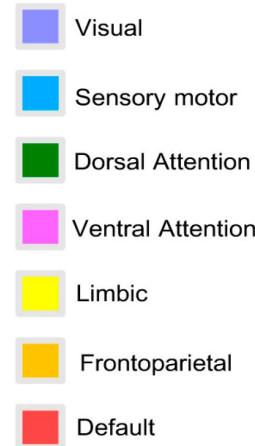
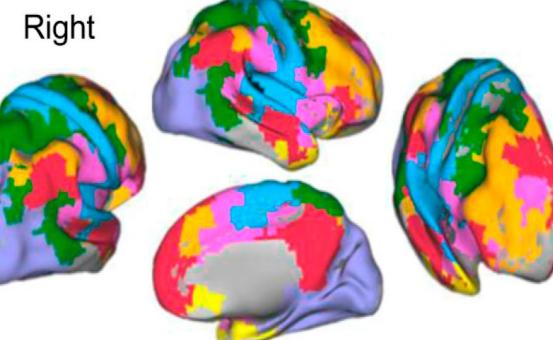
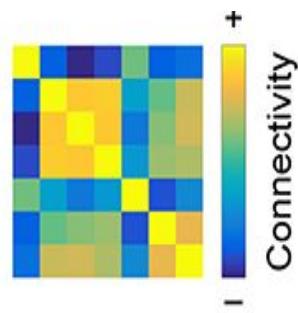
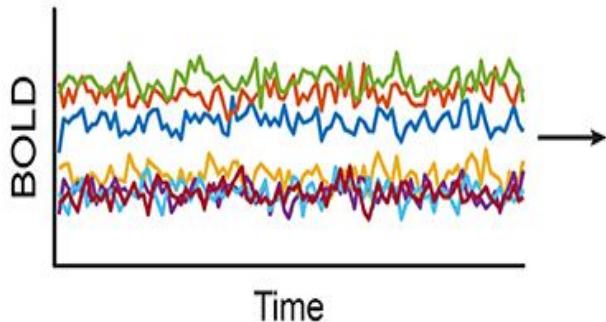
- 1
- 0 → Only self Loops
- FC whole movie

Dynamic Value

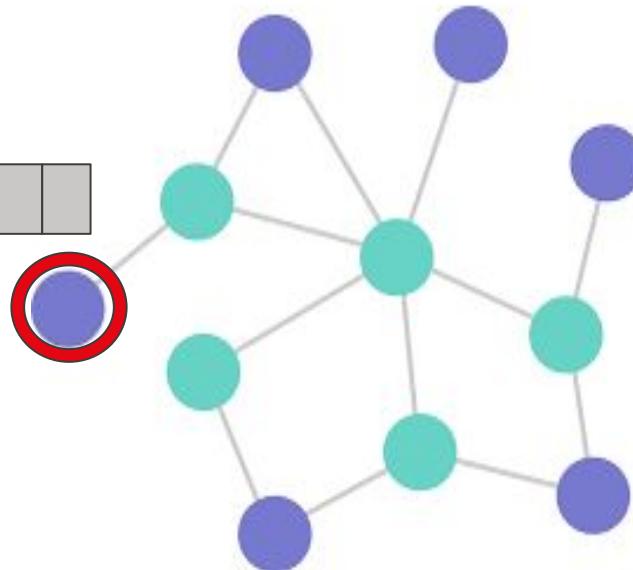
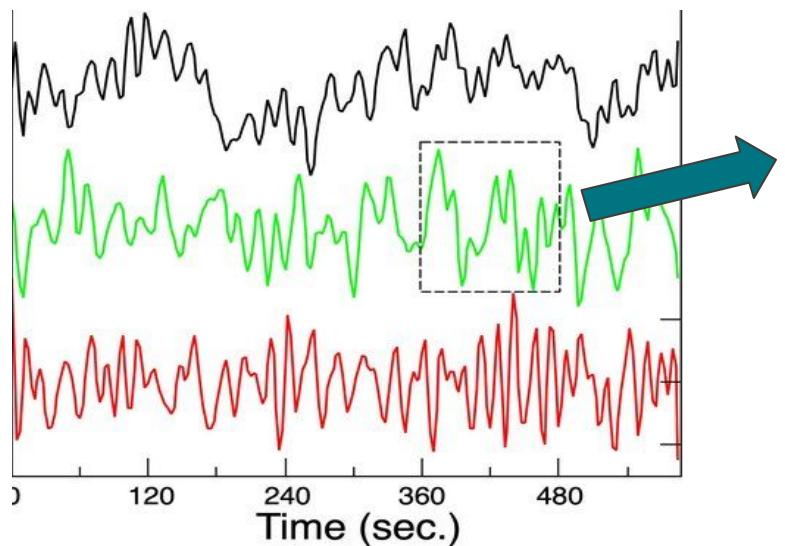
- FC Sliding window
- Variable window size

Nodes

- All 414
- Specific Functional Network (FN)



Nodes Features





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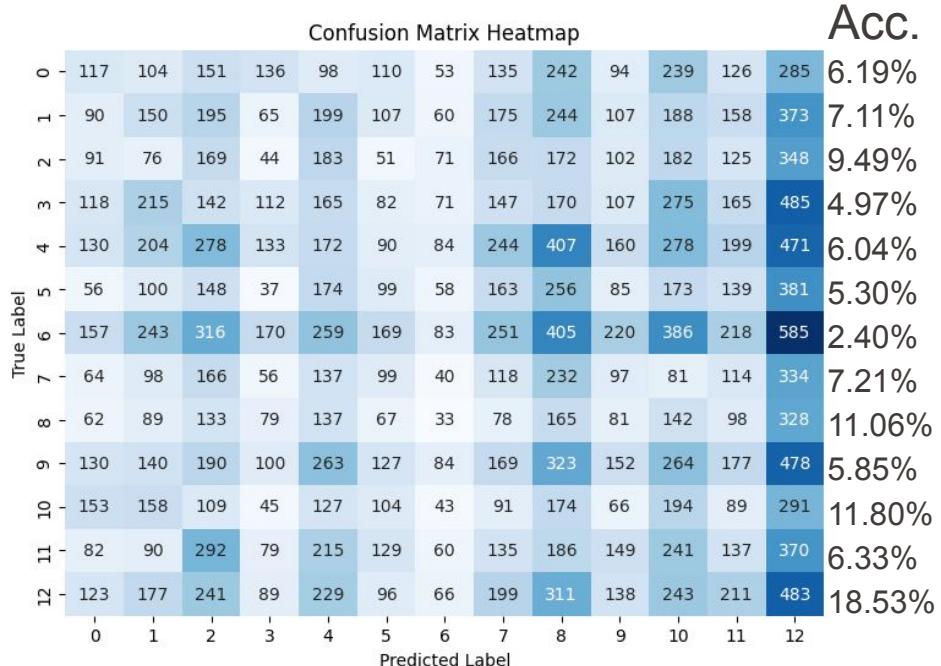
Conclusion

Baseline Methods

- Random Forest
- KNN
- Hand-Crafted Features

Feedforward Network (FNN):

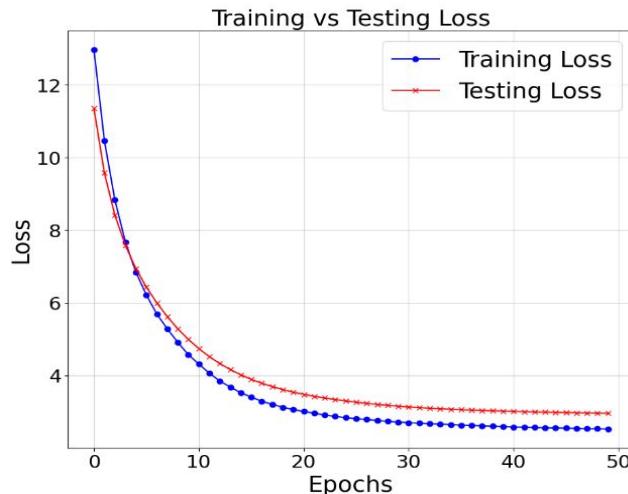
- `batch_size × (window × nodes)`
- 3 Hidden Layers
- ReLu Activation
- Trainable params: 6,072,213



GCN - Graph Convolutional Network

Architecture Best Model:

- Adaptable Number Conv. Layers
- Dropout with 50%
- ReLu Activation
- Global Max Pooling



Results on Test: 5.91% Accuracy

Confusion Matrix (Decimal Values - Test Set)

		0	1	2	3	4	5	6	7	8	9	10	11	12	
True Emotion	Predicted Emotion	0	0.02	0.21	0.02	0.24	0.03	0.06	0.02	0.00	0.00	0.17	0.11	0.00	0.13
		1	0.00	0.24	0.00	0.11	0.00	0.08	0.03	0.03	0.00	0.00	0.22	0.14	0.05
3	0	0.00	0.31	0.00	0.08	0.04	0.00	0.00	0.00	0.00	0.00	0.42	0.08	0.04	0.04
	1	0.12	0.28	0.00	0.22	0.03	0.03	0.00	0.00	0.00	0.00	0.19	0.03	0.00	0.09
4	0	0.06	0.12	0.00	0.18	0.06	0.04	0.03	0.00	0.00	0.00	0.35	0.03	0.03	0.10
	1	0.01	0.19	0.00	0.10	0.04	0.00	0.01	0.04	0.00	0.00	0.31	0.12	0.01	0.13
5	0	0.05	0.18	0.00	0.15	0.05	0.06	0.04	0.01	0.00	0.00	0.21	0.01	0.01	0.21
	1	0.05	0.18	0.00	0.08	0.03	0.05	0.00	0.00	0.00	0.00	0.37	0.05	0.00	0.18
6	0	0.03	0.10	0.00	0.14	0.07	0.10	0.00	0.00	0.00	0.00	0.28	0.14	0.00	0.14
	1	0.04	0.17	0.00	0.12	0.04	0.00	0.00	0.00	0.00	0.00	0.33	0.08	0.00	0.21
7	0	0.09	0.36	0.00	0.24	0.00	0.03	0.00	0.00	0.00	0.00	0.18	0.03	0.00	0.06
	1	0.10	0.17	0.00	0.17	0.00	0.11	0.01	0.00	0.01	0.00	0.25	0.03	0.01	0.14
8	0	0.07	0.15	0.02	0.19	0.03	0.05	0.00	0.05	0.00	0.00	0.27	0.12	0.00	0.05
	1	0.07	0.15	0.02	0.19	0.03	0.05	0.00	0.05	0.00	0.00	0.27	0.12	0.00	0.05

Normalized Value



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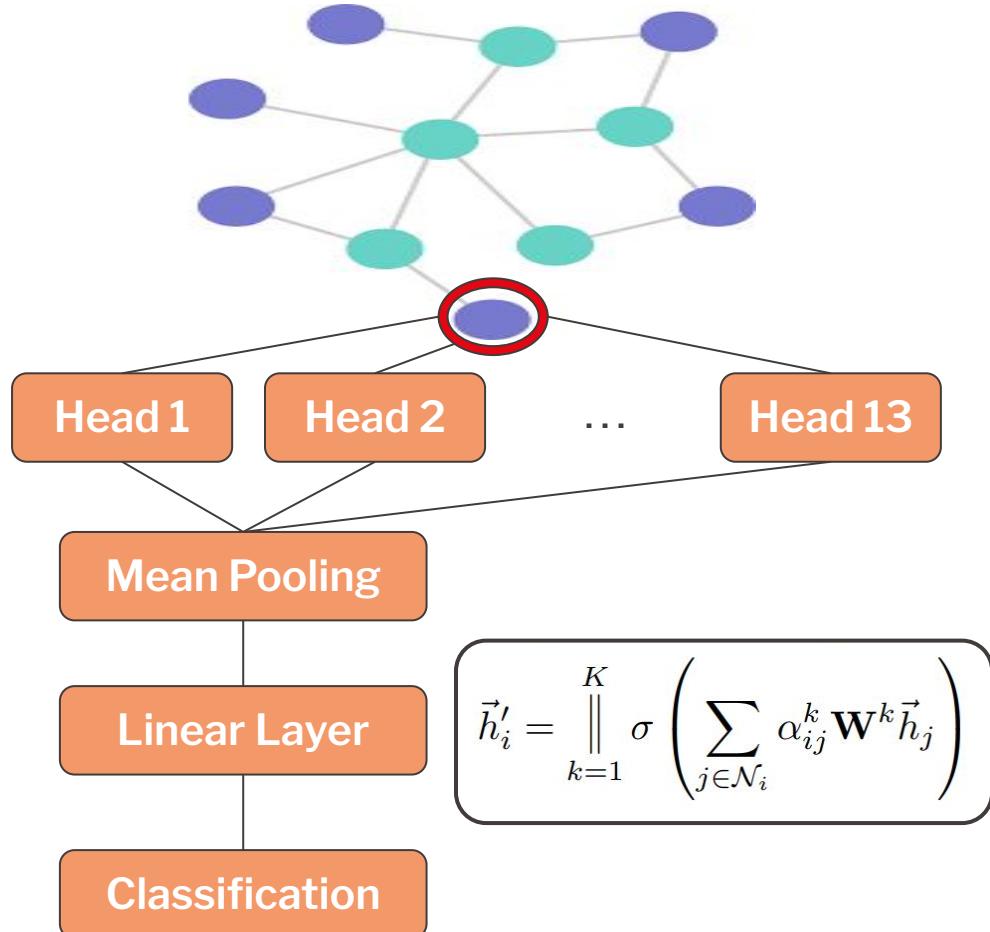
Conclusion

GAT

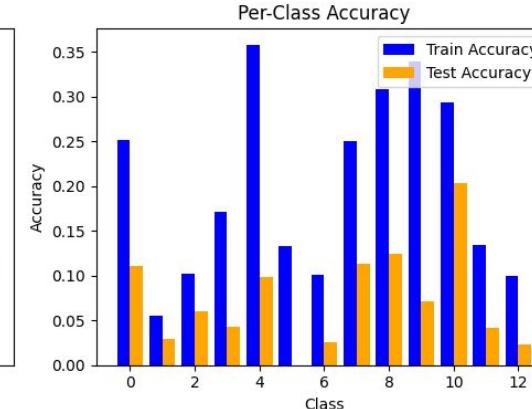
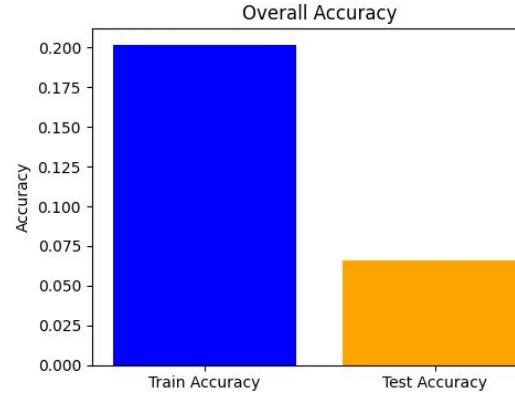
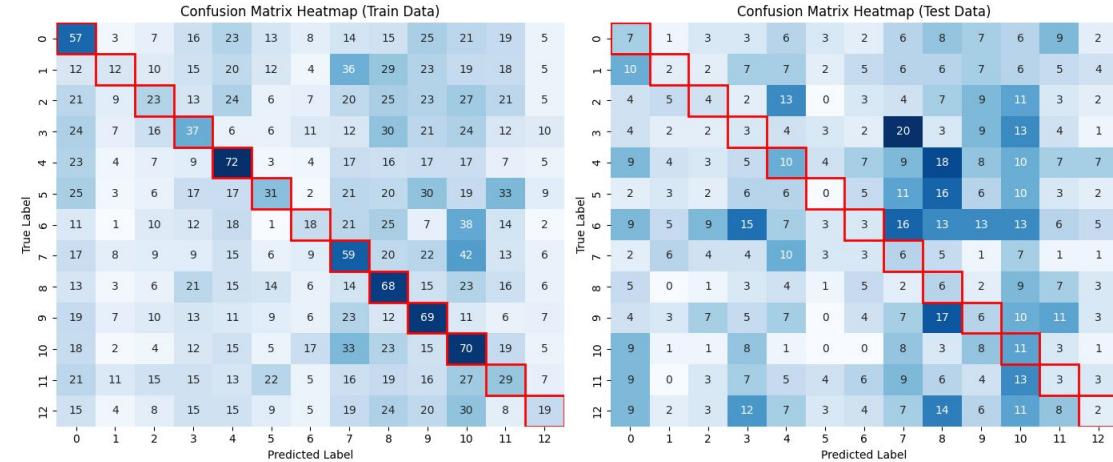
GAT == GNN with Attention Mechanism

Architecture 13 Heads

Why GAT:
Interpretability of Attention Weights



All movie, 1 subject, edge Attributes = FC

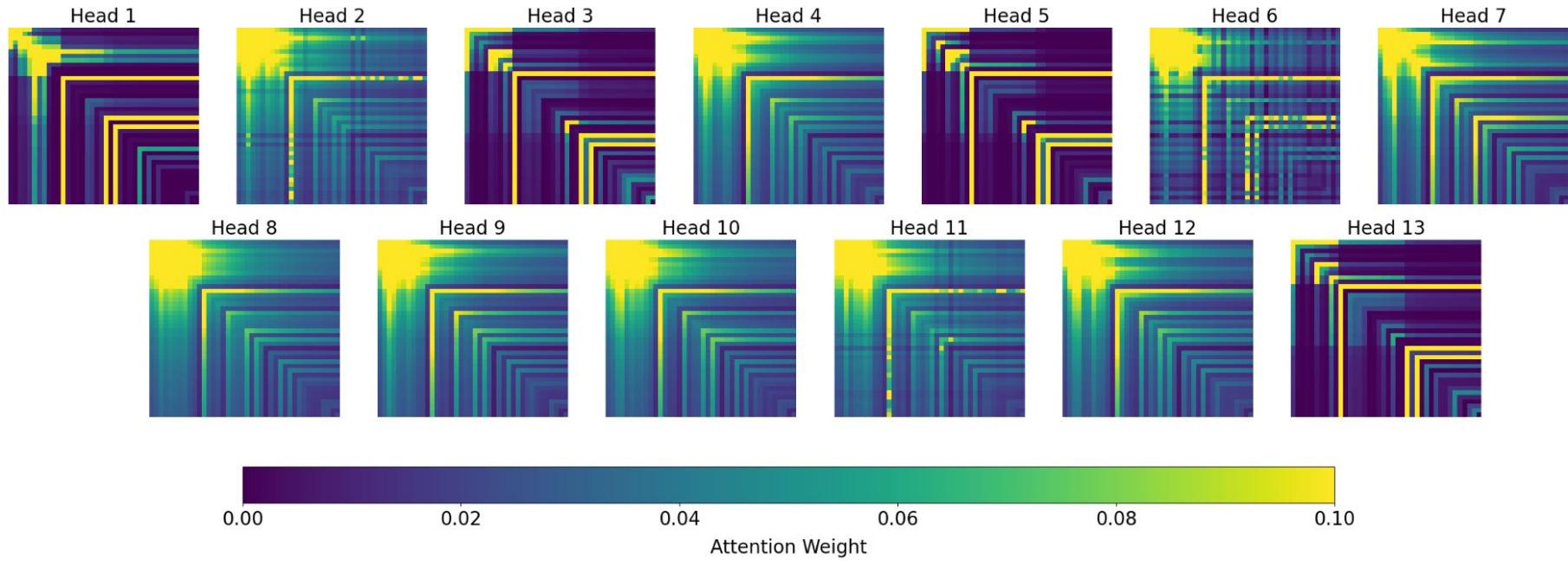


Grid-Search GAT

Hyperparameters	Accuracy Test
Window Size = 5, Adj Matrix Imputation: Clique, learning rate: 0.1, batch size: 32	8.88%
Window Size = 10, Adj Matrix Imputation: Clique, learning rate: 0.1, batch size: 32	7.04%
Window Size = 10, Adj Matrix Imputation: FN, learning rate: 0.1, batch size: 32, FN: Limbic	9.75%
Window Size = 5, Adj Matrix Imputation: FN, learning rate: 0.1, batch size: 32, FN: Visual	7.25%
...	...

?? Learnt Graphs ??

Attention Weights for Limbic FN





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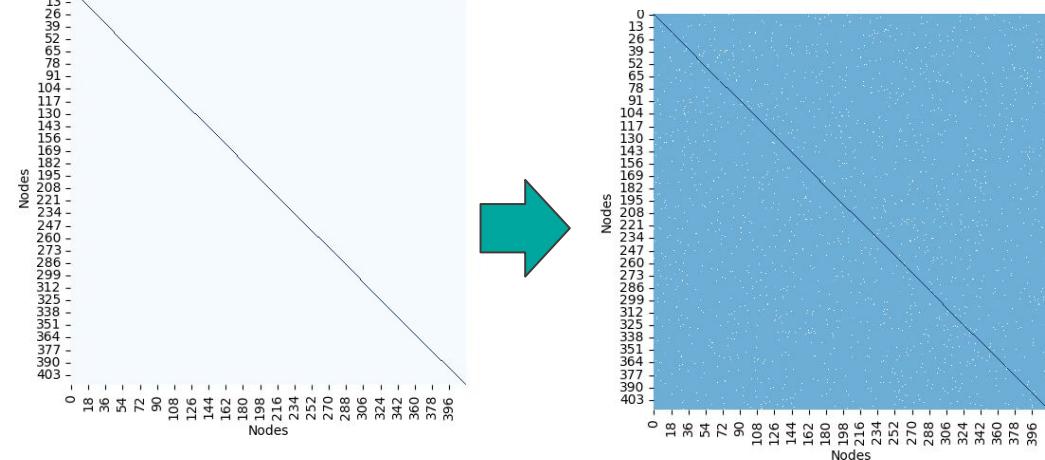
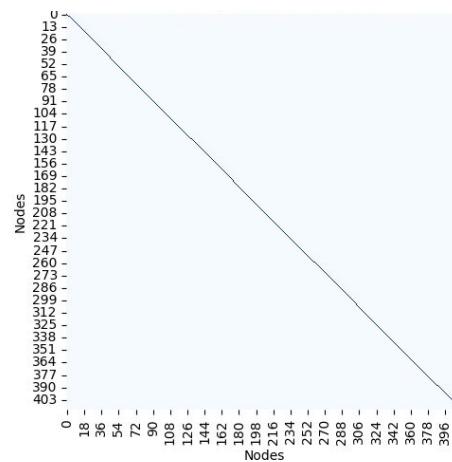
Conclusion

Why VIB

- Used on similar dataset
- State of the art Model
- **GSL (KNN, Probabilities)**
- Hyperparameters

Interpretable

Learn new graph for each Sample



VIB: GSL + Variational Information Bottleneck

Input
Initial Graph

Graph Learning

- Learnable feature mask
- Calculate similarity between nodes
- construct a new graph

GNN

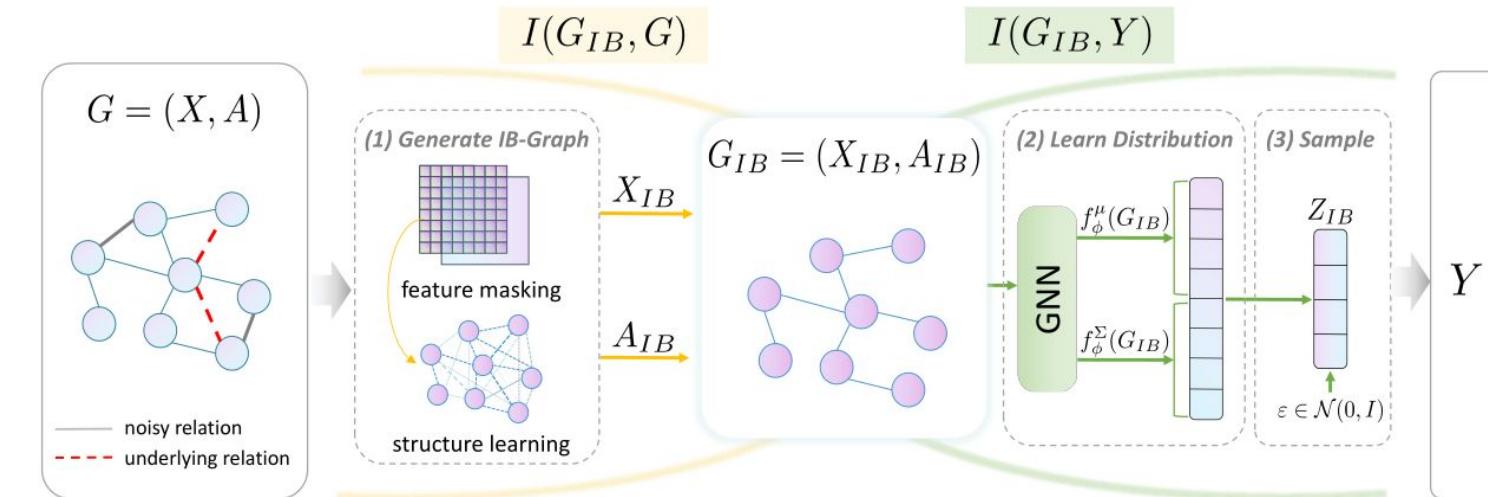
- GAT
- GIN
- GCN

Mean Pooling

Reparametrization Trick

Linear layer

Output
Final Graph Label

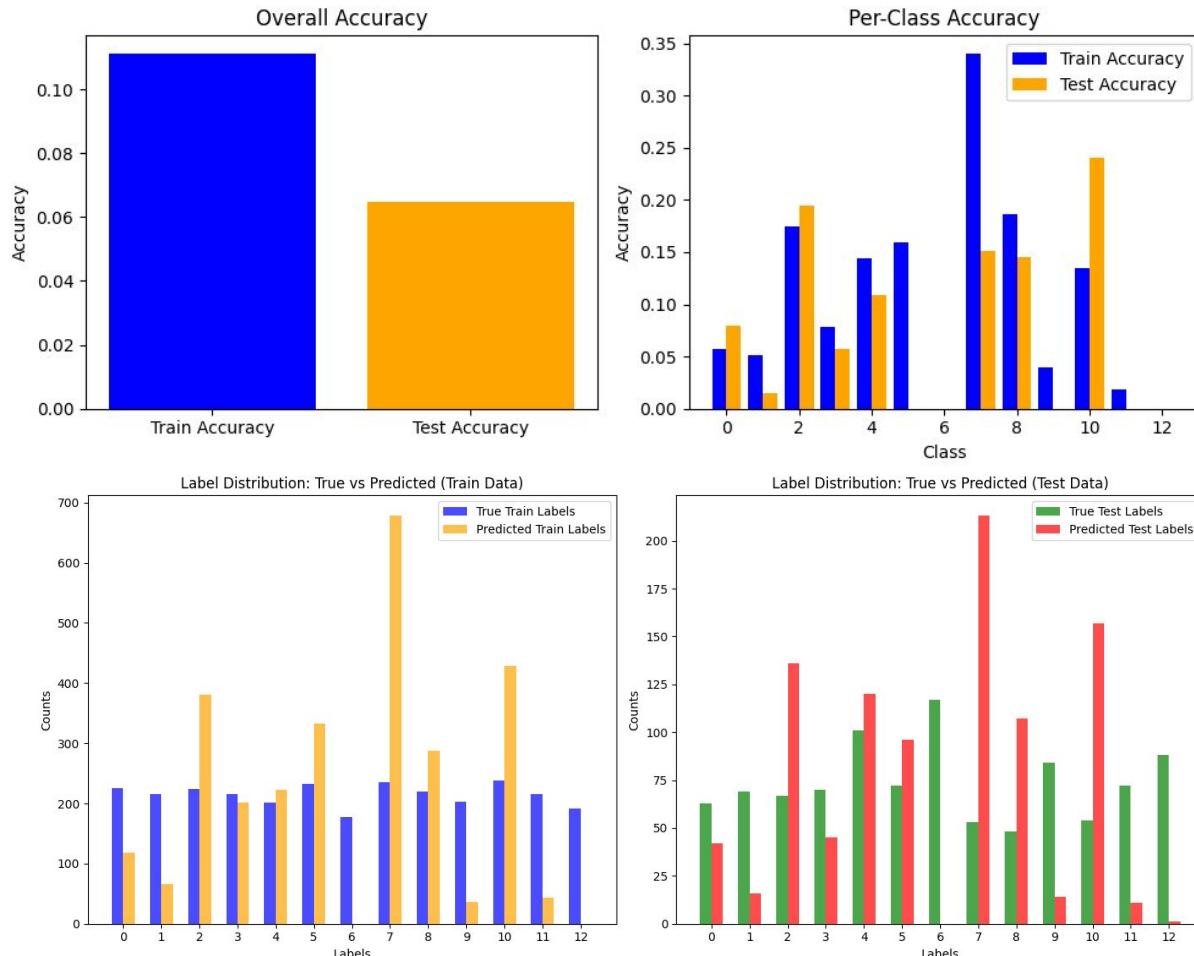


Example

```

"type_prediction": "all_emo",
"type_dataset": "balanced",
"how_many_movies": 1,
"gpu_id": "1",
"use_one_sub": true,
"num_classes": 13,
"type_labels": "single",
"batch_size": 8,
"test_batch_size": 8,
"percentage_train": 0.8,
"percentage_val": 0.0,
"test_train_splitting_mode": "Vertical",
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"initial_adj_method": "clique_edgeAttr_FC_window",
"FN": "Limbic",
"thr_FC": 0.7,
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"backbone": "GAT",
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"graph_type": "prob",
"top_k": 10,
"epsilon": 0.3,
"graph_metric_type": "mlp",
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"beta": 1e-05,
"IB_size": 32,
"graph_skip_conn": 0.0,
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"lr": 0.0001,
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"lr_decay_step_size": 50,
"weight_decay": 5e-05,

```



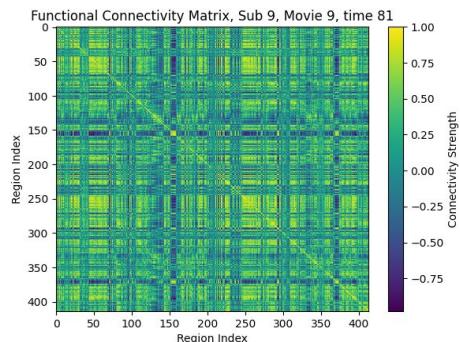
"Help! I need somebody!"

Threshold
Functional
Connectivity

Use Hand-Crafted
Features

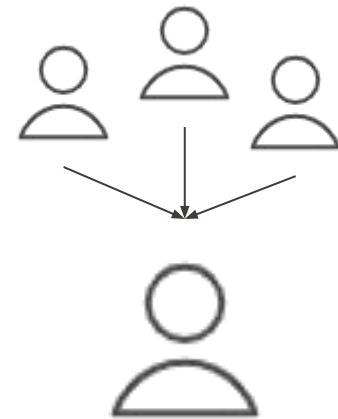
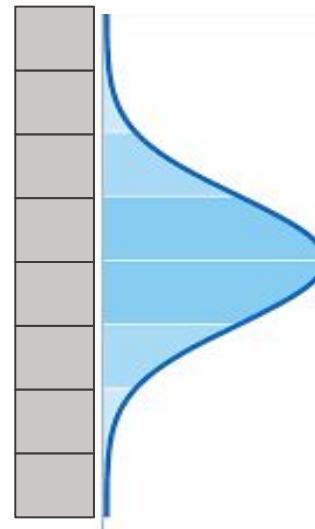
Time Series
Kernelization

Use of
Super-Subject

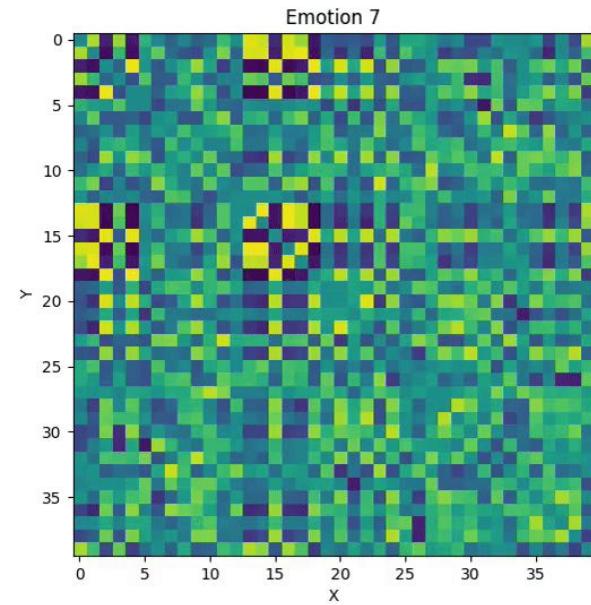


Use threshold to: Have
Sparsity, but still have
▪ **Connected Graph**

- Mean
- Std
- Autocorrelation
- Min
- Max
- ...

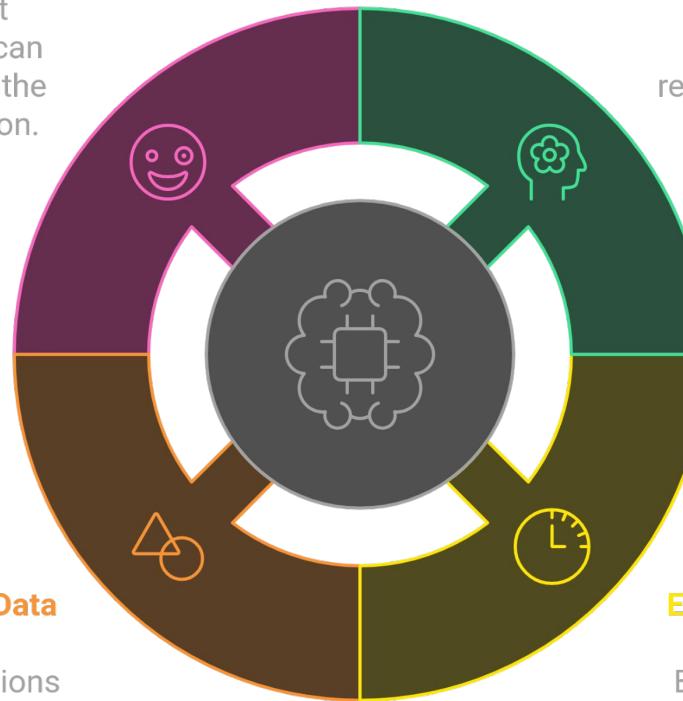


Discussion: Why not Learning



Within-Emotion Variability

Significant differences can occur within the same emotion.



Overlapping Data Patterns

Distinct emotions share similar data characteristics.

Intersubject Variability

Different individuals respond uniquely to emotional stimuli.

Elicitation Time Variability

Emotions have different times of onset and duration.



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Conclusion

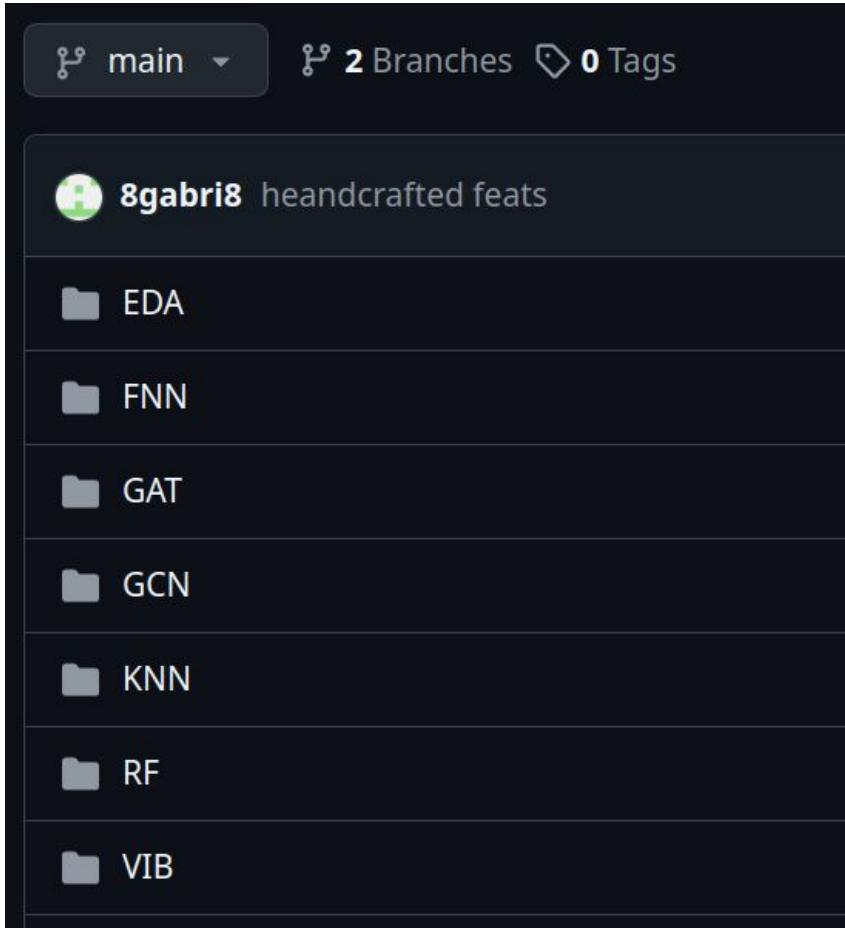
No Methods found a satisfactory solution:

- Remained at chance level

Still to Explore:

- Regress Valence/Arousal/Power
- Use all 50 emotions
- Classification with multi class
- Unsupervised
- Diffusion Models

Easy and Scalable GitHub that can be used
in other Analysis





Cristiano Sartori (Cyber Security)
Dall'Aglio Gabriele (Neuro-X)
Zhuofu Zhou (Financial Engineering)

**Thank you for your
attention!**

→ Any questions?