Facial Emotion Recognition from Video Data Using Deep Learning and Computer Vision Techniques

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Motivation

- Growing reliance on virtual communication highlights the need for accurate emotion recognition systems.
- **Key applications:** Telehealth therapy, Virtual meetings, and Human-computer interaction.
- Current challenges: Real-time processing, handling complex emotions, and generalization across facial expressions.

Objective

- Develop a deep learning-based system using a CNN-based architecture for emotion detection from video data with minimal computing resource expense.
- Ensure robust performance in detecting both static and dynamic facial expressions.
- Provide emotional trend visualizations and generate detailed reports.

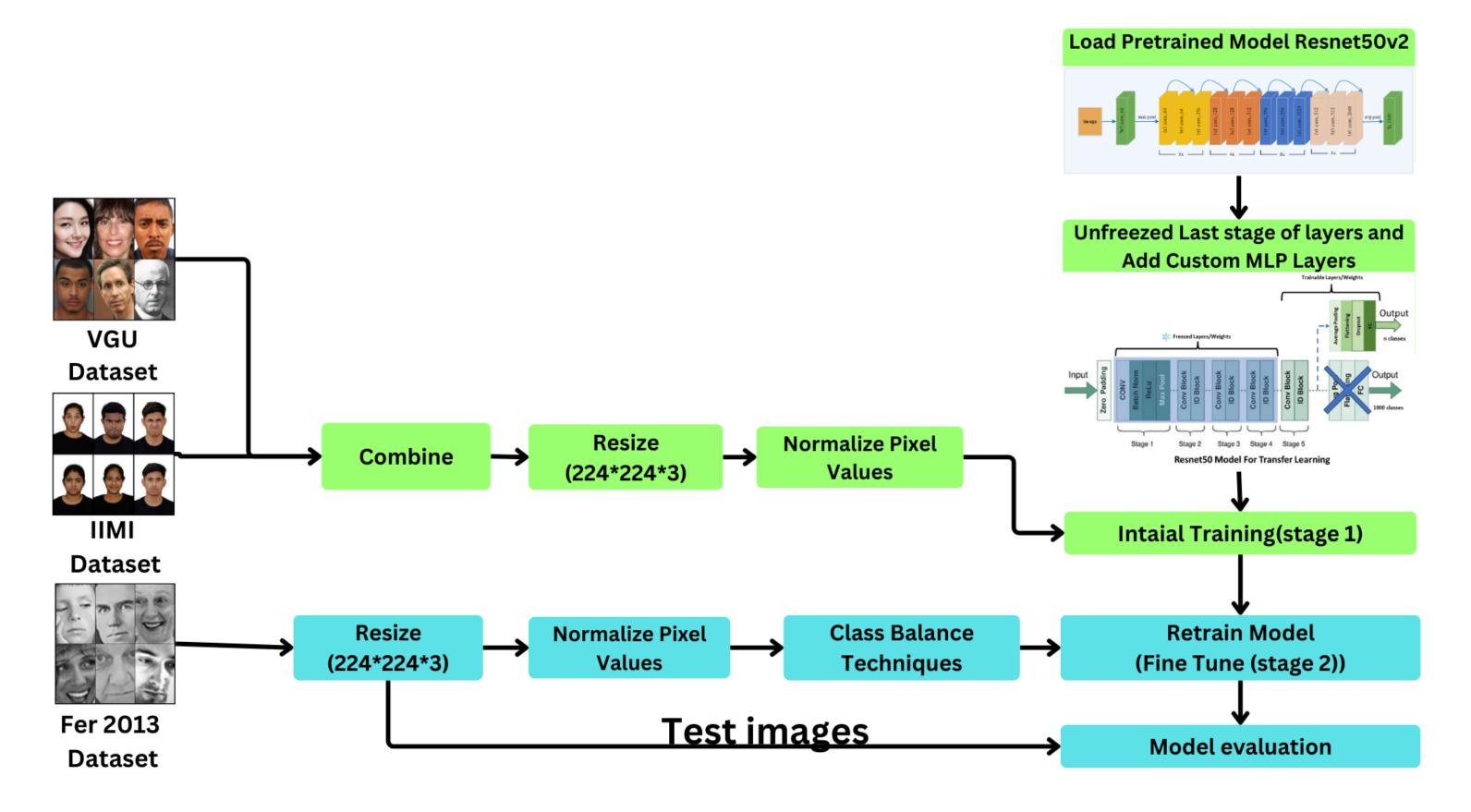
Methodology

Data Collection:

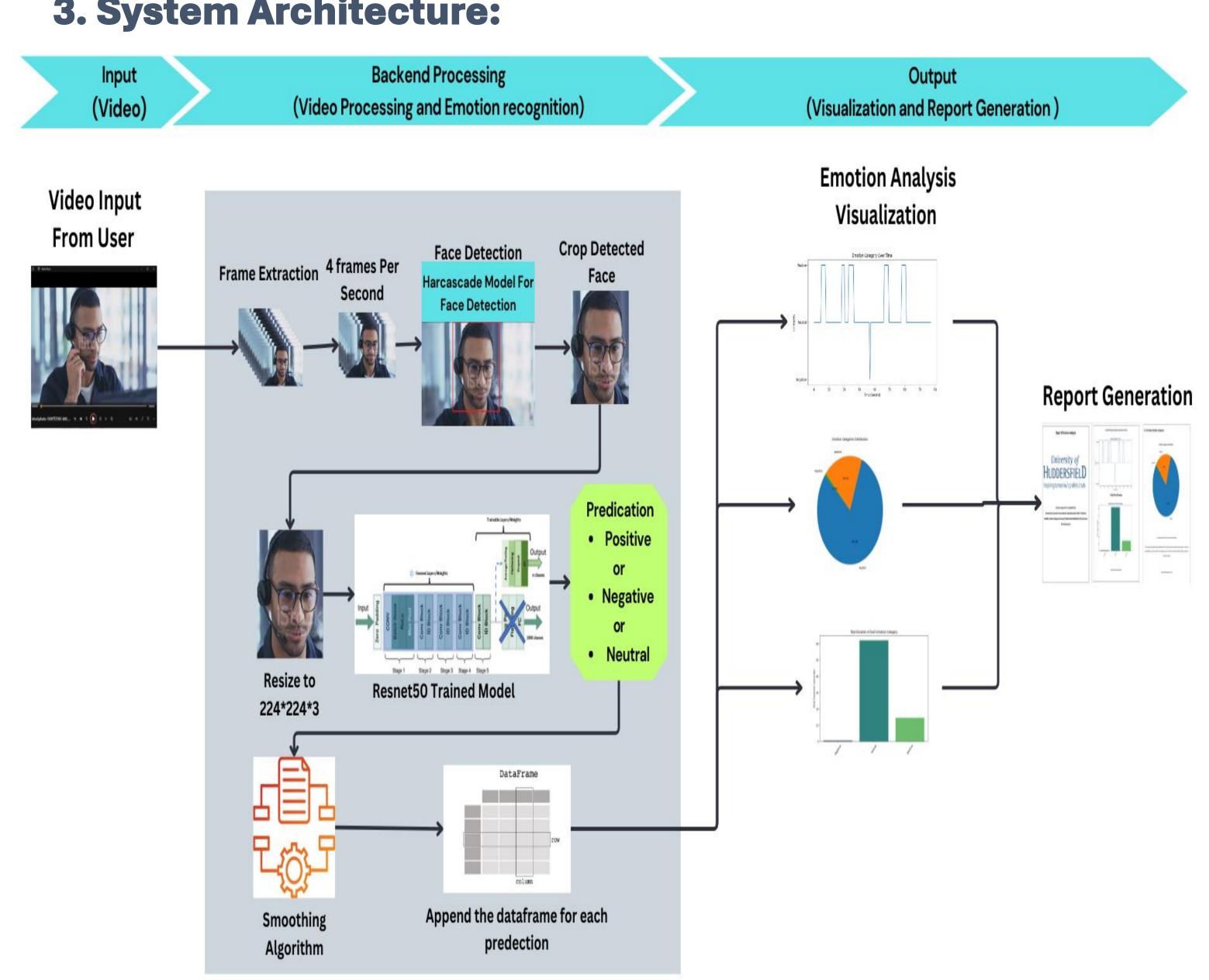
- Datasets: VGU, IIMI, FER2013.
- Preprocessing: Resizing, normalization, and class-weight balancing to handle emotion imbalances.

2. Model Architecture:

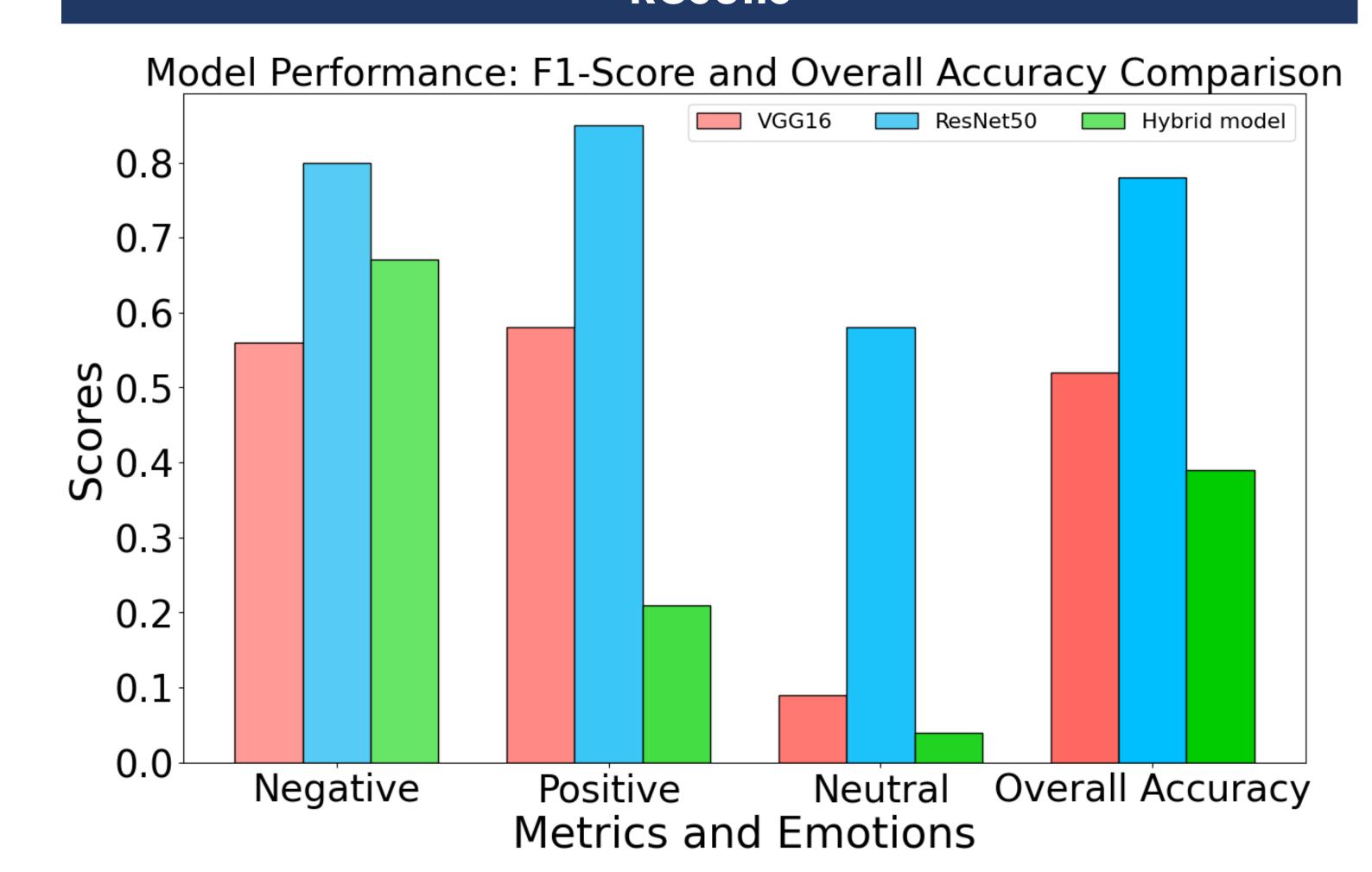
- ResNet-50 with transfer learning for emotion detection.
- Initial training on VGU and IIMI, fine-tuned on FER2013 for improved accuracy.



3. System Architecture:

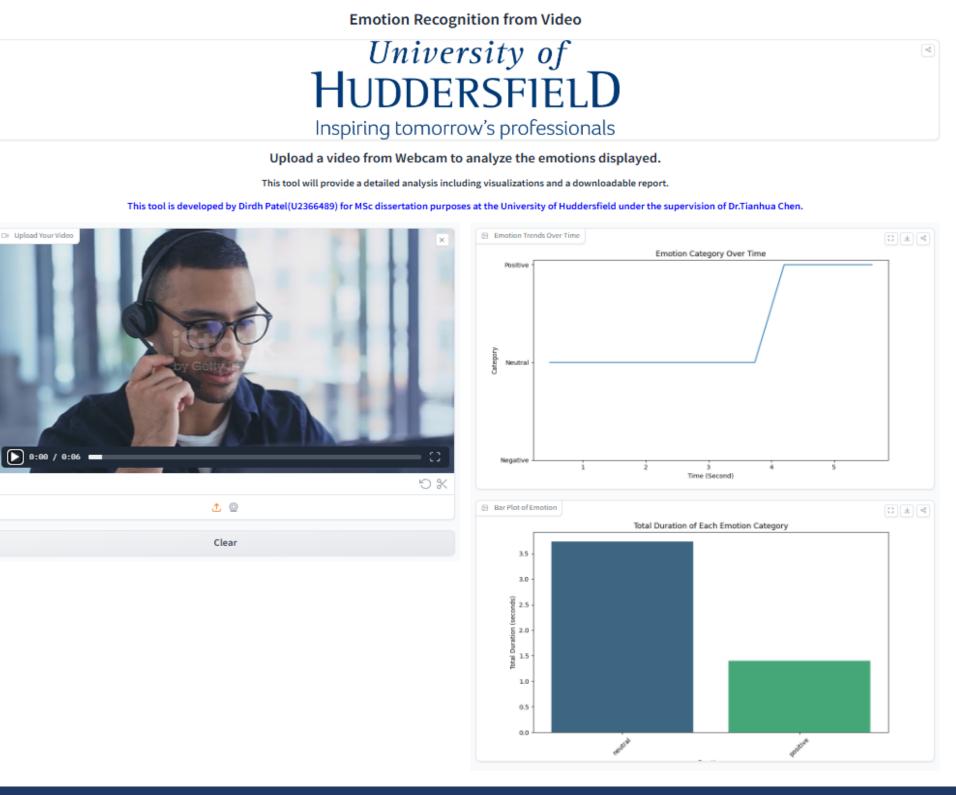


Results



- ResNet-50 performed best, achieving 78% accuracy and F1-scores of 0.80 (Negative), 0.85 (Positive), and 0.58 (Neutral).
- Manual testing on 100 videos yielded 95% accuracy after applying a smoothing algorithm.
- The system handles mixed-emotion scenarios effectively, providing accurate real-time results.

User Interface



- Real-time emotion detection with interactive visualizations (line graphs, bar charts, pie charts).
- Generates CSV and reports detailed analysis.
- Simple, user-friendly interface for video instant upload and emotional trend tracking.

Future Work

- Expand datasets for improved cultural and demographic diversity.
- Develop a multi-task model to recognize both face and facial emotions, generating individualized reports.
- Enhance the smoothing algorithm for detecting subtle emotional transitions in real-time.
- Explore real-time emotion detection for live video feeds.

Conclusion

The system utilizes a CNN-based architecture optimized through transfer learning with ResNet-50, leveraging pre-trained weights to reduce training time and computational costs. The training strategy involves fine-tuning with smaller datasets like VGU and IIMI, followed by retraining on FER2013 to improve accuracy. To ensure minimal computing resource expense, the model is designed for efficient realtime performance. The system is deployed on Hugging Face, offering easy access and scalability. For the user interface, Gradio is integrated, allowing users to upload or record videos, view real-time emotion analysis, and export detailed reports in CSV and PDF formats. This setup provides a user-friendly, accessible platform with minimal resource overhead.

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