

FACE EMOTIONS RECOGNITION

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Index

Index	1
Introduction	2
Dataset	3
Network	4
Results	5
Test	7
Final network considerations	9
Application	10

[Link to GitHub repository](#)

Introduction

The project target is to create a ML Model that can classify a facial emotion on a subject. The client of the application is a mobile phone.

We used the FER2013 dataset (<https://www.kaggle.com/msambare/fer2013>) to train and test the model that is exported in a format compatible with TensorflowLite on Mobile phones.

In real-time the application recognises the emotion and prints the result in a label on the screen. There are 7 target results : *Angry - Disgust - Fear - Happy - Sad - Surprise - Neutral*.

The accuracy of the model is not really high, that depends on the difficulty of the classification, faces have different shapes and points of interest, it's not very easy to predict an emotion.

Dataset

The dataset has 35887 samples and 3 labels (emotion - pixels - usage)

Dataset is splitted in order to be used for training and test, based on the value of the *usage* column. Then each image is normalized before being processed.

		(35887, 3)																	
		emotion																	
0	0	70	80	82	72	58	58	60	63	54	58	60	48	89	115	121...	Training		
1	0	151	150	147	155	148	133	111	140	170	174	182	15...	15	15	15	15	15	Training
2	2	231	212	156	164	174	138	161	173	182	200	106	38...	38	38	38	38	38	Training
3	4	24	32	36	30	32	23	19	20	30	41	21	22	32	34	21	1...	Training	
4	6	4	0	0	0	0	0	0	0	0	0	3	15	23	28	48	50	58	84...

Network

The model is a neural network based on a sequential model.

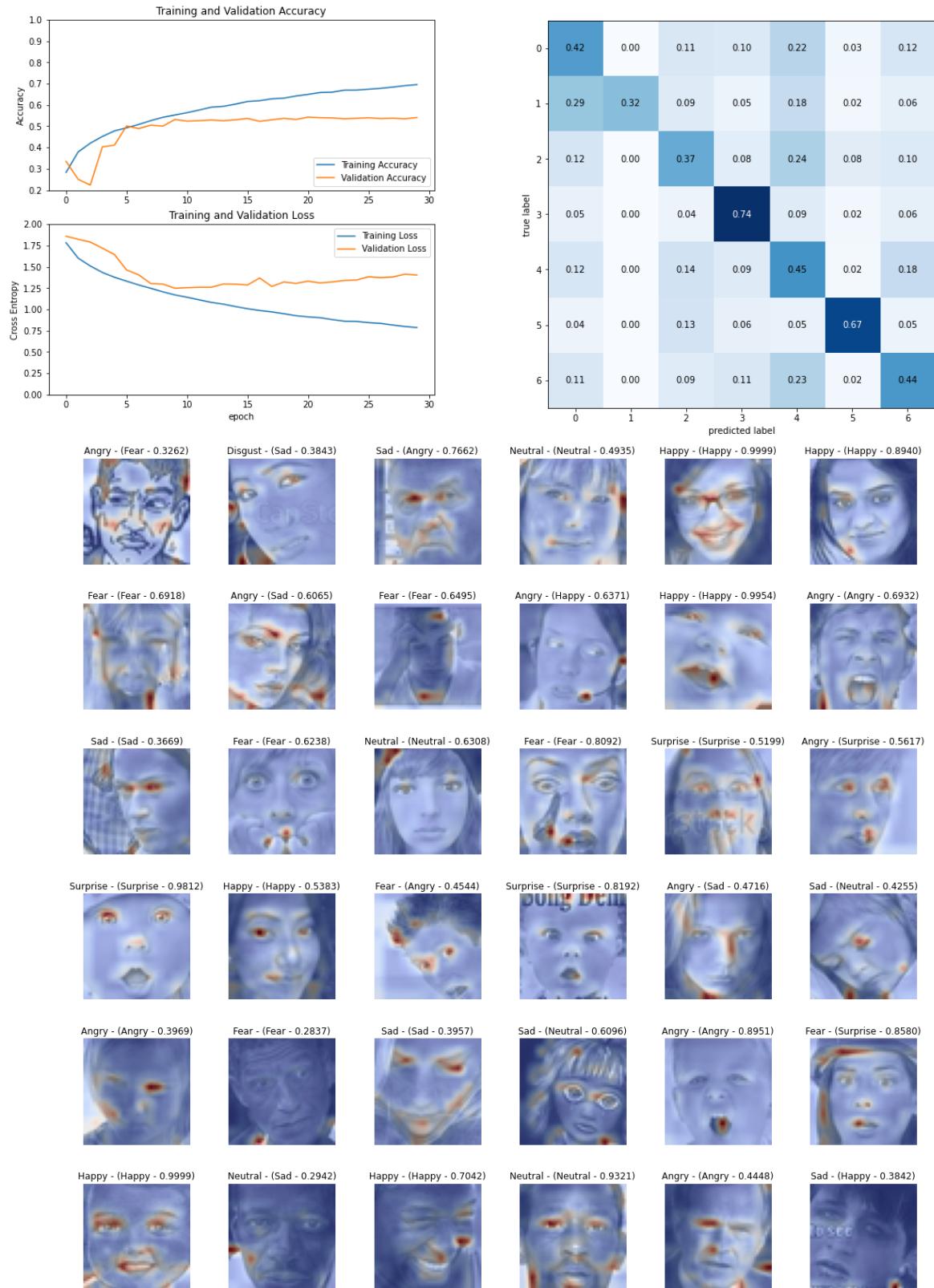
The network has two layers of *Convolution* with *relu* activation, mixed to two layers of *Pooling*. At the end there is a *Dropout* level followed by a *Batch Normalization*.

The input shape of the model is (48,48,1)

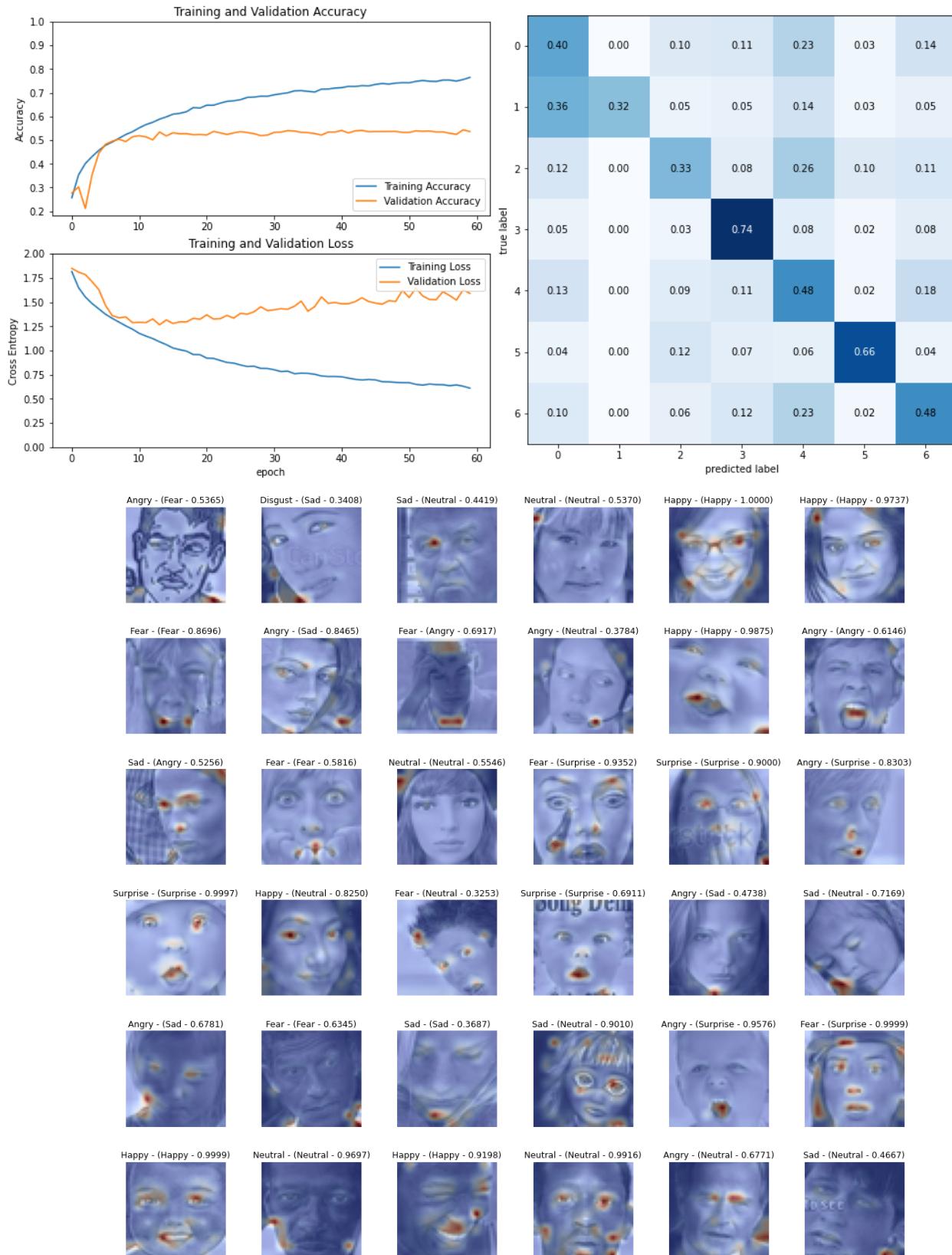
Model: "sequential"		
Layer (type)	Output Shape	Param #
conv2d (Conv2D)	(None, 48, 48, 128)	1280
max_pooling2d (MaxPooling2D)	(None, 24, 24, 128)	0
conv2d_1 (Conv2D)	(None, 24, 24, 128)	147584
max_pooling2d_1 (MaxPooling 2D)	(None, 12, 12, 128)	0
dropout (Dropout)	(None, 12, 12, 128)	0
batch_normalization (BatchN ormalization)	(None, 12, 12, 128)	512
flatten (Flatten)	(None, 18432)	0
dense (Dense)	(None, 64)	1179712
dropout_1 (Dropout)	(None, 64)	0
dense_1 (Dense)	(None, 7)	455
<hr/>		
Total params: 1,329,543		
Trainable params: 1,329,287		
Non-trainable params: 256		

Results

To train the model, a first fit was performed with the following parameters: *pool_size(4, 4)*, *epochs=30* e *batch_size=256* obtaining the following results: loss: 0.7866 - accuracy: 0.6953 - val_loss: 1.4033 - val_accuracy: 0.5406 - confusion matrix: 0.5289774310392867



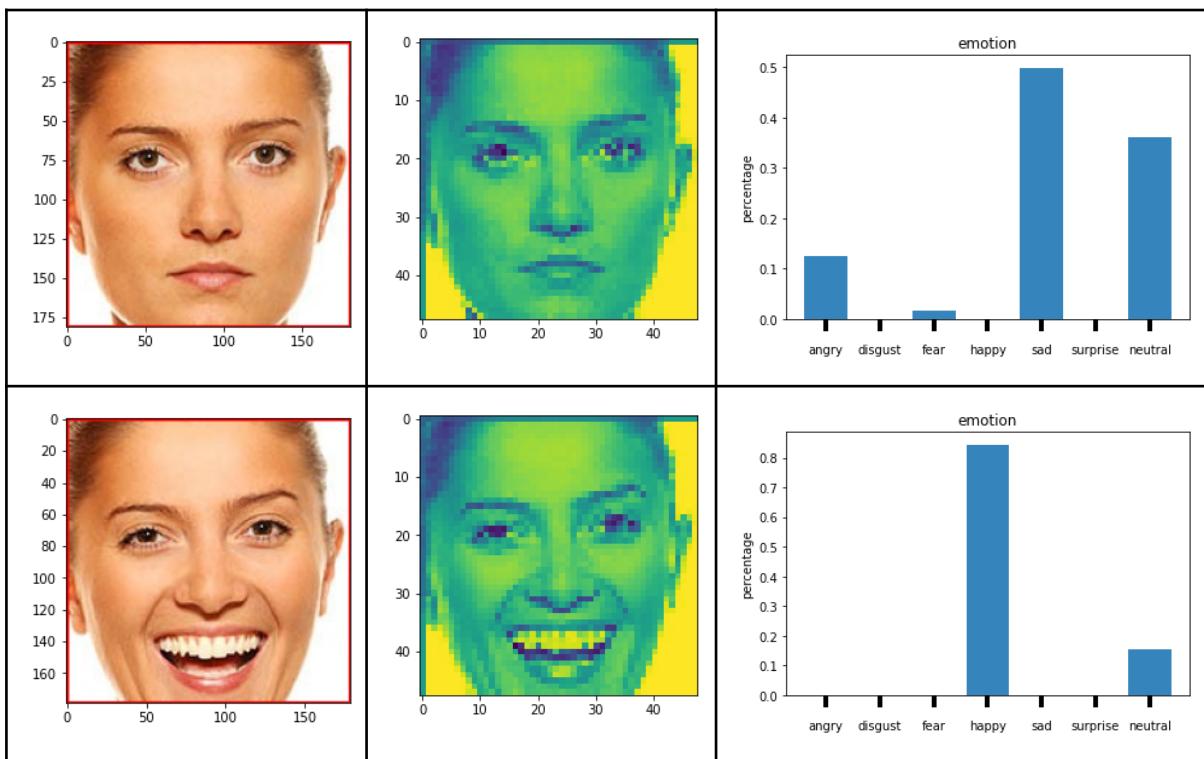
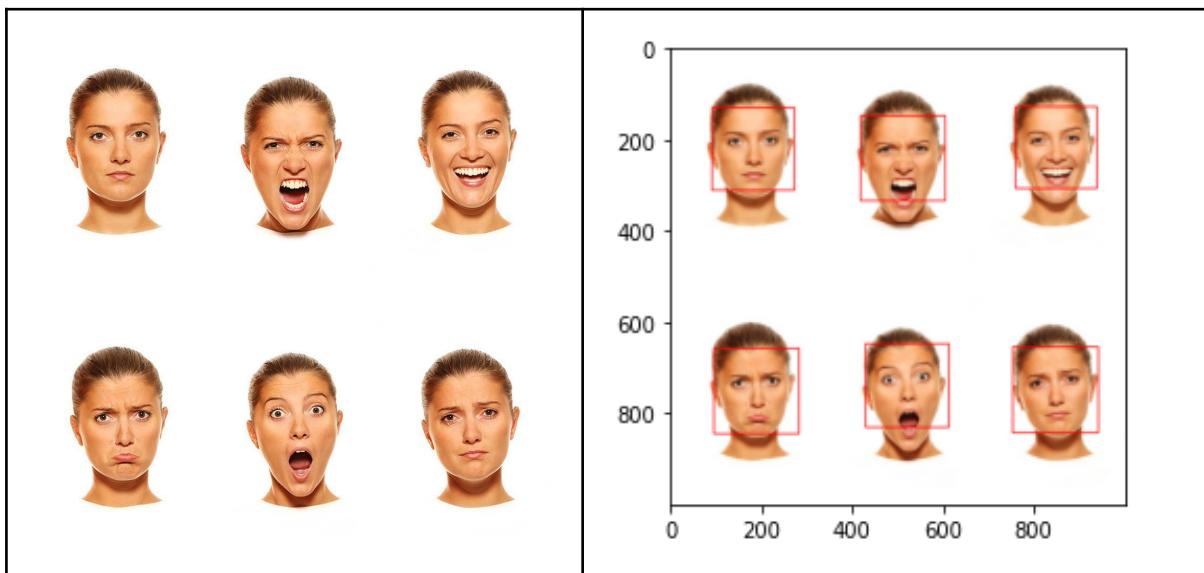
A second training test was carried out by changing only the number of epochs from 30 to 60 and obtaining the following results: loss: 0.6099 - accuracy: 0.7647 - val_loss: 1.5900 - val_accuracy: 0.5362 - confusion matrix: 0.529674003900808

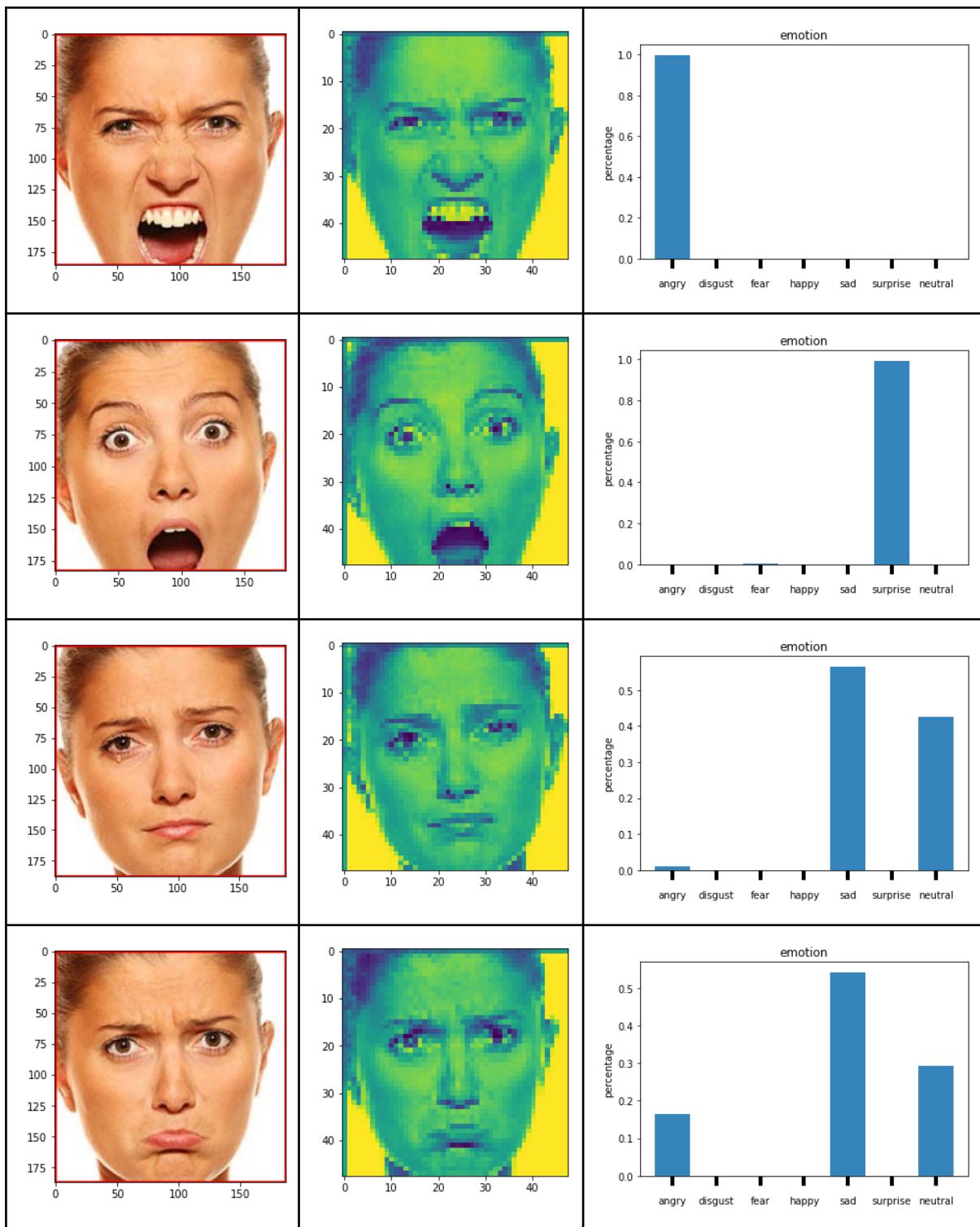


Test

The generated model was then tested with static images captured by the webcam or taken from the internet.

Through the *haarcascade frontal* face library it is possible to identify and cut out the face in the image. In this way, only the portion of the image it needs is supplied to the network. If there are more faces in the image, they are all analyzed separately.





Final network considerations

The *confusion matrix* and the *class activation map* were used to evaluate the model. The first relates the predicted label to the correct one, the ideal situation would be to have the diagonal with all 1s and the other cells at 0. As regards the *class activation map*, it indicates the regions used by CNN to identify the label. In the images above are those colored in red.

From the data obtained it is clear that by increasing the number of epochs or even by performing a second fit of the model there are no significant advantages. However from the final tests conducted, the network trained with 60 epochs, turns out to have a slightly higher accuracy in some cases.

A constraint was given by the final dimensions of the model as it must then be imported into the mobile application and consequently maintain small dimensions.

Application

The mobile application is developed using *React Native* that works on multiple platforms and not on a single environment.

There is just one use case: the user opens the application and the frontal camera of the smartphone. The prediction of the emotion is displayed on a label, on the bottom of the view.

