

Received April 2, 2018, accepted April 21, 2018, date of publication April 30, 2018, date of current version June 5, 2018.

Digital Object Identifier 10.1109/ACCESS.2018.2831927

Dominant and Complementary Emotion Recognition From Still Images of Faces

JIANZHU GUO^{1,2}, ZHEN LEI^{ID 1,2}, (Senior Member, IEEE), JUN WAN^{ID 1,2}, (Member, IEEE), EGILS AVOTS³, (Student Member, IEEE), NOUSHIN HAJAROLASVADI⁴, (Student Member, IEEE), BORIS KNYAZEV⁵, ARTEM KUHARENKO⁵, JULIO C. SILVEIRA JACQUES JUNIOR^{6,7}, XAVIER BARÓ^{ID 6,7}, HASAN DEMIREL⁴, SERGIO ESCALERA^{ID 7,8}, JÜRI ALLIK⁹, AND GHOLAMREZA ANBARJAFARI^{ID 3,10}, (Senior Member, IEEE)

¹National Laboratory of Pattern Recognition, Institute of Automation, Chinese Academy of Sciences, Beijing 100190, China

²University of Chinese Academy of Sciences, Beijing 101408, China

³iCV Research Lab, Institute of Technology, University of Tartu, 50411 Tartu, Estonia

⁴Department of Electrical and Electronic Engineering, Eastern Mediterranean University, Mersin-10 Gazimagusa, Turkey

⁵NTechLab, 123056 Moscow, Russia

⁶Universitat Oberta de Catalunya, 08018 Barcelona, Spain

⁷Computer Vision Center, 08193 Barcelona, Spain

⁸University of Barcelona, 08007 Barcelona, Spain

⁹Institute of Psychology, University of Tartu, 50090 Tartu, Estonia

¹⁰Department of Electrical and Electronic Engineering, Hasan Kalyoncu University, 27410 Gaziantep, Turkey

Corresponding authors: Jun Wan (jun.wan@nlpr.ia.ac.cn), Sergio Escalera (sergio@maia.upc.edu), and Gholamreza Anbarjafari (shb@ut.ee)

This work was supported in part by the Estonian Research Council under Grant PUT638 and Grant IUT213, in part by the Estonian Center of Excellence in IT through the European Regional Development Fund, in part by the Spanish projects (MINECO/FEDER, UE) under Grant TIN2015-66951-C2-2-R and Grant TIN2016-74946-P and CERCA Programme / Generalitat de Catalunya, in part by the European Commission Horizon 2020 granted project SEE.4C under Grant H2020-ICT-2015, in part by the CERCA Programme/Generalitat de Catalunya, in part by the National Key Research and Development Plan under Grant 2016YFC0801002, in part by the Chinese National Natural Science Foundation Projects under Grant 61502491, Grant 61473291, Grant 61572501, Grant 61572536, Grant 61673052, Grant 61773392, and Grant 61403405, and in part by the Scientific and Technological Research Council of Turkey (TÄİJBÄŘTAK) 1001 Project under Grant 116E097.

ABSTRACT Emotion recognition has a key role in affective computing. Recently, fine-grained emotion analysis, such as compound facial expression of emotions, has attracted high interest of researchers working on affective computing. A compound facial emotion includes dominant and complementary emotions (e.g., happily-disgusted and sadly-fearful), which is more detailed than the seven classical facial emotions (e.g., happy, disgust, and so on). Current studies on compound emotions are limited to use data sets with limited number of categories and unbalanced data distributions, with labels obtained automatically by machine learning-based algorithms which could lead to inaccuracies. To address these problems, we released the iCV-MEFED data set, which includes 50 classes of compound emotions and labels assessed by psychologists. The task is challenging due to high similarities of compound facial emotions from different categories. In addition, we have organized a challenge based on the proposed iCV-MEFED data set, held at FG workshop 2017. In this paper, we analyze the top three winner methods and perform further detailed experiments on the proposed data set. Experiments indicate that pairs of compound emotion (e.g., surprisingly-happy vs happily-surprised) are more difficult to be recognized if compared with the seven basic emotions. However, we hope the proposed data set can help to pave the way for further research on compound facial emotion recognition.

INDEX TERMS Dominant and complementary emotion recognition, compound emotions, fine-grained face emotion dataset.

I. INTRODUCTION

Artificial intelligence agents such as robots and computers have become a prominent aspect of our lives and their presence will give rise to unique technologies. Therefore, Human-Computer Interaction (HCI) or Human-Robot

Interaction (HRI) experiences become more realistic if computers/robots are capable of recognizing more detailed human expressions during the interaction. Hence, introducing techniques that enable automatic recognition of more detailed emotions than the classical ones is of significant

interest. Emotion and expression recognition are natural and intuitive for humans, yet extremely complicated tasks during HCI, with applications ranging from mobile computing and gaming to health monitoring and robotics [1]–[6]. Automatic facial expression recognition can also be applied in vision-based automatic interactive machines [7]–[11], human emotion analysis [12]–[16], assistive robotics [17]–[20], and human-machine interfaces [21]–[24]. In general, facial expression recognition has become an important research topic within HCI/HRI communities and related areas, such as machine learning, computer vision, human cognition and pattern recognition.

Automatic recognition of facial expressions is a complex task because of significant variations in the physiognomy of faces with respect to person's identity, environment illumination conditions and head pose [25], [26]. When compound emotion recognition is considered, the task can be even harder. Currently, one of the main limitations to advance the research on automatic recognition of compound emotions is the lack of large and public labeled datasets in the field.

State-of-the art works for facial expression recognition usually focus on seven basic emotions, namely happy, surprised, fearful, sad, angry, disgust, and contempt [27]. However, there are some attempts to find out more precise and detailed facial emotion expressions [28]–[31] due to recent advances in the field of compound emotions [32]. Psychologists have come to the conclusion that different regions of the face convey different types of affective information [33]–[35]. This means that some parts of the face convey some emotions better than others. For instance, there is some evidence [33] that the upper part of the face, mainly the eyes and eyebrows, is more informative for human subjects in recognizing anger and fear. On the other hand, disgust and happiness appear to be mainly expressed with the mouth [31], [33], [36], whereas surprise can be conveyed equally with both parts of the face.

Compound emotion categories [32], [37], [38] have been introduced in order to investigate the emotional state of a person in a more detailed way through facial emotion expression analysis. Such pioneering works played an important role in the context of facial emotion expression analysis, as they propose to understand and recognize facial expressions from a different (fine-grained) point of view.

However, there are some limitations of fine-grained facial emotion recognition in existing works. First, the number of public databases in this field is limited [32], [39]. Second, current available public datasets have a small number of categories, i.e., 23 (EmotionNet [38]) and 22 (CFEE [32]), which may cover just a small portion of all possible compound emotions. Third, the labels provided with EmotionNet dataset are related to automatically detected Action Units (AU), which are used for compound emotion analysis. Although the AUs can be converted to compound emotion category, the results might not be accurate [38], [39] due to errors introduced by the AU recognition module.

To address the above mentioned limitations, we propose the following contributions:

- We released the iCV-MEFED dataset,¹ which contains 50 compound emotion categories and has more than 30,000 images labeled with the support of psychologists, which should be able to provide labels with high accuracy. Although EmotionNet has about 1 million images, it contains noise labels (i.e., automatically obtained), as well as it is extremely unbalanced (as detailed in Sec. V).
- To push the research on the field, we organized a challenge [23] based on the iCV-MEFED dataset, held at the FG 2017. In this paper, we provide a substantial extension of our previous work [23]. In this sense, additional details are presented, and a more comprehensive and up-to-date literature review is provided. Furthermore, we introduce the top three winner methods in details and conduct additional experiments to analyze their performances.

The rest of this paper is organized as follows. Section II provides an overview of the related work on compound emotion recognition of facial expression. The dominant and complementary emotion recognition challenge is introduced in Section III, where the overall description and motivation of the iCV-MEFED dataset is presented. Section IV describes in short the top three winners' method from the organized competition, and Section V shows the performances of different methods on the iCV-MEFED dataset. Final discussions, suggestions for future work and conclusions are presented in Section VI.

II. RELATED WORKS

Past research on facial emotion expression recognition mainly focused on seven basic categories: happy, surprised, fearful, sad, angry, disgust, and contempt [27], [40]. However, there are many complex and more elaborated facial expressions humans do, built from the combination of different basic one, that started to attract more attention from the past few years within the computer vision and machine learning communities, i.e., the so called compound emotions.

Du *et al.* [32] introduced compound facial emotion recognition and defined 22 emotion categories (e.g. happily-disgusted, sadly-fearful, sadly-angry, etc). They used Facial Action Coding System (FACS) [41] analysis to show the production of these distinct categories and released the Compound Facial Expressions of Emotion (CFEE) database. The CFEE dataset contains 5,060 facial images labeled with 7 basic emotions and 15 compound emotions for 230 subjects. Geometric and appearance information (extracted from landmark points captured from frontal face images) are combined with a nearest-mean classifier to recognize compound facial expressions. Authors reported accuracy performance on the CFEE database of 73.61% when using geometric features only, 70.03% when using appearance

¹<http://icv.tuit.ut.ee/icv-mefed-database.html>

features, and 76.91% when both features are combined in a single feature space.

Aleix and Du [37] defined a continuous model consistent with compound facial expression analysis. The continuous model explains how expressions of emotion can be seen at different intensities. In their work, multiple (compound) emotion categories can be recognized by linearly combining distinct continuous face spaces. Authors showed how the resulting model can be employed for the recognition of facial emotion expressions, and proposed new research directions from which the machine learning and computer vision communities could keep pushing the state-of-the-art on the field.

Benitez-Quiroz *et al.* [38] proposed an approach to quickly annotate Action Units (AUs) and their intensities, as well as their respective emotion categories for facial expression recognition. Thus, the EmotioNet dataset was released. In their work, geometric and shading features are extracted. Geometric features are defined as second-order statistics of facial landmarks (i.e., distances and angles between facial landmarks). Shading features, extracted using Gabor filters, model the shading changes due to local deformations of skin regions. This way, each AU is represented with shape and geometric features. Afterwards, Kernel Subclass Discriminant Analysis (KSDA) [42] is used to determine whether or not a specific AU is active. Benitez-Quiroz *et al.* [39] reported obtained AU annotation accuracy about 81%. Finally, according to different AU combinations, 23 emotion categories were defined.

The recently proposed EmotionNet Challenge [39] included two tracks. The first track was related to automatic detection of 11 AUs, whereas the second one addressed compound emotion. As the focus of our work is on the recognition of compound emotions, only the second track is reviewed. Briefly describing, the EmotionNet challenge employed the dataset defined in [38]. The training, validation and test sets were carefully defined to include 950K, 2K and 40K facial images, respectively. The validation and test sets were manually annotated. However, the training set were automatically annotated using the algorithm proposed in [38]. Finally, 16 basic and compound emotion categories have been defined.

Li and Deng [43] presented the RAF-DB (in the wild) database, containing 29,672 images. Each image was independently labeled by about 40 annotators based on the crowdsourcing annotation. The dataset consisted of 7 basic emotions and 12 compound emotions. Authors also proposed a deep locality-preserving learning method for emotion recognition. Experiments showed that the average accuracy of compound emotion recognition was about 44.55%, which demonstrated that the compound emotion recognition (in the wild) was a very challenging task.

The main limitation of [32], [38], [39], and [43] is that they provided very distinct compound facial emotion with limited categories (ranging from 16 to 23, as it can be seen in Table 1). In addition, the annotated labels provided in [39]

TABLE 1. Available public datasets on compound facial expression. Note that “Contr. env.” means Controlled Environment.

Database	#images ($\times 10^3$)	#classes	#identities	Contr. env
CFEE [32]	5.06	22	230	Yes
EmotioNet [38]	1,000	23	-	No
EmotioNet Challenge [39]	992	16	-	No
RAF-DB [43]	29.672	19	-	No
iCV-MEFED	31.25	50	125	Yes

were automatically obtained (in terms of recognized AU), which could undesirably add noise to the problem.

III. DOMINANT AND COMPLEMENTARY EMOTION RECOGNITION CHALLENGE

A. OVERALL DESCRIPTION

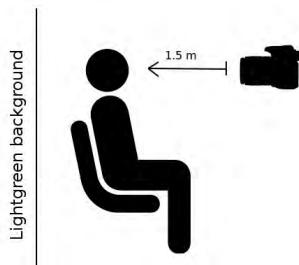
The iCV-MEFED dataset is designed to investigate compound emotion recognition. All emotion categories covered by the iCV-MEFED dataset are shown in Table 2. The motivation in creating such dataset, beyond to help pushing the research on the topic, is to explore how well emotion expression-based models can perform on this relatively novel and challenging task. The dataset includes 31250 frontal face images with different emotions captured from 125 subjects, whose gender distribution is relatively uniform. The subjects’ age range from 18 to 37, as well as different ethnicity and appearance (e.g., hair styles, clothes, accessories, etc) are presented. Images were obtained in a controlled environment in order to focus on compound emotions and reduce problems introduced by, for example, background noise, strong head pose variations, illumination changes, etc, which could bias the results/analysis. The room where the images have been obtained was illuminated with uniform light, hence the variation of light changes can be ignored. Each subject acted 50 different emotions (Table 2) and for each emotion 5 samples have been taken. Note that face ID’s are recorded within the dataset structure, so that one can analyze different performed emotions from a given individual. The images were taken and labeled under the supervision of psychologists, and the subjects were trained/instructed to express such wide range emotions.

B. ACQUISITION DETAILS

For each subject in the iCV-MEFED dataset, five sample images were captured (for each compound emotion) by a Canon 60D high resolution camera. In total, 50 distinct compound emotions have been considered. All images were captured under the same environment. The lightening condition was uniform, with a fixed background. Image resolution was set to 5184×3456 . The motivation of using such controlled environment is to reduce pre-processing steps (such as face alignment, denoising, etc), which could introduce noise/errors to the problem, and focus on the compound emotions recognition task. Moreover, high resolution images

TABLE 2. 49 Dominant - complementary emotion combinations (the 50th emotion is neutral).

	Angry	Contempt	Disgust	Fear	Happy	Sadness	Surprise
Angry	angry	contemptly angry	disgustingly angry	fearfully angry	happily angry	sadly angry	surprisingly angry
Contempt	angrily contempt	contempt	disgustingly contempt	fearfully contempt	happily contempt	sadly contempt	surprisingly contempt
Disgust	angrily disgusted	contemptly disgusted	disgust	fearfully disgusted	happily disgusted	sadly disgusted	surprisingly disgusted
Fear	angrily fearful	contemptly fearful	disgustingly fearful	fearful	happily fearful	sadly fearful	surprisingly fearful
Happy	angrily happy	contemptly happy	disgustingly happy	fearfully happy	happy	sadly happy	surprisingly happy
Sadness	angrily sad	contemptly sad	disgustingly sad	fearfully sad	happily sad	sad	surprisingly sad
Surprise	angrily surprised	contemptly surprised	disgustingly surprised	fearfully surprised	happily surprised	sadly surprised	surprised

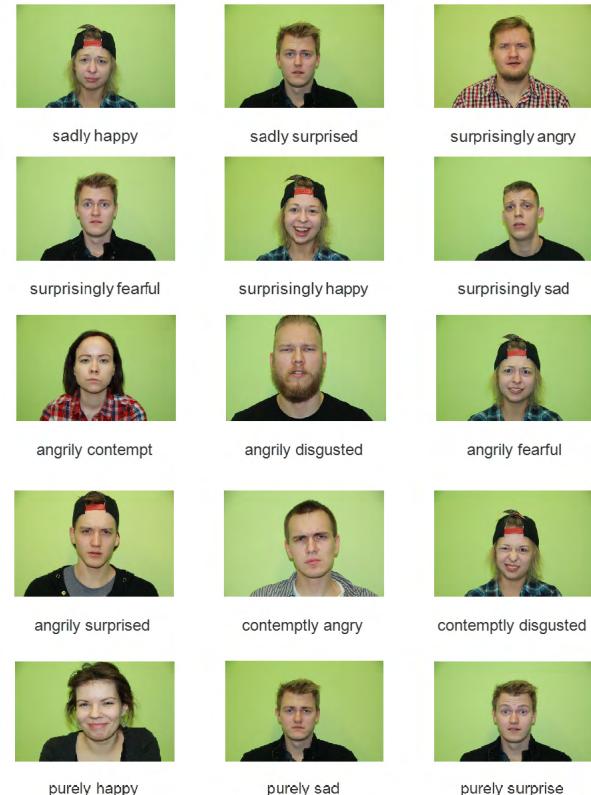
**FIGURE 1.** Illustrative sketch of the iCV-MEFED recordings setup.

can provide detailed information for compound emotion recognition approaches. Finally, the dataset is divided into training, validation and test sets, with 17,500, 7,500 and 6,250 images, respectively. An illustration of the capturing setup can be seen in Fig. 1. Few samples of the iCV-MEFED dataset are shown in Fig. 2.

During recording, the subject were also instructed to avoid excessive head movement and occlude face regions (e.g., with hair and/or upper body movements). When recording a specific emotion, a similar emotion example is simultaneously displayed as stimulus. If a person has any trouble in expressing a specific emotion, the corresponding common traits of this emotion are given so that he/she can train and improve his/her action. For example, tightening the lips is usually related to the contempt emotion.

Finished the capturing process, all sample images are given to psychologists for assessment of the truthfulness of the expressions. During this process, subject samples that do not managed to sufficiently convey their emotions are discarded. Even though participants are ordinary people (i.e., they are not professional actors), the captured images have natural looking and can benefit and help to push the research in the field of compound emotion recognition and analysis.

In general, it is possible that some captured emotions may appear weird/rare. Nevertheless, we believe they can also help researchers to analyze any existing relationship (such as the frequency) in comparison with other generated emotions, and any other relationship that may exist in real life.

**FIGURE 2.** Few samples of the proposed dataset.

C. EVALUATION METRIC

The evaluation metric used in the Challenge [23] was defined as the percentage of misclassified instances. Note that during the challenge, the final rank is given according to the misclassification rate on the test set. However, since two emotions (both complementary and dominant) needed to be correctly recognized in order to be considered a precise prediction, in general, participants did not achieve high scores. For instance, sometimes they were able to recognize the dominant emotion but failed to recognize the complementary one (or vice-versa). Nevertheless, even though other evaluation

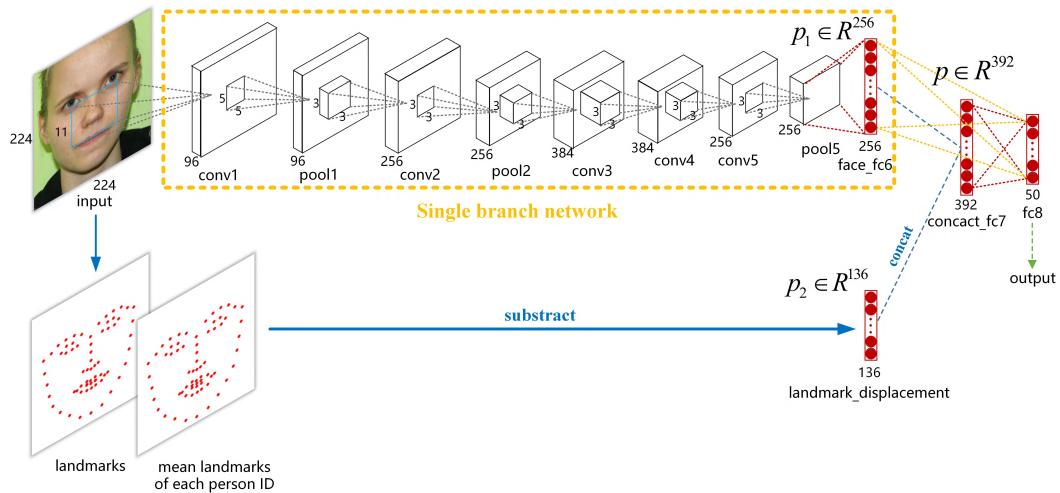


FIGURE 3. Overview of the winner method (1st place) of the competition. The upper branch is a single CNN network. The whole architecture constructs the multi-modality (fusion) network.

metric can be considered, we believe this was the most direct way to rank participants.

IV. WINNER METHODS FROM PARTICIPANTS

In this section, we introduce the top three winners' methods submitted to the challenge. All three methods adopted Convolutional Neural Network (CNN) approaches to extract features. Their main and general ideas are summarized as follows: 1) The first ranked method exploited landmark displacement as geometric representation of emotions, thus leading to better results compared with texture-only information; 2) The second ranked method adopted unsupervised learning combined with multiple SVM classifiers; 3) The third ranked method combined CNN inception-v3 with a discriminative loss function (center loss). Next, further details of the top three winner's methods are given.

A. MULTI-MODALITY NETWORK WITH VISUAL AND GEOMETRICAL INFORMATION (1ST PLACE)

The method proposed in [44]² combined texture and geometrical information in an end-to-end trained CNN. Texture features are extracted using the AlexNet [45], and geometrical features are represented by facial landmarks displacements. Such fusion strategy achieved better result when compared to texture-only or geometric-only based approaches.

1) PROPOSED SOLUTION

a: GEOMETRICAL REPRESENTATION

Winners' method used Dlib [46]³ library for facial landmark extraction, and face alignment following [47]. Then, facial landmarks are refined after face alignment. In their approach, each face i (i.e., face ID) is first represented by an

average $lm^{(i)}$ landmark face:

$$lm^{(i)} = \frac{1}{N} \sum_{j=1}^N l_j^{(i)}, \quad (1)$$

where N is each face ID's number of samples, which is about 250 in iCV-MEFED dataset, and l represents the flattened vector of landmark. Finally, the geometrical representation is extracted as the landmarks displacement:

$$lr^{(i)} = l^{(i)} - lm^{(i)}. \quad (2)$$

where lr is landmark residual (or displacement).

b: NETWORK STRUCTURE

The network structure of this method is shown in Fig. 3. Texture features are represented by the vector $p_1 \in \mathbb{R}^{256}$ and geometrical feature by $p_2 \in \mathbb{R}^{136}$. Both p_1 and p_2 are concatenated into $p \in \mathbb{R}^{392}$, as illustrated in Fig. 3. The concatenated feature p is fed into a fully connected layer before hinge loss optimization.

In a nutshell, p_1 can span a vector space V_1 and its decision boundary provided by classifier can correctly divide some samples, but the discriminative ability is limited. Once the landmarks displacement vector p_2 is embedded, V_1 can be mapped from a lower dimension into a higher dimension space V . Then V becomes more divisible because of the effectiveness of p_2 . This map from low dimension to high dimension is similar to kernel function in SVM.

2) IMPLEMENTATION DETAILS

In the training phase, the input image size is set to 224×224 , and the size of landmark displacement vector is 136×1 . The method uses stochastic gradient descent (SGD) with a mini-batch size of 32 and the max iteration is 1×10^5 . The learning rate starts from 5×10^{-4} , and it is divided by 5 every 20,000 iterations. A weight decay of 5×10^{-4} and

²<https://github.com/cleardusk/EmotionChallenge>

³<http://dlib.net/>

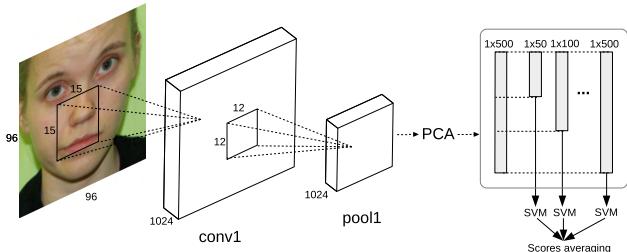


FIGURE 4. Overview of the 2nd ranked method. Filters of the convolutional layer are trained using k -means. Then, different SVMs are trained and combined to improve the results.

a momentum of 0.9 are adopted. At test stage, p_1 and p_2 are computed, then concatenated as given as the input to the classifier.

B. UNSUPERVISED LEARNING OF CONVOLUTIONAL NEURAL NETWORKS (2ND PLACE)

Similarly to the winner approach, the second top-ranked method also extracts and aligns all faces using the Dlib [46] library. Then, face images are resized to $96 \times 96 \times 3$. Next, an unsupervised learning model described in [48] is applied. It is a CNN model with filters trained layer-wise using k -means clustering. While being a simple model, it turned out to be very effective to address the problem proposed in this challenge. Obtained results also indicate that wider shallow networks can achieve better accuracy performances than deeper ones. Fig. 4 illustrates the pipeline of this method.

1) PROPOSED SOLUTION

The CNN structure consists of a batch-norm layer, convolutional layer with 1024 filters ($15 \times 15 \times 3$), max-pooling (12×12), a Rectified Linear Units (ReLU) rectifier and a rootsift normalization. Principal component analysis (PCA) is applied to extracted features. The number of principal components was set to 500. Participants then take 10 subsets from these 500 dimensional features. In the first subset, features are projected on the first 50 principal components. In the second subset, features are projected onto the first 100 principal components, and so on. Thus, instead of training just one classifier on 500 dimensional feature vectors, 10 classifiers for different subsets of features are trained. A linear SVM is chosen as a classifier and all 50 emotions are treated as independent.

Note that in [48], one of the core steps during filter learning is recursive autoconvolution applied to images patches. However, participants did not find it useful on the task of compound emotion recognition and choose to learn filters without recursive autoconvolution.

2) IMPLEMENTATION DETAILS

Filters are trained using k -means with ZCA-whitening following [48]. Filter size, pooling type and size, as well as the SVM regularization constant are selected by 5 fold

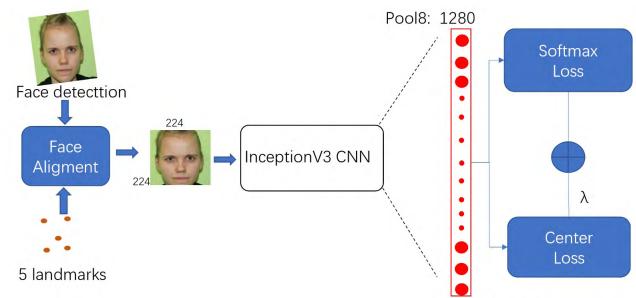


FIGURE 5. Overview of the 3rd ranked method.

cross-validation. At feature extraction stage, a mini-batch size of 25 and augmentation of horizontal flipping are adopted. As different SVMs are employed, based on the distinct sets of extracted features, final prediction is obtained by averaging individual SVM scores.

C. INCEPTION-V3 STRUCTURE WITH AUXILIARY CENTER LOSS (3RD PLACE)

This method directly predicts emotion categories using a Inception-V3 network structure. In order to increase the discrimination of features for similar emotion classes, they also adopted the center loss [49] as an auxiliary optimization function. Proposed pipeline is shown in Fig. 5.

1) PROPOSED SOLUTION

a: BASE PIPELINE

First, Multi-task CNN (MTCNN) [50] is adopted to parse face bounding boxes and landmarks. Then, face images are aligned by affine transformation and resized to $224 \times 224 \times 3$. Features are then extracted using the Inception-V3 CNN. Finally, cross-entropy loss is applied to for optimization.

b: DISCRIMINATIVE TRAINING

The cross-entropy loss works fine when the predicted labels are mutually exclusive. However, the labels of the iCV-MEFED dataset are interrelated (e.g., happily-angry and surprisingly-angry). To address this problem, participants adopted the center loss function as an auxiliary loss to reduce the effect of similar label. The center loss can simultaneously learns each class center of deep features and penalizes the distances between the deep features and their corresponding class center. This loss enhances the ability of model to distinguish similar samples and improves the overall performance.

2) IMPLEMENTATION DETAILS

The network is optimized by SGD and maximum number of iteration is set to 1×10^5 . For the first 3×10^4 iterations, the learning rate is fixed to be 10^{-3} . For the rest 7×10^4 iterations, the learning rate stays at 10^{-4} . Weight decay is 4×10^{-4} , momentum is 0.9 and all layers are initialized following [51].

TABLE 3. Label distribution (Emotion vs number of images) of EmotioNet dataset [39] after transformation from AU to emotion category.

Happy	Angrily Surprised	Surprised	Sad	Owed	Others
104511	388	300	3	1	0

TABLE 5. The misclassification rates of three competition methods on the validation and test sets of the iCV-MEFED dataset.

Ranking	Misclassification (validation set)	Misclassification (test set)
1st	0.793	0.802
2nd	0.840	0.853
3rd	0.875	0.877

V. EXPERIMENT ANALYSIS

In this section, we perform a thorough comparison of the three top-ranked methods on the iCV-MEFED dataset from the organized challenge [23]. A detailed analysis including misclassification rates, execution time, accuracy in relation to each category and confusion matrix are provided and discussed.

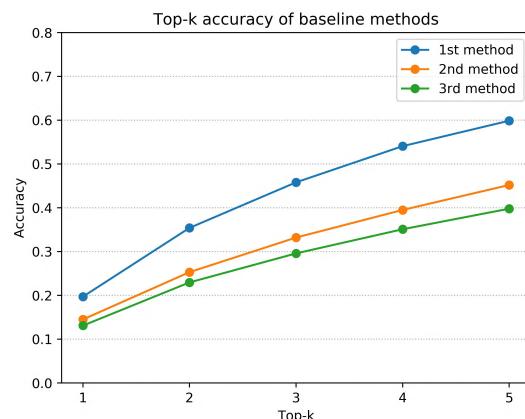
As previously mentioned, there are mainly four public datasets for compound facial emotion recognition: CFEE [32], EmotioNet [39], RAF-DB [43] and the proposed iCV-MEFED dataset. As the size of CFEE dataset is small for CNN based methods, we opted to not use it in the experiments. Although RAF-DB dataset contains about 30k face images with 19 kinds of emotion categories, the distribution is not well balanced. There are only 8 images of “fearfully disgusted” and 86 images of “sadly surprised,” but the emotion “happy” includes 5,957 images and “sad” includes 2,460 images. Thus RAF-DB is not considered because of its unbalanced emotion distribution.

According to the transformation rule from AUs to emotion category presented in [39], with respect to EmotioNet dataset, we could obtain 105,203 images with emotion labels. The distribution of each emotion category is shown in Table 3. As it can be seen, the distribution of emotion categories is extremely unbalanced. Most images have been assigned to *happy* category, and the number of images of other categories are very small and sometimes close to zero. The results might be caused by inaccurate AUs [39] provided with the dataset. Therefore, we also consider EmotioNet is not a proper dataset to be used in our experiments.

A. OVERALL RECOGNITION ACCURACY

The emotion recognition for the three top-ranked methods described not so far is treated as a classification task of the 50 classes shown in Table 2. Complementary and dominant labels are indexed according to Table 4 to facilitate the evaluation process.

Obtained results of the top-3 ranked methods on the iCV-MEFED dataset are shown in Table 5, using the evaluation metric described in Sec. III-C. It can be observed that fine-grained emotion recognition is very challenging, and the accuracy still has a big room for improvement. The winner method (1st place), which are based on multi-modality

**FIGURE 6.** Top-5 accuracy of three competition methods on testing set of the iCV-MEFED dataset.

network with texture and geometrical information, outperformed other two methods by a large margin.

Fig. 6 shows the top- k obtained accuracies of three methods on the iCV-MEFED dataset. As it can be observed, the performance gap between the winner (1st method) and other two methods is greater with the growth of k , demonstrating its effectiveness in recognizing compound emotions.

B. ACCURACY OF EACH EMOTION CATEGORY

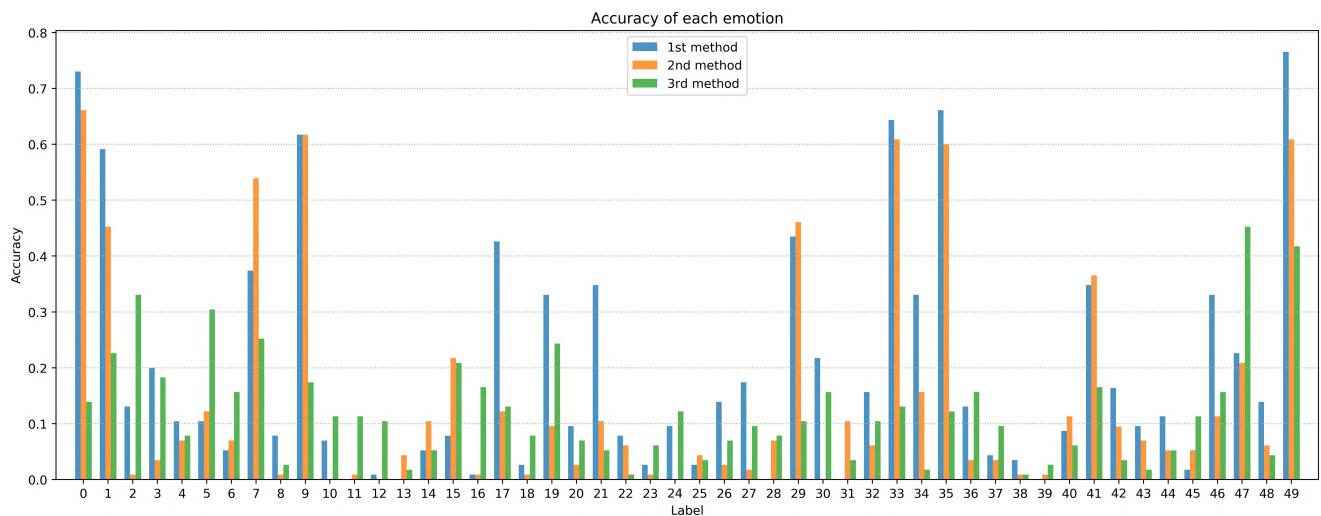
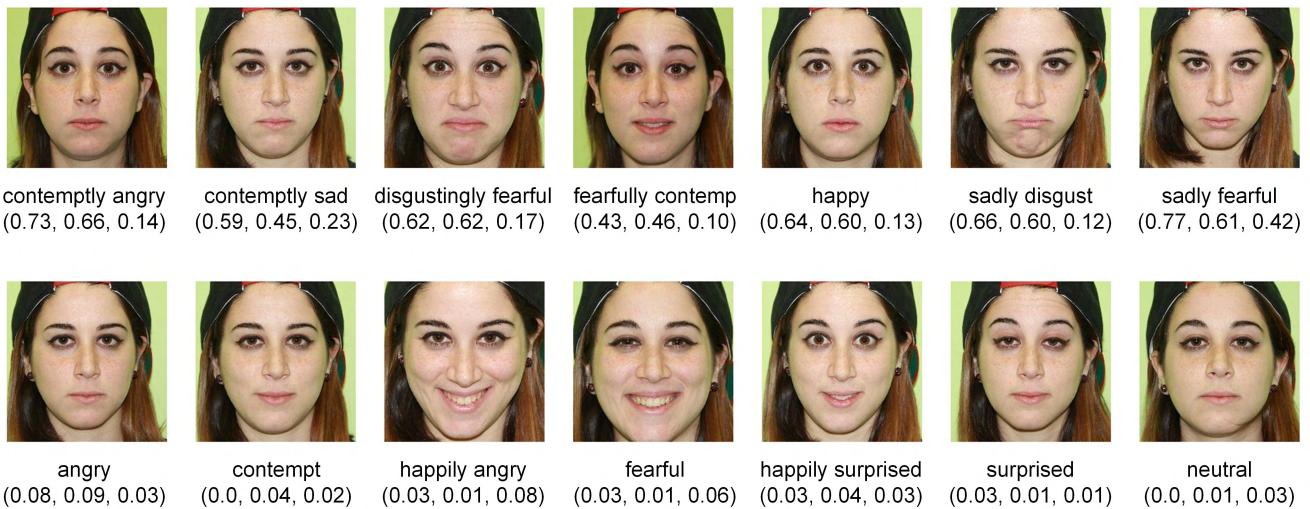
In this section we analyze the accuracy of each compound emotion category. Fig. 7 shows the performance of three methods on different emotion categories. For the top ranked approach, the following emotions demonstrated to be better recognized: 0 (neutral), 1 (angry), 9 (contempt), 33 (happy), 35 (happily surprised), 46 (surprisingly fearful), 49 (surprised). In relation to the second ranked approach, the classification accuracy of the following emotions achieved higher accuracy when compared to other methods: 7 (angrily surprised), 15 (disgustingly angry), 29 (happily angry), 41 (sad) is better. For the third one, 2 (angrily contempt), 5 (angrily happy), 47 (surprisingly happy) were better recognized. From Fig. 7 it can also be observed that some emotion categories are easy to be recognized (i.e., with high accuracy associated values) whereas others are very hard to be recognized. In general, the classification results of three methods demonstrated to complement each other. Future work combining the best of the three methods would be an interesting way to improve the recognition rates and advance the research on the field of compound emotions.

C. CONFUSION MATRIX ANALYSIS

In order to analyze the statistics of emotion mis-classification, we generated the confusion matrix of different emotion recognition methods among different categories (Fig. 9, Fig. 10 and Fig. 11). We first analyzed each confusion matrix individually and found that all methods easily mis-recognize dominant and complementary emotions. It means that these algorithms may correctly find that both emotions are present (e.g., angry and sad), but they fail to recognize which one is

TABLE 4. Label conversion table.

Label	Emotion	Label	Emotion	Label	Emotion	Label	Emotion
0	neutral	14	contemptly surprised	28	fearfully surprised	42	sadly surprised
1	angry	15	disgustingly angry	29	happily angry	43	surprisingly angry
2	angrily contempt	16	disgustingly contempt	30	happily contempt	44	surprisingly contempt
3	angrily disgusted	17	disgust	31	happily disgust	45	surprisingly disgust
4	angrily fearful	18	disgustingly fearful	32	happily fearful	46	surprisingly fearful
5	angrily happy	19	disgustingly happy	33	happy	47	surprisingly happy
6	angrily sad	20	disgustingly sad	34	happily sad	48	surprisingly sad
7	angrily surprised	21	disgustingly surprised	35	happily surprised	49	surprised
8	contemptly angry	22	fearfully angry	36	sadly angry		
9	contempt	23	fearfully contempt	37	sadly contempt		
10	contemptly disgusted	24	fearfully disgust	38	sadly disgust		
11	contemptly fearful	25	fearful	39	sadly fearful		
12	contemptly happy	26	fearfully happy	40	sadly happy		
13	contemptly sad	27	fearfully sad	41	sad		

**FIGURE 7.** Accuracy performance obtained by each method on the test set of the iCV-MEFED dataset, in relation to each emotion category.**FIGURE 8.** It shows some easy and difficult samples to recognize. Easy samples are shown in the first row and difficult samples are listed in the second row. The accuracy of three methods is given in brackets in order.

the dominant (e.g., sadly-angry instead of angrily-sad) with high probability. It demonstrates that dominant and complementary emotion recognition is a very challenging task.

For instance, if we check in detail Fig. 7, we will see that the winner method (1st place) performed well on some specific emotion categories (e.g. neutral, angry, disgustingly

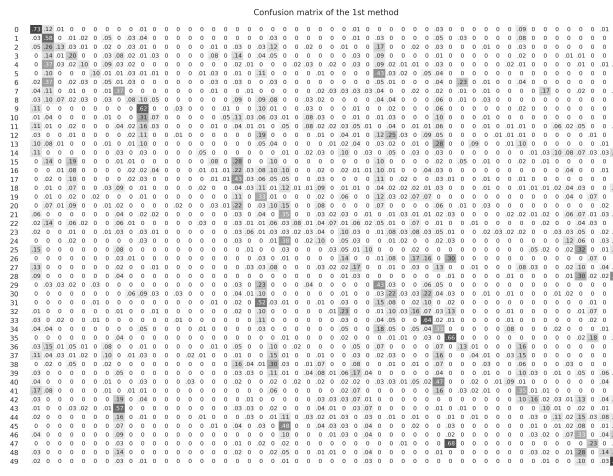


FIGURE 9. Confusion matrix of the first method. Each cell shows corresponding prediction's probability value, which is in range [0, 1]. The numbers of two axes are transformed labels following Table 4 (better view on electronic version).

TABLE 6. The top-10 hardest misclassified emotion categories for the winner method (1st place).

Ground-truth	Misclassified category	Rate of misclassification
surprisingly happy	happily surprised	0.68
surprisingly angry	angrily surprised	0.57
happily disgust	disgustingly happy	0.52
surprisingly disgust	disgustingly surprised	0.48
sadly happy	happily sad	0.47
fearfully surprised	surprised	0.46
angrily happy	happily angry	0.43
fearfully disgust	disgustingly surprised	0.38
angrily fearful	angry	0.37
angrily sad	angry	0.37

happy, disgustingly sad, disgust, surprisingly fearful, surprised). More specifically, its average accuracy of seven basic emotions was 51.84%, while the average accuracy of compound emotion was 13.7%. This demonstrates that the basic emotions are more easier to recognize than dominant and complementary emotion (i.e., when combined). In addition, from the confusion matrix shown in Fig. 9, it can be observed that the winner method also obtained low accuracy performance in recognizing dominant and complementary emotions (listed in Table 6). From the Table 6, it can be seen that some compound emotions are easy to confuse with opposite compound emotions, such as surprisingly-happy and happily-surprised, as well as surprisingly-angry and angrily-surprised. This may happen due to the complexity of the task.

Fig. 10 and 11 show the confusion matrices for the second and third ranked methods, respectively. Their corresponding top-10 hardest misclassified emotions are listed in Table 7 and Table 8, respectively. In general, the hardest misclassified emotions of the three proposed methods are similar. For instance, three kinds of emotion pairs were strongly misclassified for all three competition methods, which are surprisingly-angry vs angrily-surprised, surprisingly-happy

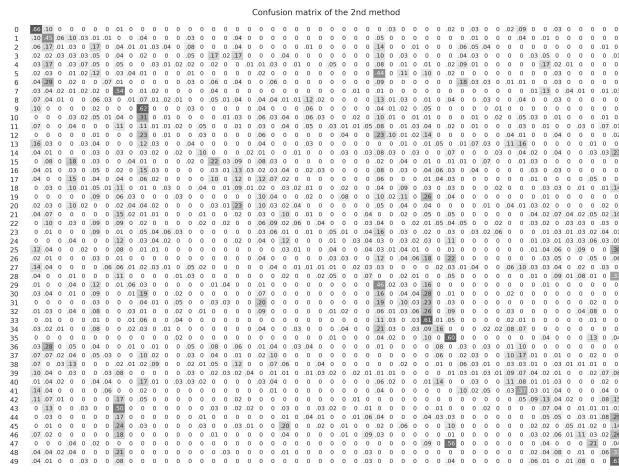


FIGURE 10. Confusion matrix of the second ranked method. Each cell shows corresponding prediction's probability value, which is in range [0, 1]. The numbers of two axes are transformed labels following Table 4 (better view on electronic version).

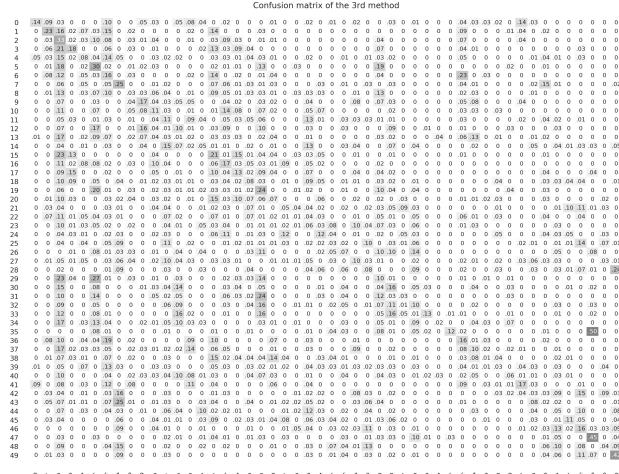


FIGURE 11. Confusion matrix of the third ranked method, and each cell shows corresponding prediction's probability value, which is in range [0, 1]. The numbers of two axes are transformed labels following Table 4 (better view on electronic version).

vs happily-surprised, and angrily-happy vs happily-angry. Few samples of these compound emotions are shown in Fig. 12.

D. COMPUTATIONAL COST ANALYSIS

Table 9 shows computation time and the number of parameters among different methods. The proposed three methods were tested under the same environments (GPU: GTX TITAN X, CPU: Xeon E5-2660@2.20GHz).

It can be seen that the winner method achieved the fastest average inference time, requiring 1.57ms (using GPU) or 30 ms (using CPU). Winner approach also has relatively small number of parameters (compared with other

**FIGURE 12.** Illustration of few emotion pairs with high misclassification rates.**TABLE 7.** The top-10 hardest misclassified emotion categories for the second ranked method.

Ground-truth	Misclassified category	Rate of misclassification
surprisingly happy	happily surprised	0.56
surprisingly angry	angrily surprised	0.5
angrily happy	happily angry	0.44
surprisingly sad	surprised	0.37
fearfully surprised	surprised	0.37
contemptly disgusted	contempt	0.31
fearful	surprised	0.3
angrily sad	angry	0.29
surprisingly contempt	surprised	0.29
happily contempt	happy	0.28

TABLE 8. The top-10 hardest misclassified emotion categories for the third ranked method.

Ground-truth	Misclassified category	Rate of misclassification
happily surprised	surprisingly happy	0.5
happily angry	angrily happy	0.27
surprisingly angry	angrily surprised	0.25
fearfully surprised	surprised	0.24
happily disgust	disgustingly happy	0.24
happily angry	angrily contempt	0.23
angrily sad	sadly angry	0.23
disgustingly angry	angrily contempt	0.23
angrily disgusted	angrily contempt	0.21
disgustingly happy	angrily happy	0.2

TABLE 9. Computation time per image, and the number of parameters of three competition methods. Note that M means megabytes.

Method	Input Size	Inference Time (GPU/CPU)	#params
1st	224 × 224	1.57ms/30ms	4.7M
2nd	96 × 96	42ms/570ms	34M
3rd	299 × 299	50ms/890ms	23M

approaches). Furthermore, the winner method adopted a modified version of AlexNet to extract facial features, while the third method employed the inception-V3 structure which is deeper and demonstrated to require more computational power. The second method used a shallow CNN to extract features, however, the 50 adopted classifiers increased computation time.

VI. CONCLUSION

In this work, we collected and released a new compound facial emotion dataset, named iCV-MEFED, which includes large number of labels, 50 categories to be specific, obtained

with the support of psychologists. The recognition of compound emotions on the iCV-MEFED dataset demonstrated to be very challenging, leaving a large room for improvement. Top winners' methods from FG 2017 workshop have been analyzed and compared. As it could be observed, there are some compound emotions that are more difficult to be recognized. Reported methods treated all 50 classes of emotions independently, meaning that prior knowledge of dominant and complementary emotions were not considered. How to incorporate prior information of dominant and complementary categories into compound facial emotion recognition is one question we want to address in future work.

ACKNOWLEDGMENT

The authors gratefully acknowledge the support of NVIDIA Corporation with the donation of the Titan Xp GPUs used for this research.

REFERENCES

- [1] M. Bianchi *et al.*, “Towards a novel generation of haptic and robotic interfaces: Integrating affective physiology in human-robot interaction,” in *Proc. 25th IEEE Int. Symp. Robot Hum. Interact. Commun. (RO-MAN)*, Aug. 2016, pp. 125–131.
- [2] C. M. Ranieri and R. A. F. Romero, “An emotion-based interaction strategy to improve human-robot interaction,” in *Proc. 8th Latin Amer. Robot. Symp. 4th Brazilian Robot. Symp. (LARS/SBR)*, Oct. 2016, pp. 31–36.
- [3] M. Bellantonio *et al.*, “Spatio-temporal pain recognition in CNN-based super-resolved facial images,” in *Proc. Int. Workshop Face Facial Expression Recognit. Real World Videos*, 2016, pp. 151–162.
- [4] F. Noroozi, M. Marjanovic, A. Njegus, S. Escalera, and G. Anbarjafari, “Fusion of classifier predictions for audio-visual emotion recognition,” in *Proc. 23rd Int. Conf. Pattern Recognit. (ICPR)*, Dec. 2016, pp. 61–66.
- [5] N. B. Kar, K. S. Babu, A. K. Sangaiah, and S. Bakshi, “Face expression recognition system based on ripplet transform type II and least square SVM,” in *Multimedia Tools and Applications*. Springer, 2017, pp. 1–24.
- [6] A. Bolotnikova, H. Demirel, and G. Anbarjafari, “Real-time ensemble based face recognition system for NAO humanoids using local binary pattern,” *Analog Integr. Circuits Signal Process.*, vol. 92, no. 3, pp. 467–475, 2017.
- [7] R. Bowden, A. Zisserman, T. Kadir, and M. Brady, “Vision based interpretation of natural sign languages,” in *Proc. 3rd Int. Conf. Comput. Vis. Syst.*, 2003, pp. 1–2.
- [8] S. S. Rautaray and A. Agrawal, “Vision based hand gesture recognition for human computer interaction: A survey,” *Artif. Intell. Rev.*, vol. 43, no. 1, pp. 1–54, Jan. 2012.
- [9] I. Aydin, M. Karaköse, G. G. Hamsin, and E. Akin, “A vision based inspection system using Gaussian mixture model based interactive segmentation,” in *Proc. Int. Artif. Intell. Data Process. Symp. (IDAP)*, Sep. 2017, pp. 1–4.

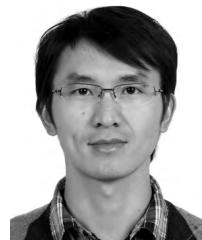
- [10] R. E. Haame *et al.*, "Changes in facial expression as biometric: A database and benchmarks of identification," in *Proc. IEEE Conf. Autom. Face Gesture Recognit. Workshops*, 2018, pp. 1–6.
- [11] J. Gorbova, I. Lüsi, A. Litvin, and G. Anbarjafari, "Automated screening of job candidate based on multimodal video processing," in *Proc. IEEE Conf. Comput. Vis. Pattern Recognit. Workshops*, Jul. 2017, pp. 1679–1685.
- [12] R. Adolphs, "Cognitive neuroscience of human social behavior," *Nature Rev. Neurosci.*, vol. 4, no. 3, pp. 165–178, Mar. 2003.
- [13] F. Noroozi, M. Marjanovic, A. Njegus, S. Escalera, and G. Anbarjafari, "Audio-visual emotion recognition in video clips," *IEEE Trans. Affective Comput.*, 2017.
- [14] F. Mormann *et al.*, "Neurons in the human amygdala encode face identity, but not gaze direction," *Nature Neurosci.*, vol. 18, pp. 1568–1570, Oct. 2015.
- [15] I. Lüsi, S. Escalera, and G. Anbarjafari, "SASE: RGB-depth database for human head pose estimation," in *Proc. Comput. Vis. Workshops*, 2016, pp. 325–336.
- [16] C. Nagaraju, D. Sharadmani, C. Maheswari, and D. V. Vardhan, "Evaluation of LBP-based facial emotions recognition techniques to make consistent decisions," *Int. J. Pattern Recognit. Artif. Intell.*, vol. 29, no. 6, p. 1556008, 2015.
- [17] D. Feil-Seifer and M. J. Mataric, "Defining socially assistive robotics," in *Proc. 9th Int. Conf. Reh. Robot. (ICORR)*, Jun./Jul. 2005, pp. 465–468.
- [18] A. Gulev *et al.*, "Human joint angle estimation and gesture recognition for assistive robotic vision," in *Proc. Eur. Conf. Comput. Vis.*, 2016, pp. 415–431.
- [19] E. S. John, S. J. Rigo, and J. Barbosa, "Assistive robotics: Adaptive multimodal interaction improving people with communication disorders," *IFAC-PapersOnLine*, vol. 49, no. 30, pp. 175–180, 2016.
- [20] A. Bolotnikova *et al.*, "A circuit-breaker use-case operated by a humanoid in aircraft manufacturing," in *Proc. 13th IEEE Conf. Autom. Sci. Eng.*, Aug. 2017, pp. 15–22.
- [21] Y. Dai *et al.*, "An associate memory model of facial expressions and its application in facial expression recognition of patients on bed," in *Proc. IEEE Int. Conf. Multimedia Expo*, Aug. 2001, pp. 591–594.
- [22] G. Anbarjafari and A. Aabloo, "Expression recognition by using facial and vocal expressions," in *Proc. 25th Int. Conf. Comput. Linguistics*, 2014, pp. 103–105.
- [23] I. Lüsi *et al.*, "Joint challenge on dominant and complementary emotion recognition using micro emotion features and head-pose estimation: Databases," in *Proc. 12th IEEE Int. Conf. Autom. Face Gesture Recognit. (FG)*, May/Jun. 2017, pp. 809–813.
- [24] K. Nasrollahi *et al.*, "Deep learning based super-resolution for improved action recognition," in *Proc. Int. Conf. Image Process. Theory, Tools Appl. (IPTA)*, Nov. 2015, pp. 67–72.
- [25] W. Gu, C. Xiang, Y. V. Venkatesh, D. Huang, and H. Lin, "Facial expression recognition using radial encoding of local Gabor features and classifier synthesis," *Pattern Recognit.*, vol. 45, no. 1, pp. 80–91, 2012.
- [26] Y. Rahulathavan, R. C.-W. Phan, J. A. Chambers, and D. J. Parish, "Facial expression recognition in the encrypted domain based on local fisher discriminant analysis," *IEEE Trans. Affect. Comput.*, vol. 4, no. 1, pp. 83–92, Jan./Mar. 2013.
- [27] P. Ekman, "Are there basic emotions?" *Psychol. Rev.*, vol. 99, no. 3, pp. 550–553, 1992.
- [28] A. Bellocchi, "Methods for sociological inquiry on emotion in educational settings," *Emotion Rev.*, vol. 7, no. 2, pp. 151–156, 2015.
- [29] R. Berrios, P. Totterdell, and S. Kellett, "Eliciting mixed emotions: A meta-analysis comparing models, types, and measures," *Frontiers Psychol.*, vol. 6, p. 428, Apr. 2015.
- [30] S. Du and A. M. Martinez, "Wait, are you sad or angry? Large exposure time differences required for the categorization of facial expressions of emotion," *J. Vis.*, vol. 13, no. 4, p. 13, Mar. 2013.
- [31] C. Loob *et al.*, "Dominant and complementary multi-emotional facial expression recognition using c-support vector classification," in *Proc. 12th IEEE Int. Conf. Autom. Face Gesture Recognit. (FG)*, May/Jun. 2017, pp. 833–838.
- [32] S. Du, Y. Tao, and A. M. Martinez, "Compound facial expressions of emotion," *Proc. Nat. Acad. Sci. USA*, vol. 111, no. 15, pp. E1454–E1462, 2014.
- [33] M. G. Calvo, A. Fernández-Martín, and L. Nummenmaa, "Facial expression recognition in peripheral versus central vision: Role of the eyes and the mouth," *Psychol. Res.*, vol. 78, no. 2, pp. 180–195, 2014.
- [34] A. J. Calder, A. W. Young, J. Keane, and M. Dean, "Configural information in facial expression perception," *J. Experim. Psychol., Hum. Perception Perform.*, vol. 26, no. 2, pp. 527–551, 2000.
- [35] C. Blais, C. Roy, D. Fiset, M. Arguin, and F. Gosselin, "The eyes are not the window to basic emotions," *Neuropsychologia*, vol. 50, no. 12, pp. 2830–2838, 2012.
- [36] J. N. Bassili, "Emotion recognition: The role of facial movement and the relative importance of upper and lower areas of the face," *J. Personality Social Psychol.*, vol. 37, no. 11, pp. 2049–2058, 1979.
- [37] A. Martinez and S. Du, "A model of the perception of facial expressions of emotion by humans: Research overview and perspectives," *J. Mach. Learn. Res.*, vol. 13, no. 1, pp. 1589–1608, Jan. 2012.
- [38] C. F. Benitez-Quiroz, R. Srinivasan, and A. M. Martinez, "EmotioNet: An accurate, real-time algorithm for the automatic annotation of a million facial expressions in the wild," in *Proc. IEEE Conf. Comput. Vis. Pattern Recognit.*, Jun. 2016, pp. 5562–5570.
- [39] C. F. Benitez-Quiroz, R. Srinivasan, Q. Feng, Y. Wang, and A. M. Martinez. (2017). "EmotioNet challenge: Recognition of facial expressions of emotion in the wild." [Online]. Available: <https://arxiv.org/abs/1703.01210>
- [40] C. A. Corneau, M. Oliu, J. F. Cohn, and S. Escalera, "Survey on RGB, 3D, Thermal, and multimodal approaches for facial expression recognition: History, trends, and affect-related applications," *IEEE Trans. Pattern Anal. Mach. Intell.*, vol. 38, no. 8, pp. 1548–1568, Aug. 2016.
- [41] P. Ekman and W. Friesen, "Facial action coding system: A technique for the measurement of facial movement," Consulting Psychologists, Palo Alto, CA, USA, Tech. Rep., 1978.
- [42] D. You, O. C. Hamsici, and A. M. Martinez, "Kernel optimization in discriminant analysis," *IEEE Trans. Pattern Anal. Mach. Intell.*, vol. 33, no. 3, pp. 631–638, Mar. 2011.
- [43] S. Li, W. Deng, and J. Du, "Reliable crowdsourcing and deep locality-preserving learning for expression recognition in the wild," in *Proc. IEEE Conf. Comput. Vis. Pattern Recognit. (CVPR)*, Jul. 2017, pp. 2584–2593.
- [44] J. Guo *et al.*, "Multi-modality network with visual and geometrical information for micro emotion recognition," in *Proc. 12th IEEE Int. Conf. Autom. Face Gesture Recognit. (FG)*, May/Jun. 2017, pp. 814–819.
- [45] A. Krizhevsky, I. Sutskever, and G. E. Hinton, "ImageNet classification with deep convolutional neural networks," in *Proc. Adv. Neural Inf. Process. Syst.*, 2012, pp. 1097–1105.
- [46] V. Kazemi and J. Sullivan, "One millisecond face alignment with an ensemble of regression trees," in *Proc. IEEE Conf. Comput. Vis. Pattern Recognit.*, Jun. 2014, pp. 1867–1874.
- [47] Z. Tan, S. Zhou, J. Wan, Z. Lei, and S. Z. Li, "Age estimation based on a single network with soft softmax of aging modeling," in *Proc. Asian Conf. Comput. Vis.*, 2016, pp. 203–216.
- [48] B. Knyazev, E. Barth, and T. Martinetz, "Recursive autoconvolution for unsupervised learning of convolutional neural networks," in *Proc. Int. Joint Conf. Neural Netw. (IJCNN)*, May 2017, pp. 2486–2493.
- [49] Y. Wen, K. Zhang, Z. Li, and Y. Qiao, "A discriminative feature learning approach for deep face recognition," in *Proc. Eur. Conf. Comput. Vis.*, 2016, pp. 499–515.
- [50] K. Zhang, Z. Zhang, Z. Li, and Y. Qiao, "Joint face detection and alignment using multitask cascaded convolutional networks," *IEEE Signal Process. Lett.*, vol. 23, no. 10, pp. 1499–1503, Oct. 2016.
- [51] K. He, X. Zhang, S. Ren, and J. Sun, "Delving deep into rectifiers: Surpassing human-level performance on ImageNet classification," in *Proc. IEEE Int. Conf. Comput. Vis. (ICCV)*, Dec. 2015, pp. 1026–1034.



JIANZHU GUO received the B.E. degree from the School of Transportation, Southeast University, Nanjing, China, in 2016. He is currently pursuing the Ph.D. degree with the Institute of Automation, Chinese Academy of Science. His main research interests include deep learning, face attribute analysis, face recognition, and 3-D morphable model.



ZHEN LEI received the B.S. degree in automation from the University of Science and Technology of China, in 2005, and the Ph.D. degree from the Institute of Automation, Chinese Academy of Sciences, in 2010. He is currently an Associate Professor with the Institute of Automation, Chinese Academy of Sciences. He has published over 100 papers in international journals and conferences. His research interests are in computer vision, pattern recognition, image processing, and face recognition in particular. He served as the Area Chair of the International Joint Conference on Biometrics in 2014, the IAPR/IEEE International Conference on Biometric in 2015, 2016, and 2018, and the IEEE International Conference on Automatic Face and Gesture Recognition in 2015.



JUN WAN received the B.S. degree from the China University of Geosciences, Beijing, China, in 2008, and the Ph.D. degree from the Institute of Information Science, Beijing Jiaotong University, Beijing, China, in 2015. Since 2015, he has been an Assistant Professor with the National Laboratory of Pattern Recognition, Institute of Automation, Chinese Academy of Science. He has published papers in top journals, such as JMLR, TPAMI, TIP, and TCYB. His main research interests include computer vision, machine learning, especially for gesture and action recognition, facial attribution analysis (i.e., age estimation, facial expression, gender, and race classification). He received the 2012 ChaLearn One-Shot-Learning Gesture Challenge Award, sponsored by Microsoft, ICPRI, in 2012. He also received the Best Paper Award from the Institute of Information Science, Beijing Jiaotong University, in 2013 and 2014. He has served as a reviewer on several top journals and conferences, such as JMLR, TPAMI, TIP, TMM, TSMC, PR, ICPR2016, CVPR2017, ICCV2017, and FG2017.



EGILS AVOTS received the B.S. and M.S. degrees in electronics from the Ventspils University College in 2013 and 2015, respectively, and the M.S. degree in robotics and computer engineering from the University of Tartu in 2017, where he is currently pursuing the Ph.D. degree with the iCV Research Lab. His research works involves application of machine learning in computer vision. He has been involved in project for development of novel retexturing technique for virtual fitting room solution. He has been a reviewer on several top journals and conferences, including FG2016, ICCV2017, SIVP, PRL, IET CV, and JIVP.



NOUSHIN HAJAROLASVADI is currently pursuing the Ph.D. degree with the Department of Electrical and Electronic Engineering, Eastern Mediterranean University. Her research works involves human behavior analysis with focus on facial expression analysis and deceptive emotion recognition. She has been involved in several scientific short term missions and has served as a reviewer at various conferences and journals.



BORIS KNYZAEV received the Diploma degree (Hons.) in information technology with Bauman Moscow State Technical University in 2011. He is currently pursuing the Ph.D. degree with the Machine Learning Research Group, University of Guelph. From 2011 to 2016, he was a Research Engineer in computer vision area with application to biometrics. He was a Machine Learning Engineer with VisionLabs from 2014 to 2015 and with NTechLab from 2016 to 2017. He was a Visiting Researcher with the University of Luebeck from 2015 to 2016, under the DAAD Michail-Lomonosov Scholarship.



ARTEM KUHARENKO received the M.S. degree in computer science from the Moscow State University in 2012. He is currently the Founder and the Head of research in NTechLab.



JULIO C. SILVEIRA JACQUES JUNIOR received the M.S. degree in applied computing from the Universidade do Vale do Rio dos Sinos in 2006 and the Ph.D. degree in Computer Science from the Pontifícia Universidade Católica do Rio Grande do Sul, Brazil, in 2012. His Ph.D. Thesis was awarded by the IBM Ph.D. Fellowship Awards Program in 2011. He is currently a Post-Doctoral Researcher with the Scene Understanding and Artificial Intelligence Group, Computer Science, Multimedia and Telecommunications Department, Universitat Oberta de Catalunya. He is also a Research Collaborator with the Human Pose Recovery and Behavior Analysis Group, Universitat de Barcelona, and with the Computer Vision Center, Universitat Autònoma de Barcelona. His research interests include, between others, image processing and computer vision-based applications, with special interest in human behavior analysis from multi-modal data.



XAVIER BARÓ received the B.S. and M.S. degrees in computer science from UAB in 2003 and 2005, respectively, and the Ph.D. degree in computer engineering in 2009. He is currently an Associate Professor and a Researcher with the Computer Science, Multimedia and Telecommunications Department, Universitat Oberta de Catalunya.



HASAN DEMIREL received the B.Sc. degree from the Electrical and Electronic Engineering Department, Eastern Mediterranean University, in 1992. He received the M.Sc. degree from King's College London in 1993 and the Ph.D. degree from Imperial College London in 1998. He joined the Electrical and Electronic Engineering Department, Eastern Mediterranean University, in 2000, as an Assistant Professor, where he was appointed as an Associate Professor in 2009 and a Professor in 2014. He has served as the Vice Chairman of the Electrical and Electronic Engineering Department, Eastern Mediterranean University from 2003 to 2005 and from 2007 to 2014, where he has been the elected Chairman since 2014. He had been the Deputy Director of the Advanced Technologies Research and Development Institute. His main research is in the field of image processing and he is currently involved in research projects related to biomedical image processing, image/video resolution enhancement, face recognition/tracking, facial expression analysis, and low-bit rate video coding. Furthermore, he had served as a member for the Executive Council of the EMU Technopark.



SERGIO ESCALERA received the Ph.D. degree in multi-class visual categorization systems from the Computer Vision Center, UAB. He received the 2008 best Thesis award on Computer Science at Universitat Autónoma de Barcelona. is currently an Associate Professor with the Department of Mathematics and Informatics, Universitat de Barcelona. He is also an Adjunct Professor with the Universitat Oberta de Catalunya, Aalborg University, and Dalhousie University. He leads the Human Pose Recovery and Behavior Analysis Group, UB and CVC. His research interests include affective computing, human behavior analysis, deep learning, visual object recognition, and HCI systems, including human analysis from multi-modal data. He is a member of the Computer Vision Center, UAB. He is the Vice-President of ChaLearn Challenges in Machine Learning, leading ChaLearn Looking at People events. He is the Chair of IAPR TC-12: Multimedia and Visual Information Systems.



JÜRI ALLIK received the Ph.D. (Candidate of Science) degree from the University of Moscow in 1976 and the Ph.D. degree in psychology from the University of Tampere, Finland, in 1991. He was the Chairman of Estonian Science Foundation from 2003 to 2009. He was a Professor of psychophysics with the University of Tartu from 1992 to 2002, where he has been a Professor of experimental psychology since 2002. His research interests are psychology, perception, personality and neuroscience and his research works have received over 14,000 citations. He served as a Foreign Member of the Finnish Academy of Science and Letters in 1997. He was a member of the Estonian Academy of Sciences. He has received many awards, including Estonian National Science Award in Social Sciences category in 1998 and 2005. He was the Dean of the Faculty of Social Sciences from 1996 to 2001, the President from 1988 to 1994 and the Vice-President for 1994 to 2001 of the Estonian Psychological Association.



GHOLAMREZA ANBARJAFARI (SM'03) is currently the Head of the Intelligent Computer Vision (iCV) Research Lab, Institute of Technology, University of Tartu. He is also the Deputy Scientific Coordinator of the European Network on Integrating Vision and Language ICT COST Action IC1307. He has been involved in many international industrial and European projects. He has received the Estonian Research Council Grant (PUT638) in 2015. He is the Vice Chair of Signal Processing/Circuits and Systems/Solid-State Circuits Joint Societies Chapter of the IEEE Estonian Section. He is an expert in computer vision, human-robot interaction, graphical models, and artificial intelligence. He has been with the organizing committee and technical committee of the IEEE Signal Processing and Communications Applications Conference in 2013, 2014, and 2016, and TCP of conferences, such as ICOSST, ICGIP, SampTA, SIU, and FG. He has been organizing challenges and workshops in FG17, CVPR17, and ICCV17. He is an associate editor and a guest lead editor of several journals, special issues, and book projects. He is also a leading guest editor of several special issues in top venues, such as JIVP and MVA.

• • •