Method	valence			Arousal	
	F1 (all)	F1 (L30)	F1 (L10)	F1 (all)	F1 (L30)
$Video\ FC7\ +\ LDA$	0.69 ± 0.03	0.68 ± 0.11	0.60 ± 0.19	$0.66 {\pm} 0.03$	0.55 ± 0.09
m Video~FC7 + LSVM	0.66 ± 0.02	$0.64 {\pm} 0.10$	$0.57 {\pm} 0.19$	0.63 ± 0.02	0.58 ± 0.10
m Video~FC7 + RSVM	$0.71 {\pm} 0.02$	0.70 ± 0.10	$0.61 {\pm} 0.18$	$\boldsymbol{0.68 \!\pm\! 0.02}$	0.57 ± 0.11
Constant Blur FC7 + LDA	0.70 ± 0.02	0.67 ± 0.10	0.63 ± 0.21	0.69 ± 0.03	0.59 ± 0.10
Constant Blur $FC7 + LSVM$	0.67 ± 0.02	$0.68 {\pm} 0.10$	$0.62 {\pm} 0.23$	$0.61 {\pm} 0.03$	0.55 ± 0.11
Constant Blur $FC7 + RSVM$	$0.73{\pm}0.02$	0.70 ± 0.09	$0.65 {\pm} 0.21$	$\boldsymbol{0.70 \!\pm\! 0.02}$	0.59 ± 0.09
Adaptive Blur FC7 + LDA	0.71 ± 0.02	$0.67 {\pm} 0.10$	$0.63 {\pm} 0.21$	$0.70 {\pm} 0.02$	0.59 ± 0.11
Adaptive Blur FC7 + LSVM	$0.66 {\pm} 0.02$	0.69 ± 0.10	$0.62 {\pm} 0.23$	$0.62 {\pm} 0.03$	0.55 ± 0.11
Adaptive Blur $FC7 + RSVM$	$0.72{\pm}0.02$	0.70 ± 0.09	$0.64 {\pm} 0.21$	0.69 ± 0.02	0.59 ± 0.09
Object Crops $FC7 + LDA$	0.59 ± 0.04	$0.60 {\pm} 0.10$	$0.54 {\pm} 0.17$	$0.58 {\pm} 0.03$	0.55 ± 0.07
Object Crops $FC7 + LSVM$	0.59 ± 0.03	$0.59 {\pm} 0.10$	$0.54 {\pm} 0.17$	$0.56 {\pm} 0.03$	0.54 ± 0.10
Object Crops $FC7 + RSVM$	0.63 ± 0.04	$\boldsymbol{0.63 {\pm} 0.10}$	$0.58 {\pm} 0.17$	$0.61{\pm}0.03$	0.59 ± 0.08
Object Retained FC7 $+$ LDA	0.59 ± 0.03	$0.56 {\pm} 0.08$	$0.57 {\pm} 0.21$	$0.55{\pm}0.03$	0.51 ± 0.10
Object Retained FC7 $+$ LSVM	0.57 ± 0.03	0.57 ± 0.10	$0.53 {\pm} 0.20$	$0.56 {\pm} 0.04$	0.54 ± 0.09 0
Object Retained FC7 $+$ RSVM	$0.61{\pm}0.03$	$0.58 {\pm} 0.09$	$0.56 {\pm} 0.21$	$0.55{\pm}0.03$	0.50 ± 0.11
AlexNet FC8 + LDA	0.71 ± 0.02	$0.68 {\pm} 0.11$	0.71 ± 0.18	$0.67{\pm}0.03$	0.58 ± 0.10
AlexNet FC8 $+$ LSVM	0.70 ± 0.02	0.70 ± 0.09	0.72 ± 0.19	$0.66 {\pm} 0.02$	0.58 ± 0.11
AlexNet FC8 $+$ RSVM	0.71 ± 0.02	0.69 ± 0.09	$0.73 {\pm} 0.17$	$0.66 {\pm} 0.02$	0.55 ± 0.10
Gist + LDA	0.57 ± 0.03	$0.52 {\pm} 0.10$	$0.43 {\pm} 0.16$	$0.58 {\pm} 0.02$	0.52 ± 0.09
Gist + LSVM	$0.57{\pm}0.03$	0.53 ± 0.10	$0.42 {\pm} 0.16$	$0.58{\pm}0.02$	0.52 ± 0.08
Gist + RSVM	0.39 ± 0.02	$0.36 {\pm} 0.06$	$0.35 {\pm} 0.09$	$0.56 {\pm} 0.02$	0.54 ± 0.09
Eye ROI FC7 $+$ LDA	0.65 ± 0.02	$0.61 {\pm} 0.10$	$0.60 {\pm} 0.21$	$0.68 {\pm} 0.02$	0.56 ± 0.09
Eye ROI FC7 $+$ LSVM	0.62 ± 0.03	$0.58 {\pm} 0.07$	$0.55 {\pm} 0.21$	$0.66 {\pm} 0.02$	0.59 ± 0.09
Eye ROI FC7 $+$ RSVM	$0.68{\pm}0.02$	0.63 ± 0.10	$0.62 {\pm} 0.20$	$0.70 {\pm} 0.02$	0.56 ± 0.08
Eye Hist $+$ LDA	0.53 ± 0.04	$0.57 {\pm} 0.04$	$0.50 {\pm} 0.05$	$0.52 {\pm} 0.03$	0.54 ± 0.05
Eye Hist $+$ LSVM	0.52 ± 0.04	$0.54 {\pm} 0.03$	$0.52 {\pm} 0.05$	0.53 ± 0.04	0.53 ± 0.06
Eye Hist $+$ RSVM	0.53 ± 0.04	$0.58{\pm}0.04$	$0.52 {\pm} 0.05$	$0.52 {\pm} 0.04$	0.56 ± 0.06
Eye ROI + Context Blur FC7 + LDA	0.69 ± 0.02	0.71 ± 0.09	$0.65{\pm}0.16$	$0.69 {\pm} 0.02$	0.61 ± 0.10
Eye ROI + Context Blur $FC7 + LSVM$	0.67 ± 0.02	$0.67 {\pm} 0.11$	$0.59 {\pm} 0.18$	0.69 ± 0.02	0.61 ± 0.09
Eye $ROI + Context Blur FC7 + RSVM$	$0.74{\pm}0.02$	0.74 ± 0.08	0.65 ± 0.19	$0.73{\pm}0.02$	0.64 ± 0.09