

# Towards Reducing Continuous Emotion Annotation Effort During Video Consumption: A Physiological Response Profiling Approach

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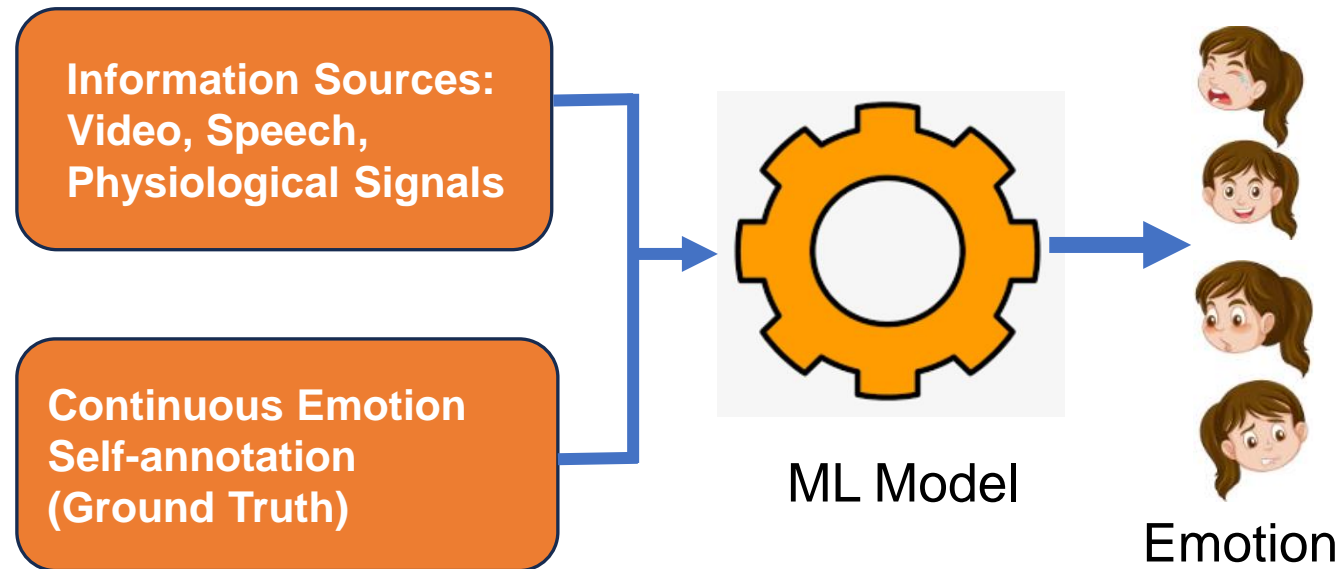
BITS Pilani Goa, INDIA

UBICOMP '24: The 2024 ACM International Joint Conference on Pervasive and Ubiquitous computing



# Motivation and Background

- Video-based applications
- Emotion Detection Using ML Models : A Multi-Modal Approach
  - Integrating Multiple Modalities
  - Emotion ground truth



Typical ML-based emotion detection model

# Motivation and Background

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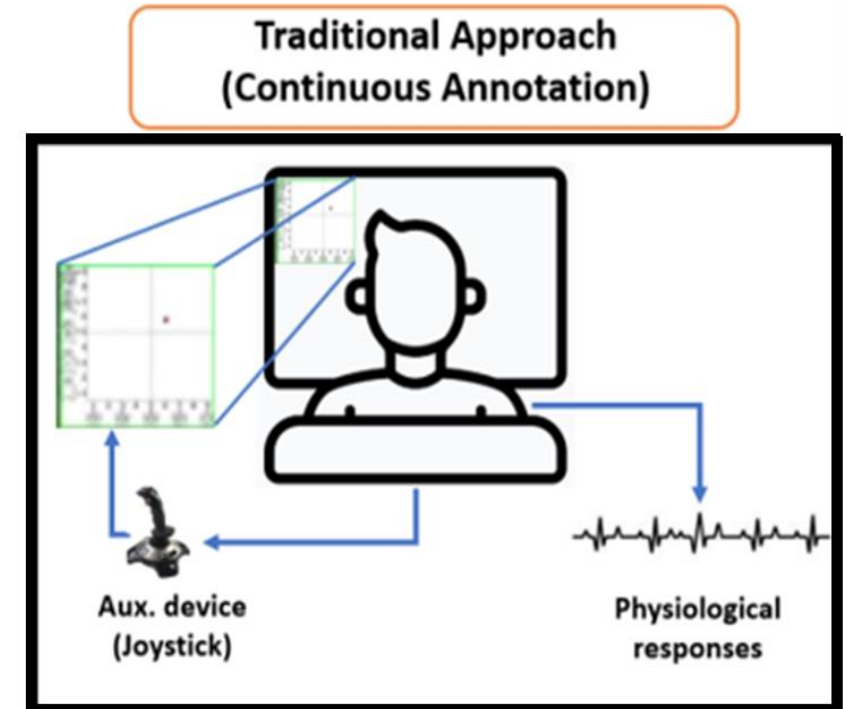
## Emotion Self-Annotation

- **Post-interaction/ post stimuli**
  - Fails to capturing subtle intra-video nuances.

# Motivation and Background

## Emotion Self-Annotation

- **Continuous annotation**
  - Degrades viewing experience.
  - Increases cognitive load, leading to less accurate emotion labels.



Participant watching videos and  
annotate continuously

# Research Question

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Can we developed an intelligent annotation framework ?

- Capture ***opportune moments*** for emotion self-report collection
- Reducing the number of self-annotations (probes)
  - Decreases the cognitive workload

# User Study I

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- **Study procedure**
  - 36 participants (18M, 18F).



# User Study I

- **Experiment apparatus**
  - Annotate app

Annotation App Currently in video

VIDEO PLAYER - User **Alfiya** ; PlayingID **9** ; Arousal - **6.07** Valence - **6.33** ;

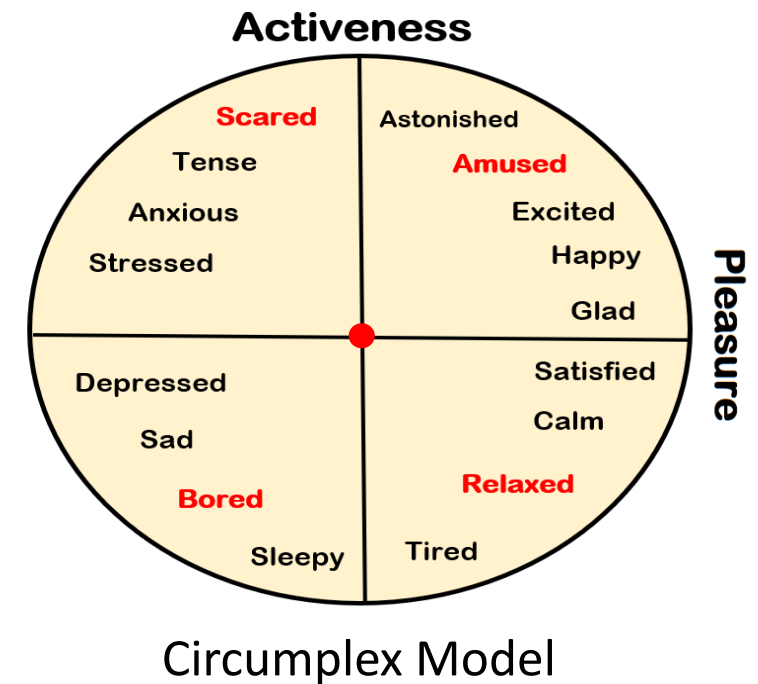
Scared	9	Astonished
Tense		Amused
Anxious		Excited
Stressed		Happy
1	5	Glad
		Valence
Depressed		Satisfied
Sad		Calm
Bored		Relaxed
Sleepy	1	Tired

Download CSV of Annotations

recording Stop Recording 2 new notifications

# User Study I

- **Study procedure**
  - Used Circumplex model.
  - Record valence and arousal rating on a 9-point scale.





# User Study I

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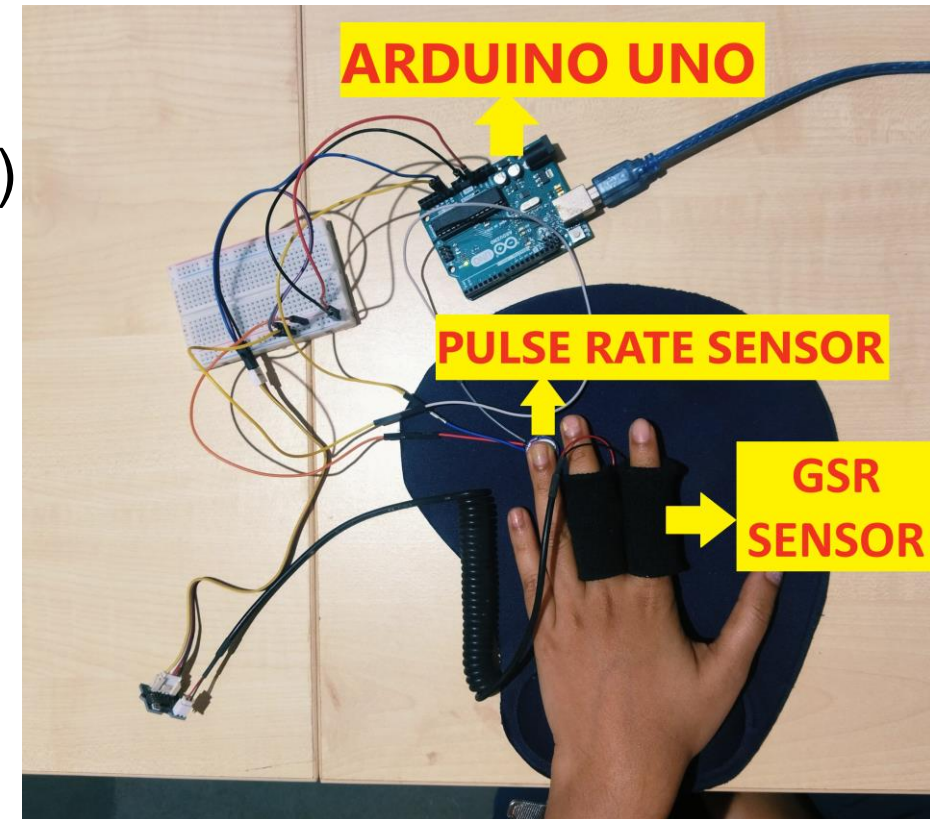
- **Study procedure**
  - 8 stimuli videos in random order

Video id	Emotion	Valence	Arousal	Duration (in sec.)
1	amusing	med/high	med/high	185
2	amusing	med/high	med/high	173
3	boring	low	low	119
4	boring	low	low	160
5	relaxing	med/high	low	145
6	relaxing	med/high	low	147
7	scary	low	high	197
8	scary	low	high	144

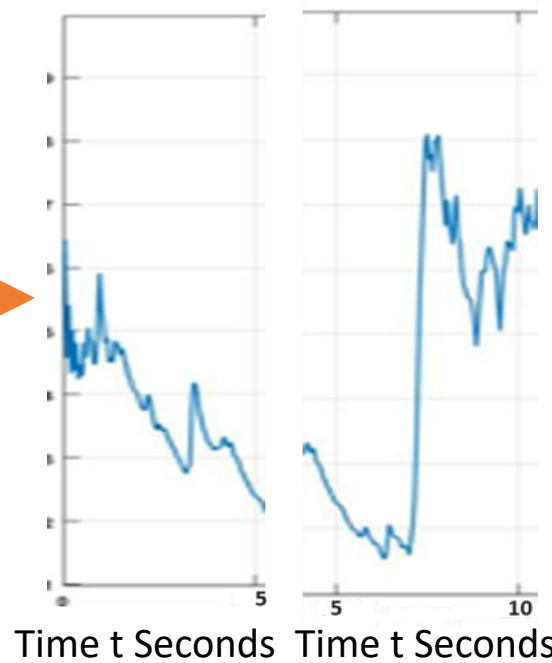
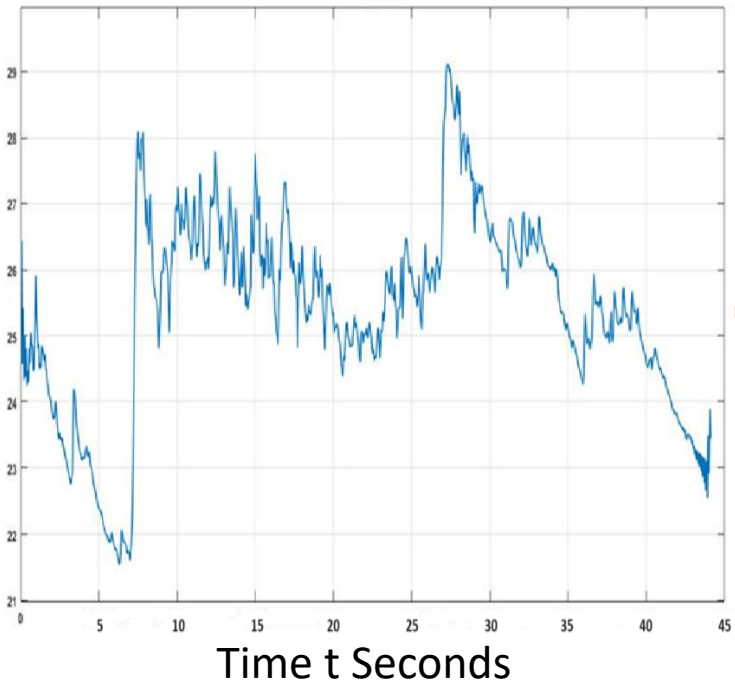
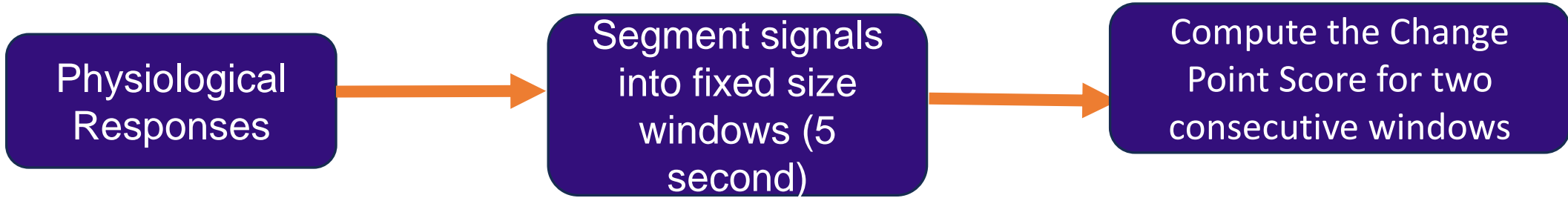
# User Study I

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- **Experiment apparatus**
  - Galvanic skin response sensor (GSR V1.2)
  - Pulse rate sensor (HW-827)



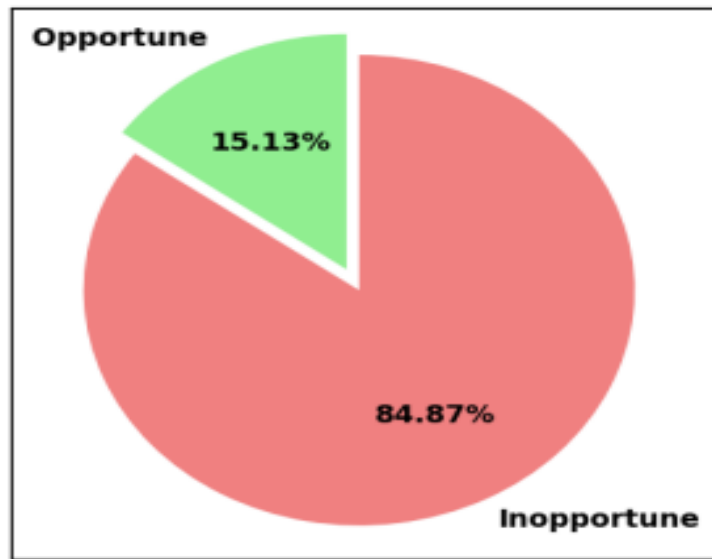
# Dataset: Data Pre-processing



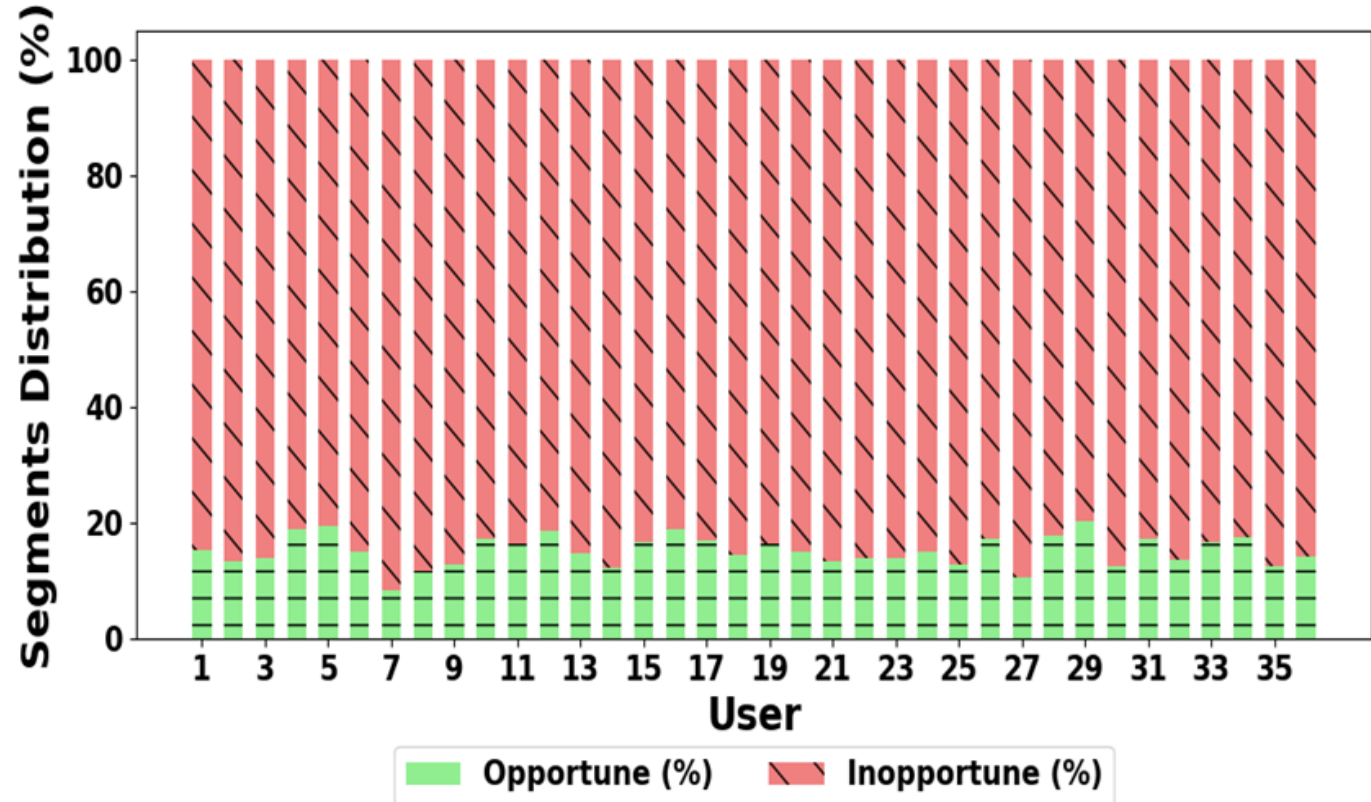
**Change Point Score**

# Dataset: Data Description

- Dataset description:
  - Total 8608 segments.



Segment distribution in total



User-wise distribution of opportune and inopportune segments

# PResUP Framework

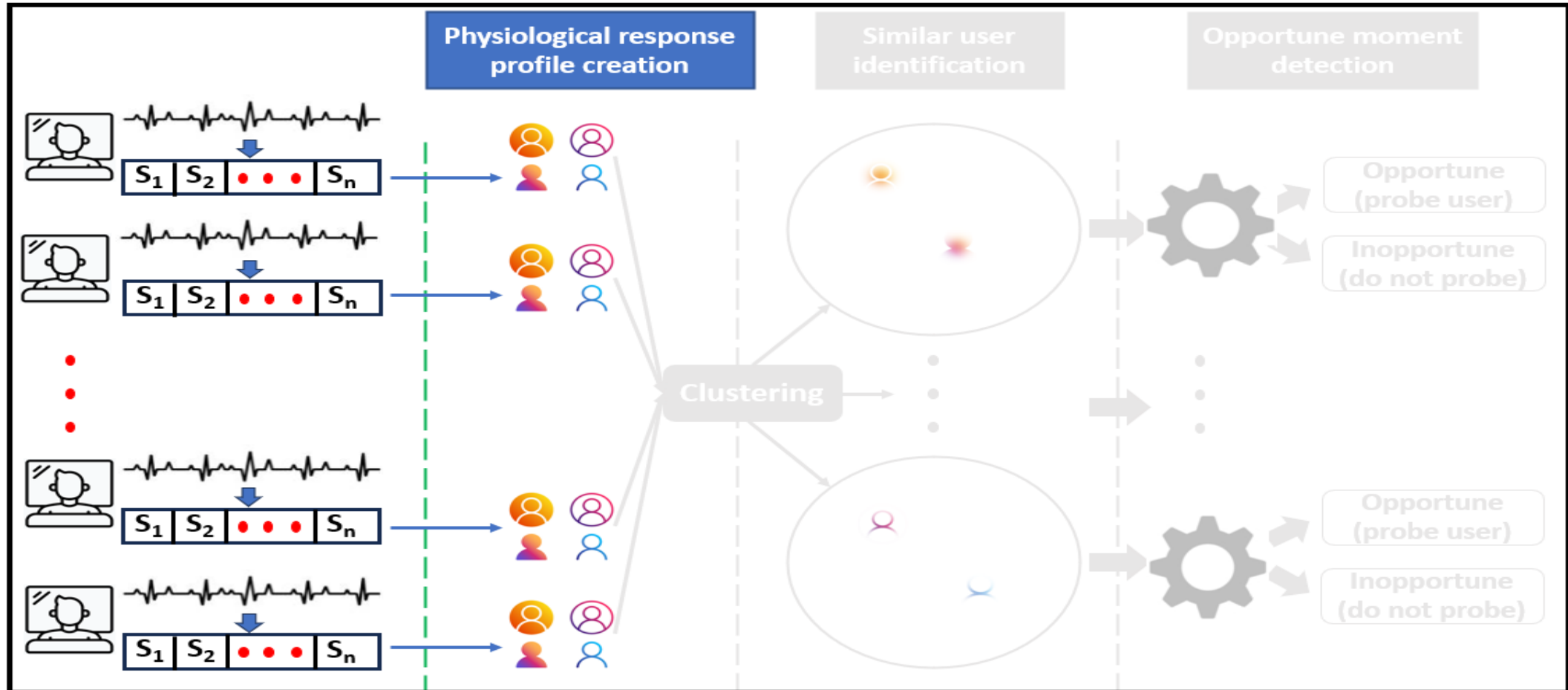
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**PResUP: Physiological Response based User Profilng**

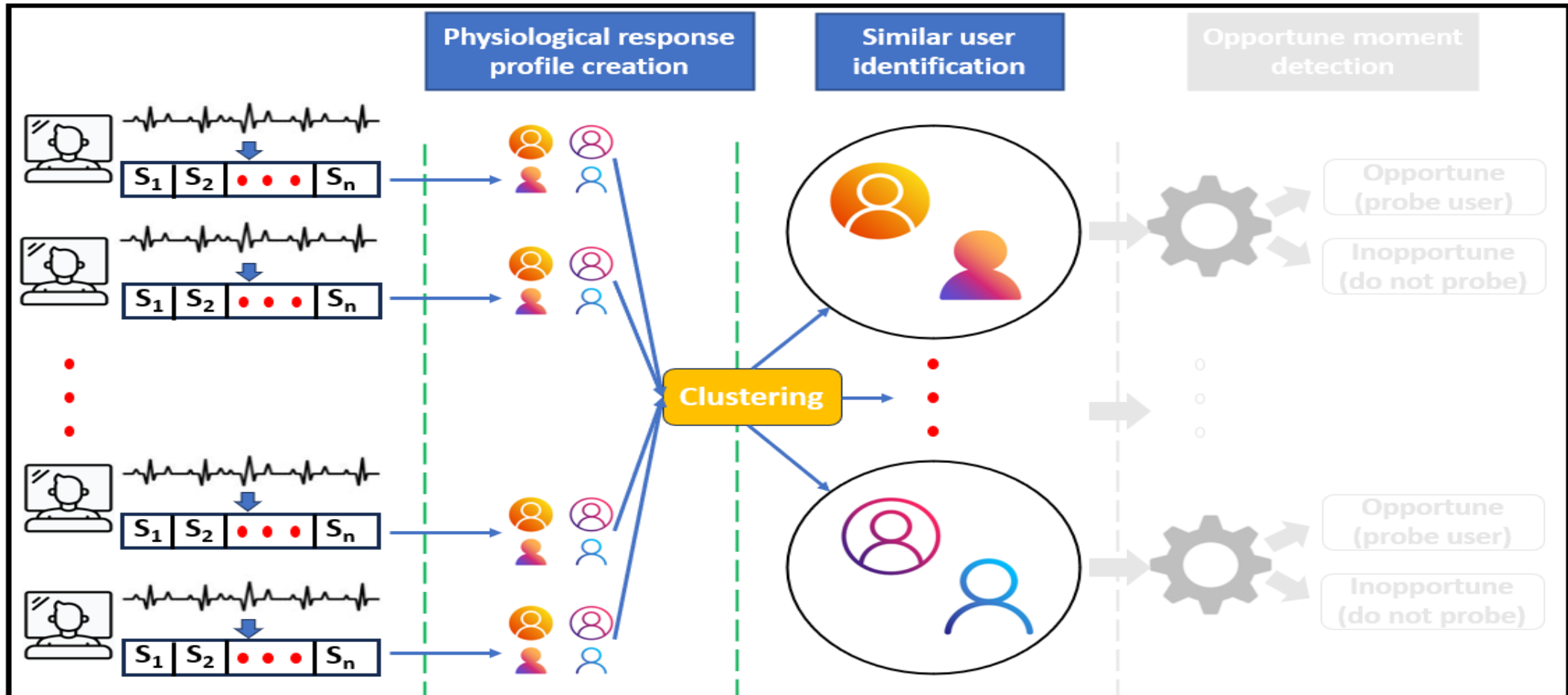
- Reduces continuous emotion self-report annotation effort
- Detects opportune moments

Overview of the **PResUP** framework

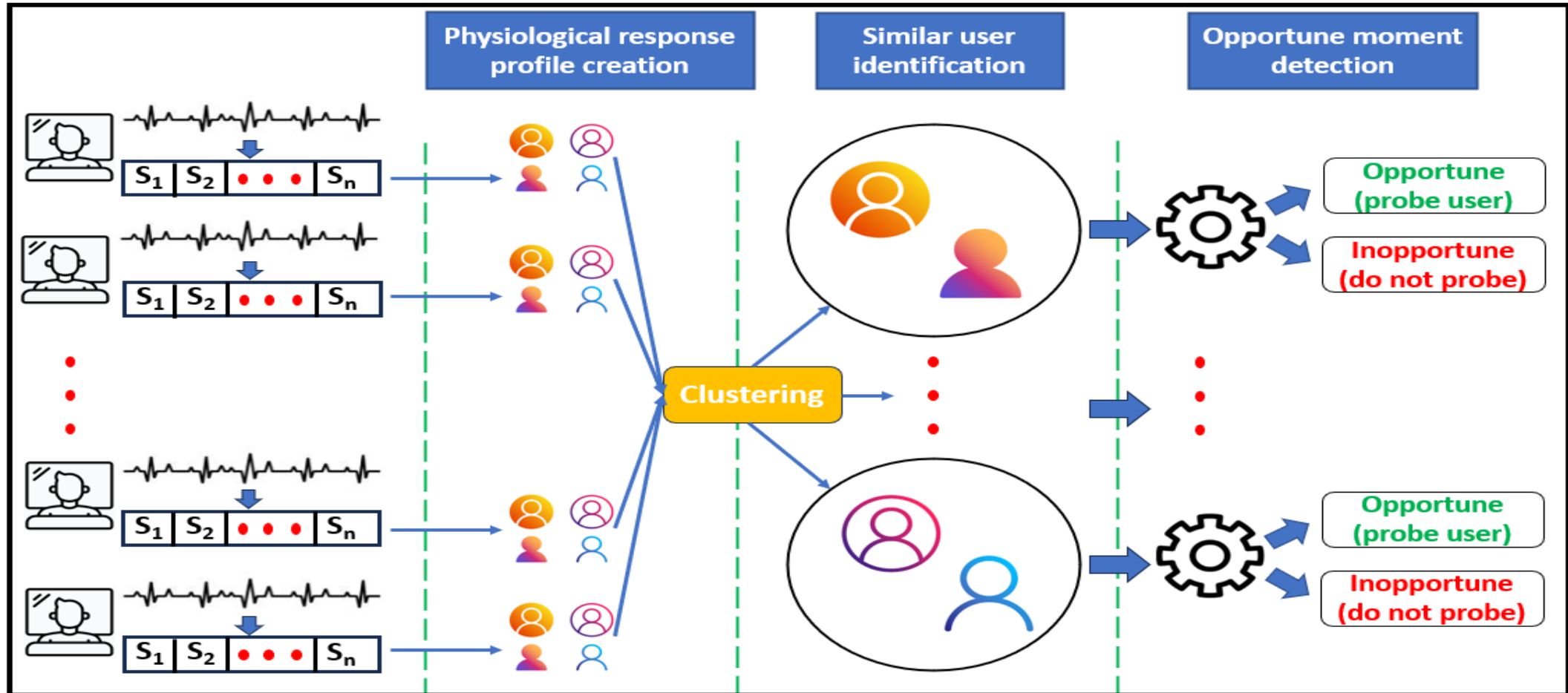
# PResUP Framework



# PResUP Framework



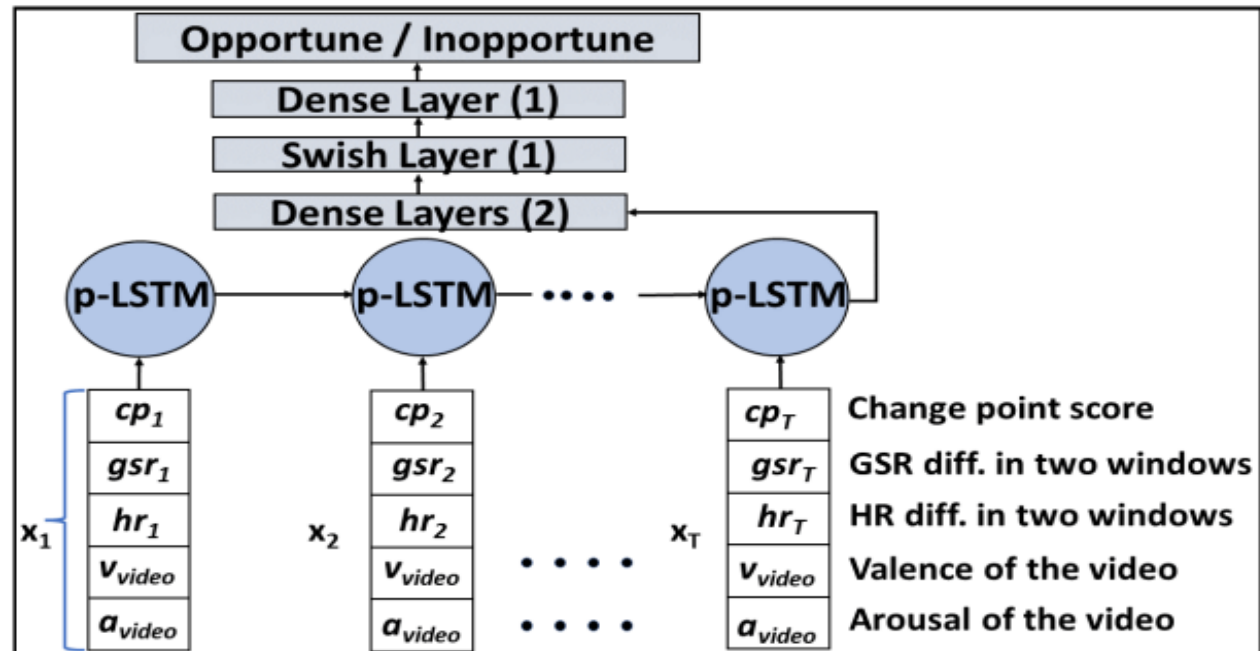
# PResUP Framework





# PResUP Framework

The parameterized Elliott activation functions:  $f(x) = \frac{px}{1 + |x|}$

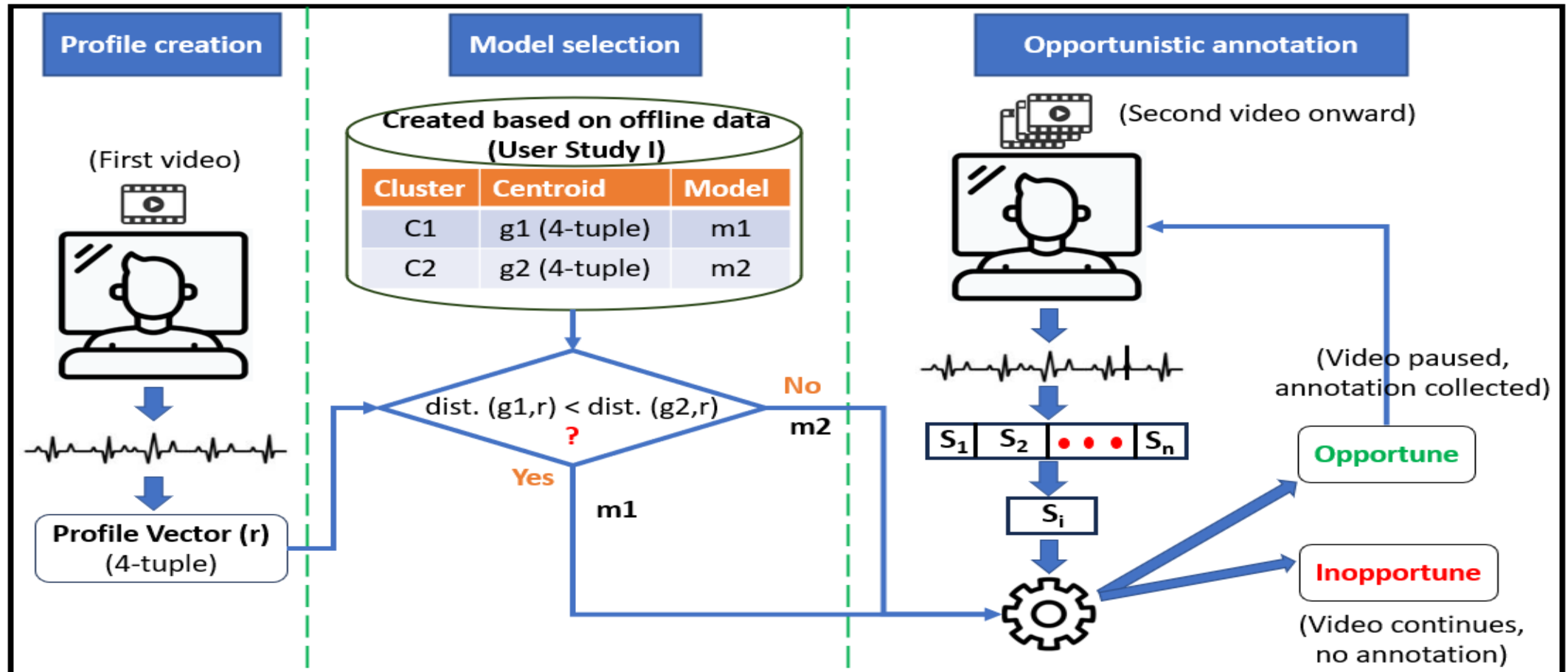


p-LSTM-based architecture used in the PResUP framework

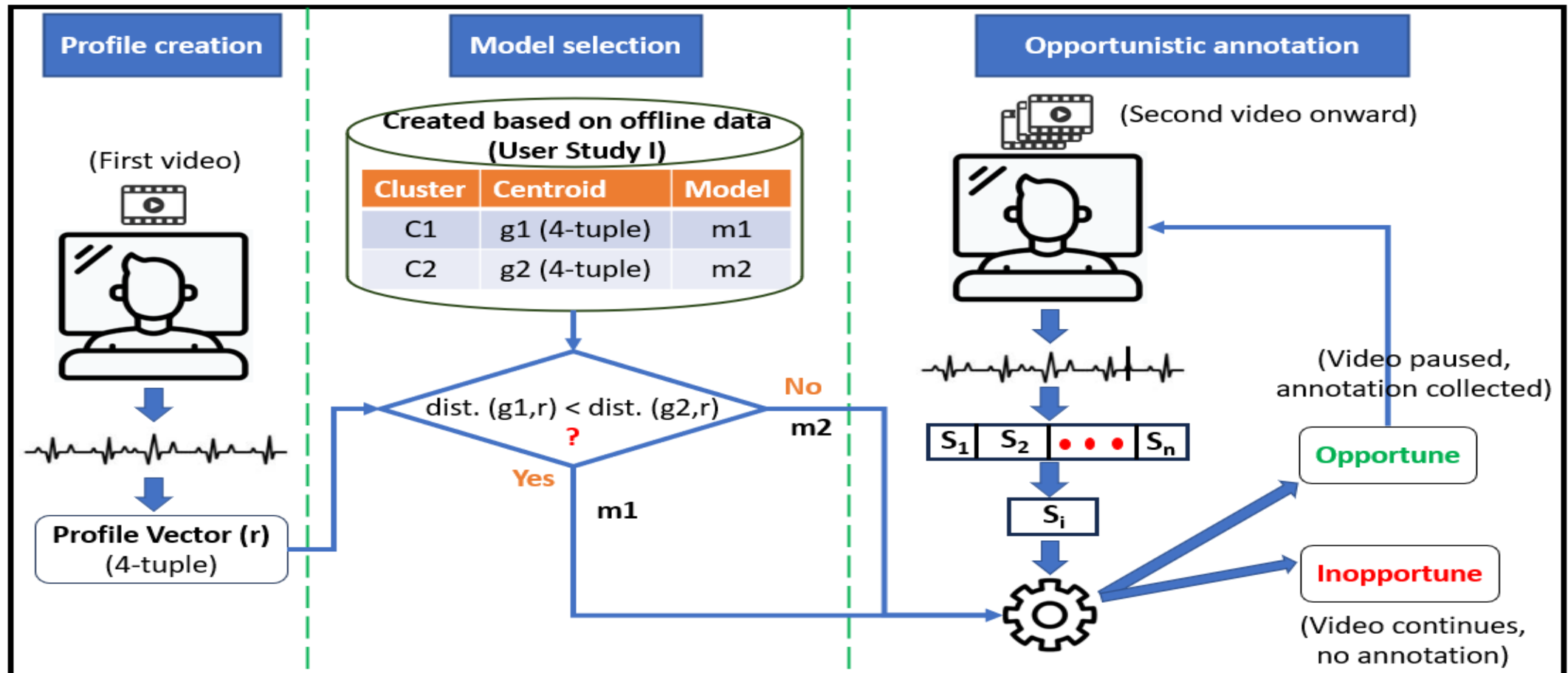
# Evaluation

	<b>Probing rate↓</b>	<b>TPR (%) ↑</b>	<b>FPR (%) ↓</b>	<b>LR+ ↑</b>
<b>TBS</b>	29.89 (0.00)	100.00 (0.00)	100.00 (0.00)	1.00
<b>RPS</b>	17.93 (0.01)	60.28 (0.01)	59.98 (0.01)	1.00
<b>RePS</b>	28.79 (0.01)	99.39 (0.02)	95.77 (0.01)	1.04
<b>PPS</b>	21.59 (3.46)	71.53 (0.23)	9.96 (0.04)	7.18
<b>FBS</b>	5.60 (4.58)	53.23 (0.03)	9.53 (0.17)	5.59
<b>APS</b>	7.18 (5.32)	65.27 (0.24)	15.88 (0.16)	4.11
<b>GBPS</b>	6.68 (4.96)	66.84 (0.24)	14.32 (0.14)	4.67
<b>GPS</b>	7.79 (3.11)	76.21 (0.18)	19.72 (0.11)	3.86
<b>RNNPS</b>	6.08 (3.25)	61.16 (0.38)	14.08 (0.12)	4.34
<b>GRUPS</b>	7.65 (3.60)	67.50 (0.36)	18.83 (0.09)	3.58
<b>CNNPS</b>	6.13 (1.75)	68.80 (0.19)	13.13 (0.08)	5.24
<b>PResUP</b>	<b>5.48 (1.73)</b>	<b>80.07 (0.16)</b>	<b>9.30 (0.05)</b>	<b>8.61</b>

# Deployment of PResUP Framework

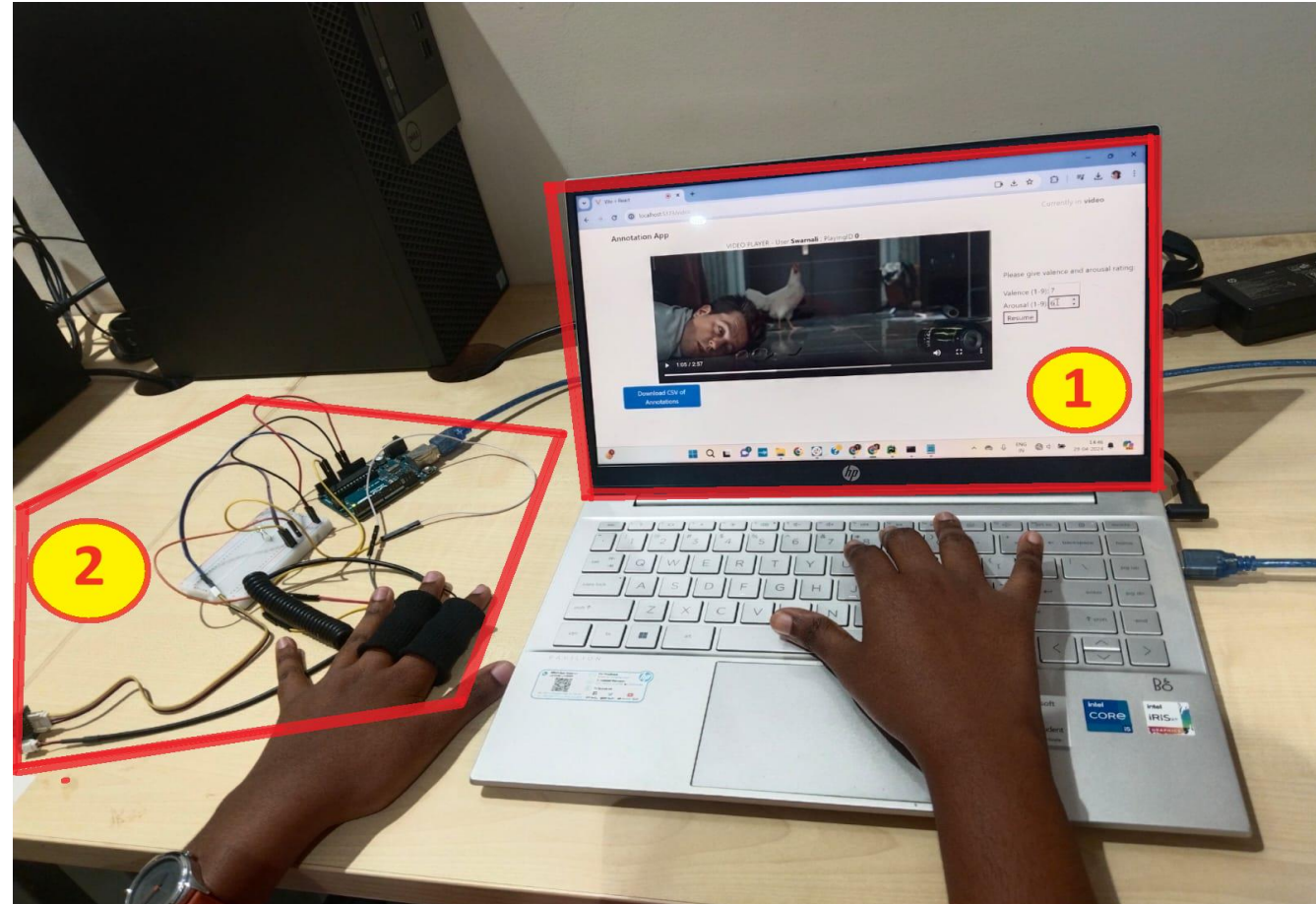


# Deployment of PResUP Framework



# User Study II

- Study procedure
  - 18 participants (13M, 5F).



# User Study II

- **Experiment apparatus**
  - Annotate app



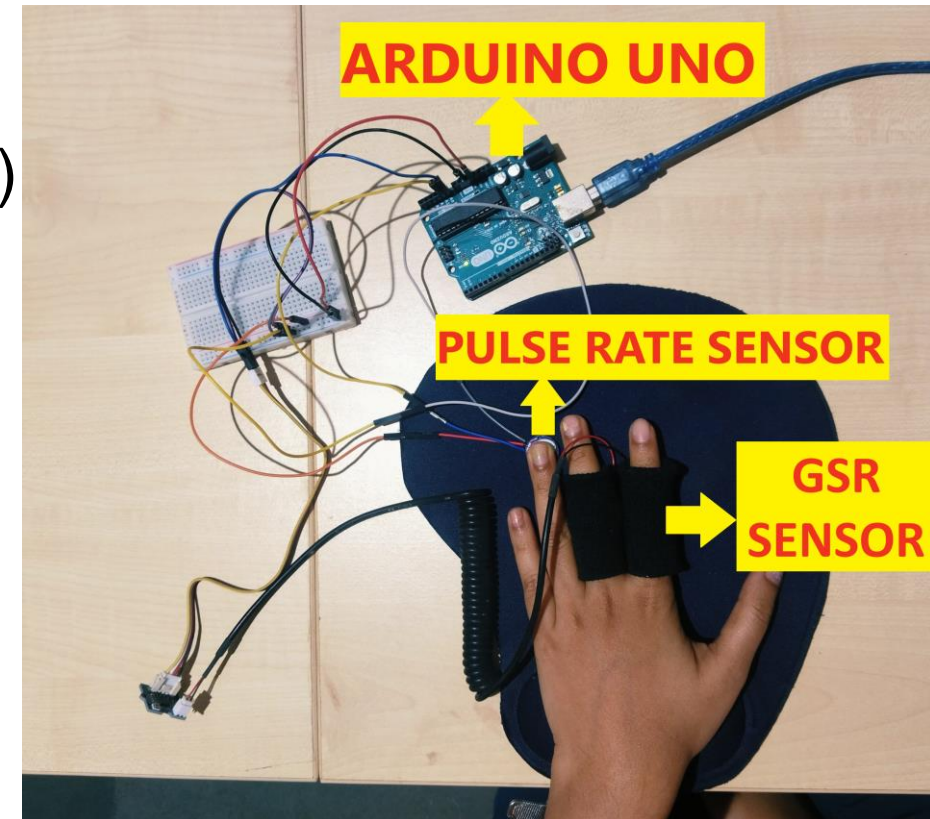
Please give valence and arousal rating:

Valence (1-9):

Arousal (1-9):

# User Study II

- **Experiment apparatus**
  - Galvanic skin response sensor (GSR V1.2)
  - Pulse rate sensor (HW-827)



# Evaluation (after deployment)

	<b>Probing rate</b> ↓	<b>TPR (%)</b> ↑	<b>FPR (%)</b> ↓	<b>LR+</b> ↑
<b>TBS</b>	34.42 (0.00)	100 (0.00)	100 (0.00)	1.00
<b>RPS</b>	23.99 (0.01)	69.79 (0.01)	69.6 (0.01)	1.00
<b>RePS</b>	30.38 (0.10)	98.82 (0.01)	96.25 (0.00)	1.03
<b>PPS</b>	12.16 (1.62)	78.8 (0.18)	9.49 (0.03)	8.30
<b>FBS</b>	5.81 (2.57)	61.62 (0.15)	9.21 (0.02)	6.69
<b>APS</b>	7.77 (5.21)	71.23 (0.20)	12.11 (0.12)	5.88
<b>GBPS</b>	7.65 (4.94)	73.82 (0.20)	11.3 (0.11)	6.53
<b>GPS</b>	8.22 (4.02)	64.77 (0.41)	17.54 (0.18)	3.69
<b>RNNPS</b>	8.09 (3.94)	54.9 (0.36)	21.29 (0.10)	2.58
<b>GRUPS</b>	7.36 (3.77)	51.16 (0.39)	19.7 (0.09)	2.60
<b>CNNPS</b>	9.59 (1.98)	34.82 (0.18)	31.13 (0.06)	1.12
<b>PResUP</b>	<b>5.79 (2.54)</b>	<b>82.26 (0.09)</b>	<b>9.01 (0.06)</b>	<b>9.13</b>



# Future scope

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- Expand physiological signals
- Enhance user experience
- Mobile Platform Applicability

# Thank You!

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Email: [p20210016@goa.bits-pilani.ac.in](mailto:p20210016@goa.bits-pilani.ac.in)

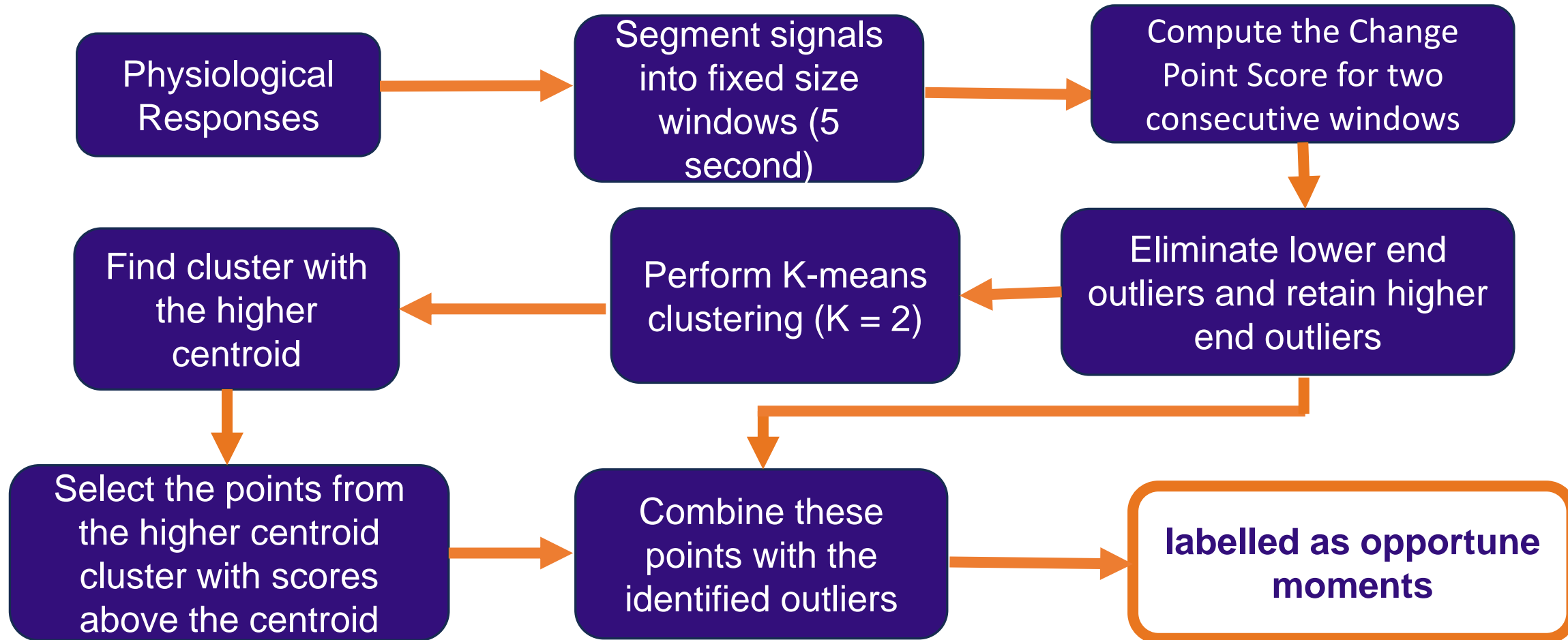


Website: <https://sites.google.com/goa.bits-pilani.ac.in/swarnalibanik/>



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# Dataset: Data Pre-processing



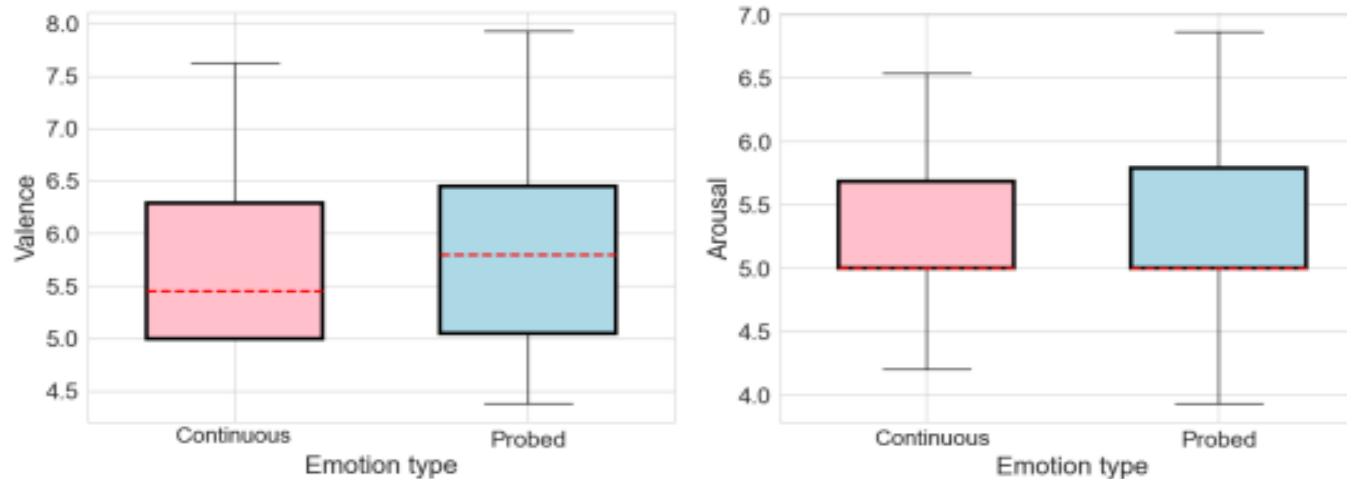
# Evaluation Metrics

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- Probing Rate
- True Positives Rate (TPR)
- False Positives Rate (FPR)
- Likelihood Ratio (LR+) :  $\frac{\text{TPR (Sensitivity)}}{\text{FPR}(1-\text{Specificity})}$

# Evaluation

Actual : Original valence (and arousal) present in continuous annotation  
Probed: Sampled valence (and arousal) using PResUP



(a) Comparison of valence scores

(b) Comparison of arousal scores

**No significant difference between ground truth continuous annotations and sampled values using PResUP framework**

# Post-study user Survey

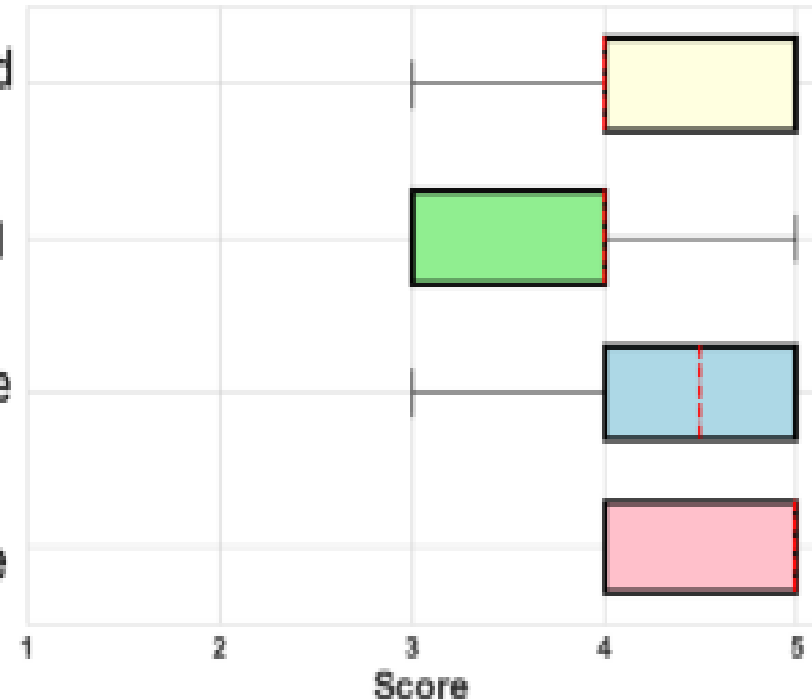
Questions

Q1. The self-reports were issued when the emotional variations occurred  
[1: Strongly disagree, 5: Strongly agree]

Q2. Rate the interruption caused by the proposed opportunistic annotation method  
[1: Very high, 5: Very low]

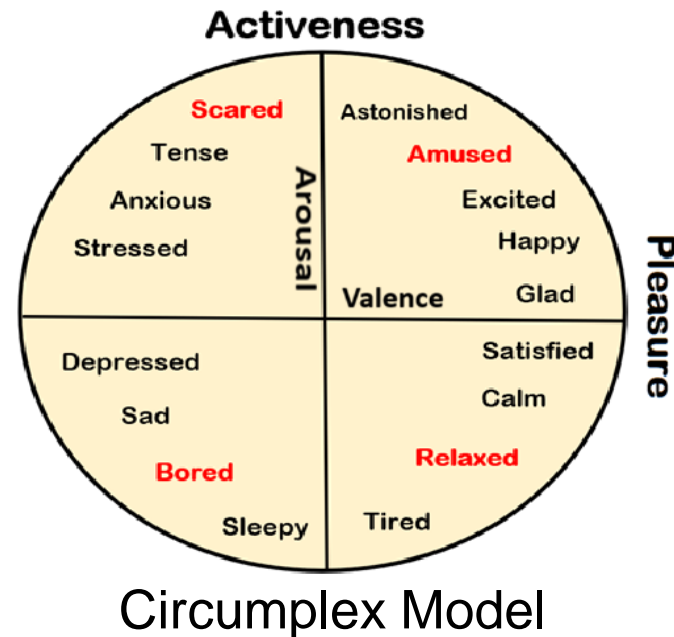
Q3. Rate the ease of use of the proposed opportunistic annotation interface  
[1: Very difficult, 5: Very easy]

Q4. Rate your user experiences of the annotation interface  
[1: Very dissatisfying, 5: Very satisfying]



# Dataset : CASE [1]

- 30 users (15 M, 15F)
- 2D plane - Joystick Input
- Collected emotion self-report annotation



Participant watching videos and annotate continuously

[1] - Sharma, K., Castellini, C., van den Broek, E.L. et al. A dataset of continuous affect annotations and physiological signals for emotion analysis. Sci Data 6, 196 (2019). <https://doi.org/10.1038/s41597-019-0209-0>

# Dataset : CASE [1]

- 8 videos in randomized order
- Physiological sensors data collected
  - Electrocardiograph (ECG)
  - Blood Volume Pulse (BVP)
  - **Galvanic Skin Response (GSR)**
  - Respiration (RSP)
  - Skin Temperature (SKT)
  - Electromyography (EMG)

Video id	Emotion	Valence	Arousal	Duration (in sec.)
1	amusing	med/high	med/high	185
2	amusing	med/high	med/high	173
3	boring	low	low	119
4	boring	low	low	160
5	relaxing	med/high	low	145
6	relaxing	med/high	low	147
7	scary	low	high	197
8	scary	low	high	144

The 8 videos present in the CASE dataset

[1] - Sharma, K., Castellini, C., van den Broek, E.L. et al. A dataset of continuous affect annotations and physiological signals for emotion analysis. Sci Data 6, 196 (2019). <https://doi.org/10.1038/s41597-019-0209-0>



# Data Description

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- Total 7,290 segments.
- 11.6% are opportune and 88.4% are inopportune.

# Evaluation

	<b>Probing rate</b> ↓	<b>TPR (%)</b> ↑	<b>FPR (%)</b> ↓	<b>LR+</b> ↑
<b>TBS</b>	30.38 (0.00)	100.00 (0.00)	100.00 (0.00)	1.00
<b>PPS</b>	20.38 (1.33)	69.21 (32.34)	16.16 (18.72)	4.28
<b>FBS</b>	6.50 (3.02)	70.49 (22.49)	15.02 (8.31)	4.69
<b>GPS</b>	6.37 (4.10)	81.30 (21.24)	14.93 (14.15)	5.45
<b>APS</b>	6.10 (4.04)	71.18 (20.86)	14.35 (15.98)	4.96
<b>GBPS</b>	6.07 (4.07)	82.12 (16.18)	13.68 (13.19)	6.00
<b>RNNPS</b>	6.01 (8.72)	82.66 (11.52)	12.88(5.24)	6.41
<b>GRUPS</b>	6.03 (8.98)	76.14 (10.75)	13.68 (5.37)	5.56
<b>CNNPS</b>	6.52 (6.76)	82.55(10.39)	15.47(6.96)	5.33
<b>PResUP</b>	<b>5.80 (2.89)</b>	<b>86.07 (11.64)</b>	<b>12.27 (9.67)</b>	<b>7.01</b>

Performance comparison of PResUP and baselines.

# Dataset : K-EmoCon [1]

- 32 Participants (12F, 20M).
- 16 paired debates on accepting Yemeni refugees in Jeju, South Korea.
- Audio-visual recordings captured the debates.
- Continuous emotion annotations were made from three perspectives: subjects, partners, and external observers.



The participants sitting at a table for a debate

[1] C. Y. Park, N. Cha, S. Kang, A. Kim, A. H. Khandoker, L. Hadjileontiadis, A. Oh, Y. Jeong, and U. Lee, "K-emocon, a multimodal sensor dataset for continuous emotion recognition in naturalistic conversations," *Scientific Data*, vol. 7, no. 1, pp. 1–16, 2020.

# Dataset: Data Description

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- Total 6644 segments.
- 13.6% are opportune and 86.3% are inopportune.

# Evaluation

	<b>Probing rate</b> ↓	<b>TPR (%)</b> ↑	<b>FPR (%)</b> ↓	<b>LR+</b> ↑
<b>TBS</b>	237.28 (0.00)	100 (0.00)	100 (0.00)	1.00
<b>PPS</b>	74.46 (14.87)	81.26 (15.41)	13.01 (1.02)	6.25
<b>FBS</b>	32.32 (16.61)	80.22 (16.19)	4.04 (5.86)	19.86
<b>GPS</b>	33.89 (21.96)	75.65 (36.17)	5.16 (6.58)	14.66
<b>APS</b>	33.82 (16.41)	78.28 (17.51)	3.72 (5.74)	21.04
<b>GBPS</b>	33.78 (17.22)	80.01 (17.16)	3.74 (5.98)	21.39
<b>RNNPS</b>	34.35 (23.93)	68.39 (44.94)	6.56 (6.92)	10.42
<b>GRUPS</b>	40.96 (18.35)	50.51 (43.57)	11.60 (2.94)	4.35
<b>CNNPS</b>	44.5 (16.38)	73.53 (27.01)	11.41 (5.95)	6.44
<b>PResUP</b>	<b>31.36 (11.23)</b>	<b>82.26 (13.38)</b>	<b>3.41 (4.41)</b>	<b>24.12</b>

Performance comparison of PResUP and baselines.

# Acknowledgement

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