

CNN-Based Emotion Classification in Visual Art for Therapeutic and Creative Applications

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Emotion Recognition

From artworks

- ▶ Enhance experience in art shows
- ▶ Improve UX with synchronised lights, music, multimedia
- ▶ Art therapy



Convolutional Neural Networks (CNN)

- ▶ CNNs + Transfer Learning
- ▶ VGG16
- ▶ InceptionV3
- ▶ MobileNetV2
- ▶ Prototype application



The relevance of data

WikiArt Emotion

+

ArtEmis



=new dataset

DISTRIBUTION OF EMOTION CLASSES AFTER MERGING WIKIART EMOTION AND ARTÉMIS DATASETS

Emotion	Number of Samples	Percentage (%)
Anger	438	10.63%
Disgust	700	16.99%
Fear	567	13.76%
Happiness	1044	25.34%
Sadness	637	15.46%
Surprise	734	17.82%
Total	4120	100%



Examples of original data



Contentment

"the women are enjoying their time together"

Sadness

"the woman looks like she is being forced to be in a hurry"

ArtEmis



Annotations:

Avg. art rating: 2.25

Emotions in image: happiness, trust

WikiArt Emotion



Training and optimization

- ▶ Adam optimizer
 - ▶ Learning rate: 0.0001
 - ▶ Batch size: 32
- ▶ Training for 50 epochs
- ▶ Cross-entropy loss
- ▶ 80/20% data split for training/test
- ▶ Accuracy, precision, recall, and F1



Results (multiclass)

InceptionV3 outperformed other classifiers.

COMPARISON OF DEEP LEARNING MODEL PERFORMANCE (VGG16, MOBILENETV2, AND INCEPTIONV3) ON EMOTION CLASSIFICATION TASKS USING TRANSFER LEARNING. RESULTS SHOW INCEPTIONV3 ACHIEVING THE HIGHEST ACCURACY. IN BOLD, THE BEST RESULT FOR EACH CLASSIFIER.

Classifier	Optimizer	0.001	0.01
3*InceptionV3	adam	41.26%	41.38%
	rmsprop	39.56%	36.29%
	sgd	40.05%	44.54%
3*MobileNetV2	adam	21.60%	16.75%
	rmsprop	28.76%	13.96%
	sgd	37.99%	40.78%
3*VGG16	adam	41.88%	41.38%
	rmsprop	42.11%	40.53%
	sgd	32.77%	33.86%



Results (binary)

InceptionV3 outperformed other classifiers.

CONFUSION MATRIX FOR BINARY CLASSIFICATION USING THE INCEPTIONV3 MODEL. IT ILLUSTRATES THE CLASSIFICATION ACCURACY OF PLEASANT AND UNPLEASANT EMOTIONS, HIGHLIGHTING COMMON MISCLASSIFICATIONS.

	Predicted Pleasant	Predicted Unpleasant
Actual Pleasant	78.98%	21.02%
Actual Unpleasant	27.11%	72.89%

Unpleasant=anger, disgust, sadness, fear (2342 samples);

Pleasant=happiness, surprise (1778 samples)



Conclusions

- CNNs can be effective for ER in visual art
- Combining multiple datasets is beneficial
- Binary classification has better performance
- InceptionV3 performs reasonably well

Future improvements

- Diverse data for complex emotions
- Data augmentation to improve generalization
- Multimodal (visual + textual) models



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