

# Neural Correlates of Affective Context in Facial Expression Analysis: A Simultaneous EEG-fNIRS Study



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**Entertainment**



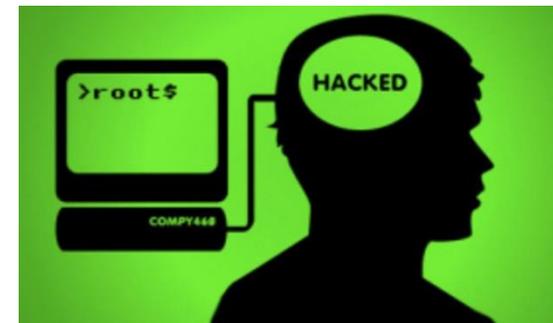
**High Tech**



**Brain Power**



**Disability**



**BCI**



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# Overview of Related Work

- **Univariate analysis of emotional response**
  - Peripheral physiological system
    - Automatic facial emotion recognition
  - Central nervous system
    - Emotion-based brain-activity detection
- **Multivariate analysis of emotional response**
  - Fusion of Electroencephalography (EEG), Functional Near Infrared Spectroscopy (fNIRS), skin conductance, and blood pressure
  - Fusion of EEG and facial emotion recognition system

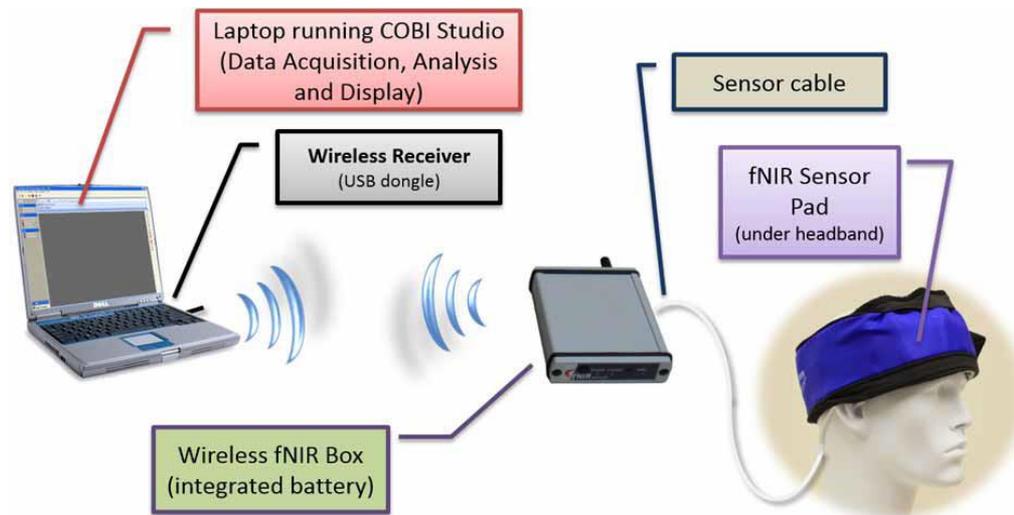
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# Functional Near Infrared Spectroscopy (fNIRS)

- fNIRS uses optical fibers placed on forehead to send light in the wavelengths of 730nm and 850nm into head.
- Photons that enter the forehead are
  - Scattering in the different layers of head
  - Absorbed by tissues (oxy-Hemoglobin and deoxy-Hemoglobin) in the near-infrared range.
  - Changes of concentration of these oxy-Hemoglobin and deoxy-Hemoglobin are reflected into optical density (OD) at two wavelengths (730nm and 850nm).
- Photodetectors capture the photons
  - Those are not absorbed
  - Those travel through a specific volume between the source and detectors

# Wireless fNIRS Apparatus

- **Functional Near Infrared Spectroscopy (fNIRS)**
  - A sensor pad: 4 light sources and 10 detectors (4 optodes; 12 channels)
  - A control box
  - A computer that run data acquisition



[1] H. Ayaz, B. Onaral, K. Izzetoglu, P. A. Shewokis, R. McKendrick, and R. Parasuraman, "Continuous monitoring of brain dynamics with functional near infrared spectroscopy as a tool for neuroergonomic research: Empirical examples and a technological development," *Frontiers in Human Neuroscience*, no. 7, pp. 1-13, 2013.

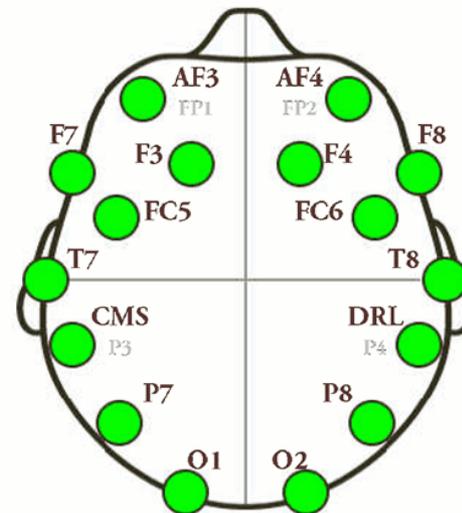
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# fNIRS Signals

- **Light intensity data**
  - 4 optodes in two wavelengths (730nm and 850nm)
- **Oxy data**
  - Deoxygenated hemoglobin (deoxy-Hb)
  - Oxygenated hemoglobin (oxy-Hb)
  - Hbt: sum of deoxy-Hb and oxy-Hb
  - Oxy: difference of deoxy-Hb and oxy-Hb

# Electroencephalography (EEG)

- **Emotiv EPOC headset [2]**
  - EEG records electrical activities along the scalp.
  - EEG measures voltage fluctuations resulting from current flows within the neurons of the brain.
  - 10-20 system: 14 electrodes + 2 references



# Problem Statement

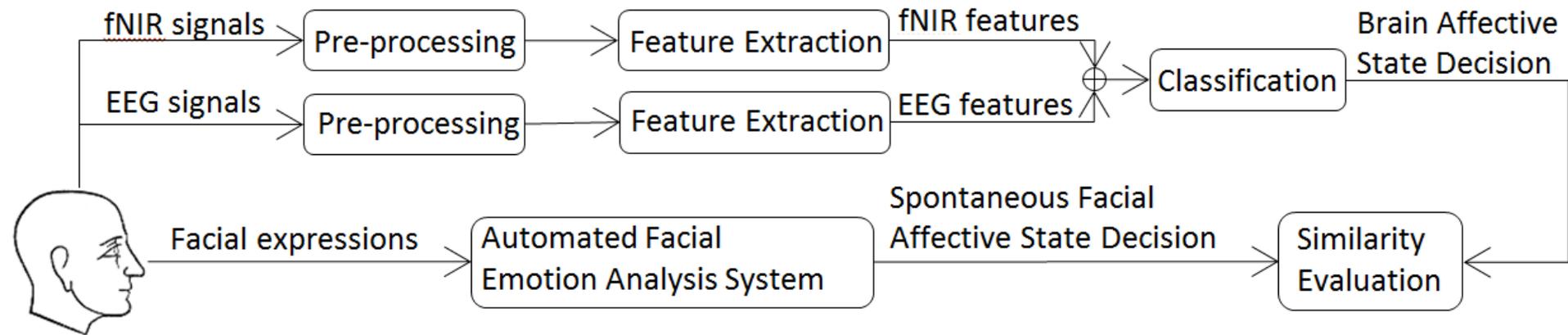
- Neurophysiological correlates of emotional state have been investigated.
- fNIRS and EEG techniques are widely utilized due to their non-invasive and mobile natures.

**Question:** Whether are the inner affective states translated by human brain activity consistent with those expressed on the face?



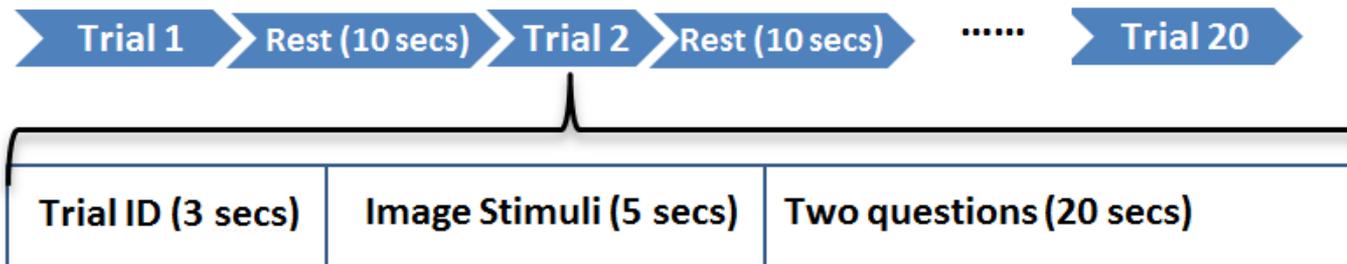
- **Proposed idea**
  - Explore the relationship of human facial spontaneous affective states and relevant brain activity by simultaneous use of fNIRS, EEG and facial expressions registered in video.

# Framework of Methodology



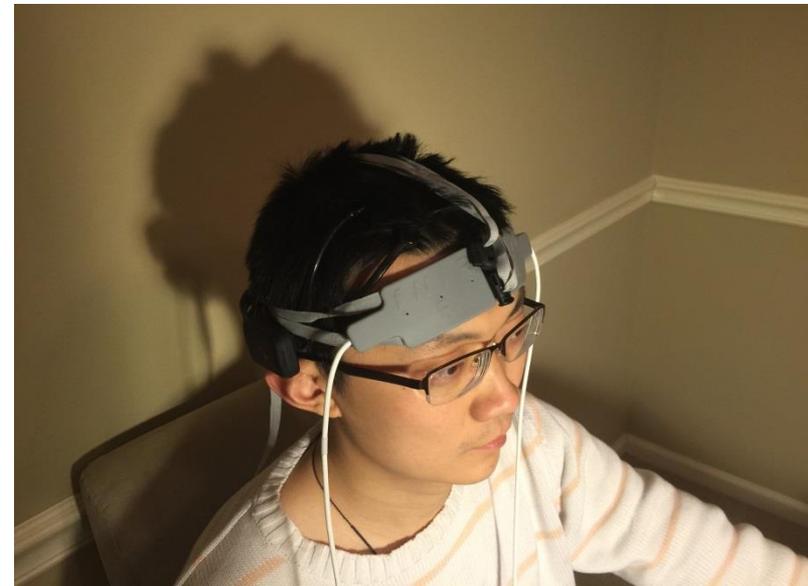
# Experiment Protocol

- 12 male participants (age: mean=27.58, SD=4.81) volunteered for the study.
- Task: watch 20 image-based stimuli
- Simple questions to verify he understood the image content.
- All perceivers have no knowledge of the video/image content in advance.
- During the entire experiment, the participant is asked to wear fNIRS head pad and EEG headset.
- In order to collect the useful face response, the participant's frontal face is required and recorded when he/she watches videos.



# Experimental Apparatus

- **fNIRS:** Functional Near Infrared Spectroscopy
- **EEG:** Electroencephalography
- **FE:** Automatic Facial Emotion Recognition System



# Signal Processing

- **fNIRS signal**
  - Artifact correction
    - Clean the raw oxy data from heart pulsation, respiration, etc using Independent component analysis (ICA).
  - Signal filtering
    - Filter the noise in the high frequency.
    - A finite impulse response (FIR) low-pass filter with a cut-off frequency at 0.1 Hz and order of 20 is used, with blackman-harris windows.
  - Baseline adjustment
    - Subtract the mean of the signal at the 3 seconds prior to the beginning of the video.
  - Feature extraction
    - mean, median, standard deviation, max, min, and difference of max and min of hbo, hbr, hbt, and oxy, respectively for each optode in a trial.

# Artifact Correction

- The modeled hemodynamic response represents the expected hemodynamic response to the given stimulus calculated by convolving the stimulus function and a canonical hemodynamic response function (HRF). The HRF consists of a linear combination of two Gamma functions [3] as

$$h(t) = A \left( \frac{t^{\alpha_1 - 1} \beta_1^{\alpha_1} e^{-\beta_1 t}}{\Gamma(\alpha_1)} - c \frac{t^{\alpha_2 - 1} \beta_2^{\alpha_2} e^{-\beta_2 t}}{\Gamma(\alpha_2)} \right)$$

where A controls the amplitude,  $\alpha$  and  $\beta$  control the shape and scale, respectively, and c determines the ratio of the response to undershoot.

- The t-test was used to select the independent component associated with the hemodynamic response.

# Signal Processing

- **EEG signal**
  - Artifact correction
    - Clean the raw EEG data from facial muscle movement and noise
  - Feature extraction
    - Power spectral densities (PSD) of signals from 14 electrodes
      - AF3, F7, F3, FC5, T7, P7, O1, O2, P8, T8, FC6, F4, F8, AF4
    - 4 bands in the range of 4-30 Hz
      - theta (4-8Hz), slow alpha (8-10Hz), alpha (8-12Hz), beta (12-30Hz)
      - The asymmetry features
        - » The difference between PSD of 4 symmetrical pairs: AF3-AF4, F7-F8, F3-F4, FC5-FC6

# Automatic Facial Emotion Recognition System

- **Feature extraction**

- 41 facial feature points**

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Eyebrows: 10 points

Eyelids: 12 points

Nose: 1 point (the anchor)

Mouth: 8 points

Lips Corners: 10 points

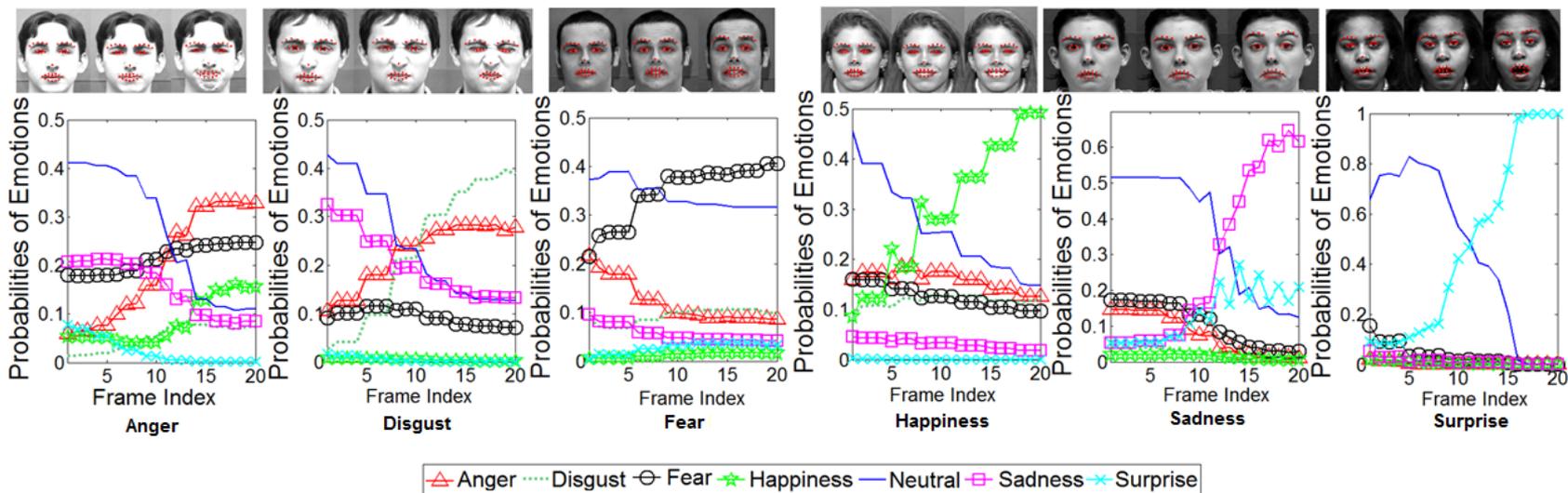


- **Classifier**

- Regional Hidden Markov Model
- Y. Sun and A.N. Akansu, “Automatic Inference of Mental States from Spontaneous Facial Expressions”, IEEE International Conference on Acoustics, Speech and Signal Processing (ICASSP), May 2014.
- Online demo system: <http://emotions.njit.edu/>

# Automatic Facial Emotion Recognition System

- **Recognize seven types of basic facial emotions**
  - Anger, Disgust, Fear, Happiness, Neutral, Sadness, and Surprise.
- **Infer three types of Affects**
  - Positive, Negative, and Neutral



# Automatic Facial Emotion Recognition System

- Emotions are recognized by the system by calculating the largest probability  $P_v^{Emotion}$  of the emotion type

$$P_v^{Emotion} = \max(P_i), \quad v = 1, \dots, N_{video}, \quad i = 1, \dots, 7$$

where  $N_{video}$  is the total number of videos.  $P_i$  is the probability of one emotion, which is average of the overall probabilities  $P_{ij}$  of this emotion in each frame of a video clip.  $P_{ij}$  is normalized to one.  $P_i$  is calculated as

$$P_i = \frac{\sum_{j=1}^{N_{frame}} P_{ij}}{N_{frame}}, \quad \text{subject to } \sum_{i=1}^7 P_{ij} = 1$$

where  $N_{frame}$  is the number of frames of a video.

# Affective States

The Affect ratings of both the positive affect  $P_{pos}$  and the negative affect  $P_{neg}$  for a video are separately generated by the system by normalizing the probability of Happiness and the largest probability among Anger, Disgust, Fear and Sadness.

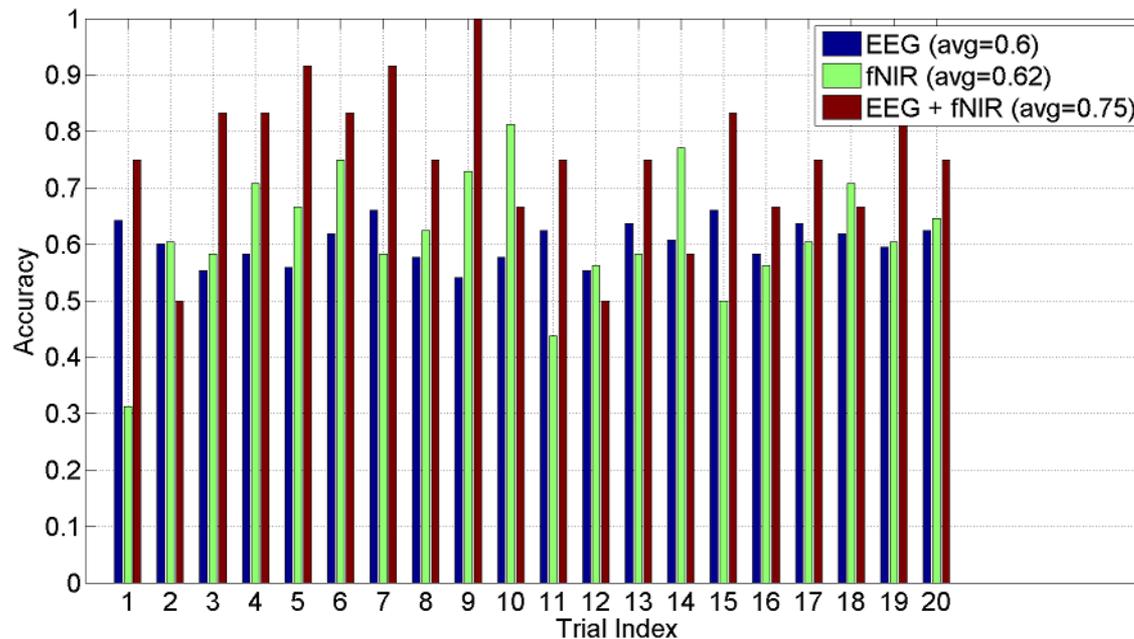
- The larger affect rating  $P_v^{Affect}$  of the two affect values is selected as the affect recognized in the corresponding video clip.

$$P_v^{Affect} = \max(P_{pos}, P_{neg}), \quad v = 1, \dots, N_{video},$$

$$\text{subject to } \begin{cases} P_{pos} = \frac{P_{Happiness}}{P_{Happiness} + \max(P_{Anger}, P_{Disgust}, P_{Fear}, P_{Sadness})} \\ P_{neg} = \frac{\max(P_{Anger}, P_{Disgust}, P_{Fear}, P_{Sadness})}{P_{Happiness} + \max(P_{Anger}, P_{Disgust}, P_{Fear}, P_{Sadness})} \end{cases} .$$

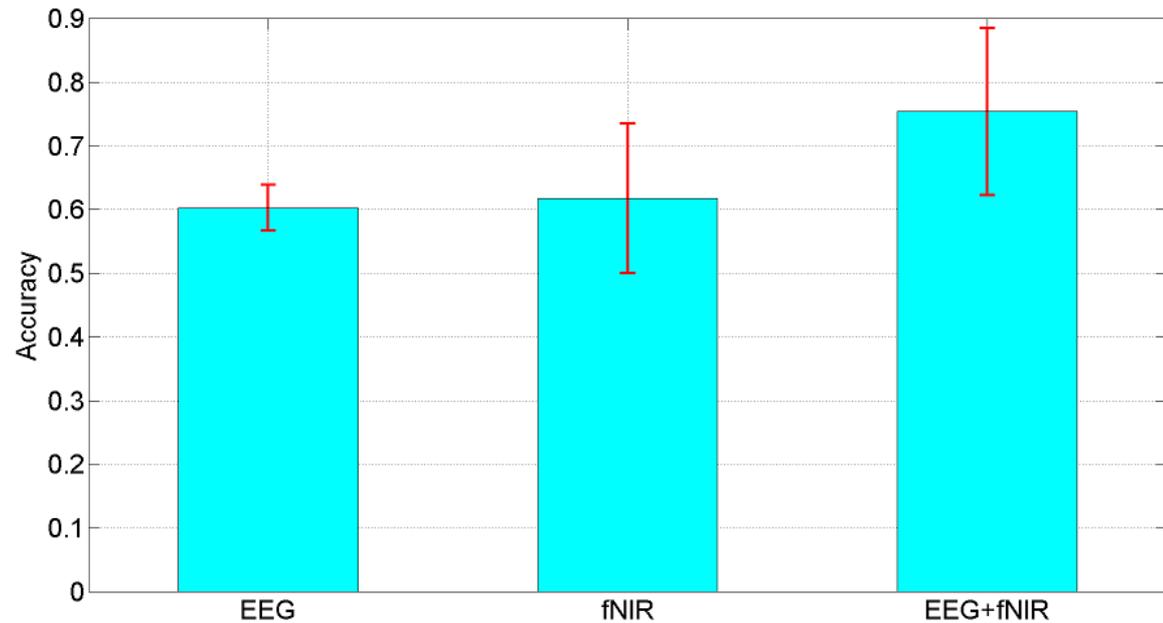
# Experimental Performance

- Polynomial Support Vector Machine (SVM) was used for classification.
- For comparison, the univariate modality of either fNIRS or EEG features for recognition of the affective state is also applied.
- The leave-one-out approach for training and testing was applied.



# Comparison

- **Image-content stimuli**
  - Standard Deviation:
    - 0.0416 (EEG only)
    - 0.1171 (fNIRS only)
    - 0.1310 (EEG+fNIRS)



# Similarity

Similarity scores are calculated by the percentages of spontaneous facial affect recognized by the system same as the inner affective states translated by perceiver's brain signals.

Average Similarity of Perceivers' Spontaneous Facial Affective Response to the **Image-content** Stimulus Each Trial (avg\_all\_trial = 0.75)

<b>T1</b>	<b>T2</b>	<b>T3</b>	<b>T4</b>	<b>T5</b>	<b>T6</b>	<b>T7</b>	<b>T8</b>	<b>T9</b>	<b>T10</b>
0.92	0.75	0.67	0.75	0.83	0.75	0.67	0.83	0.83	0.83
<b>T11</b>	<b>T12</b>	<b>T13</b>	<b>T14</b>	<b>T15</b>	<b>T16</b>	<b>T17</b>	<b>T18</b>	<b>T19</b>	<b>T20</b>
0.67	0.75	0.67	0.5	0.75	0.75	0.92	0.75	0.67	0.58

- **Wilcoxon Signed Rank Test** is used to test the significance.
- Image-content trials
  - $W=65, p=0.04 > 0.001$

The result indicates that the spontaneous facial affective states are consistent with those translated by human brain activity.

## Evaluation of Perceivers' Expressiveness

- The one-sample t-test is used to assess whether the average of measured neutral states is close to the population mean ( $\mu=0.3$ ) as there are three types of affective states.
- Image-content trials
  - Mean=0.26, SD=0.09,  $t(11)=1.01$ ,  $p>0.5$

The result explains that all perceivers are not expressive during the experiment.

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# Conclusion

- People's spontaneous facial expressions are demonstrated to be able to convey the affective states translated by the brain activity.
- The proposed method combining fNIRS signals and EEG signals is shown to outperform the methods using either fNIRS or EEG alone as they are known to contain complementary information.
- To the best of our knowledge, this is the first attempt in detecting the affective states using fNIRS, EEG, and video capture of facial expressions altogether.
- The experimental results validate the proposed method. In addition, the results explain the reliability of spontaneous facial expressions used in various applications.

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***Thank you !***

***Q&A***