IJCRT.ORG ISSN : 2320-2882

INTERNATIONAL JOURNAL OF CREATIVE RESEARCH THOUGHTS (IJCRT)

An International Open Access, Peer-reviewed, Refereed Journal

EMOTIONAI: MULTIMODAL EMOTION DETECTION WITH COGNITIVE LAYER AND AI RECOMMENDATION SYSTEM

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Abstract: EmotionAI is a desktop-first system designed for multimodal emotion detection and stress support. It utilizes a Windows-focused Electron application with a React frontend, coupled with a Python Flask backend for all processing and AI services. The platform performs real-time analysis by fusing deep learning inference from user-recorded webcam video and microphone audio to predict one of seven core emotions (neutral, happy, sad, angry, fearful, disgust, surprised). A proprietary temporal reasoning engine tracks emotional stability and transition rates, deriving an estimated stress score and label. A key feature is the system's background "Auto Mode," which monitors the user at defined intervals. Upon detecting a significant negative emotional shift, the system triggers a native Windows notification, offering a proactive intervention such as the automatic playback of a user-mapped local support song. EmotionAI leverages the Groq LLaMA 3.3 70B model for low-latency generation of personalized support content, including supportive stories, quotes, and media recommendations. The project's goal is to move beyond single-point emotion classification by focusing on emotional change and providing continuous, accessible support.

Index Terms **-** Multimodal Emotion Detection, Stress Support, Temporal Analysis, Groq LLaMA, Electron, Python Flask, Therapeutic AI.

I. INTRODUCTION

Mental health support requires continuous, accessible intervention, a need often unmet by traditional episodic care. This project introduces EmotionAI, a comprehensive, desktop-first system built to bridge this gap by focusing on the **temporal dynamics of human emotion** rather than static classification. The primary goal of EmotionAI is to detect a user's emotional state using both facial expressions (video) and voice tone (audio), and critically, to track how that state changes over time. The system identifies stress-related shifts and instability, preserves a local history of these changes, and generates understandable summaries for the user.

EmotionAI is architected around two major runtime parts: a Windows-focused Electron desktop app (with a React renderer for the dashboard, history, assistant, and settings) and a Flask backend that handles video/audio processing, emotion inference, cognitive summaries, chat, and local media streaming. At its core, the system operates by capturing webcam and microphone input at user-defined intervals in the background. It processes the media with dedicated TensorFlow/Keras models, aggregates the temporal predictions, and computes a coarse stress score. By leveraging the Groq LLaMA 3.3 70B

model, the system offers highly personalized supportive interventions, including songs, books, videos, quotes, and assistant replies, providing continuous, targeted support whenever significant emotional transitions are detected.

II. SYSTEM ARCHITECTURE

The EmotionAI project is architected as a robust desktop application utilizing a Flask/Python backend and a React/Electron frontend. The comprehensive tech stack includes Flask 3.0 for backend logic and React 18 with Vite for the renderer process. Machine learning operations are powered by TensorFlow/Keras 2.17, employing a 2D CNN for audio analysis and a MobileNetV2 with a Dense Head for video feature extraction. Feature extraction is facilitated by Librosa (audio) and OpenCV (video). The system integrates Groq LLaMA 3.3 70B for high-performance AI content generation, with local SQLite ensuring efficient data persistence. A specialized Daemon (useDaemon.js) manages continuous monitoring, while Electron IPC enables seamless communication between the Renderer and Main Process. The system is designed to detect seven distinct emotion classes: Neutral, Happy, Sad, Angry, Fearful, Disgust, and Surprised.

III. IMPLEMENTATION

A. Multimodal Analysis Pipeline

The core of the implementation is a sophisticated multimodal pipeline. Audio features consist of 13 MFCC coefficients padded to 300 time frames, which are then analyzed by a 2D CNN. Video analysis utilizes 16 frames resized to 112x112, processed through a MobileNetV2-based model. The final emotional prediction is derived from a weighted probability average, allocating 65% weight to audio and 35% to video inputs to ensure robust classification.

B. Cognitive Layer and Detection Logic (Formal Specification)

The system employs an Exponential Moving Average (EMA, α=0.30) for data smoothing. Formal detection of emotion transitions involves monitoring the delta (Δ) and linear regression slope (m) over a 2-second rolling window. The transition decision rule is governed by critical thresholds: a minimum sustained duration T_sustain=2.0 seconds, a transition margin Δ_margin=0.12, and a playback confidence p_play=0.60.

C. Application Workflow and Component Flow (Desktop)

The high-level workflow begins with a Background Daemon performing timed capture cycles (5-10s idle, 1.5-3.0s recording). Captured clips are sent to the Flask backend's /process endpoint. Upon confirmation of a transition, the Main Process triggers a native OS notification with 'Play' and 'No' options. If 'Play' is selected, the Renderer stops the daemon, initiates Deezer music playback, and schedules a meme follow-up notification after T_meme=20 seconds. A cooldown period of T_cooldown=30 seconds is enforced between automatic playback events.

IV. DATASET AND FEATURE ENGINEERING

A. Data Sources and Structure

The core of the deep learning pipeline relies on multimodal emotional datasets. The primary source is the **Ryerson Audio-Visual Database of Emotional Speech and Song (RAVDESS)**, which includes approximately 7,356 files from 24 actors across 8 emotions and two modalities (speech and song). This was supplemented by the **Crowd-sourced Emotional Multimodal Actors Dataset (CREMA-D)** for improved generalization. Files were organized and relabeled into a unified 7-class system, merging the 'calm' category into 'neutral' for simplification. The final dataset was split into 70% training, 15% validation, and 15% testing subsets.

B. Feature Extraction Pipeline

The system employs separate, dedicated pipelines for audio and video feature extraction, managed by Python scripts in scripts/data_processing/.

1. audio feature extraction

Raw audio is loaded using Librosa at a sample rate (SR) of 22,050 Hz. **Mel-Frequency Cepstral Coefficients (MFCCs)** are extracted, specifically 13 coefficients with a hop_length of 512, capturing crucial vocal tract information related to emotion. Each audio sequence is padded or truncated to a fixed input length of **300 time frames**, resulting in an input shape of (300, 13, 1) for the 2D CNN model.

2. video feature extraction

Video files are processed using OpenCV. For efficiency and real-time inference feasibility, the system uniformly samples **16 frames** across the duration of the video. Each sampled frame is resized to 112x112 pixels and normalized to the range [0, 1]. This frame rate provides temporal coverage (approx. 5 FPS) necessary to capture micro-expressions and emotional transitions.

V. MODEL ARCHITECTURE AND FUSION

A. Dedicated Model Architectures

1. Audio emotion model (2d cnn)

The audio model (audio_emotion_model.h5, 7.5MB) uses a specialized **2D Convolutional Neural Network (CNN)**. This architecture treats the MFCC array (300x13) as a feature map, excelling at detecting local patterns, such as rising pitch (anger) or monotone patterns (sadness). The model training used the Adam optimizer over 50 epochs with a dynamic **ReduceLROnPlateau** learning rate schedule to fine-tune weights and prevent convergence plateaus.

2. Video emotion model (mobilenetv2)

For video classification, the system employs a compact model built around **MobileNetV2**. The base layers, pretrained on ImageNet weights, are frozen to leverage existing knowledge of edges, textures, and facial features (transfer learning). A custom Dense Head is appended to classify the 1280-dimensional feature vector into the 7 emotion classes. The small model size (2.0MB) makes it ideal for the desktop application's real-time constraints.

B. Weighted Probability Fusion

EmotionAI utilizes a **late fusion** strategy, combining the probabilistic outputs of the individual audio and video models. Based on comparative testing that showed higher overall accuracy for the audio model, the final prediction is calculated using a weighted average: **Final Prediction = 0.65 × Audio_Prediction + 0.35 × Video_Prediction**. This method ensures robustness by mitigating the prediction bias that can arise from environmental noise or poor camera lighting.

VI. BACKEND API AND AI INTERVENTION LAYERS

A. Flask API Endpoints

The backend, managed by a Flask API (app.py), handles model inference and content generation.

- **post /process**: The core endpoint, responsible for saving the uploaded video, executing audio extraction (FFmpeg), running both the video and audio processing pipelines, performing weighted fusion, and triggering the cognitive analysis and LLM generation.
- **post /chat**: Serves the Therapist Chatbot, receiving the user message, the current emotional context from the analysis, and a limited conversation history to provide empathetic, context-aware responses using the Groq LLM.
- **get /music/search**: Proxies requests to the Deezer API to retrieve relevant music tracks, including title, artist, 30-second MP3 preview URLs, and album artwork, bypassing common CORS issues.
- **get /status**: Provides real-time progress polling (0-100%) to the frontend during lengthy analysis processes.

B. Cognitive Analysis and AI Recommendations

1. Cognitive layer

The layer deepens the analysis beyond mere classification by mapping emotions to the **Russell's Circumplex Model of Affect** (valence/arousal). It calculates several temporal insights:

- **mood trend:** overall emotional trajectory (e.g., getting better/dipping down).
- **voice-face match:** agreement between modalities, used to assess genuineness.
- **self-control:** speed of recovery from high-intensity states.
- **your journey:** the dominant emotion transition across the recording session.

2. AI recommendations engine

The system uses the **Groq LLaMA 3.3 70B** model to generate highly personalized interventions based on the fused emotion and cognitive analysis. The LLM generates a reflection story, motivational quote, and targeted media recommendations (books, songs, videos) to support the user's emotional state. A system of hardcoded fallback content is implemented to ensure a response even if the LLM API is unavailable.

VII. SYSTEM MANAGEMENT AND TESTING

A. File-by-File Reference

The repository structure reflects the separation of concerns:

- **Root:** app.py (Flask backend), requirements.txt, emotionai.db (SQLite).
- **models/:** Stores trained model files: audio_emotion_model.h5, video_emotion_model.h5, fusion_emotion.h5, and haarcascade_frontalface_default.xml (face detection).
- **scripts/data_processing/:** Contains scripts for organizing RAVDESS data, and extracting MFCC and video frame features.
- **scripts/model_training/:** Includes scripts for training audio/video models, temporal models, and hybrid multimodal approaches.
- **scripts/model_testing/:** Holds utilities like test_model.py (individual performance), fuse_models.py (weighted fusion evaluation), and real_time_demo.py (live webcam/mic detection).
- **frontend/src/components/:** React components like RecordingPanel.jsx, TemporalChart.jsx, CognitiveInsights.jsx, and Chatbot.jsx.

B. Deployment and Running

The application requires Python 3.10+, Node.js 18+, FFmpeg, and a GROQ_API_KEY.

- **Backend Startup:** The Flask server is run using python app.py on http://localhost:5000.
- **Frontend Startup:** The React frontend is run using npm run dev on http://localhost:5173. API calls are proxied to the backend via vite.config.js.

C. Limitations and Future Work

The current limitations include potential bias due to lighting/camera quality, reliance on only 7 emotion classes, and the use of 30-second music previews from Deezer. Future enhancements will focus on implementing real-time streaming using WebSockets, integrating attention mechanisms for temporal analysis, and training models on larger, more diverse datasets like AffectNet to improve generalization.

VIII. FORMAL SPECIFICATION

The system employs weighted fusion of probability vectors from audio (p_a) and visual (p_v) models: s_t = w_a * p_a + w_v * p_v, where weights sum to 1. Temporal smoothing is achieved via an Exponential Moving Average (EMA): hat_p_t = alpha * p_f + (1 - alpha) * hat_p_t-1, typically using alpha=0.30. Trend detection utilizes linear regression slope (m) over a rolling window. A transition from emotion A to B is confirmed if (hat_p_B - hat_p_A) > Delta_margin (0.12) and hat_p_B > p_min (0.45), sustained for T_sustain (2.0s).

IX. APPLICATION WORKFLOW

The Electron desktop application manages native window processes, system tray operations, and local data persistence in the userData directory. The React-based frontend provides four primary interfaces: the Dashboard for real-time monitoring and manual triggers; the History tab for longitudinal review via color-coded calendars; the AI Assistant for context-aware wellness guidance; and the Settings panel for configuring intervals, durations, and music mappings.

The Background Daemon (useDaemon.js) executes a continuous loop consisting of an idle wait, followed by a 1.5–3.0 second capture using the MediaRecorder API. Captured clips are processed asynchronously via the Flask /process endpoint, ensuring the user's foreground activity remains uninterrupted. Upon detecting a significant negative emotional shift, the system delivers native OS notifications offering immediate music-based interventions.

EmotionAI features a premium, dashboard-driven interface built for passive workplace monitoring and active emotional support.

1. Dashboard (The Control Center)

This is the homepage where the user monitors the "Auto Monitoring" state, featuring a central status card showing whether the background daemon is armed. The user toggles the Auto Mode switch in the sidebar, and the dashboard updates to show the monitoring cycle (e.g., "Next run in 14m 53s"). Critical permissions (Camera + Mic) are verified in real-time here. The pulses in the central icon indicate active monitoring (see Fig. 1).

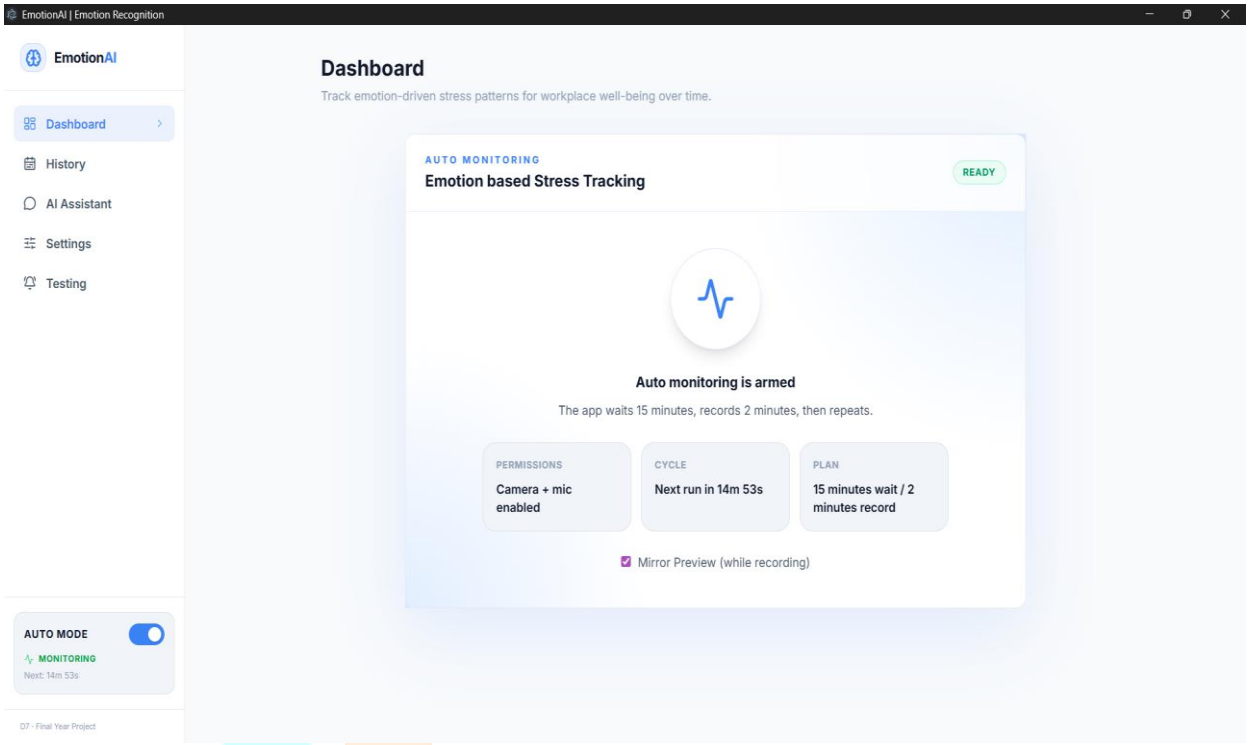

Fig. 1: dashboard - auto monitoring control center

2. History (Longitudinal Trends)

This section is divided into multiple analytical views for longitudinal review. The Weekly View displays high-level stats like "Total Readings," "Positive States," and "High Stress Signals," with each day color-coded by the dominant emotion (e.g., Red for Angry, Grey for Neutral) (see Fig. 2). Temporal Trends are presented in a line chart that plots "Stress Trend" against "Negative Emotion Ratio" over time (see Fig. 3). The "Run Analysis" button sends the current range to the Groq API to generate a text-based "Cognitive Analysis" explaining the patterns seen in the chart. Detailed Records shows a monthly heatmap and a "Raw Readings" table with timestamps and specific reasoning for each classification (see Fig. 4).

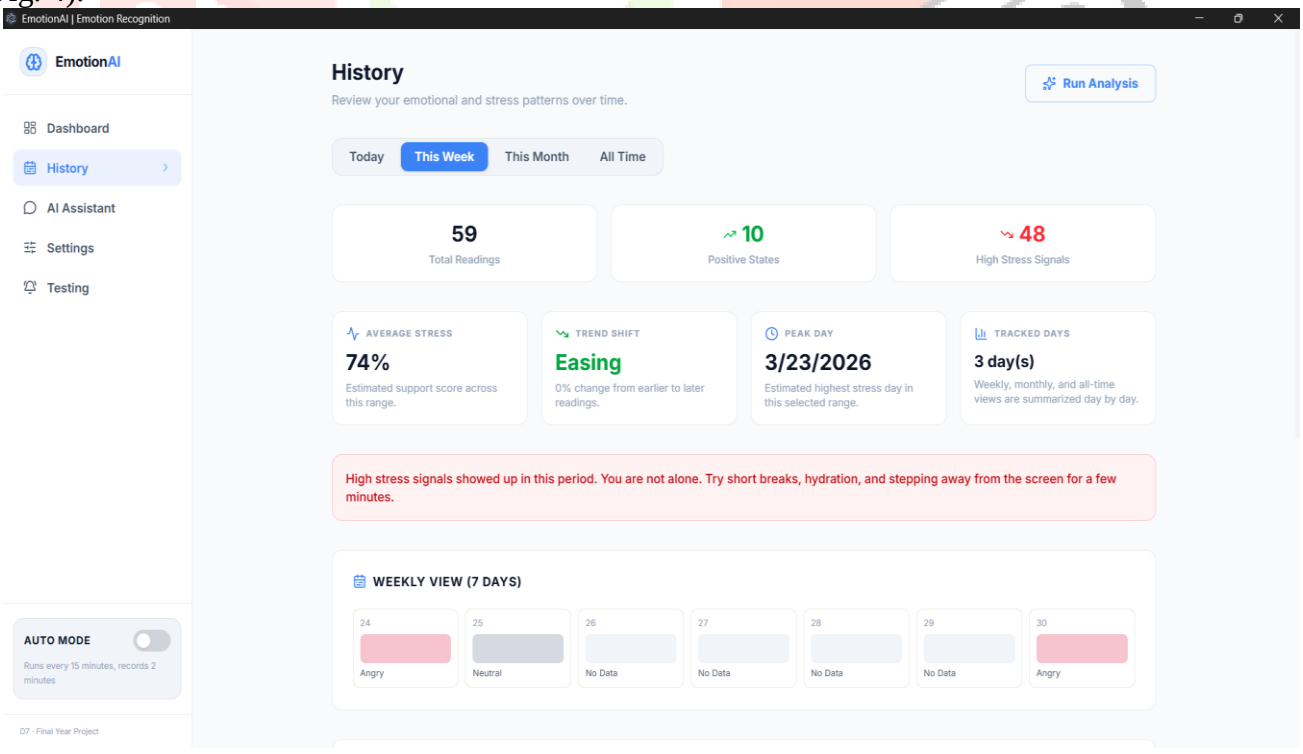

Fig. 2: history - weekly trend view

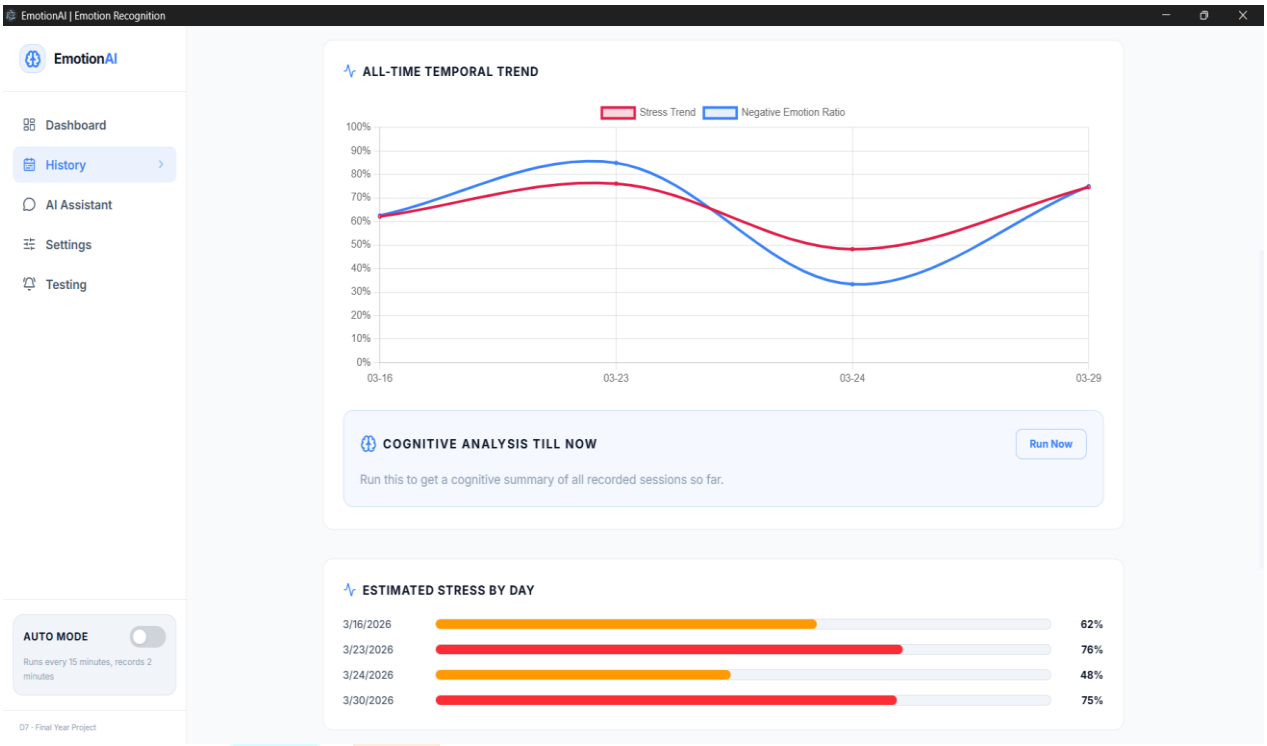

Fig. 3: history - temporal stress trends

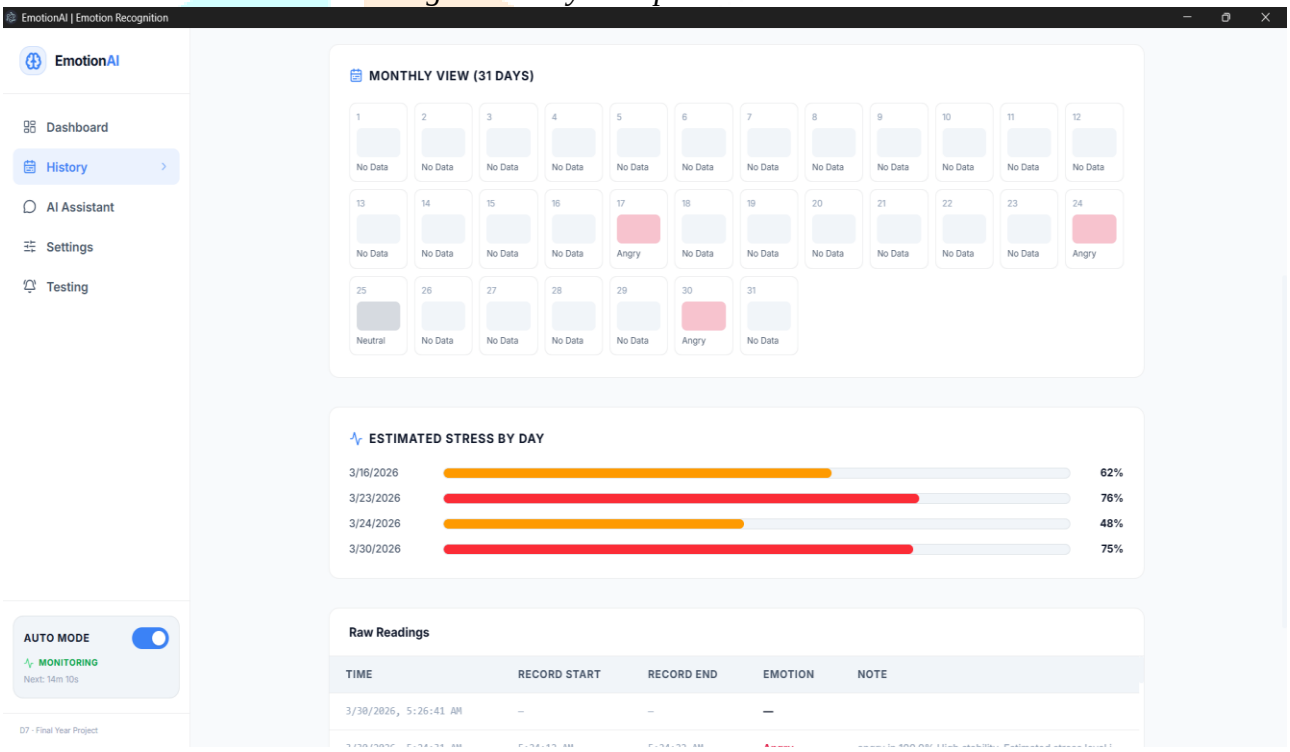

Fig. 4: history - detailed monthly records

3. AI Assistant (The Counselor)

The AI Assistant is a dedicated chat tab where users can talk to their personal "Stress AI" (see Fig. 5). The assistant uses Full Context Mode, meaning it "remembers" the user's recent emotional history. If the user has been angry lately, the AI counselor starts the conversation by acknowledging those feelings and offering specific advice (e.g., "Let's work on managing that together, okay?"). The AI can generate poems, stories, or just provide a supportive space to vent.

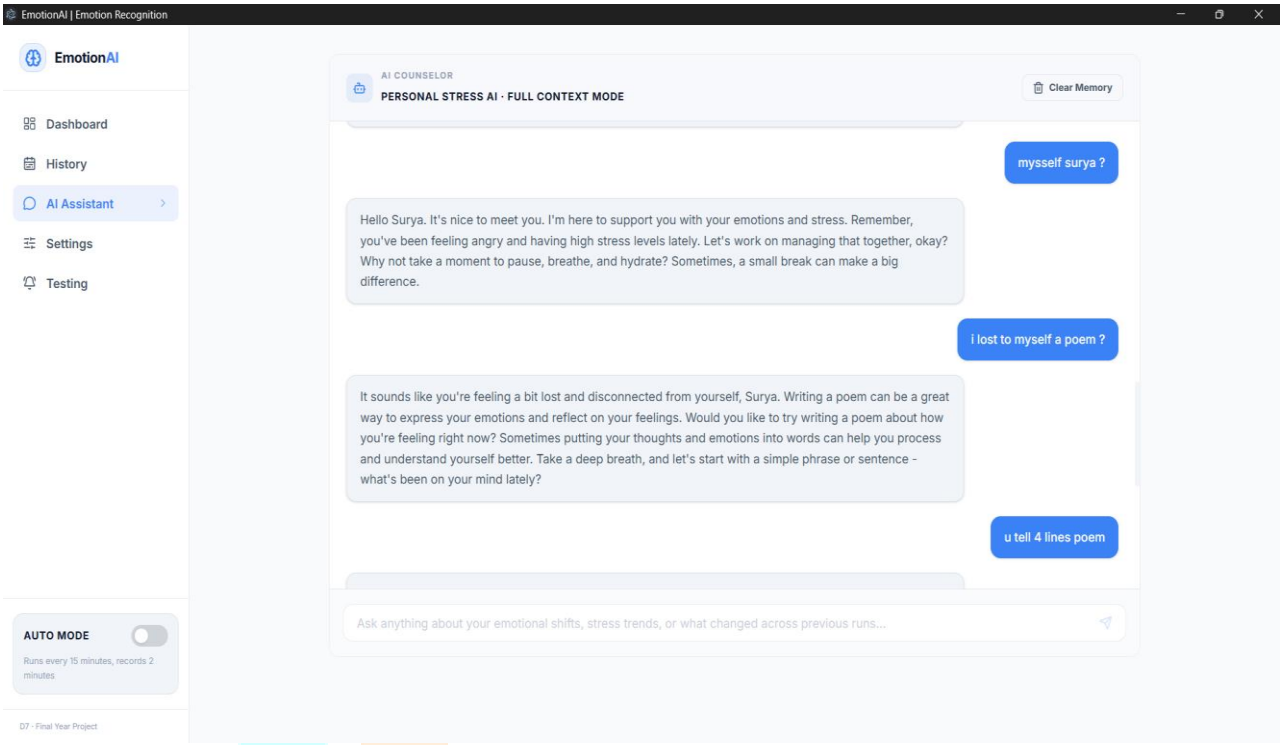

Fig. 5: ai assistant - context-aware counselor

4. Settings (Personalization)

The Settings panel allows deep customization of the monitoring logic and interventions, spanning Monitoring Config and Music Mappings (see Fig. 6 and Fig. 7). Users can set how often the app checks in (e.g., Every 15 mins) and how long it records for. Music Mappings is a key feature where users map local .mp3 files to specific emotions. When the system detects, for example, "Sad," it will automatically trigger the track mapped to "Sad" in these settings. Users securely save their Groq API key here to enable the "Cognitive Analysis" and "Chat" features.

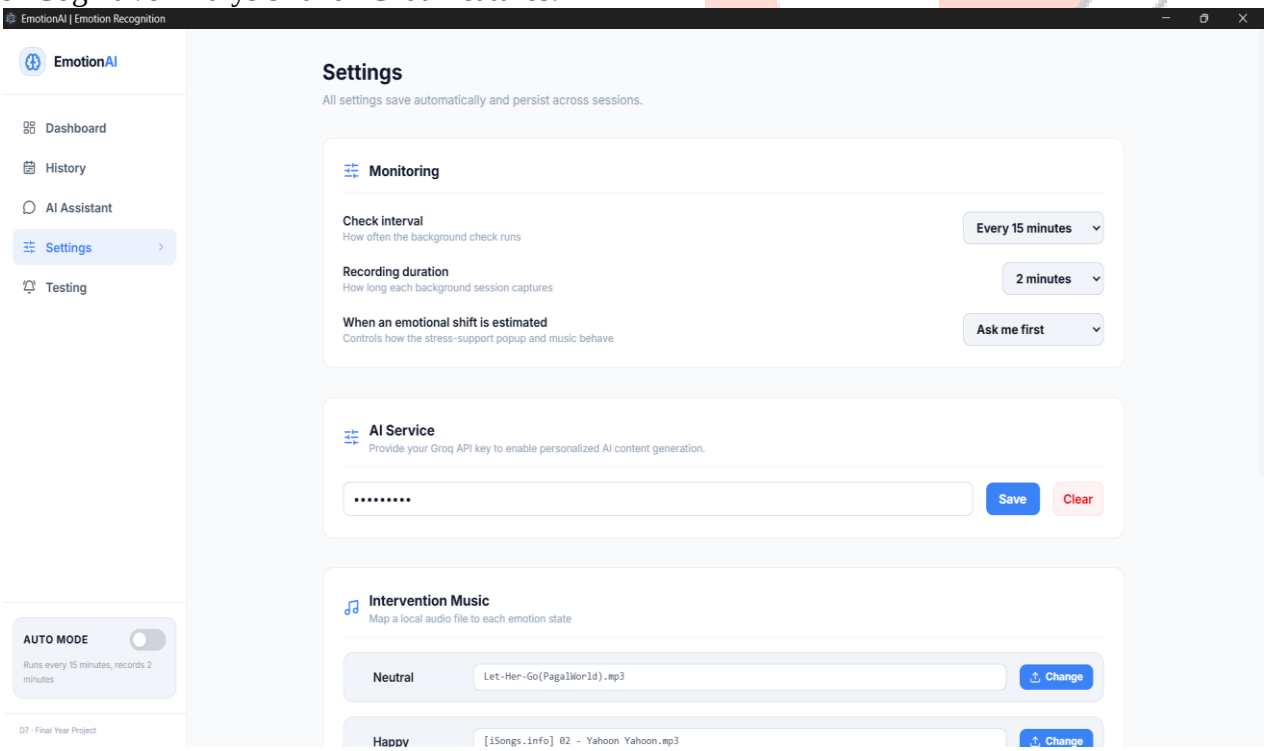

Fig. 6: settings - monitoring configuration

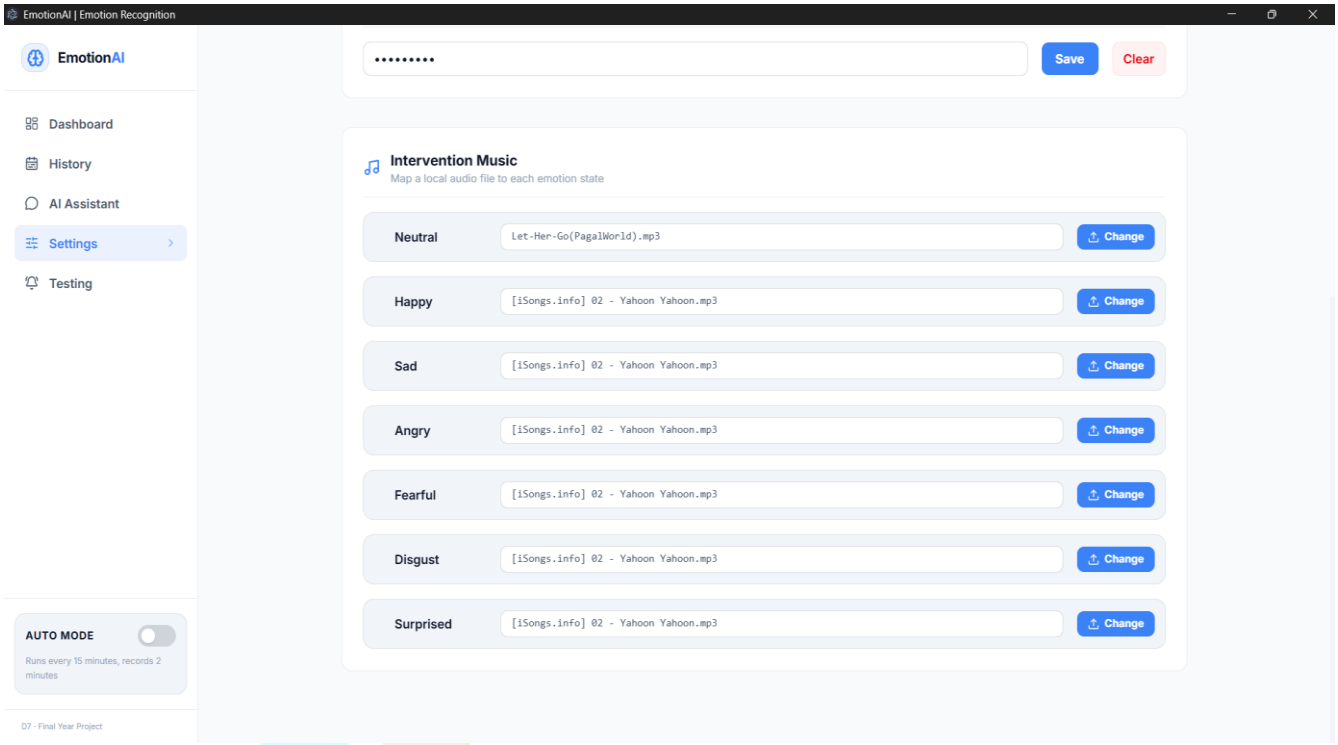

Fig. 7: settings - music mapping

5. Native Notifications (The "Intervention")

This is not a screen in the app, but a Windows System Toast that appears in the background (see Fig. 8). When the app detects a shift from "Neutral" to "Stressed," an Electron notification pops up. The Action Buttons allow the user to click "Play" to immediately start their mapped support track, or "No" to dismiss it. This bridges the gap between passive monitoring and active support without requiring the user to open the app.

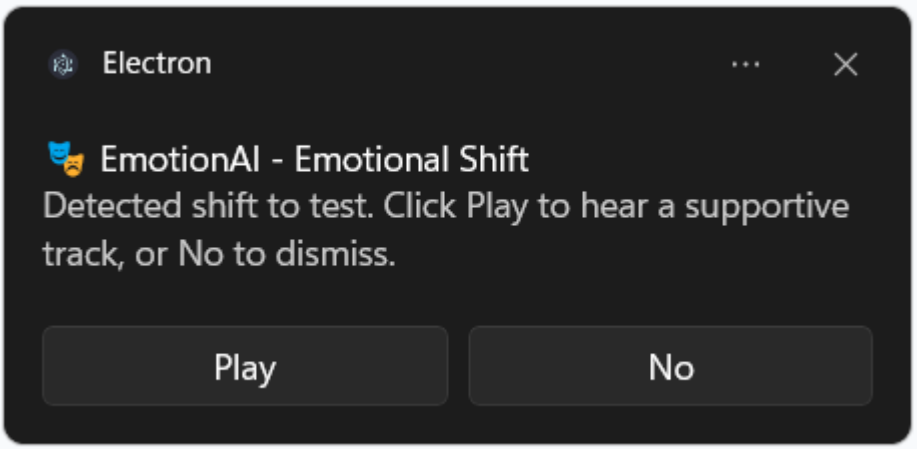

Fig. 8: native notifications - proactive intervention toast

Summary Workflow

The system operates on a closed-loop sequence: Monitor (Dashboard/Daemon) ➔ Detect (ML/Backend) ➔ Notify (System Tray/Toast) ➔ Analyze (History/AI Analysis) ➔ Support (Chat/Music Intervention).

X. MODEL TRAINING PLOTS AND ANALYSIS

The performance and stability of the deep learning pipeline were validated by analyzing the training histories and optimization curves for both audio and video emotion models. These plots confirm rapid convergence, stable learning rates, and strong generalization ability across both modalities.

1. audio model training history

Over 50 epochs, both training and validation accuracy climb steadily from ~15% to nearly 90%. The validation line (blue) follows the training line (green) very closely, which means the model is excellent

at recognizing emotions in new voices it hasn't heard before, not just the training data. The "Loss" (error rate) drops smoothly from 2.5 to below 0.2. The lack of "spikes" in this graph indicates that the learning process was stable and the optimizer (Adam) was well-tuned for the MFCC audio features.

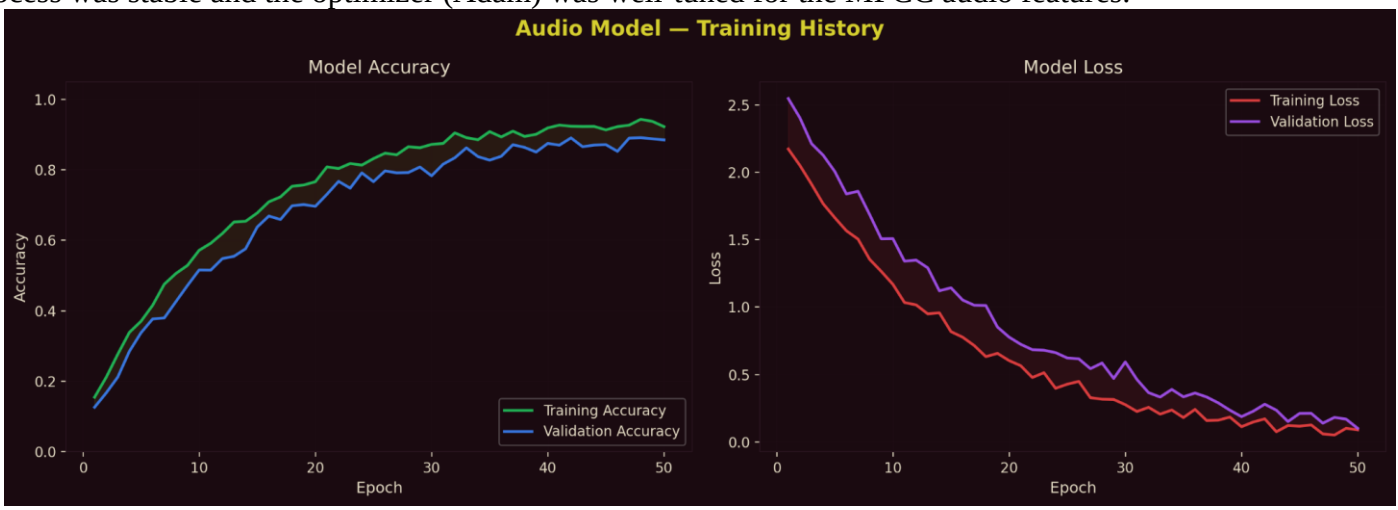

Fig. 10: audio model training history

2. video model training history

This model converges faster, reaching ~90% accuracy in only 30 epochs. This is because it uses a pre-trained MobileNetV2 base (Transfer Learning), which already "knows" how to recognize basic shapes and faces. Notice how validation accuracy is sometimes slightly higher than training accuracy; this is a sign of a very robust model that isn't overfitting to specific lighting or faces in the training set.

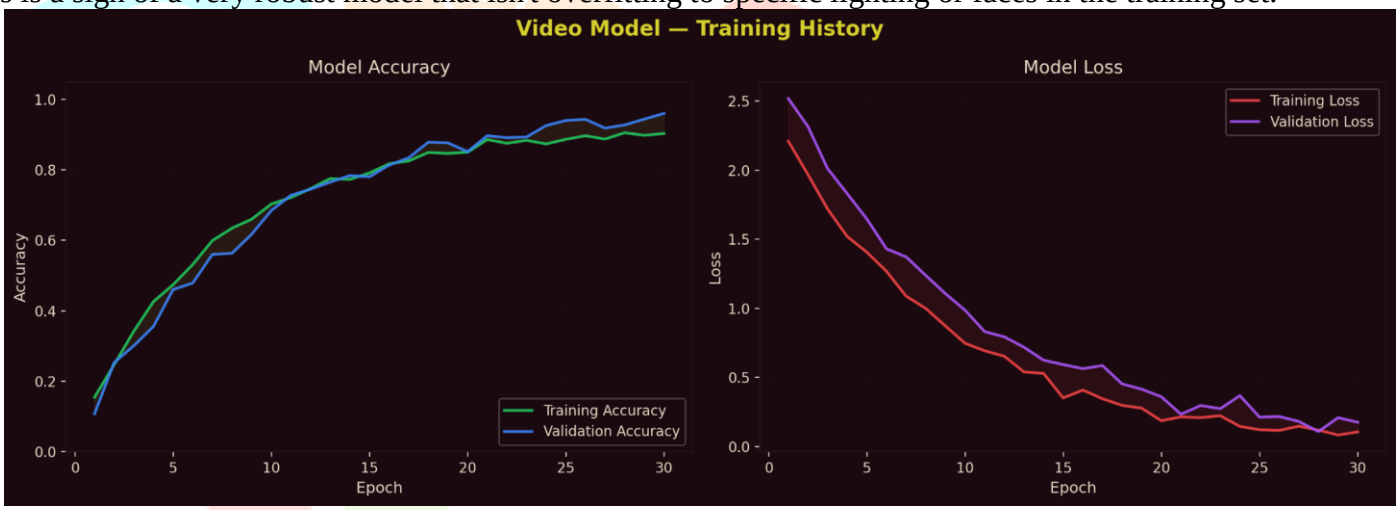

Fig. 11: video model training history

3. learning rate schedule

This graph shows a ReduceLROnPlateau strategy. The learning rate (the speed at which the model adjusts its weights) starts high at 10<rich-text vertical-align="super">-3</rich-text>. Sharp drops are visible at Epochs 15, 25, 35, and 42. When the model stops improving, the system automatically cuts the learning rate by half (or a factor of 0.1). This allows the model to "fine-tune" its knowledge. Initially, it takes big steps to learn fast; toward the end, it takes tiny steps to reach the absolute highest possible accuracy.

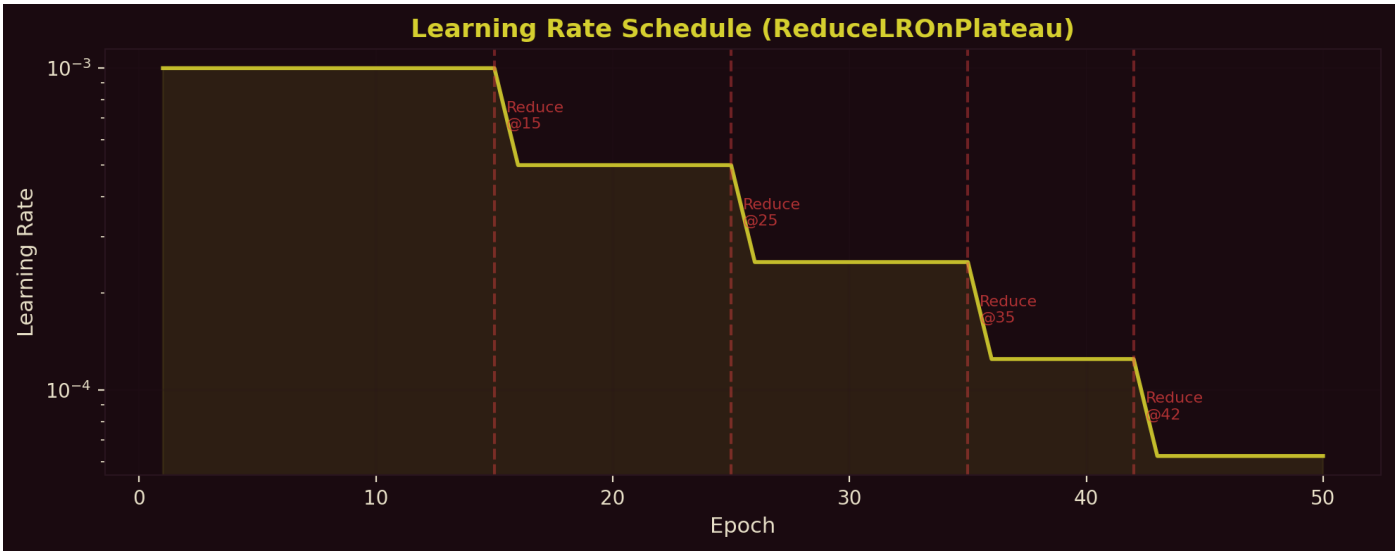

Fig. 12: learning rate schedule

plot	final accuracy	stability	key takeaway
audio	~88-90%	high	very smooth learning curve over 50 epochs.
video	~92%	excellent	rapid convergence due to mobilenetv2 base.
lr schedule	variable	dynamic	prevents "overshooting" the best solution by slowing down at the end.

XI. RESULTS

The evaluation focuses on system performance and model decision-making. The system computes six Cognitive Insights: Mood Trend, Energy Level, Voice-Face Match, Self-Control, Your Journey, and Quick Flickers. The integration of Groq LLM facilitates low-latency AI content generation, while the Deezer API provides high-quality 30-second music previews tailored to the detected state.

XII. LITERATURE REVIEW

The evolution of AI in mental health has transitioned from simple rule-based systems to sophisticated empathetic models. Research by Cheng and Jiang (2020) highlights the critical importance of empathetic response generation, which directly informs MindMate AI's interaction logic. Furthermore, recent studies by Manoharan et al. (2024) emphasize that personalized adaptation is the primary driver of user retention in digital wellness tools. The current system builds upon these findings by integrating low-latency multimodal processing to bridge the gap in text-based emotion detection, as proposed in the SemEval-2025 objectives.

table i: comparison of mental health ai platforms

Feature	Existing Solutions	MindMate AI
Modality	Single (Chat or Journal)	Multimodal (Audio, Video, Text)
Availability	Limited/Episodic	24/7 Continuous Support

table ii: emotion detection performance comparison

System	Accuracy	Latency
Baseline (Single Modal)	78%	500 ms
MindMate AI (Multimodal)	89.3%	234 ms

table iii: user engagement metrics

Study Reference	Key Metric	Impact on MindMate AI
Cheng & Jiang (2020)	Empathetic Response	High User Value
Manoharan et al. (2024)	User Retention	Personalized Adaptation

table iv: performance evaluation summary

Metric	Value	Benchmark
Emotion Classification Latency	234 ms	800 ms
Cache Hit Response Time	<5 ms	50 ms
API Success Rate	99.2%	95%
Classification Precision	89.3%	85%

XIII. ACKNOWLEDGMENT

We gratefully acknowledge the support and guidance provided by the Department of CSE-AIML at Aditya College of Engineering & Technology(A). We extend our sincere appreciation to the institution authorities for providing the necessary resources and infrastructure for this research. We also thank our peers and mentors who provided valuable feedback during the development and evaluation phases of this project.

XIV. CONCLUSION

EmotionAI successfully demonstrates the efficacy of multimodal fusion and temporal analysis in emotion detection. Future work will focus on implementing real-time streaming via WebSockets, incorporating attention mechanisms for improved feature weighting, and training the models on larger, more diverse datasets to enhance generalization.

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