

Using AI to Understand Human Emotions

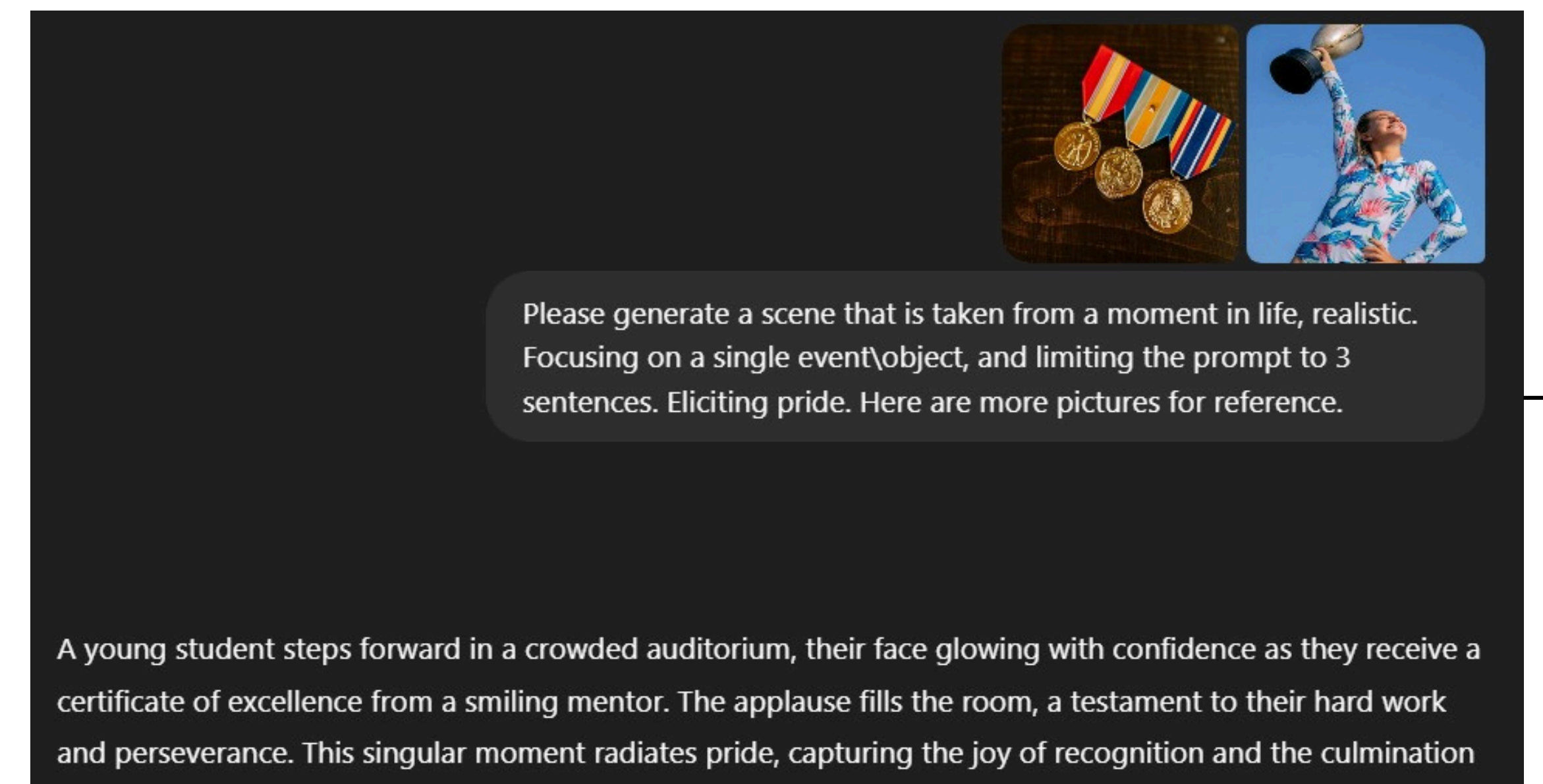
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Step three: reviewing and choosing the best result



A young student steps forward in a crowded auditorium, their face glowing with confidence as they receive a certificate of excellence from a smiling mentor. The applause fills the room, a testament to their hard work and perseverance. This singular moment radiates pride, capturing the joy of recognition and the culmination of countless hours of dedication.

Step one: creating a prompt



Step two: creating an image



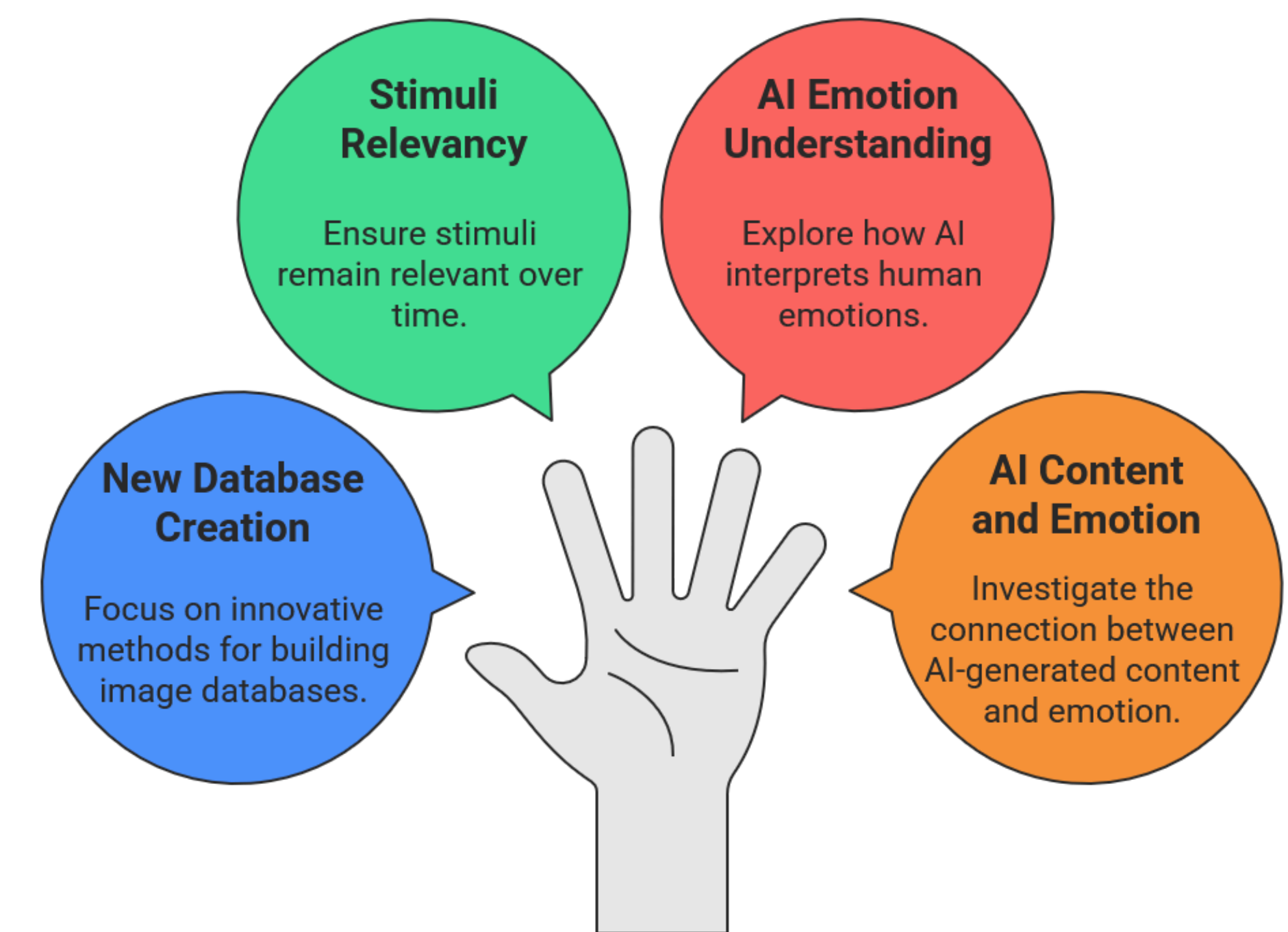
A “pipeline” for generating affective images using AI

1. IMAGE DATABASE

- By definition: an appropriate and controlled emotional stimulus for inducing specific emotional states
- An image database is multifunctional and can be used in different branches of study in psychology, such as cognitive and emotion studies.
- Examples of different existing databases - IAPS (2005), NAPS (2013), GAPPED (2011), CAP-D (2018)
- A major difficulty researchers faced while creating new image databases is the acquisition\ creation of new stimuli, that is, affective pictures.



3. DIFFERENT ASPECTS TO EXPLORE:



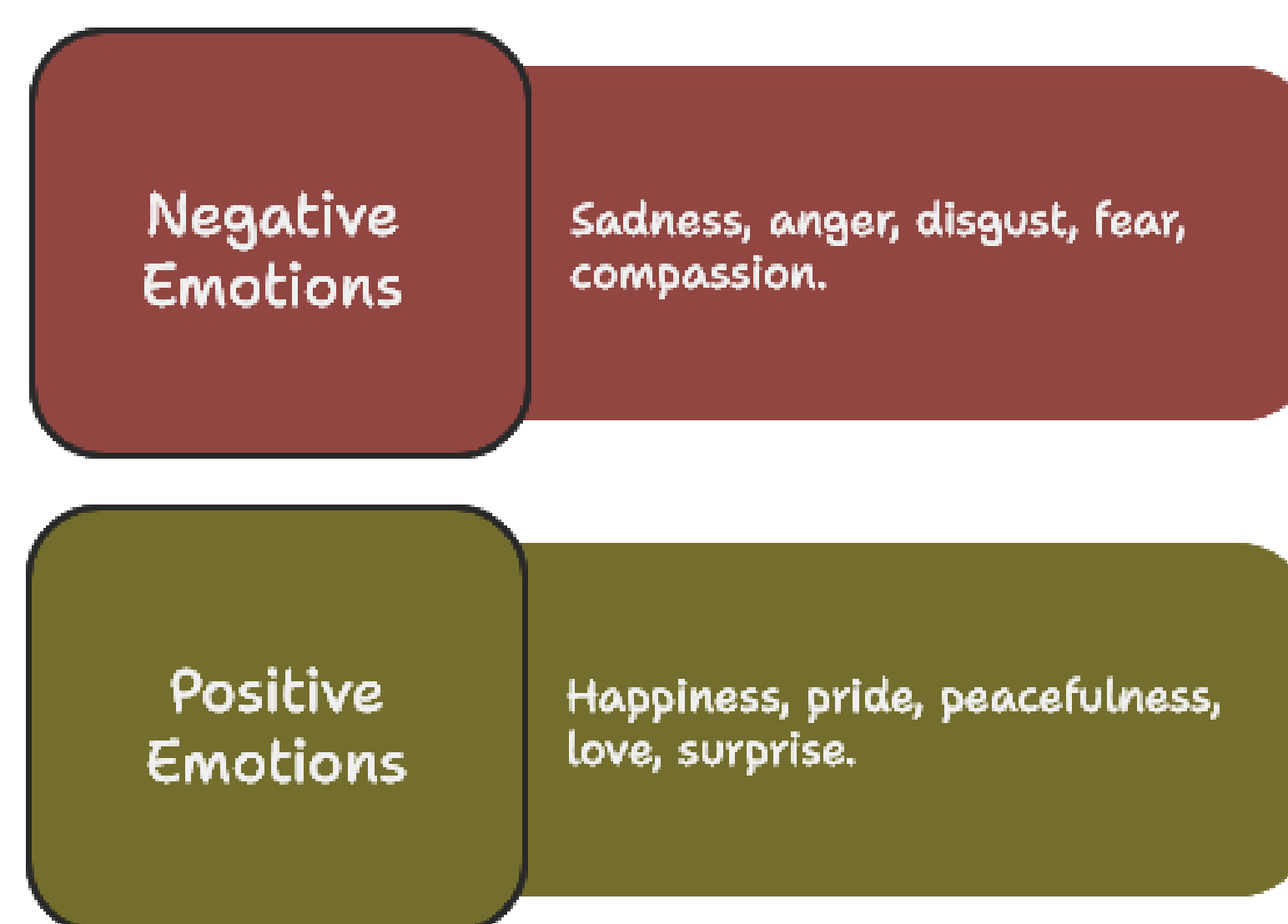
2A. METHOD STIMULI

EMOTIONS IN OUR STUDY

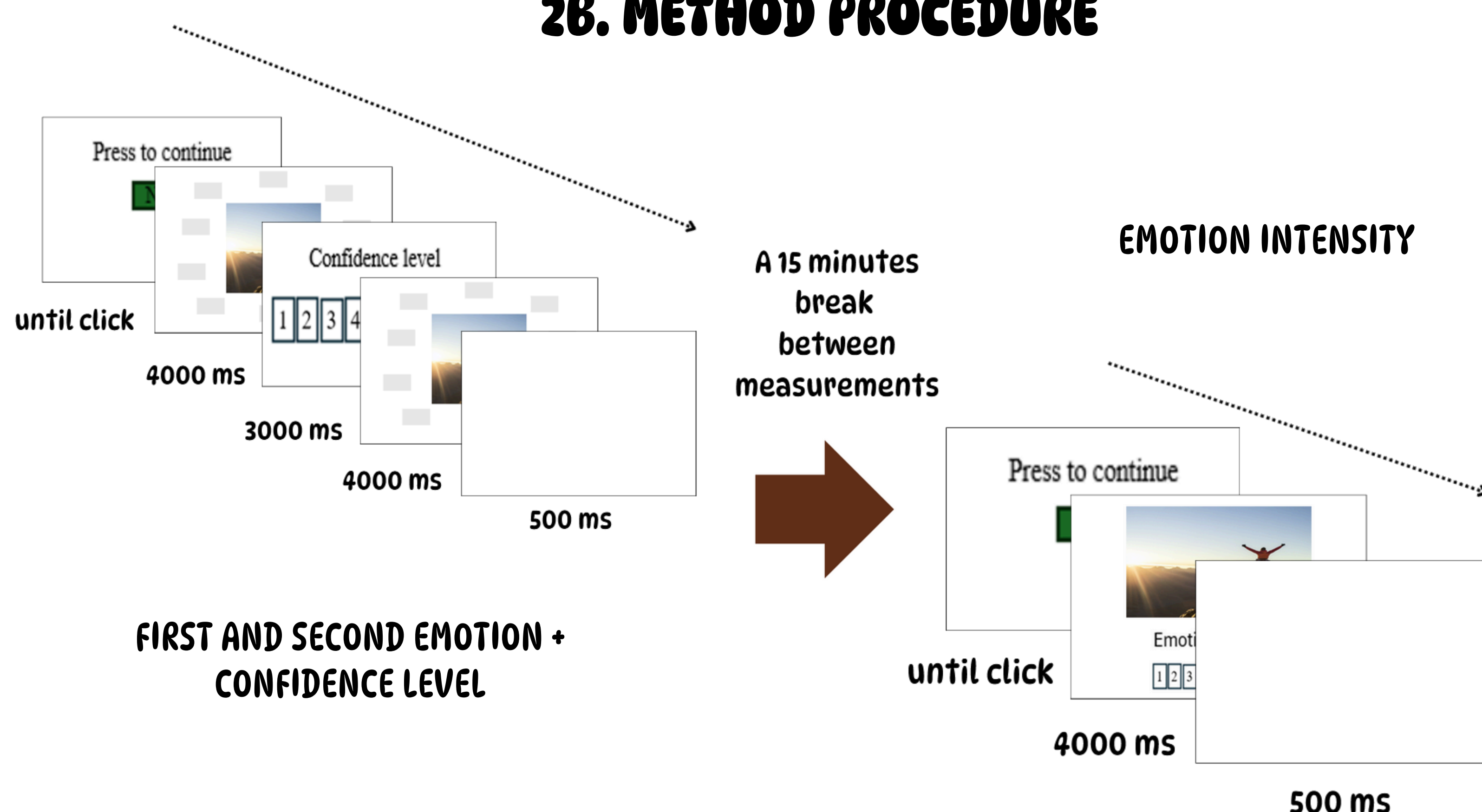
- Materials: 100 generated pictures

Measurements:

- First\second emotion
- Confidence level
- Intensity level



2B. METHOD PROCEDURE

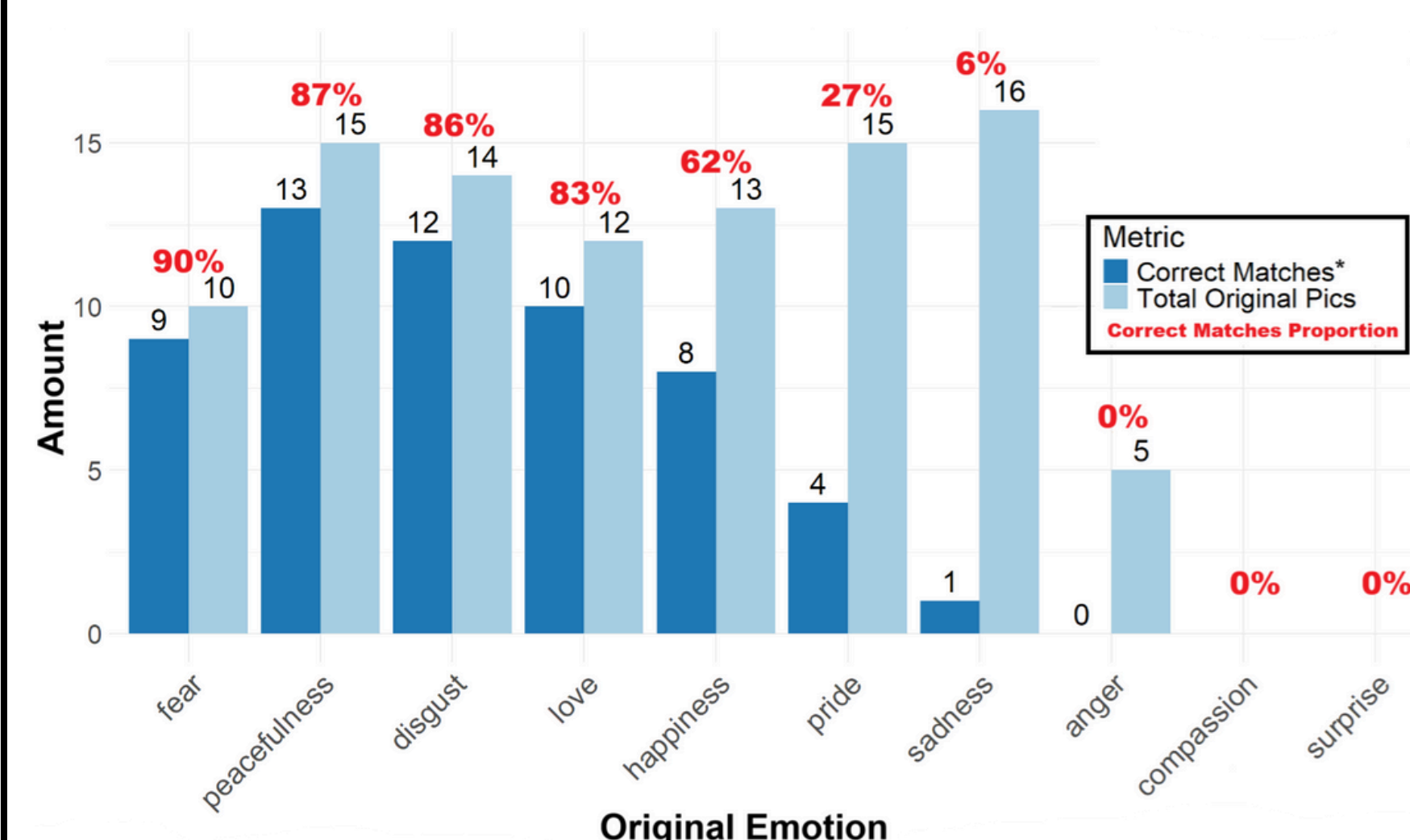


4. RESULTS

MATCH ACCURACY BY ORIGINAL EMOTION

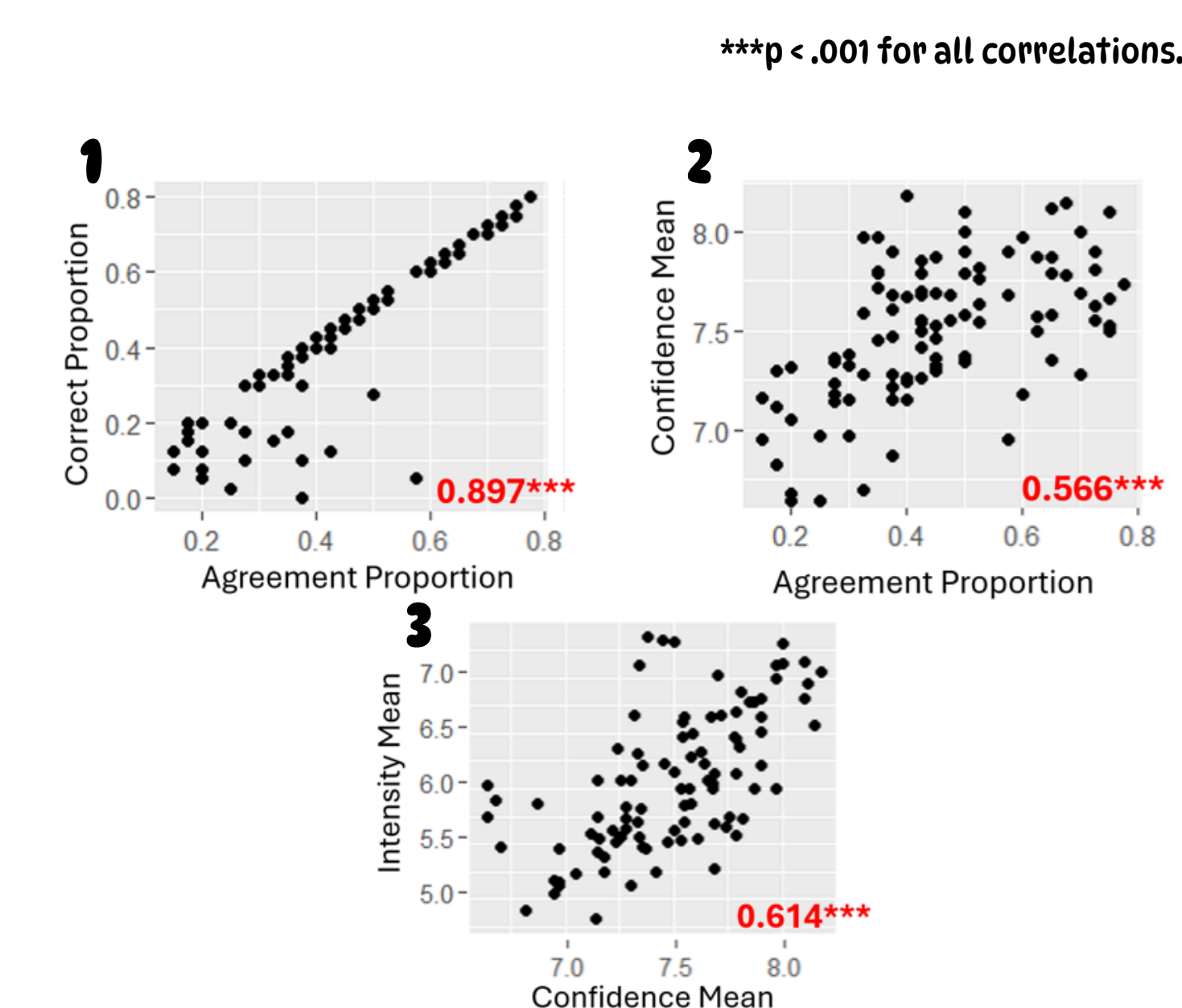
Some emotions were easier to evoke and recognize than others. This is shown by the varying proportion of correct matches (in red) and the number of original images per emotion.

Correct Match = $\geq 40\%$ participant agreement on the intended emotion.



VARIABLES' CORRELATIONS

- Higher correct matches were linked to greater agreement among participants ($r = 0.897^{***}$).
- Higher confidence in chosen emotions was linked to greater agreement ($r = 0.566^{***}$).
- Higher confidence was also linked to greater intensity of felt emotion ($r = 0.614^{***}$).



5. DISCUSSION

- Until recently, affective image databases have relied on real-world stimuli—a process with limitations and costs.
- We have successfully generated affective images using AI, offering a more efficient and scalable alternative.
- During creation and testing, some emotions were consistently harder to evoke.
- We also found that some emotions were more often chosen as first emotions, while others as secondary emotions.
- Could these patterns reveal new insights about emotion? Do they reflect our method, or broader limitations? These questions open the door for future research.
- At present, we are continuing to improve our AI-based affective image creation pipeline.

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