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NEW FRAME WORK FOR E-LEARNING BY USING FACIAL EMOTION RECOGNITION AND EYE TRACKING MECHANISM

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Abstract -India always an important role in the global education. India is always considered as one of the largest network of educational institutions. Although several constraints are been associated with our learning system. In our system, we propose a hybrid architecture system invoking student facial emotion recognition, eye gaze monitoring, head movements identifications based analyzing dynamic student engagement / behavior in classroom and towards a specific course at e- learning platforms[6]. Our proposed architecture uses feature extraction algorithms like Principal Component Analysis (PCA)[13] for facial emotion recognition, Haar *Cascade*[14] for pupil detection and Local Binary Patterns for recognizing head movements. For machine learning approach and to provide accurate results we propose Open CV. Thus based on the students input weightage is allocated, based on the final score, we do compare with the threshold value. If the students attention value is greater than the threshold value, theory based deliverance is recommended. If the students attention value is lesser than the threshold value, video, smart class, motivational video based deliverance is recommended. For Experimental results are been implemented using Pycharm tool.

Key Words: Learning system, PCA, Haar Cascade, Open CV, Local Binary Pattern, Pycharm

1.INTRODUCTION

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Thus dynamic student behavior analysis is a first step towards an automated teacher feedback tool for measuring student engagement. Our proposed system can be applied in both traditional / e-learning systems. In our system, we propose a hybrid architecture [6] system invoking student facial emotion recognition [10][11], eye gaze monitoring, head movements identifications based analyzing dynamic student engagement / behavior in classroom and towards a specific course at e-learning platforms. Our proposed architecture uses feature extraction algorithms like **Principal Component Analysis (PCA)[12,13]** for facial emotion recognition, **Haar Cascade[14]** for pupil detection and **Local Binary Patterns** for recognizing head movements. For machine learning approach and to provide accurate results we propose **random forest algorithm** based Open CV library. Experimental results are been implemented using Pycharm

1.1 PyCharm

PyCharm is an integrated development environment (IDE) used in computer programming, specifically for the Python language. It is developed by the Czech company JetBrains. It provides code analysis, a graphical debugger, an integrated unit tester, integration with version control systems (VCSes), and supports web development with Django

1.2 Open CV library

OpenCV (Open Source Computer Vision Library) is an open source computer vision and machine learning software library. OpenCV was built to provide a common infrastructure for computer vision applications and to accelerate the use of machine perception in the commercial products. Being a BSD-licensed product,



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OpenCV makes it easy for businesses to utilize and modify the code.

1.3 Haar Cascade

The appearance of inner eye corner exhibits insignificant variations with eye movements and blinks. Therefore, this paper proposes to use inner eye corners as reference points for gaze tracking. The eye corners can be located easily in the eye ROI. The vectors connecting eye corners and iris centres can be used to calculate gaze position. In this paper, we proposed a method by utilizing a sliding window and haar features, which the detection window starts from the center of the image which already indicates the area of eye to reduce the processing time and errors in eye detection. First, a cv::Cascade Classifier is created and the necessary XML file is loaded using the cv::CascadeClassifier ::load method. Afterwards, the detection is done using the cv:: CascadeClassifier ::detect MultiScale method, which returns boundary rectangles for the detected faces or eyes.

1.4 Principal Component Analysis (PCA)

Principal Component Analysis (PCA) is a statistical technique used for dimension reduction and recognition, & widely used for facial feature extraction and recognition. PCA is known as Eigen space Projection which is based on linearly Projection the image space to a low dimension feature space that is known as Eigen space. Mathematically, a covariance matrix is a $p \times p$ matrix, where p represents the dimensions of the data set. Each entry in the matrix represents the covariance of the corresponding variables. Consider a case where we have a 2-Dimensional data set with variables a and b, the covariance matrix is a 2×2 matrix as shown below:

cov(a,a,) cov(a,b)

cov(b,a) cov(b,b)

In the above matrix:

Cov(a, a) represents the covariance of a variable with itself, which is nothing but the variance of the variable 'a'

Cov(a, b) represents the covariance of the variable 'a' with respect to the variable 'b'. And since covariance is commutative, Cov(a, b) = Cov(b, a)

2. Unit Testing or Component Testing

In computer programming, **unit testing** is a software testing method by which individual units of source code, sets of one or more computer program modules together with associated control data, usage procedures, and operating procedures are tested to determine if they are fit for use Table -1 Unit Testing or Component Testing

Test case	Descriptio	Pre-	Pas	Expected
no	n	conditions	s/F	results
			ail	
PD_001	Place your	Cam	Pass	Successfully
	pupil in	analysing		analysed.
	front of			
	cam			
PD_002	Analyse the	User pupil	Pass	Successfully
_	pupil.	1 1		imported.
PD_003	Analyse the	Motion of	pass	Analysed
	pupil	pupil		successfully
	movement			
PD_004	Movement	Movement	Pass	Successful
	of pupil are	of pupil		
	analysed			
PD_004a	Pupil	Human Eye	Fail	Update of
	projection			projection
				failed
PD 005	Recording	User pupil	Pass	Imaging
	of pupil	movement		successful
	motion	recorder		
PD_006	Perfection	Perfect	Pass	Projection
	of pupil	projection	P	successful
PD_007	Analysing	Analysing	Pass	Analysed
D 008	Display of	Pupil	nass	Successfully
1 D_000	nunil	novement	pass	displayed
	movements	movement		uispiayeu
	movements			



Fig 1. Entity Relationship diagram

3. RESULTS

3.1 Face Detection



Fig 2. Face at front



Fig 3. Face at left



Fig 4. Face at right

3.2 Emotion Detection







Fig 6.Sad emotion



Fig 7. Happy emotion

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Fig 8. Angry emotion





4. CONCLUSION

The hybrid biometric based learner analysis does appear to be a promising new tool for evaluating learners' behaviour dynamically. This technology can provide many benefits to e-learning, such as facilitating adaptive and personalized learning. Thus through this proposed system, the tutor can change the deliverance by dynamically analyzing the learner attention level. This would bring a revolution in the education sector.

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