

**DA – Progress report 2 -
Multi-view facial expression
classification
16.12.2010**

Nikolas Hesse

Motivation



- Facial expressions (FE) play an important role in **interpersonal communication**
- FE recognition can help to improve **natural human-machine-interaction**
- FE recognition systems exist, but they mainly concentrate on **frontal faces**
- To use FE recognition in **real world situations**, it is necessary to have systems that work for faces with **pose variations** as well

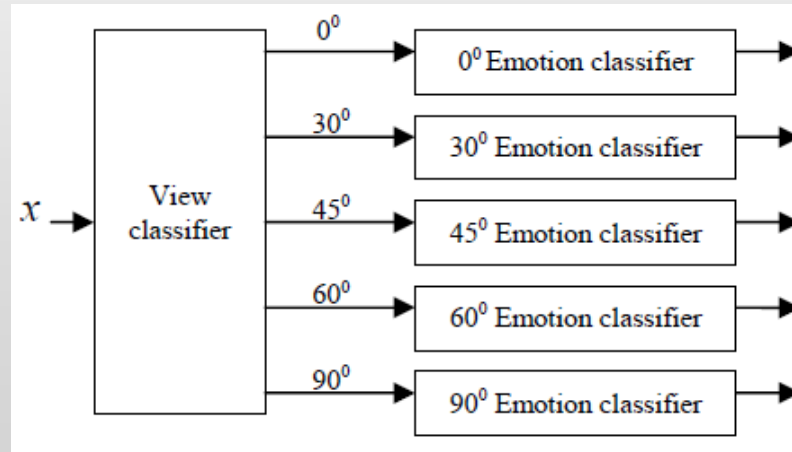
Outline

- **Related work**
- **Multi-view facial expression classification using AAMs**
 - **Goals**
 - **Active Appearance Models**
 - **Features**
 - **Results**
- **Conclusion**
- **Future Work**

Related Work

Related Work – Hu et. al 2008 – „Multi-View Facial Expression Recognition“

- Expression classification using different **appearance features** which were extracted from **facial key-points** and processed by different **feature selection** methods
- One classifier to detect the **view**, five **emotion** classifiers (one for each view)

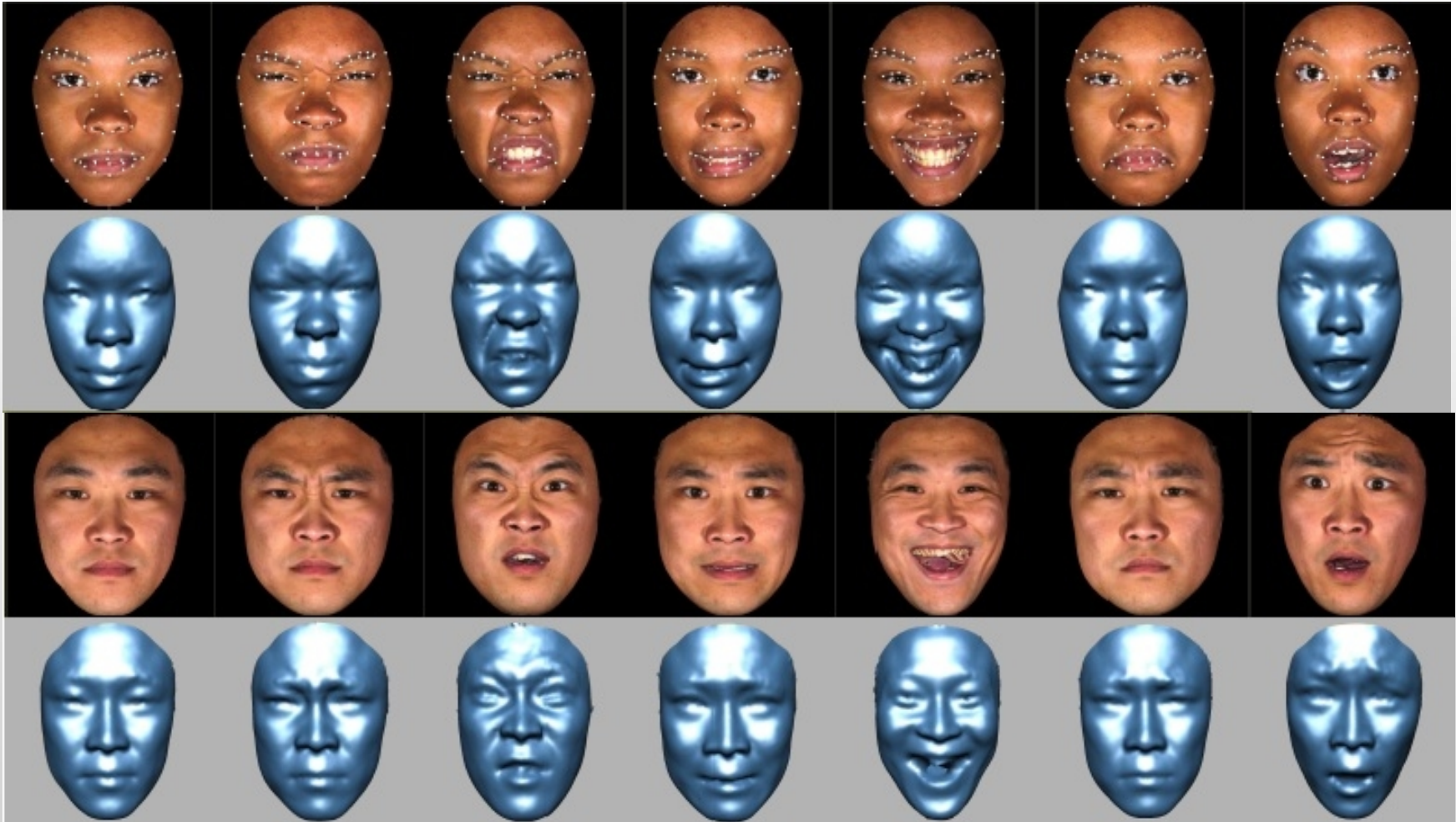


BU-3DFE Database

Data is taken from the Binghamton University 3D Facial Expression Database (BU-3DFE)

- Contains **3d models** (with texture and annotated facial landmarks (83 landmarks per face))
- Includes **100 subjects**: 56 female, 44 male, age from 18 to 70 years, different ethnicities
- Each subject shows **7 expressions** (anger, disgust, fear, happiness, neutral, sadness, surprise) with **4 levels of intensity** (except neutral)
→ 2,500 3D facial expression models

BU-3DFE Database - Examples



Related Work – Data

- Images and shapes saved from **5 views**

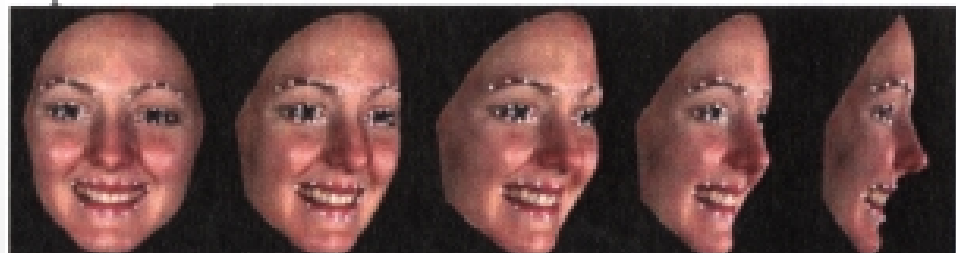


Related Work – Features

- Features: Appearance descriptors, extracted at facial key points

- Feature Extraction:

- **Local binary patterns (LBP)**
- **Histogram of oriented gradients (HoG)**
- **Scale-invariant feature transform (SIFT)**



- Feature Selection:

- **Locality preserving projection (LPP)**
- **Principal component analysis (PCA)**
- **Linear discriminant analysis (LDA)**

- Classification: Nearest neighbor

Related Work – Results – Error Rates

■ Raw appearance intensity:

	Original	LPP	PCA	LDA
0°	54,58	56,23	54,67	57,63
30°	54,98	61,98	54,88	62,82
45°	56,37	65,45	0,56	71,28
60°	58,48	69,62	58,5	69,5
90°	61,43	77,07	61,75	78,35
Average	57,16	66,07	57,18	67,91

■ LBP:

	Original	LPP	PCA	LDA
0°	50,13	35,67	50,48	46,36
30°	51,32	34,88	51,5	45,38
45°	52,77	36,33	52,74	59,57
60°	51,5	34,82	51,56	49,08
90°	54,84	37,12	54,95	60,59
Average	52,11	35,76	52,25	52,2

Related Work – Results – Error Rates

■ HoG:

	Original	LPP	PCA	LDA
0°	53,02	32,08	52,9	41,47
30°	53,73	31,55	53,63	40,04
45°	55,73	32,34	55,99	38,67
60°	56,07	31,98	55,75	37,16
90°	54,68	35,14	54,68	36,6
Average	54,65	32,62	54,59	38,79

■ SIFT:

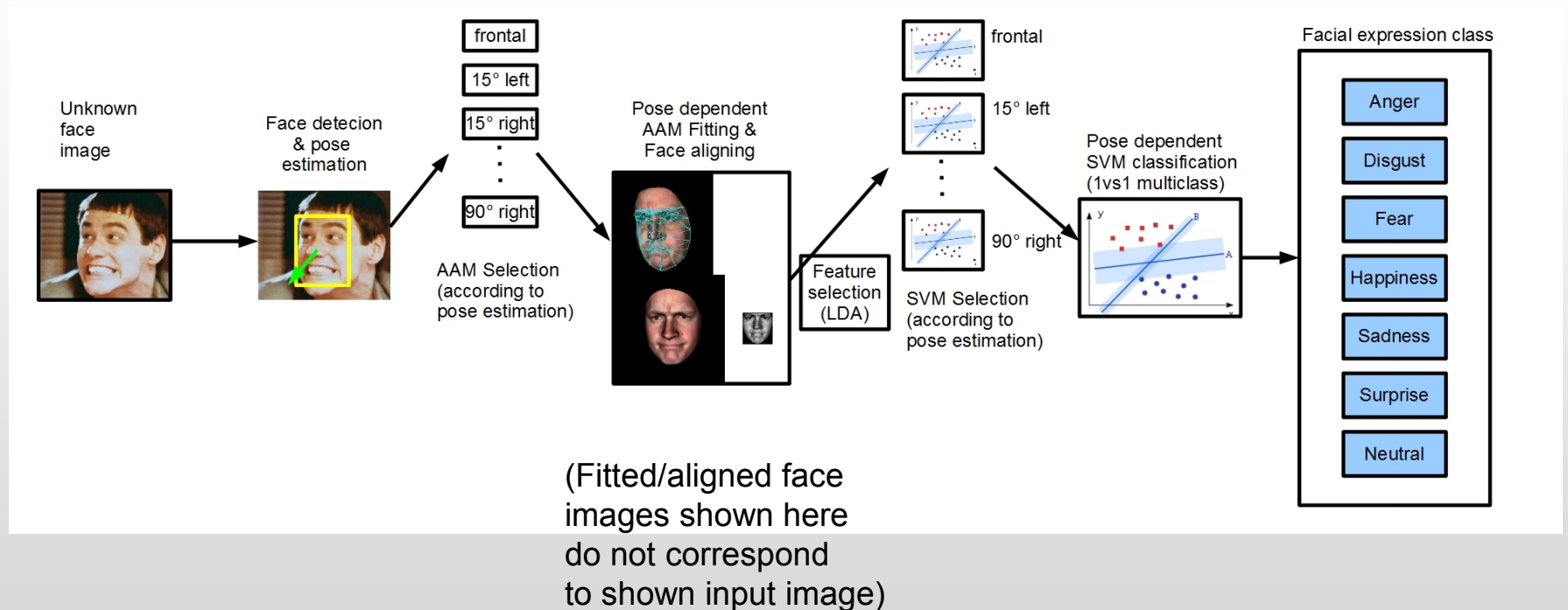
	Original	LPP	PCA	LDA
0°	43,68	27,24	43,93	40,84
30°	43,19	26,13	43,27	40,41
45°	44,54	26,65	44,23	55,18
60°	44,64	26,14	44,79	42,29
90°	43,84	28,55	43,89	48,1
Average	43,98	26,94	44,02	45,36

Multi-view facial expression recognition using AAMs

Goals

- Multi-view Facial expression recognition using Active Appearance Models (AAMs)
 - **Pose dependent AAMs**,
1 AAM per pose (-90 to +90 degrees,
15 degree steps → 13 models)
 - **Pose dependent SVM**
1 SVM per pose (1vs1 multiclass classification)
Expression classes: Anger, disgust, fear, happiness,
sadness, surprise(, neutral)

Program overview

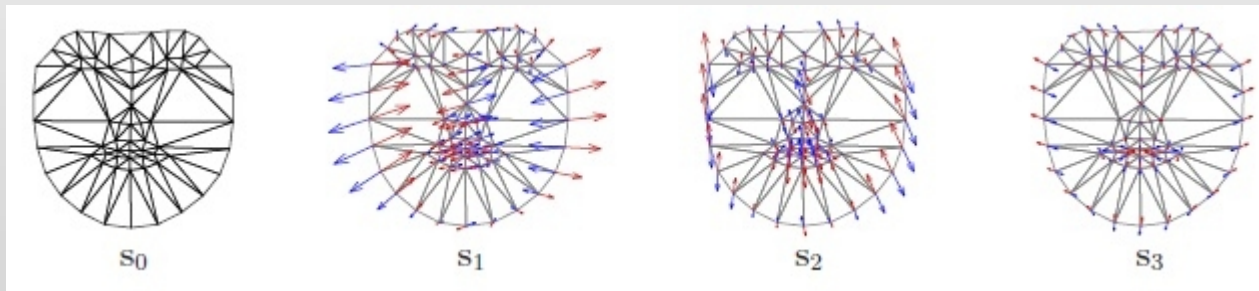


Active Appearance Models

Active Appearance Models - Shape

- **Shape**: defined by **mesh** and **vertex locations** of mesh
- Linear shape variation: base shape s_0 + linear combination of n shape vectors s_i ; p_i : shape parameters

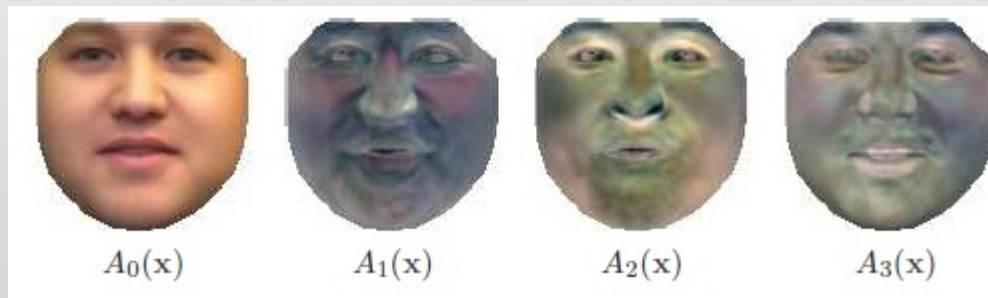
$$\mathbf{s} = \mathbf{s}_0 + \sum_{i=1}^n \mathbf{p}_i \mathbf{s}_i$$



Active Appearance Models - Appearance

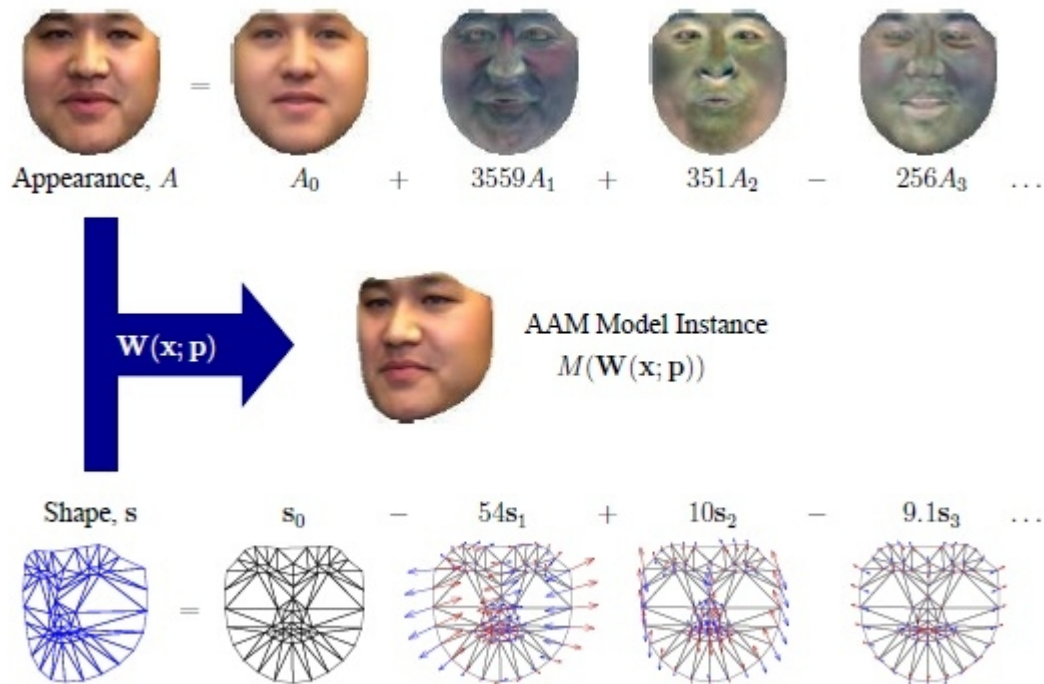
- **Appearance:** image $\mathbf{A}(\mathbf{x})$ defined over pixels $\mathbf{x} \in \mathbf{s}_0$
- Appearance: base appearance $A_0(\mathbf{x})$ + linear combination of m appearance images $A_i(\mathbf{x})$, λ_i appearance parameters

$$\mathbf{A}(\mathbf{x}) = \mathbf{A}_0(\mathbf{x}) + \sum_{i=1}^m \lambda_i \mathbf{A}_i(\mathbf{x})$$



Active Appearance Models

- AAMs are used for **matching a statistical model** of object shape and appearance **to a new image**
- AAM model instance $M(W(x;p))$: computed by **warping** the appearance A from s_0 to s using $W(x;p)$

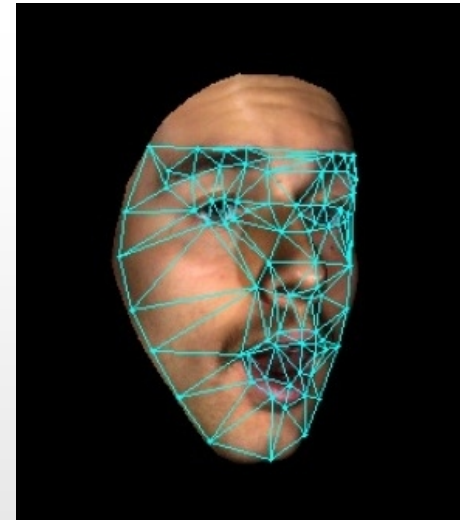


Features

Features

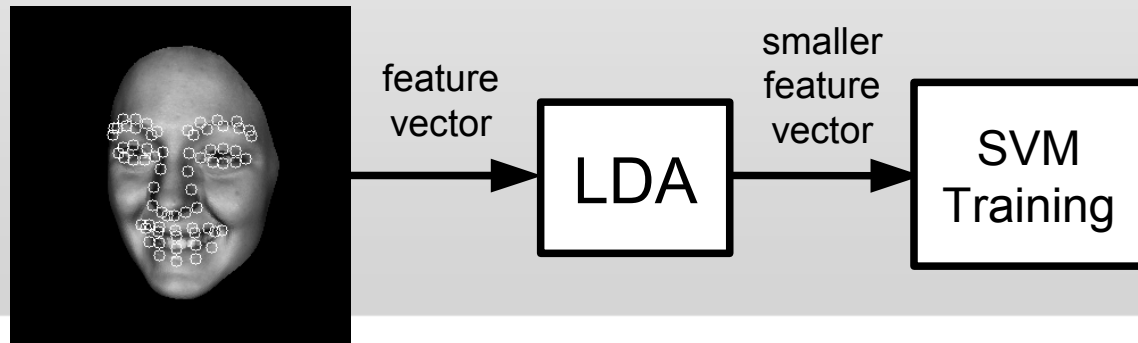
- Shape coordinates
- Shape parameters
- Texture parameters
- SIFT descriptors

- Combination of features



SIFT – Scale Invariant Feature Transform

- Get '**interest-points**' from fitted AAM shape:
frontal poses 68 points, side poses 36 points
- **Extract SIFT-descriptor** for each interest-point (128 values per interest-point) → frontal: 8704 values, side: 4608 values
- **Feature Selection** (LDA, afterwards: 6 values)
- Train SVM using data



Classification Results

Classification accuracy – average over all poses

Features used

C
l
a
s
s
e
s

	Raw shape coordinates	Raw shape parameters	Raw texture parameters	Raw shape coordinates + texture parameters	Raw shape parameters + texture parameters	LDA shape parameters + LDA texture parameters	LDA SIFT-Features (without 90° left & right*)	LDA shape parameters + LDA texture parameters + LDA SIFT-Features
Anger	55,3	44,7	61,2	64	61,3	55,9	58,4	63,8
Disgust	61,2	54,5	61,2	67,8	68,6	66,1	67,3	65,5
Fear	29	28,9	33,7	39	40,2	33,7	37,3	33,5
Happiness	72,6	61,4	65,5	73,1	68,1	66,4	69,9	69,6
Sadness	49,4	49,8	60,2	63,7	63,8	59,6	50,1	61,6
Surprise	69,9	68	73,7	76,2	74	70,5	73	76,2
Neutral	9,4	9,1	26,8	27	25,4	21,2	12,8	12,9

*something wrong with those

Accuracy – average over all emotions

Features used

	Raw shape coordinates	Raw shape parameters	Raw texture parameters	Raw shape coordinates + texture parameters	Raw shape parameters + texture parameters	LDA shape parameters + LDA texture parameters	LDA SIFT-Features	LDA shape parameters + LDA texture parameters + LDA SIFT-Features
90l	49,7	48,5	54,2	58,2	58,9	53,7	25,4*	53,6
75l	52,7	49,2	54,8	61,4	57,2	47,6	59	61,8
60l	52,7	51,3	54,6	62	61	53,2	54	56,3
45l	54,1	52,3	60,5	65,2	65,3	62,7	54	60,7
30l	54,3	51,8	58	62,6	63,2	62,1	57,4	62,6
15l	64,8	52,8	66,7	70,8	65,9	71,5	64,7	68,2
frontal	54,6	45	61,3	64,8	64,1	63,1	56	60,4
15r	58,6	48,2	58,8	61,7	59,1	52,4	58	60,4
30r	57,2	55,8	63,8	67,3	66,6	64,7	62	67,4
45r	56,5	52,3	58,8	64,5	63,3	58,5	58,8	61
60r	53	51,8	58,6	61	59,8	56,3	52,8	57,8
75r	49,8	50	54,5	58,9	59,7	49,2	54,1	57,3
90r	50,1	47,7	52,3	56,8	53,1	52,1	23,5*	52,3

*something wrong here

Classification results – training on high intensities – features: raw shape coordinates & texture parameters

Average accuracy over all poses

	All intensities used for training	Intensities 2, 3, 4 used for training	Intensities 3, 4 used for training
Anger	64	65,3	61,7
Disgust	67,8	66,5	62
Fear	39	39,3	45,1
Happiness	73,1	69,3	62,8
Sadness	63,7	60,2	53,9
Surprise	76,2	74,1	68,4
Neutral	27	36,4	48,7

Average accuracy over all poses & emotions

	All intensities used for training	Intensities 2, 3, 4 used for training	Intensities 3, 4 used for training
Intensity 1	55,1	52,1	44,7
Intensity 2	65,5	62,1	59,2
Intensity 3	67	66,7	64,2
Intensity 4	70,8	71,6	70,6

Classification results – training on high intensities – features: raw shape coordinates & texture parameters

Average accuracy over all emotions

	All intensities used for training	Intensities 2, 3, 4 used for training	Intensities 3,4 used for training
90l	58,2	58,5	53,1
75l	61,4	59,5	57,6
60l	62	61,4	55,9
45l	65,2	64	62,6
30l	62,6	64	60,3
15l	70,8	72,5	66,5
frontal	64,8	65,5	62,2
15r	61,7	59,5	57,5
30r	67,3	66,4	64
45r	64,5	63,3	58,1
60r	61	60,9	58,5
75r	58,9	50,2	53,5
90r	56,8	55,6	52,3

Comparison: confusion matrices: my best result – average related work

My 'best' result (highest average accuracy (72,5%)): Intensities 2, 3, 4 used for training – 15° left

Accuracy(%)		Recognized						
		Anger	Disgust	Fear	Happiness	Sadness	Surprise	Neutral
Ground-truth	Anger	71,9	12,5	0	0	9,4	0	6,3
	Disgust	11,1	80	4,4	2,2	1,1	1,1	0
	Fear	10	14,3	51,4	8,6	4,3	5,7	5,7
	Happiness	1,7	3,4	3,4	88,9	0,9	0	1,7
	Sadness	14,3	3,9	9,1	1,3	61	0	10,4
	Surprise	5,1	3,8	10,1	1,3	5,1	70,9	3,8
	Neutral	6,3	6,3	0	0	18,8	0	68,8

Related work: average over combination of SIFT+LPP, LBP+LPP and HoG+LPP on 5 views

Accuracy(%)		Recognized					
		Anger	Disgust	Fear	Happiness	Sadness	Surprise
Ground-truth	Anger	73,5	5,6	3,9	0,8	15,4	0,9
	Disgust	10,2	71	7,7	3,7	4,1	3,4
	Fear	7	9,2	55,4	14,5	7,7	6,3
	Happiness	1,7	3,1	11,6	81,7	1,1	0,7
	Sadness	19,7	2,1	5,7	0,9	71,4	0,3
	Surprise	1,3	2,3	5,5	1,5	1,7	87,7

Conclusion

Conclusion

- Related work has better results, but:
 - groundtruth points used for extracting features
 - only 5 angles, bigger distances
 - neutral expression not included
- General Problems:
 - 'weak' expressions (fear, anger, sadness) have worse results than 'strong' (surprise, happiness) ones
 - 'neutral': few data, very bad results → will be dropped
 - low intensities of expressions hard to recognize, even by humans

Conclusion

- When training on high intensity data:
 - 'weak' expressions get better results, but others become worse
 - results improve for highest intensity (training on int. 2, 3, 4), but others are worse

Future Work:

- Drop 'neutral' class
- Try different feature selection methods
- Try linear SVMs for classification
- Cross validation

Thank you for your attention!

Any questions?

References

- Yuxiao Hu, Zhihong Zeng, Lijun Yin, XiaozhouWei, Jilin Tu, and T.S. Huang, „Multi-view facial expression recognition“, FG2008, 2008, ICPR 2008, 8th International Conference on Automatic Face and gesture Recognition, Sept. 2008.

Done until now

- Done fitting for rest of data
- Performed LDA on data
- Classified fitted test-data using: shape-coordinates, shape parameters, texture parameters, shape coordinates & texture parameters, shape & texture parameters, SIFT, shape & texture parameters & SIFT
- Compared results
- Analysis of influence of emotion-intensities on classification
- Trained SVMs with high intensity-data only (234, 34) + classification

Data - Example

Model rotated from -90° to 90° , 15° steps, for each step image and shape are saved

