

# Simultaneous Identity and Expression Recognition using Face Geometry on Low Dimensional Manifolds

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- Face geometry extracted using Active Appearance Models (AAM).
- Low dimensional manifolds were then derived using Laplacian EigenMaps resulting in two types of manifolds, one for model identity and the other for expression. The recognition is composed by a two step cascade, where first the identity is predicted and then its associated expression model is used to predict the facial expression.
- The identity overall recognition rate was 96.8%. Facial expression results are identity dependent, the most expressive individual achieves 81.2% of overall recognition rate.

## Abstract

## Active Appearance Models

- Generative nonlinear parametric models of shape and texture, commonly used to model faces.

### Shape and Texture Models

$$s = (x_1, \dots, x_n, y_1, \dots, y_n)$$

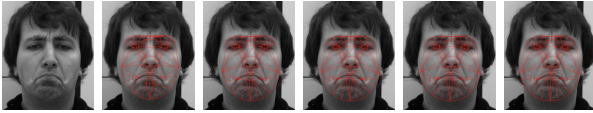
$$s = s_0 + \sum_{i=1}^n \beta_i \delta_i$$

$$A(x) = A_0 + \sum_{i=1}^n \lambda_i A_i, x \in S_0$$

### Fitting Goal

$$\sum \left[ A_0(x) + \sum \lambda_i A_i(x) - I(W(x; p)) \right]^2$$

Fitting Example



### Simultaneous Inverse Compositional Image Alignment

Warp I with  $W(x, p)$

$$I \rightarrow I(W(x; p))$$

Error Image

$$E(x) = I(W(x; p)) - \left( A_0(x) + \sum \lambda_i A_i(x) \right)$$

Steepest Descent Images  $SD_{x_i} = - \left[ \nabla_x \left( A_0(x) + \sum \lambda_i A_i(x) \right) \right]_{x_i}^{-1} \left[ \nabla_x \left( A_0(x) + \sum \lambda_i A_i(x) \right) \right]_{x_i} E(x)$

Hessian

$$H_{x_i} = - \sum_{j=1}^n SD_{x_j}^T(x) SD_{x_j}(x) E(x)$$

Parameters SD Updates

$$\begin{pmatrix} \lambda_i \\ \delta_i \end{pmatrix} \rightarrow - H_{x_i}^{-1} \sum_{j=1}^n SD_{x_j}^T(x) E(x)$$

Parameters Updates

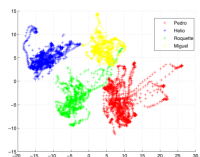
$$W(x; p) \rightarrow W(x; p) - W(x; \Delta p)^T$$

while  $\| \Delta p \|_k > \epsilon$  or max iterations reached

## Laplacian EigenMaps

- Nonlinear dimension reduction techniques that derive a low dimensional manifold lying in a higher dimensional more complex manifold.
- Given  $k$  feature points,  $x_1, \dots, x_k \in \mathbb{R}^n$ , a graph with  $k$  nodes is build. The embedding map is found by computing the eigenvectors of the graph Laplacian.
- Algorithm
  - Build the adjacency graph, each node is connected to the  $n$  nearest neighbors
  - Choose the weights for edges in the graph,  $W_{ij} = 1$  if node  $i$  and  $j$  are connected by an edge
  - Eigen-decomposition of the graph laplacian,  $(D - W)f = \lambda Df, D_{ii} = \sum_j W_{ij}$
  - Form the low-dimensional embedding  $\Phi = (f_1, \dots, f_n)$

### Identity Manifold

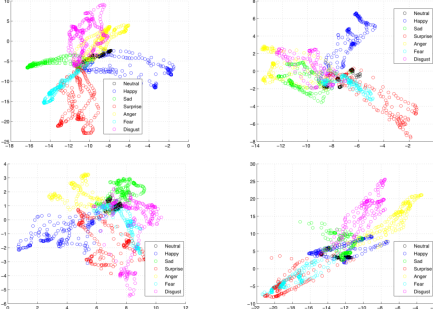


### Results for Identity Recognition

	Person 1	Person 2	Person 3	Person 4
Person 1	98.11	0.00	1.70	0
Person 2	1.32	98.67	0	0
Person 3	2.93	0.29	94.50	2.27
Person 4	1.29	0.13	2.32	96.25

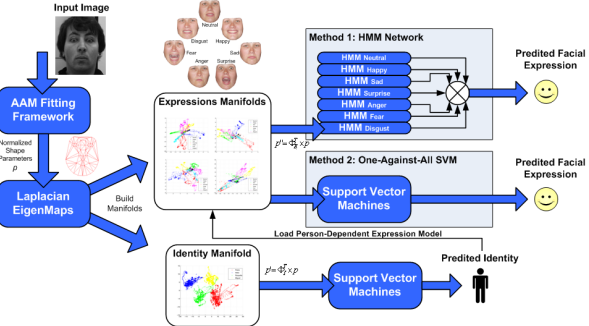
• Overall Recognition Rate: SVM=96.88%

### Person-Dependent Expressions Manifolds



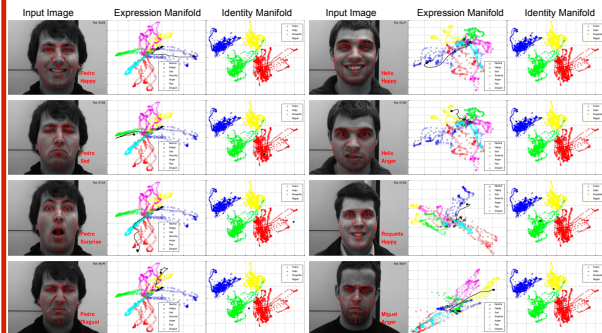
## Simultaneous Identity and Facial Expression Recognition

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- Low dimensional manifolds were then derived using Laplacian EigenMaps resulting in two types of manifolds, one for model identity and the other for expression.
- The recognition is composed by a two step cascade, where first the identity is predicted and then its associated expression model is used to predict the facial expression.



## Experimental Results

- For evaluation proposes a Facial Dynamics Database was build.  
 4 Individuals / 7 Different Facial Expressions / 4 Folds / 640 x 480 / Total of 6670 Frames



Pers1	Neut.	Happ.	Sad	Surp.	Anger	Fear	Disg.
Neut.	69.9 (58.4)	9.2 (0)	2.3 (0)	0 (0)	15 (1)	1 (0)	16.8 (25.6)
Happ.	0 (0)	84.8 (9)	3.3 (0)	10.4 (0)	1.7 (0)	0 (0)	0 (0)
Sad	0 (0)	0 (0)	100 (8)	0 (0)	0 (0)	0 (0)	0 (0)
Surp.	0.7 (0)	0 (0)	0 (0)	99.3 (0)	0 (0)	0 (0)	0 (0)
Anger	2.4 (0)	0 (0)	0.8 (0)	0.8 (0)	84.4 (12)	0.3 (0)	11.4 (2.7)
Fear	0 (0)	0 (0)	0 (0)	38.7 (0)	0 (0)	88.8 (0)	0 (0)
Disg.	2.5 (0)	0 (0)	0 (0)	0 (0)	24.4 (1)	2.2 (0)	66.4 (43.3)

• Overall Recognition Rate: SVM=76.85% HMM=81.27% (full sequence)

Pers2	Neut.	Happ.	Sad	Surp.	Anger	Fear	Disg.
Neut.	67.8 (47.8)	0 (0)	6.4 (0)	0 (0)	0 (0)	0 (0)	25.8 (45.6)
Happ.	0 (0)	78.7 (9)	0 (0)	17.1 (0)	0 (0)	3 (0)	0 (0)
Sad	1.7 (0)	0 (0)	86.8 (8)	5.5 (0)	0 (0)	0 (0)	5.9 (1.6)
Surp.	0.7 (0)	0 (0)	0 (0)	99.3 (0)	0 (0)	0 (0)	0 (0)
Anger	1.4 (0)	0 (0)	1.8 (0)	0 (0)	79.3 (12)	0.5 (0)	17 (2.7)
Fear	2.0 (0)	0 (0)	2 (0)	57.4 (0)	0 (0)	88.8 (0)	0 (0)
Disg.	1.8 (0)	17.2 (0)	0 (0)	22.8 (0)	1.6 (0)	2.9 (0)	68.2 (78)

• Overall Recognition Rate: SVM=82.58% HMM=75.95% (full sequence)

Pers3	Neut.	Happ.	Sad	Surp.	Anger	Fear	Disg.
Neut.	43.7 (61.3)	0 (0)	20.1 (0)	25.6 (0)	0 (0)	10.5 (0)	0 (0)
Happ.	0 (0)	80.8 (9)	0 (0)	4.5 (0)	0 (0)	0 (0)	0 (0)
Sad	8.3 (0)	0 (0)	72.5 (8)	0 (0)	10.5 (0)	2.6 (0)	6.1 (1.6)
Surp.	5.3 (0)	0 (0)	0 (0)	88 (0)	0 (0)	21.8 (0)	0 (0)
Anger	21.3 (0)	23.1 (0)	0 (0)	18.8 (0)	23.1 (13)	13.8 (0)	0 (0)
Disg.	10.1 (2.7)	1.4 (0)	16.2 (1)	0 (0)	9.5 (0)	1.3 (0)	44.3 (2)

• Overall Recognition Rate: SVM=54.30% HMM=73.20% (full sequence)

• Overall Recognition Rate: SVM=66.47% HMM=71.30% (full sequence)

