

# Identity and Expression Recognition 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.

## Active Appearance Models

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

### Shape and Texture Models

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

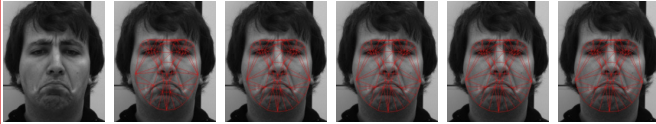
$$s = s_0 + \sum_{i=1}^n p_i s_i$$

$$A(x) = A_0 + \sum_{i=1}^n \lambda_i A_i, x \in s_0$$

### Fitting Goal

$$\sum_{i=1}^n \left[ A_i(x) + \sum_{j=1}^m \lambda_j A_j(x) - I(W(x; p)) \right]^2$$

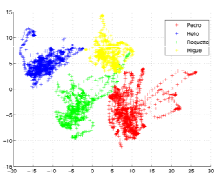
Fitting Example



## 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  $\Phi = (f_1, \dots, f_m)$

### Identity Manifold

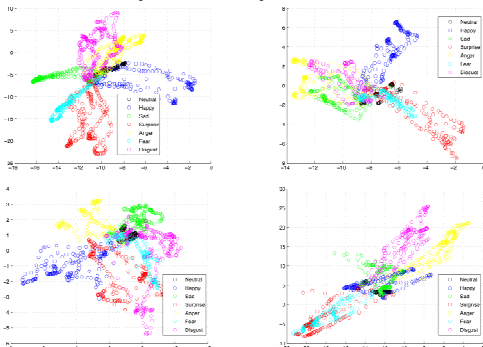


### Results for Identity Recognition

	Person 1	Person 2	Person 3	Person 4
Person 1	96.11	0.09	1.79	0
Person 2	1.32	96.67	0	0
Person 3	2.93	0.29	94.50	2.27
Person 4	1.29	0.13	2.32	96.25

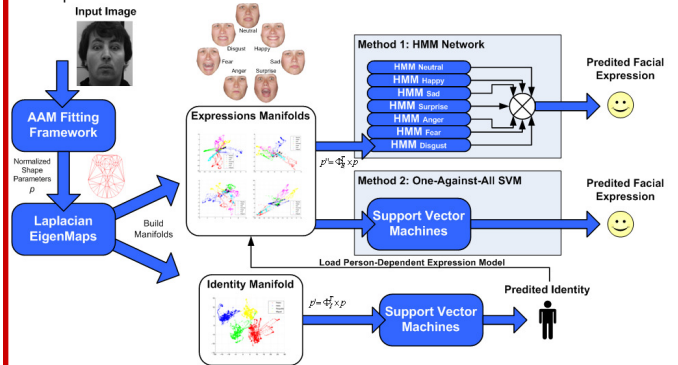
Overall Recognition Rate SVM=96.88%

### Person-Dependent Expressions Manifolds



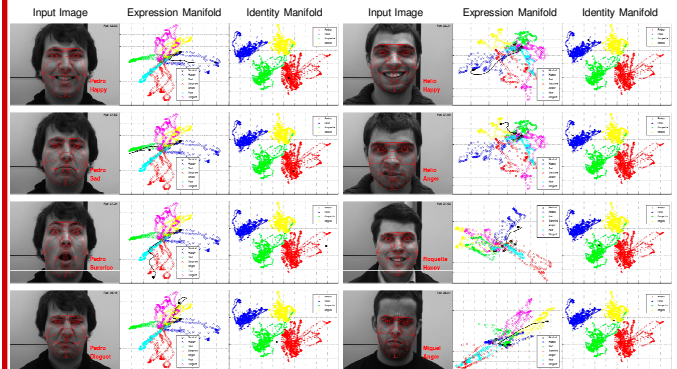
## Simultaneous Identity and Facial Expression Recognition

- Face geometry extracted using Active Appearance Models (AAM).
- Low dimensional manifolds were then derived using the 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



Person	Neut.	Happ.	Sad	Surp.	Anger	Fear	Disg.
Person 1	69.9 (84.0)	9.2 (0)	2.3 (3)	0 (0)	1 (1)	1 (1)	16.8 (25.6)
Person 2	67.9 (25)	1.7 (0)	6.4 (0)	0 (0)	0 (0)	0 (0)	25.8 (4)
Person 3	8.3 (12)	0 (0)	72.5 (94)	19.9 (4)	10.5 (2)	2.6 (4)	6.1 (0)
Person 4	10.1 (27)	2 (1)	37.1 (18)	10.8 (0)	5.4 (0)	1.3 (0)	32.4 (4)

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

Person	Neut.	Happ.	Sad	Surp.	Anger	Fear	Disg.
Person 1	52.7 (61.3)	0 (0)	20.1 (1)	28.8 (0)	0 (0)	10.5 (1)	0 (0)
Person 2	52.5 (25)	17.5 (0)	0 (0)	31.8 (0)	26.1 (0)	0 (0)	12 (0)
Person 3	3.9 (0)	80.5 (96.3)	0.4 (0)	6.5 (0)	3.9 (0)	4.8 (0)	0 (0)
Person 4	5.3 (0)	6.9 (0)	66 (76)	0 (0)	21.8 (0)	0 (0)	0 (0)

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

Overall Recognition Rate: SVM=62.56% HMM=75.95% (full sequence)

Person	Neut.	Happ.	Sad	Surp.	Anger	Fear	Disg.
Person 1	2.2 (0)	0 (0)	0 (0)	0 (0)	0 (0)	0 (0)	42.7 (0)
Person 2	1.9 (0)	2.8 (0)	0 (0)	96.5 (0)	2.8 (0)	25.1 (0)	6 (0)
Person 3	1.4 (0)	0.5 (0)	25.7 (24)	61.9 (92.9)	11 (0)	6.7 (0)	0 (0)
Person 4	21.3 (21)	23.1 (0)	18.8 (0)	23.1 (13)	13.8 (42.3)	13.8 (7.5)	0 (0)

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

