

Face Alignment Through 2.5D Active Appearance Models

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- 3D face models from single view through 2.5D Active Appearance Models. **Abstract**
- The 2.5D AAM combine a 3D Point Distribution Model (PDM) and 2D appearance whose control points are defined by full perspective projections of the PDM.
- Two fitting algorithms - Simultaneous Forwards Additive (SFA) and Normalization Forwards Additive (NFA) - and their computationally efficient approximations are proposed, based on the Lucas and Kanade framework. Expanded solutions for the SFA and NFA are also proposed taking into account head self occlusions.

2.5D Parametric Models

2D Appearance

Image Plane
Projected Mesh s_p

3D Shape

$s = (X_1, \dots, X_n, Y_1, \dots, Y_n, Z_1, \dots, Z_n)^T$

3D Mesh s
Shape Model

Full Perspective Projection

$$\begin{bmatrix} w(x_1, \dots, x_n) \\ w(x_2, \dots, x_n) \\ \vdots \\ w(x_n, \dots, x_n) \end{bmatrix} = \begin{bmatrix} f_x & \alpha_x & c_x \\ 0 & f_y & c_y \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} s_1^1 & \dots & s_n^1 \\ s_1^2 & \dots & s_n^2 \\ \vdots & \vdots & \vdots \\ s_1^n & \dots & s_n^n \end{bmatrix} \begin{bmatrix} R_{01} & t_{01} \\ R_{02} & t_{02} \\ \vdots & \vdots \\ R_{0n} & t_{0n} \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

Piecewise Affine Warp

Base Mesh s_0 Mesh s_p

$$W(x_p, p, q) = x_p + \alpha(x_p - x_p) + \beta(x_p - x_p), \forall \text{triangles } \in s_0$$

Representing Pose Variation

$$\begin{bmatrix} X \\ Y \\ Z \end{bmatrix} = \begin{bmatrix} 1 & -w_x & w_y \\ w_x & 1 & -w_z \\ -w_x & w_z & 1 \end{bmatrix} \begin{bmatrix} X \\ Y \\ Z \end{bmatrix} + \begin{bmatrix} t_x \\ t_y \\ t_z \end{bmatrix}$$

Appearance Model

$$A(x_p) = A_0(x_p) + \sum_{i=1}^{m+2} \lambda_i A_i(x_p), x_p \in s_0$$

Model Fitting

$$\sum_{x_p \in s_0} \left[A_0(x_p) + \sum_{i=1}^{m+2} \lambda_i A_i(x_p) - I(W(x_p, p, q)) \right]^2 \iff \arg \min_{p, q, \lambda} \sum_{x_p \in s_0} \left[\text{Image} - \text{Model} \right]^2$$

Simultaneous Forwards Additive (SFA)

Warp Input Image and the gradients
 $I(W(x_p, p, q)) \quad \nabla I(W(x_p, p, q))$

Compute the Error Image
 $E(x_p) = A_0(x_p) + \sum_{i=1}^{m+2} \lambda_i A_i(x_p) - I(W(x_p, p, q))$

Find the Jacobian of the Warp w.r.t Shape and Pose

Compute the Steepest Descent images

Find the Hessian and its inverse

Compute parameters update

Normalization Forwards Additive (NFA)

Warp Input Image and the gradients
 $I(W(x_p, p, q)) \quad \nabla I(W(x_p, p, q))$

Compute the Error Image
 $E(x_p) = A_0(x_p) - I(W(x_p, p, q))$

Project the Error Image into $A_i(x)$ and Normalize

Find the Jacobian of the Warp w.r.t Shape and Pose

Compute the Steepest Descent images

Find the Hessian and its inverse

Compute parameters update

Efficient Approximations (ESFA and ENFA)

Fitting Robustness Rate of Convergence

Robust Fitting (RSFA, RNFA, ERSFA, ERNFA)

$\sum_{x_p \in s_0} \rho(E(x_p)^2, \sigma) \iff \arg \min_{p, q, \lambda} \sum_{x_p \in s_0} \left[\text{Image} - \text{Model} \right]^2$

RSFA Parameters Updates (IRLS) $\rho(E(x)^2, \sigma)$ Modified Robust Norm

RNFA Parameters Updates (IRLS)

Robust Algorithms Evaluation

The Jacobian of the Warp

Shape $\frac{\partial W(x_p, p, q)}{\partial p} = \sum_{i=1}^{m+2} \left(\frac{\partial W(x_p, p, q)}{\partial x_i} \frac{\partial x_i}{\partial p} + \frac{\partial W(x_p, p, q)}{\partial y_i} \frac{\partial y_i}{\partial p} \right)$

Pose $\frac{\partial W(x_p, p, q)}{\partial q} = \sum_{i=1}^3 \left(\frac{\partial W(x_p, p, q)}{\partial x_i} \frac{\partial x_i}{\partial q} + \frac{\partial W(x_p, p, q)}{\partial y_i} \frac{\partial y_i}{\partial q} \right)$

Initial Estimate

Head Pose Estimation

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