

# Mental Phenotyping with 3D Cameras

Daphna Weinshall  
Hebrew University

# Research Question

- **Background:** Non-verbal cues such as facial expressions, voice and body movement are essential for the diagnosis of mental/neurological disorders
- **Our goal:**
  - **Quantitatively** characterize **non-verbal** behavior in patients (Parkinson & Schizophrenia)
  - Develop **automatic** tools for describing and analyzing clinically relevant measures of these conditions

# Non-verbal cues

- *Speech prosody*: Schizophrenic patients may have “indifferent tone”, depressed patients may show small variability
- *Facial expressions*: Schizophrenic patients may show “flat affect”, with often inappropriate facial expressions; Parkinson patients may show “mask face”
- *Body gestures*: various aspects of Parkinson disease are judged based on the patient’s movement

# Technological Solution

- Use 3D cameras to track body and facial movement
- Start from technology developed primarily for gaming (e.g., MS kinect camera)
- Advance the technology to deal with abnormal behavior and the characterization of facial expressions

# Non-verbal cues

- *Speech prosody*: Schizophrenic patients may have “indifferent tone”, depressed patients may show small variability
- *Facial expressions*: Schizophrenic patients may show “flat affect”, with often inappropriate facial expressions; Parkinson patients may show “mask face”
- *Body gestures*: various aspects of Parkinson disease are judged based on the patient’s movement

# Facial Expressions - Theory

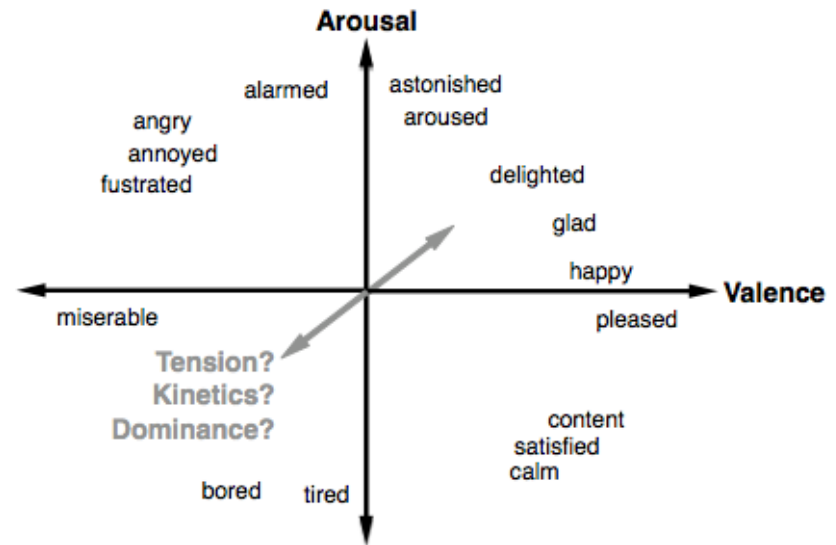
- Prototype Emotions



Categorical Vs. Dimensional approach
















**Ekman (1971)**

- Dimensional



**Russel (1980)**

# Facial Action Coding System (FACS)

<b>AU1</b>  Inner brow raiser	<b>AU2</b>  Outer brow raiser	<b>AU4</b>  Brow Lowerer	<b>AU5</b>  Upper lid raiser	<b>AU6</b>  Cheek raiser
<b>AU7</b>  Lid tighten	<b>AU9</b>  Nose wrinkle	<b>AU12</b>  Lip corner puller	<b>AU15</b>  Lip corner depressor	<b>AU17</b>  Chin raiser
<b>AU23</b>  Lip tighten	<b>AU24</b>  Lip presser	<b>AU25</b>  Lips part	<b>AU26</b>  Jaw drop	<b>AU27</b>  Mouth stretch

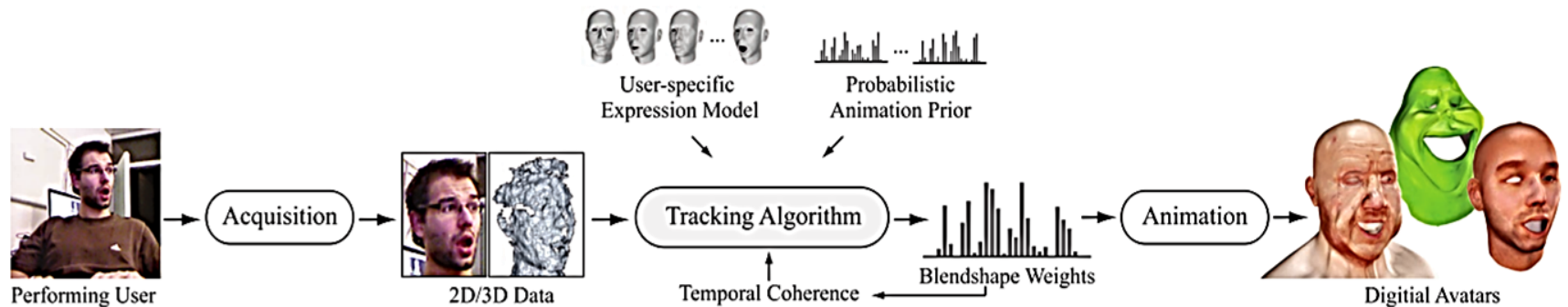
Paul Ekman and Erika L Rosenberg. What the face reveals: Basic and applied studies of spontaneous expression using the Facial Action Coding System (FACS). Oxford University Press, 1997.

# Technology

- Structured light 3D camera (Carmine 1.09)



- AUs extraction out of 3D video (*Faceshift™*)





# Basic features

Faceshift™ returns 4 output types:

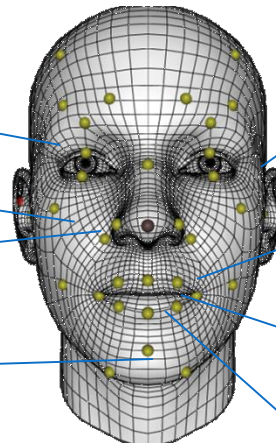
1. Intensity level of 51 Action Units over time, with sampling rate of 19 Hz

**BROWS** (up, down)

**CHEEK** (squint, puff)

**NOSE** (sneer)

**CHIN** (raise)



**EYES** (blink, squint, up, down, in, out)

**LIPS** (stretch, close, open, up, down, funnel, pucker)

**MOUTH** (left, right, frown, smile, dimple)

**JAW** (forward, left, right, open)

2. Eye gaze and position
3. 3D head coordinates
4. 3D position of facial markers

# Facial Expressions & Parkinson

Collaborators:

- Nomi Vinokurov
- Prof. Hagai Bergman, Dr. David Arkadir



# Hypomimia (mask face)

- Reduced degree of facial expression, reduced facial mobility
- Often early sign of Parkinson



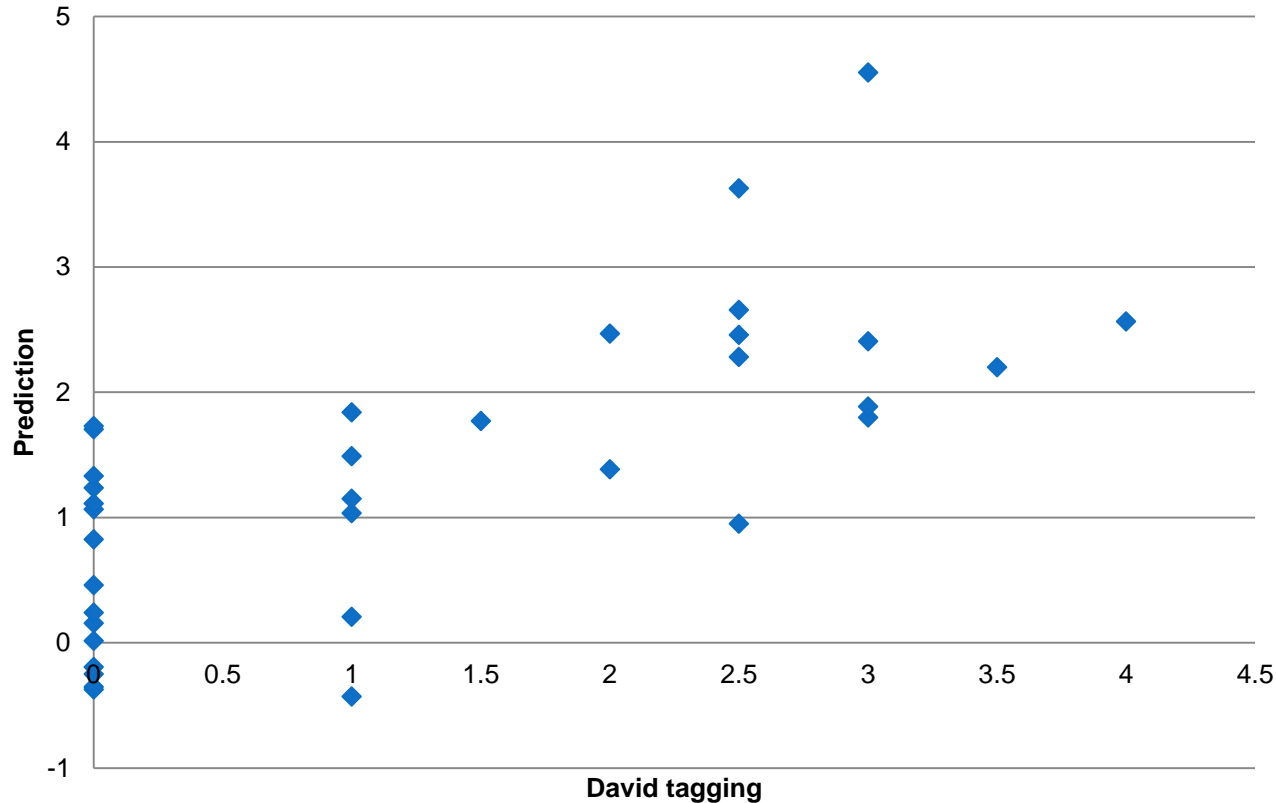
# Data Collection

- 17 Parkinson patients
- 18 healthy controls
- Hypomimia independently evaluated by 2 neurologists
- Protocol includes: short interview, photo and video presentations, reading session

# Evaluation Algorithm

- Derived features: 4 moments of AUs, bilateral differences (left and right), measures of AU's change and speed
- Discriminative feature selection down to 4 features
- Fit linear regression classifier to training sample
- Predict hypomimia level for LOO subject

## Linear regression prediction



- Pearson coefficient of predictor: 0.73
- Pearson coefficient between neurologists: 0.8

# Facial Expressions & Schizophrenia

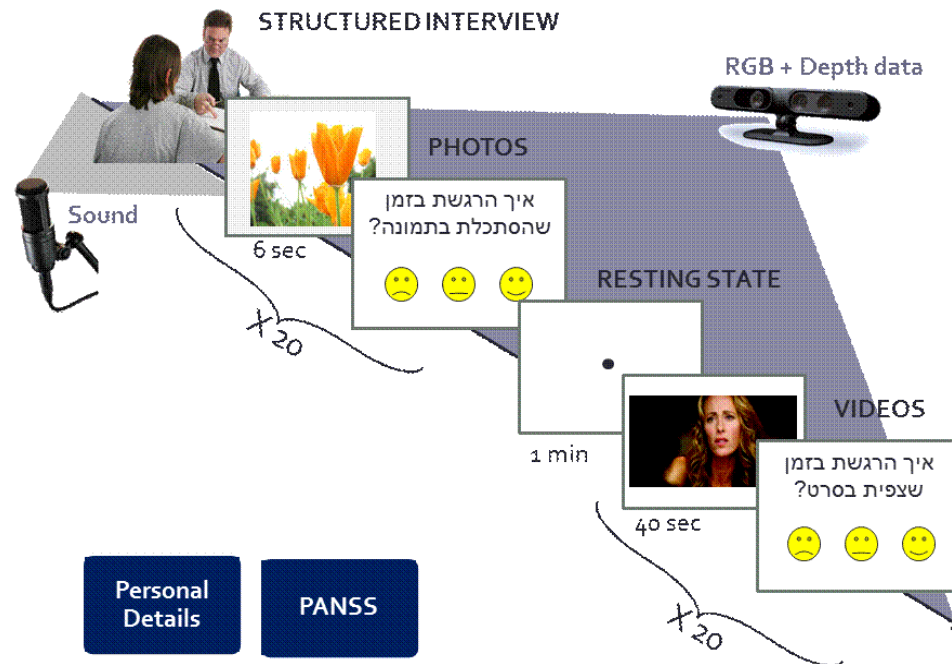
Collaborators:

- Talia Tron
- Prof. Avraham Peled (Shaar Menashe mental hospital)



# Data Collection

- 34 Schizophrenic patients
- 34 healthy controls
- Evaluated by 2 psychiatrists





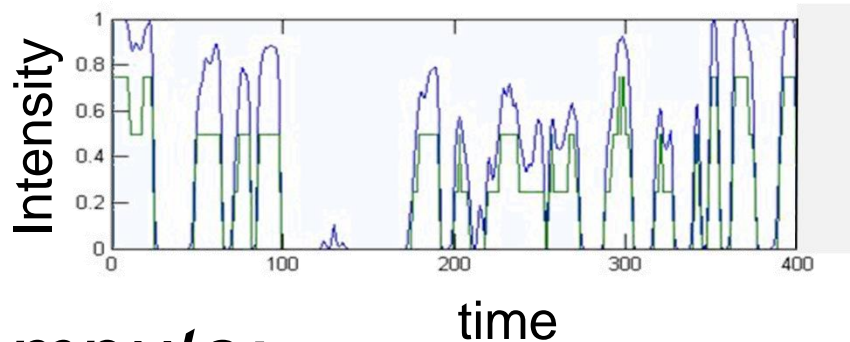
# Prediction of PANSS

**Goal:** Learn to predict the Positive And Negative Syndrome Scale of Schizophrenia

- *Positive symptoms* - an excess or distortion of normal functions (e.g., hallucination and delusions)
- *Negative symptoms* - a diminution or loss of normal functions (e.g., blunted affect and emotional withdrawal)
- *General symptoms* - depression, motor retardation, anxiety, etc

# Analysis, pre-processing

- Selection of discriminative AUs, followed by quantization



- For each *AU compute*:
  - 1) Expression Ratio (activation percentage)
  - 2) Expression Level
  - 3) Expression Length
  - 4) Change Ratio (how often the activation changes)
  - 5) Fast Change Ratio

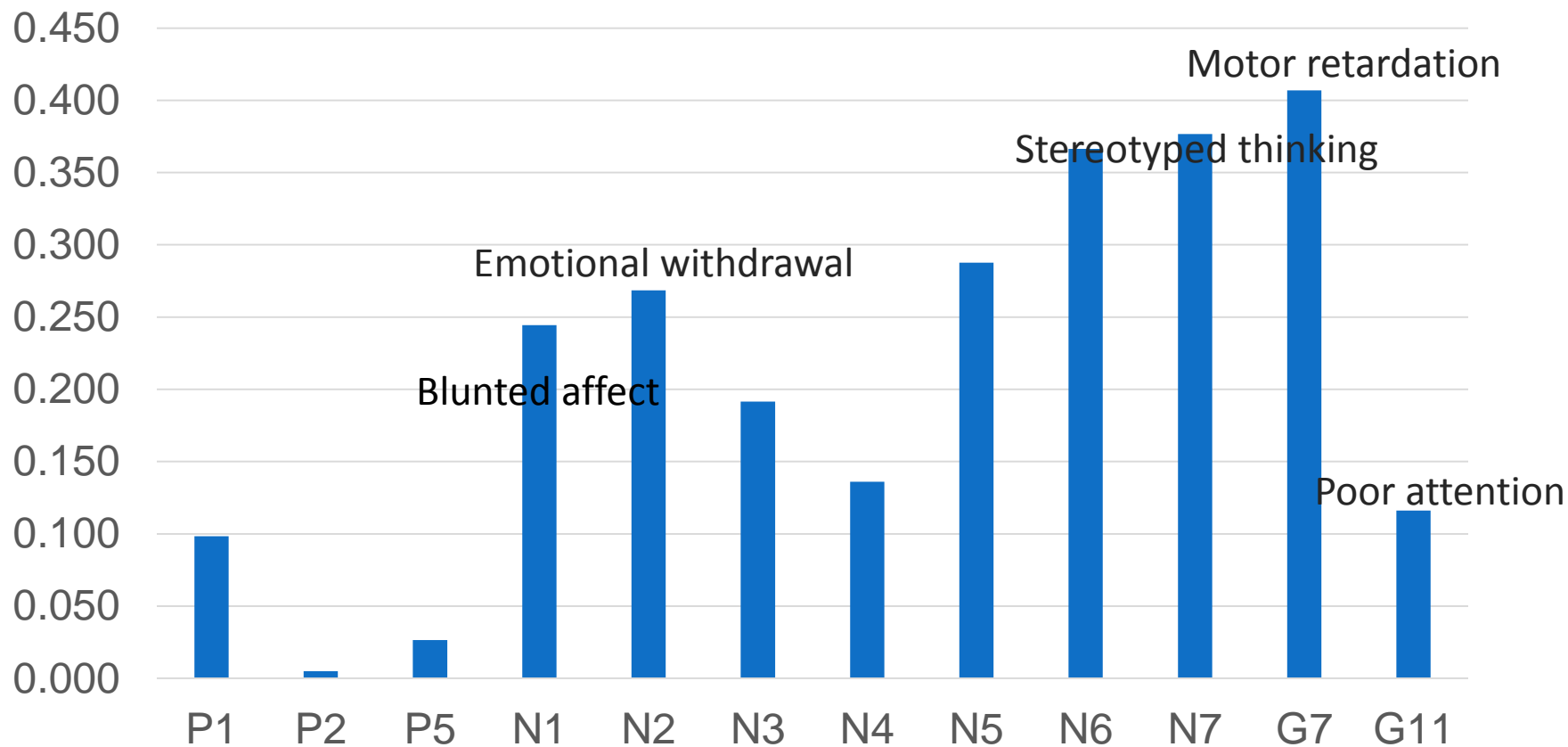
# Analysis

- Features are calculated for each segment (~30 seconds) for each subject
- First training phase – learn prediction score for each segments
- Second training phase – learn prediction score based on moments of the predictor distribution over segments

[Training using between subjects LOO cross validation]

# Results

## Pearson Correlation for PANSS



# Results

Motor retardation

Blunted Affect

test Correlation

$R^2=0.380$  ( $p<0.01$ )

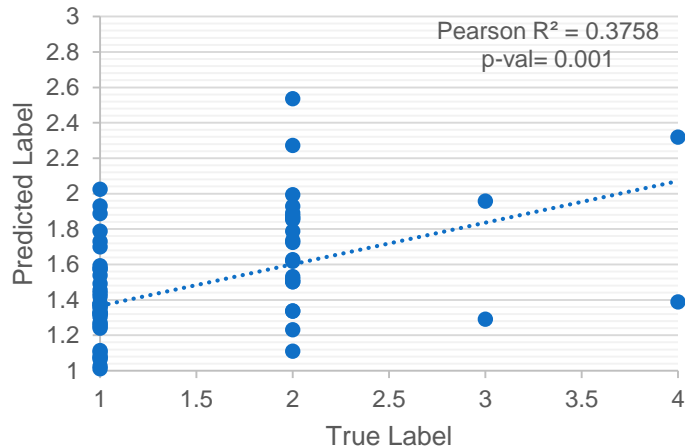
$R^2=0.276$  ( $p<0.05$ )

train Correlation

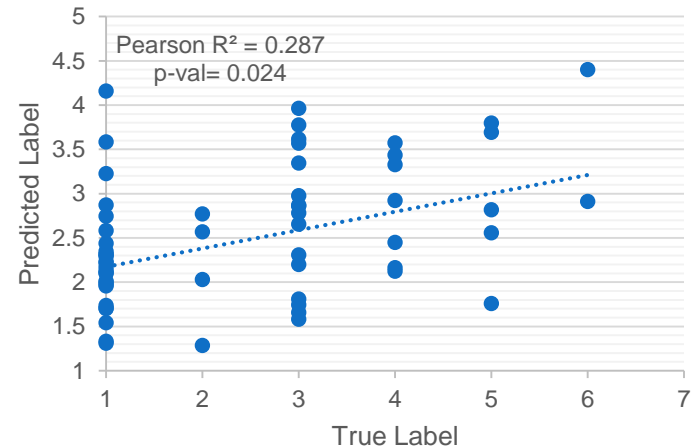
$R^2=0.609$  ( $p<<0.001$ )

$R^2=0.601$  ( $p<<0.001$ )

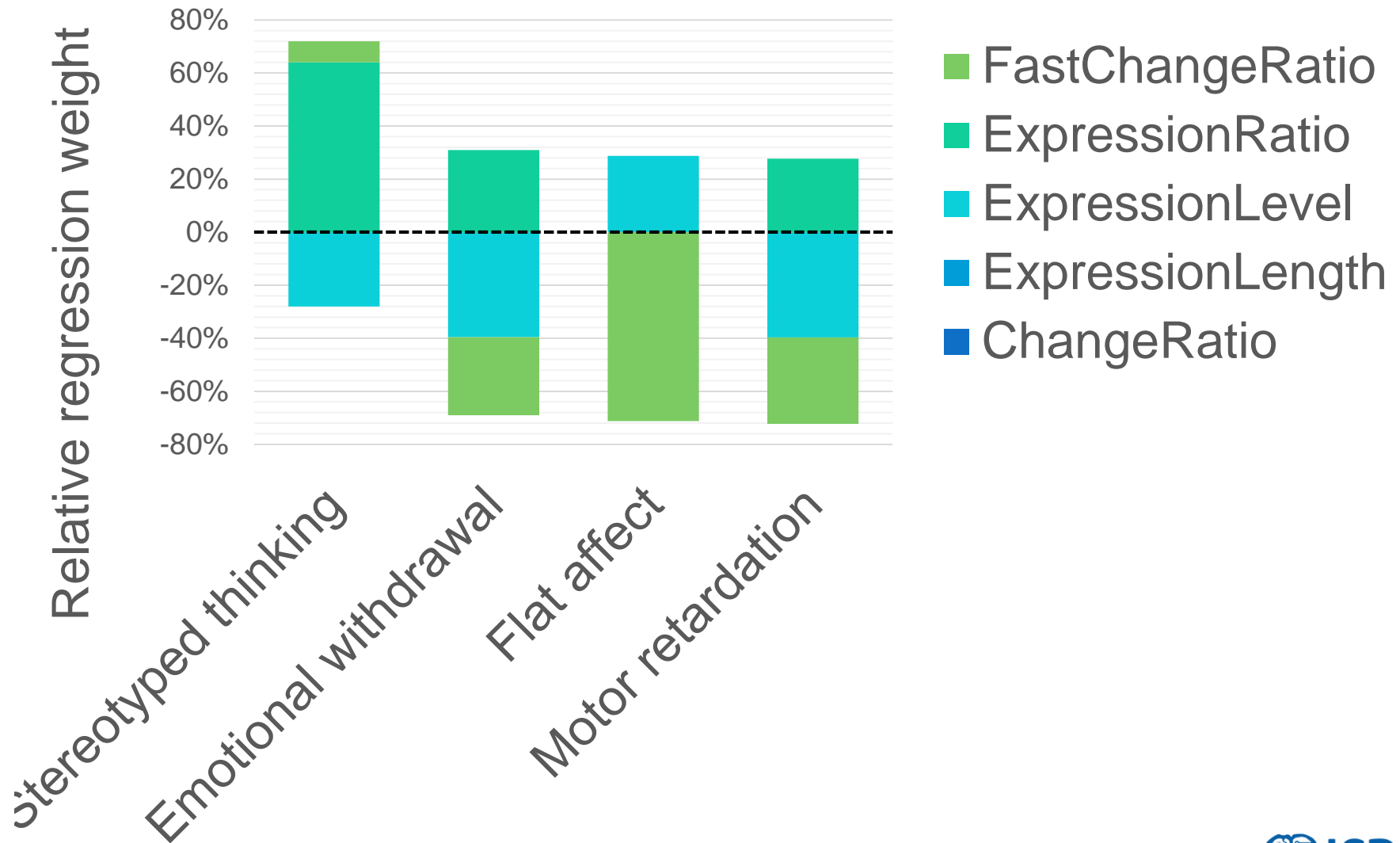
## Motor Retardation



## Blunted Affect

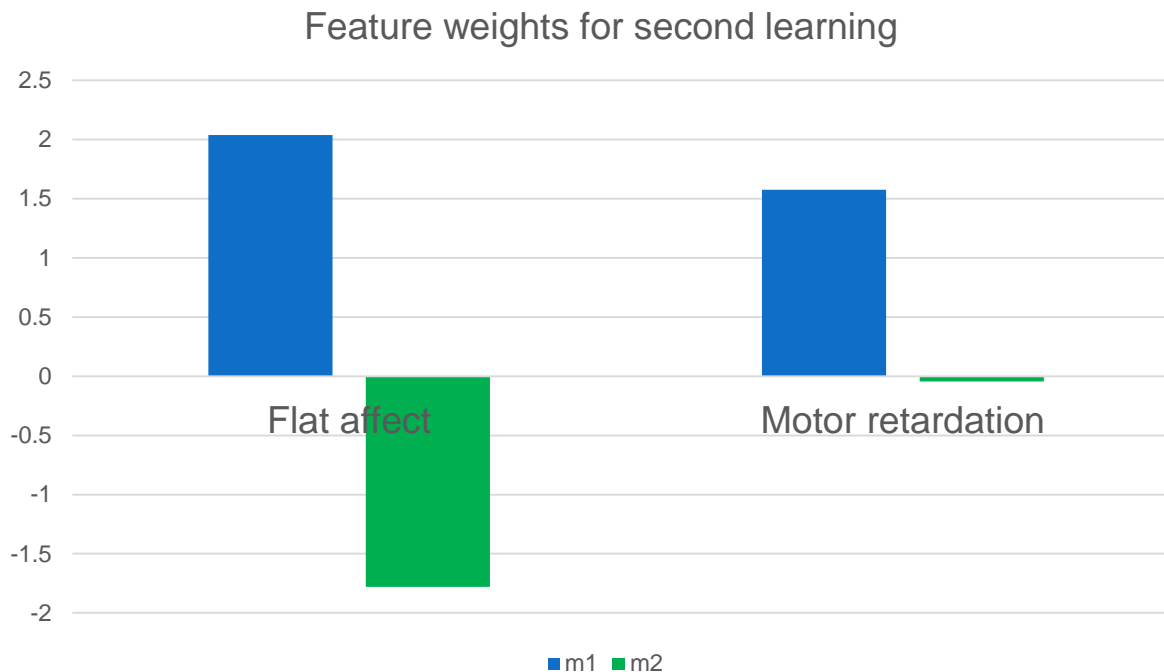


# Feature Selection & observed behavior



# Preliminary results

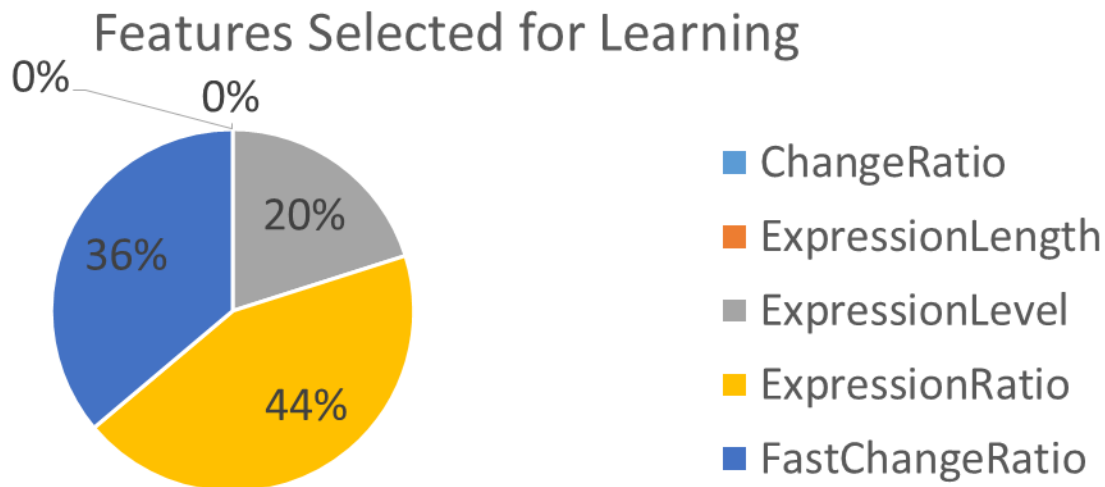
Second phase of learning: as expected, variance in time in the facial AUs is also useful for PANSS prediction



# Preliminary Results

## Patients Vs. Controls:

specificity	0.74
sensitivity	0.64
accuracy	0.69
ss_mean	0.69





# Future work

- Integrate improved camera technology (better 3D resolution, better depth range), and improved software for facial 3D feature extraction
- Big data acquisition and analysis
- Move up to more semantic description of facial expressions (e.g., valence)
- Integrate additional cues, like voice prosody