

Face and Ear Analysis

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Who am I











Rasmus R. Paulsen



- Oticon A/S: Industrial PhD student
 Visit to INRIA in total 16 months
- Oticon A/S: R/D
- DTU Informatics: Associate Professor









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Who are we?

Technical University of Denmark (DTU)

- Department of Applied Mathematics and Computer ScienceSection for Image analysis and computer graphics
 - 12 Faculty: Professors, Associate Professors, Assistant Professors
 - 30+ PhD students, Post-Docs, and research assistants





Research themes



Computer Graphics & Visualization



Industrial Inspection & Food Quality

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Computer Vision & 3D Measurements



Medical Image Analysis







Today

Shape analysis of the ear

- Rasmus R. Paulsen PhD (2003)
- Sune Darkner PhD (2008)
- Rasmus R. Jensen PhD (2013)
- Full skull models for acoustical simulation
 - Stine Harder PhD (2015)
- Face analysis for finding high genetic risk factors
 - Jens Fagertun PhD (2013)
- 3D gender recognition
 - Jens Fagertun





Shape Analysis of the Ear - Background



- An experienced hearing aid fitter has seen a lot of ears!
- Some hearing aid users are very difficult to fit. Why?
- Large variation in the shape of ears
- Ear canals change shape when people chews
- Is it possible to learn about the shape and use it?







Digitalisation



- Accurate surface description of ear impression
- Custom laser scanner





Some results

Main variation of the shape of the ear canal
Found using principal component analysis
First mode of variation

7 modes explain 95% of the total variation







Average



Average+1. mode



Previous and current use

- Hearing aid design
- Statistical surface recovery for direct ear scanning





3D head and torso database

Computer models are used increasingly in the design of

- Hearing aids
- Headsets
- In the ear measurement devices thermometers
- Personal communication systems
- There is a need for high quality surface representations of the human ear, head, and upper torso
- Research project funded by the Oticon Foundation
 - Create an open database of scanned ears, heads, and torsos





Hearing aid development







Overall project goal



 Creation of a high quality database of ear, head and torso models
 Surface models
 Combined with boundary element or finite element acoustical modelling

 Virtual design





Virtual design and visualisation









The ear – so complicated!



- Most complicated anatomy seen from the outside
- Not possible to scan all parts of the ear at the same time
- Many occlusions
- Multiple scans from different directions is one solution
- Still not possible to capture the entire ear





Scanner Setup



Commercial facial scanner

Three pods

- two Canon 450D cameras per pod
- Integrated flash system

One-click 3D capture







Scanning the ear – an acrobatic exercise





Merging scans





- How do we
 - Merge data from different scanners?
 - Fill out the missing parts?
 - Remove noise and outliers?
 - Create a nice triangulation?

Our solution:

Markov Random Field surface reconstruction





Scan alignment and reconstruction

- 1. Merge sub-scans into one point cloud
- 2. Compute implicit surface (distance field)
- 3. Regularise implicit surface
- 4. Re-align scans to implicit surface
- Repeat step 1-4 in a multi-scale framework
 - Optimising implicit representation
- Extract triangulated surface













Software and data

www.imm.dtu.dk/MRFSurface





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Canfield scientific Vectra M3 Rasmus R. Paulsen





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Setup



- Research Institute of Biological Psychiatry, Copenhagen University Hospital
 - Several psychiatric centers
 - 4 scanners
 - 1000+ controls from the Danish Blood Donor program
 - Patients with severe psychiatric disorders acquisition ongoing





Goal



Identify biomarkers High risk genetic variants



Methods



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DTU

Stereo reconstruction

Custom stereo reconstruction algorithm

- Pairwise image correspondence
- Pod-wise correspondence





Standardised landmarking









Dense Surface Correspondence



Template warped to target





Dense Surface Correspondence



- Template warped to target
 Regularised dense correspondence
- Mean curvature used



Dense correspondence

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40000+ verticesPer vertex RGB coloring





Texture correspondence



- Vertex correspondence on the mesh
- Pixel correspondence on the texture map
- Shape and texture analysis





Minor anomalies vs. maximum variation



PCA explains maximum variation
 We look for minor anomalies

 Slight asymmetries

 PCA might not be the best choice

 Future research topic

 $\mathbf{x} = [x_1, y_1, z_1, \dots, x_N, y_N, z_N, R_1, G_1, B_1, \dots, R_M, G_M, B_M]^T$





3D gender recognition using cognitive modelling Jens Fagertun, Tobias Andersen, Thomas Hansen and Rasmus Paulsen

- Can we understand how humans perform the task of gender recognition?
- Can we use this information to enhance machine learning models?
- Gender recognition can be solved using cues from many different features like:
 - Hair style, Clothing, Postures and movement patterns, Speech, Body features
 - Facial features, Beard, Makeup





Data



720 3D facial scans cropped to only show the face, excluding neck, ears and hair.





Understanding Gender

- A gender strength variable is defined on the interval [0, 1]
- A cognitive test was devised to estimate the gender strength of each sample (facial scan).
- The gender strength variable is estimated as a latent variable encoded by the time it takes each of six participants to perform the gender classification task













Understanding Gender

- Estimated gender strength used when training our classifier
 - III defined facial samples removed
 - Employing the gender strength variable to construct a refined (smaller) training set used in the training of LDA and SVM (both in a linear and non-linear version) gave an improvement













Conclusions

Current research is focused on

- Acquisition of very high quality surface models of the entire head
- A variety of applications
 - Hearing device virtual product development
 - Biometry and forensics
 - Genetics and facial features
 - Surgery planning and evaluation

