

# **Agitation sensor based on Facial Grimacing for improved sedation management in critical care**

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C. E. Hann<sup>1</sup>, P Becouze<sup>1</sup>, J. G. Chase<sup>1</sup>, G. M. Shaw<sup>2</sup> and X. Chen<sup>1</sup>

<sup>1</sup>Department of Mechanical Engineering, University of Canterbury, Christchurch, New Zealand

<sup>2</sup>Department of Intensive Care Medicine, Christchurch Hospital, Christchurch, New Zealand

# Introduction

**Agitation in Intensive Care Unit (disease, injury, life-support)**

**Sedation**

**Current methods to measure agitation are subjective (Hospital staff)**

## **Under sedation**

- Reduce patient recovery
- Risk of injury (staff, self extubation...) from agitation

## **Over sedation**

- Longer weaning period
- Cardiovascular depression and death!

**Increased length of stay and cost**

**Necessity of an accurate method to measure agitation**

## Previous work

**A physiological model of agitation and sedation pharmacodynamics has been developed [Rudge et al.]**

- Significant improvements in simulation → **requires a sensor!!!**



### **Current agitation sensors :**

- Blood pressure/Heart rate variability [Chase, Starfinger et al.]
- Digital Imaging of whole body motion [Chase, Agogue et al.]
  - Medium to large overall average movement
  - Limited resolution (wide view, no detail)

# A new approach towards Agitation Sensing

## **Motivation:**

Higher resolution on face

Detect subtle facial change → *early signs of agitation*

Integrate with current sensors → *more accuracy*

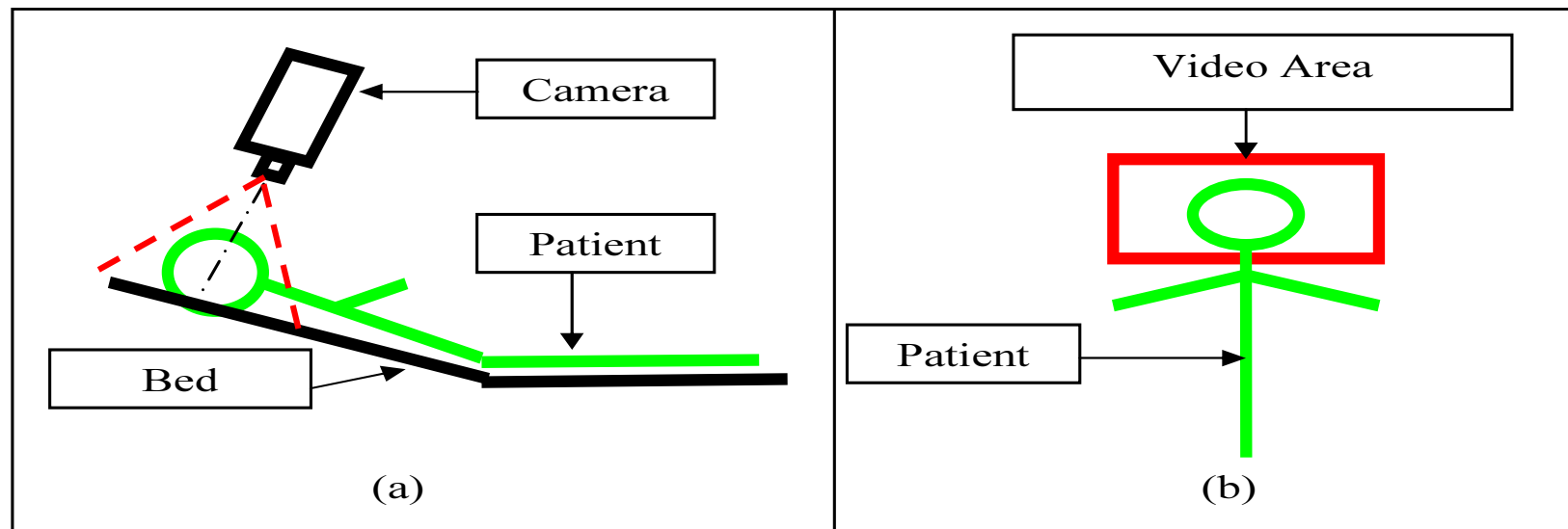
Facial expression used in Visual Analog Scale (VAS)

## **Objectives:**

Develop software for measuring the degree of facial grimacing, which clinical staff (and the literature) have noted as a distinct sign of emerging patient agitation.

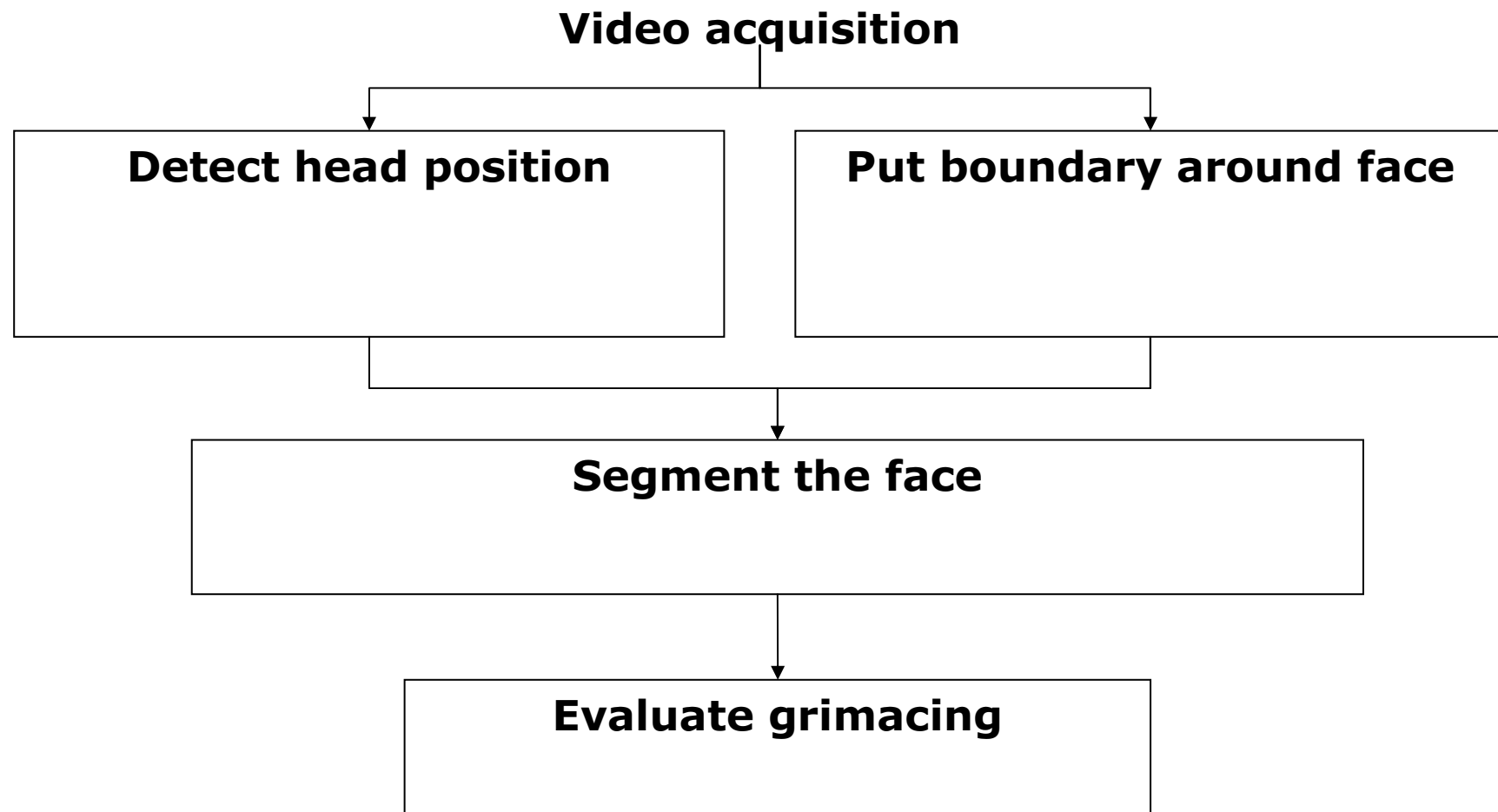
# Experimental Setup

Several simulations imitating a patient in Critical Care have been done



- A patient moving head with no expression
- A stationary patient with differing degrees of agitation
- A patient moving head and grimacing

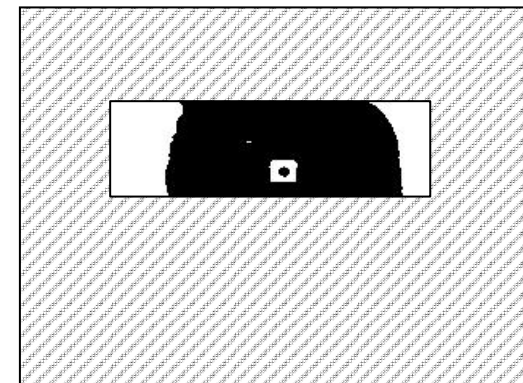
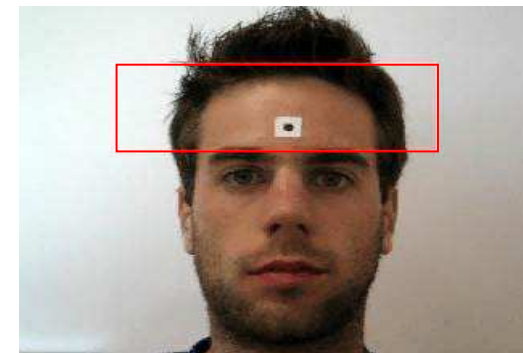
# Overview of proposed algorithm



# Reference point tracking

## Detect head's position:

- Place artificial marker point
  - e.g. on ventilator
- Convert image to grayscale
- Restrict region of interest
- Smoothing
- Normalization
- Thresholding



# Reference point tracking

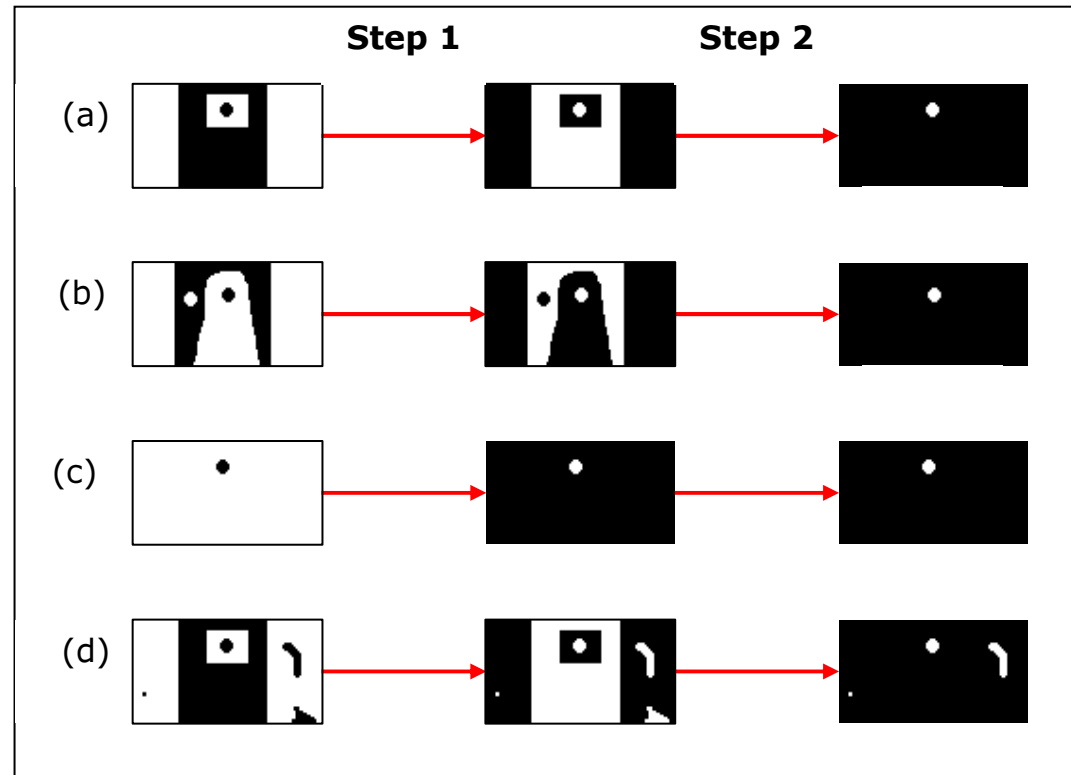
**Clear unwanted object:**

## Step 1

Take image complement

## Step 2

Makes all white area touching a border black





# Reference point tracking

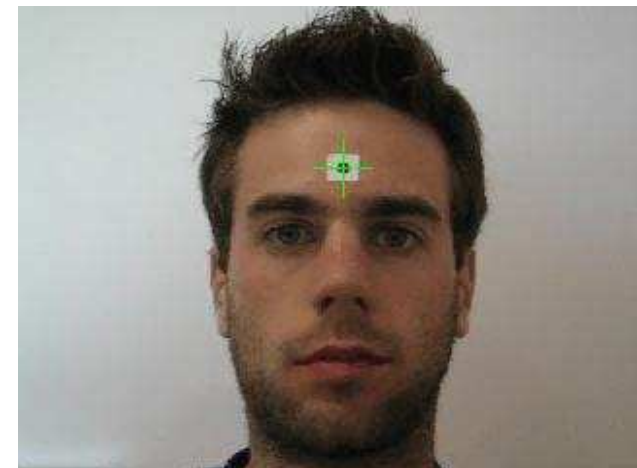
## Unwanted objects (Case (d)):

### First frame:

Delete all objects  $>$  or  $<$  size of dot

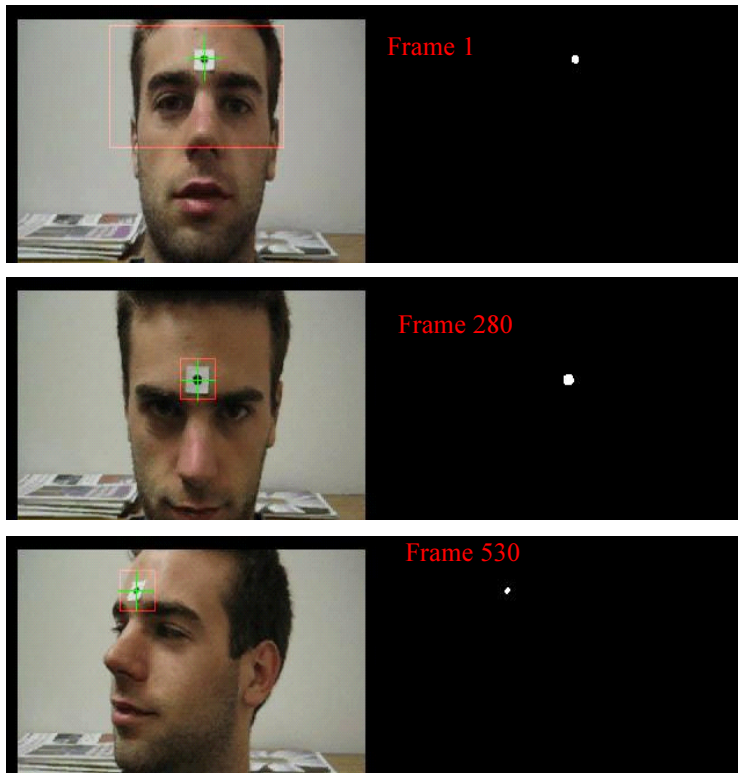
### Following Frames:

Keep the dot that is within a predefined tolerance from the dot in the previous frame

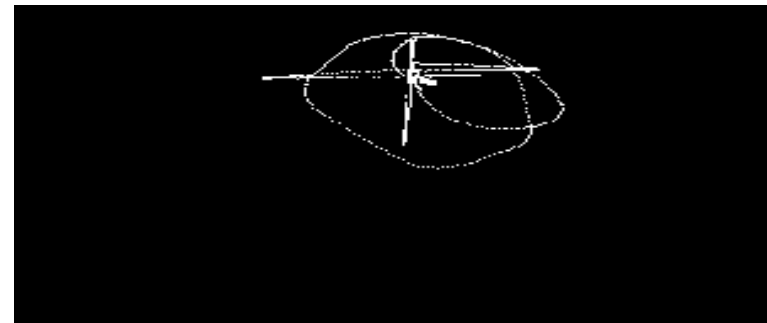


# Reference point tracking

## Results:



## Dot trajectory



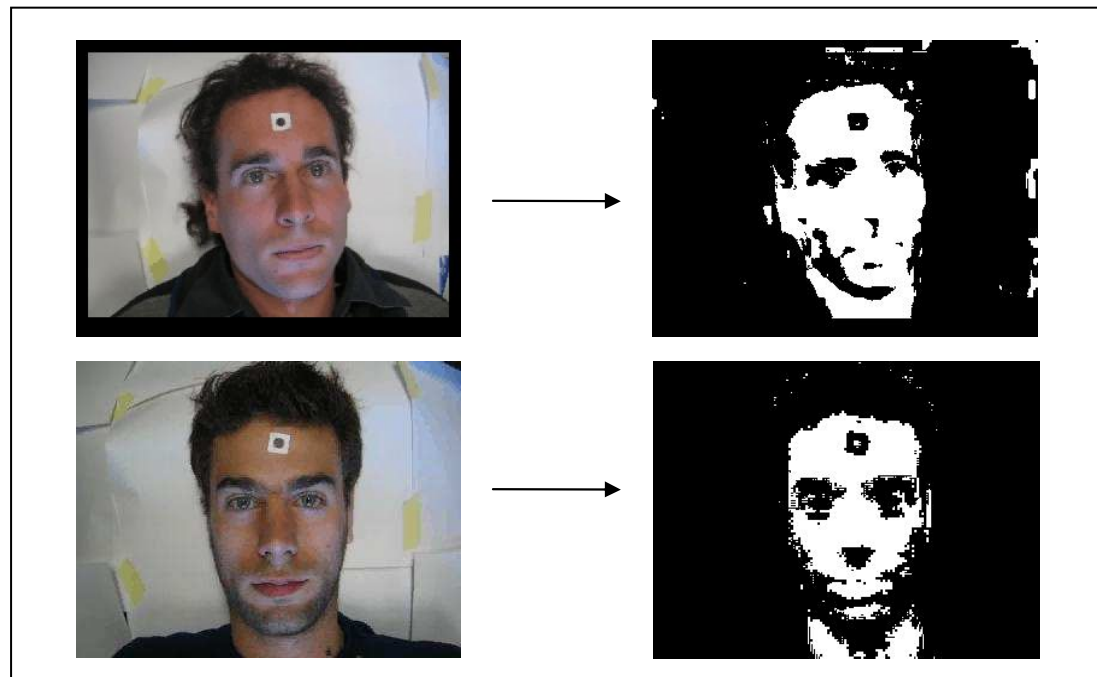
## Extracting contour of face

### Skin Recognition:

- Skin hue property
- Red/Green ratio
- Shown to be effective in literature
  - works on pale skin and dark skin equally effectively

- obtain features of face that represent grimacing → with ventilator straight forward, without ventilator its harder!

- use skin recognition to find face



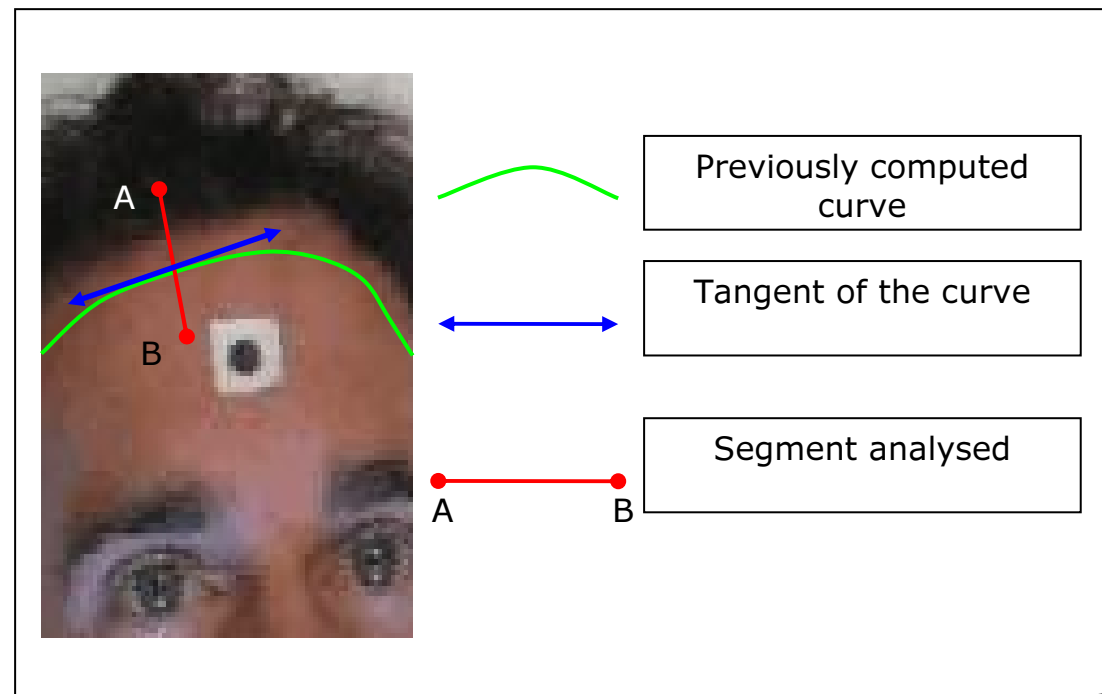
# Extracting contour of face

## Contour extraction



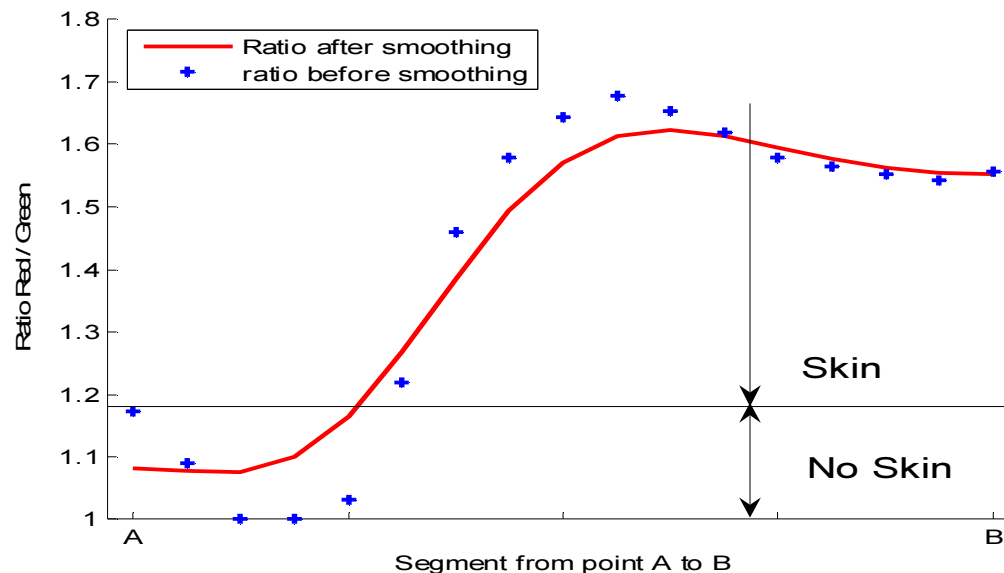
Simple fast method rather than  
e.g. snakes (computationally  
expensive)

- Initialization (requires check by user before proceeding)
- Contour defined with 50 points
- Plot for every point the Red/Green Ratio along the line A to B
- Distance A to B is defined



# Extracting contour of face

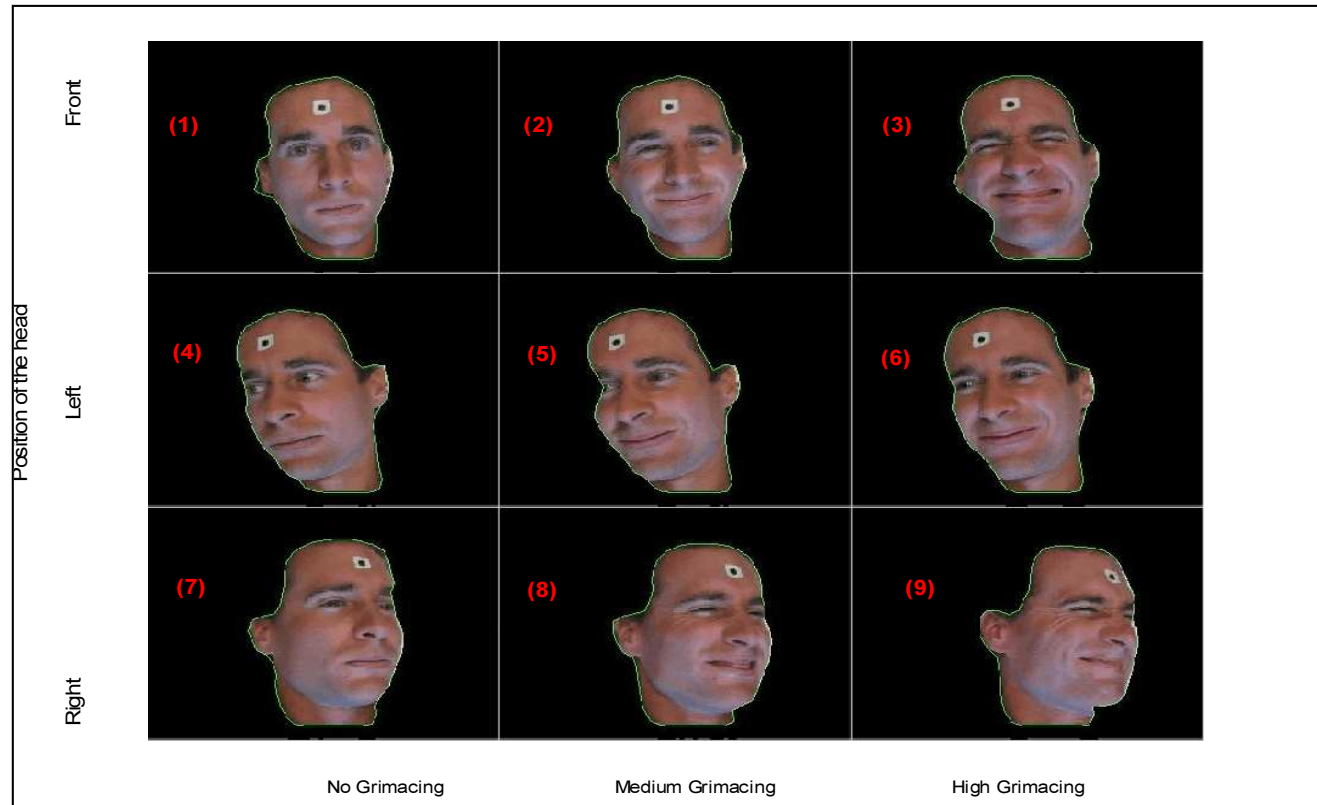
Detect the point along the line A to B that best meets the criteria for the border of the face



Patients stay on average 4 days in ICU → Learning system could be used to improve the results

# Extracting contour of face

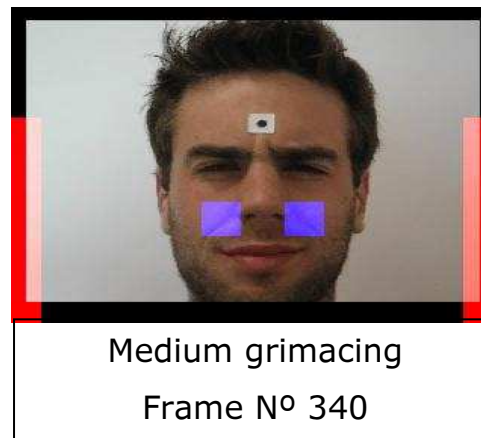
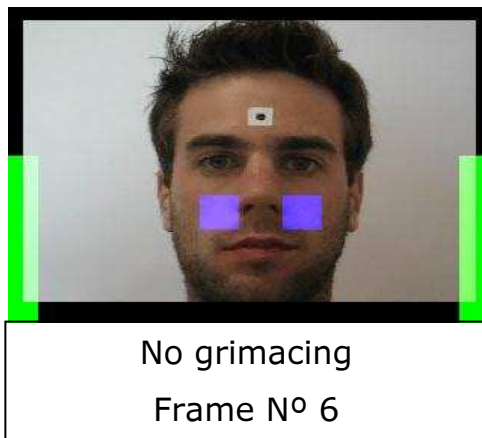
## Results



## Facial grimacing – Stationary

### Measure grimacing level:

- Segregate the face by two squares around the cheek
- Threshold the segregated area
- Count the number of extra pixels appearing due to grimacing

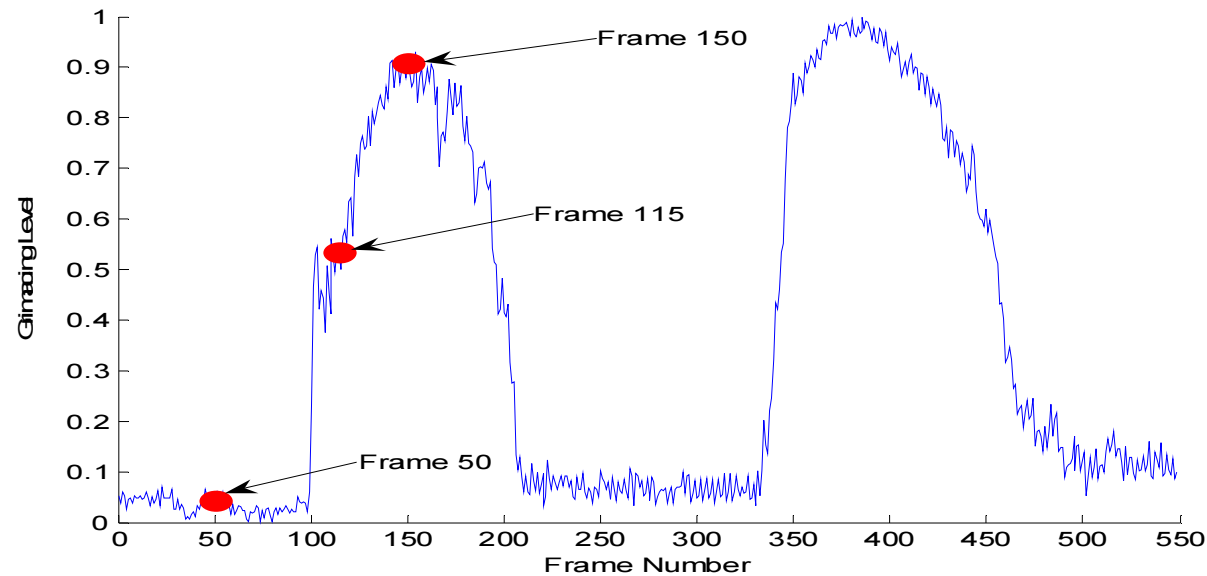




# Facial grimacing – Stationary

## Results

Grimacing level as a function of the frame number after normalisation





# Facial grimacing –Dynamic

## Face Segmentation:

- Fixed section below dot
- Above the eyebrow and below the mouth
- Using dot position and contour of face



Frame 1



Frame 100



Frame 200



Frame 30



Frame 400



Frame 500



Frame 600



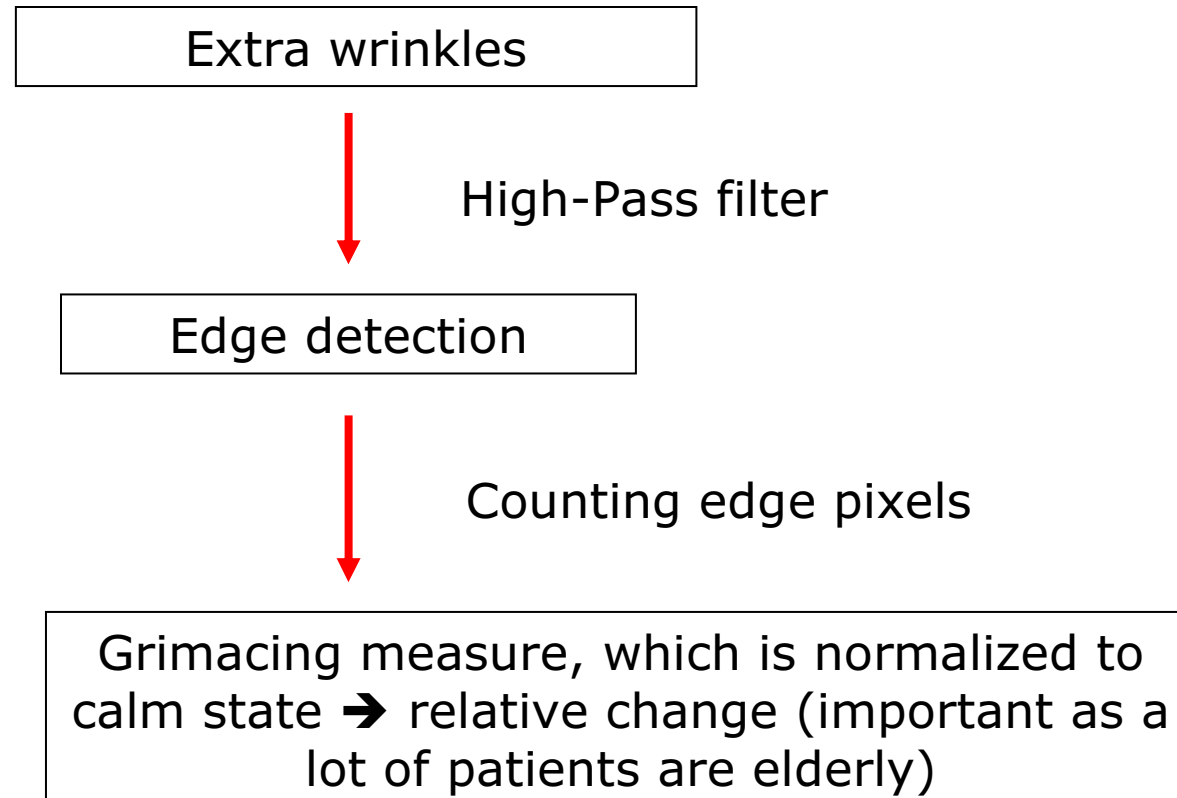
Frame 700



Frame 800

# Facial grimacing –Dynamic

## Measure Grimacing



# Facial grimacing –Dynamic

## Angle correction calibration:

- Sequence of frame moving the head with a calm face is used

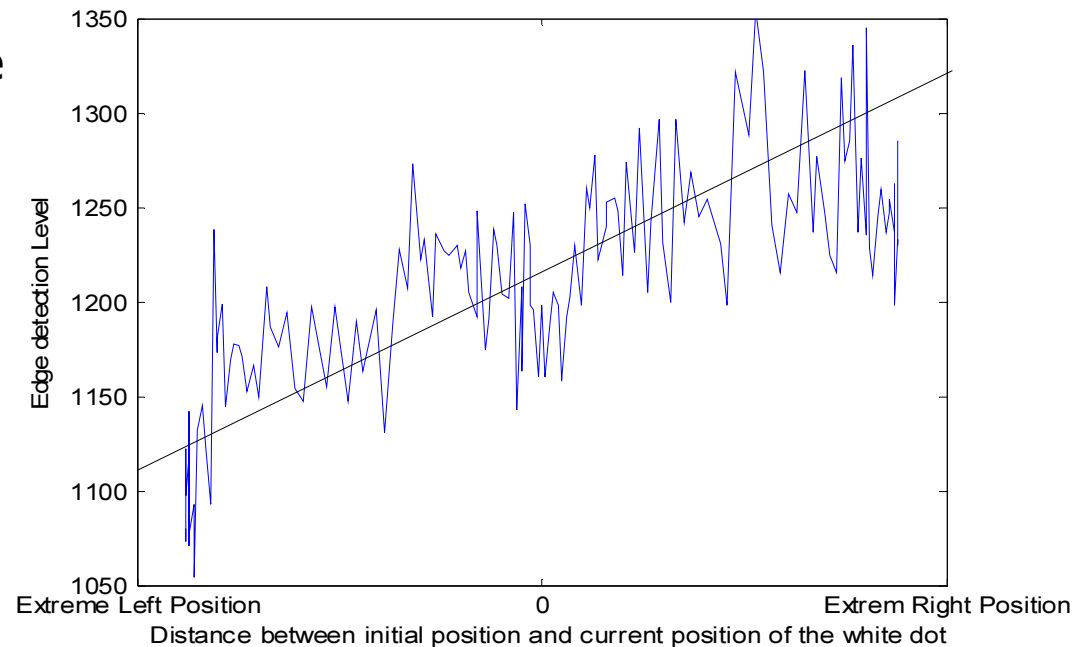
$$\overline{G} = G - a * x$$

G: Grimacing measure

$\overline{G}$ : Corrected grimacing measure

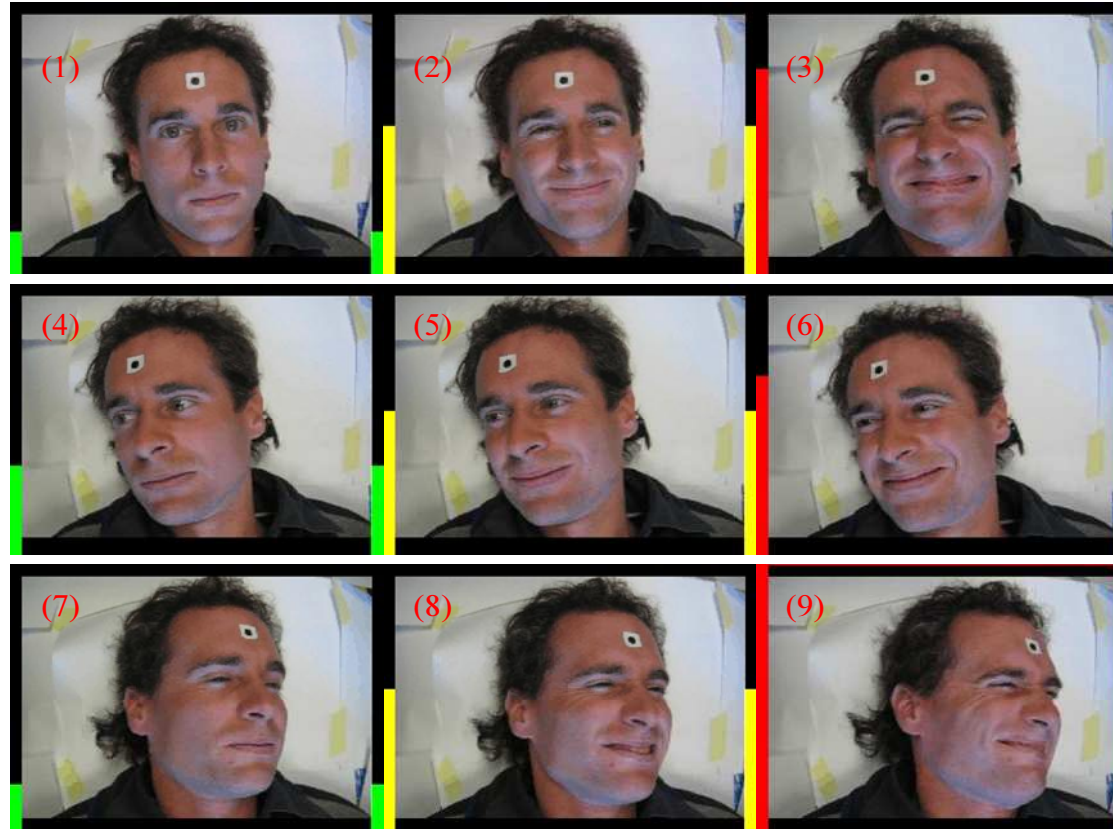
a: Gradient of the line

x: Distance between the initial position and the current position of the dot



# Facial grimacing – Dynamic

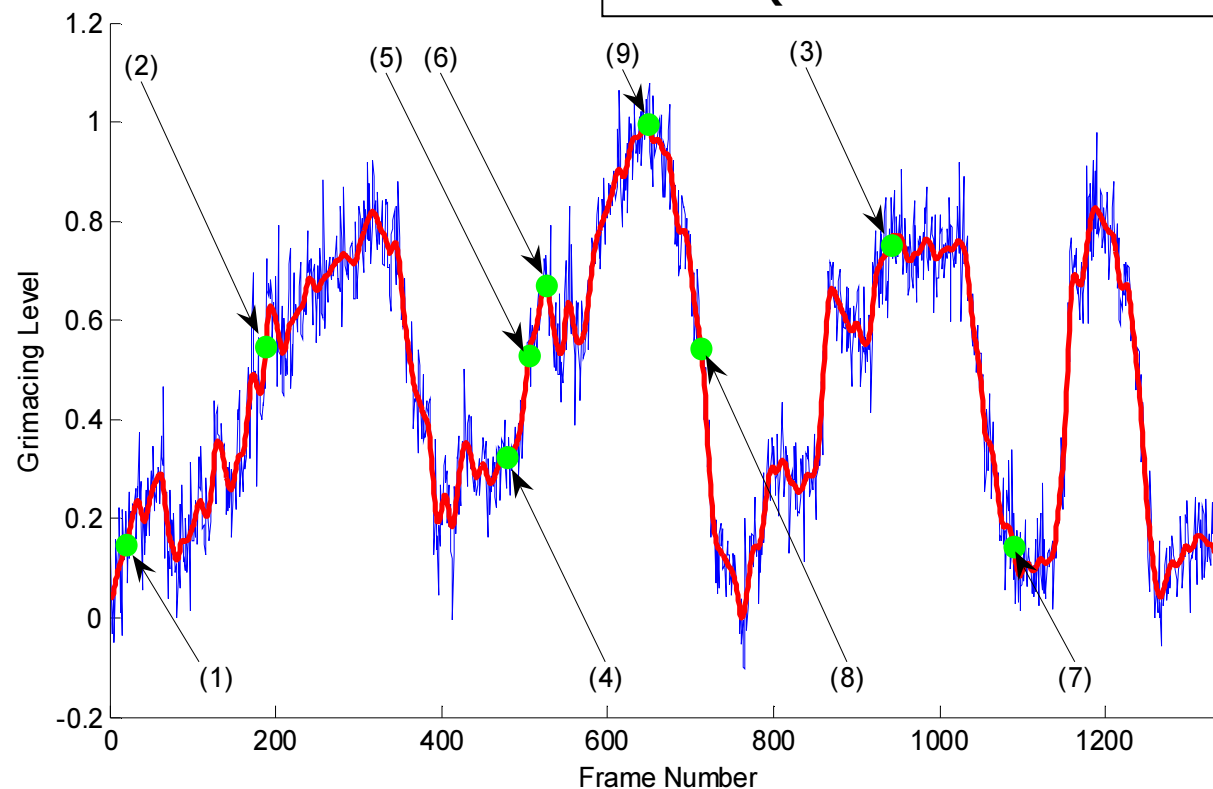
## Results:



# Facial grimacing – Dynamic

## Results:

Manually normalized to a known calm state  
(1<sup>st</sup> 80 frames of record here)



## Future work

- Clinical validation of methods used
- Comparison of the computed agitation level based on grimacing with agitation graded by nursing staff using the Riker Sedation-Agitation Scale or similar clinically validated scale (e.g. VICS, Richmond, Glasgow COMA, ATICE, ...)

# Conclusions

- This research project has successfully investigated the image processing and software requirements for measuring the degree of grimacing and patient agitation in real-time.
- The goal is to develop methods for high resolution measurement of specific facial features that correlate to patient agitation and pain.
  - Sensitive, Quantitative, Objective, and Accurate agitation assessment for enabling better sedation management.