

# Head Pose Estimation Via Probabilistic High-Dimensional Regression

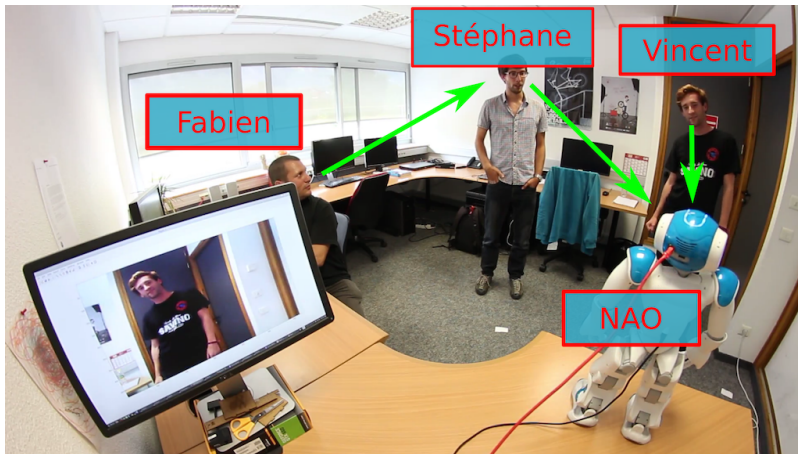
Vincent DROUARD<sup>1</sup> Silève BA<sup>1</sup> Georgios EVANGELIDIS<sup>1</sup>  
Antoine DELEFORGE<sup>2</sup> Radu HORAUD<sup>1</sup>

<sup>1</sup>Team Perception - Inria Grenoble Rhône-Alpes, France

<sup>2</sup>Friedrich-Alexander-Universität, Erlangen, Germany

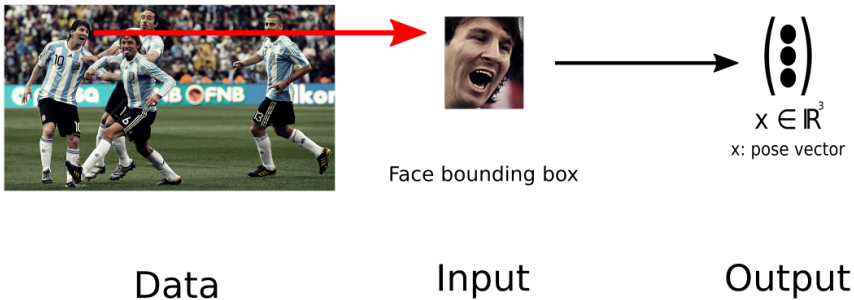
September 28, 2015, Québec, Canada

# Motivation



Visual cue in Human-Robot and Human-Human Interaction

# Problem definition



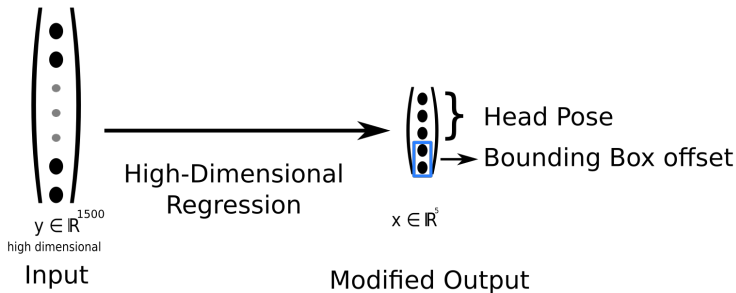
# Problem formulation



Annotated Bounding Box  $\longrightarrow$  Ideal Scenario

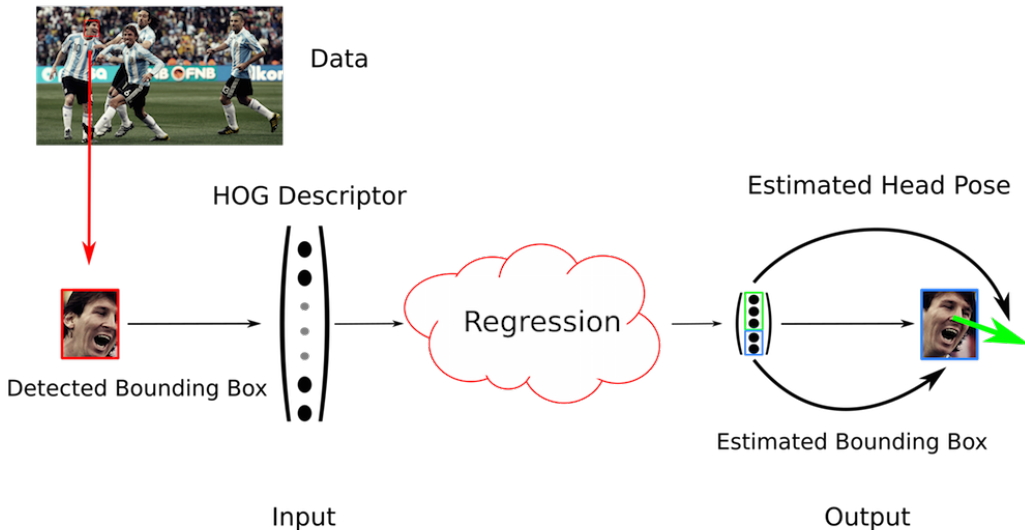


Detected Bounding Box  $\longrightarrow$  Reality



Affected by offset in detected bounding box

# Method Pipeline



# High-Dimensional Regression

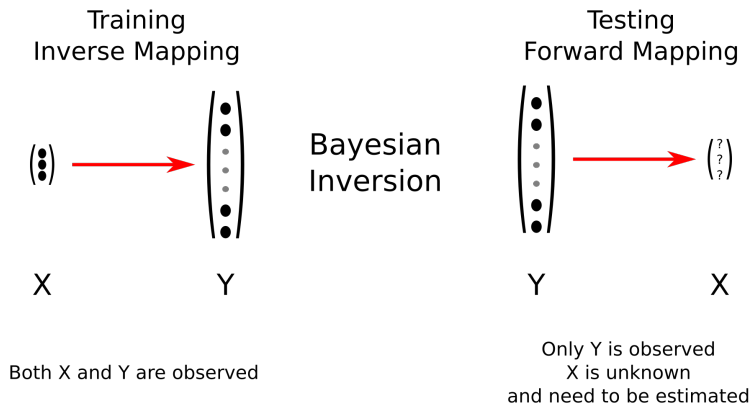
Problems:

- A lot of parameters to estimate
- $\mathbf{y} \rightarrow \mathbf{x}$  might be non linear
- $\mathbf{y}$  and  $\mathbf{x}$  are obtained by measurement  $\rightarrow$  might be noisy

Standard solution

- Step 1: dimension reduction,  $\mathbf{y} \rightarrow \mathbf{x}'$
- Step 2: regression,  $\mathbf{x}' \rightarrow \mathbf{x}$
- Head-pose information may be lost when dimensionality reduction is performed

# High-Dimensional Regression - Solution



- Inverse problem (training): easier to solve
- Forward solution (testing): closed-form

## Training: Inverse Regression (I)

$$\mathbf{y} = \sum_{k=1}^K \mathbb{I}_{\{Z=k\}} (\mathbf{A}_k \mathbf{x} + \mathbf{b}_k + \mathbf{e}_k)$$

- $A_k, b_k$ : parameters of the  $k^{th}$  affine transformation
- $\mathbf{e}_k$ : zero-mean noise,  $\mathbf{e}_k \sim \mathcal{N}(0, \Sigma_k)$
- $\mathbb{I}$ : indicator function
- $Z$ : discrete latent variable selecting the affine transformation



## Training: Inverse Regression (II)

- Probabilistic model

$$P(\mathbf{y}|\mathbf{x}, Z = k) = \mathcal{N}(\mathbf{y}; \mathbf{A}_k\mathbf{x} + \mathbf{b}_k, \mathbf{\Sigma}_k)$$

$$P(\mathbf{x}|Z = k) = \mathcal{N}(\mathbf{x}; \mathbf{c}_k, \mathbf{\Gamma}_k)$$

$$P(Z = k) = \pi_k$$

## Training: Inverse Regression (III)

- Inverse Regression

$$P(\mathbf{y}|\mathbf{x}; \theta) = \sum_{k=1}^K \frac{\pi_k \mathcal{N}(\mathbf{x}; \mathbf{c}_k, \mathbf{\Gamma}_k)}{\underbrace{\sum_{j=1}^K \pi_j \mathcal{N}(\mathbf{x}; \mathbf{c}_j, \mathbf{\Gamma}_j)}_{\rho_k \rightarrow \mathbf{Proportion}}} \mathcal{N}(\mathbf{y}; \mathbf{A}_k \mathbf{x} + \mathbf{b}_k, \mathbf{\Sigma}_k)$$

- $\theta = \{\mathbf{A}_k, \mathbf{b}_k, \mathbf{\Sigma}_k, \mathbf{c}_k, \mathbf{\Gamma}_k, \pi_k\}_{k=1}^K$
- Estimated using EM algorithm

## Forward Testing

Bayesian inversion of the model

$$P(\mathbf{x}|\mathbf{y};\theta^*) = \sum_{k=1}^K \frac{\pi_k^* \mathcal{N}(\mathbf{y}; \mathbf{c}_k^*, \mathbf{\Gamma}_k^*)}{\underbrace{\sum_{j=1}^K \pi_j^* \mathcal{N}(\mathbf{y}; \mathbf{c}_j^*, \mathbf{\Gamma}_j^*)}_{\rho_k^* \rightarrow \text{Proportion}}} \mathcal{N}(\mathbf{A}_k^* \mathbf{y} + \mathbf{b}_k^*, \mathbf{\Sigma}_k^*)$$

- $\theta^* = \{\mathbf{A}_k^*, \mathbf{b}_k^*, \mathbf{\Sigma}_k^*, \mathbf{c}_k^*, \mathbf{\Gamma}_k^*, \pi_k^*\}_{k=1}^K$  obtained analytically using  $\theta$

- $\hat{x} = \mathbb{E}(\mathbf{x}|\mathbf{y};\theta^*) = \underbrace{\sum_{k=1}^K \rho_k^* (\mathbf{A}_k^* \mathbf{y} + \mathbf{b}_k^*)}_{\text{Fast evaluation}}$

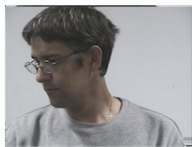
## Summary of the model

- Closed-form solution for estimating inverse regression parameters
  - high dimension = 1500 and Low dimension = 3 (or 5) (K=50)
  - Proposed inverse training: 375K parameters
  - Standard training: 56M parameters
- Forward testing parameters obtained in closed-form from the inverse regression parameters
- Estimation ( $\hat{\mathbf{x}}$ ) is efficient (few computations)

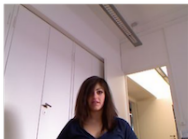
# Datasets

## Training Sets

### Prima Head Pose

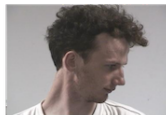


### Biwi-kinect Head Pose



## Testing Sets

### Leave one out test (ground truth available)

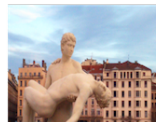


Prima



Biwi

### Out of datasets test



## Results with face annotations

Biwi-Kinect Head Pose			
Method	yaw	pitch	roll
Fanelli <i>et al.</i> (use 3D information)	<b>3.5</b> $\pm$ 5.8	<b>3.8</b> $\pm$ 6.5	5.4 $\pm$ 6.0
Wang <i>et al.</i> (use 2D-3D information)	8.8 $\pm$ 14.3	8.5 $\pm$ 11.1	7.4 $\pm$ 10.8
Our method (use 2D information)	4.9 $\pm$ <b>4.1</b>	5.9 $\pm$ <b>4.8</b>	<b>4.7</b> $\pm$ <b>4.6</b>

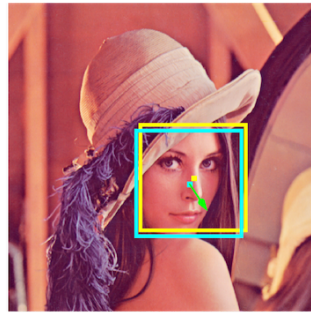
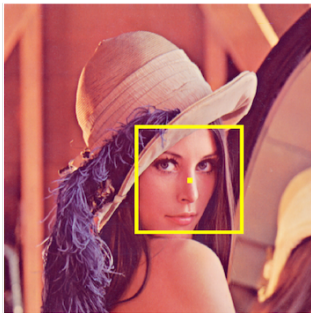
Mean Absolute Error (MAE) in degrees for head pose estimation

## Results with face detection

Prima Head Pose		
Method	yaw	pitch
Gourier <i>et al.</i>	10.3	15.9
Ricci & Odobez	9.1	10.5
Our method	<b>8.7</b>	<b>8.85</b>

Mean Absolute Error (MAE) in degrees for head pose estimation

# Examples of head pose estimation



Face Detector



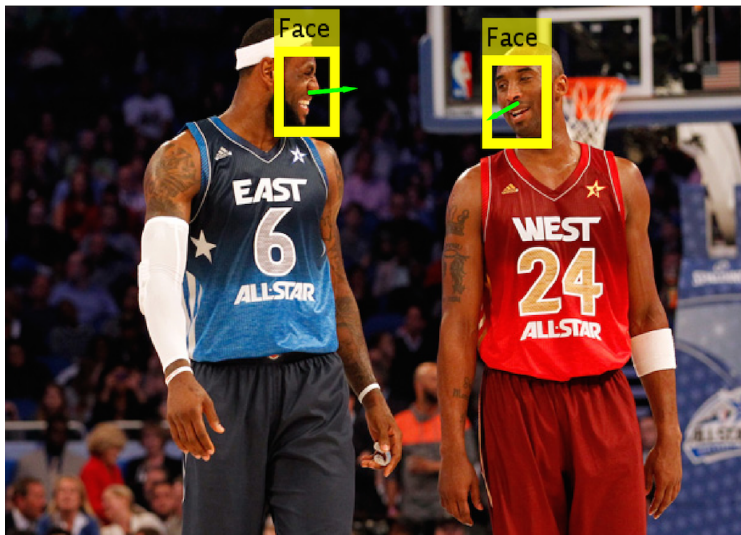
Refined face bounding box



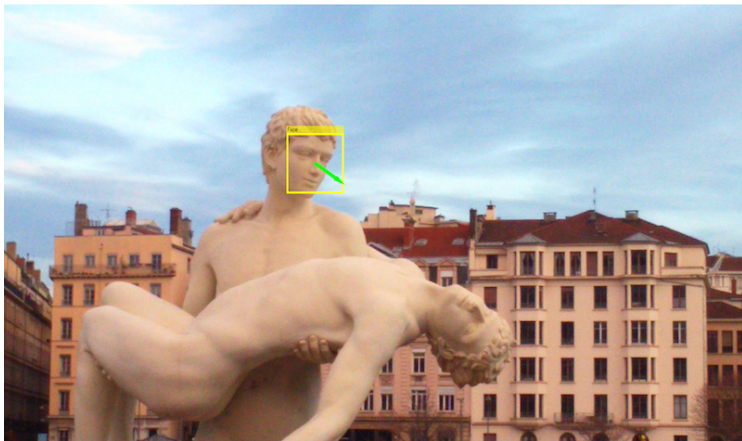
Final Head Pose Estimation



## Examples of head pose estimation



# Examples of head pose estimation



## Conclusion

Probabilistic piece-wise linear regression for high dimensional data:

- Efficient and accurate solution based on inverse training
- Head pose estimation in the presence of face localization errors

Next step:

- Apply to other problems: articulated motion capture, human-body pose, etc
- Extend the model to track head pose

Thank you for your attention