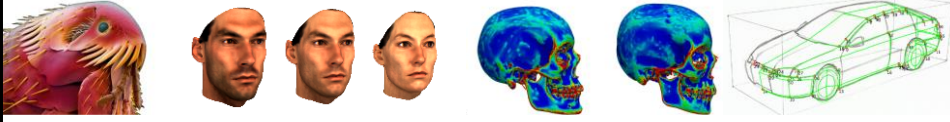



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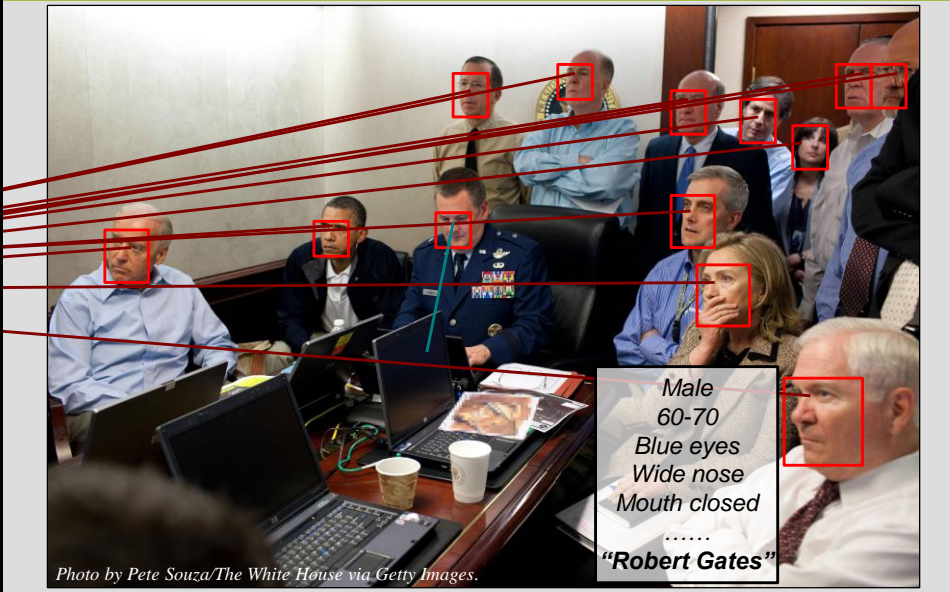
Probabilistic Morphable Models

Thomas Vetter

inibasel




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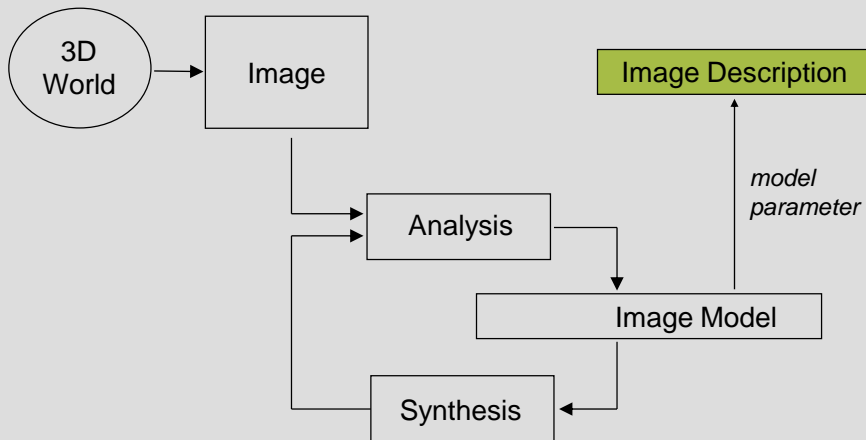
Male
 60-70
 Blue eyes
 Wide nose
 Mouth closed

"Robert Gates"

Photo by Pete Souza/The White House via Getty Images.



Analysis by Synthesis



Example based image modeling of faces

2D Image

3D Face Scans

The equation shows a 2D image of a man's face on the left, followed by an equals sign and a linear combination of four 3D face scans. Each scan is multiplied by a weight: w_1 , w_2 , w_3 , and w_4 . The scans represent different facial features and orientations. The equation ends with '+ ...' indicating that more scans can be included in the model.



Morphable Models for Image Registration



$$= R_{\rho} \left\{ \begin{array}{l} \alpha_1 \text{ (face)} + \alpha_2 \text{ (face)} + \alpha_3 \text{ (face)} + \dots \\ \beta_1 \text{ (face)} + \beta_2 \text{ (face)} + \beta_3 \text{ (face)} + \dots \end{array} \right\}$$

R = Rendering Function

ρ = Parameters for Pose, Illumination, ...

Optimization Problem: Find optimal α, β, ρ !

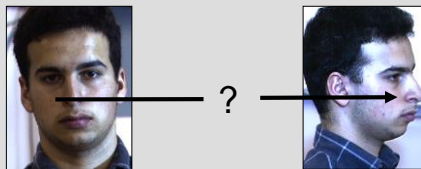


Output



Probabilistic Morphable Models

1. Model-based image registration using Gaussian Processes for shape deformations



2. "Probabilistic registration": Find the distribution of possible transformations $h(\theta)$ that transforms I_R to I_T .

$$P(\theta | I_T, I_R)$$



Gaussian Process Morphable Models:

- ▶ A Gaussian process $h \sim GP(\mu, k)$ on X is completely defined by its mean function

$$\mu : X \rightarrow \mathbb{R}^3$$

and covariance function

$$k : X \times X \rightarrow \mathbb{R}^{3 \times 3}$$

- ▶ A low rank approximation can be computed using the Nyström approximation.

$$h(\theta) \approx \mu + \sum_i^d \theta_i \sqrt{\lambda_i} \Phi_i$$

with $\theta \sim N(0, I_d)$



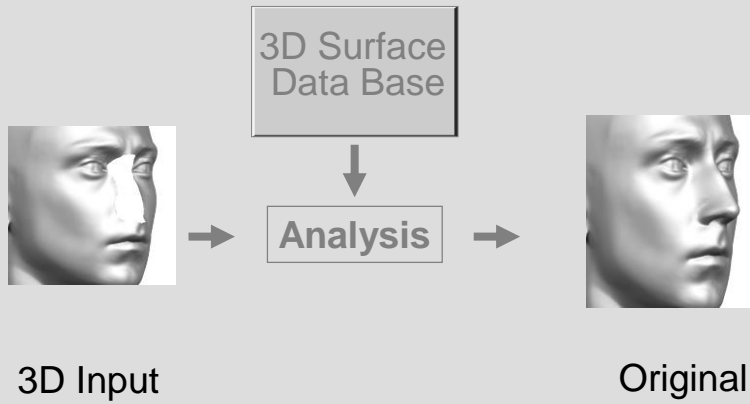
Advantage of Gaussian Process Morphable Models

- ▶ Probabilistic formalism !
- ▶ Extremely flexible concept. By varying the covariance function k a variety of 'different' algorithms of deformation modelling are included.
 - Thin Plate Splines
 - Free Form deformations
 - ...
 - Standard PCA-Model

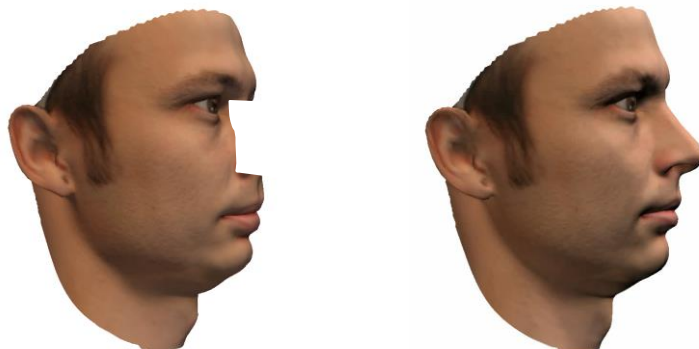
"Scalismo" an open source library by Marcel Lüthi
see also our MOOC on FutureLearn "Statistical Shape Modelling"



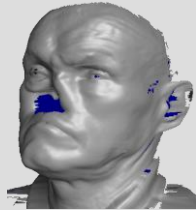
Surface Data Prediction as Gaussian Process Regression



Surface Data Prediction as Gaussian Process Regression

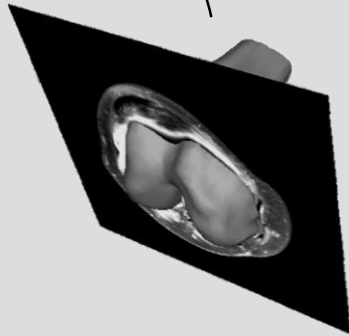


Application



Example use-case: Trochlea dysplasia

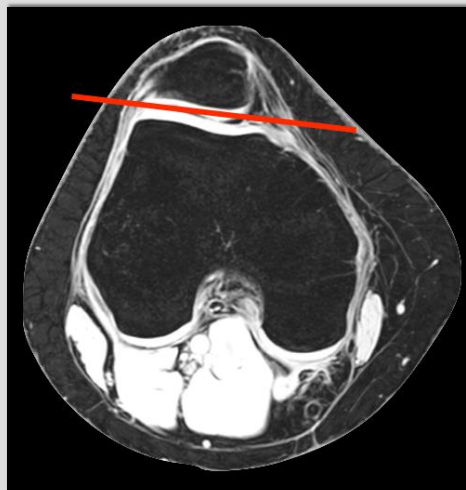
MRI-Slice



Patella

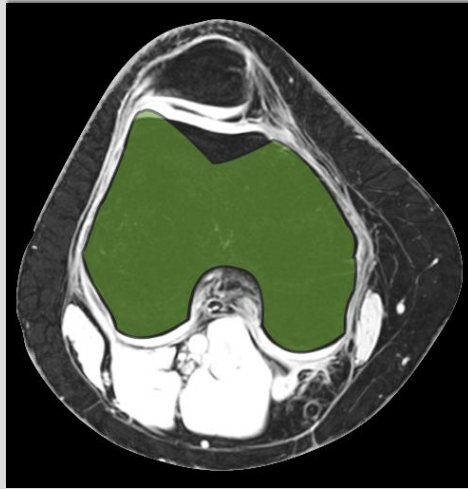


Femur

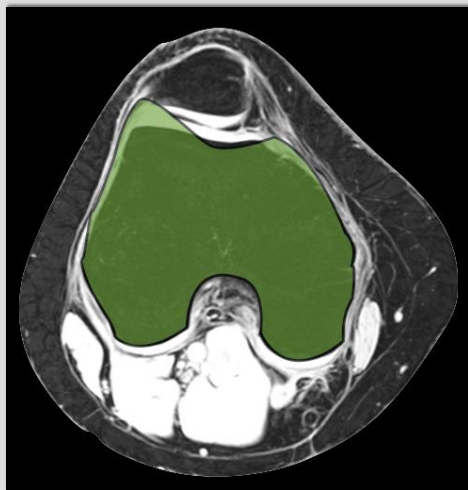


Trochlea-Dysplasia





Surgical intervention: Increase goove



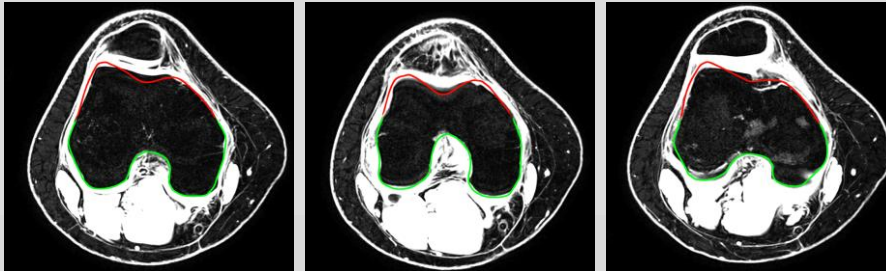
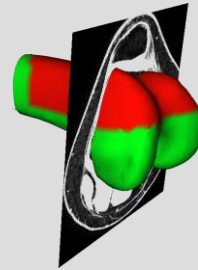
Surgical intervention: Augment bony structure



Automatic inference of pathology

Posterior Shape Models

T. Albrecht, M. Lüthi, T. Gerig, T. Vetter,
Medical Image Analysis, 2013



Probabilistic Inference for Image Registration

- ▶ Generative image explanation: How to find θ explaining I ?

$$p(\theta|I) = \frac{\ell(\theta; I) p(\theta)}{N(I)} \quad N(I) = \int \ell(\theta; I) p(\theta) d\theta$$

-----> Normalization intractable in our setting

- ▶ What can be done:
 1. Accept MAP as the only option
 2. Approximate posterior distribution (e.g. use sampling methods)



The Metropolis-Hastings Algorithm

- ▶ Need a distribution which can generate samples: $Q(\theta'|\theta)$
- ▶ Algorithm transforms samples from Q into samples from P :
 1. Draw a sample θ' from $Q(\theta'|\theta)$
 2. Accept θ' as new state θ with probability $p_{accept} = \min\left\{\frac{P(\theta')}{P(\theta)} \frac{Q(\theta|\theta')}{Q(\theta'\theta)}, 1\right\}$
 3. State θ is current sample, repeat for next sample

---> Generates unbiased but correlated samples from P
- ▶ Markov Chain Monte Carlo Sampling: Result: $\{\theta_1, \theta_2, \theta_3, \dots\}$



MH Inference of the 3DMM

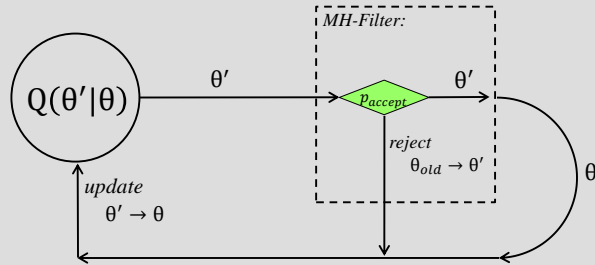
- ▶ Target distribution is our “posterior”:
- ▶ $P: \tilde{P}(\theta|I_T) = \ell(\theta|I_T, I_R)p(\theta)$
 - ▶ Unnormalized
 - ▶ Point-wise evaluation only
- ▶ Parameters

▶ Shape:	50 – 200, low-rank parameterized GP shape model
▶ Color:	50 – 200, low-rank parameterized GP color model
▶ Pose/Camera:	9 parameters, pin-hole camera model
▶ Illumination:	9*3 Spherical Harmonics for illumination/reflectance

 - ▶ ≈ 300 dimensions (!!)



Metropolis Filtering

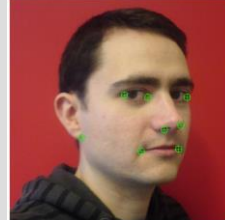
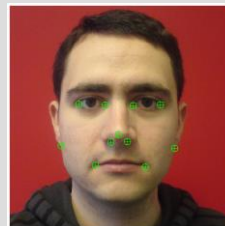


- ▶ Markov Chain Monte Carlo Sampling: Result: $\{\theta_1, \theta_2, \theta_3, \dots\}$



Results: 2D Landmarks

- ▶ Landmarks posterior:
 - Manual labelling: $\sigma_{LM} = 4\text{pix}$
 - Image: 512x512
- ▶ Certainty of pose fit?
 - ▶ Influence of ear points?
 - ▶ Frontal better than side-view?



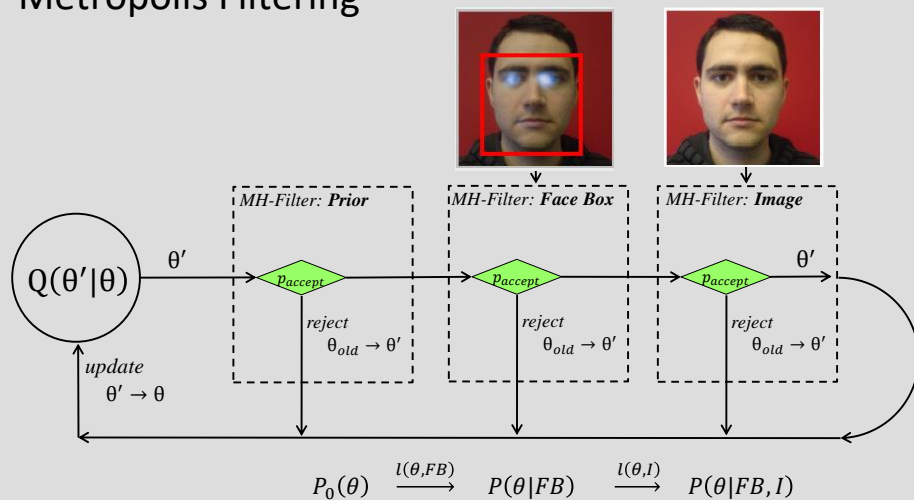
$\text{Yaw}, \sigma_{LM} = 4\text{pix}$	with ears	w/o ears
Frontal	$1.4^\circ \pm 0.9^\circ$	$-0.8^\circ \pm 2.7^\circ$
Side view	$24.8^\circ \pm 2.5^\circ$	$25.2^\circ \pm 4.0^\circ$



Integration of Bottom-Up



Metropolis Filtering



pose sampling from the detection posterior

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Face analysis

Roger F.

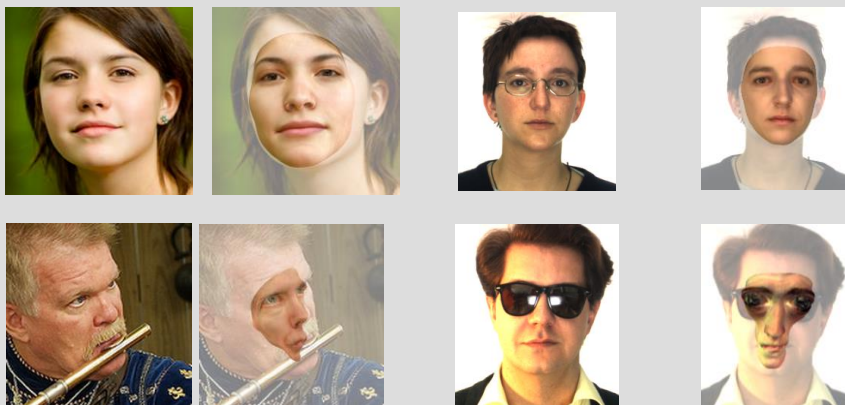
asian	0.34
caucasian	0.33
blue eyes	0.19
brown eyes	0.09
wide nose	0.70
male	0.52
mustache	0.13
gaze hor	20°
yaw	34°
pitch	-6°
roll	4°

Occlusion-aware 3D Morphable Face Models

Bernhard Egger, Sandro Schönborn, Andreas Schneider, Adam Kortylewski, Andreas Morel-Forster, Clemens Blumer and Thomas Vetter
International Journal of Computer Vision, 2018



Face Image Analysis under Occlusion

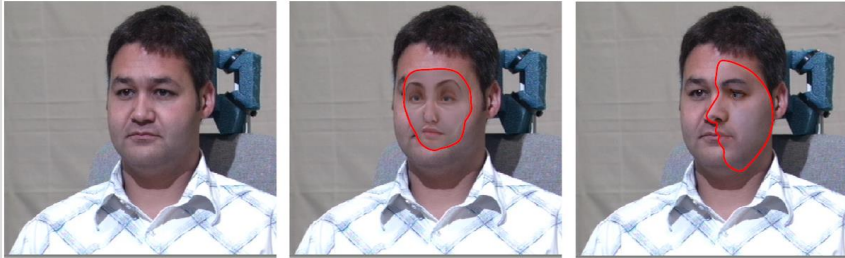


Source: AFLW Database

Source: AR Face Database



There is nothing like: no background model



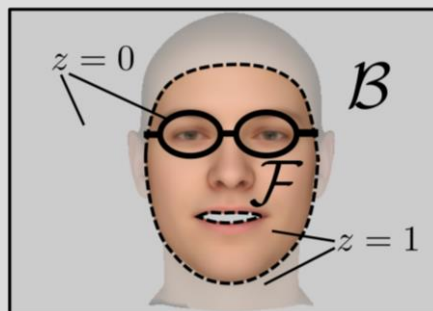
Maximum Likelihood Formulation:

$$\ell(\theta; I) = \prod_{x \in I} \ell(\theta; I(x)) = \prod_{x \in Fg} \ell(\theta; I(x)) \times \prod_{x \in Bg} \ell(\theta; I(x))$$

"Background Modeling for Generative Image Models"
Sandro Schönborn, Bernhard Egger, Andreas Forster, and Thomas Vetter
Computer Vision and Image Understanding, Vol. 113, 2015.



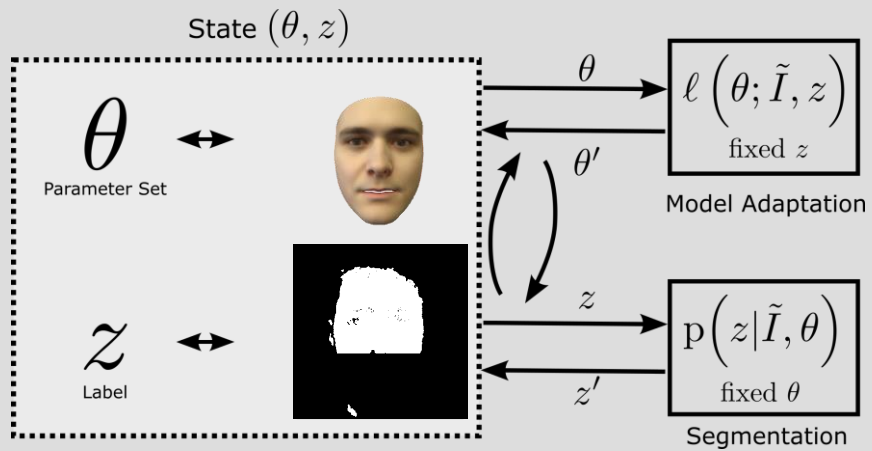
Occlusion-aware Model



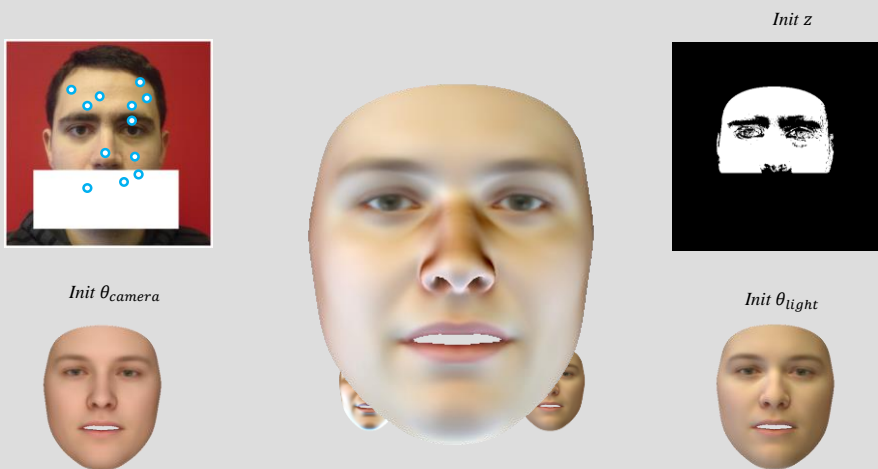
$$l(\theta; \tilde{I}, z) = \prod_i l_{face}(\theta; \tilde{I}_i)^z \cdot l_{non-face}(\theta; \tilde{I}_i)^{1-z}$$



Inference

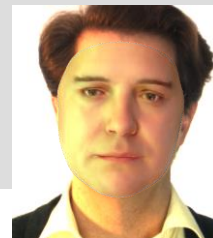
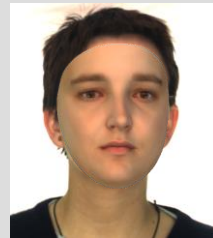


Initialisation: Robust Illumination Estimation



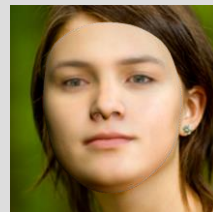
Results: Qualitative

Source: AR Face Database



Results: Qualitative

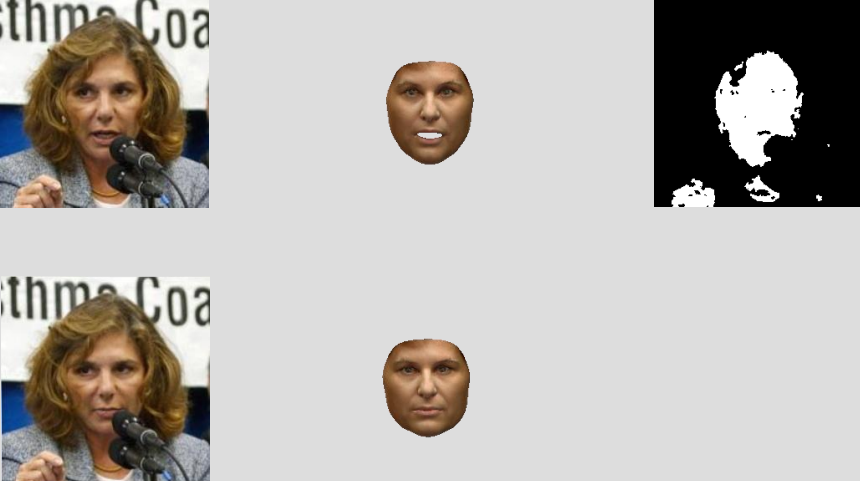
Source: AFLW Database



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Results: Applications

Source: LFW Database



The slide displays two rows of face images. Each row consists of three images: an original photograph of a woman speaking at a microphone, a 3D rendered face model of the same person, and a binary mask of the face. The top row shows a woman with blonde hair, and the bottom row shows a woman with dark hair. The source is cited as 'Source: LFW Database'. The University of Basel logo is at the bottom center.

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Modeling of 2D Images



The slide shows a 2D grayscale image of Audrey Hepburn's face. A 3D model of her face is overlaid on the 2D image, demonstrating the modeling process. The University of Basel logo is at the bottom center.

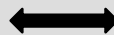


Portraits made to Measure

- ▶ Computer can learn to model faces according to „human“ categories.



Aggressive

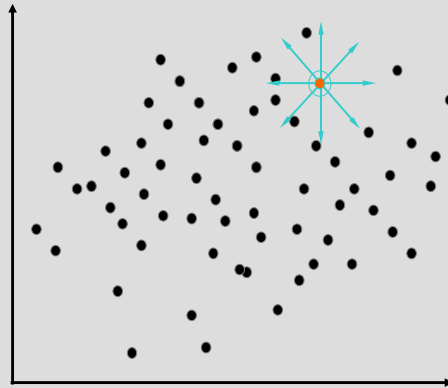


Trustworthy

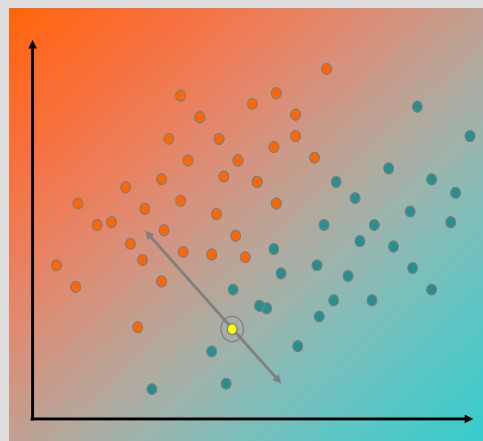


Modeling the Appearance of Faces

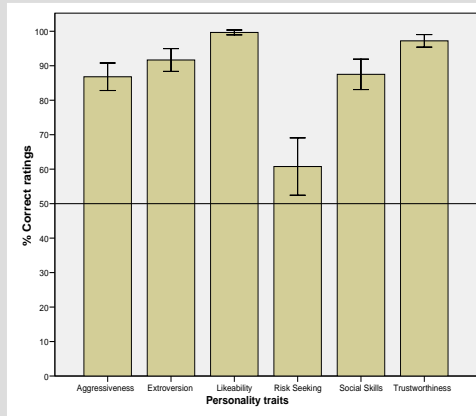
► Which directions code for specific attributes ?



Learning from Examples



Portraits made to Measure



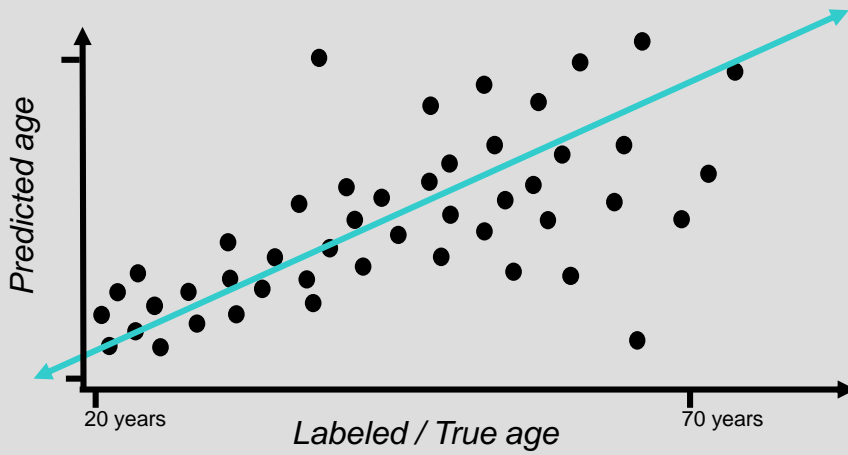
Portraits made to measure:
Mirella Walker and Thomas Vetter
Journal of Vision, 9(11):12, 1-13, 2009



Simulation of Aging of Human Faces in Images



Aging model:
model predicts perceived age

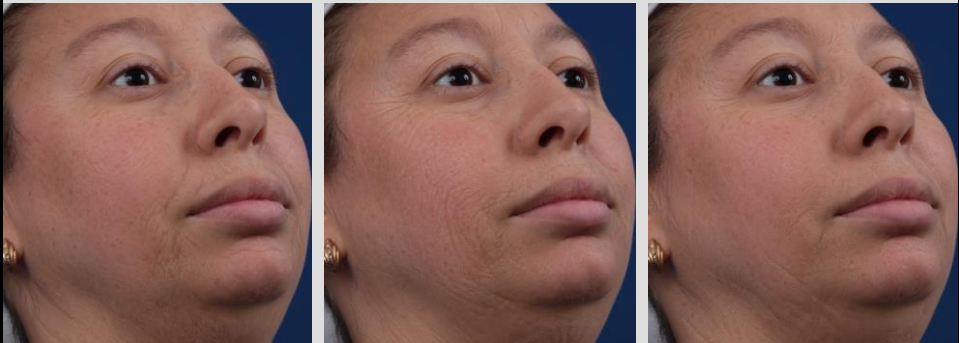


Ageing: linear shape model only



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Example-based: The Problem




+ 5 years + 5 years

Target Image
AGE: 40


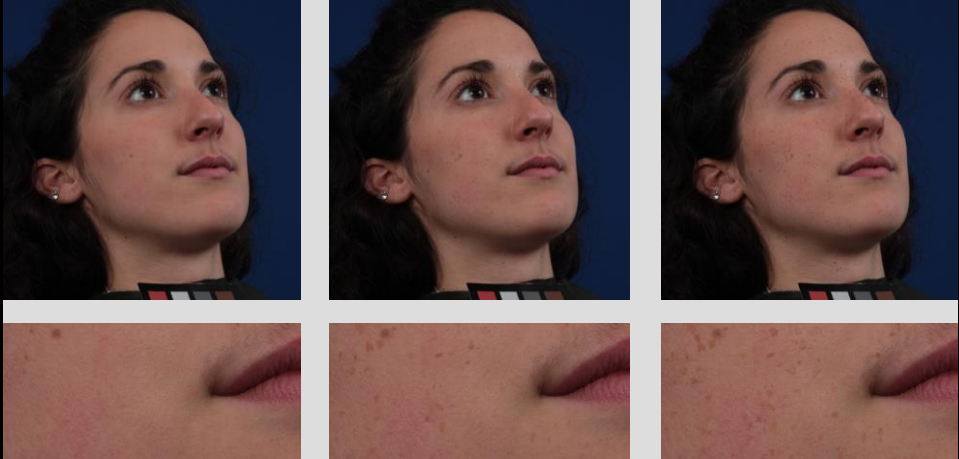
Shape and Skin of donor
AGE: 45

Shape and Skin of donor
AGE: 50



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Parametric Pigmentation Model



Aging Model

- ▶ Shape: continuous
- ▶ Pigmentation: stochastic
- ▶ Wrinkles: example based



Acknowledgement

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Andreas Forster
Marcel Lüthi
Jean Pierrard
Mirella Walker

<https://gravis.unibas.ch>

