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A Statistical Modeling based System for Blink Detection in Digital Cameras

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Abstract—We describe in this paper a system which uses statistical eyes modeling to track the eyes and detect eyes blinking. The main challenge was to design an eye model robust to small variations of head pose and to identify the parameters of the model with encode the variation caused by blinking.

I. INTRODUCTION

Being one of the significant features of the human face, eyes play an important role in a large area of consumer-oriented applications, like facial expression analysis [1], computer animation [2], [3], driver awareness systems [4], [8], film and advertising industry [7] or assisting people with disability by eye-based communication interface [5], [6]. In consequence, eye-related applications have received a great deal of attention lately.

However, current eye models function well for open eyes, the main challenge being physiological needs for humans as blinking. Determining eye states (i.e. open or closed) is more difficult than just determining eye locations. Because of their small region occupancy on the face, minor color information or weak contrast between the eye and the surrounding skin are encountered.

In our article, a model for the eye region area is constructed, using the active appearance model (AAM) techniques [9], having as main target the extraction of the eye blinking parameters. Using this information, a blink detector is developed. To our knowledge, the AAM was not used yet to model the eye blinking. It has been used though by D. W. Hansen et. all [10], to model the eye region for gaze tracking, but their method cannot be employed in its current setting for blinking eyes.

II. MODEL DESCRIPTION

The appearance of the eye region is represented by a statistical model trained using a set of annotated image examples. The training set contains faces with eyes open and closed, the model being able to synthesize all the states in between. A new image can be interpreted by finding the best plausible match of the model to the image data. The way in which the annotation was performed is shown in Fig. 1.

A problem which appears in general in face modeling is the robustness to different poses. As well as for full face modeling, the eyes model can be designed so that to include this kind of variability. If different poses are included in the training set, there will be a set of shape parameters which mainly account for pose variation. Thus, the shape model can be explicitly written as:

\[ s = \bar{s} + \varphi_{\text{blink}} b_{\text{blink}} + \varphi_{\text{pose}} b_{\text{pose}} + \varphi_{\text{shape}} b_{\text{shape}} \]

where \( s \) is the shape model and \( \bar{s} \) is the mean shape vector.

We tested the proposed model on The Essex Faces94 database [11] or on pictures taken especially for this study, containing different subjects with their eyes open or closed. The results showed promising, namely the model is able to locate the right parameters for identifying the correct state of the eyes and so to identify a possible blink.

III. SYSTEM OVERVIEW

We propose a robust, accurate algorithm to track the eyes and detect eye blinks. The method presented employs the AAM parameters information in order to recognize the
blinking. As exposed in Fig. 2, the eye detection is inferred from the Viola-Jones face detection algorithm [12], by using a statistical relation between the face parameters and the eye parameters taught from the training dataset.

In Fig. 3 we display an average over the shape parameters of the eyes model for two sets of images with eyes open and closed, respectively. It can be noticed that there is quite a clear differentiation between the two states of the eye in the first 8 to 10 parameters. Table I shows the tested performance of the proposed system.

IV. CONCLUSIONS

In this paper, we analyze the possibility of using AAM-based techniques to model the eye region area, in particular the visual process of eye blinking.

We proposed a straightforward proof-of-concept model, having as advantage that it models properly the eye region for both eyes open and closed and it can be fitted fast enough (up to real-time) to new images. An eye tracker and blink detector was also developed using this model.

Furthermore, we consider that our blinking model can be used in many applications like eye tracking robust to eye-blinking, or eye-closed warning in consumer-oriented digital imagery.

As future work we want to extend the technique so that to increase the robustness to eye gazing. The model could be expanded to a more sophisticated one, in order to include the tracking of the iris/pupil.

![Fig. 2. System overview](image)

![Fig. 3. Average values and the unit of standard deviation for the shape parameters tested on images with eyes open and closed, respectively.](image)

### TABLE I

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<tr>
<td>Eyes model fitting accuracy</td>
<td>95 %</td>
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<td>Eyes tracking accuracy</td>
<td>98 %</td>
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<td>Blink detection accuracy</td>
<td>94 %</td>
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References


