Behavior Imaging and the Study of Autism

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Invited Talk 27th Conf. on Uncertainty in Artificial Intelligence Barcelona, Spain July 15, 2011

Georgia Tech Collaborators





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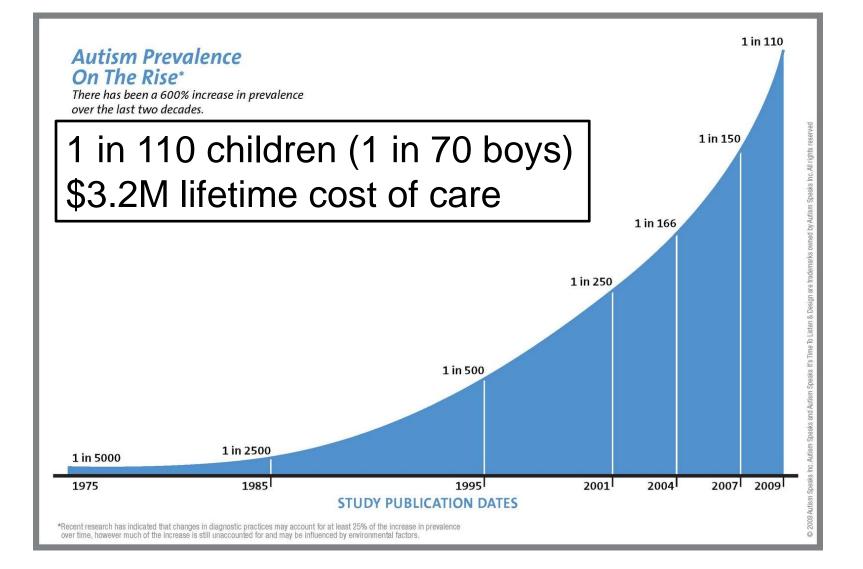
Dr. R. Arriaga



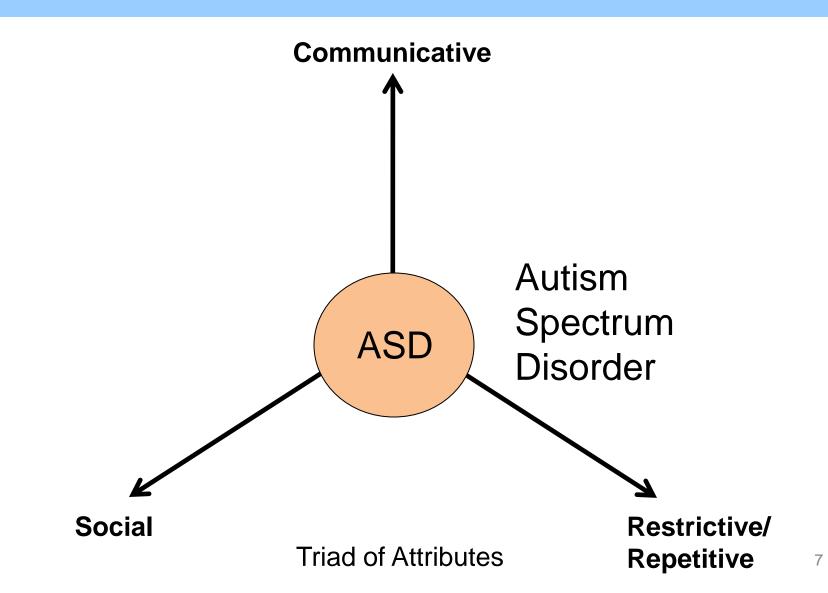
Autism Quick Facts

- A developmental brain disorder with a genetic basis, but no biological marker or cure
 - Diagnosis and characterization depends entirely on observable behavior
- Difficulties in forming social bonds with parents, peers, and care-givers
- 30-50% fail to develop spoken language
- Intellectual disability in ~50% of individuals
- First described in 1943 by Leo Kanner

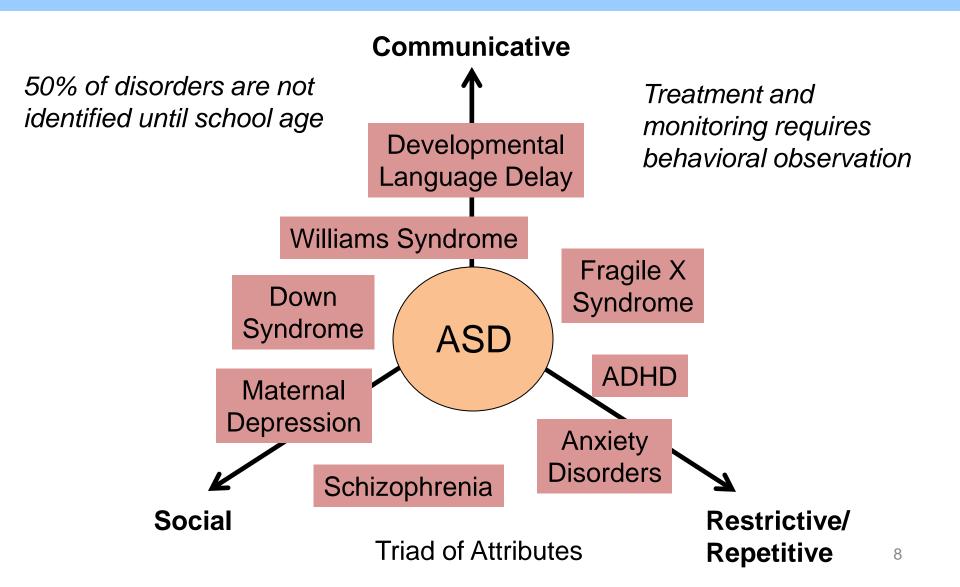
Autism Prevalence on the Rise



Dimensions of Autism



Behavioral and Developmental Disorders



Three Goals

- Early Detection
 - Symptoms are visible before age 2
 - Average age of diagnosis around 4 years
 - Technology for screening (3 times before age 3)
- Intensive Therapy
 - Therapy results in measurable improvements
 - Intensity of therapy is a key factor
 - Technology to aid in delivering therapy
- Autism Research
 - Social and communicative behavior in children
 - Tools for large scale collection and analysis of data

Behavior Imaging

Imaging technologies and medical science

- Orthopedics and dentistry
 X-RAY
- Neurology MRI / CT

Can we develop imaging technologies for the behavioral sciences?

- Large-scale measurement of behavior
- Capture of behavior under natural conditions
- Visualizations over time and across populations

NSF Expeditions in Computing Program

Computational Behavioral Science:

Modeling, Analysis, and Visualization of Social and Communicative Behavior

Lead PI: Jim Rehg, Georgia Tech

http://www.cbs.gatech.edu



Social Behavior and Autism

Ousley, Abowd, and Arriaga

- Behaviors:
 Response to name
 Joint attention
 Ball game
- Key properties: *Dyadic Multimodal Context Timing Heterogeneous*



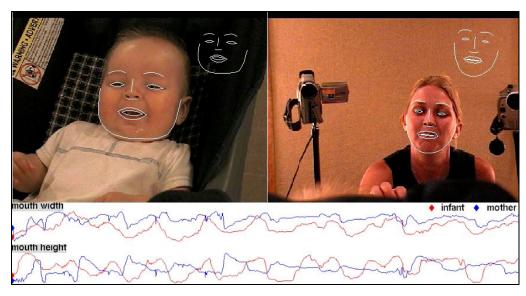
• Assessment: How hard is it to engage Pablo? Output: Score and "felt sense"

Research Challenges

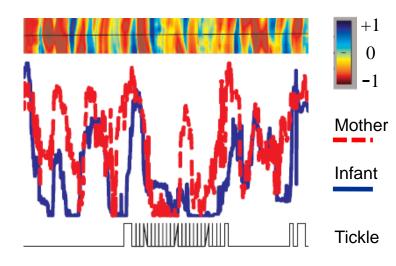
- Measure children's gaze, facial affect, gestures, and behaviors
 - Noninvasively and with minimal calibration
 - In natural settings as well as clinical
- Combine multiple sensing modalities (vision, audio, wearable)
 - Infer emotion, strength of engagement, stress, etc.
- Modeling face-to-face social interactions
 - Automated retrieval of social interactions from large collections

• The importance of timing

• The importance of timing

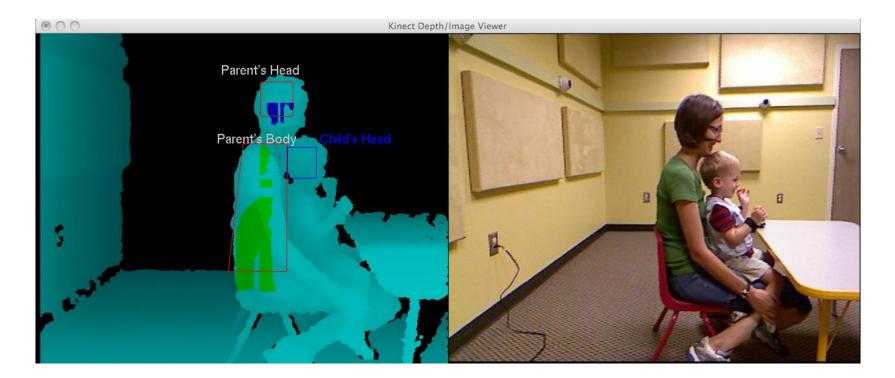


Synchrony in Dyadic Smiling



Cohn and Kanade

• The importance of timing and context



- The importance of timing and context
- The complexity of patterning

- The importance of timing
- The complexity of patterning



- What game is this?
- How is it played?

- The importance of timing
- The complexity of patterning



How many different ways to play Peek-a-Boo?

- The importance of timing and context
- The complexity of patterning
- The lack of reliable features

Roadmap

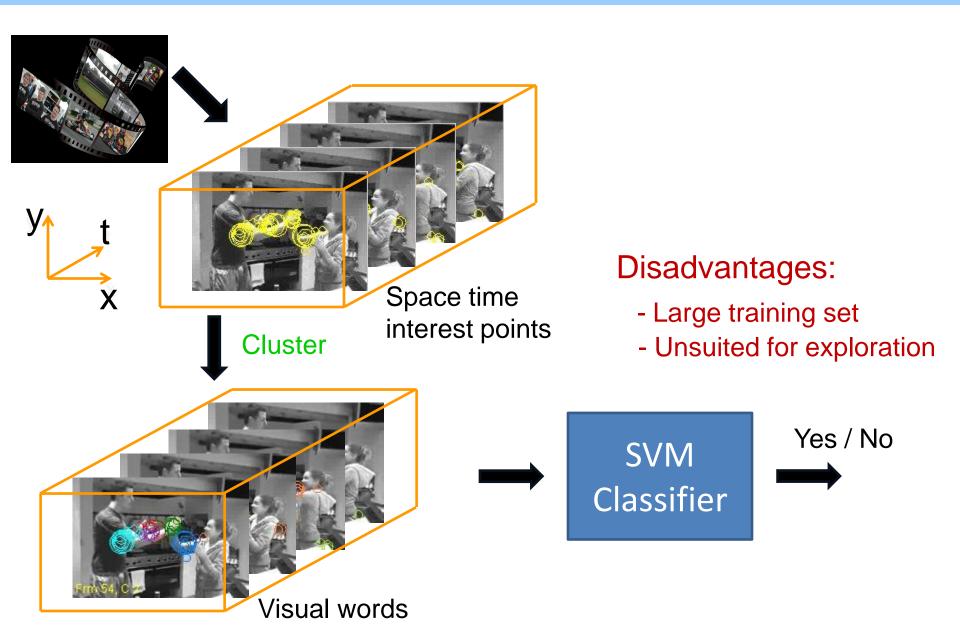
- Opportunities for AI researchers to impact the study of autism
- Modeling challenges associated with social behavior
- Analyzing social games in video
 - Using temporal causality in video analysis
 - Pattern-mining approach to social game retrieval
 - Multiple instance learning for social game categorization

Social Game Retrieval

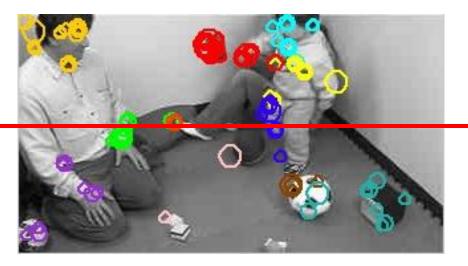


How can we identify social interactions?

Supervised Learning of Activities

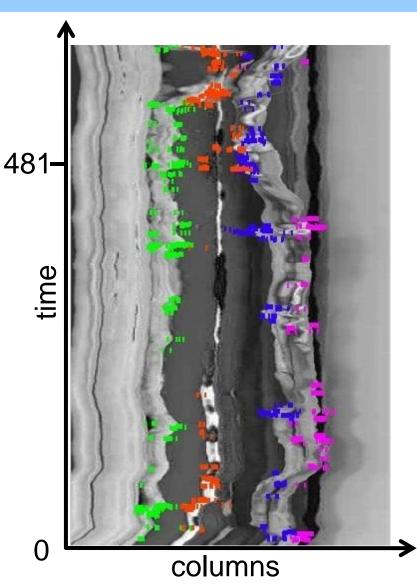


Temporal Structure of Video

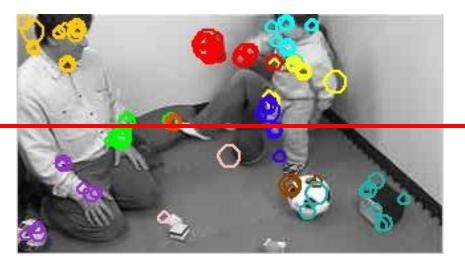


Frame 481

How to find global structure without supervision?

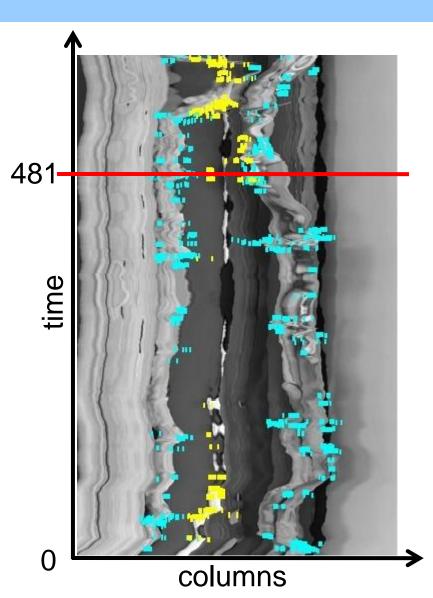


Grouping Co-Occurring Events



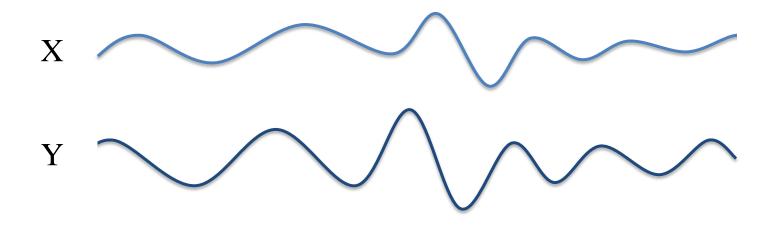
Frame 481

Use event-based temporal causality to group words



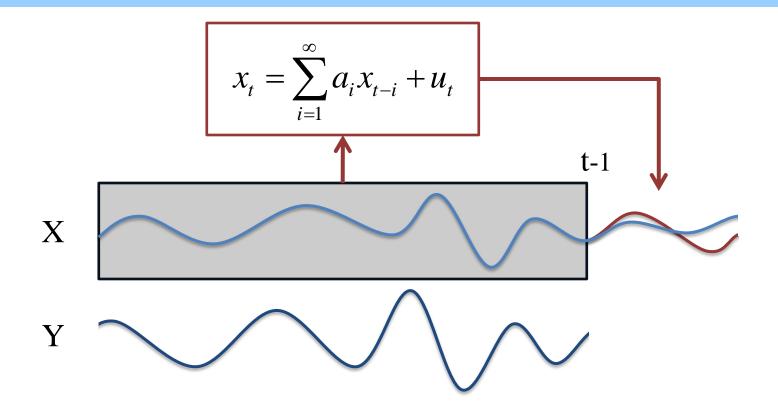
Granger Causality

Clive Granger, 1969 (Nobel prize in Economics)

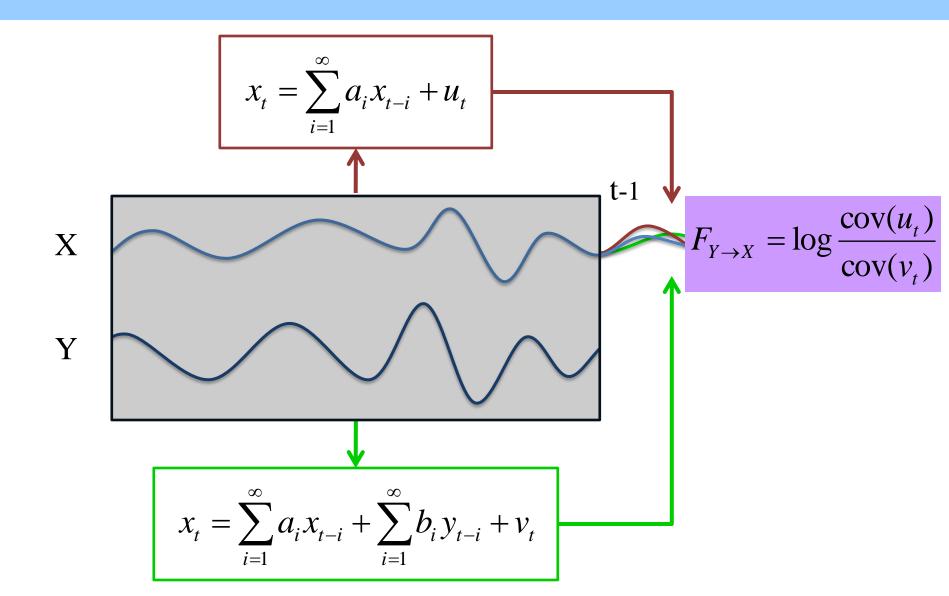


How can we test whether Y causes X?

Granger Causality



Granger Causality



Event-Based Causality

- Granger causality requires continuous time processes (time series data)
- Undesirable for vision:
 - Continuous tracking is difficult (esp. over long time intervals)
 - Causal relations of interest are expressed in terms of events
 - We want to use visual words representations





t = 1





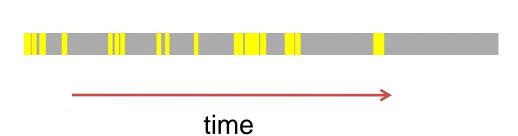
t = 6





t = 8

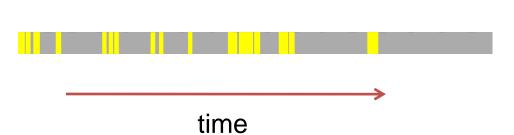






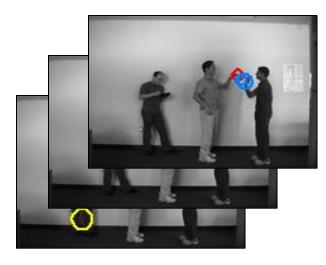
$$t = 28$$

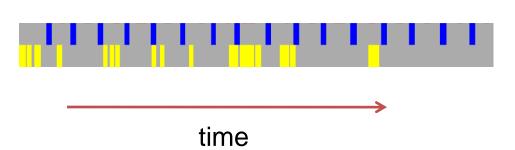






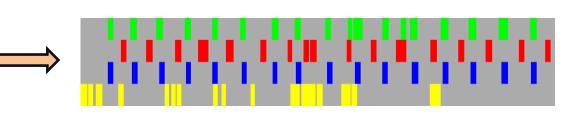






Key Observation





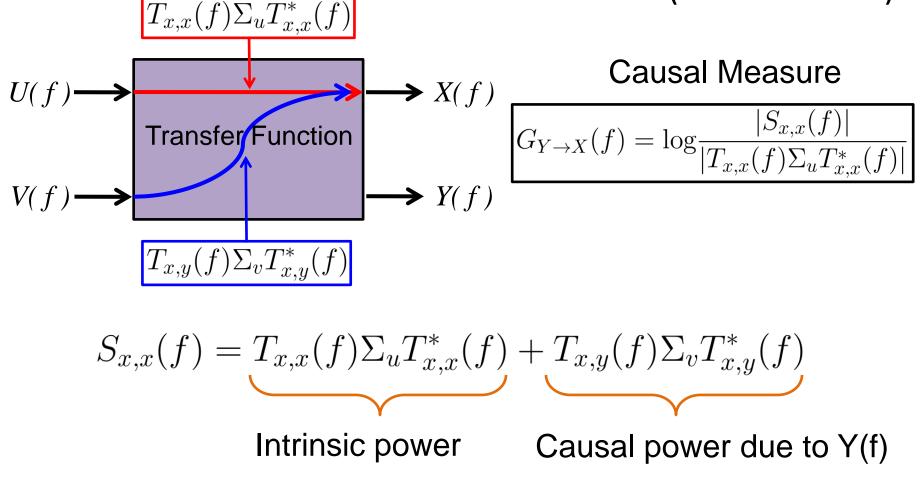
Multiple Point Processes

Space-time Visual Words

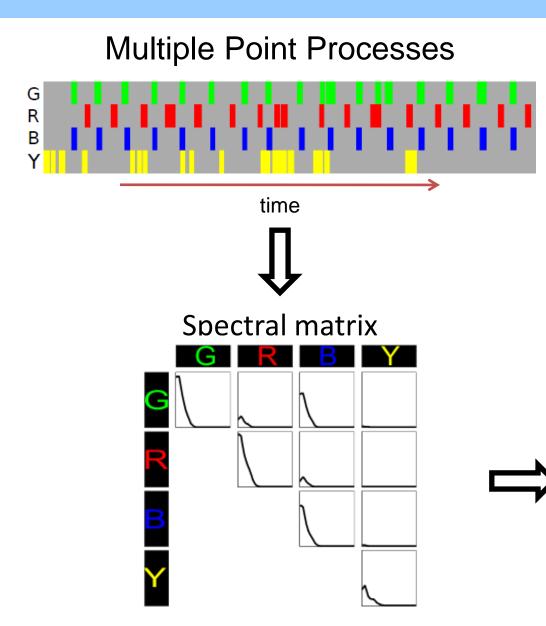
Temporal interactions between visual words can be modeled as correlations between multiple point processes

Event-Based Granger Causality

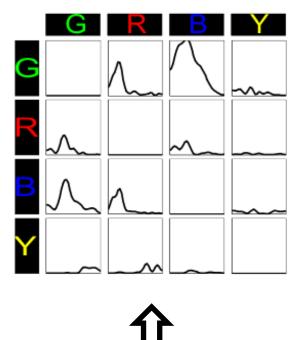
A pair-wise test for Granger causality in the spectral domain (Geweke 1982)



Stages in Causal Analysis



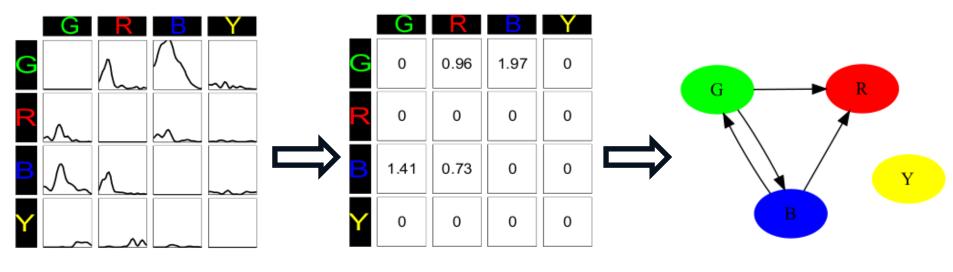
Causal measures



 $\mathbf{S}(f) = \mathbf{T}(f) \mathbf{\Sigma} \mathbf{T}(f)^*$

Spectral Matrix Factorization

Stages in Causal Analysis

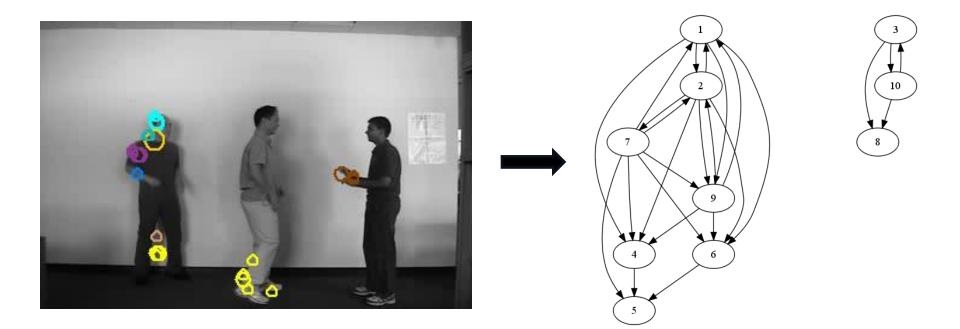


Causal Measures

Causal Matrix

Causal Graph

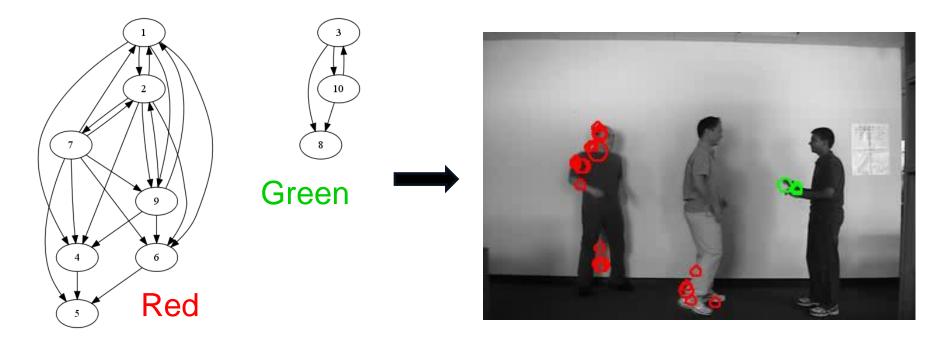
Causal Sets



Visual Words

Causal Graph

Causal Sets

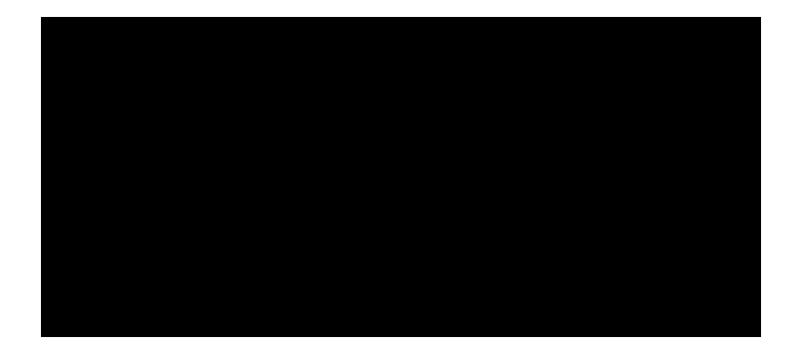


Causal Graph

Causal Grouping

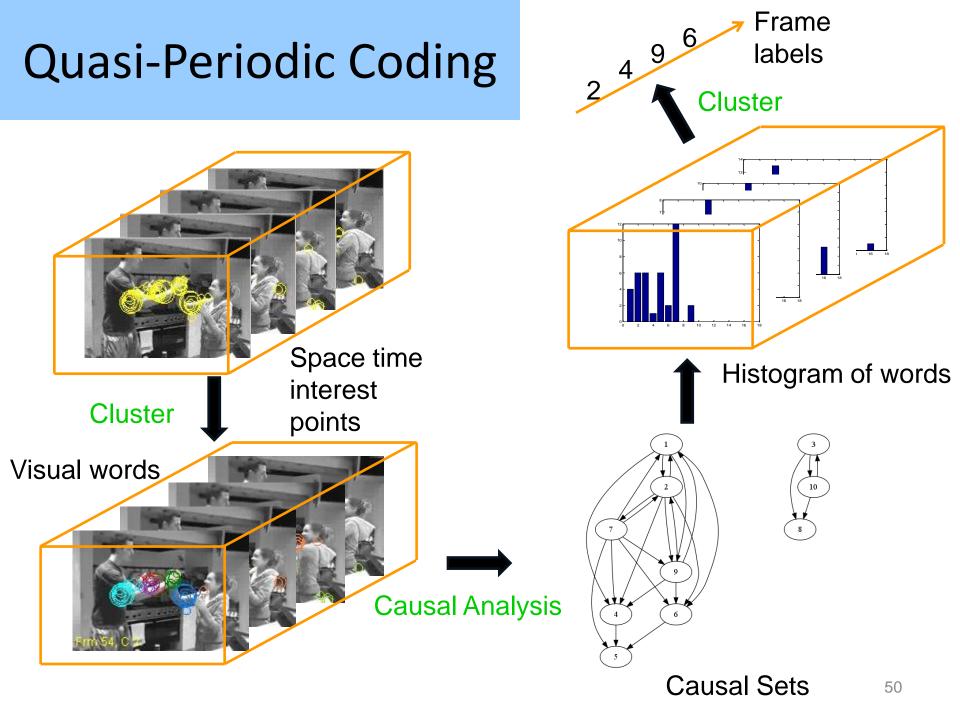
Video segmentation based on *long-term temporal structure*

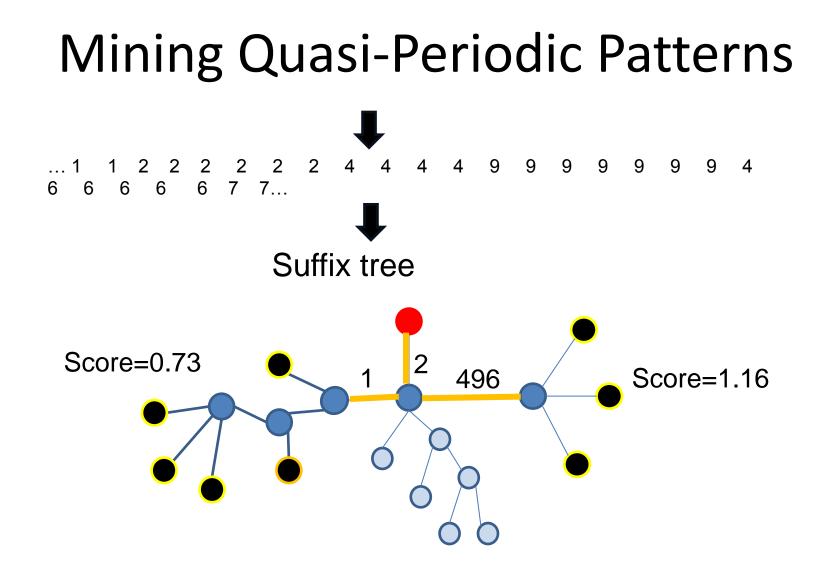
Grouping Results



Retrieving Social Interactions

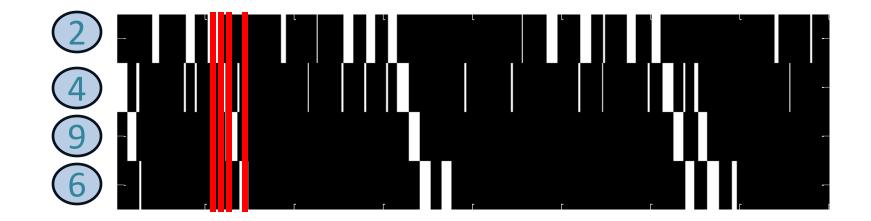
- Encode video frames as sequence of keyframe labels
 - One label sequence for each casual set
- Mine quasi-periodic patterns from sequence to identify social interactions

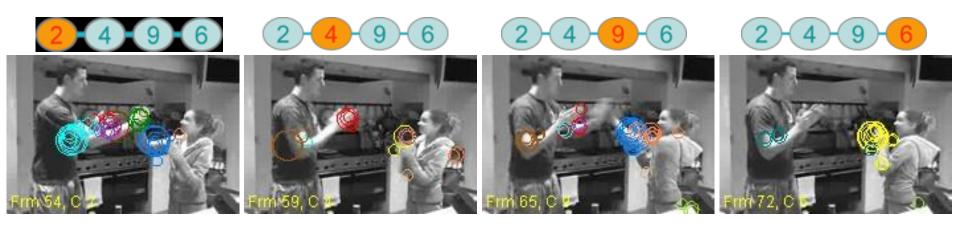




Heuristic scoring function to identify repeating patterns

Mined Pattern and Corresponding Frames





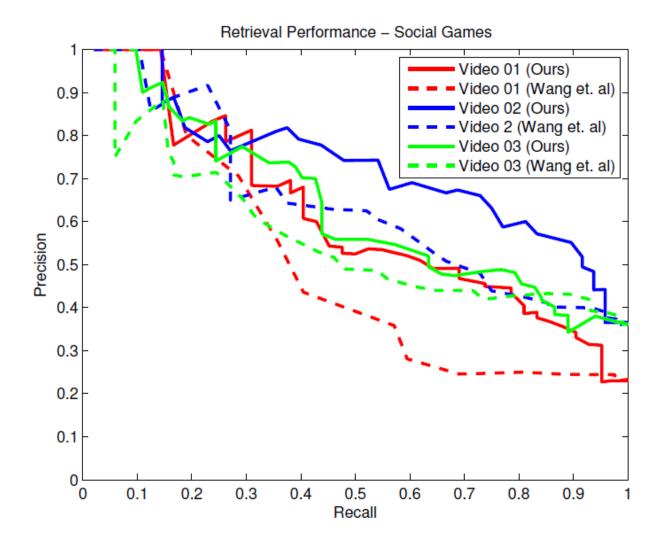
Advantages of Pattern-Mining Approach

- Supports bottom-up analysis and retrieval
- No need to pre-define activities
- No need to learn vocabulary of actions
- Automatically segment the stages of a game

Retrieval Examples

Social Game Retrieval

Retrieval Performance



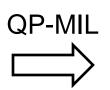
Categorizing Social Games

- How can we leverage temporal causal analysis for categorization tasks?
- Use Multiple Instance Learning to avoid the need to label each causal set
- Treat each video as a bag, causal sets as instances, apply novel QP-MIL method
- Test on YouTube video clips

Categorization Results

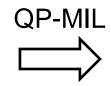






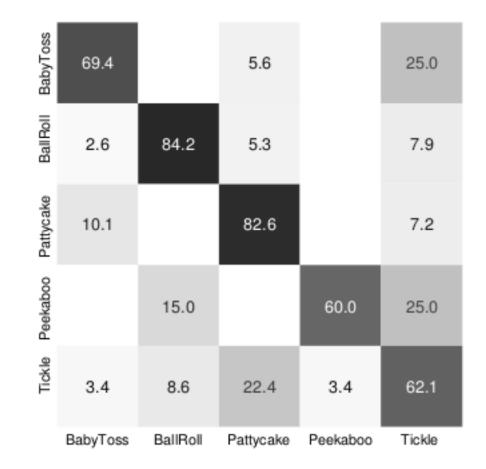








QP-MIL Results



Conclusions

- The AI community has great potential to impact the study and treatment of behavioral disorders
- The analysis of social behavior from multi-modal sensor data poses numerous challenges
- The temporal dimension of video has been largely neglected and is important for behavior
- We have presented an approach to video segmentation and retrieval based on temporal causality and quasi-periodic pattern analysis

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