

Remote Diagnosis of Parkinson's Disease from Finger-tapping Videos

A Graph Signal Processing Approach

Raiyan Abdul Baten

Electrical and Computer Engineering
University of Rochester
`rbaten@ur.rochester.edu`

Pooja Bansal

Simon School of Business
University of Rochester
`pbansal@ur.rochester.edu`

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Motivation

Previous work

Methodology

Results

Future Directions



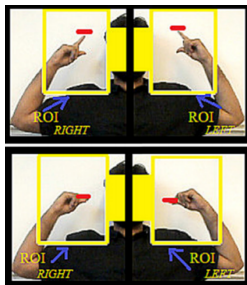
Non-clinically-verified
techniques



Bigger picture
goal – Build an
Objective and
Ubiquitous
Solution

- **Project goal:** Estimating finger tapping frequency from videos using Graph Signal Processing

<https://medium.com/parkinsons-uk/taking-part-to-improve-how-parkinsons-symptoms-are-measured-ea04e910c62d>
www.youtube.com/watch?v=C1euxt_fYeU



Graph Image Processing has been used for

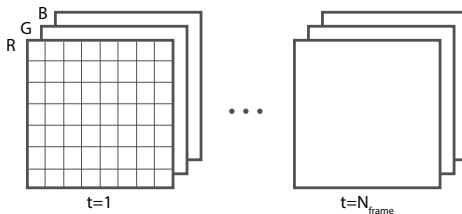
- ▶ de-noising
- ▶ compression
- ▶ segmentation

among other applications

- ▶ Recorded 11 videos ourselves
- ▶ A dataset is being collected by a collaboration project between URM and ROC-HCI, but the process is delayed by a scarcity of study subjects

Video data

- ▶ A video file can be represented as a tensor $T_{x,y,c,t} \in \mathbb{R}^4$
- ▶ x and y represent pixel coordinates, $c \in \{\text{red, green, blue}\}$ represents color channels and t represents frame index
- ▶ A ten-second 1080p video recorded at 30 fps has 1,866,240,000 entries in T



RGB to Gray-scale

- ▶ Merge RGB color channels to create gray-scale frame $\mathbf{I}(t) \in \mathbb{R}^2$ as

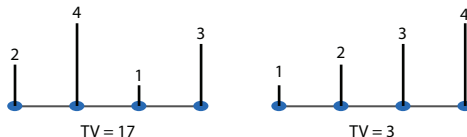
$$\mathbf{I}(t) := T'_{:, :, t} = \sum_c w_c T_{:, :, c, t}$$

Down-sampling

- ▶ Resize each frame $\mathbf{I}(t)$ to a height of 480px using **Bi-cubic Interpolation**, keeping aspect ratio intact



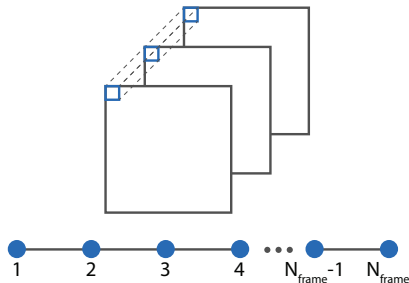
- ▶ **Intuition:** Pixel coordinates through which fingers cross are more non-smooth than others
- ▶ **Total Variation (TV)** captures smoothness efficiently



- ▶ TV for an undirected graph with
 - ▶ Adjacency matrix $\mathbf{A} \in \{0, 1\}^{N_v \times N_v}$
 - ▶ Graph Laplacian $\mathbf{L} := \text{diag}(\mathbf{A}\mathbf{1}_{N_v}) - \mathbf{A}$
 - ▶ associated graph signal vector $\mathbf{f} \in \mathbb{R}^{N_v}$

is given by

$$\text{TV}(\mathbf{f}) := \mathbf{f}^T \mathbf{L} \mathbf{f} = \sum_{i,j=1, i>j}^{N_v} A_{ij} (f_i - f_j)^2$$



- Define **temporal line graph** $G(V, E)$ through each pixel location, with $N_v = N_{frame}$ nodes and uniform-weight edges
- \mathbf{L} and its eigenvectors are **same** for all pixel locations
- Graph signal $\mathbf{f}(x, y)$ contains the greyscale intensities of the nodes in the line graph as

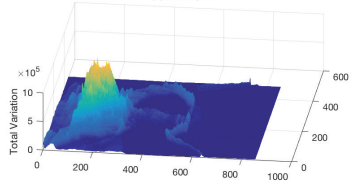
$$\mathbf{f}(x, y) := T'_{x,y,:}$$

- ▶ Compute TV for each pixel coordinate (x, y)
- ▶ Mark coordinates with 98th percentile TV as region of interest (ROI)

(a) Sample Frame



(b) Mesh plot



(c) Greyscale approximation



(d) Binary Approximation





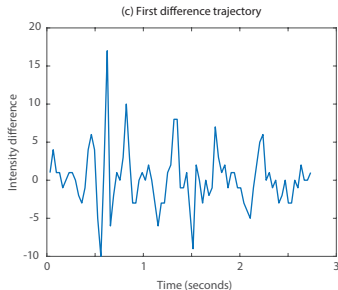
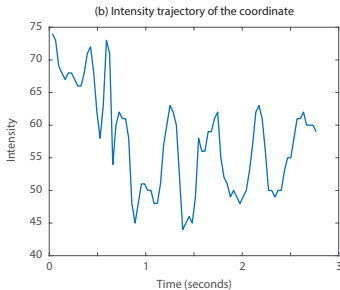
- ▶ **Crop ROI:** Makes remaining analyses computationally less costly
- ▶ Mark coordinates with 85th percentile TV within this cropped region to include motion blur coordinates
- ▶ Frequency analysis to be run only on these coordinates

First Difference Trajectory: An Example

(a) A target pixel in the cropped frame



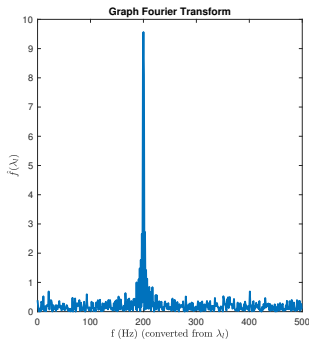
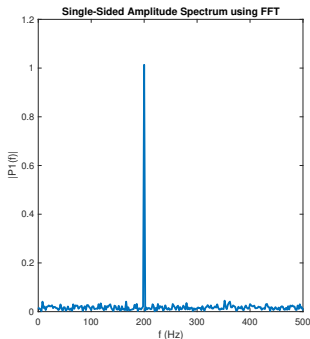
- ▶ Example showing progression of $f(145, 81)$
- ▶ **First differences** computed as $I'(t) = I(t) - I(t - 1)$



- ▶ Graph Fourier Transform $\hat{\mathbf{f}}$ of signal vector \mathbf{f} in terms of eigenvectors $\mathbf{U} = [\mathbf{u}_0 \ \mathbf{u}_1 \ \dots \ \mathbf{u}_{N-1}]$ of \mathbf{L} is given by:

$$\hat{\mathbf{f}} := \mathbf{U}^T \mathbf{f}$$

- ▶ Compute **dominant frequency** for each selected coordinate's graph
- ▶ Report their **mode**



Video #	Original frequency (Hz)	Estimated frequency (Hz)	Accuracy
1	5.06	5.46	92.09%
2	4.36	4.49	97.01%
3	3.87	3.98	97.16%
4	2.01	2.16	92.54%
5	3.06	3.10	98.69%
6	2.271	2.278	99.69%
7	2.29	2.35	97.38%
8	3.01	2.98	99.00%
9	1.645	1.65	99.70%
10	2.481	2.495	99.44%
11	4.395	4.497	97.68%

- ▶ Improve **robustness** for unsteady hand: Combine with CNN based approaches
- ▶ Test on a dataset from **real patients**

- ▶ TV analysis makes motion blur a **blessing**
- ▶ GFT provides a **reasonable** alternative to FFT in this application

Thank You!