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An Vision Based Monitoring System for Accurate Vojta-Therapy

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ABSTRACT: Vojta therapy is one type of physiotherapy to cure the patient having disorder in physical movements which can be encountered as either cerebral palsy or peripheral paralysis. This therapy is proposed by Dr. V. Vojta, hence the name is Vojta therapy. He had studied various patients with disorder in nervous as well as musculoskeletal system. He analyzed them and concluded that therapy must be reflective locomotive type which requires selective stimulation to over affected body part, so that patient may carry out reflexive pattern by its own. The repetition of this stimulation in the long run brings the previously blocked connections most of the spinal and mind, and after a few sessions, child can carry out those actions without any external stimulation. In this paper we proposed an automatic monitoring system to track infants, it can detect infant, segment he/her, extract features and classify them for further treatment. Here we used motion RGB pictures statistics and to extract baby from every frame region based segmentation algorithm is used. Wherefor feature extraction HOG descriptor & for classification purpose support vector machine (SVM) is used. The proposed algorithm has been performed over number of video datasets, which we have collected from KIBS Baby Care Center, Indore. Result of this algorithm shows that the proposed method is very simple, accurate and economical for home based therapy.

KEYWORDS: Vojta-Therapy, Region Growing, Histogram of Orientation Gradient.

I. INTRODUCTION

The Vojta-Therapy is a technique used to treat the disorders in the musculoskeletal and central nervous system, and it is very useful for new born babies. The child suffering from such physical diseases is not able to make some particular movements in their different body-parts, as normal way. VT is work on the theory of Reflex Locomotion, that is, the child's nervous system may be stimulated by applying the correct simulation. RL is considered as two ways one Reflex Creeping and another is Reflex Rolling and side lying positions, which makes child enable to do elementary patterns of movement in them.

As per the Dr. V. Vojta we can notice motor reactions working throughout the baby's body when a particular stimulation is applied to him/her, while lying in Reflex creeping (a) prone lying position, and Reflex rolling (b) supine lying position and (c) side lying position. This therapy is applicable to the patients of any age group but it is most effective for new born babies that are because most of the developmental changes take place in the early stage of child life. For a remedy to achieve success; the therapy consultation of five-twenty minutes should be performed numerous times in a day or week and this technique can last for numerous weeks or months. Consequently, the therapists explain the purpose and objective of the remedy and advise an in-home continuation of the therapy as well. The therapy application is then determined in normal periods according to baby's development.

At some stage in the remedy, kids might also begin cry, inflicting the parents to be soreness approximately their baby's nicely-being. Resultantly, they stop the remedy in claiming that it isn't always beneficial. At this age, crying is the perfect manner of expression for the child patients, which after a quick familiarization duration, will become much less and much less intense. An automated vision based system is needed to analyze the accurate actions of a patient (i.e., accurate remedy), throughout the remedy consultation. The aim of home-based therapy assessment is to provide an correct in-home therapy alternative to in-hospital therapy. The therapy system at domestic isn't always most



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effective useful for the fast healing of a child patient however additionally pretty beneficial for individuals who do no longer have access to a local hospital offering said remedy. Moreover, the frequent visits to the therapist's health center add an economic burden as well.

In this paper, we proposed an automatic method for kid's detection and correct recognition of the motion patterns in his/her body parts in the course of VT, using video statistics. The proposed technique operates in three steps. First, it converts video to frames, preprocesses it and segments the area of interest; We apply a region growing algorithm to extract the entire baby's body area from the scene. In second stage, the required features get extracted from segmented ROI using the HOG Descriptor. Third, the movements in the segmented infant's body area are analyzed and classified the use of a support Vector machine (SVM) with the help of features extracted in previous level. For the duration of therapy, a particular movement can be observed in the infant while lying in one of the aforementioned positions. We computed various features like x,y gradient, magnitude and Orientation and an SVM is exploited to classify the accurate actions, which in the end leads us to the correctness of the given remedy. The proposed approach is evaluated on our challenging dataset, which was collected in KIBS child health care center. The dataset contains more than 10 baby's video and its numerous motion pictures. Experimental results show that the proposed approach performs rather well and is pretty useful for at home-based therapy.

II. RELATED WORK

A. Human Detection

A large number of algorithms have been proposed for human detection in RGB and depth images. Numerous RGB based techniques generally used either object features such as histogram of oriented gradient (HoG) descriptors [3] or motion features like spatio-temporal interest points (STIPs) for the said purpose. Some other techniques exploited shape-based features and the interest points extraction from the scene such as scale-invariant feature transform (SIFT). Although most of these approaches claim high accuracy in human detection, visual data still remains a challenging task due to difficulties caused by illumination changes, occlusions, as well as complex and cluttered background. Alternatively, the depth data has several advantages over the visual data as it provides 3D structural information of the scene. Moreover, the layered structure of the depth data offers more details and important cues for human detection and their action recognition.

Due to these advantages, many algorithms for human detection have also been proposed in depth images. Zhu et al. proposed a human detection by tracking his/her head and torso in depth images. They proposed the circle and box fitting to detect the head and torso respectively. In a support vector machine has been trained to discriminate the human head and shoulders for detection purposes. The human upper body template is proposed in to slide over the depth image and detect the human region using the Euclidean distance. Xia et al. proposed a human-head template for the detection of a human in depth images using the 2D chamfer matching method. Stahl Schmidt et al. proposed a human detection technique using a matched filter known as Mexican hat wavelet to the segmented foreground information of depth image. This technique is only applicable when the camera is mounted in top-view position. Compared to these methods, the proposed algorithm does not require any statistical learning motion information, and is computationally inexpensive. The proposed method exploits a fast template matching algorithm to detect the infant's body region using his/her head location and segments it with more accuracy.

B. Rehabilitation

Industrial motion sensors have been utilized as a physical rehabilitation tool. However, these methods require wearing a number of sensors on the human body, causing discomfort. Virtual reality and motion-based games have also been exploited for rehabilitation. Admittedly, the evidence indicates that these methods provide an interactive, engaging, and effective environment for physical therapy, but they require expensive hardware and software. They are generally designed to suit a very specific group of patients and cannot be useful in cases of newly born babies because they cannot interact with such systems. With the invention of a very low cost device, i.e., Microsoft Kinect, a new tool is now to be considered in similar rehabilitation, as well as in assessment and monitoring systems. A Kinect camera is quite cheap and can be extended far beyond gaming. It consists of RGB camera, a 3D depth sensor that provides the



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distance information of object from camera, and a pivot which can be tilted either up or down direction for sensor adjustment.

Several researchers have utilized the Kinect as assistive technology at ambient assisted living and rehabilitation places. Authors proposed a system for in-home rehabilitation using Dynamic Time Warping (DTW) algorithm and fuzzy logic. The evaluation is performed on the trajectory of joints and the time duration in the completion of designated exercise. Exell et al. utilized the skeletal tracking information to analyze the rehabilitation in the upper limbs. Chang et al. proposed a system that used the motion tracking of upper limbs for rehabilitation. For validation they used the outputs of OptiTrack as ground truth and compared them to the outputs of Kinect. Yao-Jen et al. developed a Kinect-based rehabilitation system to assist the therapists in their work to treat the children suffering from motor disabilities. They used the motion tracking data to analyze the rehabilitation standards and to allow the therapist to view the rehabilitation progress. Gama et al. proposed an interface for adults to monitor the correct description of therapeutic movements. The recent surveys on various therapy techniques for rehabilitation using Kinect are presented. All of the above-mentioned techniques used skeleton information from Kinect, which either could not be made available in the case of infants or which was problematic if some body parts were occluded. Moreover, due to the nature of VT, some of the patient's body parts are always occluded.

Compared to the aforementioned methods, the proposed algorithm exploits only depth information for infant's detection and used the segmented body region in combination with visual information to classify the accurate movements in their various body parts. To the best of our knowledge, we are the first who proposed an automatic vision based system to monitor the movement patterns infant's body region during VT.

III. PROPOSED METHOD

The proposed method works in three steps. First: Imports video dataset captured by Kinect camera and extracts frames from corresponding video and counts them, further it reads and pre-processes each successive motion image.

At second stage: once RGB to gray conversion and median filtering of image is completed, segmentation of area of interest is carried out with the help of region growing algorithm. The process of seed selection may be performed manually or it can be selected automatically by using previous knowledge and finally, we extract the various features in the segmented infant's body region to capture the movements of baby. The visual segmented information is utilized to only identify the infant's lying position during the treatment process. In the classification stage, a support vector machine is used to classify the accurate movements of the infant during the treatment. Following figure shows the overview of proposed method.

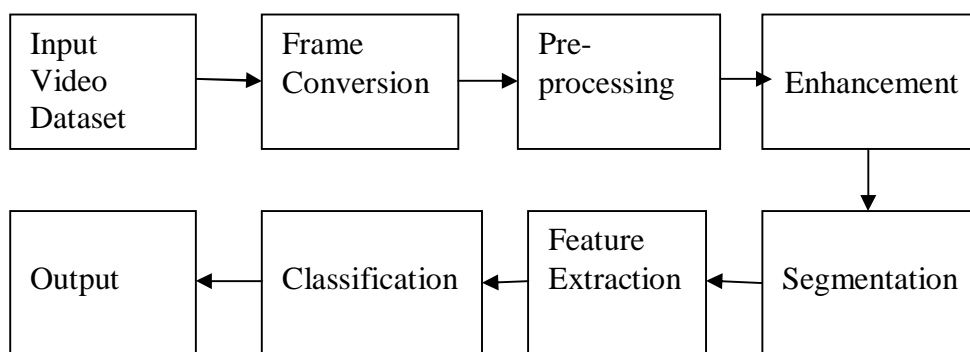


Fig.1 Overview of proposed method.



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Description of the Proposed Algorithm:

A. Frame Conversion and Preprocessing:

The 3D dept sensor of the digital camera gives the intense information for the captured scene in the form of sequence of motion pictures. The proposed system takes this video as input and segmented each successive frame from it. Once the frames are get extracted, count the number of frames present in video and read frames.

Preprocess the image using the RGB to Gray scale convertor and filter the corresponding image using 4x4 median filter to remove the noise and to smoothen the image .Enhancement of the frames are done in order to improve the image quality to high.

Conversion Formula:

$$\text{Gray scale} = 0.2989 * R + 0.5870 * G + 0.1140 * B \dots\dots\dots \text{eq}(1)$$

B. Segmentation

The Next task after the recovery of the missing pixel to read the frames one by one and locate the position of the child in the respective frame by segmenting the region of interest. The region Growing algorithm is used for the segmentation purpose, this algorithm selects seed point automatically based on appropriate criteria . A prior knowledge can be included, it is strictly application dependant . The region Grow is controlled by 8-connectivity.

Algorithm for ROI segmentation:

Given: $f(x, y) \Rightarrow$ the image to be segmented; $S(x, y) \Rightarrow$ binary image with the seeds ($s = 1$ only where the seeds are located); $Q \Rightarrow$ predicate to be tested for each location (x, y) . A simple region growing algorithm (based on 8-connectivity). First, Erode all the connected components of S until they are only one pixel wide. Then Generate the binary image fQ such that $fQ(x, y) = 1$ if $Q(x, y)$ is true. Finally, Create the binary image g where $g(x, y) = 1$ if $fQ(x, y) = 1$ and (x, y) is 8-connected to a seed in S . The resulting connected components in g are the segmented regions.

C. Feature Extraction:

Once the child is extracted from current frame the relevant information need to be extract from it in order to recognize child's class accurately. Thus, histogram of orientation gradient descriptor used to extract various features such as x-gradient , y-gradient , angle(Orientation) and magnitude. Initially ,HOG normalizes the segmented image and then calculate gradients i.e. change in x-direction ,y-direction using bidirectional mask .And then calculate the angle and magnitude with the help of x-y values.

Calculation formulae:

Gradient computation:

$$f'(x) = \lim_{h \rightarrow 0} \frac{f(x+h) - f(x-h)}{2h} \dots\dots\dots \text{eq}(2)$$

Magnitude:

$$s = \sqrt{(s_x^2 + s_y^2)} \dots\dots\dots \text{eq}(3).$$

$$\text{Orientation: } \theta = \text{atan} \left(\frac{s_y}{s_x} \right) \dots\dots\dots \text{eq}(4).$$

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Where, S_x is change in X- direction which use filter mask $[-1,0,1]$, S_y is change in Y direction which use filter mask $[-1,0,1]^T$. Further, descriptor applies Weighted vote into spatial & Orientation cells to distribute the values in relative bin. We have considered 9 bins each of 20° (angle of move is 0 to 180), Contrast Normalize over overlapping spatial blocks . The steps B & C are repeated for each successive frame and at the end of last frame, collect all the HOG's over the detection Window.

Dalal and Triggs use 4 normalization factors for normalizing a cell histogram

$$N_{(\delta,\gamma)} = \left(\frac{1}{m} C(i,j) \right)^2 + \left(\frac{1}{m} C(i + \delta, j) \right)^2 + \left(\frac{1}{m} C(i + j + \gamma) \right)^2 + \left(\frac{1}{m} C(i + \delta, j + \gamma) \right)^2$$

where $\delta, \gamma \in \{-1, +1\}$eq(5).

HOG feature map is obtained by concatenating normalization results

:

$$H(i, j) = \begin{bmatrix} T_\alpha(c(i, j)/N_{-1,+1}(i, j)) \\ T_\alpha(c(i, j)/N_{+1,-1}(i, j)) \\ T_\alpha(c(i, j)/N_{+1,+1}(i, j)) \\ T_\alpha(c(i, j)/N_{-1,-1}(i, j)) \end{bmatrix} \text{ where } T(v) \text{ is truncation function with } a \dots \dots \dots \text{eq(6).}$$

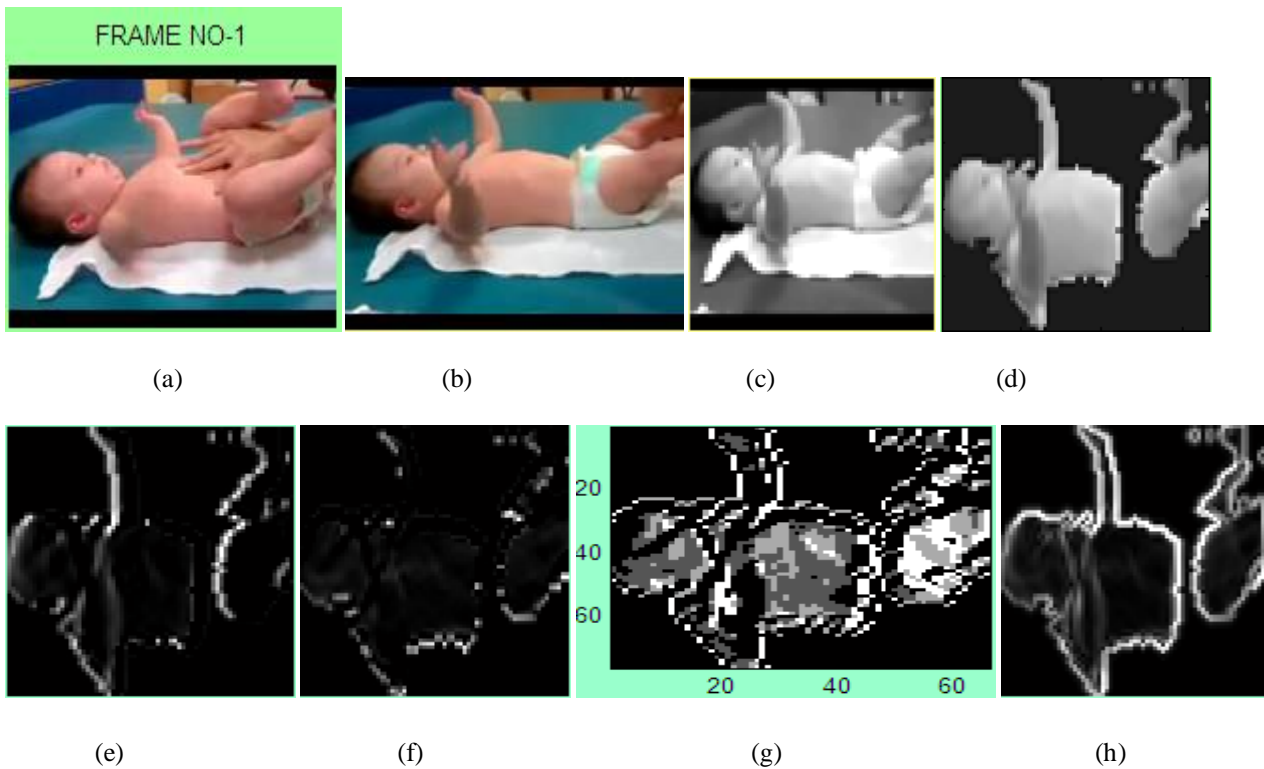


Fig.2 .(a)shows the frame 1 has been read from video input data, (b)Frame 1 as input to proposed algorithm ,(c)Enhanced image ,(d)Segmented ROI, (e) measure in X- direction ,(f) measure in Y- direction, (g)Orientation for image one. (h) Magnitude image.

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D. Classification

The therapy is given to infants in prone, supine, and side lying positions. In our work we primarily focus on the treatment in prone and supine lying positions. We declared two trained classes for classification of the child under observation in class A is abnormal if peak HoG's are located to same bin position, it means that there is no change in angle and magnitude of child is seen for all the frames, thus we can say that child patient is unable to move and we may conclude that the child under observation is Abnormal.

Where as class B normal class is selected if the peak of the HoG's varies from bin to bin throughout the frames, which tells that there is certain changes are seen in angle and magnitude. Thus we can say that child patient is able to move and we may conclude that the child under observation is normal.

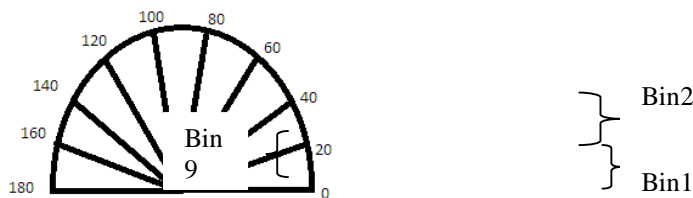


Fig.3 Bin Definition

FlowChart for SVM Classification:

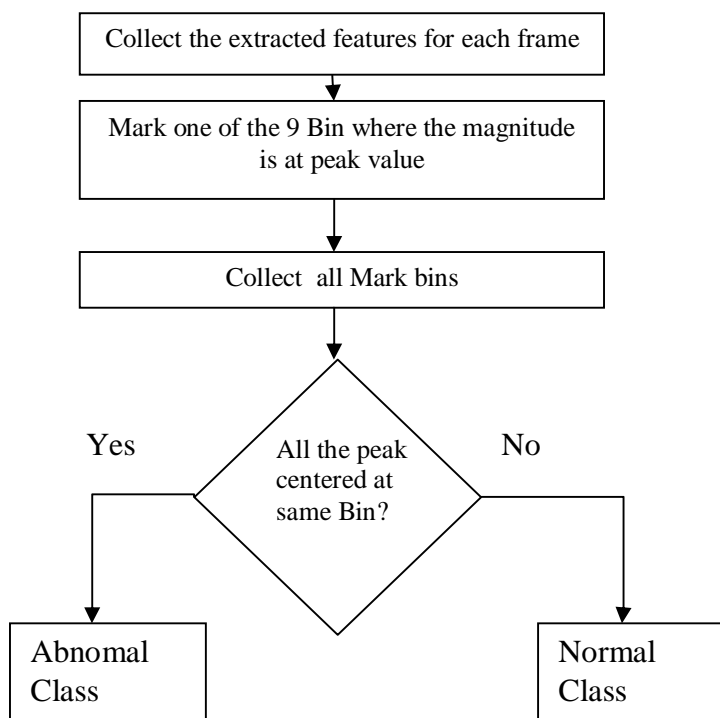


Fig.4 flowgraph of classification process

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IV. EXPERIMENTS & RESULTS

We captured more than 10 videos containing thousands of frames of child of the various age (2 weeks to 6 months). The camera was put on a tripod, at the height of 2 meters and with an angle of 45° from the table surface (where the infant is lying for therapy), as shown in Fig. 5. The setting was chosen to be in accordance with the recommendation for capturing the best data quality.

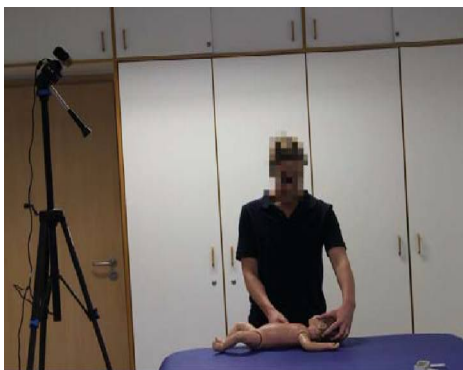


Fig. 5 Example of camera setup during the therapy.

A. Detection Performance

The proposed detection algorithm is applied on our collected challenging dataset for infant's detection using only depth information. We achieved the detection rate of 92.4%. The reason for the drop in detection rate is due to the occlusion at the location of the infant's. Although it was pre-decided with the therapists to use their hands with the minimum occlusion of the infant's body structure, the situation was particularly often faced when the treatment was given in side, supine as well as prone lying position, as shown in Fig. 6

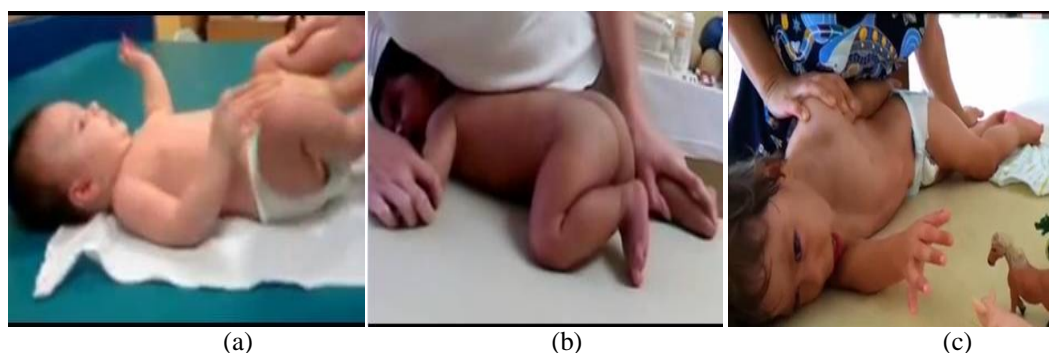


Fig. 6 Example of body poses during the therapy. (a) an infant with clear body structure in supine lying position, (b) occlusion in the infant's body structure can be observed in prone lying position due to the therapist's hand. (c) an infant with body structure in side lying position.

B. Classification Results

SVM has been used as a powerful tool for solving classification problems in many applications. Due to the high dimensionality of our features, we decided to use SVM as a classifier. In the comparison of SVM, the other similarity-based classifiers like K-Nearest Neighbor and probability-based classifiers like Naive Bayes do not perform



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well for high dimensional features . SVM first maps the training samples in high dimensional space and then extract a hyper-plane between the different classes of objects using the principle of maximizing the margin. Because of this principle, the generalization error of the SVM is theoretically independent of the number of feature dimensions. using its one-against-one version. It uses two-class SVMs for each pair from a set of all considered classes. Thus, for N classes in total, N(N - 1)/2 two-class classifiers are constructed. It uses voting strategy for classification and each testing sample is classified to the class with maximum number of votes. In this paper, we used the implementation of SVM within the LIBSVM library . We used the C-Support Vector Classification formulation with the soft margin parameter Cand, gamma when RBF kernels are used as meta-parameter. A 5-fold cross-validation is performed to validate the model with the selection of the above mentioned meta-parameters prior to training the actual model on the full training dataset. Tab.1 summarized the classification results of SVM for accurate movements limbs during the treatment.

Table with 10 columns and 10 rows of numerical data, representing peak HoG's distribution for Class A and Class B. The table is divided into two parts, (a) and (b).

(a)

(b)

Fig.7(a) peak HoG's distribution for ClassA, (b) for classB.

Fig.7 (a) shows that all the resultant HOG's are located at 5th bin which conveys that baby had no change in angle of his body posture which ultimately says that baby is still disable to move without any external simulation and we may conclude that child under therapy is abnormal. Where as fig 3(b) conveys totally opposite of (a), here Resultant HoG's varies from bin to bin means the angle of baby posture is continuously changes and we may conclude that now the baby is quite able to do moves and it is at normal condition.



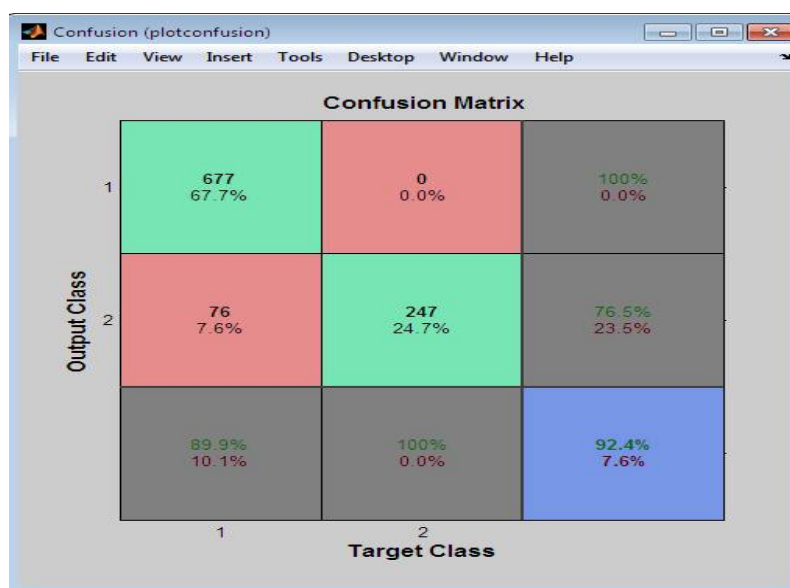
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TABLE I: Classification rate of the proposed algorithm



V .CONCLUSION AND FUTURE WORK

In this paper, we proposed an automatic method for infant's detection and accurate recognition of movement patterns during VT. The proposed method works in three steps. First, we extract the frames from video and preprocess image. Second, segment an infant's body region from depth image using region based algorithm. Finally, the movement patterns in the segmented infant's body are analyzed and classified using SVM. The experimental results show that the proposed method performs well and can be used for in-home based vojta-therapy systems to recognize the normality of infant. In future, we plan to implement the algorithm in depth data by including a few other motion features for detection and classification. Our Target is not only stopping here but to implement more of this advance to this system in near future and make it more efficient and accurate recognition system.

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