

Face Detection



Face detection results produced by Rowley, Baluja, and Kanade (1998a)

# Application face detection

Area	Applications
Information Security	Access Security (OS, Database) Data Privacy (e.g. medical records) User authentications (trading, on-line banking)
Access Management	Secure Access Authentications (restricted facilities) Permission based system Access log or Audit Trails
Biometrics	Personal identification (national IDs, passport, voter registration, driver licenses) Automated identity verification (boarder control)
Law Enforcement	Video Surveillance, Suspect identification Suspect tracking ( investigation ) Simulated aging Forensic Reconstruction of faces from remains, Tracing missing children.
Personal Security	Home video surveillance system Expression interpretation (driver monitoring system)
Entertainment	Home video game systems Photo camera applications

# Introduction

- Before face recognition can be applied to a general image, the locations and sizes of any faces must first be found
- Face detection techniques can be classified as feature-based, template-based, or appearance-based (Yang, Kriegman, and Ahuja (2002))

# Cara kerja



Figure: [8]

## Features [9]

1. Distance between the eyes
2. Width of the nose
3. Depth of the eye socket
4. Cheekbones
5. Jaw line
6. Chin

# Feature-Based Methods

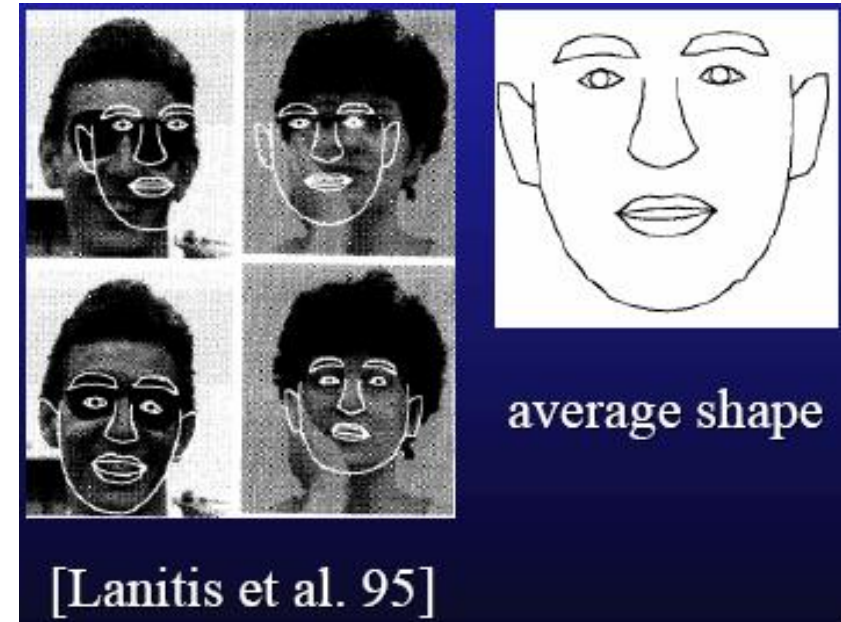
- Bottom-up approach: Detect facial features (eyes, nose, mouth, etc) first
- Facial features: edge, intensity, shape, texture, color, etc
- Aim to detect invariant features
- Group features into candidates and verify them

# Feature-Based Methods: Summary

- Pros: Features are invariant to pose and orientation change
- Cons:
  - Difficult to locate facial features due to several corruption (illumination, noise, occlusion)
  - Difficult to detect features in complex background

# Template Matching Methods

- Store a template
  - Predefined: based on edges or regions
- Deformable: based on facial contours (e.g., Snakes)
- Templates are hand-coded (not learned)
- Use correlation to locate faces



# Template-Based Methods: Summary

- Pros:
  - Simple
- Cons:
  - Templates needs to be initialized near the face images
  - Difficult to enumerate templates for different poses (similar to knowledge-based methods)

# Appearance-Based Methods: Classifiers

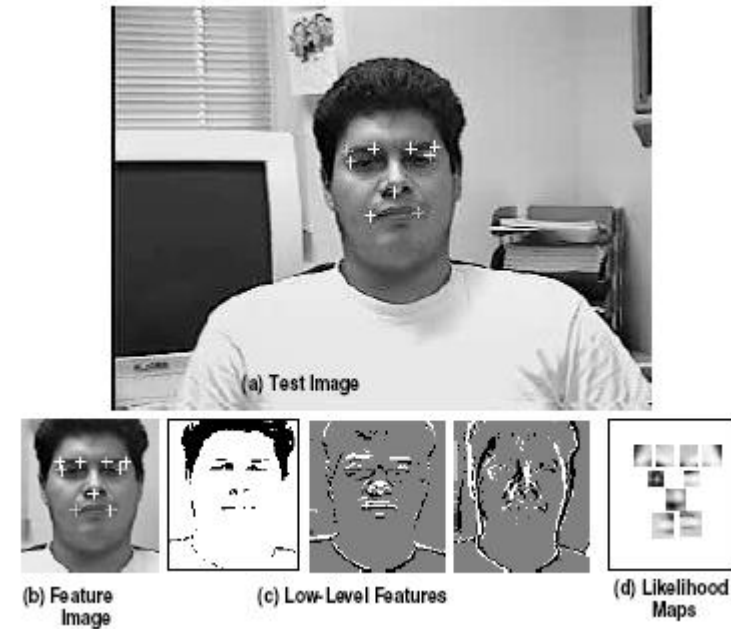
- Neural network
  - Multilayer Perceptrons
- Principal Component Analysis (PCA), Factor Analysis
- Support vector machine (SVM)
- Mixture of PCA, Mixture of factor analyzers
- Distribution Distribution-based method
- Naïve Bayes classifier
- Hidden Markov model
- Sparse network of winnows (SNoW)
- Kullback relative information
- Inductive learning: C4.5
- Adaboost

# Theory of Our Algorithm

- The maximum likelihood(ML) test:  $L(O) = \frac{P_F(O)}{P_N(O)}$
- In estimating  $P_F(O)$  or  $P_N(O)$ , our assumption is that the permuted version of  $O = (o_1, \dots, o_n)$ ,  $O' = (o_{s_1}, \dots, o_{s_n})$  comes from a  $k_{th}$  order Markov process  $X' = (X'_1, \dots, X'_n) = (X_{s_1}, \dots, X_{s_n})$  where  $s_1, \dots, s_n$  is a permuted sequence from  $1, \dots, n$ .
- The optimal permutation maximizes the Kullback divergence(also known as cross entropy) between  $P_F(O')$  and  $P_N(O')$ ,  $H_{F||N}(X') = \sum_{O'} P_F(O') \log \frac{P_F(O')}{P_N(O')}$

# Facial Features Detection

- Region search



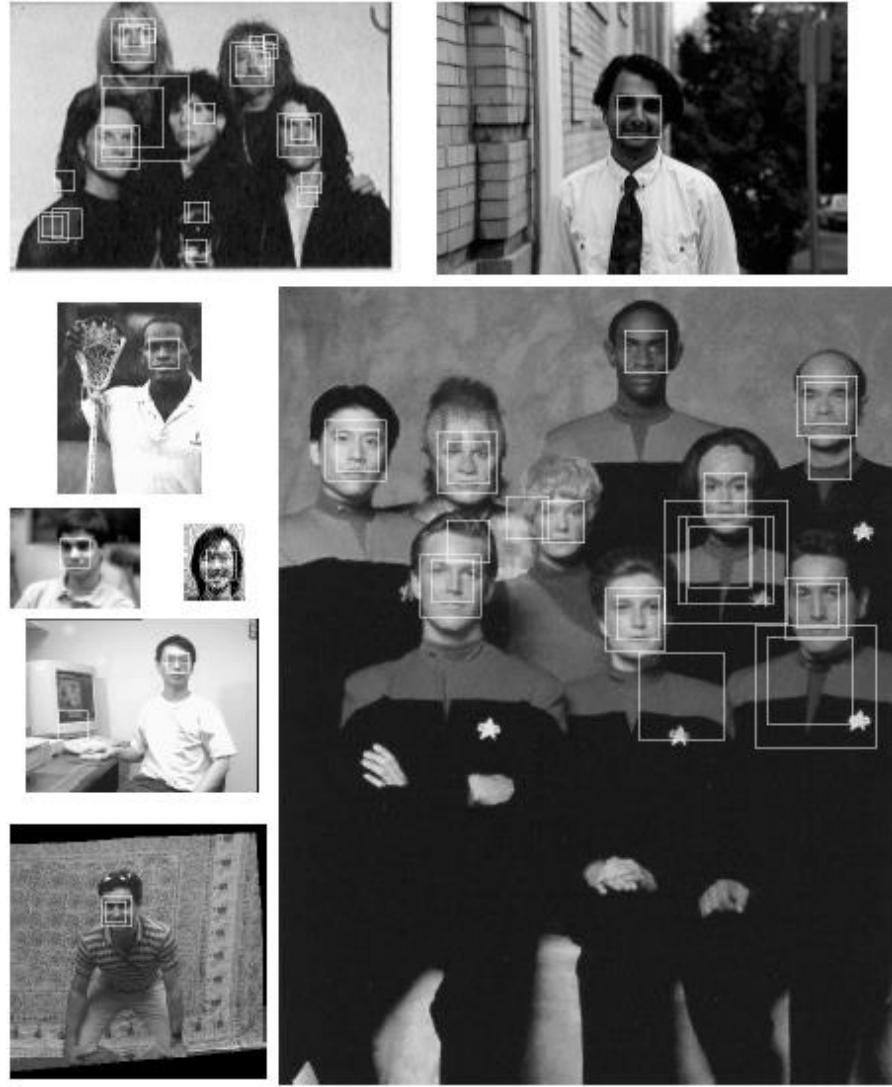
# Face and Facial Feature Detection

- The algorithm is also used to detect 9 facial features: 2 outer mouth corners, 2 outer eye corners, 2 outer eye-brow corners, 2 inner eye-brow corners and the center of the nostrils.

# Results



# Detection Results



# Side-View Face Detection

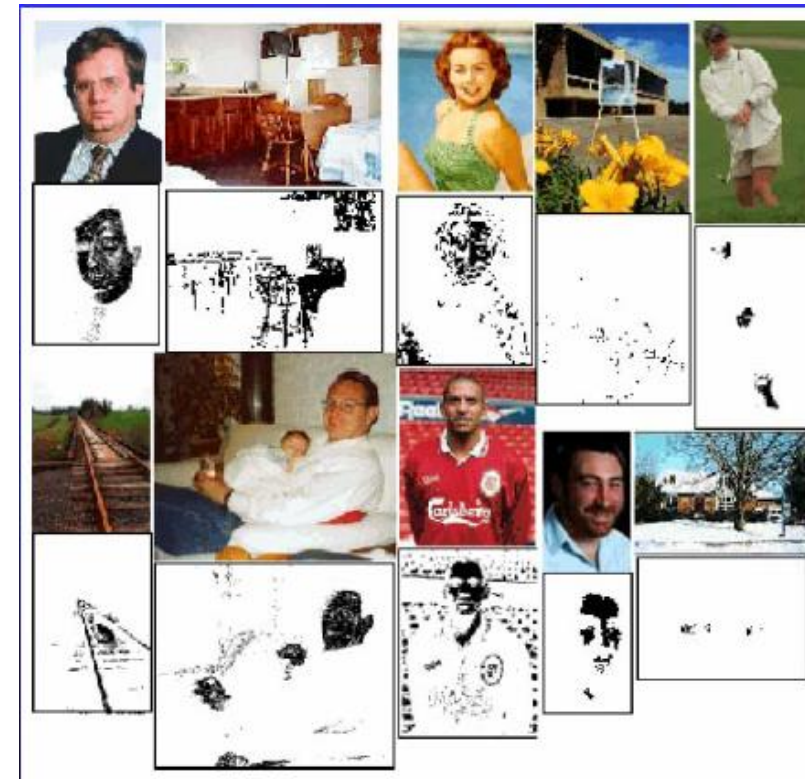


# Appearance-Based Methods: Summary

- Pros:
  - Use powerful machine learning algorithms
  - Has demonstrated good empirical results
  - Fast and fairly robust
  - Extended to detect faces in different pose and orientation
- Cons:
  - Usually needs to search over space and scale
  - Need lots of positive and negative examples
  - Limited view-based approach

# Color-Based Face Detector

- Pros:
  - Easy to implement
  - Effective and efficient in constrained environment
  - Insensitive to pose, expression, rotation variation
- Cons:
  - Sensitive to environment and lighting change
  - Noisy detection results (body parts, skin-tone line tone line regions)



# Face Detection using Haar Cascades [3], [10]

- Devised by **Paul Viola and Michael Jones** in 2001.
- Robust and very quick.
- 15 times quicker than any technique at the time of release.
- Could be operated in **real-time**.
- (**95%** accuracy at around **17 fps**.)
- Feature extraction and feature evaluation.  
(Rectangular features are used)
- With a new image representation their calculation is very fast.
- Classifier training and feature selection using a method called **AdaBoost**. (A long and exhaustive training process)
- A degenerate decision tree of classifiers is formed.

# Features [3], [10]

## Four basic types:

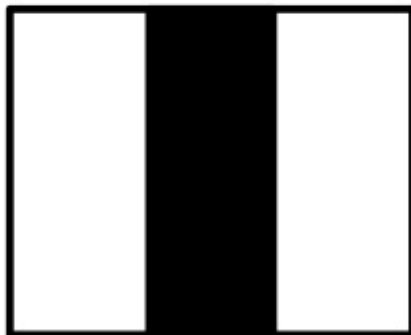
- They are easy to calculate.
- The white areas are subtracted from the black ones.



Edge Feature



(a) Edge Features



Line Feature

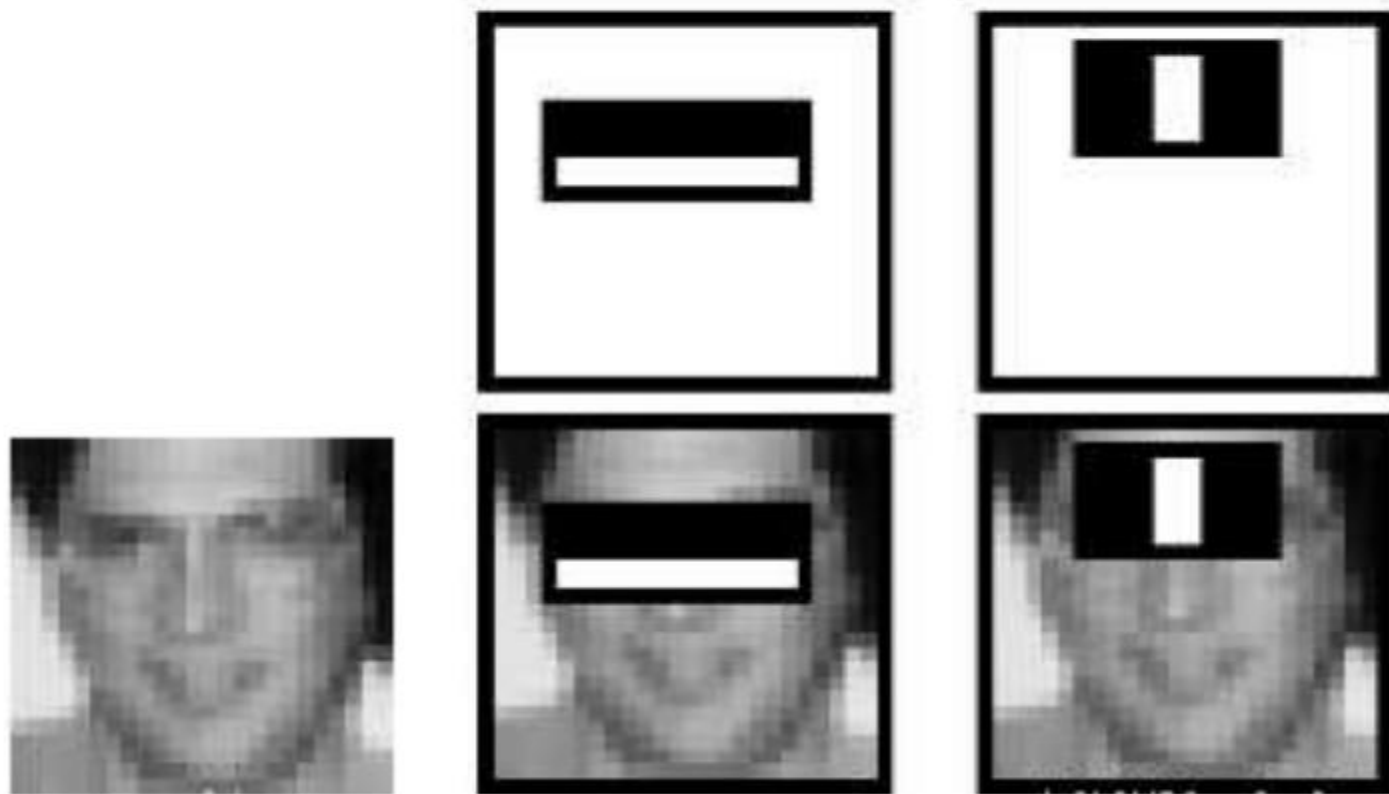


(b) Line Features



(c) Four-rectangle features

# Features Extraction [3], [10]



image

# Challenges in Haar Cascades <sup>[10]</sup>

- Variations in pose      Head positions, frontal view, profile view and head tilt, facial expressions.
- Illumination Changes      Light direction and intensity changes, cluttered background, low quality images.
- Camera Parameters      Resolution, color balance etc.
- Occlusion      Glasses, facial hair and makeup.

# Advantages & Disadvantages <sup>[11]</sup>

## Advantages:

- High detection accuracy.
- Low false positive rate.

## Disadvantages:

- Computationally complex and slow.
- Longer training time.
- Less accurate on black faces.
- Limitation in difficult lightening conditions.
- Less robust to occlusion/obstacle.

# Face detection technique

- Templates
- PCA (Principle Component Analysis)
- LDA (Linear Discriminant Analysis)
- Neural Networks
- SVM (Support Vector Machine)
- ICA (Independent Component Analysis)

# Hal lain dalam face detection

- Face contours
- Facial features (geometry)
- Motion detection
- Color

# Human skin color based face detection

1. Filtering, untuk menemukan area warna kulit manusia. Dilakukan dengan cara :

RGB -> YCbCr color format

$$Y = (0.299) R + (0.587) G + (0.114) B$$

$$Cb = (-0.169) R - (0.332) G + (0.500) B$$

$$Cr = (0.500) R + (-0.419) G + (-0.081) B$$



Figure 7 a) Original image



b) YCbCr image

# Human skin color based face detection

2. Temukan area yang berisi bagian wajah



Figure 8: a) Original image

b) Face Detected image (shown using Rectangle)

# Haar-cascade Detection in OpenCV

```
from __future__ import print_function
import cv2 as cv
import argparse

def detectAndDisplay(frame):
    frame_gray = cv.cvtColor(frame, cv.COLOR_BGR2GRAY)
    frame_gray = cv.equalizeHist(frame_gray)

    #-- Detect faces
    faces = face_cascade.detectMultiScale(frame_gray)
    for (x,y,w,h) in faces:
        center = (x + w//2, y + h//2)
        frame = cv.ellipse(frame, center, (w//2, h//2), 0, 0, 360, (255, 0, 255), 4)

        faceROI = frame_gray[y:y+h,x:x+w]
        #-- In each face, detect eyes
        eyes = eyes_cascade.detectMultiScale(faceROI)
        for (x2,y2,w2,h2) in eyes:
            eye_center = (x + x2 + w2//2, y + y2 + h2//2)
            radius = int(round((w2 + h2)*0.25))
            frame = cv.circle(frame, eye_center, radius, (255, 0, 0 ), 4)

    cv.imshow('Capture - Face detection', frame)

parser = argparse.ArgumentParser(description='Code for Cascade Classifier tutorial.')
parser.add_argument('--face_cascade', help='Path to face cascade.', default='data/haarcascades/haarcascade_frontalface_alt.xml')
parser.add_argument('--eyes_cascade', help='Path to eyes cascade.', default='data/haarcascades/haarcascade_eye_tree_eyeglasses.xml')
parser.add_argument('--camera', help='Camera divide number.', type=int, default=0)
args = parser.parse_args()

face_cascade_name = args.face_cascade
eyes_cascade_name = args.eyes_cascade

face_cascade = cv.CascadeClassifier()
eyes_cascade = cv.CascadeClassifier()

#-- 1. Load the cascades
if not face_cascade.load(cv.samples.findFile(face_cascade_name)):
    print('--(!)Error loading face cascade')
    exit(0)
if not eyes_cascade.load(cv.samples.findFile(eyes_cascade_name)):
    print('--(!)Error loading eyes cascade')
    exit(0)

camera_device = args.camera
#-- 2. Read the video stream
```

# Algoritma Adaboost

1. Input the positive and negative training examples along with their labels  $\{(\mathbf{x}_i, y_i)\}$ , where  $y_i = 1$  for positive (face) examples and  $y_i = -1$  for negative examples.
2. Initialize all the weights to  $w_{i,1} \leftarrow \frac{1}{N}$ , where  $N$  is the number of training examples. (Viola and Jones (2004) use a separate  $N_1$  and  $N_2$  for positive and negative examples.)

3. For each training stage  $j = 1 \dots M$ :

- (a) Renormalize the weights so that they sum up to 1 (divide them by their sum).
- (b) Select the best classifier  $h_j(\mathbf{x}; f_j, \theta_j, s_j)$  by finding the one that minimizes the weighted classification error

$$e_j = \sum_{i=0}^{N-1} w_{i,j} e_{i,j}, \quad (14.3)$$

$$e_{i,j} = 1 - \delta(y_i, h_j(\mathbf{x}_i; f_j, \theta_j, s_j)). \quad (14.4)$$

For any given  $f_j$  function, the optimal values of  $(\theta_j, s_j)$  can be found in linear time using a variant of weighted median computation (Exercise 14.2).

- (c) Compute the modified error rate  $\beta_j$  and classifier weight  $\alpha_j$ ,

$$\beta_j = \frac{e_j}{1 - e_j} \quad \text{and} \quad \alpha_j = -\log \beta_j. \quad (14.5)$$

- (d) Update the weights according to the classification errors  $e_{i,j}$

$$w_{i,j+1} \leftarrow w_{i,j} \beta_j^{1-e_{i,j}}, \quad (14.6)$$

i.e., downweight the training samples that were correctly classified in proportion to the overall classification error.

4. Set the final classifier to

$$h(\mathbf{x}) = \text{sign} \left[ \sum_{j=0}^{m-1} \alpha_j h_j(\mathbf{x}) \right]. \quad (14.7)$$

