

```
%YAML:1.0
```

```
----
```

```
opencv_lbphfaces:
```

```
  threshold: 1.7976931348623157e+308
```

```
  radius: 1
```

```
  neighbors: 8
```

```
  grid_x: 8
```

```
  grid_y: 8
```

```
  histogram:
```

```
    opencv-matrix:
```

```
      rows: 1
```

```
      cols: 16384
```

```
      dt: f
```

```
      data: [ 0.013888889, 0.010416667, 0., 0.0069444445, 0.010416667,
```

```
0.00520833349, 0.0017361112, 0.013888889, 0., 0., 0., 0.,
```

```
0., 0., 0.0017361112, 0.00520833349, 0.0017361112, 0.,
```

```
0., 0., 0., 0., 0., 0.0034722225, 0., 0., 0., 0.,
```

```
0.0069444445, 0.00520833349, 0., 0., 0., 0., 0., 0.,
```

```
0., 0., 0., 0., 0., 0., 0., 0., 0.0017361112,
```

```
0.0017361112, 0., 0.0017361112, 0., 0., 0., 0.,
```

```
0.0034722225, 0., 0., 0., 0.015625, 0.0017361112,
```

```
0.0017361112, 0.0034722225, 0.019097222, 0., 0., 0.,
```

```
0.0017361112, 0., 0.0017361112, 0., 0., 0., 0., 0.,
```

```
0., 0., 0., 0.0034722225, 0., 0., 0., 0., 0., 0.,
```

```
0.0017361112, 0., 0., 0., 0., 0., 0., 0.00520833349,
```

```
0., 0., 0., 0.0017361112, 0., 0., 0., 0., 0., 0.,
```

Every AI

is not ML

Face Recognition Pipeline

Dataset
Creation

Dataset
Review

Model
Training

Face
Prediction

Detect & save faces
(Haar Cascade)

Manual Cleanup

Train **LBPH** model
(feature extraction
& storage)

Compare **LBPH**
histograms to
recognize (more in
the next session)

```
1 %YAML:1.0
2 ----
3 opencv_lbphfaces:
4   threshold: 1.7976931348623157e+308
```

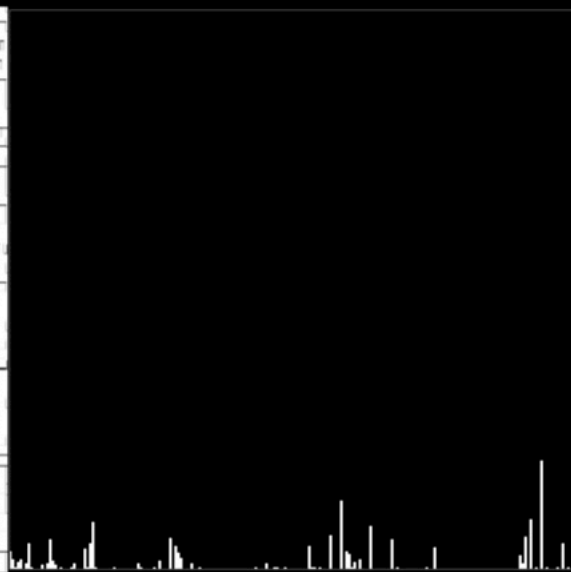
Original



Local Binary Patterns (LBP)



LBP Histogram



```
24 0., 0., 0., 0.00347222225, 0., 0., 0., 0., 0., 0., 0.,
25 0.00173611112, 0., 0., 0., 0., 0., 0., 0.00520833349,
26 0., 0., 0., 0.00173611112, 0., 0., 0., 0., 0., 0., 0.,
```

LBP (Local Binary Patterns Histograms):

A specific algorithm inside Computer Vision field used for texture analysis.

It's just one among many:

- Haar Cascades (face detection) > Used in the current session
- HOG (Histogram of Oriented Gradients)
- SIFT, SURF (feature detection & matching)
- Optical Flow (motion tracking)
- Edge detection (Canny, Sobel)
- Color histograms, Contour analysis, etc.

LBP-H Face Recognition Pipeline

- 1 Create Dataset – Detect, crop, and save face images.
- 2 Review Dataset – Remove blurred or poor-quality samples.
- 3 Train Model – Use LBP-H to learn texture patterns per face.
- 4 Recognize Faces – Predict names from live camera input.

lbph-face-pipeline Public

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A hands-on, classical computer vision project showing that not every AI uses machine learning.

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1 Commit

models	first commit	2 minutes ago
01_create_dataset.py	first commit	2 minutes ago
02_review_dataset.py	first commit	2 minutes ago
03_train_model.py	first commit	2 minutes ago
04_predict.py	first commit	2 minutes ago
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README

LBPH Face Recognition – “Every AI is not ML”

by [Benax Technologies](#)

A hands-on, classical computer vision project showing that *not every AI uses machine learning*.