

Uniforms

```
vec2 leafValues[NWEAK];  
vec4 featureRectangles[NWEAK];  
uniform float stageThreshold;  
uniform vec2 lbpLookupTableSize;  
...
```

Fragment Shader

```
if(acceptedFromPreviousStage())  
for(int w = 0; w < NWEAK; w++) {  
    vec4 rect = featureRectangles[w];  
    p0..p17 = texture2D(integralImage, ...);  
    c,r0..r7 = LBP blocks  
  
    lbp = lbpValue(c,r0,...,r7);  
  
    class = lookupLBPMMap(lbp);  
    weight = class?leafValues[w].x  
            :leafValues[w].y;  
    sumStage += weight;  
}  
accept = (sumStage > stageThreshold);
```

gl_FragColor

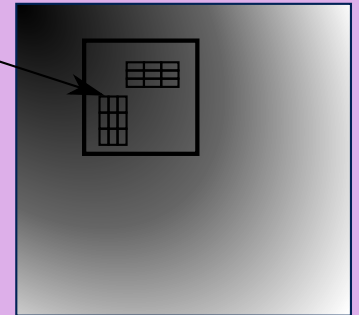
Framebuffer

Textures

Accepted windows



Integral image



LBP map



1

2

3

4

5