

# Enhancing Facial Recognition in Visual Prostheses using Region of Interest Magnification and Caricaturing

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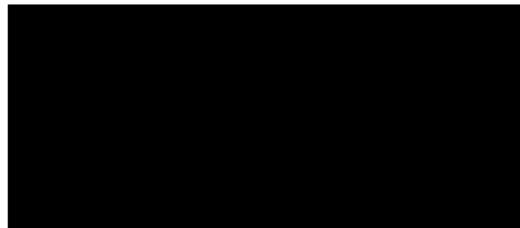
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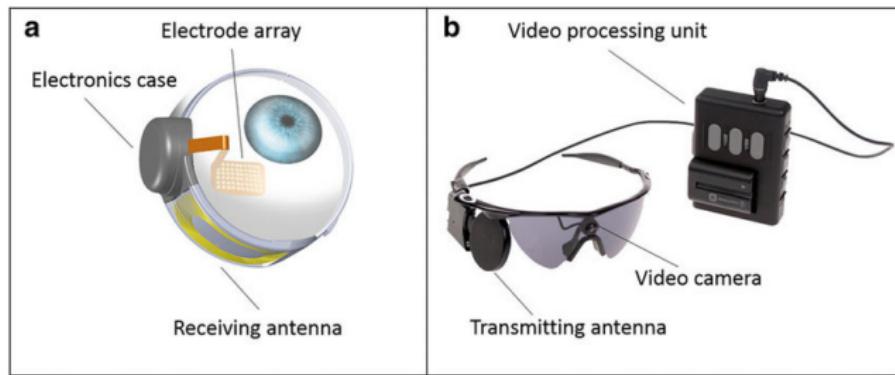
# Introduction

Acquired Blindness (e.g., Retinitis Pigmentosa [peripheral vision loss])



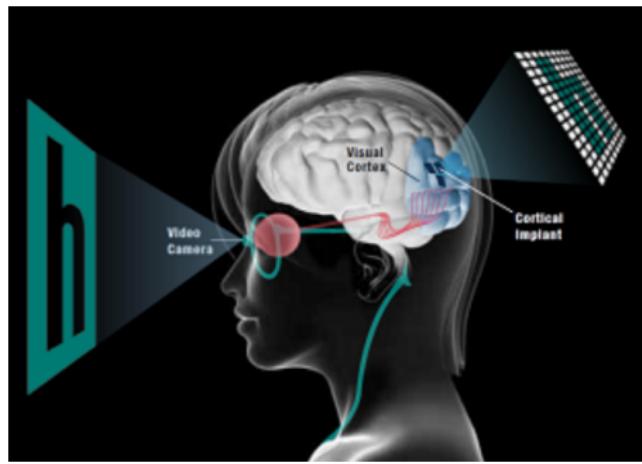
# Introduction

## Visual Prostheses system (e.g., Argus II)



# Introduction

Phosphenes (similar to pixels in a raster image)



# Introduction

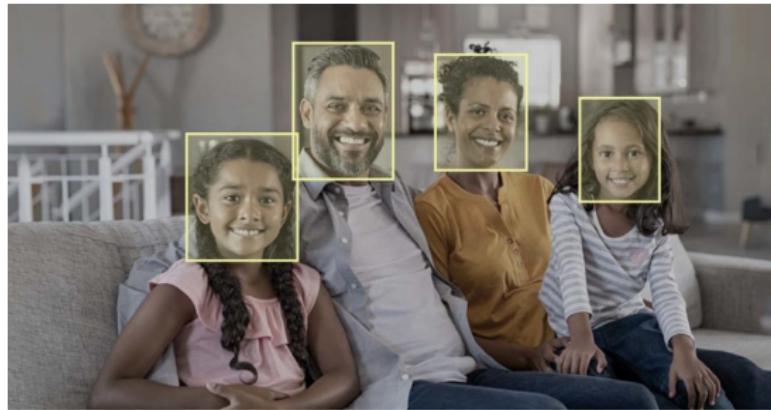
Normal sight VS Prosthetic Vision sight  
(N.B., faces details are invisible due to low resolution)



# Introduction

The objective of this study is to improve the implantees efficiency in

- recognizing familiar faces,
- distinguishing similar faces, and
- identifying facial expressions.



# Methodology

## Processing of high resolution scene



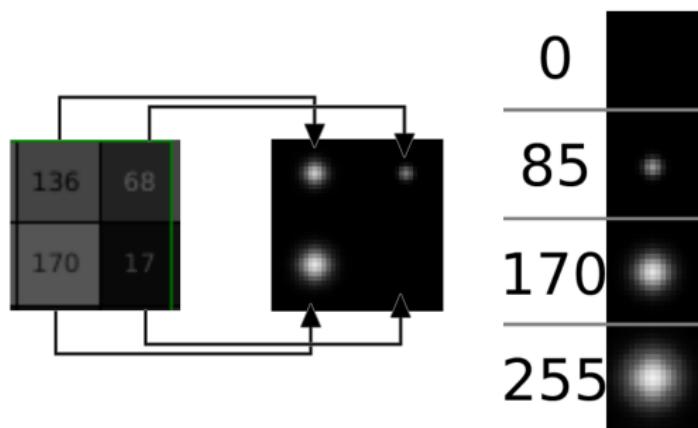
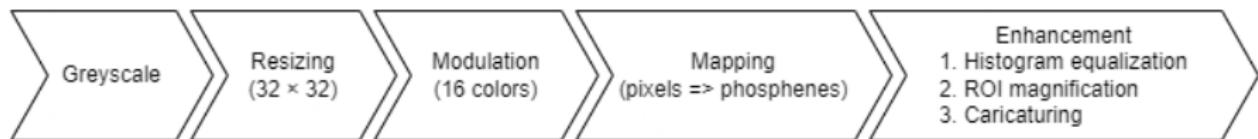
No access to actual implantees

Simulations were applied to  
normally sighted subjects for testing

For an immersive experience for  
the subjects, the experiment was  
conducted using Virtual Reality.

# Methodology

## Simulating prosthetic vision steps



# Methodology

## Histogram Equalization

- Transforms the pixel intensity distribution of an image to a more uniform distribution.
- Enhances the contrast and visibility of an image.
- Overcomes poor lighting conditions.

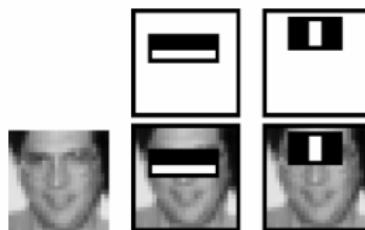


# Methodology

## Region of Interest (ROI) Magnification

First step is the detection of the ROI (i.e., face region)

- Simple rectangular features.
- Adaptive boosting (AdaBoost) to select and combine the most relevant features, creating a strong classifier.



Then the detected face could be magnified to fill the visual field to use the limited resolution to convey as much useful information as possible.

# Methodology

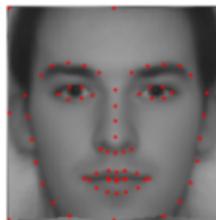
## Caricaturing

To exaggerate facial features enhancing their perceptibility for subjects.

Average Face



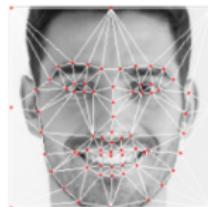
Average Landmarks



Veridical Face



Face Detection  
Face Landmarks  
Delaunay Triangulation



Caricatured Face



# Methodology



Experiment groups (5 subjects each)

Group name	Description
DLR	Direct lowering of resolution (without any enhancements)
VJm	Visual field histogram equalization Viola Jones (VJ) face region magnification
VJc	Visual field histogram equalization Viola Jones (VJ) face region magnification Caricaturing

# Methodology

## Experiment tests

### ① Recognition test

- 6 images of celebrities for 10 seconds each
- Recorded accuracy, response time, and confidence level

### ② Expressions test

- 4 facial expressions for 10 seconds each
- Frowning, surprised, happy, or sad
- Recorded accuracy

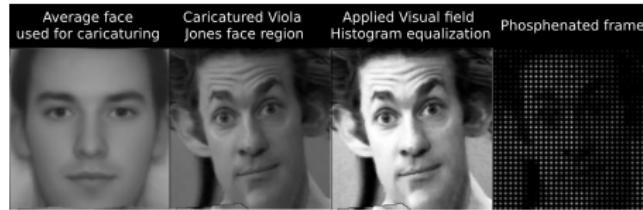
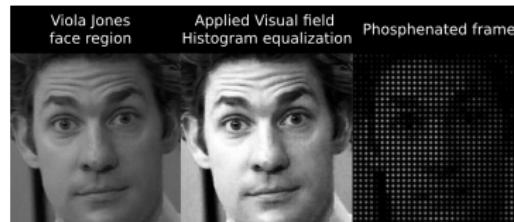
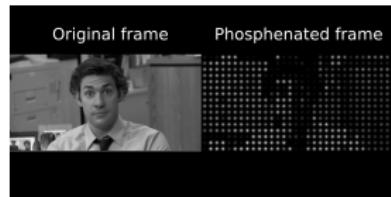
### ③ Distinction test

- 4 images for 10 seconds each
- Recorded accuracy



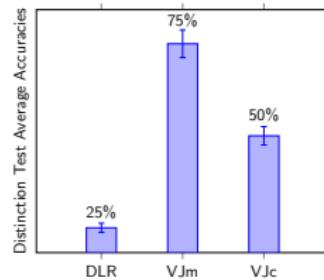
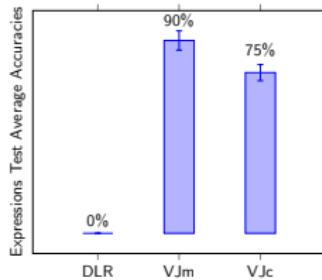
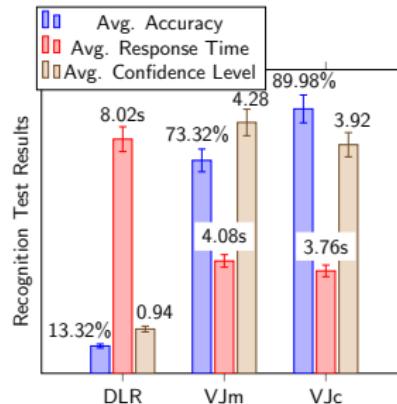
# Results

## Simulation outputs (DLR / VJm / VJc)



# Results

The results show that enhancements work!!



# Results

ROI magnification	??	recognize faces
Caricaturing	??	Distinguish similar faces

# Results

ROI magnification    =>              recognize faces

Caricaturing         $\approx$ >      Distinguish similar faces

# Conclusion

The best option for enhancing faces (without violating real-time requirements) comprised:

- Visual field histogram equalization
- Region of interest magnification
- Optional Caricaturing (up to the implantee to activate it or not)

# Conclusion

## Future improvements

- More participants and more questions
- Actual implantees experiment
- Higher quality Caricaturing algorithm (e.g. CariGAN)

The End

Thank You!  
Any questions?