

ArcSoft Gender Estimation

开发指导文档



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Chapter 1: 概述

虹软性别检测引擎工作流程图.



1.1. 运行环境

Windows

1.2. 系统要求

• 32 位系统, Windows7 以上

1.3. 依赖库

• None



Chapter 2: 结构与常量

2.1. 基本类型

所有基本类型在平台库中有定义。 定义规则是在 ANSIC 中的基本类型前加上字母 "M"同时将类型的第一个字母改成大写。例如"long"被定义成"MLong"

2.2. 数据结构

2.2.1. ASGE_FSDK_Version

描述

SDK 版本信息

定义

```
typedef struct{
    MInt32 lCodebase;
    MInt32 lMajor;
    MInt32 lMinor;
    MInt32 lBuild;
    MPChar Version;
    MPChar BuildDate;
    MPChar CopyRight;
} ASGE_FSDK_Version;
```

成员变量

1Codebase 代码库版本号

lMajor主版本号lMinor次版本号

lBuild 编译版本号,递增

Version 字符串形式的版本号

BuildDate 编译时间 CopyRight 版权信息

2.2.2. ASGE_FSDK_GENDERRESULT

描述



定义性别检测结果信息

定义

typedef struct{

MInt32 *pGenderResultArray;

MInt32 lFaceNumber;

} ASGE FSDK GENDERRESULT, *LP ASGE FSDK GENDERRESULT;

成员变量

pGenderResultArray 检测出的性别结果数组 lFaceNumber 检测出的性别结果个数

2.2.3. ASGE _FSDK_GENDERFACEINPUT

描述

定义脸部信息

定义

Typedef struct{

MRECT *pFaceRectArray;

MInt32 *pFaceOrientArray;

MInt32 lFaceNumber;

} ASGE_FSDK_GENDERFACEINPUT, *LPASGE_FSDK_GENDERFACEINPUT;

成员变量

pFaceRectArray 人脸框信息数组

pFaceOrientArray 输入的人脸角度数组。

lFaceNumber 人脸个数

2.3. 枚举

2.3.1. ASGE FSDK GenderOrientCode

描述

定义基于逆时针方向的人脸角度

定义

```
enum ASGE_FSDK_GenderOrientCode {
          ASGE_FSDK_FOC_Gender_0 = 0x1,
          ASGE_FSDK_FOC_Gender_90 = 0x2,
```



```
ASGE_FSDK_FOC_Gender_270 = 0x3,

ASGE_FSDK_FOC_Gender_180 = 0x4,

ASGE_FSDK_FOC_Gender_30 = 0x5,

ASGE_FSDK_FOC_Gender_60 = 0x6,

ASGE_FSDK_FOC_Gender_120 = 0x7,

ASGE_FSDK_FOC_Gender_150 = 0x8,

ASGE_FSDK_FOC_Gender_210 = 0x9,

ASGE_FSDK_FOC_Gender_240 = 0xa,

ASGE_FSDK_FOC_Gender_300 = 0xb,

ASGE_FSDK_FOC_Gender_330 = 0xc
```

} ;

成员变量

ASGE_FSDK_FOC_Gender_0	0 度
ASGE_FSDK_FOC_Gender_90	90 度
ASGE_FSDK_FOC_Gender_270	270 度
ASGE_FSDK_FOC_Gender_180	180 度
ASGE_FSDK_FOC_Gender_30	30 度
ASGE_FSDK_FOC_Gender_60	60 度
ASGE_FSDK_FOC_Gender_120	120 度
ASGE_FSDK_FOC_Gender_150	150 度
ASGE_FSDK_FOC_Gender_210	210 度
ASGE_FSDK_FOC_Gender_240	240 度
ASGE_FSDK_FOC_Gender_300	300 度
ASGE_FSDK_FOC_Gender_330	330 度

2.3.2. 支持的颜色格式

描述

颜色格式及其对齐规则

定义

ASVL_PAF_I420 8-bit Y 层, 之后是 8-bit 的 2x2 采样的 U 层和 V 层 ASVL_PAF_YUYV Y0, U0, Y1, V0 ASVL_PAF_RGB24_B8G8R8 BGR24, B8G8R8



Chapter 3: API 说明

3.1. ASGE_FSDK_InitGenderEngine

原型

```
MRESULT ASGE_FSDK_InitGenderEngine (

MPChar AppId,

MPChar SDKKey,

MByte *pMem,

MInt32 lMemSize

MHandle *phEngine
);
```

描述

初始化性别检测引擎

参数

AppId	[in]	用户申请 SDK 时获取的 App	Id
SDKKey	[in]	用户申请 SDK 时获取的 SDK	Кеу
pMem	[in]	分配给引擎使用的内存地址	
lMemSize	[in]	分配给引擎使用的内存大小	
phEngine	[out]	引擎 handle	

返回值

成功返回 MOK, 否则返回失败 code。失败 codes 如下所列:

MERR_INVALID_PARAM参数输入非法MERR_NO_MEMORY内存不足

3.2. ASGE_FSDK_GenderEstimation_StaticImage

原型

```
MRESULT ASGE_FSDK_GenderEstimation_StaticImage (

MHandle hEngine,

LPASVLOFFSCREEN pImginfo,

LPASGE_FSDK_GENDERFACEINPUT pFaceRes,

LPASGE_FSDK_GENDERRESULT pGenderRes,
);
```



描述

检测静态图片中人物的性别

参数

hEngine [in] 引擎 handle
pImginfo [in] 输入的图像数据
pFaceRes [in] 已检测到的脸部信息
pGenderRes [out] 性别检测结果

返回值

成功返回 MOK, 否则返回失败 code。失败 codes 如下所列:

MERR_INVALID_PARAM参数输入非法MERR_NO_MEMORY内存不足

3.3. ASGE_FSDK_GenderEstimation_Preview

原型

```
MRESULT ASGE_FSDK_GenderEstimation_Preview (

MHandle hEngine,

LPASVLOFFSCREEN pImginfo,

LPASGE_FSDK_GENDERFACEINPUT pFaceRes,

LPASGE_FSDK_GENDERRESULT pGenderRes,
);
```

描述

检测动态视频中人物的性别

参数

hEngine [in] 引擎 handle pImginfo [in] 输入图像信息

pFaceRes [in] 输入的图像中人脸信息,需要事先用人脸引擎检测出

pGenderRes [out] 性别检测结果

返回值

成功返回 MOK, 否则返回失败 code。失败 codes 如下所列:

MERR_INVALID_PARAM参数输入非法MERR_NO_MEMORY内存不足



3.4. ASGE_FSDK_UninitGenderEngine

原型

描述

销毁引擎,释放相应资源

参数

hEngine [in] 引擎 handle

返回值

成功返回 MOK, 否则返回失败 code。失败 codes 如下所列:

MERR_INVALID_PARAM 参数输入非法

3.5. ASGE_FSDK_GetVersion

原型

描述

获取 SDK 版本信息

参数

hEngine [in] 引擎 handle



Chapter 4: Sample Codes

注意,使用时请替换申请的 APPID SDKKEY

```
#include <stdio.h>
#include "arcsoft_fsdk_gender_estimation.h"
#include "merror.h"
#pragma comment(lib,"libarcsoft_fsdk_gender_estimation.lib")
#define MAXIMUM FACE NUMBER 10
#define WORKBUF_SIZE (30*1024*1024)
#define APPID
                                          //APPID
#define ASGE_SDKKey ""
                                          //SDKKey
#define GENDER_ESTIMATION_STATICIMAGE
//#define GENDER_ESTIMATION_PREVIEW
/* define global variables for gender estimation */
MHandle
                                         GenderEngine = nullptr;
                                         GenderImageInfo = { 0 };
ASVLOFFSCREEN
ASGE FSDK GENDERFACEINPUT
                                         GenderFaceInput;
ASGE FSDK GENDERRESULT
                                         GenderResult;
                                         pWorkMem = nullptr;
MByte *
/* initialize the engine and other variables */
MInt32 InitGenderEstimate()
{
      MInt32 res = MOK;
      GenderFaceInput.1FaceNumber = 0;
      GenderFaceInput.pFaceRectArray = new MRECT[MAXIMUM_FACE_NUMBER];
      if (0 == GenderFaceInput.pFaceRectArray)
             return MERR NO MEMORY;
      GenderFaceInput.pFaceOrientArray = new MInt32[MAXIMUM_FACE_NUMBER];
       if (0 == GenderFaceInput.pFaceOrientArray)
             return MERR_NO_MEMORY;
       pWorkMem = new MByte[WORKBUF SIZE];
     res = ASGE_FSDK_InitGenderEngine(APPID, ASGE_SDKKey, pWorkMem, WORKBUF_SIZE,
&GenderEngine);
      return res;
/* release the engine and other memory handles */
MInt32 UnInitGenderEstimate()
{
      MInt32 res = MOK;
      res = ASGE FSDK UninitGenderEngine(GenderEngine);
      if (GenderFaceInput.pFaceRectArray != nullptr)
       {
             delete[] GenderFaceInput.pFaceRectArray;
             GenderFaceInput.pFaceRectArray = nullptr;
      if (GenderFaceInput.pFaceOrientArray != nullptr)
```



```
delete[] GenderFaceInput.pFaceOrientArray;
              GenderFaceInput.pFaceOrientArray = nullptr;
       }
      if (pWorkMem != nullptr)
       {
              delete[] pWorkMem;
              pWorkMem = nullptr;
       }
       return res;
/* print sdk version */
void PrintVersionInfo()
       const ASGE_FSDK_Version * pVersionInfo = nullptr;
       pVersionInfo = ASGE_FSDK_GetVersion(GenderEngine);
       printf("%d %d %d %d\n", pVersionInfo->lCodebase, pVersionInfo->lMajor,
pVersionInfo->lMinor, pVersionInfo->lBuild);
       printf("%s\n", pVersionInfo->Version);
       printf("%s\n", pVersionInfo->BuildDate);
       printf("%s\n", pVersionInfo->CopyRight);
}
#ifdef GENDER_ESTIMATION_STATICIMAGE
/* load static image and save it to "pImageInfo", which is a "ASVLOFFSCREEN"
struct. return "MOK" if succeed. */
MInt32 GetImageData(ASVLOFFSCREEN * pImageInfo)
{
      MInt32 res = MOK;
       /* load image. add your code here */
      /* ... */
      return res;
}
/* using ArcSoft face detection sdk to detect faces in the input image and save
the face results to "pFaceInput".
return "MOK" if succeed. */
MInt32 FaceDetect(ASVLOFFSCREEN * pImageInfo, ASGE FSDK GENDERFACEINPUT *
pFaceInput)
{
      MInt32 res = MOK;
       /* add your code here */
       /* · · · · */
      return res;
}
#endif
#ifdef GENDER_ESTIMATION_PREVIEW
/* get each preview frame and save it to "pImageInfo", which is a "ASVLOFFSCREEN"
struct. return "MOK" if succeed. */
MInt32 GetPreviewData(ASVLOFFSCREEN * pImageInfo)
{
      MInt32 res = MOK;
```



```
/* get frame data. add your code here */
      /* ... */
      return res;
}
/* using ArcSoft face tracking library to detect faces in the input image and save
the face results to "pFaceInput".
return "MOK" if succeed. */
MInt32 FaceTrack(ASVLOFFSCREEN * pImageInfo, ASGE_FSDK_GENDERFACEINPUT *
pFaceInput)
{
      MInt32 res = MOK;
      /* add your code here */
       /* ... */
      return res;
}
#endif
/* estimate gender */
MInt32 GenderEstimate()
      MInt32 res = MOK;
#ifdef GENDER ESTIMATION STATICIMAGE
      res = ASGE_FSDK_GenderEstimation_StaticImage(GenderEngine, &GenderImageInfo,
&GenderFaceInput, &GenderResult);
#endif
#ifdef GENDER ESTIMATION PREVIEW
      res = ASGE FSDK GenderEstimation Preview(GenderEngine, &GenderImageInfo,
&GenderFaceInput, &GenderResult);
#endif
       return res;
}
int main()
{
       /* initialize the engine and other variables */
      MRESULT nRet = MERR UNKNOWN;
       nRet = InitGenderEstimate();
       if (nRet != MOK)
       {
              printf("InitGenderEngine failed , errorcode is %d \n", nRet);
              return -1;
       }
       /* print version info */
      PrintVersionInfo();
#ifdef GENDER ESTIMATION STATICIMAGE
       /* image data acquisition */
       nRet = GetImageData(&GenderImageInfo);
       if (nRet != MOK)
```



```
printf("GetImageData: nRet=%d\n", nRet);
              return nRet;
       }
       /* face detection */
       nRet = FaceDetect(&GenderImageInfo, &GenderFaceInput);
       if (nRet != MOK)
       {
              printf("FaceDetect: nRet=%d\n", nRet);
              return nRet;
       }
       /* do gender estimation when the face number is bigger than 0. */
       if (GenderFaceInput.lFaceNumber > 0)
       {
              /* gender estimation */
              nRet = GenderEstimate();
              if (nRet != MOK)
              {
                     printf("GenderEstimate: nRet=%d\n", nRet);
                     return nRet;
              }
              /* print gender estimation result */
              for (int i = 0; i < GenderFaceInput.lFaceNumber; i++)</pre>
              {
                     printf("Gender: %d\n", GenderResult.pGenderResultArray[i]);
              }
#endif
#ifdef GENDER ESTIMATION PREVIEW
       /* preview data acquisition */
      while (MOK == GetPreviewData(&GenderImageInfo))
              /* face tracking */
              nRet = FaceTrack(&GenderImageInfo, &GenderFaceInput);
              if (nRet != MOK)
              {
                     printf("FaceDetect: nRet=%d\n", nRet);
                     return nRet;
              }
              /* gender estimation */
              /* no matter "GenderFaceInput->lFaceNumber" is greater than or equal
to 0, next sentence must be excuted. */
              nRet = GenderEstimate();
              if (nRet != MOK)
              {
                     printf("GenderEstimate: nRet=%d\n", nRet);
                     return nRet;
              }
              /* print gender estimation result */
              if (GenderFaceInput.lFaceNumber > 0)
              {
```

