

OpenBR – Open Source Biometric Recognition

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www.openbiometrics.org

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Why Open Source?

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Reproducible Research

Support a common set of file formats and tools for algorithm design, development, and evaluation.

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Improve Collaboration

Help foster a community where collaboration can take place at the source code level.

What's in it?

Off-the-shelf algorithms

- Face Recognition
- Gender Classification
- Age Estimation
- Commercial Wrappers

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- Command line interface supporting common biometrics tasks

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Software framework for algorithm development

- C++ plugin API for implementing new algorithms
- Grammar for image processing
- Automatic testing, packaging and deployment

Software Architecture

Qt



Cross-platform application
and UI framework

OpenCV



Image processing library

Eigen



Linear algebra library

CMake



Cross-platform build system

Software Architecture

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Cross-platform build system

br



Command line application for running algorithms and evaluating results.

C API



High-level interface for other programming languages.

C++ Plugin API



Core interface for using and developing algorithms.

Supported Platforms



Supported Platforms

Now



Mac



Soon



iOS



Supported Platforms

Now



Mac



Soon



iOS



Future



NVIDIA



Algorithm Evaluation

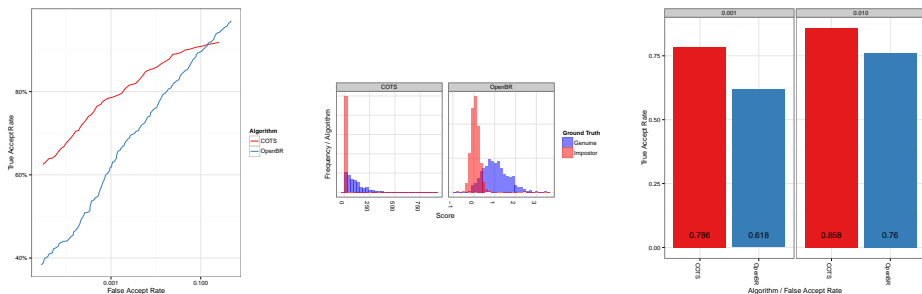


Figure : OpenBR vs COTS face recognition on *MEDS* mugshot database.

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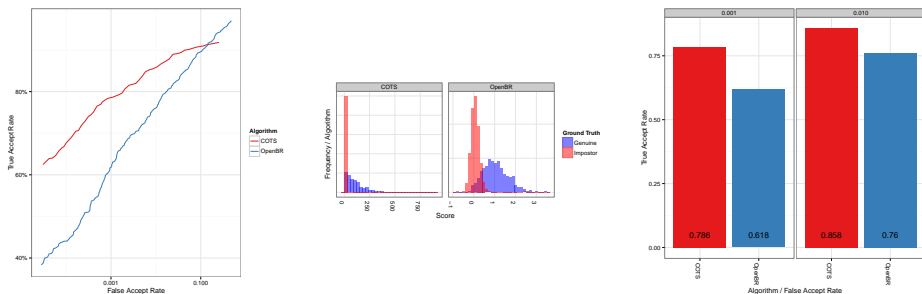


Figure : OpenBR vs COTS face recognition on *MEDS* mugshot database.

| | OpenBR | COTS-A | COTS-B | COTS-C | COTS-D |
|---------------------------|------------------|--------|-------------|--------|--------|
| TAR @ FAR = 0.01 | 0.77 | 0.93 | <u>0.96</u> | 0.86 | 0.80 |
| Template Size (kB) | <u>0.75</u> | 2.8 | 5.0 | 36 | 74 |
| Enrollment Speed | <u>10</u> | N/A | N/A | 1.3 | 1.2 |
| Comparison Speed | <u>3,800,000</u> | N/A | 110,000 | 19,000 | 2,000 |

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$ br -algorithm FaceRecognition -compare me.jpg you.jpg
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FaceDetection!<FaceRegistration>!<FaceExtraction>+  
<FaceEmbedding>+<FaceQuantization>:UCharL1
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ASEFEyes+Affine(88,88,0.25,0.35)+FTE(DFFS)
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FaceDetection

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FaceRegistration

ASEFEyes+Affine(88,88,0.25,0.35)+FTE(DFFS)

...

FaceEmbedding

Dup(12)+RndSubspace(0.05,1)+LDA(0.98)+Cat+PCA(768)

Live Coding

```
fill(161, 219, 114);  
for (var x = 40; x < 150; x += 50) {  
  rect(x, 33, 20, 10);  
  rect(x, 45, 20, 15);  
  rect(x, 62, 20, 25);  
}
```

Draw a  shape.



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Shapes

line
triangle
rect
ellipse
bezier

Color

background
fill
stroke
strokeWeight

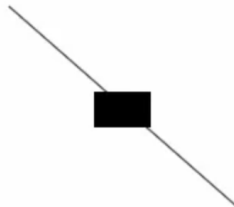
Text

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Flow

if
for
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function

```
fill(0,0,0);  
rect(80,80, 40,25);  
line(20,20, 180,160);
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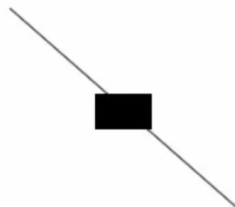
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Inventing on Principle

<http://www.youtube.com/watch?v=PUv66718DII>

Welcome to the Parallel Jungle!

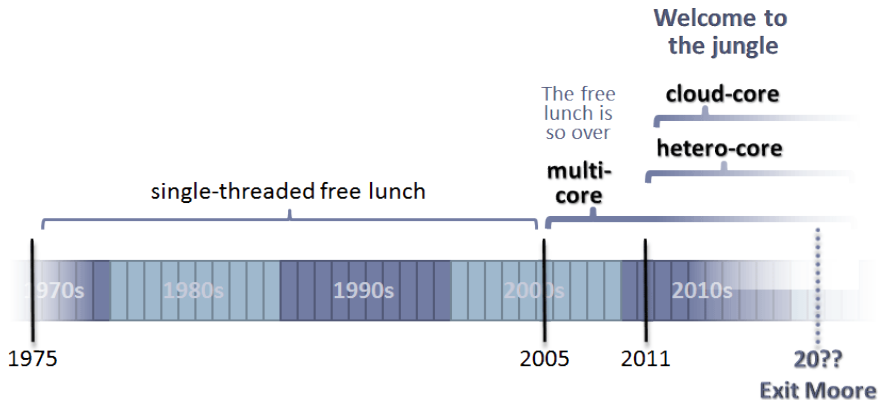


Figure : <http://www.drdoobbs.com/parallel/welcome-to-the-parallel-jungle/232400273>

The Economics



Figure : i7 3930k



Figure : GTX 680

The Economics



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\$570.00



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\$568.50

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Gotcha: Memory Bandwidth

12.8 GFLOPS

48.0 GFLOPS

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What we want

- Write once and run everywhere
- Automatically utilize all available hardware
- Run faster on future hardware

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- Virtual machine or just-in-time compiler
- Express computations using induction variables (a.k.a. "kernels")

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What we're proposing

- LLVM IR and JIT compiler
- Designing for OpenCL 2.0 standard
- C++ API for kernel construction

The Dream

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A grammar for building algorithms from orthogonal primitive kernels with typeless semantics and optimized execution.

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Transform *lbpU2 = Transform::make("LBP(1)+U2");
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...we mean

Give me a pointer to a function that computes $LBP_{8,1}^{u2}$ on an image, minimizes main memory transactions by combining kernels, and is optimized for parallel execution on the hardware available.

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Take-Home Message

Compilation = Source Code + Available Hardware + First Image

The End

Website

www.openbiometrics.org

Source

<https://github.com/biometrics/openbr>

E-mail

openbr-dev@googlegroups.com

Slides

www.openbiometrics.org/slides.pdf

Thank You!

Plugin Example: Local Binary Patterns

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#include <openbr_plugin.h>
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    void project(const Matrix &src, Matrix &dst) const {
        for (int r=radius; r<src.rows-radius; r++)
            for (int c=radius; c<src.cols-radius; c++) {
                float cval = p[r*src.cols+c];
                dst(r, c) =
                    (p[(r-radius)*src.cols+c-radius] >= cval ? 128 : 0) |
                    (p[(r-radius)*src.cols+c] >= cval ? 64 : 0) |
                    ...;
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