

Feature Extraction

- ☐ Histogram
- ☐ Co-occurrence Matrix
- ☐ Fourier Transform
- ☐ Wavelet Transform
- ☐ Local Binary Patterns
- ☐ Local Ternary Patterns
- ☐ Harris Corner Detection
- ☐ SIFT Features

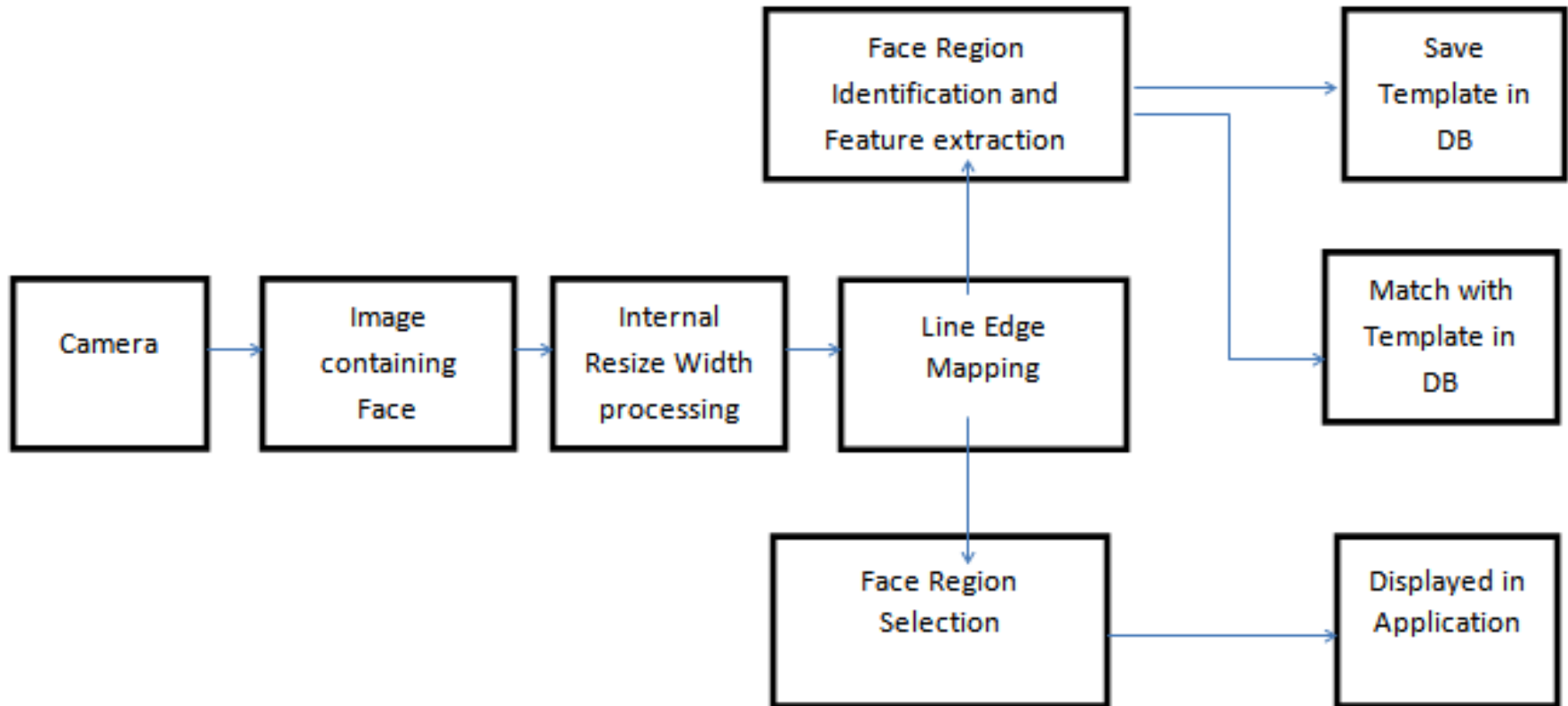
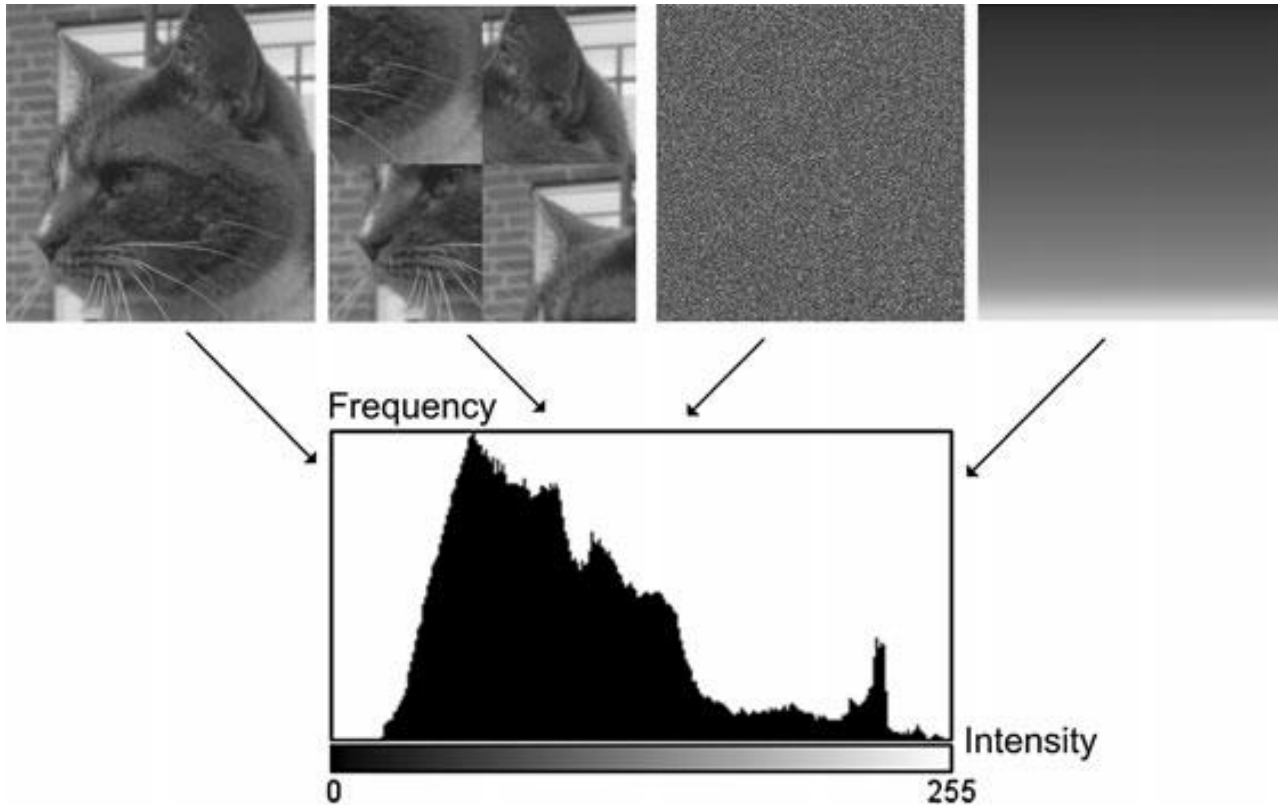
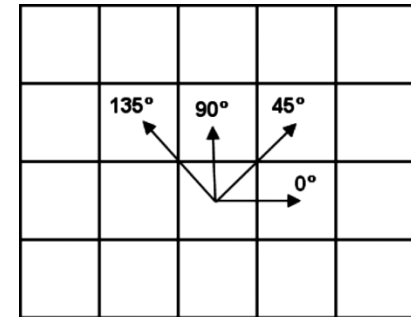
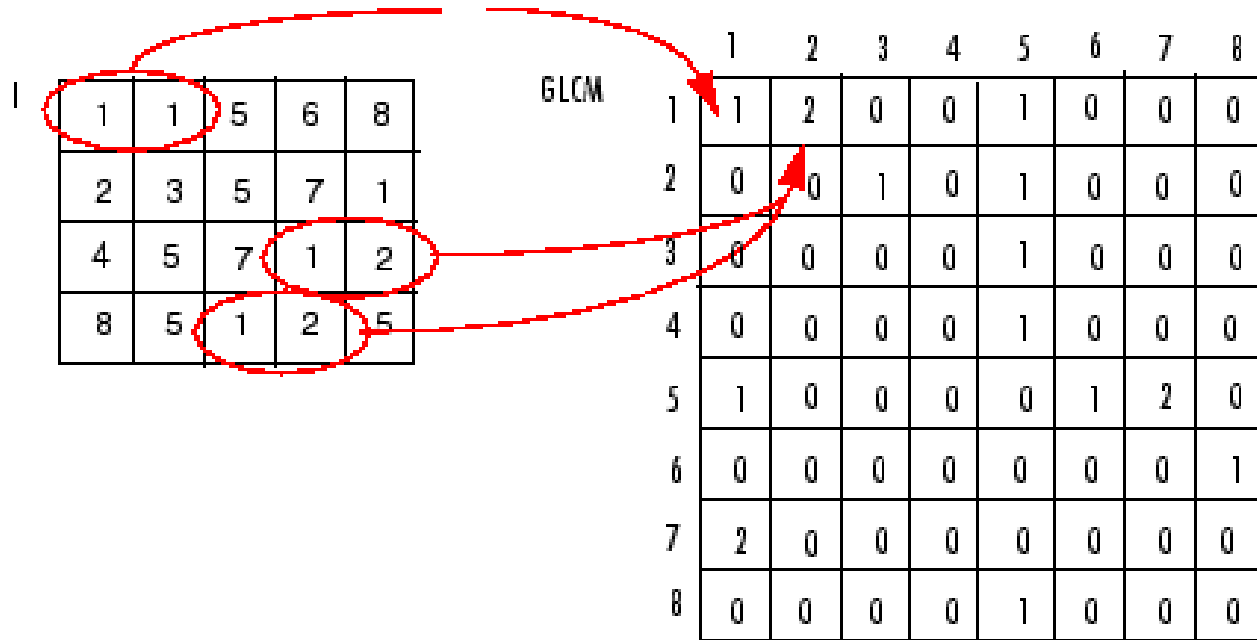


Fig. : General scheme of Face Recognition

Histogram



Co-occurrence Matrix



Local Binary Patterns (LBP)

2	5	3	9	1
6	17	29	1	5
2	5	9	18	2
3	17	3	2	9
1	2	3	2	1

Pattern

1	1	0	8	4	2			
0		1	16		1		45	
1	0	0	32	64	128			

LBP

Fig. : Example of obtaining LBP for the 3×3 pattern

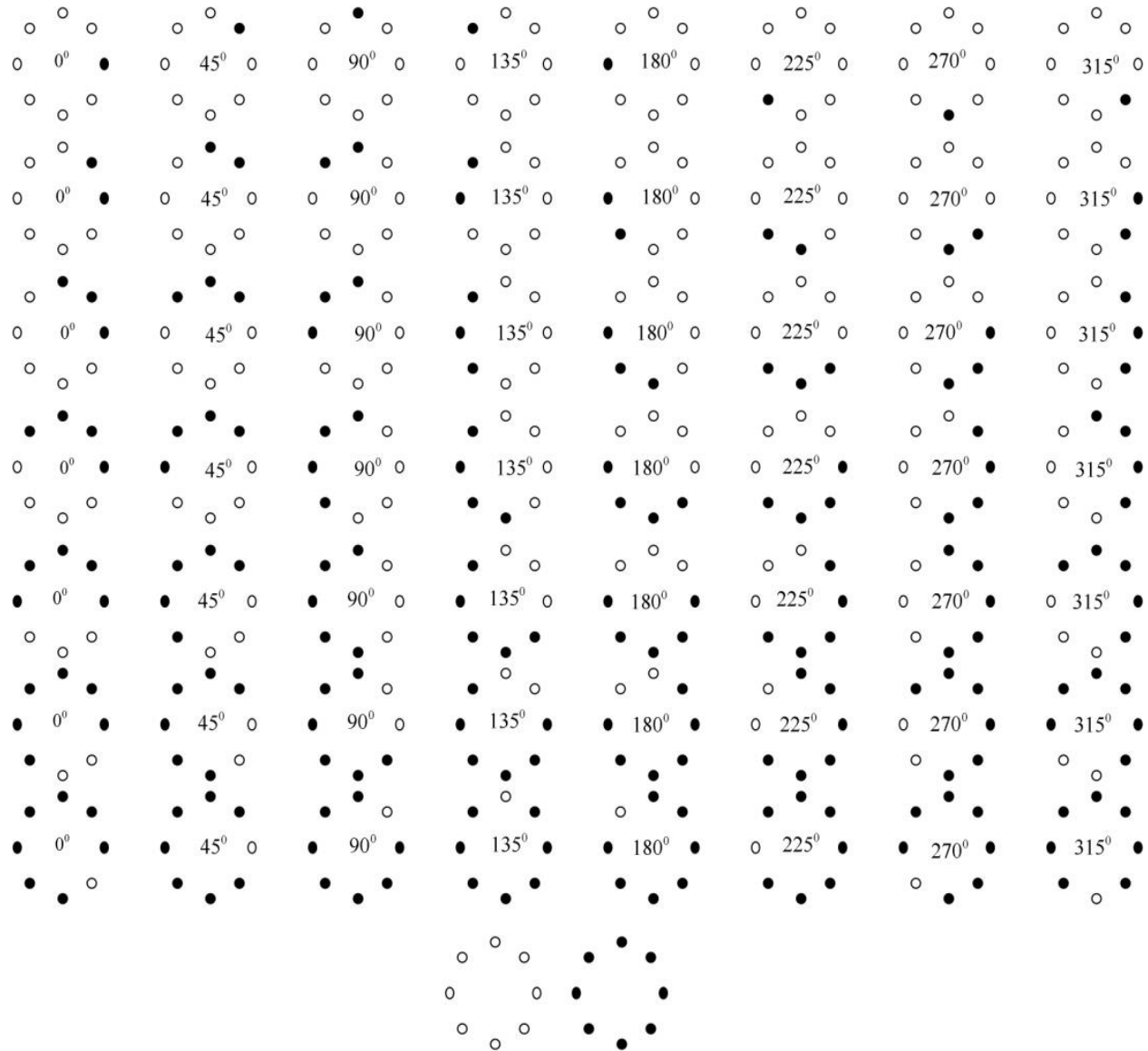


Fig. : Uniform patterns when $P=8$. The black and white dots represent the bit values of 1 and 0

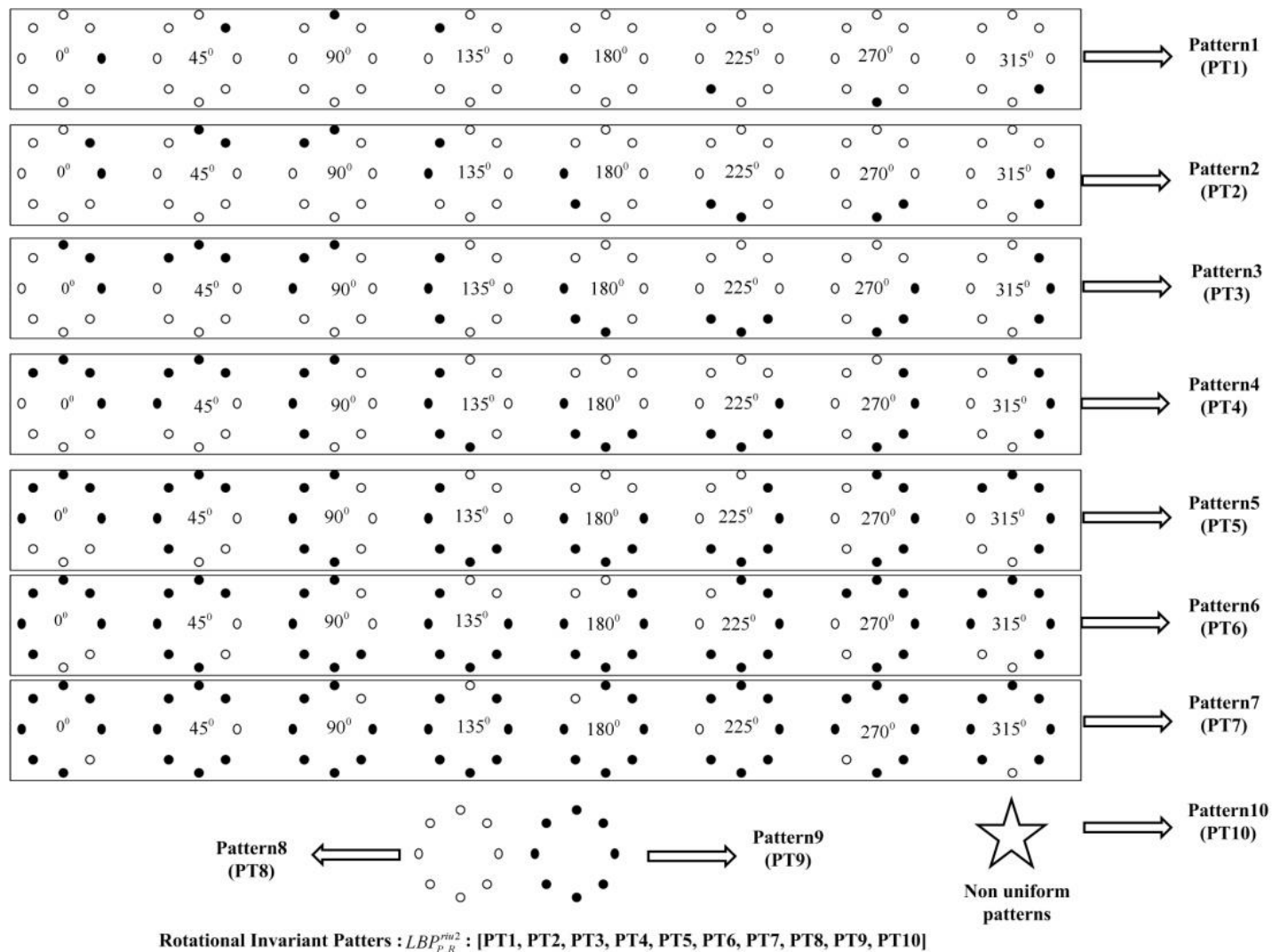


Fig. : Rotational variant S_LP patterns are converted into rotational invariant S_LP patterns

Local Ternary Patterns (LTP)

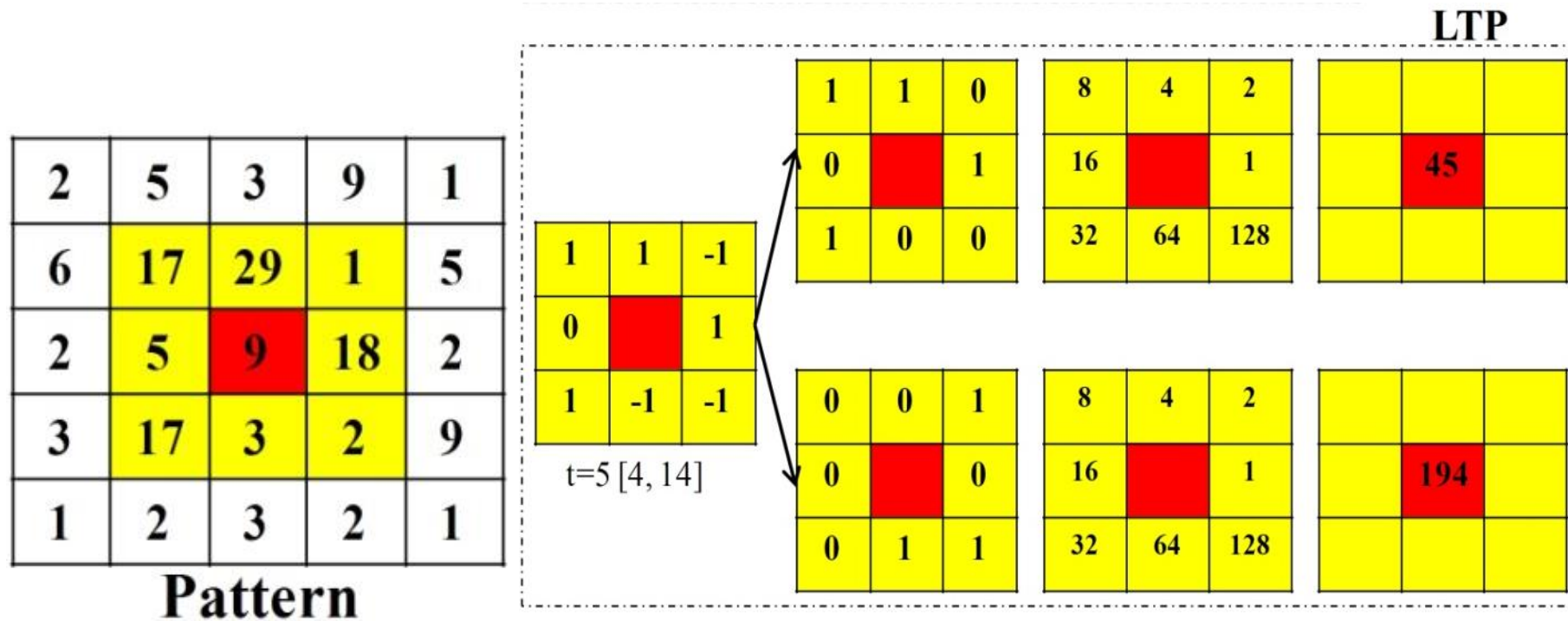


Fig. : Example of obtaining LBP and LTP for the 3×3 pattern

Local Maximum Edge Binary Patterns (LMEBP)

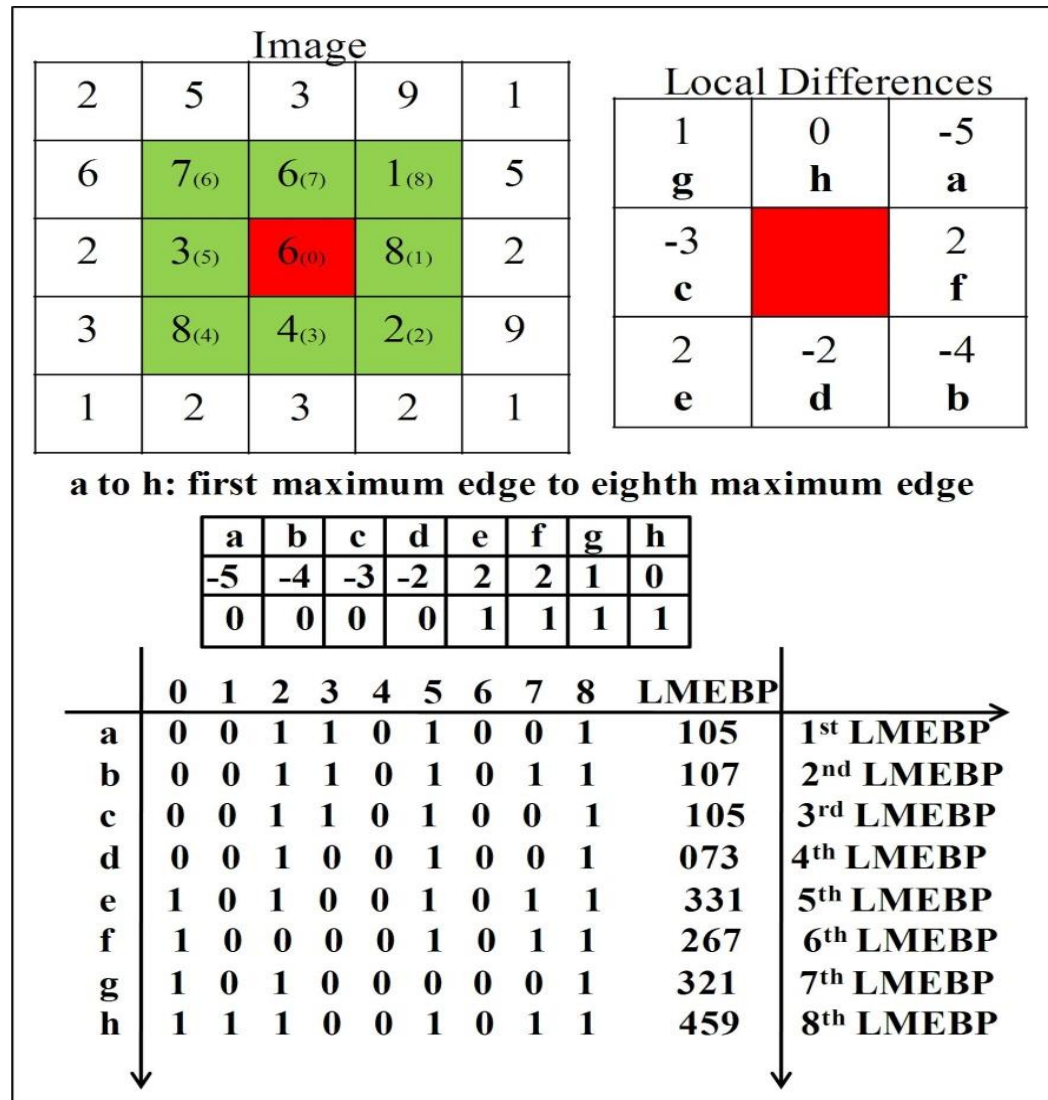


Fig. : Example of obtaining LMEBP for the 3×3 pattern