Facial Detection

1. Introduction

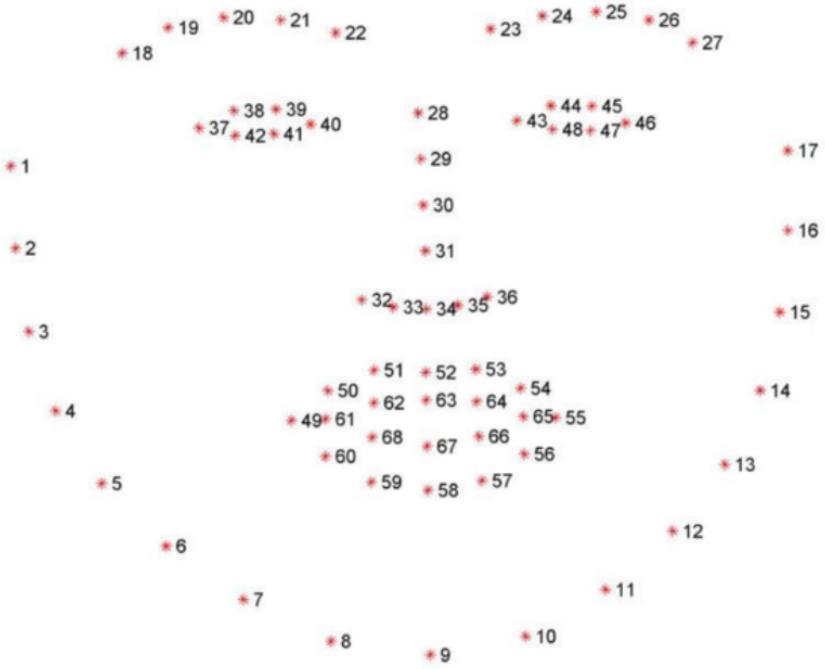
MediaPipe is an open-source data stream processing machine learning application development framework developed by Google. It is a graph-based data processing pipeline used to build data sources in various forms, such as video, audio, sensor data, and any time series data. MediaPipe is cross-platform and can run on embedded platforms (such as Jetson nano), mobile devices (iOS and Android), workstations, and servers, and supports mobile GPU acceleration. MediaPipe provides cross-platform, customizable ML solutions for real-time and streaming media. The core framework of MediaPipe is implemented in C++ and provides support for languages such as Java and Objective C. The main concepts of MediaPipe include packets, streams, calculators, graphs, and subgraphs.

Features of MediaPipe:

- End-to-end acceleration: built-in fast ML inference and processing can be accelerated even on ordinary hardware.
- Build once, deploy anywhere: unified solution for Android, iOS, desktop/cloud, web and IoT.
- Ready-to-use solution: cutting-edge ML solution that demonstrates the full capabilities of the framework.
- Free and open source: framework and solution under Apache2.0, fully extensible and customizable.

2. Dlib

DLIB is a modern C++ toolkit containing machine learning algorithms and tools for creating complex software in C++ to solve real-world problems. It is widely used by industry and academia in fields such as robotics, embedded devices, mobile phones and large high-performance computing environments. The dlib library uses 68 points to mark important parts of the face, such as 18-22 points mark the right eyebrow, and 51-68 marks the mouth. Use the get_frontal_face_detector module of the dlib library to detect faces, and use the shape_predictor_68_face_landmarks.dat feature data to predict facial feature values.

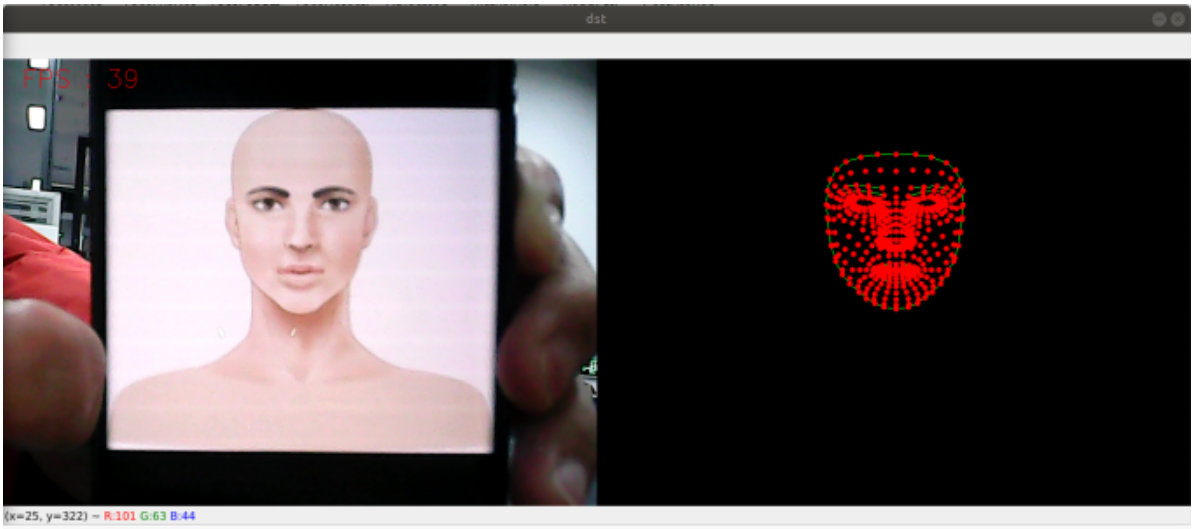


3. Facial detection

3.1. Start

- Enter the following command to start the program

```
roscore
rosrun dofbot_mediapipe 04_FaceMesh.py
```



3.2, Source code

Source code location: ~/dofbot_ws/src/dofbot_mediapipe/scripts/04_FaceMesh.py、

```
#!/usr/bin/env python3
# encoding: utf-8
import time
```

```python
import rospy
import cv2 as cv
import numpy as np
import mediapipe as mp
from geometry_msgs.msg import Point
from dofbot_msgs.msg import PointArray


class FaceMesh:
    def __init__(self, staticMode=False, maxFaces=2, minDetectionCon=0.5,
minTrackingCon=0.5):
        self.mpDraw = mp.solutions.drawing_utils
        self.mpFaceMesh = mp.solutions.face_mesh
        self.faceMesh = self.mpFaceMesh.FaceMesh(
            static_image_mode=staticMode,
            max_num_faces=maxFaces,
            min_detection_confidence=minDetectionCon,
            min_tracking_confidence=minTrackingCon )
        self.pub_point = rospy.Publisher('/mediapipe/points', PointArray,
queue_size=1000)
        self.lmDrawSpec = mp.solutions.drawing_utils.DrawingSpec(color=(0, 0,
255), thickness=-1, circle_radius=3)
        self.drawSpec = self.mpDraw.DrawingSpec(color=(0, 255, 0), thickness=1,
circle_radius=1)

    def pubFaceMeshPoint(self, frame, draw=True):
        pointArray = PointArray()
        img = np.zeros(frame.shape, np.uint8)
        imgRGB = cv.cvtColor(frame, cv.COLOR_BGR2RGB)
        self.results = self.faceMesh.process(imgRGB)
        if self.results.multi_face_landmarks:
            for i in range(len(self.results.multi_face_landmarks)):
                try:
                    if draw: self.mpDraw.draw_landmarks(frame,
self.results.multi_face_landmarks[i], self.mpFaceMesh.FACE_CONNECTIONS,
self.lmDrawSpec, self.drawSpec)
                    self.mpDraw.draw_landmarks(img,
self.results.multi_face_landmarks[i], self.mpFaceMesh.FACE_CONNECTIONS,
self.lmDrawSpec, self.drawSpec)
                except:
                    if draw: self.mpDraw.draw_landmarks(frame,
self.results.multi_face_landmarks[i], self.mpFaceMesh.FACEMESH_CONTOURS,
self.lmDrawSpec, self.drawSpec)
                    self.mpDraw.draw_landmarks(img,
self.results.multi_face_landmarks[i], self.mpFaceMesh.FACEMESH_CONTOURS,
self.lmDrawSpec, self.drawSpec)

                for id, lm in
enumerate(self.results.multi_face_landmarks[i].landmark):
                        point = Point()
                        point.x, point.y, point.z = lm.x, lm.y, lm.z
                        pointArray.points.append(point)
        self.pub_point.publish(pointArray)
        return frame, img

    def frame_combine(slef,frame, src):
        if len(frame.shape) == 3:
            frameH, frameW = frame.shape[:2]
```

```
            srcH, srcW = src.shape[:2]
            dst = np.zeros((max(frameH, srcH), frameW + srcW, 3), np.uint8)
            dst[:, :frameW] = frame[:, :]
            dst[:, frameW:] = src[:, :]
        else:
            src = cv.cvtColor(src, cv.COLOR_BGR2GRAY)
            frameH, frameW = frame.shape[:2]
            imgH, imgW = src.shape[:2]
            dst = np.zeros((frameH, frameW + imgW), np.uint8)
            dst[:, :frameW] = frame[:, :]
            dst[:, frameW:] = src[:, :]
        return dst


if __name__ == '__main__':
    rospy.init_node('FaceMesh', anonymous=True)
    capture = cv.VideoCapture(0)
    capture.set(6, cv.VideoWriter.fourcc('M', 'J', 'P', 'G'))
    capture.set(cv.CAP_PROP_FRAME_WIDTH, 640)
    capture.set(cv.CAP_PROP_FRAME_HEIGHT, 480)
    print("capture get FPS : ", capture.get(cv.CAP_PROP_FPS))
    pTime, cTime = 0, 0
    face_mesh = FaceMesh(maxFaces=2)
    while capture.isOpened():
        ret, frame = capture.read()
        # frame = cv.flip(frame, 1)
        frame, img = face_mesh.pubFaceMeshPoint(frame,draw=False)
        if cv.waitKey(1) & 0xFF == ord('q'): break
        cTime = time.time()
        fps = 1 / (cTime - pTime)
        pTime = cTime
        text = "FPS : " + str(int(fps))
        cv.putText(frame, text, (20, 30), cv.FONT_HERSHEY_SIMPLEX, 0.9, (0, 0,
255), 1)
        dst = face_mesh.frame_combine(frame, img)
        cv.imshow('dst', dst)
        # cv.imshow('frame', frame)
        # cv.imshow('img', img)
    capture.release()
    cv.destroyAllWindows()
```