REPORT FACE & EYE DETECTION TOOL

Sardar Muhammad Zeeshan Khan 27969

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Operating Systems

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Sir Waqas Ahmed

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FACE AND EYE DETECTION TOOL

Abstract

A face and eye detection tool is a software application that is designed to identify and locate faces and eyes within digital images or video frames. It typically works by analyzing the visual data in the image or video and identifying patterns that match the characteristics of a face or an eye. The tool may be used for a variety of purposes, such as security and surveillance, facial recognition, and image or video editing. It may be implemented as a standalone application or as a feature within a larger software system. I am going to use the "Viola Jones Algorithm" in my project and I have used the python language and some of its libraries i.e. CV-python along with the Cascade files of face and eyes.

Keywords: Viola Jones Algorithm, Cv-python, eye tracking, face tracking, face detection, eye detection cascade files, Python.

Introduction

Face and eye detection tools are computer programs that are designed to automatically locate and identify faces and eyes within digital images or video frames. These tools are based on machine learning algorithms that have been trained to recognize the distinctive features of a face or an eye. They can be used for a variety of purposes, including security and surveillance, facial recognition, and image or video editing.

In security and surveillance applications, face and eye detection tools can be used to identify individuals in real-time and alert authorities to potential threats. In facial recognition systems, these tools can be used to accurately identify and match faces to a database of known individuals. In image and video editing applications, face and eye detection tools can be used to automatically retouch or enhance images, or to add special effects or filters.

Overall, face and eye detection tools are an important tool in the field of computer vision, and have a wide range of applications in various industries.

VIOLA-JONES ALGORITHM:

The Viola-Jones Algorithm is the algorithm that uses opencv library as its foundation. The development of this algorithm was done by Paul Viola and Micheal Jones in 2001, The purpose of this algorithm is to detect the images in real time scenario and detect the faces.

How does it works:

There are two ways that this algorithm works

- Detection
- Training

Detection:

To find frontal faces, this method was created. When it comes to detecting sideways, uphill, or downward motion, the performance will be subpar. Because it is simpler to work with and requires less data to analyse, the image is first converted to grayscale. This method locates the face on grayscale pictures first, and then locates the face on a colour image.

It looks for a face starting from the top-right corner of a rectangular box. It searches for traits resembling those of a haar, which will be covered more in this blog. after each step on the tile, the rectangle box on the right side. It consists of five parts.

- Haar-like features
- Integral images
- Training Classifiers
- Adaptive Boosting
- Cascading

Haar-like Features:

It bears Alfred Harr's name, a Hungarian mathematician who created the Haar wavelet idea. The machine identifies what each feature is by looking at a box having a bright side and a dark side, as shown in the features below.
The Haar Features of three types:

- Edge Features:
- Line Features
- Four Rectangle Features/Four-sided features

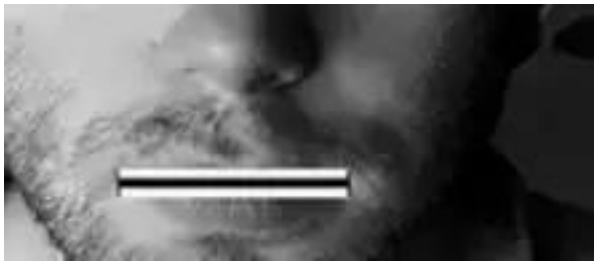
Edge Features:

For instance, if you wish to identify eyebrows in an image, the colour of the pixels of one eyebrow will be darker before suddenly becoming lighter (skin). Finding this is made easy by Edge features.

EDGE FEATURES

Line Features:

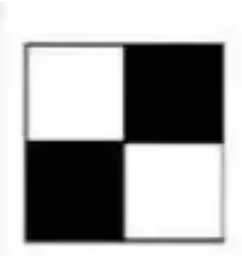
Your lips' location on your face naturally changes from light to dark and back to light. Finding this feature is ideal.



Line Features

Four side Features:

These characteristics aid in the machine's comprehension of the image. Each characteristic has a value when the photographs are examined. It's really simple to calculate: Add the White Area and Subtract the Black Area.



Four rectangle feature

Integral Images:

As the number of pixels rises, or in a bigger image, calculating the value of a feature becomes extremely difficult. To swiftly execute complex computations and determine whether a feature or set of features meets the requirements, we may use the Integral Image idea.

Source Image Pixel Values

1	2	4	6	7	9	10	11
21	2	2	4	3	2	1	1
1	2	1	3	4	5	9	10
1	2	7	8	9	2	27	1
2	3	7	8	9	1	1	1
1	3	2	2	2	7	22	21
21	7	3	9	10	11	17	18
1	1	1	4	9	8	7	2

Computed Integral Image

1	3	7	13	20	29	39	50
22	26	32	42	52	63	74	86
23	29	36	49	63	79	99	121
24	32	46	67	90	108	155	178
26	38	59	88	120	141	183	207
27	42	65	96	130	158	228	273
48	70	96	136	180	219	306	369
49	72	101	145	198	245	339	404

The sum of the pixels above and to the left of each point in the integral image corresponds to the equivalent pixel in the source image. We do this because it allows us to employ a few subtractions to get the same result as performing adds for each pixel value for all features.

Training Classifiers:

We give the classifier information during training so that it may learn from the data and make predictions. Therefore, in the end, the algorithm establishes a minimal threshold to decide if anything qualifies as a feature or not.

During the training stage, the image is reduced to 24*24 pixels and is scanned for features. To train the algorithm, we need a large amount of picture data. Viola and Jones submitted 4960 manually tagged photos into their system. We should also give the classifier non-facial photos so that it can categorize and comprehend them. 9,544 non-facial photos were provided to the algorithm by Viola and Jones.

Adaptive Boosting:

When we examined all potential places and configurations of those characteristics, we obtained an accurate model. Training can be computationally costly since it takes a long time to examine every potential and combination in each image.

Here, we have an equation with features f1, f2, f3, and weights a1, a1, a3. A strong classifier is referred to as F(x). A single classifier will be weak, but when we combine two or three weak classifiers, we produce a strong classifier. We refer to this procedure as an ensemble.

Cascading:

This is an additional technique for enhancing the model's accuracy and speed. Here, we begin by selecting a sub-window, from which we select the best characteristic and determine whether or not it is present in the image. If not, the sub-window is rejected, and we go on to the next one. If it is, we examine the second characteristic; if not, we reject it and go on to the next. Cascading speeds up this process and the machine delivers results faster.

Facial Recognition:

Facial recognition is a biometric identification method that uses the unique characteristics of a person's face to verify their identity. It typically involves the use of machine learning algorithms to analyze images or video frames and extract distinctive features of a face, such as the shape of the eyes, nose, and jawline. These features are then compared to a database of known faces to determine if there is a match.

Facial recognition technology has a wide range of applications, including security and surveillance, law enforcement, and access control. It can be used to identify individuals in real-time, such as at border crossings or in public spaces, or to match a person's face to a database of known individuals, such as in a criminal investigation.

However, facial recognition technology has also raised concerns about privacy and the potential for misuse. Some critics argue that the use of facial recognition can lead to the erosion of civil liberties and the abuse of power, and there have been calls for greater regulation of the technology.

- Acquiring the image of an individuals face
- Locate image of face
- Analysis of facial image
- Comparison
- Match or no match.

1. **Acquiring the image of an individuals face**

There are several ways to acquire the image of an individual's face for facial recognition purposes:

- **Digital camera:** A digital camera can be used to take a photograph of a person's face. This is the most common method of acquiring a face image, as most people carry a smartphone with a camera.

- **Video camera:** A video camera can be used to record a person's face as they move. This can be useful for facial recognition systems that need to identify individuals in real-time, such as in security and surveillance applications.

- **3D scanning:** 3D scanning technology can be used to create a detailed, three-dimensional model of a person's face. This can be useful for creating accurate, high-resolution face models for facial recognition purposes.

- **Social media**: Many people post pictures of themselves on social media, which can be accessed and used for facial recognition purposes. This is a common method of acquiring face images for large-scale facial recognition systems, such as those used by law enforcement agencies.

- **Passive facial recognition**: In some cases, facial recognition systems may be able to identify individuals without actively acquiring an image of their face. This can be done using cameras that are constantly scanning an area, or by analyzing images or video that has already been recorded.

2. **Locate image of face**

To locate the image of a face within a digital image or video frame, a facial recognition system typically follows these steps:

- **Preprocessing:** The image or video is preprocessed to remove noise, adjust lighting, and improve the overall quality of the image.

- **Detection:** The system searches the image or video for patterns that match the characteristics of a face. This may involve the use of machine learning algorithms to identify features such as the eyes, nose, and mouth.

- **Extraction**: Once a face has been detected, the system extracts the face from the rest of the image or video. This may involve cropping the image or creating a separate image file with just the face.

- **Normalization:** The face image is normalized to a standard size and orientation. This is done to ensure that the face is presented in a consistent way for comparison with other faces.

- **Comparison**: The face image is compared to a database of known faces to determine if there is a match. This may involve calculating the distance between the features of the face and those of the known faces in the database.

Overall, the goal of these steps is to identify and locate the image of a face within a digital image or video in a reliable and accurate manner.

3. Analysis of facial image

There are several ways to analyze a facial image for facial recognition purposes:

- **Feature extraction**: The system extracts distinctive features of the face, such as the shape of the eyes, nose, and jawline. These features are then used to create a facial signature, which is a unique representation of the face.

- **Dimensionality reduction:** The facial signature may be transformed into a lower-dimensional space to make it easier to compare to other faces. This can be done using techniques such as principal component analysis (PCA) or linear discriminant analysis (LDA).

- **Classification:** The system compares the facial signature to a database of known faces using a classification algorithm, such as support vector machines (SVM) or k-nearest neighbors (KNN). The goal is to determine if the face belongs to a known individual or if it is unknown.

- **Verification:** If the face is determined to be a match for a known individual, the system may verify the match by comparing additional features of the face, such as the texture of the skin or the shape of the eyebrows.

Overall, the goal of analyzing a facial image is to accurately identify the individual depicted in the image and to verify their identity.

4. Comparison

There are several ways to compare faces and eyes in a face and eye detection tool:

- **Geometric comparison:** The tool can compare the geometric features of the face or eye, such as the shape, size, and relative positions of the different parts. This may involve calculating the distances between different points on the face or eye, or measuring the angles between lines formed by the features.

- **Appearance-based comparison**: The tool can compare the appearance of the face or eye, such as the texture, color, and other visual characteristics. This may involve analyzing the pixel values in the image or extracting features such as edge maps or texture maps.

- **Feature-based comparison**: The tool can extract distinctive features of the face or eye, such as the shape of the eyes, nose, and mouth, or the structure of the iris and pupil. These features can be used to create a facial signature or eye signature, which can be compared to a database of known faces or eyes.

- **Deep learning-based comparison:** The tool can use deep learning algorithms to compare the face or eye to a database of known faces or eyes. These algorithms are trained to recognize the distinctive features of a face or eye and can be very accurate in identifying individuals.

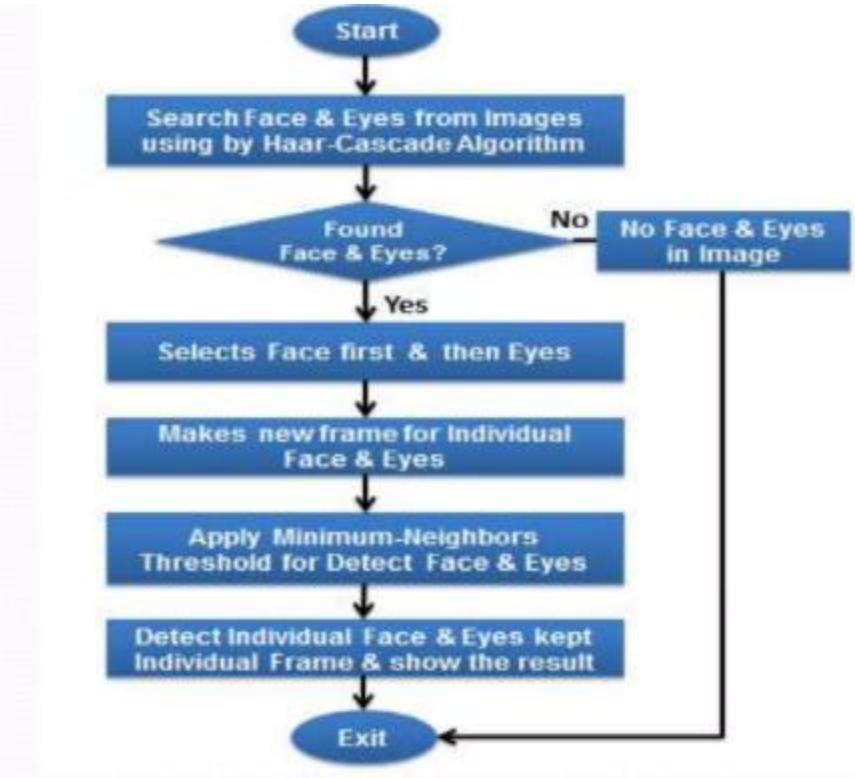
Overall, the goal of comparing faces and eyes in a face and eye detection tool is to accurately identify and locate the faces and eyes within an image or video.

5. Match or no match.

In a face and eye detection tool, a "match" occurs when the tool is able to accurately identify and locate a face or eye within an image or video and determine that it belongs to a known individual. This may involve comparing the face or eye to a database of known faces or eyes and calculating the similarity between them.

A "no match" occurs when the tool is unable to identify a face or eye as belonging to a known individual. This may be because the face or eye is not present in the database, or because there is not enough information available to make a reliable identification.

In some cases, the tool may provide a confidence score indicating the likelihood that a match has occurred. This can be useful for determining the reliability of the identification and for making decisions based on the results.



LITERATURE REVIEW

References	Contributions	Methodologies	Limitations
1	Current systems rather focus more around coordinated Smart Home Arrangements as analyzed in Thakur et al, or then again more productive voice-controlled applications in an individual climate as introduced in Valli et al. Moreover, indeed, even with this methodology, with the current creating area of better than ever interface choices, for example, eye-tracking based frameworks or even cerebrum PC interfaces, this can prompt broad further upgrades for interface advancements as analyzed in Vasseur et al. furthermore, Simanto et al. The prerequisites for a dependable and adequate control example increments with this further joining of human and technical framework.	Full empirical search that collected Face,eye-tracking data	This methodology did not fully ran and the data had numerous errors.
2	This system focuses on eye and faces recognition of the person using the algorithms. Security organizations use this system to	The Algorithms used is Adaboost Algorithm.	The issue was the face acknowledgment for example different lighting conditions,

	focus on security of the area or the building		direction posture and halfway impediment of face, glasses or face hair and mustaches.
3	The Face Recognition framework gives a solution for naturally recognize the countenances in still pictures and the real time video feeds of a picture. The recognition system can identify an inconsistent number of appearances at any scale and area. The framework takes photo graphic images or a video transfer as information. The result comprises of an cluster of circles which relates to the area, at the scale edge and size of the countenances distinguished. On the off chance that it detects no faces, it will return an unfilled cluster.	Beagle Board-xM, 3D graphics accelerator, 4 usb ports, MMC connector, DVVI-D port, Ethernet, Angstrom Linux, Andriod, XBMC.	The problem was the face recognition i.e. differnet lighting conditions, orientation pose. Mustaches and beards.
4	Eye tracking & detection is considered as productive and dependable strategy for human PC collaboration. In this paper we concentrated on existing strategies and introduced the specialty of review on eye following and recognition. Numerous applications can get profited from viable eye following and identification techniques. A few perspectives should be ensured, one significant angle is the lighting conditions, face and eye brightening, which ought to be homogenous generally regular conceivable. Second significant viewpoint is camera quality, high goals cameras will diminish recognition and eye stare blunders. Some eye following procedures requires additional equipment. More examination and work is expected to make eye following solid for some certifiable application.	Variety data in YCBCR climate and Gaussian Combination Model. Skin variety division alongside skin colour model construction, Harris method, ameliorated Hough transform algorithm and an efficient eye blink detection	lightning conditions, level of eye transparency, changeability in eye size, low quality of camera
5	We played out an efficient writing survey to explore the purposes of eye-following innovation in programming. Rather than performing manual look through in global diaries and meetings, we embraced a wide robotized search utilizing Designing town that assists us with visiting all perceived assets from 1990 to 2014. Out of 649 distributions found, we	Engineering Village has been used for Automated search.	Lack of consistency of terminologies, metrics, names and methods used in this. Extraction and checking of data is correct, the algorithms used will not sometimes detect the right person.

	distinguished 35 important papers applicable to the purposes of eye-following innovation in programming. A significant finding of this SLR is that the product designing local area benefits from the purposes of eye-trackers in spite of their limits. The outcomes of eye-following investigations add to the current body of information on how members perform unique programming assignments and how they utilize various models and portrayals alongside source code to figure out programming frameworks.		
6	Introduction of the recognition of human faces using machines. We think of 2 kinds of ways i.e. video and other ones are static images.	A template based method is used to detect eyes in actual images and face aswell . Active shape model (ASM) is used as- well.	The limitations are Psychophysics problems that are related to recognition of the faces.
7	The consequences of M2VTS/XM2VTS ventures utilized for a wide scope uses. The broadcast communications , outcomes ought to straightforwardly affect network administrations where security of data and access will turn out to be progressively significant. Phone misrepresentation in the U.S. has been assessed to cost a few billion bucks per year.	FERET database & evaluation technology	The limitations are • Illumination Variiation • Post Variiation
8	They have carried out the robotized face discovery that can be used for basic application of ATMM Ssecurity of Cliennts and for the muggshoot coordinating manual face is ideal. Coontrolled conditionms aree availablle wheere mugshoots r accumalated.	Viola Jones Method,LINEAR SUB SPACE METHOD, Feature Method of Gabor is used aswell and Method of Constellation	Detection of the view of the fronntal ffaces inn sstatic imaages, recognition of giiven fronntal vview fface, exxpressionless frrontal view faaces, high lighting in-variance.
9	Subjects with Miserable have hypervigilance-aversion impacts corresponding to feelings, principally comparable to pessimistic articulations (e.g., outrage). This impact converts into a more prominent number of obsessions in the primary minutes, trailed by evasion of look, especially on account of gloomy feelings, with respect to people with Miserable.	PubMed, ScienceDirect, EBSCO, Scopus, Web of Science, and MEDLINE.	Lack of consistency of terminologies, metrics, names and methods used in this. Extraction and checking of data is correct, the algorithms used will not sometimes detect the right person.

10	Eye-Tracking is the collection of cognitive processes, It tracks people, motion attention collecting the moveement of eyee data.	Search Engine that had been used is Engineering Village and removal of duplication occurs automatically. EBSE pparadigm	Extraction of complex data, because of the large data.

CODE

```
import cv2

faces = cv2.CascadeClassifier('face.xml')
eyes = cv2.CascadeClassifier('eye.xml')
cap = cv2.VideoCapture(0)

while True:
    ret, frame = cap.read()
    gray = cv2.cvtColor(frame, cv2.COLOR_BGR2GRAY)
    face = faces.detectMultiScale(gray, 1.3, 5)
    for (x, y, w, h) in face:
        cv2.rectangle(frame, (x, y), (x+w, y+h), (0, 0, 255), thickness=3)
        gray_face = gray[y:y+h, x:x+w]
        color_face = frame[y:y+h, x:x+w]
        eye=eyes.detectMultiScale(gray_face, 1.3, 5)
        for (a, b, c, d) in eye:
            cv2.rectangle(color_face, (a, b), (a+c, b+d), (100, 100, 100), thickness=3)
    cv2.imshow("Zeeshan's Frame", frame)
    if cv2.waitKey(1) == 13:
        break
cap.release()
cv2.destroyAllWindows()
```

OUTPUT

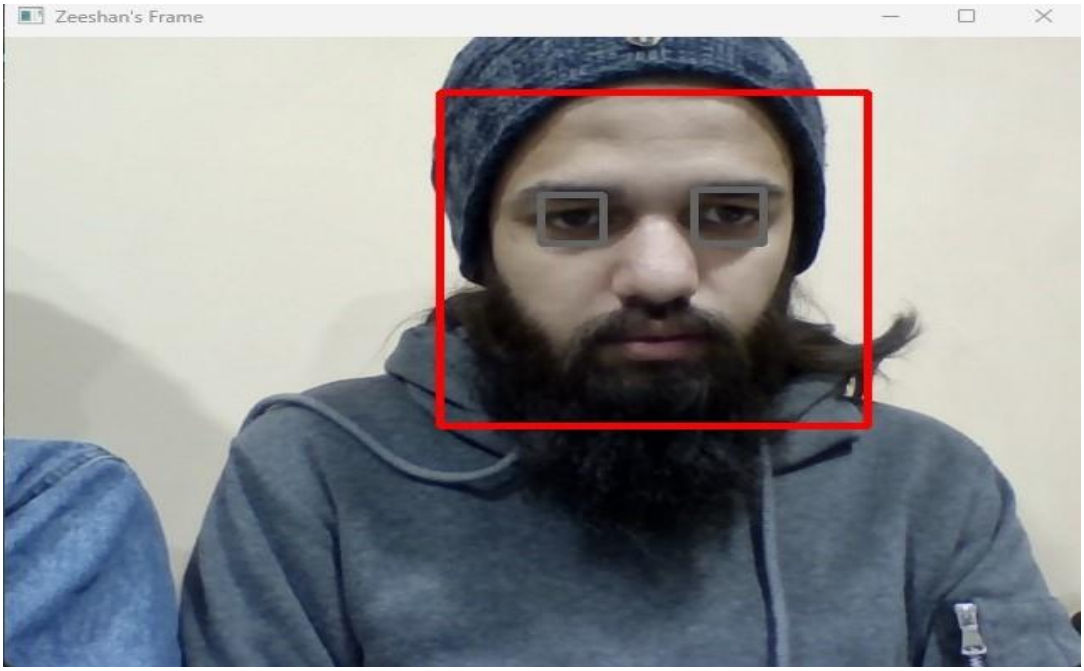
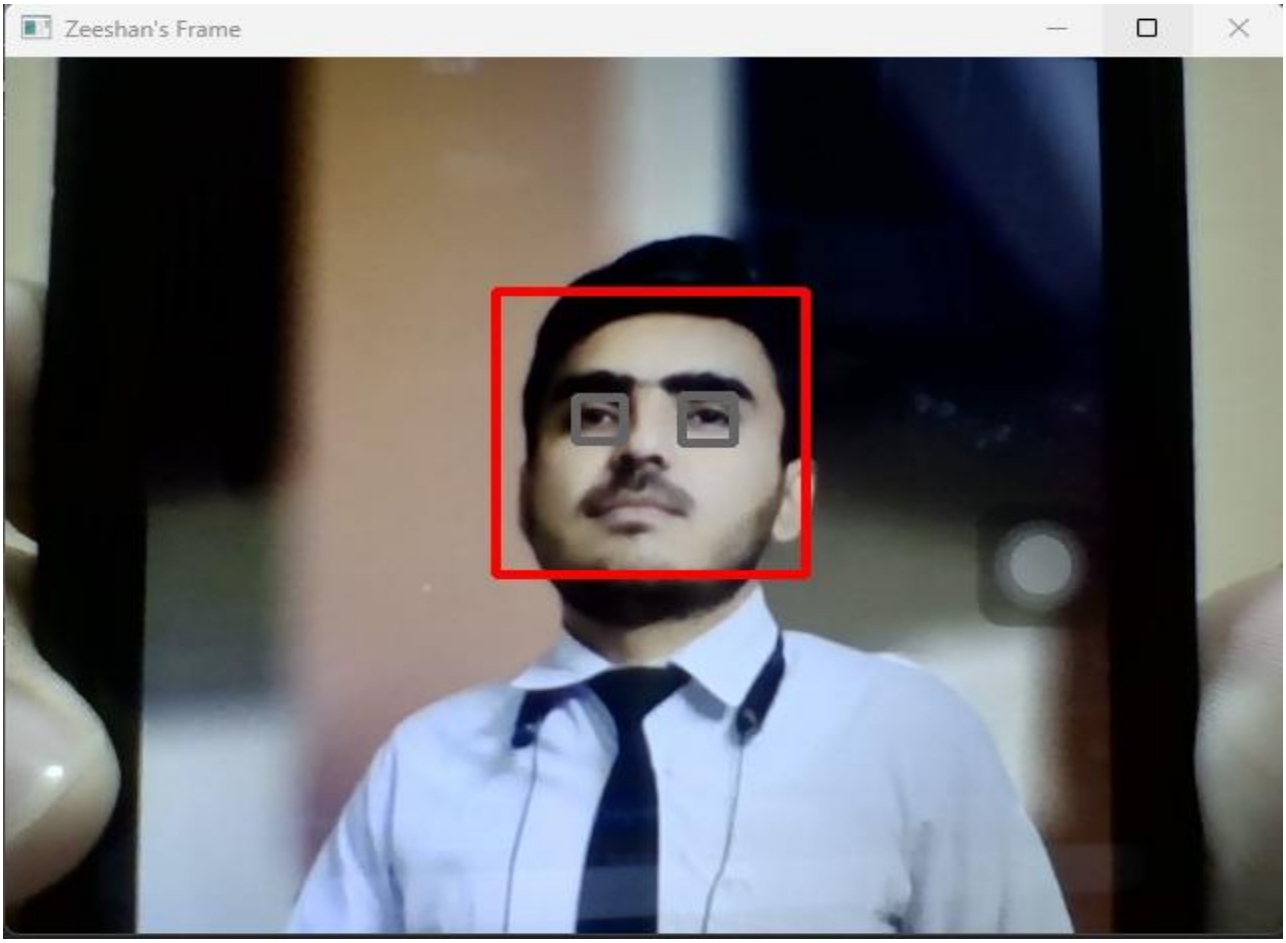


IMAGE OUTPUT



Conclusion

In conclusion, face and eye detection tools are computer programs that are designed to automatically locate and identify faces and eyes within digital images or video frames. These tools are based on machine learning algorithms that have been trained to recognize the distinctive features of a face or an eye. They can be used for a variety of purposes, including security and surveillance, facial recognition, and image or video editing.

Face and eye detection tools work by analyzing the visual data in an image or video and identifying patterns that match the characteristics of a face or an eye. They may use geometric, appearance-based, feature-based, or deep learning-based methods to compare the face or eye to a database of known individuals.

Overall, face and eye detection tools are an important tool in the field of computer vision, and have a wide range of applications in various industries. However, they have also raised concerns about privacy and the potential for misuse, and there have been calls for greater regulation of the technology.

Future Work

There are several areas where face and eye detection tools are likely to see further development in the future:

- Improved accuracy: Machine learning algorithms are continuously being refined and improved, and it is likely that face and eye detection tools will become more accurate over time. This could involve the development of more sophisticated algorithms that are able to better recognize and distinguish between different faces and eyes.

- Real-time detection: Face and eye detection tools are increasingly being used in real-time applications, such as security and surveillance. There is likely to be a focus on developing tools that can operate in real-time with low latency and high accuracy.

- Integration with other technologies: Face and eye detection tools may be integrated with other technologies, such as augmented reality, virtual reality, and wearable devices. This could lead to new applications and use cases for the technology.

- Increased privacy protections: As concerns about privacy and the potential for misuse of facial recognition technology grow, there is likely to be a focus on developing tools that have built-in privacy protections, such as the ability to blur or obscure faces or eyes in real-time.

Overall, the future of face and eye detection tools is likely to involve a combination of improved accuracy, real-time performance, and increased privacy protections.

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