

# Face detection with a sliding window

## Assignment 3



# Steps:

1. Extract fixed-sized window at each position and scale
2. Compute HOG (histogram of gradient) features within each window
3. Score the window with a linear SVM classifier
4. Perform non-maxima suppression to remove overlapping detections with lower scores
5. Evaluate performance

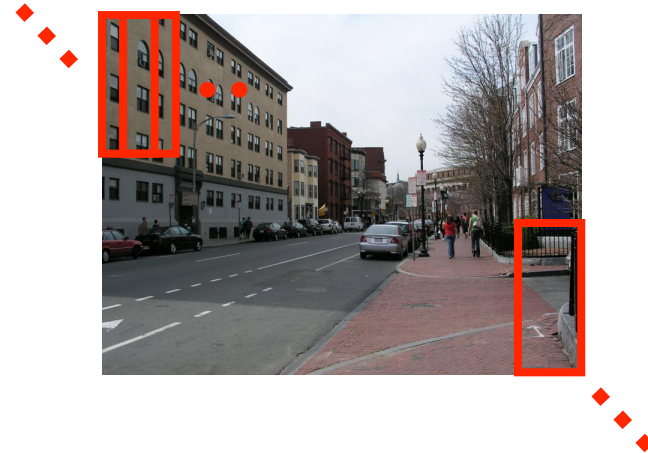
# Sliding window

Test image patch at each location and scale



# Sliding window:

## A simple alignment solution



# Sliding window

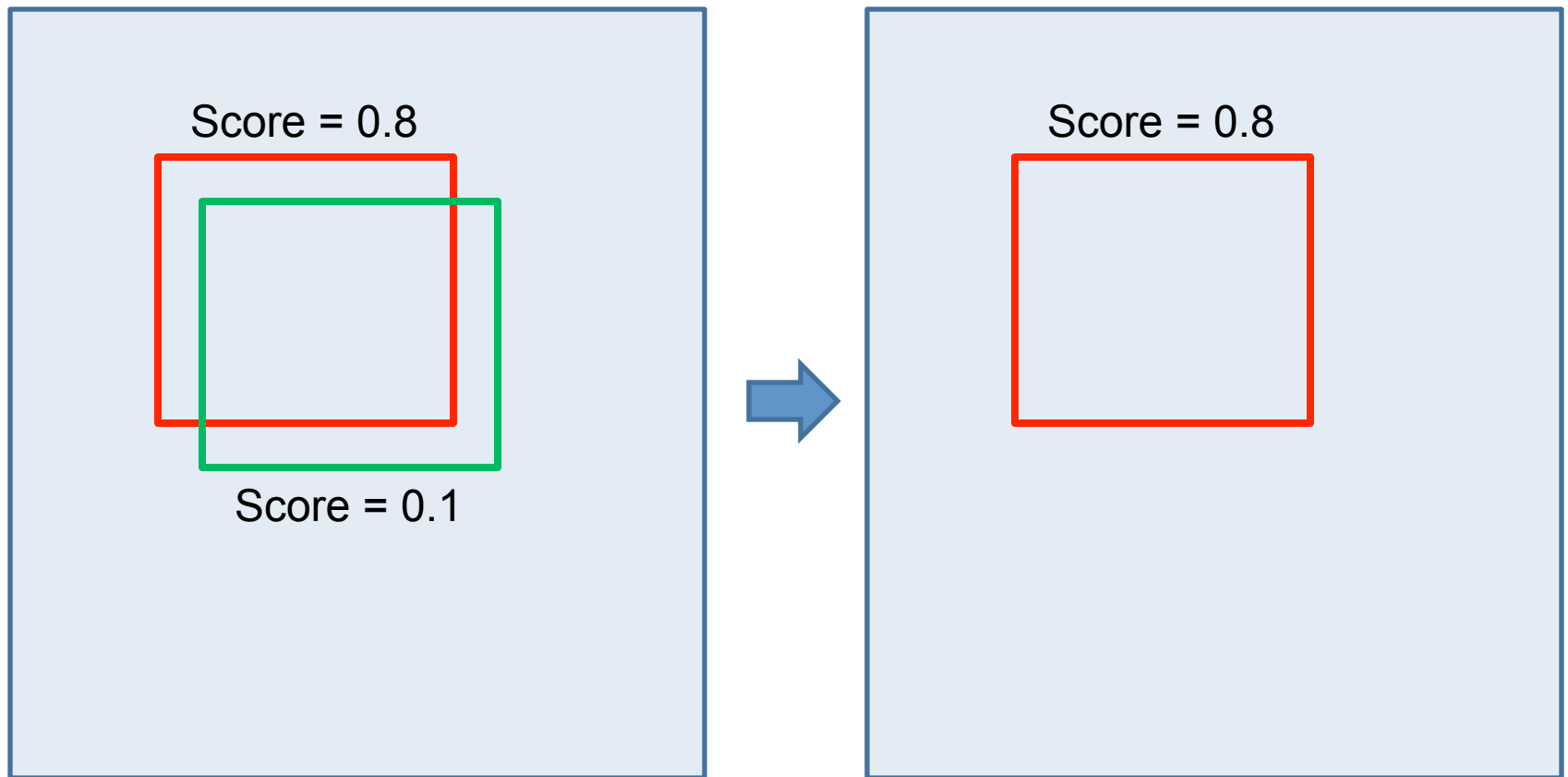
Test image patch at each location and scale



Window size does not change when  
scale changes

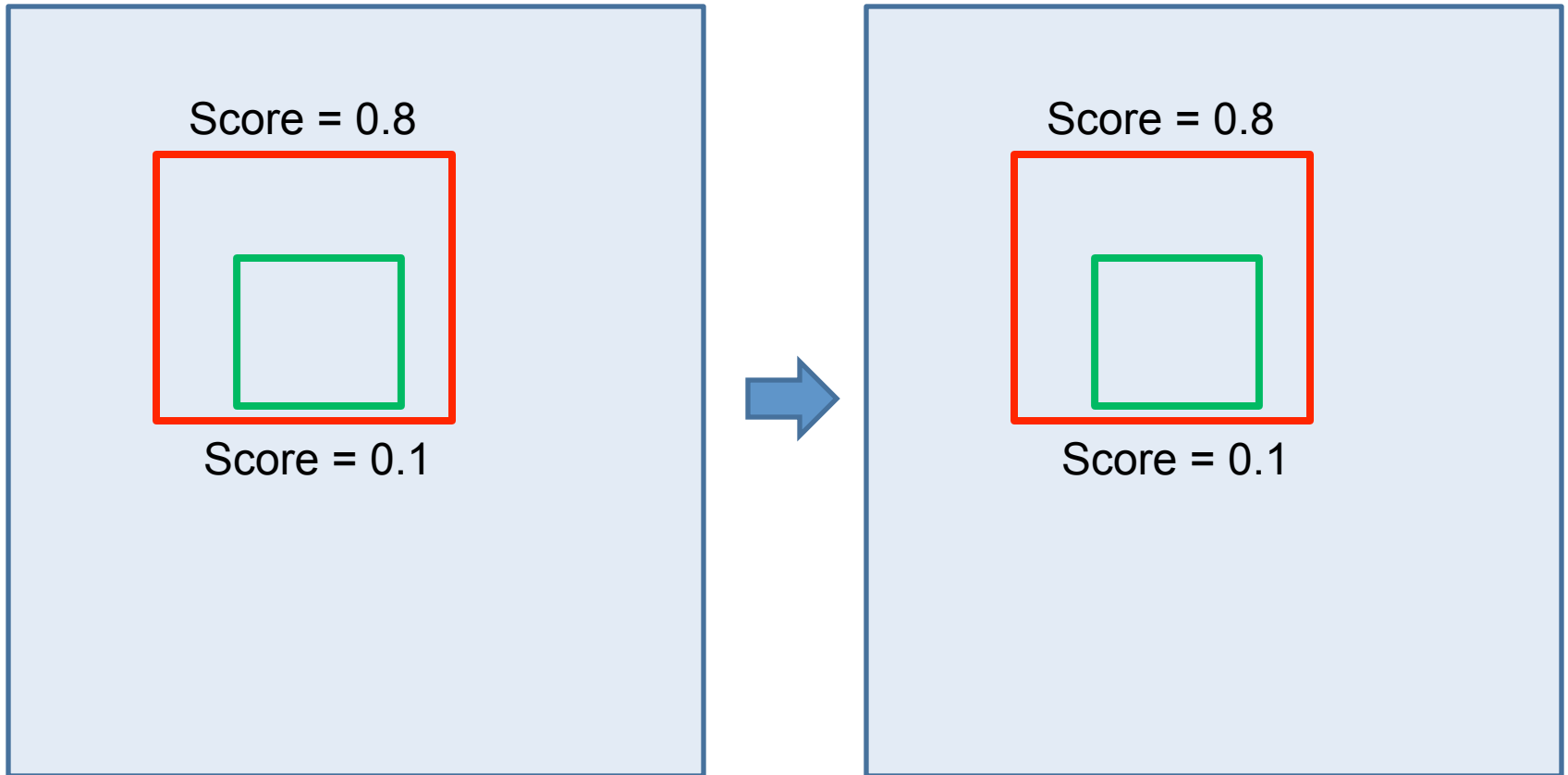
# Non-max suppression

Resolving detection scores



# Non-max suppression

Resolving detection scores



“Overlap” score is below some threshold



# Each window is separately classified





# Linear SVM classifier

1. Use “VL Feat” Matlab toolbox
2. “vl\_trainsvm” returns a confidence value
3. This confidence value is used to score the decision

# How to measure performance?

1. *Precision-Recall* curve (generated based on confidence scores)

$$\textit{Precision} = \text{TP} / (\text{TP} + \text{FP})$$

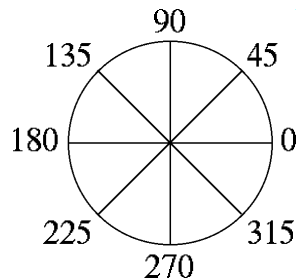
$$\textit{Recall} = \text{TP} / (\text{TP} + \text{FN})$$

TP: True positives, FP: False Positives, FN: False Negatives

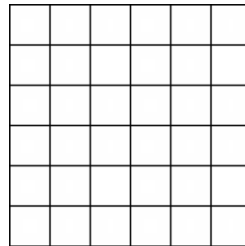
2. *Average Precision*

- **Histogram of gradient orientations (HOG)**

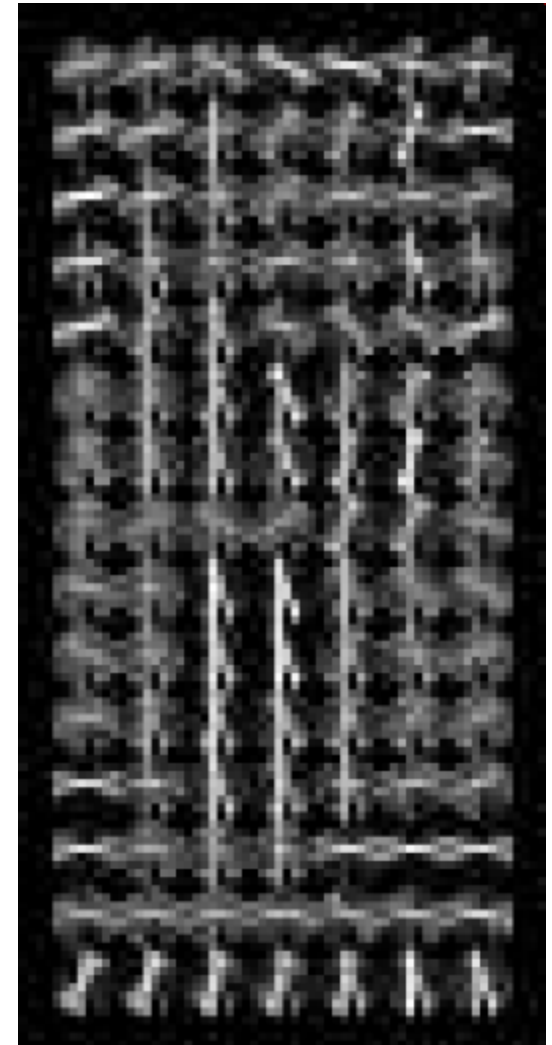
Orientation: 9 bins  
(for unsigned angles)



Histograms in  
 $k \times k$  pixel cells



- Votes weighted by magnitude
- Bilinear interpolation between cells
- Use “vl\_hog” function



# Design challenges

- How to efficiently search for likely objects
  - Even simple models require searching hundreds of thousands of positions and scales
- Feature design and scoring
  - How should appearance be modeled? What features correspond to the object?
- How to deal with different viewpoints?
  - Often train different models for a few different viewpoints
- Implementation details
  - Window size
  - Aspect ratio
  - Translation/scale step size
  - Non-maxima suppression