

# Face Recognition III

CSE 40537/60537 Biometrics

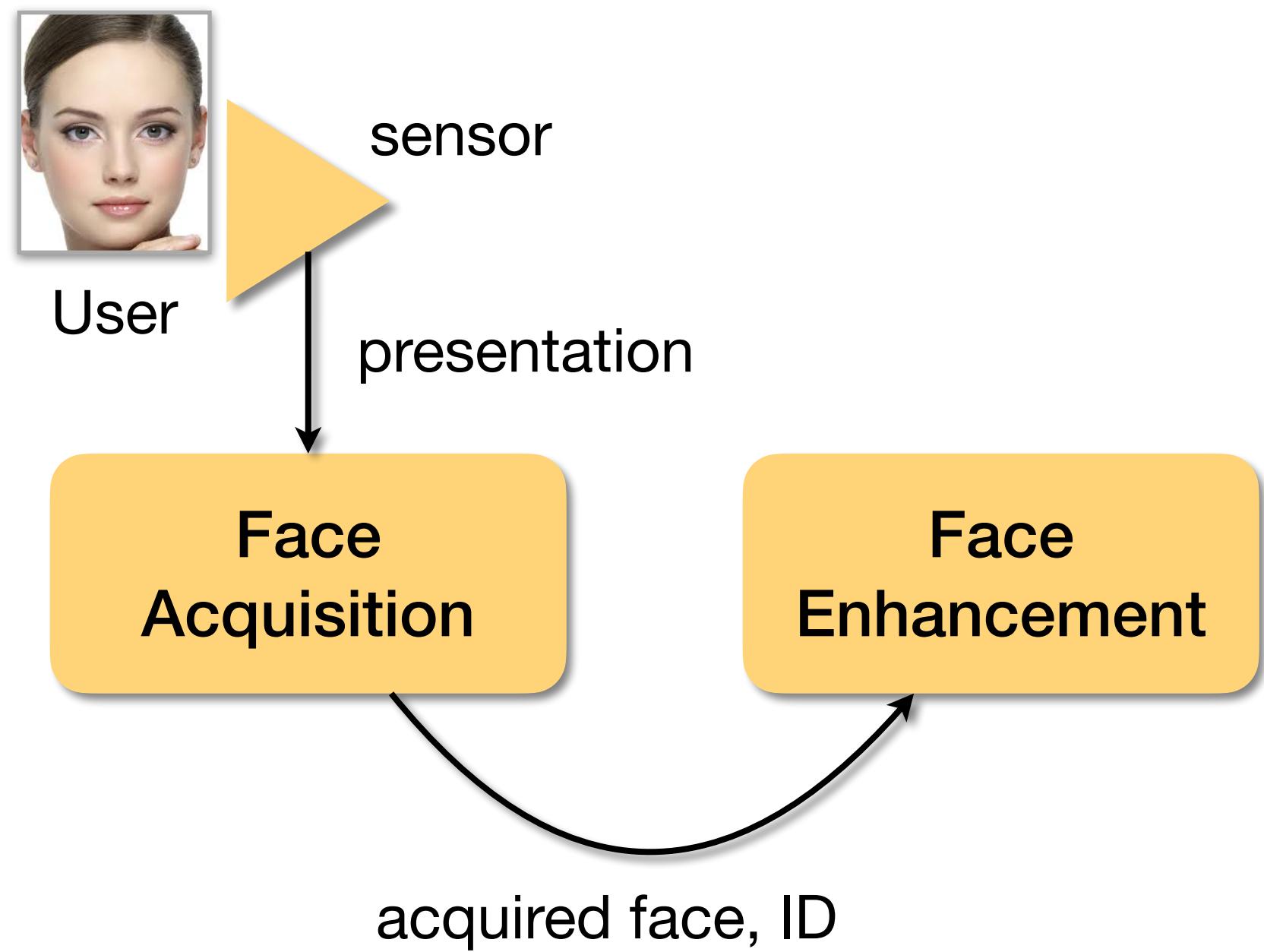
**Daniel Moreira**  
Spring 2022



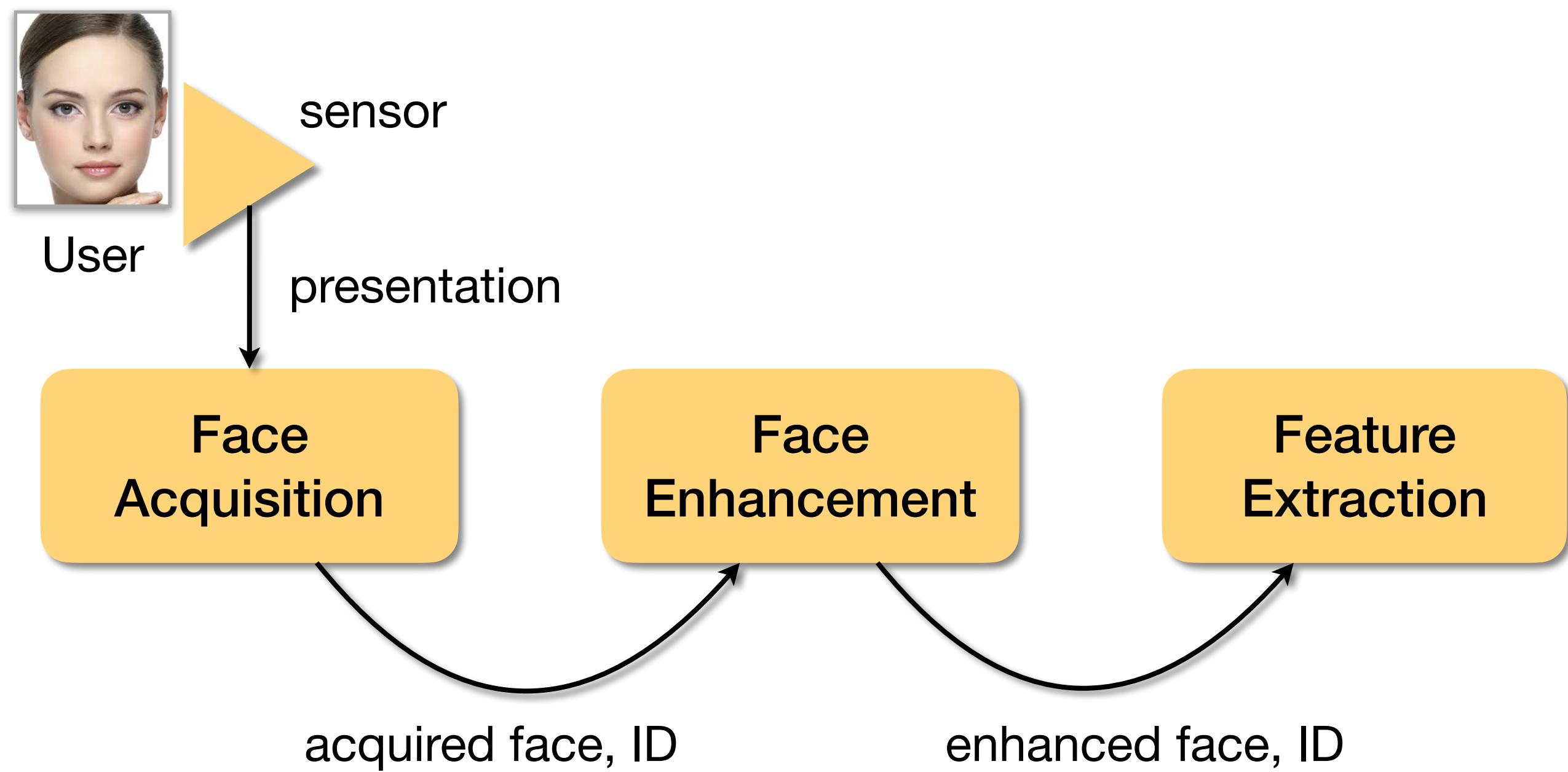
# Today you will...

*Get to know*  
Face description and matching.

# Face Recognition



# Face Recognition



# Feature Extraction

## Focus

2D-appearance-based methods.



## Types

Handcrafted features from Computer Vision.

Data-driven learned features from Machine Learning.

# Feature Extraction

## Focus

2D-appearance-based methods.

## Types

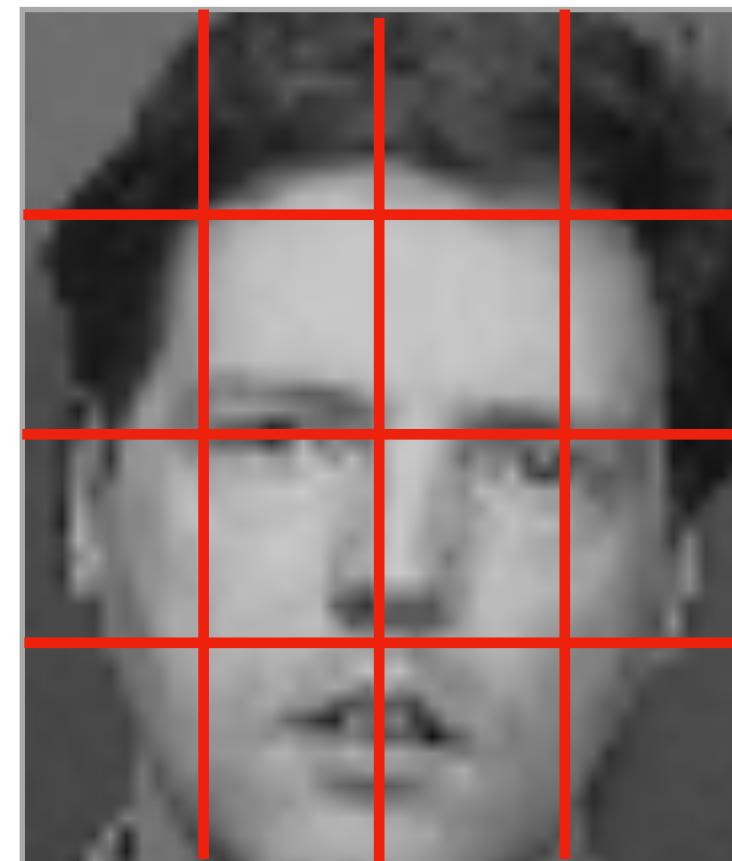
**Handcrafted features from Computer Vision.**

Data-driven learned features from Machine Learning.

Déniz et al.  
*Face recognition using histograms of oriented gradients.*  
Pattern recognition letters, 2011.



Source: Domingo Mery



## Handcrafted

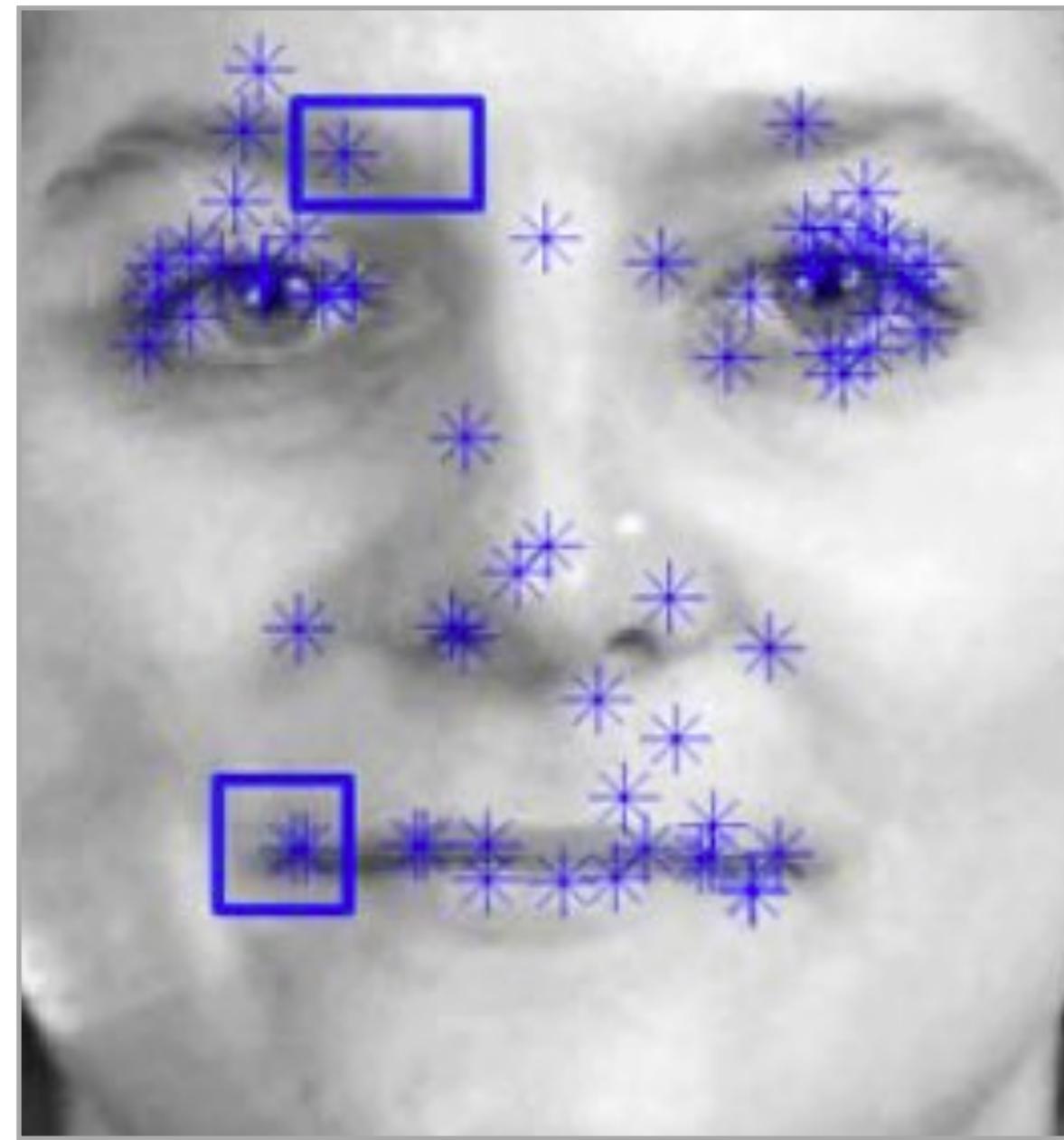
An expert designs what and how facial regions should be used.

# Feature Extraction

## Handcrafted Features

### Examples

Based on Gabor filters, interest points (e.g., SIFT<sup>1</sup>, SURF<sup>2</sup>, HOG<sup>3</sup>), or texture descriptors (e.g., LBP<sup>4</sup>).



1 - Lowe. *Distinctive image features from scale-invariant keypoints*. IJCV, 2004.

2 - Bay et al. *SURF: Speeded up robust features*. ECCV, 2006.

3 - Dalal and Triggs. *Histograms of oriented gradients for human detection*. CVPR 2005.

4 - Ojala et al. *Performance evaluation of texture measures(...)*. ICPR, 1994.

Geng and Jiang.  
*SIFT features for face recognition*.  
ICCSIT, 2009.

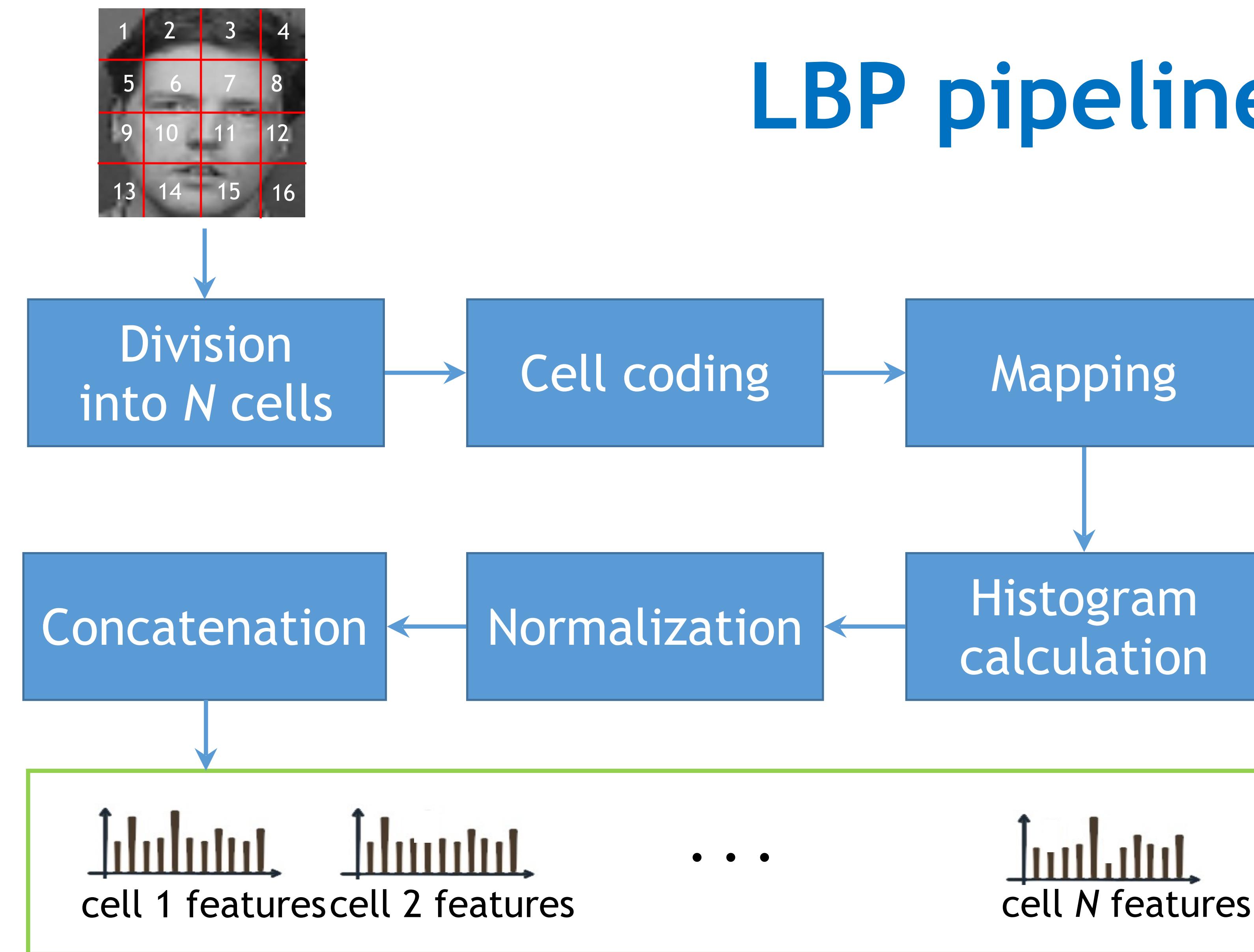
# Local Binary Patterns

## Selected Solution

Local Binary Patterns to describe  
face texture.

Next slides provided by Dr. Domingo Mery.  
[\(http://domingomery.ing.puc.cl/\)](http://domingomery.ing.puc.cl/)

# LBP pipeline



Division  
into  $N$  cells

Cell coding

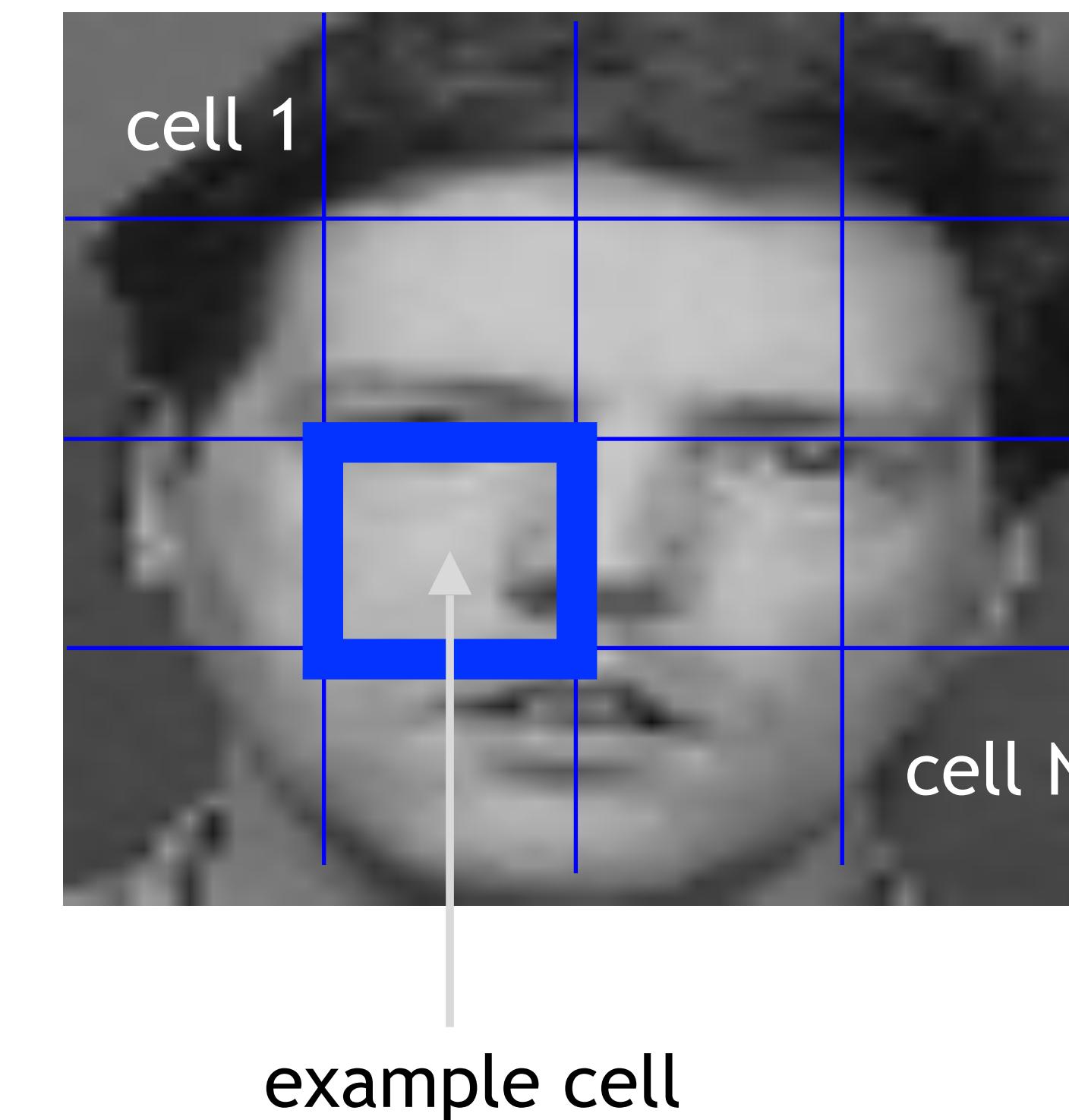
Mapping

Histogram  
calculation

Normalization

Concatenation

- LBP descriptors are calculated in image sub-regions (**cells**)
- Number and size of cells **cannot** be arbitrary (note space-scale considerations)



Division  
into  $N$  cells

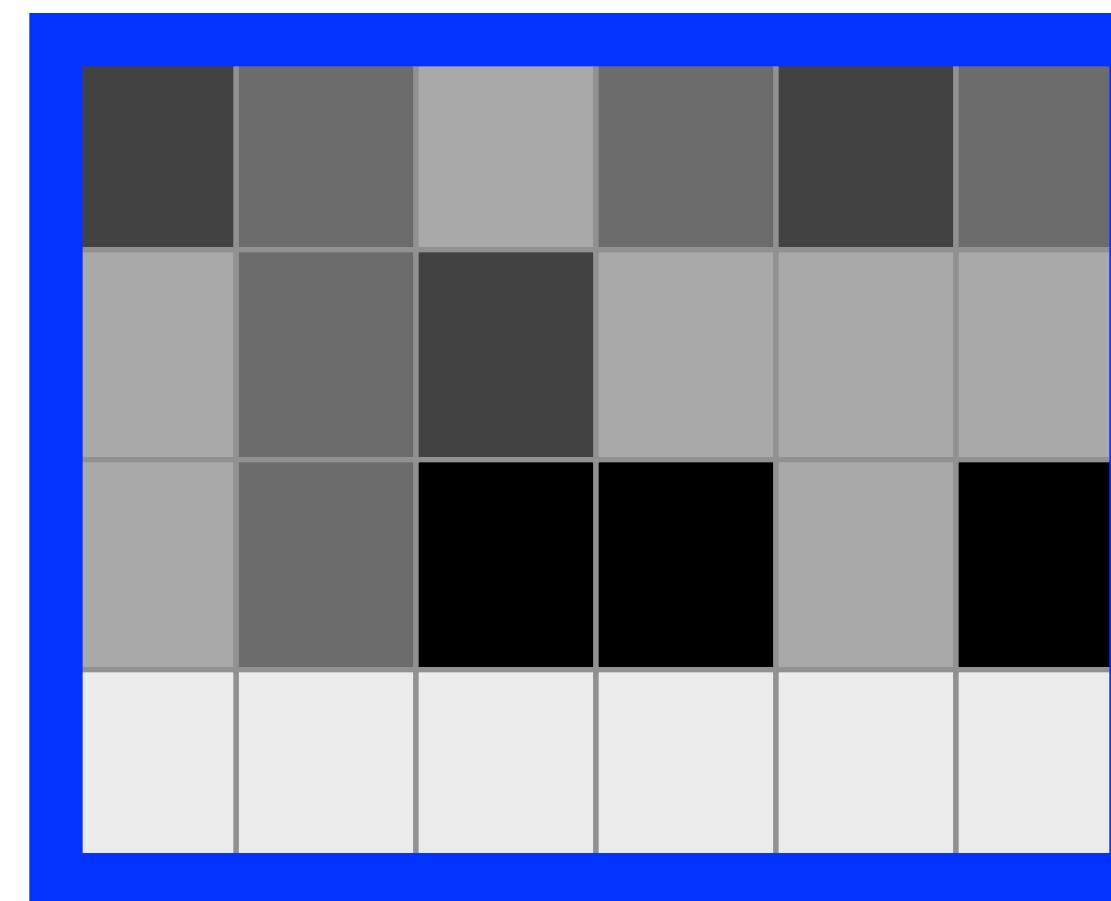
Cell coding

Mapping

Histogram  
calculation

Normalization

Concatenation



Division  
into  $N$  cells

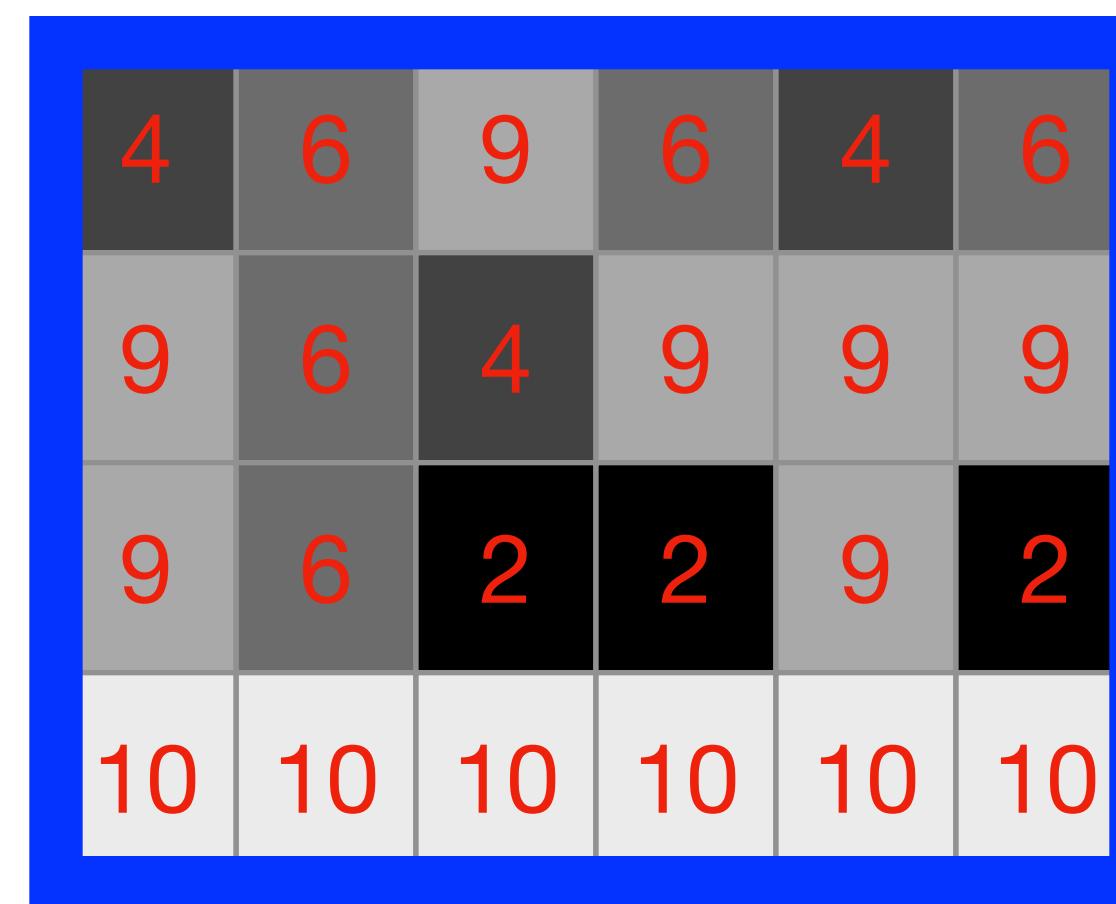
Cell coding

Mapping

Histogram  
calculation

Normalization

Concatenation



Division  
into  $N$  cells

Cell coding

Mapping

Histogram  
calculation

Normalization

Concatenation

4	6	9	6	4	6
9	6	4	9	9	9
9	6	2	2	9	2
10	10	10	10	10	10

Division  
into  $N$  cells

Cell coding

Mapping

Histogram  
calculation

Normalization

Concatenation

4	6	9	6	4	6
9	6	4	9	9	9
9	6	2	2	9	2
10	10	10	10	10	10

Division  
into  $N$  cells

Cell coding

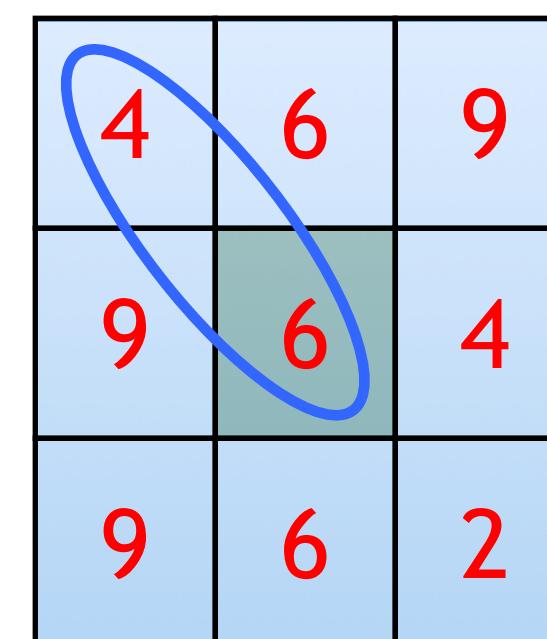
Mapping

Histogram  
calculation

Normalization

Concatenation

4	6	9	6	4	6
9	6	4	9	9	9
9	6	2	2	9	2
10	10	10	10	10	10



4	6	9			
9	6	4			
9	6	2			

<		

Division  
into  $N$  cells

Cell coding

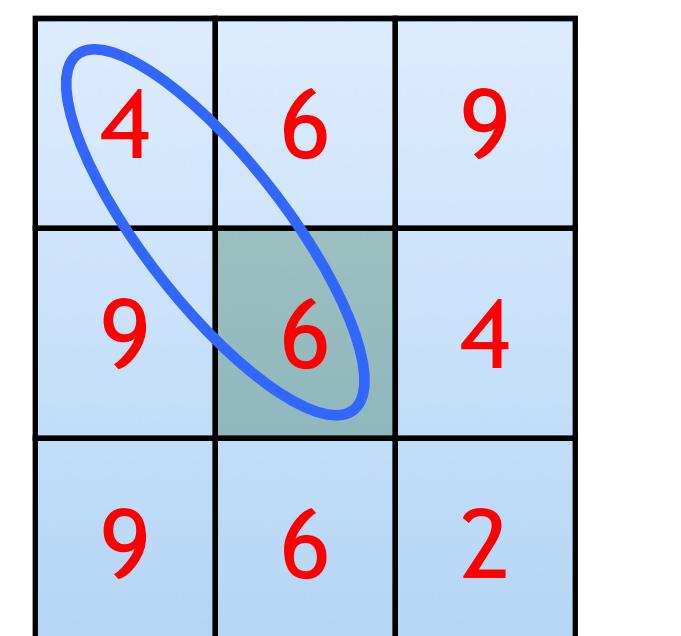
Mapping

Histogram  
calculation

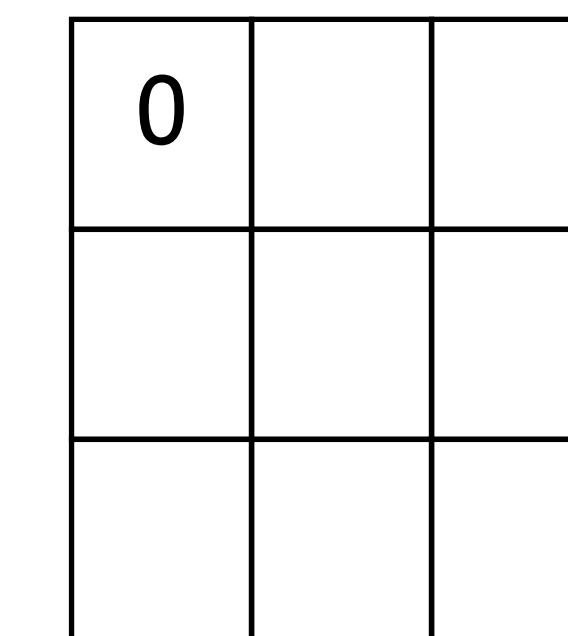
Normalization

Concatenation

4	6	9	6	4	6
9	6	4	9	9	9
9	6	2	2	9	2
10	10	10	10	10	10



0: <  
1:  $\geq$



Division  
into  $N$  cells

Cell coding

Mapping

Histogram  
calculation

Normalization

Concatenation

4	6	9	6	4	6
9	6	4	9	9	9
9	6	2	2	9	2
10	10	10	10	10	10

4	6	9			
9	6	4			
9	6	2			

0: <  
1:  $\geq$

0	$\geq$	

Division  
into  $N$  cells

Cell coding

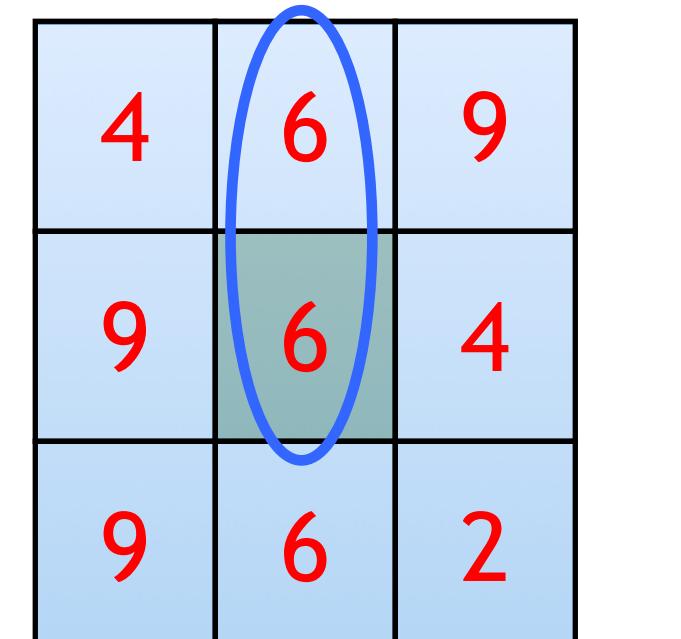
Mapping

Histogram  
calculation

Normalization

Concatenation

4	6	9	6	4	6
9	6	4	9	9	9
9	6	2	2	9	2
10	10	10	10	10	10



0: <  
1:  $\geq$

0	1	

Division  
into  $N$  cells

Cell coding

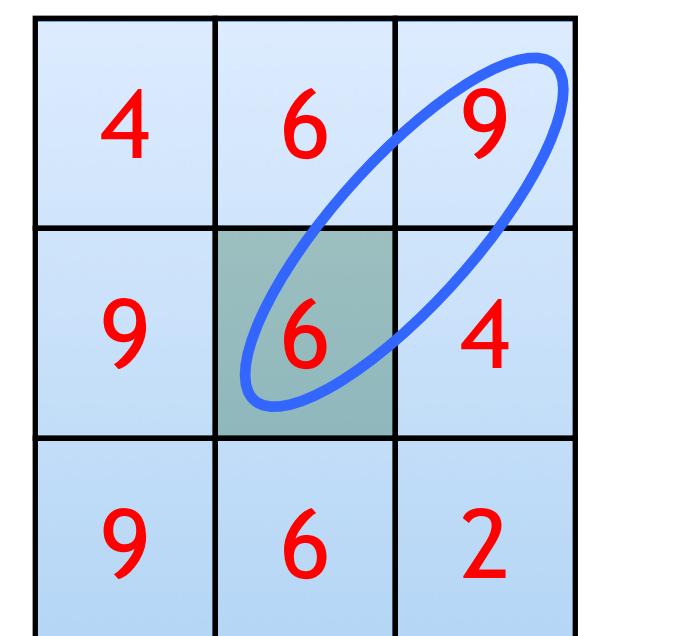
Mapping

Histogram  
calculation

Normalization

Concatenation

4	6	9	6	4	6
9	6	4	9	9	9
9	6	2	2	9	2
10	10	10	10	10	10



0: <  
1:  $\geq$

0	1	1

Division  
into  $N$  cells

Cell coding

Mapping

Histogram  
calculation

Normalization

Concatenation

4	6	9	6	4	6
9	6	4	9	9	9
9	6	2	2	9	2
10	10	10	10	10	10

4	6	9
9	6	4
9	6	2

0: <  
1:  $\geq$

0	1	1
		0

Division  
into  $N$  cells

Cell coding

Mapping

Histogram  
calculation

Normalization

Concatenation

4	6	9	6	4	6
9	6	4	9	9	9
9	6	2	2	9	2
10	10	10	10	10	10

4	6	9
9	6	4
9	6	2

0: <  
1:  $\geq$

0	1	1
		0
		0

Division  
into  $N$  cells

Cell coding

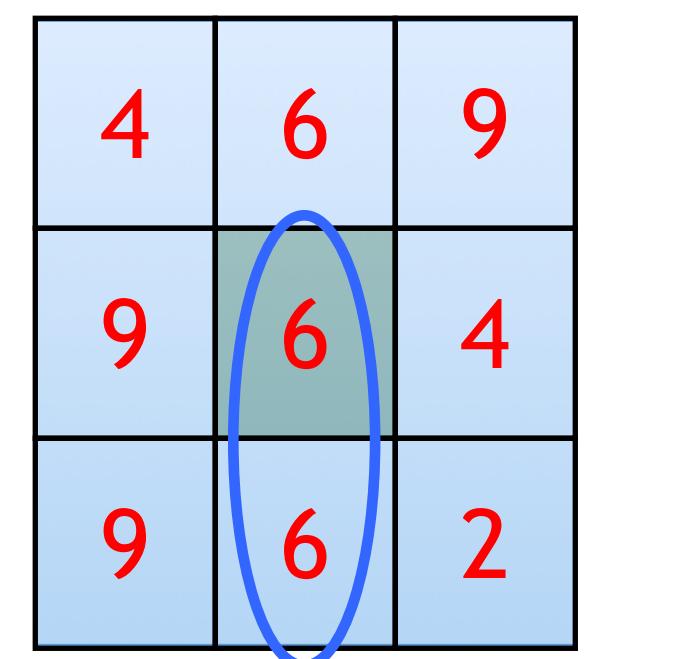
Mapping

Histogram  
calculation

Normalization

Concatenation

4	6	9	6	4	6
9	6	4	9	9	9
9	6	2	2	9	2
10	10	10	10	10	10



0: <  
1:  $\geq$

0	1	1
		0
	1	0

Division  
into  $N$  cells

Cell coding

Mapping

Histogram  
calculation

Normalization

Concatenation

4	6	9	6	4	6
9	6	4	9	9	9
9	6	2	2	9	2
10	10	10	10	10	10

4	6	9
9	6	4
9	6	2

0: <  
1:  $\geq$

0	1	1
		0
1	1	0

Division  
into  $N$  cells

Cell coding

Mapping

Histogram  
calculation

Normalization

Concatenation

4	6	9	6	4	6
9	6	4	9	9	9
9	6	2	2	9	2
10	10	10	10	10	10

4	6	9
9	6	4
9	6	2

0: <  
1:  $\geq$

0	1	1
1		0
1	1	0

Division  
into  $N$  cells

Cell coding

Mapping

Histogram  
calculation

Normalization

Concatenation

4	6	9	6	4	6
9	6	4	9	9	9
9	6	2	2	9	2
10	10	10	10	10	10

4	6	9
9	6	4
9	6	2

$0: <$   
 $1: \geq$

0	1	1
1		0
1	1	0

1	2	4
128	+ 32	8
64	32	16

$$= 0 + 2 + 4 + 0 + 0 + 32 + 64 + 128 = 230$$

Division  
into  $N$  cells

Cell coding

Mapping

Histogram  
calculation

Normalization

Concatenation

4	6	9	6	4	6
9	6	4	9	9	9
9	6	2	2	9	2
10	10	10	10	10	10

4	6	9
9	6	4
9	6	2

$0: <$   
 $1: \geq$

0	1	1
1		0
1	1	0

1	2	4
128	+ ↗	8
64	32	16

$$= 0 + 2 + 4 + 0 + 0 + 32 + 64 + 128 = 230$$

Division  
into  $N$  cells

Cell coding

Mapping

Histogram  
calculation

Normalization

Concatenation

4	6	9	6	4	6
9	6	4	9	9	9
9	6	2	2	9	2
10	10	10	10	10	10



230					

4	6	9
9	6	4
9	6	2

0: <  
1:  $\geq$

0	1	1
1		0
1	1	0

1	2	4
128	+ 32	8
64	32	16

$$= 0 + 2 + 4 + 0 + 0 + 32 + 64 + 128 = 230$$

Division  
into  $N$  cells

Cell coding

Mapping

Histogram  
calculation

Normalization

Concatenation

4	6	9	6	4	6
9	6	4	9	9	9
9	6	2	2	9	2
10	10	10	10	10	10



230	?				

6	9	6
6	4	9
6	2	2

0: <  
1:  $\geq$


$\times$

1	2	4
128	+ 128	8
64	32	16

Division  
into  $N$  cells

Cell coding

Mapping

Histogram  
calculation

Normalization

Concatenation

4	6	9	6	4	6
9	6	4	9	9	9
9	6	2	2	9	2
10	10	10	10	10	10



230	207				

4	6	9
9	6	4
9	6	2

0: <  
1:  $\geq$

0	1	1
1		0
1	1	0

1	2	4
128	+ 32	8
64	32	16

$$= 1 + 2 + 4 + 8 + 64 + 128 = 207$$

Division  
into  $N$  cells

Cell coding

Mapping

Histogram  
calculation

Normalization

Concatenation

4	6	9	6	4	6
9	6	4	9	9	9
9	6	2	2	9	2
10	10	10	10	10	10



230	207	?			

Division  
into  $N$  cells

Cell coding

Mapping

Histogram  
calculation

Normalization

Concatenation

4	6	9	6	4	6
9	6	4	9	9	9
9	6	2	2	9	2
10	10	10	10	10	10



230	207	25			

9	6	4
4	9	9
2	2	9

0: <  
1:  $\geq$

1	0	0
0		1
0	0	1

1	2	4
128	+ 16	8
64	32	16

$$= 1 + 8 + 16 = 25$$

Division  
into  $N$  cells

Cell coding

Mapping

Histogram  
calculation

Normalization

Concatenation

4	6	9	6	4	6
9	6	4	9	9	9
9	6	2	2	9	2
10	10	10	10	10	10



230	207	25	168		

Division  
into  $N$  cells

Cell coding

Mapping

Histogram  
calculation

Normalization

Concatenation

4	6	9	6	4	6
9	6	4	9	9	9
9	6	2	2	9	2
10	10	10	10	10	10



230	207	25	168		
243					

Division  
into  $N$  cells

Cell coding

Mapping

Histogram  
calculation

Normalization

Concatenation

4	6	9	6	4	6
9	6	4	9	9	9
9	6	2	2	9	2
10	10	10	10	10	10



230	207	25	168		
243	255				

Division  
into  $N$  cells

Cell coding

Mapping

Histogram  
calculation

Normalization

Concatenation

4	6	9	6	4	6
9	6	4	9	9	9
9	6	2	2	9	2
10	10	10	10	10	10



230	207	25	168		
243	255	255			

Division  
into  $N$  cells

Cell coding

Mapping

Histogram  
calculation

Normalization

Concatenation

4	6	9	6	4	6
9	6	4	9	9	9
9	6	2	2	9	2
10	10	10	10	10	10



230	207	25	168		
243	255	255	119		

Division  
into  $N$  cells

Cell coding

Mapping

Histogram  
calculation

Normalization

Concatenation

# Note on neighborhood definition

- Original algorithm uses 3x3 pixel neighborhood
- Further extensions (Ojala, 2002) introduced **arbitrary neighborhood with interpolation**

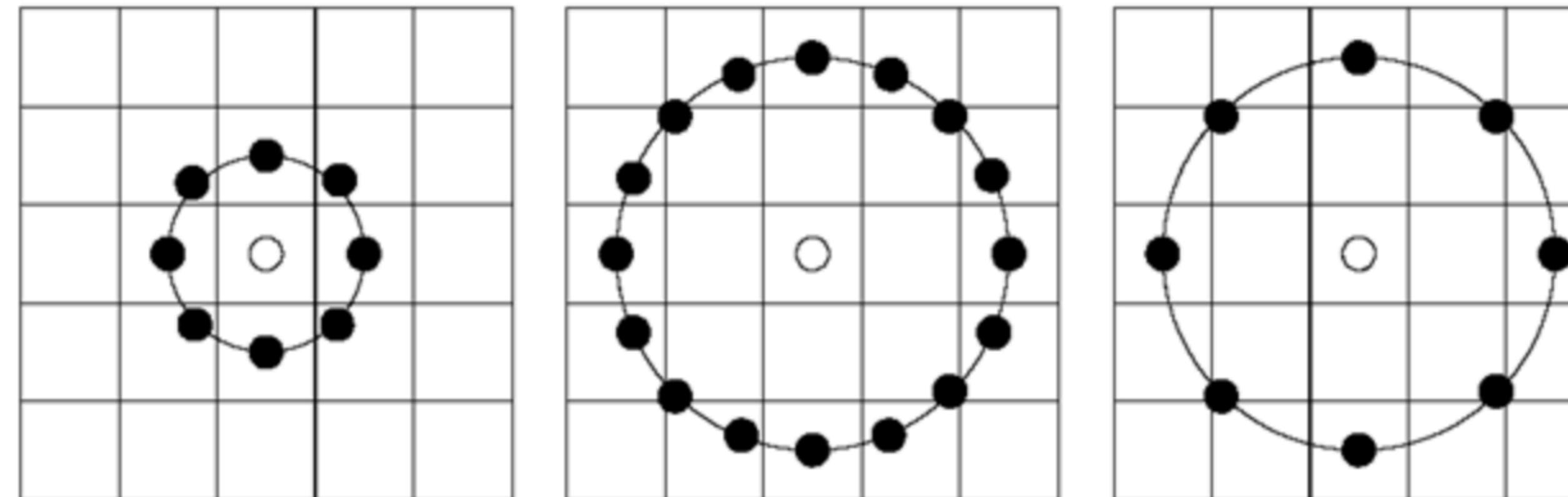


Image source: <http://what-when-how.com/face-recognition/local-representation-of-facial-features-face-image-modeling-and-representation-face-recognition-part-1/>

Division  
into  $N$  cells

Cell coding

Mapping

Histogram  
calculation

Normalization

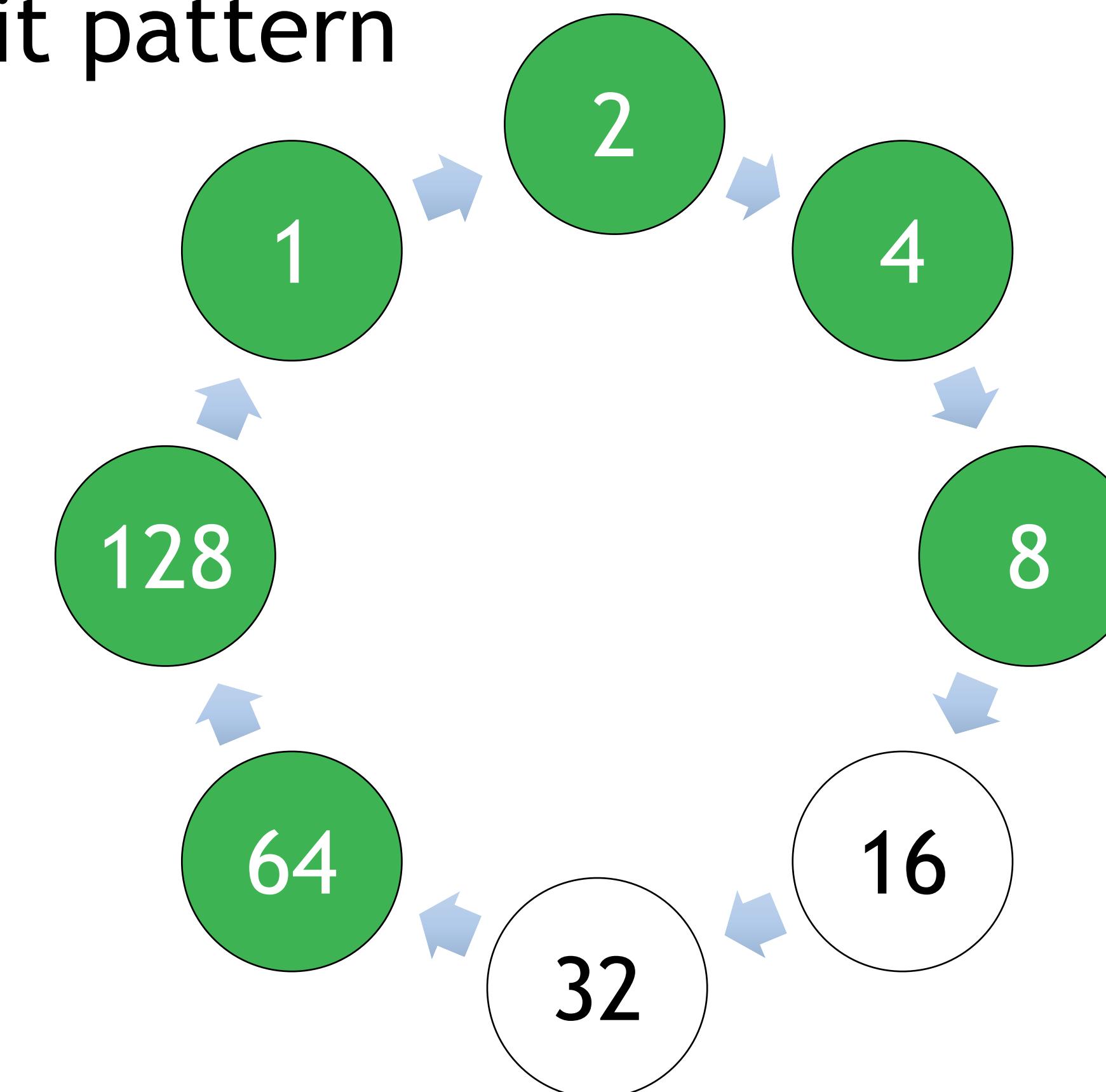
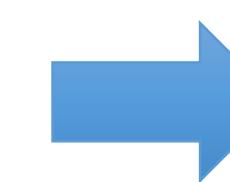
Concatenation

Uniform pattern: contains at most two bitwise transitions (U) from 0 to 1 (or vice versa) when the bit pattern is traversed circularly

6	9	6
6	4	9
6	2	2



1	1	1
1		1
1	0	0



Division  
into  $N$  cells

Cell coding

Mapping

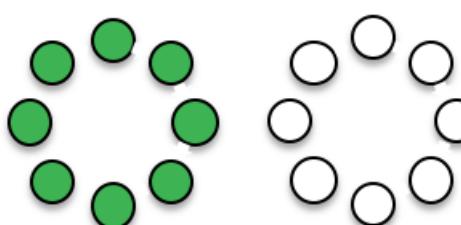
Histogram  
calculation

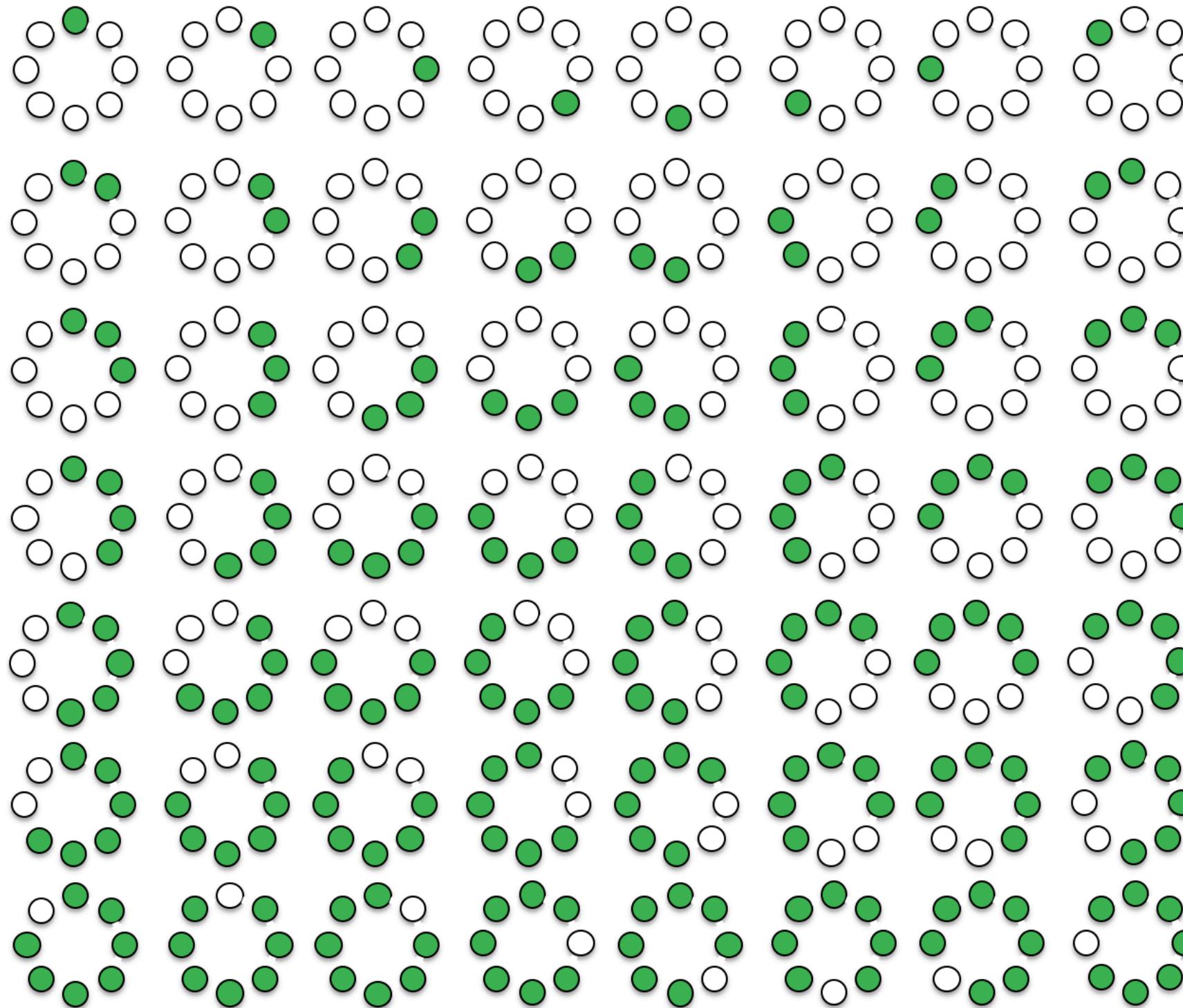
Normalization

Concatenation

# Uniform patterns

Uniform patterns  
account for almost  
**90% of all patterns.**

$U = 0$  

$U = 2$  

Division  
into  $N$  cells

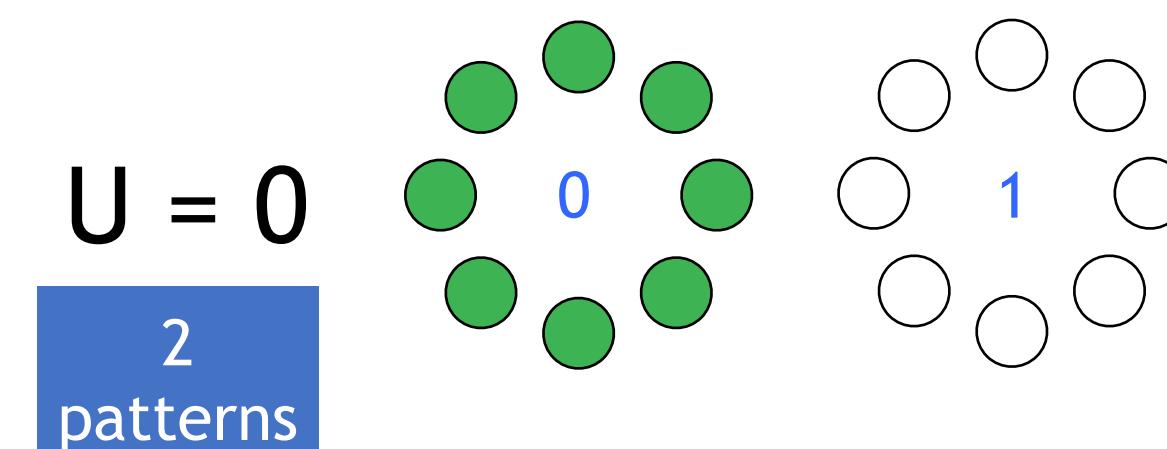
Cell coding

Mapping

Histogram  
calculation

Normalization

Concatenation



$U = 2$

$8 \times 7 = 56$  patterns

$\{2, 3, \dots 57\}$

## Uniform patterns

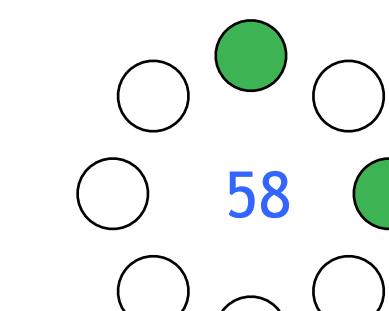
$2 + 56 = 58$   
patterns

## Non-uniform patterns

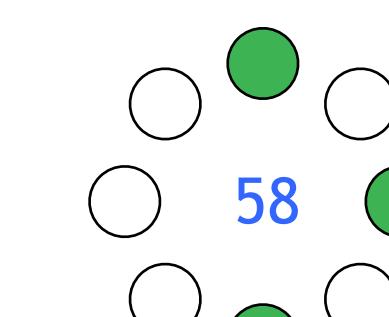
$256 - 58 = 198$   
patterns

{58}

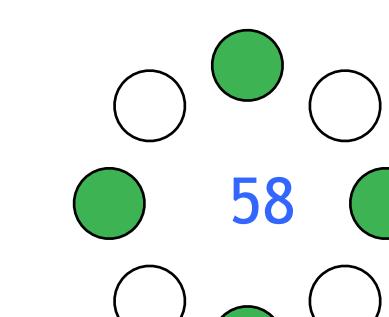
$U = 4$



$U = 6$



$U = 8$



Division  
into  $N$  cells

Cell coding

Mapping

Histogram  
calculation

Normalization

Concatenation

# Result of cell code mapping

4	6	9	6	4	6
9	6	4	9	9	9
9	6	2	2	9	2
10	10	10	10	10	10

Cell

230	207	25	168		

Coded cell

58	46	58	58		
23	0	0	58		

Mapped cell

Division  
into  $N$  cells

Cell coding

Mapping

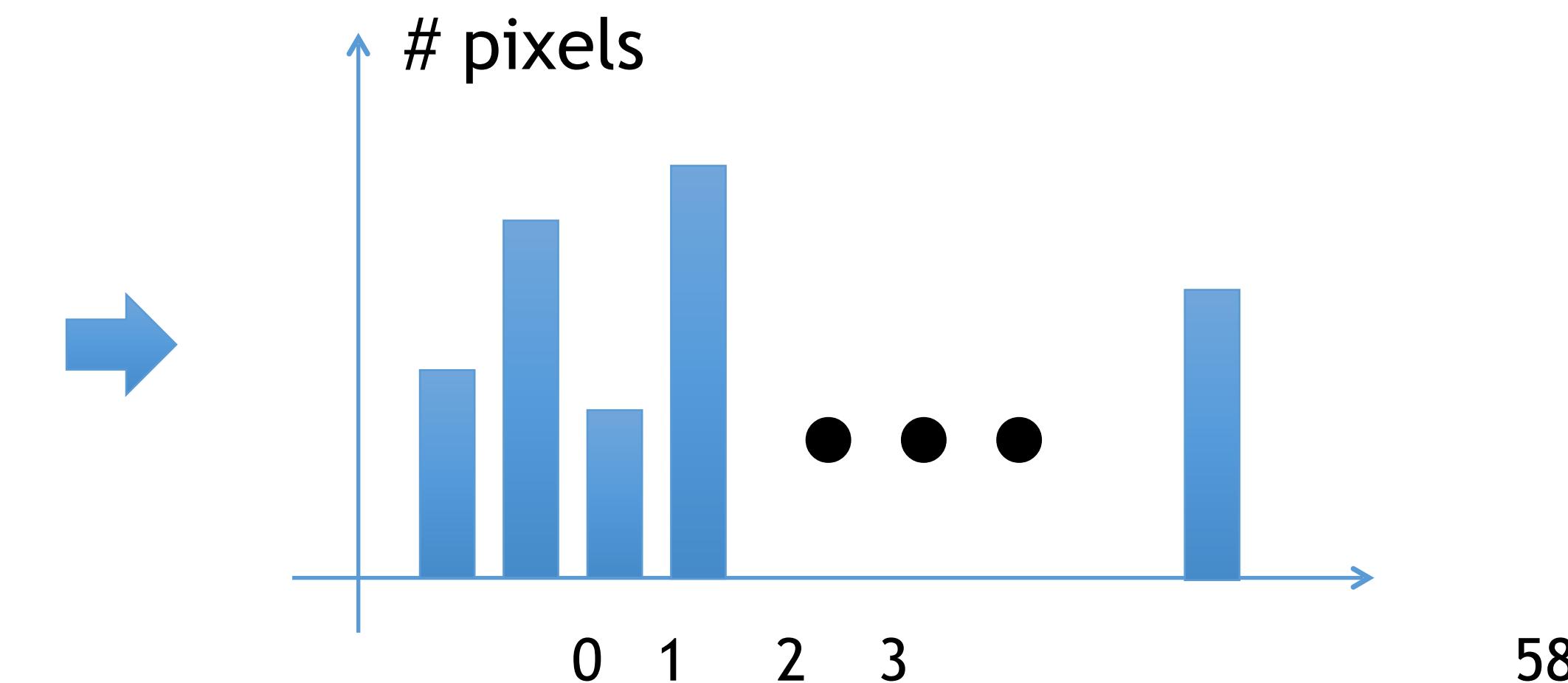
Histogram  
calculation

Normalization

Concatenation

Mapped cell

	58	46	58	58		
	23	0	0	58		



- Each cell is represented as 59-digit LBP descriptor
- Similar textures have similar histograms.

Division  
into  $N$  cells

Cell coding

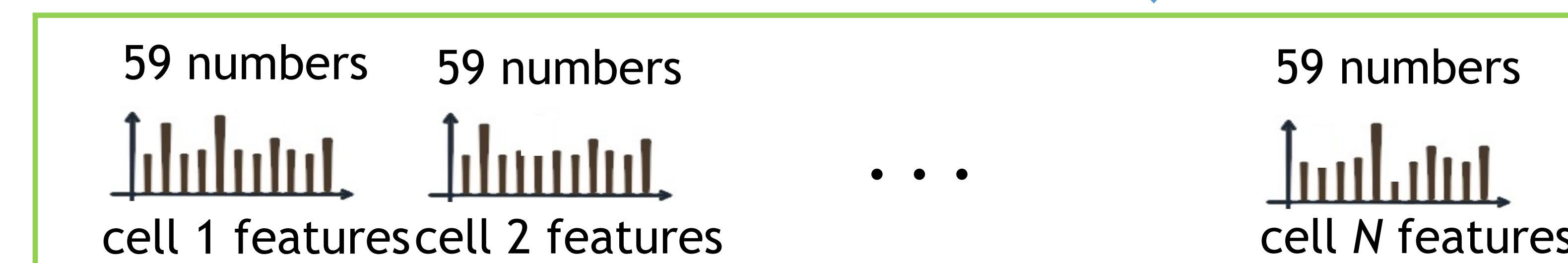
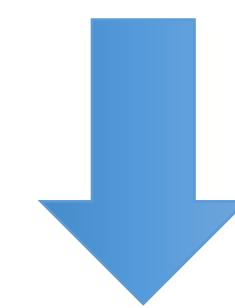
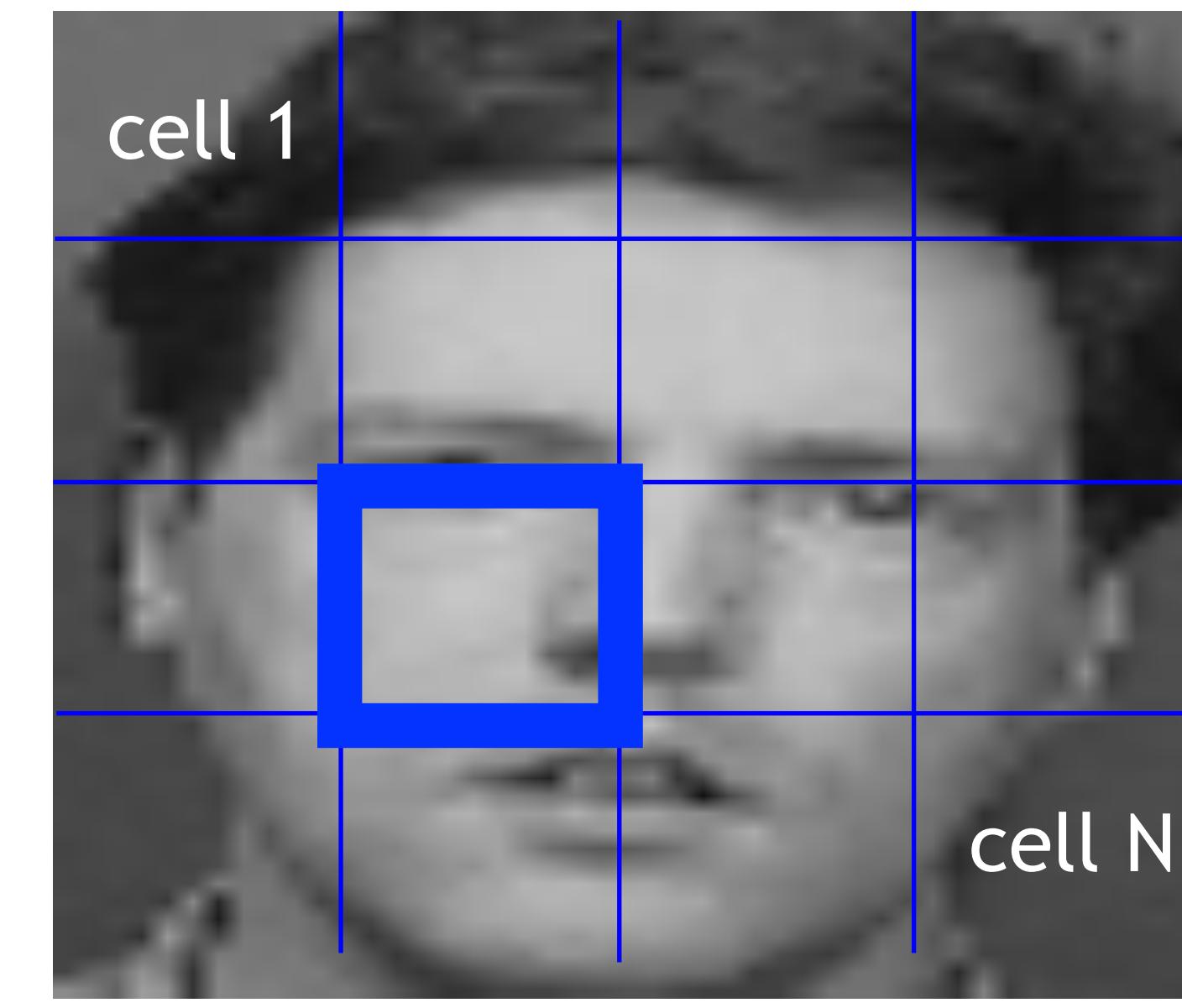
Mapping

Histogram  
calculation

Normalization

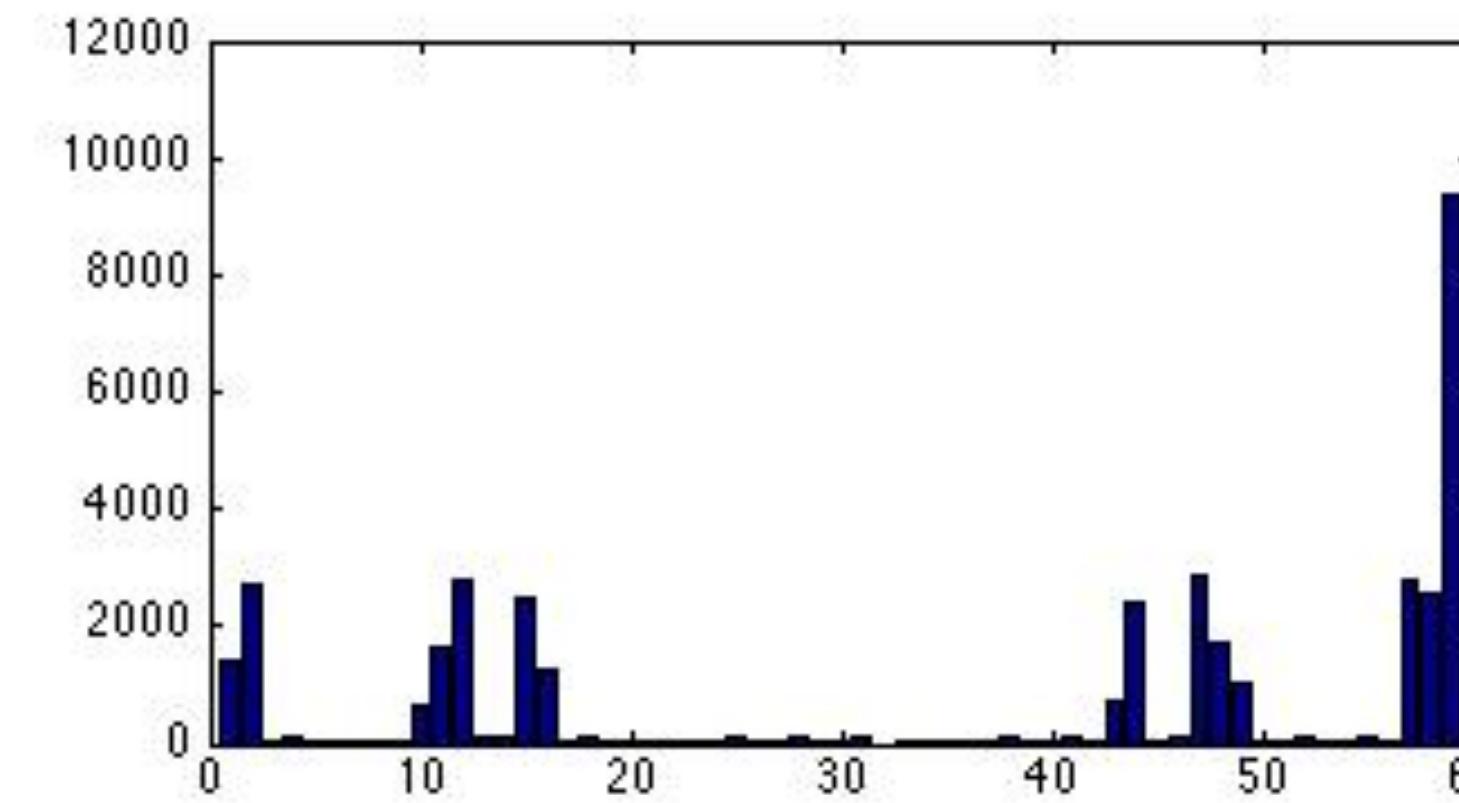
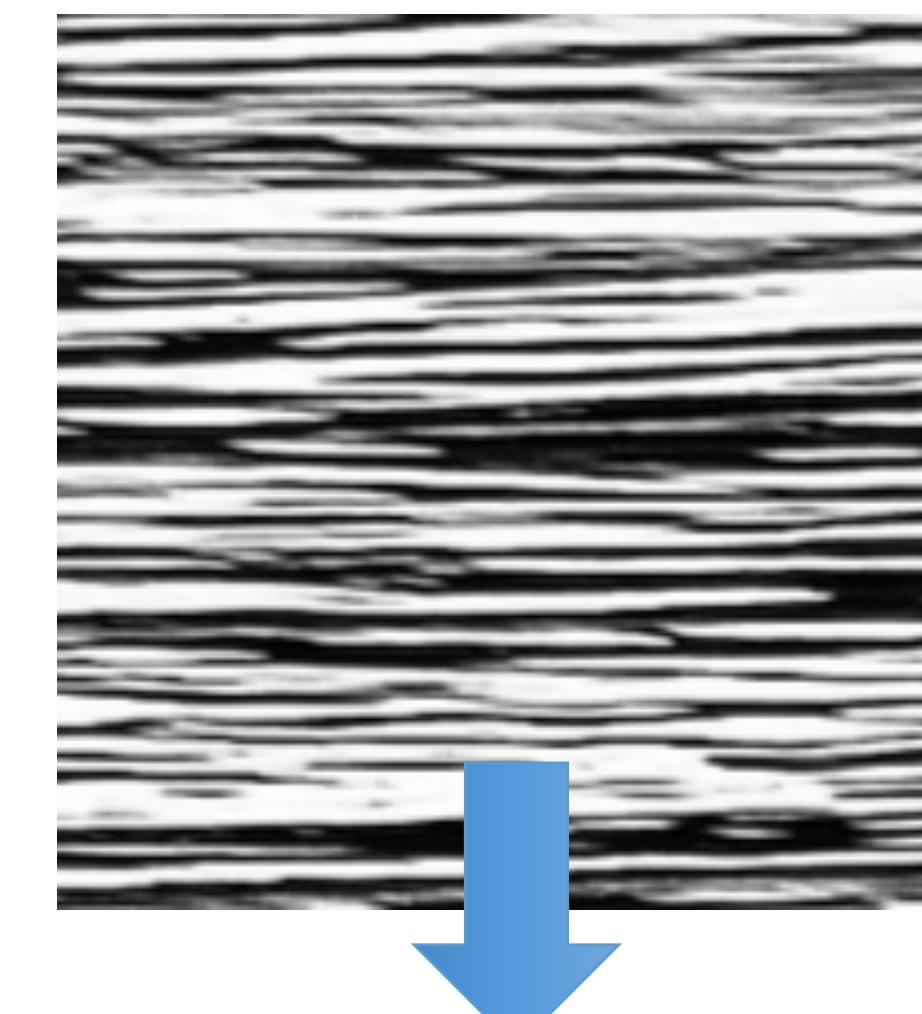
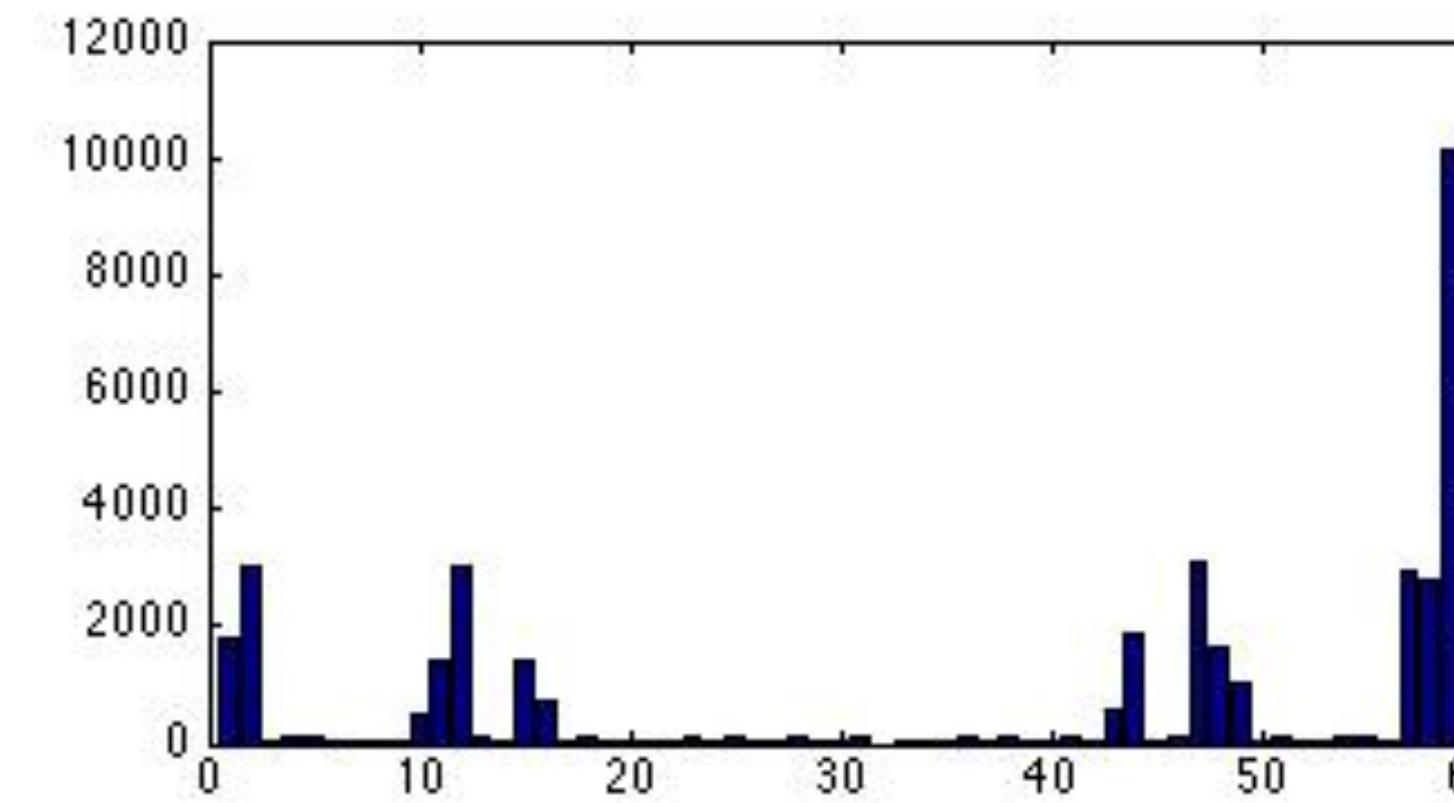
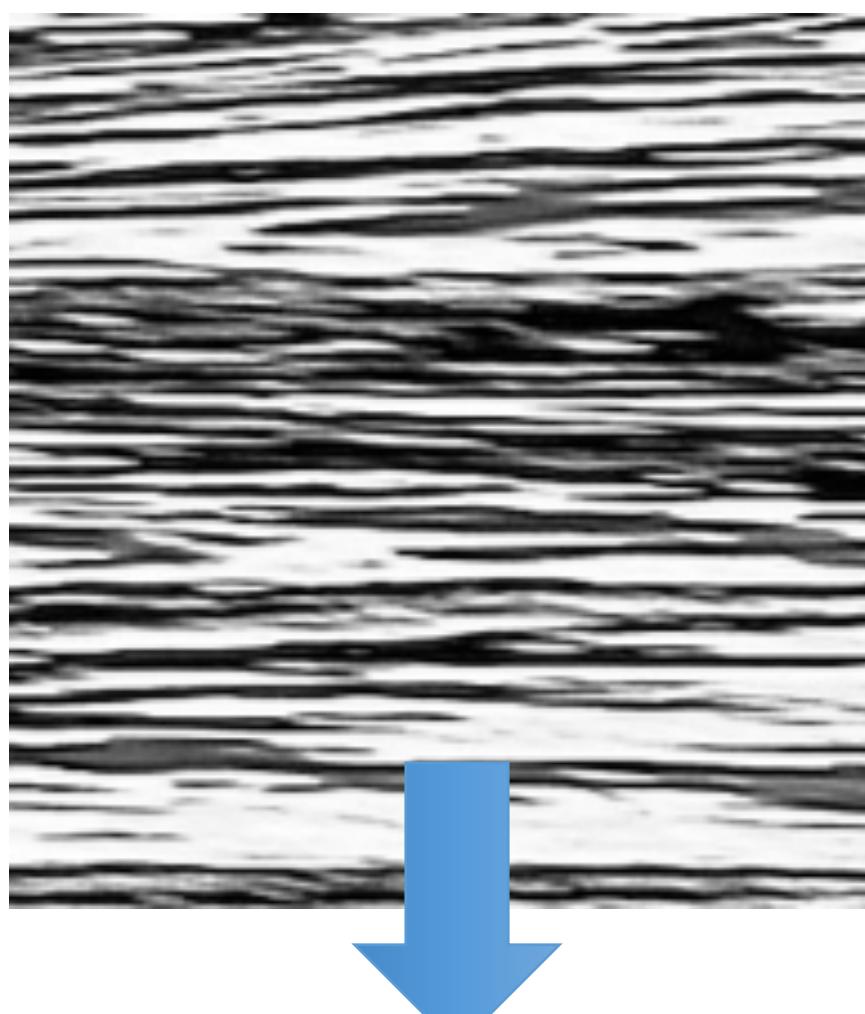
Concatenation

- Normalization of histograms makes LBP descriptors **size-invariant**
- **Concatenation** of all cell histograms provides the image LBP descriptor



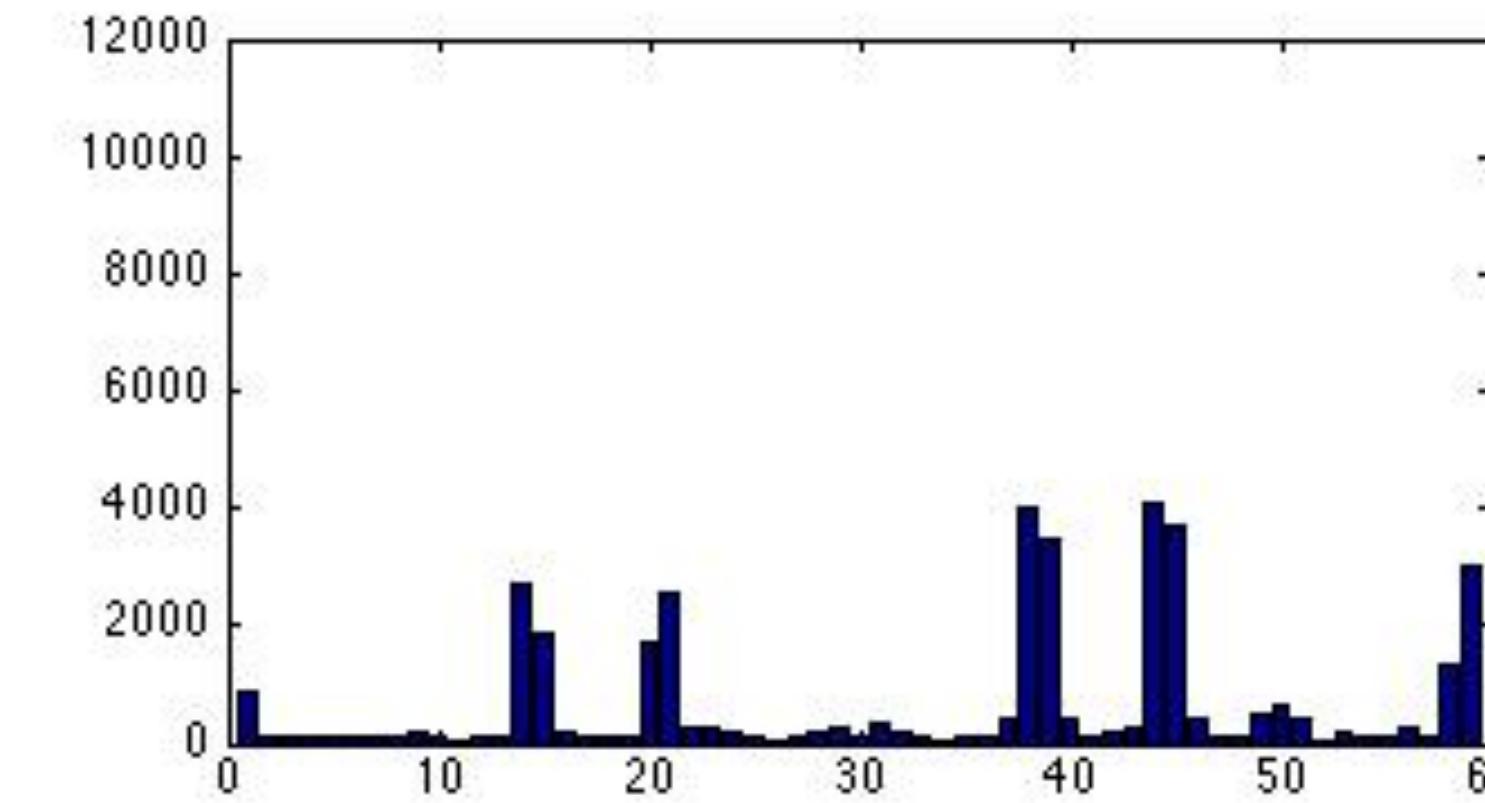
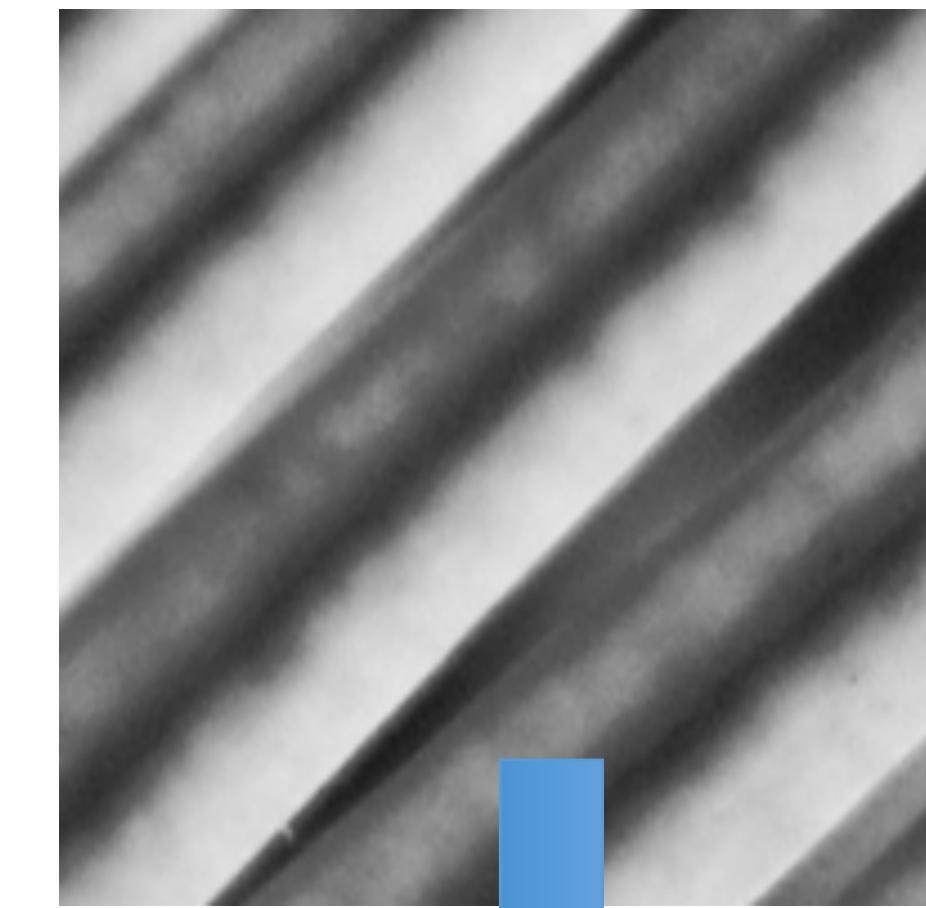
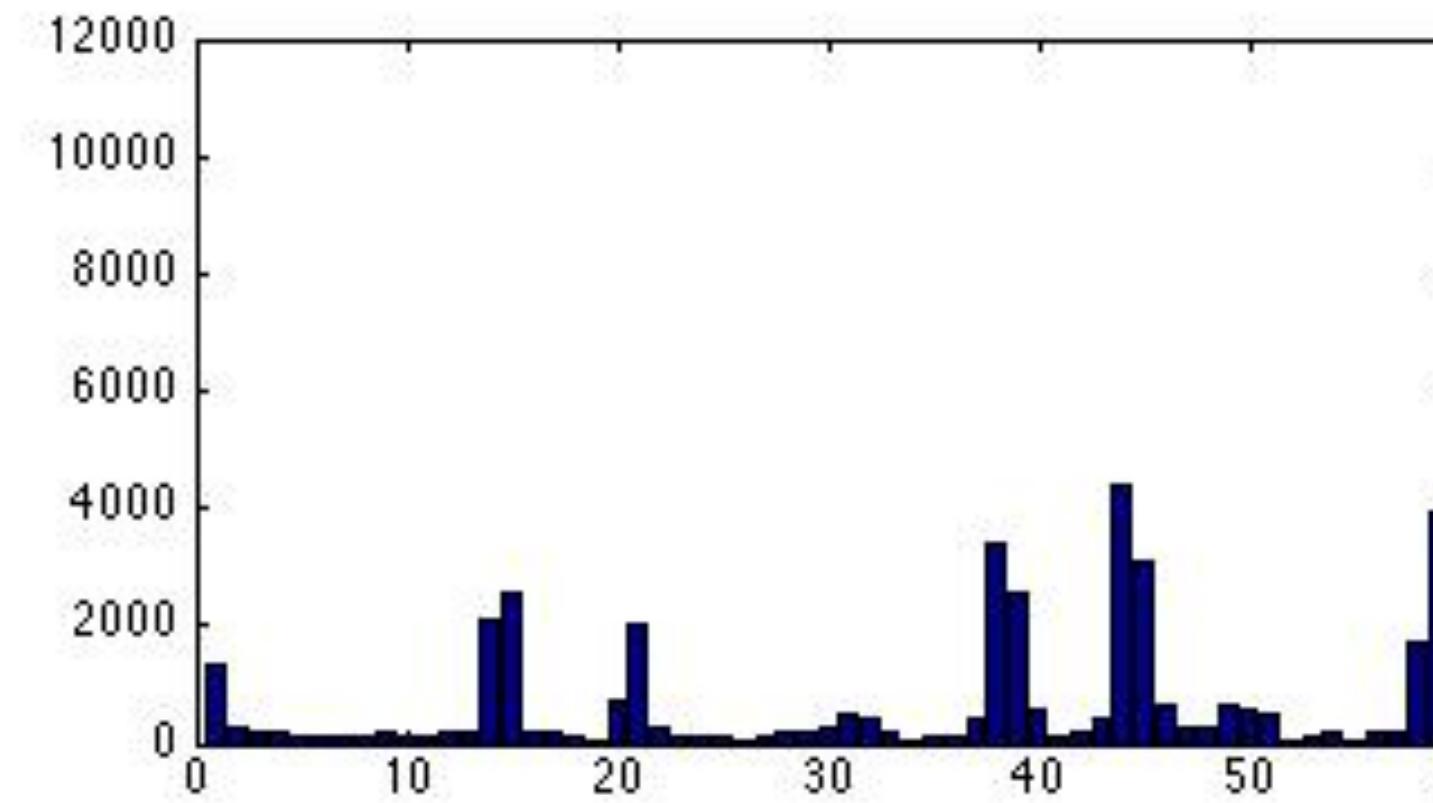
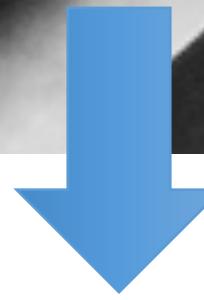
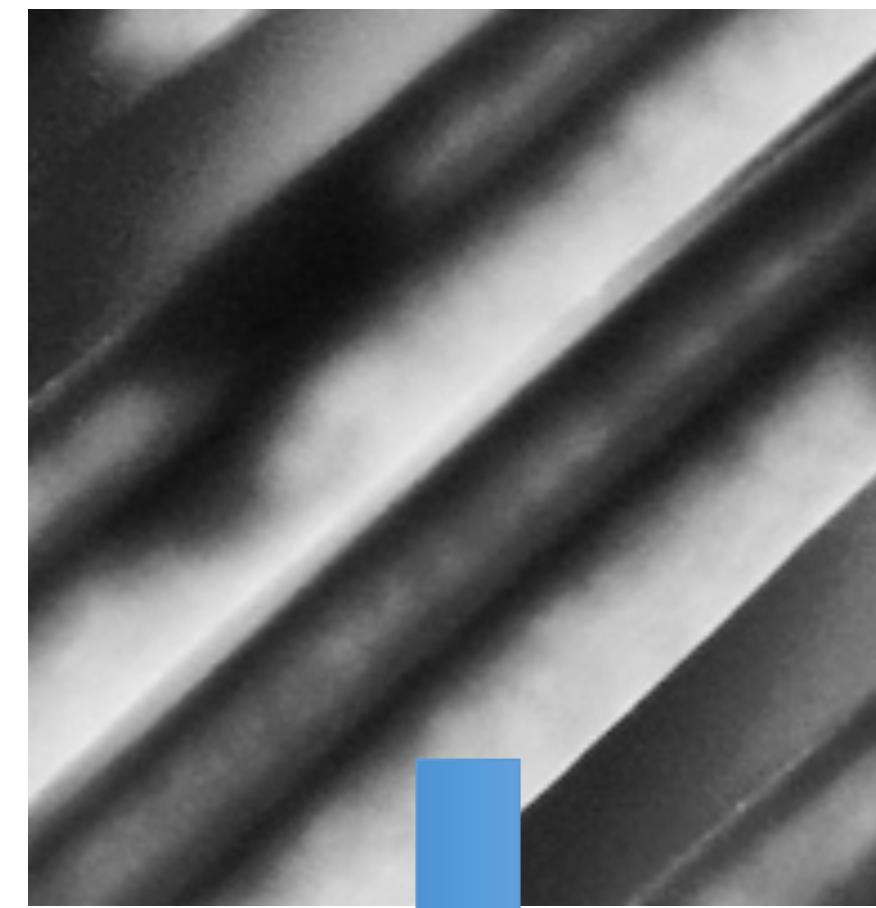
# Local Binary Patterns

Similar textures have similar histograms



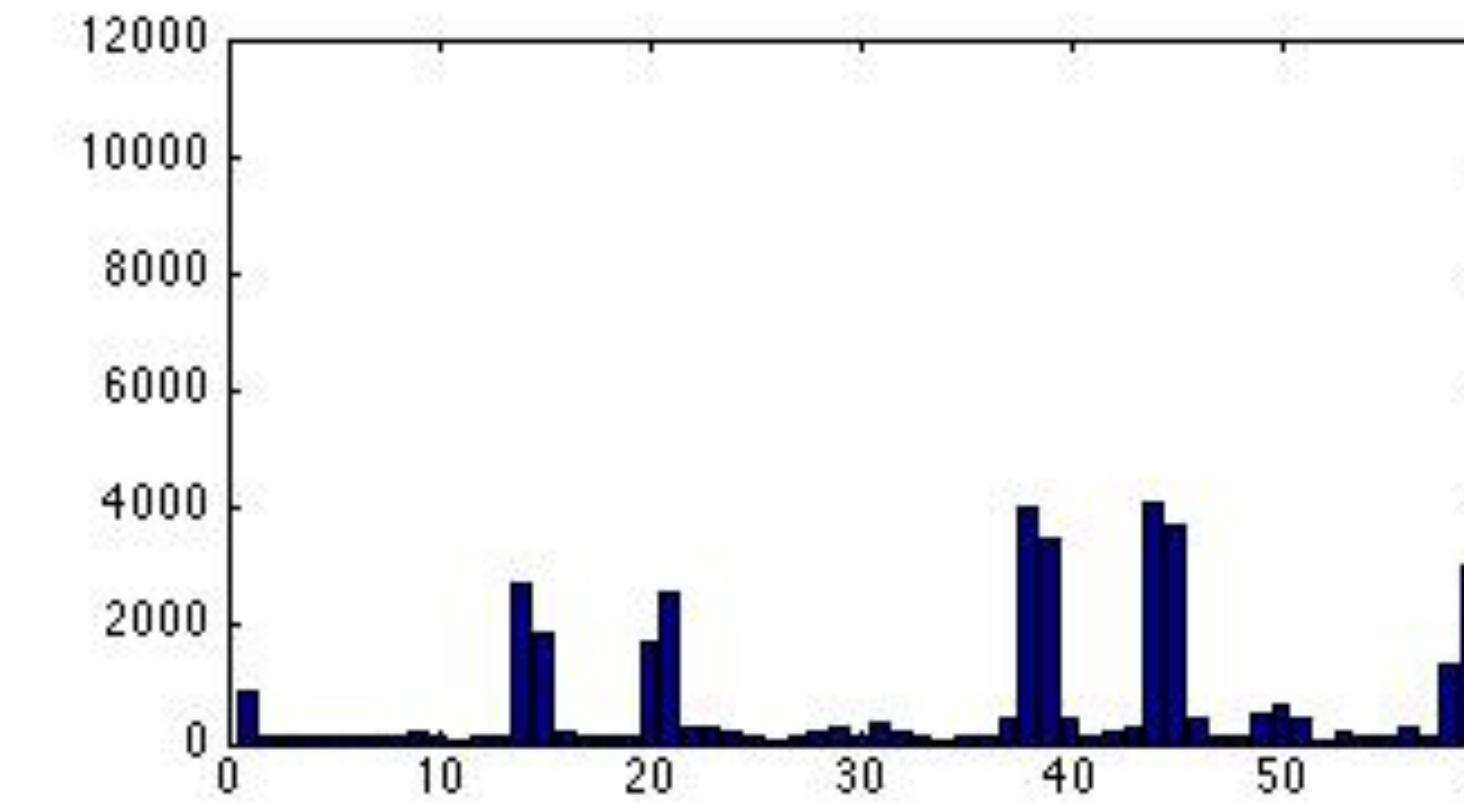
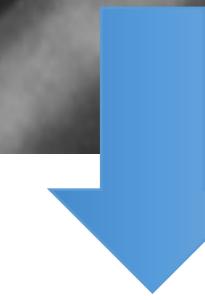
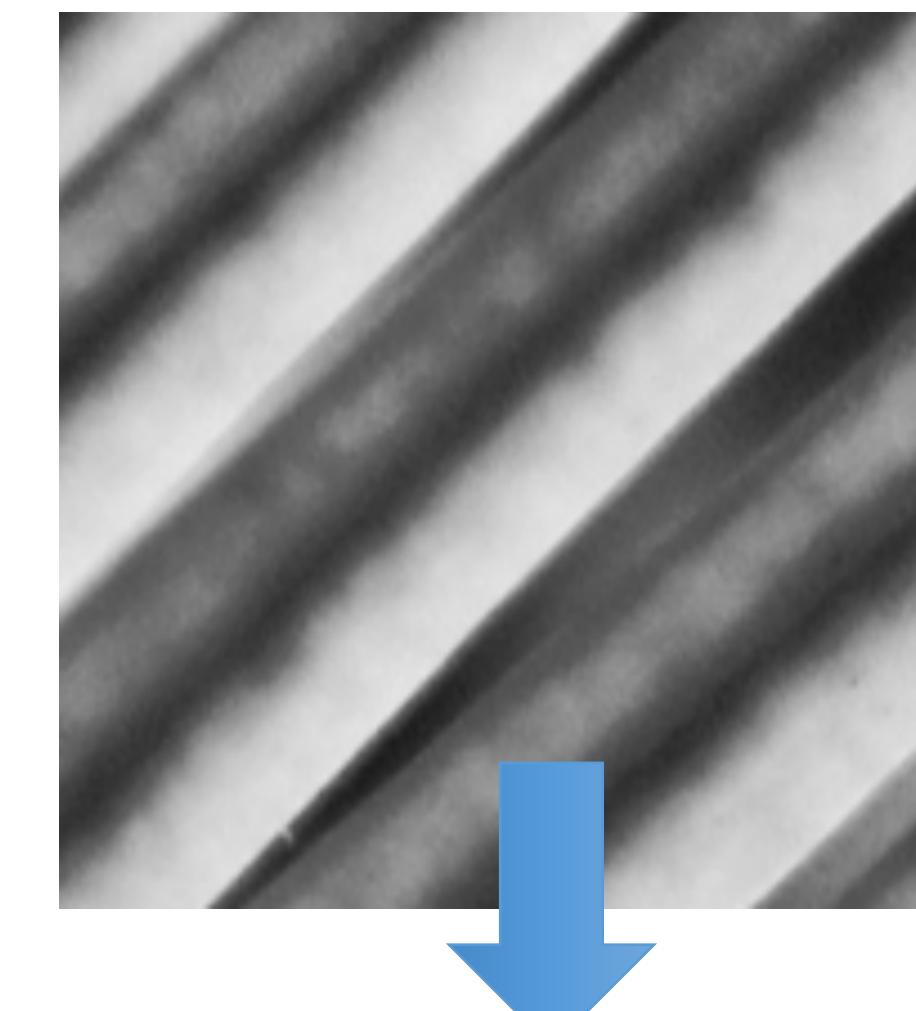
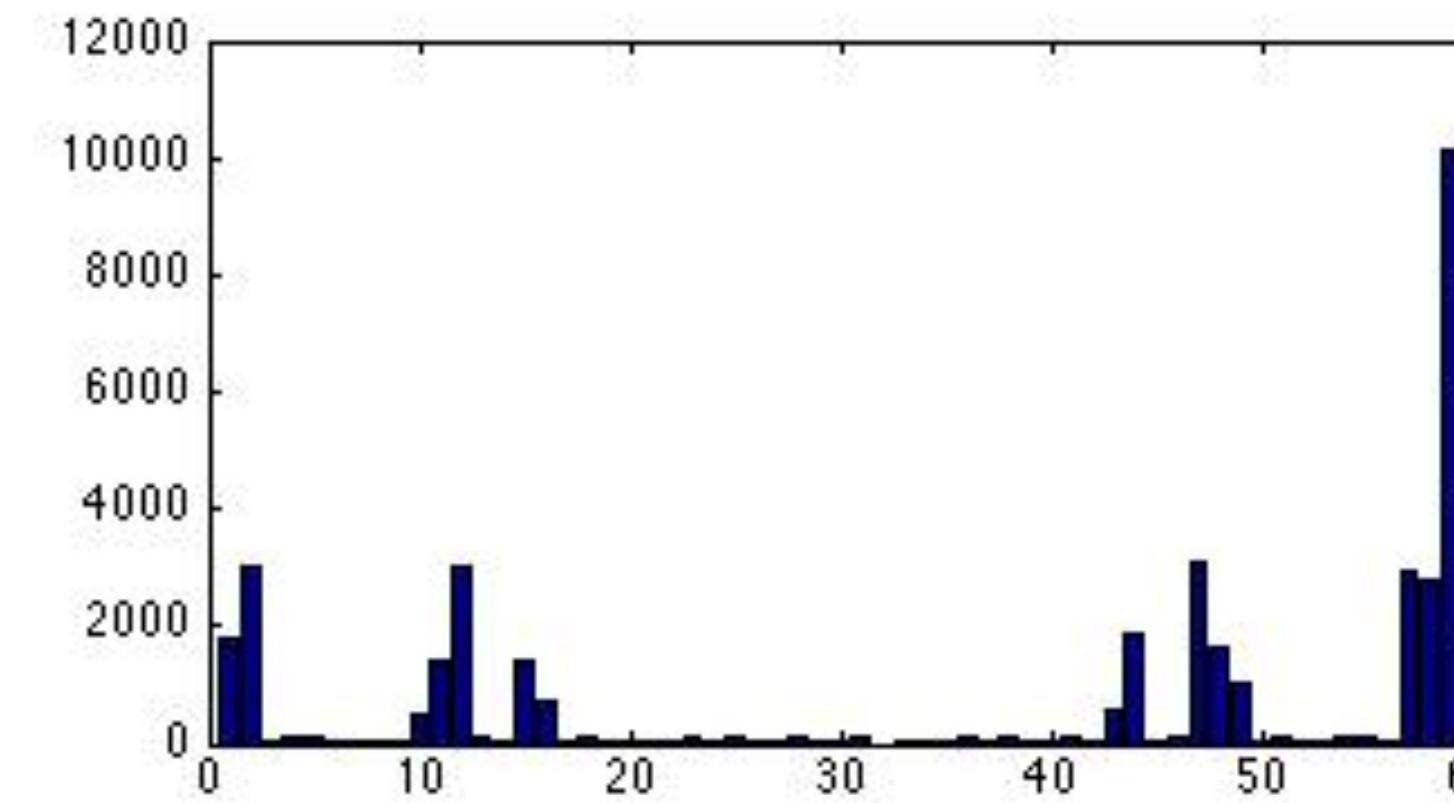
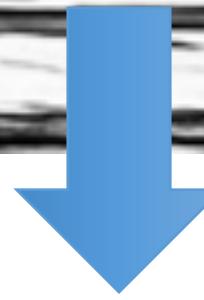
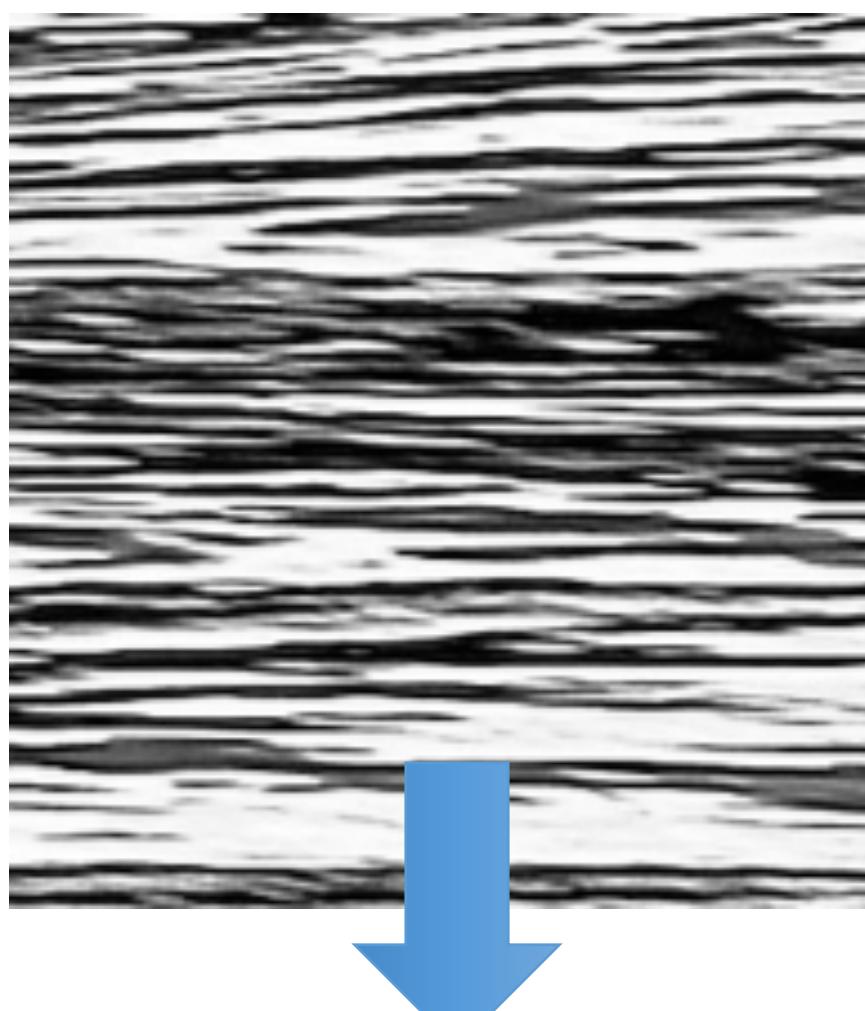
# Local Binary Patterns

Similar textures have similar histograms



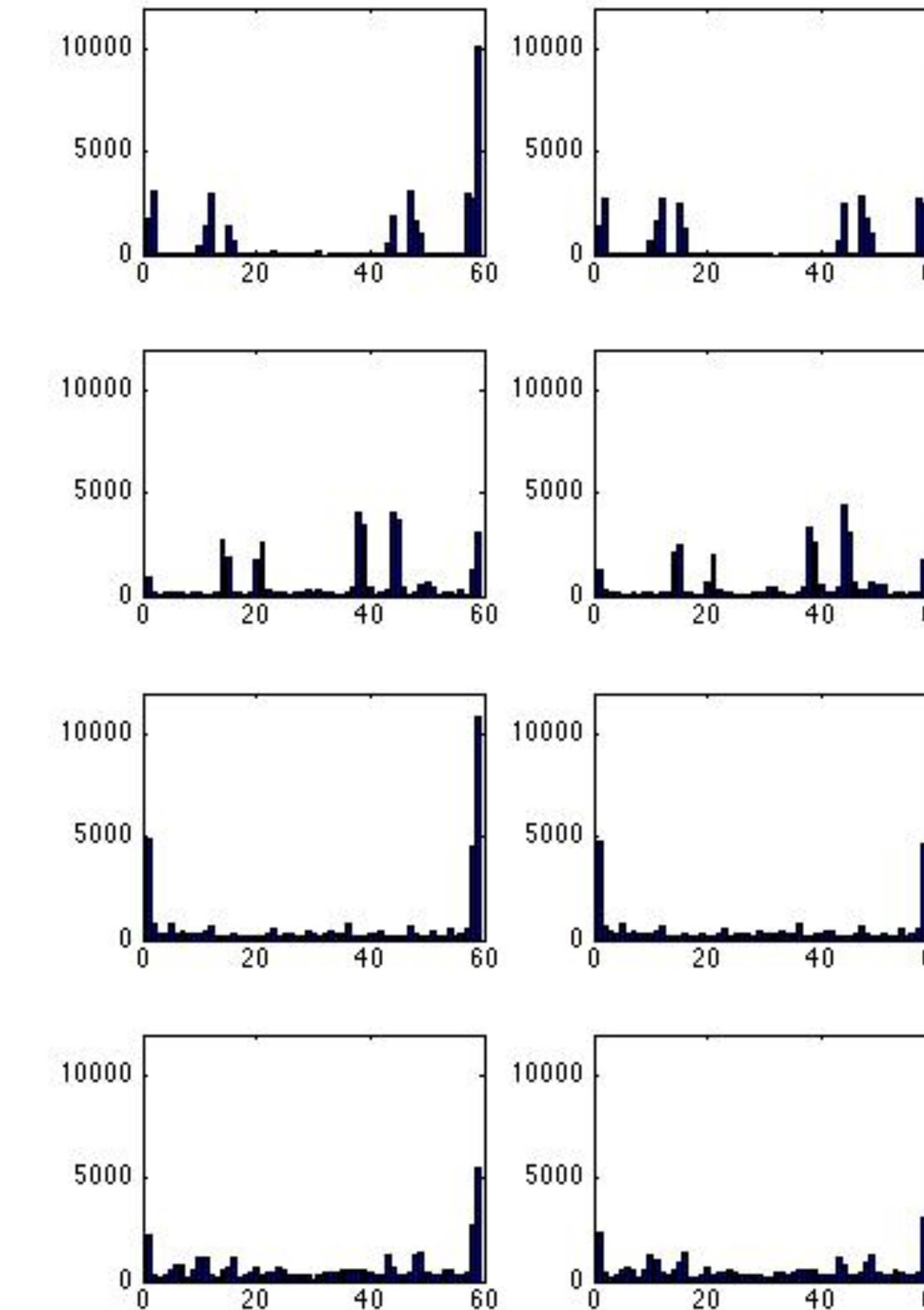
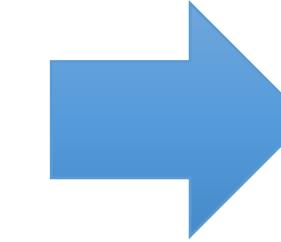
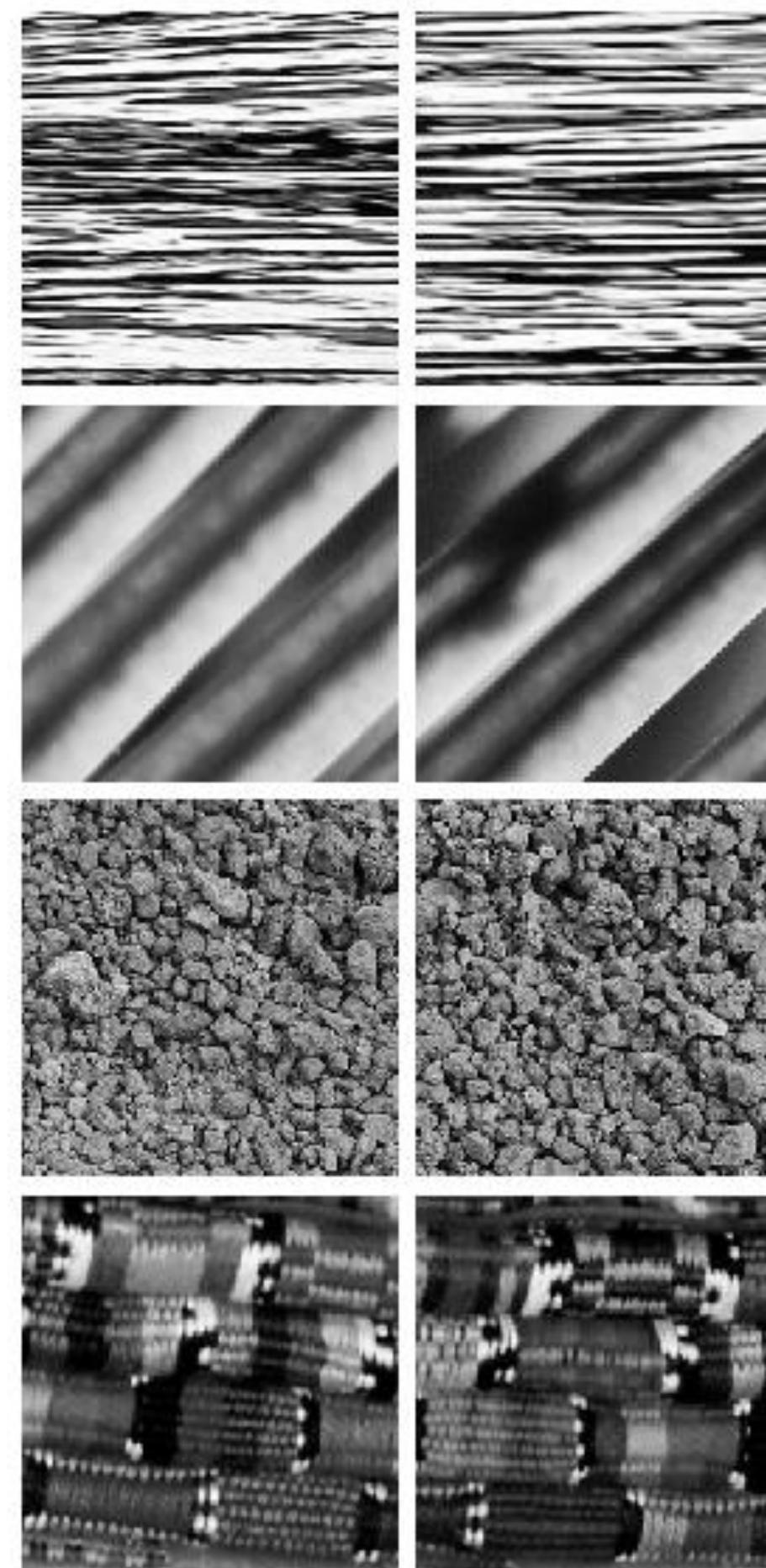
# Local Binary Patterns

Similar textures have similar histograms



# Local Binary Patterns

Similar textures have similar histograms



# LBP for face recognition



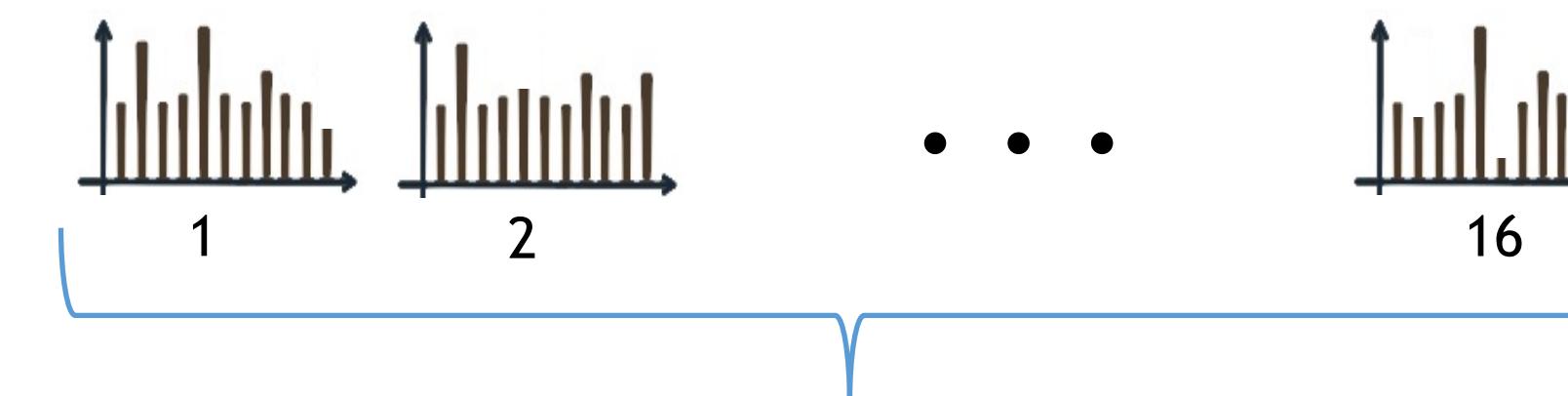
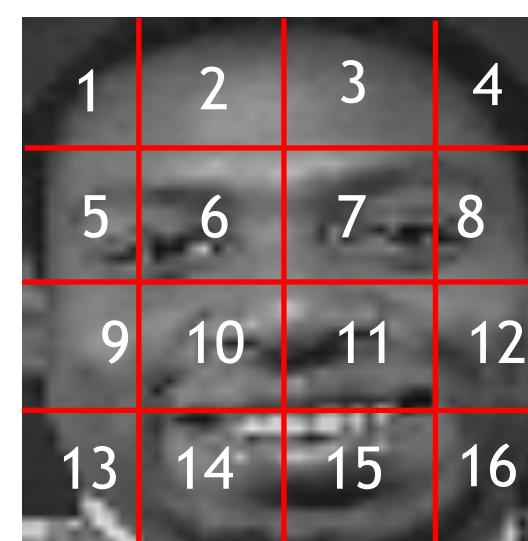
In the training set there are  $k$  classes.

For each class we have  $n$  training images.

In this example there are 40 classes with 9 images in each class.

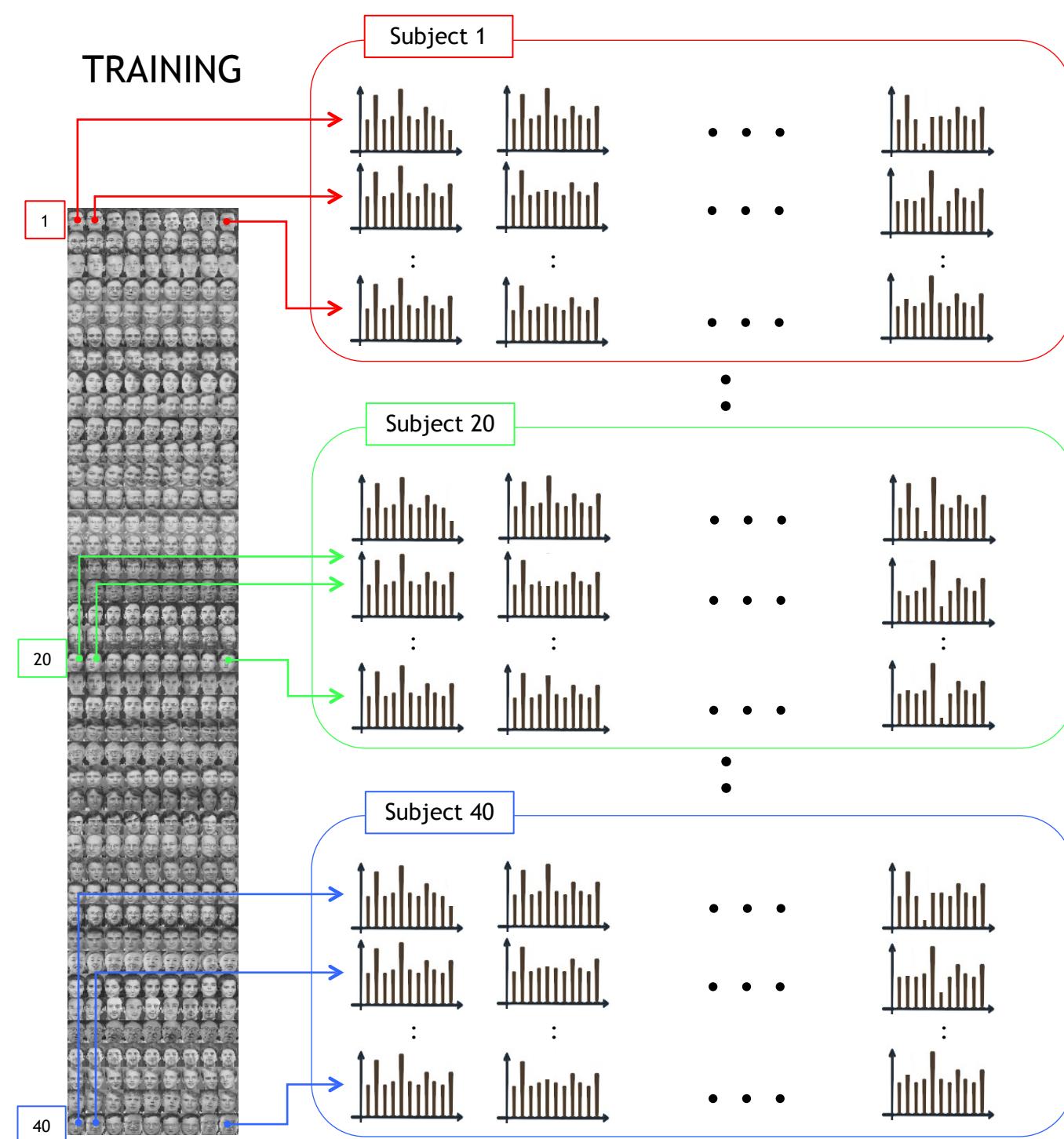
Each image is partitioned into 16 cells.

In each cell we extract LBP features.



A face is described using a feature of  $16 \times 59 = 944$  elements

# LBP for face recognition



Training Data

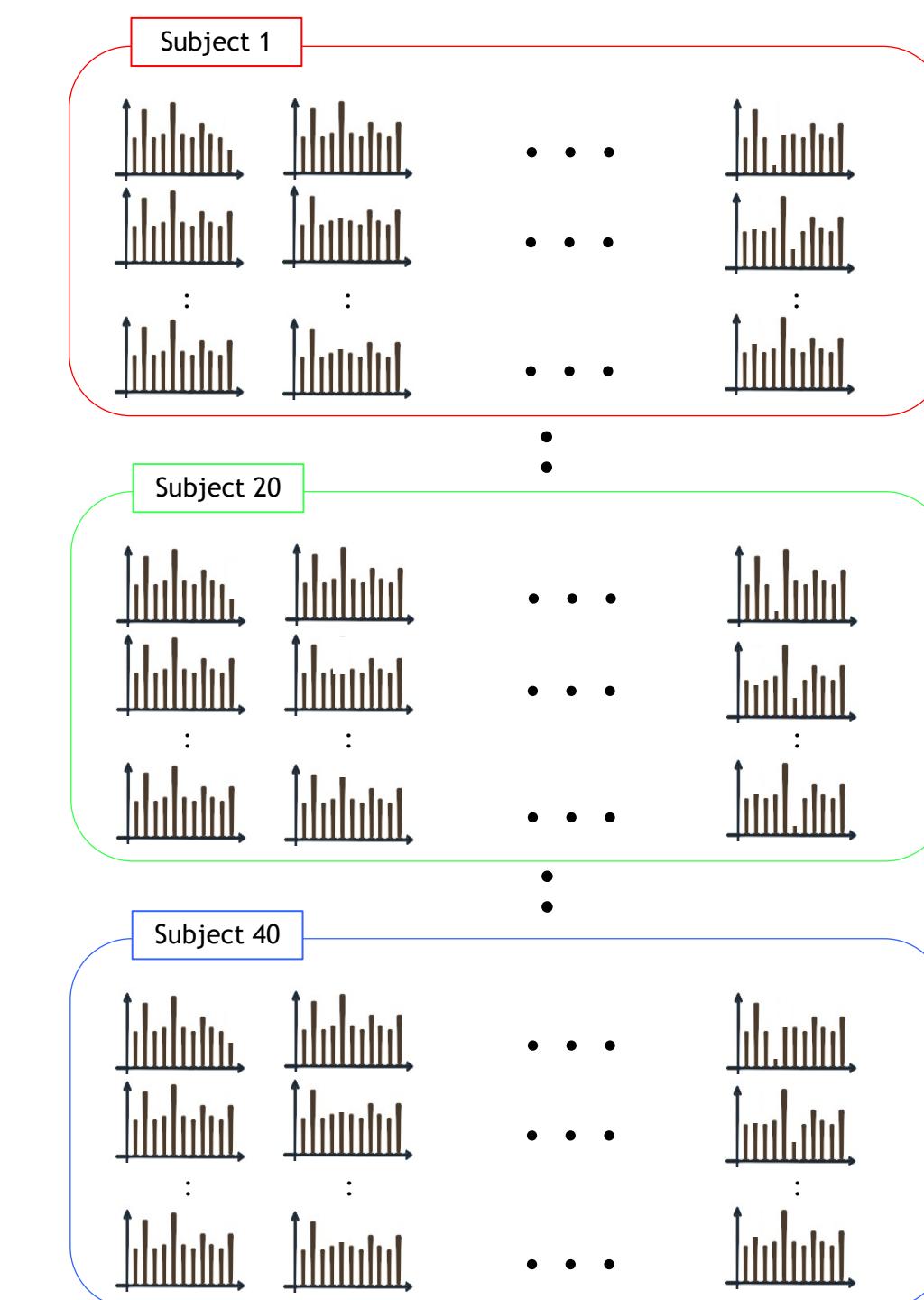
Table with:

$$9 \times 40 = 360 \text{ rows}$$

and

$$16 \times 59 = 944 \text{ columns}$$

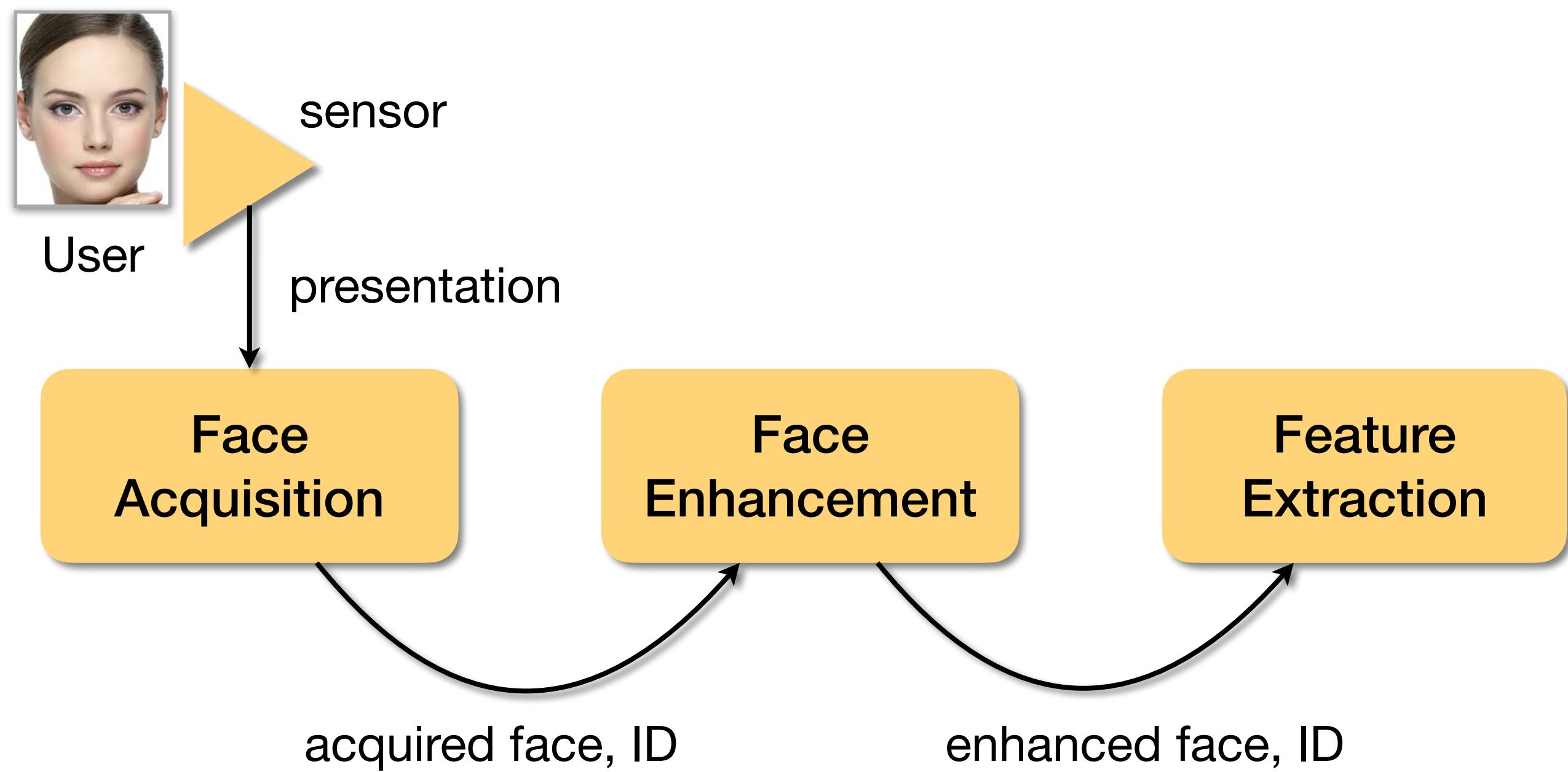
# LBP for face recognition



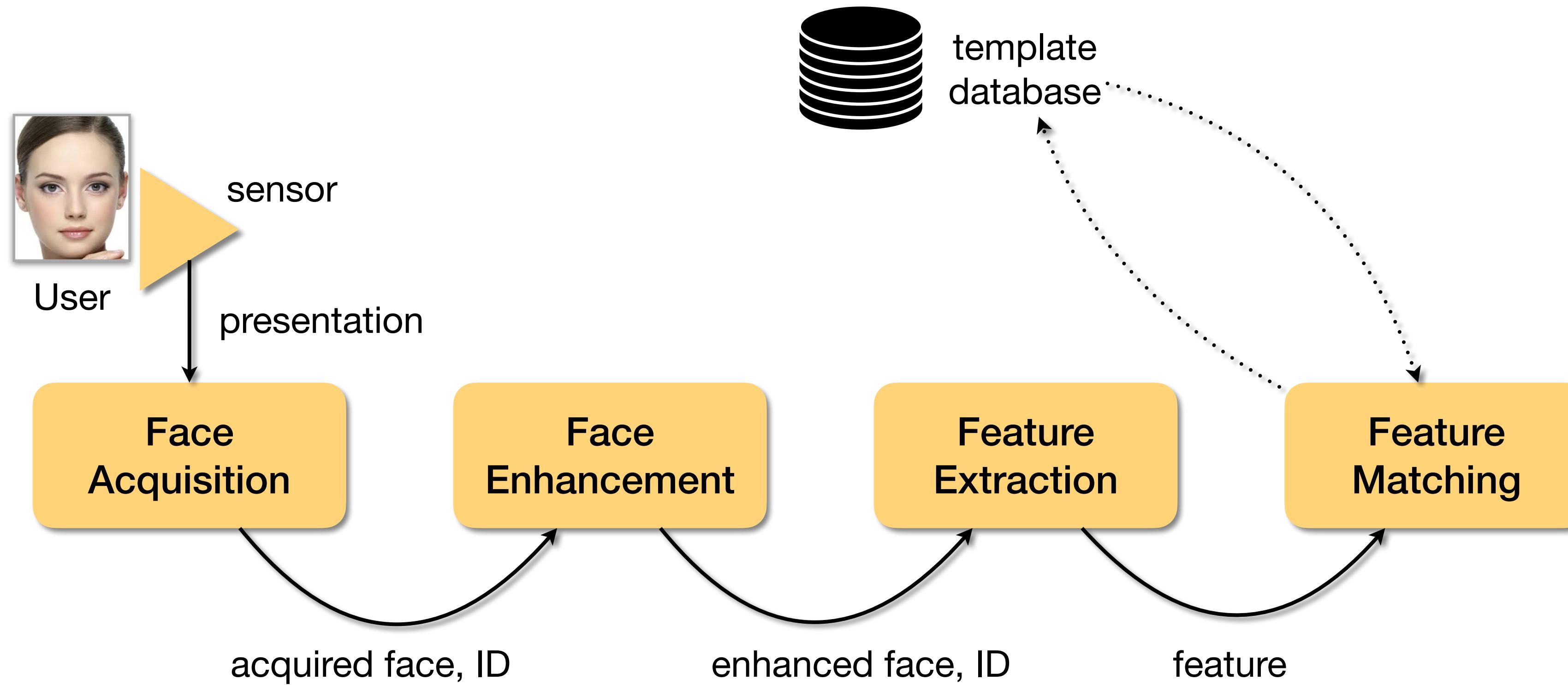
# LBP for face recognition



# Face Recognition



# Face Recognition



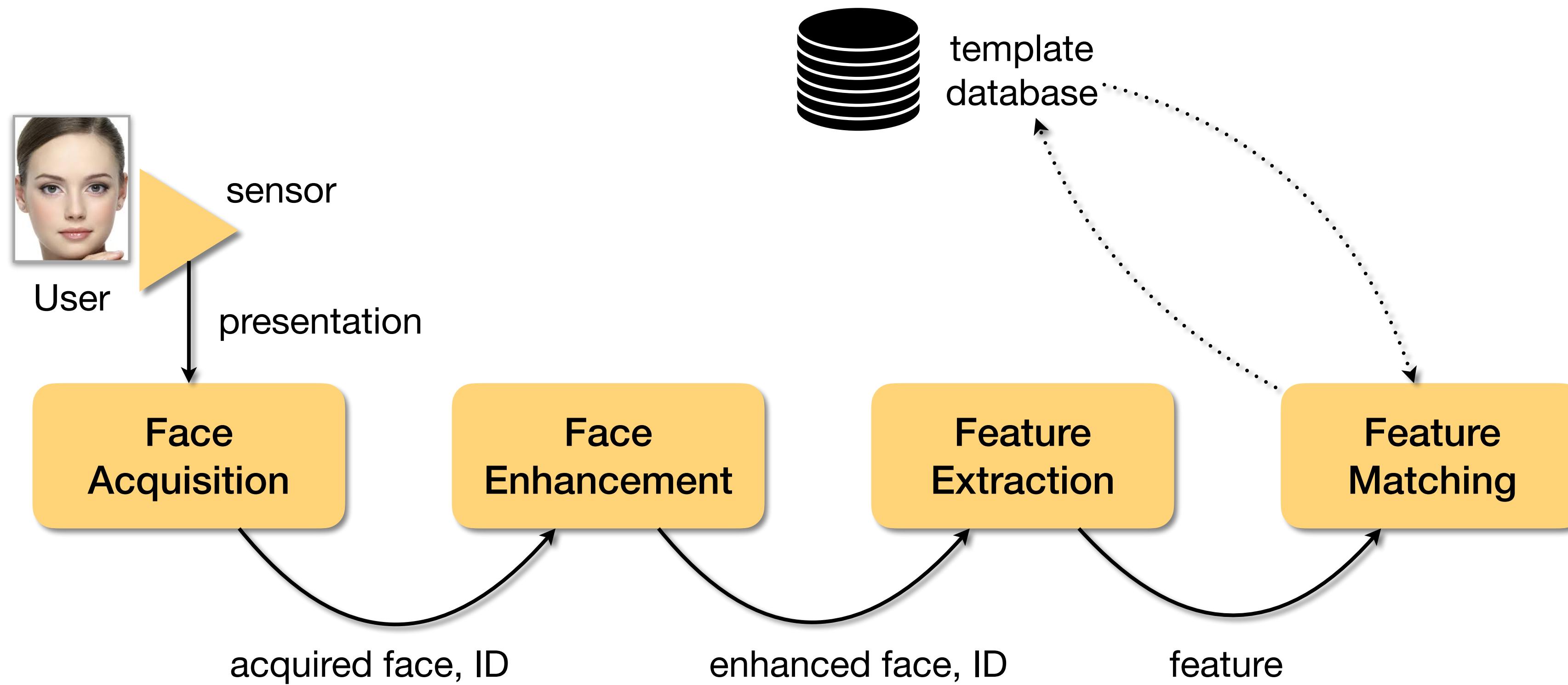
# LBP for face recognition (Feature Matching)



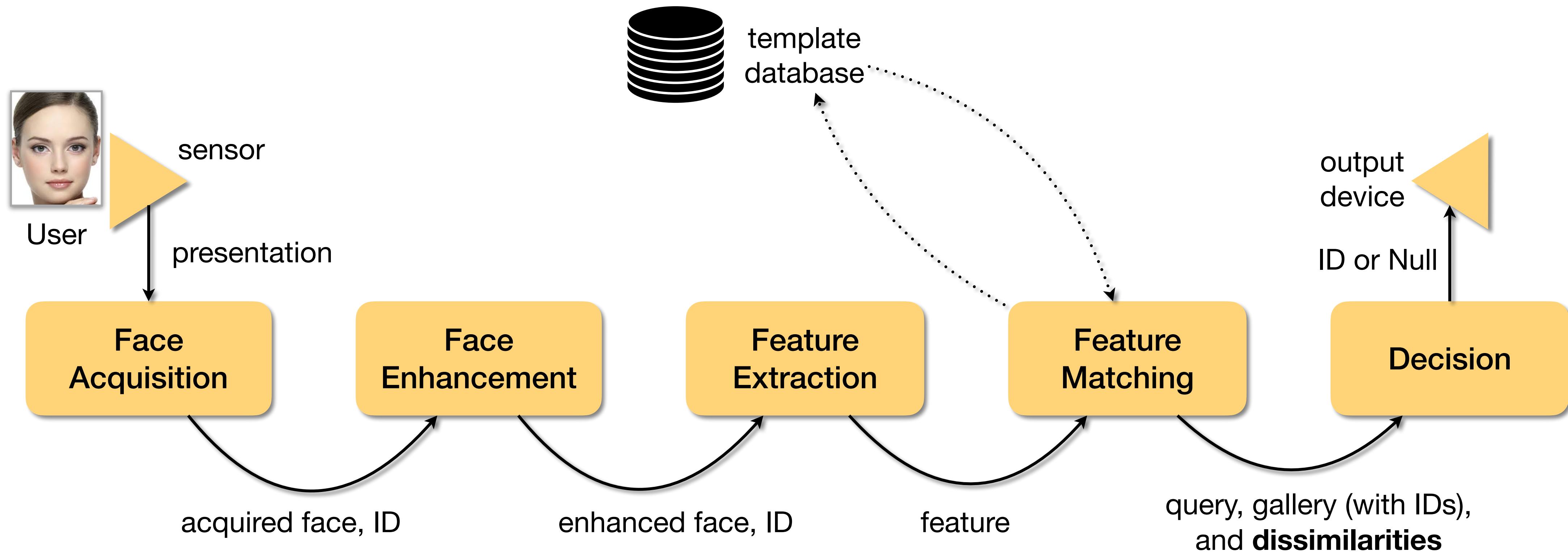
# LBP for face recognition (Feature Matching)



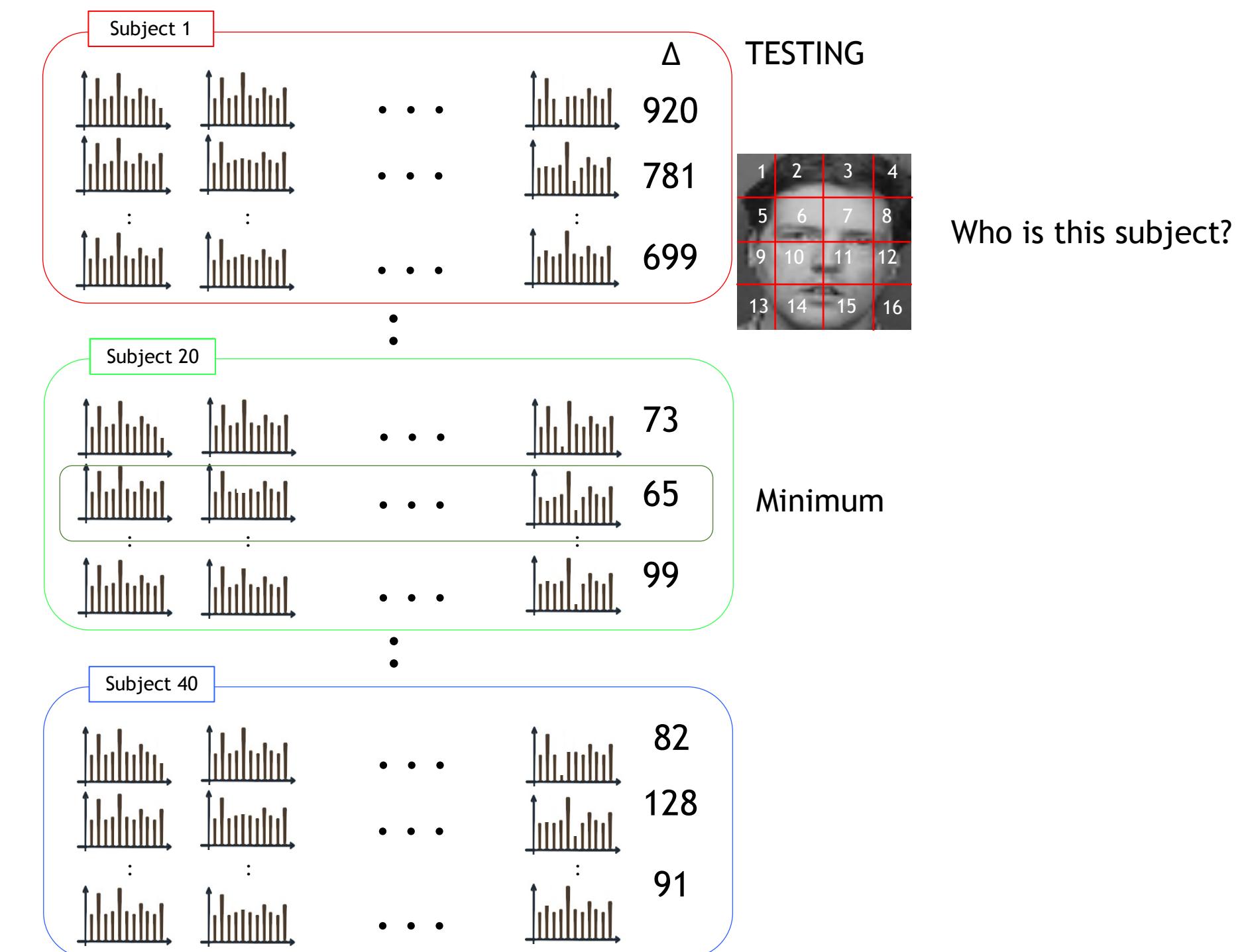
# Face Recognition



# Face Recognition



# LBP for face recognition (Decision)



# Feature Extraction

## Focus

2D-appearance-based methods.



## Types

Handcrafted features from Computer Vision.

Data-driven learned features from Machine Learning.

# Feature Extraction

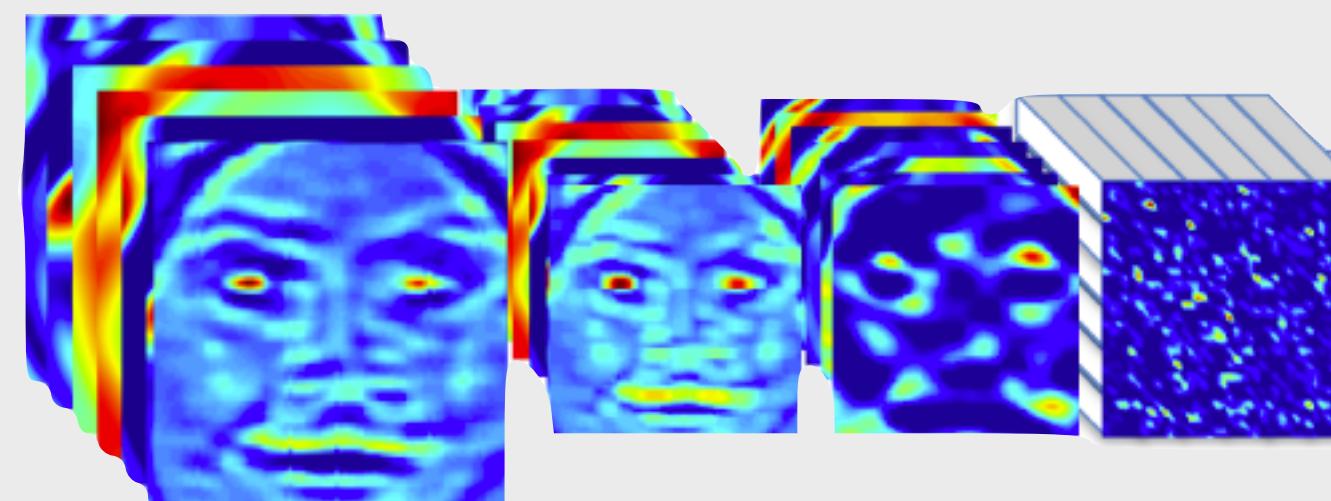
## Focus

2D-appearance-based methods.

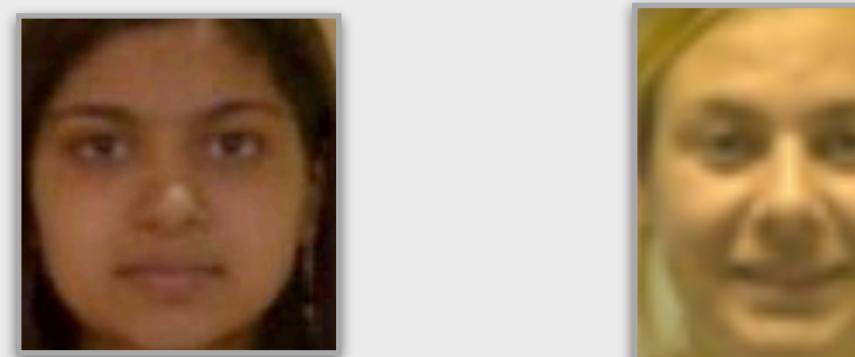


## Types

Handcrafted features from Computer Vision.



**Data-driven learned features from Machine Learning.**



# Feature Extraction

## Deep Convolutional Neural Networks

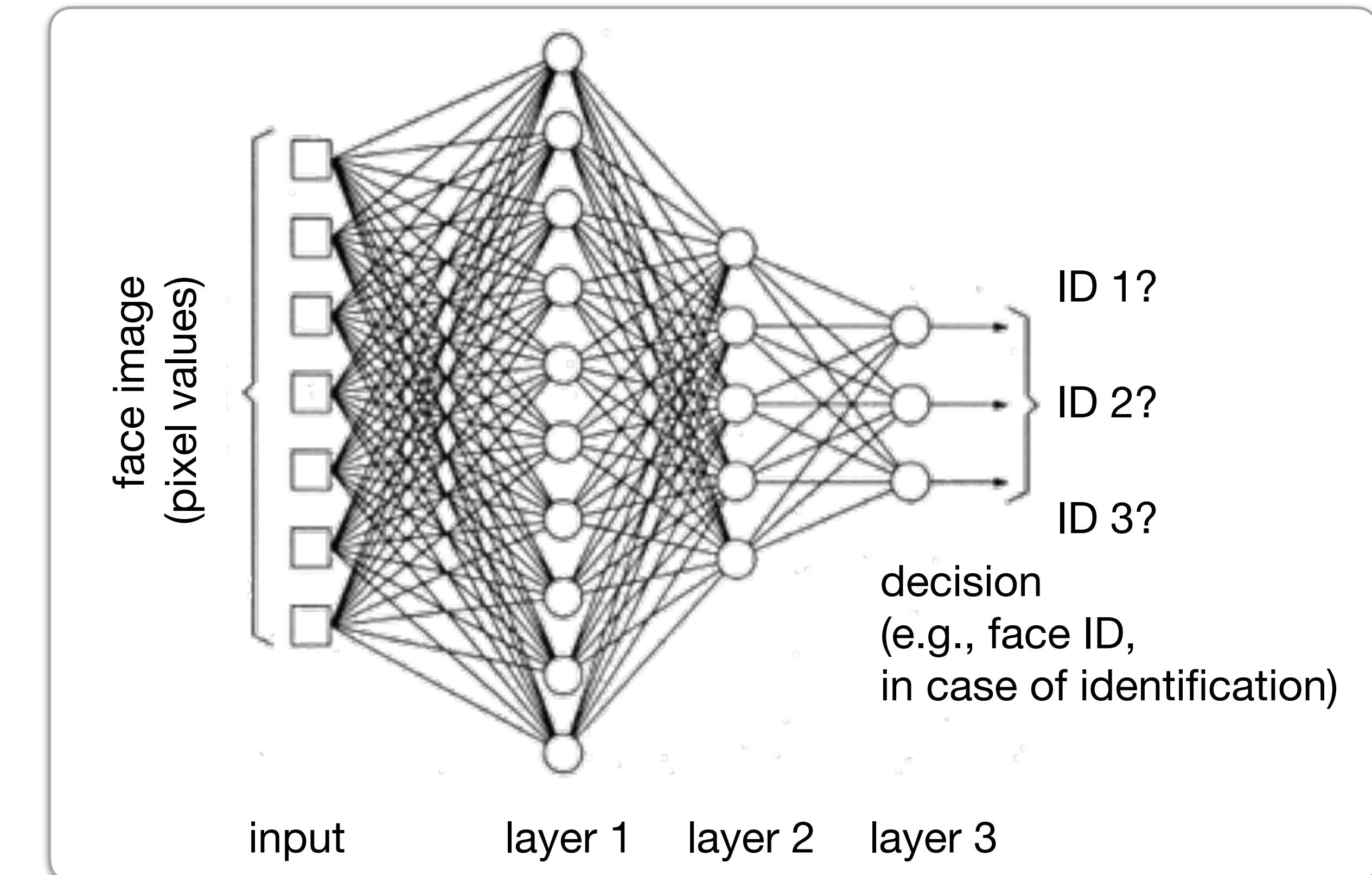
# Feature Extraction

## Deep Convolutional Neural Networks

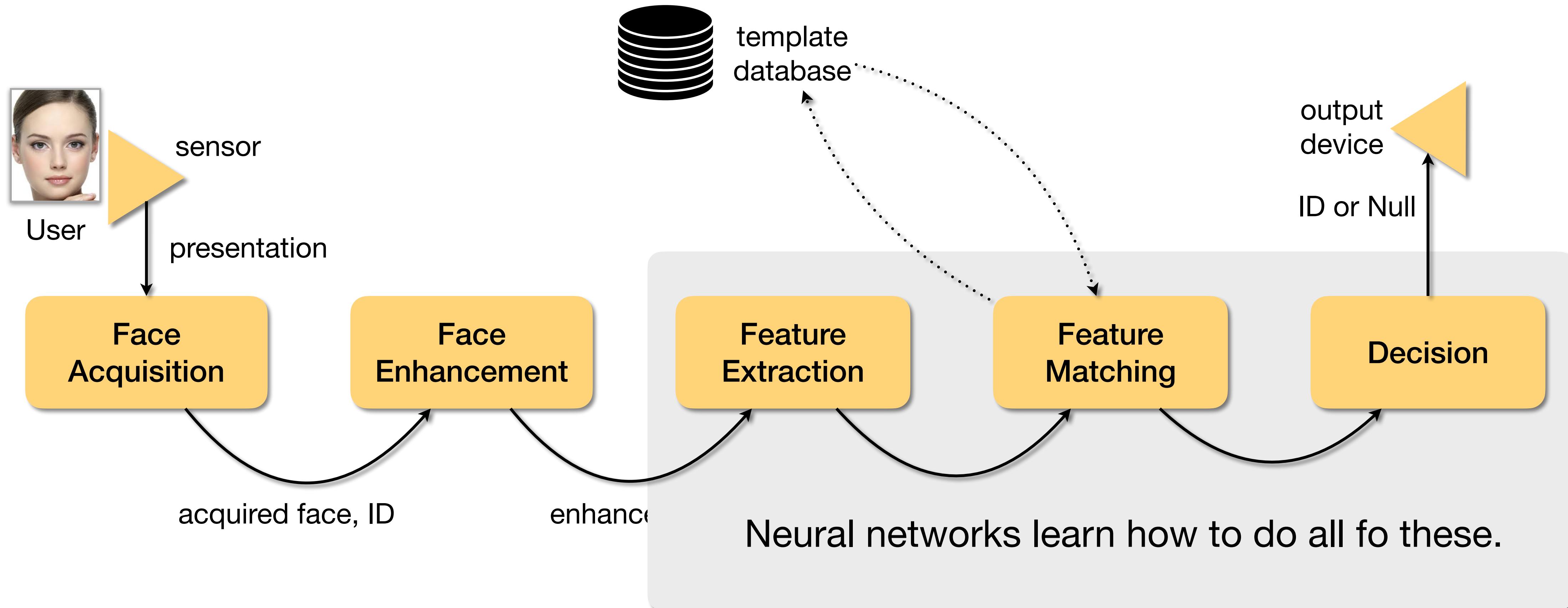
From pixels to classification decision.

Hierarchy of feature extractors.

Each layer extracts features from previous layer.



# Face Recognition



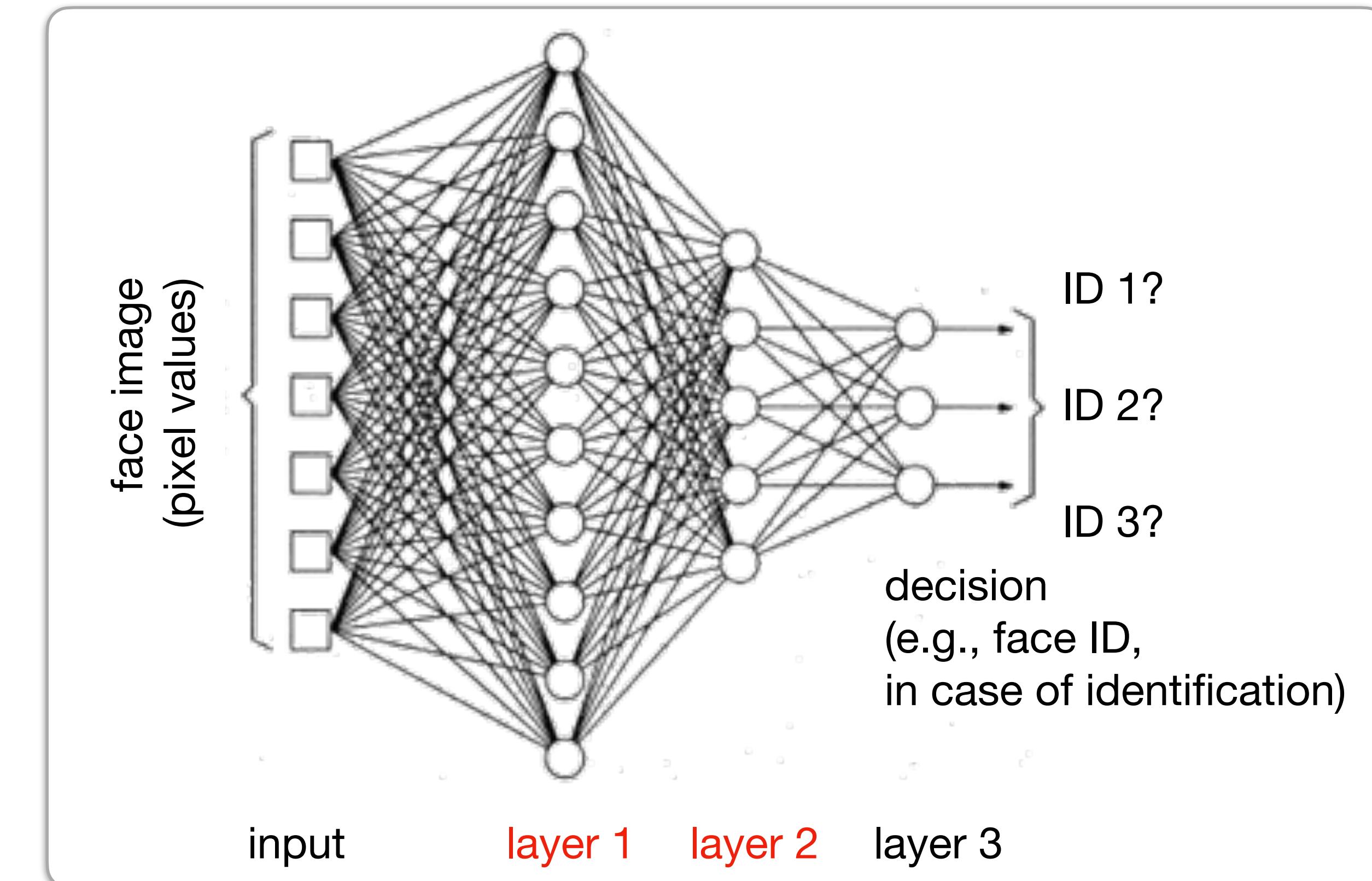
# Data-Driven Face Recognition

## Deep **Convolutional** Neural Networks

### Convolutional Layers

E.g., layers 1 and 2.

Feature extractors are convolutional operations which are performed on the output of the previous layer.



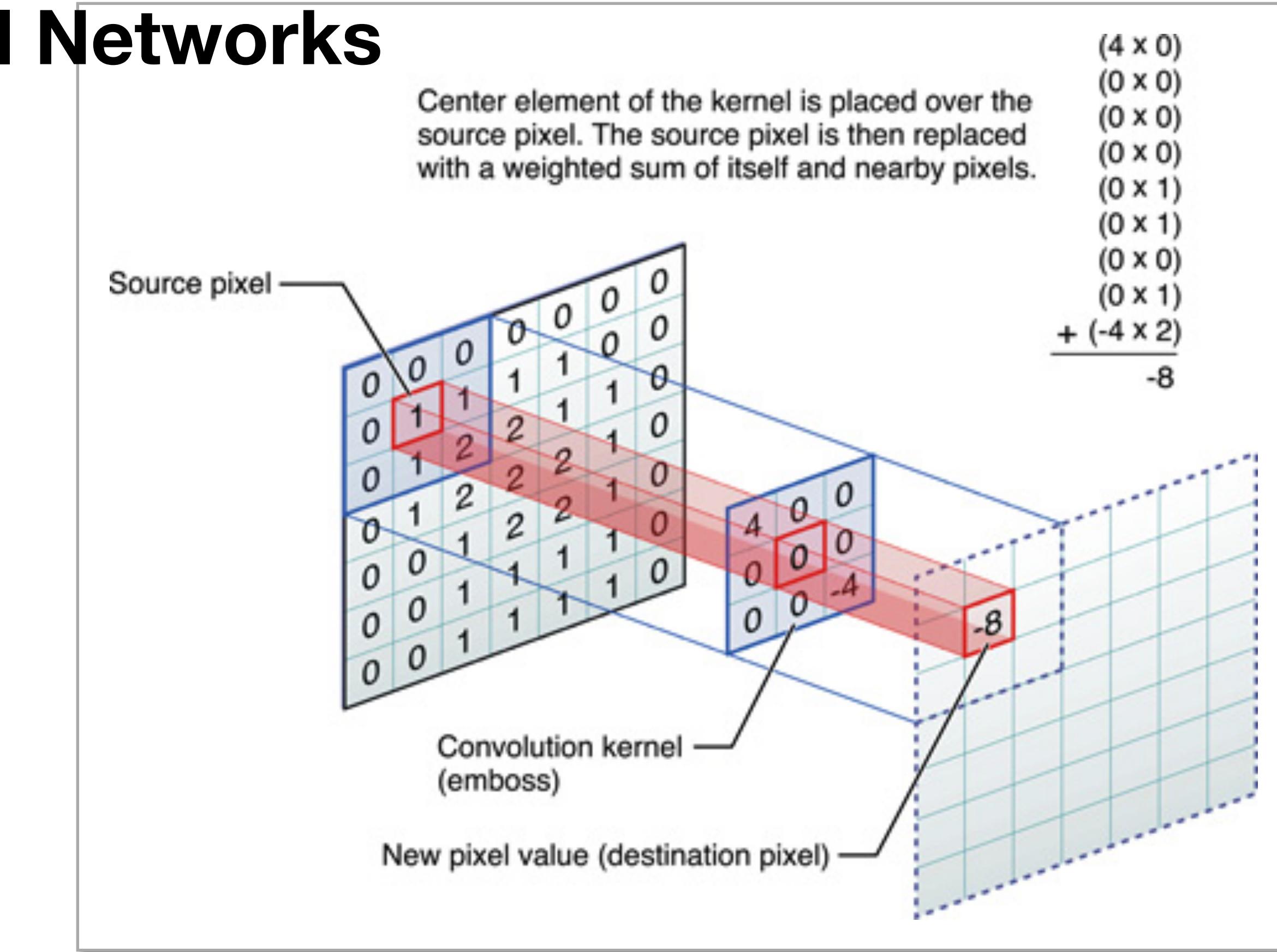
# Data-Driven Face Recognition

## Deep **Convolutional** Neural Networks

### Convolutional Layers

E.g., layers 1 and 2.

Feature extractors are convolutional operations which are performed on the output of the previous layer.



Source:<https://developer.apple.com/library/library/archive/documentation/Performance/Conceptual/vImage/ConvolutionOperations/ConvolutionOperations.html>

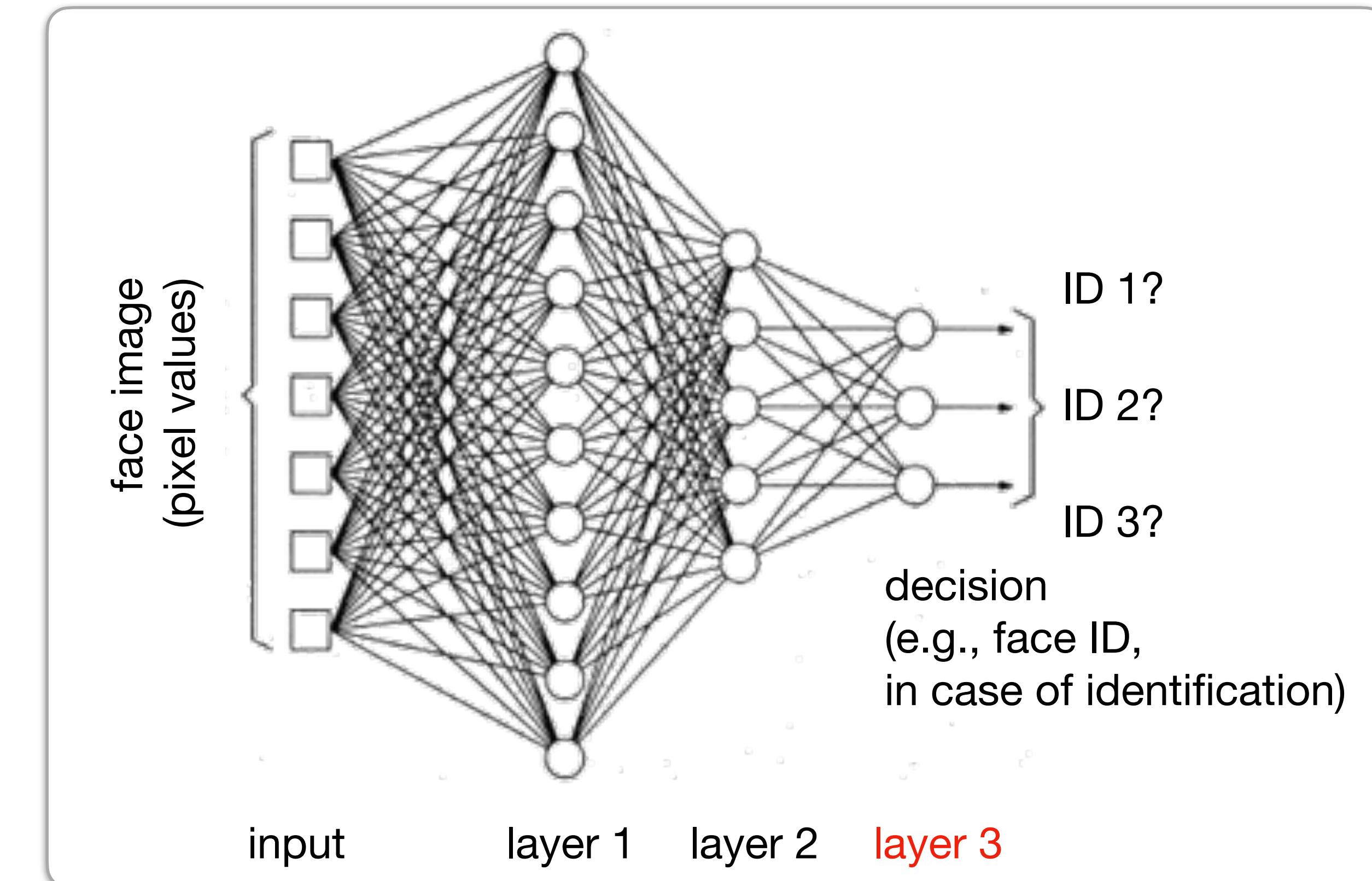
# Data-Driven Face Recognition

## Deep **Convolutional** Neural Networks

### Fully Connected Layer

E.g., layer 3.

It performs the classification, presenting one score output for each class (identity, in the case of Biometrics).



# Data-Driven Face Recognition

## Deep Convolutional Neural Networks

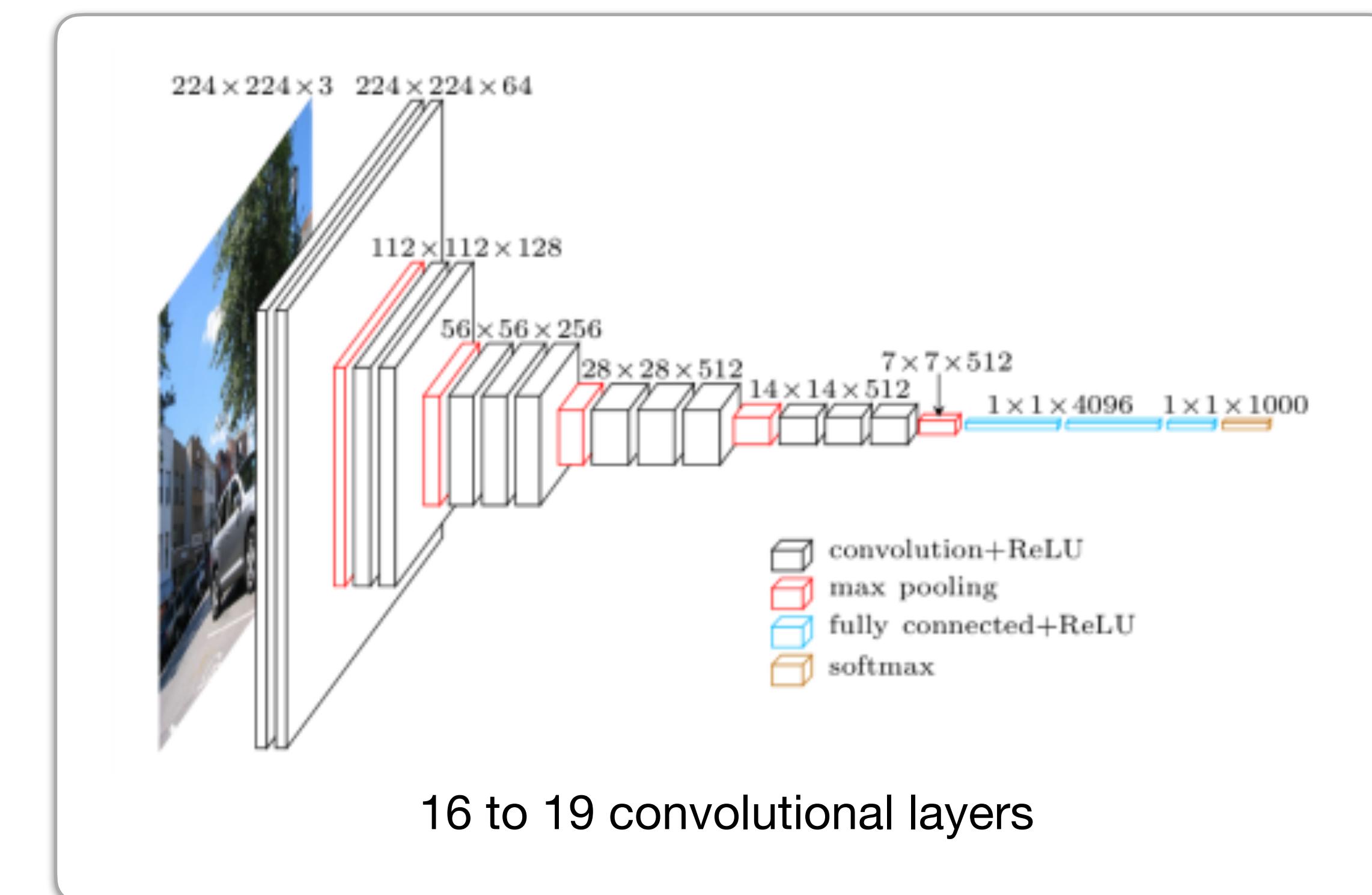
**How deep can they be?**

“Deep” refers to the number of layers.

E.g., VGG16

Simonyan and Zisserman

*Very Deep Convolutional Networks  
for Large-Scale Image Recognition*

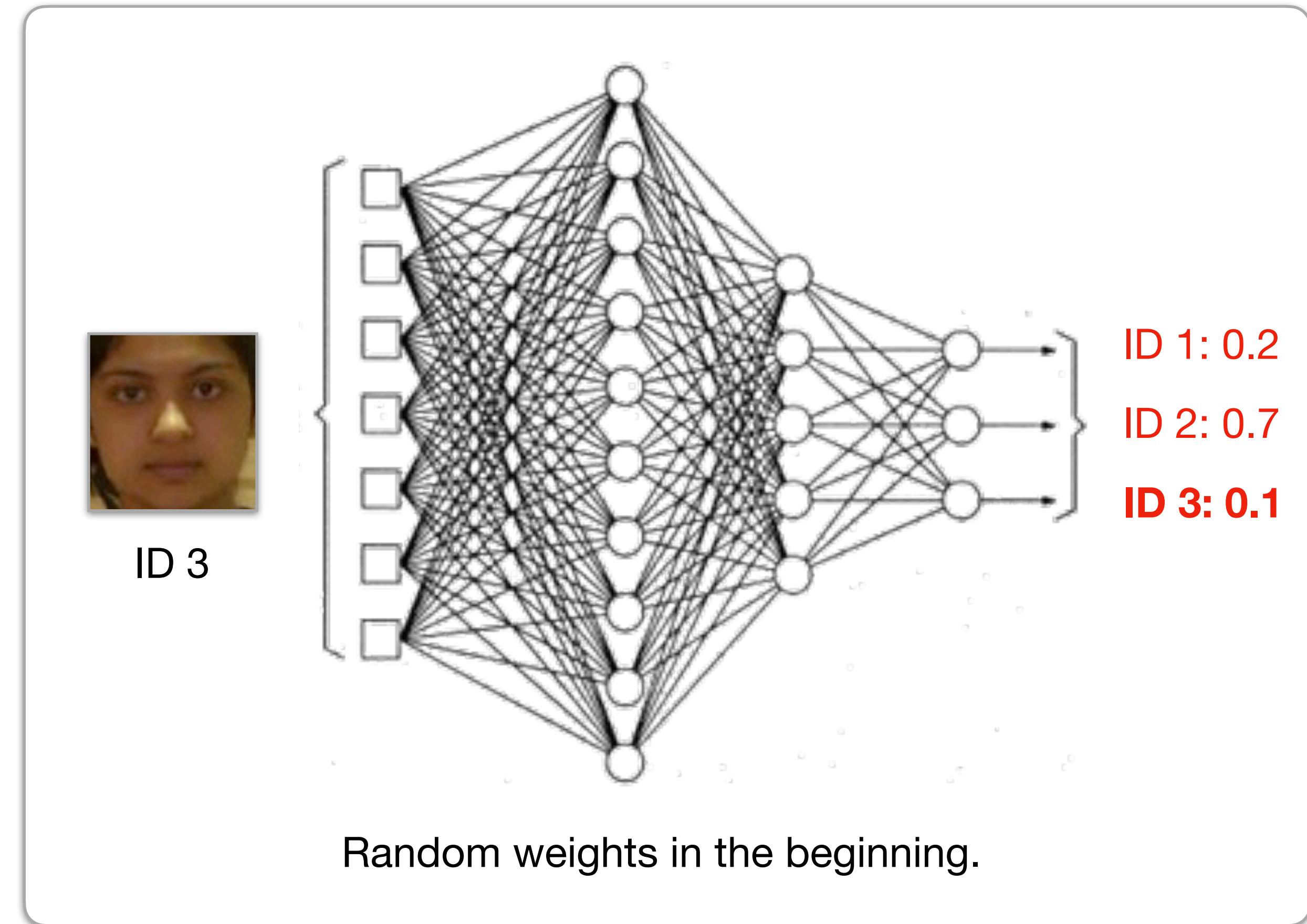


# Data-Driven Face Recognition

## Deep Learning

### Training

Labeled examples  
(e.g., faces and expected IDs)  
are used to teach the network  
to classify them correctly.

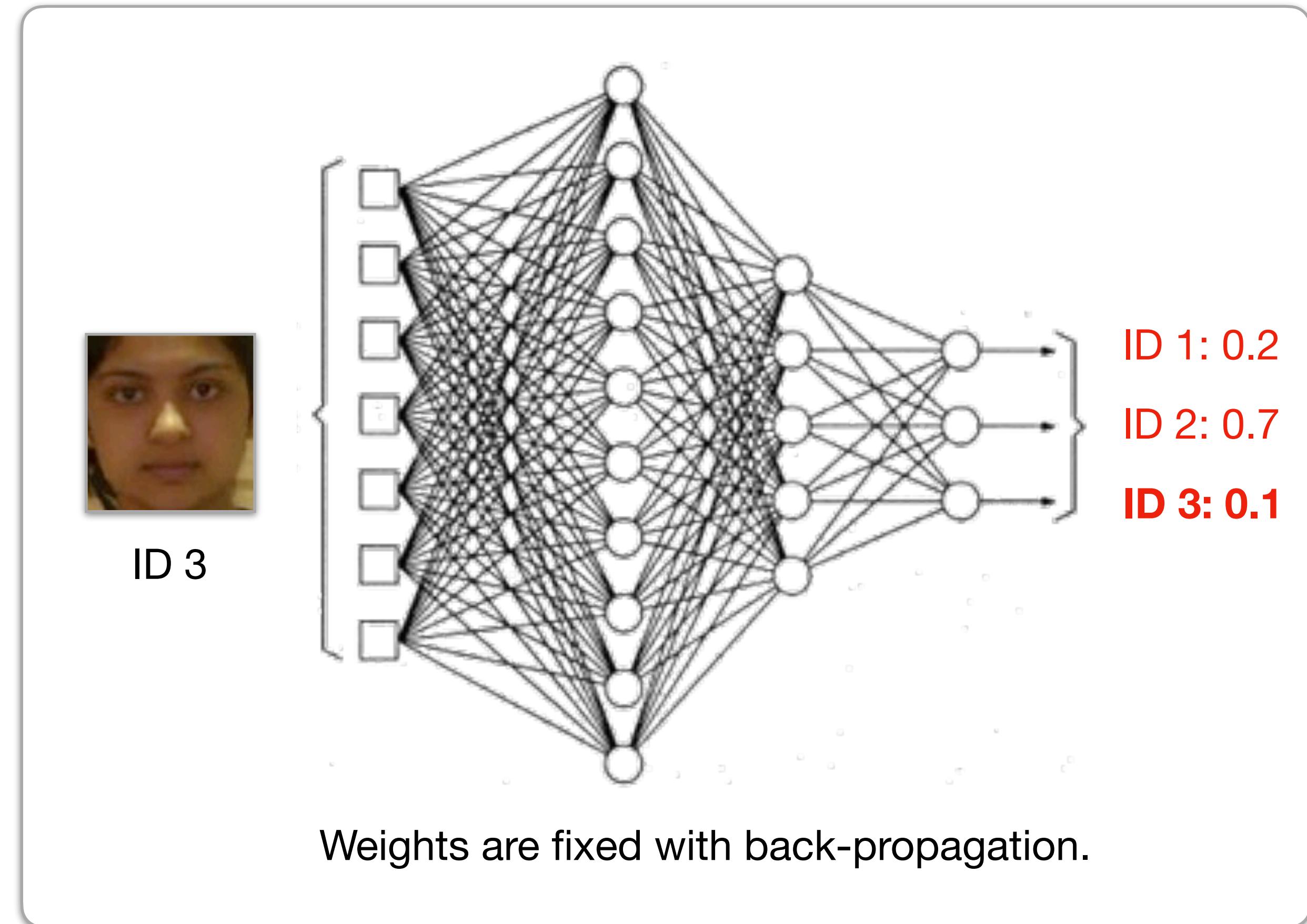


# Data-Driven Face Recognition

## Deep Learning

### Training

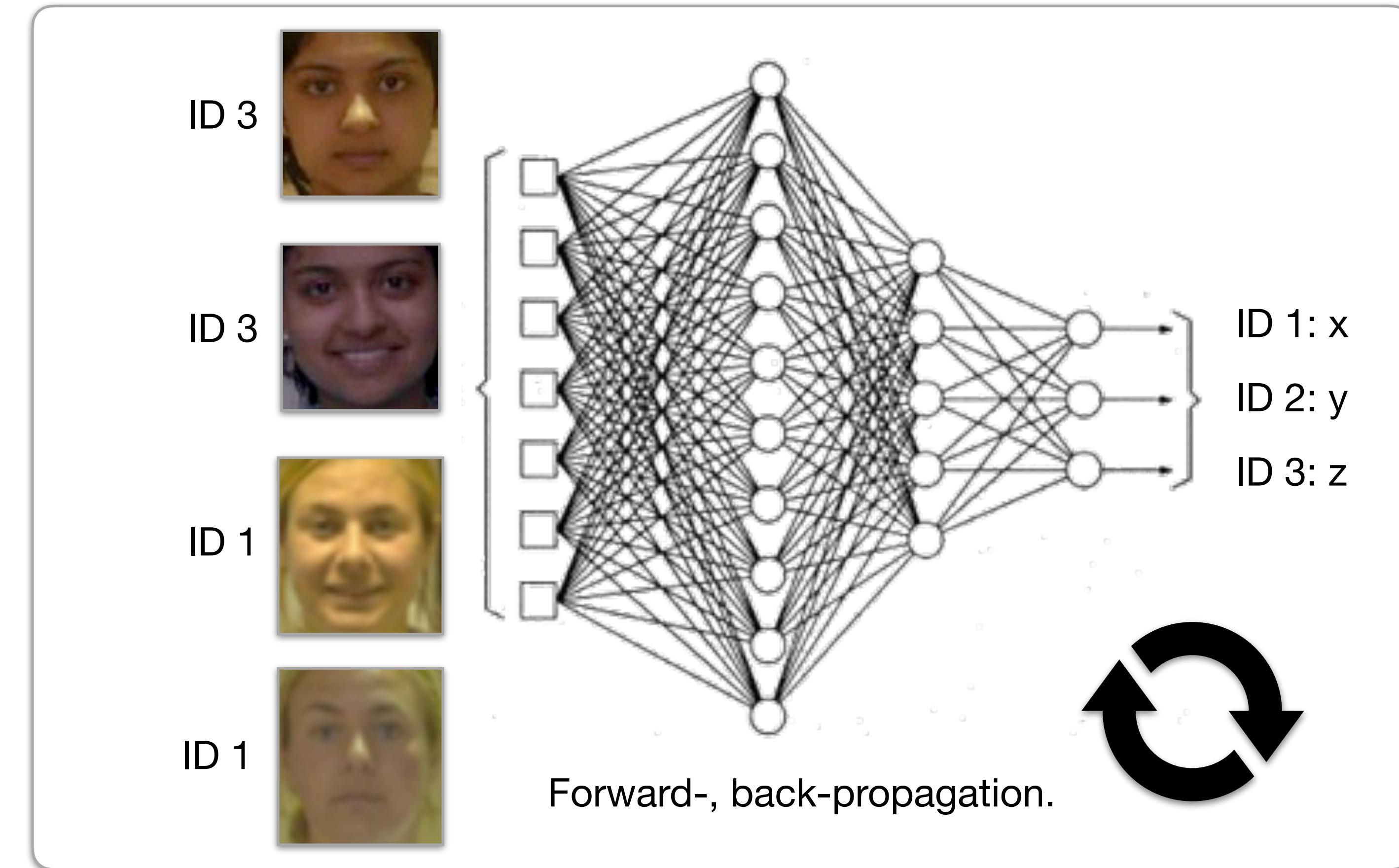
Back-propagation is used to fix the weights of the convolutions within the network.



# Data-Driven Face Recognition

## Deep Learning

Present various examples of each class and perform forward-, back-propagation.



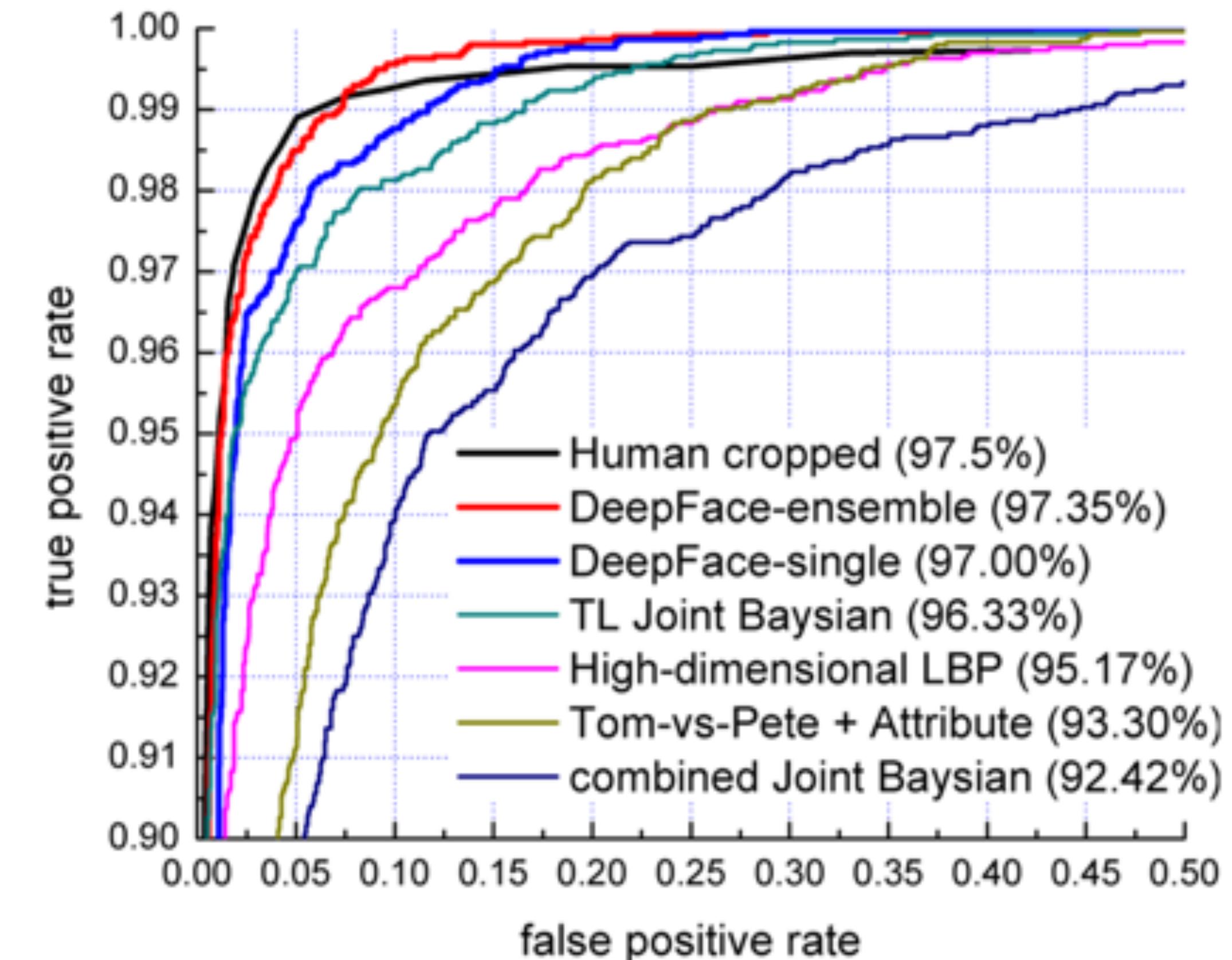
# Data-Driven Face Recognition

How good can it be?

E.g., DeepFace (Facebook)

Taigman et al.

*DeepFace: Closing the Gap  
to Human-Level Performance  
in Face Verification*  
CVPR, 2014



# Data-Driven Face Recognition

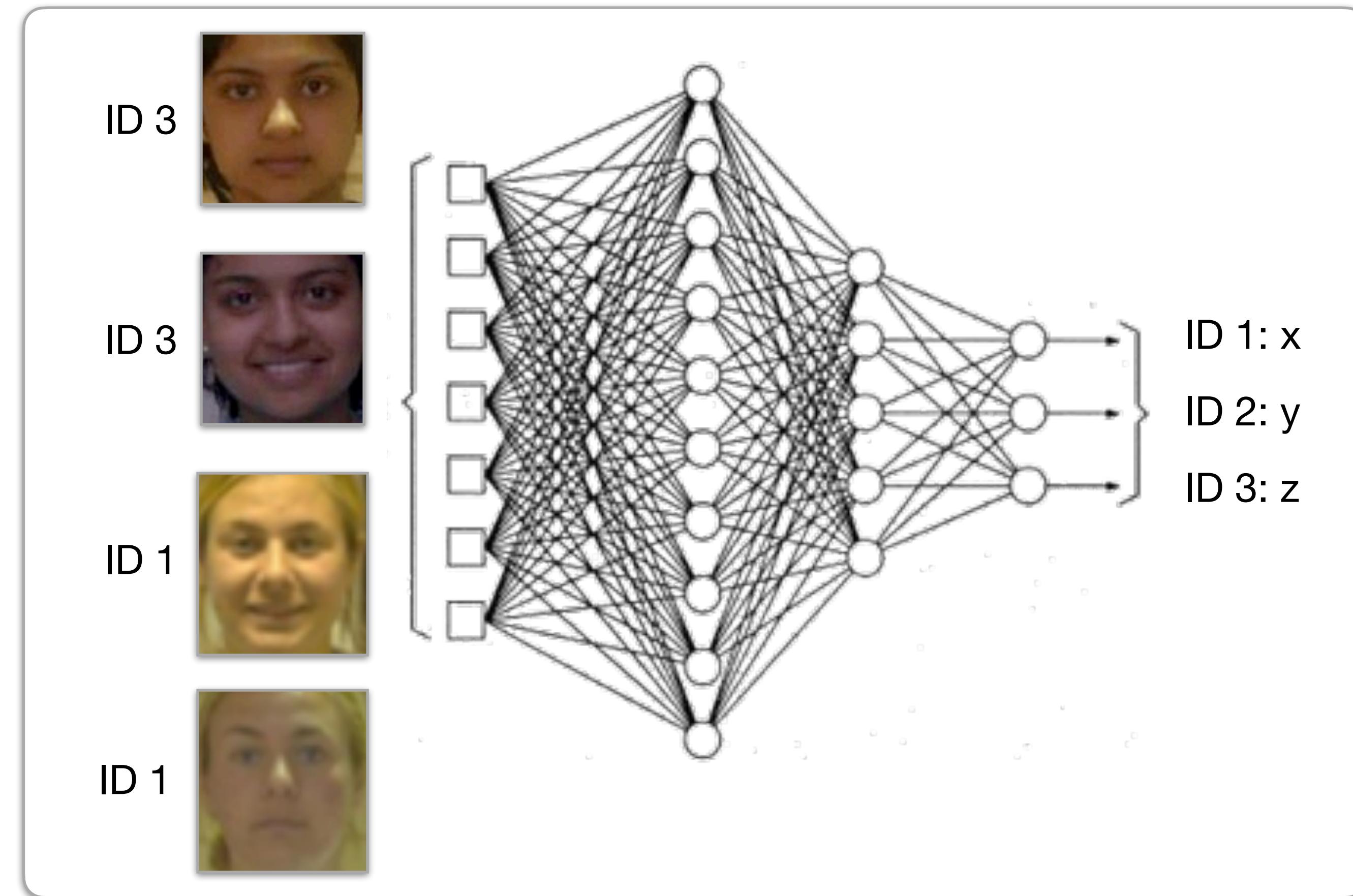
## Deep Learning

**What are the cons here?**

How to enroll a new person?

Fixed number of classes  
(i.e., persons).

Need for large training dataset (thousands of sample per class).



# S'up Next?

## Improving Deep Learning

### ArcFace

*Additive Angular Margin Loss for Deep Face Recognition*

Deng et al., CVPR 2019.

<https://bit.ly/3qsQmch>

