

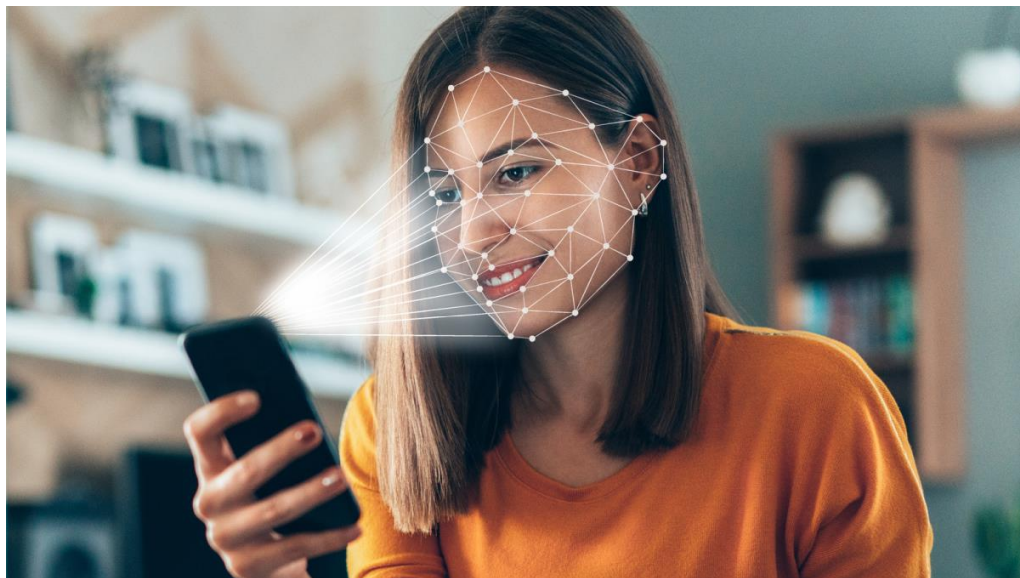
# Human face recognition

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Supervisor: PD Dr. Karl Rohr, Dr. Leonid Kostrykin

# What is human face recognition



# A multitude of applications

→ Face recognition used for:

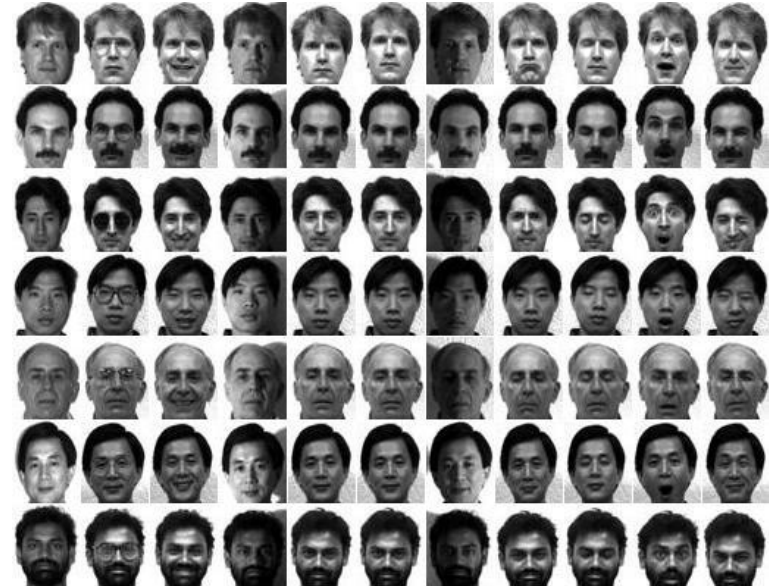
- security systems
- authentication for banking, mobile phone
- law enforcement

[1+2]



# Project aim

→ Creating a program in python in order to identify each person



## The data set

- Yale Face Database of human faces
- 165 images from 15 subjects - 11 images per subject
- GIF files
- grayscale images normalized by size (320x243 pixels)



# The data set

→ challenge: finding the best pattern, while...



## The data set

emotion: sad



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# z-transformation

## DEFINITION

- before: picture  $\rightarrow$  vector
- transforms discrete functions
- centering and scaling data

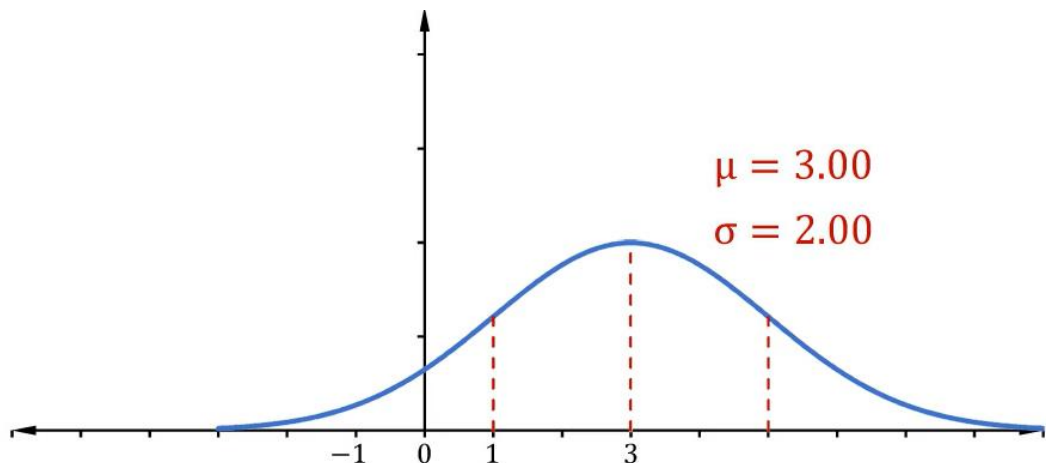
$$Z = \frac{X - \mu(X)}{\sigma(X)}$$

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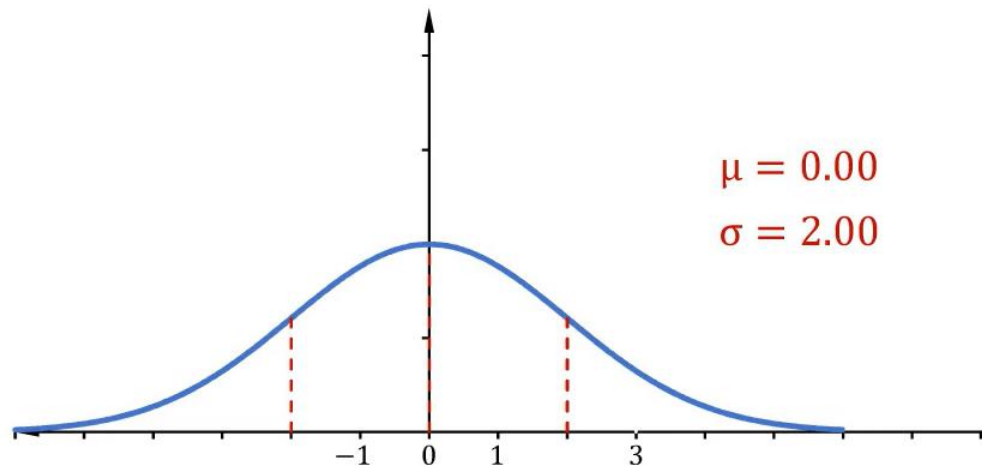


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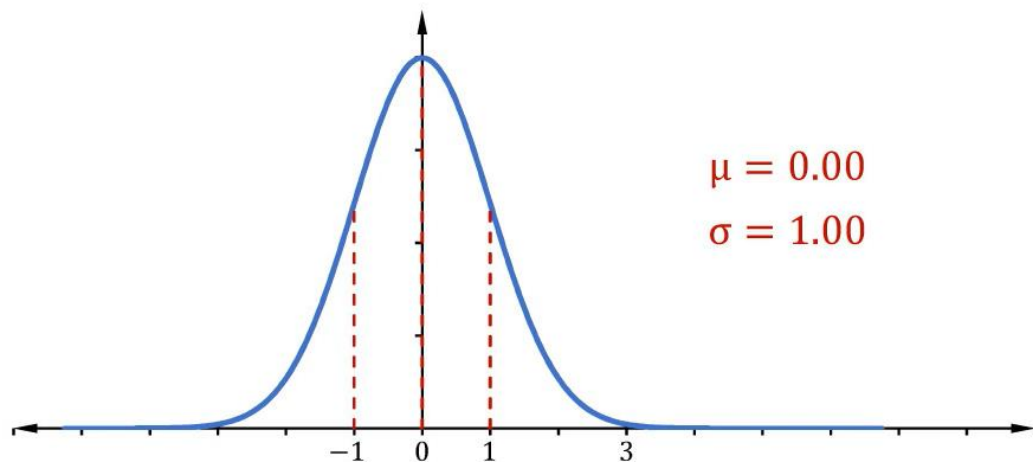


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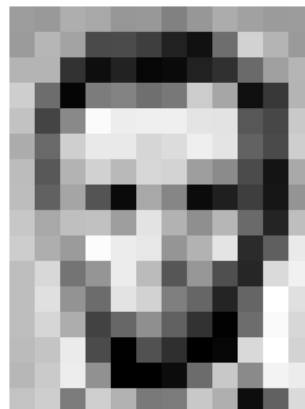
# z-transformation

## USE FOR US

- investigation of system properties
- basis for PCA



standardization of pixel values



157	153	174	168	150	152	129	151	172	161	155	156
155	182	163	74	75	62	93	17	110	210	180	154
180	180	50	14	34	6	10	33	48	106	159	181
206	109	5	124	131	111	120	204	166	15	56	180
194	68	137	251	237	239	239	228	227	87	71	201
172	105	207	233	233	214	220	239	228	98	74	206
188	88	179	209	185	215	211	158	139	75	20	169
189	97	165	84	10	168	134	11	31	62	22	148
199	168	191	193	158	227	178	143	182	105	36	190
205	174	155	252	236	231	149	178	228	43	95	234
190	216	116	149	236	187	85	150	79	38	218	241
190	224	147	108	227	210	127	102	36	101	255	224
190	214	173	66	103	143	95	50	2	109	249	215
187	196	235	75	1	81	47	0	6	217	255	211
183	202	237	145	0	0	12	108	200	138	243	236
195	206	123	207	177	121	123	200	175	13	96	218

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# PCA

## MAIN GOAL: REDUCING DIMENSIONS TO MOST INFORMATIVE

- elimination of redundant covariance
- numbers of dimension: number of intensity values per picture

## MEANING FOR PROJECT

- identifying most variable feature and removing it  
reducing dimension → program is faster



# k-NN (k-nearest neighbors algorithm)

## WHAT IS k-NN ALGORITHM?

- Classifies unknown data points by finding the most common class among  $k$  closest examples
- simple and effective for classification tasks
- $k$  is a number of neighbors that will be considered
- $k$  can be any integer number, chosen experimentally

# k-NN (k-nearest neighbors algorithm)

## k-NN ON IMAGE PROCESSING

- data points represent images of faces
- images to vectors of numbers
- searches images with closest face-features under euclidean distance
- facial landmarks are used as those features

# k-NN (k-nearest neighbors algorithm)

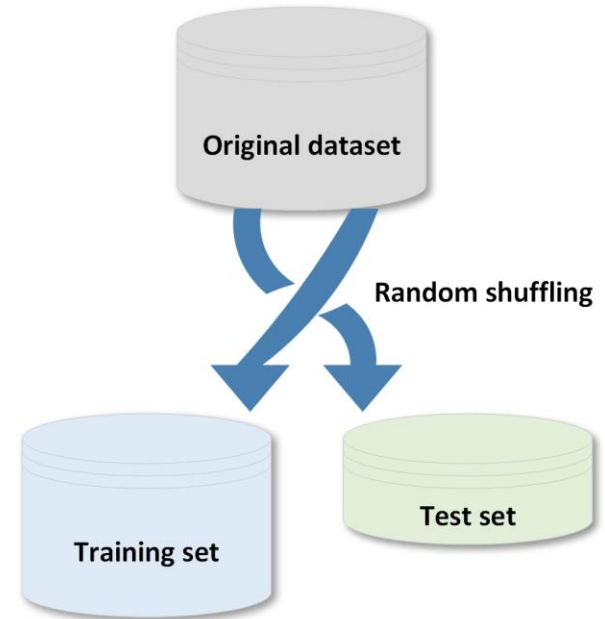
## FACIAL LANDMARKS



# k-NN (k-nearest neighbors algorithm)

## k-NN FOR HUMAN FACE RECOGNITION

1. use our given dataset
2. split the dataset into training and testing set
3. training
4. testing



# k-NN (k-nearest neighbors algorithm)

## CHALLENGES USING k-NN

1. curse of dimensionality
2. imbalance classes
3. scalability
4. sensitivity to parameter  $k$
5. feature quality

## k-NN (k-nearest neighbors algorithm)

### OTHER CLASSIFIERS

1. Support Vector Machines (SVMs)
2. Neuronal Networks (CNN)



k-NN (k-nearest neighbors algorithm)

**BUT...**

# k-NN (k-nearest neighbors algorithm)

## ADVANTAGES OF k-NN

- Non-parametric
- simple
- robust to noise
- interpretability

## Additional Implementations

- LDA instead of PCA
- noise reduction at the beginning
- comparison with packages
- Other classifiers

# Evaluation

accuracy:  $\text{rightly detected images} / \text{total number of images}$

comparison with other programs/ methods → time & accuracy

comparison accuracy of our program with state-of-the-art technology

## Image preprocessing

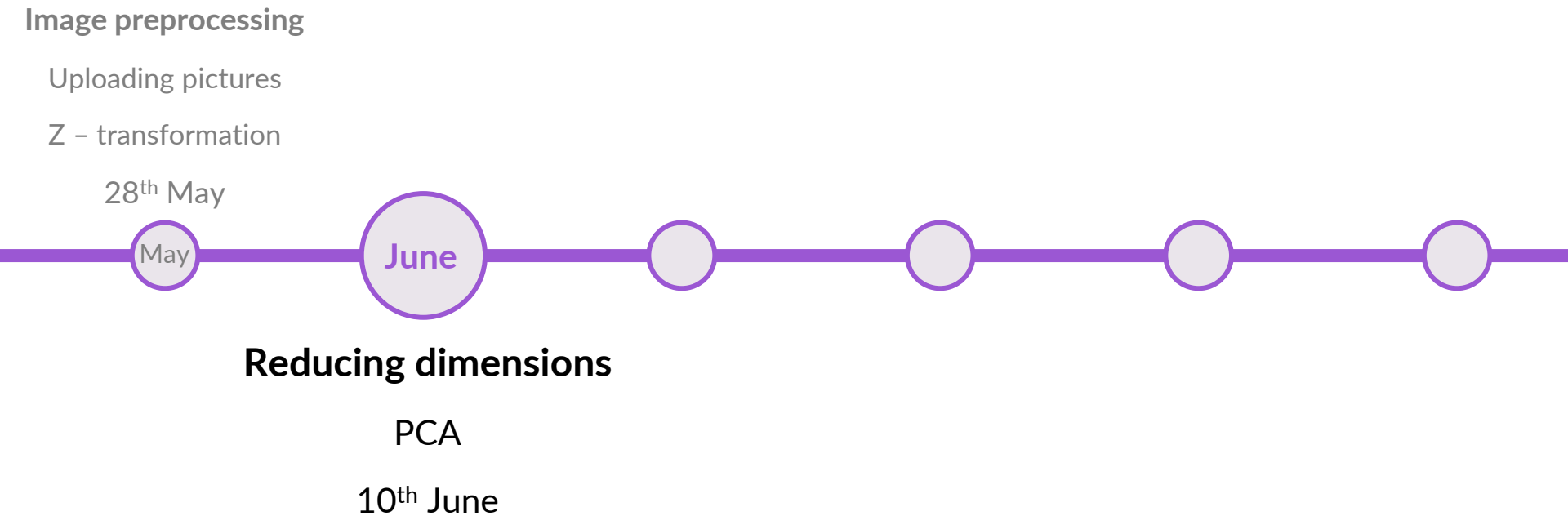
Uploading pictures

Z - transformation

28<sup>th</sup> May

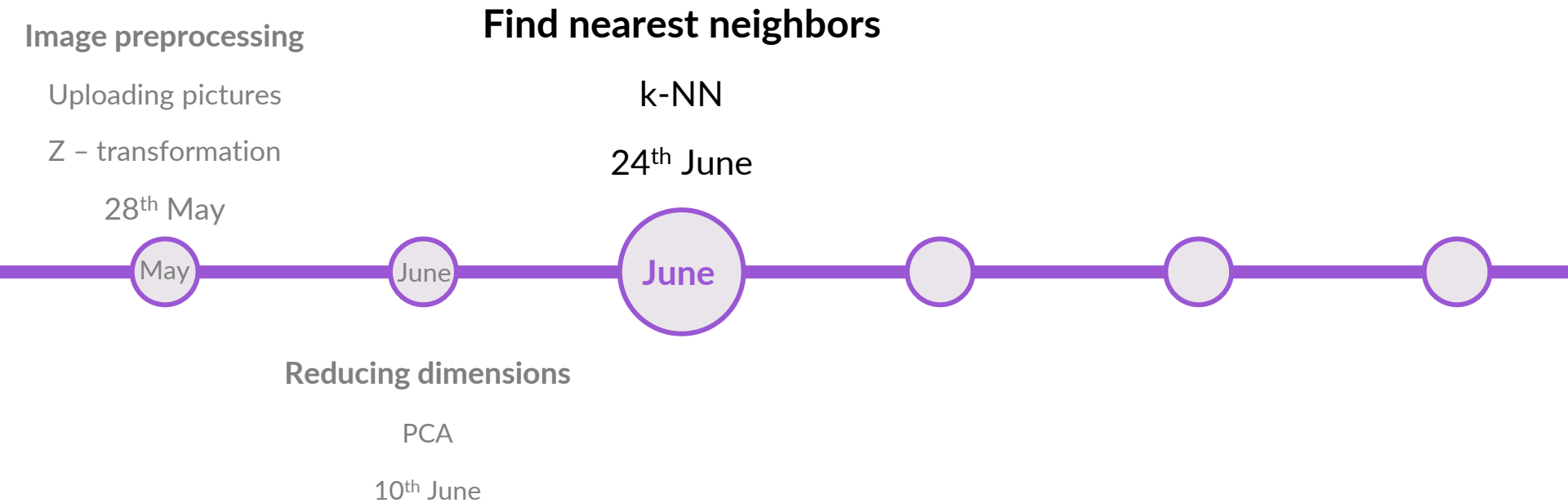


# timetable

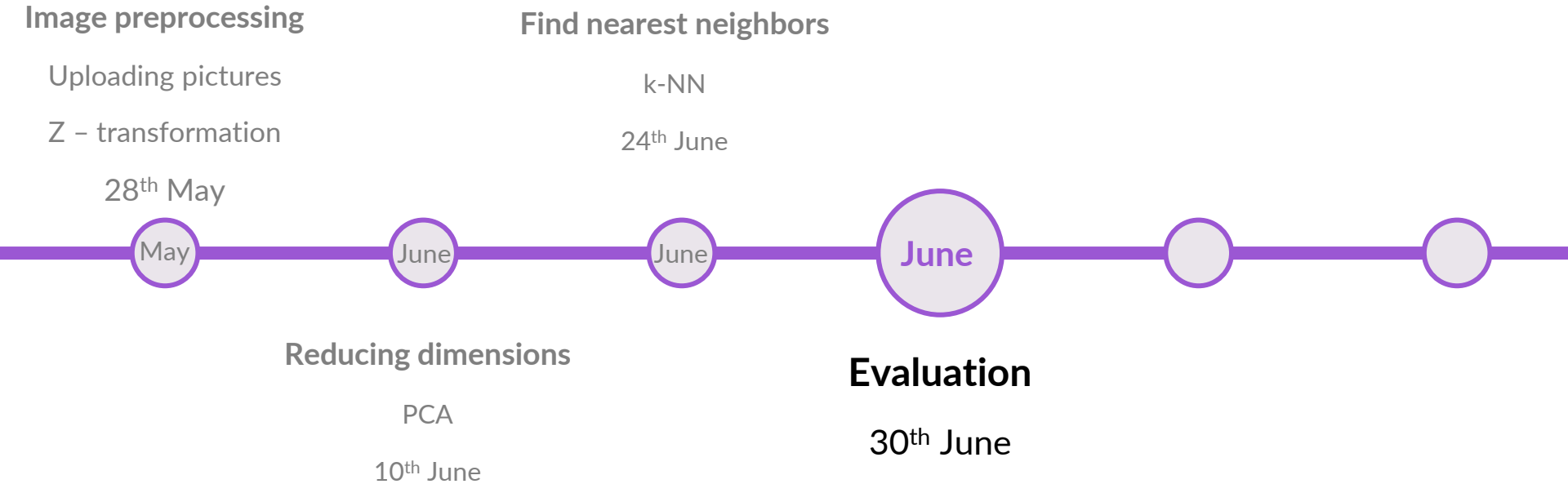




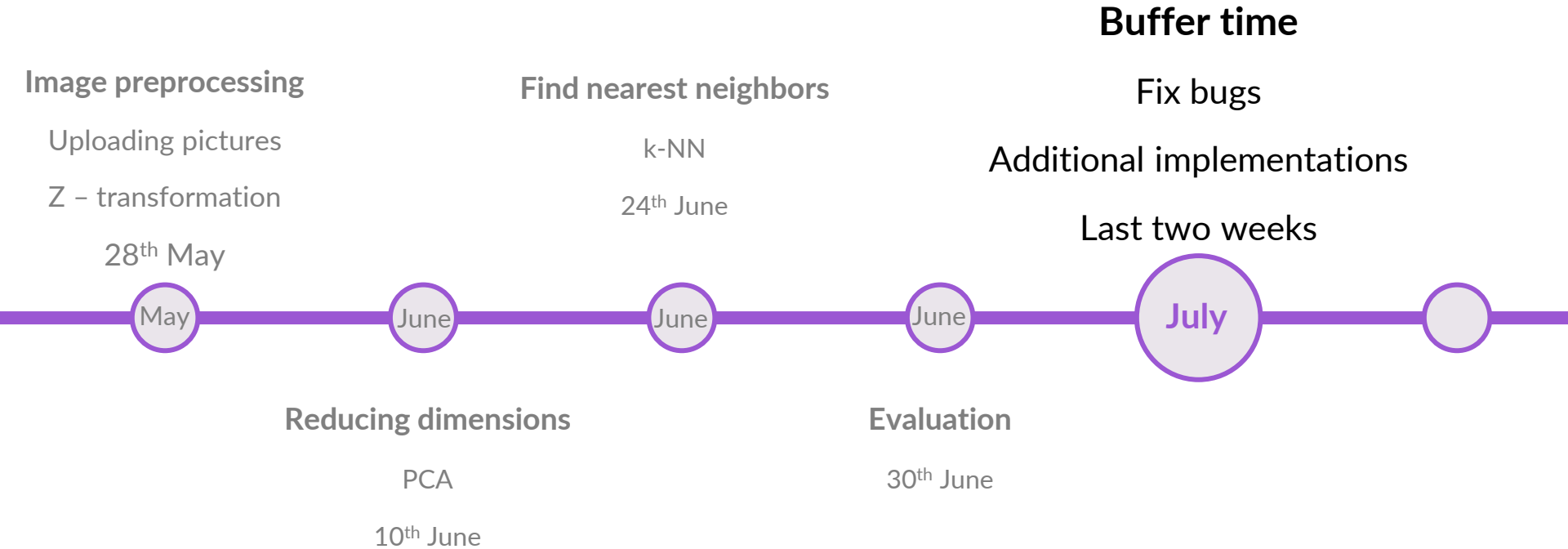
# timetable



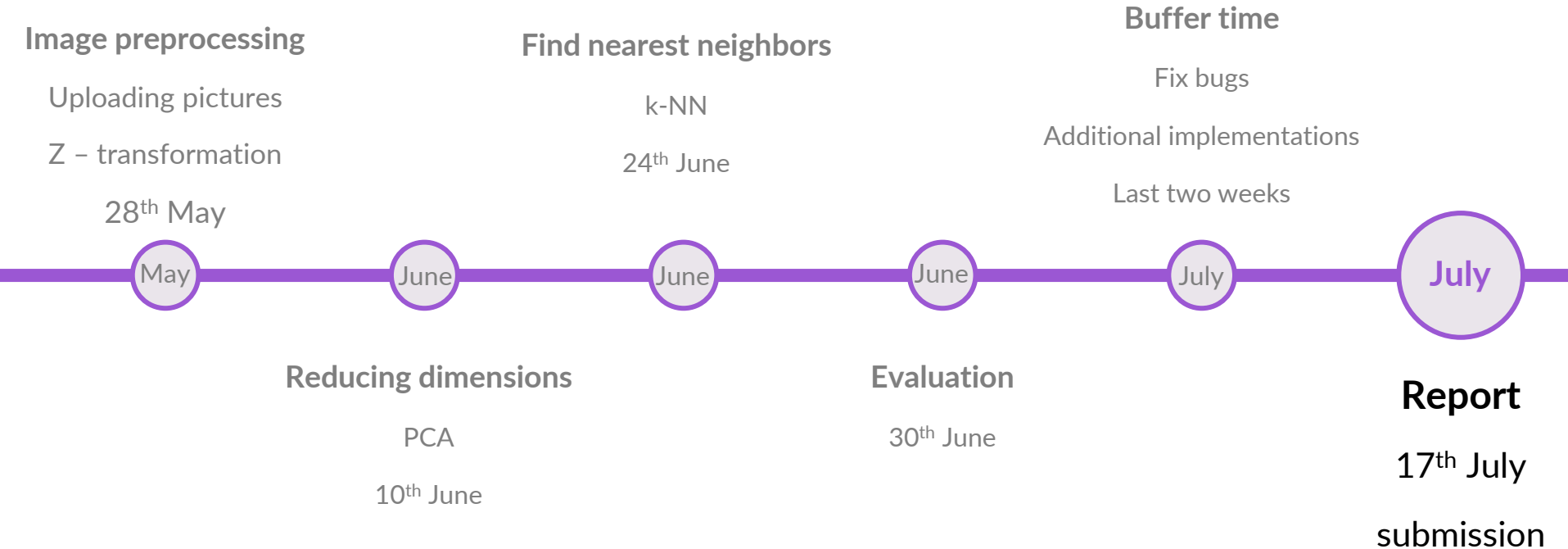
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# timetable



# timetable



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## k-NN (k-nearest neighbors algorithm)

### OTHER CLASSIFIERS

1. Support Vector Machines (SVMs)
2. Neuronal Networks (CNN)
3. Decision Trees
4. Random Forests
5. Naive Bayes