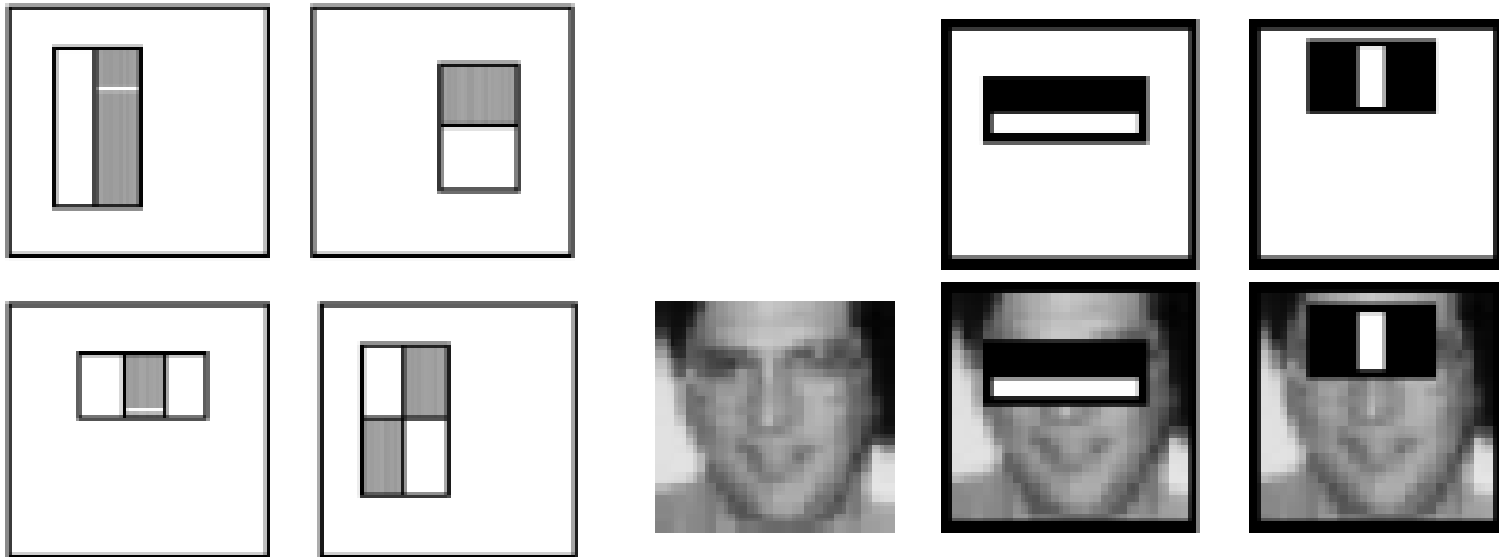


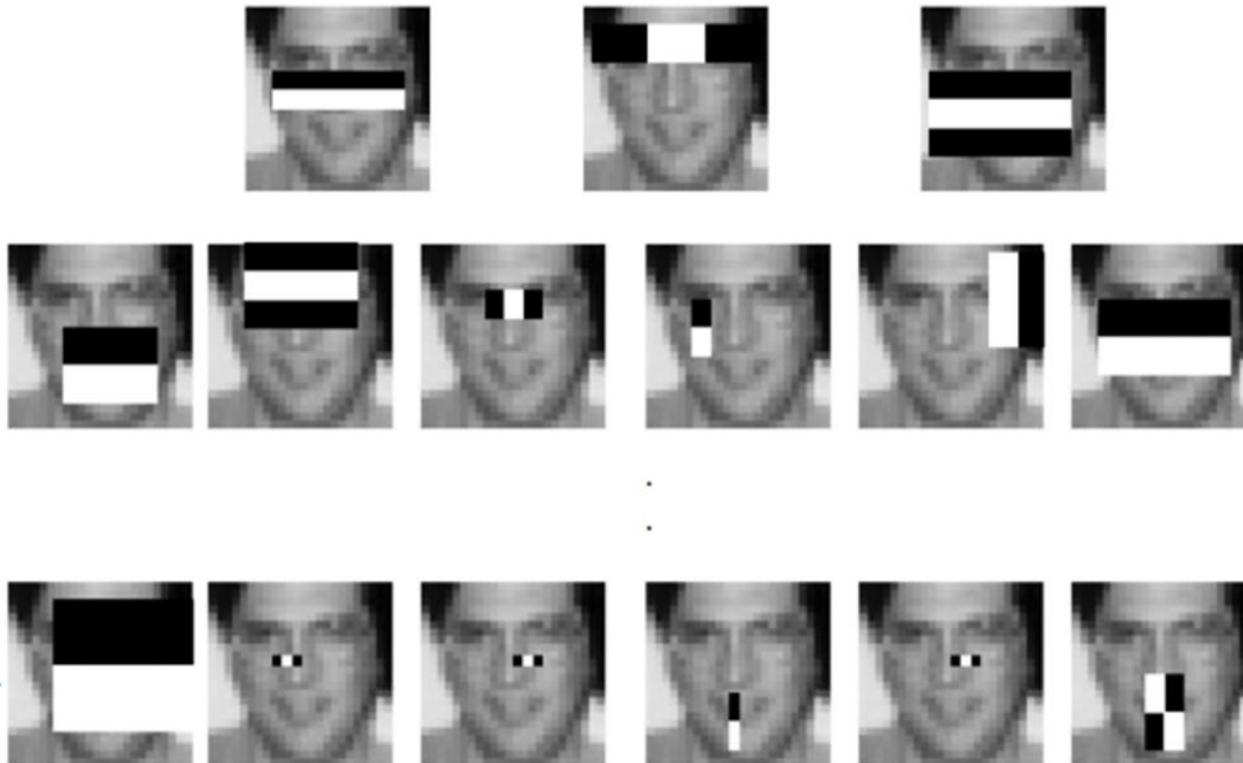
# Face Detection

**Sung Soo Hwang**

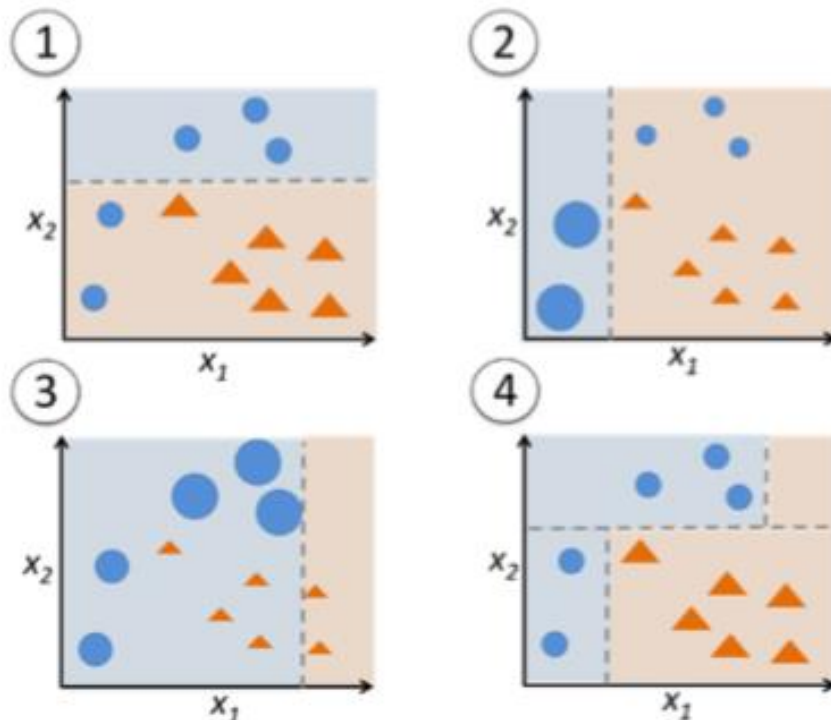
- Feature
  - Harr-like feature is used in openCV
    - It can be defined as the difference of the sum of pixels of areas inside the rectangle
    - It can be at any position and scale within the original image



- Training
  - By changing size and location, lots of features can be generated
  - Among them, choose features that classify human faces



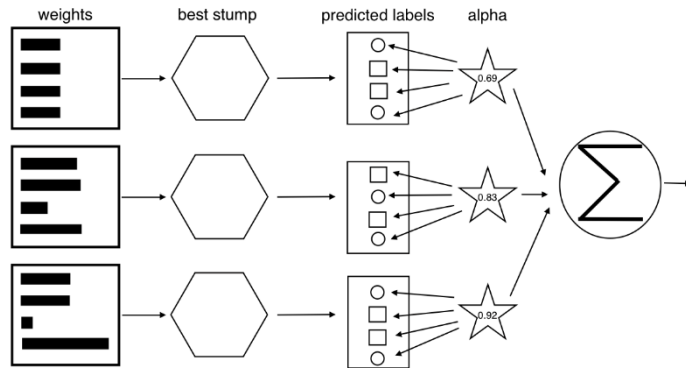
- Training
  - In openCV, Adaboost(Adaptive Boosting) is used
  - Boosting: A set of weak-learner generates a strong-learner
  - Adaptive: Weight of each sample is adjusted depending on the accuracy of already-trained weak learners



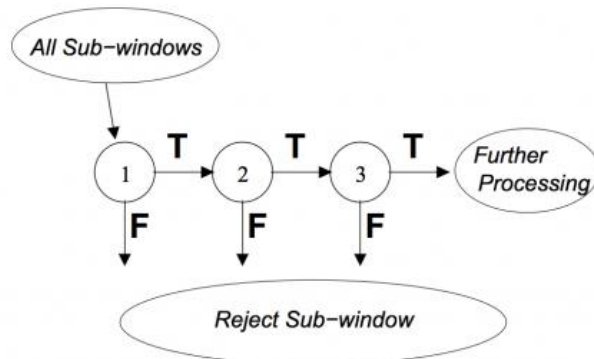
- Training
  - Face representation using Harr-like features



- Cascade classifier
  - Generate a strong learner using multiple weak learners



- Each strong learner is connected in cascade
  - Number of weak learners in each strong learner:  $3 > 2 > 1$
  - Lots of non-face regions are easily eliminated



# Face Detection

- Fast computation of Harr-like features can be conducted by using integral image

1	2	2	4	1
3	4	1	5	2
2	3	3	2	4
4	1	5	4	6
6	3	2	1	3

input image

0	0	0	0	0	0
0	1	3	5	9	10
0	4	10	13	22	25
0	6	15	21	32	39
0	10	20	31	46	59
0	16	29	42	58	74

integral image

- Example

```
CascadeClassifier face_classifier;  
face_classifier.load("haarcascade_frontalface_alt.xml");
```

- OPENCV provides various classifiers (eye, upper body, etc.) in "...\\opencv\\sources\\data\\haarcascades"



- openCV function

```
void cv::CascadeClassifier::detectMultiScale ( InputArray      image,  
                                              std::vector< Rect > & objects,  
                                              std::vector< Int > &  numDetections,  
                                              scaleFactor =  
                                              double          1.1,  
                                              minNeighbors =  
                                              Int              3,  
                                              int            flags = 0,  
                                              Size            minSize = Size(),  
                                              Size            maxSize = Size()
```

- **Image** : Matrix of the type CV\_8U containing an image where objects are detected.
- **Objects** : Vector of rectangles where each rectangle contains the detected object, the rectangles may be partially outside the original image.

- **openCV function**
  - **numDetections** : Vector of detection numbers for the corresponding objects. An object's number of detections is the number of neighboring positively classified rectangles that were joined together to form the object.
  - **scaleFactor** : Parameter specifying how much the image size is reduced at each image scale.
  - **minNeighbors** : Parameter specifying how many neighbors each candidate rectangle should have to retain it.
  - **flags** : Parameter with the same meaning for an old cascade as in the function cvHaarDetectObjects. It is not used for a new cascade.
  - **minSize** : Minimum possible object size. Objects smaller than that are ignored.
  - **maxSize** : Maximum possible object size. Objects larger than that are ignored. If `maxSize == minSize`, model is evaluated on single scale.

- Example code

```
CascadeClassifier face_classifier;
Mat frame, grayframe;
vector<Rect> faces;
int i;

// open the webcam
VideoCapture cap(0);

// check if we succeeded
if (!cap.isOpened()) {
    cout << "Could not open camera" << endl;
    return -1;
}

// face detection configuration
face_classifier.load("haarcascade_frontalface_alt.xml");

while (true) {
    // get a new frame from webcam
    cap >> frame;

    // convert captured frame to gray scale
    cvtColor(frame, grayframe, COLOR_BGR2GRAY);
```

- Example code

```
face_classifier.detectMultiScale(  
    grayframe,  
    faces,  
    1.1, // increase search scale by 10% each pass  
    3,   // merge groups of three detections  
    0,   // not used for a new cascade  
    Size(30, 30) //min size  
);  
  
// draw the results  
for (i = 0; i < faces.size(); i++) {  
    Point lb(faces[i].x + faces[i].width, faces[i].y + faces[i].height);  
    Point tr(faces[i].x, faces[i].y);  
    rectangle(frame, lb, tr, Scalar(0, 255, 0), 3, 4, 0);  
}  
// print the output  
imshow("Face Detection", frame);  
if (waitKey(33) == 27) break;  
}
```

