



Vec2UAge: Enhancing Underage Age Estimation Performance through Facial Embeddings

By:

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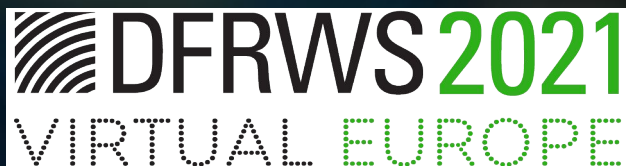
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Vec2UAge: Enhancing underage age estimation performance through facial embeddings

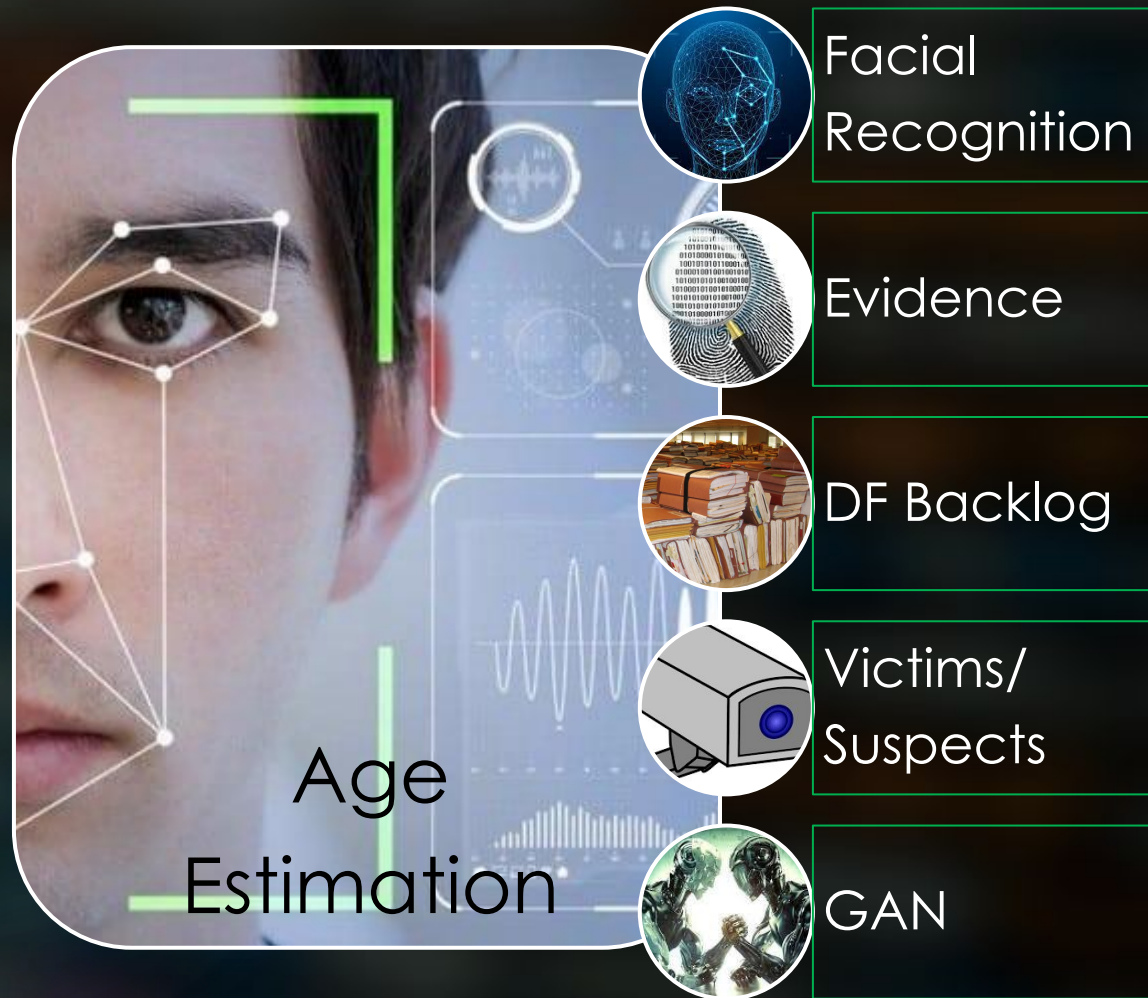
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UCD Forensics and
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Background

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Challenges for Age Estimation Models

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Proposed Solution

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- ▶ Facial Embeddings
 - ▶ Facial Recognition
 - ▶ Euclidean distance
 - ▶ FaceNet
 - ▶ Vector representation of 512 points
- ▶ Proposed Dataset
 - ▶ VisAGe
 - ▶ Selfie-FV
- ▶ Facial Image Pre-processing
 - ▶ Dlib HOG
 - ▶ Dlib CNN
- ▶ Data augmentation
 - ▶ Flip, Rotation, Zoom, Distortion, Colour, Contrast, Erasure
- ▶ Neural Network
 - ▶ 4L NN
- ▶ Optimisers
 - ▶ ADAM, ADAGRAD, SGD, SWA
- ▶ Experiments
 - ▶ D1 (Fixed LR), E1 (Initial LR Finder)



Facial Embeddings

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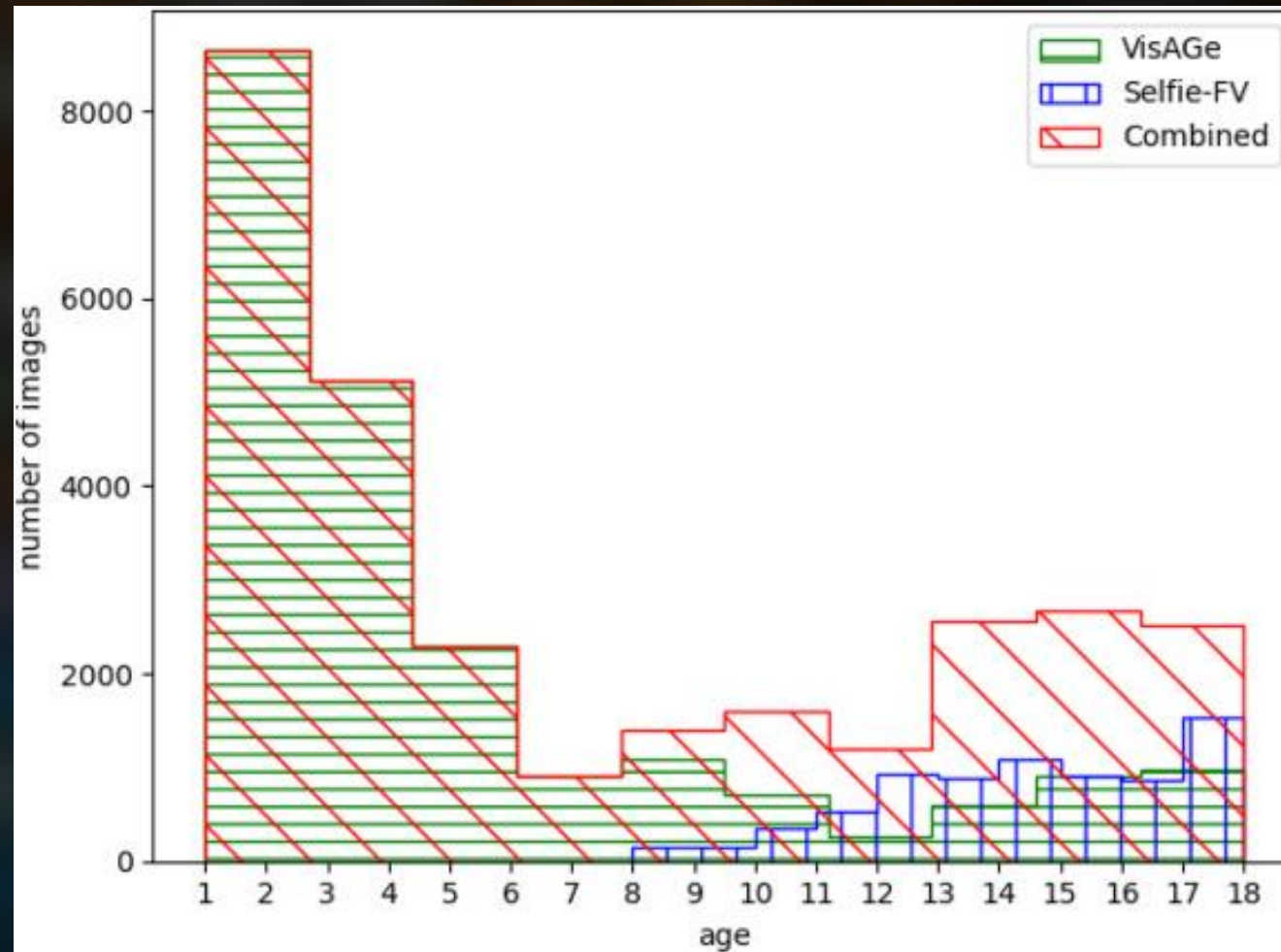
68 facial landmarks (DLIB)

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       -2.28198152e-02,  5.57706365e-03,  9.75179765e-03, -5.36692515e-03,
       -1.83711771e-03,  4.57513779e-02,  4.33594622e-02, -5.81207611e-02,
       -4.79136780e-02,  4.68462817e-02, -7.73332566e-02, -2.13857740e-02,
       -1.40897382e-05, -2.62422096e-02,  2.23129615e-02,  1.30732255e-02,
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       -2.54089199e-02, -1.01764537e-02, -5.63222275e-04,  2.59382073e-02,
        5.60861342e-02, -7.53680170e-02, -2.06493735e-02,  1.93569844e-03,
       -9.14568547e-03,  2.52238307e-02,  4.63761799e-02,  4.53585312e-02,
        2.17659567e-02,  3.04010827e-02, -6.05291091e-02, -1.58773060e-03,
        5.79611920e-02, -2.31141243e-02, -4.07206855e-04,  1.27771208e-02,
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        2.04454679e-02, -6.01841230e-03,  2.84538660e-02, -8.39831904e-02,
       -2.42075697e-02, -1.02294264e-02,  5.55154718e-02, -7.41940066e-02,
        7.96858221e-02, -5.80874942e-02, -1.19266091e-02, -1.93555057e-02,
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       -5.46858311e-02,  3.86504829e-02, -3.05651929e-02,  2.09042095e-02,
```

512 facial vector representations (FaceNet)

Proposed Dataset

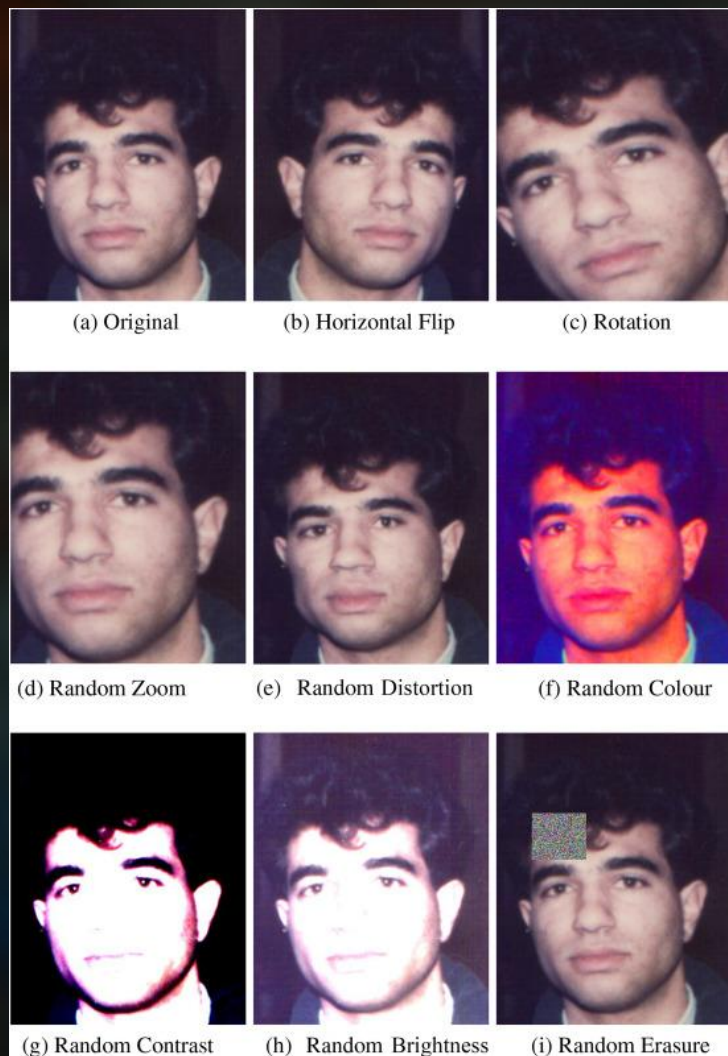
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- <https://www.forensicsandsecurity.com/visage>
- <https://github.com/EdwardDixon/selfie-fv>

Data Augmentation

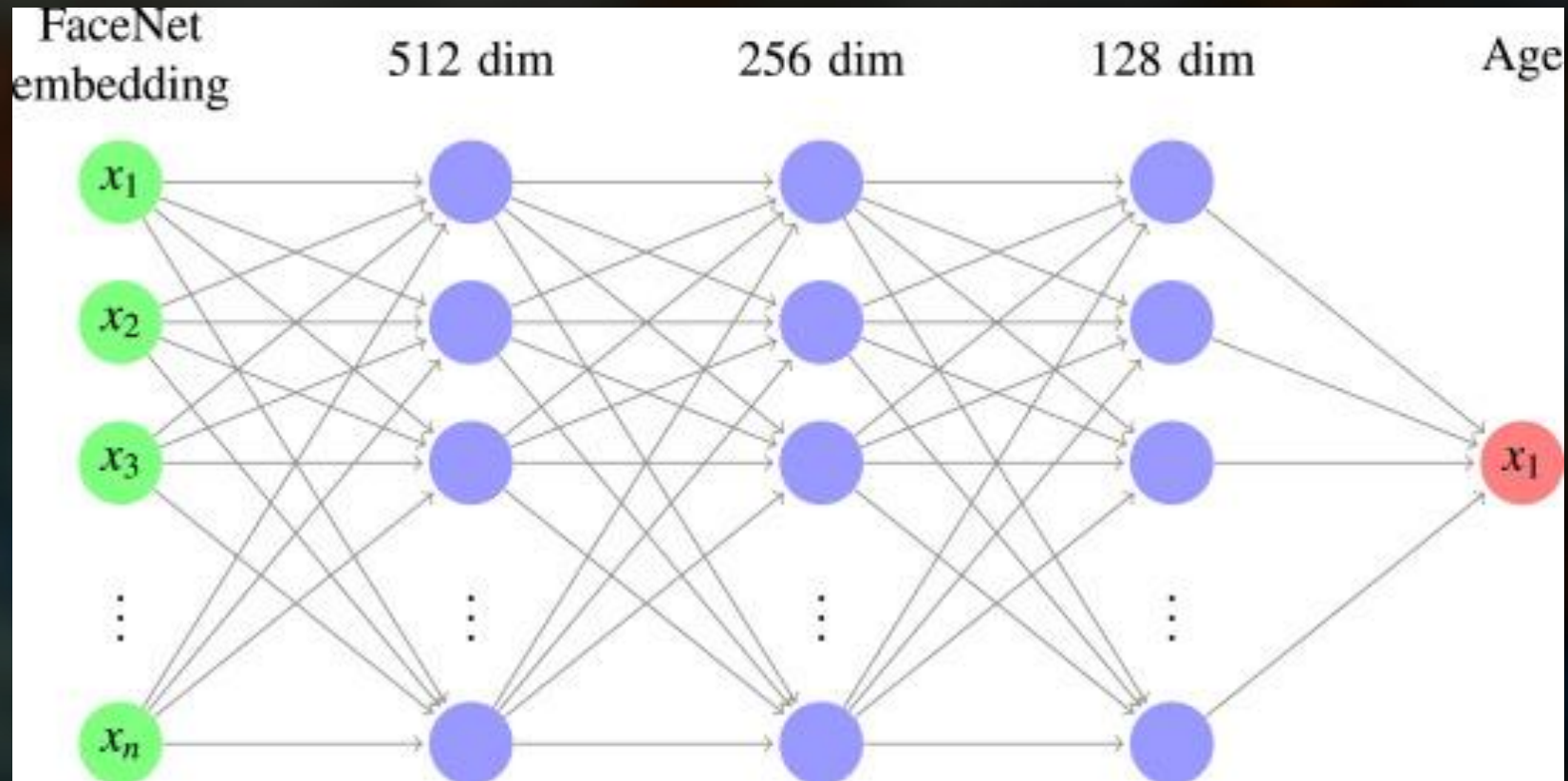
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Augmentation	Cosine Similarity	Settings
Flip	0.8599	Horizontal
Brightness	0.6845	Factor: 2
Rotation	0.6656	Angle: 25
Random Zoom	0.7856	Factor: 2
Random Distortion	0.8728	Grid width: 10
		Grid height: 10
		Magnitude: 8
Random Colour	0.5609	Factor: 2
Random Contrast	0.3341	Factor: 5
Random Erasure	0.9837	Rectangle: 0.2

Neural Network

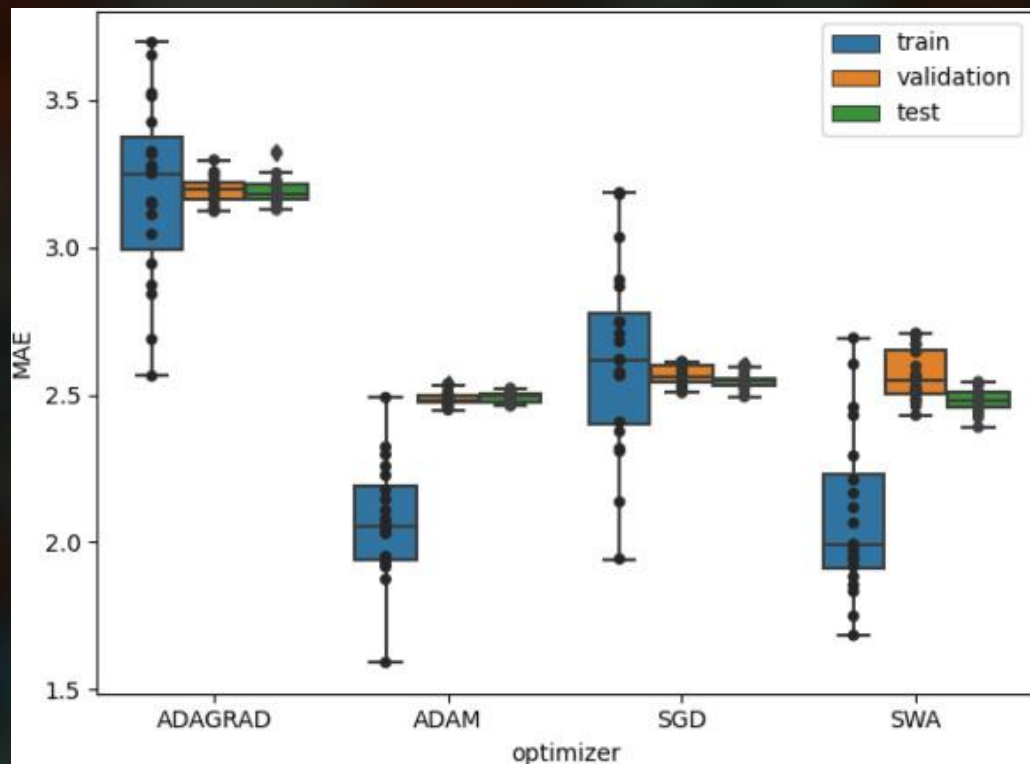
8



Results

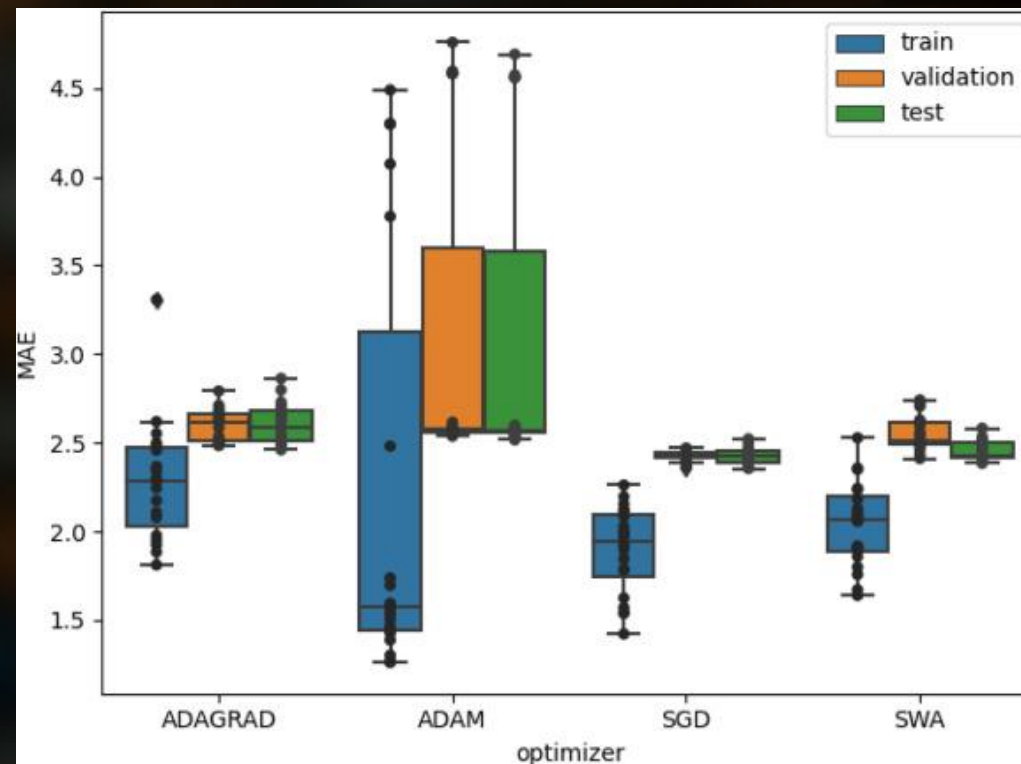
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Fixed Initial LR (D1)



optimiser	mae			val_mae			test_mae		
	min	mean	std	min	mean	std	min	mean	std
ADAGRAD	2.56	3.19	0.31	3.12	3.20	0.05	3.13	3.19	0.05
ADAM	1.59	2.07	0.20	2.45	2.49	0.02	2.46	2.49	0.02
SGD	1.94	2.62	0.32	2.51	2.56	0.03	2.49	2.55	0.03
SWA	1.68	2.09	0.28	2.43	2.57	0.09	2.39	2.48	0.04

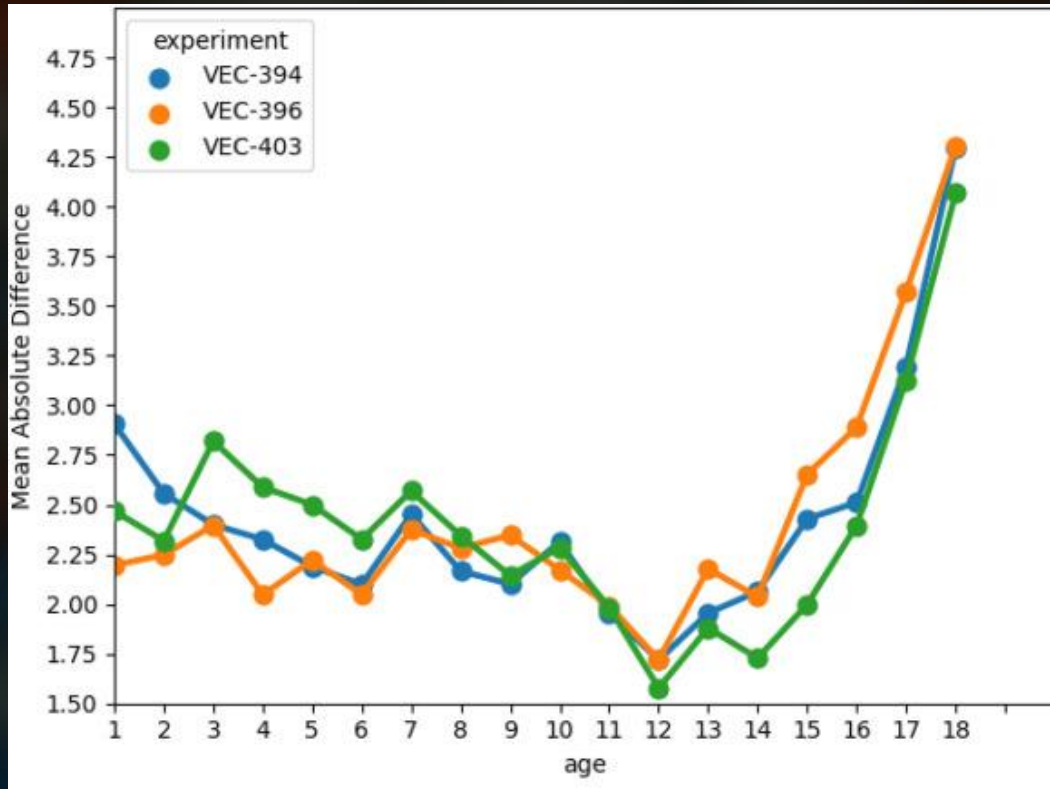
Initial LR Finder (E1)



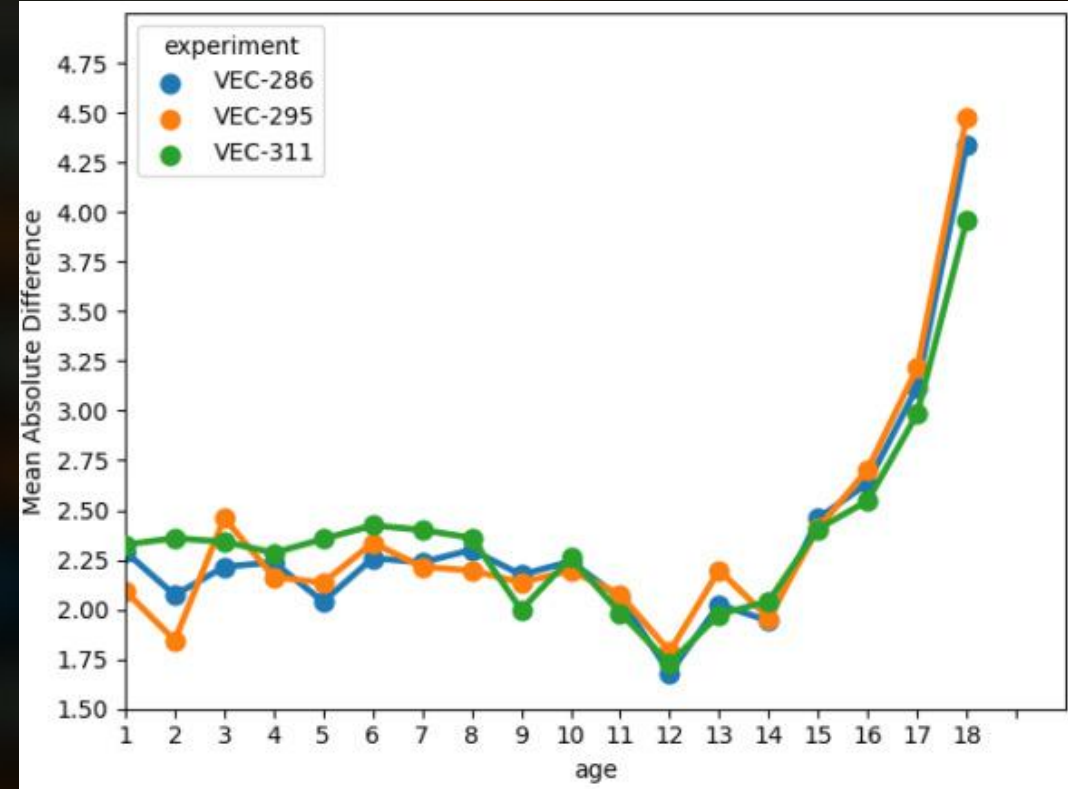
optimiser	mae			val_mae			test_mae		
	min	mean	std	min	mean	std	min	mean	std
ADAGRAD	1.81	2.28	0.35	2.48	2.60	0.09	2.46	2.61	0.12
ADAM	1.26	2.24	1.23	2.54	3.11	0.93	2.52	3.09	0.92
SGD	1.42	1.89	0.25	2.36	2.43	0.03	2.36	2.43	0.05
SWA	1.64	2.04	0.24	2.41	2.55	0.09	2.38	2.46	0.05

Results

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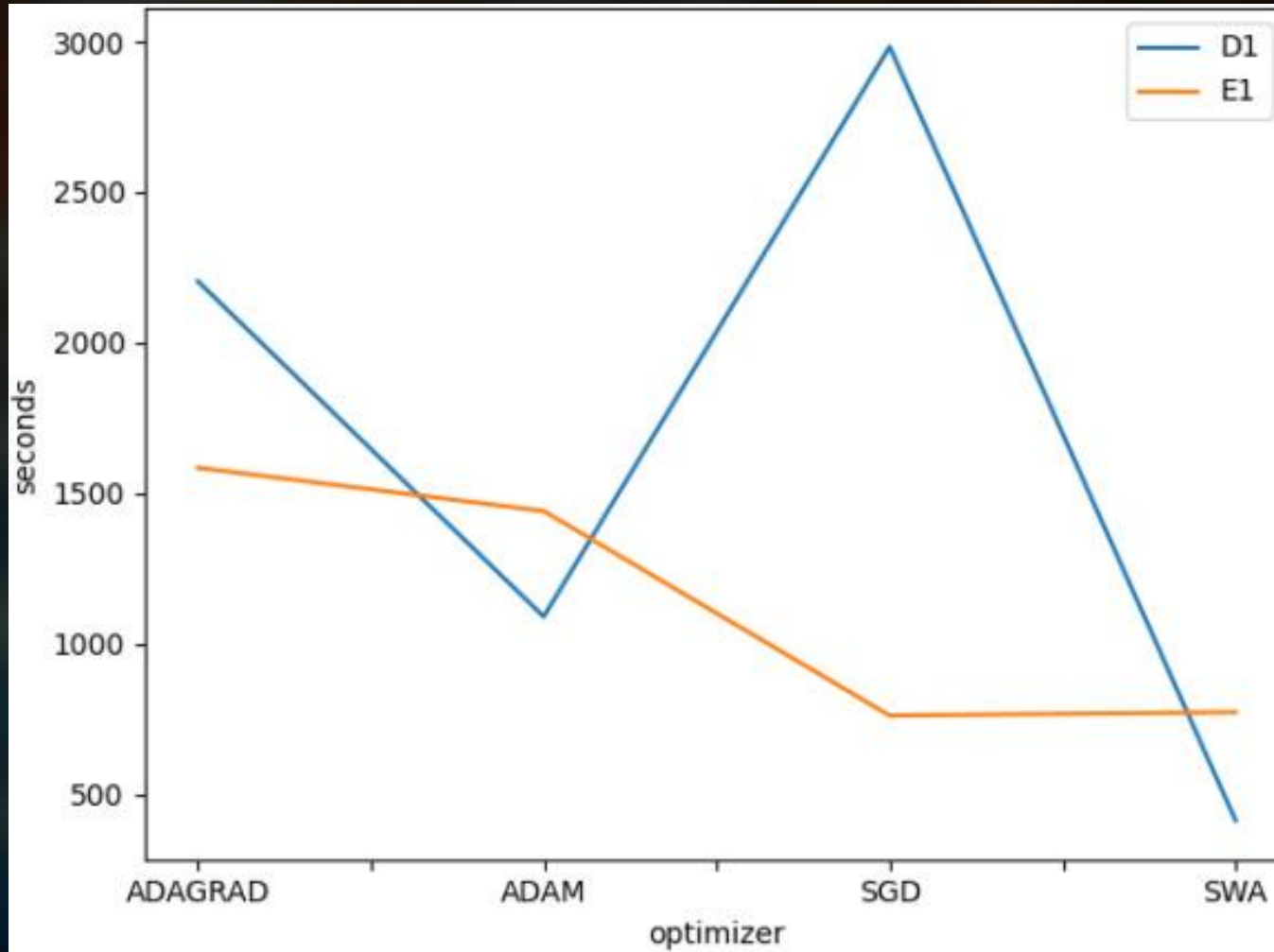
(a) Experiment D1 – SWA fixed initial lr approach



(b) Experiment E1 – SGD lr finder approach

Results

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- CPU 2.8 GHz
- Quad-Core Intel Core i7
- 16GB Ram
- Intel Iris Pro 1536 Graphics card

Conclusion

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- ▶ AE is still challenging
- ▶ Underage AE for DF performance has improved
- ▶ Simpler challenge is addressed, better performance
- ▶ Distribution of evaluation model metric, choose model more confidence
- ▶ Dataset and Optimal Learning Rates key influence on performance
- ▶ Tracking and visualizing metrics is paramount for researchers

THANK YOU



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<https://github.com/4ND4/Vec2UAge>

<https://ui.neptune.ai/4nd4/Vec2UAge/>



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