

landmarks-regression-retail-0009

Use Case and High-Level Description

This is a lightweight landmarks regressor for the Smart Classroom scenario. It has a stacked 3x3 convolutions, batch normalizations, PReLU activations, and poolings. Finally, it has a global depthwise pooling head and FullyConnected layers. The model predicts five facial landmarks and two lip corners.

Example



IN THIS DOCUMENT

Use Case and High-Level Description

Example

Specification

Performance

Inputs

Outputs

Legal Information

> Tools

▼ Intel Pre-Trained Models

> Object Detection Models

▼ Object Recognition Models

age-gender-recognition-retail-0013

head-pose-estimation-adas-0001

license-plate-recognition-barrier-0001

vehicle-attributes-recognition-barrier-0039

vehicle-attributes-recognition-barrier-0042

emotions-recognition-retail-0003

landmarks-regression-retail-0009

facial-landmarks-35-adas-0002



Specification

	METRIC	
Mean Normed Error (on VGGFace2)		IN THIS DOCUMENT
Face location requirements		Use Case and High-Level Description
		Example
GFlops		Specification
		Performance
MParams		Inputs
		Outputs
		Legal Information
Source framework		PyTorch*

Normed Error (NE) for i^{th} sample has the following form:

$$\epsilon_i = \frac{1}{N} \sum_{k=0}^{N-1} \frac{\|\hat{\vec{p}}_{i,k} - \vec{p}_{i,k}\|_2}{d_i}$$

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age-gender-recognition-retail-0013

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landmarks-regression-retail-0009

facial-landmarks-35-adas-0002

where N is the number of landmarks, \hat{p} and p are, correspondingly, the prediction and ground truth vectors of k^{th} landmark of i^{th} sample, and d_i is the interocular distance for i^{th} sample.

Performance

Inputs

Name: "data" , shape: [1x3x48x48] - An input image in the format [BxCxHxW], where:

- B - batch size
- C - number of channels
- H - image height
- W - image width

The expected color order is BGR.

Outputs

1. The net outputs a blob with the shape: [1, 10], containing a row-vector of 10 floating point values for five landmarks coordinates in the form (x0, y0, x1, y1, ..., x5, y5). All the coordinates are normalized to be in range [0,1].

IN THIS DOCUMENT

[Use Case and High-Level Description](#)[Example](#)[Specification](#)[Performance](#)[Inputs](#)[Outputs](#)[Legal Information](#)

[Tools](#)

[Intel Pre-Trained Models](#)

[Object Detection Models](#)

[Object Recognition Models](#)

age-gender-recognition-retail-0013

head-pose-estimation-adas-0001

license-plate-recognition-barrier-0001

vehicle-attributes-recognition-barrier-0039

vehicle-attributes-recognition-barrier-0042

emotions-recognition-retail-0003

landmarks-regression-retail-0009

facial-landmarks-35-adas-0002

Legal Information

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> Tools

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[Support](#)

[Legal Information](#)

[Cookies and Similar Technologies Notice](#)

IN THIS DOCUMENT

Performance

[Inputs](#)

[Outputs](#)

[Legal Information](#)

age-gender-recognition-retail-0013

head-pose-estimation-adas-0001

license-plate-recognition-barrier-0001

vehicle-attributes-recognition-barrier-0039

vehicle-attributes-recognition-barrier-0042

emotions-recognition-retail-0003

landmarks-regression-retail-0009

facial-landmarks-35-adas-0002