

Introduction

Most face recognition approaches are sensitive to registration errors  
rely on a very good initial alignment and illumination

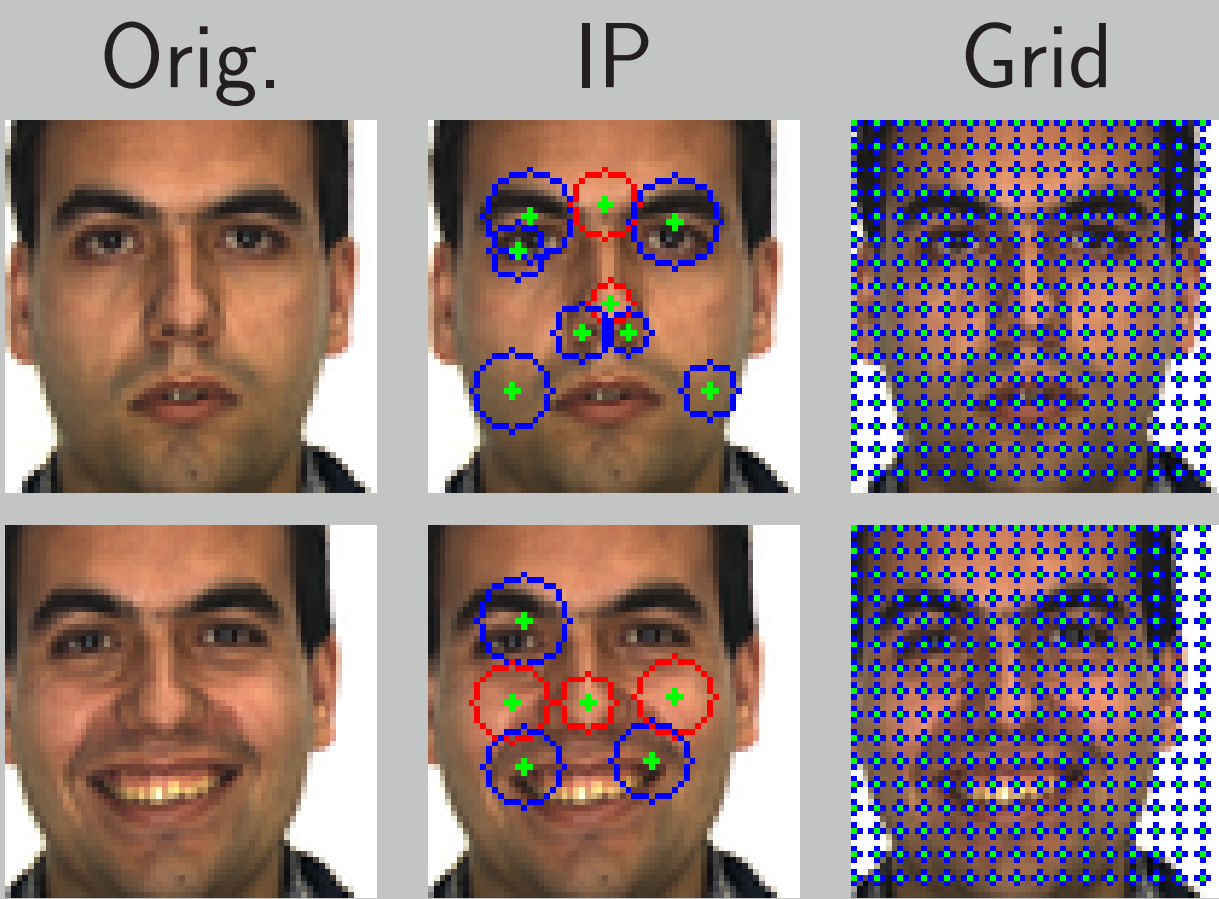
We propose/analyze:

- grid-based and dense extraction of local features
- block-based matching accounting for different viewpoints and registration errors

Feature Extraction

Interest point based feature extraction  
SIFT or SURF interest point detector  
leads to a **very sparse** description

Grid-based feature extraction  
overlaid regular grid  
leads to a **dense** description



Feature Description

Scale Invariant Feature Transform (SIFT)  
128-dimensional descriptor, histogram of gradients, scale invariant

Speeded Up Robust Features (SURF)  
64-dimensional descriptor, histogram of gradients, scale invariant

face recognition: invariance w.r.t. rotation is often not necessary  
rotation dependent upright-versions U-SIFT, U-SURF-64, U-SURF-128

Feature Matching

Recognition by Matching  
nearest neighbor matching strategy  
descriptor vectors extracted at keypoints in a test image  $\mathbf{X}$  are compared  
to all descriptor vectors extracted at keypoints from the reference images  $\mathbf{Y}_n, n = 1, \dots, N$  by the Euclidean distance  
decision rule:

$$\mathbf{X} \rightarrow r(\mathbf{X}) = \arg \max_c \left\{ \max_n \left\{ \sum_{x_i \in \mathbf{X}} \delta(x_i, Y_{n,c}) \right\} \right\}$$

additionally, a ratio constraint is applied in  $\delta(x_i, Y_{n,c})$

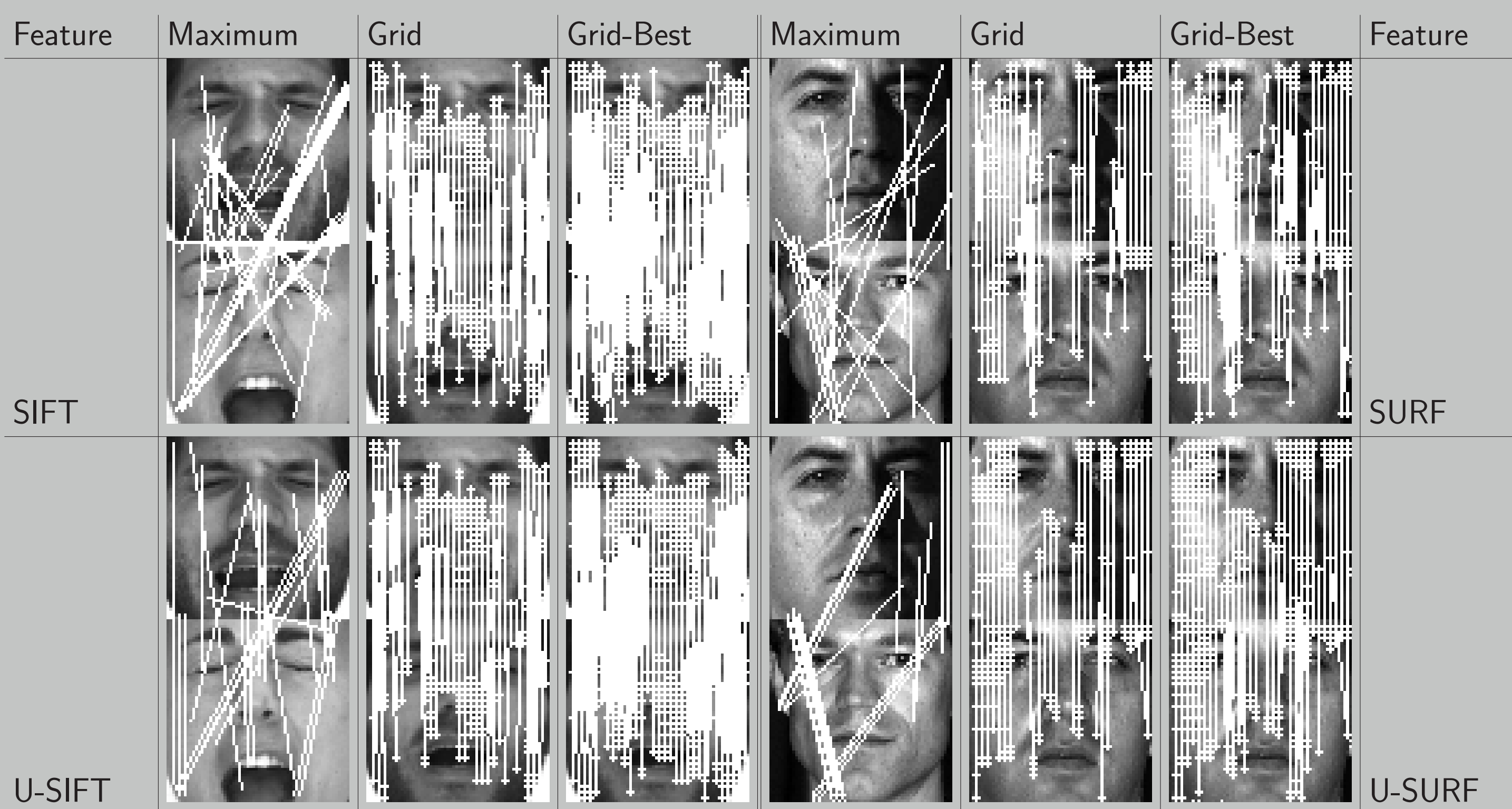
Viewpoint Matching Constraints

- maximum matching: unconstrained
- grid-based matching: absolute box constraints
- grid-based best matching: absolute box constraints, overlapping

Postprocessing

- RANSAC-based outlier removal
- RANSAC-based system combination

Matching Examples for the AR-Face and CMU-PIE Database



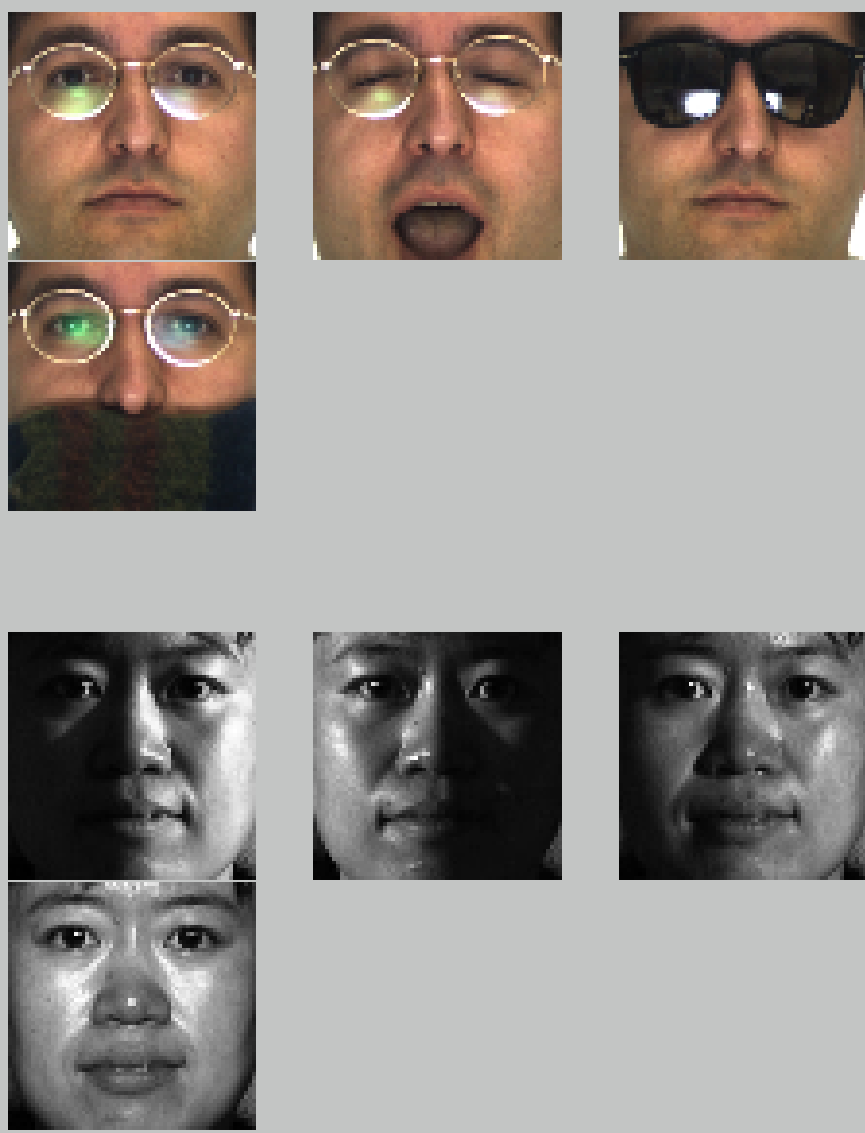
Matching results for the AR-Face (left) and the CMU-PIE database (right)

- maximum matching show false classification examples
- grid matchings show correct classification examples
- upright descriptor versions reduce the number of false matches

Databases

AR-Face  
variations in illumination  
many different facial expressions

CMU-PIE  
variations in illumination (frontal images from the illumination subset)



Results: Manually Aligned Faces

AR-Face: 110 classes, 770 train, 770 test

Descriptor	Extraction	# Features	Error Rates [%]		
			Maximum	Grid	Grid-Best
SURF-64	IPs	$64 \times 5.6$ (avg.)	80.64	84.15	84.15
SIFT	IPs	$128 \times 633.78$ (avg.)	1.03	95.84	95.84
SURF-64	64x64-2 grid	$64 \times 1024$	0.90	0.51	0.90
SURF-128	64x64-2 grid	$128 \times 1024$	0.90	0.51	0.38
SIFT	64x64-2 grid	$128 \times 1024$	11.03	0.90	0.64
U-SURF-64	64x64-2 grid	$64 \times 1024$	0.90	1.03	0.64
U-SURF-128	64x64-2 grid	$128 \times 1024$	1.55	1.29	1.03
U-SIFT	64x64-2 grid	$128 \times 1024$	<b>0.25</b>	<b>0.25</b>	<b>0.25</b>

CMU-PIE: 68 classes, 68 train (“one-shot” training), 1360 test

Descriptor	Extraction	# Features	Error Rates [%]		
			Maximum	Grid	Grid-Best
SURF-64	IPs	$64 \times 6.80$ (avg.)	93.95	95.21	95.21
SIFT	IPs	$128 \times 723.17$ (avg.)	43.47	99.33	99.33
SURF-64	64x64-2 grid	$64 \times 1024$	13.41	4.12	7.82
SURF-128	64x64-2 grid	$128 \times 1024$	12.45	3.68	3.24
SIFT	64x64-2 grid	$128 \times 1024$	27.92	7.00	9.80
U-SURF-64	64x64-2 grid	$64 \times 1024$	<b>3.83</b>	<b>0.51</b>	<b>0.66</b>
U-SURF-128	64x64-2 grid	$128 \times 1024$	5.67	0.95	0.88
U-SIFT	64x64-2 grid	$128 \times 1024$	16.28	1.40	6.41

Results: Unaligned Faces

Automatically aligned by Viola & Jones

Descriptor	Error Rates [%]	
	AR-Face	CMU-PIE
SURF-64	5.97	15.32
SURF-128	5.71	11.42
SIFT	5.45	8.32
U-SURF-64	5.32	5.52
U-SURF-128	5.71	<b>4.86</b>
U-SIFT	<b>4.15</b>	8.99

Manually aligned faces



Unaligned faces



Results: Partially Occluded Faces

AR-Face: 110 classes, 110 train (“one-shot” training), 550 test

Descriptor	Error Rates [%]					
	<i>AR1scarf</i>	<i>AR1sun</i>	<i>ARneutral</i>	<i>AR2scarf</i>	<i>AR2sun</i>	Avg.
SURF-64	2.72	30.00	0.00	4.54	47.27	16.90
SURF-128	1.81	23.63	0.00	3.63	40.90	13.99
SIFT	1.81	24.54	0.00	2.72	44.54	14.72
U-SURF-64	4.54	23.63	0.00	4.54	47.27	15.99
U-SURF-128	1.81	<b>20.00</b>	0.00	3.63	41.81	13.45
U-SIFT	<b>1.81</b>	20.90	<b>0.00</b>	<b>1.81</b>	<b>38.18</b>	<b>12.54</b>
U-SURF-128+R	1.81	19.09	0.00	3.63	43.63	13.63
U-SIFT+R	2.72	<b>14.54</b>	0.00	<b>0.90</b>	35.45	10.72
U-SURF-128+U-SIFT+R	<b>0.90</b>	16.36	<b>0.00</b>	2.72	<b>32.72</b>	<b>10.54</b>

Conclusions

- Grid-based local feature extraction instead of interest points
- Local descriptors:
  - upright descriptor versions achieved better results
  - SURF-128 better than SURF-64
- System robustness: manually aligned/unaligned/partially occluded faces