

# DETECÇÃO DE FACES USANDO CLASSIFICADORES HAAR (PARTE 2)

**ES235 – Aula 18**  
**João Marcelo Teixeira**  
**Willams Costa**

# LBP (LOCAL BINARY PATTERNS)

- Descritor baseado em padrões de textura
- “Multiresolution Grayscale and Rotation Invariant Texture Classification with Local Binary Patterns”, 2002
- Representação local ao invés de global
- Baseado na vizinhança 3x3 do pixel

# LBP (LOCAL BINARY PATTERNS)

5	8	1
5	4	1
3	7	2



0	0	1
0		1
1	0	1

# LBP (LOCAL BINARY PATTERNS)

0	0	1
0		1
1	0	1



0	0	0	1	0	1	1	1
7	6	5	4	3	2	1	0

$$\begin{array}{ccccccc} & & 2^4 & & 2^2 & 2^1 & 2^0 \\ \hline 16 & + & 4 & + & 2 & + & 1 = 23 \end{array}$$

# LBP (LOCAL BINARY PATTERNS)

Input Image

5	4	2	2	1
3	5	8	1	3
2	5	4	1	2
4	3	7	2	7
1	4	4	2	6

Output LBP Image


4 → 23

# LBP (LOCAL BINARY PATTERNS)



# LBP (LOCAL BINARY PATTERNS)

Como tornar o LBP invariante à rotação?

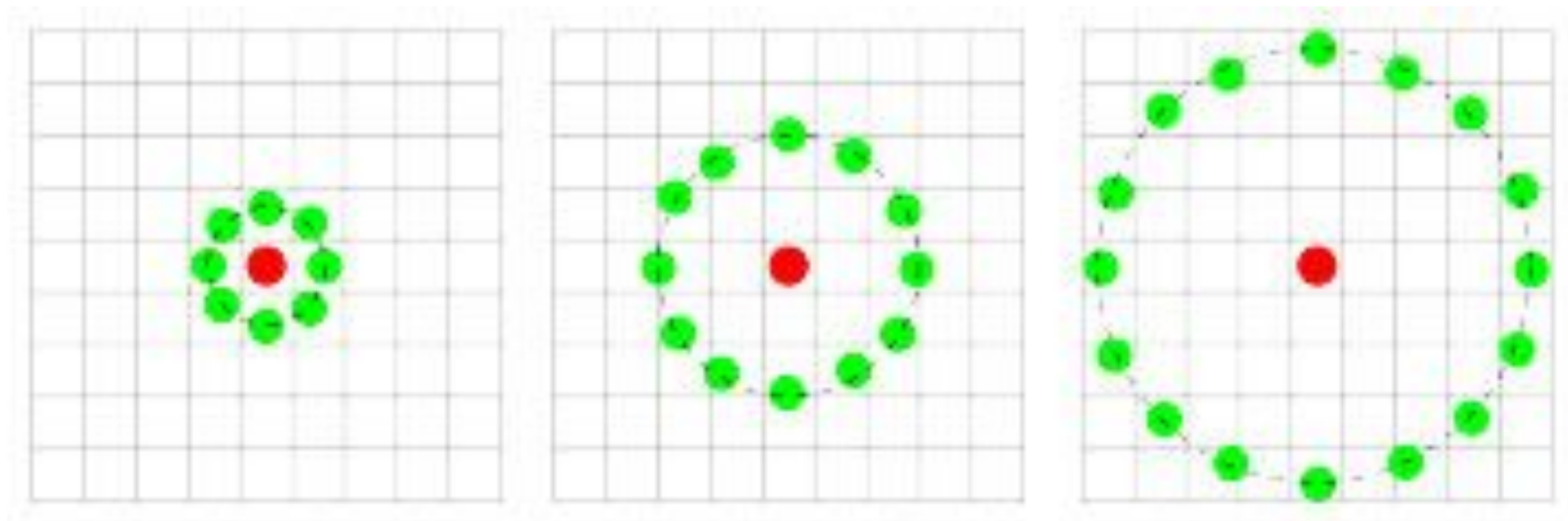
Escolher o menor/maior valor calculado a partir do LBP

00010111,  
10001011,  
11000101,  
11100010...

0	0	1
6	7	0
0		1
5		1
1	0	1
4	3	2

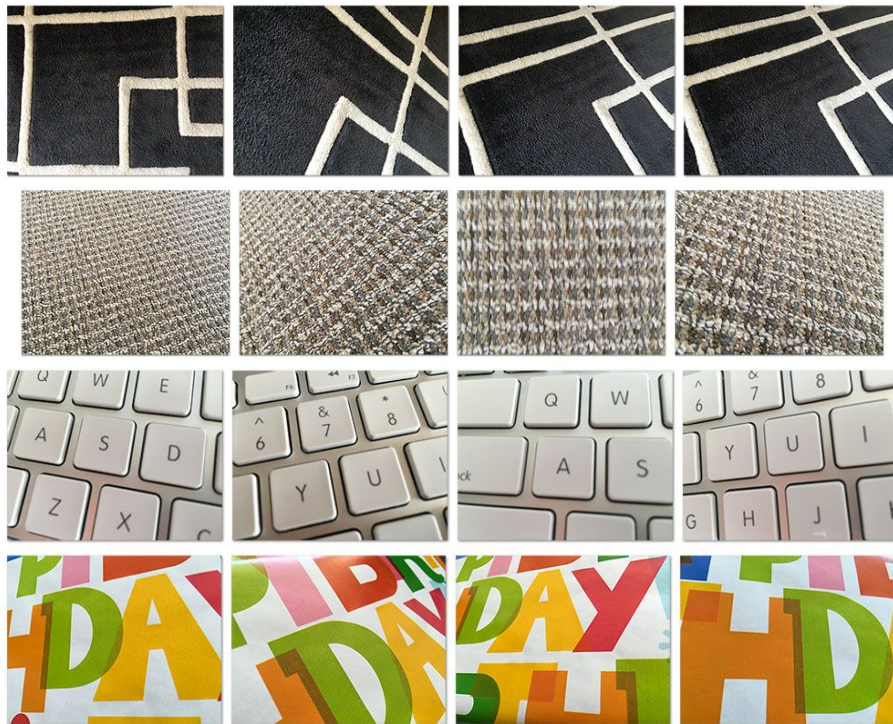
# LBP PARA RECONHECIMENTO DE TEXTURAS

Variação dos parâmetros



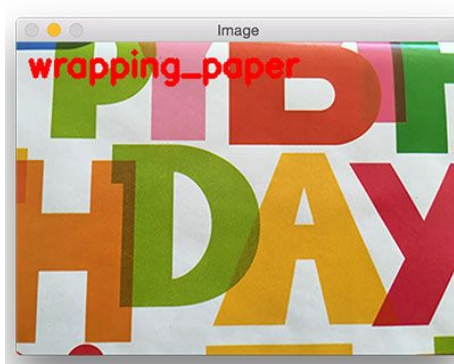
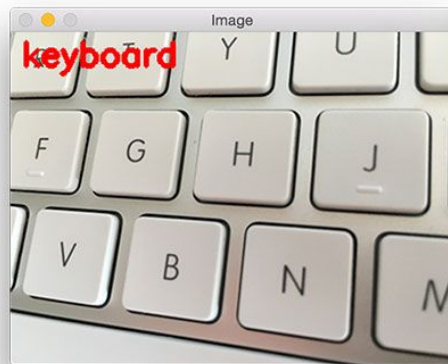
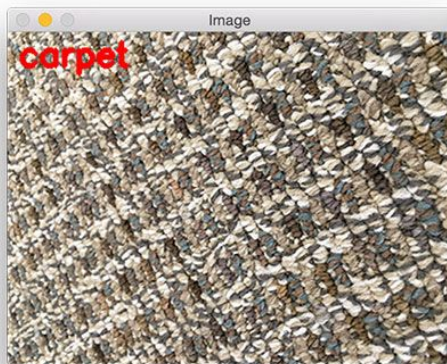
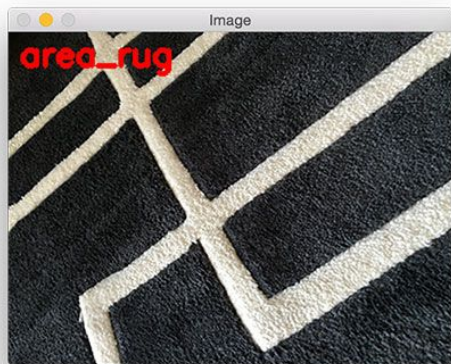


# LBP PARA RECONHECIMENTO DE TEXTURAS



# LBP PARA RECONHECIMENTO DE TEXTURAS

Usando Histograma dos LBPs calculados e SVM, tem-se como resultado:



# HAAR VS LBP

Algorithm	Advantages	Disadvantages
Haar	<ol style="list-style-type: none"><li>1. High detection accuracy</li><li>2. Low false positive rate</li></ol>	<ol style="list-style-type: none"><li>1. Computationally complex and slow</li><li>2. Longer training time</li><li>3. Less accurate on black faces</li><li>4. Limitations in difficult lightening conditions</li><li>5. Less robust to occlusion</li></ol>
LBP	<ol style="list-style-type: none"><li>1. Computationally simple and fast</li><li>2. Shorter training time</li><li>3. Robust to local illumination changes</li><li>4. Robust to occlusion</li></ol>	<ol style="list-style-type: none"><li>1. Less accurate</li><li>2. High false positive rate</li></ol>

# CONCLUSÃO

“In the game of AI, data is the King. The organization with the largest dataset and more representative dataset will always win.”

É possível construir um treinamento superior às bases padrão que acompanham o OpenCV.

Padrão: 89% (reconhecimento de olhos)

Objetivo: 97% (Haar) e 94% (LBP)

# REFERÊNCIAS

Rafael C. Gonzalez and Richard E. Woods. 2006. Digital Image Processing (3rd Edition). Prentice-Hall, Inc., Upper Saddle River, NJ, USA.

<https://www.learnopencv.com/training-better-haar-lbp-cascade-eye-detector-opencv/>

[http://www.outex.oulu.fi/publications/pami\\_02\\_opm.pdf](http://www.outex.oulu.fi/publications/pami_02_opm.pdf)

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