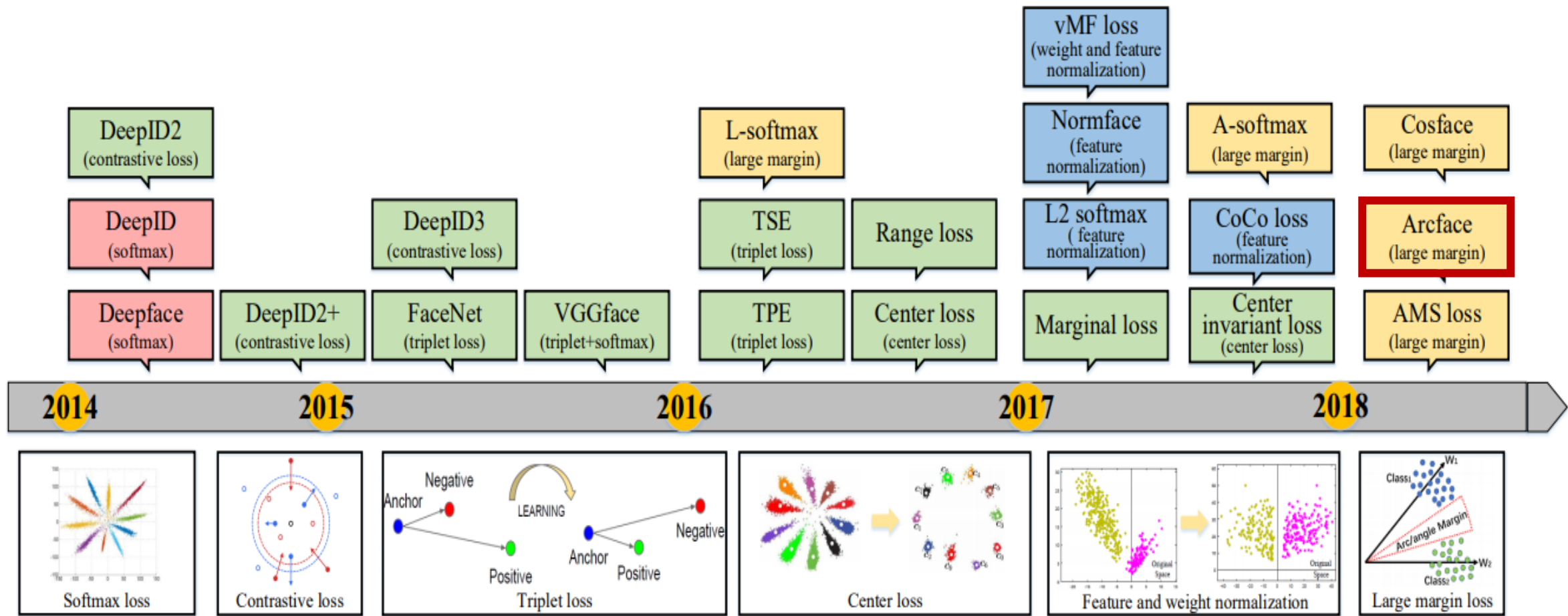


ArcFace

Jiankang Deng Jia Guo Niannan Xue Stefanos Zafeiriou
Imperial College London InsightFace FaceSof

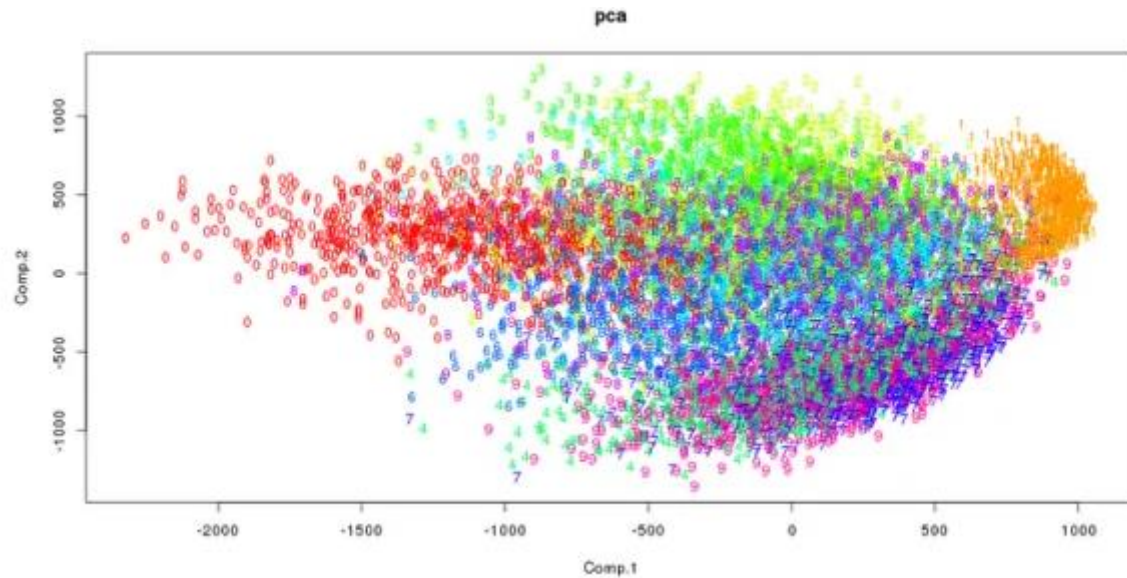
20151739 공대현

• Face Recognition(FR) Loss의 발전

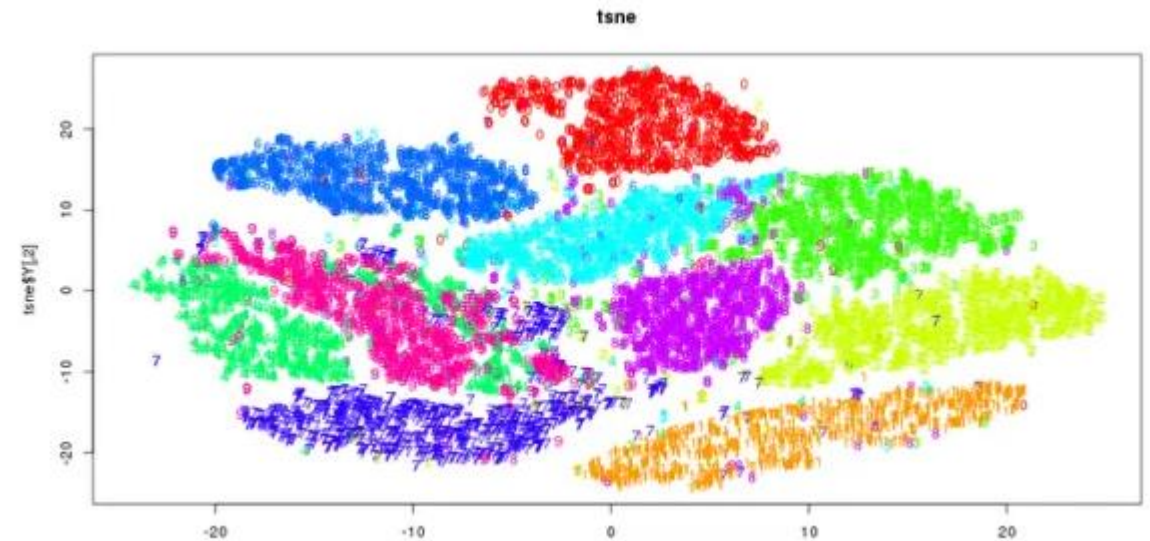


- Metric learning Method**

Before



After



• Previous Skills

- Triplet Loss: Euclidean-distance-based loss

$$\mathcal{L} = y_{ij} \max(0, \|f(x_i) - f(x_j)\|_2 - \epsilon^+) + (1 - y_{ij}) \max(0, \epsilon^- - \|f(x_i) - f(x_j)\|_2)$$

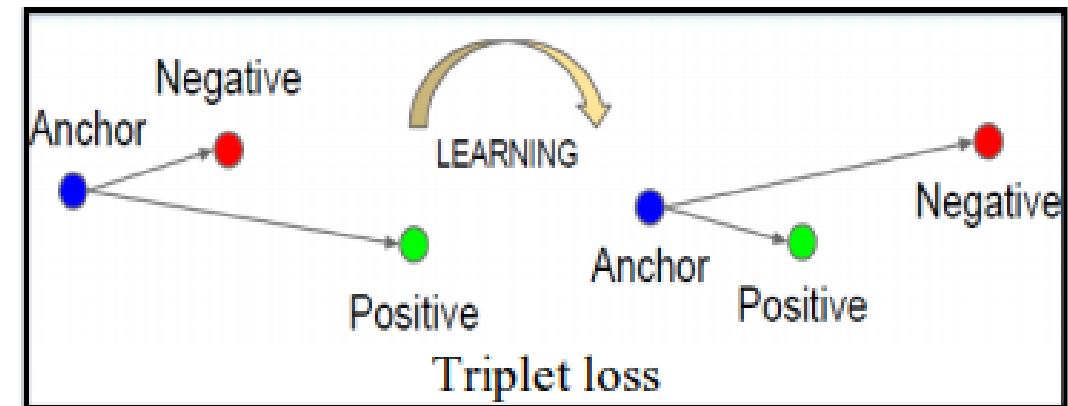
$$\begin{cases} \text{If } x_i = x_j, y_{ij} = 1 \rightarrow \text{verification} \\ \text{If } x_i \neq x_j, y_{ij} = -1 \rightarrow \text{identification} \end{cases}$$

FaceNet : Triplet Loss

$$\|f(x_i^a) - f(x_i^p)\|_2^2 + \alpha < -\|f(x_i^a) - f(x_i^n)\|_2^2$$

Minimizes the distance between an anchor and a positive sample of the same identity and maximizes the distance between the anchor and a negative sample of a different identity

단점: Training instability due to the selection of effective training samples



❖ Softmax-BCE Loss

input: x 4 class에 2일 때...

$$P_1 = \frac{e^{w_1 x}}{e^{w_1 x} + e^{w_2 x} + e^{w_3 x}} \quad 0.05 \quad P_2 = \frac{e^{w_2 x}}{e^{w_1 x} + e^{w_2 x} + e^{w_3 x}} \quad 0.8$$

$$P_3 = \frac{e^{w_3 x}}{e^{w_1 x} + e^{w_2 x} + e^{w_3 x}} \quad 0.15$$

$$\log P_1 = \log 0.05 = -1.3, \log P_2 = \log 0.8 = -0.0969, \log P_3 = -0.8239$$

$$-\log P_1 = 1.3, -\log P_2 = 0.0969, -\log P_3 = 0.8239$$

$$\Rightarrow \text{cross entropy : } \text{Loss} = - \sum_{c=1}^C L_c \log P_c, \quad L_c = [0, 1, 0]$$

$$\therefore \text{Loss} = 0 \times 1.3 + 1 \times 0.0969 + 0 \times 0.8239 = 0.0969 \quad \rightarrow \text{↓ 줄이는 방향으로 } W \text{ update}$$

$$\text{예제값이 잘못됐을 경우 : } \text{Loss} = 1 \times 1.3 + 0 \times 0.0969 + 0 \times 0.8239 = 1.3$$

• Previous Skills

- Angular loss: Softmax → Revised Softmax → SphereFace → Cosface → ArcFace → Combined

Original Softmax Loss: The most widely used classification loss function, softmax loss, is presented as follows:

$$L_1 = -\frac{1}{N} \sum_{i=1}^N \log \frac{e^{W_{y_i}^T x_i + b_{y_i}}}{\sum_{j=1}^n e^{W_j^T x_i + b_j}}, \quad (1)$$

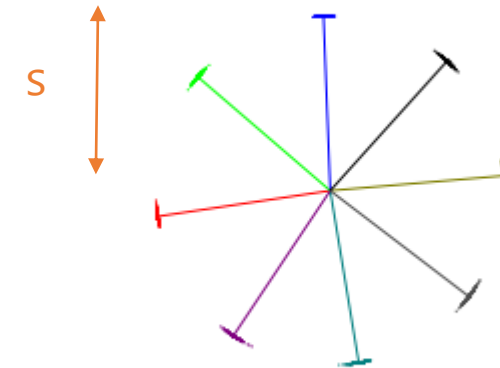
Handwritten annotations: "True class" points to y_i , "class" points to the denominator, "batch size" points to N .



$b = 0$,
 x is normalized and rescaled to s ,
 $W x = ||W|| ||x|| \cos \theta$,

Revised Softmax Loss:

$$L_2 = -\frac{1}{N} \sum_{i=1}^N \log \frac{e^{s \cos \theta_{y_i}}}{e^{s \cos \theta_{y_i}} + \sum_{j=1, j \neq y_i}^n e^{s \cos \theta_j}}.$$



(b) ArcFace

• Previous Skills

- Angular loss: Softmax → Revised Softmax → SphereFace
→ Cosface → ArcFace → Combined

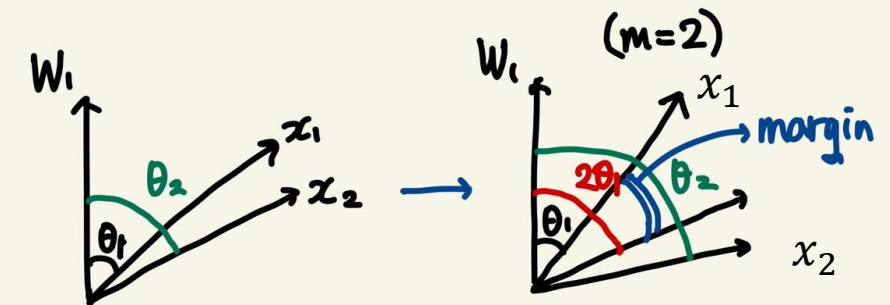
Revised Softmax Loss:
$$L_2 = -\frac{1}{N} \sum_{i=1}^N \log \frac{e^{s \cos \theta_{y_i}}}{e^{s \cos \theta_{y_i}} + \sum_{j=1, j \neq y_i}^n e^{s \cos \theta_j}}.$$

Decision boundary

$$\|x\|(\cos \theta_1 - \cos \theta_2) = 0$$

$$\cos \theta \rightarrow \cos(m\theta)$$

A-Softmax (SphereFace):
$$L_{\text{ang}} = \frac{1}{N} \sum_i -\log \left(\frac{e^{\|x_i\| \cos(m\theta_{y_i,i})}}{e^{\|x_i\| \cos(m\theta_{y_i,i})} + \sum_{j \neq y_i} e^{\|x_i\| \cos(\theta_{j,i})}} \right)$$



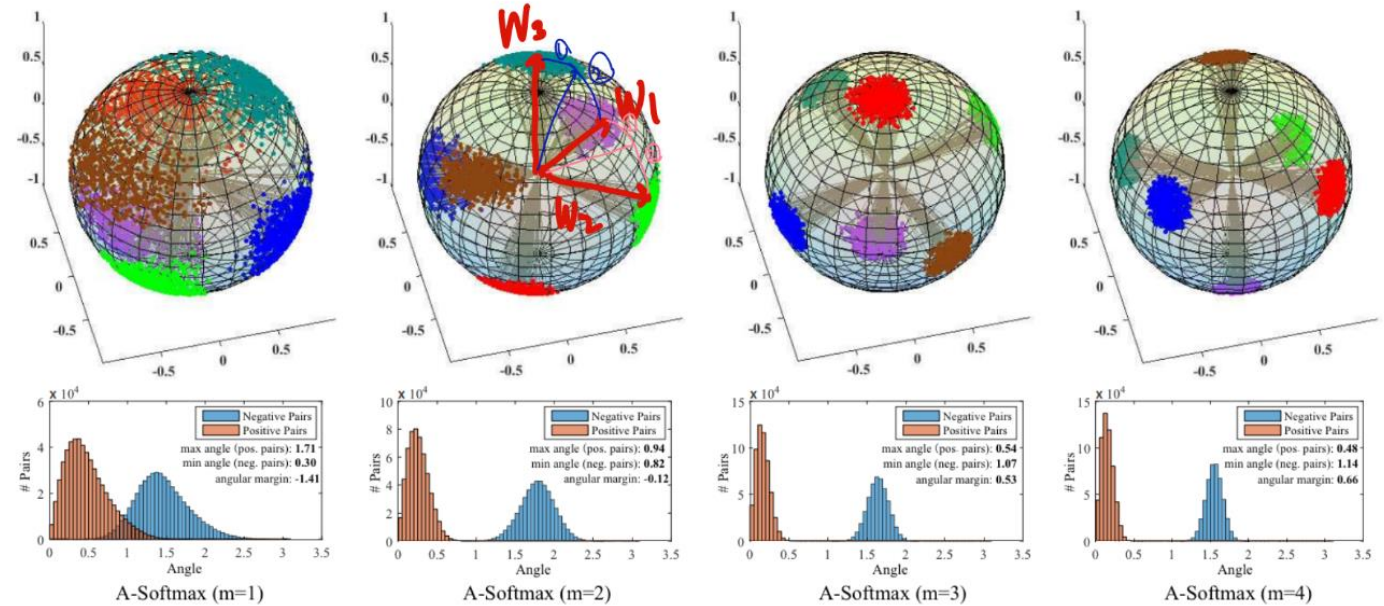
$$\begin{aligned} \|x\|(\cos m\theta_1 - \cos \theta_2) &= 0 \text{ for class 1} \\ \|x\|(\cos \theta_1 - \cos m\theta_2) &= 0 \text{ for class 2} \end{aligned}$$

Dataset	Original	m=1	m=2	m=3	m=4
LFW	97.88	97.90	98.40	99.25	99.42
YTF	93.1	93.2	93.8	94.4	95.0

- Previous Skills

- Sphere Face \ni Angular margin effect

Dataset	Original	m=1	m=2	m=3	m=4
LFW	97.88	97.90	98.40	99.25	99.42
YTF	93.1	93.2	93.8	94.4	95.0



• Previous Skills

- Angular loss: Softmax \rightarrow Revised Softmax \rightarrow SphereFace \rightarrow Cosface \rightarrow ArcFace \rightarrow Combined

A-Softmax (SphereFace) :
$$L_{ang} = \frac{1}{N} \sum_i -\log \left(\frac{e^{\|\mathbf{x}_i\| \cos(m\theta_{y_i,i})}}{e^{\|\mathbf{x}_i\| \cos(m\theta_{y_i,i})} + \sum_{j \neq y_i} e^{\|\mathbf{x}_i\| \cos(\theta_{j,i})}} \right)$$



$$\cos(m\theta) \rightarrow \cos\theta - m$$

LMCL(CosFace) :

$$L_{lmc} = \frac{1}{N} \sum_i -\log \frac{e^{s(\cos(\theta_{y_i,i})-m)}}{e^{s(\cos(\theta_{y_i,i})-m)} + \sum_{j \neq y_i} e^{s \cos(\theta_{j,i})}}$$

Decision boundary

$$\begin{aligned} \|\mathbf{x}\|(\cos m\theta_1 - \cos \theta_2) &= 0 \text{ for class 1} \\ \|\mathbf{x}\|(\cos \theta_1 - \cos m\theta_2) &= 0 \text{ for class 2} \end{aligned}$$

$$\begin{aligned} C_1 : \cos(\theta_1) &\geq \cos(\theta_2) + m, \\ C_2 : \cos(\theta_2) &\geq \cos(\theta_1) + m. \end{aligned}$$

• Previous Skills

- Angular loss: Softmax \rightarrow Revised Softmax \rightarrow SphereFace \rightarrow Cosface \rightarrow ArcFace \rightarrow Combined

LMCL(CosFace) :

$$L_{lmc} = \frac{1}{N} \sum_i -\log \frac{e^{s(\cos(\theta_{y_i,i})-m)}}{e^{s(\cos(\theta_{y_i,i})-m)} + \sum_{j \neq y_i} e^{s \cos(\theta_{j,i})}}$$



$$\cos\theta - m \rightarrow \cos(\theta + m)$$

Additive Angular Margin Loss(ArcFace) :

$$L_3 = -\frac{1}{N} \sum_{i=1}^N \log \frac{e^{s(\cos(\theta_{y_i}+m))}}{e^{s(\cos(\theta_{y_i}+m))} + \sum_{j=1, j \neq y_i}^n e^{s \cos \theta_j}}.$$

Decision boundary

$$C_1 : \cos(\theta_1) \geq \cos(\theta_2) + m,$$

$$C_2 : \cos(\theta_2) \geq \cos(\theta_1) + m.$$

$$\hat{x} (\cos(\theta_1 + m) - \cos\theta_2) = 0$$

• Previous Skills

- Angular loss: Softmax \rightarrow Revised Softmax \rightarrow SphereFace \rightarrow Cosface \rightarrow ArcFace \rightarrow Combined

Decision boundary

Additive Angular Margin
Loss(ArcFace) :

$$L_3 = -\frac{1}{N} \sum_{i=1}^N \log \frac{e^{s(\cos(\theta_{y_i} + m))}}{e^{s(\cos(\theta_{y_i} + m))} + \sum_{j=1, j \neq y_i}^n e^{s \cos \theta_j}}.$$

$$\hat{x} (\cos(\theta_1 + m) - \cos \theta_2) = 0$$



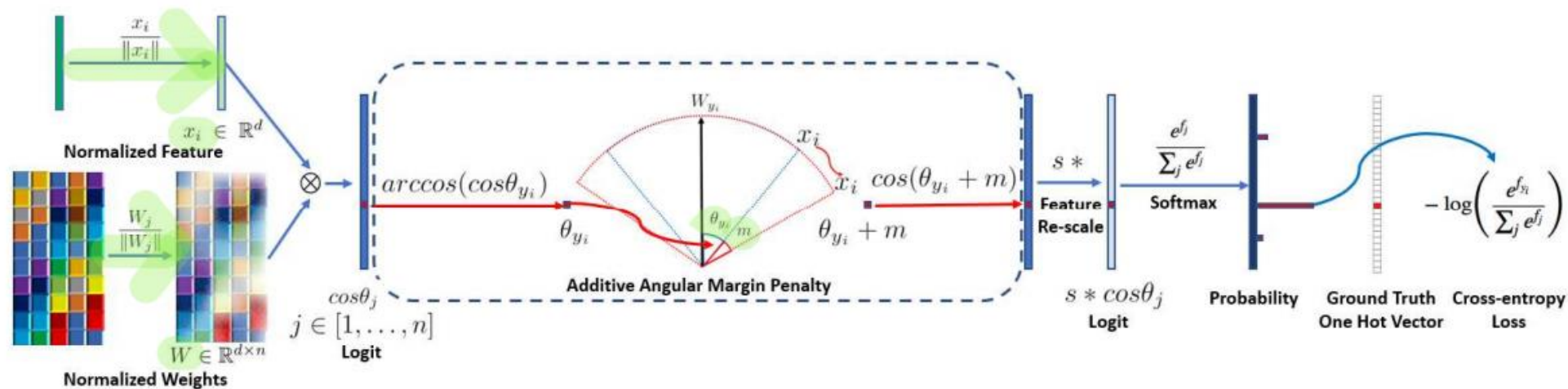
$$\cos(\theta + m) \rightarrow \cos(m_1 \theta + m_2) - m_3$$

Combined margin :

$$L_4 = -\frac{1}{N} \sum_{i=1}^N \log \frac{e^{s(\cos(m_1 \theta_{y_i} + m_2) - m_3)}}{e^{s(\cos(m_1 \theta_{y_i} + m_2) - m_3)} + \sum_{j=1, j \neq y_i}^n e^{s \cos \theta_j}}$$

• ArcFace

$$L_3 = -\frac{1}{N} \sum_{i=1}^N \log \frac{e^{s(\cos(\theta_{y_i} + m))}}{e^{s(\cos(\theta_{y_i} + m))} + \sum_{j=1, j \neq y_i}^n e^{s \cos \theta_j}}.$$



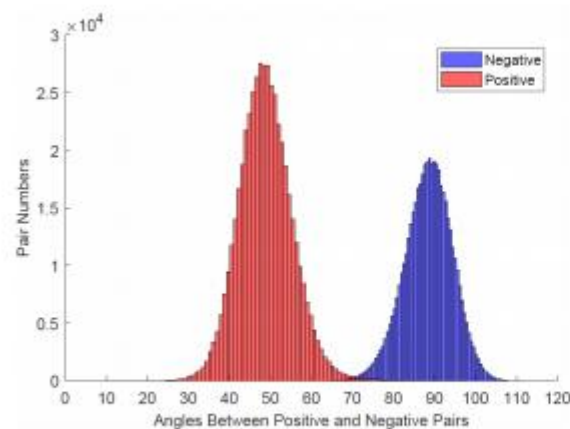
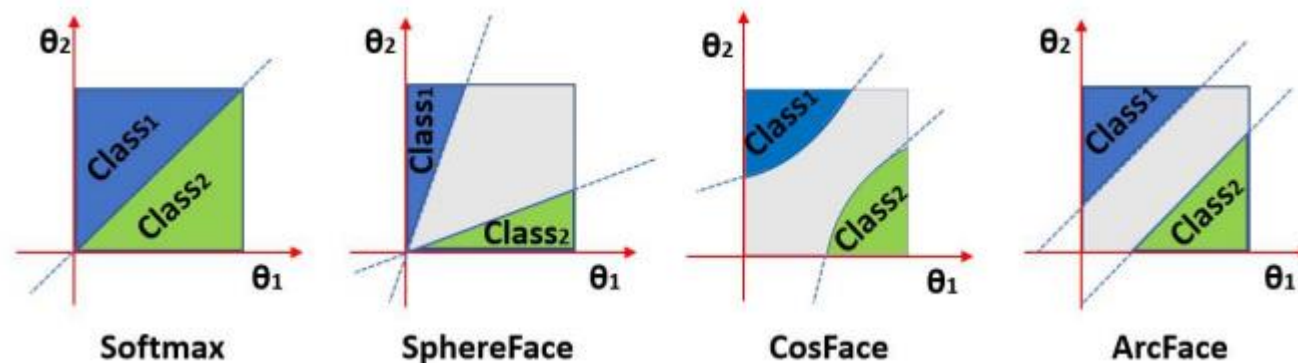
Algorithm 1 The Pseudo-code of ArcFace on MxNet

Input: Feature Scale s , Margin Parameter m in Eq. 3, Class Number n , Ground-Truth ID gt .

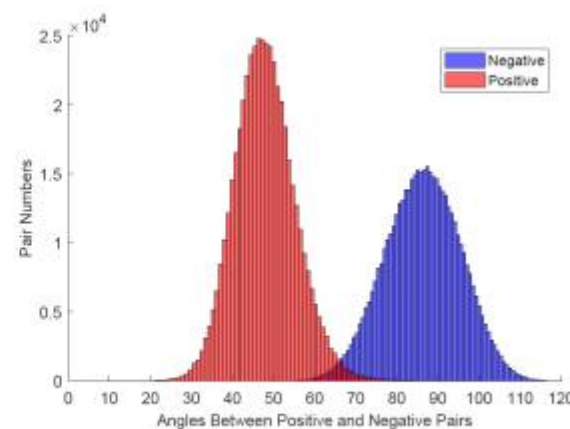
1. $x = \text{mx.symbol.L2Normalization}(x, \text{mode} = \text{'instance'})$
2. $W = \text{mx.symbol.L2Normalization}(W, \text{mode} = \text{'instance'})$
3. $fc7 = \text{mx.sym.FullyConnected}(data = x, weight = W, no_bias = \text{True}, num_hidden = n)$
4. $original_target_logit = \text{mx.sym.pick}(fc7, gt, axis = 1)$
5. $theta = \text{mx.sym.arccos}(original_target_logit)$
6. $marginal_target_logit = \text{mx.sym.cos}(theta + m)$
7. $one_hot = \text{mx.sym.one_hot}(gt, depth = n, on_value = 1.0, off_value = 0.0)$
8. $fc7 = fc7 + \text{mx.sym.broadcast_mul}(one_hot, \text{mx.sym.expand_dims}(marginal_target_logit - original_target_logit, 1))$
9. $fc7 = fc7 * s$

Output: Class-wise affinity score $fc7$.

- ArcFace
 - Result



(a) ArcFace



(b) Triplet-Loss

Loss Functions	LFW	CFP-FP	AgeDB-30
ArcFace (0.4)	99.53	95.41	94.98
ArcFace (0.45)	99.46	95.47	94.93
ArcFace (0.5)	99.53	95.56	95.15
ArcFace (0.55)	99.41	95.32	95.05
SphereFace [15]	99.42	-	-
SphereFace (1.35)	99.11	94.38	91.70
CosFace [35]	99.33	-	-
CosFace (0.35)	99.51	95.44	94.56
CM1 (1, 0.3, 0.2)	99.48	95.12	94.38
CM2 (0.9, 0.4, 0.15)	99.50	95.24	94.86
Softmax	99.08	94.39	92.33
Norm-Softmax (NS)	98.56	89.79	88.72
NS+Intra	98.75	93.81	90.92
NS+Inter	98.68	90.67	89.50
NS+Intra+Inter	98.73	94.00	91.41
Triplet (0.35)	98.98	91.90	89.98
ArcFace+Intra	99.45	95.37	94.73
ArcFace+Inter	99.43	95.25	94.55
ArcFace+Intra+Inter	99.43	95.42	95.10
ArcFace+Triplet	99.50	95.51	94.40