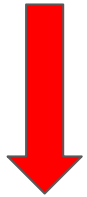
Face Recognition

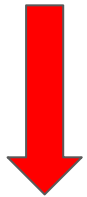
21 김민솔

applied to any live viewfinder experience that requires an accurate facial region of interest as an input for other task-specific models, such as 3D facial keypoint or geometry estimation (e.g., MediaPipe Face Mesh), facial features or expression classification, and face region segmentation. BlazeFace uses a lightweight feature extraction network inspired by, but distinct from MobileNetV1/V2, a GPU-friendly anchor scheme modified from Single Shot MultiBox Detector (SSD), and an improved tie resolution strategy alternative to non-maximum suppression. For more information about BlazeFace, please see the Resources section.

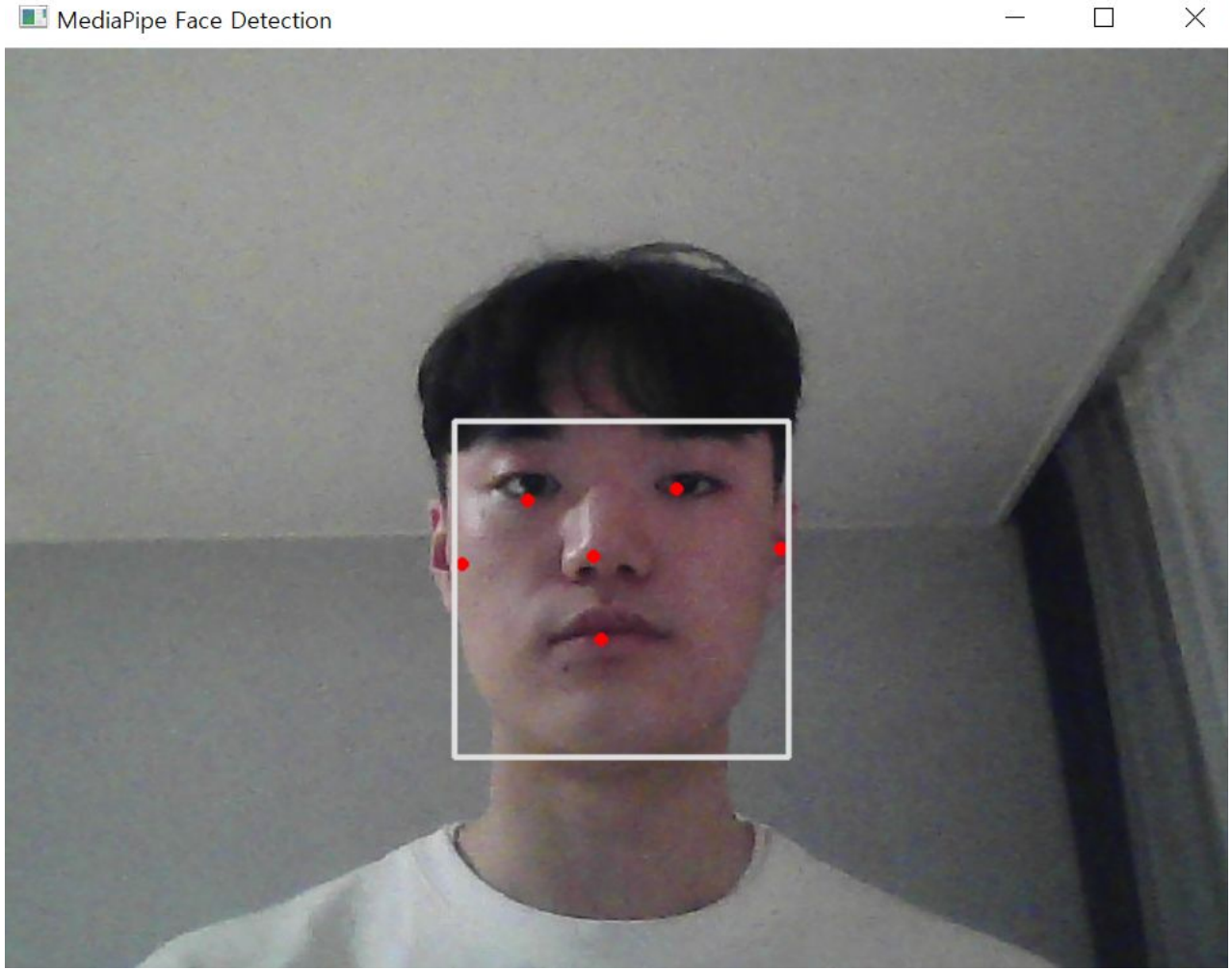
얼굴 데이터셋 생성



모델 학습

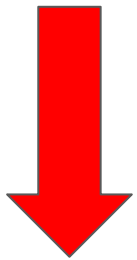


얼굴 인식

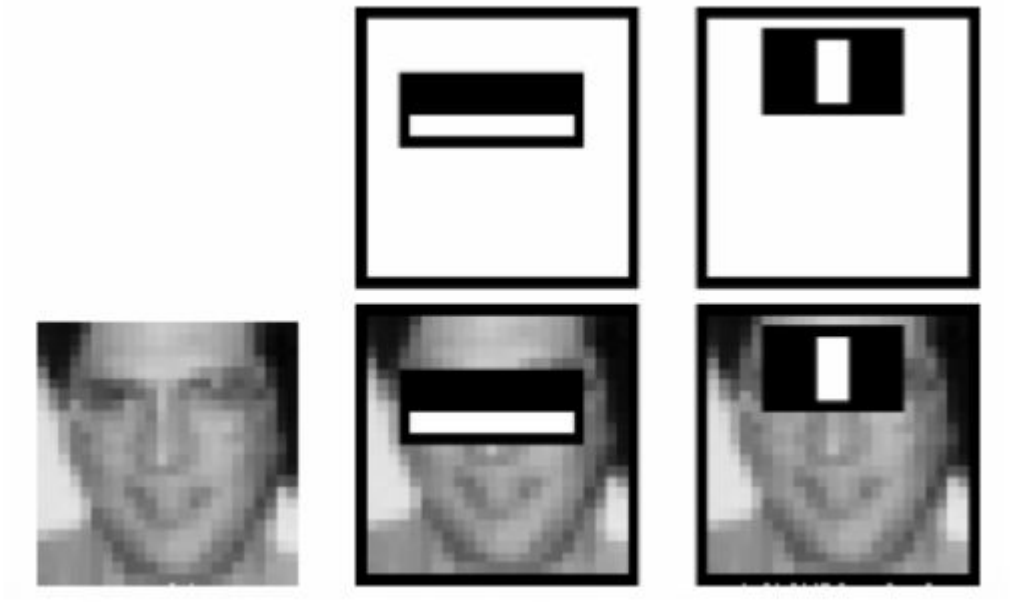

MediaPipe Face Detection

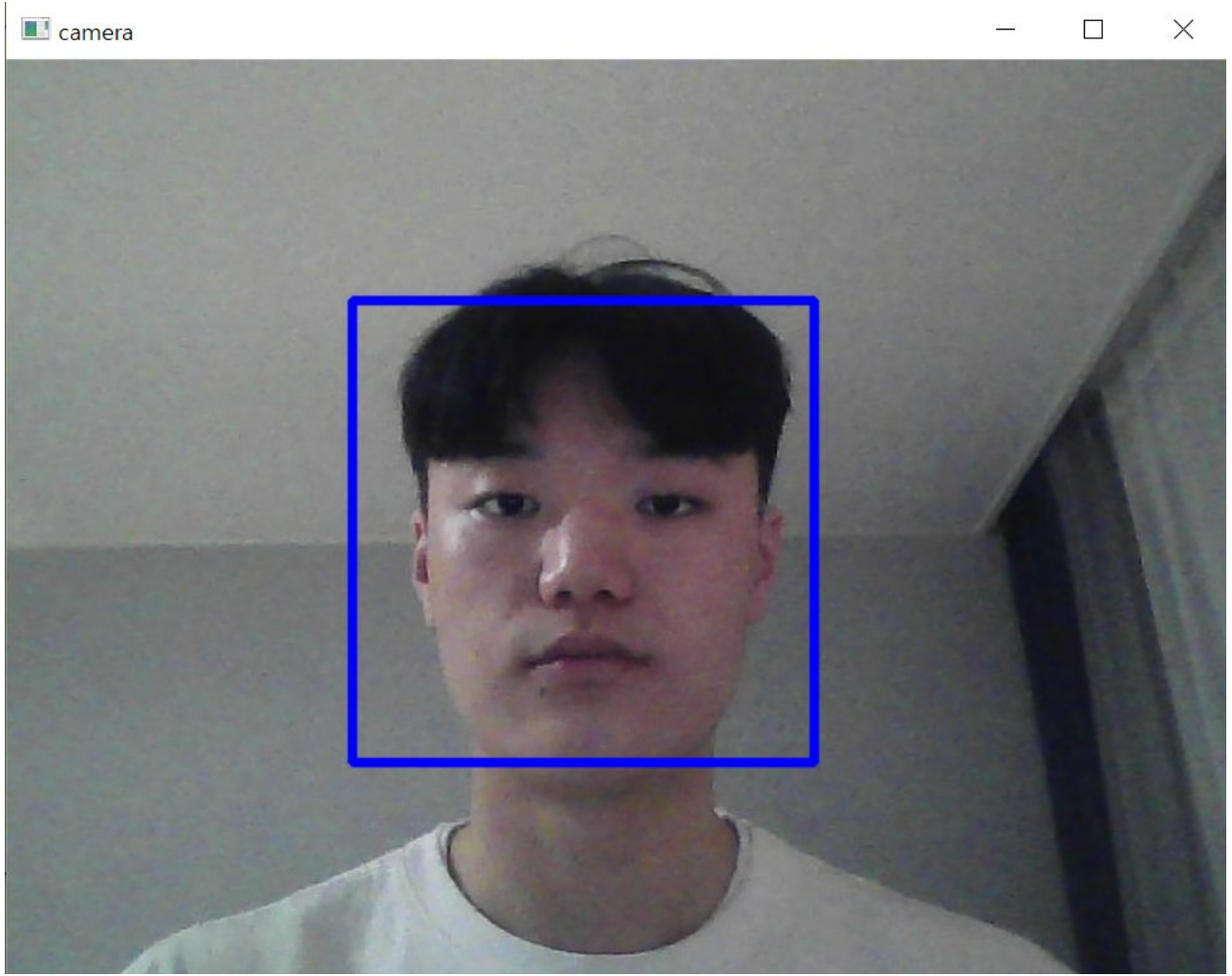
```
if results.detections:
  for detection in results.detections:
    mp_drawing.draw_detection(image, detection)
```

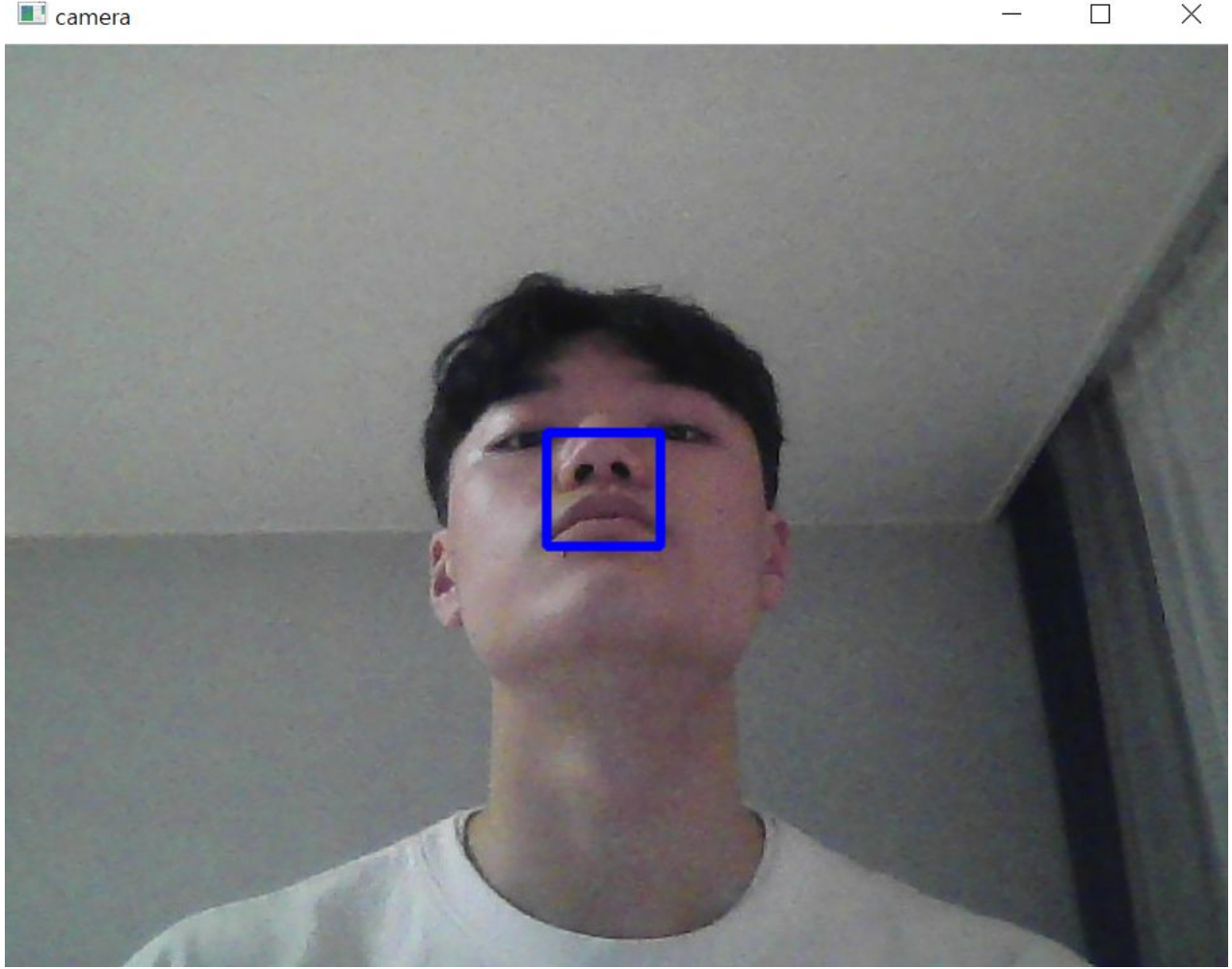
?



Harr cascade




camera


camera

https://github.com/google/mediapipe/blob/master/mediapipe/python/solutions/

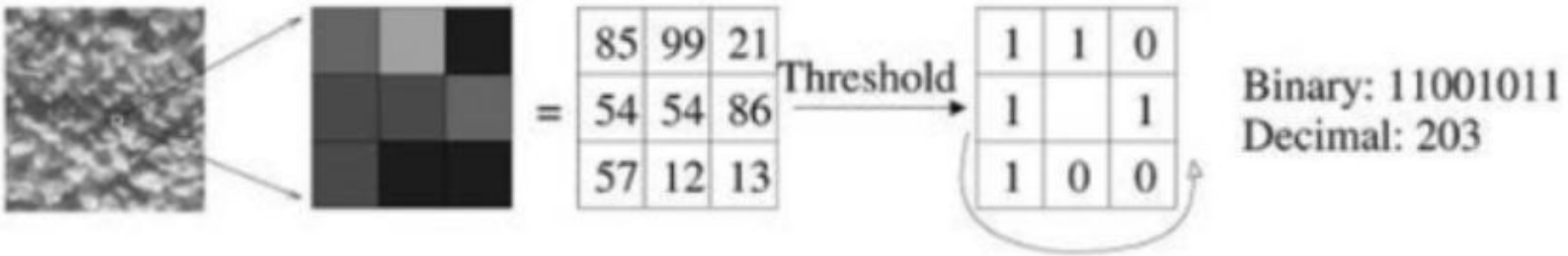
```
x_px = min(math.floor(normalized_x * image_width), image_width - 1)
y_px = min(math.floor(normalized_y * image_height), image_height - 1)
return x_px, y_px
```

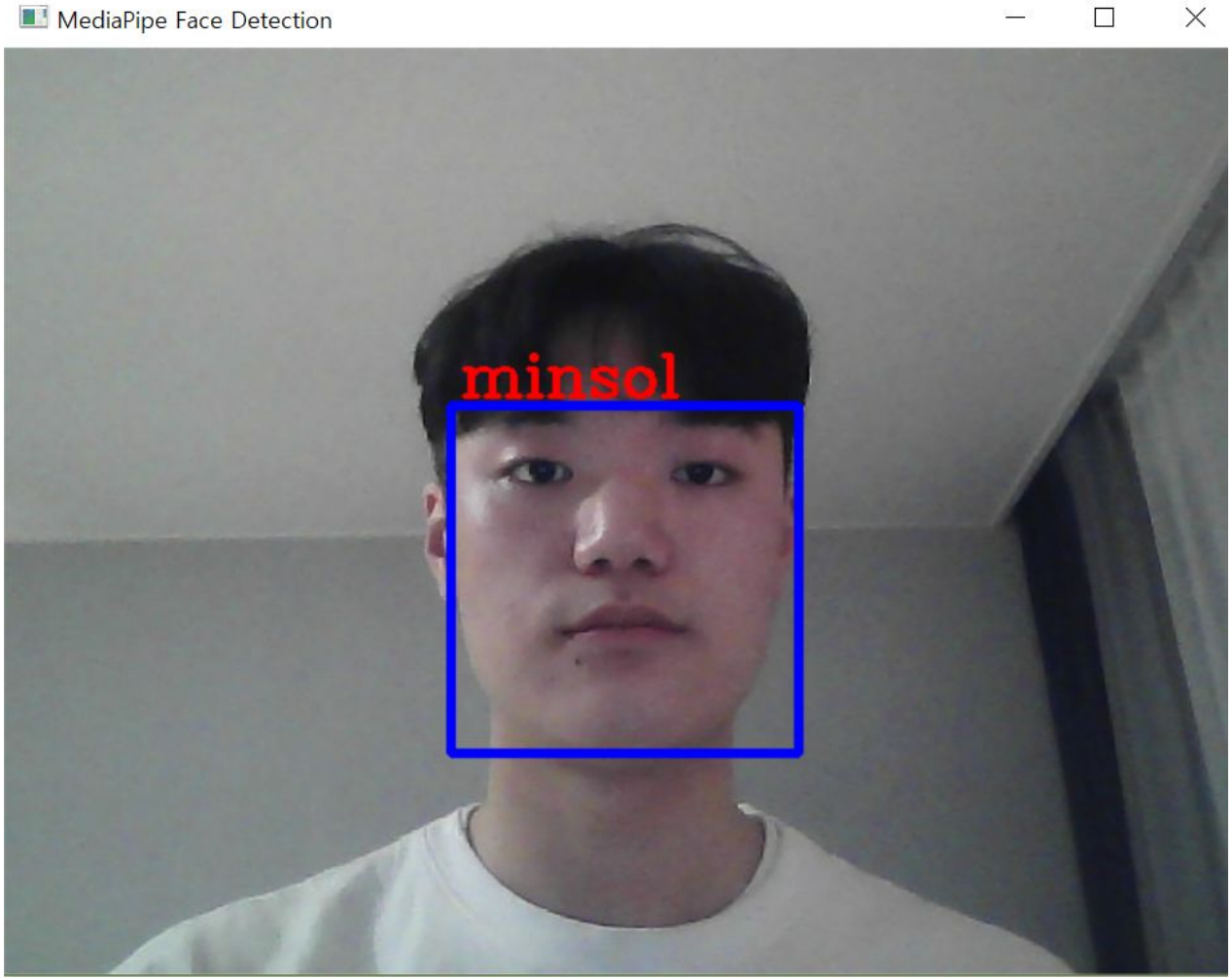
```
label_id: 0
score: 0.941250622724915
location_data {
  format: RELATIVE_BOUNDING_BOX
  relative_bounding_box {
    xmin: 0.339539617300033 57
    ymin: 0.474253892898559 57
    width: 0.305441170930862 4
    height: 0.407226383686065 7
  }
```

```
normalized_x=detection.location_data.relative_bounding_box.xmin
normalized_y=detection.location_data.relative_bounding_box.ymin
normalized_w=detection.location_data.relative_bounding_box.width
normalized_h=detection.location_data.relative_bounding_box.height

x_px = min(math.floor(normalized_x * image_width), image_width - 1)
y_px = min(math.floor(normalized_y * image_height), image_height - 1)
w_px = min(math.floor(normalized_w * image_width), image_width - 1)
h_px = min(math.floor(normalized_h * image_height), image_height - 1)
```

```
xmin: 0.3395396173000335 7
ymin: 0.4742538928985595 7
width: 0.3054411709308624
height: 0.4072263836860657

0.3395396173000335 7
217 227 195 195
```


face_recog...


85 99 21
54 54 86
57 12 13
Threshold
1 1 0
1 1
1 0 0
Binary: 11001011
Decimal: 203


MediaPipe Face Detection
minsol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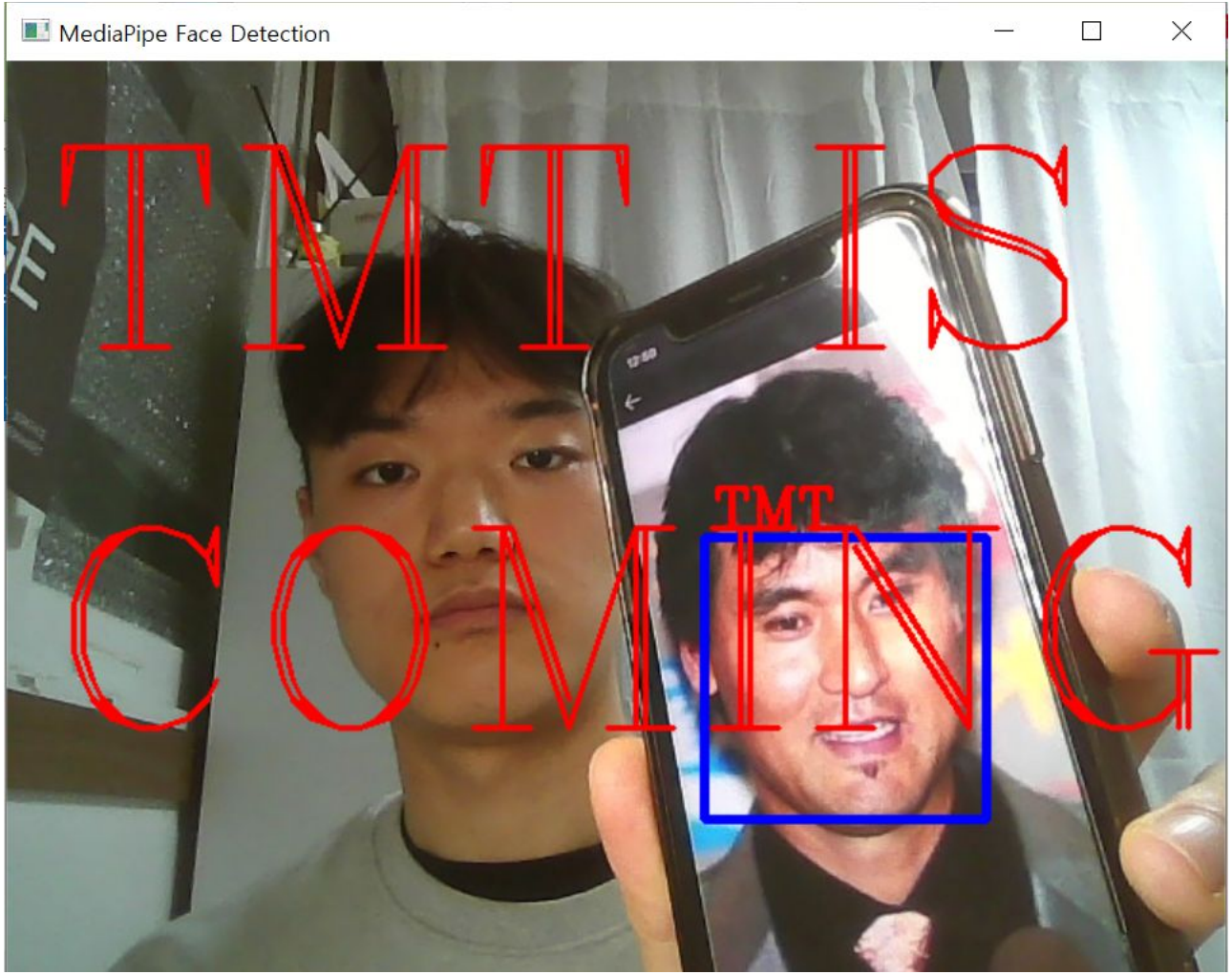
MediaPipe Face Detection
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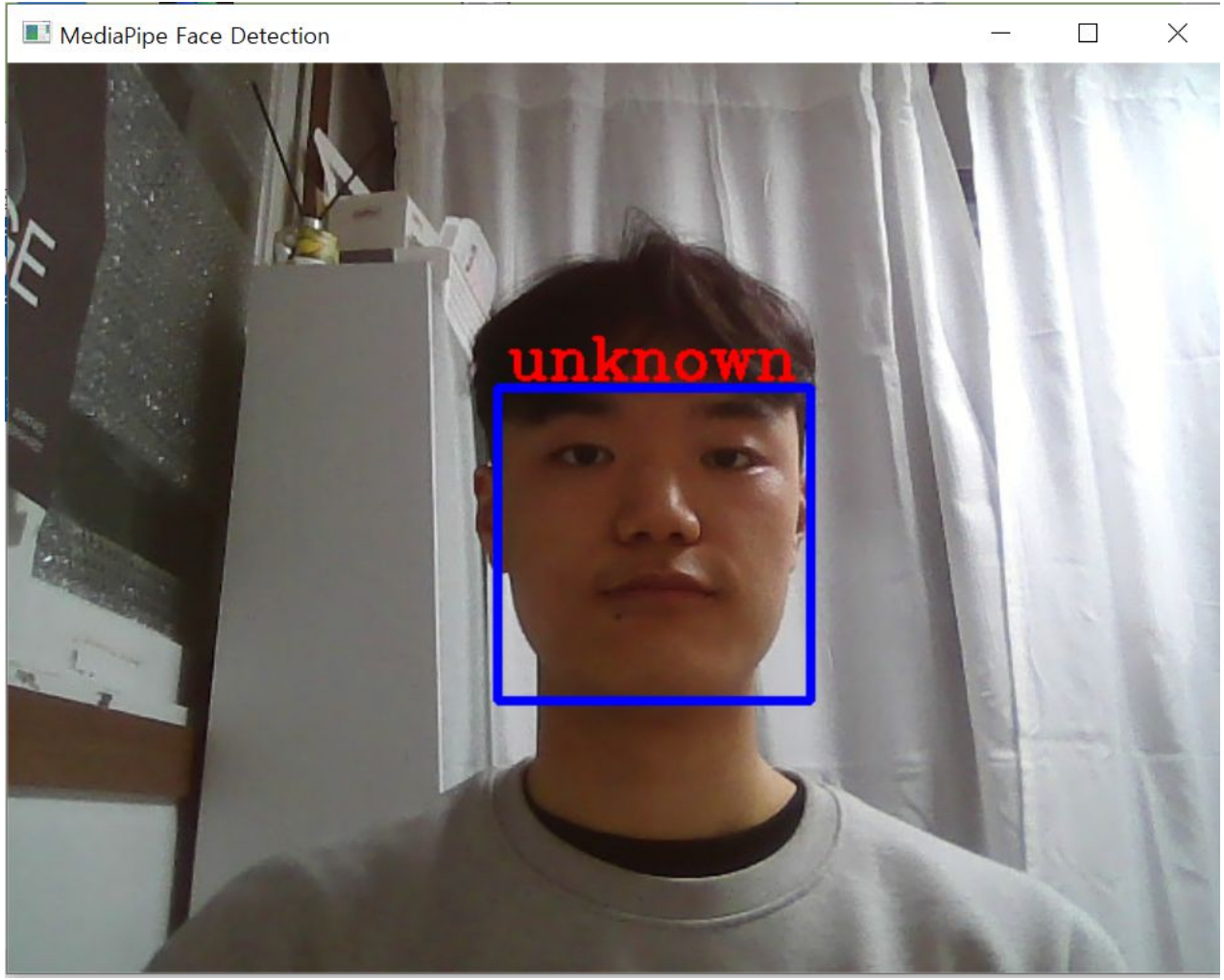
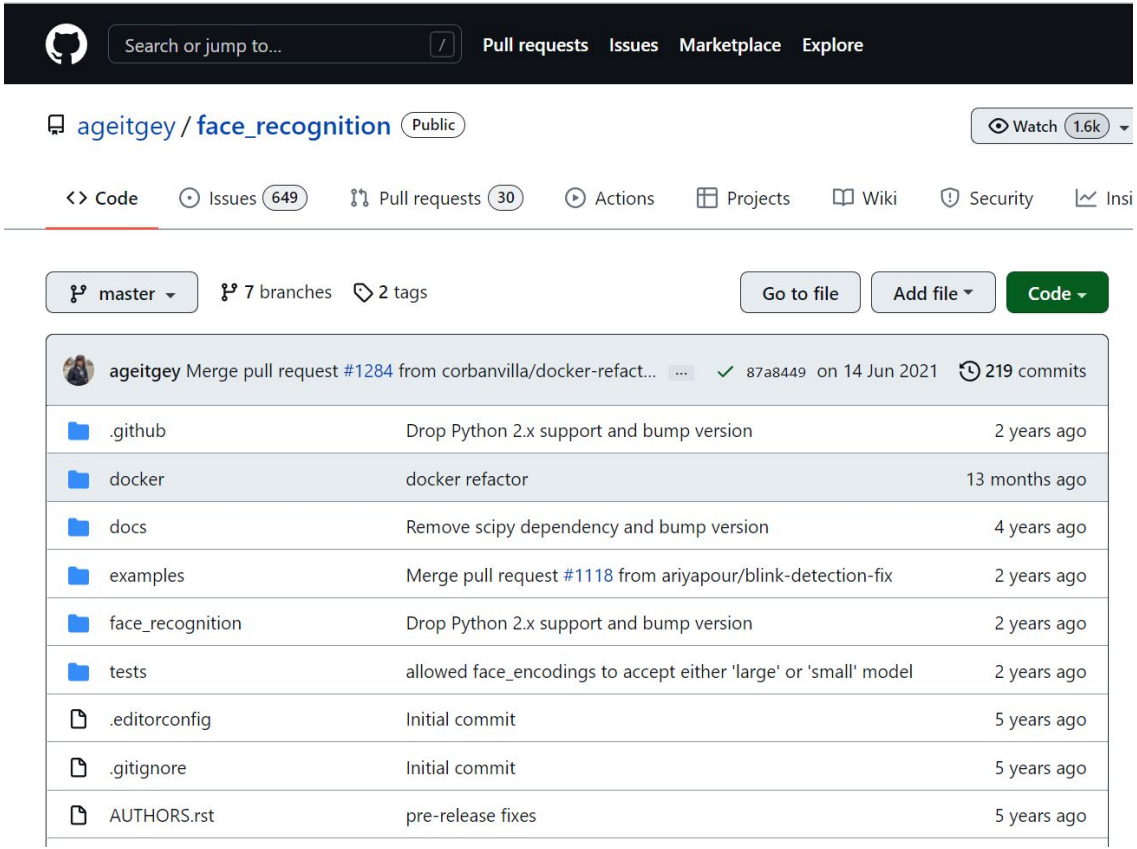
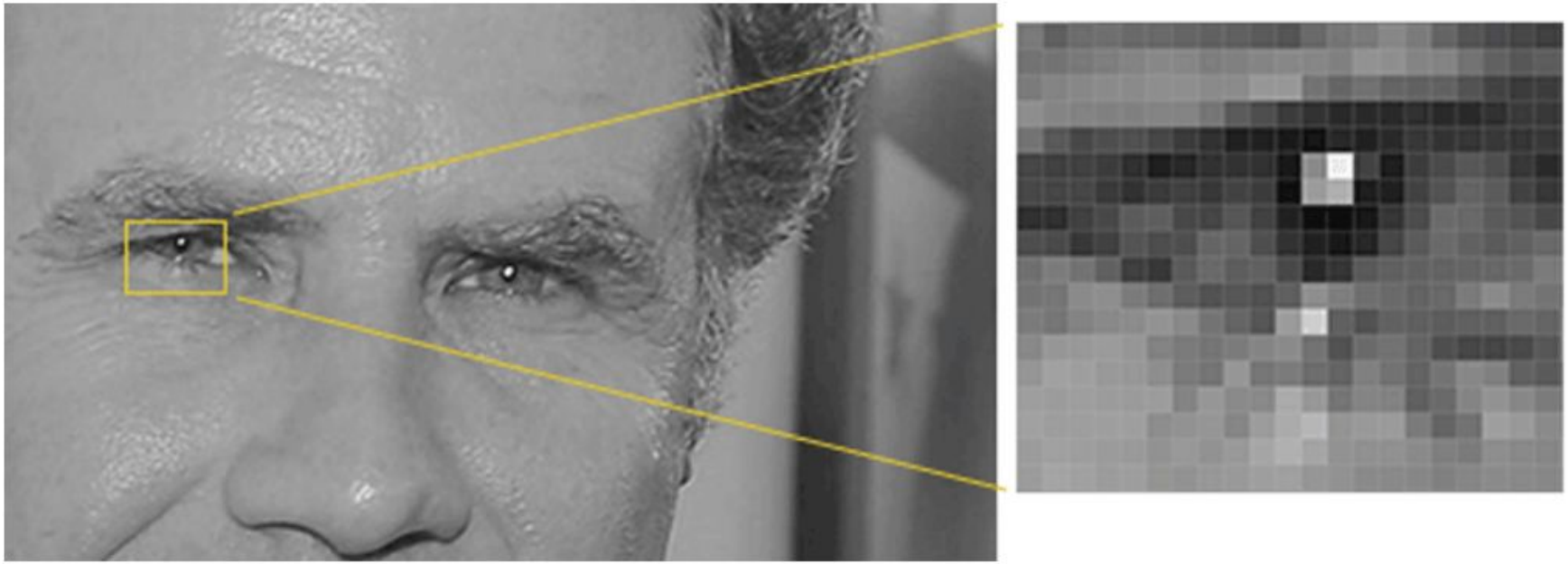
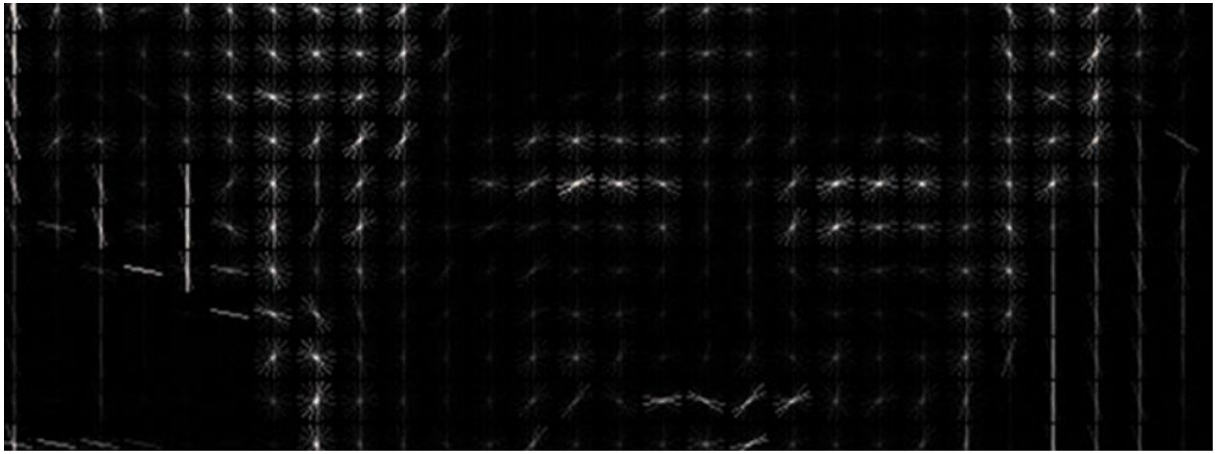
COMING
TMT


MediaPipe Face Detection
unknown

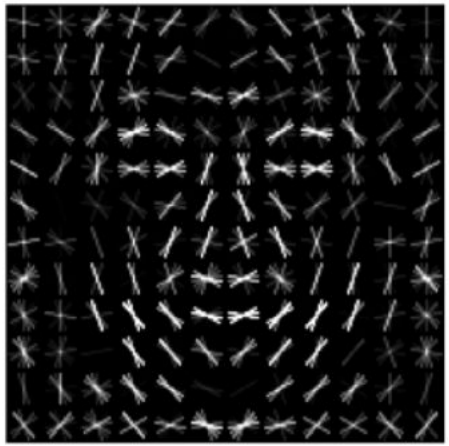
https://github.com/ageitgey/face_recognition



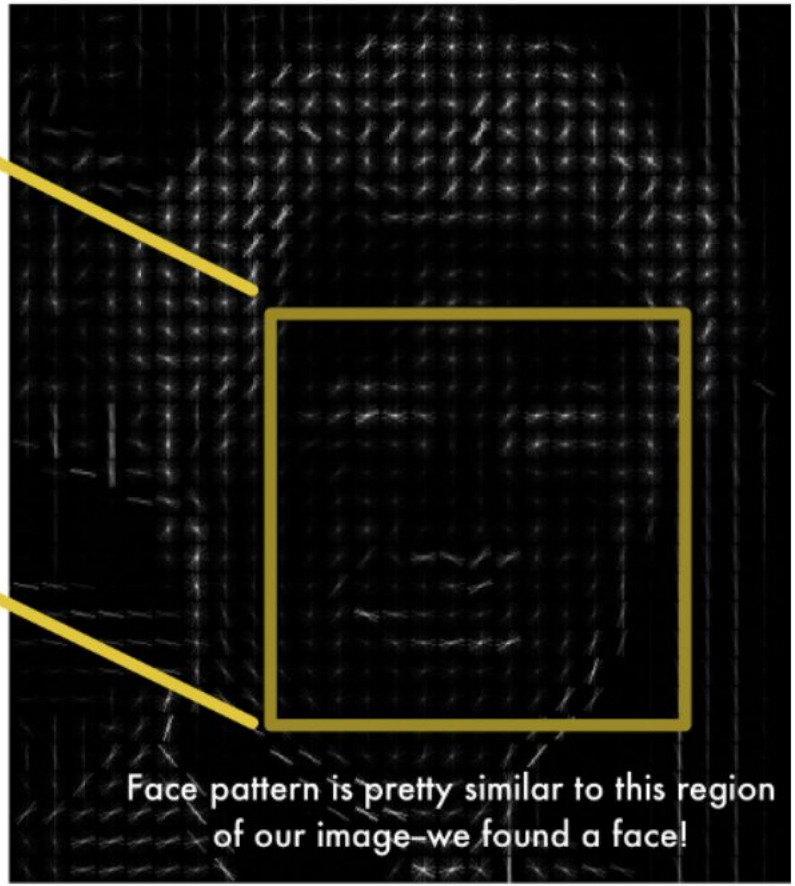


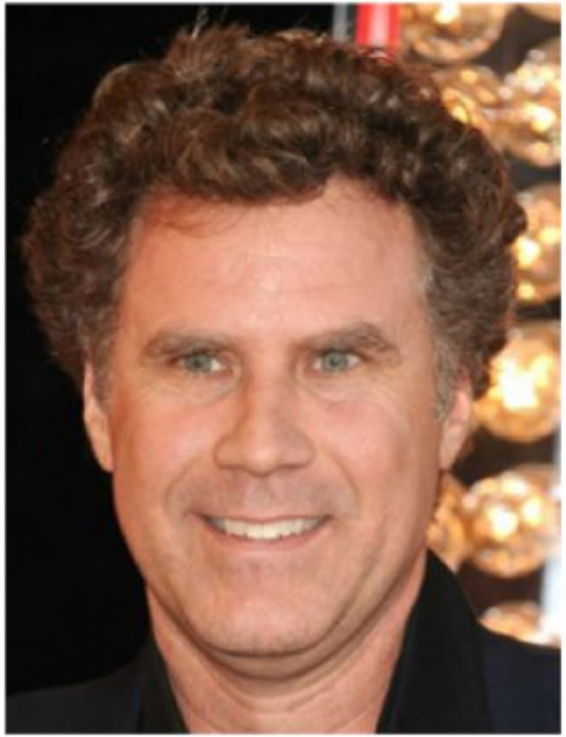


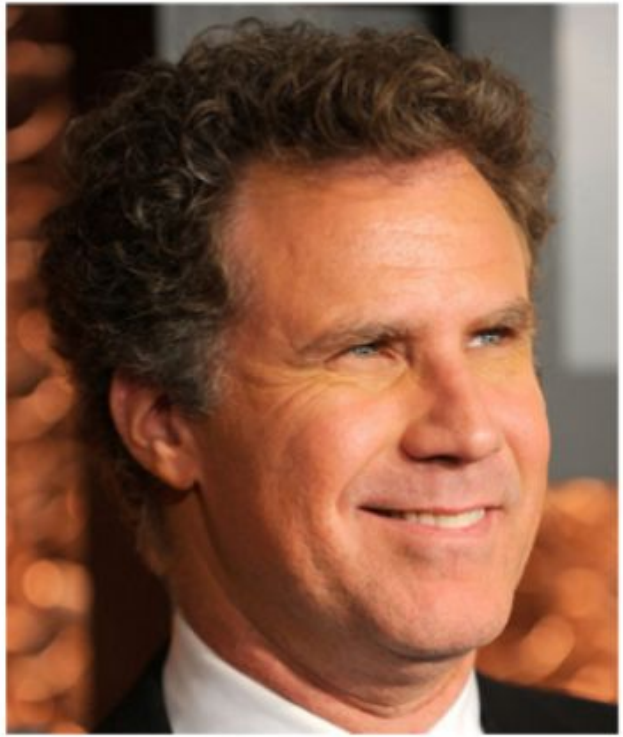
HOG face pattern generated
from lots of face images

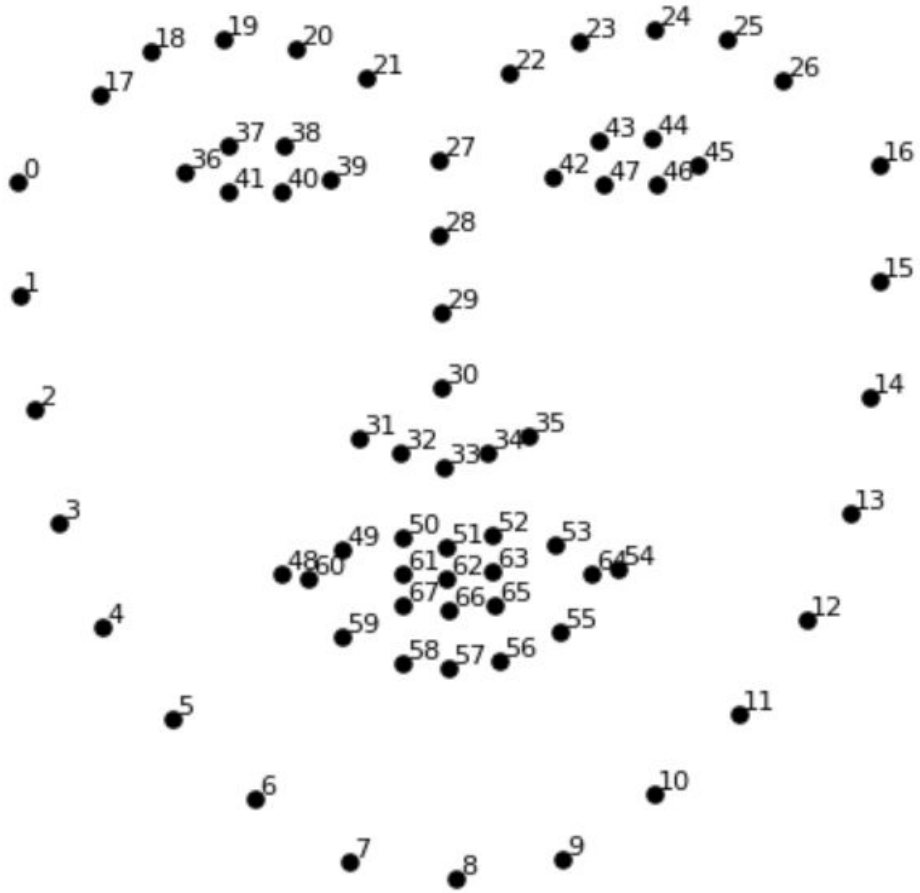


HOG version of our image





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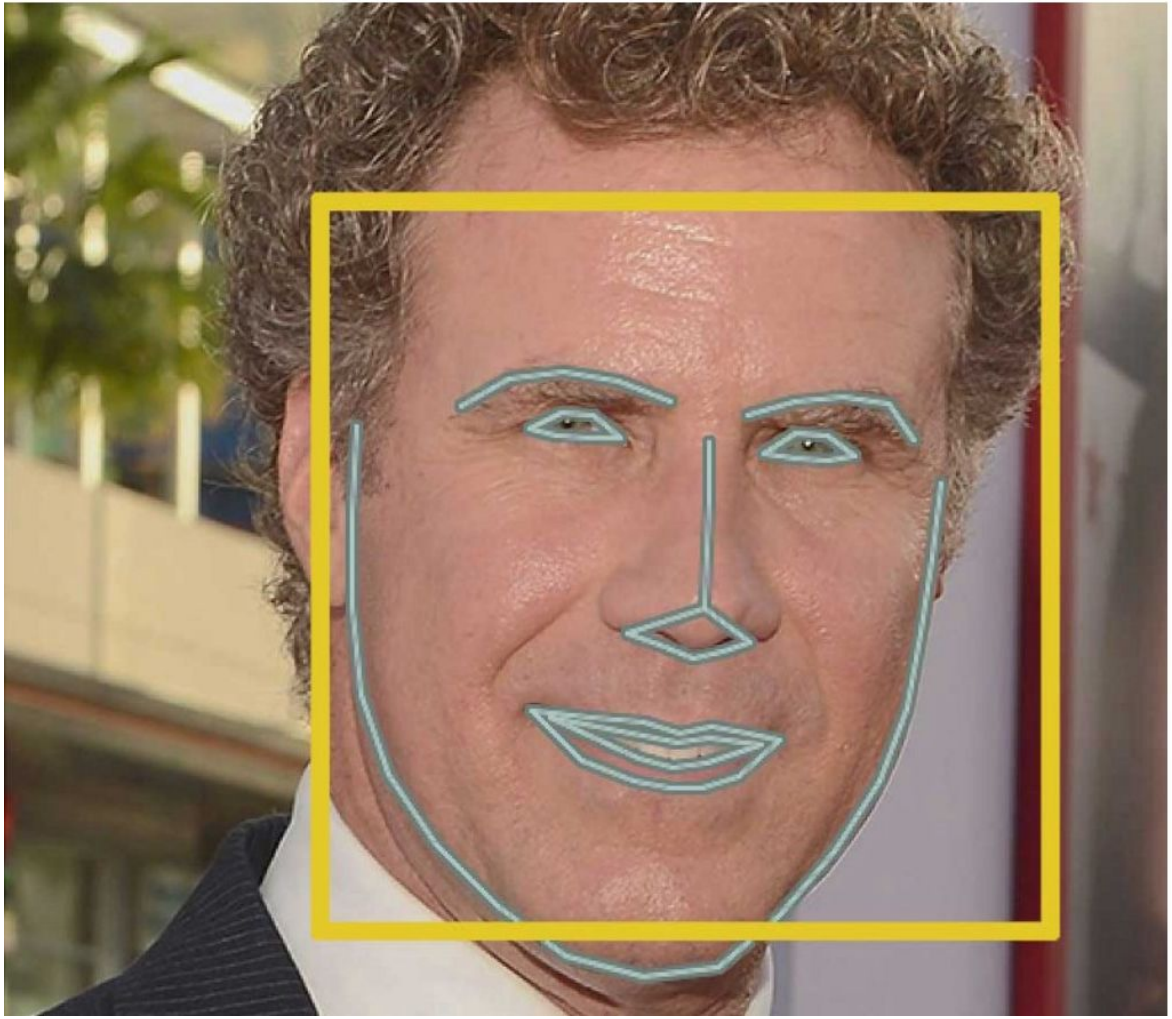
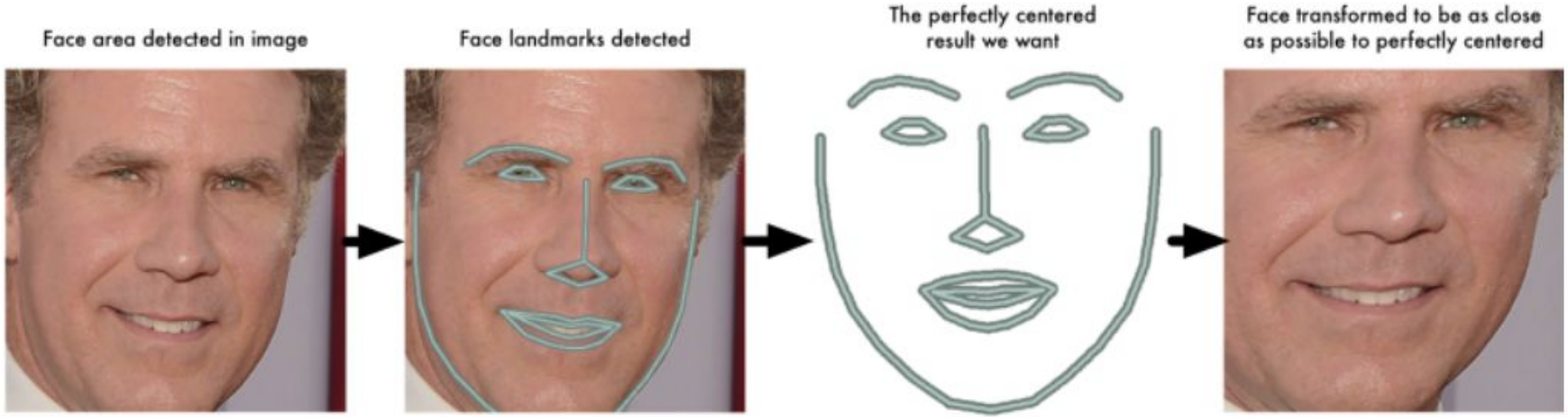



Face area detected in image
Face landmarks detected
The perfectly centered result we want
Face transformed to be as close as possible to perfectly centered

Input Image

128 Measurements Generated from Image

0.097496084868908	0.045223236083984	-0.1281466782093	0.032084941864014
0.12529824674129	0.060309179127216	0.17521631717682	0.020976085215807
0.030809439718723	-0.01981477253139	0.10801389068365	-0.00052163278451189
0.036050599068403	0.065554238855839	0.0731306001544	-0.1318951100111
-0.097486883401871	0.1226262897253	-0.029626874253154	-0.0059557510539689
-0.0066401711665094	0.036750309169292	-0.15958009660244	0.043374512344599
-0.14131525158882	0.14114324748516	-0.031351584941149	-0.053343612700701
-0.048540540039539	-0.061901587992907	-0.15042643249035	0.078198105096817
-0.12567175924778	-0.10568545013666	-0.12728653848171	-0.076289616525173
-0.061418771743774	-0.074287034571171	-0.065365232527256	0.12369467318058
0.046741496771574	0.0061761881224811	0.14746543765068	0.056418422609568
-0.12113650143147	-0.21055991947651	0.0041091227903962	0.089727647602558
0.061606746166945	0.11345765739679	0.021352224051952	-0.0085843298584223
0.061989940702915	0.19372203946114	-0.086726233363152	-0.022388197481632
0.10904195904732	0.084853030741215	0.09463594853878	0.020696049556136
-0.019414527341723	0.0064811296761036	0.21180312335491	-0.050584398210049
0.15245945751667	-0.16582328081131	-0.035577941685915	-0.072376452386379
-0.12216668576002	-0.0072777755558491	-0.036901291459799	-0.034365277737379
0.083934605121613	-0.059730969369411	-0.070026844739914	-0.045013956725597
0.087945111095905	0.11478432267904	-0.089621491730213	-0.013955107890069
-0.021407851949334	0.14841195940971	0.078333757817745	-0.17898085713387
-0.018298890441656	0.049525424838066	0.13227833807468	-0.072600327432156
-0.011014151386917	-0.051016297191381	-0.14132921397686	0.0050511928275228
0.0093679334968328	-0.062812767922878	-0.13407498598099	-0.014829395338893
0.058139257133007	0.0048638740554452	-0.039491076022387	-0.043765489012003
-0.024210374802351	-0.11443792283535	0.071997955441475	-0.012062266469002
-0.057223934680223	0.014683869667351	0.05228154733777	0.012774495407939
0.023535015061498	-0.081752359867096	-0.031709920614958	0.069833360612392
-0.0098039731383324	0.037022035568953	0.11009479314089	0.11638788878918
0.020220354199409	0.12788131833076	0.18632389605045	-0.015336792916059
0.0040337680839002	-0.094398014247417	-0.11768248677254	0.10281457751989
0.051597066223621	-0.10034311562777	-0.040977258235216	-0.082041338086128

`sklearn.svm`: Support Vector Machines

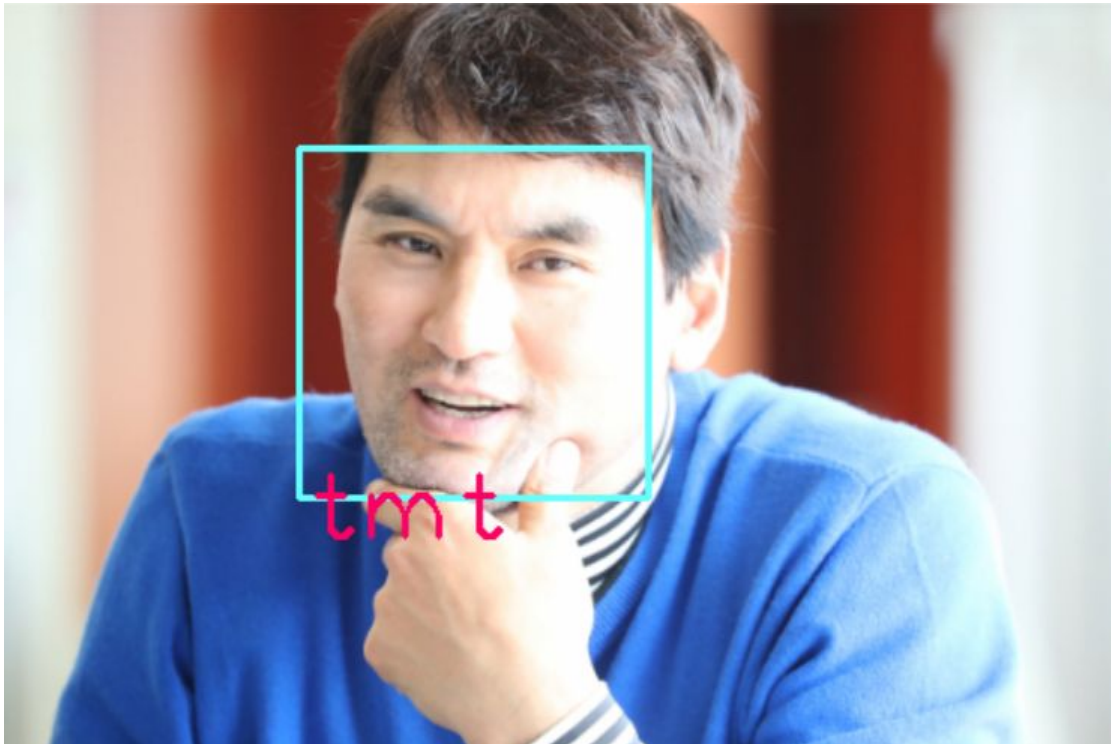
The `sklearn.svm` module includes Support Vector Machine algorithms.

User guide: See the Support Vector Machines section for further details.

Estimators ¶

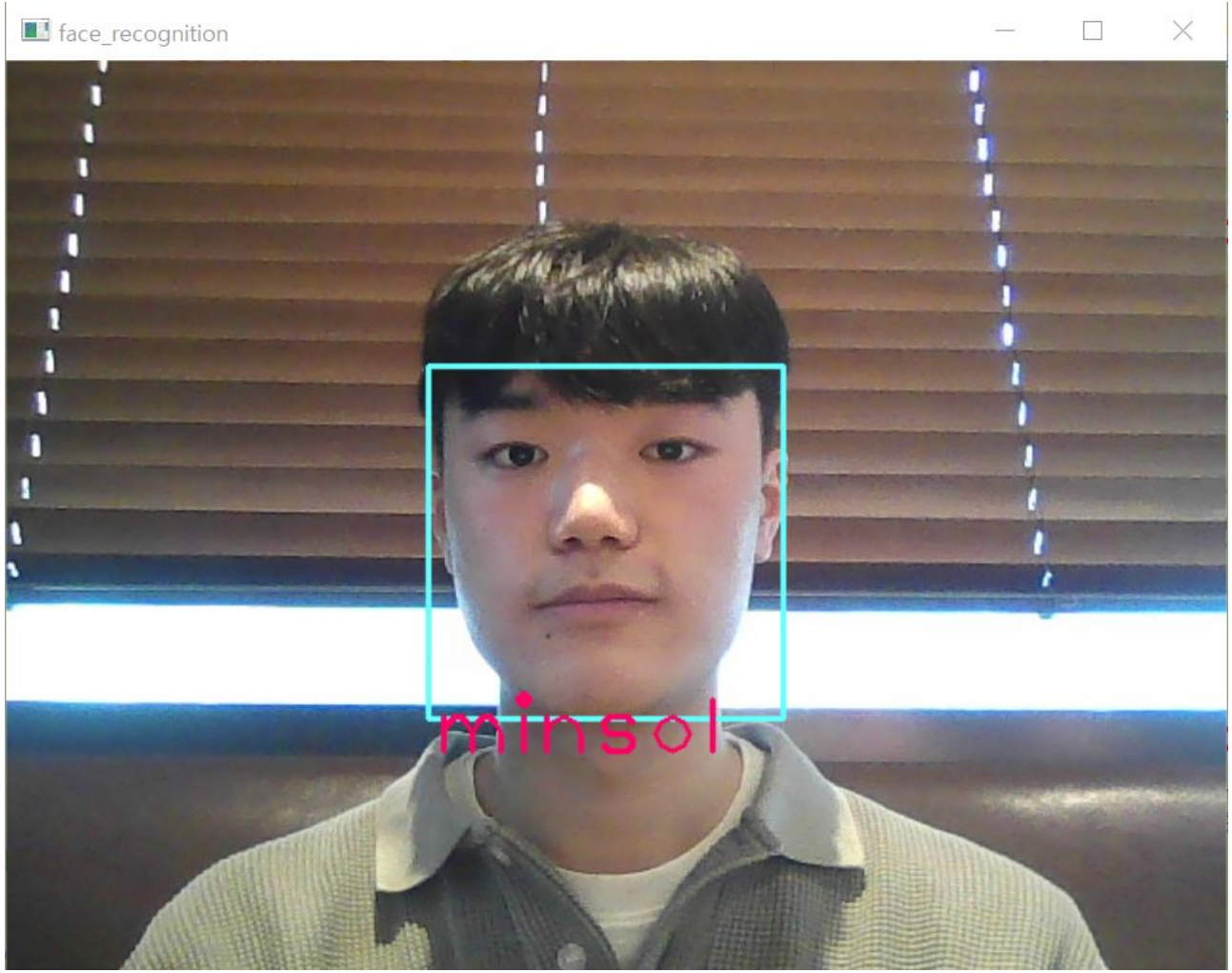
`svm.LinearSVC`([penalty, loss, dual, tol, C, ...])	Linear Support Vector Classification.
`svm.LinearSVR`(*[, epsilon, tol, C, loss, ...])	Linear Support Vector Regression.
`svm.NuSVC`(* [, nu, kernel, degree, gamma, ...])	Nu-Support Vector Classification.
`svm.NuSVR`(* [, nu, C, kernel, degree, gamma, ...])	Nu Support Vector Regression.
`svm.OneClassSVM`(* [, kernel, degree, gamma, ...])	Unsupervised Outlier Detection.
`svm.SVC`(*[, C, kernel, degree, gamma, ...])	C-Support Vector Classification.
`svm.SVR`(* [, kernel, degree, gamma, coef0, ...])	Epsilon-Support Vector Regression.


```
Processing 1.jpg
[0.46317754 0.56984135]
```




```
Processing 2.jpg
[0.64085531 0.37851057]
```


```
Processing 3.jpg
[0.90024815 0.74262822]
```


face_recognition
minsol

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