***Project Report***

***On***

## LITERATURE SURVEY

***Submitted in partial fulfilment of the requirement for the award of the degree of***

## BACHELOR OF TECHNOLOGY

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## ELECTRONICS AND COMMUNICATION ENGINEERING

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## DEPARTMENT OF ELECTRONICS & COMMUNICATION ENGINEERING

**ADITYA ENGINEERING COLLEGE(A)**

**(**Approved by AICTE - Permanently Affiliated to JNTU Kakinada **–** Accredited by NBA, NAAC with „A‟ Grade, Recognised by UGC under sections 2(f) and 12(B) of UGC Act, 1956) Aditya Nagar, ADB Road, Surampalem, E.G.Dist., A.P-533437

(2019-2023)

**Automatic Attendance Tracing using Image Processing in Python**

**Abstract:**

There are different prevailing methods to capture person's presence like biometrics to take attendance which is a time-consuming process then why going with biometrics or manual attendance while we have a better alternative using image processing. In the human body, the face is the most crucial factor in identifying each person as it contains many vital details.

In this Project ,

The group image is captured first and then from the group image individual faces are identified using Viola-Jones Algorithm and the recognition of faces is done by using LBP(local binary pattern) Algorithm. The capturing of image is continued till the class ends. The attendance will be posted at the end of the class after identification of each and every person. The latest images are updated in the database every day for the better identification.

AAT marks individual attendance, if the captured image matches the image in the database i.e., if both images are identical. The proposed algorithm reduces effort and captures day-to-day actions of managing each student and also makes it simple to mark the presence.

**BLOCK DIAGRAM**

**ALGORITHM**

**IMAGE CAPTURE**

**IMAGE PROCESSING**

**RECORD ATTENDENCE**

**POST ATTENDENCE**

**UPDATE STORED ATTENDANCE**

**NO**

**YES**

**CLASS END**

**Literature Survey:**

**Research Paper 1:**

Real-Time Smart Attendance System using Face Recognition Technique by authors Shreyak Sawhney, Karan Kacker ,Samyak Jain, Shailendra Narayan Singh and Rakesh Garg. Attendance marking using image processing. Uses CNN (Convolutional Neural Network) for driving the core to mark attendance. Overcomes the chances of proxies and fake attendance. Accuracy is less due to false detection. The image is captured once or twice that may lead to missing attendance marking.

**Research Paper 2:**

The facial detection model proposed by Kruti Goyal and others, is a facial detection model which is built using different types of algorithms like AdaBoost, Haar Cascades. This model uses MATLAB and OpenCV for its implementation. Extraction of facial features is done as a localization of the face which is performed using pattern recognition.

**Research Paper 3:**

Abhishek Jha and others proceeded further to a superior system for the recognition process by utilizing statistical methods PCA and LDA in addition to likewise comparing the picture taken and the saved images for marking the attendance. They suggested to the extensive and blunder inclined procedure of participation making which whenever bargained may influence the understudy definitely. They proposed a framework for figuring the pictures in a specific procedure with the goal that matches scoring should be possible. While it very well may be accomplished by utilizing certain calculations, like color detection, PCA and LDA. They made many extractions of facial features from the picture for instance framework of face, nose, and eyes and so on. The PDA and LDA make use of the Eigen Values for students’ attendance to be marked accurately.

**Research Paper 4:**

Face recognition-based mobile automatic classroom attendance management system: by Authors R. Samet, Muhammed Tanriverdi Published in 2017, proposed three solutions, each of which includes a variety of mobile-based applications for children; instructors and parents would need to download them to their smartphones in order to track and monitor the real-time attendance process. This advantage of this system was .it’s already tested among students at author’s college or institution and the results obtained were satisfactory but on the other side, this system also has some limitations such as it requires three different kinds of mobile applications which was a major drawback of this system.

**Research Paper 5:**

Automatic attendance system by face recognition using machine learning In This paper, The Authors Sumeet Kewalramani Shree Kasera Bazar Vidya Niketan, published in Oct 2018.it proposed a system that is high usability and it comes with a proxy removal technique which makes the system perfect it is the most promising alternative of fingerprint scanner which consumes time this system works on an algorithm that is a combination of HVS and RGB algorithm. It is more efficient when it takes a single face for recognition, when it takes multiple faces as an input in a single time then sometimes it gives false detection. The facial recognition attendance system is a very efficient way and great tool for taking offline attendance .it is a very portable system we can access it from anywhere by computer or phone. With the help of pure software, approach proxies are completely avoided in this system. It’ll Reduce the amount of labour, time, and resources (such as paper) required and pen for taking manual attendance it’ll already create the list of students with their subjects which very continent for teachers.

**Research Paper 6:**

Face Recognition and RFID Verified Attendance System proposed by Md. Sajid Akbar, Pronob Sarker, Ahmad Tamim Mansoor is design and implementation of the Attendance System based on Face Recognition and Verification by RFID which the was aim and objective of the paper at the beginning ends with a success as both part works as desired. There it goes without any saying that our proposed model has the potential to overcome the manual attendance system because it’s efficient and convenient. Our model is more user friendly and it provides the most accurate and organized data. And with just some few modification we can use our system in any secured facilities

**Research Paper 7:**

Priyanka Wagh and others discussed about the various face recognition techniques like Principle Component Analysis (PCA), Eigen face, Support Vector Machines (SVM) and Neural Networks and compared them based on their success rate. The authors also wrote about system architecture, stepby-step methodology and supported it with its algorithm. They have also provided a mathematical model using mathematical concepts and language.

**Research paper 8:**

Attendance monitoring in classroom using smartphone & Wi-Fi fingerprinting by Anand S, Kamal Bijlani, Sheeja Suresh and Praphul P discussed Academic performance is directly affected by student attendance during the lecture hours. There are existing manual and automated attendance tracking systems that work to ensure that students attend the lectures without fail. However, the practical implementation of most automated systems have drawbacks such as high monetary cost, the need to install specialized hardware, and proneness to fake or proxy attendance. To address this, we propose a novel attendance marking system with which students may mark attendance using their smartphones. While applying facial recognition via the smartphone's front camera to determine the student's identity, the system also makes use of the campus Wi-Fi network to determine the student’s location. The proposed system does not require high monetary cost or specialized hardware and yet incorporates adequate foolproof measures to counter fake or proxy attendance. Experimental studies with our system show that fingerprinting, which is the technique used here to determine indoor location, can achieve very good positioning accuracy even in classroom environments, where signal interference is usually very high.

**Research paper 9:**

Saeed Mian Qaisar, Abdulhamit Subasi from R. F. Kurdi College of Engineering, Effat University, Jeddah, KSA discussed An Event Driven Attendance Tracker, In current era the Internet of Things (IoT) is becoming an important part of our daily life. It is employed in a variety of applications like smart cities, smart agriculture, smart wearable’s etc. The aim of this project is to use the IoT with an intelligent event-driven system in order to devise an effective quasi real-time attendance tracker. The idea is to keep the whole system in the standby mode except for the low power motion sensor. On the detection of an event, when a person enters and originates a motion, the front-end embedded processor is alarmed. The attendance log remains globally available via the cloud and can be accessed anytime. The system design flow is described. Its parameters are adjusted in order to achieve the effective performance. The proposed system operation is tested with an experimental setup. Results have confirmed a proper system functionality.

**Research paper 10:**

An Image Acquisition Method for Face Recognition and Implementation of an Automatic Attendance System for Events discussed by Luis Fung-Lung, Mikael Nycander-Barua and Pedro Shiguihara-Juarez as Facial image acquisition systems produce low quality face images. This happens because the imaging conditions like illumination, occlusion or noise might change among images. To achieve optimal images, we proposed an image acquisition method for face recognition. Then, with this method, it was created the Smart Event Faces Database that contains video frames from videos taken by smartphones and Raspberry Pi. Also, it was measured the accuracy for face recognition and execution time for the Smart Event Faces Database using ResNet 34 for feature extraction and the next classifiers: K-Nearest Neighbors, Naive Bayes, Random Forest, Multi-Layer Perceptron, Decision Tree, Adaboost and Support Vector Machine. Additionally, we compared these classifiers to show which was effective for the dataset in terms of accuracy and execution time. Then, we used the Smart Event Faces Database to create an automatic attendance system for events using Raspberry Pi, ResNet-34 and K-Nearest Neighbors classifier. The results achieved in the Smart Event Faces Database showed that K-Nearest Neighbors and Support Vector Machine had the best results with more than 0.96 of accuracy for face recognition and less than 1.5 seconds respectively of execution time. The automatic attendance system had an accuracy for face recognition of 0.94 and 0.5 seconds approximately per frame in execution time for 19 persons in 2 events.

**Research paper 11:**

Attendance Management System Based on Face Recognition Using Haar-Cascade by Ashish Yadav, Aman Sharma and Sudeept Singh Yadav from SCSE Galgotias University Greater Noida, India discussed Smart Attendance with Real-Time Face Recognition is a practical option for managing student attendance systems on a daily basis. An attendance system based on facial recognitionis a method of identifying people by their faces.The regularity of student attendance is now a major problem for educational institutions. This is primarily owing to the fact that a student's total academic success is influenced by their attendance at the institute. Calling out the roll call or having students sign a piece of paper are the two most common methods of recording attendance. Face biometrics based on a high-definition monitor are used to recognise students' faces for the purpose of taking attendance.They were both more difficult and time-consuming. video, as well as other forms of information technology. Faces will be found by a computer system in my face recognition project. can distinguish human faces in photos or videos acquired by a surveillance system quickly and precisely camera. For enhancing the performance of face recognition, a variety of algorithms and strategies have been developed.As a result, a computer-based student attendance management system is required, which will assist instructors in automatically keeping attendance data.

**Research paper 12:**

Automated Attendance System in the Classroom Using Artificial Intelligence and Internet of Things Technology proposed by Duy Dieu NGUYEN, Xuan Huy NGUYEN, The Tung THAN and Minh Son NGUYEN from University of Information Technology – VNUHCM Ho Chi Minh, Vietnam discussed Computer vision is recently developing and applying in the utility apps serving people, facial recognition is one of its applications. Although the accuracy of the facial recognition is less than when compared to fingerprint recognition, iris recognition and Radio Frequency Identification (RFID) card recognition. But it is still widely used because the recognition process does not contact the device. With the advantage of the facial recognition method, we propose an automated attendance solution which uses embedded device integrated Artificial Intelligence technology (AI) and Internet of Things technology (IoT) in the smart classrooms. The highlight of the system is the ability to take attendance automatically and continuously throughout the learning period. When the students enter the class, the management department and the parents can know the student’s participation status by viewing the report in the real-time system. The system which is an embedded system-based application solution has low operating costs and rapid deployment.

**CHAPTER – 1**

**INTRODUCTION**

1.1 Image

In common usage, an image or picture is an artifact that produces the likeness of some subject–usually a physical object or a person. Images may be two dimensional (e.g. a photograph) or three dimensional (e.g. a statue). They are typically produced by optical devices–such as cameras, mirrors, lenses, telescopes, microscopes, etc. and natural objects and phenomena, such as the human eye or water surfaces. The word image is also used in the broader sense of any two dimensional figures or illustration, e.g. a map, a graph, a pie chart, an abstract painting, etc. In this wider sense, images can also be produced manually (by drawing painting, carving, etc.), by computer graphics technology, or a combination of thetwo.

A digital image is a representation of a two–dimensional image as a finite set of digital values, called picture elements or pixels. Typically, the pixels are stored in computer memory as a raster image or raster map, a two–dimensional array of small integers. These values are often transmitted or stored in a compressed form. Digital images can be created by a variety of input devices and techniques, such as digital cameras, scanners, coordinate–measuring machines, seismographic profiling, airborne radar, and more.

A pixel is one of the many tiny dots that make up the representation of a picture in a computer‘s memory. Each such information element is not really a dot, nor a square, but an abstract sample. With care, pixels in an image can be reproduced at any size without the appearance of visible dots or squares; but in many contexts, they are reproduced as dots or squares and can be visibly distinct when not fine enough.

The intensity of each pixel is variable; in color systems, each pixel has typically three or four dimensions of variability such and Red, Green and Blue, or Cyan, Magenta, Yellow and Black.

Many display and image-acquisition systems are, for various reasons, not capable of displaying the different color channels at the same site. This approach is generally resolved by using multiple sub pixels, each of which handles a single color channel. Forexample, LCD displays typically divide each pixel into four sub pixels; one red, one green, and two blue. Most digital camera sensors also use sub pixels by using colored filters.

For systems with sub pixels two different approaches can be taken: the sub pixels can be ignored with pixels being treated as the smallest addressable imaging element, or the sub pixels can be included in rendering calculations, which requires more analysis and processing time, but can produce apparently superior images in some cases. The later approach has been used to increase the apparent resolution of colordisplays.

A mega pixel is 1 million pixels, and is usually used to express the resolution capabilities of digital cameras. For example, a camera that can take pictures with a resolution of 2048 x 1536 pixels is commonly said to have 3.1 mega pixels (2048 x 1536=3,145,728). Digital cameras use photo sensitive electronics; either Charge-coupled devices (CCDs) or CMOS sensors, which record brightness levels on a per-pixel basis.

1.2 Introduction to Python:

Python is a General Purpose object-oriented programming language, which means that it can model real-world entities. It is also dynamically-typed because it carries out type-checking at runtime.

It does so to make sure that the type of construct matches what we expect it to be.

The distinctive feature of Python is that it is an interpreted language.

* Python was conceived in the late 1980s and was named after the BBC TV show Monty Python’s Flying Circus.
* Guido van Rossum started implementing Python at CWI in the Netherlands in December of 1989.
* This was a successor to the ABC programming language which was capable of exception handling and interfacing with the Amoeba operating system.
* On October 16 of 2000, Python 2.0 released with many new features.
* Then Python 3.0 was released on December 3, 2008.

### Python Features

Let us now see various features of Python that make it so powerful and popular:

**a. Easy**

Python is very easy to learn and understand; any beginner can learn Python easily. When writing code in Python, you need fewer lines of code compared to languages like Java.

**b. Interpreted**

It is interpreted(executed) line by line. This makes it easy to test and debug.

**c. Object-Oriented**

The Python programming language supports classes and objects and hence it is object-oriented.

**d. Free and Open Source**

The language and its source code are available to the public for free; there is no need to buy a costly license.

**e. Portable**

Since Python is open-source, you can run it on Windows, Mac, Linux or any other platform. Your programs will work without any need to change it for every machine.

**f. GUI Programming**

You can use it to develop a GUI (Graphical User Interface). One way to do this is through **Tkinter**.

**g. Large Python Library**

Python provides you with a large standard library.

You can use it to implement a variety of functions without the need to reinvent the wheel every time. Just pick the code you need and continue.

### Applications of Python

Python is easy to pick-up even if you come from a non-programming background. You can look at the code and tell what’s going on.

**Talking of Python applications**, some of the cool things that you can do are –

* Build a website using Python
* Develop a game in Python
* Perform Computer Vision (Facilities like face-detection and color-detection)
* Implement Machine Learning (Give a computer the ability to learn)
* Enable Robotics with Python
* Perform Web Scraping (Harvest data from websites)
* Perform Data Analysis using Python
* Automate a web browser
* Perform Scripting in Python
* Perform Scientific Computing using Python
* Build Artificial Intelligence

### Python Architecture and Working

Let’s now talk about Python architecture and its usual flow –

**a. Parser**

It uses the source code to generate an abstract syntax tree.

**b. Compiler**

It turns the abstract syntax tree into Python bytecode.

**c. Interpreter**

It executes the code line by line in a REPL (Read-Evaluate-Print-Loop) fashion.

### Python Constructs

#### a. Functions in Python

A **function in Python** is a collection of statements grouped under a name. You can use it whenever you want to execute all those statements at a time.

You can call it wherever you want and as many times as you want in a program. A function may return a value.

#### b. Classes in Python

As we discussed earlier, Python is an object-oriented language. It supports classes and objects.

A class is an abstract data type. In other words, it is a blueprint for an object of a certain kind. It holds no values.

An object is a real-world entity and an instance of a class.

#### c. Modules in Python

Python module is a collection of related classes and functions.

We have [modules](https://docs.python.org/3/tutorial/modules.html) for mathematical calculations, string manipulations, web programming, and many more.

#### d. Packages in Python

**Python package** is a collection of related modules. You can either import a [package](https://pypi.org/) or create your own.

Python has a lot of other constructs. These include control structures, functions, exceptions, etc.

1.3 Image processing in python:

Image processing is a way to convert an image to a digital aspect and perform certain functions on it, in order to get an enhanced image or extract other useful information from it. It is a type of signal time when the input is an image, such as a video frame or image and output can be an image or features associated with that image. Usually, the [AWS Image Processing](https://www.mygreatlearning.com/academy/learn-for-free/courses/aws-image-processing?gl_blog_id=36358) system includes treating images as two equal symbols while using the set methods used.

It is one of the fastest growing technologies today, with its use in various business sectors. Graphic Design forms the core of the research space within the engineering and computer science industry as well.

Image processing basically involves the following three steps.

Importing an image with an optical scanner or digital photography.

Analysis and image management including data compression and image enhancement and visual detection patterns such as satellite imagery.

It produces the final stage where the result can be changed to an image or report based on image analysis.

Image processing is a way by which an individual can enhance the quality of an image or gather alerting insights from an image and feed it to an algorithm to predict the later things.

## **Libraries involved in Image Processing**

The following libraries are involved in performing Image processing in python;

* Scikit-image
* OpenCV
* Mahotas
* SimplelTK
* SciPy
* Pillow
* Matplotlib

scikit-image is an open-source Python package run by the same NumPy members. It uses algorithms and resources for research, academic and industrial use. It is a simple and straightforward library, even for newcomers to Python’s ecosystem. The code is high quality, reviewed by peers, and written by a working community of volunteers.

Python provides lots of libraries for image processing, including −

* OpenCV − Image processing library mainly focused on real-time computer vision with application in wide-range of areas like 2D and 3D feature toolkits, facial & gesture recognition, Human-computer interaction, Mobile robotics, Object identification and others.
* Numpy and Scipy libraries − For image manipuation and processing.
* Sckikit − Provides lots of alogrithms for image processing.
* Python Imaging Library (PIL) − To perform basic operations on images like create thumnails, resize, rotation, convert between different file formats etc.

## Uses of Image Processing in Research

Automated processing can be used to analyse many different properties of an image, including the distribution and change in colours in the image, the number, size, position, orientation, and shape of objects in the image, and even - when combined with machine learning techniques for object recognition - the type of objects in the image.

Some examples of image processing methods applied in research include:

* [imaging a Black Hole](https://iopscience.iop.org/article/10.3847/2041-8213/ab0e85)
* [estimating the population of Emperor Penguins](https://www.ncbi.nlm.nih.gov/pmc/articles/PMC3325796/)
* [the global-scale analysis of marine plankton diversity](https://www.cell.com/cell/fulltext/S0092-8674(19)31124-9)
* [segmentation of liver and vessels from CT images](https://doi.org/10.1016/j.cmpb.2017.12.008)

With this lesson, we aim to provide a thorough grounding in the fundamental concepts and skills of working with image data in Python. Most of the examples used in this lesson focus on one particular class of image processing technique, morphometrics, but what you will learn can be used to solve a much wider range of problems.

## OpenCV-Python

OpenCV-Python is a library of Python bindings designed to solve computer vision problems.

Python is a general purpose programming language started by Guido van Rossum that became very popular very quickly, mainly because of its simplicity and code readability. It enables the programmer to express ideas in fewer lines of code without reducing readability.

Compared to languages like C/C++, Python is slower. That said, Python can be easily extended with C/C++, which allows us to write computationally intensive code in C/C++ and create Python wrappers that can be used as Python modules. This gives us two advantages: first, the code is as fast as the original C/C++ code (since it is the actual C++ code working in background) and second, it easier to code in Python than C/C++. OpenCV-Python is a Python wrapper for the original OpenCV C++ implementation.

OpenCV-Python makes use of Numpy, which is a highly optimized library for numerical operations with a MATLAB-style syntax. All the OpenCV array structures are converted to and from Numpy arrays. This also makes it easier to integrate with other libraries that use Numpy such as SciPy and Matplotlib.

# Common Image File Formats

There are numerous image file types out there so it can be hard to know which file type best suits your image needs. Some image types such a TIFF are great for printing while others, like JPG or PNG, are best for web graphics.

The list below outlines some of the more common file types and provides a brief description, how the file is best used, and any special attributes the file may have.

## TIFF (.tif, .tiff)

TIFF or Tagged Image File Format are lossless images files meaning that they do not need to compress or lose any image quality or information (although there are options for compression), allowing for very high-quality images but also larger file sizes.

**Compression:**Lossless - no compression. Very high-quality images.  
**Best For:** High quality prints, professional publications, archival copies  
**Special Attributes:**Can save transparencies  
[Learn more about TIFF file types](http://www.fileinfo.com/extension/tif)

## Bitmap (.bmp)

BMP or Bitmap Image File is a format developed by Microsoft for Windows. There is no compression or information loss with BMP files which allow images to have very high quality, but also very large file sizes. Due to BMP being a proprietary format, it is generally recommended to use TIFF files.

**Compression:** None  
**Best For:** High quality scans, archival copies  
[Learn more about BMP file types](http://www.fileinfo.com/extension/bmp)

## JPEG (.jpg, .jpeg)

JPEG, which stands for Joint Photographic Experts Groups is a “lossy” format meaning that the image is compressed to make a smaller file. The compression does create a loss in quality but this loss is generally not noticeable. JPEG files are very common on the Internet and JPEG is a popular format for digital cameras - making it ideal for web use and non-professional prints.  
  
**Compression:**Lossy - some file information is compressed or lost  
**Best For:** Web Images, Non-Professional Printing, E-Mail, Powerpoint  
**Special Attributes:** Can choose amount of compression when saving in image editing programs like Adobe Photoshop or GIMP.

[Learn more about JPEG file types](http://www.fileinfo.com/extension/jpg)

## GIF (.gif)

GIF or Graphics Interchange Format files are widely used for web graphics, because they are limited to only 256 colors, can allow for transparency, and can be animated. GIF files are typically small is size and are very portable.

**Compression:**Lossless - compression without loss of quality  
**Best For:**Web Images  
**Special Attributes:**Can be Animated, Can Save Transparency  
[Learn more about GIF file types](http://www.fileinfo.com/extension/gif)

## PNG (.png)

PNG or Portable Network Graphics files are a lossless image format originally designed to improve upon and replace the gif format. PNG files are able to handle up to 16 million colors, unlike the 256 colors supported by GIF.

**Compression:**  Lossless - compression without loss of quality  
**Best For:**Web Images  
**Special Attributes:** Save Transparency  
[Learn more about PNG file types](http://www.fileinfo.com/extension/png)

## EPS (.eps)

An EPS or Encapsulated PostScript file is a common vector file type. EPS files can be opened in many illustration applications such as Adobe Illustrator or CorelDRAW.

**Compression:** None - uses vector information  
**Best For:** Vector artwork, illustrations  
**Special Attributes:**Saves vector information  
[Learn more about EPS file types](http://www.fileinfo.com/extension/eps)

## RAW Image Files (.raw, .cr2, .nef, .orf, .sr2, and more)

RAW images are images that are unprocessed that have been created by a camera or scanner. Many digital SLR cameras can shoot in RAW, whether it be a .raw, .cr2, or .nef. These RAW images are the equivalent of a digital negative, meaning that they hold a lot of image information, but still need to be processed in an editor such as Adobe Photoshop or Lightroom.

**Compression:** None   
**Best For:**Photography  
**Special Attributes:** Saves metadata, unprocessed, lots of information  
[Learn more about RAW file types](http://fileinfo.com/extension/raw)

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