

# Glossary of Acronyms and Abbreviations

<b>1-D</b>	one dimension/one-dimensional
<b>2-D</b>	two dimensions/two-dimensional
<b>3-D</b>	three dimensions/three-dimensional
<b>AAM</b>	active appearance model
<b>ACM</b>	Association for Computing Machinery (USA)
<b>ADAS</b>	advanced driver assistance system
<b>AFW</b>	annotated faces in the wild
<b>AI</b>	artificial intelligence
<b>ANN</b>	artificial neural network
<b>AP</b>	average precision
<b>APF</b>	auxiliary particle filter
<b>ASCII</b>	American Standard Code for Information Interchange
<b>ASIC</b>	application specific integrated circuit
<b>ASM</b>	active shape model
<b>ATM</b>	automated teller machine
<b>AUC</b>	area under curve
<b>AVI</b>	audio video interleave
<b>BCVM</b>	between-class variance method
<b>BDRF</b>	bidirectional reflectance distribution function
<b>BetaSAC</b>	beta [distribution] sampling consensus
<b>BMVA</b>	British Machine Vision Association
<b>BPTT</b>	backpropagation through time
<b>CAD</b>	computer-aided design
<b>CAM</b>	computer-aided manufacture
<b>CCTV</b>	closed-circuit television
<b>CDF</b>	cumulative distribution function
<b>CLIP</b>	cellular logic image processor
<b>CNN</b>	convolutional neural network
<b>CPU</b>	central processor unit
<b>CRF</b>	conditional random field
<b>DCSM</b>	distinct class based splitting measure
<b>DET</b>	Beaudet determinant operator
<b>DG</b>	differential gradient
<b>DN</b>	Dreschler—Nagel corner detector
<b>DNN</b>	deconvolution network
<b>DoF</b>	degree of freedom
<b>DoG</b>	difference of Gaussians
<b>DPM</b>	deformable parts models
<b>EM</b>	expectation maximization
<b>EURASIP</b>	European Association for Signal Processing
<b>f.c.</b>	fully connected
<b>FAR</b>	frontalization for alignment and recognition

<b>FAST</b>	features from accelerated segment test
<b>FCN</b>	fully convolutional network
<b>Fddb</b>	face detection data set and benchmark
<b>FDR</b>	face detection and recognition
<b>FFT</b>	fast Fourier transform
<b>FN</b>	false negative
<b><i>fnr</i></b>	false negative rate
<b>FoE</b>	focus of expansion
<b>FoV</b>	field of view
<b>FP</b>	false positive
<b>FPGA</b>	field programmable gate array
<b>FPP</b>	full perspective projection
<b><i>fpr</i></b>	false positive rate
<b>GHT</b>	generalized Hough transform
<b>GLOH</b>	gradient location and orientation histogram
<b>GMM</b>	Gaussian mixture model
<b>GPS</b>	global positioning system
<b>GPU</b>	graphics processing unit
<b>GroupSAC</b>	group sampling consensus
<b>GVM</b>	global valley method
<b>HOG</b>	histogram of orientated gradients
<b>HSI</b>	hue, saturation, intensity
<b>HT</b>	Hough transform
<b>IBR</b>	intensity extrema-based region detector
<b>IDD</b>	integrated directional derivative
<b>IEE</b>	Institution of Electrical Engineers (UK)
<b>IEEE</b>	Institute of Electrical and Electronics Engineers (USA)
<b>IET</b>	Institution of Engineering and Technology (UK)
<b>ILSVRC</b>	ImageNet large-scale visual recognition object challenge
<b>ILW</b>	iterated likelihood weighting
<b>IMPSAC</b>	importance sampling consensus
<b>IoP</b>	Institute of Physics (UK)
<b>IRLFOD</b>	image-restricted, label-free outside data
<b>ISODATA</b>	iterative self-organizing data analysis
<b>JPEG/JPG</b>	Joint Photographic Experts Group
<b><i>k</i>-NN</b>	<i>k</i> -nearest neighbor
<b>KL</b>	Kullback–Leibler
<b>KR</b>	Kitchen–Rosenfeld corner detector
<b>LED</b>	light emitting diode
<b>LFF</b>	local-feature-focus method
<b>LFPW</b>	labeled face parts in the wild
<b>LFW</b>	labeled faces in the wild
<b>LIDAR</b>	light detection and ranging
<b>LMedS</b>	least median of squares
<b>LoG</b>	Laplacian of Gaussian
<b>LRN</b>	local response normalization
<b>LS</b>	least squares
<b>LSTM</b>	long short-term memory

<b>LUT</b>	lookup table
<b>MAP</b>	maximum a posteriori
<b>MDL</b>	minimum description length
<b>ML</b>	machine learning
<b>MLP</b>	multi-layer perceptron
<b>MoG</b>	mixture of Gaussians
<b>MP</b>	microprocessor
<b>MSER</b>	maximally stable extremal region
<b>NAPSAC</b>	$n$ adjacent points sample consensus
<b>NIR</b>	near infra-red
<b>NN</b>	nearest neighbor
<b>OCR</b>	optical character recognition
<b>OVR</b>	one versus the rest
<b>PASCAL</b>	Network of Excellence on pattern analysis, statistical modeling and computational learning
<b>PC</b>	personal computer
<b>PCA</b>	principal components analysis
<b>PE</b>	processing element
<b>P<sub>n</sub>P</b>	perspective $n$ -point
<b>PPR</b>	probabilistic pattern recognition
<b>PR</b>	pattern recognition
<b>PROSAC</b>	progressive sample consensus
<b>PSF</b>	point spread function
<b>R-CNN</b>	regions with CNN features
<b>RAM</b>	random access memory
<b>RANSAC</b>	random sample consensus
<b>RBF</b>	radial basis function [classifier]
<b>RELU</b>	rectified linear unit
<b>RGB</b>	red, green, blue
<b>RHT</b>	randomized Hough transform
<b>RKHS</b>	reproducible kernel Hilbert space
<b>RMS</b>	root mean square
<b>RNN</b>	recurrent neural network
<b>ROC</b>	receiver—operator characteristic
<b>RoI</b>	region of interest
<b>RPS</b>	Royal Photographic Society (UK)
<b>s.d.</b>	standard deviation
<b>SFC</b>	Facebook social face classification
<b>SFOP</b>	scale-invariant feature operator
<b>SIFT</b>	scale invariant feature transform
<b>SIMD</b>	single instruction stream, multiple data stream
<b>Sir</b>	sampling importance resampling
<b>SIS</b>	sequential importance sampling
<b>SISD</b>	single instruction stream, single data stream
<b>SOC</b>	sorting optimization curve
<b>SOM</b>	self-organizing map
<b>SPIE</b>	Society of Photo-optical Instrumentation Engineers
<b>SPR</b>	statistical pattern recognition

<b>STA</b>	spatiotemporal attention [neural network]
<b>SURF</b>	speeded-up robust features
<b>SUSAN</b>	smallest univalue segment assimilating nucleus
<b>SVM</b>	support vector machine
<b>TM</b>	template matching
<b>TMF</b>	truncated median filter
<b>TN</b>	true negative
<i>tnr</i>	true negative rate
<b>TP</b>	true positive
<i>tpr</i>	true positive rate
<b>TV</b>	television
<b>USEF</b>	unit step edge function
<b>VGG</b>	Visual Geometry Group (Oxford)
<b>VJ</b>	Viola—Jones
<b>VLSI</b>	very large scale integration
<b>VMF</b>	vector median filter
<b>VOC</b>	visual object classes
<b>VP</b>	vanishing point
<b>WPP</b>	weak perspective projection
<b>YOLO</b>	you only look once
<b>YTF</b>	YouTube faces
<b>ZH</b>	Zuniga—Haralick corner detector