Human identification in video using 3D facial features

3D Face recognition



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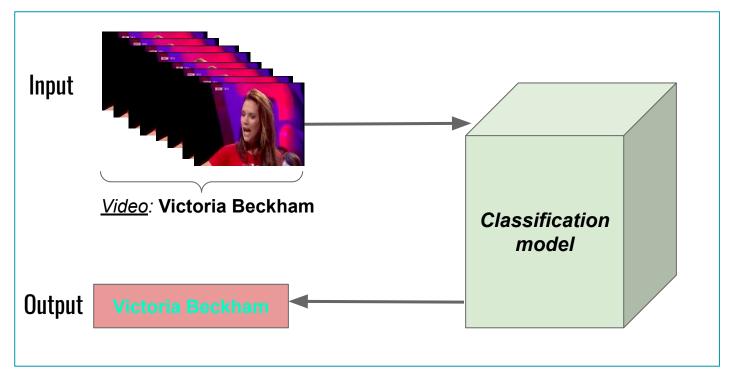
MAIN CONTENT

- 1. Problem Description
- 2. Implementation Process
- 3. Experiment result
- 4. Future works

Problem Description

- Task
- Input, output

1. Problem Description

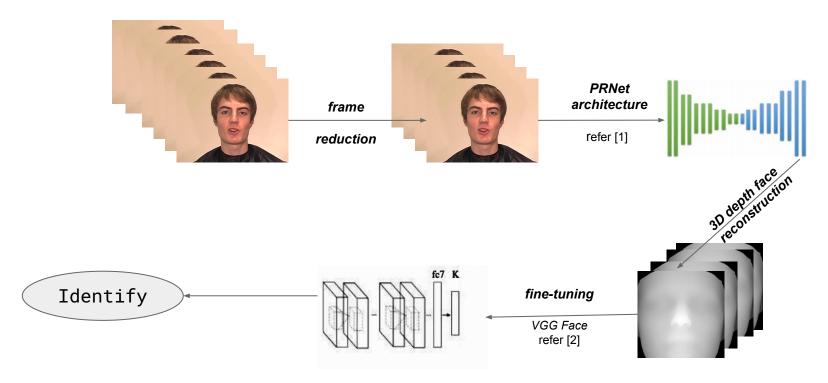


Human video classification task

Implementation Process

- Method
- 3D face reconstruction model
- 3D face feature for recognition
- Classification model
- Identification method

2. Implementation Process

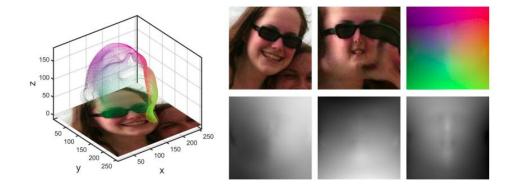


[1] Feng, Yao et al. "Joint 3D Face Reconstruction and Dense Alignment with Position Map Regression Network" - ECCV 2018

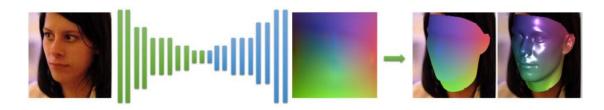
[2] Kim, Donghyun et al. "Deep 3D Face Identification". In: IEEE IJCB - 2017

Position Regression Network

- 3D face representation - UV position map



 Position Map Regression Network - PRNet [1]: Directly regression UV map from only 2D face image



Output of PRNet

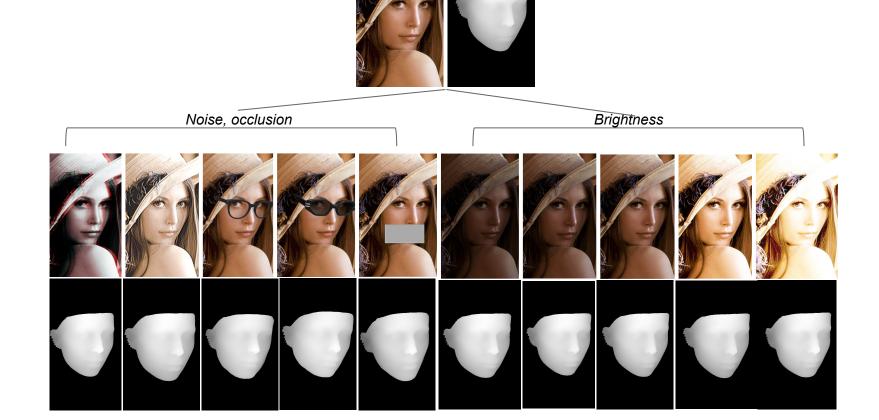
Landmarks Pose Mesh 3D face

Point cloud

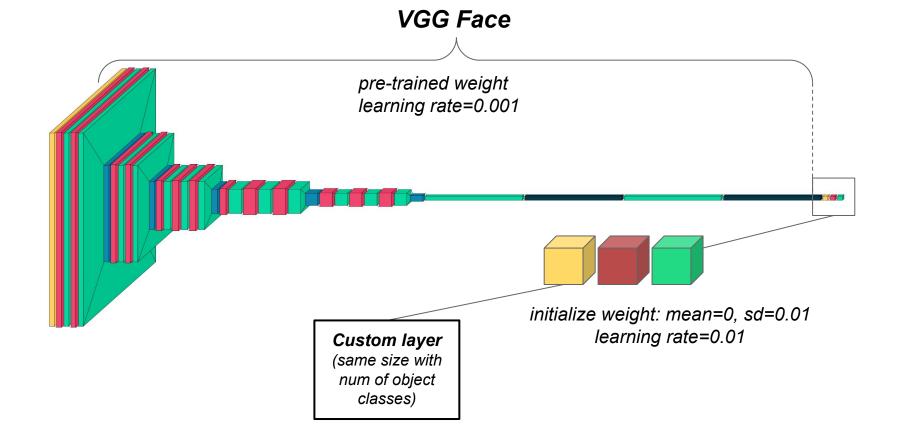
Depth map

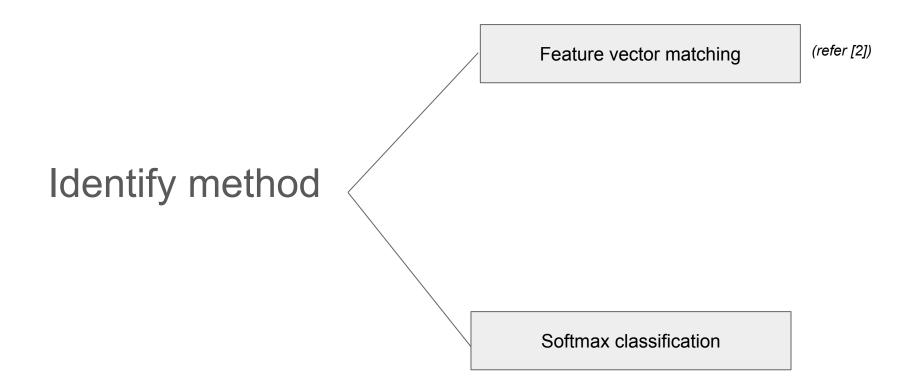
Use this feature for recognition

3D facial depth map

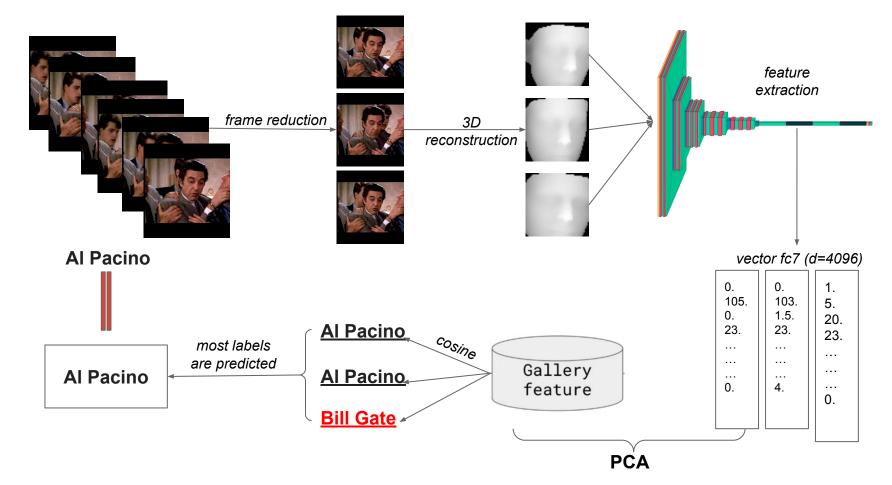


Classification architecture

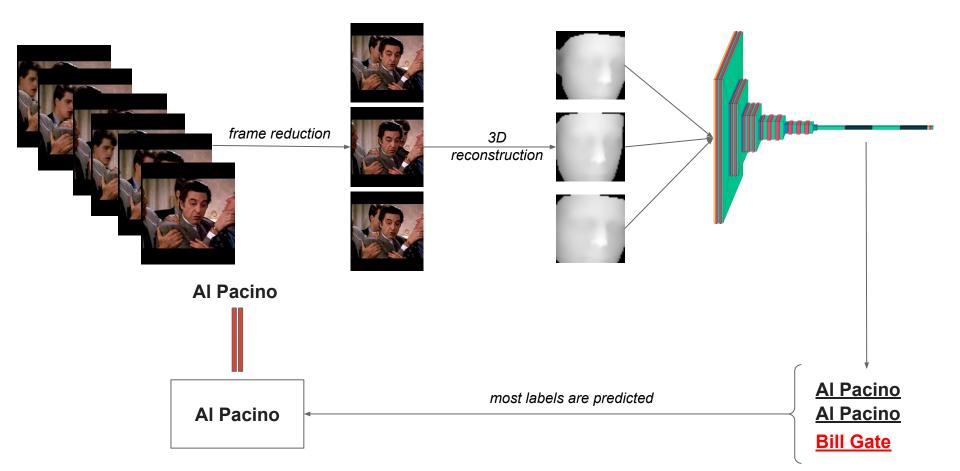




Feature vector matching



Softmax Classification



Experiment Result

- Training environment
- Dataset
- Accuray
- Analysis

3. Experiment result

Environment



- Loss function: Cross Entropy.
- Metric: Accuracy.

Evaluation method

Training 80% - Testing 20%

DATASET

FAMED











YouTube Celebrities







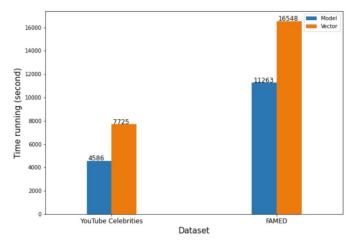






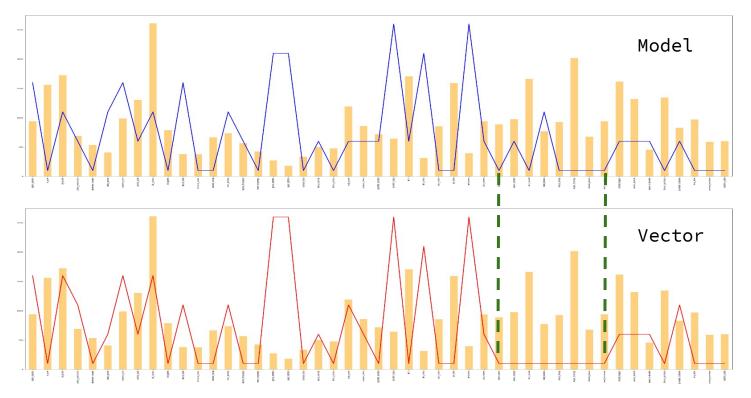
Accuracy on test set

Method	YouTube Celebrities	FAMED
Feature vector matching	85.16	97.18
Softmax classification	84.89	97.40

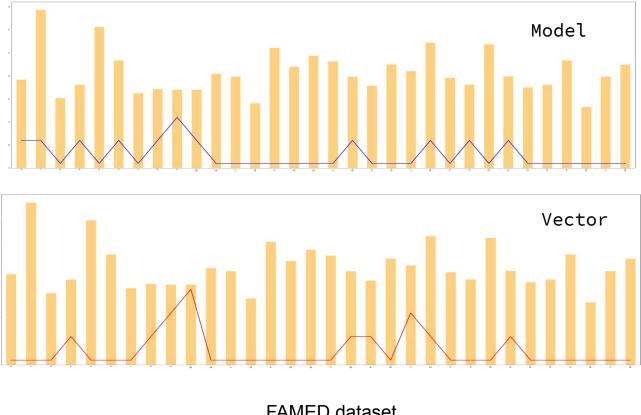


Time running on test set with 2 identification methods

Error ratio with dataset's distribution



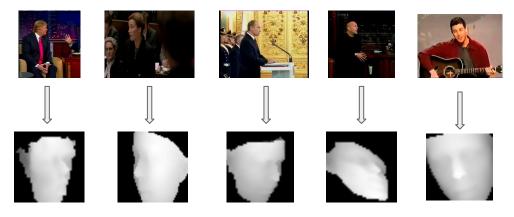
Error ratio with dataset's distribution



FAMED dataset

Fail case in dataset

- Fail reconstruction: low resolution, small face, facial pose



- Cannot detect face on video: low resolution, facial pose, textures,...





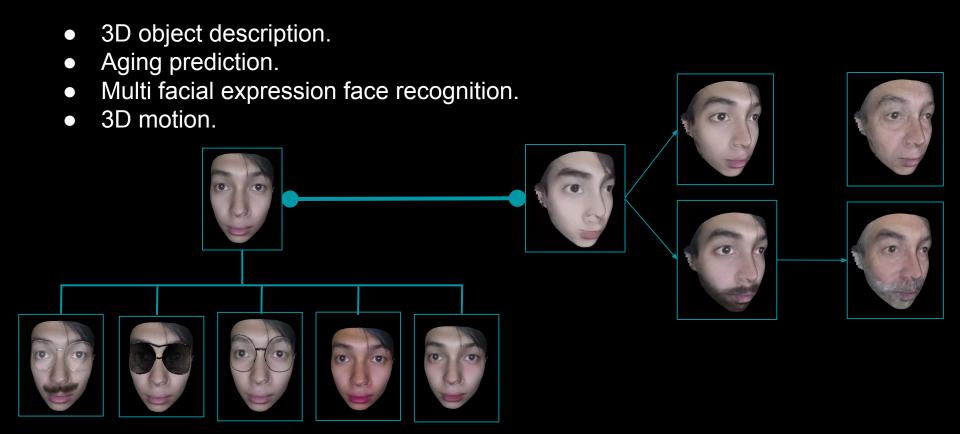




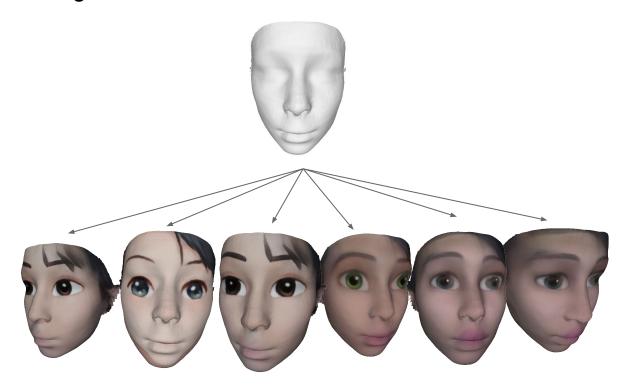


Future Works

4. Future works



- 3D object description.
- 3D character generation from base mesh.



REFERENCES

- [1] Feng, Yao et al. "Joint 3D Face Reconstruction and Dense Alignment with Position Map Regression Network" ECCV 2018
- [2] Kim, Donghyun et al. "Deep 3D Face Identification". In: IEEE IJCB 2017
- [3] Truong, Khoa Tan and Le, Thai Hoang. "Video-based face recognition using shape and texture information in 3D Morphable Model". In: JP Journal of Heat and Mass Transfer 15 (2018)