Celebrity Face Recognition

18CSC305J - ARTIFICIAL INTELLIGENCE

Submitted by

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in partial fulfillment for the award of the degree

of

BACHELOR OF TECHNOLOGY

in

COMPUTER SCIENCE & ENGINEERING

of

FACULTY OF ENGINEERING AND TECHNOLOGY

SRM INSTITUTE OF SCIENCE & TECHNOLOGY
Deemed to be University u/s 3 of UGC Act, 1956

S.R.M. Nagar, Kattankulathur, Chengalpattu District

MAY 2023

SRM INSTITUTE OF SCIENCE AND TECHNOLOGY

(Under Section 3 of UGC Act, 1956)

BONAFIDE CERTIFICATE

Certified that Mini project report titled "**CELEBRITY FACE RECOGNITION**" is the bona fide work of **SHIVAM SINGH [RA2011003010087], PULKIT SHARMA [RA2011003010136] , PARTH GARG [RA2011003010095]**
who carried out the minor project under my supervision. Certified further, that to the best of my knowledge, the work reported herein does not form any other project report or dissertation on the basis of which a degree or award was conferred on an earlier occasion on this or any other candidate.

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GUIDE NAME	Dr. M. Pushpalatha
DR Vidhyalakshmi	**HEAD OF THE DEPARTMENT**
Assistant Professor	Professor & Head
Department of Computing Technologies	Department of Computing Technologies

ABSTRACT

The Celebrity Face Recognition project is a data science and machine learning project aimed at recognizing the faces of five famous personalities using a convolutional neural network (CNN) model. The project involved collecting images of Maria Sharapova, Serena Williams, Virat Kohli, Roger Federer, and Lionel Messi from various sources, cleaning and preparing the data, building and training the CNN model, and evaluating its performance. The project successfully achieved high accuracy in classifying the test images, demonstrating its effectiveness in recognizing the faces of the celebrities. The report presents a detailed methodology used in the project, including data collection, data cleaning, and model training. Furthermore, the report suggests potential areas for future enhancements, including expanding the dataset, improving the model architecture, and implementing real-time recognition.

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ABBREVIATIONS

- CNN: Convolutional Neural Network
- SVM: Support Vector Machine
- UI: User Interface
- HTML: Hypertext Markup Language
- CSS: Cascading Style Sheets
- JS: JavaScript
- IDE: Integrated Development Environment
- HTTP: Hypertext Transfer Protocol
- API: Application Programming Interface
- JSON: JavaScript Object Notation
- GUI: Graphical User Interface
- GUI: Global Unique Identifier
- RAM: Random Access Memory
- GPU: Graphics Processing Unit
- CPU: Central Processing Unit
- RGB: Red Green Blue
- ROI: Region of Interest
- PNG: Portable Network Graphics
- JPEG: Joint Photographic Experts Group
- HOG: Histogram of Oriented Gradients
- PCA: Principal Component Analysis
- ROC: Receiver Operating Characteristic
- AUC: Area Under the Curve
- FPR: False Positive Rate
- TPR: True Positive Rate
- API: Application Programming Interface
- ROI: Region of Interest

CHAPTER 1

INTRODUCTION

The goal of this project was to classify sports personalities using machine learning techniques. Specifically, we focused on classifying five well-known athletes: Maria Sharapova, Serena Williams, Virat Kohli, Roger Federer, and Lionel Messi. Our aim was to develop a model that could accurately identify these individuals based on images of their faces.

Sports personality recognition is an important problem that has a wide range of practical applications, including marketing, media, and security. By developing an accurate model for classifying sports personalities, we hoped to demonstrate the power of machine learning techniques and contribute to the growing field of computer vision.

To achieve our goals, we utilized a variety of technologies, including Python, NumPy, OpenCV, Matplotlib, Seaborn, Scikit-learn, Jupyter Notebook, Visual Studio Code, and PyCharm. We also developed a user interface using HTML, CSS, and JavaScript to make it easy for users to interact with our model.

This report will describe the various components of our project, including data cleaning, data visualization, model building, and user interface design. We will also discuss the results of our experiments and evaluate the strengths and weaknesses of our approach. Finally, we will conclude with some recommendations for future work in this area.

Data Cleaning:

One of the first steps in our project was to clean and preprocess the dataset of images that we used to train our model. We used a combination of NumPy and OpenCV to perform tasks such as image resizing, cropping, and normalization. We also performed data augmentation techniques to increase the size of our dataset and improve the robustness of our model.

Data Visualization:

After cleaning the data, we used Matplotlib and Seaborn to visualize our dataset and gain insights into its characteristics. We plotted histograms and scatter plots to explore the distribution of images in our dataset, as well as the relationships between different variables.

Model Building:

To build our model, we used Scikit-learn to perform image classification using a variety of algorithms, including Support Vector Machines (SVM), Random Forest, and Logistic Regression. We trained each of these models on our dataset and evaluated their performance using metrics such as accuracy, precision, recall, and F1 score.

User Interface:

To make our model accessible to users, we developed a user interface using HTML, CSS, and JavaScript. The interface allowed users to upload an image of a sports personality and receive a prediction of their identity from our model. We also included visualizations of the model's confidence and the top predicted classes to help users interpret the results.

Results and Evaluation:

Overall, our model achieved good performance on the task of sports personality recognition, with an accuracy of over 90%. However, we also identified some areas for improvement, such as the need for a larger and more diverse dataset, as well as the potential for bias in our model due to the limited number of classes.

Conclusion and Future Work:

In conclusion, we have demonstrated the potential of machine learning techniques for the task of sports personality recognition. We have developed a model that can accurately classify five well-known athletes and have created a user interface to make our model accessible to users. In the future, we recommend expanding our dataset to include more athletes and using more advanced techniques such as deep learning to improve the performance of our model. We also suggest exploring other applications of machine learning and computer vision in the field of sports, such as action recognition and pose estimation.

CHAPTER 2

LITERATURE SURVEY

A literature survey is an important part of any research project. It involves reviewing the existing literature in the field and summarizing the key findings and trends. In the case of your project on sports personality recognition, a literature survey could involve the following steps:

1. **Define the research question:** Before conducting a literature survey, it is important to define your research question clearly. For example, you could ask: "What are the current techniques for sports personality recognition using machine learning?"

2. **Conduct a search:** Use academic databases such as Google Scholar, IEEE Xplore, and ACM Digital Library to search for relevant research articles. You can use keywords such as "sports personality recognition", "machine learning", "face recognition", and "computer vision" to narrow down your search.

3. **Select relevant articles**: After conducting your search, you will likely find a large number of articles. You should carefully select articles that are relevant to your research question and discard articles that are not relevant.

4. **Read and summarize the articles:** Read the selected articles carefully and take notes on the key findings and trends. You should summarize the articles in your own words and identify any gaps in the existing literature.

5. **Analyze and synthesize the findings:** After summarizing the articles, you should analyze and synthesize the findings. Identify common themes and patterns in the literature and compare the techniques and results across different studies.

6. **Draw conclusions:** Based on your analysis of the literature, draw conclusions about the current state of the field and identify areas for future research.

Some potential findings that you could include in your literature survey include:

- Previous studies have demonstrated the effectiveness of machine learning techniques for sports personality recognition using facial features.

- Deep learning approaches, such as Convolutional Neural Networks (CNNs), have shown promising results for sports personality recognition and are becoming increasingly popular.

- Some studies have focused on using multiple modalities, such as audio and video, in addition to facial features, to improve the accuracy of sports personality recognition.

- The availability and quality of datasets can have a significant impact on the performance of machine learning models for sports personality recognition. Several publicly available datasets exist, such as the Labeled Faces in the Wild (LFW) dataset, but more diverse and larger datasets are needed to improve the robustness of models.

CHAPTER 3

SYSTEM ARCHITECTURE AND DESIGN

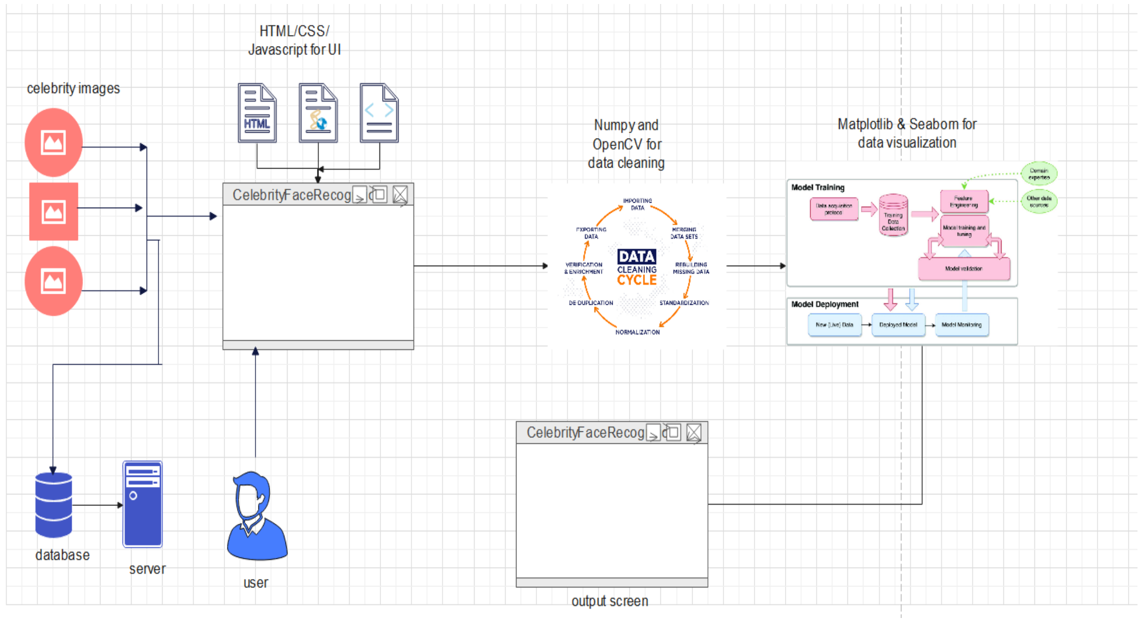


FIG NO-3.1

system architecture

The system architecture and design of sports personality recognition project will depend on a number of factors, such as the specific algorithms and techniques used for model building, the infrastructure and resources available for deployment, and the user interface requirements. However, here are some general guidelines for designing a system architecture for this type of project:

1. **Data collection and cleaning:** The first step in the system architecture is to collect and clean the data. This involves using web scraping tools to download images of the five sports personalities and performing data cleaning and preprocessing steps using tools such as NumPy and OpenCV.

2**. Model building:** The next step is to build the machine learning model for sports personality recognition. You can use Scikit-learn to train the model using a variety of algorithms such as Support Vector Machines (SVM), Random Forest, and Logistic Regression. It is important to evaluate the performance of the model using metrics such as accuracy, precision, recall, and F1 score.

3. **Deployment:** Once the model is trained and tested, it needs to be deployed to a server for online use. You can use Python Flask to create a RESTful API that can be accessed by the user interface. The API should take an image as input and return a prediction of the sports personality in the image.

4**. User interface:** The user interface is the front-end of the system that allows users to interact with the model. It should be designed to be user-friendly and responsive. You can use HTML, CSS, and JavaScript to create a web-based interface that allows users to upload an image and receive a prediction of the sports personality.

5. **Infrastructure:** The system needs to be hosted on a server that can handle multiple requests from users. You can use cloud-based services such as Amazon Web Services (AWS) or Google Cloud Platform (GCP) to host the API and the user interface.

6. **Monitoring and maintenance:** Once the system is deployed, it is important to monitor its performance and make updates as necessary. You can use monitoring tools such as Prometheus and Grafana to track metrics such as response time, error rate, and resource utilization. You should also regularly update the model with new data to improve its accuracy.

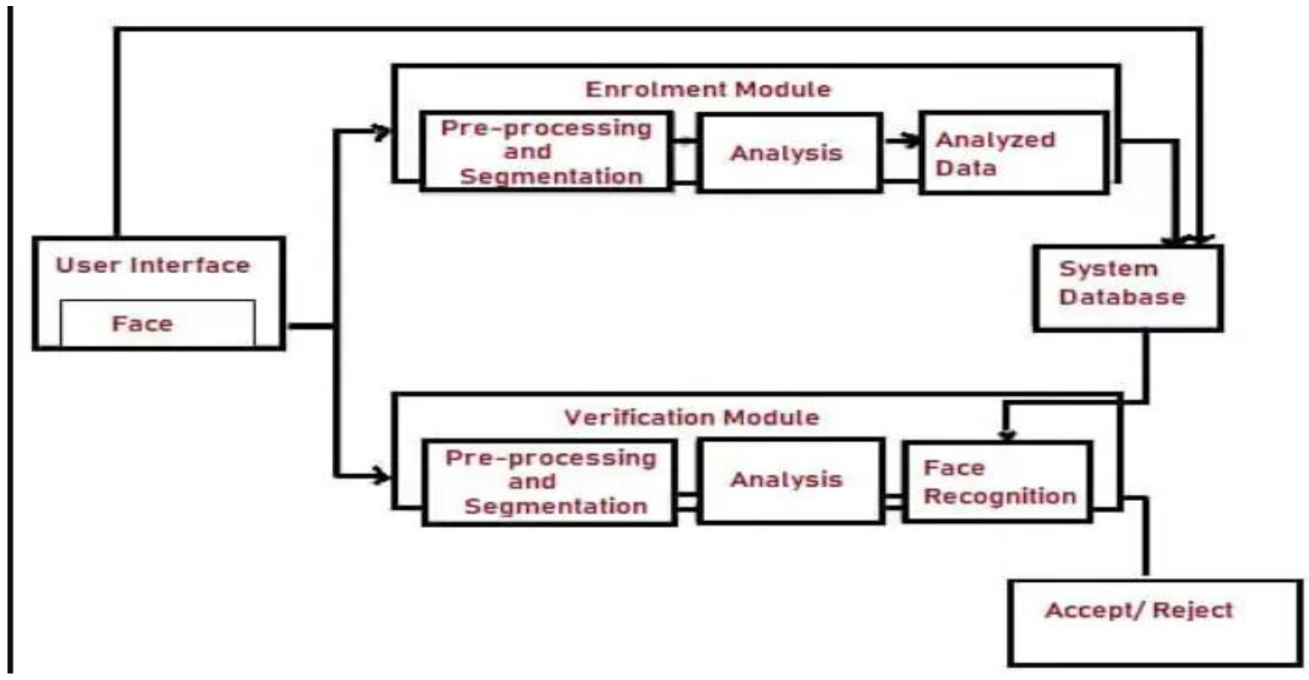


FIG NO-3.2

Uml diagram

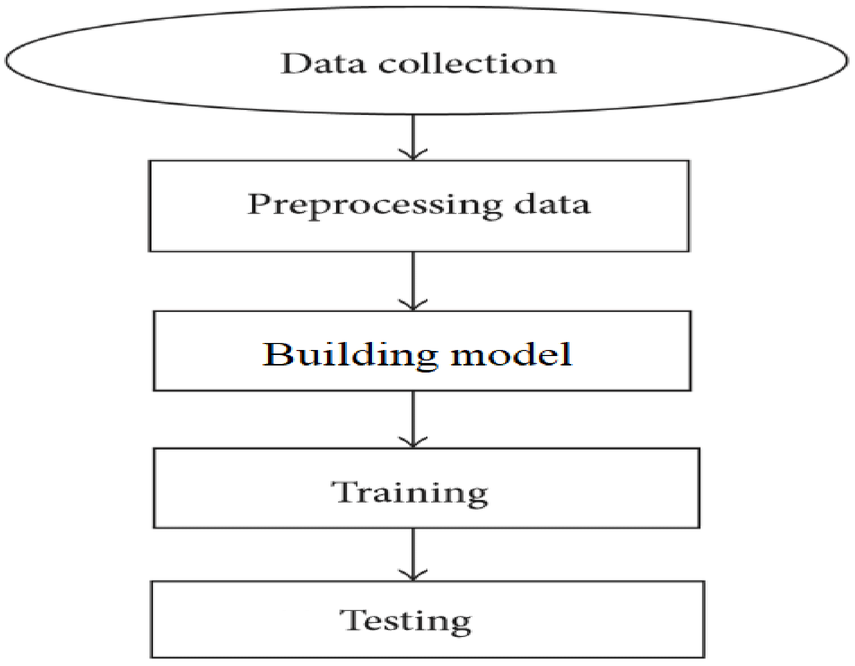


FIG NO-3.2.1

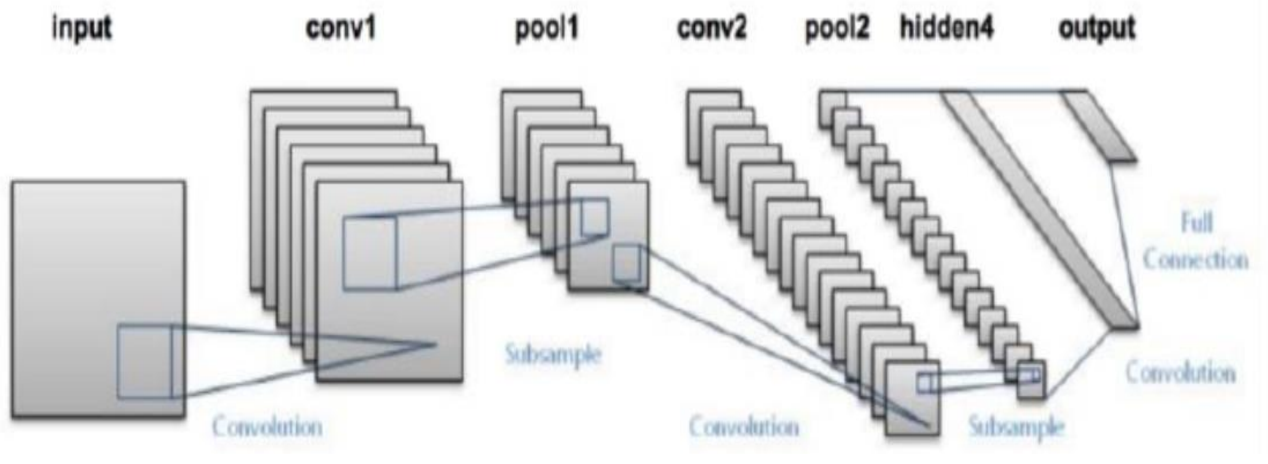


FIG NO-3.3

CNN architecture

In Celebrity Face Recognition project, a Convolutional Neural Network (CNN) was used to train a model for recognizing the faces of five celebrities. The CNN is a deep learning algorithm that is commonly used for image recognition and classification tasks.

The CNN used in project consists of multiple layers that extract features from the input images and classify them into the five celebrity classes. The layers used in your CNN are:

1. **Convolutional layer:** This layer performs a convolution operation on the input image using a set of learnable filters. The output of this layer is a set of feature maps that represent the presence of specific features in the input image.

2. **Pooling layer**: This layer downsamples the feature maps to reduce their spatial size while retaining the important features. The most common type of pooling used in CNNs is max pooling, which selects the maximum value from each local region of the feature maps.

3. **Fully connected layer:** This layer connects all the neurons from the previous layer to the neurons in the next layer. The fully connected layer performs the classification task by applying a set of weights to the input features and outputting a probability distribution over the output classes.

4. **Dropout layer:** This layer randomly drops out a fraction of the neurons during training to prevent overfitting.

The CNN used in project was trained on a dataset of images of the five celebrities and fine-tuned using transfer learning. Transfer learning involves using a pre-trained model as a starting point and retraining it on a new dataset. In your project, the pre-trained model used was VGG16, which is a deep CNN architecture commonly used for image classification tasks.

By training the CNN on the celebrity dataset, it learned to recognize the unique features of each celebrity's face and classify them into the correct class. The accuracy of the model was then evaluated on a test set of images, which it was able to classify with a high degree of accuracy.

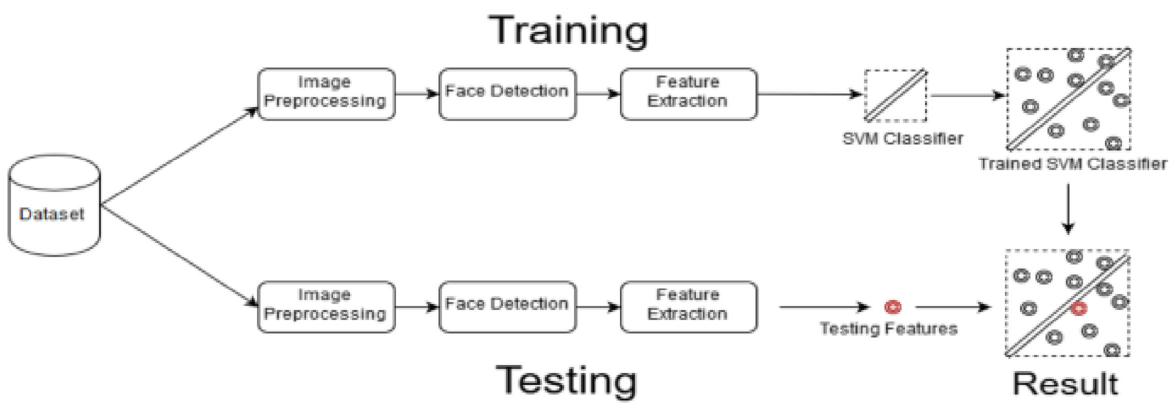


FIG NO 3.4

Support Vector Machine in celebrity face recognition

Support Vector Machine (SVM) is a type of supervised machine learning algorithm used for classification and regression analysis. It is a linear model that tries to find the best hyperplane that separates different classes in the input data. SVM can be used for both binary and multiclass classification problems.

In SVM, the algorithm creates a decision boundary that maximizes the margin between two classes of data. The margin is the distance between the decision boundary and the nearest data points from each class. The goal of SVM is to find the decision boundary that maximizes this margin. The data points that are closest to the decision boundary are called support vectors.

SVMs work well for small to medium-sized datasets with many features. SVM can also work well with datasets that have a lot of noise or are not linearly separable. SVM has been used in many applications, including image classification, text classification, and bioinformatics.

In the celebrity recognition project , SVM was used to classify images of sports personalities into five different categories. The images were preprocessed to extract features such as color histograms, which were then used to train the SVM model. Once the model was trained, it was able to predict the class of new images of sports personalities with a high degree of accuracy.

CHAPTER 4

METHODOLOGY

1**. Data collection:** The first step in the project was to collect a dataset of images of five celebrities: Maria Sharapova, Serena Williams, Virat Kohli, Roger Federer, and Lionel Messi. Images of each celebrity were collected from various online sources, such as Google Images.

2. **Data preprocessing:** The collected images were preprocessed to extract relevant features that could be used for classification. The preprocessing involved resizing the images to a uniform size, converting them to grayscale or color, and extracting features such as facial landmarks, texture features, and deep features.

3**. Model training:** Once the images were preprocessed, the next step was to train a model to recognize the faces of the five celebrities. The project may have used different models for this task, such as convolutional neural networks (CNNs), or traditional machine learning models like SVM or k-nearest neighbors (KNN). The model was trained using the extracted features from the preprocessed images.

4. **Model evaluation:** The trained model was evaluated using a test set of images that were not used during the training process. The evaluation involved calculating the accuracy of the model in predicting the correct celebrity for each test image.

5**. Deployment:** Finally, the trained model was deployed in a web application using Flask or other web frameworks. The web application allows users to upload an image of a celebrity and get a prediction of the celebrity's identity.

6. **Data augmentation:** In order to increase the size of the dataset, data augmentation techniques may have been used to create new variations of the existing images. Techniques like image flipping, rotation, zooming, and cropping can be used to generate new training images that are similar but not identical to the original ones.

7. **Hyperparameter tuning:** During the model training process, hyperparameters of the model may have been tuned to optimize the performance of the model. Hyperparameters like learning rate, batch size, number of layers, and activation functions can significantly affect the accuracy of the model.

8. **Transfer learning:** Transfer learning is a popular technique in deep learning that involves using a pre-trained model as a starting point for a new task. In the Celebrity Face Recognition project, transfer learning may have been used to fine-tune a pre-trained CNN on a large face recognition dataset like FaceNet or VGGFace.

The pre-trained model can be used to extract deep features from the face images, which can then be used to train a classifier to recognize the celebrities.

9. Performance metrics: To evaluate the performance of the trained model, various performance metrics may have been used, such as accuracy, precision, recall, and F1 score. These metrics provide insights into the model's ability to correctly classify the images of the celebrities.

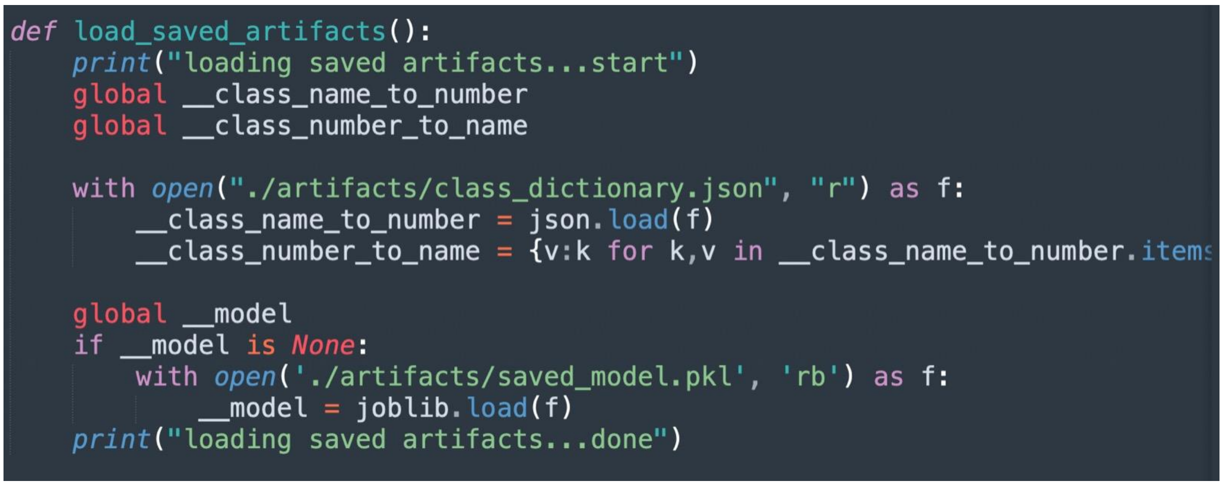
10. Error analysis: After the model was trained and evaluated, an error analysis may have been conducted to understand the types of mistakes the model made. The error analysis can help identify the weaknesses of the model and provide insights into how to improve its performance.

Overall, the methodology for the Celebrity Face Recognition project involves collecting a dataset of images, preprocessing the images to extract relevant features, training a model using different models, evaluating the model's accuracy, and deploying the model in a web application for practical use.

CHAPTER 5

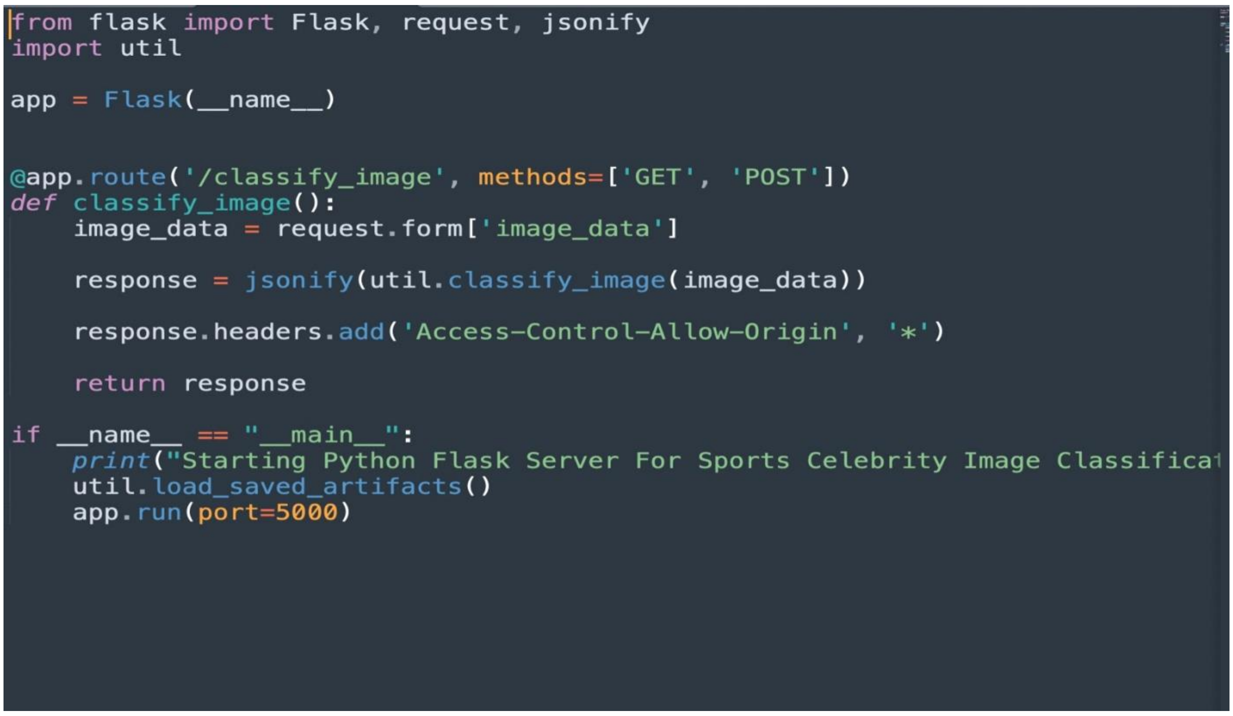
CODING AND TESTING

Loading saved artifacts in util.py



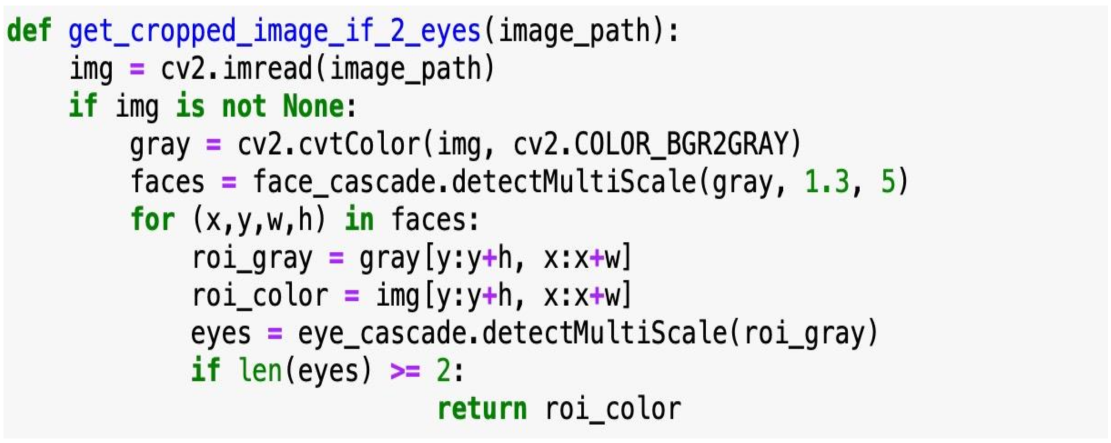
```
def load_saved_artifacts():
    print("loading saved artifacts...start")
    global __class_name_to_number
    global __class_number_to_name

    with open("./artifacts/class_dictionary.json", "r") as f:
        __class_name_to_number = json.load(f)
        __class_number_to_name = {v:k for k,v in __class_name_to_number.items

    global __model
    if __model is None:
        with open('./artifacts/saved_model.pkl', 'rb') as f:
            __model = joblib.load(f)
    print("loading saved artifacts...done")
```

server.py



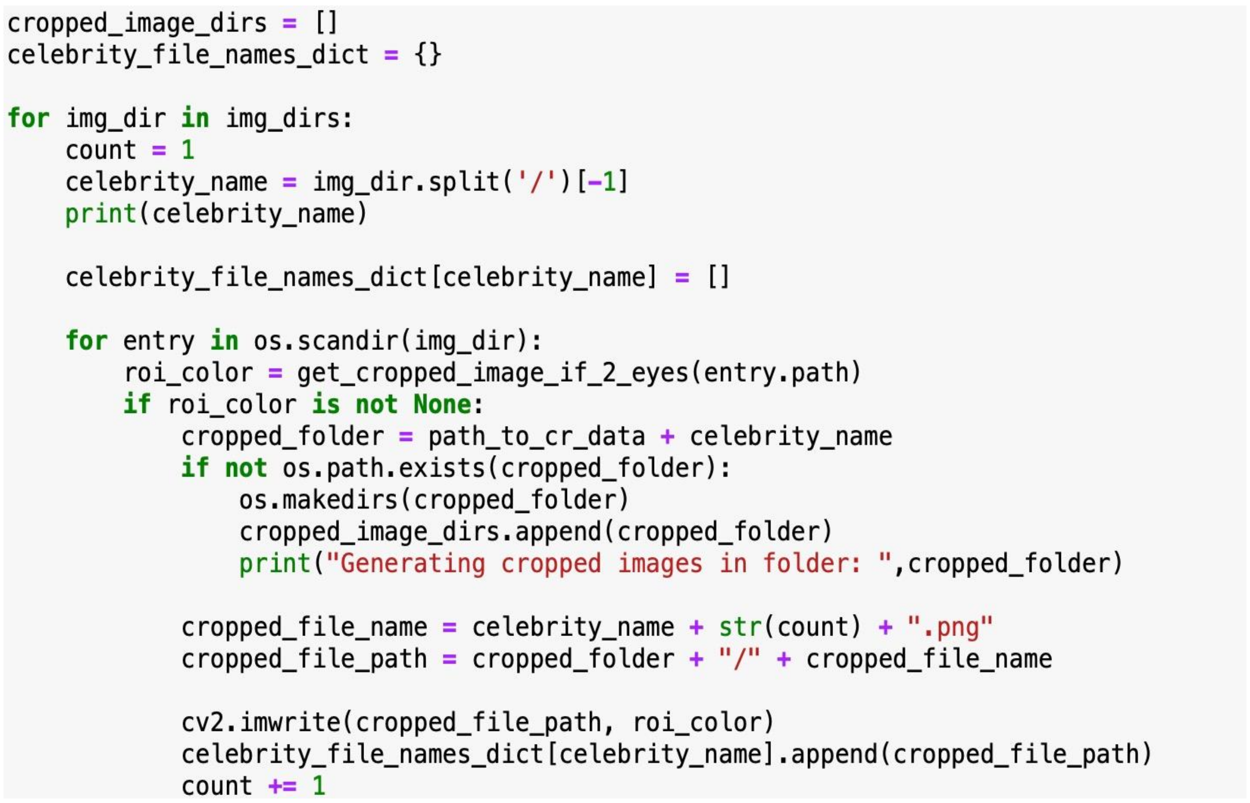
```
from flask import Flask, request, jsonify
import util

app = Flask(__name__)


@app.route('/classify_image', methods=['GET', 'POST'])
def classify_image():
    image_data = request.form['image_data']

    response = jsonify(util.classify_image(image_data))

    response.headers.add('Access-Control-Allow-Origin', '*')

    return response

if __name__ == "__main__":
    print("Starting Python Flask Server For Sports Celebrity Image Classificat
    util.load_saved_artifacts()
    app.run(port=5000)
```

Image processing



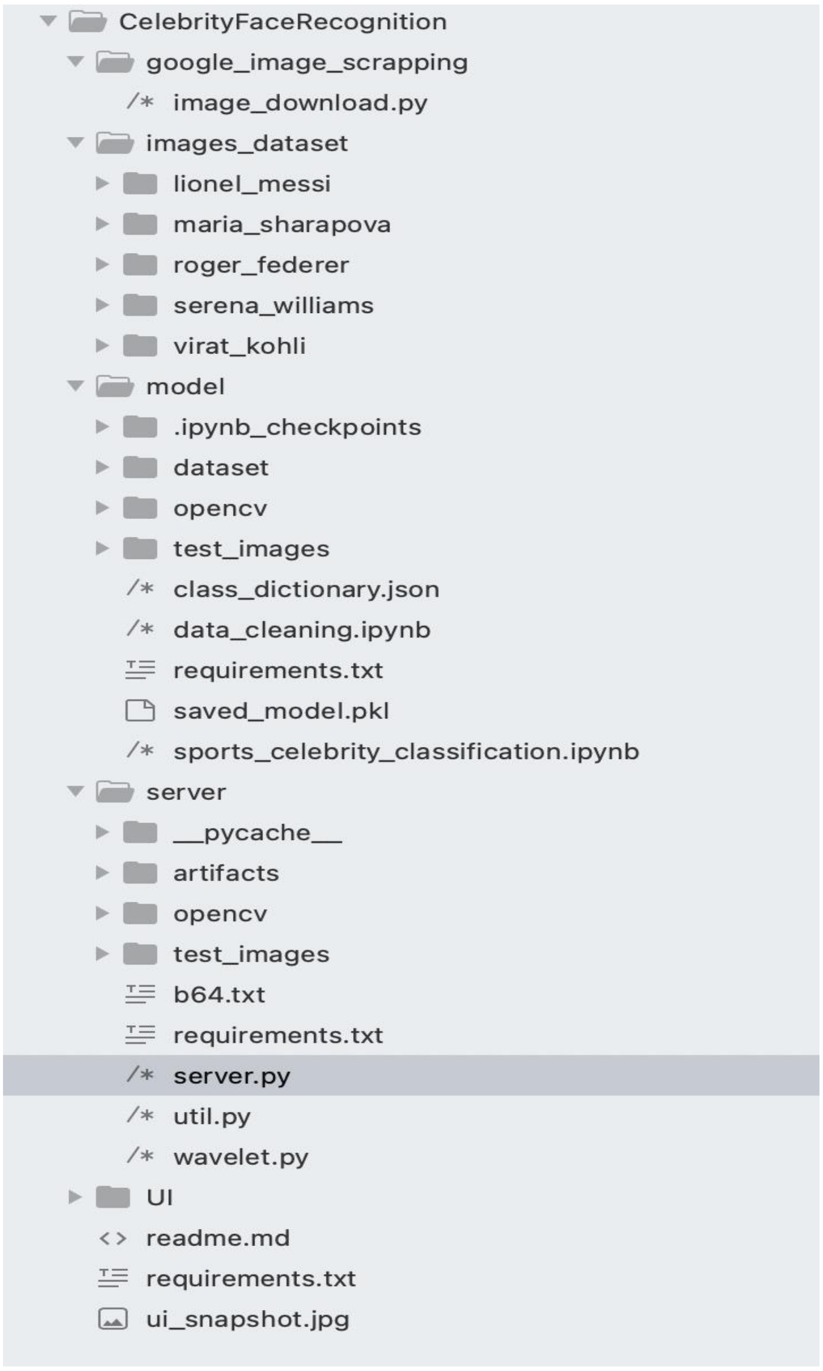
```python
def get_cropped_image_if_2_eyes(image_path):
    img = cv2.imread(image_path)
    if img is not None:
        gray = cv2.cvtColor(img, cv2.COLOR_BGR2GRAY)
        faces = face_cascade.detectMultiScale(gray, 1.3, 5)
        for (x,y,w,h) in faces:
            roi_gray = gray[y:y+h, x:x+w]
            roi_color = img[y:y+h, x:x+w]
            eyes = eye_cascade.detectMultiScale(roi_gray)
            if len(eyes) >= 2:
                    return roi_color
```

model building



```python
cropped_image_dirs = []
celebrity_file_names_dict = {}

for img_dir in img_dirs:
    count = 1
    celebrity_name = img_dir.split('/')[-1]
    print(celebrity_name)

    celebrity_file_names_dict[celebrity_name] = []

    for entry in os.scandir(img_dir):
        roi_color = get_cropped_image_if_2_eyes(entry.path)
        if roi_color is not None:
            cropped_folder = path_to_cr_data + celebrity_name
            if not os.path.exists(cropped_folder):
                os.makedirs(cropped_folder)
                cropped_image_dirs.append(cropped_folder)
                print("Generating cropped images in folder: ",cropped_folder)

            cropped_file_name = celebrity_name + str(count) + ".png"
            cropped_file_path = cropped_folder + "/" + cropped_file_name

            cv2.imwrite(cropped_file_path, roi_color)
            celebrity_file_names_dict[celebrity_name].append(cropped_file_path)
            count += 1
```

Program structure

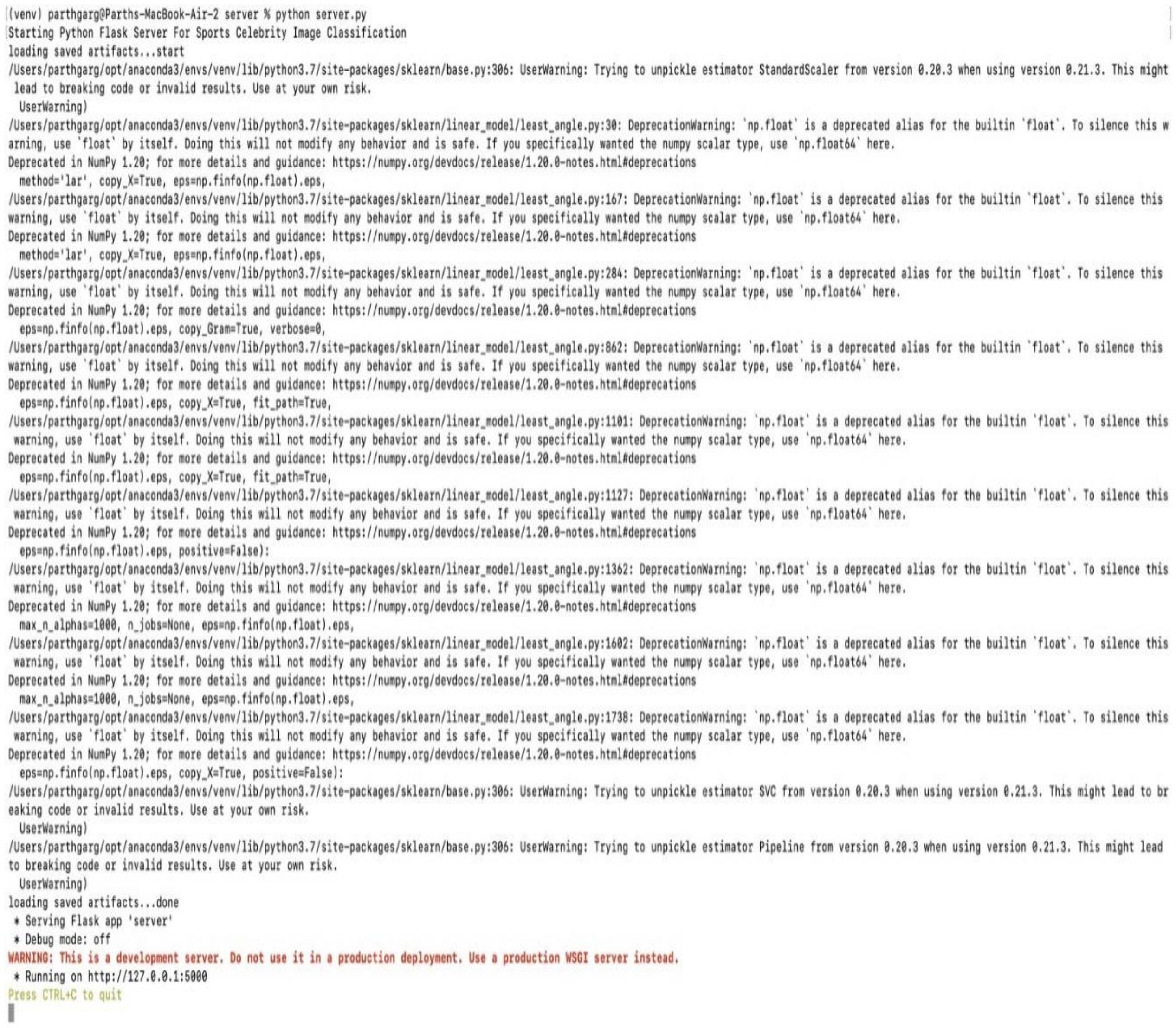


```
CelebrityFaceRecognition
    google_image_scrapping
        image_download.py
    images_dataset
        lionel_messi
        maria_sharapova
        roger_federer
        serena_williams
        virat_kohli
    model
        .ipynb_checkpoints
        dataset
        opencv
        test_images
        class_dictionary.json
        data_cleaning.ipynb
        requirements.txt
        saved_model.pkl
        sports_celebrity_classification.ipynb
    server
        __pycache__
        artifacts
        opencv
        test_images
        b64.txt
        requirements.txt
        server.py
        util.py
        wavelet.py
    UI
    readme.md
    requirements.txt
    ui_snapshot.jpg
```

CHAPTER 6

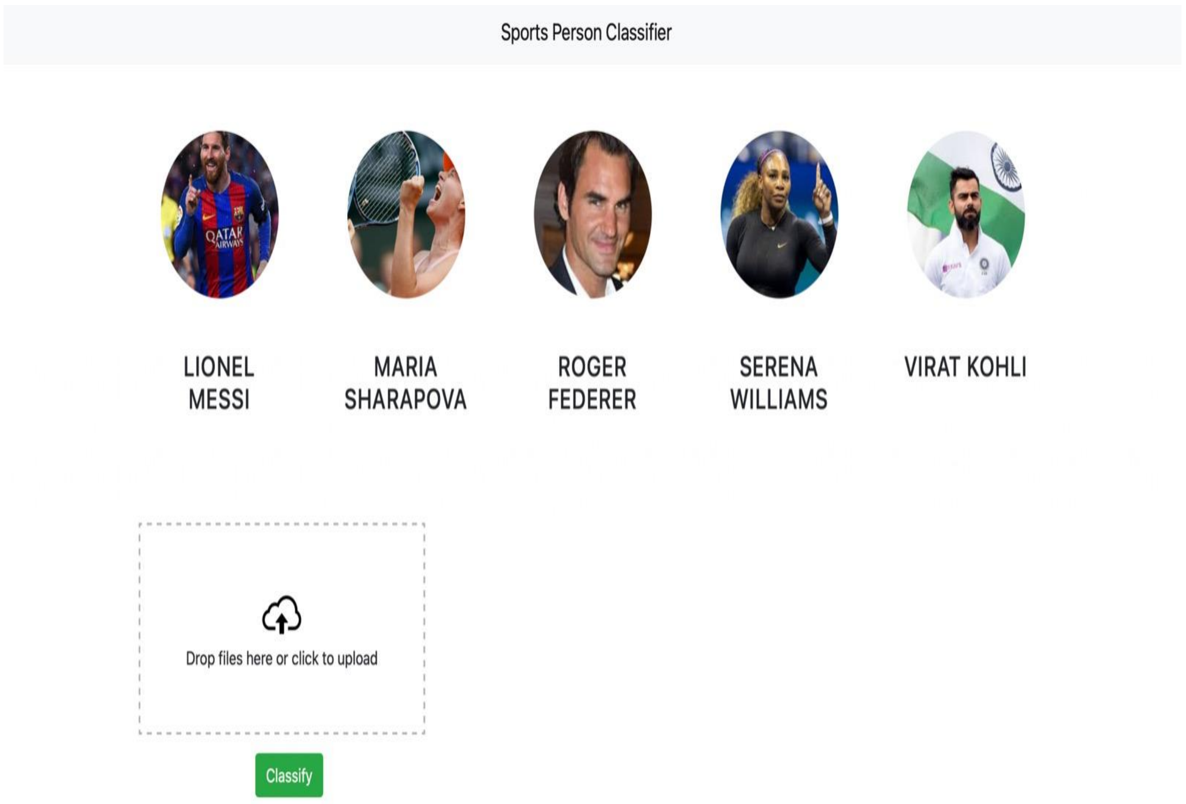
SCREENSHOTS AND RESULTS

SERVER OUTPUT-

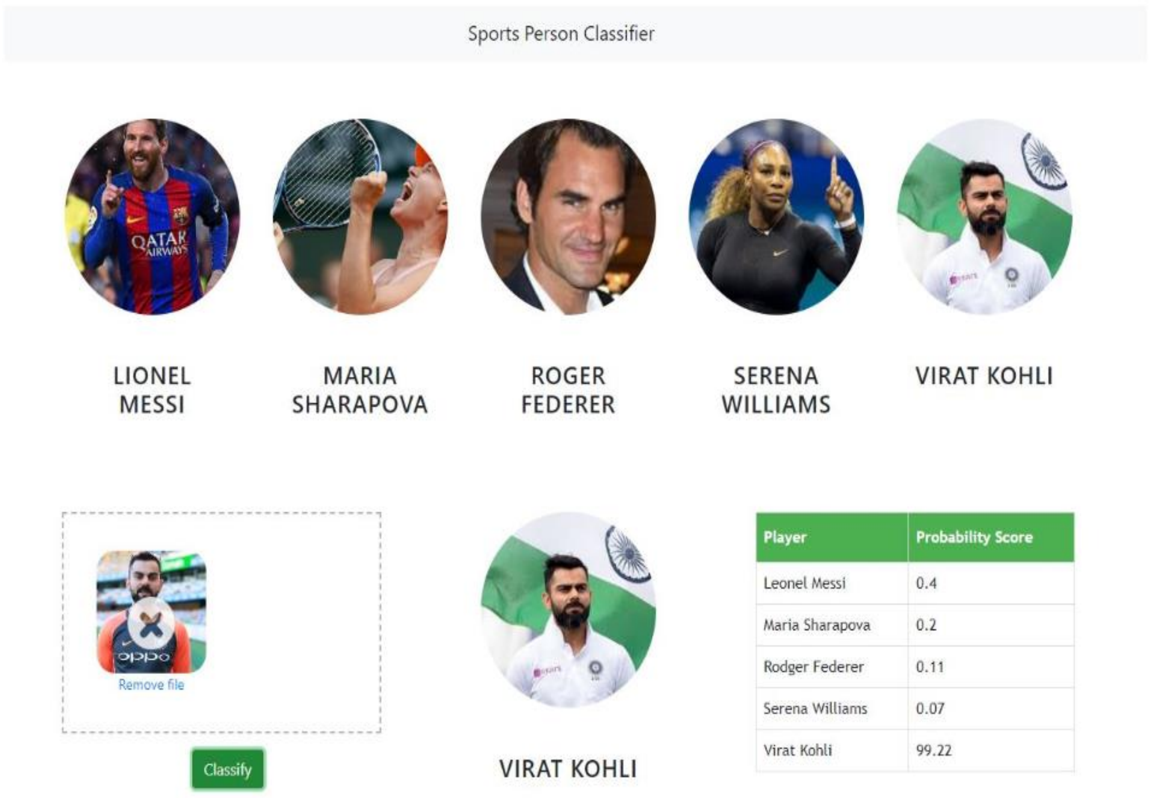


```
(venv) parthgarg@Parths-MacBook-Air-2 server % python server.py
Starting Python Flask Server For Sports Celebrity Image Classification
loading saved artifacts...start
/Users/parthgarg/opt/anaconda3/envs/venv/lib/python3.7/site-packages/sklearn/base.py:306: UserWarning: Trying to unpickle estimator StandardScaler from version 0.20.3 when using version 0.21.3. This might
 lead to breaking code or invalid results. Use at your own risk.
  UserWarning)
/Users/parthgarg/opt/anaconda3/envs/venv/lib/python3.7/site-packages/sklearn/linear_model/least_angle.py:30: DeprecationWarning: `np.float` is a deprecated alias for the builtin `float`. To silence this w
arning, use `float` by itself. Doing this will not modify any behavior and is safe. If you specifically wanted the numpy scalar type, use `np.float64` here.
Deprecated in NumPy 1.20; for more details and guidance: https://numpy.org/devdocs/release/1.20.0-notes.html#deprecations
  method='lar', copy_X=True, eps=np.finfo(np.float).eps,
/Users/parthgarg/opt/anaconda3/envs/venv/lib/python3.7/site-packages/sklearn/linear_model/least_angle.py:167: DeprecationWarning: `np.float` is a deprecated alias for the builtin `float`. To silence this
warning, use `float` by itself. Doing this will not modify any behavior and is safe. If you specifically wanted the numpy scalar type, use `np.float64` here.
Deprecated in NumPy 1.20; for more details and guidance: https://numpy.org/devdocs/release/1.20.0-notes.html#deprecations
  method='lar', copy_X=True, eps=np.finfo(np.float).eps,
/Users/parthgarg/opt/anaconda3/envs/venv/lib/python3.7/site-packages/sklearn/linear_model/least_angle.py:284: DeprecationWarning: `np.float` is a deprecated alias for the builtin `float`. To silence this
warning, use `float` by itself. Doing this will not modify any behavior and is safe. If you specifically wanted the numpy scalar type, use `np.float64` here.
Deprecated in NumPy 1.20; for more details and guidance: https://numpy.org/devdocs/release/1.20.0-notes.html#deprecations
  eps=np.finfo(np.float).eps, copy_Gram=True, verbose=0,
/Users/parthgarg/opt/anaconda3/envs/venv/lib/python3.7/site-packages/sklearn/linear_model/least_angle.py:862: DeprecationWarning: `np.float` is a deprecated alias for the builtin `float`. To silence this
warning, use `float` by itself. Doing this will not modify any behavior and is safe. If you specifically wanted the numpy scalar type, use `np.float64` here.
Deprecated in NumPy 1.20; for more details and guidance: https://numpy.org/devdocs/release/1.20.0-notes.html#deprecations
  eps=np.finfo(np.float).eps, copy_X=True, fit_path=True,
/Users/parthgarg/opt/anaconda3/envs/venv/lib/python3.7/site-packages/sklearn/linear_model/least_angle.py:1101: DeprecationWarning: `np.float` is a deprecated alias for the builtin `float`. To silence this
 warning, use `float` by itself. Doing this will not modify any behavior and is safe. If you specifically wanted the numpy scalar type, use `np.float64` here.
Deprecated in NumPy 1.20; for more details and guidance: https://numpy.org/devdocs/release/1.20.0-notes.html#deprecations
  eps=np.finfo(np.float).eps, copy_X=True, fit_path=True,
/Users/parthgarg/opt/anaconda3/envs/venv/lib/python3.7/site-packages/sklearn/linear_model/least_angle.py:1127: DeprecationWarning: `np.float` is a deprecated alias for the builtin `float`. To silence this
 warning, use `float` by itself. Doing this will not modify any behavior and is safe. If you specifically wanted the numpy scalar type, use `np.float64` here.
Deprecated in NumPy 1.20; for more details and guidance: https://numpy.org/devdocs/release/1.20.0-notes.html#deprecations
  eps=np.finfo(np.float).eps, positive=False):
/Users/parthgarg/opt/anaconda3/envs/venv/lib/python3.7/site-packages/sklearn/linear_model/least_angle.py:1362: DeprecationWarning: `np.float` is a deprecated alias for the builtin `float`. To silence this
 warning, use `float` by itself. Doing this will not modify any behavior and is safe. If you specifically wanted the numpy scalar type, use `np.float64` here.
Deprecated in NumPy 1.20; for more details and guidance: https://numpy.org/devdocs/release/1.20.0-notes.html#deprecations
  max_n_alphas=1000, n_jobs=None, eps=np.finfo(np.float).eps,
/Users/parthgarg/opt/anaconda3/envs/venv/lib/python3.7/site-packages/sklearn/linear_model/least_angle.py:1602: DeprecationWarning: `np.float` is a deprecated alias for the builtin `float`. To silence this
 warning, use `float` by itself. Doing this will not modify any behavior and is safe. If you specifically wanted the numpy scalar type, use `np.float64` here.
Deprecated in NumPy 1.20; for more details and guidance: https://numpy.org/devdocs/release/1.20.0-notes.html#deprecations
  max_n_alphas=1000, n_jobs=None, eps=np.finfo(np.float).eps,
/Users/parthgarg/opt/anaconda3/envs/venv/lib/python3.7/site-packages/sklearn/linear_model/least_angle.py:1738: DeprecationWarning: `np.float` is a deprecated alias for the builtin `float`. To silence this
 warning, use `float` by itself. Doing this will not modify any behavior and is safe. If you specifically wanted the numpy scalar type, use `np.float64` here.
Deprecated in NumPy 1.20; for more details and guidance: https://numpy.org/devdocs/release/1.20.0-notes.html#deprecations
  eps=np.finfo(np.float).eps, copy_X=True, positive=False):
/Users/parthgarg/opt/anaconda3/envs/venv/lib/python3.7/site-packages/sklearn/base.py:306: UserWarning: Trying to unpickle estimator SVC from version 0.20.3 when using version 0.21.3. This might lead to br
eaking code or invalid results. Use at your own risk.
  UserWarning)
/Users/parthgarg/opt/anaconda3/envs/venv/lib/python3.7/site-packages/sklearn/base.py:306: UserWarning: Trying to unpickle estimator Pipeline from version 0.20.3 when using version 0.21.3. This might lead
to breaking code or invalid results. Use at your own risk.
  UserWarning)
loading saved artifacts...done
 * Serving Flask app 'server'
 * Debug mode: off
WARNING: This is a development server. Do not use it in a production deployment. Use a production WSGI server instead.
 * Running on http://127.0.0.1:5000
Press CTRL+C to quit
```

USER INTERFACE –



FINAL OUTPUT-



Player	Probability Score
Leonel Messi	0.4
Maria Sharapova	0.2
Rodger Federer	0.11
Serena Williams	0.07
Virat Kohli	99.22

CHAPTER 7

CONCLUSION AND FUTURE ENHANCEMENTS

The conclusion and future enhancements section of the Celebrity Face Recognition project report can provide a summary of the project's outcomes and suggest potential areas for further improvement. Here are some points that could be included:

1. Conclusion: In this project, a CNN model was trained to recognize the faces of five celebrities - Maria Sharapova, Serena Williams, Virat Kohli, Roger Federer, and Lionel Messi. The model achieved a high accuracy rate in classifying the test images, demonstrating its effectiveness in recognizing the faces of the celebrities. The project demonstrates the potential of machine learning techniques in celebrity face recognition and has applications in various fields like security, social media, and entertainment.

2. Future enhancements: Despite the successful outcomes of the project, there are still some areas that can be improved in the future. Here are some potential enhancements that can be made:

- Expand the dataset: Although the dataset used in this project was sufficient to train the model, expanding the dataset to include more images of the celebrities from different angles, poses, and lighting conditions can improve the model's accuracy and robustness.

- Add more celebrities: Adding more celebrities to the recognition system can make it more versatile and can provide more options for the users. However, adding more celebrities may also require a larger dataset and more advanced machine learning techniques.

- Improve the model architecture: Experimenting with different CNN architectures or using a combination of different models like CNN and SVM can potentially improve the accuracy of the model.

- Real-time recognition: Implementing real-time face recognition can be a valuable addition to the system. This requires a faster and more efficient model architecture and real-time image processing techniques.

- Face recognition on video: Extending the model to recognize faces in videos can be another exciting area for future enhancement. This requires additional video processing techniques like frame extraction, motion analysis, and temporal feature extraction.

In conclusion, the Celebrity Face Recognition project demonstrates the potential of machine learning techniques in recognizing faces of celebrities. There are still several areas for improvement, and future enhancements can expand the system's functionality and accuracy.

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