Efficient facial detection on embedded system with CNN for surveillance tasks

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BACKGROUND

Goal:

-> Integrate facial detection model for analysis of surveillance footage in real-time in an embedded environment

Motivation:

- —> Traditional surveillance systems do not offer "smart" analysis of footage in real time.
- —> Huge quantities of data are stored on disks far away despite not providing much use

Approach:

—> Given a video feed from a surveillance camera, a facial detection model can be run on the frames to determine if there are humans in the frames whom could be hailed as intruders

Advantage:

—> System is able to distinguish the interesting from non-interesting frames to minimize storage needs

PROBLEM STATEMENT

Design a facial detection model that can be an integrated with a real-time surveillance system that is running on a Raspberry Pi 3.

Input: Sequence of frames derived from splitting up a real-time camera feed where set of frames (S) is assumed to be in format $S = \{f1, f2, f3 ... fn-1, fn \}$ as time progresses forward

Output: Frames returned that have are found to have faces in them. Frames can be either stored or sent via email.

Performance goals:

FPS >= 2

Accuracy goals:

> 70%

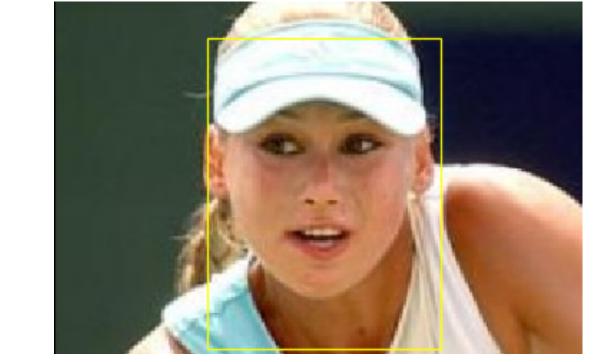


Figure 1; Facial detection model on an image from LFW dataset

DATASET

Dataset used : A Benchmark for Face Detection in Unconstrained Settings [FDDB]

Breakdown:

- —> 12,000 Training Images
- —> 1,000 Validation Images
- -> 1,000 Testing images



Figure 2; Images were fed to network in form of an image pyramid

EVALUATION

Statistics

Accuracy on finding correct number of faces = 84.7%

Accuracy IOU= 59.4%

FPS on laptop video feed: ~ 15 frames FPS on Rpi video feed: ~ 2 frames

Average Proposal Network cost = .157 seconds Average Refinement Network cost = .096 seconds Average Output Network cost = 0.017 seconds

** FPS and Performance statistics were taken on small images

CPU percentage usage Rasberry PI 3 FD off FD off FD on R-Net Conv. 3x3 Conv. 2x2 fully Connect bounding box regression Facial landmark Facial landmark

ARCHITECTURE Conv: 3x3 Conv: 3x3Conv: 2x2 fully face classification Conv: 3x3 Conv: 3x3 Conv: 3x3 face classification bounding box 3x3x16 1x1x32 Facial landmark input size 11x11x28 4x4x48 3x3x64128 Facial landmark Jocalization 12x12x3 Conv: 3x3 Conv: 3x3 Conv: 3x3 Conv: 2x2 fully / face classification □ □ □ bounding box regression Facial landmark localization 3x3x128 256 48x48x3

- —> Proposal Network (P-NET): Large number of bounding box proposals to the refinement network
- —> Refinement Network (R-NET): Refine the output from P-NET, drastically reduce number of bounding boxes
- —> Output Network (O-NET): Further refine the output from previous stage and return one bounding box per person with the highest confidence



Improvements: -> Retrain the model and/or model changes with additions

 Object tracking between frames instead of recalculating the model between each frame

to perform facial recognition

INTG. W/

SURVEILLANCE AND

FUTURE WORK

—> Surveillance system is

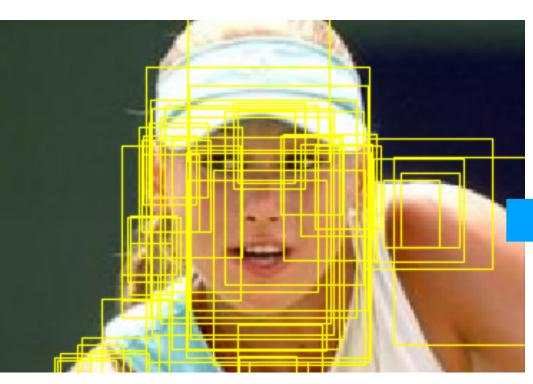
(Shown on the left)

integrated with face detection

Area of Overlap

Area of Union

- —> Better visualization
- —> Better performance by simplifying/optimizing the model



P-NET RESULT ON AN IMAGE FROM LFW DATASET

R - NET RESULT ON AN IMAGE FROM LFW DATASET



NET RESULT ON AN IMAGE FROM LFW DATASET

O- NET RESULT ON AN IMAGE FROM LFW DATASET