

**Combined correlation rules to detect skin on colored images based  
on dynamic color clustering**

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# **Combined correlation rules to detect skin on colored images based on dynamic color clustering**

This is the original version of the thesis prepared by the  
candidate Rodrigo Augusto Dias Faria, such as  
submitted to the Examining Committee.

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# Resumo

FARIA, R. A. D. **Regras de correlação combinadas para detectar pele em imagens coloridas baseadas em agrupamento dinâmico de cores.** Dissertação (Mestrado) - Instituto de Matemática e Estatística, Universidade de São Paulo, São Paulo, 2018.

A detecção de pele desempenha um papel importante em uma ampla gama de aplicações em processamento de imagens e visão computacional. Em suma, existem três abordagens principais para detecção de pele: baseadas em regras, aprendizado de máquina e híbridos. Elas diferem em termos de precisão e eficiência computacional. Geralmente, as abordagens com aprendizado de máquina e as híbridas superam os métodos baseados em regras, mas exigem um conjunto de dados de treinamento grande e representativo, bem como um tempo de classificação custoso, que pode ser um fator decisivo para aplicações em tempo real. Neste trabalho, propomos uma melhoria de um novo método de detecção de pele baseado em regras que funciona no espaço de cores YCbCr. Nossa motivação baseia-se na hipótese de que: (1) a regra original pode ser revertida e, (2) pixels de pele humana não aparecem isolados, ou seja, as operações de vizinhança são levadas em consideração. O método é uma combinação de algumas regras de correlação baseadas nessas hipóteses. Essas regras avaliam as combinações de valores de crominância Cb, Cr para identificar os pixels de pele, dependendo da forma e tamanho dos agrupamentos de cores de pele gerados dinamicamente. O método é muito eficiente em termos de esforço computacional, bem como robusto em cenas de imagens muito complexas.

**Palavras-chave:** detecção de pele, segmentação de pele humana, modelo de cores YCbCr, regras de correlação, agrupamento dinâmico de cores.



# Abstract

FARIA, R. A. D. **Combined correlation rules to detect skin on colored images based on dynamic color clustering.** Thesis (Masters Degree) - Institute of Mathematics and Statistics, University of São Paulo, São Paulo, 2018.

Skin detection plays an important role in a wide range of image processing and computer vision applications. In short, there are three major approaches for skin detection: rule-based, machine learning and hybrid. They differ in terms of accuracy and computational efficiency. Generally, machine learning and hybrid approaches outperform the rule-based methods, but require a large and representative training dataset as well as costly classification time, which can be a deal breaker for real time applications. In this work, we propose an improvement of a novel method on rule-based skin detection that works in the YCbCr color space. Our motivation is based on the hypothesis that: (1) the original rule can be reversed and, (2) human skin pixels do not appear isolated, i.e. neighborhood operations are taken in consideration. The method is a combination of some correlation rules based on these hypothesis. Such rules evaluate the combinations of chrominance Cb, Cr values to identify the skin pixels depending on the shape and size of dynamically generated skin color clusters. The method is very efficient in terms of computational effort as well as robust in very complex image scenes.

**Keywords:** skin detection, human skin segmentation, YCbCr color model, correlation rules, dynamic color clustering.



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# List of Acronyms

AR	Aleix and Robert Face Database
CIE	Commission Internationale de l'Eclairage
CMY	Cyan, Magenta and Yellow
FERET	Face Recognition Technology database
GIS	Geographic Information System
HGR	Hand Gesture Recognition database
HSI	Hue, Saturation, Intensity
HSL	Hue, Saturation, Lightness
HSV	Hue, Saturation, Value
ID3	Iterative Dichotomiser 3
IHLS	Improved, Hue, Luminance and Saturation
<i>k</i> -NN	<i>k</i> -Nearest Neighbors
LUT	Look-UP Table
NTSC	National Television System Committee
PAL	Phase Alternating Line
RBF	Radial Basis Function
RGB	Red, Green and Blue
SECAM	Sequential Color with Memory
SFA	Skin of FERET and AR Database
SVM	Support Vector Machines
UCS	Uniform Chromaticity Scale
UCI	University of California in Irvine skin/non skin dataset
UV	Ultra Violet
VISAPP	International Joint Conference on Computer Vision, Imaging and Computer Graphics Theory and Applications
YIQ	Luma, Hue and Saturation
YUV	Luma and Chrominance



# List of Symbols

$f(x, y)$	Intensity function of an image
$W$	Number of horizontal samples (lines) of an image
$H$	Number of vertical samples (columns) of an image
$L$	Number of gray-levels
$L_{min}$	The minimum gray-level of a range
$L_{max}$	The maximum gray-level of a range
$L_n$	The $n$ -th vector channel of a pixel
$L_i$	The $i$ -th vector value of a channel of a pixel
$N_4(p)$	Four neighbors of a pixel $p$
$N_D(p)$	Diagonal neighbors of a pixel $p$
$N_8(p)$	Eight neighbors of a pixel $p$
$AND$	AND logic operator
$OR$	OR logic operator
$XOR$	XOR logic operator
$NOT$	NOT logic operator
$T$	Threshold value in image histogram split
$T_n$	Multi-threshold values in image histogram split
$L^*$	Luminance
$a^*$	Green/red axis on $L^*a^*b^*$ color model
$b^*$	Blue/yellow axis on $L^*a^*b^*$ color model
$u^*$	Green/red axis on $L^*u^*v^*$ color model
$v^*$	Blue/yellow axis on $L^*u^*v^*$ color model
$\theta$	Hue angle on HSI color model
$\max$	Max operator
$\min$	Min operator
$\mathbb{R}$	Set of real numbers
$P$	A point (pixel) in an image
$P_Y$	$Y$ component of a pixel $P$ in $YCbCr$ model
$Y_{Cb}$	Subspace of $Cb$ points in function of $Y$
$Y_{Cr}$	Subspace of $Cr$ points in function of $Y$
$T_{YCb}$	Trapezoid of $Y_{Cb}$ subspace
$T_{YCr}$	Trapezoid of $Y_{Cr}$ subspace
$A_{T_{YCb}}$	Area of $Y_{Cb}$ trapezoid
$A_{T_{YCr}}$	Area of $Y_{Cr}$ trapezoid

$Y_{min}$	Minimum value of $Y$ luminance distribution
$Y_{max}$	Maximum value of $Y$ luminance distribution
$Y_0$	Top-left coordinate of $T_{YC_r}$ trapezoid
$Y_1$	Top-right coordinate of $T_{YC_r}$ trapezoid
$Y_2$	Top-right coordinate of $T_{YC_b}$ trapezoid
$Y_3$	Top-right coordinate of $T_{YC_b}$ trapezoid
$Y_{min}$	Minimum value of $Y$ component
$Y_{max}$	Maximum value of $Y$ component
$Cr_{min}$	Minimum $Cr$ value used to compute $T_{YC_r}$ trapezoid
$Cr_{max}$	Maximum $Cr$ value used to compute $T_{YC_r}$ trapezoid
$Cb_{min}$	Minimum $Cb$ value used to compute $T_{YC_b}$ trapezoid
$Cb_{max}$	Maximum $Cb$ value used to compute $T_{YC_b}$ trapezoid
$h_{Cr}$	Height of $T_{YC_r}$ trapezoid
$h_{Cb}$	Height of $T_{YC_b}$ trapezoid
$H_{Cr}(P_Y)$	Height of other $T_{YC_r}$ coordinates
$H_{Cb}(P_Y)$	Height of other $T_{YC_b}$ coordinates
$\Delta_{Cr}(P_Y)$	Distance between $(P_Y, H_{Cr}(P_Y))$ and the base of $T_{YC_r}$ trapezoid
$\Delta_{Cb}(P_Y)$	Distance between $(P_Y, H_{Cb}(P_Y))$ and the base of $T_{YC_b}$ trapezoid
$\Delta'_{Cr}(P_Y)$	Normalized distance with respect to the difference in size of the $T_{YC_r}$ trapezoid
$\Delta'_{Cb}(P_Y)$	Normalized distance with respect to the difference in size of the $T_{YC_b}$ trapezoid
$\alpha$	Rate between $\Delta'_{Cr}(P_Y)$ and $\Delta'_{Cb}(P_Y)$ normalized distances
$sf$	Rate between the longer and shorter upper side of $T_{YC_r}$ and $T_{YC_b}$ trapezoids
$P_{Cr}$	$Cr$ component of a pixel $P$
$P_{Cb}$	$Cb$ component of a pixel $P$
$P_{Cr_s}$	Estimated value of $P_{Cr}$ point
$P_{Cb_s}$	Estimated value of $P_{Cb}$ point
$dP_{Cr_s}$	Estimated distance value of $P_{Cr}$ point
$dP_{Cb_s}$	Estimated distance value of $P_{Cb}$ point
$dP_{Cr}$	Distance between $P_{Cr}$ point and $Cr_{min}$
$dP_{Cb}$	Distance between $P_{Cb}$ point and $Cb_{max}$
$I_P$	Minimum difference between the values $P_{Cr}$ and $P_{Cb}$ with respect to $P_{Cb_s}$
$J_P$	Maximum distance between the points $(P_Y, P_{Cb})$ and $(P_Y, P_{Cb_s})$
$I'_P$	Minimum difference between the values $P_{Cr}$ and $P_{Cb}$ with respect to $P_{Cr_s}$
$J'_P$	Maximum distance between the points $(P_Y, P_{Cr})$ and $(P_Y, P_{Cr_s})$
$C$	Regularization parameter
$\gamma$	Polynomial/RBF kernel parameter of a nonlinear SVM
$d(x_i, x_j)$	Distance function between $x_i$ and $x_j$ vectors
$\text{argmax}$	Arguments of maxima operator

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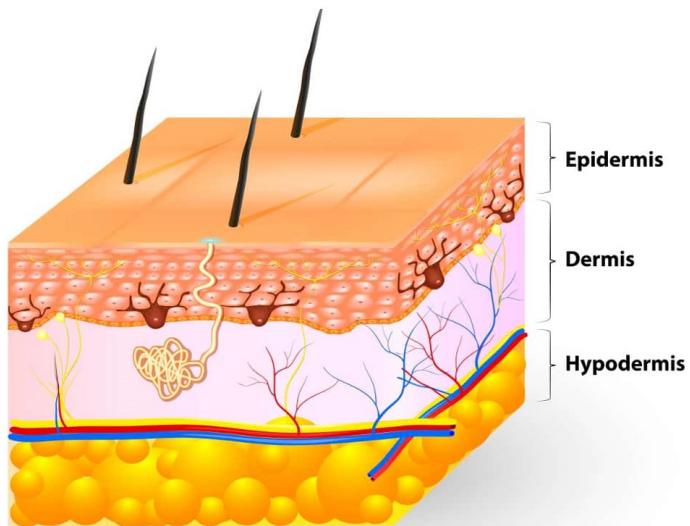


# Chapter 1

## Introduction

The study and understanding of human skin color date from many years ago. Edwards and Duntley (1939) were one of those who tried to precisely analyze the color formation of this particular material by means of spectrophotometry. Spectrophotometry consists of the measurement of the light reflected at each wave-length (color) of the visible spectrum. The curve obtained can be transformed by computation into a specification of the color in terms of its three definite attributes, namely, dominant wave-length, purity, and brightness.

According to Edwards and Duntley (1939), skin is built from a series of different layers (see Fig. 1.1), each of which reflects a portion of impinging light, after absorbing a certain amount of it by the pigments which lie in the layer. The light which is neither reflected nor absorbed, however, is transmitted through each successive layer to the underlying one, where absorption, reflection, and transmission again take place. The absorption bands of the pigment in each layer are thus "imprinted" on both the reflected and transmitted light from each layer. The total reflected light, consequently, has the absorption characteristics of the pigments in all the layers. This phenomena gives rise to what our eyes see as skin color.



**Figure 1.1:** The layers of human skin. Source: Wajnberg (2018).

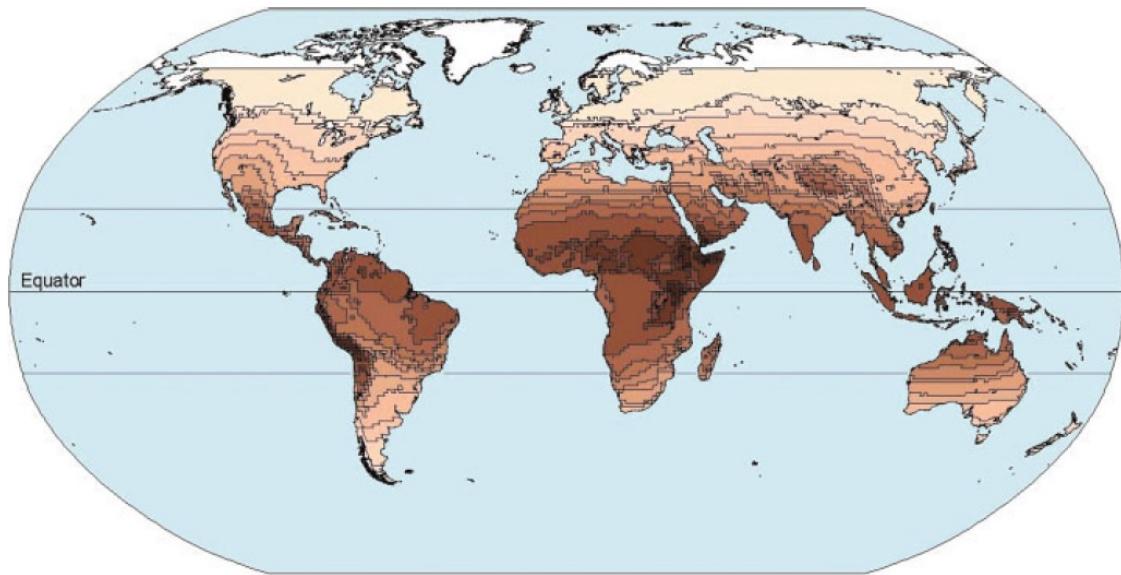
Edwards and Duntley (1939) observed yet that other pigments out of melanin and hemoglobin also play a role in the origin of skin color, along with an additional optical effect, designated as scattering. The pigments are melanoid – derivative of melanin –, oxyhemoglobin, and carotene. Furthermore, they stated that variations in the amount of melanin in the epidermis is responsible for the difference in human skin coloration.

Later, Anderson and Parrish (1981) provided an integrated review of the transfer of optical radiation into human skin. They (Anderson and Parrish, 1981) noticed that the epidermis provide an optical barrier, primarily by absorption of Ultra Violet (UV) radiation, and to a lesser degree, by

optical scattering. In addition, the dermis should be considered a turbid tissue matrix with which optical scattering largely defines the depth of penetration of various wavelengths radiation.

In fact, there are evidences that human skin pigmentation is an adaption for the regulation of penetration of UV radiation into the epidermis. As populations moved to parts of the world with different UV radiation levels, they underwent genetic changes that modified their skin pigmentation, a necessary fine tuning which made it possible for them to tan easily (Jablonski and Chaplin, 2000). Tanning is the ability to develop temporary melanin pigmentation in the skin in response to UV radiation and has evolved numerous times in peoples living under highly seasonal patterns of sunshine (Jablonski and Chaplin, 2010).

Therefore, a natural evolution of the skin coloration has been occurred to accommodate the physiological needs of humans as they have dispersed to regions of widely varying annual average UV radiation (Jablonski and Chaplin, 2010). This observation led Chaplin (2004) to design a model to correlate the skin reflectance to seasonal UV radiation levels and other environmental variables, with the aim of determining which variables contributed most significantly to skin reflectance. The UV radiation data recorded by satellite were combined with environmental variables and data on human skin reflectance in a geographic information system (GIS). These were then analyzed visually and statistically resulting in a predicted map of skin color reflectance (see Fig. 1.2).



**Figure 1.2:** Map of skin color reflectance. The map is generalized to reduce the number of polygons. Source: Chaplin (2004).

We can clearly see darker shades of skin near the Equator and tropics due exposition to high UV radiation. This is a very singular feature of human skin, once it acts as a sun shield to protect the body from solar UV radiation (Jablonski, 2004). The large number of shades of skin shown in the map give us an idea on how complex can be a system to automatically detect human skin in images.

Skin detection can be defined as the process of identifying skin-colored pixels in an image. It plays an important role in a wide range of image processing and computer vision applications such as face detection, pornographic image filtering, gesture analysis, face tracking, video surveillance systems, medical image analysis, and other human-related image processing applications.

The problem is complex because of the numerous similar materials with human skin tone and texture, and also because of illumination conditions, ethnicity, large number of shades, sensor capturing singularities, geometric variations, etc. Because it is a primary task in image processing, additional requirements as real time processing, robustness and accuracy are also desirable.

It is worth mentioning that image processing is one of the most important tasks in a computer vision system. Its goal is to create a suitable description – typically based on shapes, textures, gray levels or color – with enough information to differentiate the objects in the scene. With this descrip-

tion, useful interpretation can be extracted from the image by means of an automatic computer system that facilitates human perception.

There is no general agreement among authors regarding where image processing stops and computer vision starts. The first, as the title says, processes the image by applying some transformations on it which will produce a more enhanced and readable image. In addition, the input and output of the process are always images. On the other hand, computer vision has the ultimate goal to use computers to emulate human vision, including learning and the ability to make inferences and take actions based on visual inputs (Gonzalez and Woods, 2002). In general, computer vision systems benefit from image processing techniques as pre-processing steps to build better applications. Thus, we can see that they definitely are not different fields, but there is an overlapping between them.

Once this work is intended to explore new methods on human skin detection, we will use techniques from both fields. Color space transformation from image processing, for example, as well as human skin segmentation and understanding as part of computer vision. This is a tentative to imitate the human visual system and its capability to recognize others from the same specie — of course, humans use other characteristics to identify other humans like shape, high, gender, and others, but skin is also part of this recognition system.

One of the powerful features used of this task is definitely skin color, which is a strong attribute and it is used in most algorithms for skin detection. It is normally used along with other features such as shape, texture, and geometry, or even as a preliminary step to classify regions of interest in an image.

The human skin color pixels have a restricted range of hues and are not deeply saturated, since the appearance of skin is formed by a combination of blood (red) and melanin (brown, yellow), which leads the human skin color to be clustered within a small area in the color space (Fleck *et al.*, 1996).

Color has the ability of functioning as a descriptor that often simplifies the identification and extraction of an object in a scene. Moreover, the ability of humans to discern thousands of tonalities and intensities compared to only a few dozen levels of gray, put the color as a strong candidate feature in computer vision and image processing applications (Gonzalez and Woods, 2002).

The human perception of colors occurs by the activation of nerve cells that send signals to the brain about brightness, hue and saturation, which are usually the features used to distinguish one color from another (Gonzalez and Woods, 2002).

The brightness gives the notion of chromatic intensity. Hue represents the dominant color perceived by an observer. Saturation refers to the relative purity or amount of white light applied to the hue. Combined, hue and saturation are known as chromaticity and, therefore, a color must be characterized by its brightness and chromaticity (Gonzalez and Woods, 2002).

Colors can be specified by mathematical models in tuples of numbers in a coordinate system and a subspace within that system where each color is represented by a single point. Such models are known as the color models (or color spaces) (Gonzalez and Woods, 2002).

The choice of a color space is also a key point of a feature-based method when using skin color as a detection cue. Due to its sensitivity to illumination, the input image is, in general, first transformed into a color space whose luminance and chrominance components can be separate to mitigate the problem (Vezhnevets *et al.*, 2003).

For the case of skin detection methods there are, basically, three approaches: rule-based, machine learning based and hybrid. They differ in terms of classification accuracy and computational efficiency. Machine learning and hybrid methods require a training set, from which the decision rules are learned. Such approaches outperform the rule-based methods but require a large and representative training dataset as well as it takes a long classification time, which can be a deal breaker for real time applications (Kakumanu *et al.*, 2007).

In this work we propose an improvement of a novel method on rule-based skin detection that works in the YCbCr color space (Brancati *et al.*, 2017). Our motivation is based on the hypothesis that the original rule can be complemented with another rule that is a reversal interpretation of the one proposed originally. Besides that, we also take in consideration that a skin pixel does not appear isolated, so we propose another variation based on neighborhood operations. The set of rules

evaluate the combinations of chrominance Cb, Cr values to identify the skin pixels depending on the shape and size of dynamically generated skin color clusters (Brancati *et al.*, 2017). The method is very efficient in terms of computational effort as well as robust in very complex image scenes.

## 1.1 Motivation

Perhaps this was the most iconic section I have written in this thesis. And here, first of all, I would kindly like to ask my dear Professor and advisor Roberto Hirata to excuse me for (first) summarizing the reasons that brought me to this Master's program, from a personal point of view, of course. Later, I will write down the specific reasons to choose this research topic.

When I look at the word motivation, it is impossible not to establish self-questioning such as: (i) What made you do a Master's degree in Computer Science? (ii) Why did not you pursue some other type of postgraduate course? And, of course, (iii) why did you choose this topic for the research? Responding to these questions, I must possibly bring to the reader the feeling that has moved me to this point.

I was born in a family of five siblings (seven in total) and grew up in a very poor rural zone of the countryside of Minas Gerais. I always believed that studying was the only way to change the future of my family and my own. I graduated from public high school and became a bachelor in Information Systems with a scholarship. However, I always had the dream of studying at a renowned teaching institution such as the University of São Paulo. Partly because I would like to become a Professor, something I did for a few opportunities. That answers the first question.

I am really passionate about my profession. I have ten years of experience in software development, embedded systems and, more recently, in the semiconductor industry. I felt that something was missing in my background education. The Master's degree showed me, mainly, the magic of formal mathematics and the importance it has in fundamental areas in society such as computing, engineering, physics and others. And the Institute of Mathematics and Statistics of USP played a decisive role in this respect, which answers the second question.

And last but not least, the subject of the research (third question) has been something that was attractive for us from the very beginning of the program. First, with a project on race classification in partnership with the industry. Then, with the intensification in the search for related works, with the problem of skin detection. The latter led us to the brilliant work of Brancati *et al.* (2017): a new rule-based skin detection method that works in the YCbCr color space. Here, more specifically, our motivation was to propose improvements based on the hypothesis that: (1) the original rule can be reversed and, (2) human skin pixels do not appear isolated, i.e. neighborhood operations are taken in consideration.

## 1.2 Contributions

In this work, we have done a comprehensive and detailed study of various methods of skin detection within those based on rules. On the basis of Brancati *et al.* (2017), seen by us as the state of the art in this field, we created variations that brought significant improvements. In addition, we analyzed the methods in question in order to provide the researchers, practitioners, enthusiasts, and other readers with a detailed understanding of the nuances involved in those methods, such as parameter selection and optimization, through a series of quantitative experiments, as well as qualitative analysis based on our observations.

Thus, we can enumerate some of the contributions that came as a result of this research project:

1. Implementation of three variations of the skin detection method proposed by Brancati *et al.* (2017) on the basis of the inversely proportional behavior of the chrominance components ( $Cb$  and  $Cr$ ) of the YCbCr color model. Furthermore, extensive quantitative and qualitative experiments performed in a wide range of image datasets well-known in this field;
2. Adapted version of the neighborhood method (8-neighbors window) presented in section 4.3;

3. A grid search implementation to try different combinations of trapezoids parameters in order to optimize them (if possible) and understand those who have been used so far.

Part of our contributions was published earlier in 2018 in the *Proceedings of the 13th International Joint Conference on Computer Vision, Imaging and Computer Graphics Theory and Applications - VISAPP* (Faria and Jr., 2018).

### 1.3 Objectives

Skin detection is a very complex problem due the numerous similar materials with human skin tone and texture, and also because of illumination conditions, ethnicity, sensor capturing singularities, geometric variations, etc. Because it is a primary task in image processing, additional requirements as real time processing, robustness and accuracy are also desirable.

Although many advances have been observed in literature, from what we have seen until the development of this research, it is possible to say that it is not yet a completely solved problem. Basically, there are three approaches for skin detection: rule-based, machine learning based and hybrid. They differ in terms of classification accuracy and computational efficiency. In general, rule-based methods do not require a training step and they can be very competitive in terms of computational cost.

Therefore, the main objective of this research is to create or improve new methods for skin detection, according to the rule-based approach. More specifically, our main objective is to achieve improvements in the method proposed by Brancati *et al.* (2017) in order to reduce the false positive rate. In addition, we have other secondary objectives, such as:

- Publish articles with the results in renowned conference or journals in the area;
- Complete the Master's degree in three years, which includes the credits in disciplines as well as the research project and this thesis.

### 1.4 Organization

In this chapter we have presented the background of this work as well as the motivation, main contributions, and objectives behind it. Chapter 2 presents other relevant research works that also addresses the problem of skin detection in several distinct approaches. In Chapter 3 we provide an overview of the theoretical concepts that apply to this research. Next, in Chapter 4, we present a state of the art skin detection method recently developed by Brancati *et al.* (2017). We review the method and extend it adding more rules to enforce the constraints and seeking for a better accuracy in terms of false positive rate without hurting the performance of the original method. Then, in Chapter 5, we present the evaluation of the proposed extensions along with the original method in four widely known datasets: SFA, Pratheepan, HGR, and Compaq. In addition, a brief definition of the evaluation metrics used is shown for the sake of clarity. Finally, Chapter 6 winds up this thesis by discussing our observations along the research, focused on the experimental results, and directs the readers towards future works.



# Chapter 2

## Related Work

There are a large number of works of skin detection based on color information and there are a couple of them comparing different techniques and classifiers, mainly from the point of view of performance, color models, skin color modeling and different datasets (Kakumanu *et al.*, 2007; Mahmoodi and Sayedi, 2016; Vezhnevets *et al.*, 2003).

On different techniques, statistical models are those which estimate the probability that an observed pixel is associated with skin, based on a huge training dataset. One approach is the single histogram based Look-UP Table (LUT) that is capable to obtain the distribution of skin pixels in a particular color space, by using a set of training pixels (Mahmoodi and Sayedi, 2016). Considering the Red, Green, Blue (RGB) color model for instance, a histogram with 256 bins per channel -  $256^3$  in total - can be constructed for further counting the probability (see Eq. 2) of each possible RGB value (Jones and Rehg, 2002).

$$P(rgb) = \frac{\#counts\ of\ rgb}{total\ counts}$$

In Jones and Rehg (2002), the authors applied this technique to figure out the decision boundary of skin pixels distribution by using a 3-dimensional histogram model constructed from approximately 2 billion pixels. Those pixels were collected from 18,696 images over the internet to perform skin detection. First, visualization techniques were used to examine the shape of these distributions. Then, by examining the 3D histogram from several angles, Jones and Rehg (2002) realized that its overall shape could be inferred.

So, two different histograms for skin and non-skin in the RGB color space were calculated. Using those histograms along with training data, a surprisingly accurate pixel-wise classifier was derived. The best performance at an error rate of 88% was reached for histograms of size 32.

On the basis of the output of the skin detector, Jones and Rehg (2002) also trained a classifier to determine whether a naked person is present or not in the scene. The features used from the output to create the feature vector were:

- Percentage of pixels detected as skin
- Average probability of the skin pixels
- Size in pixels of the largest connected component of skin
- Number of connected components of skin
- Percent of colors with no entries in the skin and nonskin histograms
- Height of the image
- Width of the image

In the last step, 10,679 images were manually classified in 5,453 naked and 5,226 non-naked image sets to train a neural network classifier. The neural network outputs a number between 0 and

1, with 1 indicating a naked person in the image. The detection rate achieved was of 88%, with a false alarm rate of 11.3%.

Skin detection is sometimes used as a primary task for other applications. Hsu *et al.* (2002) have embedded skin segmentation with the purpose to build a face detector application. The algorithm first performs a lighting compensation on the R, G, and B components of the pixels of the image. Then, these color corrected components are non-linearly transformed into YCbCr space. The skin pixels are detected using an elliptical skin model with Mahalanobis distance, assuming a Gaussian distribution of skin tone color in the color space.

The experiments have shown good skin detection results, around 96% and 80% detection rate respectively on HH1 MPEG7 video and on Champion datasets, which contain images with frontal, near-frontal, half-profile and profile faces under varying backgrounds and illumination conditions. On the other hand, the results also showed a high false positive rate. This drawback is reduced further with facial feature detection procedure based on the spatial arrangement of the detected skin patches.

Another typical method explicitly defines, through a number of rules, the boundaries that delimit the grouping of skin pixels in some color space (Vezhnevets *et al.*, 2003). This was the approach adopted by Kovac *et al.* (2003) in the RGB color space, obtaining a true positive rate of 90.66%. Basically, to find out the skin cluster in the RGB color space, the skin color is determined with the following rules (Kovac *et al.*, 2003):

Skin color at uniform daylight illumination

$$R > 95, G > 40, B > 20$$

$$\max(R, G, B) - \min(R, G, B) > 15$$

$$|R - G| > 15$$

$$R > G$$

$$R > B$$

Skin color at light daylight illumination

$$R > 220, G > 210, B > 170$$

$$|R - G| \leq 15$$

$$R > B$$

$$G > B$$

They (Kovac *et al.*, 2003) also performed experiments in comparison with Hsu *et al.* (2002), where only the chromaticity channels Cb and Cr from the YCbCr color space are used. The results showed that the performance of the classifier is inferior in relation to the approach using all the three channels. Hsu *et al.* (2002) method indeed diminished the influence of noise in dark images, but in images that are captured under standard daylight illumination, they label too many pixels as skin, decreasing the performance of the face detector by increasing the number of false positive pixels (Kovac *et al.*, 2003).

Chai and Ngan (1999) proposed a similar method in YCbCr color space, where a skin color map was designed using a histogram approach based on a given set of training images. Chai and Ngan (1999) observed that the Cb and Cr distributions of skin color fall in the ranges [77, 127] and [133, 173], respectively, regardless the skin color variation in different races.

However, after an exhaustive image histogram analysis, Basilio *et al.* (2011) found that the thresholds given by Chai and Ngan (1999) was robust only against images with Caucasian people. Once their (Basilio *et al.*, 2011) purpose was to find human skin from different people races, from any place of the world, a new threshold for each chromaticity (Cb, Cr) channel has been set up,

regardless of skin color:

$$\begin{aligned} 80 \leq Cb \leq 120 \\ 133 \leq Cr \leq 173 \end{aligned}$$

The key advantage of this method is the simplicity of skin detection rules that leads to the construction of a very fast classifier. On the other hand, achieving high recognition rates with this method is difficult because it is necessary to find a good color space and empirically appropriate decision rules (Vezhnevets *et al.*, 2003).

Differently from Kovac *et al.* (2003), the authors of Yogarajah *et al.* (2011) developed a technique where the thresholds defined in the rules are dynamically adapted. The method consists of detecting the region of the eye and extracting an elliptical region to delimit the corresponding face. A Sobel filter is applied to detect the edges of the resulting region which is subjected to a dilation in order to get the optimal non-smooth regions, (i.e. eyes and mouth). The resulting image is subtracted from the elliptical image. As a result, there is a more uniform skin region where the thresholds are calculated.

Every single pixel in the colored image is classified as skin and non-skin, based on the calculated dynamic threshold values. When the algorithm detects multiple possible face regions in the image, a dynamic threshold is constructed for each of them and, subsequently, submitted to perform skin segmentation on the whole image. Finally, a logical OR operation is applied in all of the segmented regions obtained as of each dynamic threshold (Yogarajah *et al.*, 2011).

The technique was used as part of a preprocessing step in Tan *et al.* (2012) in a strategy combining a 2-dimensional density histogram and a Gaussian model for skin color detection. First, human eyes are located and, then, an elliptical mask model is used to generate the elliptical face region in the image. Due computational simplicity, a Sobel filter is employed to remove non-smooth (i.e., eyes, eye brown, mouth, etc.) regions. Then, the detected edge pixels are further submitted to a dilation operation to get the optimal non-smooth regions. Finally, a new image, that only consists of face regions, is obtained.

It is worth mentioning that the dynamic threshold with smoothed 2-D histogram is based in the assumption that the face and body of a person always share the same colors (Tan *et al.*, 2012).

Thereafter, a 2-D histogram with smoothed densities and a Gaussian model are used as features to represent the skin and non-skin distributions, respectively. They (Tan *et al.*, 2012) also applied a fusion technique that uses the product rule on the two features to obtain better skin detection results.

Experiments were carried out using three public databases: Pratheepan, ETHZ PASCAL, and Stottinger. A comparison between different color spaces as well as proposed fusion and non-fusion approaches were also established. Quantitative results are only available for Stottinger dataset with  $F - measure = 0.6490$ ,  $Precision = 0.6403$  and  $Recall = 0.6580$  measures.

Naji *et al.* (2012) constructed an explicit classifier in the HSV color space for 4 different skin ethnic groups in parallel (standard skin, shadow/blackish skin, light skin and red concentrated skin and lips). After primitive segmentation, a rule-based region growth algorithm is applied, in which the output of the first layer is used as a seed, and then the final mask in other layers is constructed iteratively by neighboring skin pixels. The problem of shadow regions have been also addressed by lightening them with a skin color correction approach.

A number of 125 images were collected from two different datasets for experiments. The rate of true positive pixels reported was of 96.5% with a very low false positive rate of 0.76%.

Kawulok *et al.* (2013) combined global and local image information to construct a probability map that is used to generate the initial seed for spatial analysis of skin pixels. Seeds extracted using a local model are highly adapted to the image, which greatly improves the spatial analysis result.

In their (Kawulok *et al.*, 2013) proposal, first, human faces are detected in the input image, from where a local skin color model is learned. Skin detection is performed in the input image based on

the local model. Next, using a high-probability threshold applied in the local skin probability map, the seeds are obtained. Finally, based on the seeds gathered on previous step, the spatial analysis is carried out in the global probability map, created on the basis of the global skin color model.

Although color is not used directly in some skin detection approaches, it is one of the most decisive tools that affect the performance of algorithms (Mahmoodi and Sayedi, 2016). Despite the performance of most skin detectors is directly related to the choice of color space, Albiol *et al.* (2001) proved that the optimum performance of the skin classifiers is independent of the color space.

RGB is the most commonly used color space for storing and representing digital images, since the cameras are enabled to provide the images in such model. To reduce the influence of illumination, the RGB channels can be normalized and the third component can be removed, since it does not provide significant information (Kakumanu *et al.*, 2007). This characteristic led Bergasa *et al.* (2000) to build an adaptive and unsupervised Gaussian model to segment skin in the normalized RGB color space, using only the *r* and *g* channels.

In Jayaram *et al.* (2004), a comparative study using a Gaussian and a histogram approaches in a dataset of 805 color images in 9 different color spaces has been performed. The results revealed that the absence of the luminance component, that means, using only two channels of the color space, significantly impacts the performance. The best results were obtained in the SCT, HSI and CIELab color spaces with histogram approach.

In Chaves-González *et al.* (2010), the authors compared, under the same circumstances, the performance of 10 color spaces based on the *k*-means clustering algorithm on 15 images of the Aleix and Robert (AR) face image database (Martínez and Benavente, 1998). The ground truth images have been carefully generated by the authors. This means that parts of the photo which do not include skin color, such as hair, beard, lips, eyes, and background, were completely removed.

Experiments have been executed with *k*-means clustering method over the test set images for each of the 10 different color spaces. For each color space, Chaves-González *et al.* (2010) have done several tests with each channel lonely, using two channels – with all possible combinations –, and with the three channels.

The tests have been carried out comparing, in a detailed quantitative manner, each color space with an accurate and objective criterion. In other words, the output image produced by the *k*-means was compared, in a pixel-wise fashion, to the ground truth images to get the quantitative measures. According to the results obtained, using two channels combined did not produce good outcome. On the other hand, the results with each channel isolated were surprisingly good in comparison to the three channels fused. Lastly, the most appropriate color spaces for skin color detection observed were YCgCr, YDbDr and HSV.

A similar study on color spaces and different skin color modeling have been provided in Khan *et al.* (2012). A total of six color spaces (IHLS, HSI, RGB, normalized RGB, YCbCr and CIELab) and nine skin color modeling approaches (AdaBoost, Bayesian network, J48, Multilayer Perceptron, Naive Bayesian, Random Forest, RBF network, SVM and Histogram based) were evaluated on 8991 manually pixel-wise annotated images by means of F-measure. Khan *et al.* (2012) concluded that color space transformation does affect the overall skin performance as well as the removal of the luminance degrades the performance. In addition, classification results can be improved with the usage of lighting correction algorithms.

In Kaur and Kranthi (2012), an algorithm similar to that proposed by Kovac *et al.* (2003) have been implemented, where the boundaries that delimit the grouping of skin pixels are defined by explicit rules. After segmenting the image with the explicit rules, the algorithm also performs morphological and filtering operations to improve the accuracy of the method. The authors applied the algorithm in the YCbCr and CIELab color spaces, ignoring the Y and L luminance components, respectively. The results were more satisfactory when the algorithm was applied on CIELab. A similar technique was implemented in Shaik *et al.* (2015) and Kumar and Malhotra (2015) in the HSV and YCbCr color spaces, the latter providing the best results in both.

Finally, in Brancati *et al.* (2017), a novel rule-based skin detection method that works in the YCbCr color space based on correlation rules that evaluate the combinations of chrominance Cb,

Cr values to identify the skin pixels depending on the shape and size of dynamically generated skin color clusters was proposed. Geometrically, the clusters create trapezoids in the YCb and YCr subspaces that reflect in the inversely proportional behavior of the chrominance components. The method was compared with six well known rule-based methods in literature outperforming them in terms of quantitative performance evaluation parameters. Moreover, the qualitative analysis shows that the method is very robust in critical scenarios.



# Chapter 3

## Theoretical Background

The image analysis is one of the most important tasks in a computer vision system. Its goal is to create a suitable description with enough information to differentiate the objects in the scene. In general, this description is typically based on shapes, textures, gray levels or color of those objects in the image. With this description, useful interpretation can be extracted from the image by means of an automatic computer system that facilitates human perception.

There is no general agreement among authors regarding where image processing stops and computer vision starts. The first, as the title says, processes the image by applying some transformations on it such as smoothing, sharpening, noise reduction, lightening enhancement, contrasting, stretching, and compression. These will result on a more enhanced and readable image. In addition, the input and output of the process are always images (Gonzalez and Woods, 2002). On the other hand, computer vision has the ultimate goal to use computers to emulate human vision, including learning and being able to make inferences and take actions based on visual inputs (Gonzalez and Woods, 2002). In general, computer vision systems benefit from image processing techniques as preprocessing steps to build better applications. Thus, we can see that they definitely are not different fields, but there is an overlapping between them.

Once this work is intended to explore new methods on human skin detection, we will use techniques from both fields. Color space transformation from image processing, for example, as well as human skin segmentation and understanding as part of computer vision. This is a tentative to imitate the human visual system and its capability to recognize others from the same specie – of course, humans use other characteristics to identify other humans like shape, high, gender, and others, but skin is also part of this recognition system.

Therefore, in this chapter, the theoretical concepts that apply to this research are stated. First, we define and explain the concept of a digital image in section 3.1 as well as basic relationship between pixels in section 3.2. In section 3.3 we will see how image histograms are fundamental for the methods described in chapter 4 of the proposed solution. Also, the background of image segmentation, mainly for the thresholding technique is shown in section 3.4. Thereafter, a brief introduction to color models is provided in section 3.5 in order to give an overview of the main characteristics of some of the most used in the computer vision and image processing area, on which this research is based.

### 3.1 Digital image

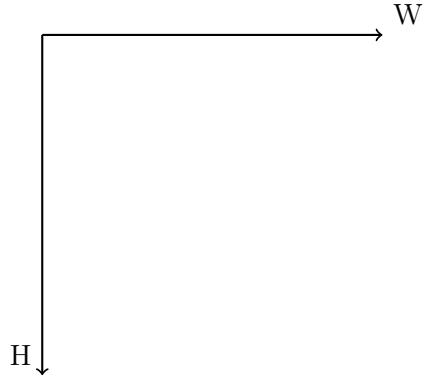
By definition, an image is a two-dimensional function  $f(x, y)$ , where  $x$  and  $y$  are spatial coordinates, and the amplitude of  $f$  at any pair of coordinates  $(x, y)$  is called the *intensity* or *gray level* of the image at that point. The image is said digital when the function  $f(x, y)$  is converted to a discrete form. This is made by a process called *digitalization*, which consists of two steps: *sampling* and *quantization* (Gonzalez and Woods, 2002).

Each element of the discrete function  $f(x, y)$  is called *pixel* (picture element), where  $0 \leq x \leq W - 1$  and  $0 \leq y \leq H - 1$ . This means that the image can be represented in a matrix form (see

Eq. 3.1), where  $W$  is the number of lines and  $H$  the number of columns of the matrix. Therefore,  $W$  and  $H$  defines the size or resolution of the image (Pedrini and Schwartz, 2008).

$$f(x, y) = \begin{bmatrix} f(0, 0) & f(0, 1) & \cdots & f(0, H-1) \\ f(1, 0) & f(1, 1) & \cdots & f(1, H-1) \\ \vdots & \vdots & \ddots & \vdots \\ f(W-1, 0) & f(W-1, 1) & \cdots & f(W-1, H-1) \end{bmatrix}$$

Usually, pixels are stored, and therefore read, in this matrix in an order known as *raster* (see Fig. 3.1). This information is important so that capture and display devices may be able to establish a common interface, and make necessary transformations in the coordinates, when needed.



**Figure 3.1:** Representation of the raster order of an image. The origin coordinates  $(0, 0)$  starts in the top left corner, where both axes rise. Source: proposed by the author.

In a monochromatic digital image, the value of a pixel is a scalar in the range  $[L_{min}, L_{max}]$ , where  $L$  is the (integer) number of gray levels (Pedrini and Schwartz, 2008).

In a multispectral image, each pixel has a vector value such that  $f(x, y) = (L_1, L_2, \dots, L_n)$  where  $L_{min} \leq L_i \leq L_{max}$  and  $i = 1, 2, 3, \dots, n$ . In general,  $L_i$  can represent different measures for each of  $(x, y)$  coordinate as well as different intervals (Pedrini and Schwartz, 2008).

A colored image is a multispectral image, where the color in each  $(x, y)$  point is given by three variables: brightness, hue and saturation (Pedrini and Schwartz, 2008). The brightness gives the notion of chromatic intensity. Hue represents the dominant color perceived by an observer. Saturation refers to the relative purity or amount of white light applied to the hue. Combined, hue and saturation are known as chromaticity and, therefore, a color must be characterized by its brightness and chromaticity (Gonzalez and Woods, 2002).

## 3.2 Basic relationship between pixels

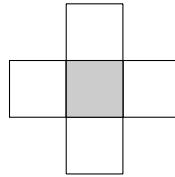
There is a number of applications in image processing and computer vision that uses information of relationship among pixels to create knowledge. Some of these important relationships will be described in the following sections once we will apply it in chapter 4 further. It is worth mentioning that we defined an image as a function  $f(x, y)$ . In this section, when referring to a particular pixel, we will denote it in lowercase letters such as  $p$ .

### 3.2.1 Neighborhood

A pixel  $p$  with coordinates  $(x, y)$  has four horizontal and vertical neighbors whose coordinates are given by:

$$(x+1, y), (x-1, y), (x, y+1), (x, y-1)$$

This set of pixels, called the *4-neighbors* of  $p$ , is denoted by  $N_4(p)$  (Gonzalez and Woods, 2002). See Figure 3.2 for a reference on how this neighborhood looks like.



**Figure 3.2:** The 4-neighbors representation of a pixel  $p$ . The pixel  $p$  is centered on the grid with gray background. Source: adapted from Pedrini and Schwartz (2008).

Each pixel of the image is a unite distance from  $(x, y)$ . Some neighbors of  $p$  might lie outside of the image boundaries if  $(x, y)$  is on the border of the image (Gonzalez and Woods, 2002). Those who will use neighborhood operations in the image might take this in consideration to avoid index out of range in those regions.

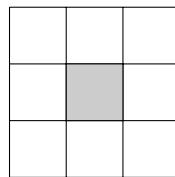
The four coordinates of the diagonals of  $p$  are given by:

$$(x + 1, y + 1), (x + 1, y - 1), (x - 1, y + 1), (x - 1, y - 1)$$

This set of pixels are denoted by  $N_D(p)$ . When combined, the 4-neighbors and  $N_D(p)$  will generate the 8-neighbors of  $p$ , known as  $N_8(p)$  (Gonzalez and Woods, 2002). Formally, we have:

$$N_8(p) = N_4(p) \cup N_D(p)$$

See Figure 3.3 for a reference on how the  $N_8(p)$  neighborhood looks like.



**Figure 3.3:** The 8-neighbors representation of a pixel  $p$ . The pixel  $p$  is centered on the grid with gray background. Source: adapted from Pedrini and Schwartz (2008).

Despite these are the most common neighbors used in applications, other different distances from  $p$  as well as connectivity can be applied. The idea of neighborhood can also be extended to 3-dimensional images where, instead of pixels, the voxels are the coordinates considered.

### 3.2.2 Connectivity

Connectivity between pixels is a very important concept used to establish the boundaries of objects and regions in an image. To figure out if two pixels are connected, it must be determined if they are neighbors and if their gray levels satisfy some similarity criteria, such as gray levels, color or texture equality. For instance, in a binary image, where the pixels values vary in the range  $[0, 1]$ , two pixels may be 4-neighbors, but they are connected if and only if they have the same value (Gonzalez and Woods, 2002).

### 3.2.3 Arithmetic and logic operations

Image arithmetic applies one of the standard arithmetic operations or a logical operator to two or more images. The operators are applied in a pixel-wise manner. In other words, the value of a pixel in the output image depends only on the values of the corresponding pixels in the input images. Hence, the images – or the subsets, if is the case – must be of the same size. Although image arithmetic is the most simple form of image processing, they are used extensively in a wide

range of applications and its use can potentially produce very interesting practical results. A main advantage of arithmetic operators is that the process is very simple and, therefore, fast.

The most common arithmetic operations between two pixels, say  $f_1(x, y)$  and  $f_2(x, y)$  of two different images  $f_1$  and  $f_2$ , are the addition, subtraction, multiplication and division as shown in Table 3.1 (Pedrini and Schwartz, 2008).

Name	Operation
Addition	$f_1(x, y) + f_2(x, y)$
Subtraction	$f_1(x, y) - f_2(x, y)$
Multiplication	$f_1(x, y) * f_2(x, y)$
Division	$f_1(x, y) / f_2(x, y)$

**Table 3.1:** Definition of addition, subtraction, multiplication and division arithmetic operations in two  $f_1$  and  $f_2$  images. Source: adapted from Pedrini and Schwartz (2008).

Addition is used often for image averaging to reduce noise. Subtraction is used frequently for static background removal. Multiplication as well as division is applied to correct gray level shading (Gonzalez and Woods, 2002).

Once the arithmetic operations can potentially produce images with values out of the gray levels given in the original images, additional effort is frequently needed to work around this situation. For instance, when adding two images, some pixels of the resulting image may be greater than 255. Similarly, when subtracting two images, some pixels may be with negative values. One way to solve this issue is, after the arithmetic operation, perform a transformation in the gray levels of the resulting image to keep them within a suitable range (Pedrini and Schwartz, 2008).

Logic operations are also useful in computer vision and image processing applications. They are applied only in binary images, while arithmetic operations can be used with higher gray levels. The terminology adopted among authors and application developers is that pixels with zero value (black color) belongs to the objects while one value (white color) corresponds to the background. Table 3.2 shows how the logic operations can be computed (Pedrini and Schwartz, 2008).

Name	Operation
AND	$f_1(x, y)$ AND $f_2(x, y)$
OR	$f_1(x, y)$ OR $f_2(x, y)$
XOR	$f_1(x, y)$ XOR $f_2(x, y)$
NOT	NOT( $f_1(x, y)$ )

**Table 3.2:** Definition of AND, OR, XOR and NOT logic operations in two  $f_1$  and  $f_2$  images. Source: adapted from Pedrini and Schwartz (2008).

The AND operation outputs 1 in the resulting image when both pixels, at same coordinates in the input images, are equal 1. XOR operation outputs 1 when only one of the pixels – but not both – has value 1; 0 otherwise. The result of OR operation is 1 when at least one of the pixels has 1 value. The NOT operation reverse the value of the pixel in the image (Pedrini and Schwartz, 2008).

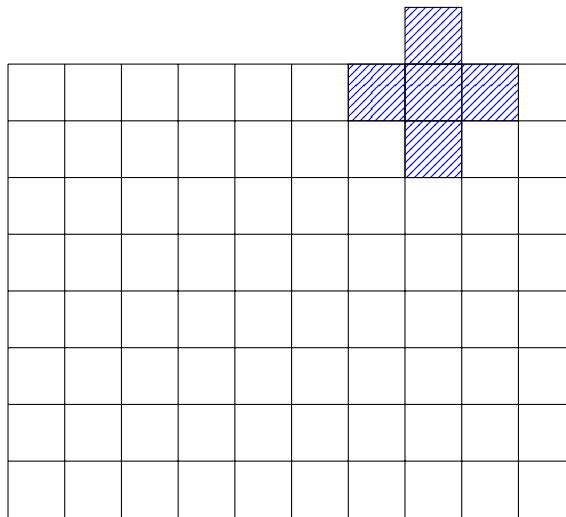
All the logic operators can be combined to create other more complex and robust operators. They can be used to combine information between images or to extract information of regions of interest from them (Pedrini and Schwartz, 2008).

In addition to the pixel-wise processing, logic and arithmetic operations can be used for neighborhood processing. Typically, this kind of processing uses masks, where terms such as windows and filters are often used as synonym of masks. The idea of the masks is to turn the value of the

pixel a function of its own value and its neighbors. It is note mentioning that masks application are made under high computational cost. Therefore, they must be used carefully (Pedrini and Schwartz, 2008).

### 3.2.4 Image boundaries

When working with neighborhood operations, the mask being used, independently of its size, can fall beyond the image boundaries. In other words, this means that, for an image  $f$ , with size  $W \times H$ , some part of the mask operator will be located in a nonexistent pixel from an index out of the range given by  $W \times H$  matrix. Figure 3.4 shows an example of this phenomena in a  $10 \times 8$  image being used as input for an 4-neighbors operator.



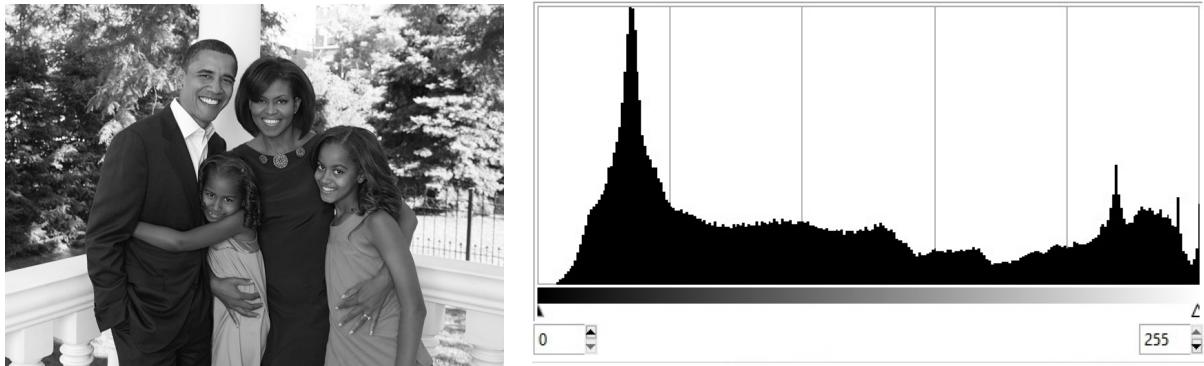
**Figure 3.4:** Representation of a 4-neighbors window mask going beyond image borders. Here we can solve this problem, for instance, ignoring the first and last lines and columns of the whole image during the operation. Source: adapted from Pedrini and Schwartz (2008).

There are several ways to work around this problem. One simple mechanism is to simply ignore the pixels on the border where the mask go beyond. Despite this will avoid index out of bound errors, border pixels of the image will not be looked at. Another approach is to copy the corresponding pixels from the input image. Once again, the resulting image will have some not processed pixels in the border. Another strategy is to apply a different mask for the borders, which may consider the difference in the corners as well, to perform the operation, which can turn the operation more complex and computational costly (Pedrini and Schwartz, 2008).

## 3.3 Image histogram

In an image processing context, the histogram of an image normally refers to a histogram of the pixel intensity values. The most common representation is a graph or plot, which gives an overall idea about the intensity distribution of an image. The foundation of a histogram can be seen as a set of bins, where each bin is representing a certain intensity value from a given range. A simple algorithm to compute a histogram of an image may examines all pixels in the image and assigns each to a bin depending on the pixel intensity. In the end, each bin will have the number of pixels of its own intensity value (Gonzalez and Woods, 2002).

For instance, in an 8-bit grayscale image there are 256 different possible intensities, and so the histogram will graphically display 256 numbers showing the counting of occurrences of those grayscale values. It is also possible to compute histograms of color images. In this particular case, the channels of the color space in use are split individually from where a separate histogram is calculated.



**Figure 3.5:** Grayscale image with its respective histogram. Left image is a sample from Pratheepan dataset, transformed to grayscale. On the right we have its histogram of pixel intensity values in the range [0, 255]. Source: Tan et al. (2012) and the author.

A histogram can be seen as a probability distribution, once the number of pixels for a given intensity level gives an estimate of the probability of occurrence of this intensity level (Gonzalez and Woods, 2002). Several statistical measures can be obtained from a histogram such that minimum and maximum values, mean, median, standard deviation, and percentiles (Pedrini and Schwartz, 2008). Those measures as well as the histogram itself are fundamental for the methods described in chapter 4 of the proposed solution.

### 3.4 Image segmentation

Image segmentation refers to partitioning an image into different regions that are homogeneous with respect to some image feature (Gonzalez and Woods, 2002). These regions, or objects, are the fundamental parts of an image. With respect to the human visual perception, humans use their visual sense to effortlessly partition their surrounding environment into different objects to help themselves to recognize them, guide their movements, and for almost every other task in their lives (Plataniotis and Venetsanopoulos, 2000).

Segmentation of complex images is one of the most difficult tasks in the field of image processing, where the accuracy determines whether a successful operation or not (Gonzalez and Woods, 2002). It is a heavy process that includes many interacting components that are involved with the analysis of color, shape, motion, and texture of objects in images. Despite the segmentation of images is a natural activity for the human visual system, it is definitely not easy to create algorithms whose performance is comparable to that of the human visual system (Plataniotis and Venetsanopoulos, 2000).

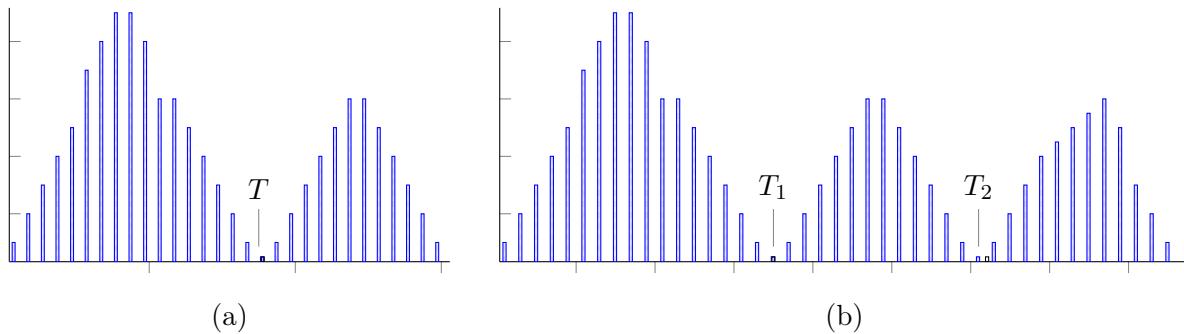
Image segmentation is usually the first task of any image analysis process. All subsequent tasks, such as feature extraction and object recognition rely heavily on the quality of the segmentation (Plataniotis and Venetsanopoulos, 2000). The algorithms created for image segmentation generally are based on one of two basic properties of intensity values: *discontinuity*, where abrupt changes in intensity, such as points, lines, and edges are detected, and *similarity*, whose approaches are based on regions partitioning, according to a set of predefined criteria (Gonzalez and Woods, 2002).

One of the *similarity* methods it is the thresholding: a popular and clever method used to segment regions of an image, especially in applications where speed is an important factor – that is the case for skin detection, once it is used, in general, for face detection, gesture analysis, face tracking, video surveillance systems, medical image analysis, and other human-related image processing applications. Due the simplicity of implementation, several authors apply this technique on skin detection task (Basilio et al., 2011; Chai and Ngan, 1999; Kaur and Kranthi, 2012; Kovac et al., 2003; Kumar and Malhotra, 2015; Shaik et al., 2015). Others extend this application by using adaptive thresholding (Tan et al., 2012; Yogarajah et al., 2011).

The method proposed by Brancati *et al.* (2017), where a set of dynamic correlation rules are computed to determine skin pixels, can be classified as the kind of *similarity* method. Subsequently, our proposed enhancements described in chapter 4, in a pixel-based manner, is also of this kind. Other methods detailed in chapter 2, aforementioned, and used in Brancati *et al.* (2017) as well here for comparison, are thresholding based. For that reason, a brief introduction on thresholding will be given in section 3.4.1.

### 3.4.1 Thresholding

Histogram thresholding is one of the simplest pixel-based techniques for image segmentation due its intuitive properties and uncomplicated implementation (Gonzalez and Woods, 2002). Roughly speaking, if an image is composed of distinct regions – that means, each region in the histogram are represented by a peak, similar to a Gaussian distribution –, adjacent regions could be split into separated groups, once adjacent peaks are likely separated by a valley (Plataniotis and Venetsanopoulos, 2000). Those valleys can be determined by means of one or more threshold values. However, to find out the threshold value that is the lower bound of a valley is definitely not a trivial task (Plataniotis and Venetsanopoulos, 2000).



**Figure 3.6:** Gray level histograms that can be partitioned by (a) a single threshold, and (b) multiple thresholds. Source: adapted from (Gonzalez and Woods, 2002).

Let Figure 3.6(a) the gray levels histogram of an image  $f(x, y)$ . We can clearly see two dominant groups of pixels. One obvious way to separate the objects in this image is to select a threshold  $T$  that splits these groups. In other words, for every single point  $(x, y)$ , if  $f(x, y) \leq T$ , then  $(x, y)$  belongs to the first object (or group), otherwise it belongs to the second object. In general, one of these objects are seen as the background of the image and the other, the portion of interest in the image (Gonzalez and Woods, 2002).

The resulting image  $g(x, y)$  after applying the thresholding is given by:

$$g(x, y) = \begin{cases} 0, & \text{if } f(x, y) \leq T \\ 1, & \text{otherwise} \end{cases} \quad (3.1)$$

Therefore, pixels labeled 0 corresponds to the object left of  $T$  in histogram, and pixels labeled 1 corresponds to the object right of  $T$  in histogram – or background as commonly used in literature. The *single-level thresholding* procedure that produces  $g(x, y)$  image is known as *binarization* (Gonzalez and Woods, 2002).

Figure 3.6(b) shows a slightly more general case of thresholding, where three distinct groups of the histogram are split by  $T_1$  and  $T_2$  threshold values. Here, *multi-level thresholding* classifies a

point  $(x, y)$  as belonging to a specific object class as follows (Gonzalez and Woods, 2002):

$$g(x, y) = \begin{cases} l_1, & \text{if } f(x, y) \leq T_1 \\ l_2, & \text{if } T_1 < f(x, y) \leq T_2 \\ l_3, & \text{if } f(x, y) > T_2 \end{cases} \quad (3.2)$$

where  $l_1, l_2, l_3$  are different gray levels used to represent each interval given by the thresholding values.

When  $T$  depends only on  $f(x, y)$ , that is, only on gray level values, the threshold is called *global*. When another property – e.g. the average gray level of a neighborhood centered on  $(x, y)$  – is used to define  $T$ , the threshold is called *local*. If, in addition,  $T$  depends on spatial coordinates  $x$  and  $y$ , the threshold is called *dynamic* or *adaptive* (Gonzalez and Woods, 2002). This latest is fundamental to either the method developed by Brancati *et al.* (2017) and those enhancements made by us in chapter 4. We can look for them as a particular case of adaptive thresholding to fit the skin model pixels in trapezoidal shape distributions.

## 3.5 Color models

The use of color images in computer vision or image processing can be motivated by two main factors. The first refers to the powerful characteristic of color to function as a descriptor that often simplifies the identification and extraction of an object in a scene. The second is related to the ability of humans to discern thousands of tonalities and intensities compared to only a few dozen levels of gray (Gonzalez and Woods, 2002).

The visual perception of color by the human eye should not vary according to the spectral distribution of the natural light incident upon an object. In other words, the color appearance of objects remains stable under different lighting conditions. This phenomenon is known as color constancy (Gevers *et al.*, 2012).

As an example, the grass of a soccer stadium remains green throughout the day, even at dusk when, from a physical point of view, sunlight has a more reddish appearance.

The human perception of colors occurs by the activation of nerve cells that send signals to the brain about brightness, hue and saturation, which are usually the features used to distinguish one color from another (Gonzalez and Woods, 2002).

The brightness gives the notion of chromatic intensity. Hue represents the dominant color perceived by an observer. Saturation refers to the relative purity or amount of white light applied to the hue. Combined, hue and saturation are known as chromaticity and, therefore, a color must be characterized by its brightness and chromaticity (Gonzalez and Woods, 2002).

Colors can be specified by mathematical models in tuples of numbers in a coordinate system and a subspace within that system where each color is represented by a single point. Such models are known as the color models (Gonzalez and Woods, 2002).

These models can be classified as of two types: the additive models in which the primary color intensities are added to produce other colors and subtractive, where colors are generated by subtracting the length of the dominant wave from the white light.

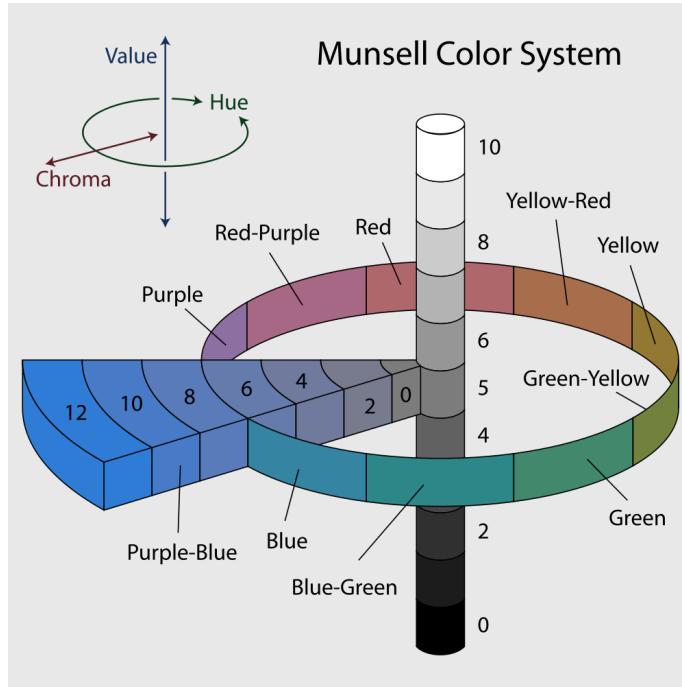
The following sections briefly describe some of the major color models, as well as their variants and main areas of application.

### 3.5.1 Munsell color model

Pioneer in an attempt to organize the perception of color in a color space, Albert H. Munsell was able to combine the art and science of colors in a single theory (Plataniotis and Venetsanopoulos, 2000).

The principle of equality of visual spacing between the components of the model is the essential idea of the Munsell color model. These components are hue, value, corresponding to luminance, and chroma, corresponding to saturation (Plataniotis and Venetsanopoulos, 2000).

The model is represented by a cylindrical shape and it can be seen in the Figure 3.7. The hue is arranged in the circular axis consisting of five base as well as five secondary colors, the saturation in the radial axis and the luminance in the vertical axis in a range varying from 0 to 10.



**Figure 3.7:** Munsell color model represented by a cylindrical shape. The hue is arranged on the circular axis consisting of five base and five secondary colors, the saturation on the radial axis and the luminance on the vertical axis in a range varying from 0 to 10. Source: Rus (2007).

### 3.5.2 CIE color model

In 1931, the CIE established the first mathematical model of color numerical specification, whose objective was to analyze the relationship between the physical aspects of colors in the electromagnetic spectrum and their perception by the human visual system to determine how an ordinary person perceives the color. A review of this specification was published in 1964 (Gonzalez and Woods, 2002).

The experiment that originated the standard consisted in detecting the colors perceived by an observer from a mixture of three primary colors X, Y and Z, called tristimulus values. These coordinates gave rise to the CIE XYZ color space which encompasses all the colors that can be perceived by an ordinary human being. For this reason, it is considered a device independent representation (Plataniotis and Venetsanopoulos, 2000).

The system proposed by the CIE XYZ to describe a color is based on a luminance component Y, and two additional components X and Z, that bring the chromaticity information. This system is formed by imaginary colors that can be expressed as combinations of the normalized measures shown in the equations 3.3, 3.4 and 3.5.

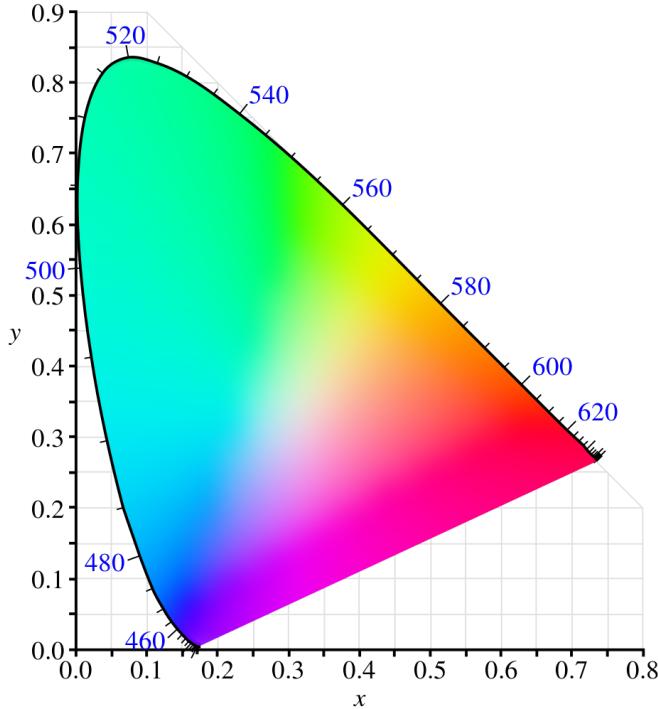
$$x = \frac{X}{X + Y + Z} \quad (3.3)$$

$$y = \frac{Y}{X + Y + Z} \quad (3.4)$$

$$z = \frac{Z}{X + Y + Z} \quad (3.5)$$

where  $x + y + z = 1$ .

Combinations of negative values and other problems related to selecting a set of real primaries are eliminated. The chromaticity coordinates  $x$  and  $y$  allow to represent all colors in a two-dimensional plane, also known as a chromaticity diagram, which can be seen in the Figure 3.8.



**Figure 3.8:** CIE 1931 chromaticity diagram. The points representing pure colors in the electromagnetic spectrum are labeled according to their wavelengths and are located along the curve from the right end of the  $x$ -axis, corresponding to the red color, to the left end of the same axis, corresponding to the violet color, forming a polygon similar to a horseshoe. The internal points correspond to all possible combinations of visible colors. Source: Ben (2009).

The coordinates  $(x = 1/3, y = 1/3)$  correspond to the location of white light, also known as white point, and serve as reference in the process of image capture, coding, or reproduction.

CIE also derived and standardized two other color models based on CIE XYZ specification and, likewise, are device independent. Both are perceptually uniform, which means that equal perceptual distances separate all colors in the system (Vezhnevets *et al.*, 2003). As an example, the gray scale of the space should allow for a smooth transition between black and white.

The first one was designed to reduce the problem of perceptual non-uniformity. Some Uniform Chromaticity Scale (UCS) diagrams were proposed based on mathematical equations to transform the values XYZ or the coordinates  $x, y$  into a new set of values  $(u, v)$ , which gave rise to the 1960 CIE  $uv$  chromaticity diagram (Gevers *et al.*, 2012).

Still with unsatisfactory results, the CIE made a new change by multiplying the  $v$  component by a factor of 1.5. In addition, the brightness scale given by the  $Y$  component has been replaced by  $L^* = [0, 100]$  to better represent the differences in luminosity that are equivalent. This revision originated the CIE 1976  $L^*u^*v^*$  color model, commonly known by the acronym CIELuv (Gevers *et al.*, 2012).

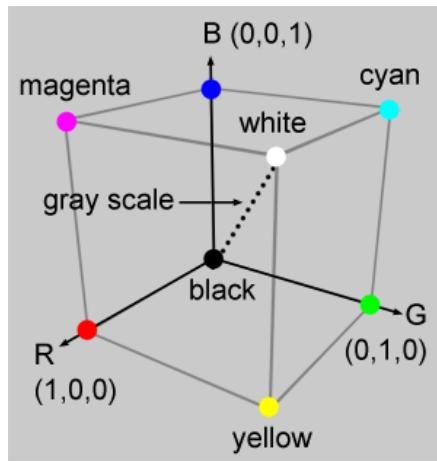
In 1976 the CIE adopted a new color model, based on the  $L, a, b$  model, proposed by Richard Hunter in 1948, which best represented the uniform spacing of colors. Named CIE  $L^*a^*b^*$  and

known by the acronym CIELab, it is a space based on opponent colors<sup>1</sup> in which the color stimuli of retina is converted to distinctions between light and dark, red and green, and blue and yellow, represented by the axes  $L^*$ ,  $a^*$ , and  $b^*$ , respectively (Gevers *et al.*, 2012).

### 3.5.3 RGB color model

The RGB model, an acronym for Red, Green, and Blue, is an additive color model in which the three primary colors red, green and blue are added to produce the others (Gonzalez and Woods, 2002).

This system was based on the trichromatic theory of Thomas Young and Hermann Helmholtz in the mid-19th century and can be represented graphically through the unit cube defined on the axes R, G and B, as illustrated in the Figure 3.9 (Plataniotis and Venetsanopoulos, 2000).



**Figure 3.9:** Unit cube representing the colors of the RGB model. The origin, given by the vertex  $(0, 0, 0)$ , represents the black color. The vertex  $(1, 1, 1)$ , opposite to the origin, represents the white color. The highlighted vertices on the axes represent the primary colors and the others are the complement of each. Each point inside the cube corresponds to a color that can be represented by the triple  $(r, g, b)$ , where  $r, g, b \in [0, 1]$ . The shades of gray are represented along the main diagonal of the cube, with each point along this diagonal being formed by equal contributions of each primary color. Source: adapted from Gonzalez and Woods (2002).

It is noteworthy that there are two ways of representing the RGB space: linear and non-linear. The aforementioned system shows the non-linear model, whose abbreviation is  $R'G'B'$ , and is most used by devices and applications because of their similarity to the human visual system. In the literature, this system is frequently cited with the acronym RGB, which makes the nomenclature dubious, since the linear model is also called RGB and, therefore, the conversion between color spaces must be done with some caution. It is also important to note that linear RGB values are rarely used to represent an image since they are perceptually highly non-uniform (Plataniotis and Venetsanopoulos, 2000).

### 3.5.4 CMY color model

The CMY model is based on the complementary primary colors of the R, G, and B coordinates, which are given by Cyan, Magenta, and Yellow. Unlike RGB, is a subtractive color model, therefore, non additive, in which colors are generated by subtracting the length of the dominant wave from the white light and, therefore, the resulting color corresponds to the light that is reflected (Gonzalez and Woods, 2002).

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<sup>1</sup>Theory started around 1500 when Leonardo da Vinci concluded that colors are produced by mixing yellow and blue, green and red, and white and black. In 1950, this theory was confirmed when optically-colored signals were detected at the optical connection between the retina and the brain (Gevers *et al.*, 2012).

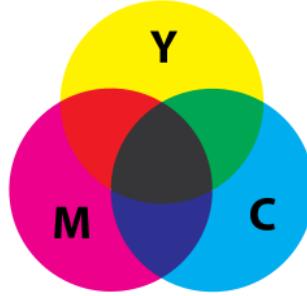
One way to get the CMY coordinates from RGB system is:

$$\begin{bmatrix} C \\ M \\ Y \end{bmatrix} = \begin{bmatrix} B \\ R \\ G \end{bmatrix} + \begin{bmatrix} G \\ B \\ R \end{bmatrix} \quad (3.6)$$

or by making a change of coordinates by subtracting the primary colors R, G and B of the white color  $W = (1, 1, 1)$  (Gonzalez and Woods, 2002):

$$\begin{bmatrix} C \\ M \\ Y \end{bmatrix} = \begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix} - \begin{bmatrix} R \\ G \\ B \end{bmatrix} \quad (3.7)$$

Similarly to RGB, CMY is device dependent. The model is widely used in equipment that deposits colored pigments on paper, such as color printers or photocopiers. The Figure 3.10 shows how the model components are combined to generate the other colors.



**Figure 3.10:** CMY subtractive color model. It is interesting to note that the intersection of yellow with magenta generates the red color, magenta with cyan generates the blue color and cyan with yellow generates the green color. Source: Rus (2008).

Overlapping the CMY primary colors in equal amounts to generate the black color typically creates a tint that is close to brown or dark green. To avoid this undesired effect, the black component is usually added to the system, represented by the letter K. This operation gives rise to a new model known as CMYK (Gonzalez and Woods, 2002).

### 3.5.5 Color models of the YUV family

Color models of this family is also known as orthogonal color spaces. They are able to reduce the redundancy present in RGB color channels and represent the color with statistically independent components – as independent as possible (Kakumanu *et al.*, 2007).

The acronym YUV stands to a set of color spaces of which the luminance information, represented by the Y component, is coded separately from the chrominance, given by the components U and V. The components U and V are representations of signals of the difference of the blue subtracted from luminance ( $B - Y$ ) and red subtracted from luminance ( $R - Y$ ). It is used to represent colors in analogue television transmission systems in the Phase Alternating Line (PAL) and Sequential Color with Memory (SECAM) (Pedrini and Schwartz, 2008).

The transformation of the RGB space to YUV is given by:

$$\begin{bmatrix} Y \\ U \\ V \end{bmatrix} = \begin{bmatrix} 0.299 & 0.587 & 0.114 \\ -0.147 & -0.289 & 0.436 \\ 0.615 & -0.515 & -0.100 \end{bmatrix} \begin{bmatrix} R \\ G \\ B \end{bmatrix} \quad (3.8)$$

where  $0 \leq R, G, B \leq 1$ .

Analogous to the YUV, the YIQ model was adopted in 1950 by the National Television System Committee (NTSC), an American standard for color television signal transmission. In this model,

the Y component corresponds to luminance and the components I (hue) and Q (saturation) encode the chrominance information (Pedrini and Schwartz, 2008).

The transformation of the RGB space to YIQ is given by:

$$\begin{bmatrix} Y \\ I \\ Q \end{bmatrix} = \begin{bmatrix} 0.299 & 0.587 & 0.114 \\ 0.596 & -0.275 & -0.321 \\ 0.212 & -0.523 & -0.311 \end{bmatrix} \begin{bmatrix} R \\ G \\ B \end{bmatrix} \quad (3.9)$$

where  $0 \leq R, G, B \leq 1$ .

Another color model of the YUV family is the YCbCr, mathematically defined by a coordinate transformation with respect to some RGB space (Pedrini and Schwartz, 2008).

The YCbCr model is widely used in digital videos. In this system, the Y component represents luminance, computed as a weighted sum of RGB values. Cb component gives the measurement of the difference between the blue color and a reference value, similar to the Cr component which is the measurement of the difference between the red color and a reference value (Pedrini and Schwartz, 2008).

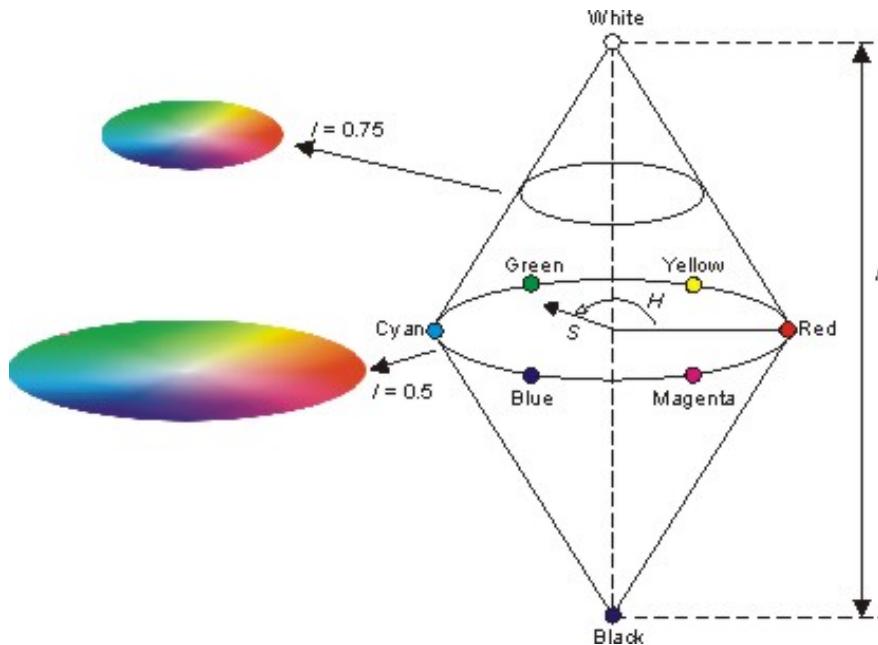
The transformation of the RGB space to YCbCr is given by:

$$\begin{bmatrix} Y \\ Cb \\ Cr \end{bmatrix} = \begin{bmatrix} 0.299 & 0.587 & 0.114 \\ -0.169 & -0.331 & 0.5 \\ 0.5 & -0.419 & -0.081 \end{bmatrix} \begin{bmatrix} R \\ G \\ B \end{bmatrix} \quad (3.10)$$

### 3.5.6 Color models of the HSI family

Hue, Saturation, and Intensity (HSI) models are best suited for image processing applications from the point of view pf the user, due the correlation with human perception of the color (Plataniotis and Venetsanopoulos, 2000).

In this model, as in YIQ, the intensity given by I component is decomposed from the chrominance information, represented by the hue (H) and saturation (S) (Plataniotis and Venetsanopoulos, 2000). The combination of these components results in a pyramidal structure which can be seen in Figure 3.11.



**Figure 3.11:** Graphical representation of the HSI model. The hue describes the color itself, in the form of an angle  $\theta$ , where  $\theta \in [0, 360]$ . Red is at 0 degree, yellow at 60, green at 120, and so on. The saturation component, which varies between 0 and 1, indicates how much color is polluted with white color. The intensity scale is between [0, 1], where 0 means black and 1, white. Source: Ice (2016).

The transformation of the components of the RGB space to HSI is given by the equations:

$$\begin{aligned}\theta &= \cos^{-1} \left( \frac{(R - G) + (R - B)}{2\sqrt{(R - G)^2 + (R - B)(G - B)}} \right) \\ H &= \begin{cases} \theta, & \text{if } B \leq G \\ 360 - \theta, & \text{otherwise} \end{cases} \\ S &= 1 - \frac{3\min(R, G, B)}{R + G + B} \\ I &= \frac{R + G + B}{3}\end{aligned}\tag{3.11}$$

It is important to note that the values R, G and B must be normalized in the interval between 0 and 1. The intensity  $I$  and the saturation  $S$  are also normalized between 0 and 1.

Another model of this family is formed by the components Hue, Saturation and Value (HSV) and its three-dimensional graphical representation is a hexagonal pyramid derived from the RGB cube (Pedrini and Schwartz, 2008). Value, in this context, is the luminance component.

The various hue shades are represented at the top of the pyramid, the saturation is measured along the horizontal axis and value is measured along the vertical axis, which passes through the center of the pyramid. The hue, which corresponds to the edges around the vertical axis, varies from 0 (red) to 360 degrees and the angle between the vertices is 60 degrees. The saturation varies from 0 to 1 and is represented as the ratio of the purity of a given hue to its maximum purity, that is, when  $S = 1$ . Value varies from 0, at the peak of the pyramid representing the black color, to 1 at the base, where the intensities of the colors are maximum (Pedrini and Schwartz, 2008).

The transformation of the components of the RGB space to HSV is given by the equations:

$$\begin{aligned}H &= \begin{cases} 60 \frac{(G - B)}{M - m}, & \text{if } M = R \\ 60 \frac{(B - R)}{M - m} + 120, & \text{if } M = G \\ 60 \frac{(R - G)}{M - m} + 240, & \text{if } M = B \end{cases} \\ S &= \begin{cases} \frac{(M - m)}{M}, & \text{if } M \neq 0 \\ 0, & \text{otherwise} \end{cases} \\ V &= M\end{aligned}\tag{3.12}$$

where  $m = \min(R, G, B)$  and  $M = \max(R, G, B)$ . The luminance  $V$  and saturation  $S$  are normalized between 0 and 1. The  $H$  hue ranges from 0 to 360 degrees.

Similarly to HSV, the Hue, Saturation and Lightness (HSL) model is a three-dimensional representation and is formed by two cones of height 1, whose bases are coincident (Pedrini and Schwartz, 2008).

The hue is determined by the points in the circle of the common bases to the cones. The saturation varies from 0 to 1, depending on the distance to the axis of the cone. The lightness is along the vertical axis common to the two cones and varies in the scale [0, 1], where 0 means black and 1, white (Pedrini and Schwartz, 2008).

The conversion of the RGB space to HSL is given by the equations:

$$H = \begin{cases} 60 \frac{(G - B)}{M - m}, & \text{if } M = R \\ 60 \frac{(B - R)}{M - m} + 120, & \text{if } M = G \\ 60 \frac{(R - G)}{M - m} + 240, & \text{if } M = B \end{cases}$$

$$S = \begin{cases} \frac{(M - m)}{M + m}, & \text{if } 0 < L \leq 0,5 \\ \frac{(M - m)}{2 - (M + m)}, & \text{if } L > 0,5 \\ 0, & \text{if } M = m \end{cases} \quad (3.13)$$

$$L = \frac{M + m}{2}$$

where  $m = \min(R, G, B)$  and  $M = \max(R, G, B)$ . The lightness  $L$  and saturation  $S$  are normalized between 0 and 1. Note that the transformation of the  $H$  component is the same as that used in the conversion of the RGB to HSV space in Eq. 3.12 and varies between 0 and 360 degrees.

All the color models of this family have the property of thinking of lighter colors, obtained by increasing the brightness or lightness, and darker colors, by the diminution of the same values. The intermediate colors are produced by decreasing the saturation (Pedrini and Schwartz, 2008).



# Chapter 4

## Proposed solution

A state of the art skin detection method has been recently developed by Brancati *et al.* (2017). Here, we review the method and extend it adding more rules to enforce the constraints and seeking for a better accuracy in terms of false positive rate without hurting the performance of the original method. Basically, we reversed the original hypothesis to create a new method. We combined both to strengthen it. A third variation with neighborhood approach is also provided.

In the case of the neighborhood approach, we also made additional implementations in order to clean up an undesired behavior on the output images that we called *diagonal effect*. In addition, we show an implementation of a grid search to figure out the best combination of parameters to compute the trapezoids coordinates.

### 4.1 Original method

In order to describe the proposed extensions, we will first transcribe the original method that is based on the definition of image-specific trapezoids, named  $T_{YC_b}$  and  $T_{YCr}$ , in the  $YC_b$  and  $YCr$  subspaces, respectively. The trapezoids are essential to verify a relation between the chrominance components  $Cb$  and  $Cr$  in these subspaces (Brancati *et al.*, 2017).

The base of the trapezoids  $T_{YCr}$  and  $T_{YC_b}$  (Fig. 4.1) are given by  $(Y_{min}, Cr_{min})$  and  $(Y_{min}, Cb_{max})$  in the  $YCr$  and  $YC_b$  subspaces, respectively. The values  $Cr_{min} = 133$ ,  $Cb_{max} = 128$  were selected according to Chai and Ngan (1999) where a skin color map was designed using a histogram approach based on a given set of training images. Chai and Ngan observed that the Cr and Cb distributions of skin color falls in the ranges [133, 173] and [77, 127], respectively, regardless the skin color variation in different races.

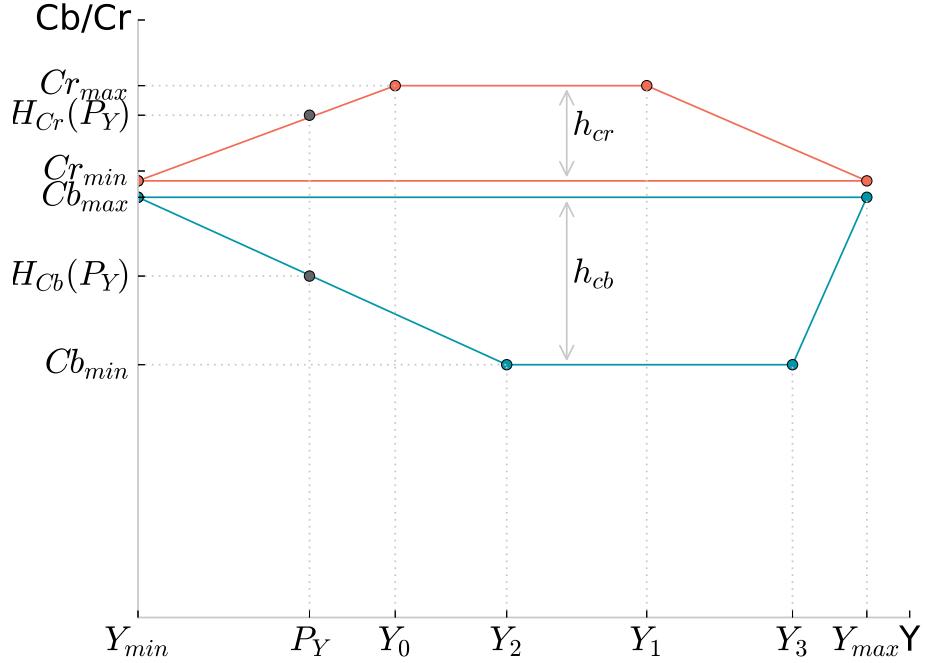
The  $Cr_{max}$  parameter is calculated dynamically, taking into account the histogram of the pixels with  $Cr$  values in the range  $[Cr_{min}, 183]$ , looking for the maximum value of  $Cr$  associated with at least 0.1%<sup>1</sup> of pixels in the image. The same applies to  $Cb_{min}$ , taking the histogram with  $Cb$  values in the range  $[77, Cb_{max}]$ .  $Y_0$  and  $Y_1$  (shorter base of the upper trapezoid) are, respectively, the 5th and 95th percentile of the luminance values associated with the pixels of the image with  $Cr = Cr_{max}$ . A similar procedure is used to find the values of the shorter base of the other trapezoid,  $Y_2$  and  $Y_3$  (see Fig. 4.2 for an example).

The correlation rules between the chrominance components  $P_{Cr}$  and  $P_{Cb}$  of a pixel  $P$  are defined as:

- the minimum difference between the values  $P_{Cr}$  and  $P_{Cb}$ , denoted  $I_P$ ;
- an estimated value of  $P_{Cb}$ , namely  $P_{Cb_s}$ ;
- the maximum distance between the points  $(P_Y, P_{Cb})$  and  $(P_Y, P_{Cb_s})$ , denoted  $J_P$ .

---

<sup>1</sup>In Brancati *et al.* (2017) this rate is reported to be equal to 10%. However, in the distributed source code we found the value 0.1%, that we are using in the experiments.



**Figure 4.1:** Graphical representation of the trapezoids as well as the parameters  $Y_{min} = 0$ ,  $Y_{max} = 255$ ,  $Y_0$ ,  $Y_1$ ,  $Y_2$ ,  $Y_3$ ,  $Cr_{min}$ ,  $Cr_{max}$ ,  $Cb_{min}$ ,  $Cb_{max}$ ,  $h_{Cr}$ ,  $h_{Cb}$ ,  $H_{Cr}(P_Y)$ ,  $H_{Cb}(P_Y)$ . Source: adapted from (Brancale et al., 2017).

Therefore, to determine if  $P$  is skin, the following equations must hold:

$$P_{Cr} - P_{Cb} \geq I_P \quad (4.1)$$

$$|P_{Cb} - P_{Cb_s}| \leq J_P \quad (4.2)$$

The estimated value  $P_{Cb_s}$  is given by <sup>2</sup>:

$$P_{Cb_s} = Cb_{max} - dP_{Cb_s} \quad (4.3)$$

where <sup>3</sup>:

$$dP_{Cb_s} = \alpha \cdot dP_{Cr} \quad (4.4)$$

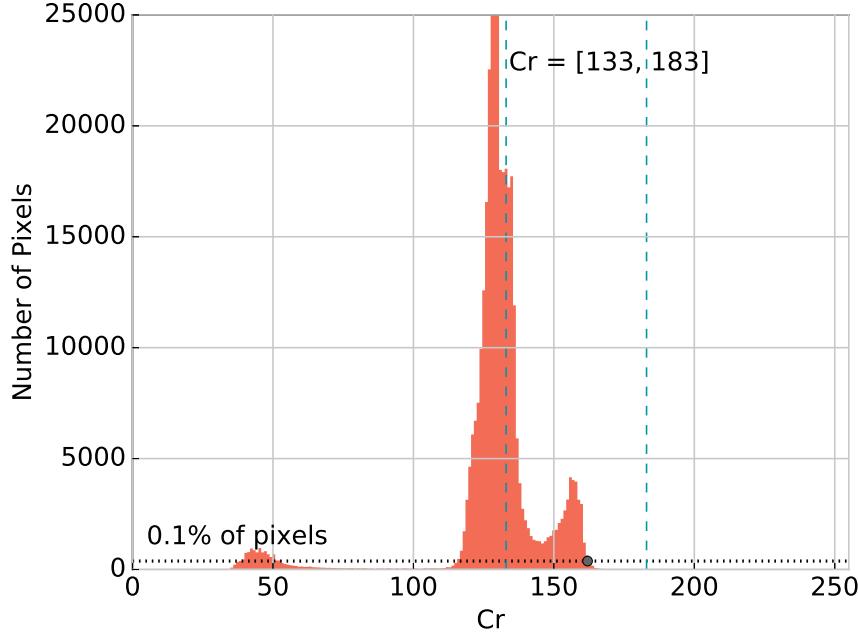
$$dP_{Cr} = P_{Cr} - Cr_{min} \quad (4.5)$$

The coordinates of the other sides of the trapezoids are given by  $[P_Y, H_{Cr}(P_Y)]$  and  $[P_Y, H_{Cb}(P_Y)]$ ,

---

<sup>2</sup> $dP_{Cb_s}$  is the distance between the points  $(P_Y, P_{Cb_s})$  and  $(P_Y, Cb_{max})$  in the  $YCb$  subspace, calculated on the basis of  $dP_{Cr}$ , observing the inversely proportional behavior of the components.  $\alpha$  is the rate between the normalized heights of the trapezoids in relation to the  $P_Y$  value.

<sup>3</sup> $dP_{Cr}$  is the distance between  $(P_Y, P_{Cr})$  and  $(P_Y, Cr_{min})$  points in the  $YCr$  subspace.



**Figure 4.2:** Computation of  $Cr_{max} = 162$  based on  $Cr$  values histogram of a  $724 \times 526$  image. Source: adapted from (Brancati et al., 2017).

such that:

$$H_{Cr}(Y) = \begin{cases} Cr_{min} + h_{Cr} \left( \frac{Y - Y_{min}}{Y_0 - Y_{min}} \right) & Y \in [Y_{min}, Y_0] \\ Cr_{max} & Y \in [Y_0, Y_1] \\ Cr_{min} + h_{Cr} \left( \frac{Y - Y_{max}}{Y_1 - Y_{max}} \right) & Y \in [Y_1, Y_{max}] \end{cases} \quad (4.6)$$

$$H_{Cb}(Y) = \begin{cases} Cb_{min} + h_{Cb} \left( \frac{Y - Y_2}{Y_{min} - Y_2} \right) & Y \in [Y_{min}, Y_2] \\ Cb_{min} & Y \in [Y_2, Y_3] \\ Cb_{min} + h_{Cb} \left( \frac{Y - Y_3}{Y_{max} - Y_3} \right) & Y \in [Y_3, Y_{max}] \end{cases} \quad (4.7)$$

where  $h_{Cr} = Cr_{max} - Cr_{min}$  and  $h_{Cb} = Cb_{max} - Cb_{min}$ , which are the heights of  $T_{YCr}$  and  $T_{YCb}$ , respectively.

The computation of those points are useful for the calculation of  $\alpha$ . We first compute the distances  $\Delta_{Cr}(P_Y)$  and  $\Delta_{Cb}(P_Y)$  between the points  $(P_Y, H_{Cr}(P_Y))$ ,  $(P_Y, H_{Cb}(P_Y))$  and the base of the trapezoids:

$$\Delta_{Cr}(P_Y) = H_{Cr}(P_Y) - Cr_{min} \quad (4.8)$$

$$\Delta_{Cb}(P_Y) = Cb_{max} - H_{Cb}(P_Y) \quad (4.9)$$

Next, the distances are normalized with respect to the difference in size of the trapezoids:

$$\Delta'_{Cr}(P_Y) = \begin{cases} \Delta_{Cr}(P_Y) \cdot \frac{A_{T_{YCb}}}{A_{T_{YCr}}} & \text{if } A_{T_{YCr}} \geq A_{T_{YCb}} \\ \Delta_{Cr}(P_Y) & \text{otherwise} \end{cases} \quad (4.10)$$

$$\Delta'_{Cb}(P_Y) = \begin{cases} \Delta_{Cb}(P_Y) & \text{if } A_{T_{YCr}} \geq A_{T_{YCb}} \\ \Delta_{Cb}(P_Y) \cdot \frac{A_{T_{YCr}}}{A_{T_{YCb}}} & \text{otherwise} \end{cases} \quad (4.11)$$

where  $A_{T_{YCr}}$  and  $A_{T_{YCb}}$  are the areas of trapezoid  $T_{YCr}$  and  $T_{YCb}$ , respectively.

Then, the value of  $\alpha$  is given by:

$$\alpha = \frac{\Delta'_{Cb}(P_Y)}{\Delta'_{Cr}(P_Y)} \quad (4.12)$$

Finally,  $I_P$  and  $J_P$  are given by:

$$I_P = sf \cdot [(\Delta'_{Cr}(P_Y) - dP_{Cr}) + (\Delta'_{Cb}(P_Y) - dP_{Cb_s})] \quad (4.13)$$

$$J_P = dP_{Cb_s} \cdot \frac{dP_{Cb_s} + dP_{Cr}}{\Delta'_{Cb}(P_Y) + \Delta'_{Cr}(P_Y)} \quad (4.14)$$

where:

$$sf = \frac{\min((Y_1 - Y_0), (Y_3 - Y_2))}{\max((Y_1 - Y_0), (Y_3 - Y_2))} \quad (4.15)$$

## 4.2 Extended method

The hypothesis defined in the original method is based on rules that an estimated value of the point  $P_{Cb}$ , namely  $P_{Cb_s}$ , must hold in order for the correlation to be valid. On the basis of the inversely proportional behavior of the chrominance components, we will rewrite the correlation rules with respect to the  $P_{Cr}$  point.

Thus, we have to refactor the correlation rules to put them in terms of the estimated value of  $P_{Cr}$ , that we denote as  $P_{Cr_s}$ <sup>4</sup>:

$$P_{Cr_s} = dP_{Cr_s} + Cr_{min} \quad (4.16)$$

where<sup>5</sup>:

$$dP_{Cr_s} = \alpha \cdot dP_{Cb} \quad (4.17)$$

$$dP_{Cb} = Cb_{max} - P_{Cb} \quad (4.18)$$

Next, the constraints given by  $I_P$  and  $J_P$  in the Eq. 4.13 and 4.14 respectively, can be redefined as:

$$I'_P = sf \cdot [(\Delta'_{Cr}(P_Y) - dP_{Cr_s}) + (\Delta'_{Cb}(P_Y) - dP_{Cb})] \quad (4.19)$$

$$J'_P = dP_{Cr_s} \cdot \frac{dP_{Cr_s} + dP_{Cb}}{\Delta'_{Cb}(P_Y) + \Delta'_{Cr}(P_Y)} \quad (4.20)$$

Therefore, to determine if the pixel  $P$  is skin, we have to modify the conditions given by Eq. 4.1 and 4.2:

$$P_{Cr} - P_{Cb} \geq I'_P \quad (4.21)$$

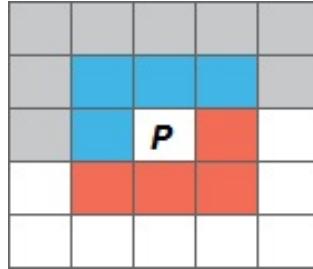
$$|P_{Cr} - P_{Cr_s}| \leq J'_P \quad (4.22)$$

Doing this simple extension, we are now able to apply the method to the same sets of images to evaluate, in fact, the inversely proportional behavior of the chrominance components. More than that, we can combine all these constraints, given by the pair equations 4.1 and 4.2, 4.21 and 4.22, to reinforce the firstly defined hypothesis.

---

<sup>4</sup> $dP_{Cr_s}$  is the distance between the points  $(P_Y, P_{Cr_s})$  and  $(P_Y, Cr_{min})$  in the  $YCr$  subspace, calculated on the basis of  $dP_{Cb}$ , observing the inversely proportional behavior of the components.  $\alpha$  is the rate between the normalized heights of the trapezoids in relation to the  $P_Y$  value.

<sup>5</sup> $dP_{Cb}$  is the distance between  $(P_Y, P_{Cb})$  and  $(P_Y, Cb_{max})$  points in the  $YCb$  subspace.

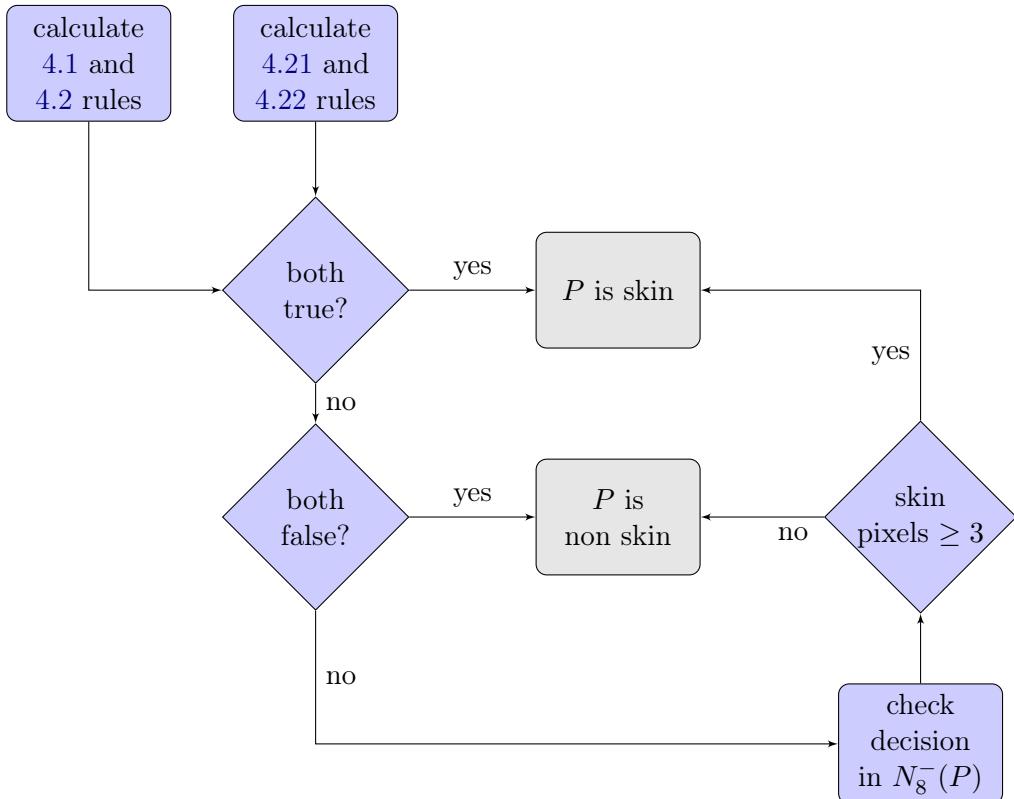


**Figure 4.3:** Neighbors evaluation with respect to  $P$ . If the image is scanned in raster order,  $N_8^-(P)$  is the set of points that can be reached before  $P$  in an 8-neighbors window. Source: proposed by the author.

### 4.3 Neighborhood extended method

Both methods presented in sections 4.1 and 4.2 can be applied to detect skin pixels, either separated or in a conjunction rule. However, skin pixels do not usually appear isolated and we can improve the method using neighbor pixels information, when evaluating a pixel  $P$ , in order to decide if  $P$  represents human skin, or not. Let  $N_8^-(P)$  the 8-neighbors of  $P$  that can be reached before  $P$  when scanning the image in raster order (blue points in Fig. 4.3).

Thus, we classify  $P$  as skin in the following manner: if the constraints given by the pair of equations 4.1 and 4.2, as well as 4.21 and 4.22 hold, then  $P$  is classified as skin. When only one of the conditions is satisfied, then we check the decision in  $N_8^-(P)$ . If three or more pixels are skin, then  $P$  will also be classified as a skin pixel. Figure 4.4 shows a flowchart of the aforementioned procedure described.



**Figure 4.4:** Flowchart of our proposed neighbors method. In **both false** decision, the **no** path means that one of the rules is true and we are in doubt if  $P$  is skin or not – here is where the neighbors are used to find out the label of  $P$ . Source: proposed by the author.

## 4.4 Supplementary neighborhood operations

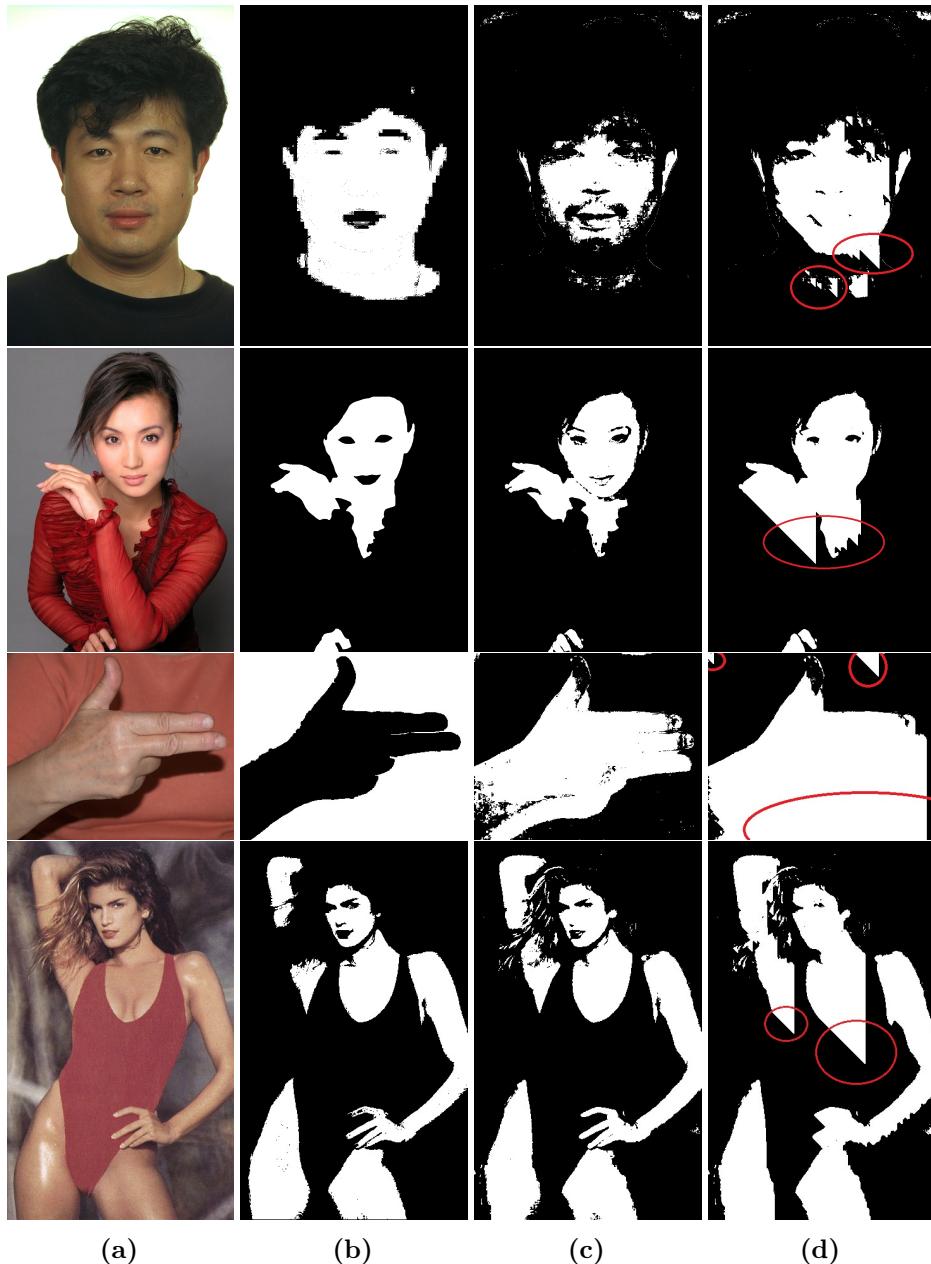
The given neighborhood method presented in section 4.3 will end up with an undesired behavior on the output images that we called *diagonal effect* (see Fig. 4.5). This is caused due the shape of the window being used. Once we look only for the four already seen pixels of the *8-neighbors* window, the operation is so based in a non-symmetry mask. Ideally, we should look for all the eight neighbors of the pixel  $P$  being evaluated.

However, this particular implementation can add extra computational time and hurt the performance of the method. In addition, besides being a visually undesirable effect, the *diagonal effect* phenomenon causes us to have an increase in the false positive rate.

Therefore, we created an adaptation of the neighborhood method shown in 4.3. In this version, we basically scan the image, with a size of  $W \times H$ , in the raster order, and apply the original and reverse rules for every single pixel. We keep the result in a matrix of the same size ( $W \times H$ ) of the input image. For each coordinate of this output matrix, we will have a two positions vector with the result of the original and reverse rules answer for this pixel. Next, we read each position of this output matrix and apply the *8-neighbors* operations in four different ways:

- (1) we look in the rules answer performing an AND. In other words, if both original and reverse rules are saying this pixel is skin, then we classify it as skin;
- (2) we look in the rules answer performing an OR. In other words, if one of the rules (original or reverse) is saying this pixel is skin, then we classify it as skin;
- (3) we look in the neighbors only querying the original ( $P_{Cb_s}$ ) rules;
- (4) we look in the neighbors only querying the reversed ( $P_{Cr_s}$ ) rules.

Of course, this variation will add some additional computational cost once we will scan the image one more time. This implementation can be enhanced, but the idea here is to only explore better the connectivity of the *8-neighbors* window and check, on the basis of a symmetric mask window, if the *diagonal effect* is gone as well as the measures are improved. Some experiments can be seen further in section 5.5.



**Figure 4.5:** Image samples with the diagonal effect after the neighbors method segmentation. Each image is from (top-down) SFA, Pratheepan, HGR, and Compaq datasets, respectively, where: (a) original image (b) ground truth (c) combined method (f) neighbors method. Independently of the classification accuracy, we can clearly see the diagonal effect present in the output of the neighbors method segmentation in comparison with combined. Besides being a visually undesirable effect, this phenomenon causes us to have an increase in the false positive rate.

## 4.5 Trapezoids parameters tuning with a grid search strategy

As we could see on previous sections, this model is based on the definition of trapezoids to fit the skin color pixels distribution from a given image. According to Brancati *et al.* (2017), the coordinates of each trapezoid within the  $YCr$  and  $YCb$  sub-spaces are calculated based on the  $Y$  luminance component values.  $Y_0$  and  $Y_1$  are those used to define the shorter side of the upper trapezoid, and  $Y_2$  and  $Y_3$  the points used to define the shorter side of the lower trapezoid.

$Y_0$  and  $Y_1$  are, respectively, the 5<sup>th</sup> and 95<sup>th</sup> percentile of the luminance values associated with the pixels of the image with  $Cr = Cr_{max}$  (see Fig. 4.2 for an example). Similarly,  $Y_2$  and  $Y_3$  are, respectively, the 5<sup>th</sup> and 95<sup>th</sup> percentile of the luminance values associated with the pixels of the image with  $Cb = Cb_{min}$ .

To the best of our knowledge, there is any justification to choose the 5<sup>th</sup> and 95<sup>th</sup> percentile to be the right parameters to define the trapezoids coordinates. For this reason, we decided to shot different combination of these parameters to figure out which pair better works for the model fitting. In addition, we would like to answer the question: why 5<sup>th</sup> and 95<sup>th</sup> percentile have been used?

Thus, we used a well-known technique called grid search to find the best range combination from a hyper-parameter space. By constructing the model in this manner, we can leverage the classification results by finding the optimized parameters' combination, if other different from the ones defined earlier by Brancati *et al.* (2017). Despite we do not exhaustively consider all parameter combinations, we used an efficient search strategy by sampling a given number of candidates. For each chosen parameters candidate, we dynamically used them in the combined method<sup>6</sup> to test every single image of each dataset described in section 5.1. Lastly, we sort the results table using respectively,  $F$ -measure, Precision, and Recall metrics, as detailed in section 5.2, and established a comparison to get optimized parameters. The algorithm TRAPEZOIDS-PARAMETERS-GRID-SEARCH(*dataset*) shows how the grid search have been performed.

In short, TRAPEZOIDS-PARAMETERS-GRID-SEARCH(*dataset*) will trigger combinations of  $Y_{min}$  and  $Y_{max}$  percentils in the range [5, 95] with a step of 5. In line 7, the parameters are changed in the combined method and applied further in 8 to classify each image within the dataset. Next, the metrics are computed on every single image in line 9 by comparing the output with the ground truth. The resulting metrics are pushed into *Results* matrix in line 10. We keep an average of overall images classified in each dataset. Finally, we sort the results matrix according the criteria aforementioned in the end of the procedure.

```

TRAPEZOIDS-PARAMETERS-GRID-SEARCH(dataset)
1   Ymin = 5
2   Results = []
3
4   while Ymin ≤ 95
5       Ymax = Ymin
6       while Ymax ≤ 95
7           SET-COMBINED-METHOD-Y-PARAMETERS(Ymin, Ymax)
8           SEGMENT-DATASET-IMAGES(dataset)
9           Precision, Recall, Fmeasure = COMPUTE-METRICS(dataset)
10          PUSH(Results, Ymin, Ymax, Precision, Recall, Fmeasure)
11
12          Ymax = Ymax + 5
13          Ymin = Ymin + 5
14
15  SORT-BY(Results, Fmeasure, Precision, Recall)
16  return Results
```

---

<sup>6</sup>In fact, we could apply this approach in any of the described methods, but once the trapezoids definition do not change among them, we think that employing it only in combined method is sufficient for the parameters optimization.

Detailed output of this experiments and analysis can be seen in chapter 5, specifically in section 5.6, where an examination of the behavior of the most performing parameters is given as well as others which did not succeed.



# Chapter 5

## Evaluation

In this chapter we present some experimental evaluations of the proposed extensions along with the original method in four widely known datasets: SFA, Pratheepan, HGR, and Compaq. In addition, a brief definition of the evaluation metrics used is shown for the sake of clarity. We also provide some results of the supplementary neighborhood adaptation that we built to remove the *diagonal effect* as well as to explore different neighbors techniques. Finally, we show the grid search parameters experiments results with aim of trapezoids parameters tuning. All the experiments are analyzed and discussed in each section separately.

### 5.1 Datasets

Datasets are an integral part of the field of computer vision. In the particular case of computer vision, datasets consist, primarily, of images or videos for tasks such as object detection, motion tracking, segmentation, and classification. In general, they are constructed with tens, hundreds, or even thousands of images in different environments, distinct illumination conditions, various quality and resolution, and many other aspects.

We gathered four widely known datasets, SFA, Pratheepan, HGR, and Compaq, which will be briefly introduced in next sections, to be used in our experiments. Together, they sum up 7,423 images in different size and resolution, and more than 1.5 billion pixels tested in all the experiments, counting only the original images.

#### 5.1.1 UCI

Named UCI in this work, this dataset was proposed by [Bhatt and Dhall \(2012\)](#) and obtained from the machine learning repository of the University of California in Irvine ([Lichman, 2013](#)). The dataset consists of pixel samples of images of various skin and non-skin textures obtained from thousands of arbitrary faces images of different ages, gender, and races ([Minear and Park, 2004](#); [Phillips et al., 1996](#)).

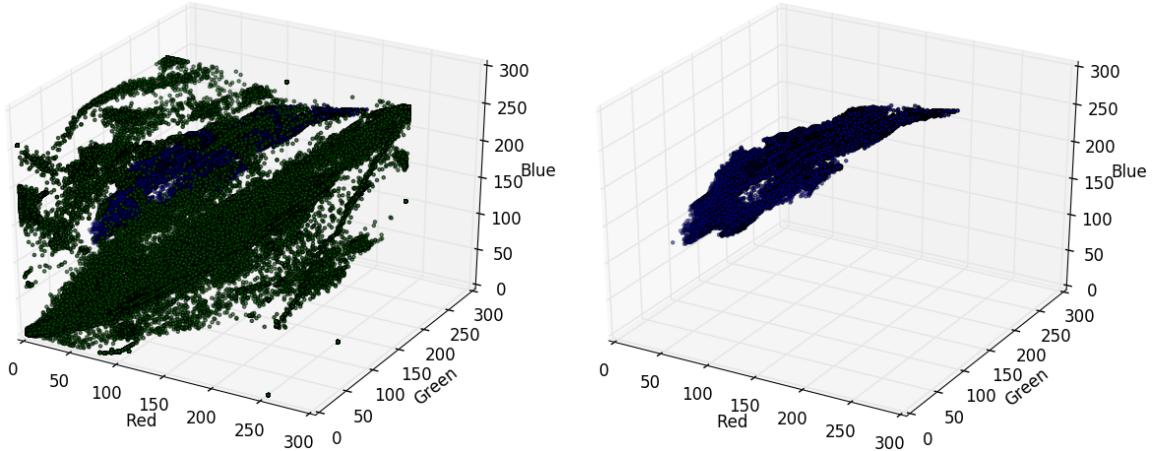
The UCI contains 245,057 samples, composed of 3 attributes that constitute the input vector  $x = [x_1, x_2, x_3]$ ,  $x \in \mathbb{R}^d$ , where  $d$  is the space dimension which represents, respectively, blue (B), green (G) and red (R) channels of the RGB color model. In addition, a fourth column determines the class to which the sample  $x$  belongs, denoted by  $y$ , where  $y \in Y$  and  $Y = \{+1, -1\}$ . In other words, each sample is an RGB pixel with a given label.

The Table 5.1 exemplifies a short excerpt from the UCI database. It is worth mentioning that 194,198 out of the 245,057 are non-skin pixels and 50,859 pixels with different skin tones. In addition, the images that were used to extract the dataset were not made available by the authors.

B	G	R	Label
74	85	123	1
207	215	255	1
74	82	122	1
202	211	255	1
54	72	125	1
...	...	...	...
166	164	116	-1
148	150	91	-1
29	26	5	-1
167	166	115	-1
180	177	133	-1

**Table 5.1:** Excerpt with samples from the UCI dataset. Each of the first three columns represents a pixel channel of the RGB color space ranging from 0 to 255. The fourth column is the label assigned to the sample, which can assume +1 if it is skin and -1, otherwise. Originally, the class representing a non-skin pixel had value 2, replaced by -1 for compliance with the experiments.

Since the data are points in the RGB space, it is possible to plot it for a better interpretation of them, as shown in the Figure 5.1.



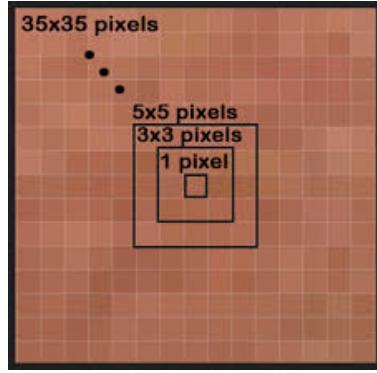
**Figure 5.1:** 3-dimensional view of the RGB channels of the UCI dataset. The blue points are skin samples and the green ones are non-skin. On the left are all samples of the dataset; to the right only the skin samples. Source: proposed by the author.

### 5.1.2 SFA

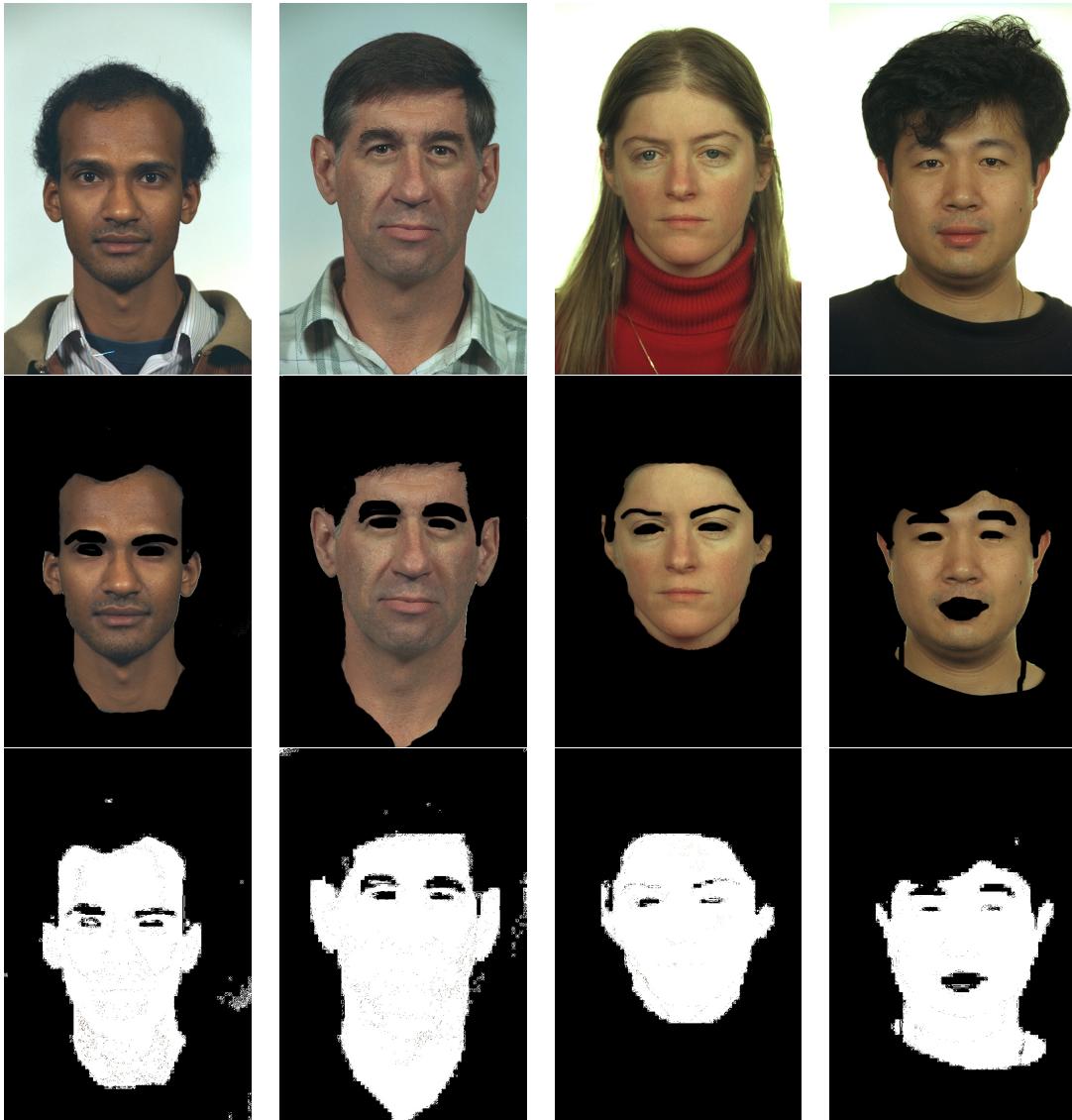
SFA, the name of the dataset proposed by Casati *et al.* (2013), stands for Skin of FERET and AR Database. The SFA is a set of images of frontal faces obtained from two other color image databases: the FERET, created by Phillips *et al.* (1996), and the AR proposed by Martínez and Benavente (1998), which provided 876 and 242 images each, respectively. It is important to notice that AR images have a white background and small variations of skin color. In other words, the environment is more controlled than the images in FERET (Casati *et al.*, 2013). Figure 5.3 shows some of the 1,118 samples available.

Casati *et al.* (2013) also extracted different window patches of each skin and non-skin samples to facilitate future research. The samples were randomly generated considering the ground truth mask <sup>1</sup> of each image, being three samples of skin and five of non-skin. Each sample is a window of size  $n \times n$ , where  $n$  is odd, with a central pixel, from which other sample sizes have been created, ranging from  $1 \times 1$  to  $35 \times 35$ , as can be seen in Figure 5.2.

<sup>1</sup>Ground truth is the term used to denote an image whose point of interest is properly segmented and highlighted, discarding the remaining pixels giving them uniform colors.



**Figure 5.2:** Structure of the windows that form the SFA patch samples. In total, there are 3,354 skin samples and 5,590 non-skin samples for each window size. Source: Casati et al. (2013).



**Figure 5.3:** Examples of SFA face image database. First row are the original images and the second contain the colored ground truth with the skin color pixels annotated manually. The black color  $RGB = (0, 0, 0)$  was assigned to all pixels in the background. In the third row we have the binary ground truth images. We generated these samples based on the colored ground truth, by creating a mask, assigning  $(255, 255, 255)$  for the pixels which were not background  $(0, 0, 0)$ . One can see some noise in the results, but the samples were enough for further experiments. In addition, the original images were not perfectly annotated. Therefore, some salt noise can be seen in non-skin regions. Source: Casati et al. (2013).

It is worth mentioning that we do not use these patches in our experiments. Once the methods tested in this work only depends on the input image itself. Therefore, we can simply ignore these sampling patches during experiments. However, one could use them to evaluate the ability of the methods in terms of false detection rate, once the patches are made available for skin and non-skin labeled images separately.

### 5.1.3 Pratheepan

The images in the Pratheepan dataset were downloaded randomly from Google for human skin detection research. There are 78 images of family and face captured with a range of distinct cameras using different color enhancement and under different illumination conditions [Tan et al. \(2012\)](#). Figure 5.4 shows some of the 78 samples available.



**Figure 5.4:** Examples of Pratheepan skin dataset. At the top row is the original image, and at the bottom row the ground truth with the skin color pixels annotated. Here, the ground truth are binary images, where the black color  $RGB = (0, 0, 0)$  was assigned to all pixels in the background. Source: [Tan et al. \(2012\)](#).

### 5.1.4 HGR

The database for Hand Gesture Recognition (HGR) contains the gestures from Polish and American Sign Language. There are 1,558 images acquired in different conditions of background, dimensions and lightening. In addition to original and ground truth binary skin mask images, it includes hand feature points location in separate files. Figure 5.5 shows some of the 1,558 samples available ([Grzejszczak et al., 2016](#); [Kawulok et al., 2014](#); [Nalepa and Kawulok, 2014](#)).

The images within it were acquired in three different series. A set of 899 was captured in uncontrolled background and lighting. A small set of 85 was obtained in gray (44) and uncontrolled (41) background; the lighting was uniform. The third group contains 574 images in controlled background (green tone), using uniform lighting conditions ([Grzejszczak et al., 2016](#); [Kawulok et al., 2014](#); [Nalepa and Kawulok, 2014](#)).

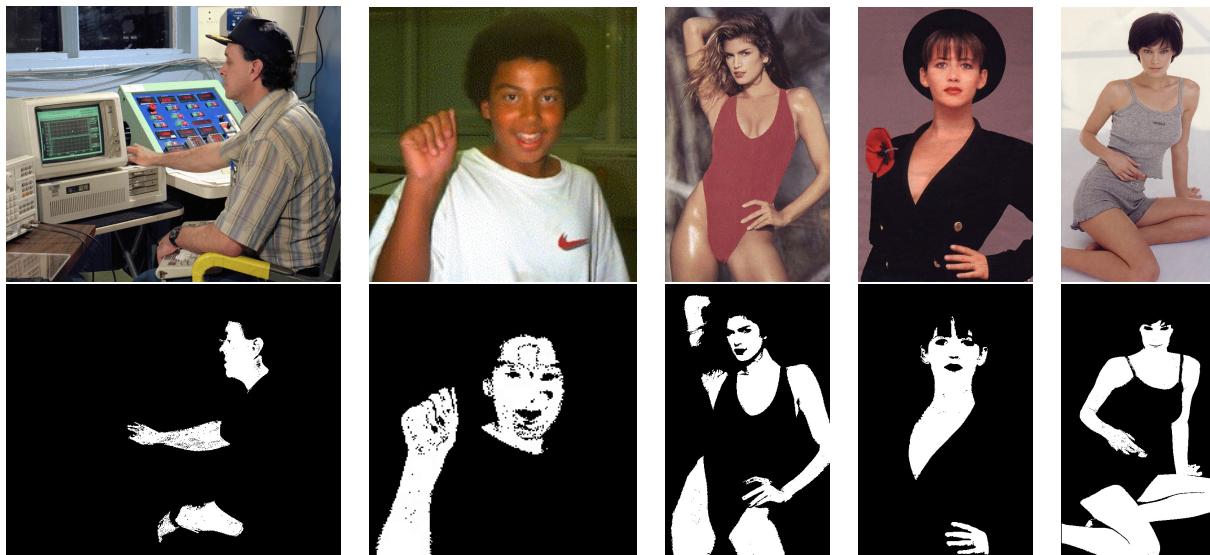


**Figure 5.5:** Examples of HGR skin dataset. At the top row is the original image and at the bottom row the ground truth with the skin color pixels annotated. Differently from Pratheepan and SFA, the ground truth is also binary images, but the black color  $RGB = (0, 0, 0)$  was assigned to all pixels when they represent skin patches – and we take this in consideration during experiments. Source: Grzejszczak et al. (2016); Kawulok et al. (2014); Nalepa and Kawulok (2014).

### 5.1.5 Compaq

Compaq can be considered as the first large skin dataset and, probably is the most used for skin detection classifiers. It consists of 13,635 images crawled from the internet, which 4,670 contain skin regions and another subset of 8,965 images not containing any skin. The ground truth images are poorly annotated on the basis of an automatic software tool (Mahmoodi and Sayedi, 2016).

It is worth mentioning that this database is no longer available and we had obtained a copy of it by contacting the authors. We also had to fix some few images due lack of ground truth or files corrupted. The final amount of images with skin used in the experiments is 4,669. Figure 5.6 shows some of the 4,669 images with skin samples available used in the experiments (Jones and Rehg, 2002).



**Figure 5.6:** Examples of Compaq skin/non-skin dataset. At the top row is the original image, and at the bottom the ground truth with the skin color pixels annotated. Here, the ground truth are binary images, where the black color  $RGB = (0, 0, 0)$  was assigned to all pixels in the background. Source: Jones and Rehg (2002).

## 5.2 Evaluation measures

*Precision*, *Recall*, *Specificity* and *F-measure* have been used as evaluation metrics. They are the same used in [Branca et al. \(2017\)](#) to compare the performance with state-of-the-art methods. They are also widely used by the scientific community. These metrics are given by the following formulas:

$$\text{Precision} = \frac{TP}{TP + FP}$$

$$\text{Recall} = \frac{TP}{TP + FN}$$

$$\text{Specificity} = \frac{TN}{TN + FP}$$

$$F - \text{measure} = 2 \times \frac{\text{Precision} \times \text{Recall}}{\text{Precision} + \text{Recall}}$$

where TP, TN, FP, FN are, respectively, the number of true positive, true negative, false positive, and false negative pixels counted in the image, which are obtained from the confusion matrix (see Table 5.2).

		prediction outcome	
		skin	non-skin
ground truth	skin	True Positive	False Negative
	non-skin	False Positive	True Negative

**Table 5.2:** Confusion matrix table used to count the number of true positive, true negative, false positive, and false negative pixels in the image during experiments. These numbers are fundamental input for evaluation measures.

## 5.3 UCI dataset evaluation

Preliminary experiments were carried out using machine learning techniques in order to evaluate the UCI dataset, described in section 5.1.1, once we do not have the original images used to create it. The idea is to establish a bottom line to understand if this dataset can be useful for further experiments.

The first experiment was carried out with k-Nearest Neighbors (*k*-NN) and Support Vector Machines (SVM), available in the scikit-learn package ([Pedregosa et al., 2011](#)). The color space originally used was RGB, as cited in the description of datasets in section 5.1.1. In both cases, the chosen cross-validation strategy was 10-fold, which is a common choice of this approach in practice ([Abu-Mostafa et al., 2012](#)). In addition, the grid search technique of scikit-learn was also used with the objective of finding the most suitable parameters for each classifier.

The grid search is used in scikit-learn to find the optimal parameters of a classifier when they can not be learned by the estimator, such as the *kernel* and *gamma* in the SVM or number of neighbors of *k*-NN ([Pedregosa et al., 2011](#)). The parameter's combination used in the training of

SVM and  $k$ -NN can be seen in Tables 5.3 and 5.4, respectively. The parameters of each line are combined in an attempt to find the optimal estimator. For example, a choice in SVM training would be  $\text{kernel} = \text{rbf}$ ,  $C = 100$ ,  $\gamma = 1e-4$ . All possible combinations are exploited, with the best of them being returned (Pedregosa et al., 2011).

<i>kernel</i>	<i>C</i>			<i>gamma</i>			<i>degree</i>	
rbf	1	10	100	1e-3	1e-4	1e-5		
poly	1	10	100		1e-4	1e-5	3	4
linear	1	10	100					

**Table 5.3:** Grid search parameters table of the optimal estimator in the SVM. The *kernel* column refers to the kernels used in training that are Gaussian, polynomial and linear, respectively. *C* is a regularization parameter that tells SVM the amount of error allowed during the training. Gamma is a parameter used only in Gaussian and polynomial kernels. Degree is the degree of the polynomial; used only in the polynomial kernel (Pedregosa et al., 2011).

<i>n_neighbors</i>							<i>weights</i>	<i>algorithm</i>
3	5	9	15	25	31	35	distance	uniform

**Table 5.4:** Grid search parameters table of the optimal estimator in  $k$ -NN. The *n\_neighbors* column refers to the number of neighbors considered in the training. Weights is the weight function used in the prediction, where uniform indicates that the points have equal weights and distance indicates that the inverse of the distance is applied in the classification. The third column indicates which algorithm should be used; auto means that the algorithm will be decided based on the data (Pedregosa et al., 2011).

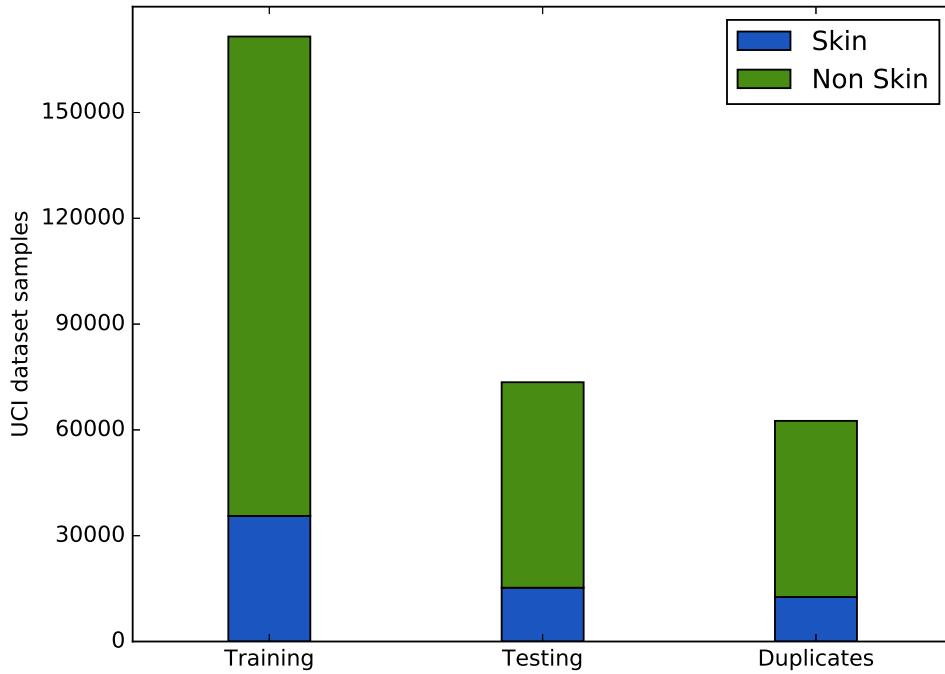
The results of this experiment can be seen in the Table 5.5. The dataset used was UCI. It is noteworthy that the training was performed splitting the data with 30% randomly separated for test in both classifiers.

<i>Classifier</i>	<i>Color model</i>	<i>Precision</i>	<i>Recall</i>	<i>F-measure</i>
$k$ -NN	RGB	0,9995	0,9995	0,9995
SVM	RGB	0,9995	0,9995	0,9995

**Table 5.5:** Results of the experiments with  $k$ -NN and SVM in the UCI dataset. The optimal  $k$ -NN parameters found during the training in UCI were  $n_{\text{neighbors}} = 3$ ,  $\text{weights} = \text{uniform}$ . In the case of SVM, the optimal parameters found in UCI training were  $\text{kernel} = \text{rbf}$ ,  $C = 100$  and  $\gamma = 1e-3$ .

As can be seen in Table 5.5, both classifiers had very high quality measures in the UCI dataset, about to 100%, which is probably an over-fitting situation. One possible root cause is the splitting of training and test data subsets. We observed that there are many replicates among the samples, so it is possible that samples already seen by the classifier during the training are used in the test step.

In fact, once we used a seed to generate the subsets, we applied the same strategy to split the data and count how many samples of the test subset were seen in the training subset as shown in Figure 5.7. Based on the distribution of the splitting and the results of the measures given in Table 5.5, we can say that UCI dataset is not suitable for this application.



**Figure 5.7:** UCI samples distribution after splitting the dataset in training and testing subsets. We used the scikit-learn package function for splitting, where 30% is the size of test set. The right-most bar, entitled as duplicates, shows how many samples of the test set were seen in training set. In the order of 83% for skin samples and 86% for non skin samples. Source: proposed by the author.

For the benefit of the doubt, we submitted the learned function given by those classifiers in real images of Pratheepan and SFA datasets. This experiment can help us to understand the ability of the learned model to generalize for upcoming non seen samples.

Dataset	Classifier	Precision	Recall	Specificity	F-measure
SFA	$k$ -NN	0.9322	0.5895	0.9835	0.7223
	SVM	0.9079	0.4839	0.9838	0.6314
Pratheepan	$k$ -NN	0.5930	0.7719	0.8568	0.6707
	SVM	0.6179	0.7259	0.8841	0.6675

**Table 5.6:** Results of the experiments with  $k$ -NN and SVM in the SFA and Pratheepan images datasets. Despite some of the measures are quite good, we can see that they are far way from the ones given during the training in Table 5.5, which says that the learned models do not have a good generalization.

## 5.4 Rule-based experiments

In this section we present some experimental evaluations of the proposed extensions described in sections 4.2 and 4.3, as well as the original method in four widely known datasets: SFA, Pratheepan, HGR and Compaq. The latest three of them have also been used in Brancati *et al.* (2017).

Table 5.7 shows quantitative result metrics of the experiments. Column 1 refers to the dataset used. Column 2 refers to the method being experimented: Original for the original hypothesis; Reverse refers to the reverse hypothesis with respect to  $P_{Cr_s}$  parameter; Combined refers to the combination of both of the former methods (see Sec. 4.2); Neighbors refers to the extension of the method using the neighborhood approach (see Sec. 4.3).

The original method was compared with six well known rule-based methods in literature using four different datasets, three of them, HGR, Pratheepan and Compaq, we have also been used here.

Dataset	Hypothesis	Precision	Recall	Specificity	F-measure
Compaq	Original	0.4354	<b>0.8046</b>	0.8046	0.5650
	Reverse	0.3971	0.7232	0.7921	0.5127
	Combined	<b>0.4906</b>	0.6251	<b>0.8856</b>	0.5498
	Neighbors	0.4708	0.7421	0.8463	<b>0.5761</b>
Pratheepan	Original	0.5513	<b>0.8199</b>	0.8230	0.6592
	Reverse	0.5249	0.7326	0.8188	0.6116
	Combined	<b>0.6681</b>	0.6683	<b>0.9164</b>	0.6682
	Neighbors	0.6280	0.7515	0.8871	<b>0.6843</b>
HGR	Original	0.8938	0.7664	0.9274	0.8252
	Reverse	0.7929	<b>0.8429</b>	0.8337	0.8171
	Combined	<b>0.8994</b>	0.6952	<b>0.9390</b>	0.7843
	Neighbors	0.8818	0.7935	0.9211	<b>0.8353</b>
SFA	Original	0.8636	0.4214	0.9692	0.5664
	Reverse	0.8563	<b>0.7730</b>	0.9381	<b>0.8125</b>
	Combined	<b>0.9288</b>	0.3958	<b>0.9894</b>	0.5551
	Neighbors	0.9176	0.5111	0.9826	0.6565

**Table 5.7:** Quantitative result metrics of the proposed enhancements and Brancati *et al.* (2017). For each dataset, we have four different applications: the original hypothesis with respect to  $P_{Cb_s}$ , the reverse hypothesis with respect to  $P_{Cr_s}$ , the one which combines both, and the extension using the neighborhood approach.

We applied the methods against a fourth dataset (SFA) to increase and strengthen the different number of samples tested.

Because the method had the best *F-measure* in the HGR and Pratheepan datasets in comparison with the other six methods and, in addition, because it performed the top first *Precision* in HGR and second in Pratheepan, we decided to compare the proposed extensions only to the original method.

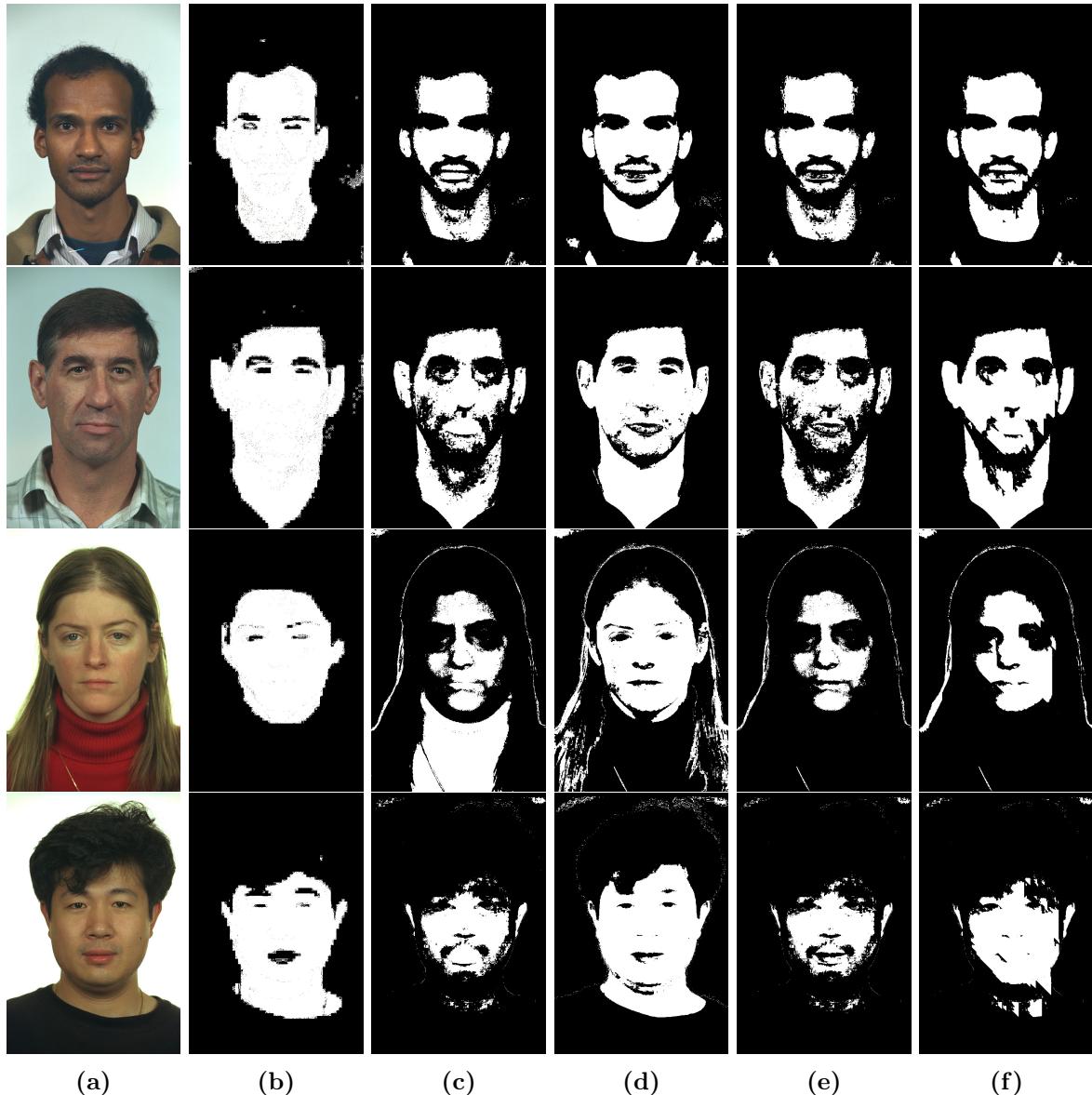
As one can see in Table 5.7, the reverse hypothesis performed better than the original method and achieved the best *Recall* in HGR and SFA. It also achieved the best *F-measure* in SFA with a 0.8125 rate, which gave almost 0.25 in gain compared to the original.

In general, the reverse method increased the *Recall* but did not perform well in *Precision* and *Specificity* measures. When we combined both methods, the best *Precision* and *Specificity* were achieved for all datasets but it loses some performance in *Recall*. However, it has very high *F-measure* rates.

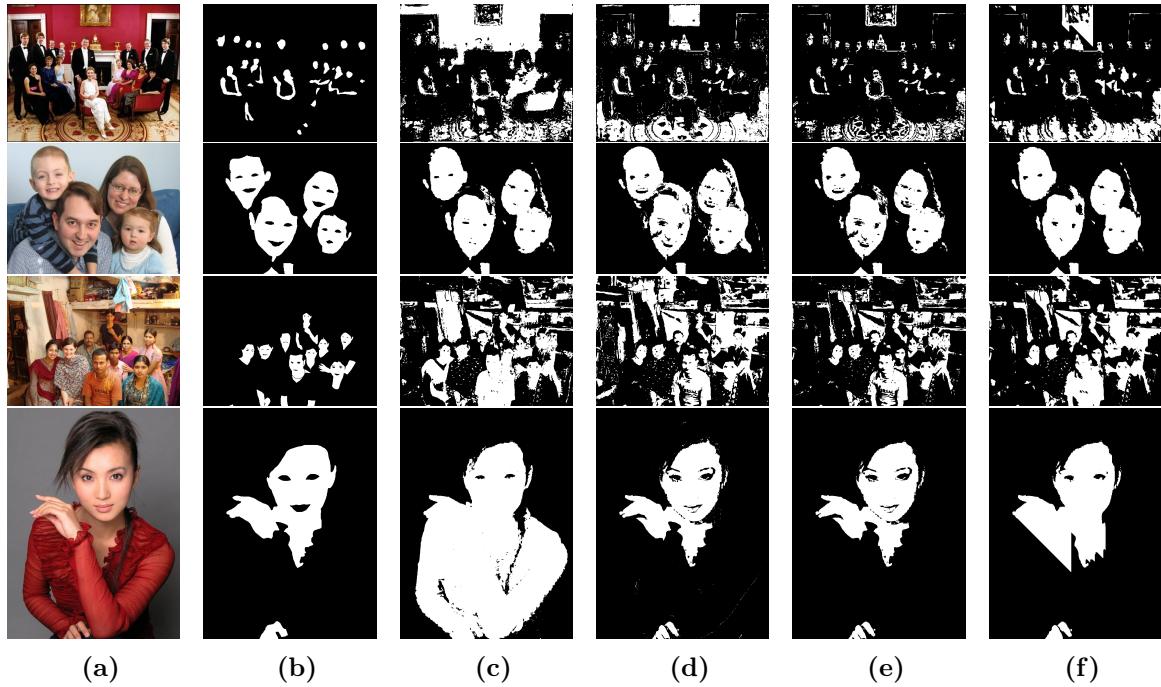
The combined method along with the neighborhood approach achieved the best *F-measure* in HGR and Pratheepan. Moreover, the other metrics still are in a very high rate for all datasets, being in the top second in almost cases.

Therefore, the combined and extended approaches are very competitive compared to the original method. Furthermore, all the variations of the original method are still computed in quadratic time, maintaining the desired computational efficiency that are useful in different application domains, mainly near real time systems (processing time of about 10ms for a typical image of dimensions 300x400).

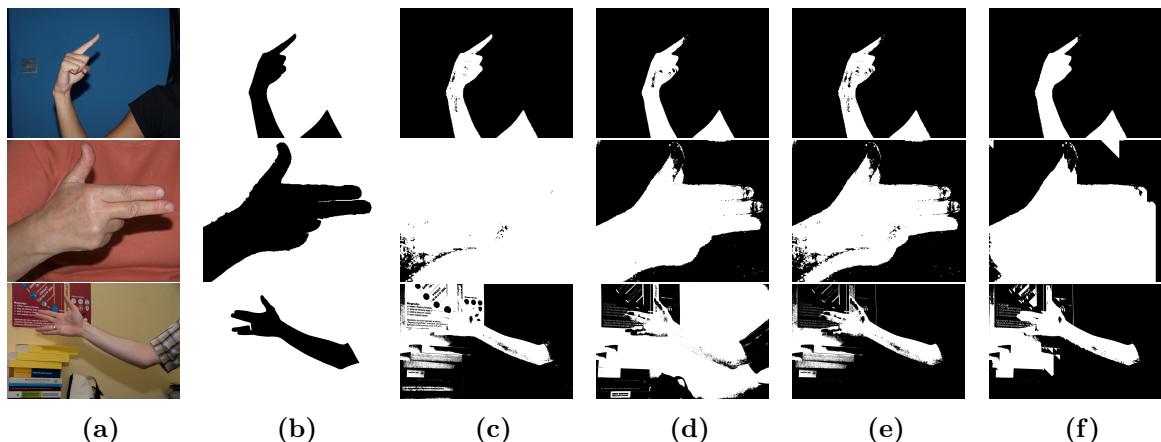
Figures 5.8, 5.9, 5.10 and 5.11, present some qualitative results with image samples in column (a) along with the results for each method tested. Column (b) presents the respective ground truth for each image in column (a), column (c) presents the original method Brancati *et al.* (2017) results, column (d) presents the respective reverse method results, column (e), the combined method results and column (f) the extended neighborhood method.



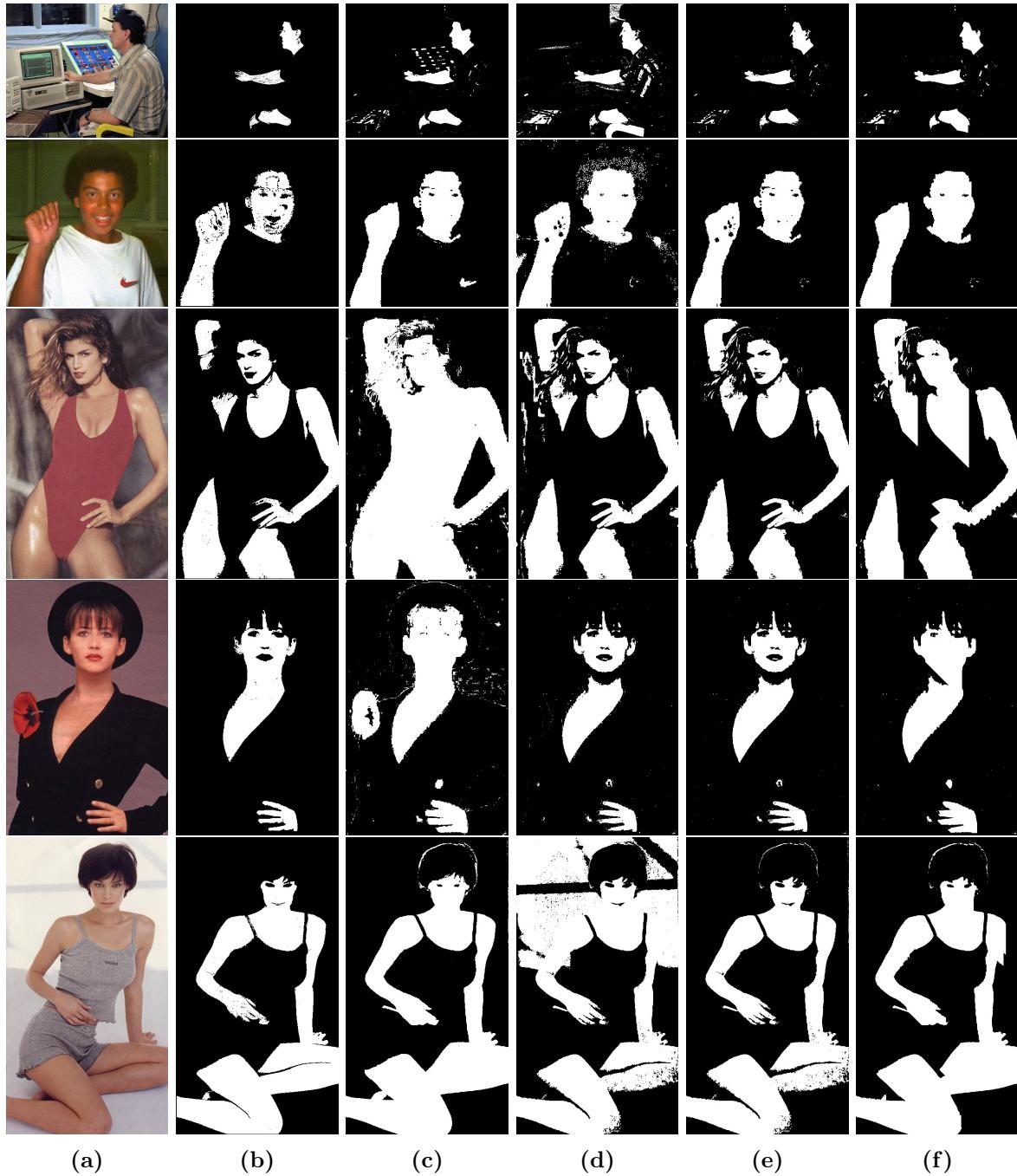
**Figure 5.8:** Image samples with the results of each method in SFA dataset: (a) original image (b) ground truth (c) original method [Brancati et al. \(2017\)](#) (d) reverse method (e) combined method (f) neighbors method.



**Figure 5.9:** Image samples with the results of each method in Pratheepan dataset: (a) original image (b) ground truth (c) original method Brancati et al. (2017) (d) reverse method (e) combined method (f) neighbors method.



**Figure 5.10:** Image samples with the results of each method in HGR dataset: (a) original image (b) ground truth (c) original method Brancati et al. (2017) (d) reverse method (e) combined method (f) neighbors method.



**Figure 5.11:** Image samples with the results of each method in Compaq dataset: (a) original image (b) ground truth (c) original method Brancati *et al.* (2017) (d) reverse method (e) combined method (f) neighbors method.

## 5.5 Supplementary neighborhood operations experiments

In this section we will show some experimental results of the supplementary neighborhood adaptation described in section 4.4. In short, we basically scan the image, with a size of  $W \times H$ , in the raster order, and apply the original and reverse rules for every single pixel. We keep the result in a matrix of the same size ( $W \times H$ ) of the input image. For each coordinate of this output matrix, we will have a two positions vector with the result of the original and reverse rules answer for this pixel. Finally, we count those answers in four different strategies. The results can be seen in table 5.8.

Dataset	Hypothesis (Neighbors)	Precision	Recall	Specificity	F-measure
Compaq	AND	<b>0.5121</b>	0.6252	<b>0.8941</b>	0.5630
	OR	0.3786	<b>0.9037</b>	0.7203	0.5336
	$P_{Cr_s}$ only	0.4132	0.7254	0.8032	0.5265
	$P_{Cb_s}$ only	0.4478	0.8053	0.8120	<b>0.5755</b>
Pratheepan	AND	<b>0.6731</b>	0.6789	<b>0.9127</b>	<b>0.6760</b>
	OR	0.4624	<b>0.8837</b>	0.7321	0.6072
	$P_{Cr_s}$ only	0.5285	0.7414	0.8163	0.6171
	$P_{Cb_s}$ only	0.5630	0.8218	0.8292	0.6682
HGR	AND	<b>0.9007</b>	0.7203	<b>0.9378</b>	0.8005
	OR	0.7978	<b>0.9084</b>	0.8238	<b>0.8495</b>
	$P_{Cr_s}$ only	0.7937	0.8600	0.8331	0.8256
	$P_{Cb_s}$ only	0.8818	0.7935	0.9211	0.8353
SFA	AND	<b>0.9345</b>	0.3947	<b>0.9899</b>	0.5549
	OR	0.8345	<b>0.8181</b>	0.9176	0.8262
	$P_{Cr_s}$ only	0.8612	0.7922	0.9375	0.8252
	$P_{Cb_s}$ only	0.8953	0.7690	0.9286	<b>0.8273</b>

**Table 5.8:** Quantitative result metrics of the proposed supplementary neighborhood adaptation. For each dataset, we have four different applications of the neighbors operations, respectively: applying an AND between the original and reverse rules, applying an OR between the original and reverse rules, considering the  $P_{Cr_s}$  (reverse) only, and considering the  $P_{Cb_s}$  (original) only.

It is worth mentioning that the goal here is to explore better the connectivity of the 8-neighbors window and check, on the basis of a symmetric mask window, if the *diagonal effect* is gone as well as the measures are improved. Therefore, we are not worried about the additional computational cost taken to scan the image one more time. Even though, this implementation can be enhanced by, for instance, keeping the latest three lines of the image scanned in memory to be verified by the 8-neighbors window backward to have a final decision when evaluating a pixel.

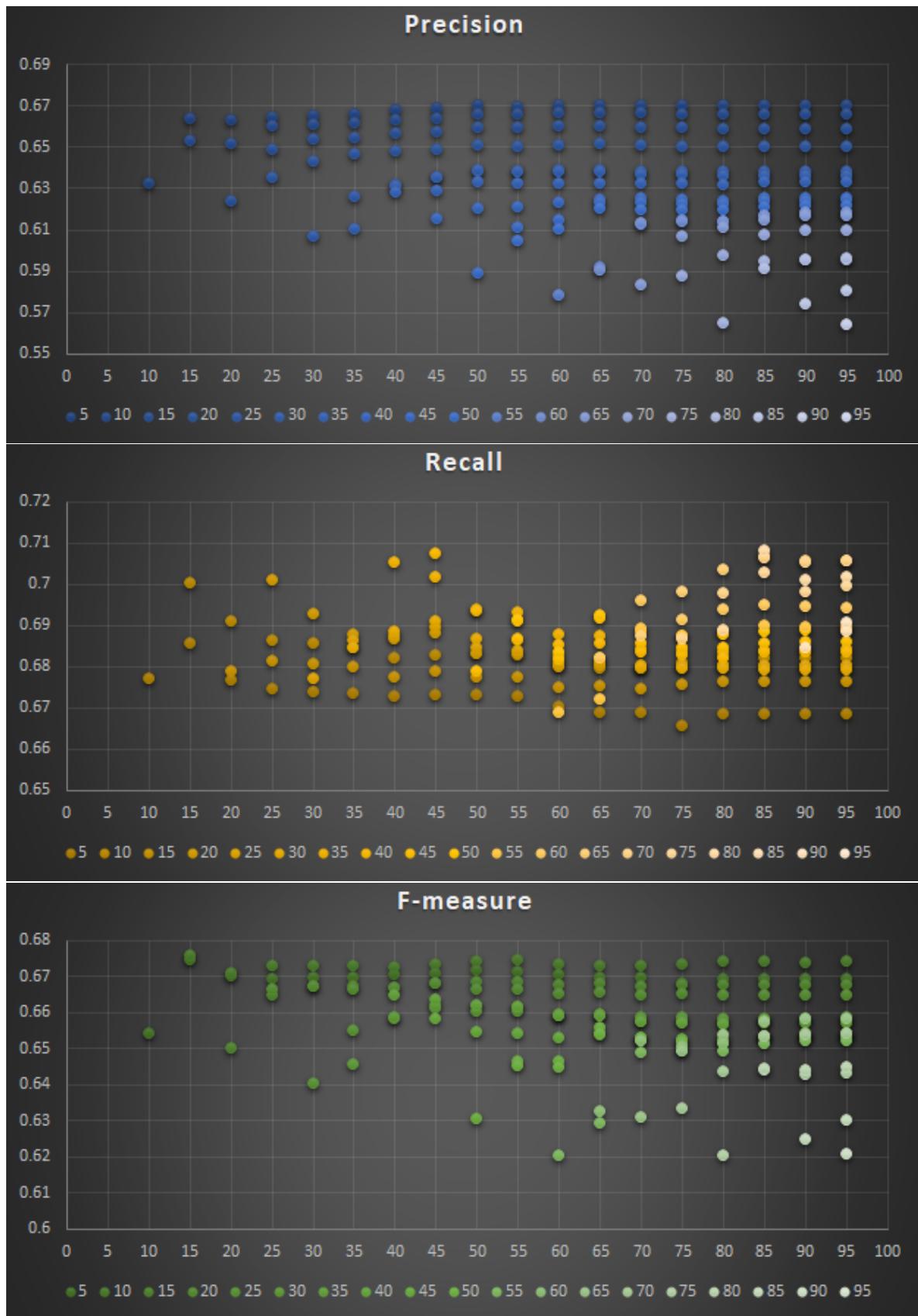
From the table 5.8 we can see that the application of the neighborhood approach using AND gives us the best precision and specificity in all datasets. On the other hand, we lost performance in the recall in relation to the others approaches. Speaking of recall, the loss is in the order of 20% up to 30% in the Compaq, Pratheepan and HGR datasets, and approximately 50% in the SFA.

Clearly there is a trade-off between increasing precision and decreasing recall and vice versa, just as in the experiments done in section 5.4 with all methods. When we use a more relaxed rule, as in the case of the OR or the isolated rules, we get a better recall, but there is also an abrupt drop in precision and specificity. Another side effect of this phenomenon is to increase the false positive rate.

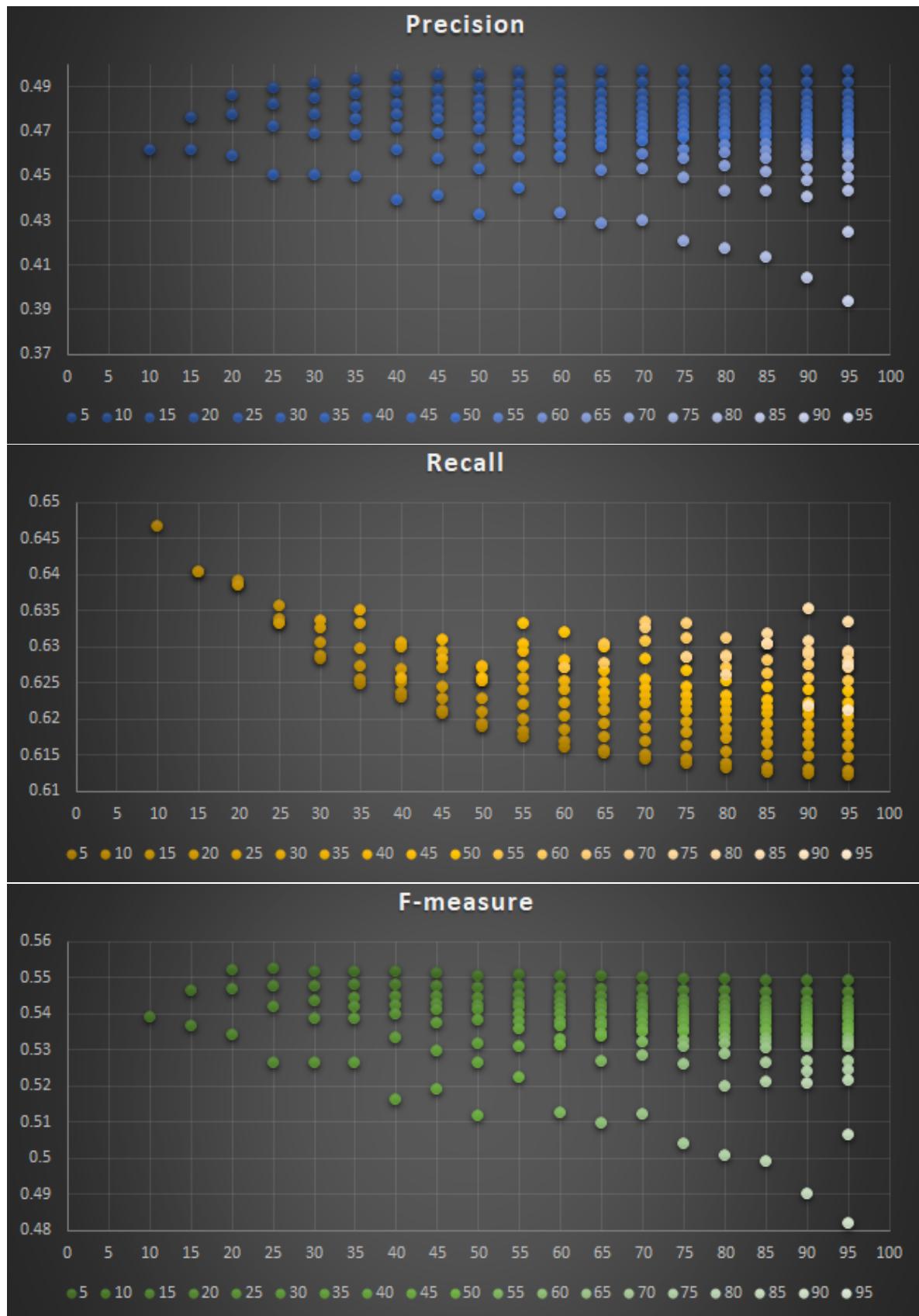
The AND conjunction approach is most similar to that implemented in neighborhood extended method (see Sec. 4.3). The results obtained by that approach show low variability in relation to the adaptations shown in the experiments in this section. Therefore, for the sake of implementation, the approach given in the neighborhood implementation may be a good starting point. Nevertheless,

we can apply some other complementary technique, such as weights in the pixels, to measure those more or less relevant to the decision making in the neighborhood. This can potentially diminish the effect of this trade-off and obtain more harmonic measures while removing the undesired *diagonal effect*.

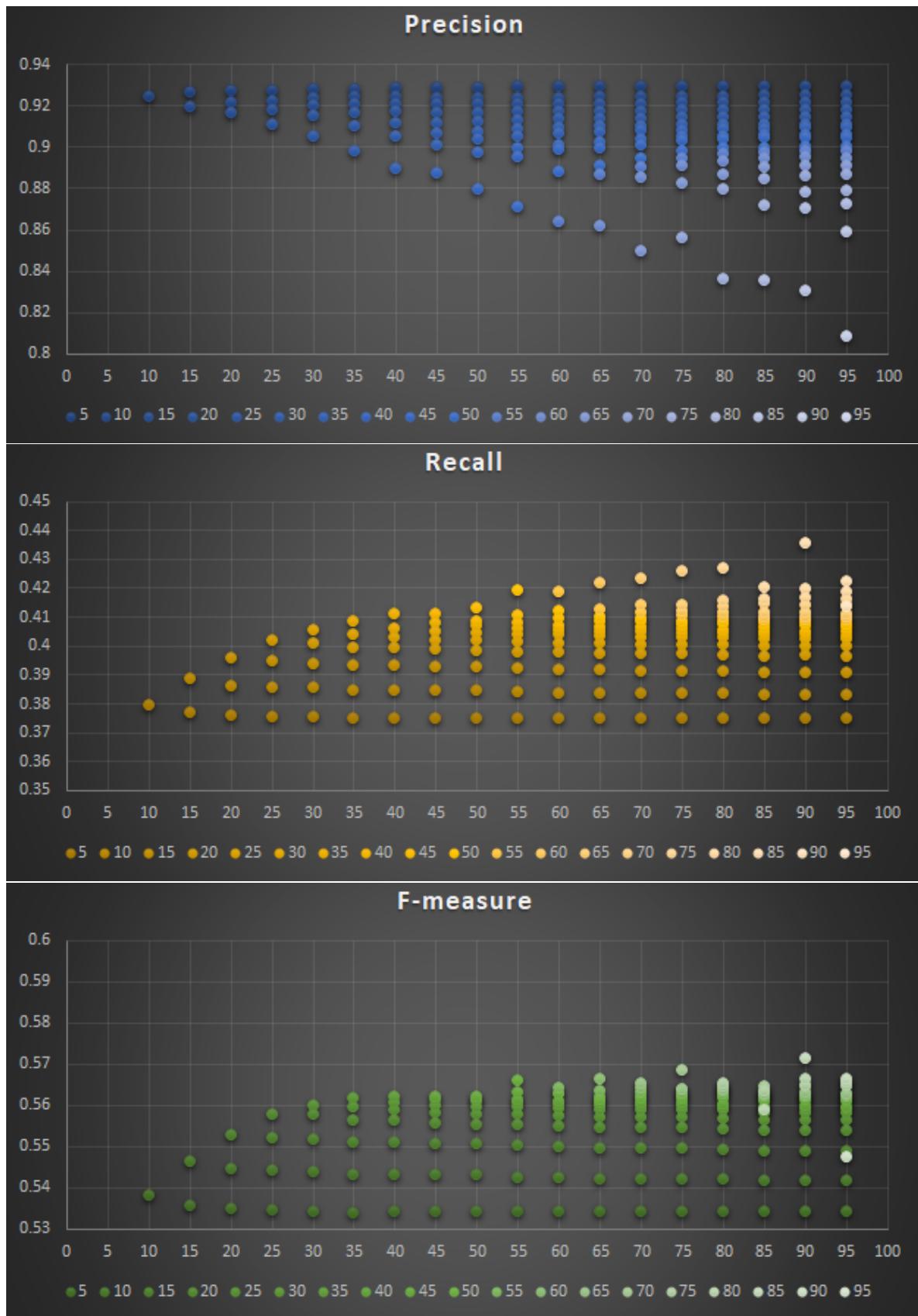
## 5.6 Grid search parameters experiments



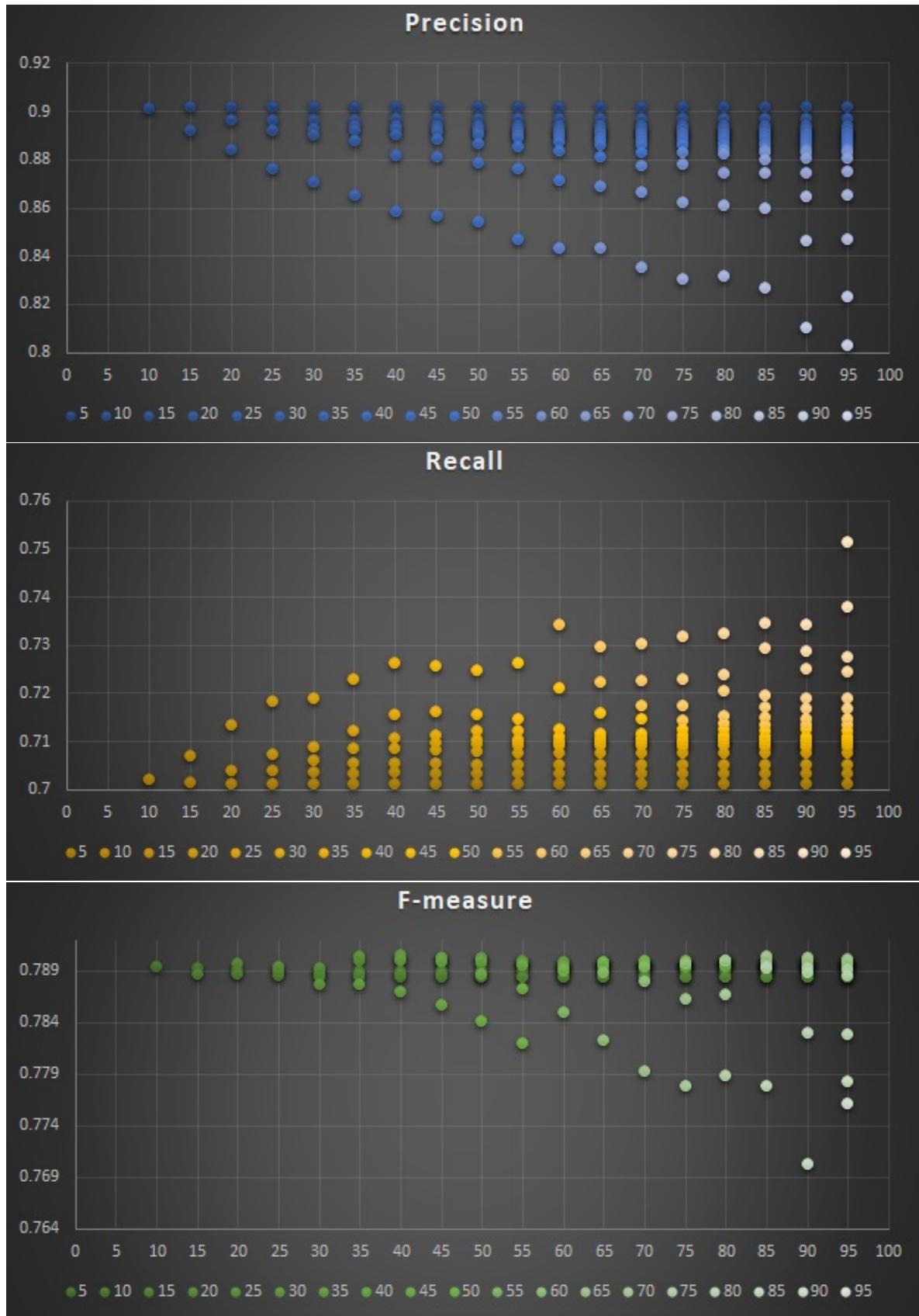
**Figure 5.12:** Scatter plot with the quality measures for grid search parameters in Pratheepan dataset. In y axis we have the measure for each combination. In x axis we are varying the y maximum percentile. Each series represent a fixed y minimum percentile.



**Figure 5.13:** Scatter plot with the quality measures for grid search parameters in Compaq dataset. In y axis we have the measure for each combination. In x axis we are varying the y maximum percentile. Each series represent a fixed y minimum percentile.



**Figure 5.14:** Scatter plot with the quality measures for grid search parameters in SFA dataset. In y axis we have the measure for each combination. In x axis we are varying the y maximum percentile. Each series represent a fixed y minimum percentile.



**Figure 5.15:** Scatter plot with the quality measures for grid search parameters in HGR dataset. In y axis we have the measure for each combination. In x axis we are varying the y maximum percentile. Each series represent a fixed y minimum percentile.

# Chapter 6

## Conclusions

We started this thesis by describing the problem of skin detection, explaining our motivation and determining our main objectives. Further, we reviewed the literature with a large number of works of skin detection based on color information, comparing their differences in terms of techniques and classifiers, mainly from the point of view of performance, color models, skin color modeling and datasets. Next, we stated the theoretical concepts that apply to this research where we briefly showed some techniques from image processing and computer vision fields used during the project, such as color space transformation, human skin segmentation and understanding, etc. Then, we reviewed the method proposed by [Brancati et al. \(2017\)](#) and we added new variations of it. Also, we showed an implementation of a grid search strategy to figure out the best combination of parameters to the method. Finally, we presented some experimental evaluations of the proposed extensions along with the original method in four widely known datasets: SFA, Pratheepan, HGR, and Compaq.

This chapter comes this thesis to an end by addressing our conclusions regarding our research, objectives, and contributions. In section [6.1](#) we review the schedule defined at the time of Examining Committee, that took place on December 2016. Furthermore, we do a brief summary of the whole time line of this research project. In section [6.2](#) we sum up the final considerations. Lastly, in section [6.3](#) we compile the set of future work that can potentially bring our research even closer to better solutions.

### 6.1 Work plan

The credits in the required subjects for the master's program in Computer Science at IME-USP were fulfilled from March 2015 until June 2016, according to the table [6.1](#). In the middle of 2015, we started the bibliographic research for the development of this project. During this period up to the examining committee, preliminary experiments were carried out which served as a basis for subsequent steps. It is worth mentioning that the most important recommendation was done by a Committee's member, Prof. Dr. Roberto Marcondes, who has indicated for us the fundamental related paper of this work.

Code	Name	Conclusion
MAC5832	Machine Learning: Models, Algorithms and Applications	Jun/2015
MAC5744	Introduction to Computer Graphics	Jun/2015
MAC5768	Computer Vision and Image Processing - Part I	Jun/2015
MAC5711	Analysis of Algorithms	Nov/2015
MAC6914	Learning Methods in Computer Vision	Nov/2015
MAC4722	Languages, Automata and Computability	Jun/2016
MAC5714	Object-Oriented Programming	Jun/2016

**Table 6.1:** Subjects taken in the course of the master's program in Computer Science at IME-USP.

The suggestions and recommendations of the Examining Committee were considered and reflected in the tasks bellow, represented in the schedule available in Table [6.2](#). We will briefly describe

what has happened with each one since then.

1. **Review additional work:** other related work must be added to our project, mainly related to *kernel* methods, which will serve as a basis for understanding and studying the *kernels* technique in *fuzzy* sets proposed by Guevara *et al.* (2014).
2. **Incorporate new datasets:** this task consists of analyzing and integrating new datasets to the project for use in experiments, both of skin color-image datasets as well as others of color images where the classification of interval data can be applied.
3. **Investigate appropriate features for interval data classifiers:** the classifiers trained during the preliminary experiments stage consisted only of the color information of the image, regardless of the chosen color space. Therefore, this task aims to understand the role of other attributes, such as texture and local characteristics, during training and whether the inclusion of such attributes, in fact, can lead to performance improvement.
4. **Develop new tools:** new tools must be developed to support subsequent experiments, such as the grid search implemented for *FuzzyDT* parameter optimization. All software created by this research project will be made available to the entire scientific community in open source code format.
5. **Design new experiments:** based on established tools and datasets, develop and run new experiments.
6. **Analysis of results:** the results obtained must be evaluated and reported in the research project and in publications to be carried out. Eventually, fixes on tools or experiments developed will also be aggregated at this stage.
7. **Publish results:** scientific papers with the results obtained must be published in magazines or conferences on image processing, classification or other areas related to the context of the research.
8. **Write the thesis:** the thesis must be written once previous task have been completed, mainly in relation to the experiments and analysis of results, which will provide consolidated data for the conclusion of the research project.

Task	Months 2016/2017										
	Dec	Jan	Feb	Mar	Apr	Mai	Jun	Jul	Aug	Sep	Oct
1	X	X	X								
2	X	X									
3		X	X								
4			X	X	X	X					
5					X	X	X				
6						X	X	X			
7							X	X			
8								X	X	X	X

**Table 6.2:** Schedule of planned tasks at the time of Examining Committee.

We were trying to apply classification based on interval data for the problem of skin detection until the Examining Committee. That is why the definition of tasks #1 and #3. Even though we had to add new papers to be read, they were related to rule-based methods. In addition, task #2 proved to make sense since three new datasets have been incorporated in the project: Pratheepan, HGR, and Compaq.

One of the methods we explored for data interval classification was the *FuzzyDT* (*Fuzzy Decision Tree*) proposed by [Cintra et al. \(2013\)](#). As aforementioned, we moved to a different approach, but we also have developed new algorithms, such as the methods described in Chapter 4, as well as new tools to process the datasets, binarize images, and a visualization web application for the problem of skin detection<sup>1</sup>, which is compliant with task #4. Based on the new methods, we also performed new experiments (task #5), analyzed the results (task #6), and published them (task #7) according to the plan. The latest task (#8) was to exactly write this thesis.

It is worth noting that the plan has been shifted ahead for a couple of months. Basically, due to the time we had taken to implement the grid search for the parameters tuning and the supplementary neighborhood operations. The conference paper also took some additional time to review, fix recommendations, prepare, and present.

## 6.2 Final considerations

Human skin segmentation is still a unsolved problem, mainly for the case of real time applications. In [Brancati et al. \(2017\)](#), a surprisingly simple and clever method has been presented and it established a new tier.

We reproduced the original experiments and also checked if the same patterns were presented in RGB, HSV, and Lab color spaces, or other applications as finding tree leaves but the results were not consistent as the original approach for human skin using YCbCr space.

In this research project, we introduced two extensions based on a hypothesis that the original rule could be reversed and also taking in consideration that a human skin pixel does not appear isolated. A third extension combines the original rule with the reversed one in a more strengthen method in terms of precision. All these extensions are simple and do not hurt the efficiency of the original method.

We tested the extensions in four standard public datasets and the experiments show that our methods improve the accuracy of skin detection, even when there exists a huge variation in ethnicity and illumination. Moreover, our approach proved to be very competitive, outperforming alternative state-of-the-art work.

Our results confirm that skin color is an extremely powerful cue for detecting human skin in unconstrained imagery. Other local properties can be experimented to be used in a future work, along with the methods presented here, such as texture, shape, geometry, and other neighborhood operations.

Thus, we can say that the main objective of this research – create or improve new methods for skin detection, according to the rule-based approach – has been successfully completed. More specifically, the main objective to achieve improvements in the method proposed by [Brancati et al. \(2017\)](#) by reducing the false positive rate.

In addition, we have accomplished the secondary objectives by publishing a paper in VISAPP conference as well as completing completing the master's degree in three years and one month, extremely close to the time line set in the beginning of this journey.

## 6.3 Future work

In the future, extended works could explore further the connectivity of the skin pixels and, because there is so far no explanation why the original method works so well, it would be valuable to statistically analyze the shape of the trapezoids on the YCbCr space and try to correlate with the classification accuracy.

Our intuition, based on the experimental results, says that trapezoids features such as size, area, symmetry and others, could be used to establish a relation with the classification accuracy.

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<sup>1</sup>Available at <https://bitbucket.org/rodrigoadfaria/skin-detector-ws>.

Moreover, if this relationship exists, the shape of the trapezoids could be previously processed, for instance by filtering image illumination, to obtain better classification results.

We have also implemented a tentative to explain part of the parameters selection in section 5.6. However, additional experiments can be made on this topic. A good suggestion would involve a new method to learn the best parameters of the trapezoids.

We have checked if the same patterns were presented in RGB, HSV, and Lab color spaces, the results were not consistent as the original approach for human skin using YCbCr space. However, a surprisingly comparison between different color spaces in Chaves-González *et al.* (2010) suggests that YCgCr is a very good candidate for this problem. In fact, YCbCr and YCgCr color spaces are very similar. Therefore, if one finds out the same patterns (trapezoids shapes) appear in this space, he/she could obtain a better result, because green color is quite better than blue color to detect skin color, so it is a very worthwhile change.

## Appendix A

# Trapezoids Parameters Tuning Results

In this appendix we present the results of the grid search algorithm applied on each of the four datasets described in section 5.1. We only applied the combined rules method, once the trapezoids parameters definition do not change among the different methods, as described in chapter 4. Every table is sorted by *F-measure*, *Precision* and *Recall*, respectively. The results are presented in Tables A.1, A.2 for Pratheepan, SFA, HGR and Compaq, respectively.

**Table A.1:** Trapezoids parameters tuning results for Pratheepan dataset and combined rules.

Y_min	Y_max	Precision	Recall	Specificity	F-measure
10	15	0.6531	0.7001	0.9066	0.6758
5	15	0.6639	0.6857	0.9133	0.6746
10	55	0.6660	0.6829	0.9137	0.6744
10	50	0.6657	0.6832	0.9134	0.6743
10	80	0.6659	0.6824	0.9138	0.6741
10	85	0.6659	0.6822	0.9138	0.6740
10	95	0.6659	0.6822	0.9138	0.6740
10	90	0.6659	0.6822	0.9138	0.6739
10	75	0.6663	0.6809	0.9139	0.6735
10	60	0.6665	0.6804	0.9138	0.6733
10	45	0.6639	0.6829	0.9131	0.6733
10	65	0.6665	0.6796	0.9139	0.6730
10	30	0.6609	0.6855	0.9129	0.6730
10	25	0.6600	0.6865	0.9128	0.6730
10	70	0.6664	0.6794	0.9139	0.6728
10	35	0.6615	0.6845	0.9129	0.6728
10	40	0.6631	0.6820	0.9132	0.6724
5	50	0.6701	0.6733	0.9165	0.6717
5	55	0.6698	0.6728	0.9166	0.6713
5	45	0.6686	0.6731	0.9163	0.6709
10	20	0.6517	0.6911	0.9053	0.6708
5	60	0.6704	0.6704	0.9168	0.6704
5	40	0.6679	0.6727	0.9164	0.6703
5	20	0.6631	0.6768	0.9151	0.6699
5	65	0.6705	0.6690	0.9168	0.6698
5	35	0.6660	0.6736	0.9161	0.6698
5	70	0.6704	0.6690	0.9168	0.6697
5	30	0.6654	0.6739	0.9161	0.6696
5	95	0.6701	0.6686	0.9169	0.6693
5	90	0.6700	0.6686	0.9169	0.6693
5	80	0.6700	0.6685	0.9169	0.6693
5	25	0.6643	0.6744	0.9159	0.6693
5	85	0.6700	0.6684	0.9169	0.6692
15	50	0.6598	0.6774	0.9114	0.6685
15	55	0.6596	0.6775	0.9114	0.6685

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**Table A.1 – continued from previous page**

<b>Y_min</b>	<b>Y_max</b>	<b>Precision</b>	<b>Recall</b>	<b>Specificity</b>	<b>F-measure</b>
15	65	0.6605	0.6754	0.9117	0.6679
15	45	0.6572	0.6790	0.9107	0.6679
20	45	0.6487	0.6882	0.8992	0.6679
5	75	0.6701	0.6656	0.9169	0.6678
15	80	0.6591	0.6764	0.9116	0.6677
15	60	0.6604	0.6748	0.9117	0.6676
15	75	0.6596	0.6758	0.9117	0.6676
15	90	0.6591	0.6764	0.9116	0.6676
15	95	0.6591	0.6763	0.9116	0.6676
15	85	0.6591	0.6762	0.9116	0.6675
15	70	0.6597	0.6747	0.9117	0.6671
15	35	0.6546	0.6800	0.9090	0.6671
15	30	0.6542	0.6805	0.9091	0.6671
20	30	0.6432	0.6927	0.9008	0.6670
15	40	0.6567	0.6774	0.9109	0.6669
20	40	0.6479	0.6868	0.8991	0.6668
20	55	0.6506	0.6832	0.9002	0.6665
20	35	0.6466	0.6876	0.9017	0.6665
20	25	0.6352	0.7010	0.8913	0.6665
20	50	0.6507	0.6830	0.9001	0.6664
20	65	0.6514	0.6804	0.9005	0.6656
20	60	0.6512	0.6799	0.9005	0.6652
20	75	0.6506	0.6800	0.9006	0.6650
20	80	0.6503	0.6802	0.9006	0.6649
20	70	0.6507	0.6796	0.9006	0.6648
20	90	0.6503	0.6800	0.9006	0.6648
20	95	0.6503	0.6800	0.9006	0.6648
20	85	0.6502	0.6799	0.9006	0.6647
15	25	0.6486	0.6814	0.9043	0.6646
35	40	0.6285	0.7051	0.8886	0.6646
35	45	0.6292	0.7015	0.8830	0.6634
5	5	0.5603	0.8123	0.8339	0.6632
10	10	0.5603	0.8123	0.8339	0.6632
15	15	0.5603	0.8123	0.8339	0.6632
20	20	0.5603	0.8123	0.8339	0.6632
25	25	0.5603	0.8123	0.8339	0.6632
30	30	0.5603	0.8123	0.8339	0.6632
35	35	0.5603	0.8123	0.8339	0.6632
40	40	0.5603	0.8123	0.8339	0.6632
45	45	0.5603	0.8123	0.8339	0.6632
50	50	0.5603	0.8123	0.8339	0.6632
55	55	0.5603	0.8123	0.8339	0.6632
60	60	0.5603	0.8123	0.8339	0.6632
65	65	0.5603	0.8123	0.8339	0.6632
70	70	0.5603	0.8123	0.8339	0.6632
75	75	0.5603	0.8123	0.8339	0.6632
80	80	0.5603	0.8123	0.8339	0.6632
85	85	0.5603	0.8123	0.8339	0.6632
90	90	0.5603	0.8123	0.8339	0.6632
95	95	0.5603	0.8123	0.8339	0.6632
30	50	0.6390	0.6868	0.8917	0.6620
35	50	0.6330	0.6937	0.8855	0.6620
30	45	0.6354	0.6908	0.8902	0.6619
35	55	0.6324	0.6932	0.8858	0.6614
30	55	0.6380	0.6863	0.8916	0.6613
25	45	0.6351	0.6896	0.8903	0.6612
25	50	0.6380	0.6844	0.8917	0.6604
25	55	0.6381	0.6839	0.8923	0.6602
30	65	0.6384	0.6821	0.8921	0.6595

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**Table A.1 – continued from previous page**

<b>Y_min</b>	<b>Y_max</b>	<b>Precision</b>	<b>Recall</b>	<b>Specificity</b>	<b>F-measure</b>
30	60	0.6382	0.6823	0.8921	0.6595
25	65	0.6388	0.6808	0.8926	0.6591
25	60	0.6387	0.6805	0.8926	0.6589
35	65	0.6326	0.6874	0.8864	0.6589
35	60	0.6323	0.6879	0.8863	0.6589
30	40	0.6314	0.6885	0.8892	0.6587
25	75	0.6382	0.6802	0.8927	0.6585
25	70	0.6382	0.6801	0.8927	0.6585
25	95	0.6379	0.6803	0.8927	0.6585
25	80	0.6379	0.6803	0.8927	0.6584
25	90	0.6379	0.6803	0.8927	0.6584
25	85	0.6379	0.6802	0.8927	0.6584
25	40	0.6316	0.6874	0.8892	0.6583
40	45	0.6155	0.7074	0.8717	0.6583
65	90	0.6167	0.7057	0.8771	0.6582
65	95	0.6165	0.7057	0.8771	0.6581
35	90	0.6334	0.6842	0.8892	0.6578
35	95	0.6334	0.6842	0.8891	0.6578
35	85	0.6334	0.6840	0.8892	0.6578
30	70	0.6367	0.6798	0.8921	0.6576
30	75	0.6367	0.6796	0.8921	0.6575
65	85	0.6147	0.7065	0.8772	0.6574
35	70	0.6324	0.6843	0.8886	0.6573
30	80	0.6364	0.6794	0.8921	0.6572
30	95	0.6364	0.6793	0.8921	0.6572
30	90	0.6363	0.6793	0.8921	0.6571
30	85	0.6363	0.6792	0.8921	0.6571
35	75	0.6323	0.6836	0.8887	0.6570
35	80	0.6316	0.6833	0.8885	0.6564
45	65	0.6234	0.6915	0.8812	0.6557
25	35	0.6261	0.6864	0.8907	0.6549
40	50	0.6203	0.6933	0.8798	0.6547
50	65	0.6201	0.6925	0.8793	0.6543
60	90	0.6185	0.6944	0.8791	0.6543
40	55	0.6212	0.6909	0.8806	0.6542
5	10	0.6325	0.6772	0.8971	0.6541
70	95	0.6097	0.7056	0.8744	0.6541
60	95	0.6183	0.6942	0.8791	0.6540
40	65	0.6249	0.6857	0.8829	0.6539
65	80	0.6108	0.7035	0.8754	0.6539
70	90	0.6096	0.7053	0.8741	0.6539
45	95	0.6243	0.6859	0.8845	0.6536
45	90	0.6242	0.6858	0.8844	0.6535
50	95	0.6216	0.6889	0.8826	0.6535
50	90	0.6216	0.6888	0.8826	0.6535
60	85	0.6167	0.6949	0.8791	0.6535
70	85	0.6078	0.7064	0.8742	0.6534
45	85	0.6239	0.6856	0.8844	0.6533
40	90	0.6253	0.6836	0.8853	0.6532
40	95	0.6253	0.6836	0.8853	0.6532
50	85	0.6213	0.6886	0.8826	0.6532
40	85	0.6253	0.6833	0.8854	0.6530
40	60	0.6235	0.6854	0.8827	0.6530
45	70	0.6232	0.6857	0.8841	0.6529
40	70	0.6250	0.6833	0.8851	0.6528
40	75	0.6247	0.6826	0.8850	0.6524
45	75	0.6228	0.6845	0.8841	0.6522
50	70	0.6197	0.6883	0.8817	0.6522
45	80	0.6225	0.6847	0.8840	0.6521

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**Table A.1 – continued from previous page**

<b>Y_min</b>	<b>Y_max</b>	<b>Precision</b>	<b>Recall</b>	<b>Specificity</b>	<b>F-measure</b>
55	90	0.6185	0.6896	0.8810	0.6521
55	95	0.6184	0.6897	0.8809	0.6521
60	70	0.6135	0.6960	0.8771	0.6521
50	80	0.6198	0.6876	0.8821	0.6520
50	75	0.6199	0.6873	0.8820	0.6518
40	80	0.6236	0.6821	0.8848	0.6516
60	80	0.6139	0.6937	0.8779	0.6514
55	85	0.6167	0.6898	0.8810	0.6512
60	75	0.6142	0.6912	0.8775	0.6504
15	20	0.6239	0.6787	0.8888	0.6502
65	75	0.6071	0.6980	0.8749	0.6494
55	75	0.6149	0.6873	0.8804	0.6491
55	80	0.6142	0.6883	0.8803	0.6491
55	70	0.6128	0.6890	0.8795	0.6487
45	60	0.6147	0.6818	0.8813	0.6466
45	55	0.6109	0.6866	0.8787	0.6465
30	35	0.6107	0.6845	0.8833	0.6455
50	55	0.6047	0.6913	0.8755	0.6451
50	60	0.6103	0.6836	0.8787	0.6449
80	95	0.5963	0.7015	0.8735	0.6446
80	85	0.5911	0.7082	0.8652	0.6443
75	85	0.5944	0.7028	0.8739	0.6441
80	90	0.5956	0.7008	0.8729	0.6439
70	80	0.5972	0.6977	0.8744	0.6436
75	95	0.5954	0.6994	0.8734	0.6433
75	90	0.5954	0.6982	0.8733	0.6427
25	30	0.6070	0.6769	0.8884	0.6401
70	75	0.5876	0.6867	0.8810	0.6333
60	65	0.5901	0.6819	0.8761	0.6327
65	70	0.5834	0.6873	0.8742	0.6311
45	50	0.5889	0.6787	0.8739	0.6306
85	95	0.5807	0.6883	0.8829	0.6300
55	65	0.5915	0.6719	0.8777	0.6291
85	90	0.5743	0.6847	0.8797	0.6247
90	95	0.5640	0.6905	0.8703	0.6209
75	80	0.5646	0.6887	0.8621	0.6205
55	60	0.5786	0.6688	0.8751	0.6204

**Table A.2: Trapezoids parameters tuning results for SFA dataset and combined rules.**

<b>Y_min</b>	<b>Y_max</b>	<b>Precision</b>	<b>Recall</b>	<b>Specificity</b>	<b>F-measure</b>
5	5	0.9319	0.6567	0.9789	0.7705
10	10	0.9319	0.6567	0.9789	0.7705
15	15	0.9319	0.6567	0.9789	0.7705
20	20	0.9319	0.6567	0.9789	0.7705
25	25	0.9319	0.6567	0.9789	0.7705
30	30	0.9319	0.6567	0.9789	0.7705
35	35	0.9319	0.6567	0.9789	0.7705
40	40	0.9319	0.6567	0.9789	0.7705
45	45	0.9319	0.6567	0.9789	0.7705
50	50	0.9319	0.6567	0.9789	0.7705
55	55	0.9319	0.6567	0.9789	0.7705
60	60	0.9319	0.6567	0.9789	0.7705
65	65	0.9319	0.6567	0.9789	0.7705
70	70	0.9319	0.6567	0.9789	0.7705
75	75	0.9319	0.6567	0.9789	0.7705

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**Table A.2 – continued from previous page**

<b>Y_min</b>	<b>Y_max</b>	<b>Precision</b>	<b>Recall</b>	<b>Specificity</b>	<b>F-measure</b>
80	80	0.9319	0.6567	0.9789	0.7705
85	85	0.9319	0.6567	0.9789	0.7705
90	90	0.9319	0.6567	0.9789	0.7705
95	95	0.9319	0.6567	0.9789	0.7705
85	90	0.8302	0.4357	0.9532	0.5714
70	75	0.8558	0.4256	0.9664	0.5685
80	90	0.8703	0.4198	0.9747	0.5664
85	95	0.8593	0.4223	0.9699	0.5663
60	65	0.8617	0.4216	0.9696	0.5662
50	55	0.8708	0.4192	0.973	0.566
80	95	0.8723	0.4186	0.9756	0.5657
75	80	0.8363	0.4271	0.9612	0.5654
65	70	0.8497	0.4233	0.9677	0.5651
75	90	0.8779	0.4166	0.9793	0.565
75	95	0.8786	0.4162	0.9794	0.5648
70	90	0.8864	0.4143	0.9815	0.5647
70	95	0.8868	0.4139	0.9815	0.5644
70	85	0.8843	0.4144	0.9811	0.5644
70	80	0.8793	0.4156	0.9798	0.5644
60	70	0.8853	0.4141	0.9822	0.5643
55	60	0.8643	0.4189	0.9739	0.5643
65	80	0.8871	0.4134	0.9819	0.564
65	75	0.8826	0.4143	0.9809	0.5639
60	75	0.891	0.4123	0.9836	0.5638
60	80	0.8935	0.4116	0.9839	0.5636
75	85	0.8721	0.4162	0.9783	0.5635
55	65	0.8865	0.4127	0.9824	0.5633
45	55	0.895	0.4108	0.9838	0.5631
65	90	0.8909	0.4115	0.9831	0.563
55	70	0.8906	0.4116	0.9831	0.563
50	60	0.8882	0.412	0.9819	0.5629
65	85	0.89	0.4115	0.9829	0.5628
55	80	0.8968	0.41	0.9843	0.5627
55	75	0.8948	0.4104	0.9841	0.5627
65	95	0.891	0.4112	0.9832	0.5627
45	60	0.8988	0.4094	0.9847	0.5626
60	90	0.895	0.4102	0.9841	0.5625
60	95	0.8949	0.41	0.9841	0.5624
60	85	0.8946	0.4102	0.984	0.5624
55	90	0.898	0.4092	0.9846	0.5622
35	40	0.8894	0.411	0.981	0.5622
40	45	0.8878	0.4112	0.9814	0.5621
45	65	0.8996	0.4087	0.9849	0.562
55	95	0.8979	0.409	0.9846	0.562
55	85	0.8976	0.4091	0.9845	0.562
45	50	0.8796	0.4129	0.9797	0.562
45	75	0.9035	0.4077	0.9857	0.5619
45	70	0.9008	0.4083	0.9851	0.5619
50	80	0.8993	0.4086	0.985	0.5619
30	35	0.8984	0.4086	0.9833	0.5618
50	75	0.8982	0.4087	0.9849	0.5618
45	80	0.9039	0.4075	0.9857	0.5617
50	70	0.8948	0.4094	0.984	0.5617
50	65	0.8911	0.4099	0.9835	0.5615
35	45	0.9007	0.4078	0.9849	0.5614
50	90	0.9003	0.4078	0.9852	0.5614
40	55	0.8995	0.4081	0.985	0.5614
40	50	0.8978	0.4083	0.9848	0.5614
45	90	0.9045	0.4068	0.9859	0.5612

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**Table A.2 – continued from previous page**

<b>Y_min</b>	<b>Y_max</b>	<b>Precision</b>	<b>Recall</b>	<b>Specificity</b>	<b>F-measure</b>
50	95	0.9002	0.4077	0.9852	0.5612
50	85	0.8999	0.4078	0.9851	0.5612
45	85	0.9044	0.4067	0.9859	0.5611
45	95	0.9045	0.4066	0.9859	0.561
35	50	0.9038	0.4068	0.9857	0.561
40	60	0.9013	0.4071	0.9854	0.5609
30	40	0.9056	0.4059	0.9854	0.5606
35	55	0.905	0.4061	0.9859	0.5606
40	70	0.9038	0.4063	0.9858	0.5606
40	65	0.9025	0.4065	0.9856	0.5606
40	75	0.9051	0.4059	0.9861	0.5605
35	60	0.9065	0.4054	0.9861	0.5603
40	80	0.9053	0.4057	0.9862	0.5603
35	65	0.9072	0.405	0.9863	0.56
30	45	0.907	0.405	0.986	0.56
40	90	0.9061	0.4051	0.9863	0.5599
25	30	0.9051	0.4053	0.9855	0.5599
35	75	0.9085	0.4045	0.9865	0.5598
35	70	0.9079	0.4047	0.9864	0.5598
30	50	0.9077	0.4046	0.9864	0.5597
40	95	0.906	0.4049	0.9864	0.5597
40	85	0.9057	0.405	0.9863	0.5597
35	80	0.9086	0.4043	0.9866	0.5596
25	35	0.9104	0.4039	0.9867	0.5595
30	55	0.9087	0.4041	0.9867	0.5594
30	60	0.9099	0.4037	0.9869	0.5592
35	90	0.9093	0.4038	0.9867	0.5592
35	95	0.9093	0.4036	0.9867	0.5591
35	85	0.909	0.4037	0.9866	0.5591
30	65	0.9102	0.4033	0.987	0.559
80	85	0.8353	0.42	0.9621	0.5589
25	40	0.9114	0.403	0.9869	0.5588
30	75	0.9107	0.403	0.9871	0.5588
30	70	0.9103	0.4031	0.987	0.5588
30	80	0.9108	0.4029	0.9871	0.5587
30	90	0.9111	0.4023	0.9872	0.5582
25	45	0.9116	0.4021	0.9872	0.5581
30	95	0.9111	0.4022	0.9872	0.5581
30	85	0.9108	0.4023	0.9872	0.5581
20	25	0.9108	0.4021	0.9865	0.5579
25	50	0.9121	0.4017	0.9873	0.5578
20	30	0.9154	0.4009	0.9876	0.5576
25	55	0.9132	0.4013	0.9877	0.5576
25	60	0.9136	0.4009	0.9877	0.5573
25	65	0.9139	0.4007	0.9878	0.5571
25	70	0.9139	0.4005	0.9878	0.557
25	75	0.9143	0.4004	0.9879	0.5569
25	80	0.9143	0.4003	0.9879	0.5568
20	35	0.917	0.3994	0.988	0.5565
25	90	0.9146	0.3998	0.988	0.5563
20	40	0.9173	0.3991	0.9881	0.5562
25	95	0.9146	0.3996	0.988	0.5562
25	85	0.9143	0.3997	0.988	0.5562
20	45	0.9169	0.3986	0.9881	0.5557
20	50	0.9168	0.3984	0.9882	0.5554
20	55	0.9171	0.398	0.9883	0.5551
20	60	0.9173	0.3977	0.9883	0.5548
20	65	0.9177	0.3974	0.9884	0.5546
20	75	0.9178	0.3971	0.9885	0.5544

Continued on next page

**Table A.2 – continued from previous page**

<b>Y_min</b>	<b>Y_max</b>	<b>Precision</b>	<b>Recall</b>	<b>Specificity</b>	<b>F-measure</b>
20	70	0.9177	0.3972	0.9885	0.5544
20	80	0.9178	0.397	0.9885	0.5543
20	90	0.9178	0.3966	0.9885	0.5538
20	85	0.9178	0.3965	0.9885	0.5538
20	95	0.9178	0.3965	0.9885	0.5537
15	20	0.9164	0.3957	0.9871	0.5528
15	25	0.9184	0.3946	0.9878	0.552
15	30	0.9205	0.3939	0.9883	0.5517
15	40	0.9212	0.393	0.9887	0.551
15	35	0.9211	0.3931	0.9887	0.551
15	50	0.921	0.3926	0.9888	0.5505
15	45	0.9209	0.3926	0.9887	0.5505
15	55	0.9211	0.3922	0.9889	0.5502
15	60	0.921	0.3919	0.9889	0.5499
15	65	0.9212	0.3916	0.989	0.5496
15	75	0.9217	0.3913	0.9891	0.5494
15	70	0.9213	0.3914	0.989	0.5494
15	80	0.9216	0.3913	0.9891	0.5493
15	90	0.9218	0.3909	0.9891	0.549
15	85	0.9218	0.3908	0.9891	0.5489
15	95	0.9218	0.3908	0.9891	0.5489
90	95	0.8085	0.4137	0.9555	0.5474
10	15	0.9199	0.3885	0.9882	0.5463
10	20	0.922	0.3862	0.9884	0.5444
10	25	0.9224	0.3858	0.9886	0.5441
10	30	0.9238	0.3854	0.9889	0.5439
10	35	0.9244	0.3847	0.9893	0.5433
10	40	0.9244	0.3847	0.9894	0.5433
10	45	0.9241	0.3845	0.9894	0.543
10	50	0.9241	0.3844	0.9894	0.543
10	55	0.9242	0.3841	0.9895	0.5426
10	60	0.9241	0.3838	0.9895	0.5423
10	65	0.9244	0.3836	0.9896	0.5422
10	70	0.9245	0.3835	0.9896	0.5421
10	75	0.9245	0.3834	0.9896	0.542
10	80	0.9245	0.3834	0.9896	0.542
10	90	0.925	0.383	0.9897	0.5417
10	85	0.925	0.3829	0.9897	0.5416
10	95	0.925	0.3829	0.9897	0.5416
5	10	0.9247	0.3793	0.9884	0.538
5	15	0.9269	0.3768	0.9889	0.5358
5	20	0.9277	0.3759	0.9892	0.535
5	25	0.9275	0.3756	0.9893	0.5347
5	90	0.9292	0.375	0.9901	0.5344
5	50	0.9291	0.375	0.99	0.5344
5	85	0.9293	0.375	0.9901	0.5343
5	55	0.9293	0.3749	0.99	0.5343
5	60	0.9293	0.3749	0.99	0.5343
5	95	0.9292	0.375	0.9901	0.5343
5	65	0.9292	0.3749	0.9901	0.5343
5	80	0.9292	0.3749	0.9901	0.5343
5	45	0.9289	0.375	0.99	0.5343
5	40	0.9285	0.3751	0.9898	0.5343
5	30	0.9278	0.3752	0.9895	0.5343
5	70	0.9292	0.3749	0.9901	0.5342
5	75	0.9292	0.3749	0.9901	0.5342
5	35	0.9283	0.3748	0.9897	0.534



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