# SURF-Face: Face Recognition Under Viewpoint RW Consistency Constraints

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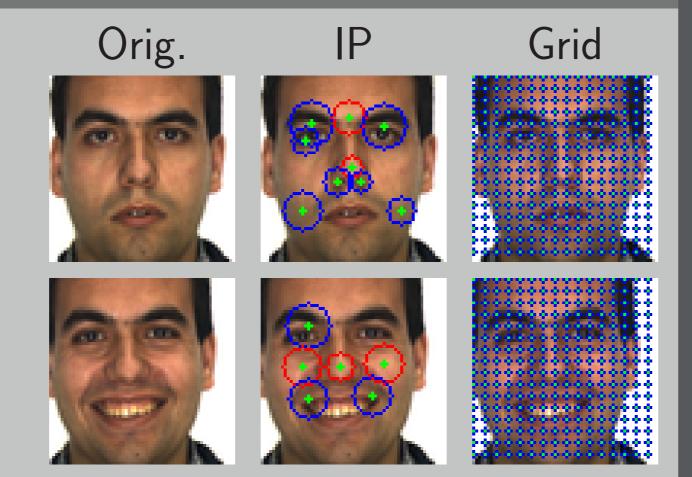
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#### Introduction

- ► Most face recognition approaches are sensitive to registration errors
  - rely on a very good initial alignment and illumination
- ► We propose/analyze:
  - grid-based and dense extraction of local features
  - block-based matching accounting for different viewpoints and registration errors

#### **Feature Extraction**

- ► Interest point based feature extraction ▶ SIFT or SURF interest point detector
  - ▶ leads to a very sparse description
- ► Grid-based feature extraction
  - > overlaid regular grid
  - ▶ leads to a dense description



#### **Feature Description**

- Scale Invariant Feature Transform (SIFT)
  - ▶ 128-dimensional descriptor, histogram of gradients, scale invariant
- Speeded Up Robust Features (SURF)
  - ▶ 64-dimensional descriptor, histogram of gradients, scale invariant
- ► face recognition: invariance w.r.t. rotation is often not necessary
- ▶ rotation dependent upright-versions U-SIFT, U-SURF-64, U-SURF-128

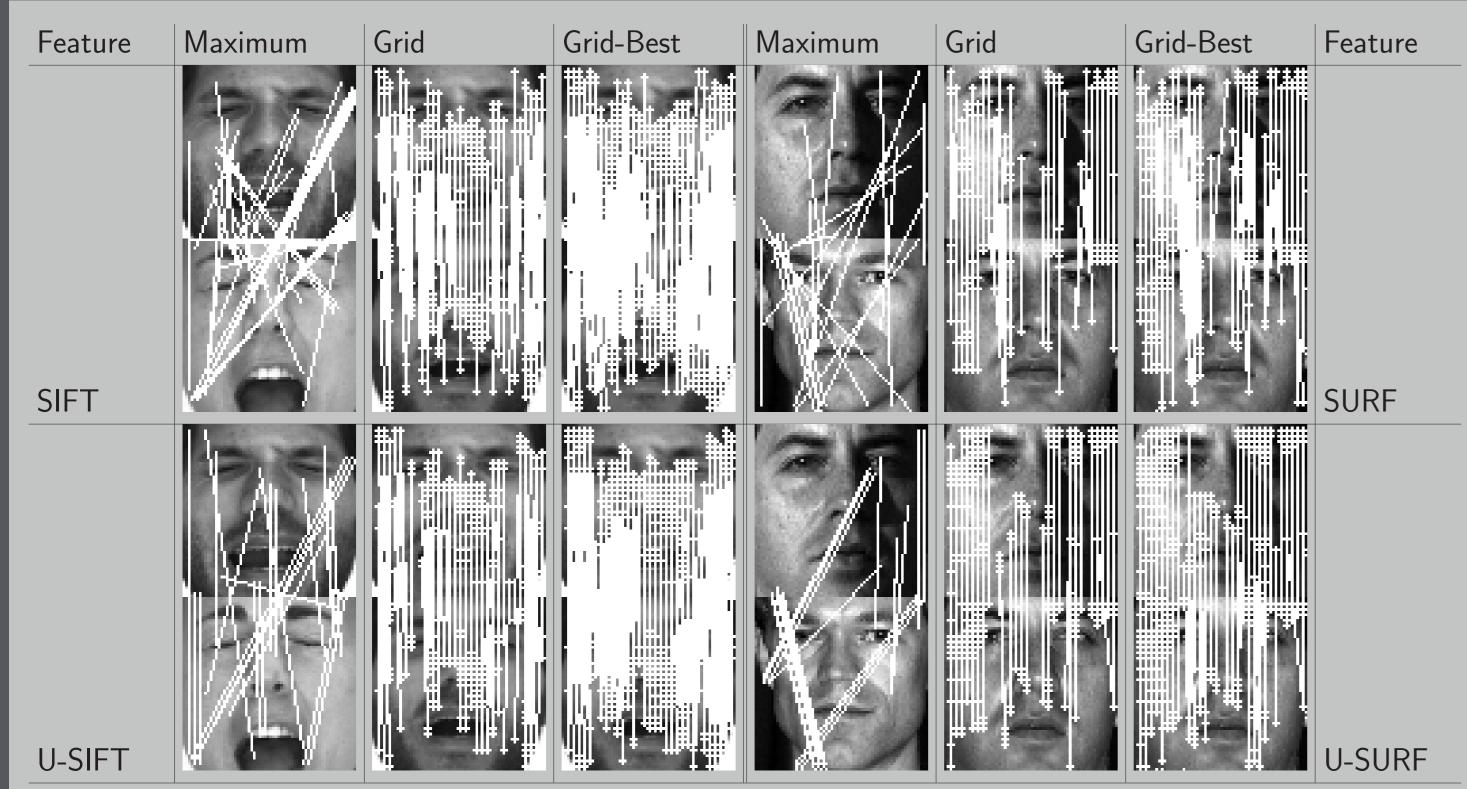
#### **Feature Matching**

- Recognition by Matching
- nearest neighbor matching strategy
- be descriptor vectors extracted at keypoints in a test image X are compared to all descriptor vectors extracted at keypoints from the reference images  $Y_n, n = 1, \dots, N$  by the Euclidean distance
- ▶ decision rule:

$$X \to r(X) = \arg\max_{c} \left\{ \max_{n} \left\{ \sum_{x_i \in X} \delta(x_i, Y_{n,c}) \right\} \right\}$$

- $\triangleright$  additionally, a ratio constraint is applied in  $\delta(x_i, Y_{n,c})$
- Viewpoint Matching Constraints
  - maximum matching: unconstrained
  - grid-based matching: absolute box constraints
  - grid-based best matching: absolute box constraints, overlapping
- Postprocessing
  - ▶ RANSAC-based outlier removal
  - ▶ RANSAC-based system combination

## Matching Examples for the AR-Face and CMU-PIE Database



- ► Matching results for the AR-Face (left) and the CMU-PIE database (right)
  - > maximum matching show false classification examples
  - grid matchings show correct classification examples
  - upright descriptor versions reduce the number of false matches

#### **Databases**

- ► AR-Face
  - variations in illumination
  - > many different facial expressions
- ► CMU-PIE
  - variations in illumination (frontal images from the illumination subset)











#### Results: Manually Aligned Faces

► AR-Face: 11	.0 classes, 770 ti	rain, 770 test			
Descriptor	Extraction	# Features	Error Rates [%]		
			Maximum	Grid	Grid-Best
SURF-64	IPs	$64 \times 5.6 \text{ (avg.)}$	80.64	84.15	84.15
SIFT	IPs	$128 \times 633.78 \text{ (avg.)}$	1.03	95.84	95.84
SURF-64	64x64-2 grid	$64 \times 1024$	0.90	0.51	0.90
SURF-128	64x64-2 grid	$128 \times 1024$	0.90	0.51	0.38
SIFT	64x64-2 grid	$128 \times 1024$	11.03	0.90	0.64
U-SURF-64	64x64-2 grid	$64 \times 1024$	0.90	1.03	0.64
U-SURF-128	64x64-2 grid	$128 \times 1024$	1.55	1.29	1.03
U-SIFT	64×64-2 grid	$128 \times 1024$	0.25	0.25	0.25

► CMU-PIE: 68 classes, 68 train ("one-shot" training), 1360 test

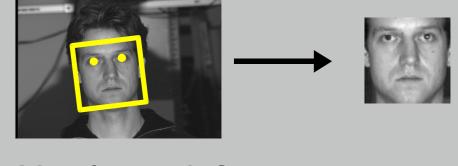
Descriptor	Extraction	# Features	Error Rates [%]		
			Maximum	Grid	Grid-Best
SURF-64	IPs	$64 \times 6.80 \text{ (avg.)}$	93.95	95.21	95.21
SIFT	IPs	$128 \times 723.17 \text{ (avg.)}$	43.47	99.33	99.33
SURF-64	64x64-2 grid	$64 \times 1024$	13.41	4.12	7.82
SURF-128	64x64-2 grid	$128 \times 1024$	12.45	3.68	3.24
SIFT	64x64-2 grid	$128 \times 1024$	27.92	7.00	9.80
U-SURF-64	64x64-2 grid	$64 \times 1024$	3.83	0.51	0.66
U-SURF-128	64x64-2 grid	$128 \times 1024$	5.67	0.95	0.88
U-SIFT	64x64-2 grid	$128 \times 1024$	16.28	1.40	6.41

## Results: Unaligned Faces

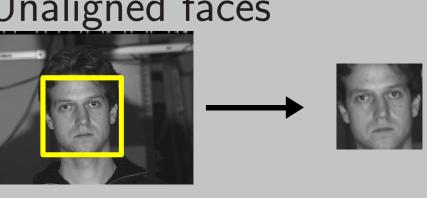
► Automatically aligned by Viola & Jones

Descriptor	Error R	ates [%]
	AR-Face	CMU-PIE
SURF-64	5.97	15.32
SURF-128	5.71	11.42
SIFT	5.45	8.32
U-SURF-64	5.32	5.52
U-SURF-128	5.71	4.86
U-SIFT	4.15	8.99









### Results: Partially Occluded Faces

► AR-Face: 110 classes, 110 train ("one-shot" training), 550 test

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Descriptor	Error Rates [%]					
	AR1scarf	AR1sun	ARneutral	AR2scarf	AR2sun	Avg.
SURF-64	2.72	30.00	0.00	4.54	47.27	16.90
SURF-128	1.81	23.63	0.00	3.63	40.90	13.99
SIFT	1.81	24.54	0.00	2.72	44.54	14.72
U-SURF-64	4.54	23.63	0.00	4.54	47.27	15.99
U-SURF-128	1.81	20.00	0.00	3.63	41.81	13.45
U-SIFT	1.81	20.90	0.00	1.81	38.18	12.54
U-SURF-128+R	1.81	19.09	0.00	3.63	43.63	13.63
U-SIFT+R	2.72	14.54	0.00	0.90	35.45	10.72
U-SURF-128+U-SIFT+R	0.90	16.36	0.00	2.72	32.72	10.54

## Conclusions

- Grid-based local feature extraction instead of interest points
- ► Local descriptors:
  - upright descriptor versions achieved better results
  - ▶ SURF-128 better than SURF-64
- System robustness: manually aligned/unaligned/partially occluded faces
  - ▶ SURF more robust to illumination
  - ▶ SIFT more robust to changes in viewing conditions
- ► RANSAC-based system combination and outlier removal