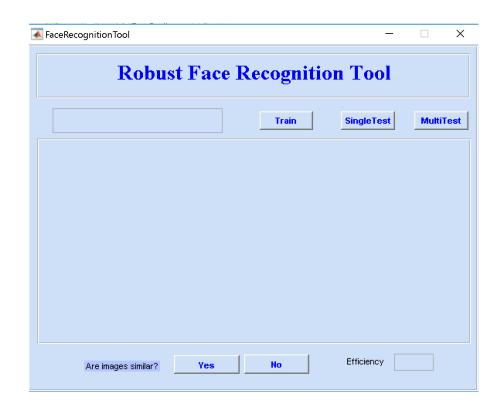
## **Face recognition Tool - Brief**

Paulo Henrique de Castro Oliveira







10 - Clicar no botão Train

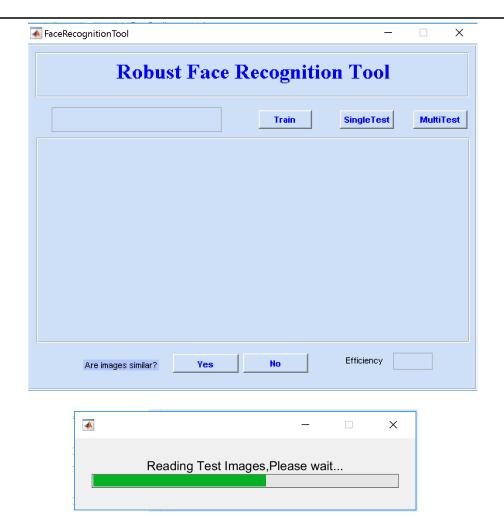
2o - Selecionar a pasta FaceDatabase\Database1\Train Data

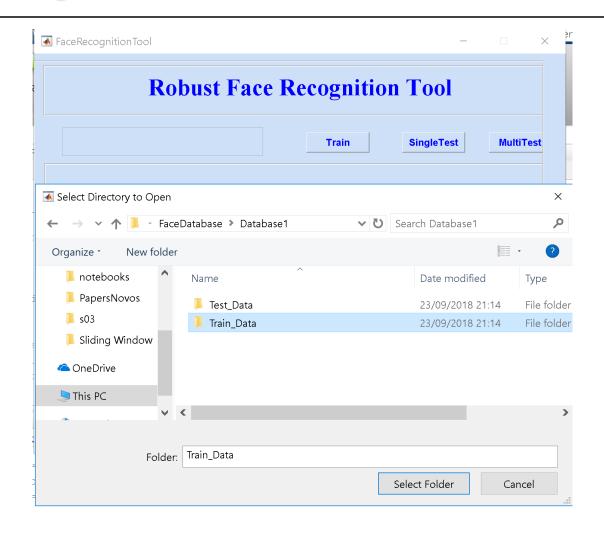
3o - Clicar no botão SingleTest

4o - Selecionar alguma imagem dentro de alguma pasta no diretório FaceDatabase\Database1\Test\_Data



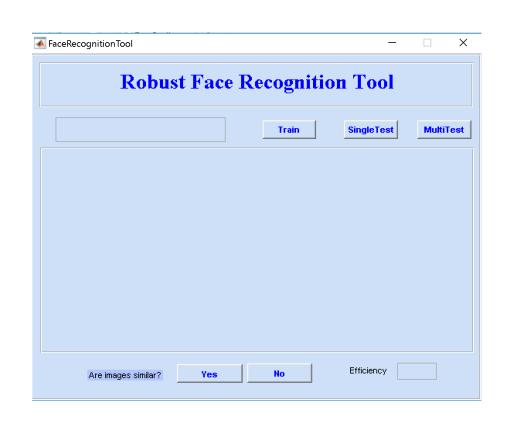


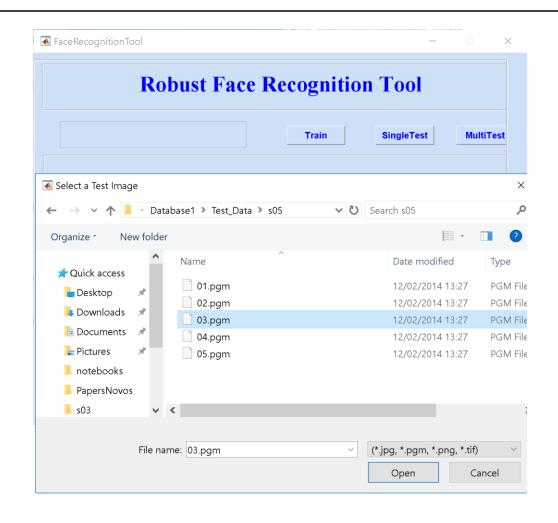






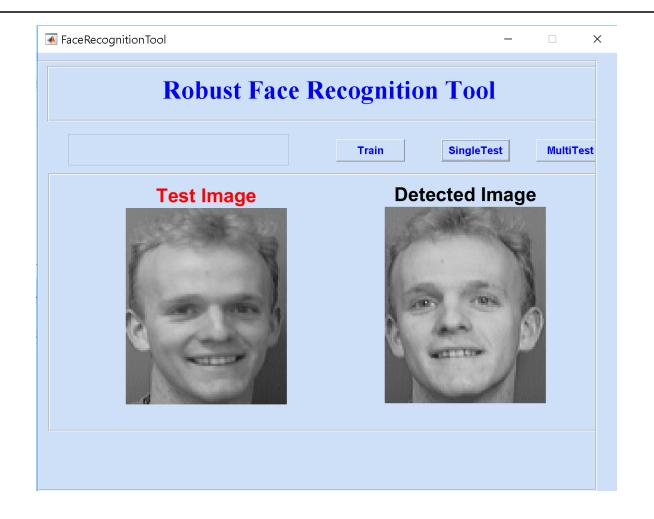
















## Face Recognition Tool – Funções

```
function FaceRecognitionTool_OpeningFcn(hObject, eventdata, handles,
varargin)
```

```
function varargout = FaceRecognitionTool_OutputFcn(hObject,
eventdata, handles)
```

function pushbutton4\_Callback(hObject, eventdata, handles)
Função responsável pelo treinamento do dicionário

function pushbutton5 Callback(hObject, eventdata, handles)

Função responsável pelo singletest – Identificação de uma única imagem após o treinamento do dicionário

function pushbutton6 Callback(hObject, eventdata, handles)

Função responsável multitest do dicionário – Identificação de múltiplas imagens após o treinamento do dicionário

function togglebutton3 Callback(hObject, eventdata, handles)





```
function togglebutton3 Callback(hObject, eventdata, handles)
```

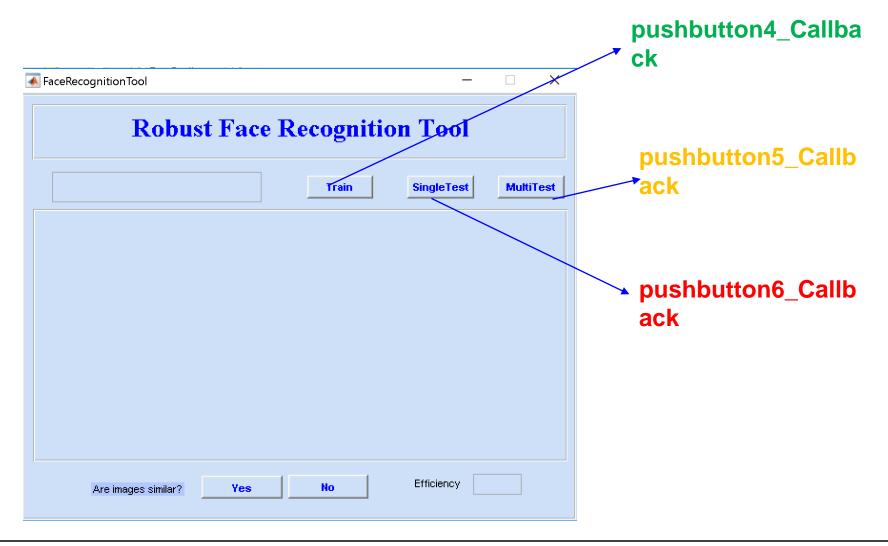
```
function togglebutton4_Callback(hObject, eventdata, handles)
```

function edit1\_CreateFcn(hObject, eventdata, handles)

function edit2 CreateFcn(hObject, eventdata, handles)











```
function togglebutton3 Callback(hObject, eventdata, handles)
```

```
function togglebutton4_Callback(hObject, eventdata, handles)
```

function edit1\_CreateFcn(hObject, eventdata, handles)

function edit2 CreateFcn(hObject, eventdata, handles)





```
% --- Executes on button press in pushbutton4.
function pushbutton4 Callback(hObject, eventdata, handles)
⊟% hObject
              handle to pushbutton4 (see GCBO)
 % eventdata reserved - to be defined in a future version of MATLAB
              structure with handles and user data (see GUIDATA)
 -% handles
 global A m1 n1 No Files In Class Folder Class Count Training Set Folder
 Training Set Folder = [uigetdir(''),'\'];
 m1=6
 n1=3
 TS Vector = dir(Training Set Folder);
 No Folders In Training Set Folder = length(TS Vector);
 File Count = 1;
 Class Count = 1;
 h = waitbar(0, 'Reading Test Images, Please wait...');
 for k = 3:No Folders In Training Set Folder
     waitbar(k/(No Folders In Training Set Folder-2))
     Class Folder = [Training Set Folder '\' TS Vector(k).name,'\'];
     CF Tensor = dir(Class Folder);
     No Files In Class Folder(Class Count) = length(CF Tensor)-2;
           strr = sprintf('Reading Test Images...!, # of Classes = %d, Now Reading %d ', No Folders In Training Set Folder-2
           set(handles.edit3,'String',strr);
     drawnow;
```



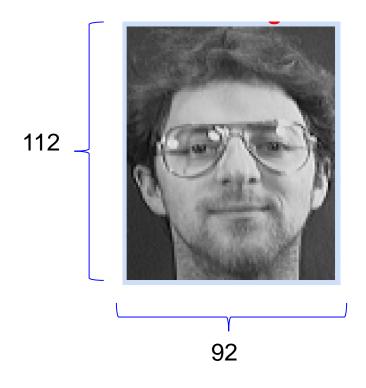


```
for p = 3:No Files In Class Folder(Class Count)+2
        Tmp Image Path = Class Folder;
        Tmp Image Name = CF Tensor(p).name;
        Tmp Image Path Name = [Tmp Image Path, Tmp Image Name];
        if strcmp(Tmp Image Name, 'Thumbs.db')
            break
        end
        test = imread(Tmp_Image_Path_Name); Verifica se a imagem é colorida. Variável possui 3
        if length(size(test))==3
                                             dimensões.
            Tmp Image = rgb2gray(test);
                                        Converte para cinza
        else
            Tmp Image = test;
                                                                        Feature Extraction -
        end
                                                                        Transforma em uma matrix
        Tmp Image_Down_Sampled = double(imresize(Tmp_Image,[m1 n1]));
6x3
        Image Data Matrix(:,File Count) = Tmp Image Down Sampled(:);
                                                                      Vetorização – transforma a matriz acima
        File Count = File Count+1;
                                                                      em um vetor 18x1
    end
    Class Count = Class Count+1;
end
close(h)
A = Image Data Matrix;
-A = A/(diag(sqrt(diag(A'*A))));
```





Cada imagem possui dimensões 112 x 92



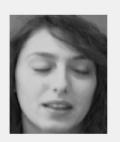
Train Data = possui 40 pastas
- Cada pasta possui 5 imagens.

- Total 200 imagens

Test Data = possui 40 pastas
- Cada pasta possui 5 imagens.

- Total 200 imagens





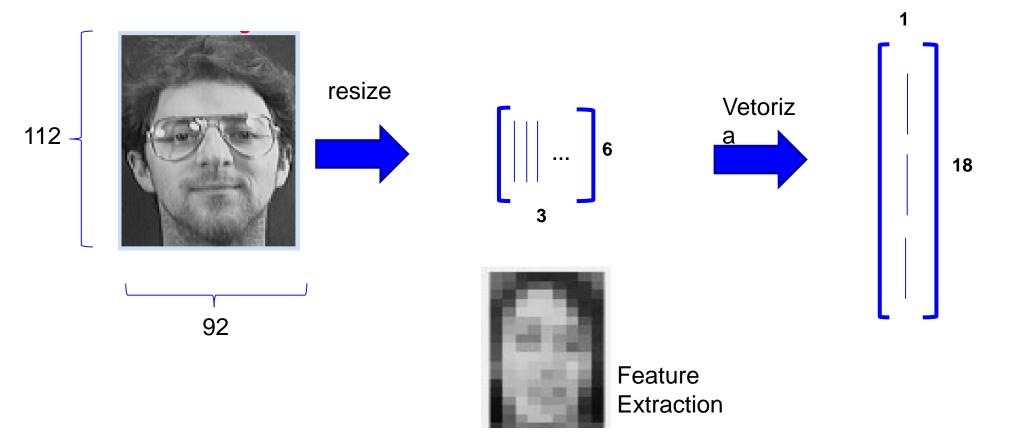






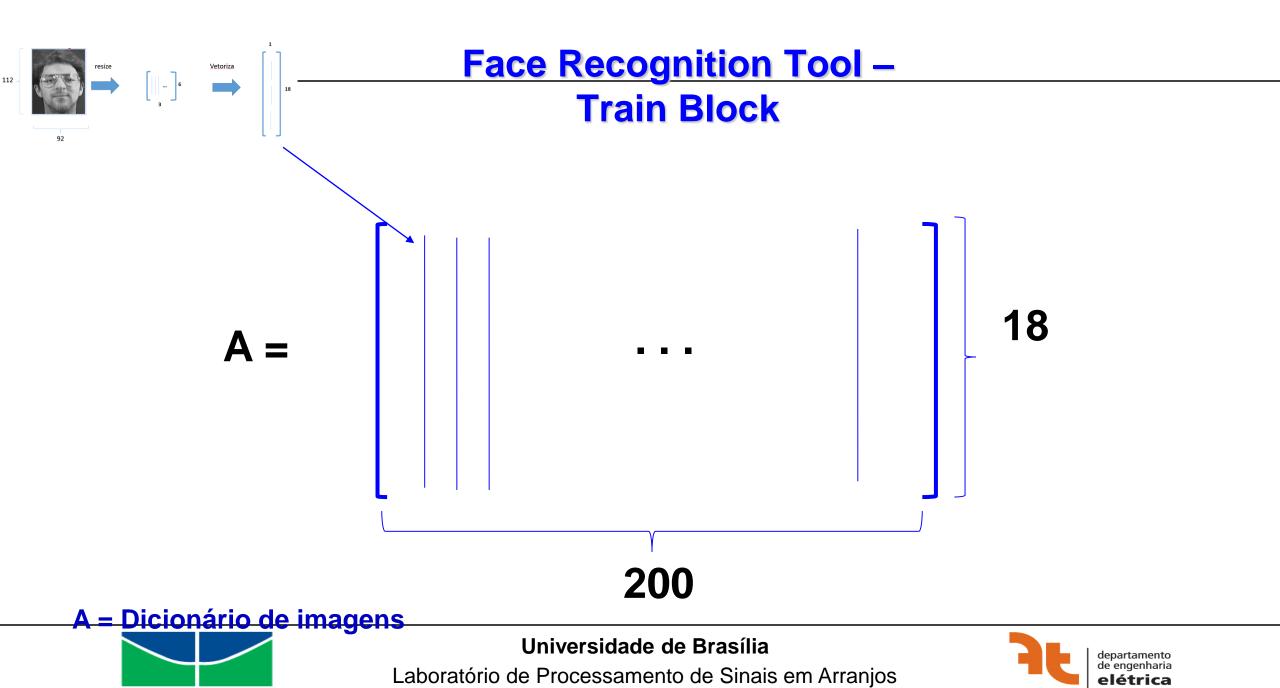












elétrica

```
for k=1:length(TestFiles)
    if ~strcmp(TestFiles(k,1).name(1),'.')
        Imgfiles=dir([FullPath '\' TestFiles(k).name]); Imgfiles = string com diretório completo de cada
        for m=1:length(Imgfiles)
                                                           argivo de imagem.
            if ~strcmp(Imgfiles(m,1).name(1),'.')
                 axes(handles.axes3)
                 Test File = [FullPath '\' TestFiles(k,1).name '\' Imqfiles(m,1).name];
                 set(handles.edit1, 'string', [TestFiles(k,1).name '\' Imgfiles(m,1).name]);
                 imshow(Test File)
                 drawnow:
                 test = imread (Test File); Verifica se a imagem é colorida. Variável possui 3
                 if length(size(test)) == 3 dimensões.
                     Test_Image = rgb2gray(test); Converte para cinza
                                                    92
                else
                     Test Image = test;
                                                           112
                 end
```





```
FaceRecognitionTool.m
                        test.m 🗶
     f = [-20000, -15000, -16000];
     A=[50,30,30;2,3,2;1,1,1];
     b=[2000,70,30];
     Aeq=[];
     beq=[];
     lb=[0,0,0];
     ub=[];
     [X, Z] = linprog (f, A, b, Aeq, beq, lb, ub);
Command Window
New to MATLAB? See resources for Getting Started.
 X =
     30.0000
      0.0000
      0.0000
  Z =
    -6.0000e+05
  >> test
 Optimization terminated.
```

#### **Usando função linprog Matlab**

```
max 20000x_1 + 15000x_2 + 16000x_3 => min -2000x_1 - 15000x_2 - 16000x_3
        50x_1 + 30x_2 + 30x_3 \le 2000
        2x_1 + 3x_2 + 2x_3 \le 70
        x_1 + x_2 + x_3 <= 30
        x_1, x_2, x_3 >= 0
        f =[-20000, -15000,-16000]
        A=[50,30,30;2,3,2;1,1,1]
        b=[2000,70,30]
        Aeq=[]
        beg=[]
        lb=[0,0,0]
        ub=[]
        [X, Z] = \text{linprog}(f, A, b, Aeq, beq, lb, ub)
```

Linprog example: https://www.youtube.com/watch?v=kavYLZatz44





```
f = [-20000, -15000, -16000];
    A=[50,30,30;2,3,2;1,1,1];
    b=[2000,70,30];
    Aeq=[];
    beq=[];
    lb=[0,0,0];
    ub=[];
    [X, Z] = linprog (f, A, b, Aeq, beq, lb, ub);
Command Window
New to MATLAB? See resources for Getting Started.
 X =
     30.0000
     0.0000
     0.0000
  Z =
    -6.0000e+05
 >> test
```

#### linprog

Solve linear programming problems

Linear programming solver

Finds the minimum of a problem specified by

$$\min_{x} f^{T}x \text{ such that } \begin{cases} A \cdot x \leq b, \\ Aeq \cdot x = beq, \\ lb \leq x \leq ub. \end{cases}$$

f, x, b, beq, lb, and ub are vectors, and A and Aeq are matrices.

#### **Syntax**

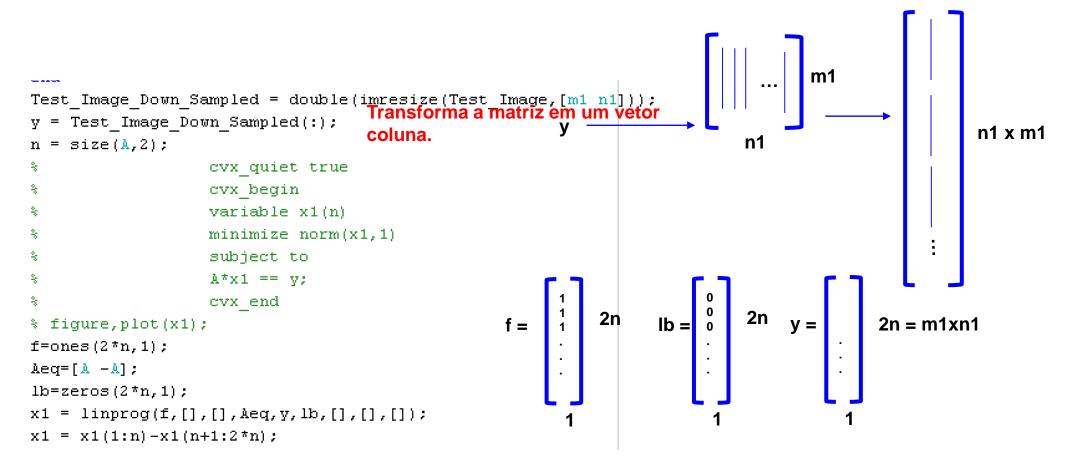
```
x = linprog(f,A,b)
x = linprog(f,A,b,Aeq,beq)
x = linprog(f,A,b,Aeq,beq,lb,ub)
x = linprog(f,A,b,Aeq,beq,lb,ub,x0)
x = linprog(f,A,b,Aeq,beq,lb,ub,x0,options)
x = linprog(problem)
[x,fval] = linprog(___)
[x,fval,exitflag,output] = linprog(___)
[x,fval,exitflag,output,lambda] = linprog(___)
```

Linprog example: https://www.youtube.com/watch?v=kavYLZatz44



Optimization terminated.





$$x_1 \ge 0, x_2 \ge 0, x_3 \ge 0 \dots x_{2n} \ge 0 \Longrightarrow [0,0 \dots]$$





```
f = min x_1 + x_2 + x_3 + x_4 + x_5 + x_6 \dots x_{2n}
                n = size(A,2);
                                              cvx quiet true
                                              cvx begin
                                                                                   a_{11}X_1 + a_{12}X_2 + a_{13}X_3 + a_{14}X_4 + a_{1n}X_{n} - a_{11}X_{n+1} - a_{12}X_{n+2} - a_{1n}X_{2n} = y_1
                                              variable x1(n)
                                                                                    a_{21}X_1 + a_{22}X_2 + a_{23}X_3 + a_{24}X_4 + a_{2n}X_{n} - a_{11}X_{n+1} - a_{12}X_{n+2} - a_{1n}X_{2n} = y_2
                                              minimize norm(x1,1)
                                              subject to
                                              A*x1 == v;
                                                                                   a_{p1} X_1 + a_{p2} X_2 + a_{p3} X_3 + a_{p4} X_4 + a_{p5} X_5 + a_{p6} X_6 ...
                                                                                                                                                a_{p2n} X_{2n} = Y_{n}
                                              cvx end
                % figure, plot(x1);
                f=ones(2*n,1);
                Aeq=[A - A];
               lb=zeros(2*n,1);
x1 = linprog(f,[],[],Aeq,y,lb,[],[],[]);
x1 = linprog(f,[], = m1 x n1
x<sub>1</sub> = vetor que armazena as variáveis
que minimizam a função.
                                                                                             2n
```





### Lingprog(f,Aeq,lb,y,[],[])



#### linprog

Solve linear programming problems

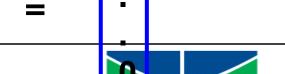
Linear programming solver

Finds the minimum of a problem specified by

$$\min_{x} f^{T}x \text{ such that } \begin{cases} A \cdot x \leq b, \\ Aeq \cdot x = beq, \\ lb \leq x \leq ub \end{cases}$$

f, x, b, beg, lb, and ub are vectors, and A and Aeg are matrices.

#### Syntax





### Lingprog(f,Aeq,lb,y,[],[])

$$f = \min_{\mathbf{x}_1} \mathbf{x}_1 + \mathbf{x}_2 + \mathbf{x}_3 + \mathbf{x}_4 + \mathbf{x}_5 + \mathbf{x}_6 \quad \dots \quad \mathbf{x}_{2n}$$

$$a_{11}\mathbf{x}_1 + a_{12}\mathbf{x}_2 + a_{13}\mathbf{x}_3 + a_{14}\mathbf{x}_4 + a_{1n}\mathbf{x}_{n \dots} - a_{11}\mathbf{x}_{n+1} - a_{12}\mathbf{x}_{n+2} - a_{1n}\mathbf{x}_{2n} = \mathbf{y}_1$$

$$a_{21}\mathbf{x}_1 + a_{22}\mathbf{x}_2 + a_{23}\mathbf{x}_3 + a_{24}\mathbf{x}_4 + a_{2n}\mathbf{x}_{n \dots} - a_{11}\mathbf{x}_{n+1} - a_{12}\mathbf{x}_{n+2} - a_{1n}\mathbf{x}_{2n} = \mathbf{y}_2$$

$$\dots$$

$$a_{p1}\mathbf{x}_1 + a_{p2}\mathbf{x}_2 + a_{p3}\mathbf{x}_3 + a_{p4}\mathbf{x}_4 + a_{p5}\mathbf{x}_5 + a_{p6}\mathbf{x}_6 \quad \dots \quad a_{p2n}\mathbf{x}_{2n} = \mathbf{y}_2$$





```
nn = No Files In Class Folder;
nn = cumsum(nn); Armazena a soma acumulativa do
                                                                                                                                 vetor nn
tmp var = 0;
                                                                                                                                                                                                                                                                                                                                                                                                                          >> cumsum(a)
k1 = Class Count-1;
for i = 1:k1
                                                                                                                                                                                                                                                                                                                                                                                                                           ans =
                             delta xi = zeros(length(x1),1);
                             if i == 1
                                                          delta xi(1:nn(i)) = x1(1:nn(i));
                             else
                                                          tmp var = tmp var + nn(i-1);
                                                                                                                                                                                                                                                                                                                                                                   6 \times 3 = 18 y - 18 A f = \begin{bmatrix} \frac{1}{2} & \frac{1}{2} & \frac{1}{2} \\ \frac{1}{2} & \frac{1}{2} \\ \frac{1}{2} & \frac{1}{2} \\ \frac{1}{2} & \frac{1}{2} \\ \frac{1}{2
                                                        begs = nn(i-1)+1;
                                                          ends = nn(i);
                                                          delta xi(begs:ends) = x1(begs:ends);
                             end
                             tmp(i) = norm(y-A*delta xi,2);
                             tmp1(i) = norm(delta xi,1)/norm(x1,1);
                                                                                                    norm(..., 1) => a soma dos elementos de cada
end
                                                                                                   coluna é 1
```





Laboratório de Processamento de Sinais en Arranios

```
nn = No Files In Class Folder;
nn = cumsum(nn); Armazena a soma acumulativa do
                    vetor nn
tmp var = 0;
k1 = Class Count-1;
                                                                      m<sub>1</sub> x
for i = 1:k1
    delta xi = zeros(length(x1),1);
    if i == 1
         delta xi(1:nn(i)) = x1(1:nn(i));
    else
         tmp var = tmp var + nn(i-1);
        begs = nn(i-1)+1;
                                                 tmp = m_1 x n_1 x
         ends = nn(i);
         delta_xi(begs:ends) = x1(begs:ends) **
    end
    tmp(i) = norm(y-A*delta xi,2);
    tmp1(i) = norm(delta xi, 1)/norm(x1, 1);
               norm(..., 1) => a soma dos elementos de cada
end
                                                                      m<sub>1</sub> X
               coluna é 1
                                    Universidade de Brasília
```

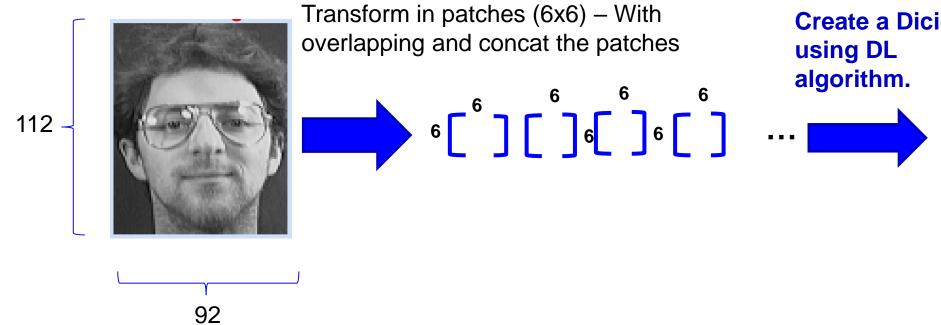


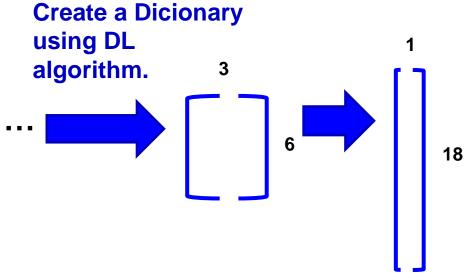
- Vetor com informações de todos os arquivos nas pastas.
- Compõe uma struct.





## Face Recognition Tool – Our purpuse









**Resize matlab** function provide Feature

Extraction - Loss of information.



# Face Recognition Tool – Our Purpuse

