

# Project Log on WGEbML Kin Recognition

## 1 Related Work

### 1.1 Main Paper - WGEbML

- The main parts of the paper are the face detection, the four face descriptors: LBP, HOG, SIFT, VGG, the penalty graphs and intrinsic graph and then using the graphs to figure out how the faces in the images are related.

## 2 Implementation Notes

### 2.1 Face Detection

- Firstly, OpenCV2 was used to create a base implementation to draw a rectangle around a person's face in an image. This was done using the pre-trained classifier in "haarcascade\_frontalface\_default.xml". This allowed us to take a file image and output another saved file image which was the original picture with a rectangle around each face.