Face Verification in blurred and profile faces

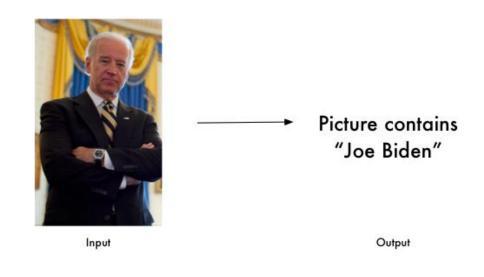
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Face verification vs face recognition

• Face Recognition

• Face Verification





Problem

- The achieved accuracy of face verification is
 - high on simple and non-noisy datasets
 - · Low on harder detection cases.

- In most case pictures in datasets gathered:
 - From Google
 - By high resolution camera

In stable condition with no blurring (of any kinds)

Problem (Cont'd)

- In real-world applications we have default blurriness
- default blurriness caused by many reasons:
 - motion blur
 - image/video compression
 - face profile changes

Solution

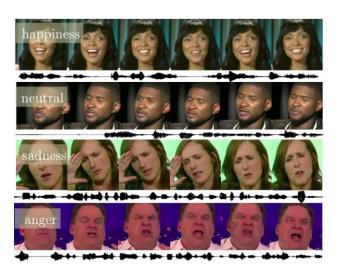
- · Gather dataset with faces in hard situations.
- Find a model that trained on large face dataset.
- Fine-tune pre-trained model with gathered data.

Dataset (VoxCeleb2)

• VoxCeleb2 contains over 1 million utterances for 6,112 celebrities, extracted from videos uploaded to YouTube.



Speech Separation



Emotion Recognition

VoxCeleb2 (cont'd)

- Laplacian Operator for blurriness
- 25 faces from low values and 25 faces from high values for each person



High value



Low value

Dataset(LFW)

- 13233 images
- 5749 people
- 1680 people with two or more images
- Use for validation

Dataset(YTF)

- YouTube Faces Database: a database of face videos designed for studying the problem of unconstrained face recognition in videos.
- 3,425 videos
- 1,595 different people.
- The shortest clip duration is 48 frames,
- The longest clip is 6,070 frames
- The average length of a video clip is 181.3 frames.

Pre-trained model

- MobileNet
- Architecture:

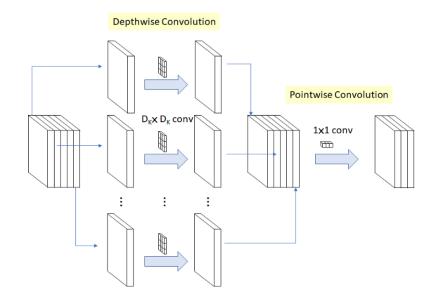


Table 1. MobileNet Body Architecture		
Type / Stride	Filter Shape	Input Size
Conv / s2	$3 \times 3 \times 3 \times 32$	$224 \times 224 \times 3$
Conv dw / s1	$3 \times 3 \times 32 \text{ dw}$	$112 \times 112 \times 32$
Conv / s1	$1 \times 1 \times 32 \times 64$	$112 \times 112 \times 32$
Conv dw / s2	$3 \times 3 \times 64 \text{ dw}$	$112 \times 112 \times 64$
Conv / s1	$1 \times 1 \times 64 \times 128$	$56 \times 56 \times 64$
Conv dw / s1	$3 \times 3 \times 128 \text{ dw}$	$56 \times 56 \times 128$
Conv / s1	$1\times1\times128\times128$	$56 \times 56 \times 128$
Conv dw / s2	$3 \times 3 \times 128 \text{ dw}$	$56 \times 56 \times 128$
Conv / s1	$1 \times 1 \times 128 \times 256$	$28 \times 28 \times 128$
Conv dw / s1	$3 \times 3 \times 256 \text{ dw}$	$28 \times 28 \times 256$
Conv / s1	$1\times1\times256\times256$	$28 \times 28 \times 256$
Conv dw / s2	$3 \times 3 \times 256 \text{ dw}$	$28 \times 28 \times 256$
Conv / s1	$1\times1\times256\times512$	$14 \times 14 \times 256$
5× Conv dw / s1	$3 \times 3 \times 512 \text{ dw}$	$14 \times 14 \times 512$
Conv/s1	$1\times1\times512\times512$	$14 \times 14 \times 512$
Conv dw / s2	$3 \times 3 \times 512 \text{ dw}$	$14 \times 14 \times 512$
Conv / s1	$1 \times 1 \times 512 \times 1024$	$7 \times 7 \times 512$
Conv dw / s2	$3 \times 3 \times 1024 \text{ dw}$	$7 \times 7 \times 1024$
Conv / s1	$1\times1\times1024\times1024$	$7 \times 7 \times 1024$
Avg Pool / s1	Pool 7×7	$7 \times 7 \times 1024$
FC / s1	1024×1000	$1 \times 1 \times 1024$
Softmax / s1	Classifier	$1 \times 1 \times 1000$

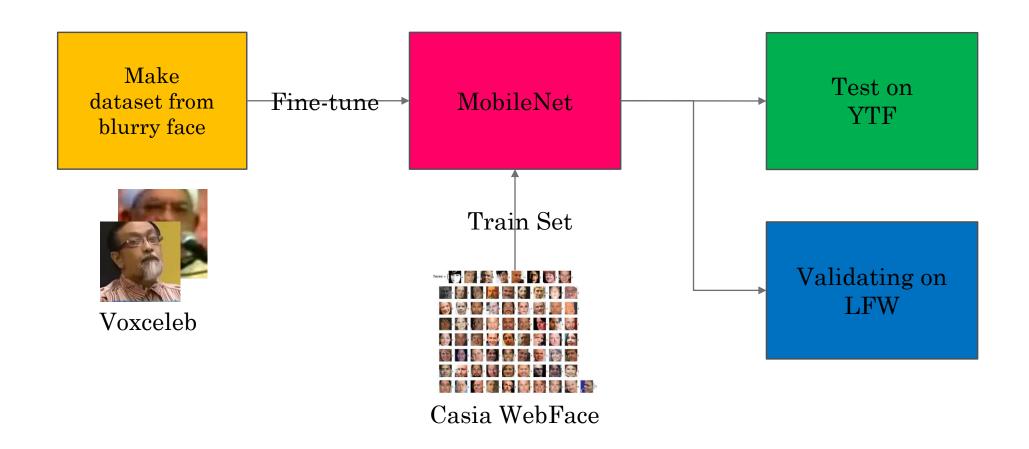
• Trained on Casia WebFace (dataset of 453,453 images over 10,575 identities after face detection)

Damaging pre-trained MobileNet

- · After fine-tuning new data, we may damage model's accuracy on its test set
- Validate model on LFW



Work Overview

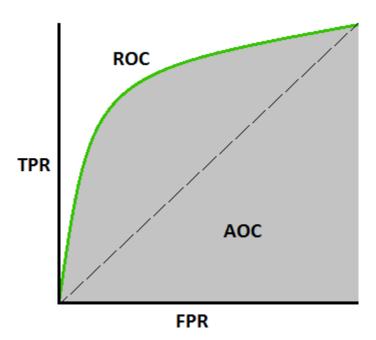


Results

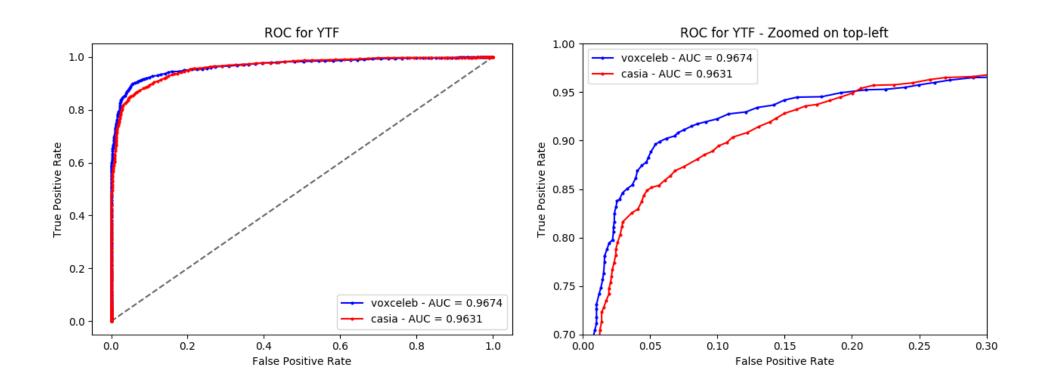
• Metric: ROC (Receiver Operating Characteristic)

TPR /Recall / Sensitivity =
$$\frac{TP}{TP + FN}$$

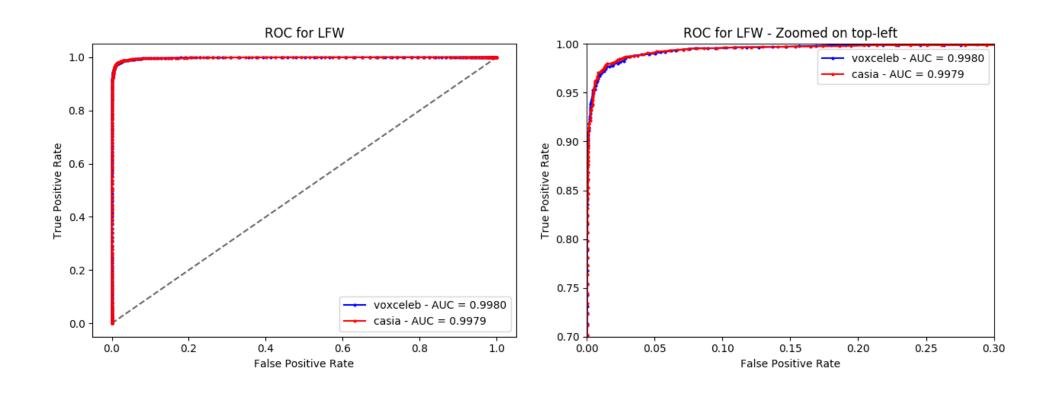
$$= \frac{FP}{TN + FP}$$



Result (Cont'd)



Result (Cont'd)



THANK YOU

