

# Computational pipeline for face analysis

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# Applications of face analysis

- Face recognition
- Gender estimation
- Ethnicity estimation
- Age estimation
- “Spacial” face similarity
  - Kin estimation
  - High/Low resolution face estimation
- Facial expressions

# Why is face analysis (relatively) easy?

The most difficult attribute of visual recognition is the visual variability

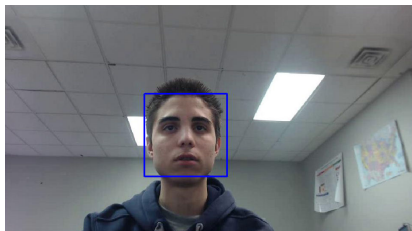
Best detection results VOC 2007:

- Girshick et al. 2014: mAP of 53.3%
- Oxford VGG 16-layer network mAP of 66.0%



The variability of faces is mostly geometrical and parametric





Classical work of Viola–Jones 2001:

- Fast and accurate
- Available in OpenCV and Matlab
- Can be improved using extra features
- Coarse estimate - “one size fits all”

# Face alignment



”Supervised Descent Method and its Applications to Face Alignment”,  
Xiong and De la Torre, 2013

Very fast and accurate:

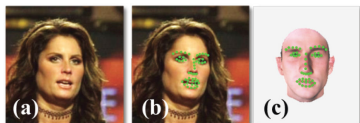
- 1 Compute (SIFT/Hog/LBP) descriptors at 49 points:  $x$
  - 2 Regression:  $\Delta = A \cdot x$
- The regression matrix is learnt.
  - Runs at 60 FPS
  - Extensions: regression tree and binary features
    - “Face Alignment at 3000 FPS via Regressing Local Binary Features”, Ren et al., 2014
    - “One Millisecond Face Alignment with an Ensemble of Regression Trees”, Kazemi et al., 2014

**Our research:** improve the convergence range

Show video

# Pose estimation and 3D alignment

- Each point has a “name”
- Classical pose estimation: Perspective-n-Point problem (PnP)  
Posit



- Given the pose, the face image is rendered on the 3D model
- The 3D model can be rotated
- Missing parts added using symmetry
- Can be used for analysis

## Effective Face Frontalization in Unconstrained Images

Tal Hassner<sup>1</sup>   Shai Harel<sup>1</sup> <sup>†</sup>   Eran Paz<sup>1</sup> <sup>†</sup>   Roei Enbar<sup>2</sup>  
<sup>1</sup> The open University of Israel  
<sup>2</sup> Adience



- Dense LBP, HOG, SIFT
- Face specific features: Weber Local Descriptor (WLD)
- Deep learning
  - Representation learning - requires a large training set
  - Task specific refinement



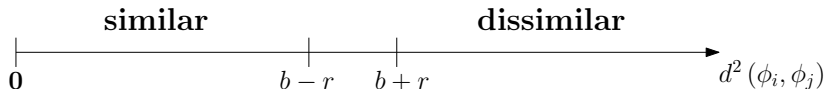
# Distance learning I

Fisher Vector Faces in the Wild, Simonyan et al. 2013

- Can be applied directly
- The last layer in a deep network

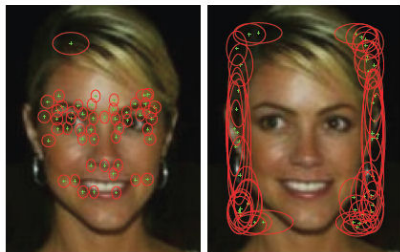
Learn a linear projection using margin maximization

$$d_{\mathbf{W}}^2(\phi_i, \phi_j) = \|\mathbf{W}\phi_i - \mathbf{W}\phi_j\|_2^2$$



# Distance learning II

Activations for recognition (from *Fisher Vector Faces in the Wild*)

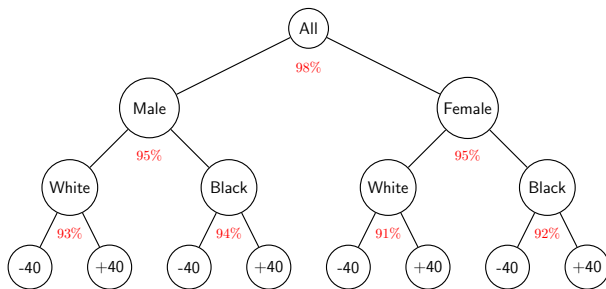


Application	Same	Not same	Learning	Accuracy
Verification	$name_i = name_j$	$name_i \neq name_j$	overfit	99%
Age estimation	$ age_i - age_j  \leq T$	$ age_i - age_j  > T$	generalization	3 years
Gender	$gender_i = gender_j$	$gender_i \neq gender_j$	generalization	98%
Ethnicity	$ethnicity_i = ethnicity_j$	$ethnicity_i \neq ethnicity_j$	generalization	98%

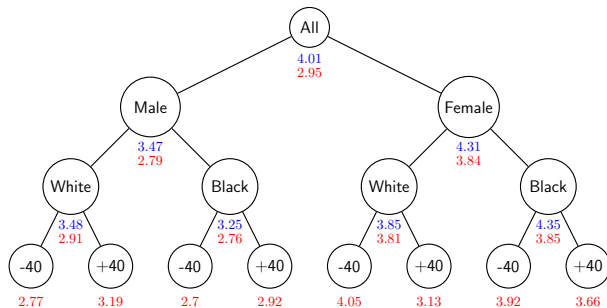
# Face hierarchies I

- It is difficult to learn a classifier/regressor on a heterogeneous dataset
- Common solution - split data to folders and learn a set of classifiers/regressors
- Faces have a natural hierarchy based on: gender, ethnicity, age

## Example of age estimation (Mor,Keller2014)



# Face hierarchies II



Algorithm	MAE
KNN	6.26
PLS	4.56
KPLS (Guo 2011)	4.18

# “Spacial” face similarity: non-identical twins I

So far we considered

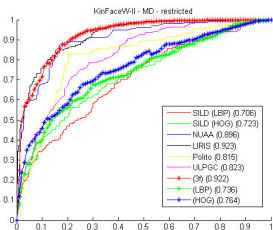
$$d_{\mathbf{W}}^2(\phi_i, \phi_j) = \|\mathbf{W}\phi_i - \mathbf{W}\phi_j\|_2^2$$

But, there are other problems



$$d_{\mathbf{W}}^2(\phi_i, \phi_j) = \|\mathbf{W}_o\phi_i^o - \mathbf{W}_y\phi_j^y\|$$

# “Spatial” face similarity: non-identical twins II



Mahpod, Keller2015, FG2015

Similar problem



Yuen, Zou2012

**But**, we can use **multiple** low-resolution images

- New technology - many potential applications
- Preprocessing infrastructure is important: alignment, frontalizations, features, etc.
- Some face analysis requires multiple images
- Temporal analysis: RNN, HMM
- Psychological analysis (“poker face”)