#### **In-Plane Rotational Alignment of Faces by Eye** and Eye-Pair Detection M.F. Karaaba, O.Surinta, L.R.B. Schomaker and M.A. Wiering Institute of Artificial Intelligence and Cognitive Engineering (ALICE) University of Groningen

## **Abstract**

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> A hierarchical detector system using eye and eye-pair detectors combined with a geometrical method for calculating the in-plane angle of a face image. **> Two feature methods**, the **RBM** and the **HOG**, are used to extract the feature vector by using a *sliding window*. **SVM** is used to accurately localize the eyes. **> The in-plane angle** is estimated by calculating the arctangent of horizontal and vertical parts of the distance between left and right eye center points. > We tested our approach on three different face datasets: IMM, LFW and FERET.





## **2. Roll angle calculation**

angle =  $arctan(\frac{y}{r})$ 



 $y = eye(left)_v - eye(right)_v$  $x = eye(left)_{x} - eye(right)_{x}$ 



**Eyes localized with less (left) and more (right)** than a localization error of 0.2



Sample of eye-pair regions

**Non-Eye regions** Eye regions

## **1. Feature Extraction**



**> RBM:** An RBM is an energybased neural network model used for suppression of noise and reducing the dimensionality of the input data. It is composed of two layers: an input and a hidden layer.

Hidden n<sub>2</sub> 10 Units Weights Input Units

An RBM with 3 hidden and 4 visual (or input) units.



#### **> HOG:** It computes the oriented gradients of an image using gradient detectors.

| Method | Dataset          | Left eye    | <b>Right eye</b> | Average         |
|--------|------------------|-------------|------------------|-----------------|
|        | IMM              | .046 ± .002 | $.043 \pm .002$  | $.044 \pm .002$ |
|        | <b>T T T T T</b> |             |                  |                 |

| Method | Dataset | Average error   | Successful<br>rotations < 2.5 |
|--------|---------|-----------------|-------------------------------|
|        | IMM     | $1.35 \pm .066$ | $90.0 \pm 1.9$                |

### **3. Evaluation Methods**

#### > the eye localization error

 $e = \frac{d(d_{eye}, m_{eye})}{d(m_{eye_l}, m_{eye_r})}$ 

### > the angle estimation error

the absolute value of the difference between manually obtained and automatically estimated angles.

# **4. Face Recognition**

> We used **HOG** with **3 x 3 x 9** and 60 x 66 pixels resolution (W x H), obtained **82.75%** 



| RBM | LFW   | $.071 \pm .004$ | $.069 \pm .005$ | $.070 \pm .004$ |
|-----|-------|-----------------|-----------------|-----------------|
|     | FERET | .069 ± .009     | $.079 \pm .011$ | $.074 \pm .010$ |
|     | IMM   | .044 ± .006     | $.041 \pm .004$ | $.042 \pm .005$ |
| HOG | LFW   | .066 ± .003     | $.071 \pm .005$ | .069 ± .004     |
|     | FERET | .064 ± .009     | $.071 \pm .010$ | .067 ± .009     |

| RBM | LFW   | $2.30 \pm .083$ | $65.5 \pm 2.3$ |
|-----|-------|-----------------|----------------|
|     | FERET | 2.38 ± .118     | 80.9 ± 2.6     |
|     | IMM   | $1.47 \pm .082$ | 80.0 ± 2.6     |
| HOG | LFW   | 2.46 ± .096     | 63.4 ± 2.6     |
|     | FERET | 2.64 ± .120     | $76.5 \pm 2.8$ |

| Non-Rotated   | 74.50 | 75.50 |
|---------------|-------|-------|
| Auto. Rotated | 82.75 | 81.75 |
| Improvement   | 8.25  | 6.25  |

