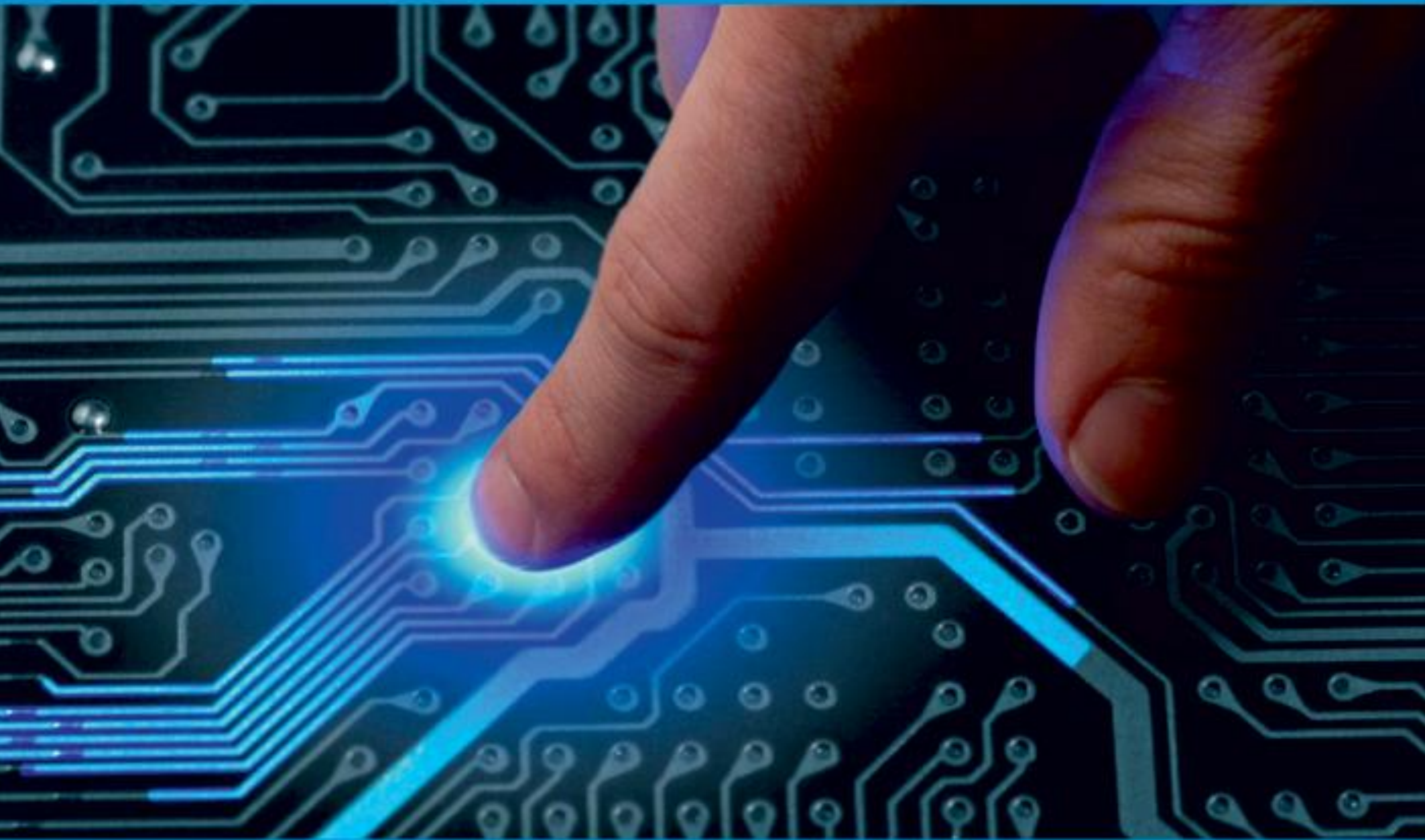
IJIRCCE

e-ISSN: 2320-9801 | p-ISSN: 2320-9798



INTERNATIONAL JOURNAL OF INNOVATIVE RESEARCH

IN COMPUTER & COMMUNICATION ENGINEERING

Volume 12, Issue 5, May 2024

INTERNATIONAL STANDARD SERIAL NUMBER INDIA

Impact Factor: 8.379

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International Journal of Innovative Research in Computer and Communication Engineering

| e-ISSN: 2320-9801, p-ISSN: 2320-9798| www.ijircce.com | |Impact Factor: 8.379 | Monthly Peer Reviewed & Referred Journal |

|| Volume 12, Issue 5, May 2024 ||

| DOI: 10.15680/IJIRCCE.2024.1205323 |

Developing a Solution for the Identification & Rendering of Human Faces in Videos on Real Time Basis

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ABSTRACT: Due to variations in backdrop, facial expression, and lighting, real-time human face identification and recognition from video sequences in surveillance applications is a difficult task. The technique of identifying faces is based on the straightforward AdaBoost algorithm, which can swiftly and reliably recognize faces despite changes in lighting and background. The detection step is efficient and produces high-quality findings with little computational effort. To accommodate the use of video surveillance, the identification phase is based on an improved independent components analysis approach. During the recognition process, the Hausdorff distance is used to compare a generic face model to possible instances of the item in the picture. After the two phases are integrated, many improvements are proposed to increase the system's overall performance as well as the success rates of face detection and recognition. The experimental findings demonstrate the superior performance of the suggested technique compared to the state-of-the-art methods. It's obvious that the proposed approach is very useful and efficient. Due to variations in backdrop, facial expression, and lighting, real-time human face identification and recognition from video sequences in surveillance applications is a difficult task. The technique of identifying faces is based on the straightforward AdaBoost algorithm, which can swiftly and reliably recognize faces despite changes in lighting and background. The detection step is efficient and produces high-quality findings with little computational effort. To accommodate the use of video surveillance, the identification phase is based on an improved independent components analysis approach. During the recognition process, the Hausdorff distance is used to compare a generic face model to possible instances of the item in the picture. After the two phases are integrated, many improvements are proposed to increase the system's overall performance as well as the success rates of face detection and recognition. The experimental findings demonstrate the superior performance of the suggested technique compared to the state-of-the-art methods. It's obvious that the proposed approach is very useful and efficiently.

KEYWORDS: Facial landmarking and facial recognition.

I. INTRODUCTION

Today's businesses need to hire a large number of people with specialized training in order to provide the required level of security. But security may be jeopardized by careless humans. Several aspects of modern life rely on closed-circuit television (CCTV). With the introduction of video surveillance, passive monitoring has been upgraded to an integrated, intelligent control system. The newest applications of face detection may be used for things like safe access control and financial transactions. Biometric technologies have lately gained in importance, and examples include facial recognition, palm reading, and fingerprinting. Improvements in microelectronics and visual systems have made biometrics a commercially viable technology. Facial recognition is an integral part of biometrics. Biometrics is the science of matching human fundamentals to modern data. The facial features are implemented with the help of a newly invented, very efficient algorithm, with a few tweaks to the standard model of algorithms. Identifying criminals, enhancing security, and verifying identities are just some of the many real-world applications for computerized facial recognition technology. Facial recognition systems often begin with face detection, which locates the face in the input picture, followed by an image processing step to clean the face picture in order for it to be instantly recognizable.

The importance of being able to recognize people by their faces has increased in the current world as the number of people who share your face grows every day. Due to its applicability in many areas, including visual analysis and comprehension, face recognition has been the focus of researchers over the last two decades. Image processing, animation, security, human-computer interaction, and healthcare are just some of the other areas where interest in face recognition is growing. Facial recognition systems are simple to implement into daily life. Attendance monitoring, entertainment, and monetary transactions are just some of the many uses for face recognition cosmetics.

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Even while modern facial recognition algorithms operate well in very controlled situations, they are far less successful when used in current surveillance systems due to issues with picture quality, background clutter, lighting variations, and face and expression posture. Images must be preprocessed, features must be extracted, and recognition methods must be categorized; these are the three main components of facial recognition systems [5].The lips, nose, eyebrows, and other geometric features that are taken from the face. To identify the person, the detected and processed face is compared to a database of recognised faces. They are required to keep an eye on the surveillance system. Issues with dependability, scalability, and universal identification accompany human monitoring.

II. OBJECTIVES

1. Accurate Face Detection and Recognition:
   Develop an algorithm capable of detecting human faces in real-time video streams with high accuracy.
   Implement facial recognition techniques to identify individuals from a database of known faces.

2. Real-Time Processing:
   Ensure the solution processes video frames in real time, with minimal latency, to provide immediate results.
   Optimize the system's performance to handle high-resolution videos and multiple faces simultaneously.

3. Scalability and Efficiency:
   Design the system to be scalable, allowing it to handle varying volumes of video data without significant performance degradation.
   Utilize efficient computational methods and hardware acceleration (e.g., GPUs) to enhance processing speed.

4. Robustness and Reliability:
   Develop the solution to be robust against different lighting conditions, angles, and occlusions.
   Ensure the system's reliability and accuracy across diverse real-world scenarios and environment.

III. EXISTING SYSTEM

The existing systems for the identification and rendering of human faces in videos on a real-time basis incorporate advanced algorithms and hardware capabilities to achieve high accuracy and performance. Despite the significant progress, ongoing challenges such as variability in conditions, privacy concerns, and scalability need continuous research and development. Future systems are expected to leverage advancements in AI and machine learning to further enhance their robustness and applicability across various domains.

Key Features of the Existing System:

1. Haar Cascades: Though older and less accurate under diverse conditions, it is lightweight and fast for basic applications.
2. HOG (Histogram of Oriented Gradients): Provides good performance in controlled environments, often used as a baseline method.
3. GPUs and TPUs: Leverages parallel processing power of GPUs (Graphics Processing Units) and TPUs (Tensor Processing Units) for faster computation.
4. Edge Computing: Deploying AI models directly on edge devices (e.g., smart cameras) to reduce latency and bandwidth usage.
5. Parallel Processing: Utilizes multi-threading and parallel computing techniques to handle multiple video streams simultaneously.
6. Lightweight Models: Development of efficient, lightweight models that can run on resource-constrained devices without significant performance loss.
7. Variability in Lighting and Angles: Existing systems may struggle with changes in lighting, facial expressions, and viewing angles, affecting accuracy.
8. Privacy Concerns: The use of face recognition technology raises significant privacy and ethical concerns, particularly regarding data security and consent.
9. Scalability Issues: Managing large-scale deployments with thousands of cameras and real-time processing requirements can be challenging.
10. False Positives/Negatives: Ensuring low false positive and negative rates is critical, particularly in security and surveillance applications.

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IV. LITERATURE SURVEY

Among the various causes of high rates of unemployment in recent years in the Philippines, job mismatch has been singled out by the country's Department of Labor and Employment (DOLE). The Department of Labor and Employment (DOLE) is working closely with the Commission on Higher Education and Technical Education (TESDA) to find a solution to the issue. According to the January 2014 Labor Force Survey, the unemployment rate in the Philippines was 7.5%, while the underemployment rate was 19.5%, as reported in the article cited as reference [2]. Employment patterns throughout the world were discussed as well.

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Xi et al. [15] have developed an innovative unsupervised deep learning-based approach dubbed local binary pattern network (LBPNet) for extracting hierarchical representations of data. The topology of the CNN is maintained by the LBPNet. Results from experiments using public benchmarks (LFW and FERET) show that LBPNet can compete well with other unsupervised methods. When there are large shifts in factors like expression, lighting, and posture, face recognition may become problematic; Laure et al. [40] created a method to overcome this issue. The LBP and K-NN methods serve as the basis for this approach. LBP's invariance to target image rotation has made it a powerful tool for face detection. Bonnen et al. [42] proposed a variant of the LBP method called multiscale local binary pattern (MLBP). for the extraction of features. The local ternary pattern (LTP) technique [43], another LBP variation, which, compared to the original LBP method, is more robust to background noise. The approach uses a three-stage process to determine how different the surrounding pixels are from the core one. Hussain et al. [36] create the local quantized pattern (LQP) approach to facial representation. LQP is a generalization of local pattern properties and has a built-in robustness against illumination shifts. The LQP uses a ternary split code to create a pair of binary codes from a sample of pixels taken from the surrounding region laid out in a disc pattern. All of The codebook for these quantized codes is learned on an individual basis. HOG, or a histogram of oriented gradients, [44] The HOG is one of the best shape and edge descriptors. The HOG method may characterize the face by using the distribution of edge direction or the gradient in light intensity. To extract the feature of the facial picture, this method first divides the whole image into cells (small portions or areas), then generates a histogram of the pixel edge direction or direction gradient for each cell, and then combines all the cell histograms. By first dividing the local picture into cells and then computing the amplitude of the first-order gradients in both the horizontal and vertical directions, the HOG descriptor generates the feature vector [10,13,26,45]. The most common method employs a 1D mask in the range [-1 0 1].

The BRIEF notation stands for "binary robust independent elementary features" [30,57]. BRIEF is an easily calculated binary descriptor. Similar to the family of binary descriptors that includes binary robust invariant scalable (BRISK) and rapid retina keypoint (FREAK), this descriptor evaluates changes in pixel intensity. The BRIEF explanation flattens the picture patches to reduce noise. After that, the differences in pixel brightness are used to convey the characterization. When it comes to efficiency and precision in pattern detection, this descriptor comes out on top.Fast retina keypoint (FREAK) [57, 59]: Alahi et alFREAK .'s descriptor [59] uses a circular retinal grid for sampling. This description relies on the retinal receptive fields shown in Figure 8 to inform the 43 sample patterns employed. In order to obtain a binary descriptor, a sample of these 43 receptive fields is taken, with sampling factors decreasing as the distance from the thousand potential pairings to a patch's center increases. Each set of data is smoothed using Gaussian functions. The sign of pairwise differences and a threshold are considered while representing the binary descriptors. The fundamental vectors of a given space may be determined with the use of a method called independent component analysis (ICA) [35]. This method seeks to perform a linear adjustment to reduce the statistical dependency between the several basic vectors in order to analyze independent components. It turns out that they don't lie on an orthogonal plane. Furthermore, ICA gathers pictures in variables with strong statistical independence, allowing for greater efficiency to be attained by the gathering of images from several sources with low correlation.

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V. PROPOSED WORK

Thanks to recent advancements in computer vision and AI/ML methods, facial recognition has become more easier. It is still challenging to create a human face using real-time recordings that contain recorded facial expressions, gestures, voice, and other factors. Develop a working prototype that can identify persons in real-time video utilizing advanced image recognition and AI/ML techniques. The prototype system must render the recognized person's picture in such a manner that the face position changes dynamically in response to body motion. Effects like motion and facial emotions must be faithfully reproduced to provide the sense of a genuine human face. The test model must be compatible with real-time video feeds.

The Current Setup results of one stage of a neural network are fed into the next in what is called a recurrent neural network (RNN). The inputs and outputs of a typical neural network are free from reliance on one another. However, remembering the words that came before is essential in certain situations, such as when trying to guess the next word in a sentence. As a consequence, RNNs were created, and they employ a "hidden layer" to address the problem. The hidden state, which stores relevant information about a sequence, is the primary benefit of RNNs. RNNs have a "memory" that stores all of the information necessary to do the computations. This memory employs the same parameters for all inputs since it always produces the same output by performing the same operation on all inputs or hidden layers. This method simplifies the parameters of the neural network, although not as much as in others. The long short-term memory (LSTM) introduced in 1997 by Hochreiter and Schmidhuber [20] handles long-term dependencies when there is a large gap between the relevant input data. LSTM has been the focus of deep learning research since it can replicate virtually all of the fascinating discoveries based on RNNs. The recurrent cells or units in RNNs' recurrent layers (also called the hidden layers) are influenced by both previous states and current input through feedback connections.

System Proposal, Number 6Automatic face recognition is a useful biometric method because it employs a consistent identifier to distinguish individuals: their faces. One of its primary goals is the proper differentiation of identities via the study of the complex human visual system and the knowledge of how individuals perceive faces. Video face identification and recognition is a software package that makes use of cutting-edge methods for doing just that, recognizing faces in still images captured by video cameras. In Principal Component Analysis terms, this is the best possible conclusion. This procedure accomplishes the aforementioned trifecta of face recognition, feature extraction, and identification simultaneously.In this particular project, we implemented it using Python. Because of the importance of computer vision in this project, OpenCV (open source computer vision) was necessary. To capture and analyze face expressions, a real-time webcam is required.

When compared to other biometric systems, such as eye, iris, or fingerprint identification, the face recognition technology is not the most effective or reliable. Furthermore, despite all the advantages indicated above, this biometric technology has several restrictions due to many challenges. There is now a plateau in recognizability in controlled settings. However, the problem persists in natural settings due to variations in elements such as lighting, age, dynamic backdrop, facial emotions, and so on. This overview of the literature looks at the state-of-the-art approaches to facial recognition that have been presented in both controlled and uncontrolled settings using different datasets. There are a number of methods available today that can identify a human face in a 2D or 3D photograph. In this review work, we will classify these systems into one of three groups, depending on their object detection and recognition capabilities . The methods are ranked as follows:

local, holistic (subspace), and hybrid. In the first approach, individuals are grouped together according to superficial facial characteristics. The second technique involves mapping information about the whole face onto a Limiting subspace or correlation plane. Third, by integrating local and global features, we improve the reliability of face recognition.

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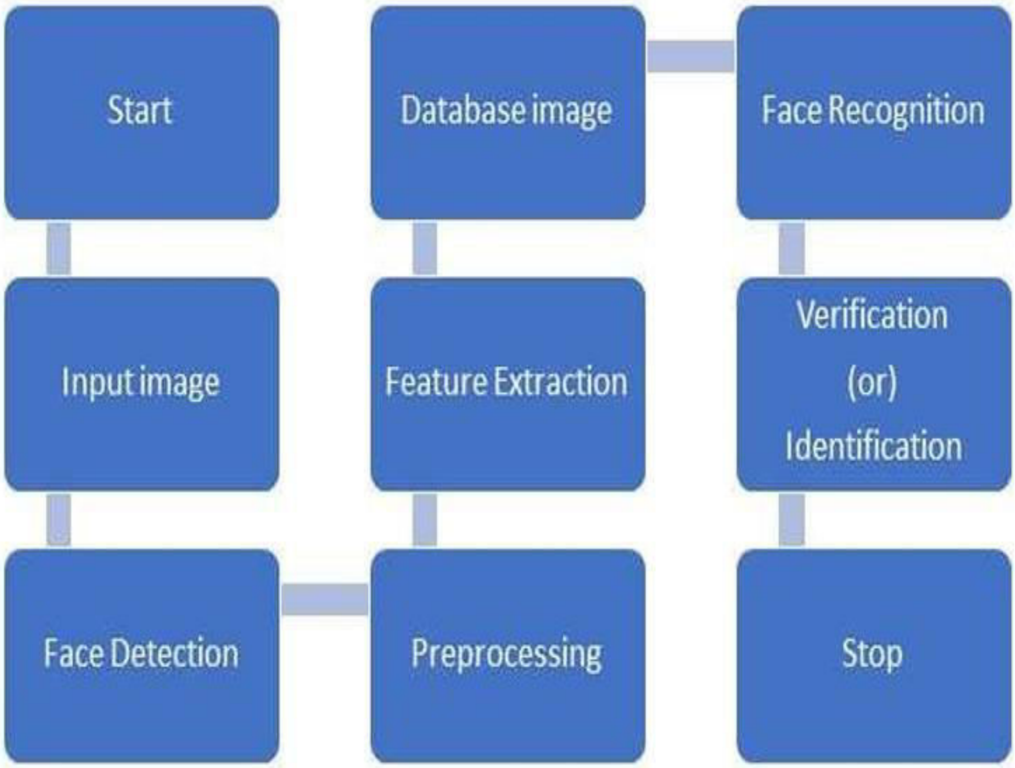
VI. ARCHITECTURE



VII. RESULTS

Results give the accurate output for the perfect executions involved in the project. There are four basic steps for the accuracy results. The following are the steps involved in the evaluation of the project.

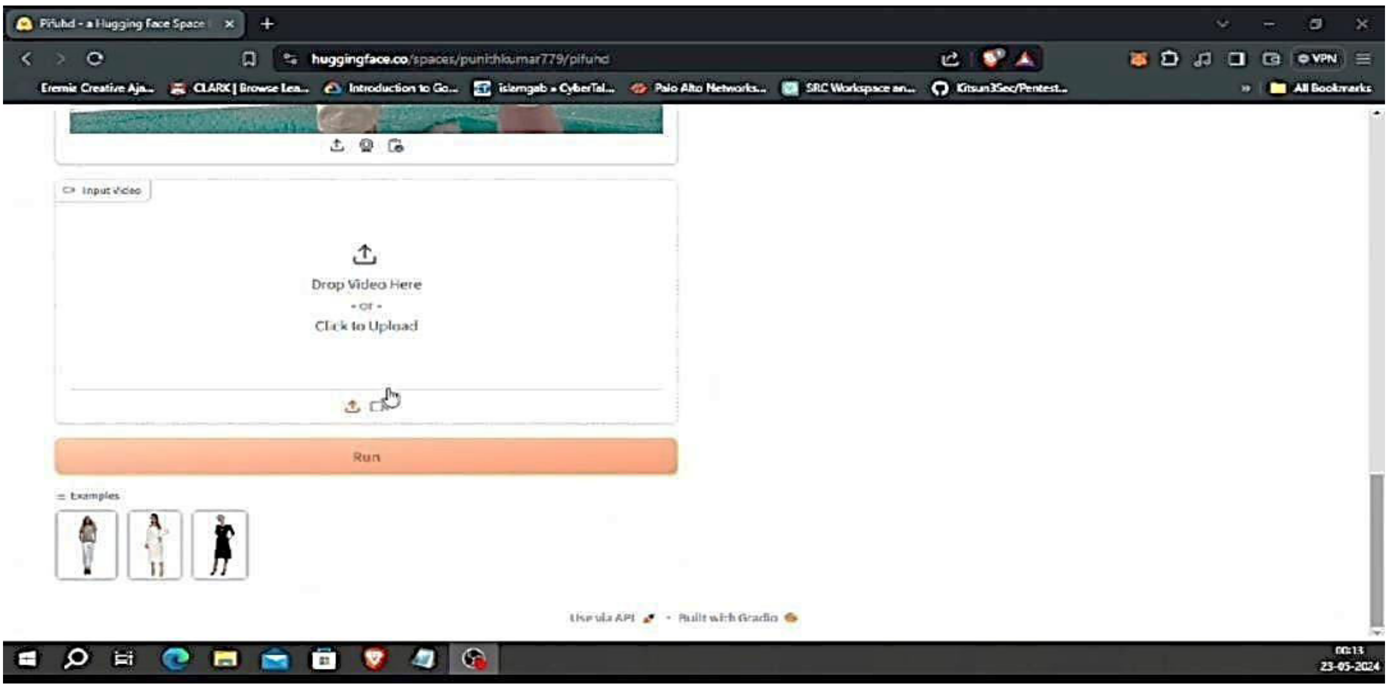


Fig 1 – User Interface

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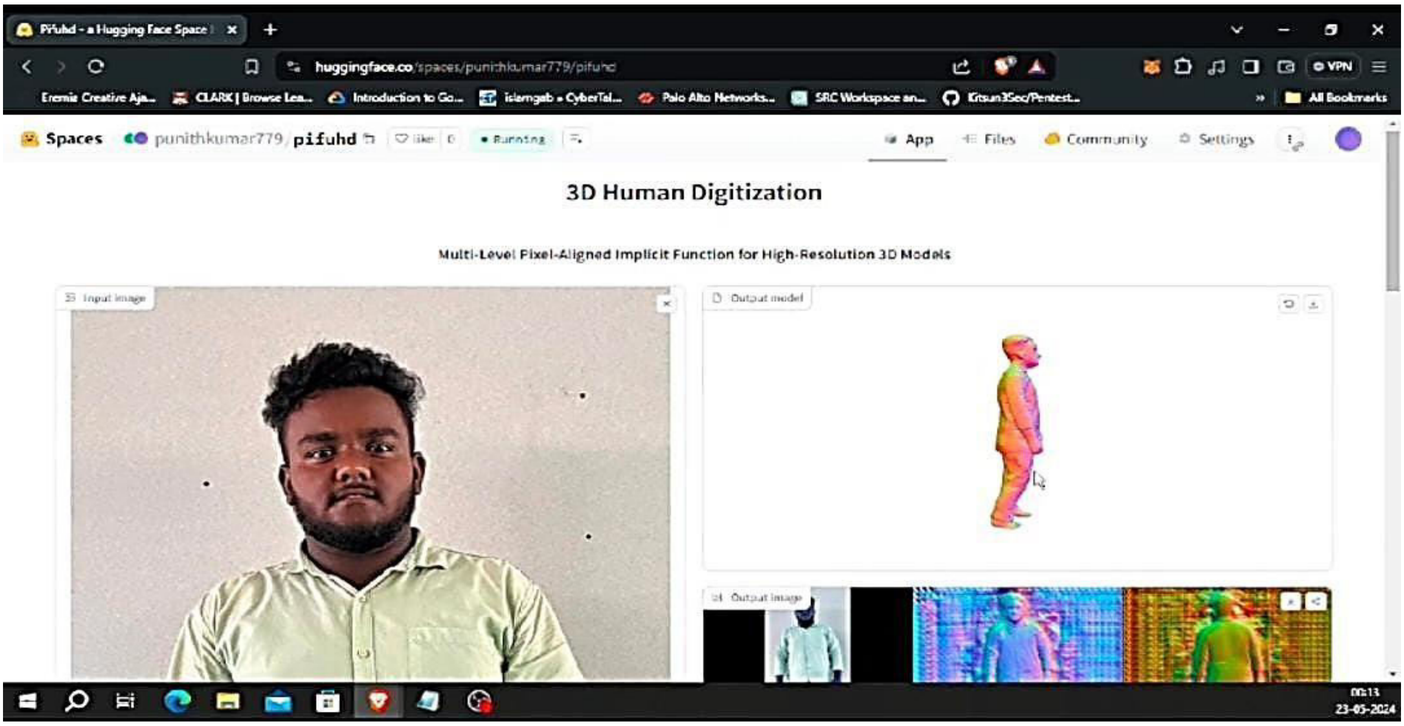

Fig 2–Scanning of Input Image

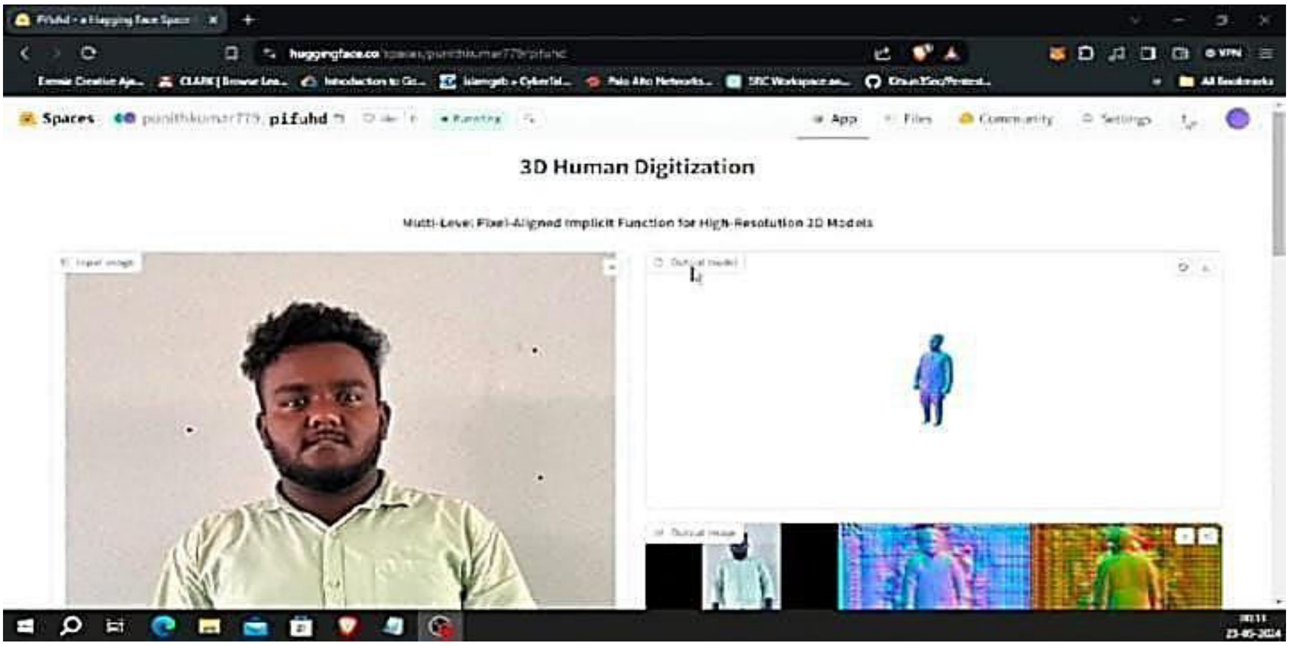

Fig 3-Image is identified from database and verified

In Fisher Faces face recognizer algorithm, it extracts principal components that differentiate one person from the others. In this whole face is considered as an input to the image. Fisher Faces only prevents features of one person from becoming dominant, but it still considers some small changes as a useful feature.

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VIII. CONCLUSION

Fisher faces face recognizers is an improved version of the Eigen face recognizers. So, in fisher faces process image doesn't focus on the features that discriminate one individual from another. Fisher faces concentrates on the ones that represent all the faces of all the people in the training data, as a whole.

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