

TRANSFER LEARNING FOR RECOGNIZING FACE IN DISGUISE

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Abstract:

Face acknowledgment is a strategy in Machine Learning to perceive objects in the image or video. People have a memory to perceive others and perceive a few articles like creatures, plants, living articles, and non-living items. Not with standing, how the PC does that in spite of the fact that it has memory? A list the strategy or technique in Computer Vision that can be utilized, so PCs can get one individual's face to someone else contained in the picture or video. In this paper, the creator proposes about testing some well-known Convolutional Neural Network (CNN) Model Architecture to see which one is smarter to perceive the individual faced at a set in camouflaged. The creator utilizes the "Perceiving Disguised Faces" data set to recognize 75 classes of countenances, and afterward attempt to prepare also, test how precise it tends to be perceived by the machine, where it will be helpful to any individual who needs to investigate and foster an Architecture of Deep Learning. This paper is expected to add to the field Machine Learning related calculation that is utilized to tackle the issue in picture grouping. The trial results show critical improvement utilizing move learning in VGG Models. We at that point presume that Image Net weight best utilized for face-perceiving utilizing VGG Models.

Keywords: face recognition, transfer learning, deep learning, and machine learning.

Introduction

In the field of Machine Learning, there are numerous regions and techniques to perceiving something, regardless of whether what is distinguished is an on-living (item) or living thing (human, creature, occasion plant). For biometric ID, the substance of an individual is frequently utilized in recognizing another person. We, people can recognize another person from each other on the grounds that we have memory and mind to handle our reasoning. Yet, machine can't do that without anyone's help, in this way emerges a field that makes machine thinking that is Machine Learning which is spearheaded by Arthur Samuel. In past decade, various methodology techniques to distinguishing individual's faces which is Eigen faces and Head Component Analysis (PCA), to Convolutional Neural Networks (CNN) which then from that point onward, the capacity to perceive face got increasingly elevated. Move learning is a methodology utilized in AI where the main preparing task delivers a model, at that point we do these second test utilizing the model of the principal preparing task. Move taking in contrasts from customary AI since it includes utilizing a pre-prepared model as a springboard to begin an optional undertaking. With the large number of benefits of utilizing CNN, for example, move learning for instance, CNN has been broadly applied in different fields of exploration. Which are picture order, person on foot discovery, object recognition, video investigation, food discovery and face acknowledgment? In this paper, we think about some well-known Pre-Trained CNN Model Architecture given by Keras which is an open-source neural organization library written in Python. The design we utilized is VGG16, VGG19, ResNet50, ResNet152 v2, InceptionV3 and Inception-ResNet V2. At that point, we partition into two sections: utilizing the vector to prepare the classifier model, and assessing the exactness and cost capacity of the classifier model. From this exploration, we expected to see the best Pre-Trained Architecture model with the most elevated level of precision, furthermore, the least expense work in the ideal hyperparameter state. The creator utilizes "Perceiving Disguised Faces" dataset, which is an informational collection of 75 photos of an individual's face utilizing a hidden device like a handkerchief, masker, counter feet mustache, counter feet facial hair, glasses, etcetera. Every individual in dataset generally get 7-8 picture as camouflaged and last 2 is his/her genuine face.

Proposed methods

A. Artificial Neural Network(ANN)

Artificial Neural Network (ANN) is a processing system that has several performance characteristics similar to our biological brain neural networks. McCulloch & Pitts first designed ANN in 1943. ANN has been developed as a mathematical model of generalization of neurobiology or human cognition, then based on this assumption:

- Neurons is an element where an information processing occurs.
- Each connection link has an associated weight that stream the transmitted signal.

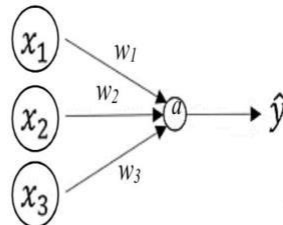


Fig. 1. Single neuron network.

- The association between neurons is known as the association connect that passes as a sign. To decide every neuron yield, it executes an actuation work that is normally non-direct to the contribution of its organization.

There are numerous components of the preparing units in ANN which generally called neurons, units, cells, or hubs. Each neuron associated by means of a correspondence interface and related with load. Weight addresses the data that will be utilized to tackling issues, an among the generally utilized neural networks execution is forth example characterization challenge.

We should see the straight forward neural organization in Fig.1, let yield neurons be \hat{y} , it at a point gets contribution from actuation work neuronal. Also, separately a get the contribution from three other enactment x_1 , x_2 , and x_3 . Which represent by X_1 , X_2 , and X_3 for their neurons name. Besides, the weight associated from X_1 , X_2 , and X_3 to actuation work are w_1 , w_2 , and w_3 . Thus, the computation for yield can be meant by (1).

$$\hat{y} = a = w_1x_1 + w_2x_2 + w_3x_3$$

From that point forward, we can compute them is fortune work organization above. There is fortune work is a proportion of the distinction between the forecast (i) and the genuine worth (ground truth), at the end of the day, it is a blunder computation for one phase of preparing. This capacity can be seen (2).

In this exploration, we utilize all out cross-entropy as misfortune work, since we need to characterize every individual by his/her face. This capacity will analyze the conveyance of anticipated face, by evident and bogus which set to 1 for valid and 0 assuming bogus. The genuine class of an individual's face addresses a one-hot encoded vector, which is we get the lower misfortune if the model yield vector is nearer to the genuine class. There is fortune work is as follows:

Class represent by C , where X_i is the info vector for one-hot encoded target vector Y_i , and p_{ij} is like likelihood that the component in class j .

B. Convolutional Neural Organization (ConvNet)

Convolutional Neural Organizations (CNN) or generally alluded to as ConvNet, is one of the exceptional instances of the Fake Neural Organization (ANN) which is presently considered the best procedure to address object acknowledgment and digit identification issues. In a Neural Organization as profound as CNN there are numerous models that are being created as of recently, yet in this paper, we simply center around 3 diverse model engineering.

a). AlexNet

Made in 2012, this design is the principal profound organizations that can group some article with

critical precision in the Image Net dataset, contrasted with customary systems that were before AlexNet. This organization comprises of 5 convolutional layers followed by 3 completely associated layers, as represented in Fig. 2.

b). VGG16

Made in 2013, this engineering comes from the VGG bunch, Oxford. VGG was made to improve from the Alex Net engineering by supplanting huge part channels (11 and 5 in the first and second convolutional layers) with some 3x3 bit channels. With a given open field, little estimated bits that are stacked are superior to huge size parts, in light of the fact that few non-straight layers increment the profundity of the organization which makes it conceivable to learn more unpredictable highlights. As a correlation, it tends to be found in Fig. 3.

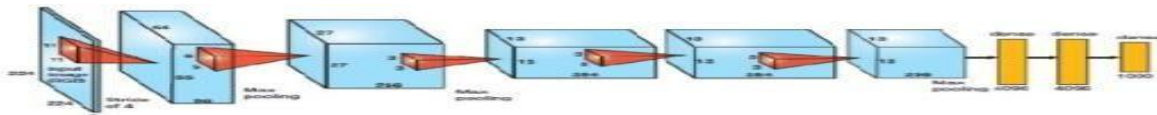


Fig. 2. Network architecture of AlexNet.

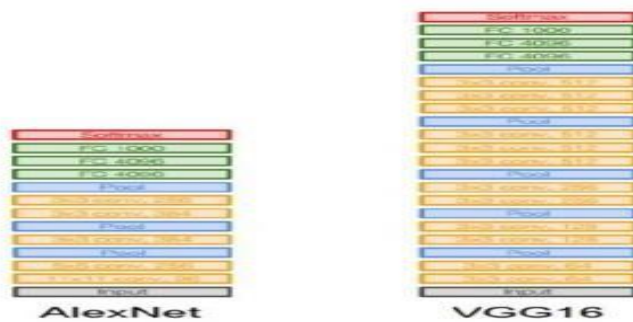


Fig. 3. Network architecture of VGG16.

c). Google Net/Inception

Made in 2014, while VGG accomplished incredible precision in the ImageNet dataset, yet its utilization requires high calculation, despite the fact that it utilizes a GPU (Graphic Processing Unit). This has gotten wasteful because of the enormous width of the convolutional layer utilized. Google Net expands on the thought that most actuations in profound organizations are not required (zero esteem) run reasonable as a result of the connection between them.

Consequently, their effective profound organization engineering will have meager associations between enactments, which infers that each of the 512 yield channels won't have associations between one another. Google Net planned a module called the Inception module which numbered generally like a meager CNN with a strong development (appeared in Fig. 4). Since just a little part of the neurons is successful as referenced already, the width/number of convolution channels of the portion size is kept little. This module like wise utilizes convolution of different sizes to catch subtleties at different scales (5x5, 3x3, 1x1).

d). ResNet

As per what has been talked about up until now, in particular, to improve exactness in the organization should build the profundity of the layer, as long as it can keep over-fitting. In any case, expanding the profound organization doesn't work by basically adding layers. Profound organizations are hard to rehearse in view of the issue of evaporating inclinations, where slopes are re-proliferated to the past layer, rehashed redundancy can make the inclination little. Thus, as the organization develops, the execution becomes soaked or even starts to debase rapidly. Made in 2015, the fundamental thought of ResNet (Residual Organization) is to present what is called an "character alternate route association" that goes through at least one layers, as appeared in Fig. 5.

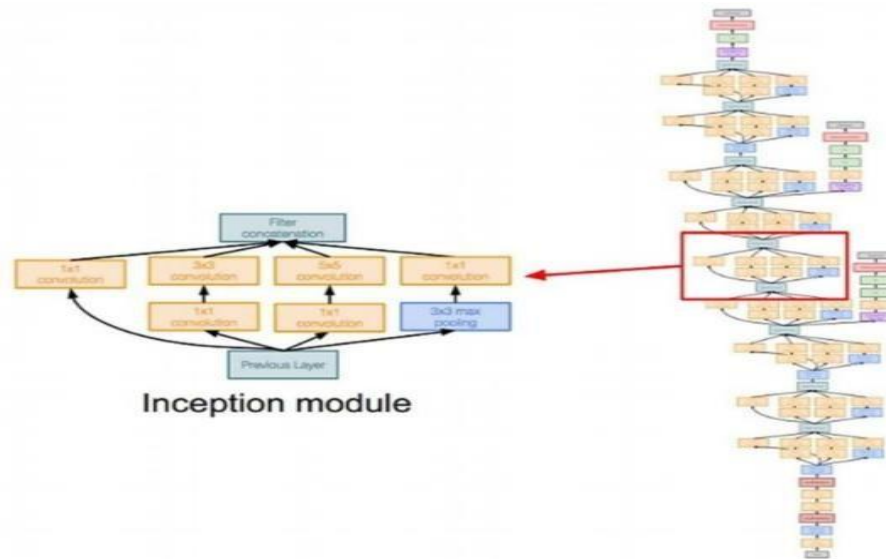


Fig. 4. Network architecture of GoogLeNet/Inception.

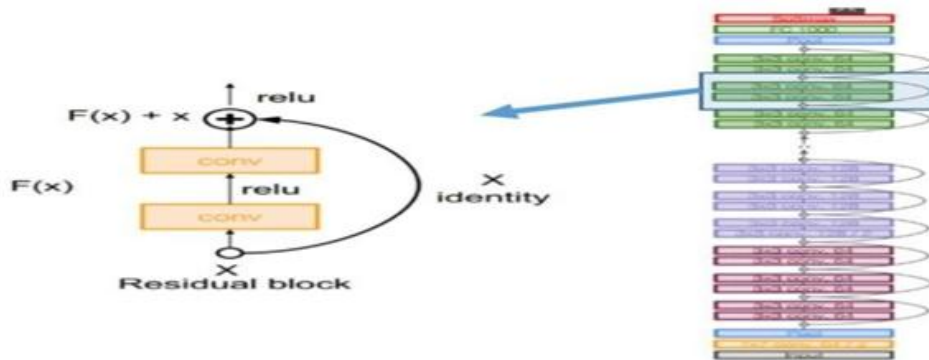
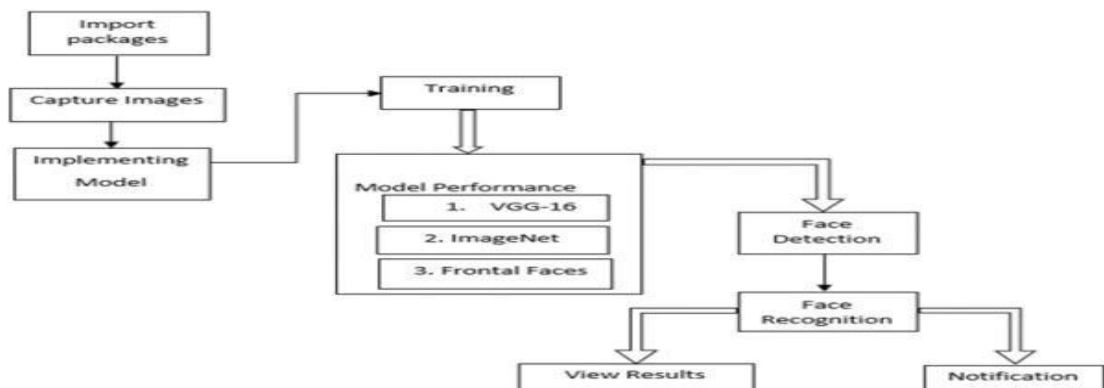


Fig. 5. Network architecture of ResNet.



Fig. 6. Example of used dataset.

Architecture



Experimental Results

In this paper, the creator will analyze 75 class of picture characterizations utilizing Convolution Neural Network (ConvNet), we at that point separated the strategy with various design was called previously. The creator performs testing utilizing aPCwith thedetails:

- DualProcessorwithIntel(R)Xeon(R)CPU@2.30GHzmodel.
- Memory13GB.
- GPU TeslaK80,pcitransportid:0000:00:04.0,registercapacity: 3.7.

• Kerasvariant2.3.1

The creator utilizes the "Perceiving Disguised Faces" dataset, which is an informational index of 75 photos of an individual face utilizing a hidden apparatus like a handkerchief, mask, counterfeit mustache, counterfeit facial hair, glasses, and etcetera. We at that point partition approval dependent on there individual face and assessment or testin formation we utilized is equivalent to the approval information. On this paper, we simply utilize the gray scale type picture on preparing measure.

Training and Testing Method

We setup a straight forward Sequential Model Architecture for the base layer, and add the in layer to Pre-prepared Model we use in this exploration, which is: VGG16, VGG19, ResNet50, ResNet152v2, InceptionV3 and Inception-ResNet V2. At that point we utilize a Pre-Trained weight "ImageNet" to our info model which can be utilized for Transfer Learning. We use VGG16 on our first attempt to do likewise to our other Input Model. In every arrangement, we utilize 30 ages to all prepared model. Furthermore, each model subsequent to thawing last 4 layer get extraordinary boundary change, with the exception of InceptionV3 Model, which is appeared in Table I.

A. Setup Method:

Before we train the model, we use information preprocessing system to keep away from the over fitting model. The technique is resizing all picture to 224x224 pixel, flipping, and pivoting the picture. The picture yield from preprocessing can be seen in the Fig. 7.

We utilize 2 arrangements for preparing, which is Freezing all layers in CNN Model (arrangement 1) and Unfreezing last 4 layer (arrangement 2). The Freezing all layers implies that we utilize the load from the past preparing to CNN Model, for our situation,

We get from Keras preparing in Image Net data set which have many named pictures. The arrangement 2 implies that we freeze all layer yet not last 4 layers, we train the last 4 layer to improve precision on dataset we utilized, that cycle is usually named a Transfer Realizing, which the model appeared in Fig. 8. The best precision result for this preparation is appeared in Fig. 9.

B. Freezing all layers in CNN Model (Setup 1):

In this arrangement of preparing, we need to know that first given effect for utilizing of pre-prepared weight we use on CNN Model, which is ImageNet. From preparing (or fitting interaction in keras), we get the outcome in the Table II. D. Thawing last 4 layer in CNN Model (arrangement 2) in this plan of preparing, first we freeze all layers with the exception of 4 last layers to our PreTrained CNN Model, which implies us simply preparing the last 4 layers from the CNN Model. We apply that to the entirety of the Model, overlooking the kind of layer. At that point we are accommodating our model once more. We get the outcome, appeared in the Table I



Fig. 7. Output image after preprocessing.

TABLE I. TRAINABLE PARAMETER OF CNN MODEL.

CNN Model	Freezing all layer (parameter)	Unfreezing last 4 layer (parameter)
VGG16	8,466,507	15,545,931
VGG19	8,466,507	15,545,931
ResNet50	102,838,347	103,893,067
ResNet152 v2	102,838,347	103,893,067
Inception v3	52,506,699	52,506,699
Inception-ResNet v2	100,741,195	103,937,611

In the table, attends to be inferred at this arrangement of preparing in the long run gives the exactness fundamentally better in a certain model and make

misfortune esteem lower particularly in the VGG16 Model. However, there a model deteriorate antes in the subsequent arrangement which is Commencement V3. The distinction execution is appeared in the Table IV for better arrangement. Theless worth in the table methods, that there has been a decrease in the worth after the subsequent arrangement performed, and the other way around. From the Table IV, Fig. 10 and Fig. 11, we presume that VGG16 Model can essentially improve results precision after we did the second arrangement in the preparation and approval set. Diverse case with ResNet Model, this model gets great results just in the preparation set, not on the approval set. At that point, in the testing technique we utilize the anticipate order in Kerasto anticipate face in formation in the train and approval set. What's more, the result nearly has a similar allegation to the preparation result progress. The outcome is appeared in the Table V and Table VI. What's more, the Fig. 12 is a running expectation on VGG16 Model with arrangement 2

TABLE IV. DIFFERENCE PERFORMANCE AFTER UNFREEZING LAST 4 LAYER

CNN Model	Performance Setup 2 – Performance Setup 1			
	Loss Value	Accuracy (%)	Validation Loss Value	Validation accuracy (%)
VGG16	-1.24	22.63	-2.16	34.92
VGG19	-1.52	25.99	-2.42	41.28
ResNet50	-0.16	4.4	0.20	0.0
ResNet152 v2	-0.13	1.0	-0.16	3.1
Inception v3	0.05	-3.3	0.11	2.4
Inception-ResNet v2	-0.50	7.7	-0.02	3.9

TABLE V. TESTING PERFORMANCE ON TRAIN SET

CNN Model	Train set	
	Accuracy on setup 1 (%)	Accuracy on Setup 2 (%)
VGG16	57.34%	75.69%
VGG19	29.51%	65.75%
ResNet50	1.53%	1.53%
ResNet152 v2	4.43%	7.95%
Inception v3	3.67%	3.98%
Inception-ResNet v2	1.99%	3.98%

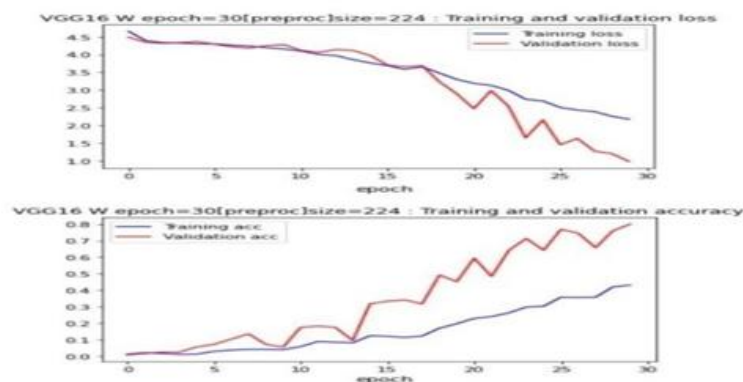


Fig. 10. Loss and accuracy graph on VGG16 model on setup 2.

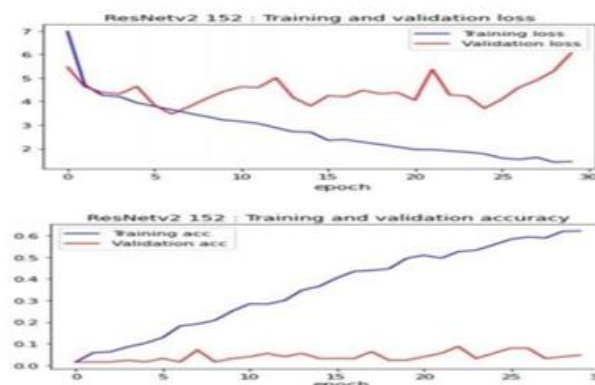


Fig. 11. Loss and accuracy graph on ResNet152 v2 model on setup 2.

TABLE VI. TESTING PERFORMANCE ON VALIDATION SET

CNN Model	Validation set	
	Accuracy on setup 1 (%)	Accuracy on Setup 2 (%)
VGG16	45.24	80.16
VGG19	26.19	67.46
ResNet50	1.59	0.00
ResNet152 v2	1.59	4.76
Inception v3	3.97	5.56
Inception-ResNet v2	1.59	5.56

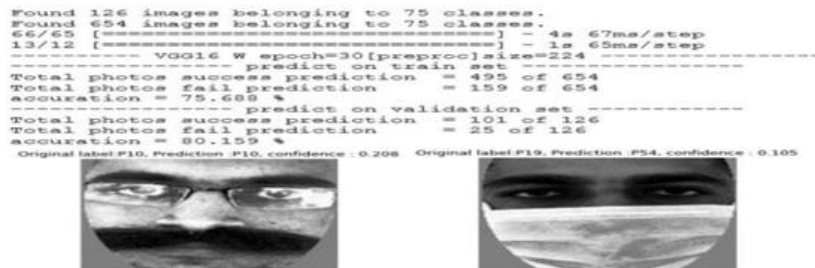


Fig. 12. Running predict command example on CNN Model VGG16.

Conclusion

In this paper, we propose an examination of six well known CNN Models to perceiving the hidden individual's faceutilizing "PerceivingDisguisedFaces" datasets, and the discoveries are how Transfer Learning be utilized in Face Verification issue. In preparing result shows that the VGG model has balance exactness of preparing and approval, and the opposite side, the ResNet152v2 Model has a preferred precision over VGG in train set. In any case, in the test outcome shows, that VGG model is the most noteworthy execution than other CNN Models. We at that point presume that ImageNet weight can be utilized for Transfer Learning to Perceive faceutilizing VGG Model.

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