

Preliminary Covariate Analysis Results for a Fusion of Three FRVT 2006 Algorithms.

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Overview

- Scope of the Study
 - FRVT 2006 Uncontrolled to Controlled Imagery.
 - Fusion of three top algorithms.
- Approach
 - Generalized Linear Mixed Effect (GLMM) Model.
- Covariates
 - Properties of subjects, environment and imagery.
- Findings
 - Scientifically significant effects and interactions.

Scope of the Study

- Uncontrolled Imagery matched to Controlled.



- 345 subjects and 110,514 match scores.

Scope of the Study - Covariates

- Performance Variable
 - Verification Outcome, Success or Failure.
- False Accept Rate - FAR
- Properties of Environment
 - Mugshot lighting, indoor uncontrolled, outdoor.
- Attributes of People
 - Gender, Race, Age.
- Measurable Properties of Imagery
 - Distance between Eyes.
 - Face Region In Focus Measure (FRIFM).
 - An edge-density measure by Eric Krotkov*

* “Active Computer Vision by Cooperative Focus and Stereo” by Eric Krotkov.

From Covariate to Quality Metric

- An actionable covariate
 - some degree of control

GLMM and Quality Standards

Factors Affecting Face Image Quality

	Character	Behavior	Imaging	Environment
	RICHNESS OF IDENTIFYING CHARACTERISTIC – BIOLOGICAL CHARACTERS	SPOOFING	ACQUISITION PROCESS AND CAPTURE DEVICE PROPERTIES	AMBIENT CONDITION
FACE	<ol style="list-style-type: none"> 1. anatomical characteristic (e.g. head dimensions, eye position) 2. injuries and scars 3. ethnic group 4. impairment 5. Heavy facial wears, such as thick or dark glasses 	<ol style="list-style-type: none"> 1. closed eyes 2. (exaggerated) expression 3. hair across the eye 4. head pose 5. makeup 6. subject posing (frontal / non-frontal to camera) 	<ol style="list-style-type: none"> 1. image enhancement and data reduction process 2. physical properties (e.g. resolution and contrast) 3. optical distortions 4. static properties of the background (e.g. wallpaper) 5. camera characteristics <ul style="list-style-type: none"> • sensor resolution 6. scene characteristics <ul style="list-style-type: none"> • geometric distortion 	<ol style="list-style-type: none"> 1. dynamic characteristics of the background like moving objects 2. variation in lighting and relate potential defects as <ul style="list-style-type: none"> • deviation from the symmetric lighting • uneven lighting on the face area • extreme strong or weak illumination 3. subject posing, e.g.: <ul style="list-style-type: none"> • too far (face too small), or too near (face too big) • out of focus (low sharpness) • partial occlusion of the face

Generalized Linear Mixed Model (GLMM)

Analysis is: *Mixed Effects Logistic Regression with Repeated Measures on People.*

- Let A and B be 2 covariates that might influence algorithm performance. For example, A =gender (categorical) and B =Query-Eye-Distance (continuous).
 - Let a index levels of A .
- Let j index the FAR setting, α_j
- Y_{pabj} is
 - 1 if Person p is verified correctly, 0 otherwise.
- Y_{pabj} depends on:
 - person p , covariates A and B , and
 - false alarm rate α_j .

GLMM Model Continued ...

Y_{pabj} is Bernoulli R.V. with success probability p_{pabj}

$$\log\left(\frac{p_{pabj}}{1 - p_{pabj}}\right) = \mu + \gamma_a + \gamma_b B + \gamma_j + \gamma_{aj} + \pi_p$$

μ = grand mean

γ_a = effect of setting a of factor A

γ_b = effect of covariate B

γ_j = effect of α_j

γ_{aj} = interaction effect between A and FAR

π_p = subject id. random effect (next page)

Subject Variation

The Mixed in Generalized Linear **Mixed** effect Model.

$[\pi_1, \dots, \pi_n]^T \sim$ Multivariate Normal where

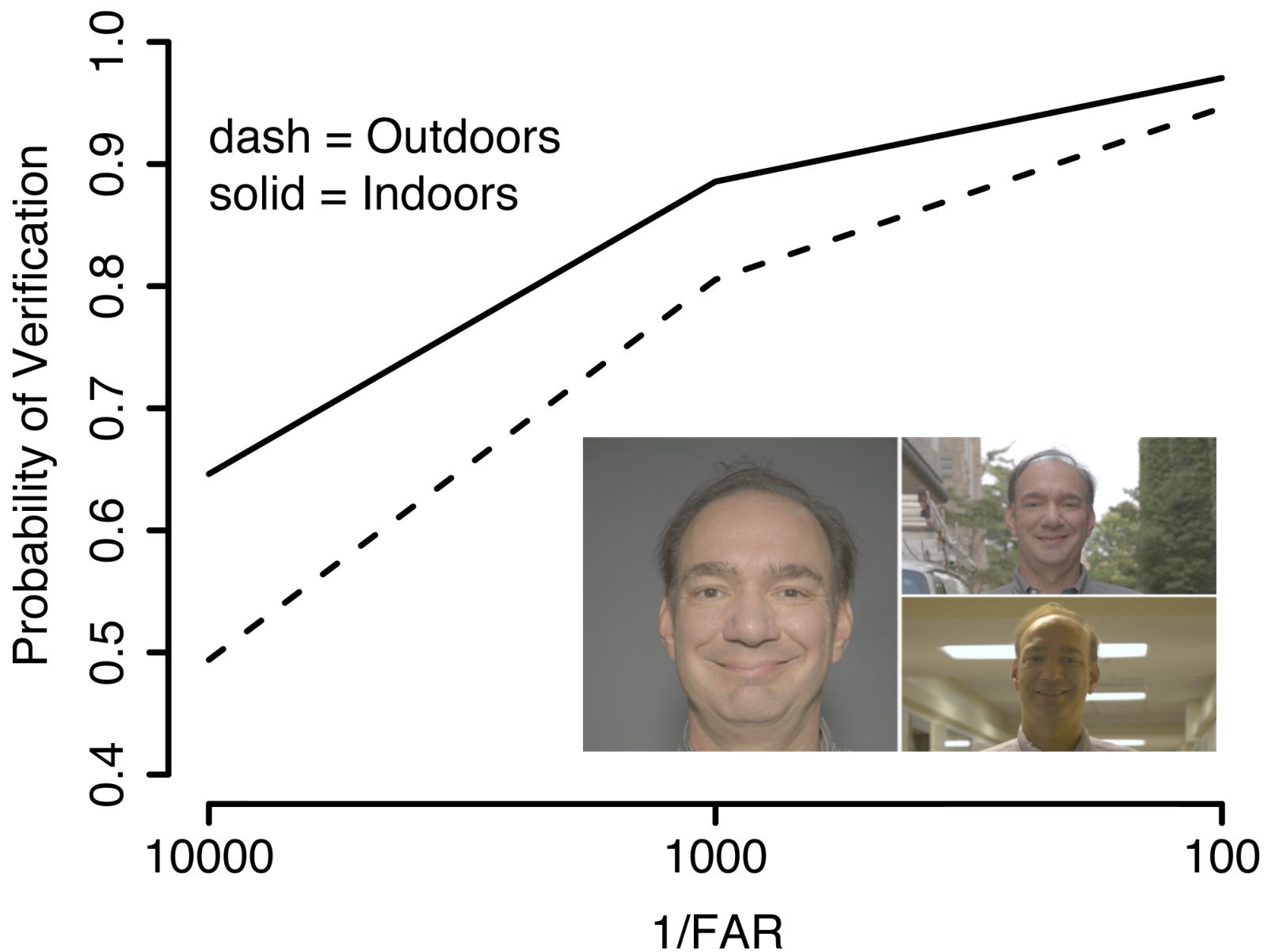
$$E(\pi_p) = 0, \text{Var } \pi_p = \sigma_\pi^2,$$

$$\text{Cor}(y_{pabj}, y_{p'a'b'j'}) = \begin{cases} \phi & \text{if } p = p' \\ 0 & \text{if } p \neq p' \end{cases}$$

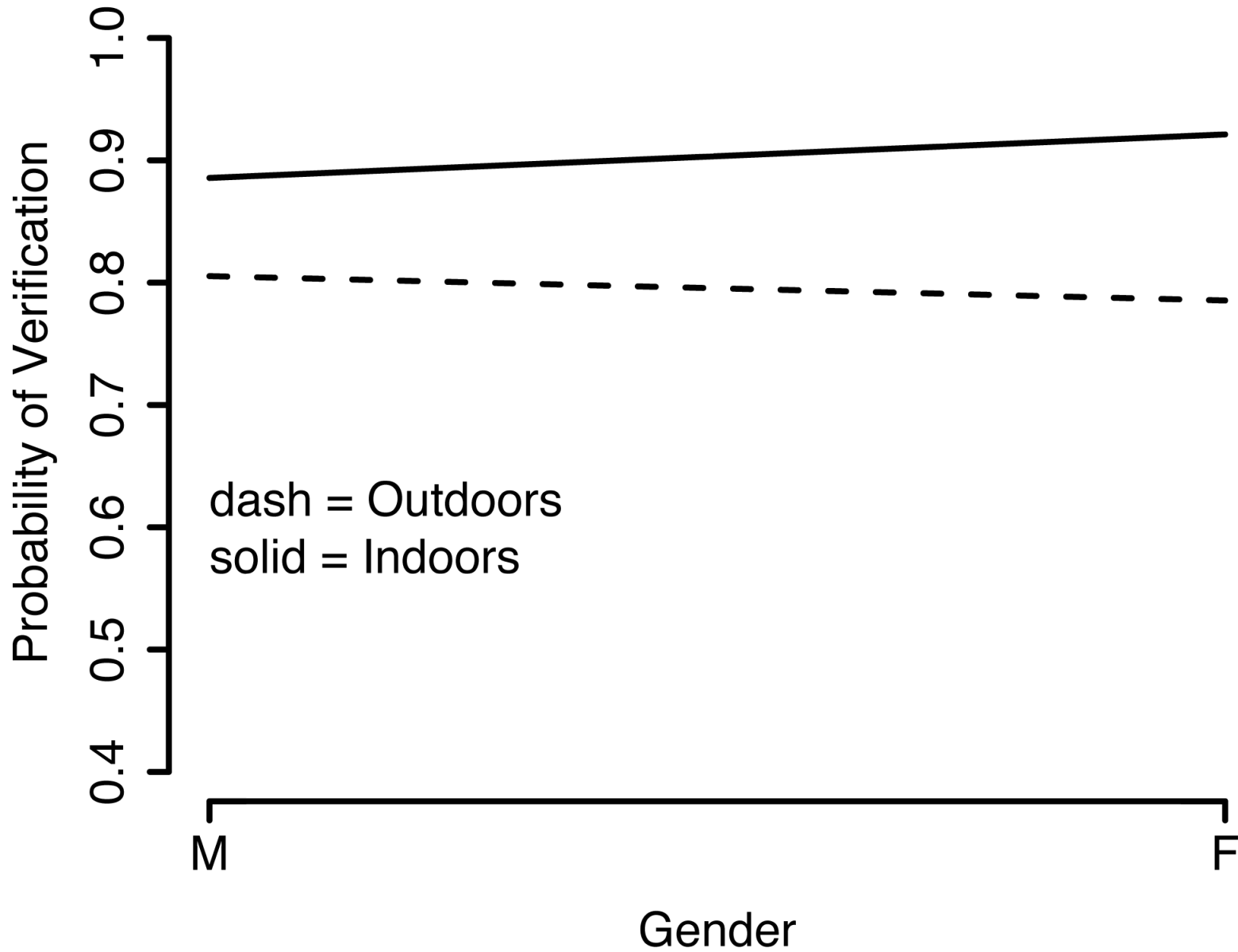
This means:

The outcomes, i. e. verification success/failure, are uncorrelated when testing different people but correlated when testing the same person under different configurations.

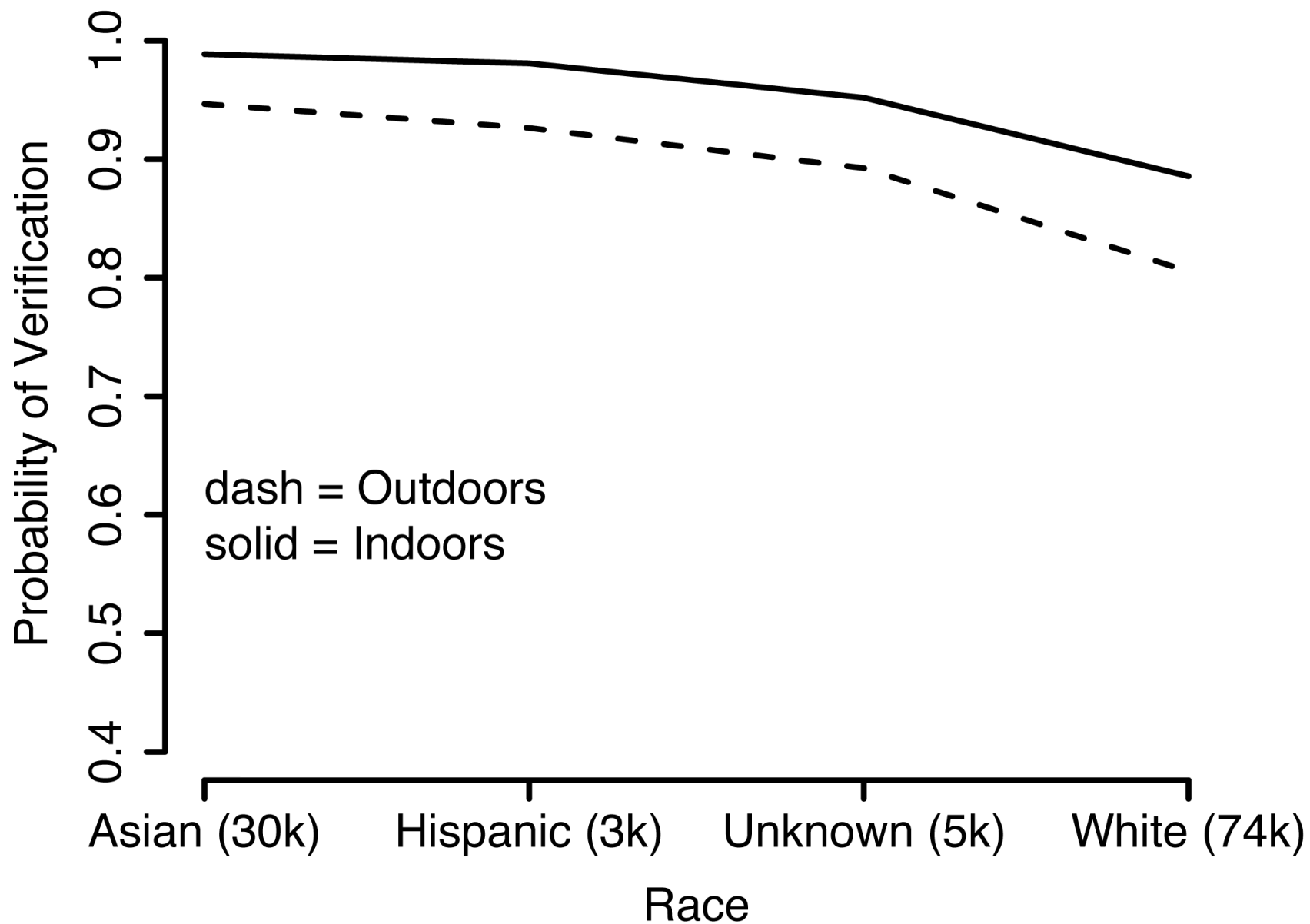
Finding 1: False Accept Rate



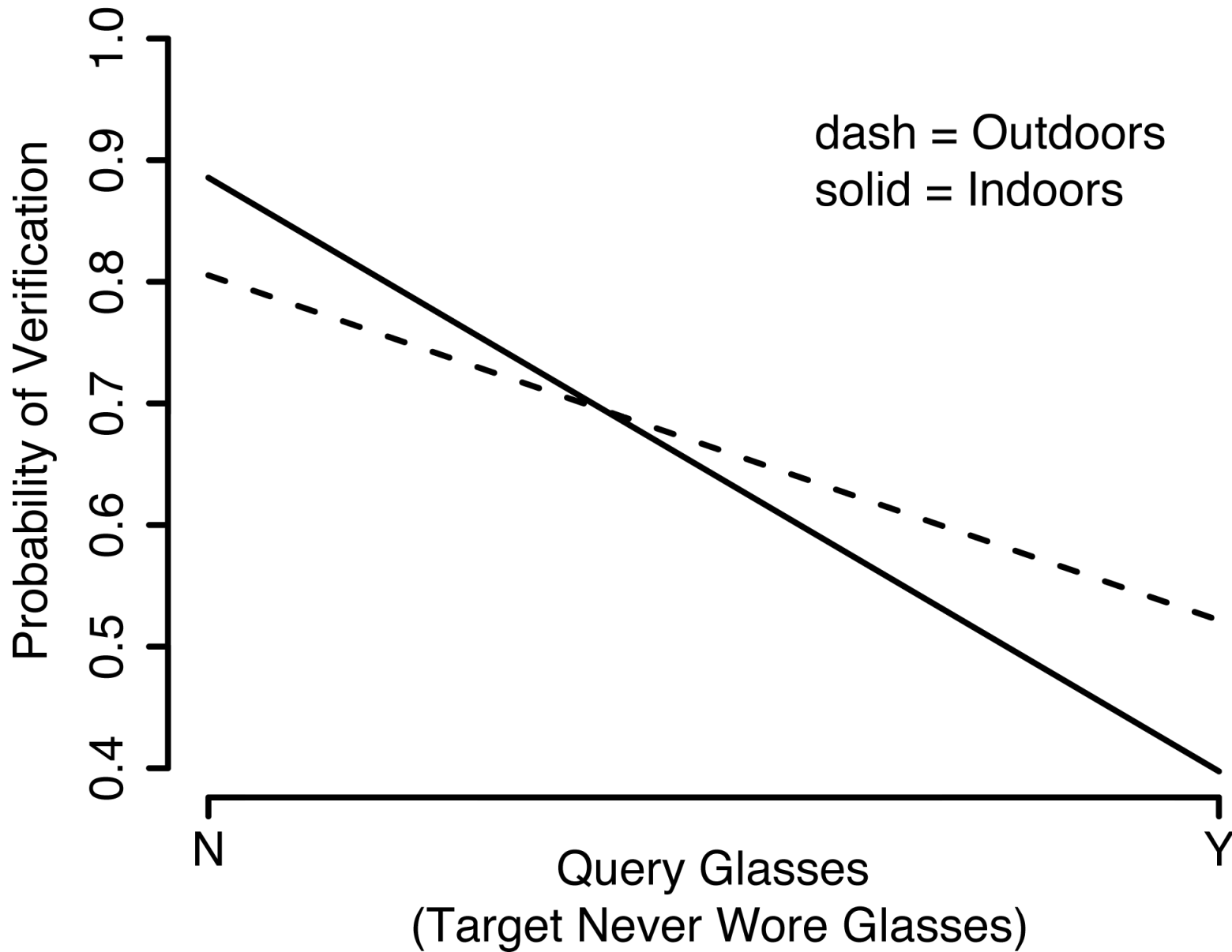
Finding 2: Gender



Finding 3: Race



Finding 4: Glasses



Face Region In Focus Measure

FRIFM: Sum of Sobel edge magnitude inside an ellipse bounding the face.

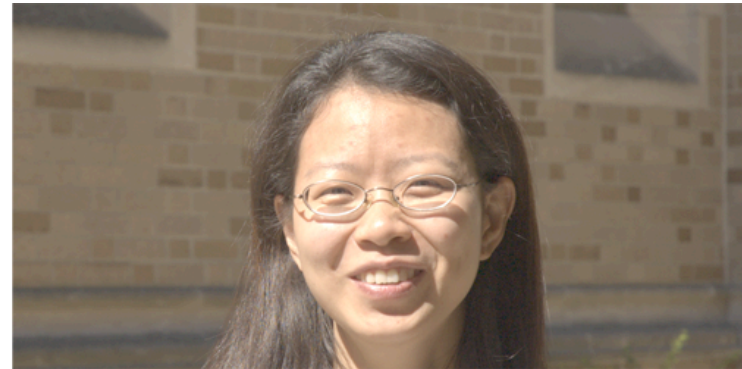


Face Region In Focus Measure

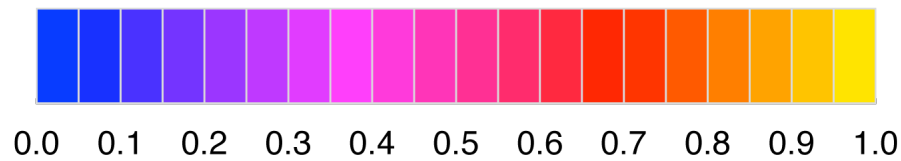
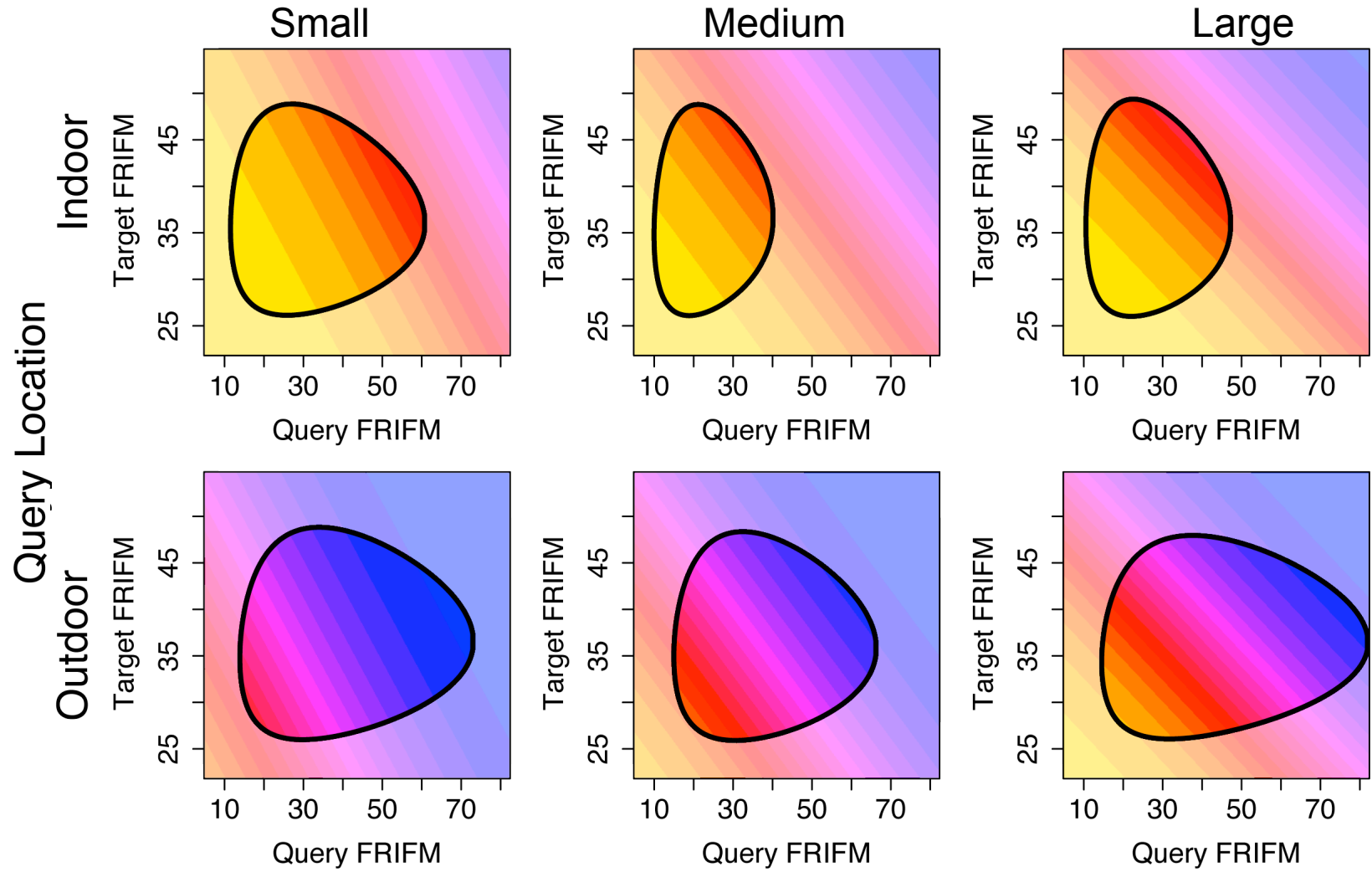
Low FRIFM examples



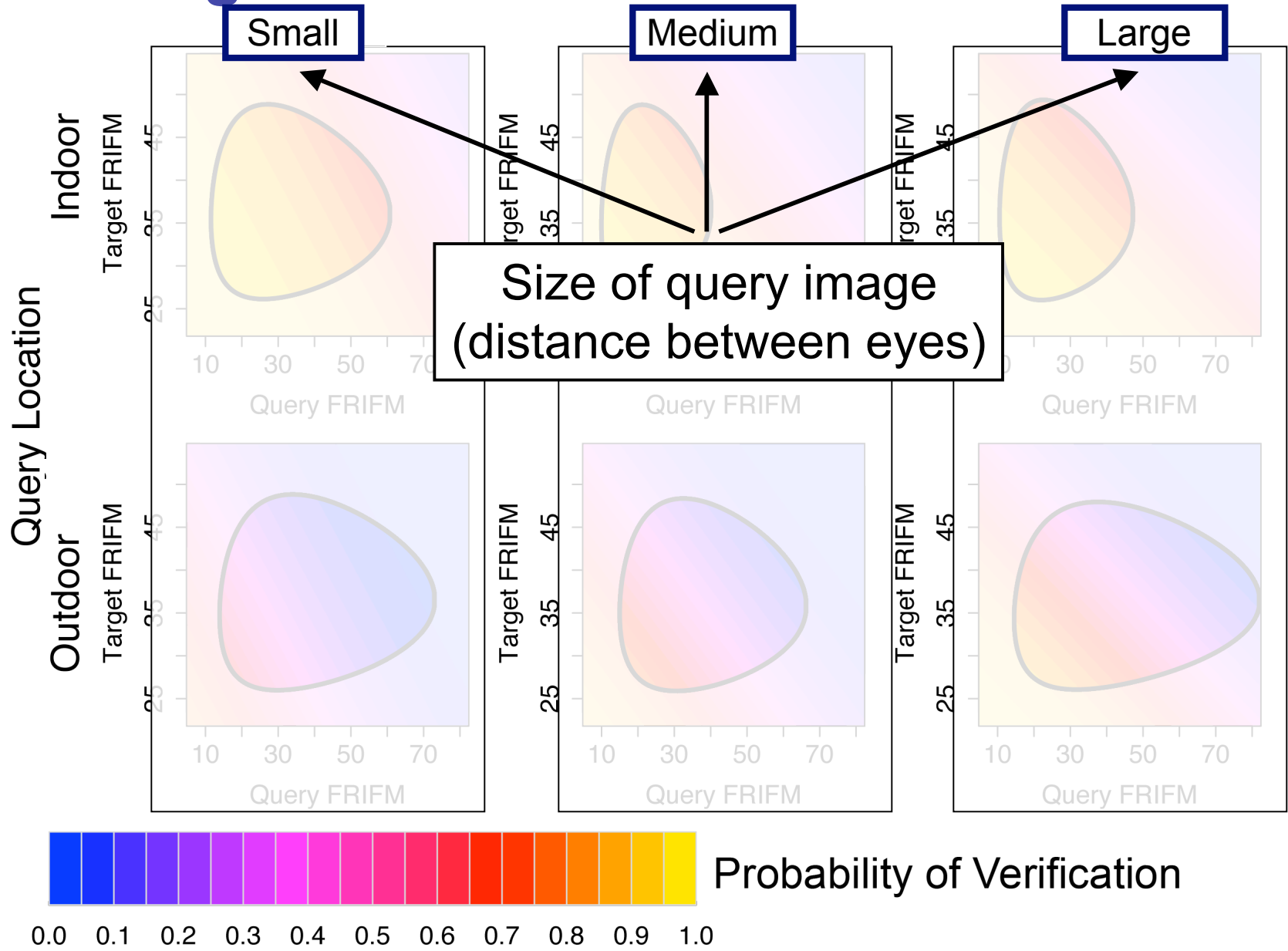
High FRIFM examples



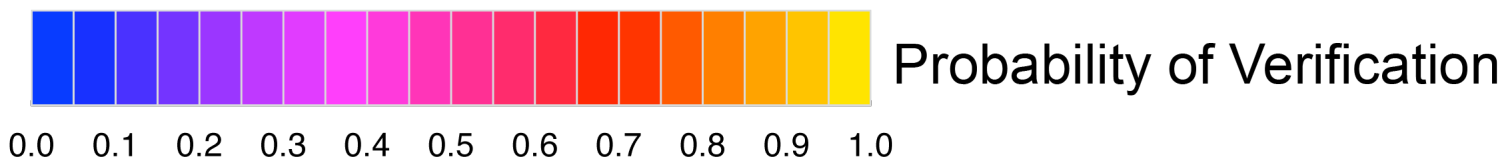
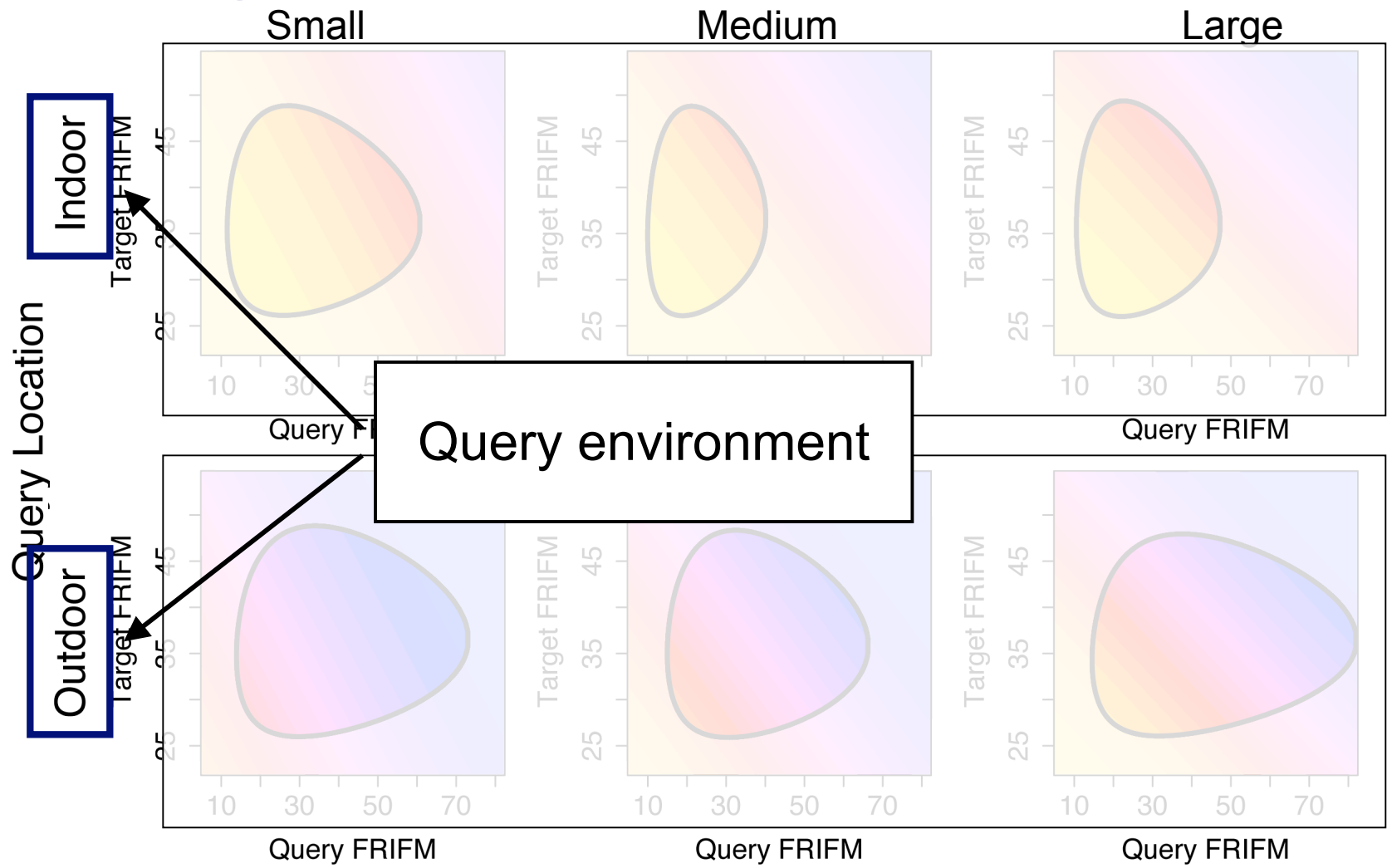
Finding 5: Distance Between Eyes, Query Image



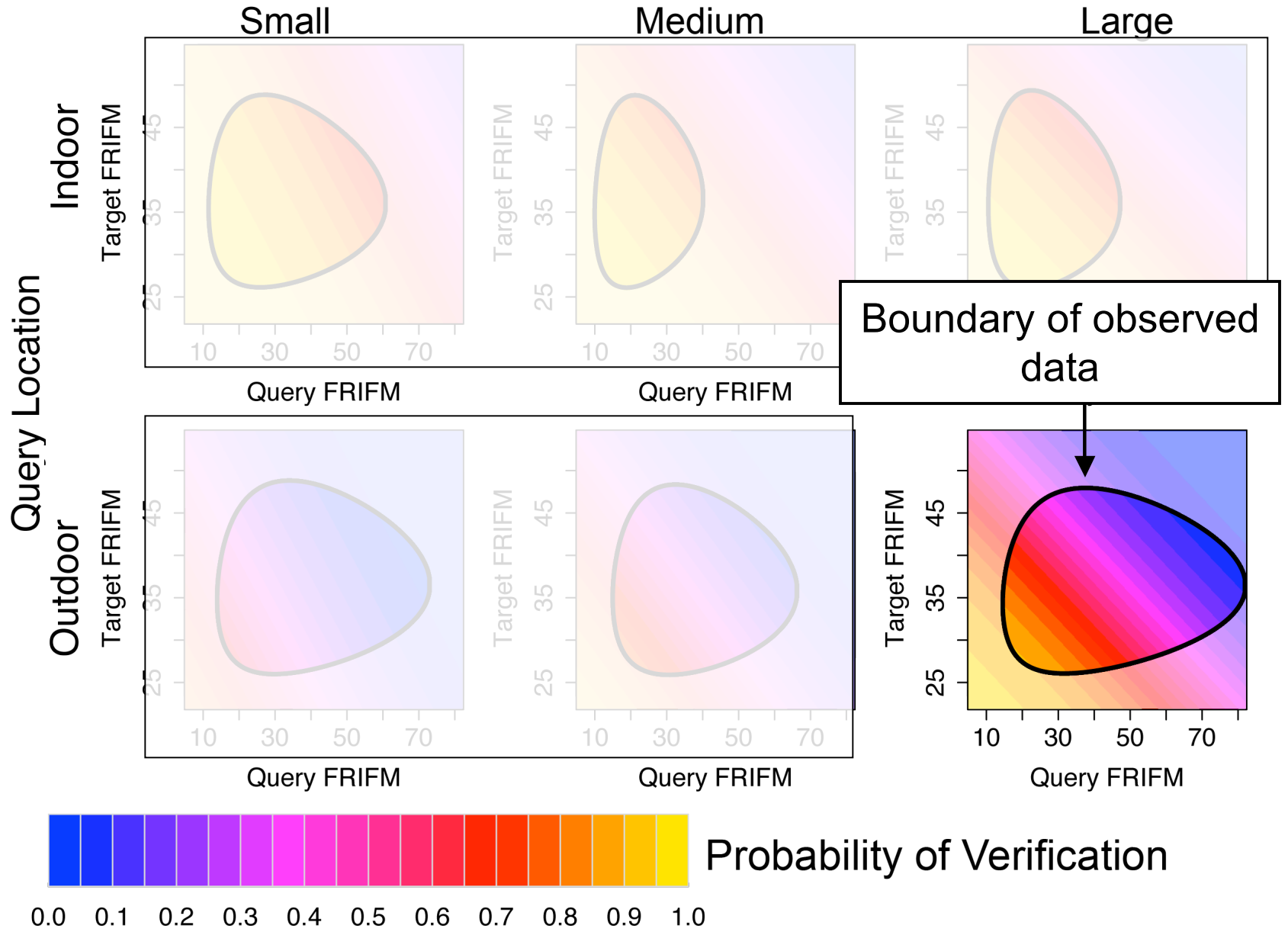
Finding 5: Distance Between Eyes, Query Image



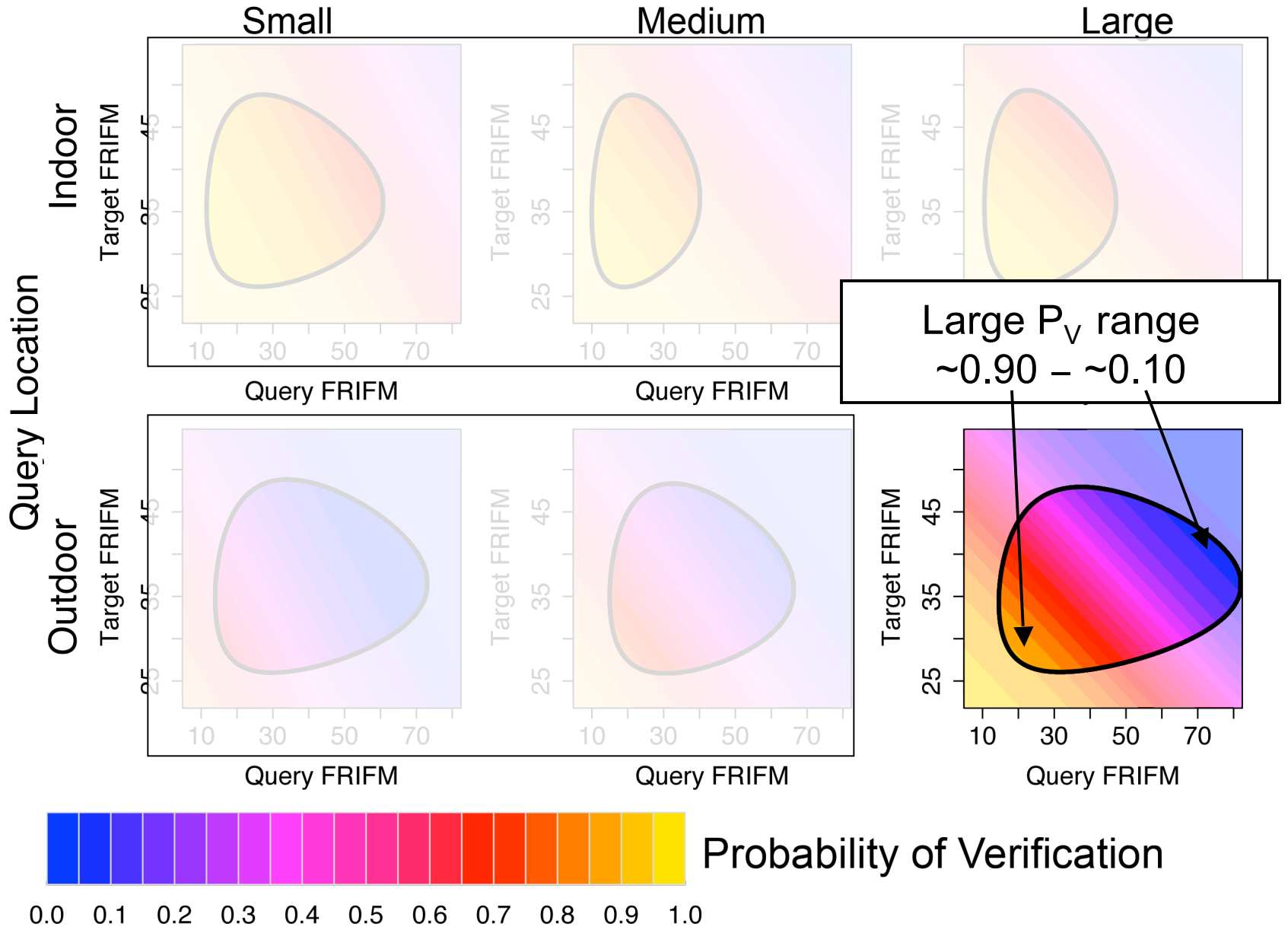
Finding 5: Distance Between Eyes, Query Image



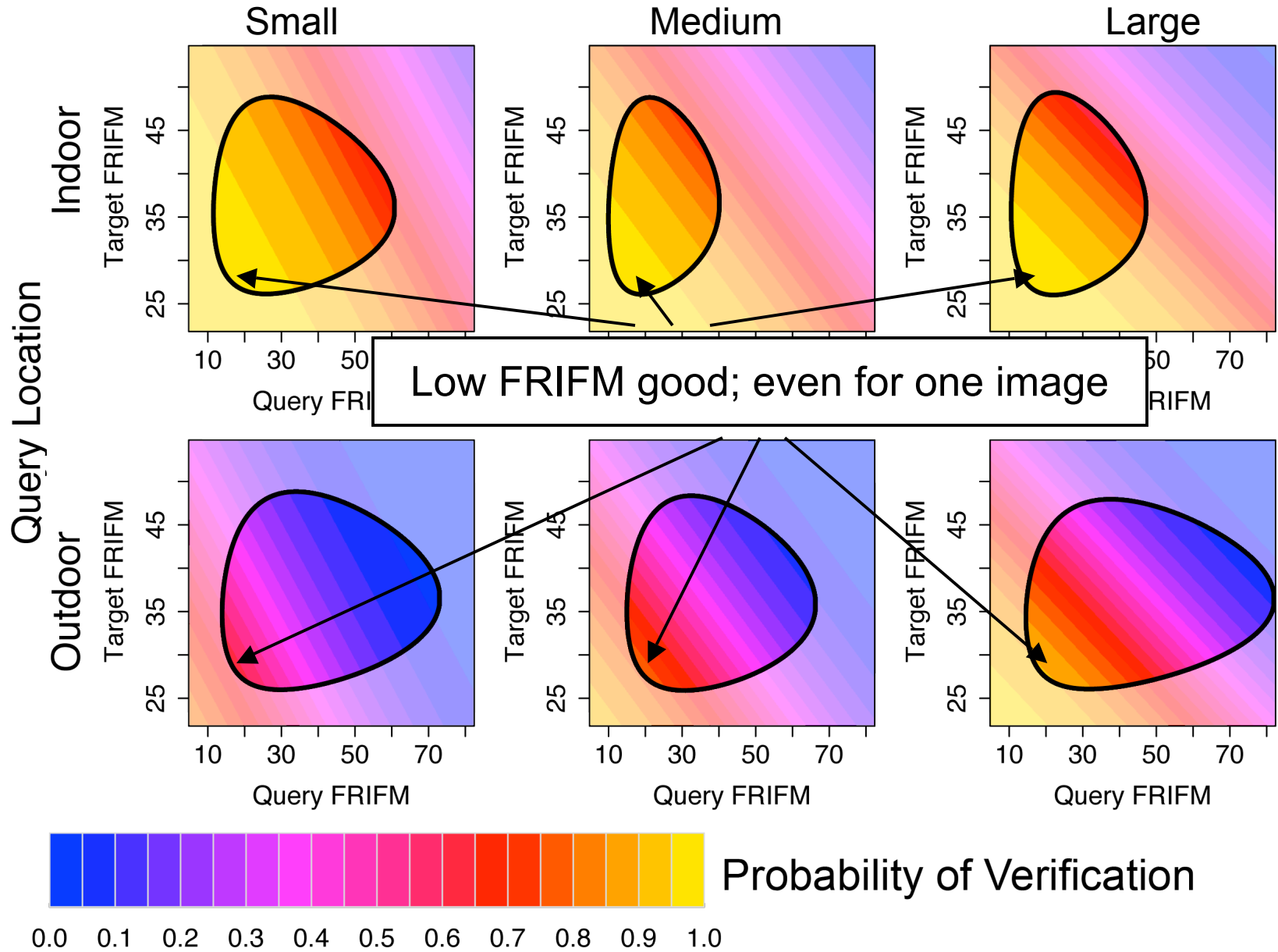
Finding 5: Distance Between Eyes, Query Image



Finding 5: Distance Between Eyes, Query Image



Finding 5: Distance Between Eyes, Query Image

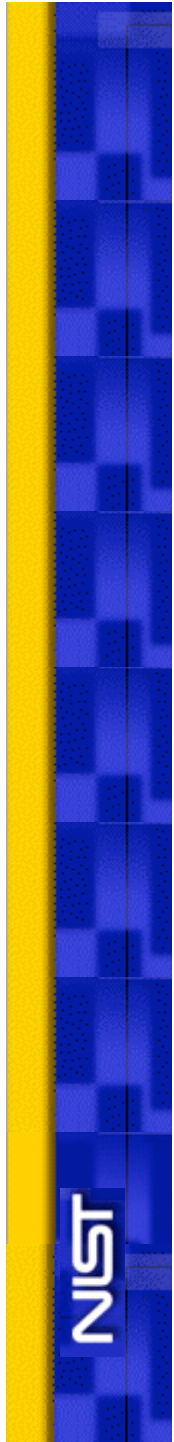


FRIFM Conclusion

- Large of performance.
 - Indoors [>0.95 , ~ 0.70]
 - Outdoors [~ 0.90 , ~ 0.10].
- Interaction between covariates
 - Environments (indoors, outdoors)
 - Query image size
 - Target and query FRIFM
- Low FRIFM good
 - Effect if control for only one image
- Outdoors: query size very important

Conclusion

- Quality is NOT in the eyes of the beholder
- It is in the performance numbers
- Model quantifies performance change.
 - Turn the knob.
 - Read off the change in performance.
 - Interaction between covariates
- Tells us where to put our efforts
 - Indoors it is FRIFM.
 - Outdoors it is Query Image Size.
- These models are used in other fields.
 - e.g., Biomedical.
- Biometrics should use these models.



Thank You