

Face and Body Association for Video-based Face Recognition

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ABSTRACT

- In this paper, we present a video-based face recognition method taking advantage of face and body association.
- To track and associate subjects that appear across frames in multiple shots, we solve a data association problem using both face and body appearance.
- The final re-covered track is then used to build a face representation for recognition.
- We evaluate our FBA method for video-based
- face recognition on a challenging dataset.

EXISTING SYSTEM

- In recent years face recognition has made extraordinary leaps, yet unconstrained video-based face identification in the wild remains an open and interesting problem.
- Videos, unlike still-images, offer a myriad of data for face modeling, sampling, and recognition, but, on the other hand, contain low-quality frames and motion blur.
- A key component in video-based face recognition is the way in which faces are associated through the video sequence before being used for recognition.

PROPOSED SYSTEM

- In this paper, we proposed a robust Face and Body Association method for face recognition in the videos.
- FBA associates faces across different frames based on the cues of spatial location, detection confidence and appearance information extracted from both the face and upper-body.
- Our experiments show that FBA is beneficial for video-based face recognition.

HARDWARE REQUIREMENTS

- Processor - Intel
- Speed - 1.1 Ghz
- RAM - 256 MB(min)
- Hard Disk - 20 GB
- Monitor - SVGA

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SOFTWARE REQUIREMENTS

- Tool - MATLAB R2012
- Operating system - Windows Xp, 7

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