

# Face verification vs Face Recognition

verification -

- input image, name / ID
- output whether the input image is that of the claimed person

recognition -

- has a database of  $K$  persons
- get an input image
- output ID if the image is of the  $K$  persons (or "not recognized")

## Learning a "similarity" function

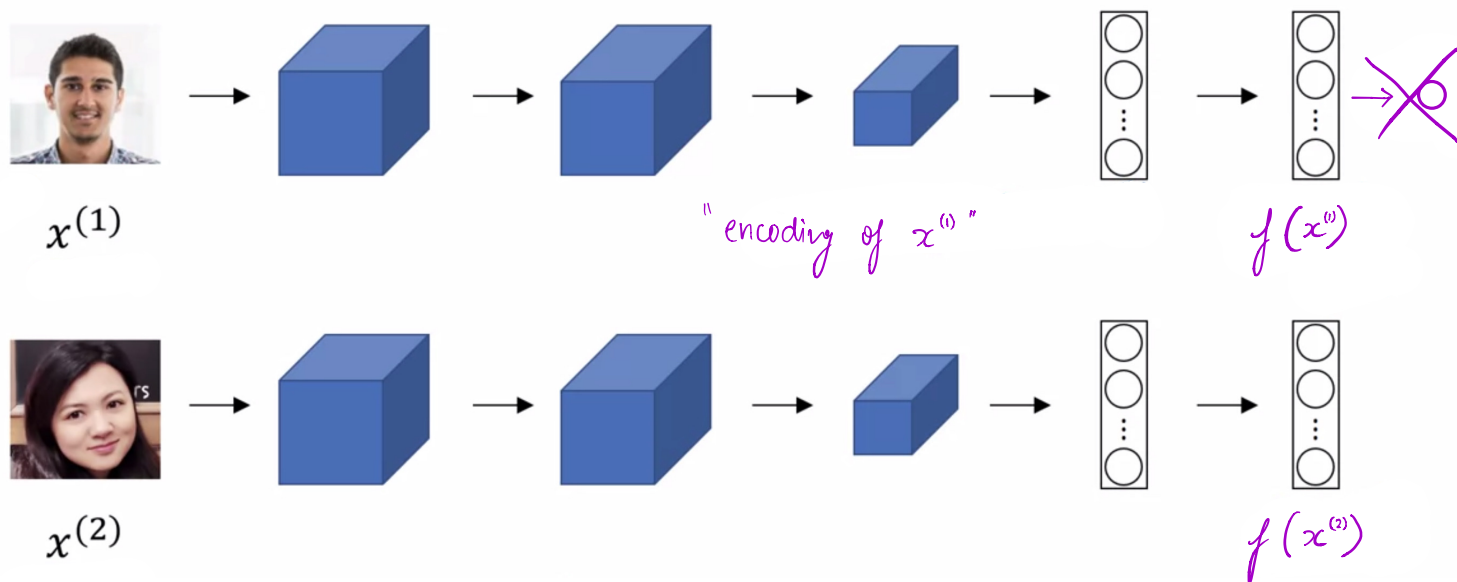
$d(\text{img 1}, \text{img 2}) = \text{degree of difference between images}$

If  $d(\text{img 1}, \text{img 2}) \leq \tau$  "same" } verification  
 $> \tau$  "different" }

↑ some threshold

→ we try to predict if the two images have the same person by comparing it to others

## Siamuse Network



$$d(x^{(1)}, x^{(2)}) = \|f(x^{(1)}) - f(x^{(2)})\|_2^2$$

Parameters of NN define an encoding  $f(x^{(i)})$

Learn parameters so that:

if  $x^{(i)}, x^{(j)}$  are the same person,  $\|f(x^{(i)}) - f(x^{(j)})\|^2$  is small

if  $x^{(i)}, x^{(j)}$  are different persons,  $\|f(x^{(i)}) - f(x^{(j)})\|^2$  is large

## Triplet Loss

- comparing images to anchors

- we want -

$$\underbrace{\|f(A) - f(P)\|^2}_{d(A,P)} + \alpha \leq \underbrace{\|f(A) - f(N)\|^2}_{d(A,N)}$$

$$\rightarrow \|f(A) - f(P)\|^2 - \|f(A) - f(N)\|^2 + \alpha \leq 0$$

↖ margin

• Loss function -

given 3 images A, P, N:

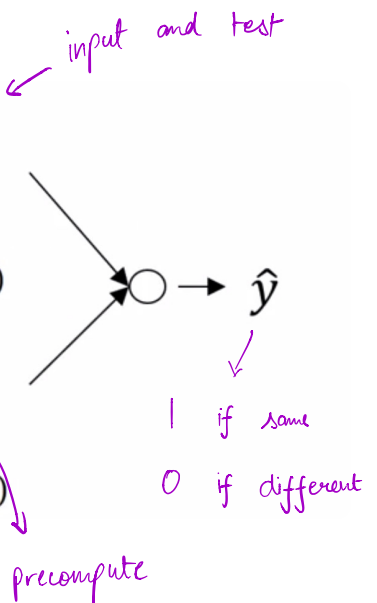
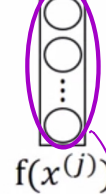
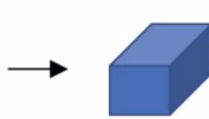
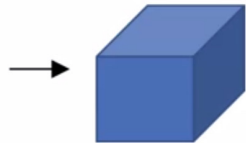
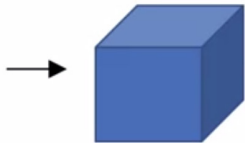
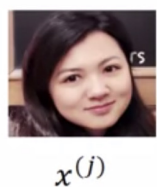
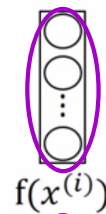
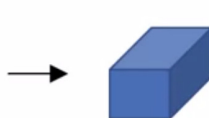
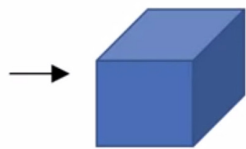
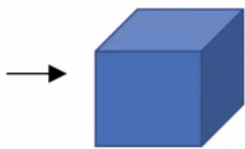
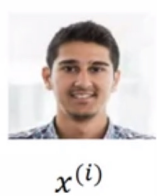
$$\mathcal{L}(A, P, N) = \max(\|f(A) - f(P)\|^2 - \|f(A) - f(N)\|^2 + \alpha, 0)$$

$$J = \sum_{i=1}^m \mathcal{L}(A^{(i)}, P^{(i)}, N^{(i)})$$

we want to make this zero or less than zero so that we train  $f(A), f(P), f(N)$  to make the similarity function + margin equal to zero so that the distances are atleast  $\alpha$  apart from each other

→ we try to choose  $d(A, P)$  and  $d(A, N)$  such that they are close and the learning algorithm works hard to push them apart

## Face Verification & Binary Classification



$$\hat{y} = \sigma \left( \sum_{k=1}^{128} |f(x^{(i)})_k - f(x^{(j)})_k| + b \right)$$

$$\frac{(f(x^{(i)})_k - f(x^{(j)})_k)^2}{f(x^{(i)})_k + f(x^{(j)})_k} \quad \mathcal{X}^2 \text{ similarity}$$

→ here we just compare 2 images and output the result

# Neural Style Transfer

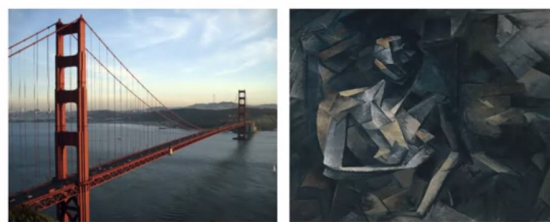


Content ( $C$ )

Style ( $S$ )



Generated image ( $G$ )



Content ( $C$ )

Style ( $S$ )

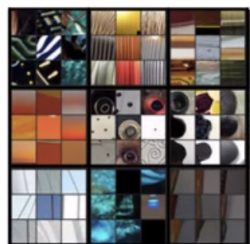


Generated image ( $G$ )

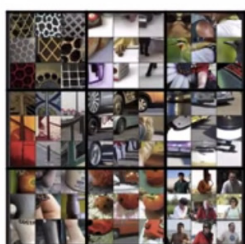
## Visualizing Deep Layers



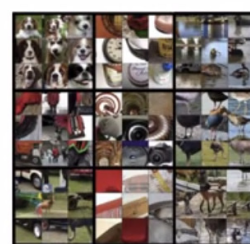
Layer 1



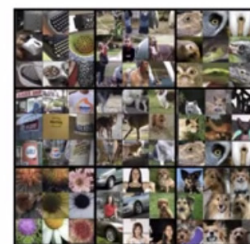
Layer 2



Layer 3

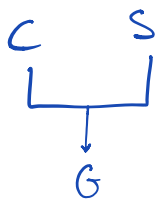


Layer 4



Layer 5

→  
complexity



$$J(G) = \alpha J_{\text{content}}(C, G) + \beta J_{\text{style}}(S, G)$$

→ initialize  $G$  randomly

$$G: 100 \times 100 \times 3$$

→ use gradient descent to minimize  $J(G)$

$$G := G - \frac{dJ(G)}{dG}$$

## Content Cost Function

- say you use layer  $l$  to compute content cost
- use pre-trained ConvNet (VGG)
- let  $a^{[l](c)}$  and  $a^{[l](G)}$  be the activation of layer  $l$  on the images
- if  $a^{[l](c)}$  and  $a^{[l](G)}$  are similar, both images have similar content

$$J_{\text{content}}(c, G) = \frac{1}{2} \| a^{[l](c)} - a^{[l](G)} \|^2$$

↑  
learn so overall cost is low  
to find an image  $G$  so the  
hidden layer activations are  
to the content image

## Style Cost Function

Let  $a_{i,j,k}^{[l]}$  = activation at  $(i, j, k)$ .  $G^{[l]}$  is  $n_c^{[l]} \times n_c^{[l]}$

Style Matrix :  
"gram"

$$G_{kk'}^{[l](s)} = \sum_i \sum_j a_{ijk}^{[l](s)} \cdot a_{ijk'}^{[l](s)}$$
$$G_{kk'}^{[l](G)} = \sum_i \sum_j a_{ijk}^{[l](G)} \cdot a_{ijk'}^{[l](G)}$$

$\left\{ \begin{array}{l} k \text{ and } k' \text{ are correlated if } G_{kk'} \text{ is large} \\ k \text{ and } k' \text{ are un-correlated if } G_{kk'} \text{ is small} \end{array} \right.$

Cost Function :  $J_{\text{style}}^{[l]}(s, G) = \| G^{[l](s)} - G^{[l](G)} \|_F^2$

$$= \frac{1}{(2 n_h^{[l]} \cdot n_w^{[l]} \cdot n_c^{[l]})^2} \sum_k \sum_{k'} (G_{kk'}^{[l](s)} - G_{kk'}^{[l](G)})^2$$

$$J_{\text{style}}(s, G) = \sum_l \lambda^l J_{\text{style}}^{[l]}(s, G) \quad \leftarrow \text{applying to all layers}$$

finally,

$$J(G) = \alpha J_{\text{content}}(c, G) + \beta J_{\text{style}}(s, G)$$