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Handbook of Face Recognition Independent Component Analysis of Edge Information for Face Recognition Face Detection and Recognition Handbook of Face Recognition Face Recognition Technique Deep Learning for Computer Vision Face Recognition Across the Imaging Spectrum Face Recognition Using Neural Network Data Science and Machine Learning Series: Facial Detection and Recognition Using OpenCV (BONUS: Create Your Own Snapchat Filter!) Pose Invariant Face Recognition Using Pca 3D Face Recognition Using PCA A Practical Face Recognition System Using a Game with a Purpose Human Face Recognition Using Third-Order Synthetic Neural Networks Intelligent System For Face Recognition Using Soft Computing Neural information processing [electronic resource] Face Recognition Using ARENA Algorithm Efficient 3D face recognition based on PCA Face Recognition Using Eigenhills Face Detection and Recognition 3D Face Recognition Using Photometric Stereo Real Time Tracking and Face Recognition Using Web Camera Face Recognition Using Image Processing and Computer Vision Face Recognition Using Eigenfaces Face Recognition Using Multiple Classifier Fusion Automatic Face Recognition Using Face Region Characteristics Face Recognition Face Recognition Face Recognition Using Fuzzy Logic Multi Biometric Thermal Face Recognition Using FWT and LDA Feature Extraction Methods with RBM DBN and FFNN Classifier Algorithms Face Recognition Using Pca and Lda Algorithm Face Recognition Using Three-Dimensional and Multimodal Images Face Recognition Using Small Amount of Data with Deep Learning Encyclopedia of Biometrics Face Recognition Using Local Patterns and Relation Learning Face Recognition Using Virtual Frontal-view Image Towards Expression-invariant Face Recognition Using Multiple Adaptive Attributes Human Face Recognition Using Neural Networks Detection Strategies for Face Recognition Using Learning and Evolution Side-View Face Recognition Using Enhanced Landmarks Face Recognition Using Self-Organizing Maps

Annotation This book constitutes the refereed proceedings of the 11th International Conference on Neural Information Processing, ICONIP 2004, held in Calcutta, India in November 2004. The 186 revised papers presented together with 24 invited contributions were carefully reviewed and selected from 470 submissions. The papers are organized in topical sections on computational neuroscience, complex-valued neural networks, self-organizing maps, evolutionary computation, control systems, cognitive science, adaptive intelligent systems, biometrics, brain-like computing, learning algorithms, novel neural architectures, image processing, pattern recognition, neuroinformatics, fuzzy systems, neuro-fuzzy systems, hybrid systems, feature analysis, independent component analysis, ant colony, neural network hardware, robotics, signal processing, support vector machine, time series prediction, and bioinformatics. The great attention received by face recognition is motivated not only by the fundamental challenges posed by the problem, but also by numerous practical applications. Although current automatic recognition systems have reached a certain level of reliability, their success is limited by the conditions imposed by many practical applications. The recent improvements in three-dimensional acquisition devices allows the implementation of three-dimensional face recognition systems. Some devices incorporate a color digital camera that allows the acquisition of multimodal 2D+3D images, which can be exploited to design more reliable systems. This work investigates face

recognition strategies based on the analysis of three-dimensional and multimodal images. The topics addressed include 3D face face detection and normalization, geometric features, information fusion strategies and recognition of partially occluded faces. Human Face Recognition Using Third-Order Synthetic Neural Networks explores the viability of the application of High-order synthetic neural network technology to transformation-invariant recognition of complex visual patterns. High-order networks require little training data (hence, short training times) and have been used to perform transformation-invariant recognition of relatively simple visual patterns, achieving very high recognition rates. The successful results of these methods provided inspiration to address more practical problems which have grayscale as opposed to binary patterns (e.g., alphanumeric characters, aircraft silhouettes) and are also more complex in nature as opposed to purely edge-extracted images - human face recognition is such a problem. Human Face Recognition Using Third-Order Synthetic Neural Networks serves as an excellent reference for researchers and professionals working on applying neural network technology to the recognition of complex visual patterns. This highly anticipated new edition provides a comprehensive account of face recognition research and technology, spanning the full range of topics needed for designing operational face recognition systems. After a thorough introductory chapter, each of the following chapters focus on a specific topic, reviewing background information, up-to-date techniques, and recent results, as well as offering challenges and future directions. Features: fully updated, revised and expanded, covering the entire spectrum of concepts, methods, and algorithms for automated face detection and recognition systems; provides comprehensive coverage of face detection, tracking, alignment, feature extraction, and recognition technologies, and issues in evaluation, systems, security, and applications; contains numerous step-by-step algorithms; describes a broad range of applications; presents contributions from an international selection of experts; integrates numerous supporting graphs, tables, charts, and performance data. In Our daily life Vision plays a very important role to understand the universe in every aspect. The vision system of our body takes care of taking the information about objects to the brain and recognizes them through the training by the neural system. For this operation the complex design of the body does with very little effort. This creates a advanced feedback and response method between the world and humans. The human vision system has led inventors and engineers to build devices which can visualize like people, analyze and do decision making. The so called Artifical intelligence do more than a normal human do. This helped people to build devices and machines which can make life easier and do difficult tasks easily. The security systems in banking etc were moved from password based security to image processing method. The human machine interface needs the human face recognition system for operation. For security and image processing applications the face detection is the major block which does the main role. In biometric systems the research is focused mainly on the detection of face from a camera image and should be recognized, In crime investigations the process is difficult since the face to be detected and recognized is from a camera which records a video from which the face has to be detected using frame analyzes. The process becomes complex if the image is captured in a bad light or worst climatic conditions. So the design of methods becomes more interesting that verifies the presence of faces from dim or worst images. To overcome the problems this research is focused on new methodologies which can detect and recognize faces. Consider a system which does the pattern-recognition based on the face detection which detects the face and recognizes the face based on the feature vectors of the behavioral or physiological characteristics. The most secure way of accessing banking process is authenticated using biometrics. Since the individual verification is done using a physical and unique biometric characteristic, the conventional passwords or PINs based accessibility frauds can be reduced on corporate computer networks and the Internet because they can be guessed or stolen. Plastic cards, smart cards or computer token cards by themselves are also not secure because they can be forged, stolen or lost, or can become corrupt or unreadable. Biometric methods for identification can be widely adapted to forensics, ATM banking, time and attendance recording, access control and many other applications. The face

recognition provides multiple benefits passively over the other methods. But the past methods voluntary action has the disadvantages of being tough to use as well as non adaptable for covert use as in surveillance applications. Human operators are prone to errors during Face image audit and verification during logging biometrics records. Good face images are easier to acquire than good fingerprints. About 5% of people cannot provide a fingerprint for verification. The reasons may be due to dry skin, diseased skin, old skin, cut skin, callused finger, oriental skin, bandaged finger, narrow finger, smudged sensor on reader. The performances of most existing face recognition systems suffer from facial expressions. Unfortunately, there is not yet a satisfactory solution. Therefore, the main focus of this thesis is on expression-invariant face recognition algorithms. In this thesis, we first propose a 2D face recognition algorithm by separately modeling geometry and texture information in a face image. The effect of expression is removed from each of these two attributes independently. We then re-combine them to construct a robust face identifier. Then, we extend our algorithm to recognize 3D faces using multiple geometric attributes in a face mesh, taking advantage of the invariance of 3D geometry under poses and illuminations. In order to adapt to expression variations, training is performed for each geometric attribute as well as the weighting scheme for combining multiple attributes. Using our proposed algorithm, the recognition ratio exceeds 96% for the challenging GavaDB database. Face detection and recognition are the nonintrusive biometrics of choice in many security applications. Examples of their use include border control, driver's license issuance, law enforcement investigations, and physical access control.Face Detection and Recognition: Theory and Practice elaborates on and explains the theory and practice of face de This project demonstrates how Fuzzy Logic can be used for recognizing human faces. Accuracy of upto about 80% can be obtained with this method on the BioID Database. This method is robust since images in the database are taken in uncontrolled environments. Feature extraction is based on the location of Landmark points. The degree of uncertainty that fuzzy logic presents is used to classify faces. Thus, same people having different expressions in different pictures are recognized correctly. This shows that with the help of the right features extracted, Fuzzy Logic can be used as a successful Facial Recognition technique in controlled as well as uncontrolled environments. Apply facial recognition using OpenCV in this course within the Data Science and Machine Learning Series. Follow along with machine learning expert Advait Jayant through a combination of lecture and hands-on to practice facial recognition software, including one project where you will build your own Snapchat Filter! Also here are all of Advait Jayant's highly-rated videos on O'Reilly, including the full Data Science and Machine Learning Series . The following eight topics will be covered in this Data Science and Machine Learning course: Introducing Computer Vision and OpenCV . Be able to explain how computer vision works in this first topic in the Data Science and Machine Learning Series. Computer vision is the way of teaching intelligence to machines and teaching machines to view the world just as humans do. Examples are provided such as self-driving cars. Learn about OpenCV (Open Source Computer Vision Library). This library contains over 2,500 optimized computer vision and machine learning algorithms. Learn that digital images are stored in a matrix, and that grayscale images are single channel and colored images have three channels. Installing OpenCV and Working with Images . Install OpenCV and start working with images in this second topic in the Data Science and Machine Learning Series. Reading a Video Stream from the Webcam using OpenCV . Read a video stream from the webcam frame by frame using OpenCV in this third topic in the Data Science and Machine Learning Series. Performing Face Detection using OpenCV and the Haar Cascade Classifier . Perform face detection using OpenCV and the Haar Cascade Classifier in this fourth topic in the Data Science and Machine Learning Series. Generating the Face Recognition Training Dataset . Generate the face recognition training dataset in this fifth topic in the Data Science and Machine Learning Series. Follow along with Advait and extract images from the Webcam and detect faces and draw bounding boxes around each face. Applying the K-Nearest Neighbors Algorithm on the Iris Flower Dataset . Apply the K-Nearest Neighbors supervised learning algorithm on the Iris flower dataset for face recognition in this sixth topic in the

Data Science and Machine Learning Series. Performing Face Recognition . Perform face recognition in this seventh topic in the Data Science and Machine Learning Series. Follow along with Advait and create a face recognition algorithm and test it by identifying images in a video stre... Much interest has been shown in the field of biometric surveillance over the past decade. Face Recognition is a biometric recognition system that has gained much attention due to its low intrusiveness and easy availability of input data. To humans, face recognition is a natural ability that is an easy task. However, computerized face recognition is often complex and inaccurate. Several good techniques such as template matching, graph matching and eigenfaces have been developed by researchers to accomplish this task to varying degre.es of success. In this dissertation, the eigenface approach is combined with neural networks to perform face recognition. Face images are first projected into a feature space where eigenvectors are extracted. The neural network performs identification and is used to train the computer to recognize faces. A number of very good approaches to face recognition are already available. Most of them work well in constrained environments. Here the development of a real time face recognition system that should work well in an unconstrained environment is studied. A tracking system is developed to work together with the face recognition algorithm. A method using pixel difference is used to detect movements in the camera's view. A pan¬tilt system, using stepper motors is used to enable horizontal and vertical movements. The face recognition algorithm is found to be working well with a recognition rate of around 95%. Eigenface method combined with neural networks displays good performance in terms of accuracy and the ability for learning and generalization. The tracking system works well for objects traveling speeds below 5m1s and at distances from between O.5m to 2m from the camera. Several improvements are suggested to improve the tracking system performance. An overview of some leading tracking and face recognition systems and scope of future work in this area is discussed. With an A–Z format, this encyclopedia provides easy access to relevant information on all aspects of biometrics. It features approximately 250 overview entries and 800 definitional entries. Each entry includes a definition, key words, list of synonyms, list of related entries, illustration(s), applications, and a bibliography. Most entries include useful literature references providing the reader with a portal to more detailed information. Face detection and recognition are the nonintrusive biometrics of choice in many security applications. Examples of their use include border control, driver’s license issuance, law enforcement investigations, and physical access control. Face Detection and Recognition: Theory and Practice elaborates on and explains the theory and practice of face detection and recognition systems currently in vogue. The book begins with an introduction to the state of the art, offering a general review of the available methods and an indication of future research using cognitive neurophysiology. The text then: Explores subspace methods for dimensionality reduction in face image processing, statistical methods applied to face detection, and intelligent face detection methods dominated by the use of artificial neural networks Covers face detection with colour and infrared face images, face detection in real time, face detection and recognition using set estimation theory, face recognition using evolutionary algorithms, and face recognition in frequency domain Discusses methods for the localization of face landmarks helpful in face recognition, methods of generating synthetic face images using set estimation theory, and databases of face images available for testing and training systems Features pictorial descriptions of every algorithm as well as downloadable source code (in MATLAB®/PYTHON) and hardware implementation strategies with code examples Demonstrates how frequency domain correlation techniques can be used supplying exhaustive test results Face Detection and Recognition: Theory and Practice provides students, researchers, and practitioners with a single source for cutting-edge information on the major approaches, algorithms, and technologies used in automated face detection and recognition. Face recognition become very interesting topic of research because of lot of unsolved parameters. From past few decades number of researchers work on the topic to solve the problem of face recognition but still successful face recognition system is not yet implemented hence we proposed face recognition algorithm that match face matrix. As discuss face is nothing but a matrix so using MATLAB software we do matrix

manipulation and try to find best possible features for face recognition. In law enforcement and lot of commercial applications, such as in the area of access control systems, national identity, video surveillance, user authentication and retrieval of identity from a data base for criminal investigations face recognition play very important roll but due to challenging problem in real time applications it is not so user friendly. We take look on many unsolved parameters, such as face illumination, expression, pose, scale, low resolution, partial face (occlusion) and other environmental conditions, night video footage and day video footage. However, different pose and occlusion remains as major challenges in face recognition and these two problems affect the performance of face recognition in access control, authentication, and surveillance applications. To meet these challenges, the present study proposed a face recognition system using the analytical approach in which centre of two eye i.e. forehead used for feature extraction.In existing methods of analytical face recognition systems, features like eyes, nose, mouth where used as feature point but in proposed system we used forehead region maximum face recognition rate is 80% using Lab view software. In proposed analytical approach of face recognition, no any work has been done using above mention features but by using different features very little work had done.In literature study maximum recognition rate of analytical, holistic and hybrid approach is below 84% using different face database. In proposed SKM forehead feature work enhancement in recognition rates to 86% and require less time and also solve two big challenges half occlusion and different pose.Facial recognition system is a most useful computer application or device that can identify individuals based on their unique facial characteristics. Unlike many other biometric identification methods (e.g., fingerprints, voiceprint, speech), this can be advantageous in clean environments, for surveillance or tracking, and in automation systems. Because the system keeps a reference model of the individual, and captures their image for identification. They may also be more error-prone when identifying individuals, due to the fairly recent development of the technology.As we know lot of literature available on websites, books, journal etc, we consider international and national paper survey for primary source of data. Various algorithm studies is done from this information collected analysis will be done using various parameters to achieve the basic objective. Study of most popular appearance based face recognition projection methods and detailed descriptions of each module are studied.Our ID cards, passwords can be lost but face is connected part of our body so he/she can be verified with the help of their face. Recently face recognition is attracting much attention in the society of network multimedia information access & also for security purpose. We are providing an up-to-date critical survey of image - and video-based face recognition research. There are two things for us to write this thesis first is to provide an up-to-date review of the existing literature available on net, and the second is to offer some insights into the studies of machine recognition of faces using software. We conclude the thesis with proposed KSM algorithm that helps the government and private sector for security purpose. Abstract: "The study area of this thesis is face recognition, one of the important fields in computer vision. Although face recognition has recently achieved many advances, the process is still not able to meet the accuracy requirements of many applications that are affected by variations in pose and illumination. The aim of this thesis is to develop a more advanced approach that can handle the challenges in pose and illumination in face recognition. The thesis proposes Robust Multi-Scale Block Local Binary Pattern as a new facial representation that is sufficiently robust to accept variations in pose and illumination and yet contains rich discriminative information. The thesis also investigates the metrics or scores in general used to measure similarity/dissimilarity in face recognition and contributes two novel classification methods, namely Extended Bayesian Learning and Relation Learning, to overcome difficulties such as the Small-Sample-Size problem and gain good performance for face recognition systems." Over the last decades, numerous face recognition methods have been proposed to overcome the problem limited by the current technology associated with face variations. Among them, the PCA/LDA method has known to be one of the best face recognition methods. In this thesis, we implement a face recognition method, using PCA&LDA Algorithm and compare these both algorithms with respect to time, memory and

accuracy. Face recognition has received substantial attention from researches in biometrics, pattern recognition field and computer vision communities. Face recognition can be applied in Security measure at Air ports, Passport verification, Criminals list verification in police department, Visa processing, Verification of Electoral identification and Card Security measure at ATM's Recently classifier combination methods have proved to be an effective tool to increase the performance of pattern recognition applications. There are numbers of different Decision Support System (DSS) that has developed to operate on the minimum input data set or the output data set to give the correct decision. A number of classifier fusion methods have been recently developed opening an alternative approach leading to a potential improvement in the face recognition performance. In this book, a face recognition system has been developed by applying multi-classifier fusion on the output of the three different classification methods namely Artificial Neural Network, Genetic Algorithm and Euclidean distance measure based on the Principal Component Analysis dimensionality reduction technique. Experimental results and performance analysis show the comparison results between multi-classifier fusion based face recognition system with individual classifier performance. Step-by-step tutorials on deep learning neural networks for computer vision in python with Keras. Pattern recognition has gained significant attention due to the rapid explosion of internet- and mobile-based applications. Among the various pattern recognition applications, face recognition is always being the center of attraction. With so much of unlabeled face images being captured and made available on internet (particularly on social media), conventional supervised means of classifying face images become challenging. This clearly warrants for semi-supervised classification and subspace projection. Another important concern in face recognition system is the proper and stringent evaluation of its capability. This book is edited keeping all these factors in mind. This book is composed of five chapters covering introduction, overview, semi-supervised classification, subspace projection, and evaluation techniques. Both face detection and recognition are very curious areas in the field of image analysis, computer vision and pattern recognition that has received a big deal of attention over the last few years. It has been widely used for the purpose of security and forensic science for identify of an individual e.g. at the place of video surveillance, airports, traffic, terrorist attacks.To analyze the information of face images: faster, robust and efficient face detection and recognition algorithms are required. This system has been facing problems in recognizing subjects of varying poses, illumination conditions, facial expressions, and face occlusions. Due to variation in pose relative to camera certain features like smile, open eyes or mouth, left side or right side of mouth or eyes, occluded mouth or eyes can't be detected and extracted properly. It will be a critical task to detect a person with varying poses in vertical direction. In this work we present, face detection is performed by skin tone. Through PCA extract features and system is getting trained and tested. For face recognition process, Euclidean distance is measured and based on that minimum distance face is recognized Facial recognition systems are computer-based security systems that are able to automatically detect and identify human faces. Facial recognition has gained increasing interest in the recent decade. Over the years there have been several techniques being developed to achieve high success rate of accuracy in the identification and verification of individuals for authentication in security systems. This project experiments the concept of neural network for facial recognition that can differentiate and recognize face of image. This face recognition system begins with image pre-processing and then the output image is trained using Backpropagation algorithm. Backpropagation network learns by training the inputs, calculating the error between the real output and target output, and propagates back the error to the network to modify the weights until the desired output is obtained. After training the network, the recognition system is tested to ensure that the system can recognize the pattern of each face image. The purpose of this project is to recognize face of image for the recognition analysis using Neural Network. This project is mainly concern with offline facial recognition systems using purely image processing technique. The system will find database image has a maximum percentage on similarity of the pattern of the image. This project is also to design a pattern recognition system by applying Neural Network Toolbox in

MATLAB software. Person recognition using thermal imaging, multi-biometric traits, with groups of feature filters and classifiers, is the subject of this paper. These were used to tackle the problems of biometric systems, such as a change in illumination and spoof attacks. Using a combination of, hard and softbiometric, attributes in thermal facial images. The hard-biometric trait, of the shape of a head, was combined with soft-biometric traits such as the face wearing glasses, face wearing a cap/headgear, face with facial hairs, plain face, female face, and male face. These were experimented with, using images from Carl's database and Terravic Facial Infrared Database, and used to train clusters of neural network algorithms for each biometric trait. These comprised Restricted Boltzmann Machines (RBM), Deep Belief Networks (DBN), and Feed Forward Neural Networks (FFNN). After feature extraction, using Fast Wavelet Transform (FWT), and Linear Discriminant Analysis (LDA). A classification error of 0.02887, 0.038695, 0.02381, 0.024629, 0.0268, 0.02369 and 0.03 was achieved for each biometric trait, respectively. Showing that they had each been learned, and could be used through a fusion method, to improve recognition. This was demonstrated using a test image, as the user, having four of the character traits (countenance, glasses, facial hair, and gender). Then attempting to recognize each trait, one after the other, using a cross-verification method. The algorithm was seen to return test values, close to those received during the training test, for each biometric trait. The NATO Advanced Study Institute (ASI) on Face Recognition: From Theory to Applications took place in Stirling, Scotland, UK, from June 23 through July 4, 1997. The meeting brought together 95 participants (including 18 invited lecturers) from 22 countries. The lecturers are leading researchers from academia, govemment, and industry from allover the world. The lecturers presented an encompassing view of face recognition, and identified trends for future developments and the means for implementing robust face recognition systems. The scientific programme consisted of invited lectures, three panels, and (oral and poster) presentations from students attending the AS!. As a result of lively interactions between the participants, the following topics emerged as major themes of the meeting: (i) human processing of face recognition and its relevance to forensic systems, (ii) face coding, (iii) connectionist methods and support vector machines (SVM), (iv) hybrid methods for face recognition, and (v) predictive learning and performance evaluation. The goals of the panels were to provide links among the lectures and to emphasis the themes of the meeting. The topics of the panels were: (i) How the human visual system processes faces, (ii) Issues in applying face recognition: data bases, evaluation and systems, and (iii) Classification issues involved in face recognition. The presentations made by students gave them an opportunity to receive feedback from the invited lecturers and suggestions for future work. Although the history of computer-aided face recognition stretches back to the 1960s, automatic face recognition remains an unsolved problem and still offers a great challenge to computer-vision and pattern recognition researchers. This handbook is a comprehensive account of face recognition research and technology, written by a group of leading international researchers. Twelve chapters cover all the sub-areas and major components for designing operational face recognition systems. Background, modern techniques, recent results, and challenges and future directions are considered. The book is aimed at practitioners and professionals planning to work in face recognition or wanting to become familiar with the state-of- the-art technology. A comprehensive handbook, by leading research authorities, on the concepts, methods, and algorithms for automated face detection and recognition. Essential reference resource for researchers and professionals in biometric security, computer vision, and video image analysis. The book presents research work on face recognition using edge information as features for face recognition with ICA algorithms. The independent components are extracted from edge information. These independent components are used with classifiers to match the facial images for recognition purpose. In their study, authors have explored Canny and LOG edge detectors as standard edge detection methods. Oriented Laplacian of Gaussian (OLOG) method is explored to extract the edge information with different orientations of Laplacian pyramid. Multiscale wavelet model for edge detection is also proposed to extract edge information. The book provides insights for advance research work in the area of image processing and

biometrics. This book describes a face recognition system that overcomes the problem of changes in gesture and mimics in three-dimensional (3D) range images. Here, we propose a local variation detection and restoration method based on the two-dimensional (2D) principal component analysis (PCA). The depth map of a 3D facial image is first smoothed using median filter to minimize the local variation. The detected face shape is cropped & normalized to a standard image size of 101x101 pixels and the forefront nose point is selected to be the image center. Facial depth-values are scaled between 0 and 255 for translation and scaling-invariant identification. The preprocessed face image is smoothed to minimize the local variations. The 2DPCA is applied to the resultant range data and the corresponding principal-(or eigen-) images are used as the characteristic feature vectors of the subject to find his/her identity in the database of pre-recorded faces. The system's performance is tested against the GavabDB facial databases. Experimental results show that the proposed method is able to identify subjects with different gesture and mimics in the presence of noise in their 3D facial images. Face Recognition Using Self-Organizing Maps. Project Report from the year 2012 in the subject Engineering - Computer Engineering, Gujarat University, course: Electronics and communication, language: English, abstract: This thesis describes a face recognition system that overcomes the problem of changes in gesture and mimics in three-dimensional (3D) range images. Here, we propose a local variation detection and restoration method based on the two-dimensional (2D) principal component analysis (PCA). The depth map of a 3D facial image is first smoothed using median filter to minimize the local variation. The detected face shape is cropped & normalized to a standard image size of 101x101 pixels and the forefront nose point is selected to be the image center. Facial depthvalues are scaled between 0 and 255 for translation and scaling-invariant identification. The preprocessed face image is smoothed to minimize the local variations. The 2DPCA is applied to the resultant range data and the corresponding principal-(or eigen-) images are used as the characteristic feature vectors of the subject to find his/her identity in the database of pre-recorded faces. The system's performance is tested against the GavabDB facial databases. Experimental results show that the proposed method is able to identify subjects with different gesture and mimics in the presence of noise in their 3D facial image. A facial recognition system is a computer application built to automatically identify or verify the identity of a person from a digital source. The quality of the source and environment from which digital information is retrieved pose problems to a face recognition system (FRS) that lead to erroneous results. Even though there is a necessity for systems that are capable of performing facial recognition on the fly, current systems, in order to be accurate, try to completely or partially control the environment of its digital sources. In this thesis, we approach the problems that afflict these systems by using a "game with a purpose" (GWAP). In our GWAP-based approach, we create an online game that uses human vision to perform facial recognition. We use the aid of humans because we still hold the edge over FRSs at recognizing faces and their features. It is through a GWAP that we channel our superior visual skills to deal with problems that affect current FRSs. This authoritative text/reference presents a comprehensive review of algorithms and techniques for face recognition (FR), with an emphasis on systems that can be reliably used in operational environments. Insights are provided by an international team of pre-eminent experts into the processing of multispectral and hyperspectral face images captured under uncontrolled environments. These discussions cover a variety of imaging sensors ranging from state-of-the-art visible and infrared imaging sensors, to RGB-D and mobile phone image sensors. A range of different biometric modalities are also examined, including face, periocular and iris. This timely volume is a mine of useful information for researchers, practitioners and students involved in image processing, computer vision, biometrics and security.

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