

Face Familiarity in Deep Convolutional Neural Networks

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Introduction

State-of-the-art Deep Convolutional Neural Networks (DCNNs) perform with

- high accuracy on face identification tasks (e.g. Taigman et al. 2014).
- good generalization across viewpoint, illumination, and **appearance**.

To date, DCNN performance tested only with 'cooperative' images. DCNN performance for disguised faces is unknown.

Here we test identification performance of a state-of-the art DCNN on disguised face images (Sankaranarayanan et al. 2016).

DCNNs – *are they impaired by evasion and impersonation disguise?* Humans are strongly impaired by evasion disguise; less impaired by impersonation (Noyes & Jenkins, submitted)

DCNN performance for disguised faces – do they improve with identity **familiarization**? Humans -> more accurate for **familiar** disguised faces (Noyes & Jenkins, submitted).

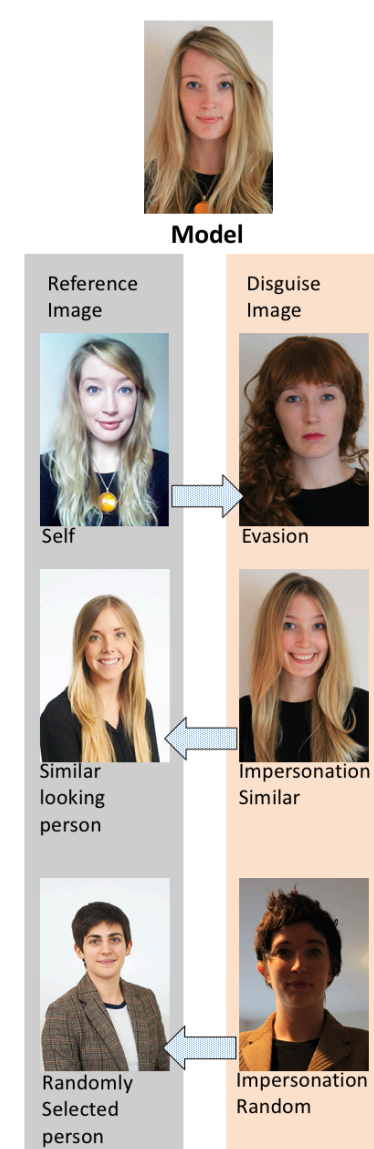
Stimuli

- Stimuli - FAÇADE image dataset (26 models)
- Conditions - No Disguise and 3 Disguise types

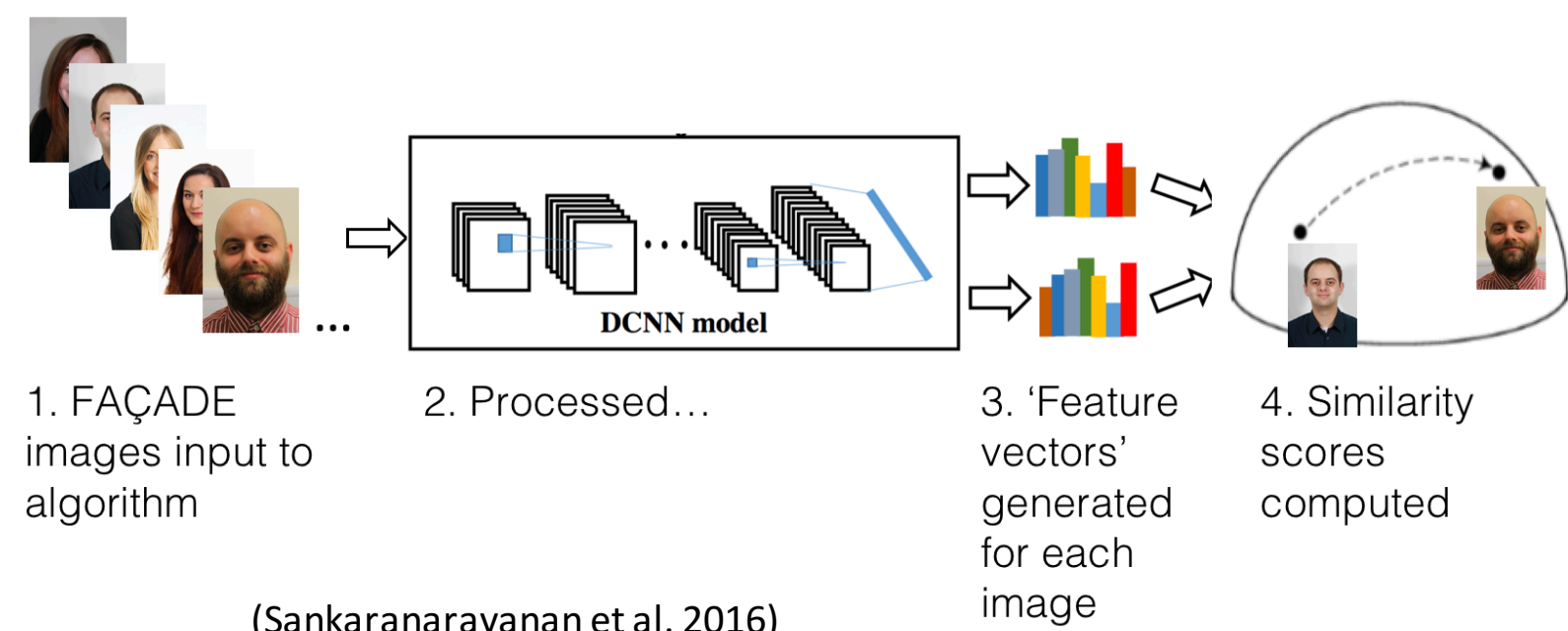
Evasion: model photographed to look unlike self.

Impersonation Similar: model photographed to look like a 'similar' person.

Impersonation Random: model photographed to look like a 'random' person.



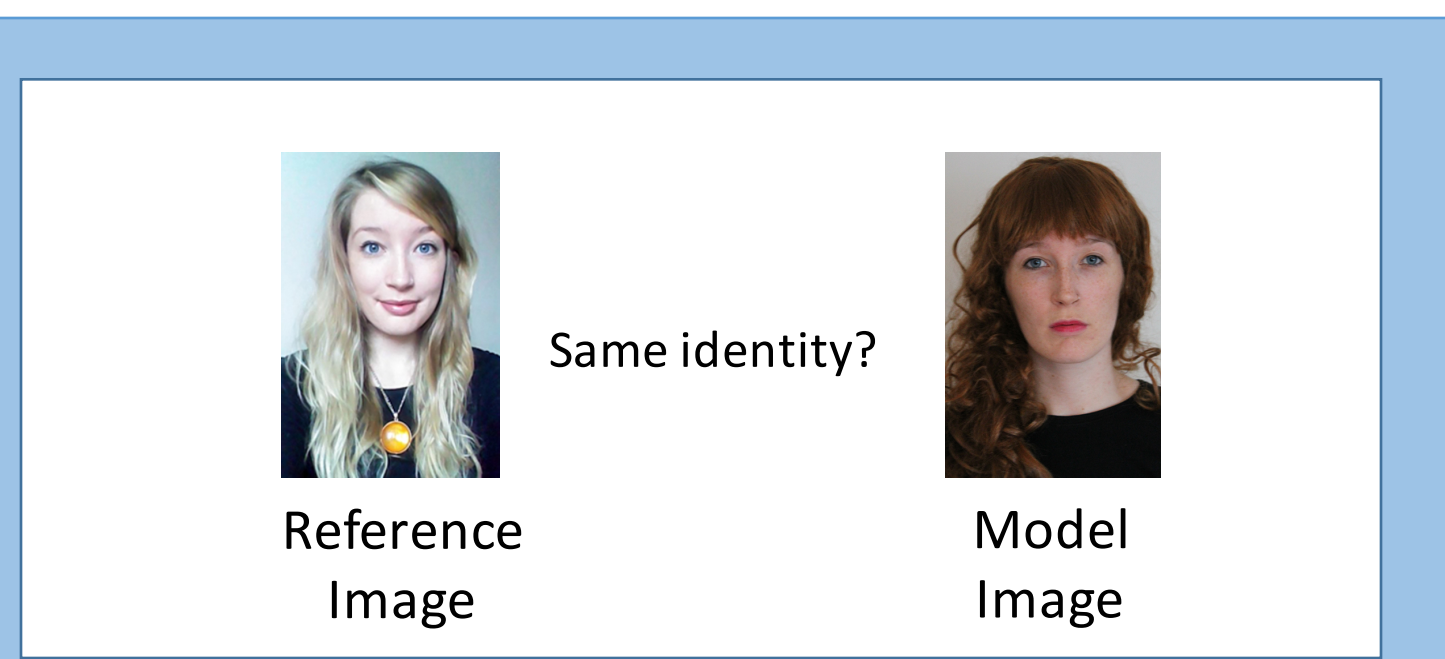
DCNN Similarity Procedure



If similarity scores > criterion = same identity, if not = different identity

Human & Machine: Face Matching

(Noyes & Jenkins, submitted; Noyes et al. 2017)



Methods

- Paired matching task on humans (Noyes & Jenkins, submitted).
- DCNN matching performance computed by calculating similarity score between **Reference Image** and **Model Image** for each image pair.
- Similarity score compared against criterion to determine same/different identity response.

Results

	% of correct responses				DCNN		
	Unfamiliar Human Participants		Familiar Human Participants		No Disguise	Disguise	
Same	96	60	98	87	100	50	Evasion
Different Similar	92	82	99	98	100	96	Imp. Sim.
Different Random	98	89	100	98	100	92	Imp. Rand.

Main Premise

Unfamiliar

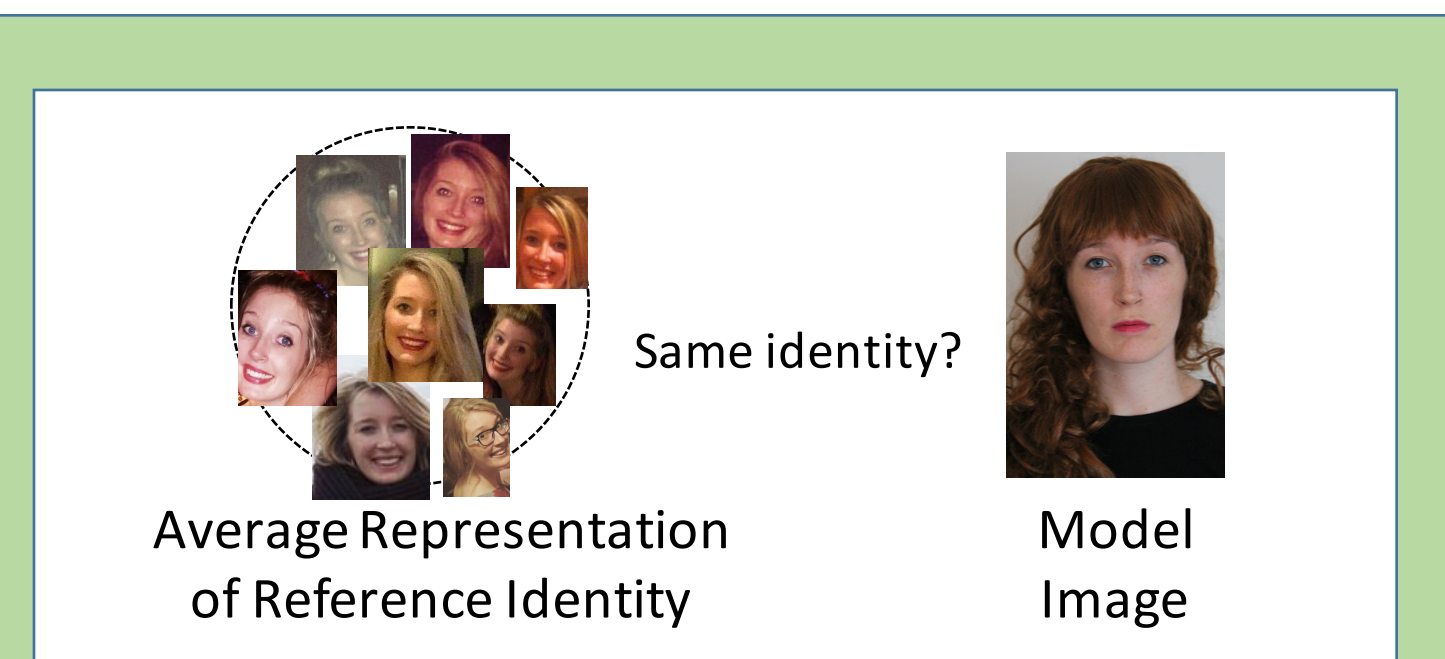
- Humans : No Disguise > Impersonation >>> Evasion
- DCNN : No Disguise > Impersonation >>> Evasion

Familiar

- Humans : No Disguise > Impersonation > Evasion
- DCNN : ????

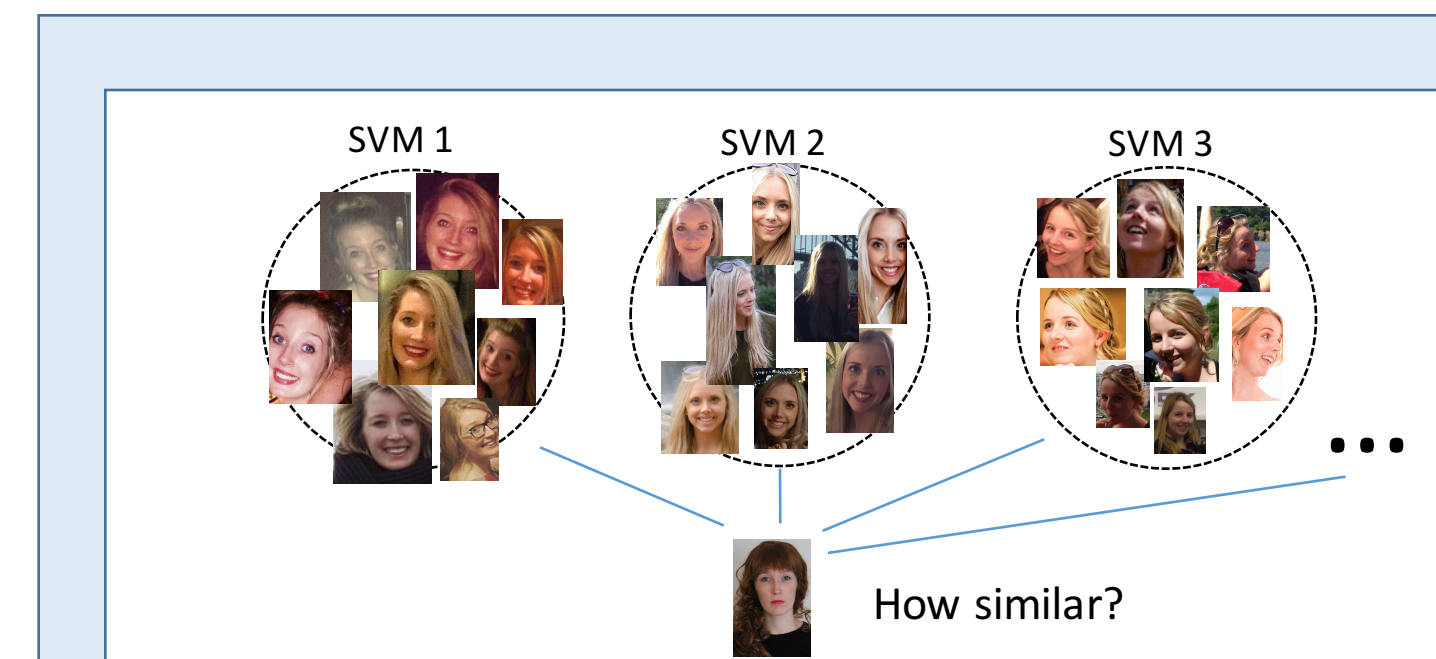
2 Methods of Familiarity

Averaging Method of Familiarity



- When people learn a face, they may create an average image-based representation for multiple images of the face (Kramer, Ritchie & Burton, 2016).
- **Alternative model:** Average **DCNN face representation**:
 - Varied number (N= 0-100) of no disguise images of each model submitted to DCNN.
 - Similarity score calculated by comparing **Average Representation with Model Image**.

Contrast Method of Familiarity



- Familiarity depends on learning **within-identity variation** and **between-identity contrasts**.
- Trained SVM classifiers for each identity. DCNN learned many images of each identity, and how each identity differed from all other identities.
- All images compared to SVMs. Dot product for each image pair calculated to produce similarity score.

	% of correct responses					
	No Images	3 Images	5 Images	10 Images	20 Images	All Images
Same No Disguise	100.0	100.0	100.0	100.0	100.0	100.0
Same Disguise	50.0	46.9	52.3	64.6	65.4	69.2
Different Similar No Disguise	100.0	99.2	98.5	96.2	96.2	96.2
Different Similar Disguise	96.2	95.4	87.7	85.4	87.7	84.6
Different Random No Disguise	100.0	100.0	100.0	100.0	100.0	100.0
Different Random Disguise	92.3	96.2	95.4	95.4	96.2	96.2

	% of correct responses				
	3 Images	5 Images	10 Images	20 Images	All Images
Same No Disguise	99.2	99.2	100.0	100.0	96.0
Same Disguise	40.0	43.9	44.6	46.2	57.6
Different Similar No Disguise	99.2	100.0	100.0	100.0	100.0
Different Similar Disguise	99.2	100.0	100.0	100.0	100.0
Different Random No Disguise	100.0	100.0	100.0	100.0	100.0
Different Random Disguise	99.2	100.0	100.0	100.0	96.0

Conclusions

- DCNN (and human) identification performance impaired by Evasion Disguise.
- Averaging Method improved Evasion Disguise but reduced performance on different-identity trials.
- Contrast Method improved Evasion Disguise and maintained high performance of different identity trials. ✓

References

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Sankaranarayanan, S., Alavi, A., & Castillo, C. (2016). Triplet Probabilistic Embedding for Face Verification and Clustering. arXiv preprint arXiv:1604.05417, 2016.

Taigman, Y., Yang, M., & Ranzato, M. A. (2014). Deepface: Closing the gap to human -level performance in face verification. *CVPR IEEE Conference*, 1701–1708.

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'Averaging' Method Results:

- Increased performance on Evasion trials
- But... **decreased** performance on different-identity face pairs

'Contrast' Method Results:

- Increased performance on Evasion trials
- Maintained high performance on different-identity face pairs