

# Recognition of Human Face Emotions Detection Using Computer Vision Based Smart Images

Sanaullah Memon<sup>1†</sup>, Dr. Hidayatullah Shaikh<sup>2††</sup>, Qadir Bux Rind<sup>3†††</sup>, Ali Aijaz Shar<sup>4††††</sup>,

Shaheed Benazir Bhutto University, Shaheed Benazirabad. Shah Abdul Latif University, Khairpur.

## Abstract

Computer Vision is the technology that makes you look smarter behind the cool camera applications. It gives eyes to machines that, when they see something, can be clubbed with processors and actuators to make the machines perform acts. In this project, The Smart photos based on computer vision that can automatically recognize when you smile, shock and cry using the recognition algorithm for the facial features. It expresses different human face emotions based on certain parameters of human beings.

## Keywords:

*Computer Vision, Images, Recognition, Detection, Emotions, Human Face, Machine Learning*

## 1. Introduction

Computer Vision is a field of man-made brain power that instructs computers to decipher and comprehend the visual world. It is concerned with the theory behind artificial systems that extract information from images. Utilizing computerized pictures from cameras and videos and profound learning models, machines can precisely recognize and arrange objects and after that respond to what they "see". All such change of information can accomplished for achieving some specific objective [1]. A computer vision intention is concerned with the design and development of algorithms that enables computers to improve their exhibition after some time dependent on information for example from databases. Learning indicates changes in a framework that empowers a framework to do a similar task all the more productively whenever. Machine learning is malleable in both image processing and computer vision yet it is to be more observable in computer vision. It furnishes systems with the capacity to automatically take in and improve as a matter of fact without being explicitly customized. A delicate prologue to computer vision is shown in Fig. 1. Over last decades, human face location has been investigated generally due to the recent advances of its applications, for example, security access control, data recovery in numerous unstructured media database, and progressed Human Computer Interaction (HCI). The input

pictures can be caught by means of a few gadgets, for example, cameras and they can be controlled by different

Computer vision strategies. Face detection is one of the most significant steps in many picture preparing applications, particularly in face recognition because of they need to find face first to perceive and condense data about the given casing progressively applications [2]. Face recognition strategies can be classified as highlight-based, layout-based, or appearance-based. Highlight based strategies try to look through the territories of particular picture features, for instance, the eyes, nose, and mouth, and after that check whether these features are in a possible geometrical game-plan [3]. Layout based technique, for example, active appearance models (AAMs), can manage a wide scope of posture and articulation changeability. Normally, they require great instatement close to a genuine face and are thusly not appropriate as quick face finders. Appearance based techniques examine over small overlapping rectangular patches of the image scanning for likely face up-and-comers, which would then be able to be refined utilizing a course of progressively costly however particular recognition algorithms [4].

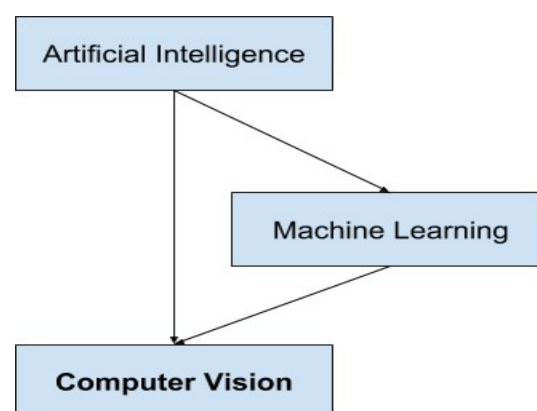


Fig.1 A gentle introduction to computer vision

## 2. Literature Review

Computer vision is a field that highlights systems to process, break down and get pictures. It expects to copy the capability of human vision by capturing a picture. One of the significant prevention to the uses of Computer vision is movement estimation, shape estimation and investigation. Gesture based communication is a computer vision based unblemished multifaceted language that draws in signs formed by hand minutes in amalgamation with outward appearances and stances. It maps regular method for correspondence to human signs and motions empowering hearing debilitated individuals to impart among them [5]. Brilliant photography passes on the assurance of value improvement and usefulness augmentation in making stylishly engaging pictures. The vast majority of the present arrangements utilize a post handling methodology to decorate an image, the created device empowers a novel capacity of prescribing a decent look before the photograph is caught. Given a data face picture, the instrument normally evaluates the stance based in vogue score, finds the most appealing purpose of the face, and proposes how the stance should be adjusted [6]. Semantic highlights depict inborn attributes of exercises. Accordingly, semantics make the acknowledgment task increasingly solid particularly when similar activities appear to be outwardly unique because of the assortment of activity executions. A semantic space includes the most famous semantic highlights of a movement to be specific the human body (present and poselet), characteristics, related articles, and scene setting. Techniques are to be presented by exploiting these semantic highlights to perceive exercises from still pictures and video information just as four gatherings of exercises: nuclear activities, individuals' connections, human-object communications, and gathering exercises [7]. A head-pose recommendation system is presented that aides a client in how to best present while taking an image. Given an info face picture, the framework finds the most appealing edge of the face and proposes how the posture ought to be balanced. The proposal results are resolved adaptively to the appearance and beginning posture of the information face. The client study demonstrates the suggestion execution of the framework is tolerably identified with the level of congruity among the picture takers' proposals [8]. Self-Trackam analysis video edges caught continuously to confine human faces in each edge. The framework processes this data to situate the phone which is mounted on two servos equipped for panning on a level plane and tilting vertically. The region of interest is consequently situated in the focal point of the casing utilizing controls got from faces positions [9]. A factual human shape model that depicts a body shape with shape parameters, a novel way to deal with

consequently gauge these parameters from a solitary information shape outline utilizing semi-managed/supervised learning. By using outline includes that encode neighborhood and worldwide properties strong to clamor posture and view changes, and anticipating them to bring down dimensional spaces traversed multi-see learning with standard connection investigation [10].

Today machines are an important audience for any image. Rettberg looks at how facial acknowledgment algorithms examine our images for surveillance, confirmation of personality and better-altered business benefits, and relates this to understandings of machine vision as post-optical and non-authentic [11].

## 3. Problem Statement

On the basis of literature review and from the study of various research scholars, highlighted some of major problems like face detection, face recognition, Image transformation and one of these problems is facial emotion detection that expresses the face expressions, identify pictures automatically during different expressions styles like smile, surprise, sad, cry and normal expressions.

## 4. Aim and Objectives

To investigate the facial expressions at the time of smiling, crying, surprising and normal by using computer vision technology based on smart images.

### 4.1 Objectives of the study are:

- a. Read lot of capabilities from the background study of Image detection and Image recognition.
- b. To study the image processing algorithms like facial feature recognition algorithm.
- c. To calculate the facial expression results during the project analysis.
- d. Behind calculated results, the reasons and factors are analyzed on the premise of reported results of selected algorithms.

## 5. Research Methodology

Research methodology is supposed to be experimental during application development phase.

- a. Integrate OpenCV library

- to programming language like C#, JAVA or Python.
- Implementation phase for image capturing by using facial expression such as smiling, weeping and crying.
  - Do the system testing and release the deliverables in beta version.

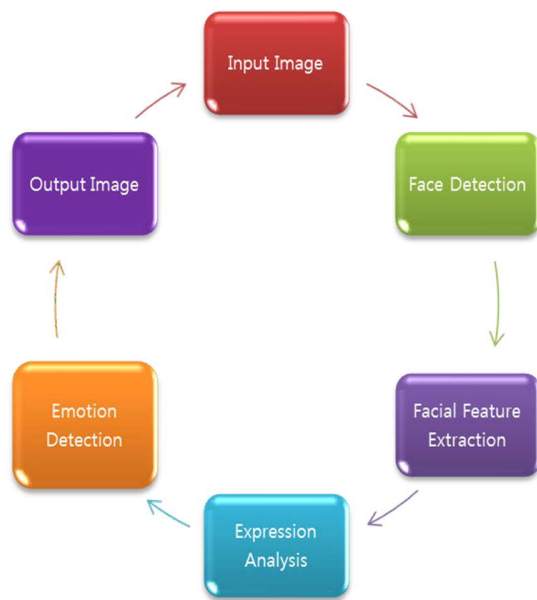


Fig.2 Research Methodology for computer Vision based images

## 6. Tools and Technologies

Following tools and technologies are used during the development of project.

- C#:** It is general purpose programming language that incorporates strong scripting, declarative, procedural, abstract, object and component oriented disciplines. It was developed within the context of the .Net project by Microsoft headed by Anders Hejlsberg and his team and was accepted by ECMA and ISO.
- SQL Server:** Microsoft server is RDBMS that serves a wide range of enterprise IT database management, business intelligence and analytics applications. Microsoft SQL server along with oracle database and IBM's DB2 is one of the three leading database systems on the industry.
- OpenCV Library:** OpenCV is an open source computer vision and software library for machine learning. OpenCV was designed to

- Perform various operations like Face recognition, Facial expressions etc.

provide a shared platform for the implementation of computer vision and to promote the use of machine perception in consumer products. Being a BSD-licensed software, OpenCV makes the use and alteration of the code simple for businesses.

## 7. Experiments and Results

In this Facial Recognition project, the computer vision based smart images are captured of the person with different face expressions to identify the facial emotions. This is done by comparing face embedding vectors. The emotion Detection is classifying the emotions on the face of a person in distinct perspectives such as happy, angry, sad, normal, surprise, disgust or fear.

AForge.NET is an open source C# framework designed for developers and researchers in the fields of Computer Vision and Artificial Intelligence - image processing, neural networks, genetic algorithms, fuzzy logic, machine learning, robotics, etc.

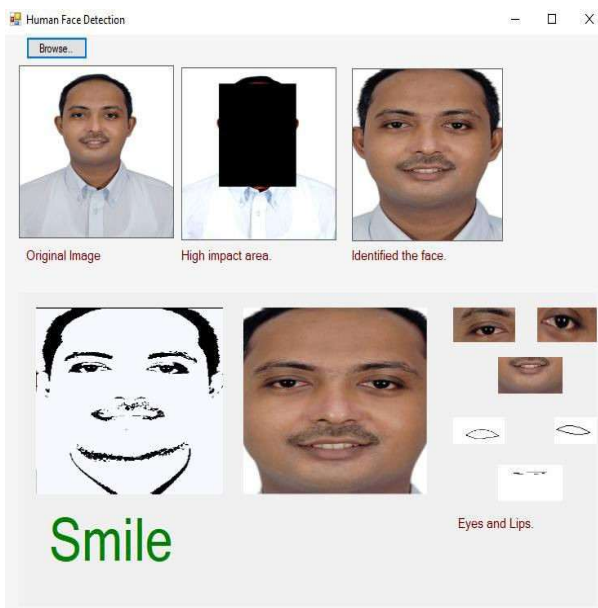
The framework is comprised by the set of libraries and sample applications, which demonstrate their features:

- AForge.Imaging - library with image processing routines and filters;
- AForge.Vision - computer vision library;
  - AForge.Video - set of libraries for video processing;
  - AForge.Neuro - neural networks computation library;
  - AForge.Genetic - evolution programming library;
  - AForge.Fuzzy - fuzzy computations library;
  - AForge.Robotics - library providing support of some robotics kits;
  - AForge.MachineLearning - machine learning library;

The face recognition application is analyzed by the human face emotions. It consists of three human face detection picture boxes. In a first picture box, it considers an image as original image. In a second picture box, it highlights the face skin color and finds the high impact area of the image and in a third picture box, it searches the high impact face area and identify a face from an image. Following Fig. 3 shows the Main Screen of human face detection



**Fig.3** Human Face Detection Main Screen

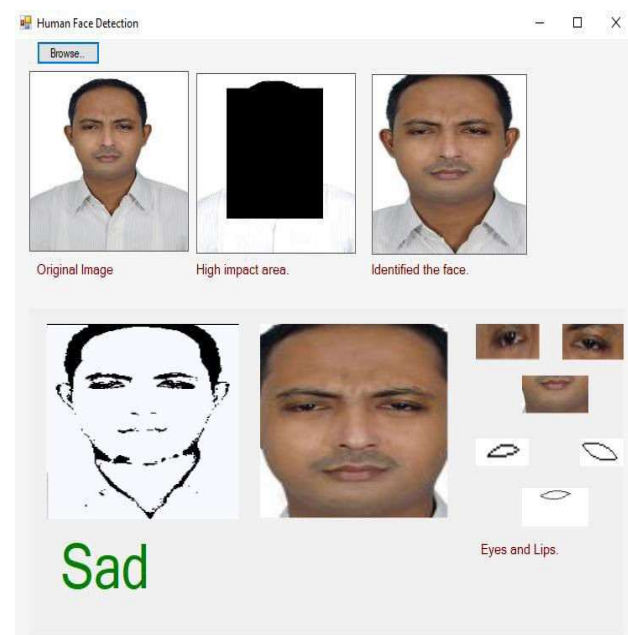


**Fig.4** Smiling Human Face Expression

Browsing plays an important role in computer vision and machine learning. An image browser is a piece of software designed specifically to enable viewing of digital image files. Modern digital photographers often have catalogs of tens of thousands of digital photographs, and an image browser can be used to seek, organize and delete images files quickly. Image browser allows the organization of images on the fly using the information stored in the metadata of the image file. It allows to extremely quickly find specific images or types of images, a much better solution to look through thousands of

Sadness is another form of emotion that is often described as a transient emotional state characterized by sensations of frustration, hopelessness, disinterest and humidity. Sadness is something every body experiences from time to time. In certain cases, people may undergo prolonged and serious sad periods which may develop into depression. The following fig 6 shows the result of

images one at a time. The main screen of the project shows the overall functionality of an image. First, browse the image in picture box. After browsing an image, the other picture boxes cover high impact area from an image and identify the human face. The result of the image is depending upon the Eyes & Lips movement of a person. It separates all the eyes and lips movement of person and show a result in terms of smile, cry, surprise, etc. Smile is often described as a smile emotional state characterized by feeling of happiness, pleasure, accomplishment and well-being. The following fig. 4 shows the results of when a person is smiling. Surprise is one of seven universal emotions which show up when we hear sudden and unexpected sounds or gestures. His role as the briefest of the universal emotions is to concentrate our attention on deciding what is going on and whether or not it is risky. The following fig 5 shows the result of when a person is surprising.



**Fig.5** Surprising Human Face Expression

when a person is sad.

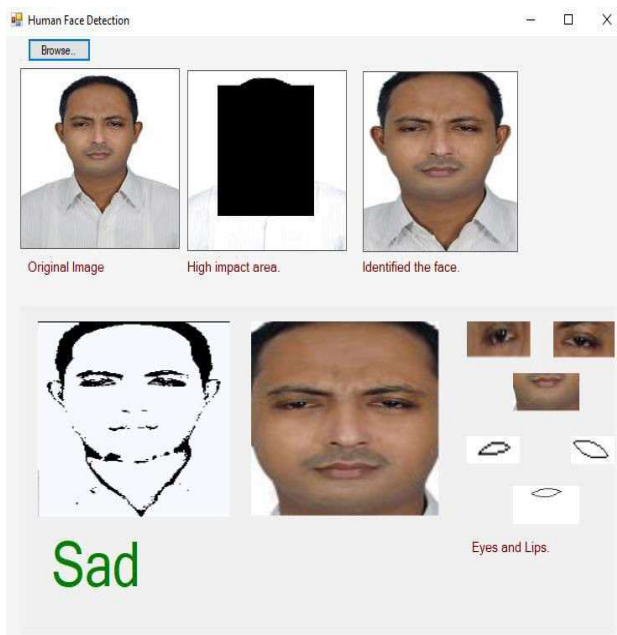


Fig.6 Sad Human Face Expression

## 8. Conclusion

Recognition of facial expression in the case of the real world is a long-standing problem which makes the process of extraction of features more complex. Computer Vision provides the function to recognize an item as a particular object such as human being. In this paper, we leverage the smart photos focused on computer vision for successful identification of facial emotions in terms of various modes of speech such as smiling, shocking and weeping.

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