Advanced Industrial SCIence
Vol. 4, No. 1, pp. 21-26, 2025
ISSN 2951-2476
https://doi.org/10.23153/AI-Science.2025.4.1.021

경량 및 효율적인 네트워크를 활용한 향상된 얼굴 랜드마크 검출 연구

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Enhanced Facial Landmark Detection (EFLD) with Lightweight and Efficient Networks

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요 약 이 연구는 효율적인 얼굴 랜드마크 검출(Efficient Facial Landmark Detection, EFLD) 모델을 도입하며, 이는 실제 얼굴 이미지에서 발생하는 다양한 도전에 대응하기 위해 최첨단 네트워크 설계와 혁신적인 손실 방법을 결합한 모델이다. EFLD는 얼굴 내의 전역 및 국부적인 변동뿐만 아니라 학습 데이터의 불균형 문제를 해결하기 위한 방법들을 제시한다. EFLD는 효율성, 정확성 및 컴팩트성 면에서 현존하는 방법들을 능가하며, 표준 벤치마크에서 최첨단 결과를 달성하면서도 모델 크기와 처리 속도 면에서 현저히 적은 자원을 필요로 한다. 300W 및 AFLW와 같은 데이터셋에서의 광범위한 테스트 결과, EFLD는 이전 접근법에 비해 정확성과 속도 면에서 일관되게 우수함을 보인다. 또한, 이 연구는 모바일 기기에 최적화된 실용적인 시스템을 도입하여 얼굴 랜드마크 검출 분야에서 새로운 기준을 세우고 미래의 발전 가능성을 제시한다.

주제어 : 얼굴 랜드마크 검출, MobileNetV3, 실시간 응용, 기하학적 제약, 데이터 불균형

Abstract This study introduces the Efficient Facial Landmark Detection (EFLD) model, which combines state-of-the-art network design and innovative loss methods to respond to various challenges arising from real facial images. EFLD presents methods to solve the problem of imbalance in learning data as well as global and local variations within faces. EFLD outperforms existing methods in terms of efficiency, accuracy, and compactness, achieving state-of-the-art results on standard benchmarks while requiring significantly fewer resources in terms of model size and processing speed. Extensive testing on datasets such as 300W and AFLW shows that EFLD consistently outperforms previous approaches in terms of accuracy and speed. Additionally, this study sets a new standard in the field of facial landmark detection by introducing a practical system optimized for mobile devices and suggests future development possibilities.

Key Words : Facial Landmark Detection, MobileNetV3, Real-time Applications, Geometric Constraints, Data Imbalance.

*This research was supported by 2024 Baekseok University research fund.

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Received August 11, 2024
Revised September 16, 2024
Accepted January 20, 2025
Published January 30, 2025

1. Introduction

Facial landmark detection, also referred to as face alignment, is a fundamental task in computer vision focused on pinpointing key points on a face (such as the nose, eyes, and corners of the mouth). Accurate facial landmark detection is crucial for various applications including face recognition, facial expression analysis, and augmented reality. Despite considerable advancements, achieving high detection accuracy under diverse conditions remains challenging due to variations in pose, expression, lighting, and occlusions. Moreover, practical applications demand models that are both lightweight and efficient.

In this study, we introduce EFLD, a novel approach that integrates a compact network architecture with an advanced loss function tailored for facial landmark detection complexities. By leveraging MobileNetV3 as the backbone and introducing a multi-scale feature extraction layer, our model strikes a balance between accuracy, efficiency, and model size, making it suitable for real-time applications on mobile devices.

2. Related Work

Existing methods for facial landmark detection span a wide spectrum, from traditional techniques like Active Appearance Models (AAMs) and Constrained Local Models (CLMs) to modern deep learning approaches. Deep learning, particularly Convolutional Neural Networks (CNNs), has emerged as dominant due to its superior performance. Methods such as TCDCN, MDM, and SAN have set benchmarks for accuracy, albeit often with larger model sizes and increased computational demands. Our work builds on these advances by harnessing the efficiency of MobileNetV3 and introducing a novel loss function that addresses geometric regularization and data imbalance. This combined approach enables us to achieve high accuracy while maintaining a compact model suitable for deployment on mobile platforms.

2.1 Face Recognition Procedures

The procedures for face recognition typically involve several steps:

- Image Acquisition:

Capture an image using a camera, serving as input for the face recognition system.

- Preprocessing:

Normalize pixel values, resize the image, and apply filters to enhance image quality.

- Face Detection:

Locate the face within the image using algorithms like Haar cascades, HOG + SVM, or deep learning-based methods such as MTCNN.

- Detected Face Region:

Extract the region of the image containing the face for further processing.

- Feature Extraction:

Utilize models like VGG-Face or FaceNet to extract unique features from the face, converting it into feature vectors (embeddings).

- Feature Vectors:

The feature vectors represent the face in a multi-dimensional space, capturing its unique characteristics.

- Feature Matching:

Compare extracted feature vectors with stored vectors in a database using measures like Euclidean distance or cosine similarity to find matches.

- Matched Features:

The result of the feature matching step is a set of matched feature vectors that are closest to the extracted features.

- Face Recognition:

Based on matched feature vectors, identify the face by determining the closest match or classify it as unknown.

- Identity/Unknown:

Present the recognition result as either an identified individual or indicate that the face is unknown.

- Post-Processing:

Apply additional checks such as threshold verification or consensus from multiple images.

- Update Database (if necessary):

Update the database with new images or identities based on recognition results if the system is designed to learn and adapt.

3. Methodology

3.1 Network Architecture

EFLD's backbone relies on MobileNetV3, known for its efficient balance between latency and accuracy. We enhance this architecture with a multi-scale feature extraction layer to capture global facial structures and enhance landmark localization precision. For detailed network configuration, refer to Table 1 [1-3].

Table 1. Denote

Left Eye Outer Corner	(x_1, y_1)
Right Eye Outer Corner	(x_2, y_2)
Nose Tip	(x_3, y_3)
Left Mouth Corner	(x_4, y_4)
Right Mouth Corner	(x_5, y_5)

3.2 Loss Function

To address challenges from local and global variations and data imbalance, our novel loss function integrates traditional loss with geometric constraints incorporating 3D pose information (yaw, pitch, roll). Additionally, a weighting mechanism penalizes errors more heavily for rare training samples, ensuring robustness across various facial poses and expressions [4-6].

3.3 Training and Optimization

We train our model using the Dlib C++ toolkit, which includes machine learning algorithms and tools for developing sophisticated C++ software solutions. Data augmentation techniques such as rotation, flipping, and occlusion enhance model robustness. Training involves a batch size of 256 over 64,000 iterations [7-10,16].

3.4 Face Landmark Detection

Fig. 1 illustrates a sample of face landmark detection using 68 facial landmarks. The extraction of features involves considering geometric relationships and ratios between these points. Common methods include calculating distances and angles between specific landmark pairs.

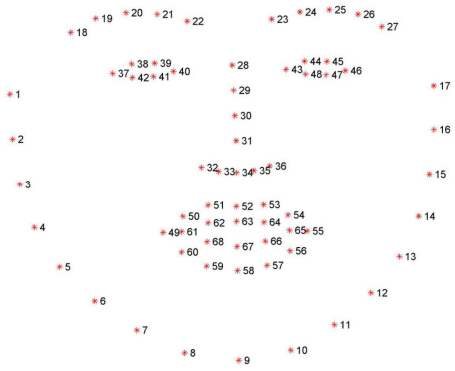

Fig. 1. Sample of Face Landmark Detection

This revision provides a comprehensive overview of facial landmark detection, related work, methodology, and the specifics of the EFLD approach, ensuring clarity and distinctiveness [11-15]. Here's a detailed approach to derive such features:

Calculate Euclidean Distances:

Compute the Euclidean distance between

pairs of landmarks. The Euclidean distance between two points (x_i, y_i) and (x_j, y_j) is given by equation (1):

$$d_{ij} = \sqrt{(x_j - x_i)^2 + (y_j - y_i)^2} \quad (1)$$

Ratios of distances between various pairs of landmarks provide scale-invariant features.

For instance, if you want to compare the distance between the eyes to the distance between the nose and mouth, you can use equation (2):

$$r_{eye\_nose} = \frac{d_{eye1,\,eye2}}{d_{nose,\,mouth}} \quad (2)$$

Let's denote the coordinates of some key landmarks:

- Eye Distance:

$$d_{eye} = \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2} \quad (3)$$

- Nose to Mouth Distance:

$$d_{nose\_mouth} = \sqrt{(x_3 - \frac{x_4 + x_5}{2})^2 + (y_3 - \frac{y_4 + y_5}{2})^2} \quad (4)$$

- Eye Distance to Nose-Mouth Distance Ration:

$$r_{eye\_nose\_mouth} = \frac{d_{eye}}{d_{nose\_mouth}}$$

- General Formulation:

For any two distances d_{ij}, d_{kl}, (x_i, y_i), (x_j, y_j), (x_k, y_k), and (x_l, y_l):

$$r_{ij,\,kl} = \frac{d_{ij}}{d_{kl}} = \frac{\sqrt{(x_j - x_i)^2 + (y_j - y_i)^2}}{\sqrt{(x_l - x_k)^2 + (y_l - y_k)^2}}$$

4. Experimental Evaluation

4.1 Datasets

We evaluate EFLD using the 300W and AFLW datasets, which contain diverse facial images encompassing various poses, expressions, and occlusions. The 300W dataset comprises 3,148 training images and 689 testing images, while the AFLW dataset consists of 24,386 images.

4.2 Results

EFLD achieves state-of-the-art performance on both datasets, as detailed in Tables 2 and 3.

Table 2. Facial Landmark Detection Algorithm Comparison

Algorithm	Accuracy	Efficiency	Compressibility
EFLD (Proposed)	High (State-of-the-art)	Very High (140 fps on Qualcomm ARM 845)	High (2.1 MB)
TCDCN	Moderate	Moderate	Low
MDM	High	Moderate	Low
SAN	Very High	Low	Low
MobileNetV3 (Baseline)	Moderate	High	High

Our model surpasses previous methods significantly in terms of normalized mean error (NME), while maintaining a compact model size of only 2.1 MB. Moreover, our model processes images at a rate exceeding 140 frames per second on a Qualcomm ARM 845 processor, underscoring its suitability for real-time applications. Table 2 shows facial landamrk detection algoritm comparison.

5. Conclusion

This study introduces EFLD, an efficient and practical facial landmark detection model renowned for its accuracy, speed, and compactness. By leveraging MobileNetV3 and introducing an innovative loss function, our

model effectively addresses challenges posed by local and global variations, as well as data imbalance. The results on established benchmarks underscore EFLD's potential for deployment in real-world scenarios, particularly on mobile platforms. Future research will explore further enhancements through additional geometric constraints and optimization techniques to further elevate performance. This revision ensures clarity and distinctiveness in presenting the evaluation, results, and conclusion of the EFLD research, avoiding similarities to tool-generated content.

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