

G-FAN: Graph-Based Feature Aggregation Network for Video Face Recognition

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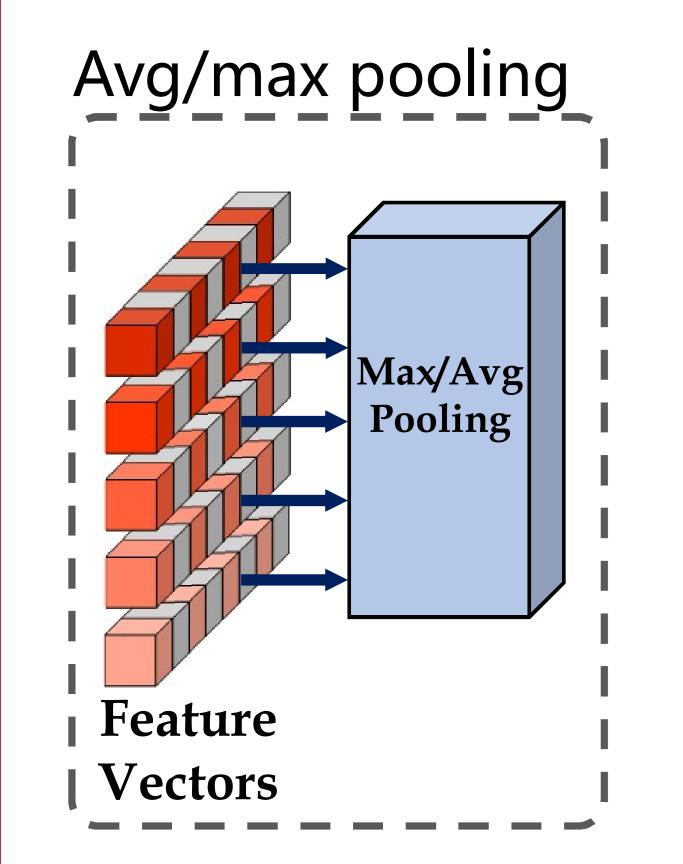


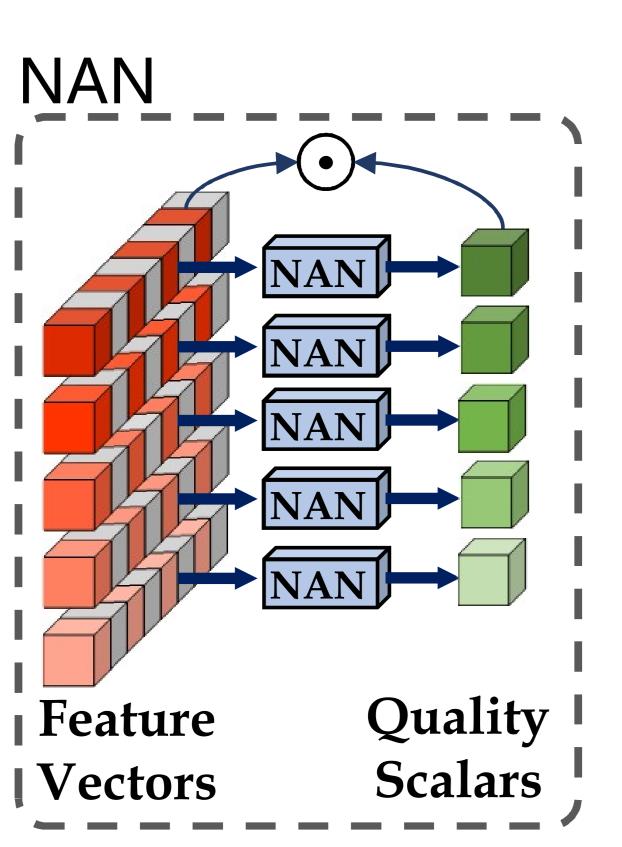


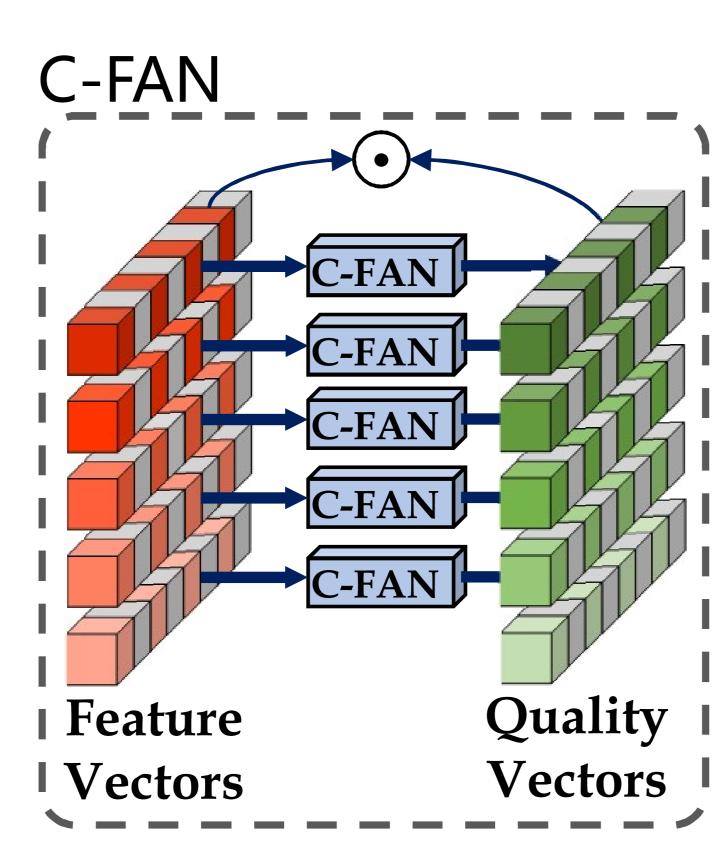
1. MOTIVATION AND CONTRIBUTION

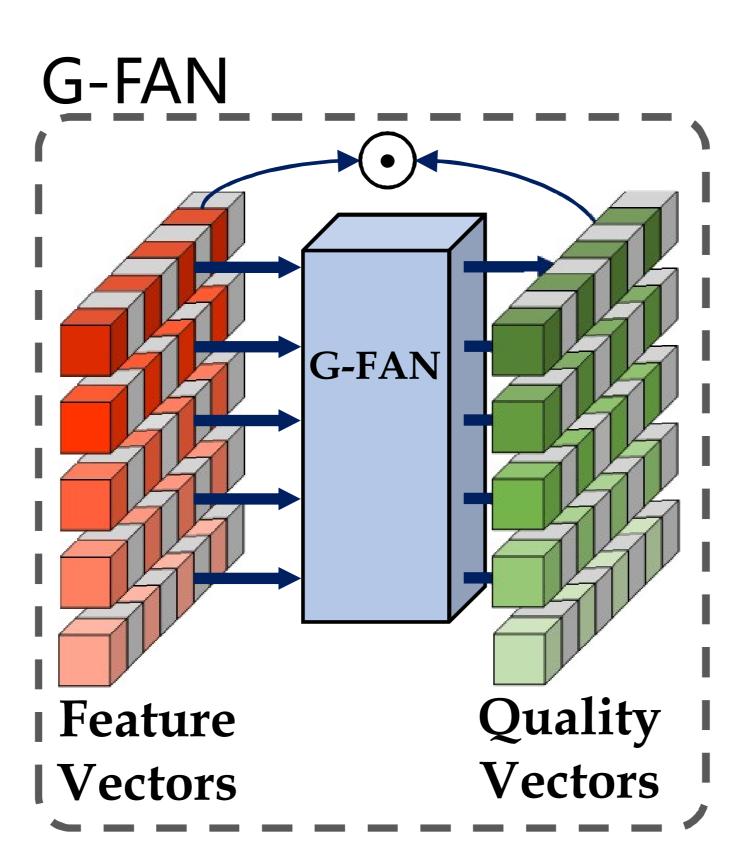
Motivation:

- ★ Video face recognition exhibits great challenges due to huge intra-class variability and high inter-class ambiguity.
- \star On the other hand, a video clip could provide useful temporal and multi-view information which is profitable for recognition.





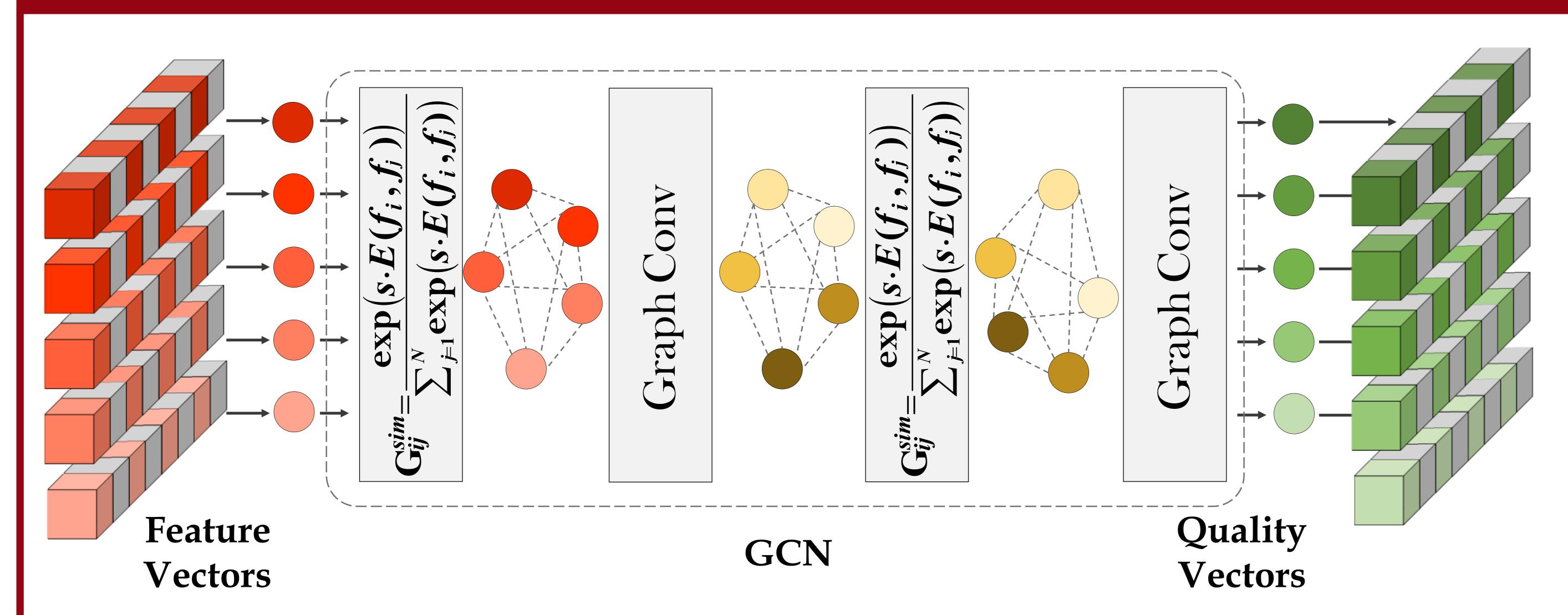




Contribution:

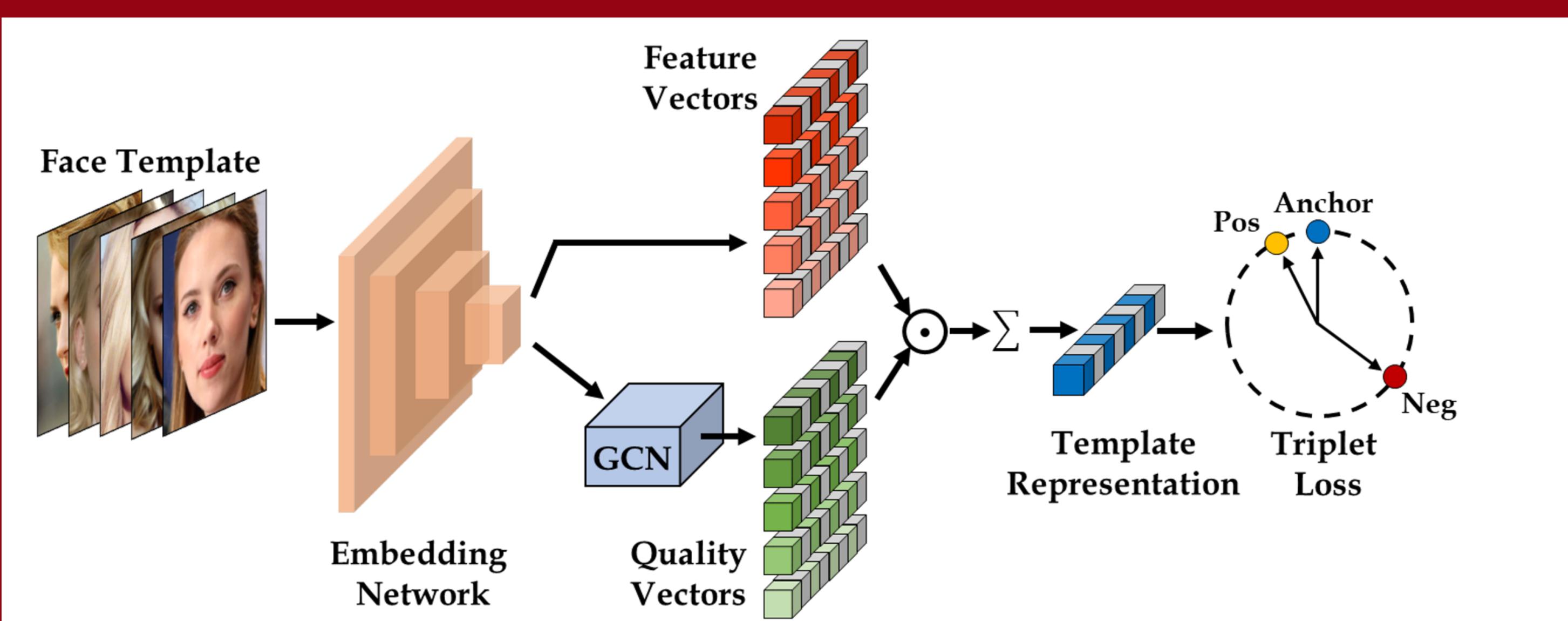
- ★ We propose the graph-based feature aggregation network, which firstly utilizes correlation information between face frames to aggregate frame features.
- ★ G-FAN achieves SOTA performance on three public benchmarks, including YTF, IJB-A, and IJB-C.
- \star We qualitative analysis the output quality vectors of G-FAN which provides an explanation for the effectiveness.

3.GCN MODULE



- \bigstar For a template of features $F = \{f_1, f_2, ..., f_N\}$, we build a fully connected graph with N nodes, where each node represents an image feature. The pairwise similarity is calculated as $E(f_i, f_j) = cos(f_i, f_j)$
- ★ We apply a two-layer GCN to perform reasoning on the graph and outputs quality vectors. $F^{(l+1)} = \sigma\left((G^{sim})^{(l)}F^{(l)}W^{(l)}\right)$,
- The quality vectors are normalized by Softmax: $w_{i,j} = \frac{\exp(q_{i,j})}{\sum_{k=1}^{N} \exp(q_{kj})}$. The aggregated face representation of a template is obtained by pooling the features with the normalized quality vectors: $r = \sum_{i=1}^{N} f_i \odot w_i$,

2.OVERVIEW



★ G-FAN incorporates an Embedding Network for feature extraction and a GCN for feature aggregation.

4. EXPERIMENT RESULTS

TABLE III

VERIFICATION ACCURACY (%) ON IJB-A BENCHMARK COMPARED WITH BASELINE METHODS AND OTHER STATE-OF-THE-ART METHODS. THE TRUE ACCEPT RATES (TAR) VS FALSE ACCEPT RATES (FAR) ARE REPORTED.

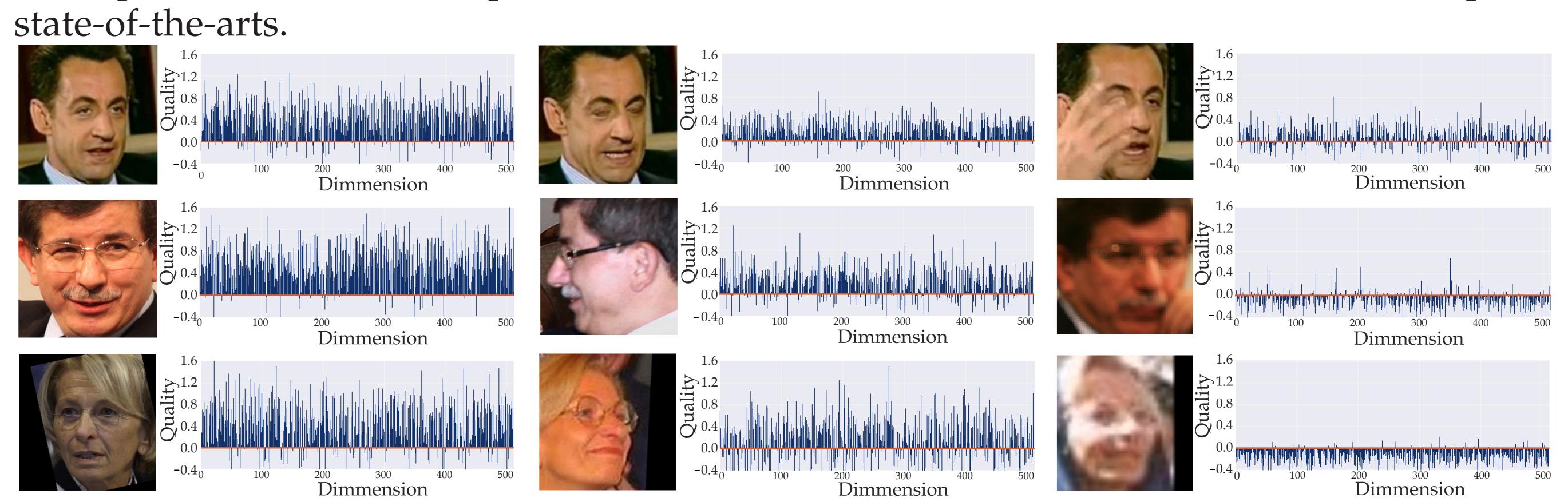
Method	1:1 Verification TAR			
	FAR=0.001	FAR=0.01	FAR=0.1	
Crystal Loss [31]	94.80	97.10	98.50	
NAN [6]	88.10	94.10	97.80	
QAN [30]	89.31	94.20	98.02	
M-FAN []	94.44	96.56	98.00	
C-FAN [7]	91.59	93.97	-	
FAN [12]	93.61	97.28	98.94	
GhostVLAD [17]	93.50	97.20	99.00	
AFRN [29]	94.90	98.50	99.80	
Average	92.85	97.36	99.10	
C- $FAN*$	94.74	97.85	99.27	
G- FAN	95.97	98.64	99.55	

TABLE IV

VERIFICATION ACCURACY (%) ON IJB-C BENCHMARK COMPARED WITH BASELINE METHODS AND OTHER STATE-OF-THE-ART METHODS. THE TRUE ACCEPT RATES (TAR) VS FALSE ACCEPT RATES (FAR) ARE REPORTED.

Method	1:1 Verification TAR			
	FAR=1e-5	FAR=1e-4	FAR=1e-3	
Crystal Loss [31]	87.35	92.29	95.63	
CosFace [24]	86.94	91.82	95.37	
ArcFace [8]	87.28	92.13	95.55	
AdaCos [32]	88.03	92.40	95.65	
APA [33]	85.5	92.06	96.23	
AFRN [29]	88.30	93.00	96.30	
Average	87.16	91.89	95.37	
C-FAN*	87.90	92.57	95.74	
G- FAN	89.42	93.83	96.38	

★ Experiments on three public video face benchmarks show that G-FAN outperforms other state-of-the-arts.



 \star The qualitative analysis demonstrates that G-FAN can maintain the discriminative features while discarding the noisy features.