

Lookalike Disambiguation: Improving Identification at Top Ranks

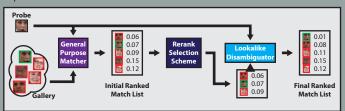


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Introduction

- Identification compares a probe biometric sample against a set of labeled biometric samples (a gallery)
- This search yields a ranked match list (RML)
- RML contains an ordering of samples most similar to the probe sample
- Most-similar sample at rank 1
- RML may not have correct match at rank 1
- For example, correct match may occur at rank 5
 - Matcher was confused by similar-looking faces at ranks 1 to 4
- "Lookalike" faces may be a special case in face recognition
- "Lookalike" faces may not be well-handled by a general-purpose matcher

Proposed Solution



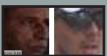
- We propose the use of two matchers:
 - 1) General-Purpose Matcher (GPM) trained like a normal face recognition system
 - Lookalike Disambiguator (LD) trained specifically to distinguish between lookalikes
- GPM obtains an initial RML and LD reranks a certain subset of the list to obtain the final RML

TinyFace Dataset¹

- · Consists of small face images
- average size 20×16 pixels
- 2,569 subjects; 3,728 probe images; 4,443 gallery images



Examples of lookalike face images as judged by the ArcFace matcher.² A lookalike pair is an imposter pair with a low distance score.





Lookalike Disambiguator (LD)

- Finetunes GPM using lookalike triplets from
- Lookalike triplet consists of anchor, positive. and **negative** samples
 - Anchor & positive sample of same subject
 - Anchor & negative samples of different subjects, but judged by GPM to be similar
- Loss function:

$$L = \sum_{\{(I_a,I_p,I_n)\}} \left\| f(I_a) - f(I_p) \right\|_2 - \left\| f(I_a) - f(I_n) \right\|_2 + \alpha_{\text{margin}}$$

Lookalike Pair Discovery

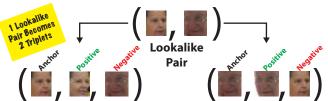
Compare gallery to itself using GPM

Lookalike Pair To Triplets

- · Look for imposter pairs with small distance score (≤ 0.8)
- Results in ~679K lookalike pairs
- 6.9% of all imposter pairs

$p(\text{score}|\text{genuine}) \gg p(\text{score}|$

Intra-gallery distance scores from GPM.



Re-rank Selection Schemes

2 schemes considered:

- 1.FIXED: re-rank top K ranks on initial ranked match list
- 2.ADAPTIVE: use scores to determine how many of the top ranks on initial ranked match list to re-rank

Match Vicinity Plot (MVP)

- Find the match-vicinity scores for a given probe image p in a ranked match list • Distance score for p at rank i: $d_n^{(i)}$
- Normalize score with respect to the score at the correct match position of correct gallery match $(d_n^{(c)})$
- Correct match for p occurs at rank c
- Normalized Score: $s_n^{(i)} = d_n^{(i)} d_n^{(c)}$
- MVP shows how match scores change from rank to rank before and after encountering the correctgallery sample



MVP for TinyFace dataset using ArcFace Matcher.

Adaptive Re-Rank Selection

- 1. Calculate rolling sum of consecutive distance scores in ranked match list, S_k
 - Number of consecutive distance score defined by parameter q
- 2.Re-rank the top *k* matches
 - For the smallest value of k such that $S_k > \tau$

Results

- Filter Tinyface dataset to 2,081 probes images and 2,461 galleries images of
- We manually remove faces with a profile view during filtering
- · ArcFace² matcher used as GPM, LD trained as described in middle column

Parameter Selection

- Estimate q and τ from gallery dataset (filtered)
- Rolling sum calculated for those gallery samples that have at least 1 other gallery sample of the same subject
 - 1,897 such images
- τ is the average value of the rolling sum taken at position of correct match (S_c)

Scheme Comparison

- For adaptive scheme, g=10 and
- For fixed scheme, top 10% of matches are re-ranked (246)
- 1,897 such images
- · Pool Size: # samples selected for
- Surplus Size: # samples selected for re-rank with rank higher than correct
- · Hit Rate: Fraction of probes where scheme selects subset which includes correct match

scheme surplus size

Surplus Size

0.7695

1.378

4.090 301,152

4.597

5.094

5.584 303,583

POOL SIZE

1.958 295,173

2.511 296,353

3.049 297,541

3.574 298,737

299 942

302,365

Total Per Search

142.5

155.6

156.2

156.8

1575

158 1

158.8

159.4

160.0

SURPLUS SIZE

Rate

62.20%

62.63%

63.05%

63.52%

63 78%

63.94%

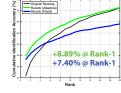
64.21%

64.63%

Scheme	Pool Size (Min/Mean/Median/Max)	Hit Rate
Fixed	246/246/246/246	80.1%
Adaptive	5/20.66/18/121	71.3%

Identification Performance

- · Given a probe: Use GPM to rank gallery
- · Select gallery samples to re-rank using fixed and adaptive schemes
- Re-rank top gallery samples using LD
- Rank-1 identification accuracy improves from 40.7% to 49.6%



Summary

- · Proposed an adaptive gallery selection scheme based on match scores generated using a
- Proposed the use of a separate matcher for re-ranking lookalike face images
- · Observed an improvement in identification accuracy when using a Lookalike Disambiguator on the selected gallery samples

References

- ¹ Z. Cheng, X. Zhu, and S. Gong, "Low-resolution face recognition," in *Proceedings of the Asian Conference* on Computer Vision (ACCV), 2018, pp. 605-621.
- ² J. Deng, J. Guo, X. Niannan, and S. Zafeiriou, "Arcface: Additive angular margin loss for deep face recognition," in Proceedings of the Conference on Computer Vision and Pattern Recognition (CVPR),