

```

4
5 def face_detect():
6     cv2.namedWindow("face_detect", 0)
7     video_cap = cv2.VideoCapture("fusek_face_car_01.avi")
8     face_cascade = cv2.CascadeClassifier("haarcascade_frontalface_default.xml")
9
10    while True:
11        ret, frame = video_cap.read()
12        paint_frame = frame.copy()
13        if ret is True:
14            faces = face_cascade.detectMultiScale(frame,
15                                                    scaleFactor=1.2,
16                                                    minNeighbors=3,
17                                                    minSize=(100, 100),
18                                                    maxSize=(500, 500))
19            for one_face in faces:
20                cv2.rectangle(paint_frame, one_face, (0, 0, 255), 12)
21                cv2.rectangle(paint_frame, one_face, (255, 255, 255), 4)
22
23        cv2.imshow("opencv_frame", paint_frame)
24        if cv2.waitKey(2) == ord("q"):
25            break

```

Python:

```

cv.CascadeClassifier.detectMultiScale( image[, scaleFactor[, minNeighbors[, flags[, minSize[, maxSize]]]]) - objects
>
cv.CascadeClassifier.detectMultiScale2( image[, scaleFactor[, minNeighbors[, flags[, minSize[, maxSize]]]]) - objects,
> numDetections
cv.CascadeClassifier.detectMultiScale3( image[, scaleFactor[, minNeighbors[, flags[, minSize[, maxSize[, outputRejectLevels]]]]) - objects, rejectLevels,
> levelWeights

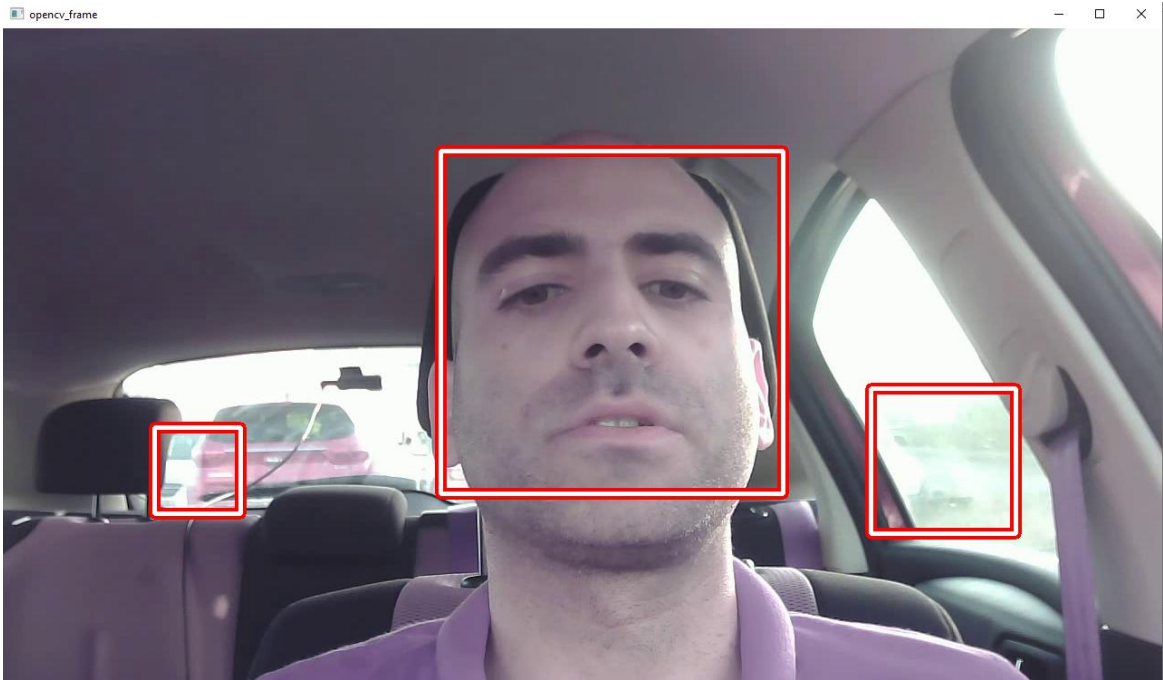
```

Detects objects of different sizes in the input image. The detected objects are returned as a list of rectangles.

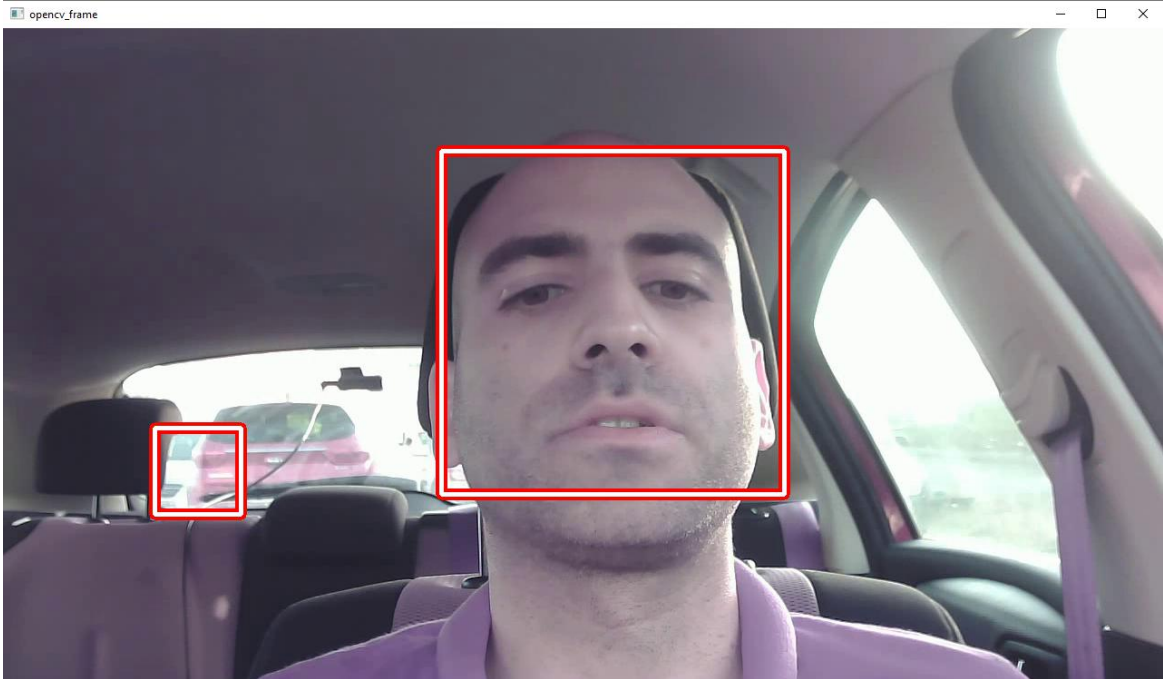
Parameters

- image** Matrix of the type CV_8U containing an image where objects are detected.
- objects** Vector of rectangles where each rectangle contains the detected object, the rectangles may be partially outside the original image.
- scaleFactor** Parameter specifying how much the image size is reduced at each image scale.
- minNeighbors** Parameter specifying how many neighbors each candidate rectangle should have to retain it.
- flags** Parameter with the same meaning for an old cascade as in the function cvHaarDetectObjects. It is not used for a new cascade.
- minSize** Minimum possible object size. Objects smaller than that are ignored.
- maxSize** Maximum possible object size. Objects larger than that are ignored. If `maxSize == minSize` model is evaluated on single scale.

Face Detection - OpenCV

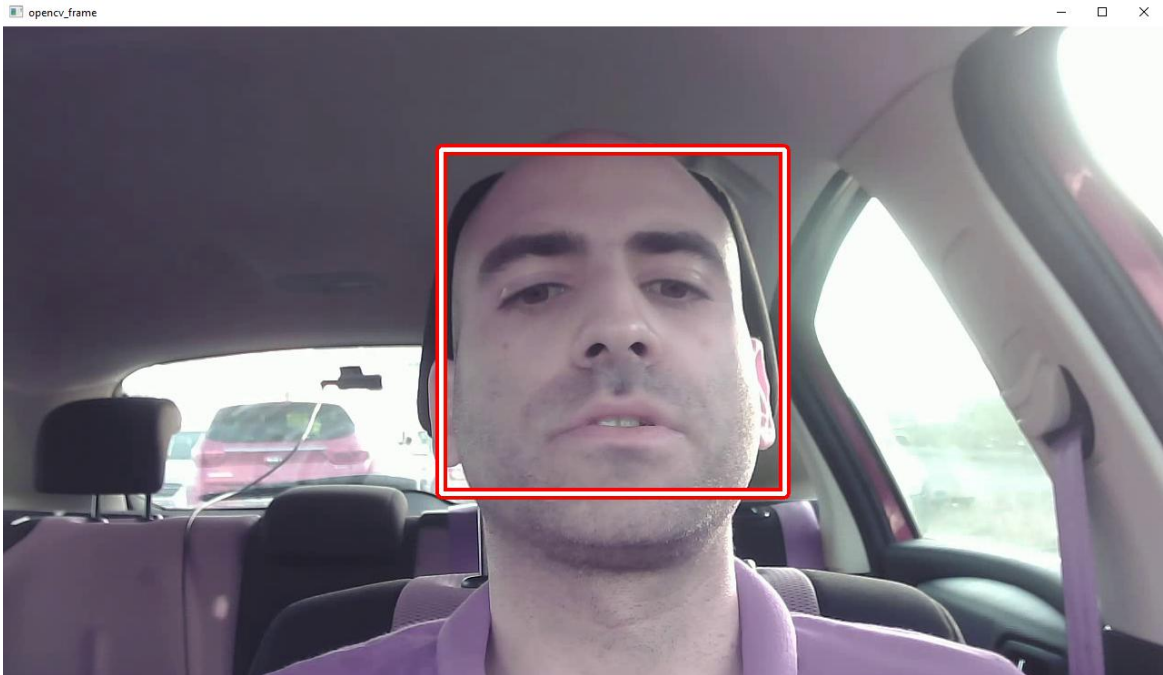


```
faces = face_cascade.detectMultiScale(frame,  
                                       scaleFactor=1.1,  
                                       minNeighbors=1,  
                                       minSize=(50, 50),  
                                       maxSize=(500, 500))
```



```
faces = face_cascade.detectMultiScale(frame,  
                                       scaleFactor=1.1,  
                                       minNeighbors=3,  
                                       minSize=(50, 50),  
                                       maxSize=(500, 500))
```

Face Detection - OpenCV



```
faces = face_cascade.detectMultiScale(frame,  
                                       scaleFactor=1.1,  
                                       minNeighbors=3,  
                                       minSize=(100, 100),  
                                       maxSize=(500, 500))
```

TASK

1. Create the combination of various (at least two) face cascade classifiers
 - profile_face + frontal_face
 - classifiers: <http://mrl.cs.vsb.cz/data/vyuka/zao/haarcascades.zip> or <https://github.com/kipr/opencv/tree/master/data/haarcascades>
 - experiment with different type of **detectMultiScale** function - use **levelWeights** to filter weaker classifications
 - measurement of the time required for localization

```

cv.CascadeClassifier.detectMultiScale( image[, scaleFactor[, minNeighbors[, flags[, minSize[, maxSize]]]]) - objects
>
)
cv.CascadeClassifier.detectMultiScale2( image[, scaleFactor[, minNeighbors[, flags[, minSize[, maxSize]]]]) - objects,
> numDetections
)
cv.CascadeClassifier.detectMultiScale3( image[, scaleFactor[, minNeighbors[, flags[, minSize[, maxSize[, outputRejectLevels]]]]) - objects, rejectLevels,
> levelWeights
>

```

2. Detection of eye and mouth/smile inside each face region
 - you can use the following eye detector: http://mrl.cs.vsb.cz/data/vyuka/zao/eye_cascade_fusek.zip
3. You can use the following video or create new: http://mrl.cs.vsb.cz/data/vyuka/zao/fusek_face_car_01.zip
4. *Bonus* - Try recognition of close/open eyes (detection of sclera or pupil/iris)
 - for example, using thresholding: https://docs.opencv.org/4.9.0/da/d97/tutorial_threshold_inRange.html
 - or Template Matching, or Hough Circle Transform: https://docs.opencv.org/4.9.0/d4/d70/tutorial_hough_circle.html