

1. Create the combination of various (at least two) face cascade classifiers
 - profile_face + frontal_face
 - cascade classifiers: <https://mrl.cs.vsb.cz/data/vyuka/zao/haarcascades.zip>
 - experiment with different types of **detectMultiScale** function – e.g. **levelWeights** to filter weaker classifications
 - try to find suitable parameters
 - measure 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 (or use .xml from OpenCV): https://mrl.cs.vsb.cz/data/vyuka/zao/eye_cascade_fusek.zip
3. For testing, you can use the following video: https://mrl.cs.vsb.cz/data/vyuka/zao/fusek_face_car_01.zip
4. Try to recognize 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
5. Calculate accuracy of the eye/close recognition results of the previous video (https://mrl.cs.vsb.cz/data/vyuka/zao/fusek_face_car_01.zip)
 - real (ground truth) data: <https://mrl.cs.vsb.cz/data/vyuka/zao/EX/eye-state.txt>

Python:

```

cv.CascadeClassifier.detectMultiScale( image[, scaleFactor[, minNeighbors[, flags[, minSize[, maxSize]]]]) - objects
>

cv.CascadeClassifier.detectMultiScale2( image[, scaleFactor[, minNeighbors[, flags[, minSize[, maxSize]]]]) - objects,
> numDetections

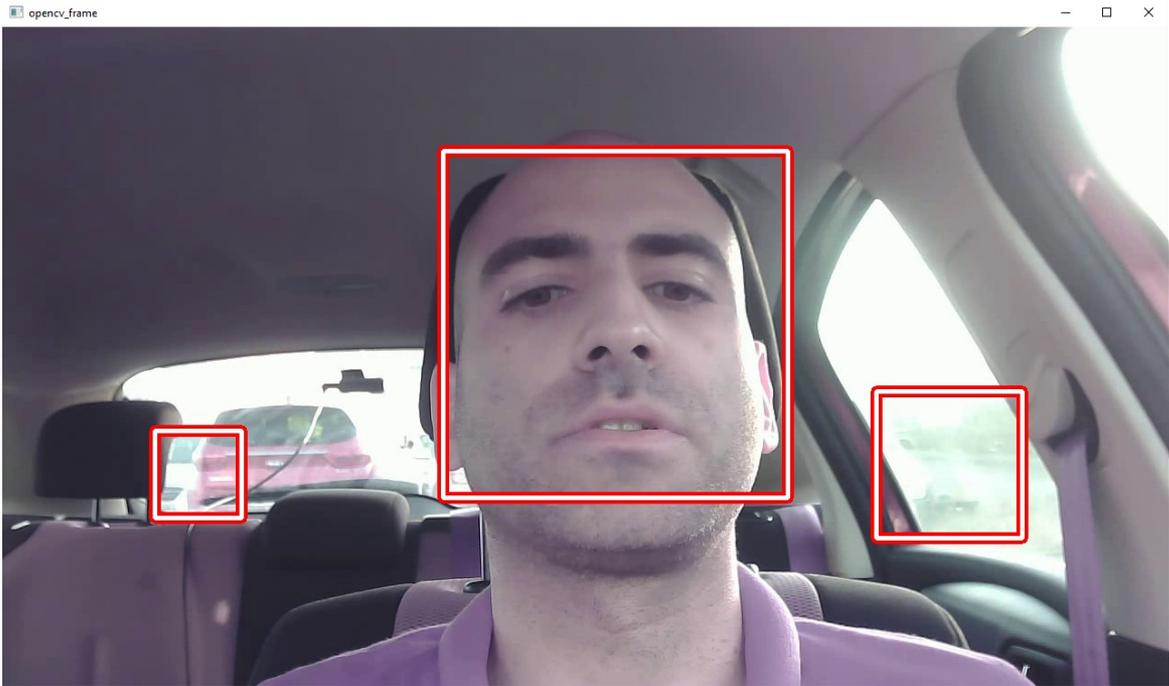
cv.CascadeClassifier.detectMultiScale3( image[, scaleFactor[, minNeighbors[, flags[, minSize[, maxSize[, outputRejectLevels]]]]) - objects, rejectLevels,
> levelWeights

```

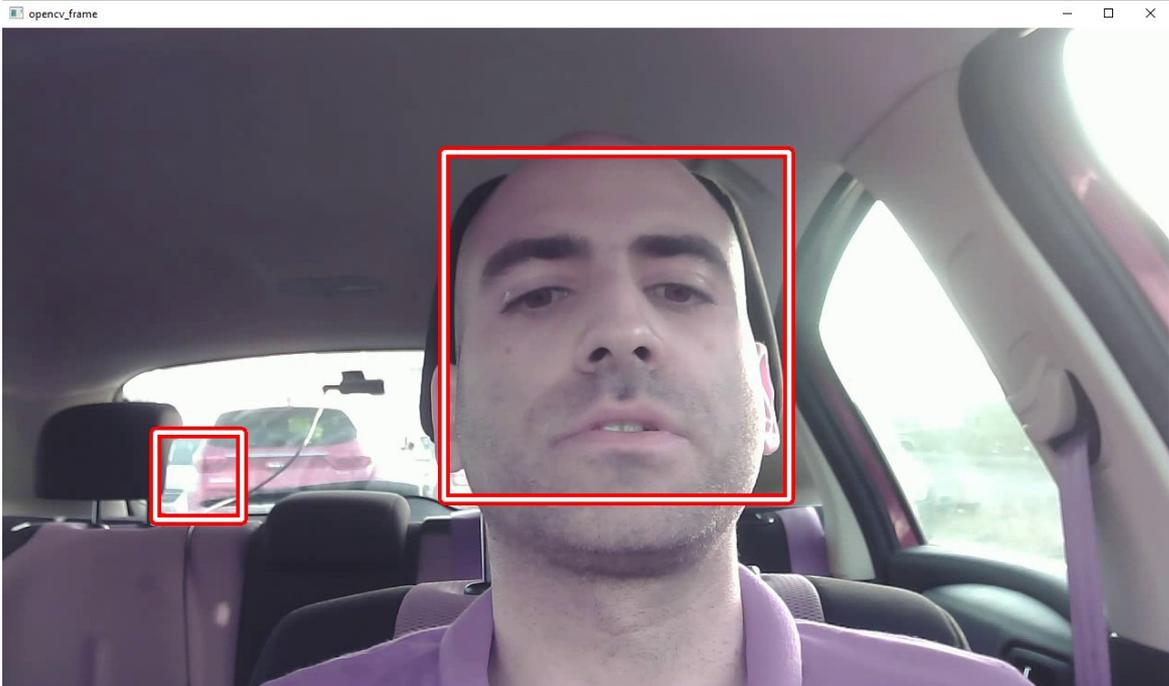
Detects objects of different sizes in the input image. The detected objects are returned as a list of rectangles.

Parameters

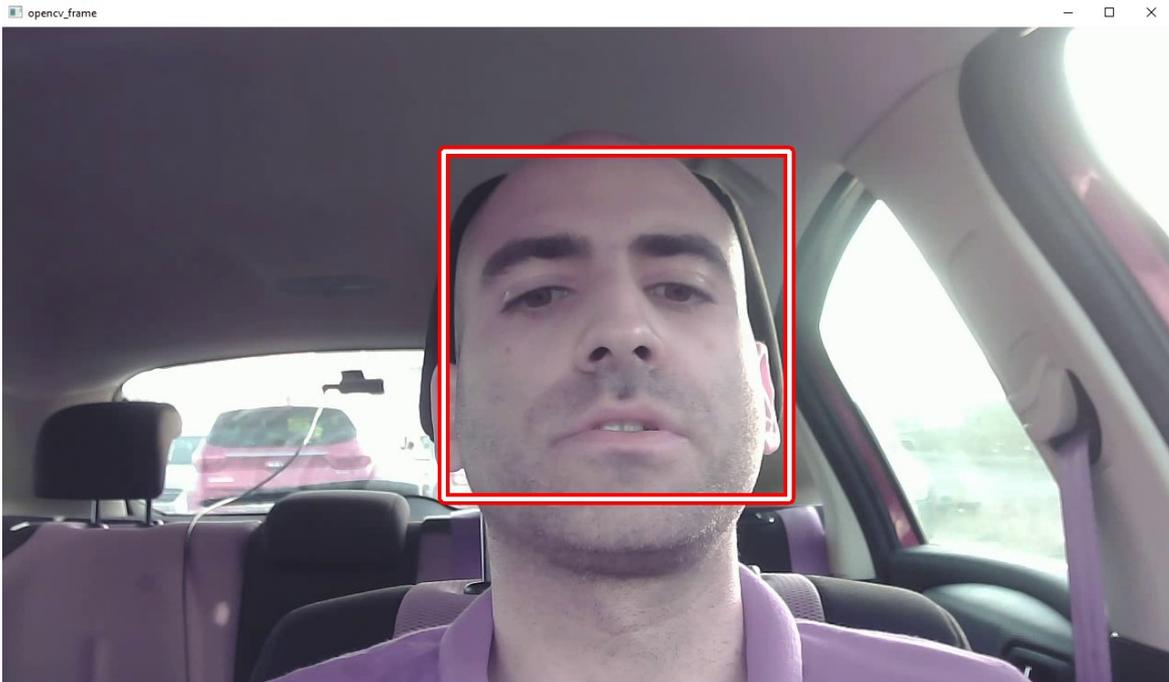
- image** Matrix of the type CV_8U containing an image where objects are detected.
- objects** Vector of rectangles where each rectangle contains the detected object, the rectangles may be partially outside the original image.
- scaleFactor** Parameter specifying how much the image size is reduced at 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.



```
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))
```



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