

LIST OF FIGURES

Figure 1.1: Classification of Biometric Systems.	11
Figure 1.2: Finger Prints with Different Arches (George 2012).	12
Figure 1.3: Finger Prints with Whorl and Loop (George 2012).	13
Figure 1.4: Palm Print Recognition with minute and ridges (Jain et al. 2004).	14
Figure 1.5: Iris Recognition (George 2012).	15
Figure 1.6: Retina Recognition (George 2012).	15
Figure 1.7: Face Recognition (Akazue and Efozia 2010).	17
Figure 1.8: Ear Recognition System (George 2012).	17
Figure 1.9: DNA Recognition (George 2012).	18
Figure 1.10: Processing Diagram for Face Recognition.	22
Figure 1.11: Faces with Varying Pose, (Honda/UCSD dataset).	26
Figure 1.12: Faces with Occlusion due to Glasses (AR dataset).	27
Figure 1.13: Faces with Occlusion due to Sunglasses, (AR dataset).	27
Figure 1.14: Faces with occlusion due to Scarf, (AR dataset).	27
Figure 2.1: Architecture of video based face recognition.	32
Figure 3.1: Faces with different poses (Ding and Tao 2015).	65
Figure 3.2: Proposed model for recognising faces with pose.	67

Figure 3.3: Frame1 of faces extracted from YouTube database.	68
Figure 3.4: Frame2 of faces extracted from You Tube database.	69
Figure 3.5: Frames of faces extracted from Honda/UCSD database.	70
Figure 3.6: Haar features considered for Adaboost.	72
Figure 3.7: Diagonal Haar Features Designed for Face Detection.	72
Figure 3.8: Curvelets tiling.	75
Figure 3.9: Feature extraction using DCT.	76
Figure 3.10: RGB to Grayscale values.	76
Figure 3.11: Features from DCT algorithm.	76
Figure 3.12: Concept of Minimum Distance Classifier.	77
Figure 3.13: The Planes and the Rotation with respect to z-axis.	79
Figure 3.14: Plane of Rotation along Z-axis Clockwise.	80
Figure 3.15: Plane of Rotation along Z-axis Anti clockwise.	82
Figure 3.16: Distance between the nose point and eye points.	82
Figure 3.17: Formation of Angle as Rotation.	83
Figure 3.18: Graphical Representation of Angle Formation as Rotation.	83
Figure 3.19: Graphical Representation of Angle formed as Rotation.	85
Figure 3.20: Lines Formed by Feature Points to the Plane.	85
Figure 3.21: The Feature points on the Plane on Rotation.	87

Figure 3.22: Feature Points with respect to Different Planes.	88
Figure 3.23: Angle formed on Rotation with respect to the distance l .	89
Figure 3.24: Angle formed on Rotation along Y axis.	89
Figure 3.25: Representing the Formation of Rotation with respect to three axes.	91
Figure 3.26: Graphical Representation of Recognition Rate.	95
Figure 3.27: Comparative Analysis of Recognition Rate with Honda/UCSD Dataset.	97
Figure 3.28: Comparative Analysis of the Time Required for Recognition.	99
Figure 3.29: Comparative Analysis of the Time Required to Recognize faces.	101
Figure 4.1: Image Representing Partial Loss of Data.	105
Figure 4.2: Procedure of Inpainting.	106
Figure 4.3: Structural Similarity Measure Architecture.	113
Figure 4.4: Input image1 with regions of the image covered.	115
Figure 4.5: Recovering the lost region of image1.	115
Figure 4.6: Input image2 with regions of the image covered.	116
Figure 4.7: Recovering the lost region of image2.	117
Figure 4.8: Input image1 with regions of the image covered.	118

Figure 4.9: Recovering the lost region of image3.	118
Figure 4.10: Comparative Analysis of the Modified Exemplar Inpainting.	119
Figure 4.11: Comparative Analysis of the Modified Exemplar Approach.	120
Figure 5.1: Proposed Model for Occluded Face Recognition.	124
Figure 5.2: Haar features considered for Adaboost.	125
Figure 5.3: Diagonal Haar Features Designed for Face Detection.	126
Figure 5.4: Classification of data using support vector machine.	129
Figure 5.5: Curvelets.	131
Figure 5.6: Patches included on face image for inpainting.	134
Figure 5.7: Graphical Representation for Recognition Rate.	138
Figure 6.1: Comparative study on region filling on image1.	143
Figure 6.2: Comparative study on region filling on image2.	144