

Multi-Frame Super Resolution for Ocular Biometrics

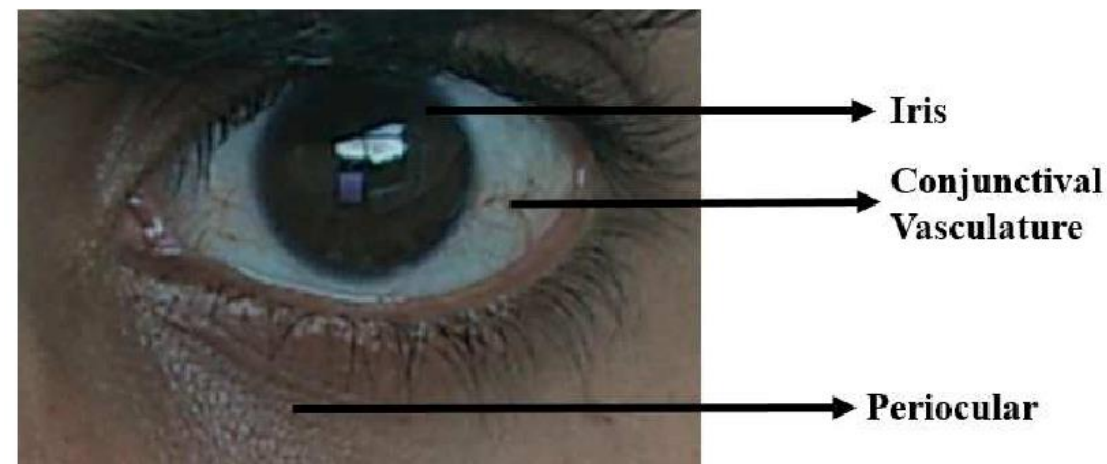
NARSI REDDY*, DEWAN FAHIM NOOR*, ZHU LI, REZA DERAKHSHANI



Mobile Ocular Biometrics:

Authenticating a person using traits such as iris, periocular patterns, and conjunctival vasculature.

Visible spectrum mobile ocular biometrics can be captured by taking **selfie** of one's ocular region. Such biometric can be used by itself or in conjunction with other ocular biometrics. However, resolving finer features could be difficult.



Uncontrolled Environment

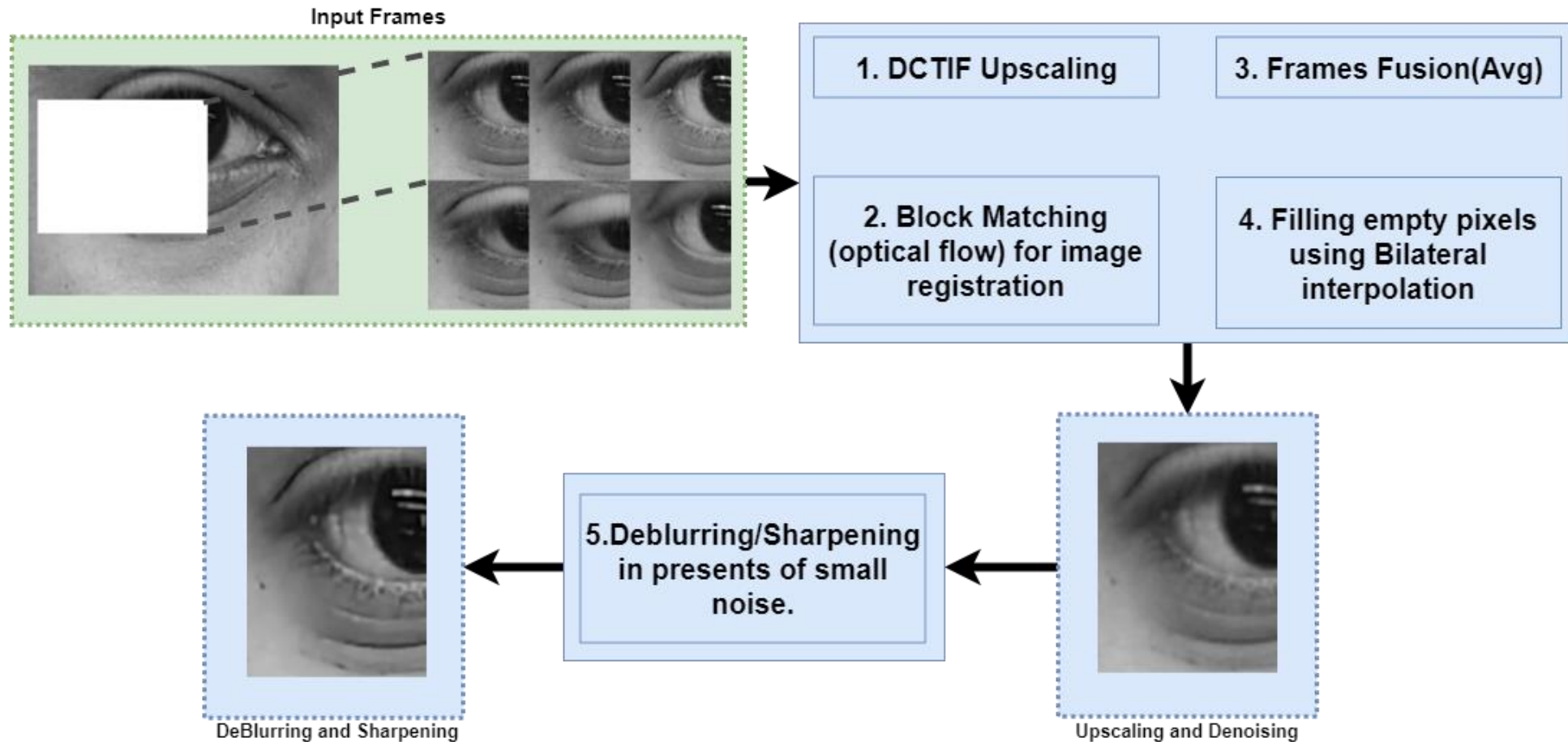
Issues: motion and defocus blur, low light/noise, fine vascular and periocular features; combined with subpar front facing cameras.

One solution: Multi-Frame Super Resolution (MFSR).

Capturing multiple eye images consecutively using **burst mode** in mobile phones.



Proposed MFSR pipeline



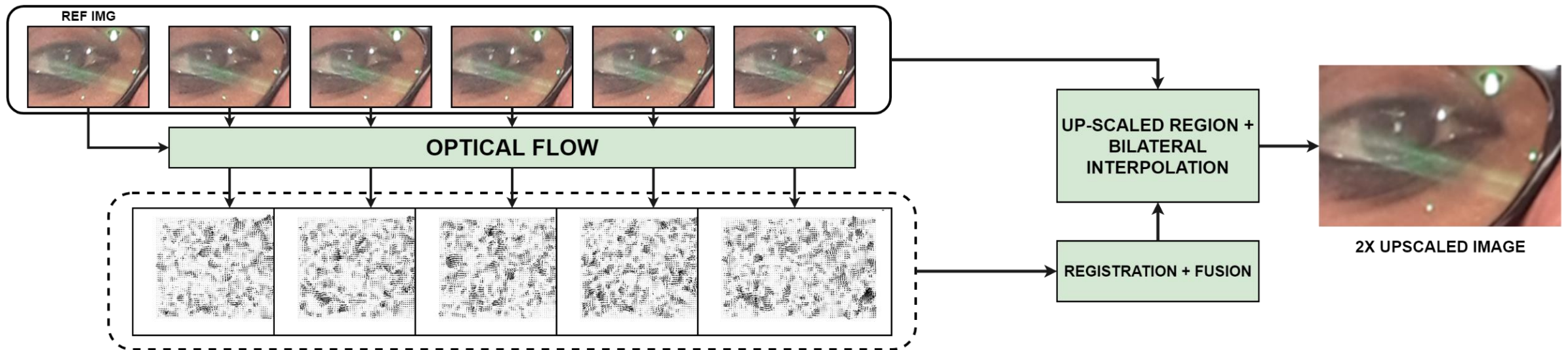
Proposed MFSR Method (cont.)

1. Upscaling:

- We use discrete cosine transformation interpolation filter(DCTIF) to perform 2X upscaling.

2. Image Registration:

- Considering first frame as reference, we apply motion block estimation optical flow to predict the reference frame from the next consecutive frames.



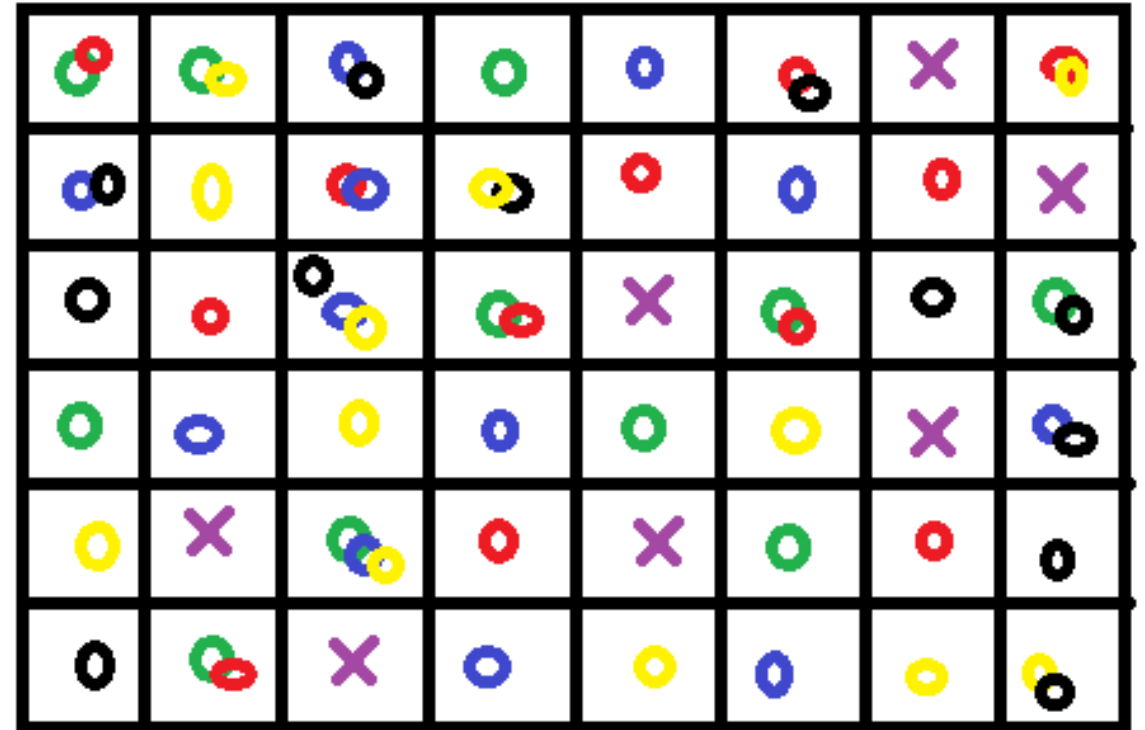
Proposed MFSR Method (cont.)

3. Frame Fusion:

- A simple average is done to fuse the frames.
- Helps reduce the noise.

4. Bilateral Interpolation:

- To fill empty pixels after fusion.

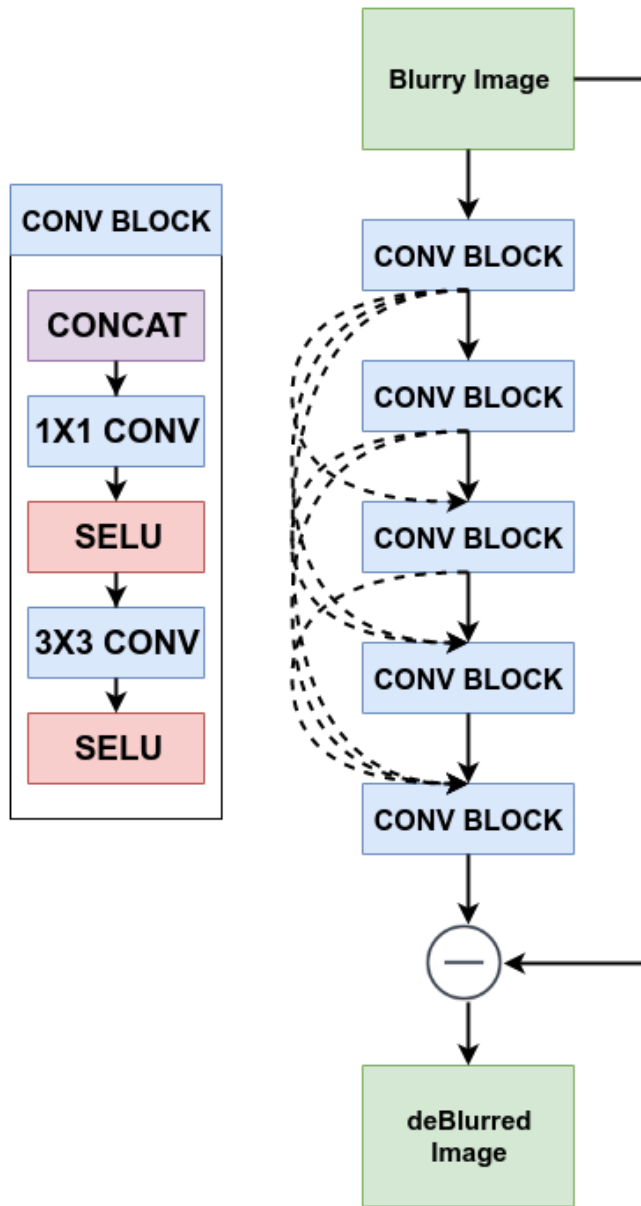


- 0 – Filled pixels.
- 0,0... – Overlapped Pixels.
- X – Missing Pixels.

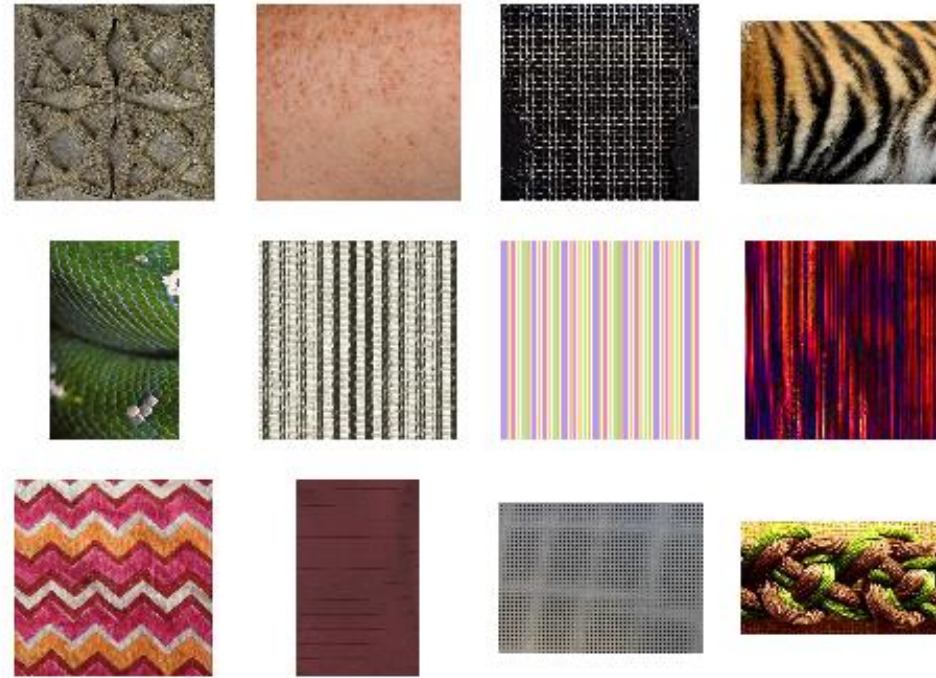
Proposed MFSR Method (cont.)

5. Deblurring:

- DenseNet[*] architecture model with residual image generation.
- Trained on Describable Textures Dataset(DTD) [*]
- Augmentation: Gaussian noise 0-10dB, Blur $0-2\sigma$
- Loss: structural similarity index(SSIM)



Proposed deblurring model



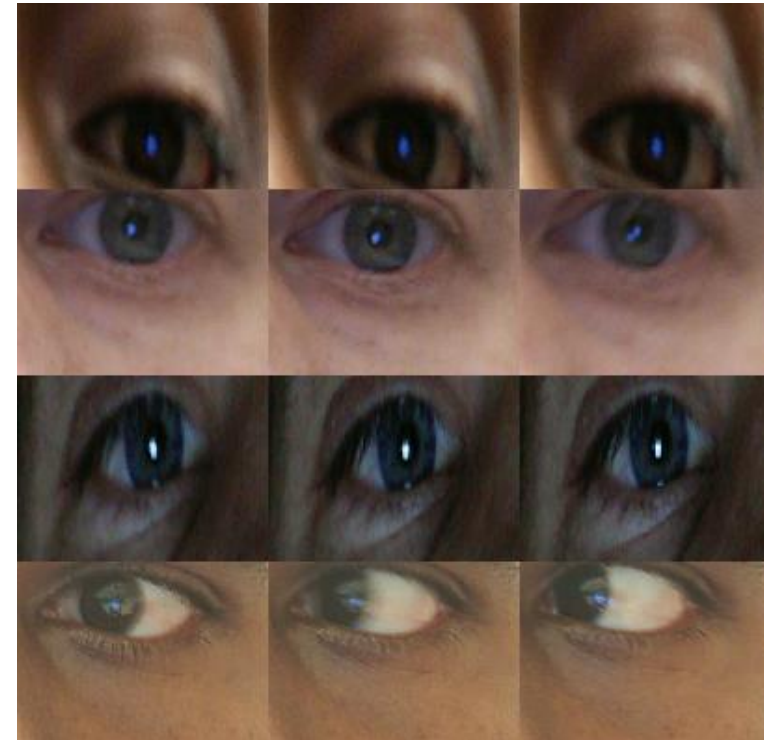
Samples from DTD dataset

Testing dataset + methods

- 50 subjects, 6-frame burst (100x135 pixels) test dataset generated from VISOB dataset[*].

Lighting	Enrollment	Verification
Daylight	1461	1323
Dim lighting	1407	1423
Office	1237	1881

Number of samples per lighting condition in test dataset.



Samples from dataset showing the first three frames.

Experiments

Comparison:

- Single Image Super Resolution (SISR) methods:
 1. Bicubic Upscaling
 2. SRCNN
 3. VDSR
- Multi-Frame Super Resolution (MFSR) methods:
 1. Bicubic + Averaging
 2. Maximum a Posteriori (MAP)
 3. Iteratively Re-Weighted Maximization Super Resolution (IRWSR)

Biometrics Matcher:

- SURF feature descriptor and point detector.
- Matching pairs using nearest neighbor symmetric match (NNS) criteria.
- RANSAC to remove outliers.
- Single eye match results reported using EER

Hardware:

- CPU: Intel i7 6700K 4.00GHz
- RAM: 32GB
- GPU: GTX 1080Ti
- ALL the experiments are conducted on **CPU only (single threaded)** for better comparison.

Methods	MFSR/SISR	Dim Light (EER%)	Daylight (EER%)	Office (EER%)	Time(Sec.)
IRWSR	MFSR	17.84	17.45	26.03	11.5
Proposed	MFSR	20.79	19.54	28.06	1.34
MAP	MFSR	21.61	20.20	28.99	1.28
VDSR	SISR	22.13	21.16	31.38	1.56
SRCNN	SISR	22.46	21.59	31.22	0.33
Bicubic + Averaging	MFSR	26.32	23.45	32.02	0.0068
Bicubic	SISR	32.08	29.39	38.83	0.0025

Numerical results

Bicubic

Bicubic +
Averaging

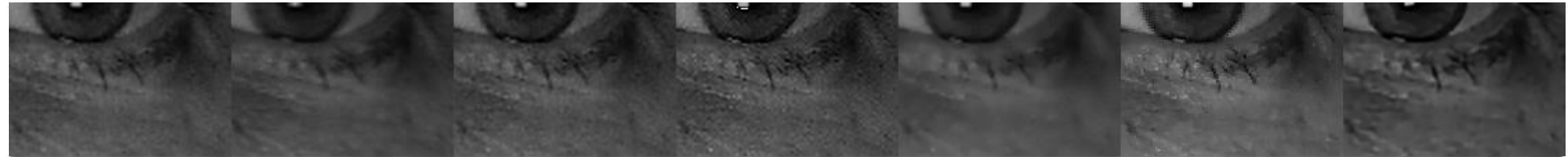
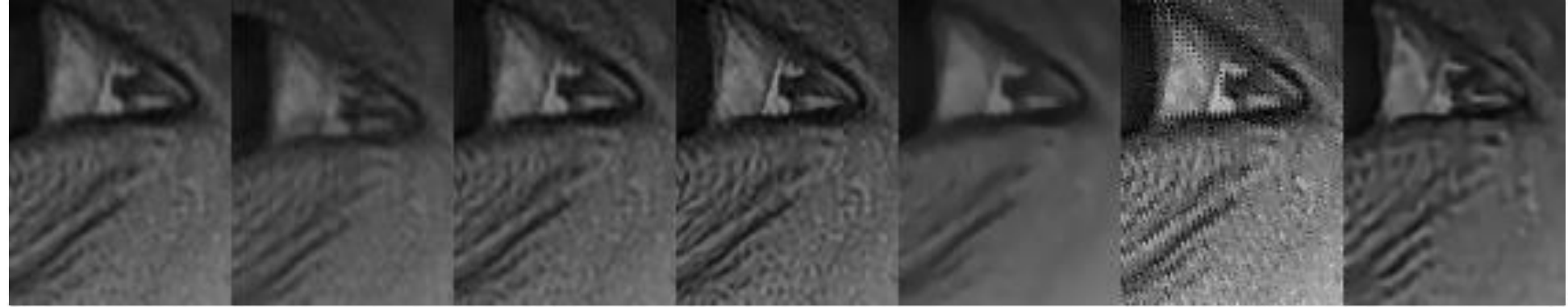
SRCNN

VDSR

MAP

IRWSR

Proposed



Visual Comparison

Thank You
