

# An Improved Method for Age Group Classification using Facial Features

A. Tomar<sup>1\*</sup>, J.S. Kumare<sup>2</sup>

<sup>1\*</sup> Dept. of CSE/IT, Madhav Institute of Technology and Science, RGPV, Gwalior, India

<sup>2</sup> Dept. of CSE/IT, Madhav Institute of Technology and Science, RGPV, Gwalior, India

*Corresponding Author: tom.ar.akanksha67@gmail.com, Tel.: 9009309694*

**Available online at: [www.ijcsonline.org](http://www.ijcsonline.org)**

Received: 25/May/2017, Revised: 02/Jun/2017, Accepted: 20/Jun/2017, Published: 30/Jun/2017

**Abstract**— Most of the facial features recognition, say for an example, character, gender and expression has been broadly envisioned. Programmed age assessment and prediction of future expressions have once in a while been examined. With the increase in age of human beings, we can see some gradual changes in their facial features. This paper aims to give a procedure to gauge age gathering that makes use of facial features. This procedure takes account of three stages namely Location, Feature Extraction and Classification. The geometric components of face pictures such as face edge, wrinkle topography, left eye to right eye separation, eye to nose separation, eye to jaw separation and eye to lip separation are calculated. By considering the surface and shape data, age grouping is done making use of K-Means bunching calculation. Age features are further ordered progressively based on the gathered data making use of K-Means bunching calculation. The acquired results are pretty fast and efficient. This paper can further be utilized for anticipating future confronts, arranging gender orientation, and expression recognition from images of the various faces.

**Keywords**— Age Estimation, Eyeball Recognition, Face Detection & Wrinkle Features.

## I. INTRODUCTION

Facial features of respective faces can be used to identify individuals. The study of features of a face is known as “FACE RECOGNITION”, which is one of the important biometric methods used in the current scenario. As compared to conventional authentication strategies, Biometric methods are considered as highly significant and advantageous, because biometric features are unique individual to individual. This issue of individual verification and identification is a vast area for researchers. Commonly utilized validation strategies involve face, voice, fingerprint, ear, iris and retina and research in those areas are going on from over the last two decades. Conventionally, face recognition is used especially for the resolution of identification in several areas. It is also utilized for identifying several reports like land enrollment, travel papers, driver’s licenses and finding out any person within a security range. Pictures capturing facial features are progressively used for verification in high safety zone applications. As the age of an individual increases it results in the change of facial features, so the database needs to be upgraded as per these changes and to update the database is a challenging task. So our aim is to address the problem of facial ageing and to develop a mechanism that will identify any person with an accuracy of 100%. This paper aims successful age bunch

estimation by utilizing facial components such as surface and shape from the image of the persons face.

For efficient results, computation of geometric elements of facial picture like wrinkle geology, face point, left to right eye separation, eye to nose separation, eye to jaw separation and eye to lip separation is performed. For the composition and shape data, classification of age has been done by making use of K- Means clustering algorithm. Age extents are organized progressively based on the gathered data utilizing K- Means clustering algorithm [1].

For quite a long time, human facial image processing is one of the vibrant and intriguing exploration issues. As human faces give a considerable amount of data, numerous themes have drawn heaps of considerations and hence concentrated completely. Majority of them falls under “face recognition” [3]. Few of the research focus on feature faces [4], remaking faces from some of the suggested features [5], collaborating the gender orientation, races, and expressions from facial images [6], and so on. Also, not that many studies have been done on age classification till now. Kwon and Lobo [8] initially started researching on the age classification issue. They talk about the craniofacial research, dramatic cosmetics, plastic surgery, and discernment to find out the actual elements that changes as age increases. They divided gray scale facial pictures to three age groups i.e. babies, young

adults and senior adults. In the beginning, they connected deformable formats [9] and also snakes [7] to find out the essential elements, (like eyes, nose, mouth and so on) from a facial image, and based on that judged if it is a baby or adult by finding out the distance between these components.

Initially, they made use of snakes to find out wrinkles on particular areas of the face in order to break down the facial image so as to decide the category like young or old. Known and Lobo declared that their results were promising and efficient. Their information set was having just 47 images, and the results that identified the images as baby was beneath 68%. Moreover, the routines they utilized for this area, i.e. deformable layouts and snakes, are computationally extravagant, but the framework won't be suitable for ongoing research.

This paper is comprises of 10 sections and are described accordingly. The Section I contain the introduction of face recognition significance and the recent developments in this field, Section II contain the literature survey or the recent studies and research made on this topic, Section III contain the implementation process and the concept behind the age group classification using facial features, Section IV describes the initial phase of the methodology called as location phase, Section V describes the next step after location i.e. feature extraction for the detection of human face, Section VI describes the final feature extraction phase which is based on the various mathematical calculation for determining the characteristic of human face, Section VII contains the proposed feature extraction by histogram oriented gradients mechanism for age classification, this paper is solely meant to introduce HOG algorithm as an improved and efficient methodology for feature extraction to classify the age of person, Section VIII contains the classification methodology in which neural network is proposed to be well suited with HOG for this application, Section IX contain the conclusion of this paper and lastly Section X consists of the references used to accomplish this work in a better manner.

## II. LITERATURE SURVEY

Traditional face recognition incorporates various methods like Eigen face or principal component analysis (PCA), fisher face or linear discriminate analysis (LDA) in [10], [11]. These strategies extricate facial features from an image and after utilizing them look as a part of the face database for pictures with coordinating elements. Skin composition examination strategy [3], [4] utilizes the visual subtle elements of the skin, as caught in standard computerized or filtered images, and turns the remarkable lines, details and spots evident in a man's skin into a scientific space. There are two fundamental reasons for studying ageing effects in human computer interaction: (1) automatically estimating age

for face image, and (2) Automatic age progression for face recognition. A framework has been produced to characterize face pictures into one of the three age bunches: babies, youthful grown-ups and senior grown-ups in [5]. In this paper, key historic points were mined from face pictures and separations between those milestones are calculated. At that point, proportions of those separations were utilized to characterize face pictures as that of new born children or grown-ups. This paper likewise proposes a strategy for wrinkle recognition in predetermined in face pictures to further arrange grown-up images into youthful grown-ups and senior grown-ups. The primary genuine human age estimation hypothesis was proposed in [15], [16]. Those utilized a ageing function (quadratic function) taking into account a parametric model of face pictures and performed undertakings, for instance, programmed age estimation, face recognition, crosswise over age progression. 3-D method utilizes 3-D sensors to catch data about the state of a face in [17], [18]. This data is then used to recognize particular elements on the surface of a face, for instance, the eyes shape attachments, nose and jaw. This system is strong to change in lighting and survey edges. [19], [20] added to a Bayesian age contrast classifier that characterizes face images of people in light of age contrasts and performs face check crosswise over age progression. Those utilized direction change and distortion of nearby facial element points of interest. Be that as it may, males and females may have diverse face maturing patterns relying upon nature impacts. The AGES (Aging example Sub-space) technique for programmed age estimation is proposed in [21]. It demonstrates the maturing pattern in a 2D sub-space and after that for a concealed face image to develop the face and calculate the age. A 3D maturing displaying system which consequently creates some missing pictures in diverse age gatherings is proposed in [13]. Feature extraction based face recognition, age orientation, and age order is proposed in [23], [24], [25], [26] recommended that the frontal face perspective create an isosceles triangle joining the two eyes and mouth. This isosceles triangle is very helpful for face recognition and estimation of age range. The face triangle is unique for each and every individual and this face triangle can be utilized for face recognition with age.

In order to estimate the age facial global features, Active Appearance Model (AAM) is applied. The AAM is a generative parametric model that contains both the shape and appearance of a human face, which it demonstrates utilizing the principal component analysis (PCA), and has the capacity to create different occurrences utilizing just a little number of parameters. In this way, an AAM has been broadly utilized for displaying face and facial element point extraction. AAM, which is the expansion of Active Shape Model, discovers the component points utilizing the enhanced Least Mean Square method. At that point support vector machine system is made functional to make hyper planes that will go about as the

classifiers utilizing the outcome; the individual is named youthful or grown-up. Two separate maturing capacities are produced and used to discover the age as proposed by K. Luu et al. [27] and Choi et al. [32]. The system proposed by K. Ricanek et al. [28] can be considered as the expansion of K. Luu et al. [27], with the special case that Least Angle Regression (LAR) strategy is utilized to build the exactness of discovering the feature points in the image utilizing AAM. In LAR strategy, every coefficient is initially assigned 0. Then from feature point  $X_1$ , LAR moves persistently towards minimum mean square estimation until it achieves the proficiency. Worldwide elements, for example, separation, point and proportion are additionally considered for order of age gathering. Merve Kilinc et.al. [29] Utilize another system for having covered age gatherings and a classifier that consolidates geometric and textural components. The classifier scoring results are added to deliver the assessed age. Relative investigations demonstrate that the best execution is gotten utilizing the combination of local Gabor Binary patterns and geometric elements. From the geometric elements, the cross-proportion is figured out, which is the proportion of separation between the facial elements like nose closures, head, and mouth.

The part of geometric qualities of appearances is considered, as portrayed by an arrangement of historic point focuses on the face, in the view of age. The relative changes used to estimate change in the subjects posture. Sub spaces can be distinguished as points on a Grassmann manifold. The twisting of a normal face to a given face is evaluated as a speed vector that changes the normal to a given picture in unit time. at that point Euclidean space regression strategy is made functional. This paper apprehension with giving a technique to gauge age gatherings utilizing face features. This system depends on the face triangle which has three directions coordinate points between left eyeball, right eyeball and mouth point. The face edge between left eyeball, mouth point and right eyeball appraises the age of a human. On human trial, it functions admirably for human ages from 18 to 60 as talked about by P. Tragi et al. [30] and R. Jana et al. [31].

Choi et al. [32] examines about the age identification utilizing age feature classification joined as a part of request to enhance the general execution. In feature extraction, they talked about local, global and hierarchical features. In nearby elements, for example, wrinkles, skin, hair and geometrical components are extracted utilizing Sobel filter system. In worldwide components AAM technique, Gabor Wavelet transform methods are utilized. Various leveled is the mixture of both the neighborhood and worldwide elements. In the proposed model they utilized Gabor channel to extricate the wrinkles and LBP system for skin identification. This enhances the age estimation execution of neighborhood elements.

C.T. Lin et. Al [33], assessed the age by global face elements taking into account the blend of Gabor wavelets and orthogonal locality preserving projections. The Gabor wavelet transformation is utilized to build effectiveness of SVM development. Hu Han ET. Al [34] examined about the face pre-preparing, facial part restriction, feature extraction and hierarchical age estimation. They utilize SVM-BDT (Binary Decision Tree) to achieve age group classification. A different SVM age repressor is prepared to anticipate the final age.

### III. IMPLEMENTATION

Under this section, the implementation strategies used for the age group classification is going to be discussed. Implementation process is comprised of three stages, namely, location, feature extraction and age classification as outlined in figure 1.

In the location phase, we will be using the Viola Jones face detection algorithm. Further this algorithm is divided into three basic steps. These steps involve feature extraction, boosting and multi scale detection. For the purpose of classification, geometric and wrinkle features are utilized in the system. In the second phase i.e. feature extraction phase, two geometric features will be calculated. These geometric features are the ration of separations between eyes, noses, and mouths. For evaluating the degrees of facial wrinkles, it is necessary to describe these three distinctive wrinkle features. Classification is achieved by K-means clustering algorithm.

### IV. LOCATION PHASE

Flow chart shown in figure 1 depicts, the input image is made to pass through the location phase. Location phase makes use of the Viola – Jones algorithm which is based on the principle that a sub window is scanned that is capable of recognizing faces over a given input image. The standard image processing methodology is to rescale the input image to a particular size and after that run a fixed size locator through these images. This methodology is somewhat tedious because of figuring the diverse size images. Despite of this, viola jones rescale the indicator rather than the input image and run the finder commonly through the image – every time with an alternative size. Both approaches can be suspected as equally time consuming, but viola jones have contrived a scale invariant finder that requires the same number of computations for variable size of the pictures. This finder is built based on integral image and some straight forward rectangular components reminiscent of Haar wavelets. The next section further elaborates on this locator.

In general, Viola Jones face detection algorithm is categorized into three basic steps. These steps have feature extraction, boosting and multi scale detection.

## V. FEATURE EXTRACTION

Surely, feature is extremely important to any entity detection algorithm. For the purpose of face detection, we can utilize a lot of features such as eyes, nose, the topology of eye and nose. While detecting face using Viola Face, an extremely basic and straight feature has been utilized.

The word 'zone, reflects the summation of all the gray valued pixels inside the rectangle. One uncommon demonstration that is integral image has been used for the calculation of these features. The sum of the pixel values which are above and to the left side of (x, y) gives rise to integral image of a location (x, y). Figure 3 depicts the quick approach to evaluate the pixel sum inside a rectangle. The figure 2 indicates that the value of integral image at location 1 (V1) is the total sum of pixels in rectangle A; while as the value at location 2 (V2) is the total sum of pixels in rectangle A and B. the value at location 3 (V3) is the sum of pixels in rectangle A and C, while as the value at location 4 (V4) is the sum of pixels in rectangle A, B, C and D. As per this collected information, it is easy to find out the sum of pixels from  $V4+V3-V2-V1$ . By making use of this principal, it is easy to get the sum of pixels of any rectangle located at any point.

## VI. FEATURE EXTRACTION PHASE

The key issue of any characterization frameworks is to locate an arrangement of reliable features on the basis of classification. As per the investigations of facial representation [9] and emotional cosmetics [12], a lot of changes in the facial features occur as the age keeps on increasing. In this phase, global features in combination with the grid features are extracted from the face images. The global features include the distance between two eye balls, chin to eye, nose tip to eye and eye to lip. These features are estimated as shown in figure 4. In general these features can be classified into two categories i.e. wrinkle features and geometric features. Let us discuss each one of them in detail. By making use of four distance values, there occurs calculation of four features namely F1, F2, F3 and F4 as mentioned below

:

$$F1 = (\text{distance from left to right eye ball}) / (\text{distance from eye to nose}).$$

$$F2 = (\text{distance from left to right eye ball}) / (\text{distance from eye to lip}).$$

$$F3 = (\text{distance from eye to nose}) / (\text{distance from eye to chin}).$$

$$F4 = (\text{distance from eye to nose}) / (\text{distance from eye to lip}).$$

F5 can be estimated by making use of the grid features of face image that is completely dependent on the wrinkle geography in face image. The grid features includes forehead portion, eyelid regions, upper portion of cheeks and eye corner regions as shown in figure 3(a).

For the estimation of F5 features, a few steps have to be followed as discussed below:

Transformation of the color face image occurs to the gray scale image. After this, the gray scale face image further undergoes canny edge detection technique. It gives rise to a wrinkle edged binary face image. The white pixels of the wrinkle regions ingive wrinkle information of the face image. It is clear from the figure that while using binary image white pixels are represented by 1 and black pixels are represented by 0. When the density of wrinkles on the face is more, then accordingly the sum of wrinkle area in binary face image is more.

The most important thing of wrinkle features is that it determines the age of a person. Estimation of feature F5 can be done as follows:

$$F5 = (\text{sum of pixels in forehead region} / \text{number of pixels in forehead region}) + (\text{sum of pixels in left eyelid region} / \text{number of pixels in left eyelid region}) + (\text{sum of pixels in right eyelid region} / \text{number of pixels in right eyelid region}) + (\text{sum of pixels in left eye corner region} / \text{number of pixels in left eye corner region}) + (\text{sum of pixels in right eye corner region} / \text{number of pixels in right eye corner region}).$$

Feature F6 can be defined as the angle between the right eyeball, mouth point & left eyeball in face image as shown in figure 7.

It is clear from above figure 8 that new born babies have a number of wrinkles on their faces as the bone structure in new born ones is not fully grown. Moreover the ration of primary features is highly different from those in other life spans. Hence we can say that geometric features are more reliable to use as compared to wrinkle features when it comes to judging whether an image is of a baby or not.

In case of infants, the head is near a circle. The distance between two eyes is almost equivalent to the distance from eyes to mouth. As the head bone grows with age, the head becomes oval shaped and accordingly there is a sudden increase in the distance from the eyes to the mouth. Above and beyond the ratio between baby's eyes and noses is equivalent to the distance between noses and mouths which in turn are approximately equal to 1, while in case of adults it is larger than 1, as shown in figure 9(a) and (b).

## VII. PROPOSED FEATURE EXTRACTION BY HISTOGRAM OF ORIENTED GRADIENTS (HOG)

The next step is to extract the features of the hand gesture. This system uses the HOG descriptor (Histogram Oriented Gradient) to present the hand shape. HOG descriptor counts the number of times a gradient orientation occurs in a

localized area of the image. It uses a histogram of intensity gradient to depict the shape of the object. This technique is resilient under change of shadow and illumination. Due to this, it's a popular method for face recognition.

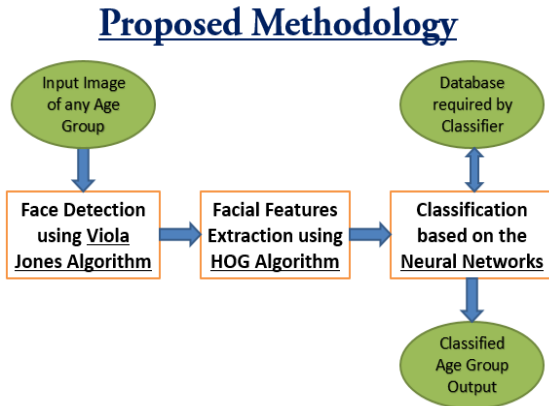


Fig.1 Block Diagram of Age Estimation Methodology

The implementation method of the HOG algorithm descriptor is given as follows. Firstly, the cells are divided into smallest possible regions of an image. These regions are called cells. For each of these cells, a histogram of gradient orientations or edge orientations is computed. Each cell is separated and discretized into corresponding angular bins in accordance with its gradient orientation. The weighted gradient of each cell is contributed to its respective angular bin. The adjacent cells with same gradient orientation are grouped together and these spatial regions are known as blocks. These groupings into blocks are the basis for histograms' normalization. The normalized group represents the block histogram which in turn represents the descriptor [Dalai et al 2005].

**HOG Feature Extraction Algorithm:-**

- The color image is converted into grey scale.
- The luminance gradient is calculated at each pixel.
  - The luminance gradient is a vector with magnitude  $m$  and orientation  $\theta$  represented by the change in the luminance.
  - $L$  is the luminance value of pixel

$$m(x, y) = \sqrt{[L(x + 1, y) - L(x - 1, y)]^2 + [L(x, y + 1) - L(x, y - 1)]^2}$$

$$\theta(x, y) = \tan^{-1} \left( \frac{L(x, y + 1) - L(x, y - 1)}{L(x + 1, y) - L(x - 1, y)} \right)$$

Where range of  $\theta$  is defined as  $-\frac{\pi}{2} < \theta < \frac{\pi}{2}$

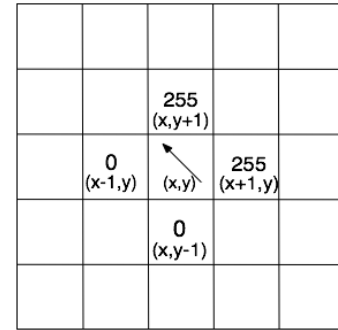


Fig.2 Vector representation of gradient

- To create a histogram of gradient orientations for each cell (5×5pixel) using the gradient magnitude and orientation of the calculated.
  - The orientation bins are evenly spaced over 0° to 180° and are provided by nine of 20°. By adding the magnitude of the luminance gradient for each orientation, generation a histogram.
  - Feature quantity becomes robust to change of form, Where Orientation No. is

$$\left( \theta + \frac{\pi}{2} \right) \div \pi \times 9$$

$$\& \quad -\frac{\pi}{2} < \theta < \frac{\pi}{2}$$

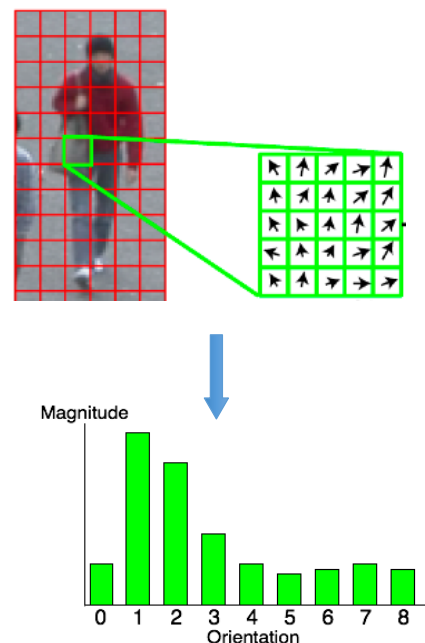


Fig.3 Magnitude Vs Orientation Graph of gradients

- Normalization and Descriptor Blocks.
  - Feature quantity becomes robust to change in illumination.
  - Normalization Is performed using following equation:-

$$v(n) = \frac{v(n)}{\sqrt{\left(\sum_{k=1}^{3 \times 3 \times 9} v(k)^2\right) + 1}}$$

Where, V is the magnitude of each direction

- Block (3x3) cell is performed by moving one cell to entire region.

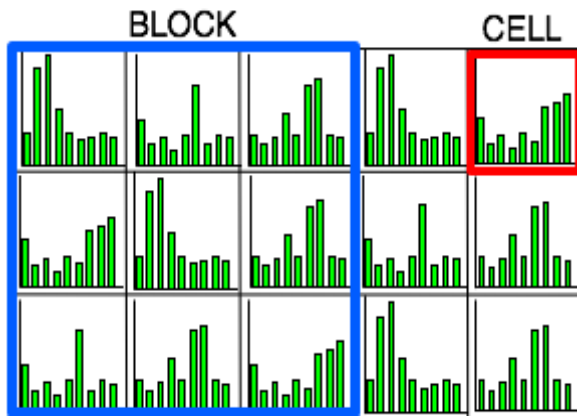


Fig.4 Block & Cell description

Example of any HOG Image is shown below in Fig. 5. HOG can represent a rough shape of the object, so that it has been used for general object recognition, such as people or cars.



Fig.5 HOG Image

VIII. RESULTS

Confusion Matrix

	1	2	3	
1	35 30.7%	2 1.8%	5 4.4%	83.3% 16.7%
2	2 1.8%	40 35.1%	0 0.0%	95.2% 4.8%
3	1 0.9%	0 0.0%	29 25.4%	96.7% 3.3%
	92.1% 7.9%	95.2% 4.8%	85.3% 14.7%	91.2% 8.8%
	1	2	3	
	Target Class			

Fig.6 Confusion Matrix

On the Confusion Matrix Plot, the rows correspond to the predicted class (Output Class), and the columns show the true class (Target Class). The diagonal cells show for how many (and what percentage) of the examples the trained network correctly estimates the classes of observations. That is, it shows what percentage of the true and predicted classes match. The off diagonal cells show where the classifier has made mistakes. The column on the far right of the plot shows the accuracy for each predicted class, while the row at the bottom of the plot shows the accuracy for each true class. The cell in the bottom right of the plot shows the overall accuracy.

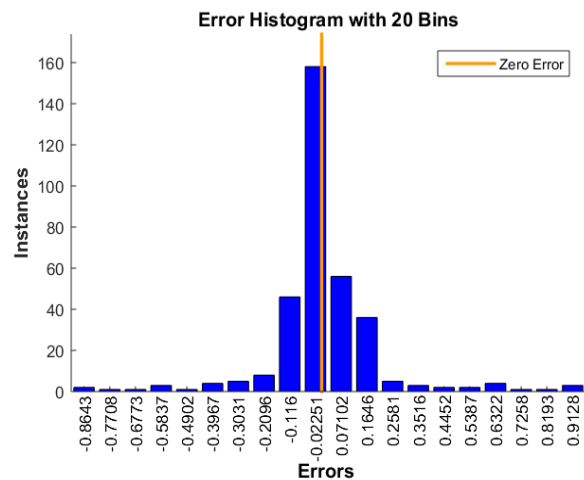


Fig.7 Error Histogram



Error Histogram visualize errors between target values and predicted values after training a feed-forward neural network.

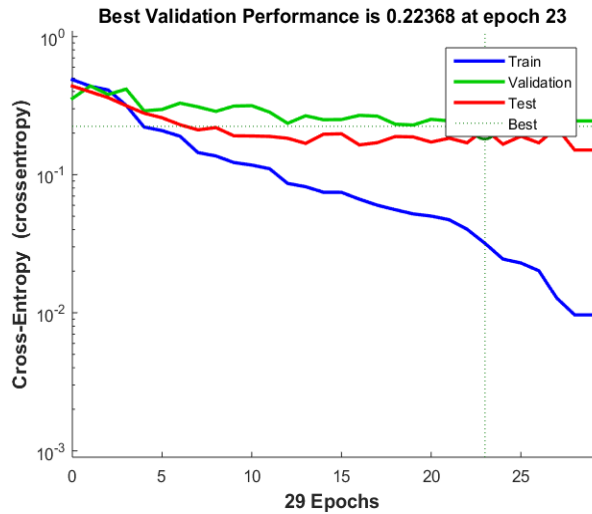


Fig.8 Performance Validation through Cross-Entropy

It calculates a network performance given targets and outputs, with optional performance weights and other parameters. The function returns a result that heavily penalizes outputs that are extremely inaccurate ( $y$  near  $1-t$ ), with very little penalty for fairly correct classifications ( $y$  near  $t$ ). Minimizing cross-entropy leads to good classifiers.

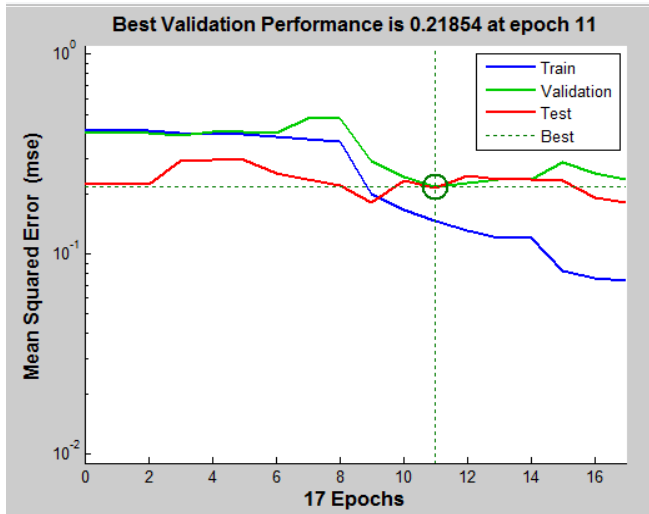


Fig.9 Performance Validation through Mean Squared Error

Mean Squared Error is a network performance function which measures the network's performance according to the mean of squared errors.

The **receiver operating characteristic** is a metric used to check the quality of classifiers. For each class of a classifier, **roc** applies threshold values across the interval  $[0, 1]$  to outputs. For each threshold, two values are calculated, the True Positive Ratio (TPR) and the False Positive Ratio (FPR).

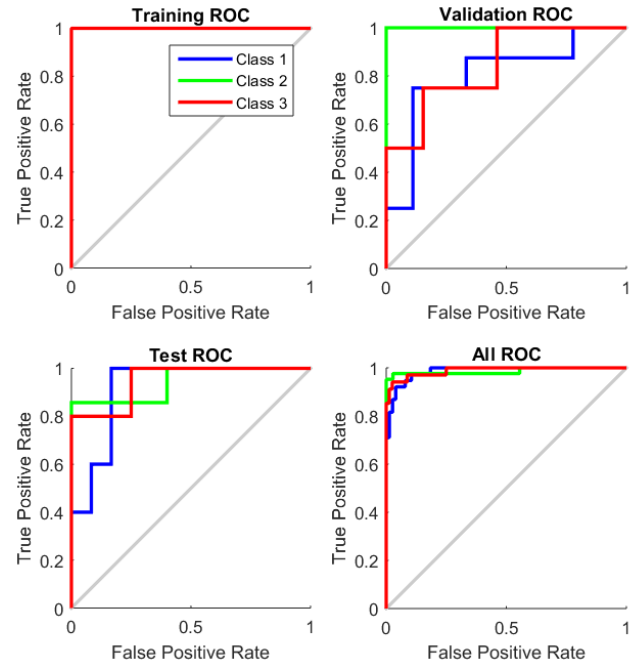


Fig.10 ROC graph of NN

**VIII. CLASSIFICATION**

**KNN Classification:** The k-nearest neighbor algorithm is a classifying method which classifies an object where the majority of the neighbor belongs to. The choice of the number of neighbors is discretionary and up to the choice of the users. If  $k$  is 1 then it is classified [10] whichever class of neighbor is nearest. Typically the object is classified based on the labels of its  $k$  nearest neighbors by majority vote. If  $k=1$ , the object is classified as the class of the object nearest to it. When only two classes are present, it is said that  $k$  must be an odd integer. However, there can still be ties when  $k$  is an odd integer when performing multiclass classification. After we convert each image to a vector of fixed-length with real numbers, we used the most common distance function for KNN which is Euclidean

**Neural Network:** An Artificial Neural Network (ANN) is an information processing paradigm that is inspired by the way biological nervous systems, such as the brain, process information. The key element of this paradigm is the novel structure of the information processing system. It is composed of a large number of highly interconnected

processing elements (neurons) working in unison to solve specific problems. ANNs, like people, learn by example. An ANN is configured for a specific application, such as pattern recognition or data classification, through a learning process. Learning in biological systems involves adjustments to the synaptic connections that exist between the neurons. This is true of ANNs as well.

## IX. CONCLUSION

This paper aims to define a strategy for age group estimation altogether. So the proposed system gives a powerful strategy that confirms the age gathering of people from an arrangement of distinctive aged face images. Critical components, for example, separations between different parts of face, study of wrinkle topography and count of face edges are analyzed. Every one of these ways is contrasted to locate the most ideal approach to figure age range of the face images in the database. After watching aftereffects of all features discussed above, face images are bunched into 2, 3, and 4 gatherings utilizing K-NN grouping calculation. After that we used HOG and Neural Network algorithm for feature extraction and classification respectively. Which give a better result as compare to author's paper which earlier works. Accuracy of the current system is approximately 92 %

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### Authors Profile

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*Ms. Akanksha Tomar* pursued Bachelor of Engineering from ITM Universe, Gwalior in 2015. She is currently pursuing Master of Technology from MITS, Gwalior since 2015. She has published a research paper in International Journal of Engineering Science and Research Technology and it's also available online. Her main research work focuses on Image Processing.



*Mr. Jamvant Singh Kumare* pursued Bachelor of Engineering and Master of Technology from DAVV, Indore in year 2009. He is currently working as Assistant Professor in Department of CSE/IT, MITS, Gwalior since 2012. He is a member of IEEE.

