

# EESME



#### Context

The latest mobile growth statistics for 2013 show that:

- 56% of people own a smart phone
- 80% of time on mobile is spent inside apps
  The social media statistics show that of Facebook's nearly one billion strong users, approximately 200 million are mobile only.



# **Objectives**

Develop a platform which allows to retrieve social network profiles of people by taking a picture of them

- ☐ Take a picture using the smartphone/tablet
- Run the recognition software for the picture taken on a remote server
- Retrieve the social network profile of the person in the picture

#### Supervision

Project team

Juan AROCHA

Diego PEREZ

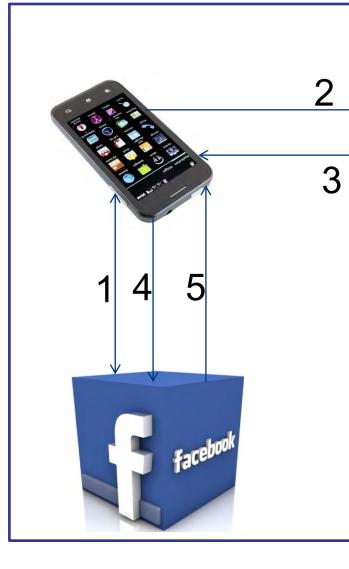
Ghizlane AROUSSI

Marius PREDA
Adrian GABRIELLI

## Realization

#### ☐The work flow

- The authentication and the communication with Facebook is handled in the frontend side
- The algorithm is on the server side



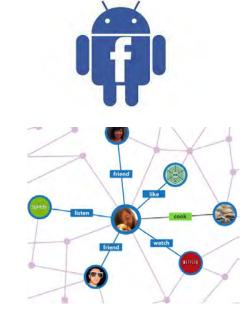


- 1. User authentication to Facebook
- 2. Send the picture taken
- 3. Receive ID
- 4. Make request to Facebook with ID
- 5. Retrieve profile information

### **□**The application



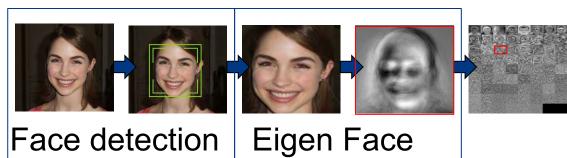
 Android Developer Tools
 (ADT) plugin for Eclipse for the development environment



- Facebook SDK to handle the authentication
- Facebook graph to retrieve the profile information of the recognized person

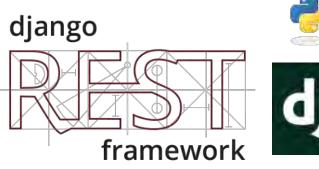
## ☐ The face recognition algorithm

- The training: Eigen faces algorithm
- •The detection : Haar cascade Algorithm
- •The recognition : Eigen faces comparison



#### **□**The server

- Model View Controller architecture
- Django as web Framework
- •REST API for interactions





## **Conclusions**

#### **☐** Results

- The application is fully working
- The algorithm used for face recognition is very sensitive to light and other parameters which do not allow a good recognition, it could be replaced by a more robust algorithm
- The architecture is modular, each part can be replaced independently

# ☐ Future development

- The face recognition algorithm
- The communication between modules
- •The communication with social platforms
- Processing in the cloud/parallelization