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3D Ear Biometrics

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Synonyms

Ear identification; Ear recognition; Ear verification

Definition

The human ear is a new class of relatively stable biometrics. After decades of research of anthropometric measurements of ear photographs of thousands of people, it has been found that no two ears are alike, even in the cases of identical and fraternal twins, triplets, and quadruplets [1]. It is also found that the structure of the ear does not change radically over time. Ear biometric has played a significant role in forensic science and its use by law enforcement agencies for many years [1] but most of this work has been on analyzing the ear prints manually. Recent work on ear biometrics focuses on developing automated techniques for ear recognition [2]. Ear biometrics can be based on a 2D gray scale or color image, 3D range image, or a combination of 2D and 3D images. Typically, an ear biometric system consists of ear detection and ear recognition modules.

Introduction

Rich in features, the human ear is a stable structure that does not change much in shape with the age and with facial expressions (see Fig.1). Ear can be easily captured from a distance without a fully cooperative subject although it can sometimes be hidden by hair, muffler, scarf, and earrings. Researchers have developed several biometric techniques using the 2D intensity images of human ears [3–8].

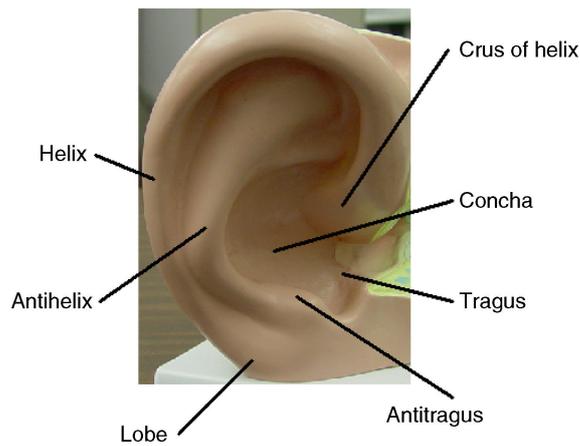
Burge and Burger [3, 4] developed a computer vision system to recognize ears in the intensity images. Their algorithm consisted of four components: edge extraction, curve extraction, construction of a graph model from the Voronoi diagram of the edge segments, and graph matching. Hurley et al. [5] applied a force field transform to the entire ear image and extracted wells and channels. The wells and channels form the basis of an ear's signature. To evaluate differences among ears, they used a measure of the average normalized distance of the well positions, together with the accumulated direction to the position of each well point from a chosen reference point. Later, Hurley et al. [6] measured convergence to achieve greater potency in recognition. Chang et al. [8] used principal component analysis for ear and face images and performed experiments with face, ear, and face plus ear. Their results showed that multi-modal recognition using both face and ear achieved a much better performance than the individual biometrics.

The performance of these 2D techniques is greatly affected by the pose variation and imaging conditions. However, ear can be imaged in 3D using a range sensor which provides a registered color and range image. Figure 2 shows an example of a range image and the registered color image acquired by a Minolta Vivid 300 camera. A range image is relatively insensitive to illuminations and contains surface shape information related to the anatomical structure, which makes it possible to develop a robust 3D ear biometrics. Examples of ear recognition using 3D data are [9–13]. The performance of 3D approaches for ear recognition is significantly higher than the 2D approaches. In the following, we focus on 3D approaches for ear detection and recognition.

Datasets

There are currently two datasets for 3D ear performance evaluation: The University of California at

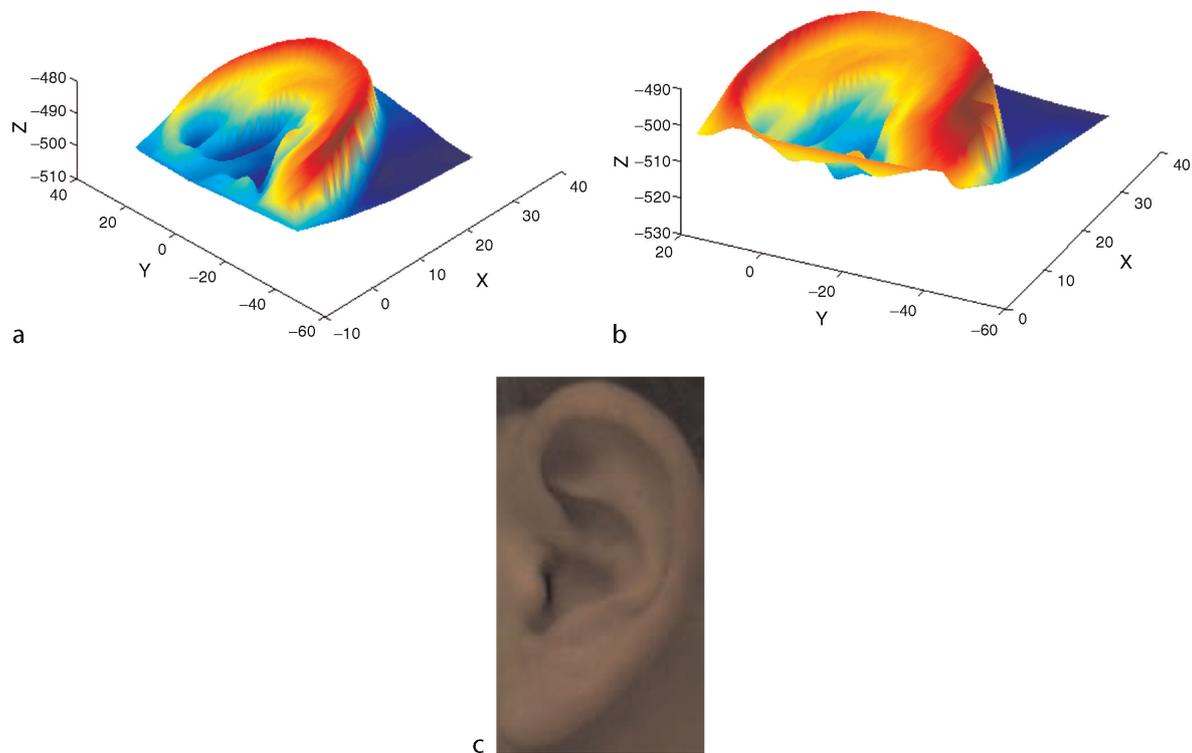
Riverside dataset (the UCR dataset) and the University of Notre Dame public dataset (the UND dataset). In the UCR dataset there is no time lapse between the gallery and probe for the same subject, while there is a



3D Ear Biometrics. Figure 1 The external ear and its anatomical parts.

time lapse of a few weeks (on the average) in the UND dataset.

UCR Dataset: The data [10] are captured by a Minolta Vivid 300 camera. This camera uses the light-stripe method to emit a horizontal stripe light to the object and the reflected light is then converted by triangulation into distance information. The camera outputs a range image and its registered color image in less than 1 s. The range image contains 200×200 grid points and each grid point has a 3D coordinate (x, y, z) and a set of color (r, g, b) values. During the acquisition, 155 subjects sit on a chair about 0.55–0.75 m from the camera in an indoor office environment. The first shot is taken when a subject's left-side face is approximately parallel to the image plane; two shots are taken when the subject is asked to rotate his or her head to the left and to the right side within $\pm 35^\circ$ with respect to his or her torso. During this process, there can be some face tilt as well, which is not measured. A total of six images per subject are recorded. A total of 902 shots are used for the experiments since some shots are not properly recorded. Every person has at least four shots.



3D Ear Biometrics. Figure 2 Range image and color image captured by a Minolta Vivid 300 camera. In images (a) and (b), the range image of one ear is displayed as the shaded mesh from two viewpoints (the units of x , y and z are in millimeters). Image (c) shows the color image of the ear.

The average number of points on the side face scans is 23,205. There are three different poses in the collected data: frontal, left, and right. Among the total 155 subjects, there are 17 females. Among the 155 subjects, 6 subjects have earrings and 12 subjects have their ears partially occluded by hair (with less than 10% occlusion).

UND Dataset: The data [13] are acquired with a Minolta Vivid 910 camera. The camera outputs a 480×640 range image and its registered color image of the same size. During acquisition, the subject sits approximately 1.5 m away from the sensor with the left side of the face toward the camera. In Collection F, there are 302 subjects with 302 time-lapse gallery-pro. Collection G contains 415 subjects of which 302 subjects are from Collection F. The most important part of Collection G is that it has 24 subjects with images taken at four different viewpoints.

Ear Detection

Human ear detection is the first task of a human ear recognition system and its performance significantly affects the overall quality of the system. Automated techniques for locating human ears in side face range images are: (i) template matching based detection, (ii) ear shape model based detection, and (iii) fusion of color and range images and global-to-local registration based detection. The first two approaches use range images only, and the third approach fuses the color and range images.

The template matching based approach has two stages: offline model template building and online ear detection. The ear can be thought of as a rigid object with much concave and convex areas. The averaged histogram of [▶ shape index](#) (a quantitative measure of the shape of a surface) represents the ear model template. During the online detection, first the step edges are computed and thresholded since there is a sharp step edge around the ear boundary, and then image dilation and connected-component analysis is performed to find the potential regions containing an ear. Next, for every potential region, the regions are grown and the dissimilarity between each region's histogram of shape indexes and the model template is computed. Finally, among all of the regions, we choose the one with the minimum dissimilarity as the detected region that contains ear.

For the ear shape model based approach, the ear shape model is represented by a set of discrete 3D vertices corresponding to ear helix and anti-helix parts. Since the two curves formed by the ear helix and anti-helix parts are similar for different people, we do not take into account the small deformation of two curves between different persons, which greatly simplifies the ear shape model. Given side face range images, first the step edges are extracted; then the edge segments are dilated, thinned, and grouped into different clusters which are the potential regions containing an ear. For each cluster, the ear shape model is registered with the edges. The region with the minimum mean registration error is declared as the detected ear region; the ear helix and anti-helix parts are identified in this process.

In the above two approaches, there are some edge segments caused by non-skin pixels, which result in the false detection. Since a range sensor provides a registered 3D range image and a 2D color image (see Fig. 2), it is possible to achieve a better detection performance by fusion of the color and range images. This approach consists of two-steps for locating the ear helix and the anti-helix parts.

In the first step a skin color classifier is used to isolate the side face in an image by modeling the skin color and non-skin color distributions as a mixture of Gaussians. The edges from the 2D color image are combined with the step edges from the range image to locate regions-of-interest (ROIs) that may contain an ear. In the second step, to locate an ear accurately, the reference 3D ear shape model, which is represented by a set of discrete 3D vertices on the ear helix and the anti-helix parts, is adapted to individual ear images by following a global-to-local registration procedure instead of training an active shape model built from a large set of ears to learn the shape variation. In this procedure after the initial global registration local deformation process is carried out where it is necessary to preserve the structure of the reference ear shape model since neighboring points cannot move independently under the deformation due to physical constraints. The bending energy of thin plate spline, a quantitative measure for non-rigid deformations, is incorporated into the optimization formulation as a regularization term to preserve the topology of the ear shape model under the shape deformation. The optimization procedure drives the initial global registration toward the ear helix and the anti-helix parts, which results in

the one-to-one correspondence of the ear helix and the anti-helix between the reference ear shape model and the input image. Figure 3 shows various examples in which the detected ear helix and the anti-helix parts are shown by the dots superimposed on the 2D color images and the detected ear is bounded by the rectangular box. We observe that the ears and their helix and anti-helix parts are correctly detected. This approach provides very high detection accuracy. A comparison of the three approaches shows that the first approach runs the fastest and it is simple, effective, and easy to

implement. The second approach locates an ear more accurately than the first approach since the shape model is used. The third approach performs the best on both the UCR and the UND datasets and it runs slightly slower than the other approaches.

Ear Recognition

The approach for ear detection is followed to build a database of ears that belong to different people. For ear



3D Ear Biometrics. Figure 3 Results of ear localization on the UCR dataset. The helix and the anti-helix parts are marked by the bright dots and the detected ear is bounded by a rectangular box.

recognition, two representations are used: the ear helix/ antihelix representation obtained from the detection algorithm and a new **local surface patch** representation computed at feature points to estimate the initial rigid transformation between a gallery-probe pair. For the ear helix/antihelix representation, the correspondence of ear helix and antihelix parts (available from the ear detection algorithm) between a gallery-probe ear pair is established and it is used to compute the initial rigid transformation. For the local surface patch (LSP) representation, a local surface descriptor (see Fig. 4) is characterized by a centroid, a local surface type, and a 2D histogram. The 2D histogram and surface type are used for comparison of LSPs and the centroid is used for computing the rigid transformation. The patch encodes the geometric information of a local surface. The local surface descriptors are computed for the feature points, which are defined as either the local minimum or the local maximum of shape indexes. By comparing the local surface patches for a gallery and a probe image, the potential corresponding local surface patches are established and then filtered by geometric constraints. Based on the filtered correspondences, the initial rigid transformation is estimated. Once this transformation is obtained using either of the two representations, it is then applied to randomly selected control points of the hypothesized gallery ear in the database. A modified iterative closest point (ICP) (**ICP algorithm**) algorithm is run to improve the transformation, which

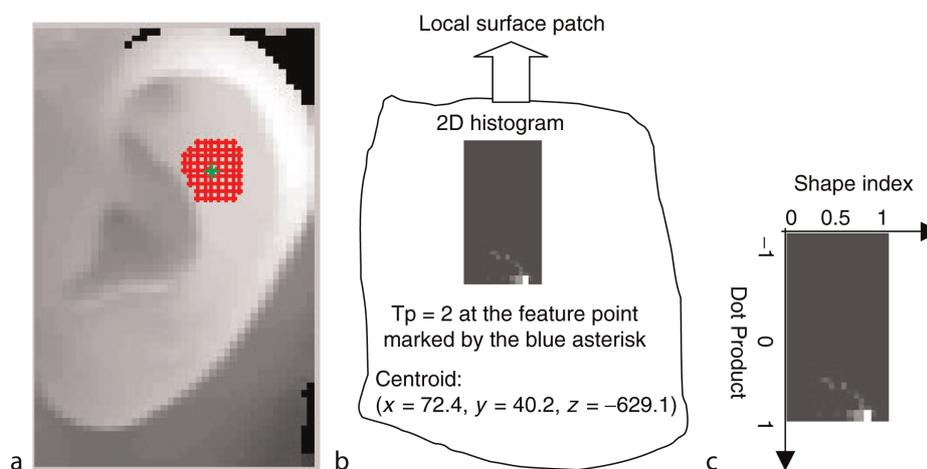
brings a gallery ear and a probe ear into the best alignment, for every gallery probe pair. The root mean square (RMS) registration error is used as the matching error criterion. The subject in the gallery with the minimum RMS error is declared as the recognized person in the probe.

The experiments are performed on the the UCR data set and the UND data

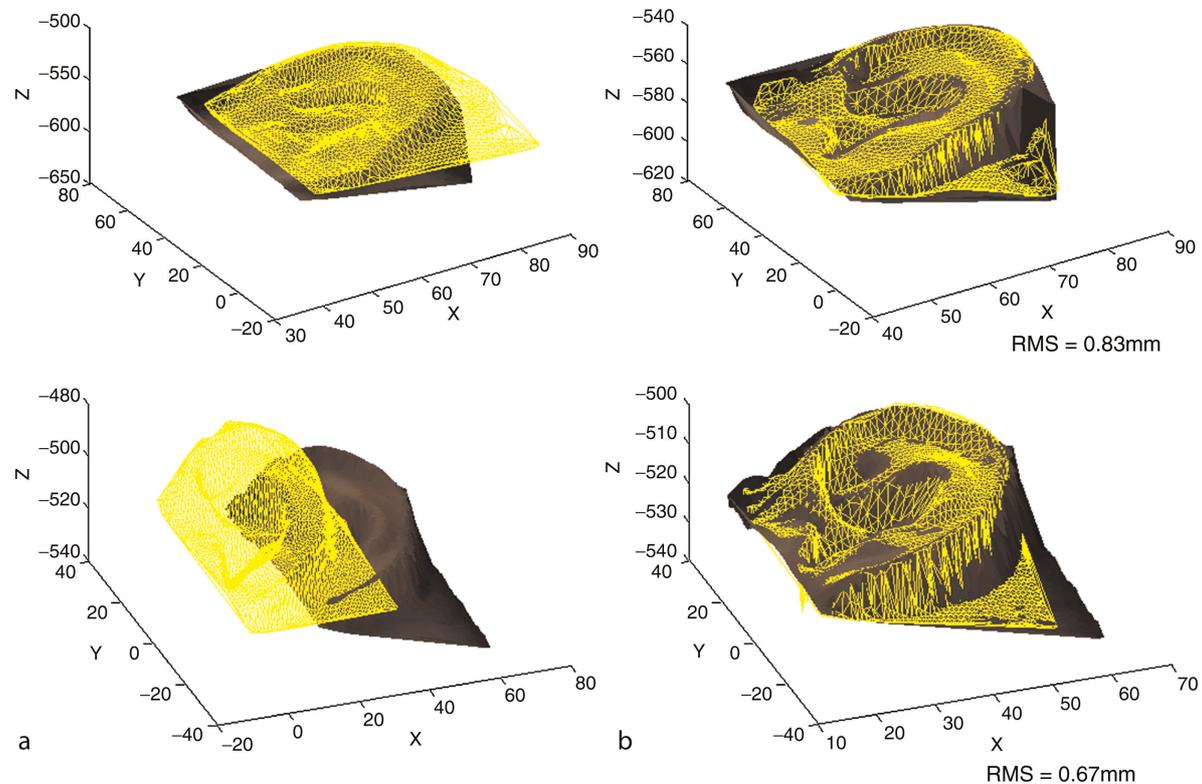
Examples of correctly recognized gallery-probe ear pairs using the helix/anti-helix representation is shown in Fig. 5. Similarly, examples of correctly recognized gallery-probe ear pairs using local surface patch representation are shown in Fig.6. From Figs.5 and 6, we observe that each gallery ear is well aligned with the corresponding probe ear.

The recognition results are shown in Table 1. In order to evaluate the proposed surface matching schemes, we perform experiments under two scenarios: (1) One frontal ear of a subject is in the gallery set and another frontal ear of the same subject is in the probe set and (2) Two frontal ears of a subject are in the gallery set and the rest of the ear images of the same subject are in the probe set. These two scenarios are denoted as ES1 and ES2, respectively. ES1 is used for testing the performance of the system to recognize ears with the same pose; ES2 is used for testing the performance of the system to recognize ears with pose variations.

A comparison of the LSP representation with the spin image representation for identification and



3D Ear Biometrics. Figure 4 Illustration of a local surface patch (LSP). (a) Feature point P is marked by the asterisk and its neighbors N are marked by the interconnected dots. (b) LSP representation includes a 2D histogram, a surface type and centroid coordinates. (c) The 2D histogram is shown as a gray image in which the brighter areas correspond to bins with the high frequency of occurrence.



3D Ear Biometrics. Figure 5 Two examples of correctly recognized gallery-probe pairs using the ear helix/anti-helix representation. (a) Examples of probe ears with the corresponding gallery ears before alignment. (b) Examples of probe ears with the correctly recognized gallery ears after alignment. The gallery ear represented by the mesh is overlaid on the textured 3D probe ear. The units of x , y and z are millimeters (mm).

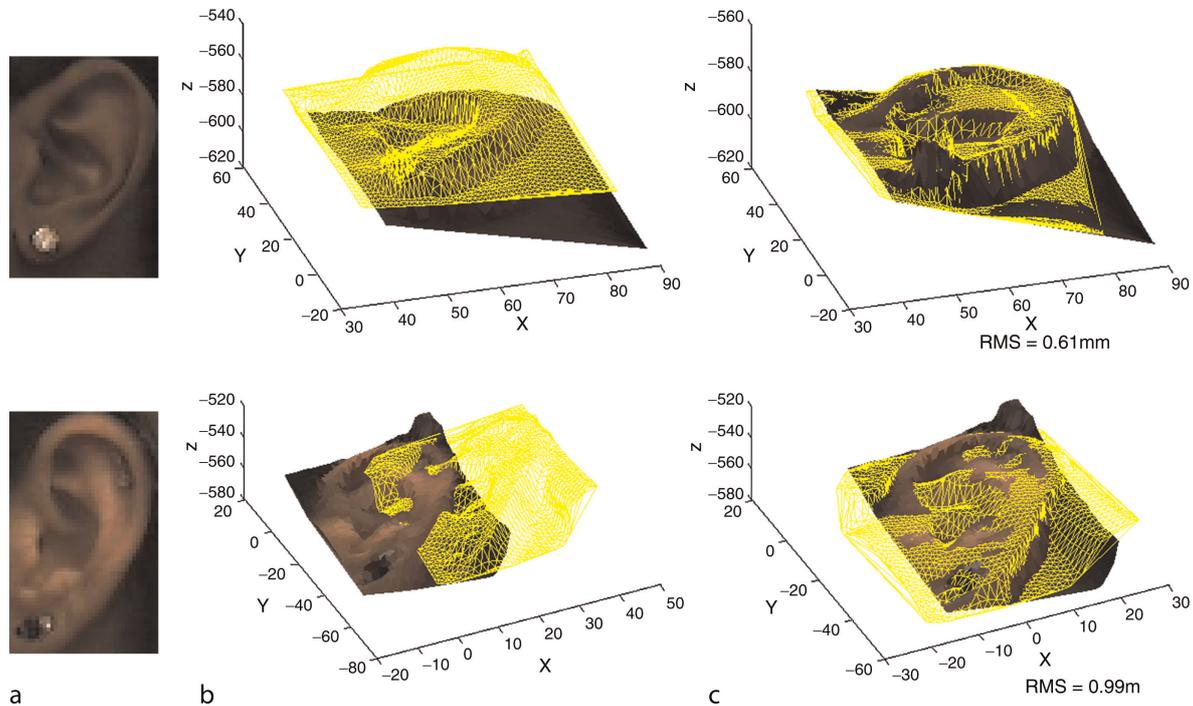
3D Ear Biometrics. Table 1 Recognition results on UCR and UND datasets using helix/anti-helix and LSP representation

Dataset	Helix/anti-helix representation					LSP representation				
	Rank-1	Rank-2	Rank-3	Rank-4	Rank-5	Rank-1	Rank-2	Rank-3	Rank-4	Rank-5
UCR $ES_1(155,155)$	96.77%	98.06%	98.71%	98.71%	98.71%	94.84%	96.77%	96.77%	96.77%	96.77%
UCR $ES_2(310,592)$	94.43%	96.96%	97.80%	98.31%	98.31%	94.43%	96.96%	97.30%	97.64%	97.80%
UND(302,302)	96.03%	96.69%	97.35%	97.68%	98.01%	96.36%	98.01%	98.34%	98.34%	98.34%

verification is given in [10]. This comparison showed that the LSP representation achieved a slightly better performance than the spin image representation.

For the identification, usually a biometrics system conducts a one-to-many comparison to establish an individual's identity. This process is computationally expensive, especially for a large database. There is a need to develop a general framework for rapid recognition of 3D ears. An approach that combines the feature embedding and support vector machine (SVM) rank learning techniques is described in [2]. It provides a

sublinear time complexity on the number of models without making any assumptions about the feature distributions. The experimental results on the UCR dataset (155 subjects with 902 ear images) and the UND dataset (302 subjects with 604 ear images) containing 3D ear objects demonstrated the performance and effectiveness of the approach. The average processing time per query are 72 and 192 s, respectively, on the two datasets with the reduction by a factor of 6 compared with the sequential matching without feature embedding. With this speed-up, the recognition



3D Ear Biometrics. Figure 6 Two examples of the correctly recognized gallery-probe pairs using the LSP representation. The ears have earrings. Images in column (a) show color images of ears. Images in column (b) and (c) show the probe ear with the corresponding gallery ear before the alignment and after the alignment, respectively. The gallery ears represented by the mesh are overlaid on the textured 3D probe ears. The units of x , y and z are in millimeters (mm).

performances on the two datasets degraded 5.8% and 2.4%, respectively. The performance of this algorithm is scalable with the database size without sacrificing much accuracy.

The prediction of the performance of a biometric system is also an important consideration in the real world applications. Match and non-match distances obtained from matching 3D ears are used to estimate their distributions. By modeling cumulative match characteristic (CMC) curve as a binomial distribution, the ear recognition performance can be predicted on a larger gallery [2]. The performance prediction model in [2] showed the scalability of the proposed ear biometrics system with increased database size.

Summary

Ear recognition, especially in 3D, is a relatively new area in biometrics research. The experimental results on the two large datasets show that ear biometrics has the potential to be used in the real-world applications to identify/authenticate humans by their ears. Ear

biometrics can be used in both the low and high security applications and in combination with other biometrics such as face. With the decreasing cost and size of a 3D scanner and the increased performance, we believe that 3D ear biometrics will be highly useful in many real-world applications in the future. It is possible to use the infrared images of ears to overcome the problem of occlusion of the ear by hair. Recent work in acoustics allows one to (a) determine the impulse response of an ear [14] and (b) make use of otoacoustic emissions [15] as a biometric. Thus, it is possible to combine shape-based ear recognition with the acoustic recognition of ear to develop an extremely fool-proof system for recognizing a live individual.

Related Entries

- ▶ [3D-Based](#)
- ▶ [Face Recognition](#)
- ▶ [Face Recognition, Overview](#)
- ▶ [Forensic Evidence of Ears](#)
- ▶ [Holistic Ear Biometrics](#)

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