INTERNATIONAL JOURNAL OF RESEARCH IN COMPUTER APPLICATION & MANAGEMENT

IJRCM

A Monthly Double-Blind Peer Reviewed (Refereed/Juried) Open Access International e-Journal - Included in the International Serial Directories

Indexed & Listed at:

Ulrich's Periodicals Directory ©, ProQuest, U.S.A., EBSCO Publishing, U.S.A., Cabell's Directories of Publishing Opportunities, U.S.A.,

Open J-Gage, India [link of the same is duly available at Inflibnet of University Grants Commission (U.G.C.)],

Index Copernicus Publishers Panel, Poland with IC Value of 5.09 & number of libraries all around the world.

Circulated all over the world & Google has verified that scholars of more than 4064 Cities in 176 countries/territories are visiting our journal on regular basis.

Ground Floor, Building No. 1041-C-1, Devi Bhawan Bazar, JAGADHRI – 135 003, Yamunanagar, Haryana, INDIA

http://ijrcm.org.in/

CONTENTS

CALL FOR MANUSCRIPTS

We invite unpublished novel, original, empirical and high quality research work pertaining to recent developments & practices in the areas of Computer Science & Applications; Commerce; Business; Finance; Marketing; Human Resource Management; General Management; Banking; Economics; Tourism Administration & Management; Education; Law; Library & Information Science; Defence & Strategic Studies; Electronic Science; Corporate Governance; Industrial Relations; and emerging paradigms in allied subjects like Accounting; Accounting Information Systems; Accounting Theory & Practice; Auditing; Behavioral Accounting; Behavioral Economics; Corporate Finance; Cost Accounting; Econometrics; Economic Development; Economic History; Financial Institutions & Markets; Financial Services; Fiscal Policy; Government & Non Profit Accounting; Industrial Organization; International Economics & Trade; International Finance; Macro Economics; Micro Economics; Rural Economics; Co-operation; Demography: Development Planning; Development Studies; Applied Economics; Development Economics; Business Economics; Monetary Policy; Public Policy Economics; Real Estate; Regional Economics; Political Science; Continuing Education; Labour Welfare; Philosophy; Psychology; Sociology; Tax Accounting; Advertising & Promotion Management; Management Information Systems (MIS); Business Law; Public Responsibility & Ethics; Communication; Direct Marketing; E-Commerce; Global Business; Health Care Administration; Labour Relations & Human Resource Management; Marketing Research; Marketing Theory & Applications; Non-Profit Organizations; Office Administration/Management; Operations Research/Statistics; Organizational Behavior & Theory; Organizational Development; Production/Operations; International Relations; Human Rights & Duties; Public Administration; Population Studies; Purchasing/Materials Management; Retailing; Sales/Selling; Services; Small Business Entrepreneurship; Strategic Management Policy; Technology/Innovation; Tourism & Hospitality; Transportation Distribution; Algorithms; Artificial Intelligence; Compilers & Translation; Computer Aided Design (CAD); Computer Aided Manufacturing; Computer Graphics; Computer Organization & Architecture; Database Structures & Systems; Discrete Structures; Internet; Management Information Systems; Modeling & Simulation; Neural Systems/Neural Networks; Numerical Analysis/Scientific Computing; Object Oriented Programming; Operating Systems; Programming Languages; Robotics; Symbolic & Formal Logic; Web Design and emerging paradigms in allied subjects.

Anybody can submit the **soft copy** of unpublished novel; original; empirical and high quality **research work/manuscript** ***anytime*** in ***M.S. Word format*** after preparing the same as per our **GUIDELINES FOR SUBMISSION**; at our email address i.e. infoijrcm@gmail.com or online by clicking the link **online submission** as given on our website (***FOR ONLINE SUBMISSION, CLICK HERE***).

GUIDELINES FOR SUBMISSION OF MANUSCRIPT

1. **COVERING LETTER FOR SUBMISSION:**

DATED: _____

THE EDITOR
IJRCM

Subject: **SUBMISSION OF MANUSCRIPT IN THE AREA OF _____.**

(e.g. Finance/Marketing/HRM/General Management/Economics/Psychology/Law/Computer/IT/Education/Engineering/Mathematics/other, please specify)

DEAR SIR/MADAM

Please find my submission of manuscript entitled '_____' for possible publication in your journals.

I hereby affirm that the contents of this manuscript are original. Furthermore, it has neither been published elsewhere in any language fully or partly, nor is it under review for publication elsewhere.

I affirm that all the authors have seen and agreed to the submitted version of the manuscript and their inclusion of names as co-authors.

Also, if my/our manuscript is accepted, I/We agree to comply with the formalities as given on the website of the journal & you are free to publish our contribution in any of your journals.

NAME OF CORRESPONDING AUTHOR	:
Designation	:
Institution/College/University with full address & Pin Code	:
Residential address with Pin Code	:
Mobile Number (s) with country ISD code	:
WhatsApp or Viber is active on your above noted Mobile Number (Yes/No)	:
Landline Number (s) with country ISD code	:
E-mail Address	:
Alternate E-mail Address	:
Nationality	:

NOTES:

a) The whole manuscript is required to be in ***ONE MS WORD FILE*** only (pdf. version is liable to be rejected without any consideration), which will start from the covering letter, inside the manuscript.
b) The sender is required to mention the following in the **SUBJECT COLUMN** of the mail:
New Manuscript for Review in the area of (Finance/Marketing/HRM/General Management/Economics/Psychology/Law/Computer/IT/ Engineering/Mathematics/other, please specify)
c) There is no need to give any text in the body of mail, except the cases where the author wishes to give any specific message w.r.t. to the manuscript.
d) The total size of the file containing the manuscript is required to be below **500 KB**.
e) Abstract alone will not be considered for review, and the author is required to submit the complete manuscript in the first instance.
f) The journal gives acknowledgement w.r.t. the receipt of every email and in case of non-receipt of acknowledgment from the journal, w.r.t. the submission of manuscript, within two days of submission, the corresponding author is required to demand for the same by sending separate mail to the journal.
g) The author (s) name or details should not appear anywhere on the body of the manuscript, except the covering letter and cover page of the manuscript, in the manner as mentioned in the guidelines.

2. **MANUSCRIPT TITLE:** The title of the paper should be in a 12 point Calibri Font. It should be bold typed, centered and fully capitalised.

3. **AUTHOR NAME (S) & AFFILIATIONS:** The author (s) **full name**, **designation**, **affiliation** (s), **address**, **mobile/landline numbers**, and **email/alternate email address** should be in italic & 11-point Calibri Font. It must be centered underneath the title.

4. **ACKNOWLEDGMENTS:** Acknowledgements can be given to reviewers, funding institutions, etc., if any.

5. **ABSTRACT:** Abstract should be in fully italicized text, not exceeding 250 words. The abstract must be informative and explain the background, aims, methods, results & conclusion in a single para. Abbreviations must be mentioned in full.

6. **JEL CODE:** Provide the appropriate Journal of Economic Literature Classification System code (s). JEL codes are available at **www.aeaweb.org/econlit/jelCodes.php**

7. **KEYWORDS:** JEL Code must be followed by a list of keywords, subject to the maximum of five. These should be arranged in alphabetic order separated by commas and full stops at the end.

8. **MANUSCRIPT:** Manuscript must be in ***BRITISH ENGLISH*** prepared on a standard A4 size ***PORTRAIT SETTING PAPER***. It must be prepared on a single space and single column with 1" margin set for top, bottom, left and right. It should be typed in 8 point Calibri Font with page numbers at the bottom and centre of every page. *It should be free from grammatical, spelling and punctuation errors and must be thoroughly edited*.

9. **HEADINGS:** All the headings should be in a 10 point Calibri Font. These must be bold-faced, aligned left and fully capitalised. Leave a blank line before each heading.

10. **SUB-HEADINGS:** All the sub-headings should be in a 8 point Calibri Font. These must be bold-faced, aligned left and fully capitalised.

11. **MAIN TEXT:** The main text should follow the following sequence:

INTRODUCTION
REVIEW OF LITERATURE
NEED/IMPORTANCE OF THE STUDY
STATEMENT OF THE PROBLEM
OBJECTIVES
HYPOTHESES
RESEARCH METHODOLOGY
RESULTS & DISCUSSION
FINDINGS
RECOMMENDATIONS/SUGGESTIONS
CONCLUSIONS
LIMITATIONS
SCOPE FOR FURTHER RESEARCH
REFERENCES
APPENDIX/ANNEXURE
It should be in a 8 point Calibri Font, single spaced and justified. The manuscript should preferably not exceed ***5000 WORDS***.

12. **FIGURES & TABLES:** These should be simple, crystal clear, centered, separately numbered & self explained, and **titles must be above the table/figure**. **Sources of data should be mentioned below the table/figure**. It should be ensured that the tables/figures are referred to from the main text.

13. **EQUATIONS/FORMULAE:** These should be consecutively numbered in parentheses, horizontally centered with equation/formulae number placed at the right. The equation editor provided with standard versions of Microsoft Word should be utilized. If any other equation editor is utilized, author must confirm that these equations may be viewed and edited in versions of Microsoft Office that do not have the editor.

14. **ACRONYMS:** These should not be used in the abstract. The use of acronyms is elsewhere is acceptable. Acronyms should be defined on first use in each section: Reserve Bank of India (RBI). Acronyms should be redefined on first use in subsequent sections.

15. **REFERENCES:** The list of all references should be alphabetically arranged. The author (s) should mention only the actually utilised references in the preparation of manuscript and they are supposed to follow **Harvard Style of Referencing**. Also check to make sure that everything that you are including in the reference section is cited in the paper. The author (s) are supposed to follow the references as per the following:

- All works cited in the text (including sources for tables and figures) should be listed alphabetically.
- Use (**ed.**) for one editor, and (**ed.s)** for multiple editors.
- When listing two or more works by one author, use --- (20xx), such as after Kohl (1997), use --- (2001), etc, in chronologically ascending order.
- Indicate (opening and closing) page numbers for articles in journals and for chapters in books.
- The title of books and journals should be in italics. Double quotation marks are used for titles of journal articles, book chapters, dissertations, reports, working papers, unpublished material, etc.
- For titles in a language other than English, provide an English translation in parentheses.
- Headers, footers, endnotes and footnotes may not be used in the document, but in short succinct notes making a specific point, may be placed in number orders following the references.

PLEASE USE THE FOLLOWING FOR STYLE AND PUNCTUATION IN REFERENCES:

BOOKS

- Bowersox, Donald J., Closs, David J., (1996), "Logistical Management." Tata McGraw, Hill, New Delhi.
- Hunker, H.L. and A.J. Wright (1963), "Factors of Industrial Location in Ohio" Ohio State University, Nigeria.

CONTRIBUTIONS TO BOOKS

- Sharma T., Kwatra, G. (2008) Effectiveness of Social Advertising: A Study of Selected Campaigns, Corporate Social Responsibility, Edited by David Crowther & Nicholas Capaldi, Ashgate Research Companion to Corporate Social Responsibility, Chapter 15, pp 287-303.

JOURNAL AND OTHER ARTICLES

- Schemenner, R.W., Huber, J.C. and Cook, R.L. (1987), "Geographic Differences and the Location of New Manufacturing Facilities," Journal of Urban Economics, Vol. 21, No. 1, pp. 83-104.

CONFERENCE PAPERS

- Garg, Sambhav (2011): "Business Ethics" Paper presented at the Annual International Conference for the All India Management Association, New Delhi, India, 19–23

UNPUBLISHED DISSERTATIONS

- Kumar S. (2011): "Customer Value: A Comparative Study of Rural and Urban Customers," Thesis, Kurukshetra University, Kurukshetra.

ONLINE RESOURCES

- Always indicate the date that the source was accessed, as online resources are frequently updated or removed.

WEBSITES

- Garg, Bhavet (2011): Towards a New Natural Gas Policy, Political Weekly, Viewed on January 01, 2012 http://epw.in/user/viewabstract.jsp

AUTOMATIC IDENTIFICATION OF FACE USING GRAPH ALGORITHM

SUGANYA .C
RESEARCH SCHOLAR
DEPARTMENT OF COMPUTER SCIENCE
DKM COLLEGE FOR WOMEN
VELLORE

SIVASANKARI .A
HEAD
DEPARTMENT OF COMPUTER SCIENCE
DKM COLLEGE FOR WOMEN
VELLORE

VASUMATHI .K
ASST. PROFESSOR
DEPARTMENT OF COMPUTER SCIENCE
DKM COLLEGE FOR WOMEN
VELLORE

ABSTRACT

Automatic identification of face in movies has drawn important concept research interests and led to interesting applications. It is a challenging problem due to the many variation in the appearance of each face. Although demonstrate promising results in best environment, the performances are restricted in complex movie scenes due to the noises produced during the face tracking and face clustering process. we present two schemes of global face-name matching based framework for face identification. The contributions of this work include the following. 1) A Babel dead sign attachment model is include. 2) We launch an edit control dependent on graph algorithm. 3) Complicated face changes are deal with coinciding graph division and graph coincide. 4) Beyond existence type identify application, we accessory execute an in-depth sensitive analysis by launching two types of simulated shouting. The aim schemes demonstrate state execute on movie face identification in many generous of movies.

KEYWORDS
Tracking, framework, coincide, shouting, generous.

1. INTRODUCTION

1.1 MOTIVATION

The proliferations of movies and TV provide large amount of digital data. This has led to the requirement of efficient and effective technique for video contents understand and collected. Automatic annotations are key technique. Focus is on annotations characters in the movie and TVs, called movies character identification. The objectives are to identify the faces of the characters in the videos and label them with the corresponded name in the casts. The textual cue, like cast, scripts, subtitles and closed captions are usually exploited. In a movie, character are the focus center of interest for the audience. Their occurrence provides lot of clue about the movie structures and contents. Automatic character identifications is essential for semantic movie index and retrieval scene segmentations, summarizations and other application. Character identification, though very intuition to humans is a shocking challenges task in computerized vision. The reasons are four: 1) Weak supervised text cue. There are ambiguity problems in establishing the related between names and faces: ambiguity can arise from a action shot where the person saying may not be shown in the frame ; ambiguity can also arises in partial label frames when there are many speakers in scene. 2) Face identifications in video is more complex than in images. Low resolution, occlusion, non rigid deformations, large motion, complex culture and other not control state make the issue of face tracking and route not reliable. In movie, the spot is even worse. This brought inevitable sounds to the character identification. 3) The same character comes quite differently during the movie. There may be large pose, expressions and illumination variations, wearing, clothing, even makeup and hair changes. Many, characters in few movies go through various age stage, e.g., from youth to old age. Sometime, there will even be different actors playing various ages of the same type. 4) The determination for the number of identical faces is not trivial .Due to the remarkable intra-class variances the same character name will correspond to faces of variation appearances. It will be not reasonable to set the number of identical faces just consider to the number of symbol in the cast. Our study is motivated by these challenging and aims to find solutions for a robust framework for movie character identification.

In this paper is going to explain the Robust Face identification for Movie type and how we did the face detection and recognition in it. The images will explain about the Movie fetching details.

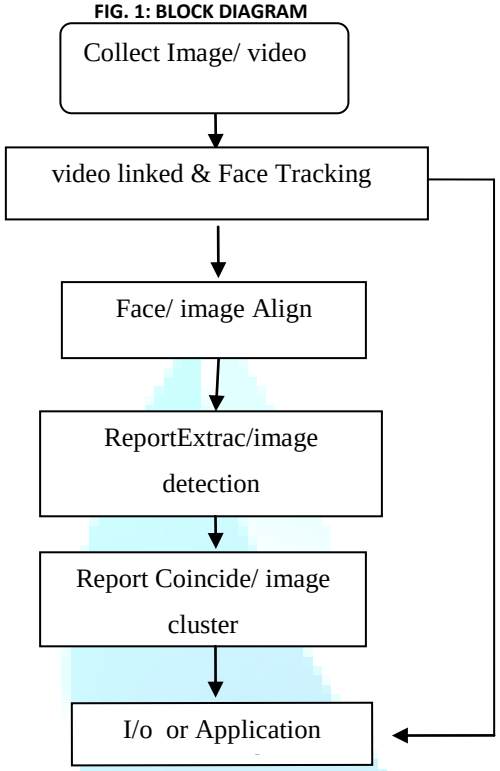
Data flows are data structures in motion, while data stores are data structures. Data flows are paths or 'pipe lines', along which data structures travel, where as the data stores are place where data structures are kept until needed.

Data flow diagrams is a very handy tool for the system analyst because it gives the analyst the overall picture of the system, it is a diagrammatic approach.

A DFD is a pictorial representation of the path which data takes from its initial interaction with the existing system until it completes any interaction. The diagram will describe the logical data flows dealing the movements of any physical items. The DFD also gives the insight into the data that is used in the system i.e., who actually uses it is temporarily stored.

BLOCK DIAGRAM

FIG. 1: BLOCK DIAGRAM



2. BLOCK DIAGRAM CONSIST OF TECHNIQUES

1. video linked
2. image included
3. image detection
4. image cluster
5. Recognition of image

2.1 VIDEO LINKED

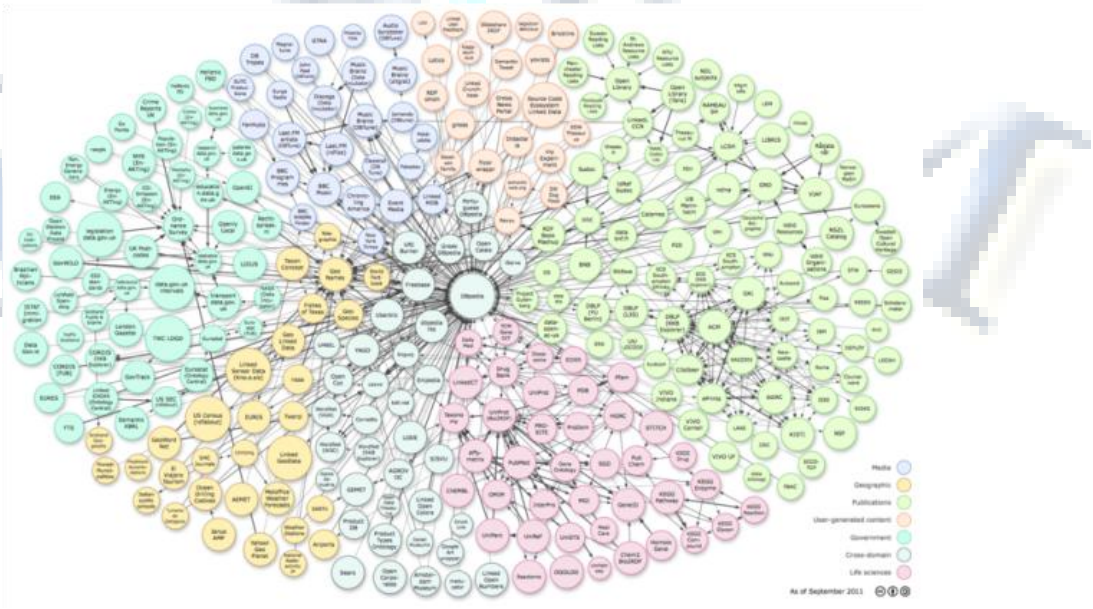
In a video attach to collect the video file what we fix the Image. The video files are selected in a local device or a network device. The image Links techniques they have supported all the video formats they are .Avi, .Mp4, .3gp etc.., Face Tracking is done.

video linked data (often capitalized as Linked Data) describes a method of publishing structured data so that it can be interlinked and become more useful through semantic queries. It builds upon standard Web technologies such as http ,rd f & url but rather than using them to serve web pages for human readers, it extends them to share information in a way that can be read automatically by computers. This enables data from different sources to be connected.

2.1.1 FOUR PRINCIPLES OF LINKED DATA & DESIGN ISSUES

1. Use URLS to denote things.
2. Use http, URIs so that these things can be referred to and looked up ("de referenced") by people and user agents.
3. Provide useful information about the thing when its URI is de referenced, leveraging standards such as RDF,SPARQL.
4. Include links to other related things (using their URIs) when publishing data on the Web
5. Linking Open Data community is to extend the Web with a data commons by publishing various open dataset as RDF on the Web and by setting RDF links between data items from different data sources.

FIG. 2: VIDEO LINK DATA



2.2 IMAGE INCLUDED

In this paper we are adding the image in a moving video. That means we just stop the video and include the image in an add any names for it. The image is selected and continues to fix another image. The images are fetched and store in a database. Data base consist of many format (eg grid) its easy to track the image structure and also algorithm, which is used to different between single and multiple image groups. The data URI scheme is a URL scheme that provides a way to include data in-line in webpage as if they were external resources. It is a form of file literal This technique allows normally separate elements such as images and style sheets to be fetched in a single HTTP request. Data URIs tends to be simpler than other inclusion methods, such as MIME with cid or mid URIs. Data URIs are sometimes called URL, although they do not actually locate anything remote.

2.2.1 ADVANTAGES

HTTP request and header traffic is not required for embedded data, so data URIs consume less bandwidth whenever the overhead of encoding the inline content as a data URI is smaller than the HTTP overhead. For example, the required base64 encoding for an image 600 bytes long would be 800 bytes, so if an HTTP request required more than 200 bytes of overhead, the data URI would be more efficient.

For transferring many small files (less than a few kilobytes each), this can be faster TCP transfers tend to start slowly. If each file requires a new TCP connection, the transfer speed is limited by the round-trip time rather than the available bandwidth. Using HTTP keep-alive improves the situation, but may not entirely alleviate the bottleneck.

While web browsers will not cache inline-loaded data as separate resource, external CSS files using data URIs are cached, so that an external CSS file with 10 background-images embedded as data URIs requires only one initial request instead of eleven and subsequent requests require only retrieving one cached CSS file, instead of one CSS file plus ten cached images.

When browsing a secure HTTP web site, web browsers commonly require that all elements of a web page be downloaded over secure connections, or the user will be notified of reduced security due to a mixture of secure and insecure elements. On badly configured servers, HTTPS requests have significant overhead over common HTTP requests, so embedding data in data URIs may improve speed in this case.

Web browsers are usually configured to make only a certain number of concurrent HTTP connections to a domain (the IETE recommendation is "to be conservative", most current browsers use 6 or more) so inline data frees up a download connection for other content.

2.2.2 DISADVANTAGES

- Data URIs are not separately cached from their containing documents (e.g. CSS or HTML files), therefore the encoded data is downloaded every time the containing documents are re-downloaded.
- Content must be re-encoded and re-embedded every time a change is made.
- Internet explorer through version7 (less than 1% of web traffic as of June 2014), lacks support. However this can be overcome by serving browser-specific content.
- Internet Explorer 8 limits data URIs to a maximum length of 32 KB. (Internet Explorer 9 does not have this limitation).

2.3 IMAGE DETECTION

we are going to detect the face of the movie characters. In this a module we are using the emgu0cv library we must install the emgu1cv library. After installing the emgu1cv lib in our concept we need to add reference with the name emgu.2cv, emgu1.cv.util, emgu.1cv.ui.

When you will complete the references will get in the emgu1 controls. Most segmentation methods are based only on color information of pixels in the image. Humans use much more knowledge than this when doing image segmentation, but implementing this knowledge would cost considerable computation time and would require a huge domain-knowledge database, which is currently not available. In addition to traditional segmentation methods, there are trainable segmentation methods which can model some of this knowledge.

Neural Network segmentation relies on processing small areas of an image using an artificial neural network or a set of neural networks. After such processing the decision-making mechanism marks the areas of an image accordingly to the category recognized by the neural network.

Pulse coupled neural networks(PCNNS) are neural models proposed by modeling a cat's visual cortex and developed for high-performance bio mimetic image processing. In 1989, Eckhorn introduced a neural model to emulate the mechanism of a cat's visual cortex. The Eckhorn model provided a simple and effective tool for studying the visual cortex of small mammals, and was soon recognized as having significant application potential in image processing. In 1994, the Eckhorn model was adapted to be an image processing algorithm by Johnson, who termed this algorithm Pulse-Coupled Neural Network. Over the past decade, PCNNs have been utilized for a variety of image processing applications, including: image segmentation, feature generation, face extraction, motion detection, region growing, noise reduction, and so on.

A PCNN is a two-dimensional neural network. Each neuron in the network corresponds to one pixel in an input image, receiving its corresponding pixel's color information (e.g. intensity) as an external stimulus. Each neuron also connects with its neighboring neurons, receiving local stimuli from them. The external and local stimuli are combined in an internal activation system, which accumulates the stimuli until it exceeds a dynamic threshold, resulting in a pulse output.

Through iterative computation, PCNN neurons produce temporal series of pulse outputs. The temporal series of pulse outputs contain information of input images and can be utilized for various image processing applications, such as image segmentation and feature generation. Compared with conventional image processing means, PCNNs have several significant merits, including robustness against noise, independence of geometric variations in input patterns, capability of bridging minor intensity variations in input patterns, etc.

2.3.1 HISTOGRAM BASED METHOD

Histogram based methods are very efficient compared to other image segmentation methods because they typically require only one pass through the pixels. In this technique, a histogram is computed from all of the pixels in the image, and the peaks and valleys in the histogram are used to locate the clusters in the image. color or intensity can be used as the measure.

A refinement of this technique is to recursively apply the histogram-seeking method to clusters in the image in order to divide them into smaller clusters. One disadvantage of the histogram-seeking method is that it may be difficult to identify significant peaks and valleys in the image.

Histogram-based approaches can also be quickly adapted to apply to multiple frames, while maintaining their single pass efficiency. The histogram can be done in multiple fashions when multiple frames are considered. The same approach that is taken with one frame can be applied to multiple, and after the results are merged, peaks and valleys that were previously difficult to identify are more likely to be distinguishable. The histogram can also be applied on a per-pixel basis where the resulting information is used to determine the most frequent color for the pixel location. This approach segments based on active objects and a static environment, resulting in a different type of segmentation useful in video tracking.

2.3.2 COMPRESSION BASED METHOD

Compression based methods postulate that the optimal segmentation is the one that minimizes, over all possible segmentations, the coding length of the data. The connection between these two concepts is that segmentation tries to find patterns in an image and any regularity in the image can be used to compress it. The method describes each segment by its texture and boundary shape. Each of these components is modeled by a probability distribution function and its coding length is computed as follows:

1. The boundary encoding leverages the fact that regions in natural images tend to have a smooth contour. This prior is used by Huffman coding to encode the difference chain code of the contours in an image. Thus, the smoother a boundary is, the shorter coding length it attains.
2. Texture is encoded by loss compression in a way similar to minimum description (MDL) principle, but here the length of the data given the model is approximated by the number of samples times the entropy of the model.

Multivariate normal distribution whose entropy has closed form expression. An interesting property of this model is that the estimated entropy bounds the true entropy of the data from above. This is because among all distributions with a given mean and covariance, normal distribution has the largest entropy. Thus, the true coding length cannot be more than what the algorithm tries to minimize.

2.4 IMAGE CLUSTER

Face cluster modules to group all the detected face in a one place. The concept of cluster is grouping the objects. The detecting faces are stored in a random name and collect all the face images in a one directory this is main use in face cluster concepts.

2.5.RECOGNITION

We are going to recognize the face of the movie type which is we previously stored on the grid database. We just found that the give the real name of it or any other to it. This is going to be done here. we are using the help of these Eigen Object Recognizer we are going to recognize the image shape. The classical problem in computer vision, image processing, and machine vision is that of determining whether or not the image data contains some specific object, feature, or activity. Different varieties of the recognition problem are described in the literature:

- Object recognition (also called object classification) – one or several pre-specified or learned objects or object classes can be recognized, usually together with their 2D positions in the image or 3D poses in the scene. Google provides a stand-alone program illustration of this function.
- Identification – an individual instance of an object is recognized. Examples include identification of a specific person's face or fingerprint, identification of hunt written digits, or identification of a specific vehicle.
- Detection – the image data are scanned for a specific condition. Examples include detection of possible abnormal cells or tissues in medical images or detection of a vehicle in an automatic road toll system

Detection based on relatively simple and fast computations is sometimes used for finding smaller regions of interesting image data which can be further analyzed by more computationally demanding techniques to produce a correct interpretation. Currently, the best algorithms for such tasks are based on convolution neural networks.

An illustration of their capabilities is given by the Image Net Large Scale Visual Recognition Challenge; this is a benchmark in object classes. Performance of convolution neural networks, on the Image Net tests, is now close to that of humans. romance of the Image Net tests, is now close to that of humans.

Several specialized tasks based on recognition exist, such as:

- Content based image retrieval – finding all images in a larger set of images which have a specific content. The content can be specified in different ways, for example in terms of similarity relative a target image (give me all images similar to image X), or in terms of high-level search criteria given as text input (give me all images which contains many houses, are taken during winter, and have no cars in them).
- Pose estimation – estimating the position or orientation of a specific object relative to the camera. An example application for this technique would be assisting a robot arm in retrieving objects from a conveyor belt in an assembly line situation or picking parts from a bin.
- Optical character recognition (OCR) – identifying characters in images of printed or handwritten text, usually with a view to encoding the text in a format more amenable to editing or indexing (e.g. ASCII).
- 2D Code reading of 2D codes such as data matrix and QR codes.
- Facial recognition Shape recognition technology (SRT) in people counter systems differentiating human beings (head and shoulder patterns) from objects.

3. SYSTEM ANALYSIS

In this paper is used to detect the face of movie type and recognize the characters and the existing system are taking the too much time to detects the face. But this one we can do it in a minute process.

In the previous process the time taken for detecting face is too long in windows processed .In this Robust Face identification using Movie is used to detect the face of movie characters and the Proposed system is taking the minimum time to detected the face. In this one we can do it in a minute process.

In the process the time taken for detecting face in minimum (min) time only in windows processed. The input design is the link between the information system and user. It comprises the developing specification and procedures for data preparation and those steps are necessary to put transaction data in to a usable form for processing can be achieved by inspecting the computer to read data from a written or printed document or it can occur by having people keying the data directly to the system. The design of input focuses on controlling the amount of inputs required, controlling the errors, avoids delay, avoiding extra steps and keeping the techniques simple. The input is designed in such a way so that it provides security and ease of use with retaining the privacy.

Input Design consider the following things:

1. What data should be given as inputs?
2. How the data should be arrange or codes?
3. The speech to guide the operation personnel in provides inputs.
4. Method for preparing input validation and steps to follow when errors occur.

Input Design is the process of converting a user-oriented description of the input into a computerized-based system. This design is important to avoid errors in the data input process and show the correct direction to the management for getting correct information from the computerized system.

It is achieved by creating user-friendly screens for the data entry to handle large volumes of data. The goal of designs input is to make data entry easier and to be escape from errors. The data entry screen is designed in such a way that all the data manipulates can to be performed. Its provides record viewing facilities.

When the data is entered it will check to its validity. Data can be entered with the aid of screens. Appropriate messages are provided as when needed so that the user will not be in maize's of instant. Thus the objective of input design is to create an input layout that is easy to follow.

A quality output is one, which meets the requirements of the end user and presents the concept clearly. In any system results of processing are communicated to the users and to other system through the outputs. In output design it is determined how the information is to be displaced for immediate need and complex copy of output. It is the most important and direct source content to the user. Efficient and intelligent output design improves the system's relationship to help user decision-making.

Designing computer output should proceed in an organizes, well thought out manner; the right output must be developed while ensuring that each output element is designed so that people will find the system can use easily and to effectively. When analysis design system output, they should Identify the specific output that is needed to meet the requirements.

Select methods for presenting content prepare document, report, or other formats that contain information produced to the system. The output form of an information system should accomplish one or more of the following objectives.

Convey information about later activities, current status or projections

1. Signal important events, opportunity, problems, or warnings.
2. Trigger an action.
3. Confirm an action.

4. ALGORITHM

The hop crafts carp (g=(v1 U v2,E)) alg is given as

M=0

Repeat

P=maximum set of paths(g=(v1 U v2 ,E) m)

If p! =null then

M=m + p

Until p=null

Return m

4.1 ALGORITHM

An algorithm is an effective methods list of well-defined instructions for calculating a function. Starting from an initial state and initial input , the instruction describes a computations that, when executes , proceeds through a finite number of well-defined successive states, eventually producing output and terminating at a final ending state.

4.2 PROPERITIES OF THE ALGORITHMS

1. Finiteness: An algorithm terminates after a finite numbers of steps.
2. Definiteness: Each step in algorithm is unambiguous. This means that the action specified by the step cannot be interpreted (explain the meaning of) in multiple ways & can be performed without any confusion.
3. Input: An algorithm accepts zero or more inputs.
4. Output: It can produces at least one output.
5. Effectiveness: It consists of basic instructions that are realizable. This means that the instructions can be performed by using the given inputs in a finite amount of time.

4.3 ADVANTAGE

The term algorithm is now applied to many kinds of problem solving that employ a mechanical sequence of steps, as in setting up a computer program. The sequence may be displayed in the form of a flowchart in order to make it easier to follow.

In computational devices with a built-in microcomputer logic, this logic is a form of algorithm.

As computers increase in complexity, more and more software algorithms are taking the form of what is called hard software. That is, they are increasingly becoming part of the basic circuitry of computers or are easily attached adjuncts, as well as standing alone in special devices such as payroll machines. Many different applications algorithms are now available, and highly advanced systems such as artificial intelligence algorithms may become common in the future.

5. CONCLUSION

We have shown that the proposed two schemes are useful to improve results for clustering and identification of the Image tracks extracted from not controlled image videos. From the sensitive analysis, we have also shown that few degree, have good robust to noise in constructing affinity graphs than the traditional methods. A conclusion is a principle for developing robust type identification method: intensity a like noises must be emphasized more than the coverage alike noises. In the future, we will extend to investigate the optimal function for different movie generous. Another goal is to exploit more character relations, e.g., the sequential statistics for the speaks, affinity graphs and improve the robustness.

REFERENCES

1. C. Liang, C. Xu, J. Cheng, and H. Lu, **"Tvparser: An automatic tv video parsing method,"** in *CVPR*, 2011, pp. 3377–3384.
2. J. Sang and C. Xu, **"Character-based movie summarization,"** in *ACM MM*, 2010.
3. J. Sang, C. Liang, C. Xu, and J. Cheng, **"Robust face name identification and the sensitivity analysis,"** in *ICME*, 2011, pp. 1–6.
4. J. Stallkamp, H. K. Ekenel, and R. Stiefelhagen, **"Video-based face recognition on real-world data."** in *ICCV*, 2007, pp. 1–8.
5. Jitao Sang and Changsheng Xu*, Senior Member, IEEE, "***Robust Face-Name Graph Matching for Movie Character Identification"**, IEEE TRANSACTIONS ON MULTIMEDIA, VOL. 14, NO. 3, JUNE 2012.
6. M. Everingham, J. Sivic, and A. Zissserman, **"Taking the bite out of automated naming of characters in tv video,"** in *Jounal of Image and Vision Computing*, 2009, pp. 545–559.
7. R. Hong, M. Wang, M. Xu, S. Yan, and T.-S. Chua, **"Dynamic captioning: video accessibility enhancement for hearing impairment,"** in *ACM Multimedia*, 2010, pp. 421–430.
8. S. Satoh and T. Kanade, **"Name-it: Association of face and name in video,"** in *Proceedings of CVPR*, 1997, pp. 368–373.
9. T. Cour, B. Sapp, C. Jordan, and B. Taskar, **"Learning from ambiguously labeled images,"** in *CVPR*, 2009, pp. 919–926.
10. T. L. Berg, A. C. Berg, J. Edwards, M. Maire, R. White, Y. W. Teh, E. G. Learned-Miller, and D. A. Forsyth, **"Names and faces in the news,"** in *CVPR*, 2004, pp. 848–854.
11. Y. Zhang, C. Xu, H. Lu, and Y. Huang, **"Character identification in feature-length films using global face-name matching,"** *IEEE Trans. Multimedia*, vol. 11, no. 7, pp. 1276–1288, November 2009.

REQUEST FOR FEEDBACK

Dear Readers

At the very outset, International Journal of Research in Computer Application & Management (IJRCM) acknowledges & appreciates your efforts in showing interest in our present issue under your kind perusal.

I would like to request you tosupply your critical comments and suggestions about the material published in this issue as well as on the journal as a whole, on our E-mail**infoijrcm@gmail.com** for further improvements in the interest of research.

If youhave any queries please feel free to contact us on our E-mail **infoijrcm@gmail.com**.

I am sure that your feedback and deliberations would make future issues better – a result of our joint effort.

Looking forward an appropriate consideration.

With sincere regards

Thanking you profoundly

Academically yours

Sd/-
Co-ordinator

DISCLAIMER

The information and opinions presented in the Journal reflect the views of the authors and not of the Journal or its Editorial Board or the Publishers/Editors. Publication does not constitute endorsement by the journal. Neither the Journal nor its publishers/Editors/Editorial Board nor anyone else involved in creating, producing or delivering the journal or the materials contained therein, assumes any liability or responsibility for the accuracy, completeness, or usefulness of any information provided in the journal, nor shall they be liable for any direct, indirect, incidental, special, consequential or punitive damages arising out of the use of information/material contained in the journal. The journal, nor its publishers/Editors/ Editorial Board, nor any other party involved in the preparation of material contained in the journal represents or warrants that the information contained herein is in every respect accurate or complete, and they are not responsible for any errors or omissions or for the results obtained from the use of such material. Readers are encouraged to confirm the information contained herein with other sources. The responsibility of the contents and the opinions expressed in this journal is exclusively of the author (s) concerned.

ABOUT THE JOURNAL

In this age of Commerce, Economics, Computer, I.T. & Management and cut throat competition, a group of intellectuals felt the need to have some platform, where young and budding managers and academicians could express their views and discuss the problems among their peers. This journal was conceived with this noble intention in view. This journal has been introduced to give an opportunity for expressing refined and innovative ideas in this field. It is our humble endeavour to provide a springboard to the upcoming specialists and give a chance to know about the latest in the sphere of research and knowledge. We have taken a small step and we hope that with the active co-operation of like-minded scholars, we shall be able to serve the society with our humble efforts.

Our Other Journals