

Configuration Guide

Contents

Configuration Guide	3
Configuration file location	3
Settings	5
System settings	5
Descriptor factory settings	6
FaceDetV3 detector settings	8
FaceDetV1 detector settings	10
FaceDetV2 detector settings	11
LNet	12
LNetIR	12
SLNet	12
HumanDetector settings	13
IndexBuilder settings	14
Quality estimator settings	15
HeadPoseEstimator settings	16
EyeEstimator settings	17
AttributeEstimator settings	18
GlassesEstimator settings	19
OverlapEstimator settings	20
ChildEstimator settings	21
LivenessIREstimator settings	22
HeadAndShouldersLivenessEstimator settings	23
Mouth Estimator settings	24
Medical mask estimator settings	25
RedEyeEstimator settings	27
Depth Estimator settings	28
LivenessFlyingFaces Estimator settings	29
LivenessRGBM Estimator settings	30
LivenessOneShotRGBEstimator	31
Credibility Estimator settings	32
Natural Light Estimator settings	33
Fish Eye Estimator settings	34
BlackWhite Estimator settings	35
Portrait Style Estimator settings	36
Background Estimator settings	37
Runtime settings	38

Configuration Guide

Configuration options are specified via `faceengine.conf` file which is basically an XML document with special tag formatting. The document itself is not required to exist, in this case FSDK will fall back to some default settings, which, however, may not be suitable for several tasks.

WARNING! By changing any configuration settings from default ones it is assumed that user understands what these settings do and how they will affect performance and output results of their application. The rule of thumb is this: DO NOT change anything in configuration file unless you really have to.

Always remember that incorrect config may huck the things up very badly. Pay attention to what you configure and how. Always double-check what you deploy.

Some configuration settings may be omitted due to their obscurity and research use case only.

The location where the config file is found varies across different systems but tries to be as consistent as possible. Path resolution is the following:

Windows

- Look for `data/faceengine.conf` in current working directory

Linux

- Look for `/etc/visionlabs/faceengine.conf`
- Look for `data/faceengine.conf` in current working directory if previous options fail

The config file format is optimized for deserialization of several FSDK types:

- Int1 - scalar 32 bit integral numeric type
- Int2 - 2-d 32 bit integral numeric type (aka Vector2i, Size)
- Int3 - 3-d 32 bit integral numeric type
- Int4 - 4-d 32 bit integral numeric type (aka Rect)
- Float1 - scalar 32 bit floating point numeric type
- Float2 - 2-d 32 bit floating point numeric type (aka Vector2f)
- Float3 - 3-d 32 bit floating point numeric type
- Float4 - 4-d 32 bit floating point numeric type
- String - short null-terminated string (max. 16 characters including the null-terminator)

Configuration file location

The location where the config file is found varies across different systems but tries to be as consistent as possible. Path resolution is the following:

Windows:

- Look for `data/faceengine.conf` in current working directory

Linux

- Look for `/etc/visionlabs/faceengine.conf`
- Look for `data/faceengine.conf` in current working directory if previous options fail

Mobile platforms

- Look for “`data/faceengine.conf`” in current working directory.

Settings

System settings

Parameter	Description	Type	Default value
verboseLogging	Level of log verbosity. 1 - Errors, 2 - Warnings, 3 - Info, 4 - Debug.	"Value::Int1"	0
betaMode	Enable experimental features (0 - Off, 1 - On).	"Value::Int1"	0
defaultDetectorType	Detector type: FaceDetV1, FaceDetV2, FaceDetV3.	"Value::String" "	0

Verbosity level sets the upper limit of what type of messages may be printed out by the Luna SDK. For example, if user set verboseLogging to 3, it means that Errors, Warnings and Info messages will be printed out to the console. Verbose level of 0 indicates that there are no logging messages printed out at all.

Example:

```
<section name="system">
  <param name="verboseLogging" type="Value::Int1" x="0" />
  <param name="betaMode" type="Value::Int1" x="0" />
  <param name="detectorType" type="Value::String" text="FaceDetV1" />
</section>
```

Descriptor factory settings

Descriptor factory is a facility that creates descriptor extractors and matchers. Both of them utilize algorithms that require a number of coefficients (“weights”) to operate properly.

Parameter	Description	Type	Default value
model	CNN face descriptor version. Possible values: 54, 56, 57, 58, 59	"Value::Int1"	54
useMobileNet	MobileNet is faster but less accurate. Possible values: 0 - don't use mobile net version, 1 - use mobile net version.	"Value::Int1"	0
distance	Distance between descriptors on matching. L1 faster, L2 make better precision. Possible values: L1, L2.	"Value::String"	"L2"
descriptorCountWarningLevel	Threshold, that limits the ratio of created descriptors to the amount, defined by your license. When the threshold is exceeded, FSDK prints the warning.	"Value::Float1"	0.9
calcSimilarity	Enable similarity calculation during matching process. Possible values: 1 - enable, 0 - disable.	"Value::Int1"	1
calcDistanceSqrt	Enable calculation of the square root of distance. Possible values: 1 - enable, 0 - disable	"Value::Int1"	1

Models with versions 54, 56 and 57 support just L2 distance.

Example:

```
<section name="DescriptorFactory::Settings">
```

```
<param name="model" type="Value::Int1" x="54" />
<param name="useMobileNet" type="Value::Int1" x="0" />
<param name="distance" type="Value::String" text="L2" />
<param name="descriptorCountWarningLevel" type="Value::Float1" x="0.9"
/>
<param name="calcSimilarity" type="Value::Int1" x="1" />
</section>
```

FaceDetV3 detector settings

Parameter	Description	Type	Default value
ScoreThreshold	Detection score threshold (GRB) in [0..1] range.	"Value::Float1"	0.904
ScoreThresholdIR	Detection score threshold (InfraRed) in [0..1] range.	"Value::Float1"	0.784
RedetectScoreThreshold	Redetect score threshold in [0..1] range	"Value::Float1"	0.357
NMSThreshold	Overlap threshold for NMS in [0..1] range	"Value::Float1"	0.3
minFaceSize	Minimum face size in pixels.	"Value::Int1"	50
nms	Type of NMS: mean or best	"Value::String"	mean
RedetectTensorSize	Target face after preprocessing for redetect	"Value::Int1"	80
	Non-public parameter. Do not change.		
RedetectFaceTargetSize	Target face size for redetect	"Value::Int1"	45
	Non-public parameter. Do not change.		
padding	Extension of rectangle for RGB mode. Do not change.	"Value::Float4"	see below
paddingIR	Extension of rectangle for InfraRed mode. Do not change.	"Value::Float4"	see below
planPrefix	Plan prefix	"Value::String"	FaceDet_v3_5
cropPaddingAlignment	Non-public parameter. Do not change.	"Value::Int1"	64
batchCapacity	Non-public parameter. Do not change.	"Value::Int1"	16
concurrentBatchSubmission	Non-public parameter. Do not change.	"Value::Int1"	1

Parameter	Description	Type	Default value
detectMean	Non-public parameter. Do not change.	"Value::Float3"	see below
detectSigma	Non-public parameter. Do not change.	"Value::Float3"	see below
redetectMean	Non-public parameter. Do not change.	"Value::Float3"	see below
redetectSigma	Non-public parameter. Do not change.	"Value::Float3"	see below

```

<section name="FaceDetV3::Settings">
  <param name="ScoreThreshold" type="Value::Float1" x="0.89"/>  <!--
    used for RGB mode -->
  <param name="ScoreThresholdIR" type="Value::Float1" x="0.784"/> <!--
    used for InfraRed mode -->
  <param name="RedetectScoreThreshold" type="Value::Float1" x="0.357"/>
  <param name="NMSThreshold" type="Value::Float1" x="0.3"/>
  <param name="minFaceSize" type="Value::Int1" x="50" />
  <param name="nms" type="Value::String" text="mean"/> <!-- best, mean
    -->
  <param name="RedetectTensorSize" type="Value::Int1" x="80"/>
  <param name="RedetectFaceTargetSize" type="Value::Int1" x="45"/>
  <param name="paddings" type="Value::Float4" x="-0.18685804" y="
    0.09821641" z="0.199056897" w="0.07416578" />
  <param name="paddingsIR" type="Value::Float4" x="-0.12208561" y="
    0.12426723" z="0.15508278" w="0.06038743" />
  <param name="planPrefix" type="Value::String" text="FaceDet_v3_7" />
  <param name="cropPaddingAlignment" type="Value::Int1" x="64" />
  <param name="batchCapacity" type="Value::Int1" x="16" />
  <param name="concurrentBatchSubmission" type="Value::Int1" x="1" />
  <param name="detectMean" type="Value::Float3" x="0.0" y="0.0" z="0.0"
    />
  <param name="detectSigma" type="Value::Float3" x="0.0" y="0.0" z="0.0"
    />
  <param name="redetectMean" type="Value::Float3" x="0.0" y="0.0" z="0.0"
    />
  <param name="redetectSigma" type="Value::Float3" x="0.0" y="0.0" z="0.0"
    />
</section>

```

FaceDetV1 detector settings

Parameter	Description	Type	Default value
FirstThreshold	1-st threshold in [0..1] range.	"Value::Float1"	0.6
SecondThreshold	2-nd threshold in [0..1] range.	"Value::Float1"	0.7
ThirdThreshold	3-d threshold in [0..1] range.	"Value::Float1"	0.6
minFaceSize	Minimum face size in pixels.	"Value::Int1"	50
scaleFactor	Image scale factor.	"Value::Float1"	0.7
paddings	Extension of rectangle. Do not change.	"Value::Float4"	see below
redetectTolerance	Redetection threshold	"Value::Int1"	0
useLNet	Whether to use LNet or not.	"Value::Int"	1

MinSize and scaleFactor accelerate face detection at the cost of lower recall for smaller faces

Example:

```
<section name="FaceDetV1::Settings">
  <param name="FirstThreshold" type="Value::Float1" x="0.6"/>
  <param name="SecondThreshold" type="Value::Float1" x="0.7"/>
  <param name="ThirdThreshold" type="Value::Float1" x="0.93"/>
  <param name="minFaceSize" type="Value::Int1" x="50" />
  <param name="scaleFactor" type="Value::Float1" x="0.7" />
  <param name="paddings" type="Value::Float4" x="-0.20099958" y="
    0.10210337" z="0.20363552" w="0.08490226"/>
  <param name="redetectTolerance" type="Value::Int1" x="0" />
  <param name="useLNet" type="Value::Int1" x="1" />
</section>
```

FaceDetV2 detector settings

Parameter	Description	Type	Default value
FirstThreshold	1-st threshold in [0..1] range.	"Value::Float1"	0.6
SecondThreshold	2-nd threshold in [0..1] range.	"Value::Float1"	0.7
ThirdThreshold	3-d threshold in [0..1] range.	"Value::Float1"	0.6
minFaceSize	Minimum face size in pixels.	"Value::Int1"	50
scaleFactor	Image scale factor.	"Value::Float1"	0.7
paddings	Extension of rectangle. Do not change.	"Value::Float4"	see below
redetectTolerance	Redetection threshold	"Value::Int1"	0
useLNet	Whether to use LNet or not.	"Value::Int"	1

MinSize and scaleFactor accelerate face detection at the cost of lower recall for smaller faces

Example:

```
<section name="FaceDetV2::Settings">
  <param name="FirstThreshold" type="Value::Float1" x="0.51385"/>
  <param name="SecondThreshold" type="Value::Float1" x="0.248"/>
  <param name="ThirdThreshold" type="Value::Float1" x="0.76"/>
  <param name="minFaceSize" type="Value::Int1" x="50" />
  <param name="scaleFactor" type="Value::Float1" x="0.7" />
  <param name="paddings" type="Value::Float4" x="-0.20099958" y="
    0.10210337" z="0.20363552" w="0.08490226" />
  <param name="redetectTolerance" type="Value::Int1" x="0" />
  <param name="useLNet" type="Value::Int1" x="0" />
</section>
```

LNet

This group of parameters is non-public. Do not change any of the parameters.

LNetIR

This group of parameters is non-public. Do not change any of the parameters.

SLNet

This group of parameters is non-public. Do not change any of the parameters.

HumanDetector settings

Human body detector.

Parameter	Type	Default value
ScoreThreshold	"Value::Float1"	x="0.4"
RedetectScoreThreshold	"Value::Float1"	x="0.12"
NMSThreshold	"Value::Float1"	x="0.4"
RedetectNMSThreshold	"Value::Float1"	x="0.3"
imageSize	"Value::Int1"	x="640"
nms	"Value::String"	text="mean"
RedetectNMS	"Value::String"	text="mean"
humanLandmarks17Threshold	"Value::Float1"	x="0.2"

Example:

```
<section name="HumanDetector::Settings">
  <param name="ScoreThreshold" type="Value::Float1" x="0.4"/>
  <param name="RedetectScoreThreshold" type="Value::Float1" x="0.12"/>
  <param name="NMSThreshold" type="Value::Float1" x="0.4"/>
  <param name="RedetectNMSThreshold" type="Value::Float1" x="0.3"/>
  <param name="imageSize" type="Value::Int1" x="640"/>
  <param name="nms" type="Value::String" text="mean"/> <!-- best, mean -->
  <param name="RedetectNMS" type="Value::String" text="mean"/> <!-- best,
    mean -->
  <param name="humanLandmarks17Threshold" type="Value::Float1" x="0.2"/>
</section>
```

IndexBuilder settings

HNSW index can be built with descriptors batches and used to search nearest descriptor neighbors very fast.

Parameter	Description	Type	Default value
numThreads	Number of threads to use on build. If 0 or less, use std::hardware_concurrency value.	"Value::Int1"	0
construction	Internal construction value. The greater it is, the better is graph, but slower construction. DO NOT CHANGE, unless you know what you are doing.	"Value::Int1"	1600
search	Internal search value. Greater value means slower but more complete search. DO NOT CHANGE, unless you know what you are doing.	"Value::Int1"	1000

Example:

```
<section name="IndexBuilder::Settings">  
  <param name="numThreads" type="Value::Int1" x="0" />  
  <param name="construction" type="Value::Int1" x="2000" />  
  <param name="search" type="Value::Int1" x="6000" />  
</section>
```

Quality estimator settings

Quality estimator looks at several image parameters, like lightness (think overexposure), darkness (think underexposure), blurriness, illumination uniformity value, specularity value. Every float value is comparing with according threshold.

Parameter	Type	Default value
blurThreshold	"Value::Float1"	x="0.61"
lightThreshold	"Value::Float1"	x="0.57"
darknessThreshold	"Value::Float1"	x="0.50"
illuminationThreshold	"Value::Float1"	x="0.1"
specularityThreshold	"Value::Float1"	x="0.1"

Example:

```
<section name="QualityEstimator::Settings">
  <param name="blurThreshold" type="Value::Float1" x="0.61"/>
  <param name="lightThreshold" type="Value::Float1" x="0.57"/>
  <param name="darknessThreshold" type="Value::Float1" x="0.50"/>
  <param name="illuminationThreshold" type="Value::Float1" x="0.1"/>
  <param name="specularityThreshold" type="Value::Float1" x="0.1"/>
</section>
```

HeadPoseEstimator settings

HeadPose estimator is able to compute head pose angles in two different ways.

The first one estimates angles by 68-point face-alignment results.

The second one uses raw input image data.

Configuration block listed below allows user to define which method to use. Default configuration settings enables both estimation methods.

Parameter	Type	Default value
useEstimationByImage	"Value::Int1"	1
useEstimationByLandmarks	"Value::Int1"	1

Example:

```
<section name="HeadPoseEstimator::Settings">  
  <param name="useEstimationByImage" type="Value::Int1" x="1"/>  
  <param name="useEstimationByLandmarks" type="Value::Int1" x="0"/>  
</section>
```


EyeEstimator settings

This estimator aims to determine:

- Eye state: Open, Closed, Occluded;
- Precise eye iris location as an array of landmarks;
- Precise eyelid location as an array of landmarks.

To determine more exact eye state additional auxiliary model `eye_status_estimation_flwr*.plan` is used. You can enable this auxiliary model through config (`faceengine.conf`).

Parameter	Description	Type	Default value
<code>useStatusPlan</code>	0 - Off, 1 - On	<code>"Value::Int1"</code>	1

Example:

```
<section name="EyeEstimator::Settings">
  <param name="useStatusPlan" type="Value::Int1" x="1"/>
</section>
```

AttributeEstimator settings

This estimator is able to estimate many person attributes such as:

- person's age;
- gender: male, female;

Some of estimator result values depends on threshold values listed below.

Parameter	Description	Type	Default value
genderThreshold	gender threshold in [0..1] range.	"Value::Float1" "	0.5
adultThreshold	adult threshold in [0..1] range.	"Value::Float1" "	0.2

Example:

```
<section name="AttributeEstimator::Settings">  
  <param name="genderThreshold" type="Value::Float1" x="0.5"/>  
  <param name="adultThreshold" type="Value::Float1" x="0.2"/>  
</section>
```

GlassesEstimator settings

Glasses estimator estimates what types of glasses, if any, person is currently wearing. Quality of estimation depends on threshold values listed below. These threshold values set to optimal by default.

Parameter	Description	Type	Default value
noGlassesThreshold	noGlasses threshold in [0..1] range.	"Value::Float1"	0.986
eyeGlassesThreshold	eyeGlasses threshold in [0..1] range.	"Value::Float1"	0.57
sunGlassesThreshold	sunGlasses threshold in [0..1] range.	"Value::Float1"	0.506

Example:

```
<section name="GlassesEstimator::Settings">
  <param name="noGlassesThreshold" type="Value::Float1" x="0.986"/>
  <param name="eyeGlassesThreshold" type="Value::Float1" x="0.57"/>
  <param name="sunGlassesThreshold" type="Value::Float1" x="0.506"/>
</section>
```

OverlapEstimator settings

This estimator tells whether the face is overlapped by any object.

It returns a structure with 2 fields. The first is the value of overlapping in the range from 0.0 (is not overlapped) to 1.0 (maximum, overlapped), the second is a boolean answer.

The boolean answer depends on the threshold listed below. If the value is greater than the threshold, the answer returns true, else false.

Parameter	Description	Type	Default value
overlapThreshold	overlap threshold in [0..1] range.	"Value::Float1" "	0.01

Example:

```
<section name="OverlapEstimator::Settings">  
  <param name="overlapThreshold" type="Value::Float1" x="0.01"/>  
</section>
```

ChildEstimator settings

This estimator tells whether the person is child or not.

Child is a person who is younger than 18 years old.

The estimator returns a structure with 2 fields. The first is the score in the range from 0.0 (is an adult) to 1.0 (maximum, is a child), the second is a boolean answer.

The boolean answer depends on the threshold listed below. If the value is less than the threshold, then true is returned (the person is a child), else false (the person is an adult).

Parameter	Description	Type	Default value
childThreshold	threshold in [0..1] range.	"Value::Float1"	0.8508

Example:

```
<section name="ChildEstimator::Settings">  
  <param name="ChildThreshold" type="Value::Float1" x="0.8508"/>  
</section>
```

LivenessIREstimator settings

This estimator determines whether the person's face is real or fake (photo, printed image).

Image must be received from infra-red camera.

The estimator returns a boolean answer (true - is real, false - is fake).

Estimator can be used in "universal" and "ambarella" modes. The mode is chosen depending on the camera type. Thresholds are listed below.

Parameter	Description	Type	Default value
name	universal	"Value::String"	universal
irUniversalThreshold	threshold in [0..1] range.	"Value::Float1"	0.5328
irAmbarellaThreshold	threshold in [0..1] range.	"Value::Float1"	0.76

```
<section name="LivenessIREstimator::Settings">
  <param name="name" type="Value::String" x="universal"/>
  <param name="irUniversalThreshold" type="Value::Float1" x="0.5328"/>
  <param name="irAmbarellaThreshold" type="Value::Float1" x="0.76"/>
</section>
```

HeadAndShouldersLivenessEstimator settings

This estimator tells whether the person's face is real or fake (photo, printed image). Thresholds are listed below.

Parameter	Description	Type	Default value
headWidthKoeff	threshold in [0.5..2.0] range	"Value::Float1" "	1.0
headHeightKoeff	threshold in [0.5..2.0] range.	"Value::Float1" "	1.0
shouldersWidthKoeff	threshold in [0.5..2.0] range.	"Value::Float1" "	0.75
shouldersHeightKoeff	threshold in [1.5..5.0] range.	"Value::Float1" "	3.0

```
<section name="HeadAndShouldersLivenessEstimator::Settings">  
  <param name="headWidthKoeff" type="Value::Float1" x="1.0"/>  
  <param name="headHeightKoeff" type="Value::Float1" x="1.0"/>  
  <param name="shouldersWidthKoeff" type="Value::Float1" x="0.75"/>  
  <param name="shouldersHeightKoeff" type="Value::Float1" x="3.0"/>  
</section>
```

Mouth Estimator settings

Mouth estimator predicts predominant mouth state.

Estimator accuracy depends on thresholds listed below.

FPR and TPR values are specified for 0.5 threshold

Table 17: “Thresholds for MouthEstimation”

Parameter	Description	Type	Default value	Threshold range	TPR	FPR
occlusionThresh	threshold in [0..1] range	"Value::Float1"	0.5	0.4 – 0.6	0.96	0.009
smileThreshold	threshold in [0..1] range.	"Value::Float1"	0.5	0.4 – 0.6	0.97	0.04
openThreshold	threshold in [0..1] range.	"Value::Float1"	0.5	0.4 – 0.6	0.986	0.01

Example:

```
<section name="MouthEstimator::Settings">
  <param name="occlusionThreshold" type="Value::Float1" x="0.5"/>
  <param name="smileThreshold" type="Value::Float1" x="0.5"/>
  <param name="openThreshold" type="Value::Float1" x="0.5"/>
</section>
```


Medical mask estimator settings

Medical mask estimator predicts predominant mask features.

Estimator accuracy depends on thresholds listed below.

If accuracy (low FPR) is more important, TPR could be sacrificed by heightening the threshold.

Corresponding FPR and TPR values are also listed in the table below.

Table 18: “Thresholds for MedicalMaskEstimation”

Parameter	Description	Type	Threshold range	FPR range	TPR range
mask	range [0..1]	"Value::Float1"	0.25 – 0.818	0.1 – 0.05	0.987 – 0.95
noMask	range [0..1]	"Value::Float1"	0.108 – 0.792	0.05 – 0.018	0.95 – 0.83
occludedFace	range [0..1]	"Value::Float1"	0.101 – 0.498	0.075 – 0.035	0.87 – 0.79

Table 19: “Thresholds for MedicalMaskEstimationExtended”

Parameter	Description	Type	Threshold range	FPR range	TPR range
maskExtended	range [0..1]	"Value::Float1"	0.36 – 0.9	0.035 – 0.01	0.99 – 0.917
noMaskExtended	range [0..1]	"Value::Float1"	0.108 – 0.792	0.05 – 0.018	0.95 – 0.83
maskNotInPlaceExtended	range [0..1]	"Value::Float1"	0.18 – 0.76	0.064 – 0.02	0.94 – 0.77
occludedFaceExtended	range [0..1]	"Value::Float1"	0.101 – 0.498	0.075 – 0.035	0.87 – 0.79

Example:

```
<section name="MedicalMaskEstimator::Settings">  
  <param name="maskExtendedThreshold" type="Value::Float1" x="0.36"/>  
</section>
```

```
<param name="noMaskExtendedThreshold" type="Value::Float1" x="0.108"
/>
<param name="maskNotInPlaceExtendedThreshold" type="Value::Float1" x
="0.18"/>
<param name="occludedFaceExtendedThreshold" type="Value::Float1" x="
0.101"/>
<param name="maskThreshold" type="Value::Float1" x="0.25"/>
<param name="noMaskThreshold" type="Value::Float1" x="0.108"/>
<param name="occludedFaceThreshold" type="Value::Float1" x="0.101"/>
</section>
```

RedEyeEstimator settings

Red eye estimator evaluates whether person's eyes are red in a photo or not. Red eye estimation depends on threshold value listed below. These threshold value set to optimal by default.

Parameter	Description	Type	Default value
redEyeThreshold	redEyeThreshold threshold in [0..1] range.	"Value::Float1"	0.5

Example:

```
<section name="RedEyeEstimator::Settings">  
  <param name="redEyeThreshold" type="Value::Float1" x="0.5"/>  
</section>
```

Depth Estimator settings

Depth estimator performs liveness check via depth image. It exposes different threshold parameters where each one of them let you configure estimator for your specific use case.

Parameter	Description	Type	Default value
maxDepthThreshold	maximum depth distance threshold in mm. Should be in [0..inf] range.	"Value::Float1"	3000
minDepthThreshold	minimum depth distance threshold in mm. Should be in [0..maxDepthThreshold] range.	"Value::Float1"	100
zeroDepthThreshold	percentage of zero pixels in input image. Threshold in [0..1] range.	"Value::Float1"	0.66
confidenceThreshold	score threshold above which person is considered to be alive. Threshold in [0..1] range.	"Value::Float1"	0.89

```
<section name="DepthEstimator::Settings">
  <param name="maxDepthThreshold" type="Value::Float1" x="3000"/>
  <param name="minDepthThreshold" type="Value::Float1" x="100"/>
  <param name="zeroDepthThreshold" type="Value::Float1" x="0.66"/>
  <param name="confidenceThreshold" type="Value::Float1" x="0.89"/>
</section>
```

LivenessFlyingFaces Estimator settings

This estimator tells whether the person's face is real or fake (photo, printed image).

It returns a structure with 2 fields.

The first one is the value in the range from 0.0 (is not real) to 1.0 (maximum, real), the second is a boolean answer.

The boolean answer depends on the "realThreshold". If the value is greater than the threshold, the answer returns true, else false.

Parameter	Description	Type	Default value
realThreshold	threshold in [0..1] range.	"Value::Float1"	0.98
aggregationCoeff	coefficient in [0..1] range.	"Value::Float1"	0.5

Example:

```
<section name="LivenessFlyingFacesEstimator::Settings">  
  <param name="realThreshold" type="Value::Float1" x="0.98"/>  
  <param name="aggregationCoeff" type="Value::Float1" x="0.5"/>  
</section>
```

LivenessRGBM Estimator settings

This estimator tells whether the person's face is real or fake (photo, printed image).

It returns a structure with 2 fields.

The first one is the value in the range from 0.0 (is not real) to 1.0 (maximum, real). The second is a boolean answer.

The boolean answer depends on the "threshold". If the value is greater than the threshold, the answer returns true, else false.

This estimator work is based on background accumulation. So the "backgroundCount" parameter is the amount of the frames for the background calculation.

Other parameters are implementation specific, they are not recommended to change.

Parameter	Description	Type	Default value
backgroundCount	frames count	"Value::Int1"	100
threshold	threshold	"Value::Float1"	0.8
coeff1	Non-public parameter. Do not change.	"Value::Float1"	"0.222"
coeff2	Non-public parameter. Do not change.	"Value::Float1"	"0.222"

Example:

```
<section name="LivenessRGBMEstimator::Settings">
  <param name="backgroundCount" type="Value::Int1" x="100"/>
  <param name="threshold" type="Value::Float1" x="0.8"/>
  <param name="coeff1" type="Value::Float1" x="0.222"/>
  <param name="coeff2" type="Value::Float1" x="0.222"/>
</section>
```

LivenessOneShotRGBEstimator

This estimator tells whether the person's face is real or fake (photo, printed image). Thresholds are listed below.

LivenessOneShotRGBEstimator supports images, which are captured on Mobile devices or Webcam (PC or laptop).

Image resolution minimum requirements:

- Mobile devices - 720 × 960 px
- Webcam (PC or laptop) - 1280 x 720 px

Parameter	Description	Type	Default value
realThreshold	threshold in [0..1] range.	"Value::Float1"	0.8
qualityThreshold	Default value is 0.	"Value::Float1"	0

```
<section name="LivenessOneShotRGBEstimator::Settings">  
  <param name="realThreshold" type="Value::Float1" x="0.88"/>  
  <param name="qualityThreshold" type="Value::Float1" x="0" />  
</section>
```

Credibility Estimator settings

Credibility estimator is trained to predict reliability of a person. It does so by returning a score value between [0;1] which will be closer to 1 if a person is more likely to be reliable and closer to 0 otherwise. Along with the output score value estimator also returns an enum value, which will give a plain answer if a person is reliable or not for a user convenience. Credibility estimator sets this enum value by comparing an output score with a reliability threshold value listed in faceengine.conf file. User can modify this threshold in CredibilityEstimator::Settings section:

Parameter	Description	Type	Default value
reliableThreshold	threshold	"Value::Float1"	0.5

Example:

```
<section name="CredibilityEstimator::Settings">  
  <param name="reliableThreshold" type="Value::Float1" x="0.5"/>  
</section>
```


Natural Light Estimator settings

Natural Light estimator is trained to predict natural of light on the face image.

It does so by returning a score value between [0;1] which will be closer to 1 if a light is more likely to be natural and closer to 0 otherwise.

Along with the output score value estimator also returns an enum value, which will give a plain answer if a person is reliable or not for a user convenience.

NaturalLight estimator sets this enum value by comparing an output score with a reliability threshold value listed in faceengine.conf file. User can modify this threshold in NaturalLightEstimator::Settings section:

Parameter	Description	Type	Default value
naturalLightThreshold	threshold	"Value::Float1"	0.5

Example:

```
<section name="NaturalLightEstimator::Settings">
    <param name="naturalLightThreshold" type="Value::Float1" x="0.5"/>
</section>
```

Fish Eye Estimator settings

Fish Eye estimator is trained to predict fish eye effect on the face image.

It does so by returning a score value between [0;1] which will be closer to 1 if a fisheye effect is more likely to be applied to the image and closer to 0 otherwise.

Along with the output score value estimator also returns an enum value, which will give a plain answer if a person is reliable or not for a user convenience.

Fish Eye estimator sets this enum value by comparing an output score with a reliability threshold value listed in faceengine.conf file. User can modify this threshold in FishEyeEstimator::Settings section:

Parameter	Description	Type	Default value
fishEyeThreshold	threshold	"Value::Float1"	0.5

Example:

```
<section name="FishEyeEstimator::Settings">  
  <param name="fishEyeThreshold" type="Value::Float1" x="0.5"/>  
</section>
```

BlackWhite Estimator settings

Estimator checks if image is color, grayscale or infrared.

Estimator accuracy depends on thresholds listed below.

Parameter	Description	Type	Default value
colorThreshold	threshold in [0..1] range	"Value::Float1"	0.5
irThreshold	threshold in [0..1] range.	"Value::Float1"	0.5

Estimator outputs ImageColorEstimation which consists of 2 scores and color image type as enum with possible values: Color, Grayscale, Infrared.

- For color image score colorScore will be close to 1.0 and the second one infraredScore - to 0.0;
- for infrared image score colorScore will be close to 0.0 and the second one infraredScore - to 1.0;
- for grayscale images both of scores will be near 0.0.

So colorThreshold is responsible for separating Color and Grayscale images; irThreshold is responsible for separating Infrared and Grayscale images.

```
<section name="BlackWhiteEstimator::Settings">
  <param name="colorThreshold" type="Value::Float1" x="0.5"/>
  <param name="irThreshold" type="Value::Float1" x="0.5"/>
</section>
```

Portrait Style Estimator settings

This estimator is designed to evaluate the status of a person's shoulders in the original image.

Estimator accuracy depends on the threshold listed below.

Parameter	Description	Type	Default value
portraitStyleThreshold	threshold in [0..1] range	"Value::Float1" "	0.5

```
<section name="PortraitStyleEstimator::Settings">  
  <param name="portraitStyleThreshold" type="Value::Float1" x="0.5"/>  
</section>
```

Background Estimator settings

This estimator is designed to evaluate the background in the original image.

Estimator accuracy depends on the thresholds listed below. The scores are defined in [0,1] range. If two scores are above the threshold, then the background is solid, otherwise the background is not solid.

Parameter	Description	Type	Default value
backgroundThreshold	threshold in [0..1] range	"Value::Float1 "	0.5
backgroundColorThreshold	threshold in [0..1] range	"Value::Float1 "	0.4

```
<section name="BackgroundEstimator::Settings">
  <param name="backgroundThreshold" type="Value::Float1" x="0.5"/>
  <param name="backgroundColorThreshold" type="Value::Float1" x="0.4"
/>
</section>
```

Runtime settings

Runtime configuration file provides parameters that user can tweak to achieve optimal performance of their app.

The name of runtime configuration file is `runtime.conf` and its placed in `data` directory. Its settings are described below:

Parameter	Type	Default value
<code>cpuClass</code>	"Value::String"	"auto"
<code>deviceClass</code>	"Value::String"	"cpu"
<code>numThreads</code>	"Value::Int1"	-1
<code>verboseLogging</code>	"Value::Int1"	0
<code>numComputeStreams</code>	"Value::Int1"	1
<code>programCacheSize</code>	"Value::Int1"	128
<code>defaultGpuDevice</code>	"Value::Int1"	0

Parameters description:

cpuClass - class of cpu by supported instructions - `cpu`, `sse4`, `avx`, `avx2`, `arm`, `auto`.

deviceClass - execution device type - `cpu`, `gpu`.

numThreads - number of worker threads. Default: number of CPU logical cores.

verboseLogging - level of log verbosity. 1 - Errors, 2 - Warnings, 3 - Info, 4 - Debug.

numComputeStreams - number of streams; Increases performance, but works only with new versions of NVIDIA drivers (375.82, 384.59 and more recent). Don't increase it with older version of NVIDIA driver.

programCacheSize - maximum number of Program objects in cache. Should be less than 10000.

defaultGpuDevice - default GPU device number.

Verbosity level sets the upper limit of what type of messages may be printed out. For example, if user set `verboseLogging` to 3, it means that Errors, Warnings and Info messages will be printed out to the console. Verbose level of 0 indicates that there are no logging messages printed out at all.

In case of GPU usage the `numThreads` value should be at least `== 2` or `-1`. If this requirement is violated, further behavior is undefined.

Increasing the `programCacheSize` increases memory usage and potentially improves performance. Be careful, too large a value of this parameter can lead to a crash due to insufficient memory.

Example:

```
<section name="Runtime">
  <param name="cpuClass" type="Value::String" text="auto" />
  <param name="deviceClass" type="Value::String" text="cpu" />
  <param name="numThreads" type="Value::Int1" x="-1" />
  <param name="verboseLogging" type="Value::Int1" x="0" />
  <param name="numComputeStreams" type="Value::Int1" x="4" />
  <param name="programCacheSize" type="Value::Int1" x="128" />
  <param name="defaultGpuDevice" type="Value::Int1" x="0" />
</section>
```

Note: Setting `<param name="numThreads" type="Value::Int1" x="-1"/>` means that will be taken the maximum number of available threads. This number of threads is equal to according number of available processor cores.

Note: Setting `<param name="defaultGpuDevice" type="Value::Int1" x="-1"/>` means disable GPU runtime initialisation. Set it only with `deviceClass == cpu`.