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Semarang, Central Java, Indonesia
12 November 2022

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Contents

The Strategic Role of Judges in Legal Finding <i>M. Natsir Asnawi, Faisal Santiago, Suparno Suparno</i>	1
Human Resources Strategy Management in Improving the Quality of Education at Bogor Islamic High School <i>Ahmad Raymond Trilaksana, Indra Budiman, Pudji Astuty</i>	8
Center Baznas Fundraising Method in Collecting Zakat, Infaq and Shodaqoh Funds <i>Fachmi Dimas, Yolanda Yolanda</i>	15
Legal Studies: Law as a Deterrent Effect for Gambling Criminals <i>I Gusti Gede Maha Andika Jaya, Faisal Santiago, Zudan Arief Fakrulloh</i>	23
Notary's Responsibility for Misdemeanors Made in Accordance with Law No. 30 of 2004 <i>Enita Adyalaksmita, Evita Isretno Israhadi, Megawati Barthos</i>	31
Legal Protection for the Rejection of BPJS Patients by the Hospital <i>Vitasya Nusantari, Suparno Suparno, Azis Budianto</i>	40
Public Health Services by the Community Health Center Reviewed According to Law Number 25 of 2009 Concerning Public Services <i>Gafar Hartatiyanto, Ahmad Redi, Herman Bakir</i>	51
The Effect of the Existence of Industrial Area, Number of the Work Force, Community Welfare on Minimum Wages in Banten Province <i>Henry Mujoko, Sidik Priadana, Meirinaldi Meirinaldi, Dedi Bahagia</i>	62
Settlement of Disputes between Banks and Customers through the Mediation Process <i>Aan Handriani, Suparno Suparno, Rineke Sara</i>	71
Protection for Irregular Indonesian Citizens Abroad <i>Wita Purnamasari, Faisal Santiago, Zudan Arief Fakrulloh</i>	79
Analysis of the Influence of Creative Economics, Digital Technology, Infrastructure, MSMEs, Tourism Objects on Tourism and the Implications on Economic Growth in Indonesia <i>Dedi Suwardi Bahagia, Heru Subiyantoro, Machfud Sidik</i>	89
Unemployment and Income Inequality: A Comparative Analysis in Sumatra and Sulawesi Island <i>Siti Marti'ah, Heru Subiyantoro, Meirinaldi Meirinaldi</i>	102
Geospatial Data Analysis for Mapping Customers Complaints (Case Study: First Media Users Using Social Media of Twitter) <i>Ulfah Hayati Baros</i>	113
Arrangement of Non-Competition in Work Agreement: Comparative Study between Indonesia and the United States <i>Bagus Rahman, Ahmad Redi, Rineke Sara</i>	122

Law Enforcement on Pharmacists Negligence in Giving Medicines to Patients <i>Leti Ratna Kusumawati, Rineke Sara, Riswadi Riswadi</i>	134
Analysis of Minimum Capital Adequacy Ratio as One Indicator of Bank Health <i>Azasi Hasan, Sidik Priadana, Pudji Astuty</i>	142
Reconstruction Implementation of the Prerogative of the President in the Appointment of Ministers Based on the 1945 Constitution is Associated with the Indonesian Constitutional Law System <i>Sulkiah Hendrawati, Faisal Santiago, Zudan Arief Fakrulloh</i>	151
Medical Legal Aspects of Kidney Failure Patients Treating Continuous Ambulatory Peritoneal Dialysis (CAPD) in Indonesia <i>Noerjanto Noerjanto, Faisal Santiago, Boy Nurdin</i>	158
Legal Protection for Lecturers in Running Their Professions as Educators in Higher Education <i>Rika Santina, Suparno Suparno, Riswadi Riswadi</i>	165
The Impact of Low Criminal Sanctions on Corruption Criminal Actions during the Covid-19 Still on the Consistency of Corruption Eradication in Indonesia (Analysis of Supreme Court Decision Number 942K/Pid.Sus/2022) <i>Sri Endah Indriawati, Zudan Arief Fakrulloh, Azis Budianto</i>	173
Police Efforts in Overcoming Anarchic Actions Performed by Motorcycle Gangs <i>Hendri Hendri, Azis Budianto, Rineke Sara</i>	184
Juridical Review of Good Corporate Governance Principle in Law Number 40 of 2007 Concerning Limited Liability Company <i>Risti Saka, Faisal Santiago, Megawati Barthos</i>	191
Creating an Independent and Independent Prosecutor's Office <i>Taufan Zakaria, Riswadi Riswadi, Herman Bakir</i>	198
Analysis of the Quality of Human Resources and Quality of Services on Community Organizational Performance and Community Satisfaction at the Department of Population and Civil Record of Bogor District <i>Indra Budiman, Puji Astuty</i>	206
Inspection Authority of Seaworthiness of Foreign Ships Based on Ratified International Conventions <i>Ferry Akbar, Evita Isretno Israhadi, Rineke Sara</i>	215
The Effect of the Effectiveness of E-commerce Applications and Promotion Media on Public Purchase Interest to Increase MSMEs in Indonesia in the Middle of the Covid-19 Pandemic Brand Image Mediated <i>Wali Akbar, Cicih Ratnasih</i>	224
Implementation of Pancasila Value in Criminal Law Renewal <i>Surya Oktarina, Azis Budianto, Rineke Sara</i>	238
Business Strategy and Innovation in Relation to the Intensity of Industry Competition on the Performance of Information Technology Companies <i>Hartanto Gautama Utama, Pudji Astuty, Sungkowati Sungkowati</i>	246

The Effect of Sustainability of Vannamei Shrimp Cultivation on Exports of Shrimp Commodity in the Bangka Belitung Island <i>Alikhan Salim, Pudji Astuty</i>	255
The Urgency of Regulating Digital Pawn Innovation in Increasing Business and Efficiency of the Pawn Industry in Indonesia <i>Dimas Asep Saputra, Faisal Santiago</i>	261
Law Enforcement based on Community Social Culture Approach <i>Prasojo Soewondo Biantoro, Suparno Suparno, Azis Budianto</i>	267
The Contribution of Empowerment of Creative Economic Leading Sub-sectors on Increasing the Quantity of Creative Human Resources and Economic Growth in Lampung Province <i>Mohammad Renandi Ekatama Surya, Armalia Reny, Andi Surya</i>	272
The Contribution of Empowerment of the Palm Oil Industry on Employment and Palm Oil Exports in Bangka Belitung Island Province <i>Teddy Halim, Pudji Astuty</i>	279
Law Renewal on the Process of Leftover Land Compensation in Land Aquisition for Construction in Public Necessity <i>Dwi Kusumo Wardhani, Faisal Santiago, Evita Isretno Israhadi</i>	286
The Position of the Notary in the Implementation of the Binding Agreement on the Sale and Purchase of Land Rights <i>Elita Guspitawaty, Faisal Santiago, Herman Bakir</i>	293
Relationship between Perception and Responsibility and Community Participation in Management of Covid-19 in Tangerang City <i>Ilham Muhammad Mardiputra, Pudji Astuty</i>	303
Analysis of the Development of Production Capacity Used in the National Agricultural Sector in the Era of the Covid-19 Pandemic <i>Wanti Ernawati</i>	315
The Influence of Service Quality, Human Resources Competence and Facility Completeness towards Customers Satisfaction at Bhayangkara Hospital <i>Andy Chandra, Rudi Bratamanggala</i>	325
The Effects of Product and Promotion Development on the Control of CV. Hamira Paving Block Market Share in Bangka Belitung <i>Rini Afrianti, Elmiwati Elmiwati</i>	335
Utilization of Digital Media in Maintaining Household Industry (MSME) Income in the New Normal Era <i>Abdul Hafizd, Sugiyanto Sugiyanto</i>	345
Business Law Perspective on Economic Recession in Indonesia <i>Rizki Fitri Amalia, Evita Israhadi, Riswadi Riswadi</i>	351
Legal Protection for Users of Dental Labour Services Who Work not in Accordance with their Authority <i>Ina Asmisari Syawalina, Evita Isretno Israhadi, Suparno Suparno</i>	358
Influence of Company Size, Capital Turnover, Leverage, Activity to Profitability Ratio in Automotive Companies Listed on IDX Period 2017-2021 <i>Doddy Setiadi, Heru Subiyantoro</i>	365

The Role of Energy Consumption and Fuel Export in Supporting the Country's Economic Growth <i>Riza Ronaldo, Heru Subiyantoro, Machfud Sidik, Dedi Bahagia</i>	371
The Workforce Participation Diploma Degree's Vocational and Higher Academic Graduation at West Java <i>Enny Diah Astuti, Darwati Susilastuti</i>	378
The Effectiveness of Learning English Song to Improve Employees' Listening Skill at Pt. Astanita Sukses Apindo (Firedome) <i>Siti Nabila Putri S, Syaiful Syaiful</i>	384
Community Satisfaction: Overview of the Service Quality of the Kedondong Raye Village Office, Banyuasin III District, Banyuasin Regency <i>Sonny Setyadhy, Muhammad Rozali, Ulan Sari</i>	394
General Insurance Supply in The Presence of Economy Regulation: A Case Study in Indonesia <i>Yohanes R. Agandhi, Darwati Susilastuti, Meirinaldi Meirinaldi</i>	402
Enforcement of the Code of Ethics Against Polri Members Involved in Criminal Cases Due to the Discount Actions of Their Boss (Case Study of The Murder of Brigadier J) Based on Police Regulation of the Republic of Indonesia No 7 of 2022 <i>Agusetiawan Agusetiawan, Zudan Arief Fakrulloh, Herman Bakir</i>	414
Economic Analysis of Investment Feasibility in the Planning of the Construction of 50 MW Solar Power Plant (PLTS) in Capital of Indonesia, Kalimantan <i>Jalius Salebbay, Meirinaldi Meirinaldi</i>	420
Determining Factors of The Growth of The Tourism Industry in Southern Sumatera <i>Irwan Eriadi, Darwati Susilastuti, Yolanda Yolanda</i>	428
Terrorism Policy in the Prevention and Eradication of Terrorism in Indonesia <i>Jupriono Jupriono, Megawati Barthos, Ahmad Redi</i>	436
Legal Protection of ENT Doctors Against Telemedicine Practice <i>Arina Ikasari Muhtadi, Megawati Barthos, Riswadi Riswadi</i>	441
Efforts to Restore State Finances in Corruption Cases Through the Role of State Prosecutors <i>Hary Palar, Rineke Sara, Boy Nurdin</i>	446
Legal Renewal Related to Law Number 10 of 1998 Concerning Amendment to Law Number 7 Year 1992 Concerning Banking Regarding Customer Adult Age Limit <i>Redy Rahmad Samosir, Faisal Santiago</i>	455
The Role of Advocates in Providing Legal Protection Assistance for Women Who Experience Domestic Violence <i>Irawanto Irawanto, Zudan Arief Fakrulloh, Megawati Barthos</i>	470
Euthanasia Juridic Review in Medical Practice in Indonesia <i>Istiana Sari, Faisal Santiago, Megawati Barthos</i>	480

Copyright as Object of Fiduciary Guarantee Based 2014 Concerning Copyrights <i>Agung Nugroho, Rineke Sara, Riswadi Riswadi</i>	489
The Armed Conflict in Papua Regarding the Sovereignty of Republic of Indonesia <i>Moh. Anugrah Cahya, Faisal Santiago, Rineke Sara</i>	501
Job Satisfaction Through Motivation Employee Performance (Case Construction Service Companies in Indonesia) <i>Angga Kurniawan, Cicih Ratnasih</i>	506
Impact of Natural Disasters on Small and Medium Enterprises (UMK in Indonesia <i>Dwi Mahroji, Muhamad Halilintar</i>	518
Semarang City Government Efforts in Improving the Quality of Administrative Services <i>Amirul Amirul, Megawati Barthos, Suparno Suparno</i>	526
Analysis of Land Disputes Arising from Land Procurement Activities in The Development of Public Facilities and Infrastructure (Review of Law Number 2 of 2012 concerning Land Acquisition) <i>Jamaluddin Sungsang, Zudan Arief Fakrulloh, Evita Isretno Israhadi</i>	534
Testing Validity and Reliability of Local Products Using the Digital Market Mouth to Mouth Abouth Purchase Decisions Consumer <i>Indah megahwati, Darwati susilastuti</i>	544
The Effect of Pangkal Balam Port Development on Employment and Tourism in Bangka Belitung Island Province <i>Muhammad Yasin, Pudji Astuty</i>	554
Management of Cybercrime Crimes in Indonesia Viewing from Criminal Law Political Perspective <i>Roy Adinegoro, Faisal Santiago</i>	560
Determinants of Poverty in Indonesia <i>Tri Anita, Cicih Ratnasih, Meirinaldi Meirinaldi</i>	569
The Effect of Price, Promotion, And Consumer Trust on Increasing Sales At FF Tirta, East Jakarta <i>Ari Wahyu Leksono, Rudi Brata Manggala, Sungkowati Sungkowati</i>	579
Default Settlement in Employment Contract in Legal Perspective <i>Fithry</i> <i>Khairiyati, Faisal Santiago, Boy Nurdin</i>	586
Inflation Persistence During the Pandemic <i>Berta Dian Theodora, Heru Subiyantoro, Sugiyanto Sugiyanto</i>	593
Factors Affecting Investment in the Provinces of Sumatra Island <i>Desmon Desmon, Wahyu Murti, Yolanda Yolanda, Andi Surya</i>	602
Labor Discipline Analysis on the Performance of Employees of the Central Statistical Office of South Sumatra Province Before and During the Covid-19 Pandemic <i>Rusdi Bicara, Muhammad Rozali, Elmiwati Elmiwati, Mirna Ayu</i>	609

Legal Protection Against the Defendants Who Are Not Guaranteed in Criminal Action Jurisdictions <i>Sudjanto Sudiana, Megawati Barthos</i>	616
The Functional Authority of the Regional Supervisory Assembly (MPD) on the Notary Profession Post Application of Law Number 2 Year 2014 Concerning Amendment to Law Number 30 Year 2004 Concerning Notary Position <i>Agustinus Tangi Bali, Mugiatu Mugiatu</i>	626
Legal Status of Children Born as a Result of Unregistered Marriage (Siri) on the Position of Children According to Marriage Law <i>Herlina Basri, Zudan Arief Fakrulloh, Evita Isretno Israhadi</i>	635
Authority of Local Governments in Issuance of Business Licenses Review of Law Number 11 of 2020 Concerning Work Creation <i>Dedi Pulungan, Faisal Santiago, Herman Bakir</i>	643
Implementation of the Imposition of Criminal Sanctions by Military Judges on Deserted Members of the Indonesian National Armed Forces <i>Mirtusin Mirtusin, Rineke Sara, Riswadi Riswadi</i>	651
Companies in the Consumer Goods Sector That Are Listed on the Indonesian Stock Exchange: Factors Affecting Their Dividend Payout Ratio and Their Impact on the Value of the Company <i>Basuki Surodjo, Pudji Astuty, Sri Sungkowati</i>	658
Juridical Review Regarding the Provision of Health Services (Law No. 36 of 2009 concerning Health) <i>Agus Hari Wahono, Azis Budianto, Rineke Sara</i>	666
The Role of Bawaslu in Efforts to Suppress Violations of Money Politics through Strengthening Religiosity <i>Daud Daniel Balubun, Megawati Barthos, Suparno Suparno</i>	675
Optimizing the Online Performance Management System Application in Supporting the Performance of the Republic of Indonesia Police <i>Afriyanto Afriyanto, Riswadi Riswadi, Ahmad Redi</i>	680
Optimization of the tasks of the Polri Based on the Police Law of the Republic of Indonesia No 2 of 2002 to Realize Professionalism <i>Andik Wijaya, Faisal Santiago, Rineke Sara</i>	686
Hospital Criminal Law Refusing Emergency Patient Medical Services <i>Dedet Steavanno, Zudan Arief Fakrulloh, Herman Bakir</i>	693
Contestation of Candidates for Regional Head: Juridical Review of Regional Head Elections According to the 1945 Constitution <i>Dien Candra, Faisal Santiago, Rineke Sara</i>	703
The Effect of Teacher Leadership and Procurement on the Performance of the Islamic Vocational High School Commander Sudirman 1 Jakarta <i>Herlina Soleh, Heru Subiyantoro</i>	714
Formal Testing of Creational Law in Constitutional Court Decisions <i>Malik Putra Eman, Darwati Darwati</i>	724

Juridical Study on Supervision Tasks in the Implementation of Correctional Functions in the Perspective of Law Number 22 of 2022 concerning Correctional <i>Poibe Intan Nosa Lince, Ahmad Redi, Boy Nurdin</i>	730
Development of Integrated Thematic Learning Model in Improving the Implementation Quality of 2013 Curriculum for Low Grade of Elementary Schools in Padang City <i>Mansurdin Mansurdin</i>	736
A Look at IR 4.0 in Education <i>Rusdinal Rusdinal, Hade Afriansyah</i>	743
Cooperative Learning Model Two-stay two-stray in Elementary School <i>Zuardi Zuardi, Yunisrul Yunisrul, Arwin Arwin, Wilda Hanum</i>	750
Impact of STEM Learning (Science, Technology, Engineering, and Mathematics) on Students' Mathematics Thinking Ability: Systematic Literature Review <i>Farid Gunadi, Sudirman Sudirman, Runisah Runisah, Aan Juhana Senjaya, Sasi Mustari</i>	758
Bayesian Model Algorithm for Selection and Classification of Product <i>Bui Huy Khoi</i>	764
Bayesian Model Selection in Learning Outcome <i>Nguyen Thi Ngan, Bui Huy Khoi</i>	770
Characteristics of the KUB Chicken Marketin Fulfilling the Needs of Traditional and Religious Ceremonies in Bali Province <i>Budi Rahayu Tanama Putri, James Hellyward, Ni Wayan Sitiari, I Nyoman Ardiika, Adisti Rastosari, I Made Londra, Ni Made Ari Kusuma Dewi, Ni Made Paramita Setyani</i>	778
E-Market Development for Fishermen and SMEs to Support Local Products in Hinterland Batam <i>Dwi Ely Kurniawan, Afhol Dzikri, Ririt Dwiputri Permatasari</i>	784
Hybrid, Online or Face-to-Face Learning? Experiences during COVID-19 Pandemic <i>Kardoyo Kardoyo, Joko Widodo, Ahmad Nurkhin, Kusumantoro Kusumantoro, Khasan Setiaji</i>	790
An Efficient Segmentation of U-area and T-area on Facial Images by Using Matlab with Hough Transform and Viola-Jones Algorithm Base <i>Indriyani Indriyani, Ida Ayu Dwi Giriantari, Made Sudarma, I Made Widyantara</i>	796
Entrepreneurship as a Life Choice <i>Priyo Subekti, Hanny Hafiar, FX. Ari Agung Prastowo</i>	813
The Social Engineering of Land Resource Based on Local Wisdom: Developing Ecotourism Village by Designating Nagari as Customary <i>Hasanuddin Hasanuddin, Yuliawan Kasmahidayat, Mohd Hafiz Mohd Hanafiah</i>	819

Total Phenolic and Organoleptic Profiles of Kahwa Daun Beverages (A Traditional Beverage in West Sumatera, Indonesia) Using Steeping Methods <i>Rilma Novita, Anwar Kasim, Tuty Anggraini, Deddi Prima Putra</i>	825
A Palatability Test of Cat Healthy Foods Containing Gambier (<i>Uncaria gambir Roxb.</i>) and Chlorella sp. <i>Salvia. S, Reni Novia, Fatardho Zudri</i>	833
Introducing wasatiyyah Islam in religious learning at schools to build a peaceful world civilization <i>Muslih Muslih</i>	841
Policy for Religious Moderation at UIN Walisongo Indonesia <i>Raharjo Raharjo, Imam Yahya</i>	850
Improving Kindergarten Students' Empathy Using Role-Play Technique at Raudlatul Athfal (RA) in Genuk, Semarang City <i>H. Muslam</i>	864
Youths and the Dynamics of Mainstreaming Religious Moderation in Semarang <i>Agus Mutohar, Evita Nur Apriliana, Mahmud Yunus Mustofa</i>	870
Islamic Boarding School Education Format Based on Peace Building Character at Ponpes YPMI Al Firdaus Semarang (Optimization of Pesantren Principles and Values) <i>M. Rikza Chamami, Muhammad Nurkhanif, Moh. Syakur, Hanik Rosyida</i>	885
Development of Attitude Competency Assessment Instruments: Guidelines for the Integration of Spiritual and Social Attitudes <i>Musthafa Musthafa</i>	894
Big Data Analysis of Public Perceptions of Face-to-Face Learning in COVID-19 Era <i>Muhammad Rheza Ramadhan, Wishnu Kusumo Agung Erlangga, Guntur Nur Hidayat</i>	903
Twitter Influence On Students' Mindset and Motivation in Learning English <i>Septi Gumiandari, Amroh Umaemah, Masriah Masriah, Ilman Nafia, Galuh Nur Rohmah</i>	909
Human Development as A Dominant Factor for Creating Work Opportunities <i>Anna Nurfarkhana, Sidik Priadana</i>	917

An Efficient Segmentation of U-area and T-area on Facial Images by Using Matlab with Hough Transform and Viola-Jones Algorithm Base

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Abstract. The left and right cheeks and chin (U-area) and the forehead and nose (T-area) are useful for examining skin types. These areas provide crucial information to determine facial characteristics. The Matlab application function, particularly the Viola-Jones Algorithm base, is helpful in detecting the U and T areas. This application accurately detects normal images for face, including the eyes, nose, and mouth position. The T-area was determined by referring to the position of the eyes and nose, while the U-area was identified based on the eyes, nose, and mouth position. The accuracy in determining the two areas using this method was close to 100%.

Keywords: U-area; T-area; Viola-Jones Algorithm

1 Introduction

Some parts of the face, such as the forehead and nose (T-area), chin and cheeks (U-area), are useful in examining skin types. The two parts have distinct features, with the T-area being oily while the U-area being dry [1][2]. These observations are supported by the results [3], which stated that most Chinese women with oily skin have shiny noses, foreheads, and cheeks. More research has been conducted regarding facial skin characteristics, including the level of oil production and facial contours, based on the features extracted from the T-area and U-area [4, 5].

The location of facial organs such as the eyebrows, eyes, and mouth help determine the T-area and U-area. A lot of research concerning automatic eyebrow detection for facial recognition has been conducted. Previous research shows that the Hough transformation application can be used to obtain the approximate position of the eyebrows based on the inclination level of the face [6, 7]. For instance, the Prewitt method locates the eyebrow line through edge detection by calculating the average value of the green channel gradient on the image of the upper part of the face according to the X-axis [8]. This method is proposed based on the consideration that the eyebrows are at the top of the face and have a darker color than the skin in surrounding area. Another method is performed by extracting the features of the eyes, mouth, and facial edges using measurements obtained from the image color space [9]. The eye usually contains dark and bright pixels on the luma component, making its detection easier using morphological surgery [10].

The neural network method helped to detect the mouth and lips while searching for objects with the longest major axis value was conducted using Principal Component Analysis. Furthermore, opening morphology is used to detect eyebrows in grayscale images of the face, and oral detection is performed using the 4-connected context method [11, 12]. However, mouth detection becomes difficult when the mouth is open to the extent of exposing the teeth. This is because opening the mouth makes it hard to enhance the contrast and perform hole filling.

Previous research shows that the detection of brow contours might use K-means clustering [13]. Another research showed that eyebrow detection could be conducted by initially detecting the position of the eyes and then searching the dark area above [14]. Furthermore, the Gaussian model was used in the HSV color space to detect non-skin areas and the Laplacian operator to perform edge detection. The mouth detection was performed from the left end part of the mouth using a subclass-based classifier, then used to generate a Gaussian model and Laplacian operator. An efficient way to yield a 96% success level for detecting eyebrows involves a computational method with a gradient and signed edge map [15]. In general, eyebrow detection methods are inaccurate when the brow line is not visible because it is covered by another object (glasses or hair), a thin eyebrow line, or uneven lighting.

The T-area detection can be conducted by initially using canny edge detection and Hough transform [16]. The success of determining the correct position of eyebrows affects the location of the T-area. Furthermore, to detect the U-area [17] requires several stages, including detecting the fuzzy edge to produce edge images. The Hough transformation application is applied to detect facial shapes, and finally, the Viola-Jones algorithm detects the location of the eyes and mouth. However, this method requires time and extensive memory since the two areas use different methods and require less efficient algorithms and computations.

This research applied a simpler, faster, and more efficient method by utilizing one of the Matlab functions, which is also based on the Viola-Jones algorithm to obtain facial, eye, nose, and mouth position features. There were 25 facial images from 4 different races samples that were analyzed, and the results of U-area and T-area position detection obtained 100% accuracy.

2 Methodology

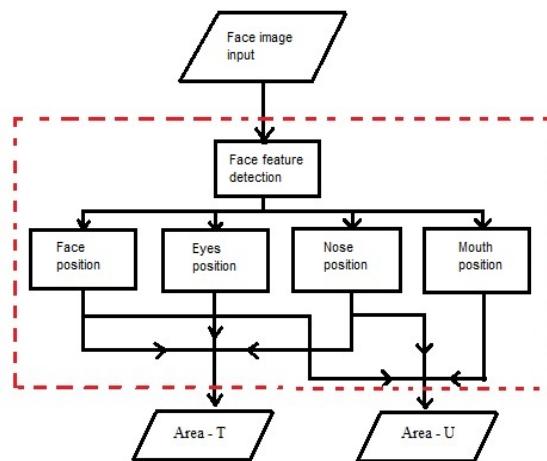


Fig. 1. U-area and T-area detection methods.

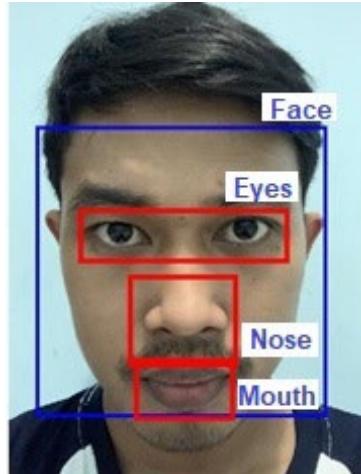


Fig. 2. Position of face, eyes, nose, and mouth.

The information provided by Matlab `vision.CascadeObjectDetector` function was used to detect and segment the U and T areas. This function is based on the Viola-Jones algorithm, which accurately determines the normal face, eyes, nose, and mouth position. The T-area was determined based on the position of the face, eyes, and nose, while the U-area was determined with the help of information on the position of the face, nose, and mouth. The image below shows the results of the face, eyes, nose, and mouth position detection.

2.1 U-area

The U-Area involves the area around the cheeks and chin, which forms the letter U and is helpful in classifying facial skin types. This area requires extra attention and treatment because it has more oil glands than other skin parts. The example of the U-area on the face is shown in Figure 3.

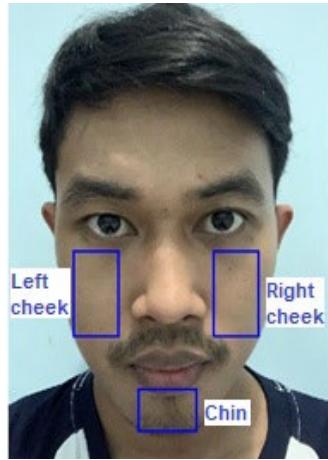


Fig. 3. U-area on the facial images.

2.2 T-area

The T-area includes the forehead and nose, which form the letter T on the face, and it is deemed the oiliest part of the skin because of its numerous oil glands. Figure 4 below shows this part of the face.

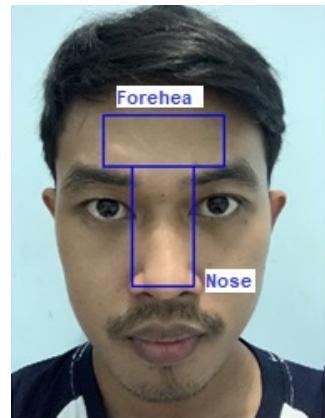


Fig. 4. T-area on the facial images.

3 Result and Discussion

3.1 Image dataset and groundtruth

The detection system experiments of U-area and T-area on facial images used a sample data of 24. The data for the front facial images were drawn from four Indonesian races, including mixed, Mongoloid Malay, Papuan Melanezoid, and Weddoid. The experts selected the U-area and T-area groundtruth best images, which were used for comparison.

3.2 Position detection of face, eye, nose, and mouth

Before detecting the U and T areas, the first step involved detecting the facial border, position of eyes, nose, and mouth. With the help of the `vision.CascadeObjectDetector` Matlab function, information was detected in the form of coordinate points of the upper left corner of xy , $x = \text{data 1}$ and $y = \text{data 2}$, horizontal distance (data 3), and vertical distance (data 4). When detecting a face, the following data will be obtained:

$$\text{BBf} = [f1 \ f2 \ f3 \ f4] \quad (1)$$

Description :

$f1$ = x-coordinate of the top left corner of the face box

$f2$ = y-coordinate of the top left corner of the face box

$f3$ = distance between the x-coordinate and the right border of the face box

$f4$ = distance between the y-coordinate and the lower bound of the face box

This data was used to determine the size of the box in which the face was detected.

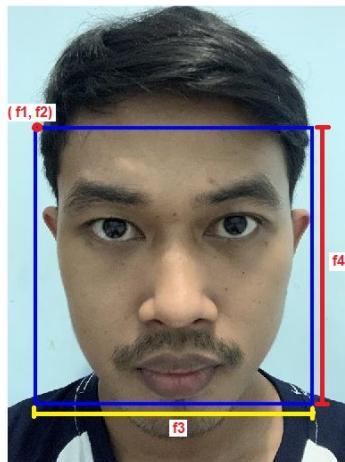


Fig. 5. Information of boundary and position.

The upper horizontal line information was used as the upper border for the forehead area (horizontal T-area). Also, the lower horizontal line was used as the lower border of the chin (lower U-area).

Additionally, the eye position detection results were extracted using the same function. The information obtained from the eye position is given below.

$$\text{BBe} = [e1 \ e2 \ e3 \ e4] \quad (2)$$

Description :

e1 = x-coordinate of the upper left corner of the eye box
e2 = y-coordinate of the upper left corner of the eye box
e3 = horizontal distance of eye box
e4 = vertical distance of eye box

The relationship between BBe and the eye position is shown in Figure 6.

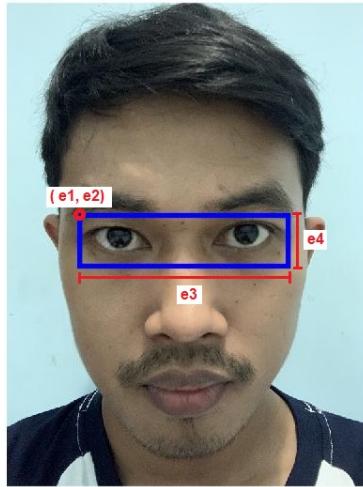


Fig. 6. Eye position.

The information from the center point was used as a reference for the vertical T-area. Also, two-thirds of the eye box length was used as a reference to obtain the length of the forehead box (forehead / horizontal T-area). The width of the eye box was used as a reference to get the distance between the eye box and the forehead box.

The results of nose position detection were extracted with the same function, and the information obtained is given in the equation below.

$$BBn = [n1 \ n2 \ n3 \ n4] \quad (3)$$

Description :

n1 = x-coordinate of the top left corner of the nose box
n2 = y-coordinate of the top left corner of the nose box
n3 = horizontal distance of nose box
n4 = vertical distance of nose box

The relationship between body weight and nose position is presented in Figure 7.

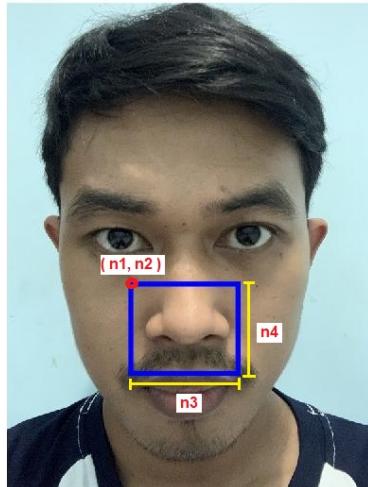


Fig. 7. Nose position.

Information regarding the nose box midpoint was used as a reference for the lower end of the vertical T-area. Therefore, the vertical T-area distance was obtained easily by drawing the distance between the lower bound of the horizontal T-area / forehead to the midpoint of the nose box. Furthermore, the midpoint of the nose was also used as the center of the vertical T-area. The width of the vertical T-area was obtained by an applied deviation to the left and the right. Right and left borders together with the upper border of the mouth and the distance between the lower border of the eye are used to get the U-area of the left-cheek and right-cheek.

On the same note, the detection of the mouth position was extracted, and the obtained information was recorded as follows.

$$BBm = [m1 \ m2 \ m3 \ m4] \quad (4)$$

Description :

$m1$ = x-coordinate of the upper left corner of the mouth box

$m2$ = y-coordinate of the upper left corner of the mouth box

$m3$ = horizontal distance of mouth box

$m4$ = vertical distance of mouth box

The relationship between BBm and mouth position is shown in Figure 8 below.

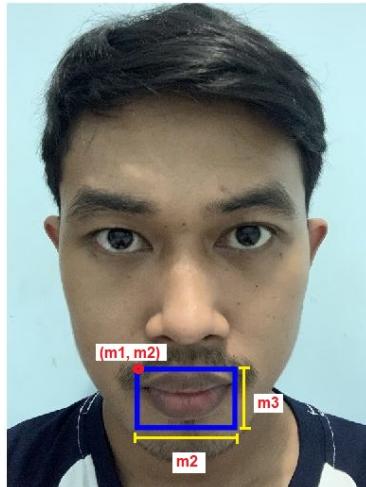


Fig. 8. Mouth position.

The information from the lower border of the mouth was used as a reference for the upper limit of the lower U-area (chin). Also, the lower limit of the chin used the lower border of the face area, while the width of the mouth was used as a reference to get the length of the box in the chin area.

3.3 T-area detection

The T-area detection comprised the forehead and nose, whereby the forehead area detection used the information from the face area, eye equation-2, and nose, given in equations-1 to equation-3. Also, the T-area includes the forehead (horizontal T-area) and the nose (vertical T-area). The following equation was used to get the forehead area:

The coordinates of the right corner (x) were obtained from the left border of the eye box plus 1/6 of the length of the eye box, because most oily facial features in the forehead area are located at 2/3 of the forehead width in the middle position, and the upper limit (y) used the upper border of the face area:

$$Th1 = e1 + e3/6 \quad (5)$$

Description :

Th1 = x-coordinate of the top left corner of the forehead box

e1 = x-coordinate of the upper left corner of the eye box

e3 = horizontal distance of eye box

$$Th2 = f2 \quad (6)$$

Description :

Th2 = y-coordinate of the top left corner of the forehead box

f2 = y-coordinate of the top left corner of the face box

The width of the forehead measured 2/3 of the length of the eye area, while the lower border of the forehead area is above the upper border of the eye area as far as 1/3 of the eye area:

$$Th3 = e3 * 2/3 \quad (7)$$

Description :

Th3 = horizontal distance of forehead box

e1 = x-coordinate of the upper left corner of the eye box

$$Th4 = (e2 - e4/2) - f2 \quad (8)$$

Description :

Th4 = vertical distance of forehead box

e2 = y-coordinate of the upper left corner of the eye box

e4 = vertical distance of eye box

f2 = y-coordinate of the top left corner of the face box

The results of the T-area detection on the forehead (horizontal) are as shown in Figure 9.

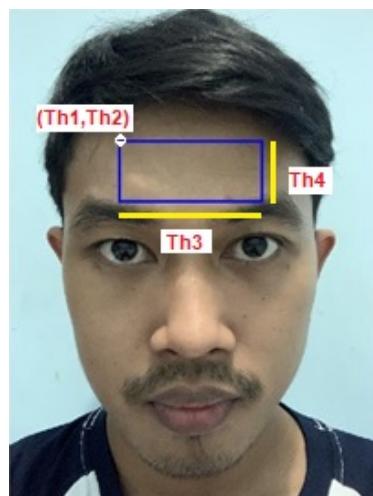


Fig. 9. T-area of the forehead (horizontal).

The information regarding the nose and forehead areas was fundamental in calculating the T-area of the nose. Therefore, the x coordinate is the midpoint of the nose area minus 1/2 the width of the vertical T-area. Because the width of the vertical T-area is, half on the left of the center line and the other half on the right. However, the width of the vertical T-area is 2/3 the length of the nose area, because the width of the vertical T-area, located between the eyes, and the width is about 2/3 the width of the nose.

$$Tv3 = n3 * 2/3 \quad (\text{the width of the T-area}) \quad (9)$$

Description :

Tv3 = the horizontal distance of the nose box (the width of the T-area of the nose)

e2 = y-coordinate of the upper left corner of the eye box

n3 = horizontal distance of nose box

$$Tv1 = (n1 + n3/2) - Tv3/2 \quad (10)$$

Description :

Tv1 = x-coordinate of the top left corner of the nose box (vertical T-area)

n1 = x-coordinate of the top left corner of the nose box

n3 = horizontal distance of nose box

Tv3 = the horizontal distance of the nose box (the width of the T-area of the nose)

The upper limit (y) was obtained from the lower boundary of the forehead given by:

$$Tv2 = Th2 + Th4 \quad (11)$$

Description :

Tv2 = y-coordinate of the top left corner of the nose box (vertical T-area)

Th2 = y-coordinate of the top left corner of the forehead box (horizontal T-area)

Th4 = vertical distance of forehead box (horizontal T-area)

The height of the nose was obtained by determining the distance between the midpoint and the upper border of the nose area:

$$Tv4 = (n2 + n4/2) - (Th2 + Th4) \quad (12)$$

Description :

Tv4 = nose box vertical distance (vertical T-area)

n2 = y-coordinate of the upper left corner of the nose

n4 = vertical distance of nose box

Th2 = y-coordinate of the top left corner of the forehead box (horizontal T-area)

Th4 = vertical distance of forehead box (horizontal T-area)

The detection results of the nose around the T-area (vertical) are as shown in Figure 10.

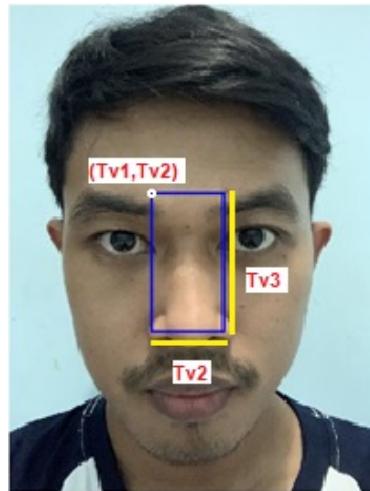


Fig. 10. T-area of the nose.

The total T-area was obtained when Figures 8 and 9 were combined, as shown in Figure 11.

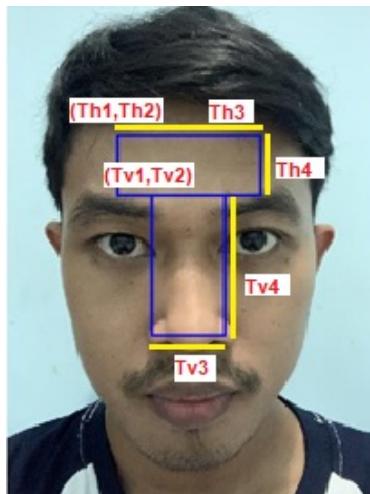


Fig. 11. T-area.

3.4 U-area detection

The U-area detection is also divided into two parts, including the cheek area (right-left) and chin. The cheek area used information for the eye and nose, where the first step involved searching the right cheek using the xy coordinate. These coordinates were obtained by utilizing information from the eyes area.

$$Uka1 = e1 \quad (13)$$

Description :

Uka1 = x-coordinate of the upper left corner of the right cheek (U-area)
e1 = x-coordinate of the upper left corner of the eye box

$$Uka2 = e2 + e4 \quad (14)$$

Description :

Uka2 = y-coordinate of the upper left corner of the right cheek (U-area)
e2 = y-coordinate of the upper left corner of the eye box
e4 = vertical distance of eye box

The width and height of the right cheek were obtained by utilizing information from eyes and nose areas, with the following equation:

$$Uka3 = n1 - Uka1 \quad (15)$$

Description :

Uka3 = horizontal distance of the top left cheek right cheek (U-area)
n2 = x-coordinate of the top left corner of the nose box
Uka1 = x-coordinate of the top left corner of the right cheek box

$$Uka4 = n4 \quad (16)$$

Description :

Uka4 = vertical distance of the upper left box of the right cheek (U-area)
n4 = nose box vertical distance

Detecting the xy coordinates of the left cheek used information obtained from the nose and eyes areas, with the following equation:

$$Uki1 = n1 + n3 \quad (17)$$

Description :

Uki1 = x-coordinate of the upper left corner of the left cheek (U-area)
n1 = x-coordinate of the top left corner of the nose box
n3 = horizontal distance of nose box

$$Uki2 = e2 + e4 \quad (18)$$

Description :

Uki2 = y-coordinate of the upper left corner of the left cheek (U-area)
e2 = y-coordinate of the upper left corner of the eye box
e4 = vertical distance of eye box

The width and height of the left cheek were obtained by utilizing the information from the nose and eye areas, with the following equation:

$$Uki3 = (e1 + e3) - (n1 + n3) \quad (19)$$

Description :

$Uki3$ = left cheek horizontal distance (U-area)
 $e1$ = x-coordinate of the upper left corner of the eye box
 $e3$ = horizontal distance of eye box
 $n1$ = x-coordinate of the top left corner of the nose box
 $n3$ = horizontal distance of nose box

$$Uki2 = n4 \quad (20)$$

Description :

$Uki4$ = vertical distance of left cheek (U-area)
 $n4$ = nose box vertical distance
 ok top left eye box
 $e4$ = vertical distance of eye box

The U-area detection results for the right and left cheeks are shown in Figure 12.

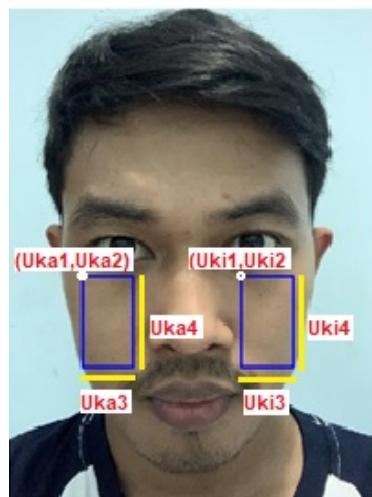


Fig. 12. U-area of the right cheek and left cheek.

Furthermore, the information from the mouth and nose was used to detect the area of the chin. The left border of the chin area is equal to the left border of the mouth area and slightly shifted by 1/6 width of the mouth to the center, Because usually the chin is narrower than the mouth, and the width is about 2/3 the width of the mouth. Additionally, the upper limit of the chin area used the information on the lower boundary of the mouth area (ascend 1/4 part), this is because the mouth box extends down and slightly takes up the chin area, which led to the following equation:

$$Ub1 = m1 + m3/6 \quad (21)$$

Description :

Ub1 = x-coordinate of the top left corner of the chin box (U-area)

m1 = x-coordinate of the upper left corner of the mouth box

m3 = horizontal distance of mouth box

$$Ub2 = m2 + m4 * 3/4 \quad (22)$$

Description :

Ub2 = y-coordinate of the top left corner of the chin box (U-area)

m2 = y-coordinate of the upper left corner of the mouth box

m4 = vertical distance of mouth box

The width of the chin is equal to 2/3 of the mouth width, considering that the lower part of the chin is contracting. Also, the height of the chin includes the distance between the lower border of the face slightly down (1/4 the height of the mouth) with the upper chin limit as obtained by the following equation:

$$Ub3 = m3 * 2/3 \quad (23)$$

Description :

Ub3 = chin box horizontal distance (U-area)

m3 = horizontal distance of mouth box

$$Ub4 = (f2 + f4 + m4/4) - Ub2 \quad (24)$$

Description :

Ub4 = vertical distance of chin box (U-area)

f2 = y-coordinate of the top left corner of the face box

f4 = vertical distance of face box

m4 = vertical distance of mouth box

Ub2 = y-coordinate of the top left corner of the chin box (U-area)

If the lower limit of the face area is smaller than the lower limit of the mouth. Since most chins are slightly longer than their mouths by about 25%, the length of the chin is the length of the mouth times 1.25, then Ub4 will be obtained using the following equation:

$$Ub4 = m4 * 1.25 \quad (24)$$

Ub4 = vertical distance of chin box (U-area)

m4 = vertical distance of mouth box

Based on the above equation, the U-area of the chin (bottom) was obtained, as shown in Figure 13.



Fig. 13. Chin area.

When Figures 12 and 13 were combined, the total U-area obtained was as shown in Figure 14.

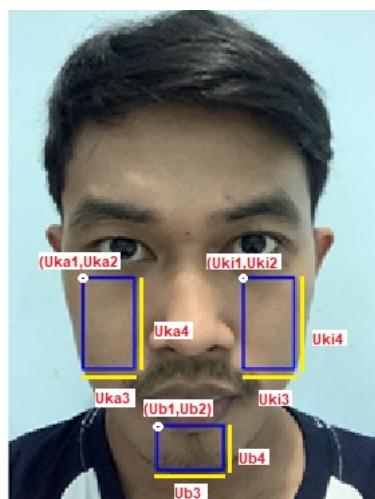


Fig. 14. Total U-area.

When the T and U areas were combined in the same image, the results were as shown in Figure 15.

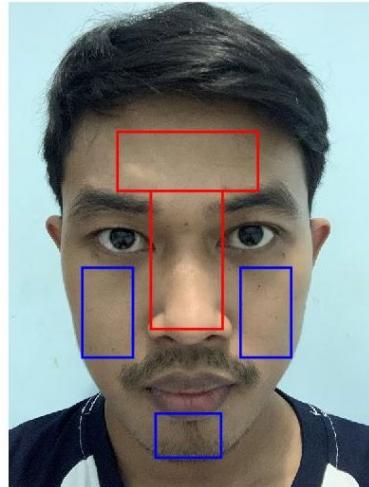


Fig. 15. T-area and U-area.

3.5 Accuracy

To calculate the accuracy of the U and T areas, the segmentation results of the face, applied the precision of the forehead, nose, right-cheek, left-cheek, and chin positions. The detection could be declared correct when all the areas mentioned above are detected. However, if one area is incorrect, the accuracy for the image drops to 80%. If all areas are not detected, the detection accuracy for the U-area and T-area in the image is stated as 0%. Based on the results, all the image samples detected using this method obtained 100% accuracy.

$$Acc = \frac{\sum_{i=1}^c A_i}{c} \quad (7)$$

If n tests are carried out, and the correct one is denoted by 1 while the wrong one is denoted by 0. Then the accuracy is the sum of all the values of 1 and 0 divided by the number of examiners. For example, 10 tests were carried out and 7 were correct, then accuracy = $(1+1+0+1+1+0+1+1+0+1)/10=7/10=70\%$. A denotes the accuracy of detection per image with 5 segmentations comprising the U and T areas in percentage, while C is the number of images detected. The accuracy of 25 trials on different images totals 100%.

4 Conclusion

The `vision.CascadeObjectDetector` function was instrumental in calculating the U-area, which includes the right and left cheeks along with the chin and the T-area, comprising the forehead and nose. Furthermore, the function accurately detected the face area, including the position of the eyes, nose, and mouth. The success level in determining the two areas adds to 100%, as long as the boundaries of the face, eye, nose, and mouth are given correctly, which highly depends on the frontal position of the image before the camera and the straight neck.

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An Efficient Segmentation of U-area and T-area on Facial Images by Using Matlab with Hough Transform and Viola-Jones Algorithm Base

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An Efficient Segmentation of U-area and T-area on Facial Images by Using Matlab with Hough Transform and Viola-Jones Algorithm Base

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1

Abstract. The left and right cheeks and chin (U-area) and the forehead and nose (T-area) are useful for examining skin types. These areas provide crucial information to determine facial characteristics. The Matlab application function, particularly the Viola-Jones Algorithm base, is helpful in detecting the U and T areas. This application accurately detects normal images for face, including the eyes, nose, and mouth position. The T-area was determined by referring to the position of the eyes and nose, while the U-area was identified based on the eyes, nose, and mouth position. The accuracy in determining the two areas using this method was close to 100%.

Keywords: U-area; T-area; Viola-Jones Algorithm

1 Introduction

Some parts of the face, such as the forehead and nose (T-area), chin and cheeks (U-area), are useful in examining skin types. The two parts have distinct features, with the T-area being oily while the U-area being dry [1][2]. These observations are supported by the results [3], which stated that most Chinese women with oily skin have shiny noses, foreheads, and cheeks. More research has been conducted regarding facial skin characteristics, including the level of oil production and facial contours, based on the features extracted from the T-area and U-area [4, 5].

13

The location of facial organs such as the eyebrows, eyes, and mouth help determine the T-area and U-area. A lot of research concerning automatic eyebrow detection for facial recognition has been conducted. Previous research shows that the Hough transformation application can be used to obtain the approximate position of the eyebrows based on the inclination level of the face [6, 7]. For instance, the Prewitt method locates the eyebrow [12] through edge detection by calculating the average value of the green channel gradient on the image of the upper part of the face according to the X-axis [8]. This method is proposed based on the consideration that the eyebrows are at the top of the face and have a darker color than the skin in surrounding area. Another method is performed by extracting the features of the eyes, mouth, and facial edges using measurements obtained from the image color space [9]. The eye usually contains dark and bright pixels on the luma component, making its detection easier using morphological surgery [10].

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The neural network method helped to detect the mouth and lips while searching for objects with the longest major axis value was conducted using Principal Component Analysis. Furthermore, opening morphology is used to detect eyebrows in grayscale images of the face, and oral detection is performed using the 4-connected context method [11, 12]. However, mouth detection becomes difficult when the mouth is open to the extent of exposing the teeth. This is because opening the mouth makes it hard to enhance the contrast and perform hole filling.

Previous research shows that the detection of brow contours might use K-means clustering [13]. Another research showed that eyebrow detection could be conducted by initially detecting the position of the [15] yes and then searching the dark area above [14]. Furthermore, the Gaussian model was used in the HSV color space to detect non-skin areas and the Laplacian operator to perform edge detection. The mouth detection was performed from the left end part of the mouth using a subclass-based classifier, then used to generate a Gaussian model and Laplacian operator. An efficient way to yield a 96% success level for detecting eyebrows involves a computational method with a gradient and signed edge map [15]. In general, eyebrow detection methods are inaccurate when the brow line is not visible because it is covered by another object (glasses or hair), a thin eyebrow line, or uneven lighting.

The T-area detection can be conducted by initially using canny edge detection and Hough transform [16]. The success of determining the correct position of eyebrows affects the location of the T-area. Furthermore, to detect the U-area [17] requires several stages, including detecting the fuzzy edge to produce edge images. The Hough transformation application is applied to detect facial shapes, and finally, the Viola-Jones algorithm detects the location of the eyes and mouth. However, this method requires time and extensive memory since the two areas use different methods and require less efficient algorithms and computations.

This research applied a simpler, faster, and more efficient method by utilizing one of the Matlab functions, which is also based on the Viola-Jones algorithm to obtain facial, eye, nose, and mouth position features. There were 25 facial images from 4 different races samples that were analyzed, and the results of U-area and T-area position detection obtained 100% accuracy.

2 Methodology

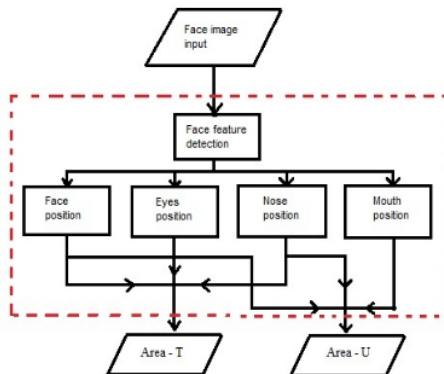


Fig. 1. U-area and T-area detection methods.

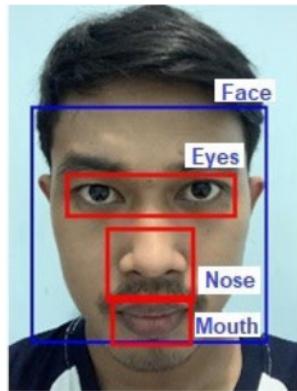


Fig. 2. Position of face, eyes, nose, and mouth.

The **information** provided by Matlab `vision.CascadeObjectDetector` function was used to detect and segment the U and T areas. This **function** is based on the Viola-Jones algorithm, which accurately determines the normal face, eyes, nose, and mouth position. The T-area was determined based on the position **3** of the face, eyes, and nose, while the U-area was determined with the help of **3** formation on the position of the face, nose, and mouth. The image below shows the results of the face, eyes, nose, and mouth position detection.

2.1 U-area

The U-Area involves the area around the cheeks and chin, which forms the letter U and is helpful in classifying facial skin types. This area requires extra attention and treatment because it has more oil glands than other skin parts. The example of the U-area on the face is shown in Figure 3.

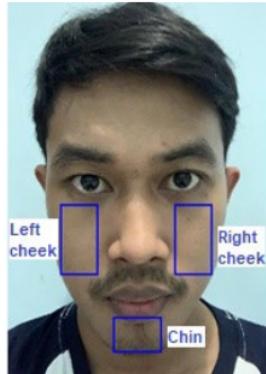


Fig. 3. U-area on the facial images.

2.2 T-area

The T-area includes the forehead and nose, which form the letter T on the face, and it is deemed the oiliest part of the skin because of its numerous oil glands. Figure 4 below shows this part of the face.

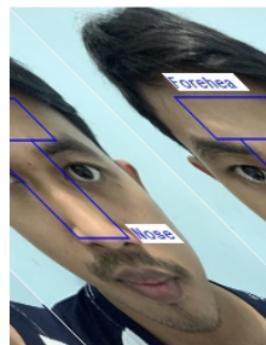


Fig. 4. T-area on the facial images.

3 Result and Discussion

3.1 Image dataset and groundtruth

1

The detection system experiments of U-area and T-area on facial images used a sample data of 24. The data for the front facial images were drawn from four Indonesian races, including mixed, Mongoloid Malay, Papuan Melanezoid, and Weddoid. The experts selected the U-area and T-area groundtruth best images, which were used for comparison.

3.2 Position detection of face, eye, nose, and mouth

Before detecting the U and T areas, the first step involved detecting the facial border, position of eyes, nose, and mouth. With the help of the vision.cascadeObjectDetector Matlab function, information was detected in the form of coordinate points of the upper left corner of xy , x = data 1 and y = data 2, horizontal distance (data 3), and vertical distance (data 4). When detecting a face, the following data will be obtained:

$$BBf = [f1 \ f2 \ f3 \ f4] \quad (1)$$

Description :

8

$f1$ = x-coordinate 8 the top left corner of the face box

$f2$ = y-coordinate of the top left corner of the face box

$f3$ = distance between the x-coordinate and the right border of the face box

$f4$ = distance between the y-coordinate and the lower bound of the face box

This data was used to determine the size of the box in which the face was detected.

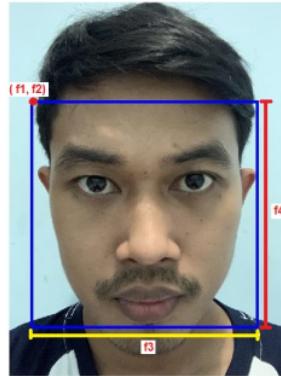


Fig. 5. Information of boundary and position.

The upper horizontal line information was used as the upper border for the forehead area (horizontal T-area). Also, the lower horizontal line was used as the lower border of the chin (lower U-area).

Additionally, the eye position detection results were extracted using the same function. The information obtained from the eye position is given below.

$$BBe = [e1 \ e2 \ e3 \ e4] \quad (2)$$

Description :

- e1 = x-coordinate of the upper left corner of the eye box
- e2 = y-coordinate of the upper left corner of the eye box
- e3 = horizontal distance of eye box
- e4 = vertical distance of eye box

The relationship between BBe and the eye position is shown in Figure 6.

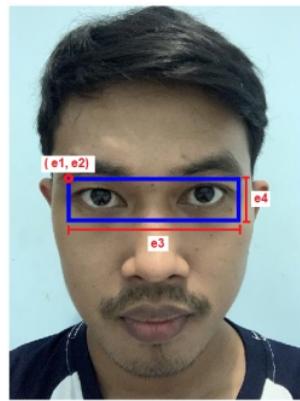


Fig. 6. Eye position.

The information from the center point was used as a reference for the vertical T-area. Also, two-thirds of the eye box length was used as a reference to obtain the length of the forehead box (forehead / horizontal T-area). The width of the eye box was used as a reference to get the distance between the eye box and the forehead box.

The results of nose position detection were extracted with the same function, and the information obtained is given in the equation below.

$$BBn = [n1 \ n2 \ n3 \ n4] \quad (3)$$

Description :

- n1 = x-coordinate of ⁶6: top left corner of the nose box
- n2 = y-coordinate of the top left corner of the nose box
- n3 = horizontal distance of nose box
- n4 = vertical distance of nose box

The relationship between body weight and nose position is presented in Figure 7.

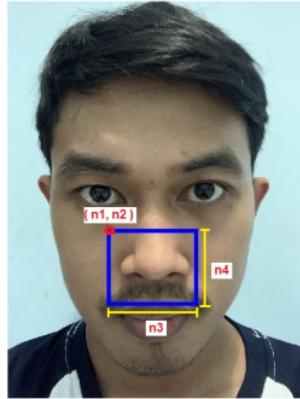


Fig. 7. Nose position.

Information regarding the nose box midpoint was used as a reference for the lower end of the vertical T-area. Therefore, the vertical T-area distance was obtained easily by drawing the distance between the lower bound of the horizontal T-area / forehead to the midpoint of the nose box. Furthermore, the midpoint of the nose was also used as the center of the vertical T-area. The width of the vertical T-area was obtained by an applied deviation to the left and the right. Right and left borders together with the upper border of the mouth and the distance between the lower border of the eye are used to get the U-area of the left-cheek and right-cheek.

On the same note, the detection of the mouth position was extracted, and the obtained information was recorded as follows.

$$BBm = [m1 \ m2 \ m3 \ m4] \quad (4)$$

Description :

m1 = x-coordinate of the upper left corner of the mouth box

m2 = y-coordinate of the upper left corner of the mouth box

m3 = horizontal distance of mouth box

m4 = vertical distance of mouth box

The relationship between BBm and mouth position is shown in Figure 8 below.

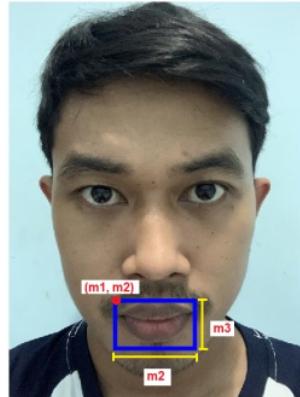


Fig. 8. Mouth position.

The information from the lower border of the mouth was used as a reference for the upper limit of the lower U-area (chin). Also, the lower limit of the chin used the lower border of the face area, while the width of the mouth was used as a reference to get the length of the box in the chin area.

3.3 T-area detection

The T-area detection comprised the forehead and nose, whereby the forehead area detection used the information from the face area, eye equation-2, and nose, given in equations-1 to equation-3. Also, the T-area includes the forehead (horizontal T-area) and the nose (vertical T-area). The following equation was used to get the forehead area:

The coordinates of the right corner (x) were obtained from the left border of the eye box plus 1/6 of the length of the eye box, because most oily facial features in the forehead area are located at 2/3 of the forehead width in the middle position, and the upper limit (y) used the upper border of the face area:

$$Th1 = e1 + e3/6 \quad (5)$$

Description :

Th1 = x-coordinate of the top left corner of the forehead box

e1 = x-coordinate of the upper left corner of the eye box

e3 = horizontal distance of eye box

$$Th2 = f2 \quad (6)$$

Description :

Th2 = y-coordinate of the top left corner of the forehead box

f2 = y-coordinate of the top left corner of the face box

The width of the forehead measured 2/3 of the length of the eye area, while the lower border of the forehead area is above the upper border of the eye area as far as 1/3 of the eye area:

$$Th3 = e3 * 2/3 \quad (7)$$

Description :

Th3 = horizontal distance of forehead box

e1 = x-coordinate of the upper left corner of the eye box

$$Th4 = (e2 - e4/2) - f2 \quad (8)$$

Description :

Th4 = vertical distance of forehead box

e2 = y-coordinate of the upper left corner of the eye box

e4 = vertical distance of eye box

f2 = y-coordinate of the top left corner of the face box

The results of the T-area detection on the forehead (horizontal) are as shown in Figure 9.

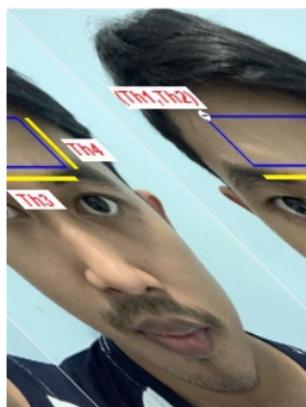


Fig. 9. T-area of the forehead (horizontal).

The information regarding the nose and forehead areas was fundamental in calculating the T-area of the nose. Therefore, the x coordinate is the midpoint of the nose area minus $1/2$ the width of the vertical T-area. Because the width of the vertical T-area is, half on the left of the center line and the other half on the right. However, the width of the vertical T-area is $2/3$ the length of the nose area, because the width of the vertical T-area, located between the eyes, and the width is about $2/3$ the width of the nose.

$$Tv3 = n3 * 2/3 \quad (\text{the width of the T-area}) \quad (9)$$

Description :

Tv3 = the horizontal distance of the nose box (the width of the T-area of the nose)
e2 = y-coordinate of the upper left corner of the eye box
n3 = horizontal distance of nose box

$$Tv1 = (n1 + n3/2) - Tv3/2 \quad (10)$$

Description :
Tv1 = x-coordinate of the top left corner of the nose box (vertical T-area)
n1 = x-coordinate of the top left corner of the nose box
n3 = horizontal distance of nose box
Tv3 = the horizontal distance of the nose box (the width of the T-area of the nose)

The upper limit (y) was obtained from the lower boundary of the forehead given by:

$$Tv2 = Th2 + Th4 \quad (11)$$

Description :
Tv2 = y-coordinate of the top left corner of the nose box (vertical T-area)
Th2 = y-coordinate of the top left corner of the forehead box (horizontal T-area)
Th4 = vertical distance of forehead box (horizontal T-area)

The height of the nose was obtained by determining the distance between the midpoint and the upper border of the nose area:

$$Tv4 = (n2 + n4/2) - (Th2 + Th4) \quad (12)$$

Description :
Tv4 = nose box vertical distance (vertical T-area)
n2 = y-coordinate of the upper left corner of the nose
n4 = vertical distance of nose box
Th2 = y-coordinate of the top left corner of the forehead box (horizontal T-area)
Th4 = vertical distance of forehead box (horizontal T-area)

The detection results of the nose around the T-area (vertical) are as shown in Figure 10.

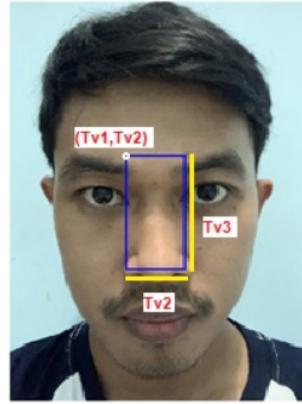


Fig. 10. T-area of the nose.

The total T-area was obtained when Figures 8 and 9 were combined, as shown in Figure 11.

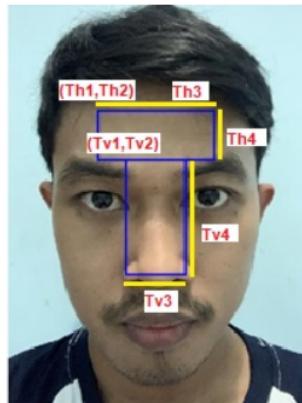


Fig. 11. T-area.

3.4 U-area detection

The U-area detection is also divided into two parts, including the cheek area (right-left) and chin. The cheek area used information for the eye and nose, where the first step involved searching the right cheek using the xy coordinate. These coordinates were obtained by utilizing information from the eyes area.

$$Uka1 = e1 \quad (13)$$

Description :

Uka1 = x-coordinate of the upper left corner of the right cheek (U-area)
e1 = x-coordinate of the upper left corner of the eye box

$$Uka2 = e2 + e4 \quad (14)$$

Description :

Uka2 = y-coordinate of the upper left corner of the right cheek (U-area)
e2 = y-coordinate of the upper left corner of the eye box
e4 = vertical distance of eye box

The width and height of the right cheek were obtained by utilizing information from eyes and nose areas, with the following equation:

$$Uka3 = n1 - Uka1 \quad (15)$$

Description :

Uka3 = horizontal distance of the top left cheek right cheek (U-area)
n2 = x-coordinate of the top left corner of the nose box
Uka1 = x-coordinate of the top left corner of the right cheek box

$$Uka4 = n4 \quad (16)$$

Description :

Uka4 = vertical distance of the upper left box of the right cheek (U-area)
n4 = nose box vertical distance

Detecting the xy coordinates of the left cheek used information obtained from the nose and eyes areas, with the following equation:

$$Uki1 = n1 + n3 \quad (17)$$

Description :

Uki1 = x-coordinate of the upper left corner of the left cheek (U-area)
n1 = x-coordinate of the top left corner of the nose box
n3 = horizontal distance of nose box

$$Uki2 = e2 + e4 \quad (18)$$

Description :

Uki2 = y-coordinate of the upper left corner of the left cheek (U-area)
e2 = y-coordinate of the upper left corner of the eye box
e4 = vertical distance of eye box

The width and height of the left cheek were obtained by utilizing the information from the nose and eye areas, with the following equation:

$$Uki3 = (e1 + e3) - (n1 + n3) \quad (19)$$

Description :

Uki3 = left cheek horizontal distance (U-area)
 e1 = x-coordinate of the upper left corner of the eye box
 e3 = horizontal distance of eye box
 n1 = x-coordinate of the top left corner of the nose box
 n3 = horizontal distance of nose box

$$Uki2 = n4 \quad (20)$$

Description :

Uki4 = vertical distance of left cheek (U-area)
 n4 = nose box vertical distance
 ok top left eye box
 e4 = vertical distance of eye box

The U-area detection results for the right and left cheeks are shown in Figure 12.

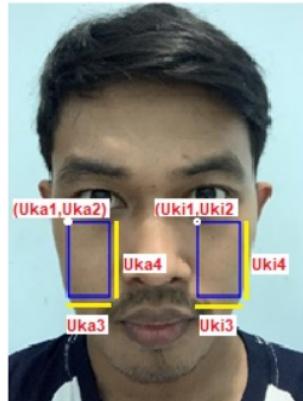


Fig. 12. U-area of the right cheek and left cheek.

Furthermore, the information from the mouth and nose was used to detect the area of the chin. The left border of the chin area is equal to the left border of the mouth area and slightly shifted by 1/6 width of the mouth to the center. Because usually the chin is narrower than the mouth, and the width is about 2/3 the width of the mouth. Additionally, the upper limit of the chin area used the information on the lower boundary of the mouth area (ascend 1/4 part), this is because the mouth box extends down and slightly takes up the chin area, which led to the following equation:

$$Ub1 = m1 + m3/6 \quad (21)$$

Description :

Ub1 = x-coordinate of the top left corner of the chin box (U-area)

m1 = x-coordinate of the upper left corner of the mouth box

m3 = horizontal distance of mouth box

$$Ub2 = m2 + m4 * 3/4 \quad (22)$$

Description :

Ub2 = y-coordinate of the top left corner of the chin box (U-area)

m2 = y-coordinate of the upper left corner of the mouth box

m4 = vertical distance of mouth box

The width of the chin is equal to 2/3 of the mouth width, considering that the lower part of the chin is contracting. Also, the height of the chin includes the distance between the lower border of the face slightly down (1/4 the height of the mouth) with the upper chin limit as obtained by the following equation:

$$Ub3 = m3 * 2/3 \quad (23)$$

Description :

Ub3 = chin box horizontal distance (U-area)

m3 = horizontal distance of mouth box

$$Ub4 = (f2 + f4 + m4/4) - Ub2 \quad (24)$$

Description :

Ub4 = vertical distance of chin box (U-area)

f2 = y-coordinate of the top left corner of the face box

f4 = vertical distance of face box

m4 = vertical distance of mouth box

Ub2 = y-coordinate of the top left corner of the chin box (U-area)

If the lower limit of the face area is smaller than the lower limit of the mouth. Since most chins are slightly longer than their mouths by about 25%, the length of the chin is the length of the mouth times 1.25, then Ub4 will be obtained using the following equation:

$$Ub4 = m4 * 1.25 \quad (24)$$

Ub4 = vertical distance of chin box (U-area)

m4 = vertical distance of mouth box

Based on the above equation, the U-area of the chin (bottom) was obtained, as shown in Figure 13.



Fig. 13. Chin area.

When Figures 12 and 13 were combined, the total U-area obtained was as shown in Figure 14.

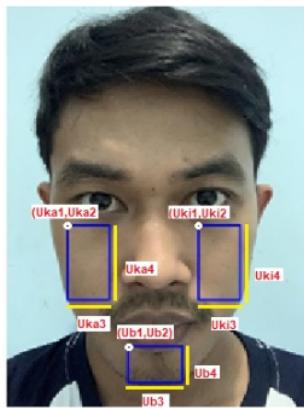


Fig. 14. Total U-area.

When the T and U areas were combined in the same image, the results were as shown in Figure 15.

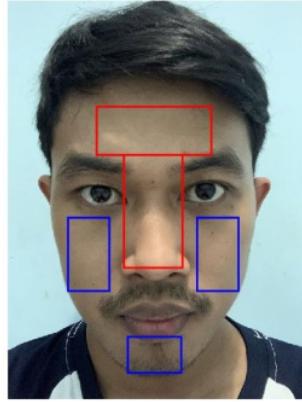


Fig. 15. T-area and U-area.

3.5 Accuracy

5

To calculate the accuracy of the U and T areas, the segmentation results of the face, applied the precision of the forehead, nose, right-cheek, left-cheek, and chin positions. The detection could be declared correct when all the areas mentioned above are detected. However, if one area is incorrect, the accuracy for the image drops to 80%. If all areas are not detected, the detection accuracy for the U-area and T-area in the image is stated as 0%. Based on the results, all the image samples detected using this method obtained 100% accuracy.

$$Acc = \sum_{i=1}^c A_i \frac{1}{c} \quad (7)$$

If n tests are carried out, and the correct one is denoted by 1 while the wrong one is denoted by 0. Then the accuracy is the sum of all the values of 1 and 0 divided by the number of examiners. For example, 10 tests were carried out and 7 were correct, then accuracy = $(1+1+0+1+1+0+1+1+0+1)/10=7/10=70\%$. A denotes the accuracy of detection per image with 5 segmentations comprising the U and T areas in percentage, while C is the number of images detected. The accuracy of 25 trials on different images totals 100%.

4 Conclusion

The `vision.CascadeObjectDetector` function was instrumental 5 calculating the U-area, which includes the right and left cheeks along with the chin and the T-area, comprising the forehead and nose. Furthermore, the function accurately detected the face area, including the position of the eyes, nose, and mouth. The success level in determining the two areas adds to 100%, as long as the boundaries of the face, eye, nose, and mouth are given correctly, which highly depends on the frontal position of the image before the camera and the straight neck.

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