

# Benchmarking Synthetic Data Generation Approaches for Eyeglasses Detection Algorithms Development

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## Introduction

The development of accurate eyeglasses detection algorithms relies on large, annotated datasets to train convolutional neural networks (CNNs). However, acquiring and labeling real-world images is often resource-intensive, posing challenges in scaling datasets to encompass diverse eyewear styles and lighting conditions. This research benchmarks the performance CNN-based eyeglasses detectors, when trained on genuine, semi-synthetic, and fully synthetic datasets. Synthetic datasets are computer-simulated, offering precise control over object diversity, pose, and labeling accuracy.

## Aim

The aim of this research is to evaluate the effectiveness of synthetic datasets as alternatives to genuine datasets for the development of robust eyeglasses detection algorithms.

## Methods

Two genuine image datasets (FFHQ<sup>1</sup> and CelebAMask-HQ<sup>2</sup>) and two synthetic image datasets (Face Synthetics<sup>3</sup> and StyleGAN2-generated<sup>4</sup>) were used to train the RetinaNet CNN model, utilizing four different backbones.

Table 1: Summary of the datasets used to develop the eyeglass detectors

Dataset	Number of Images	Number of Glasses	Resolution
FFHQ	70,000	16,039	1024×1024
CelebAMask-HQ	30,000	1545	1024×1024
Face Synthetics	100,000	14,303	512×512
StyleGAN2 generated	2664	2664	1024×1024

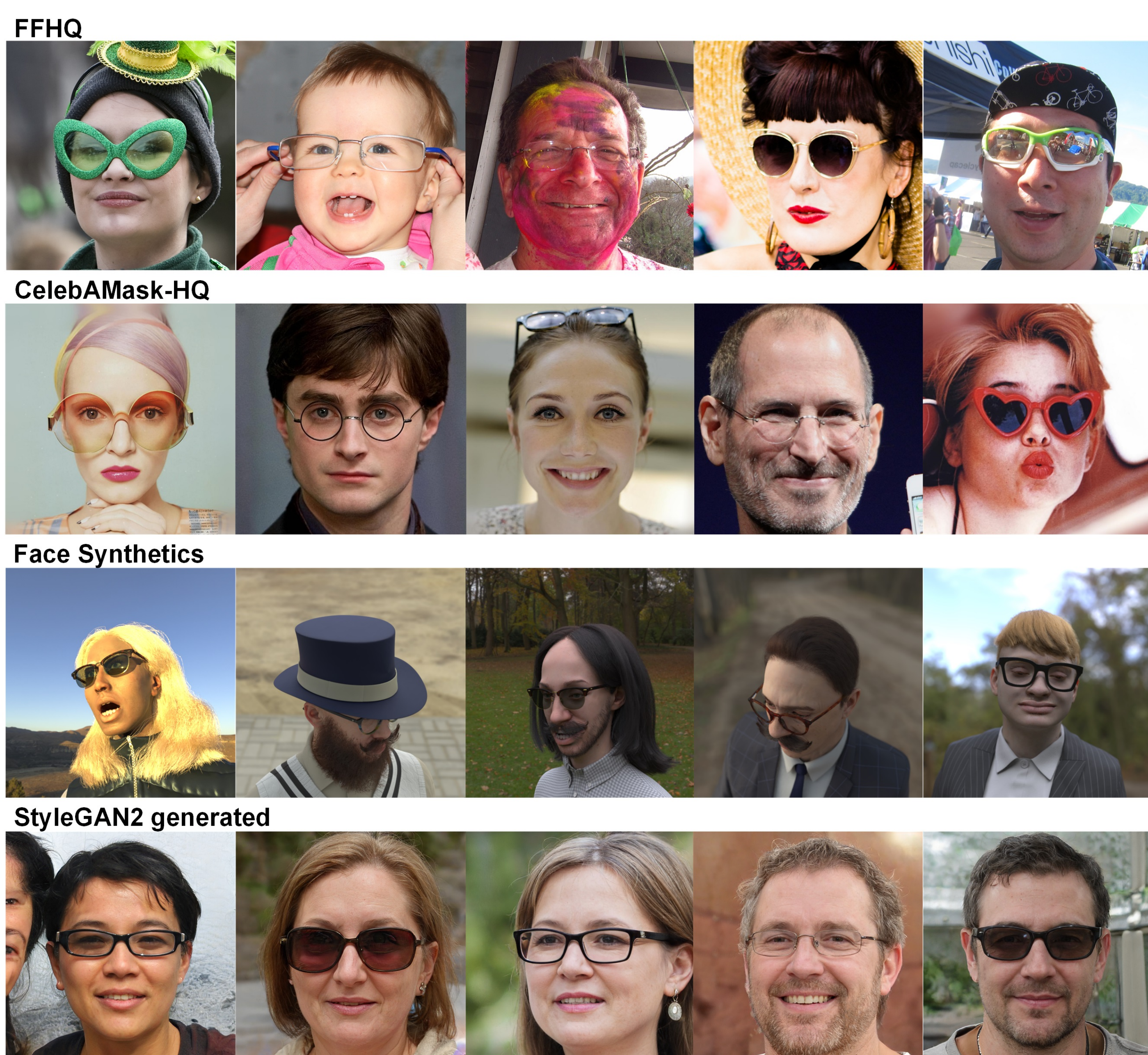


Figure 1: Samples from glasses datasets

<sup>1</sup><https://github.com/NVlabs/ffhq-dataset>

<sup>2</sup><https://github.com/switchablenorms/CelebAMask-HQ>

<sup>3</sup><https://github.com/microsoft/FaceSynthetics>

<sup>4</sup><https://github.com/NVlabs/stylegan2>

Table 2: Summary of the backbones

Backbone <sup>1</sup>	Parameters <sup>2</sup>	Depth <sup>3</sup>	Size (MB) <sup>4</sup>	Input <sup>5</sup>	Latency CPU (ms) <sup>6</sup>	Latency GPU (ms) <sup>6</sup>
YOLOv8xs	1.28M	27	4.87	512 <sup>2</sup>	484	24.8
YOLOv8s	5.09M	27	19.42	512 <sup>2</sup>	1070	33.2
YOLOv8m	11.87M	39	45.29	512 <sup>2</sup>	2210	44.9
MobileNetV3s	939.12K	34	3.58	512 <sup>2</sup>	479	29.3

<sup>1</sup> Backbone type; <sup>2</sup> Number of backbone's parameters; <sup>3</sup> number of convolutional layers; <sup>4</sup> size of the weights file; <sup>5</sup> input size (resolution); <sup>6</sup> time per inference step on CPU/GPU evaluated by averaging 30 batches of size 32, and 10 repetitions (CPU: Intel Core i7 12700K Processor; RAM: 128 GB; GPU: NVIDIA GeForce RTX 4090, 24 GB; platform: Windows Subsystem for Linux (WSL) 2).

## Results

Table 3: Comparing real and synthetic images for the development of eyeglass detection algorithms

Model	Training Data	Test Data			
		FFHQ Glasses		CelebAMask-HQ	
		AP <sup>1</sup>	AR <sup>1</sup>	AP	AR
YOLOv8xs	FFHQ Glasses	0.86	0.89	0.83	0.87
	CelebAMask-HQ	0.77	0.83	0.79	0.84
	Face Synthetics	0.76	0.79	0.76	0.80
	StyleGAN2 gen.	0.79	0.84	0.76	0.81
YOLOv8s	FFHQ Glasses	0.87	0.90	0.84	0.88
	CelebAMask-HQ	0.78	0.84	0.79	0.85
	Face Synthetics	0.78	0.81	0.78	0.82
	StyleGAN2 gen.	0.80	0.85	0.78	0.83
YOLOv8m	FFHQ Glasses	0.88	0.91	0.84	0.88
	CelebAMask-HQ	0.79	0.84	0.81	0.85
	Face Synthetics	0.79	0.82	0.78	0.82
	StyleGAN2 gen.	0.81	0.85	0.79	0.83
MobileNetV3s	FFHQ Glasses	0.83	0.87	0.80	0.84
	CelebAMask-HQ	0.74	0.80	0.76	0.82
	Face Synthetics	0.74	0.78	0.75	0.79
	StyleGAN2 gen.	0.74	0.79	0.69	0.74

<sup>1</sup> Average Precision and Average Recall. AP and AR are averaged over multiple Intersection over Union (IoU) values (0.50:0.05:0.95).

## Discussion

- Synthetic images demonstrate significant potential as viable alternatives to genuine datasets for training ML models.
- Synthetic datasets provide flexibility in image generation and annotation while maintaining detection accuracy comparable to models trained on genuine datasets.
- CNN architectures (YOLOv8 and MobileNetV3) trained on synthetic datasets achieved detection performance with minimal degradation compared to those trained on real high-quality datasets, or even outperformed real datasets with lower diversity. This suggests that synthetic data can effectively capture the variability necessary for robust model training.
- Synthetic data generation methods are less resource-intensive than collecting and annotating large real-world datasets. This scalability enables researchers to create extensive datasets encompassing diverse eyewear styles and lighting conditions without prohibitive costs.
- The findings underscore the potential of synthetic data generation as a generalizable solution for vision tasks, particularly in scenarios where annotated real-world datasets are limited or expensive to obtain.
- Further exploration of synthetic data augmentation techniques and their integration with real-world datasets could enhance performance across a broader spectrum of computer vision tasks. Additionally, refining synthetic data generation methods to mimic real-world complexities more accurately could further improve detection accuracy and robustness.