

2951-B  
Final Project  
Ammar Hattab

# Sketch Recognition Using Vector Graphics

## How Do Humans Sketch Objects?

Mathias Eitz, James Hays and Marc Alexa



## Vector Graphics

+



SVG



Bitmap

# Four Experiments

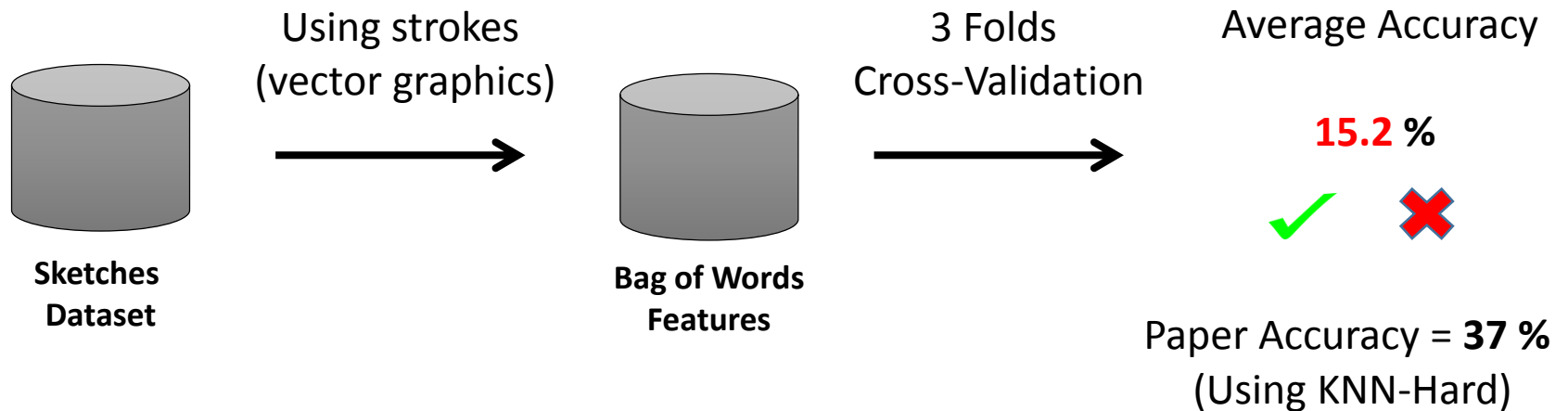
1. Paper's method, but using SVG instead of Bitmaps.
2. Adding Global Features
3. Curves Matching
4. Smaller Dataset

# Experiment 1

**Paper's Method:** HOG + Bag of Words + SVM Classifier

But using **SVG**




# Previously



- Something wrong !!

# Patch Size

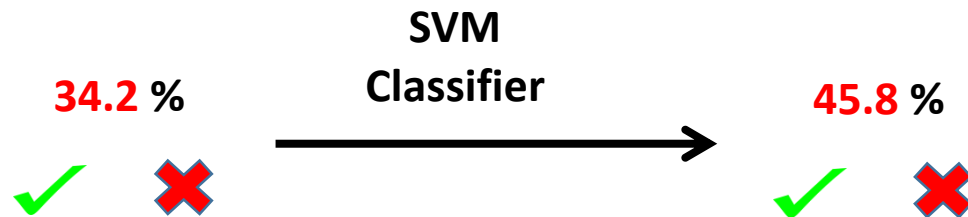
- Discovered the problem:
  - Patch\_width = 12.5 % \* sketch\_width
  - Patch\_height = 12.5 % \* sketch\_height
- Should be:
  - Patch\_area = 12.5 % \* sketch\_area
- My patches were smaller !
- Fixing that increased the accuracy to:

15.2 %    $\longrightarrow$  34.2 %  

Paper Accuracy = 44 %  
(Using KNN-Soft)

# SVM Classifier

- Tried two implementations of SVM classifier:
  - LibSVM.Net
  - Accord.Net



- Using Paper's Features:

52 %

✓ ✗

The diagram shows the performance of the SVM classifier using the paper's features. It displays the percentage "52 %" in red, with a green checkmark and a red X mark below it.

# Difference Reason

**Bitmap Accuracy**

52 %



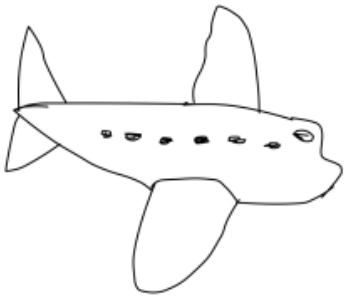
**SVG Accuracy**

45.8 %



- By debugging paper's features:

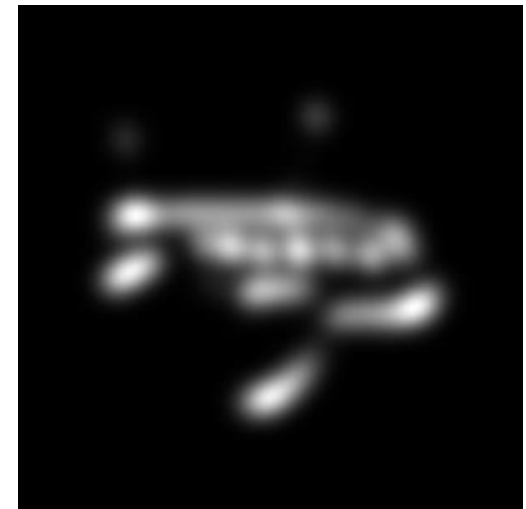
blur



gradient

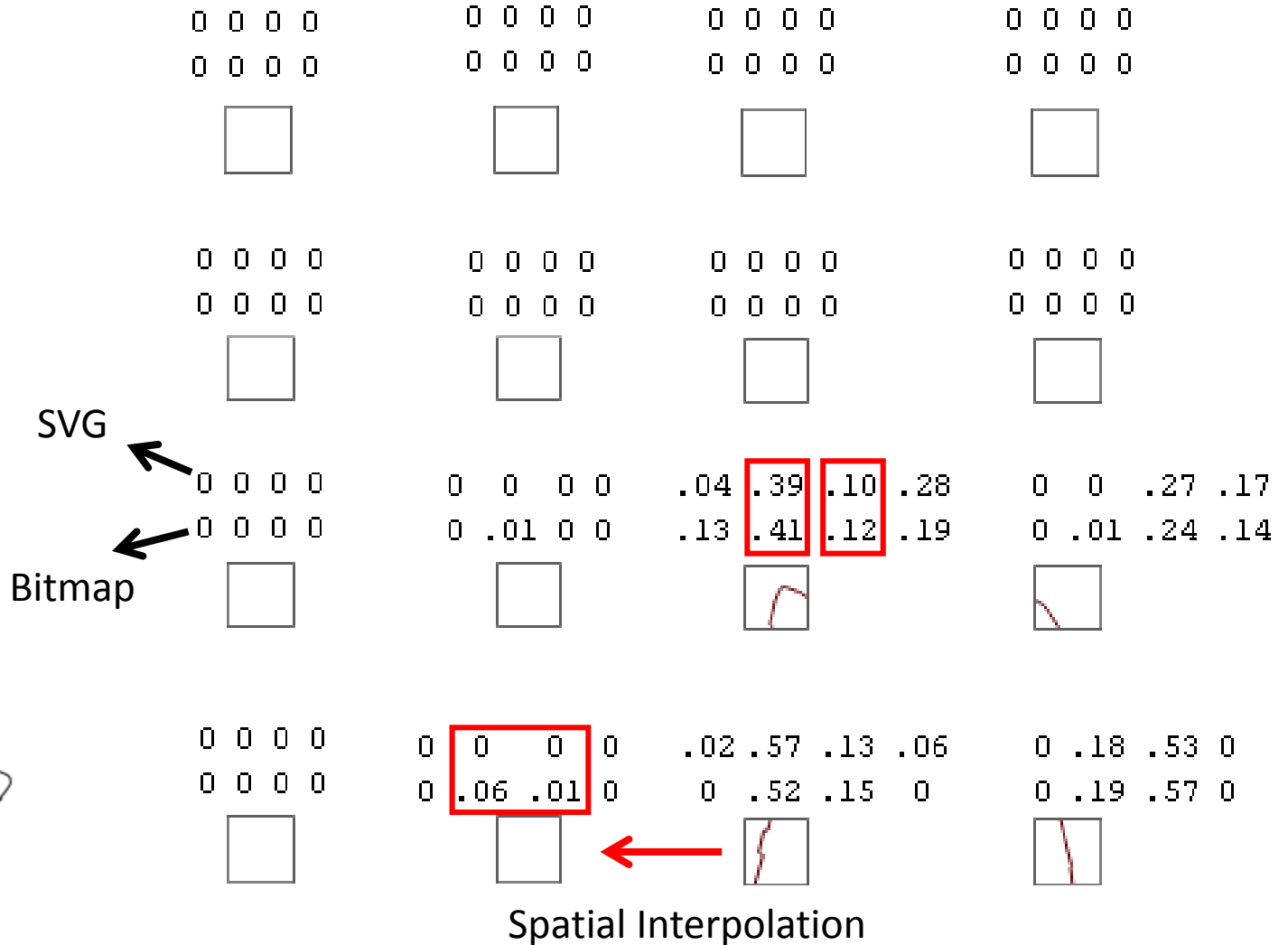
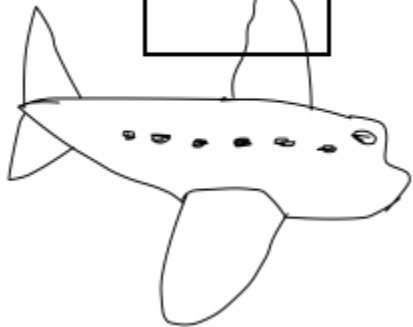
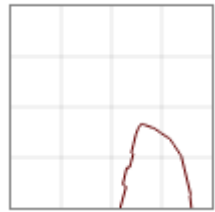


Blur and increase size





# Difference Reason




# Difference Reason

- In conclusion:
  - We could use SVG to get the same **features** in the paper's method, using less computation.
  - We could get same **accuracy** (or worse) if we use SVG
  - but not better !
    - We don't need higher resolution for HOG,
    - in fact we need to **blur**!

# Experiment 2

Adding Global Features

# Global Features

- Features of the **whole shape**
  - (while local features are computed around a point)
- I used 3 types of global features:
  - Strokes Length 
  - Points Counts
  - Moments Invariants

# Global Features

- Image Moments:

$$M_{ij} = \sum_x \sum_y x^i y^j I(x, y)$$

- Describes the shape

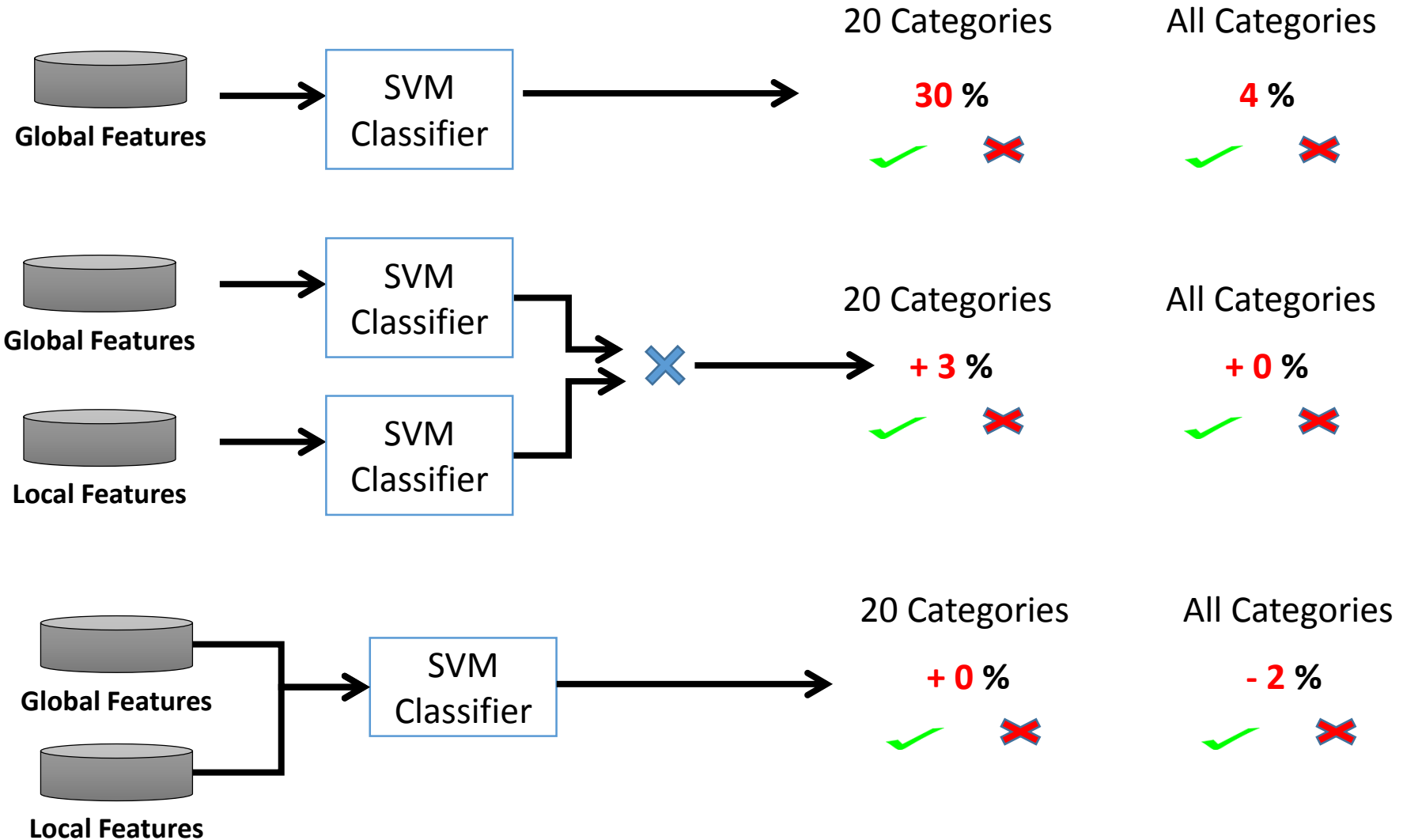
- Could be used to get: centroid, area, orientation, skewness, flatness...etc

$$M_{21} = \sum_x \sum_y x^2 y$$

- Moments Invariants:

- Functions of image moments
- Invariant to changes in (translation, scale, rotation)

# Using Global Features



# Conclusion

- Global features have small or no effect
- Possible Reasons:
  - Local features are strong enough
  - My choice of global features were weak.

# Experiment 3

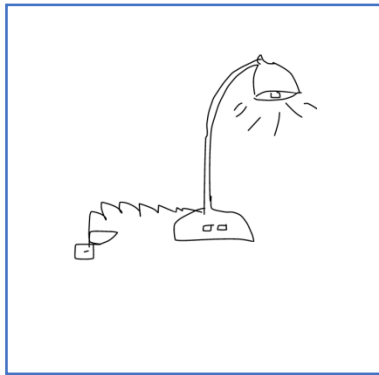
Using Curve Matching



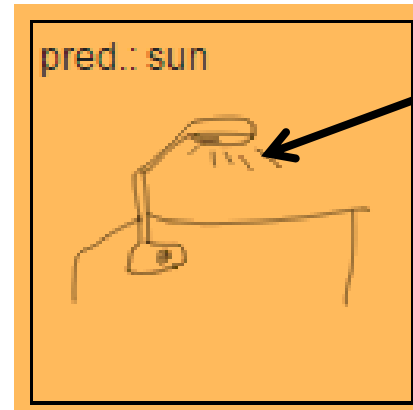
# Curve Matching

- Local and global features do not care about the **spatial arrangement** or the **geometry** of the shape.

**Table Lamp**



**Sun**

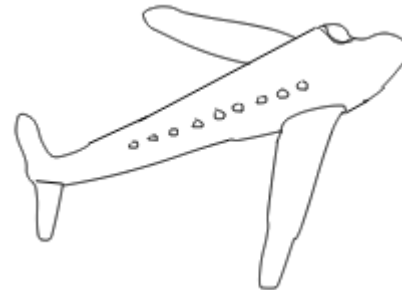
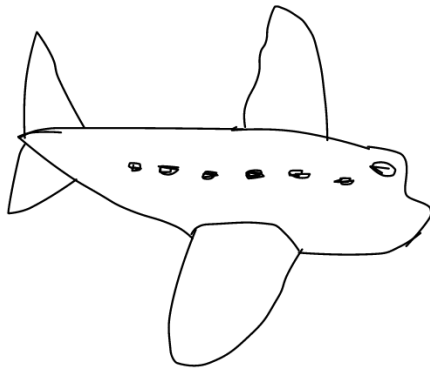


Same local  
Patches  
of sun

- Many wrongly classified sketches could be fixed by aligning and closely matching them to training sketches.

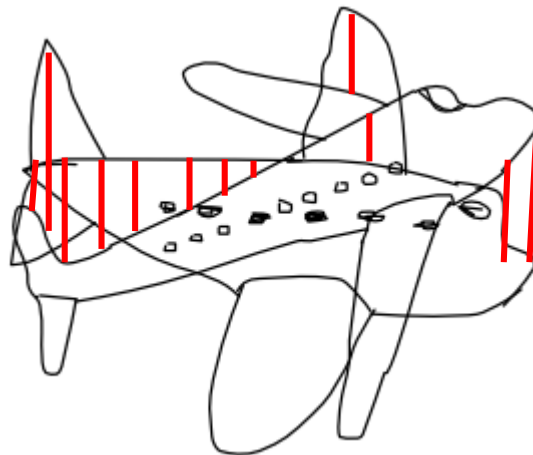
# Iterative Closest Point (ICP)

- To align two **point clouds** (set of points)



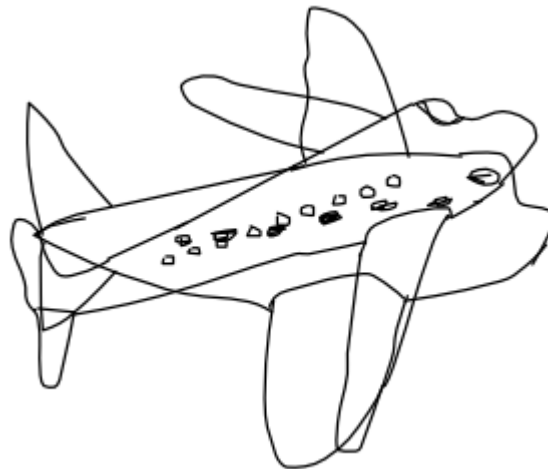
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- Iterate in two steps until finding the best alignment:
  - Find the closest points (to each point in the first)
  - Find the best alignment (and align them)



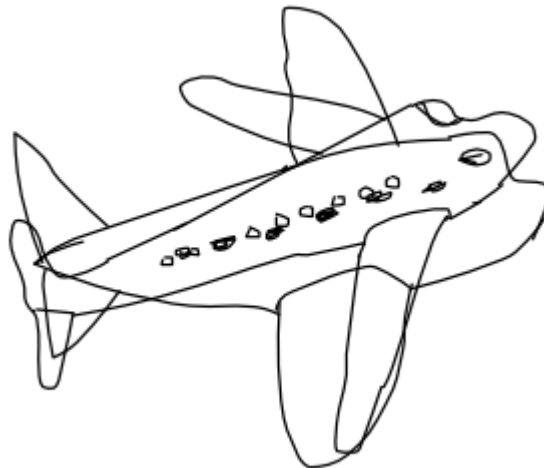
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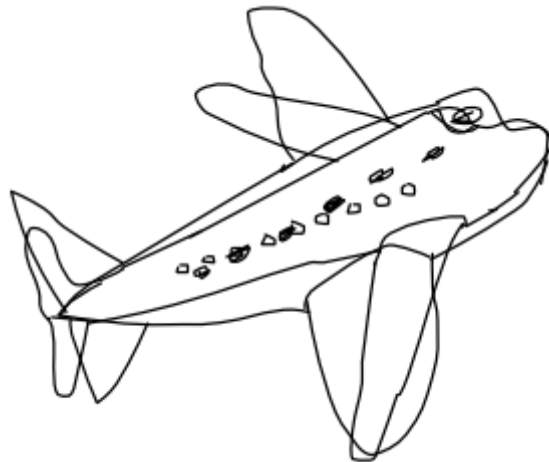
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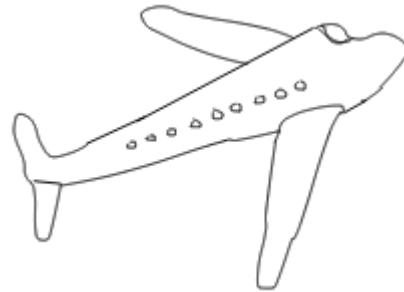
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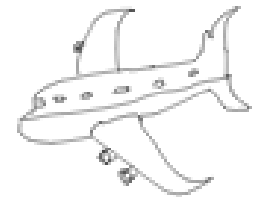
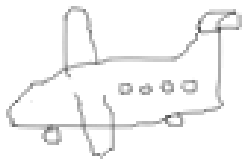
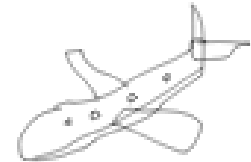
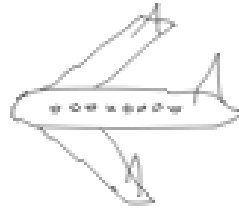
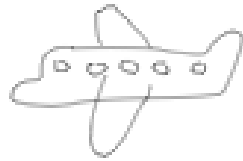


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# Examples

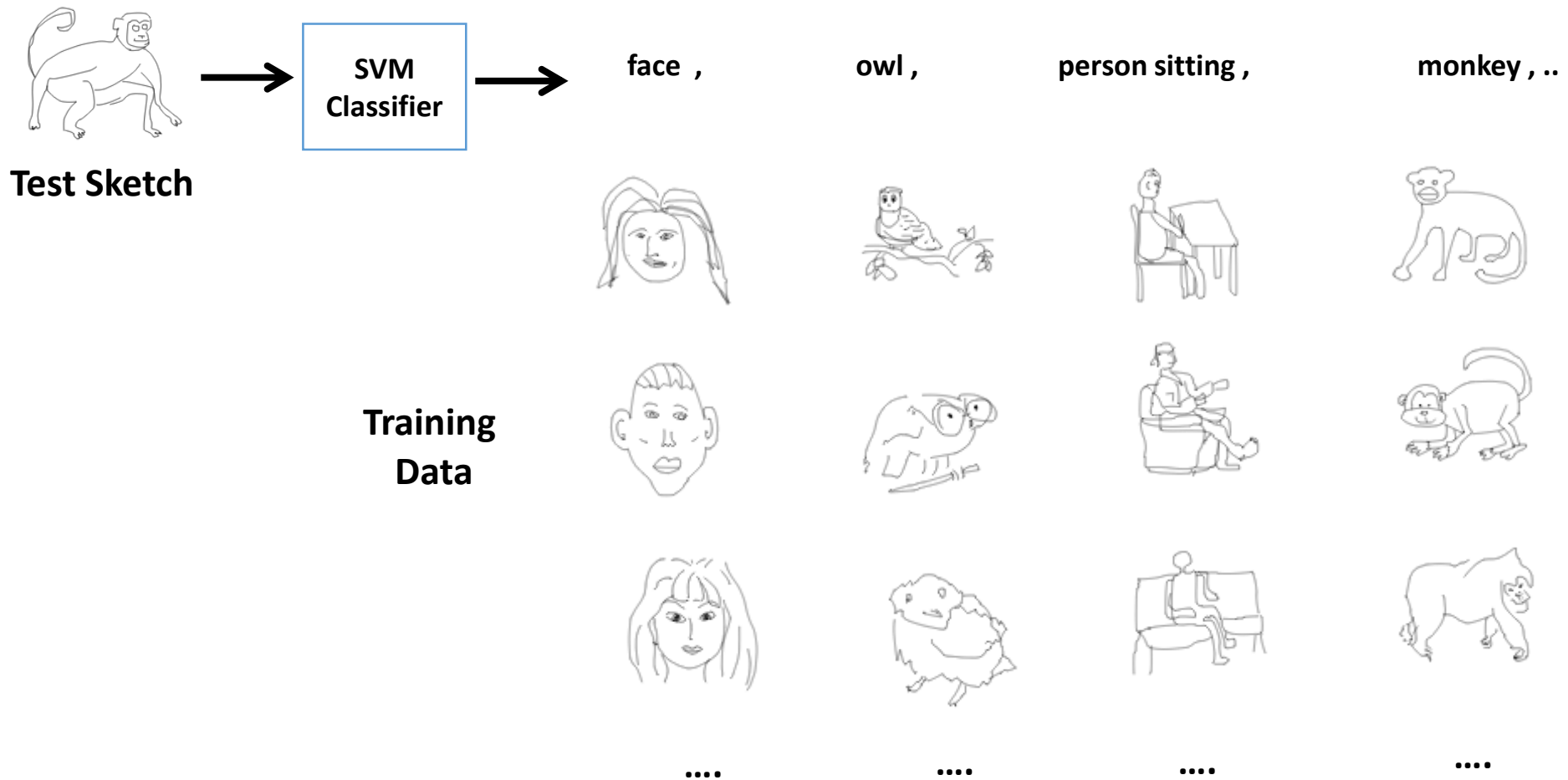




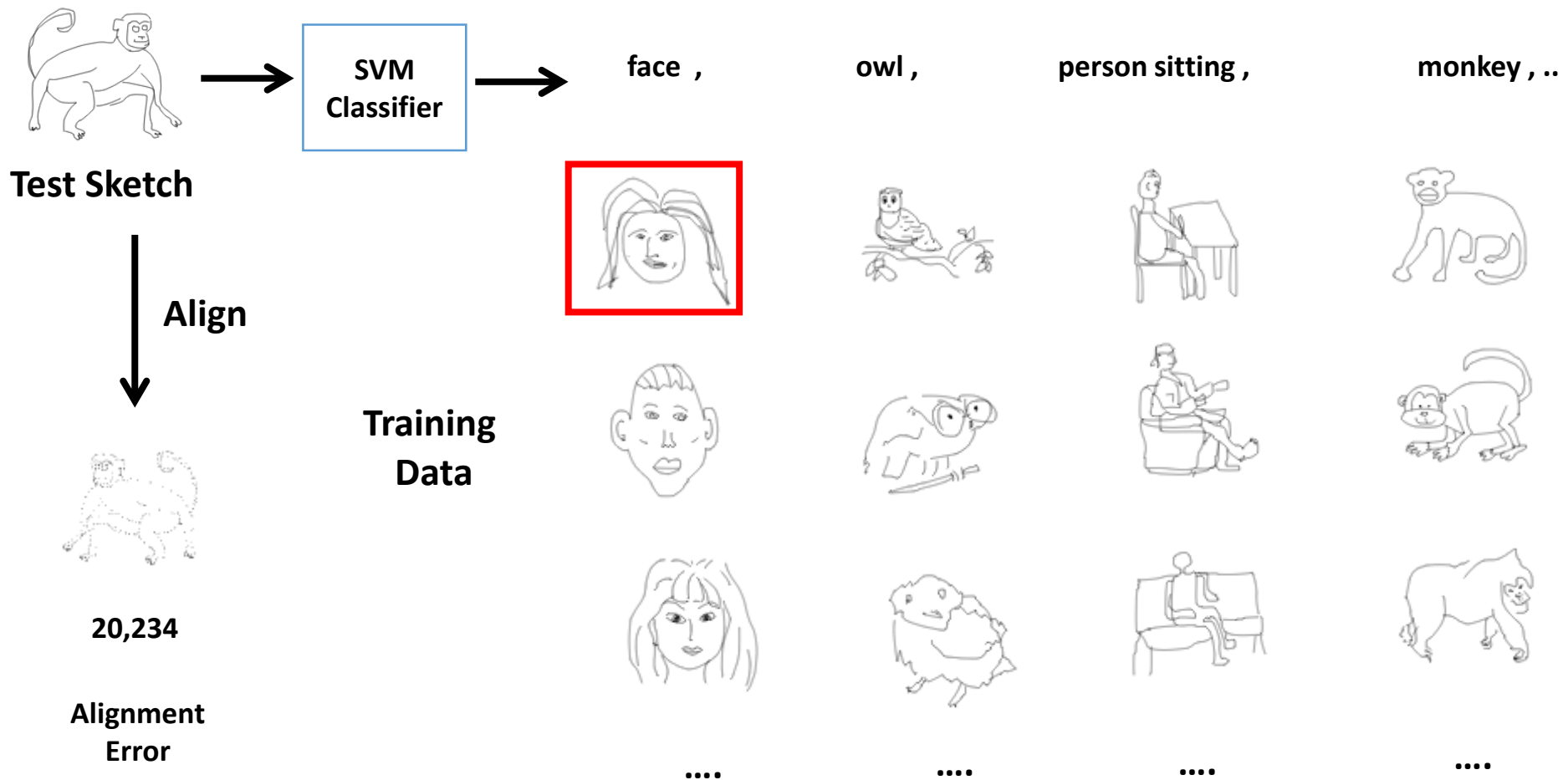
# Algorithm

- Matching sketches one by one takes a long time
  - $20,000 \times 20,000 = 277,7$  days
- When using local features:
  - correct category in the top 10 in : **80%** of the time
- We could only match the first 10 categories, instead of all categories

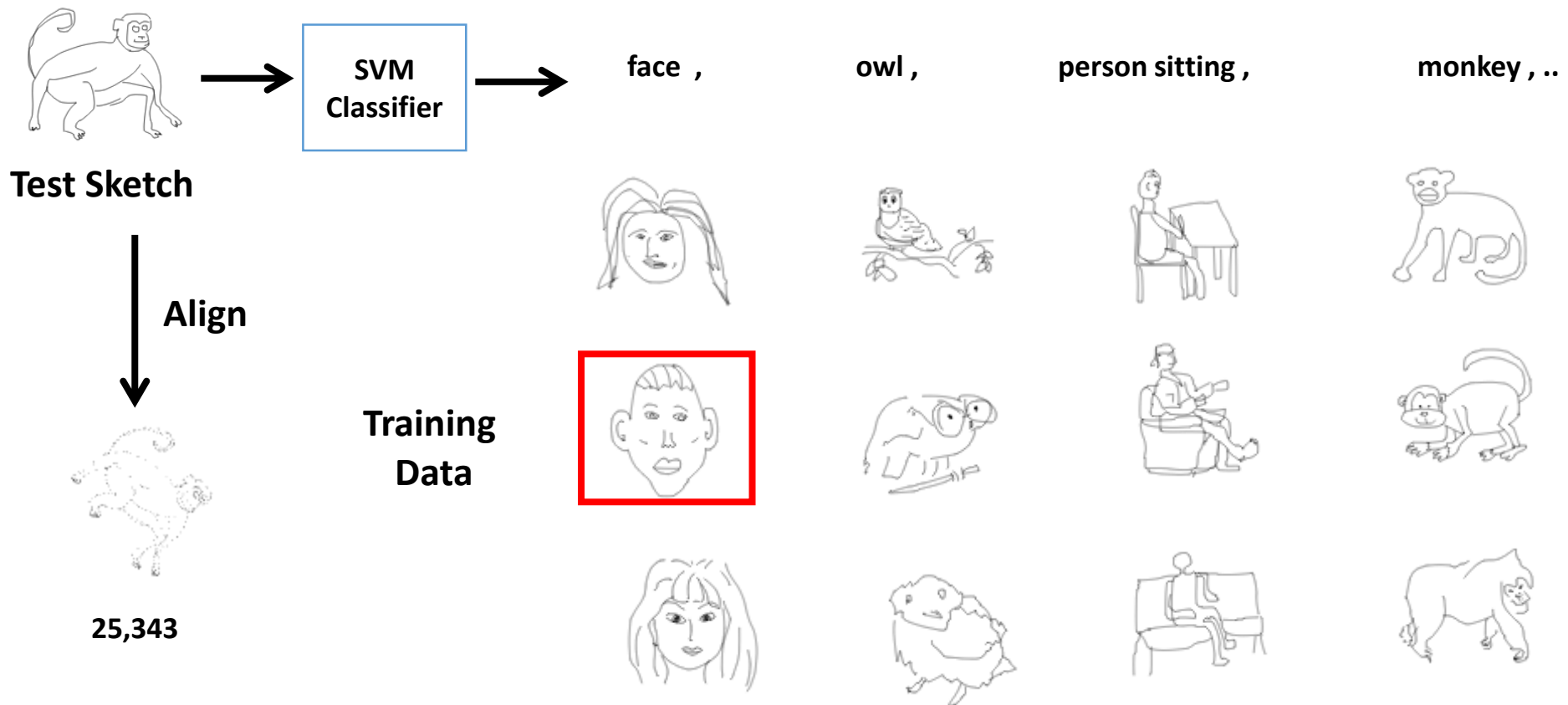
# Algorithm Steps



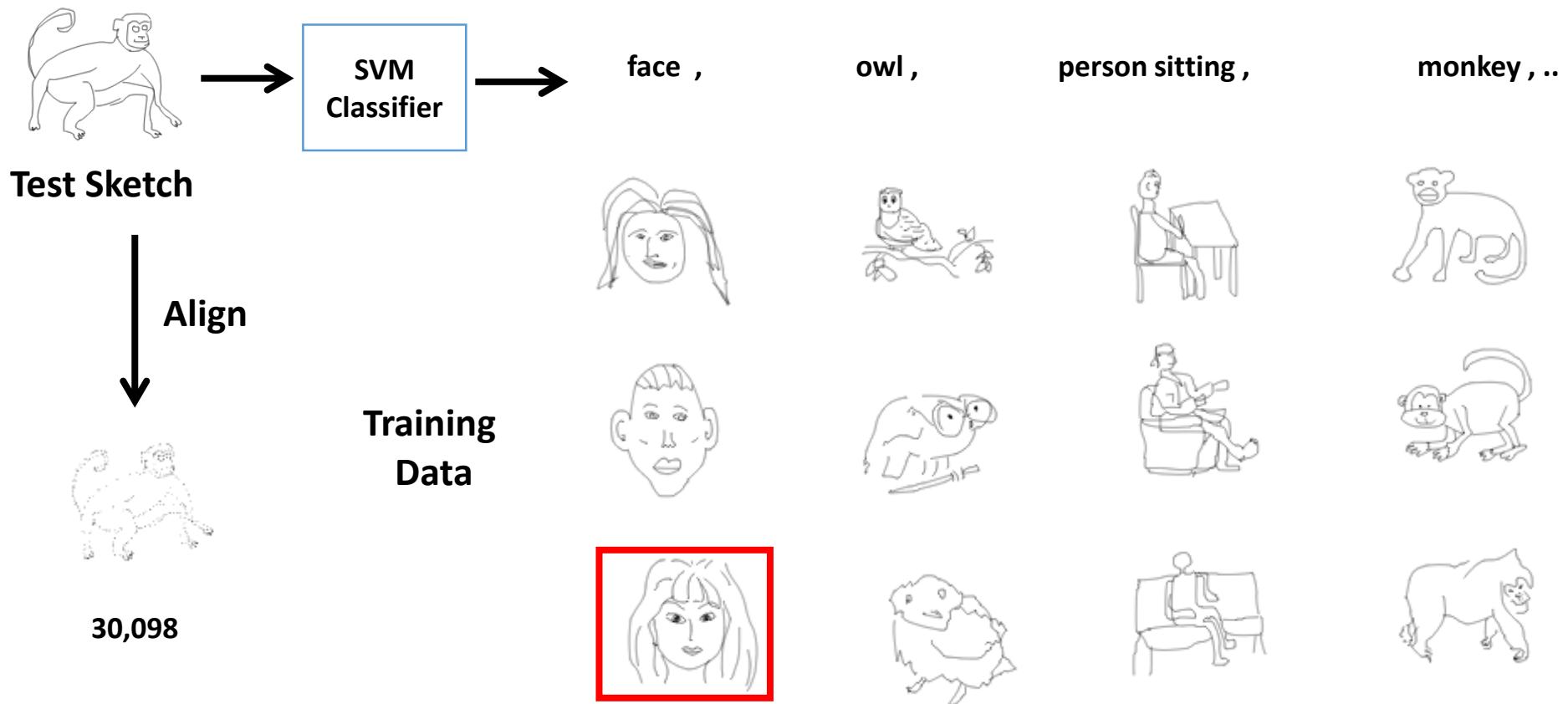
# Algorithm Steps



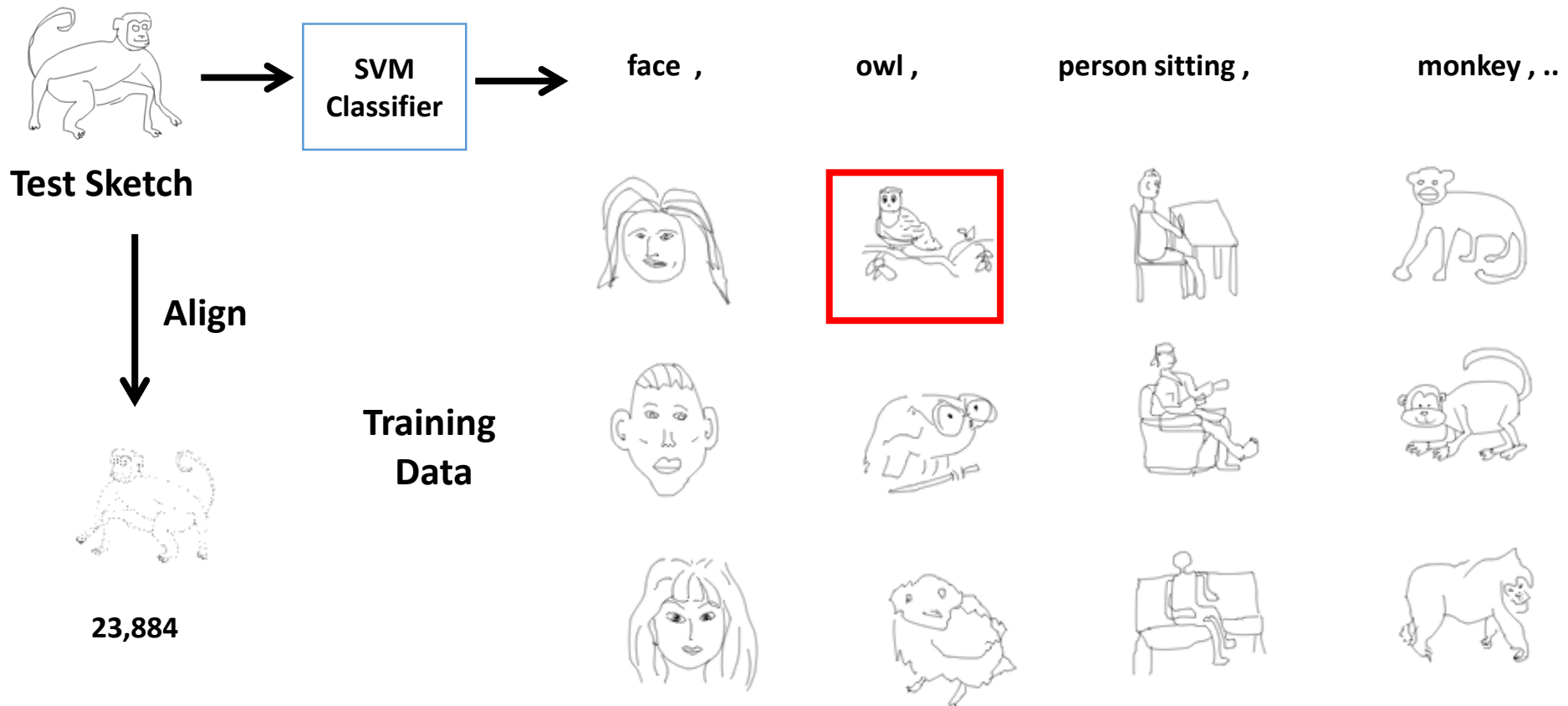
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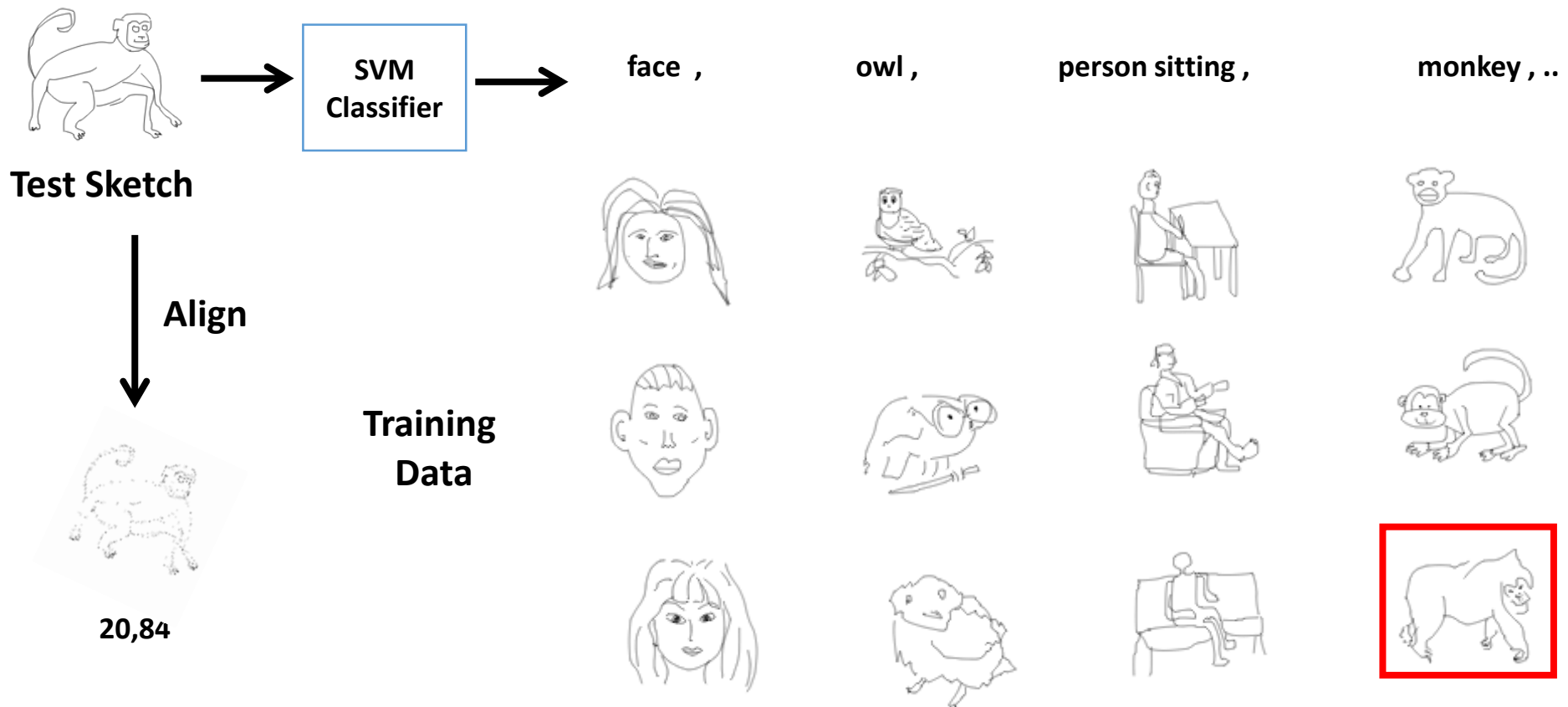
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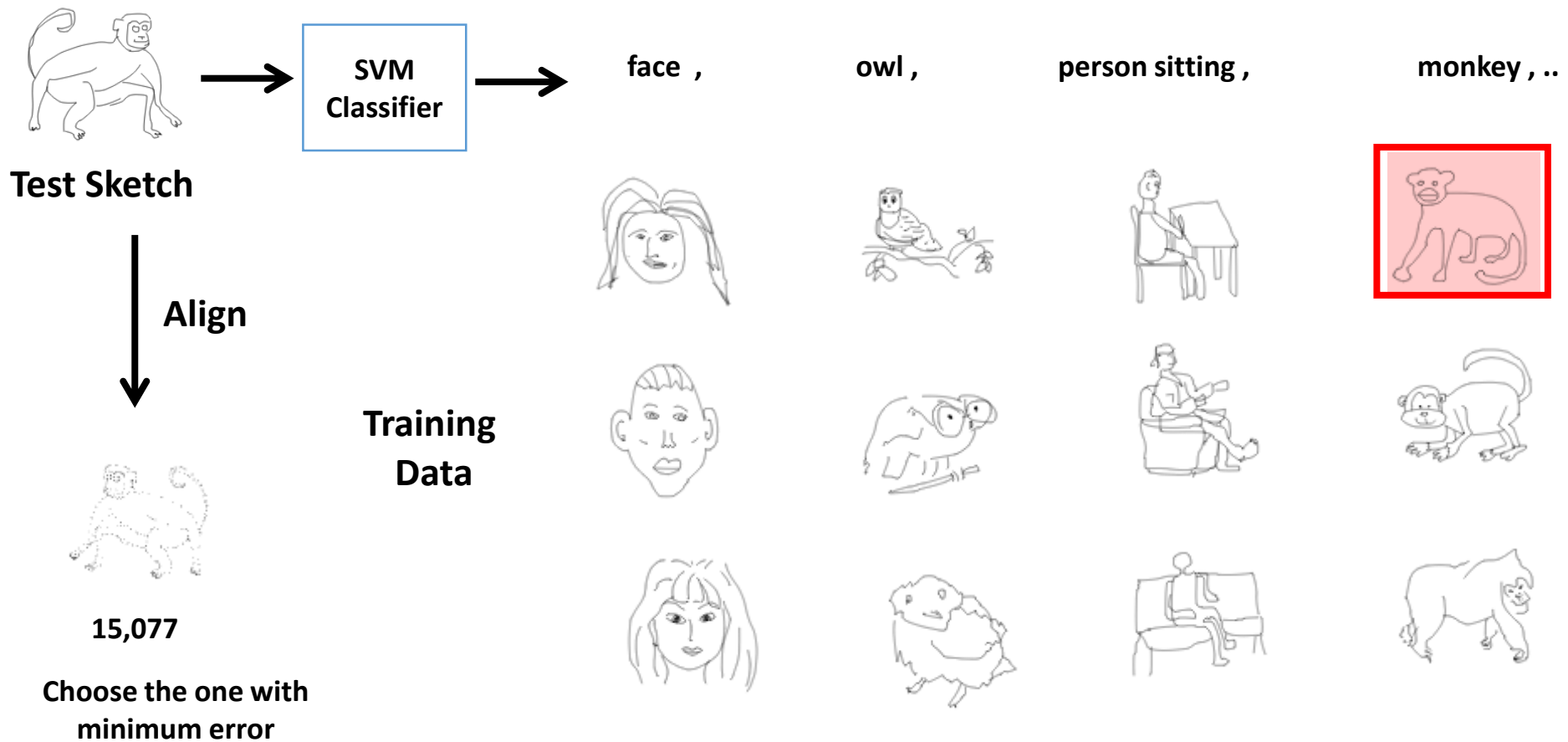
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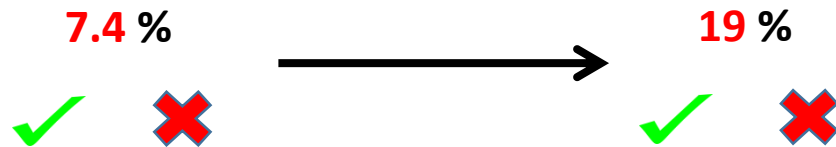
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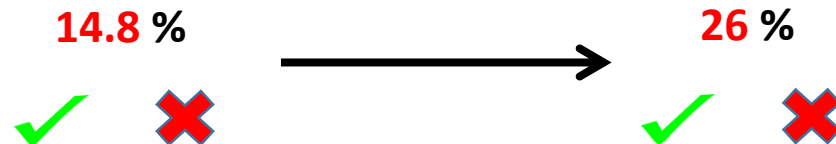


# Results

- Still it needs about 10 days to test all categories
- Applying it to the hardest category “**Monkey**”



- Testing another hard category “**bottle opener**”



# Conclusion

- Closely matching the top categories will give **better accuracy** but **much longer time**
- For a **new sketch**, it takes about **1 minute** to classify it.
- But could be made faster by using **parallel computing**, or a faster and better **matching algorithm**.

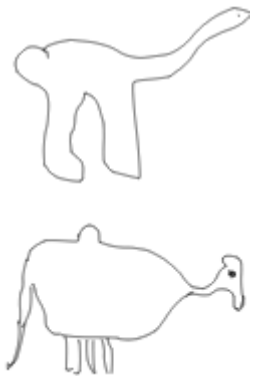
# Experiment 4

Smaller Dataset

# The need for better data

- Many bad sketches cannot be classified
- The training database could be further cleaned

**Camel**



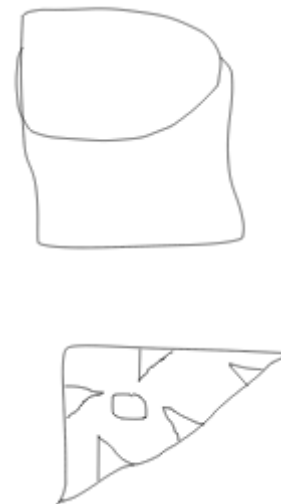
**Cat**



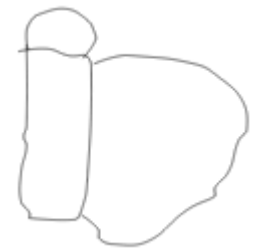
**Bridge**



**ashtray**

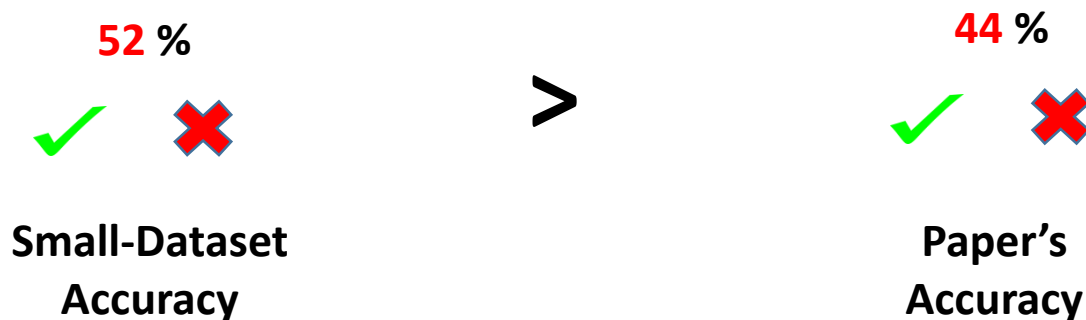


**Backpack**



# Smaller dataset

- I have manually selected the best 25 sketches from each category ( ~ 30%)
- Total of: 6250 sketches
- Cross-validation on the small sketches dataset:



Thank you