

# Constellation Models for Sketch Recognition

D. Sharon and M. van de Panne  
University of British Columbia

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Presented by Subha Kannan  
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## Introduction

- Goal: Recognition of user drawings – objects, diagrams or maps
- Similar to goals of image interpretation in computer vision
- Apply constellation or “pictorial” model to represent sketch objects

## Introduction (contd.)

- Maximum-likelihood labeling for an unlabelled sketch
- Searches through possible label assignments using a multi-pass branch and bound algorithm

## Introduction (contd.)

- Output of the algorithm: Set of labels assigned to strokes!
- Useful for a variety of applications
  - To construct parameterized 3D Models
  - Instance models in a 2D or 3D scene
  - Partially interpret a large sketched diagram

## Introduction (contd.)

- Assumptions:
  - Similar parts drawn with similar strokes
  - “Mandatory” parts have only instance in the sketch
  - “Optional” parts have multiple instances

## Related Work

- Matching treated as Graph Isomorphism problem
  - Using a known model of connectivity
  - Weak at recognizing drawings with disjoint parts
- Probabilistic approach
  - Uses domain-specific libraries of 'Bayesian network fragments'
- Image based techniques

## Approach

- Support for model definitions from set of drawn training examples
- Probabilistic framework
- Support for optional parts
- Constellation model – features for sketch recognition
- Efficient multi-stage search strategy

## Constellation Model

- A visual model to capture individual and pair-wise features between strokes
- Designed to capture the structure of a particular class of object
- Based on :
  - local features : shape or size of a stroke
  - pairwise features: distances to known parts

## Constellation Model (contd.)

Feature vector for local features (F):

1. The x-coordinate of the stroke's bounding box center
2. The y-coordinate of the stroke's bounding box center
3. The length of the bounding box diagonal
4. The angle of the bounding box diagonal

## Constellation Model (contd.)

Feature vector for pairwise features (G):

1. Delta x between the strokes
2. Delta y between the strokes
3. The minimum distance between the endpoints of stroke a and any point on stroke b
4. The minimum distance between the endpoints of stroke b and any point on stroke a

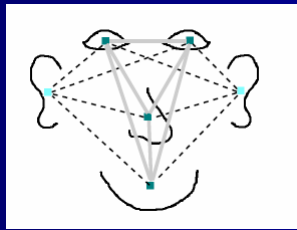
## Constellation Model (contd.)

- Interaction features are pairwise
  - model scales with number of strokes by  $O(n^2)$
- This problem alleviated by allowing to choose the label as mandatory or optional

## Constellation Model (contd.)

- Each element of the feature vector  $F$  and  $G$  have their mean and covariances computed for training data set
- Individual probabilistic model computed for label's features

## Example Constellation Model



Sketch face

Mandatory – left eye, right-eye,  
mouth and nose

Optional – left-ear, right-ear

## Labeling Likelihood

- For the entire sketch, a likelihood function estimates the probability of an entire labeling L.
- Function maximizes
  - probability of individual label
  - probability of interactions between each label

## Labeling Likelihood (contd.)

Probability of a given labeling L =  
product of individual stroke labeling  
likelihoods \* product of all labelled stroke  
pair likelihoods

$$P(L|\theta) = \prod_{i=1}^N \prod_{l=1}^M P(\mathcal{F}_i|\theta_l)^{\delta_{li}} \prod_{j=1}^m \prod_{k=1}^N P(G_{jk}|\theta_{lj})^{\delta_{ki}}$$

Probability of stroke  
i having label l



Probability of stroke i in relation  
to all the mandatory parts,  
as measured by pairwise  
feature vectors





## Maximum Likelihood Search

- Tries to maximize the likelihood function defined
- Multi-pass search
  - First pass: labels only mandatory stroke objects
  - Second pass: linear search through optional labels for recognizing remaining unlabelled strokes
- All possible label assignments searched for using "branch-and-bound search tree"

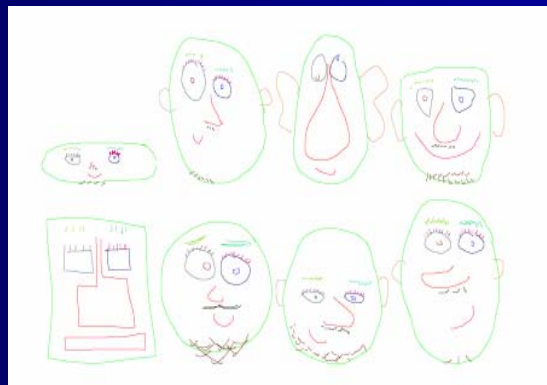
## Maximum Likelihood Search (contd.)

- Each node in the search tree represents a partial labeling of the sketch
- Depth of tree corresponds to number of labels applied
- Search advances by choosing the best assignment of mandatory labels

## Maximum Likelihood Search (contd.)

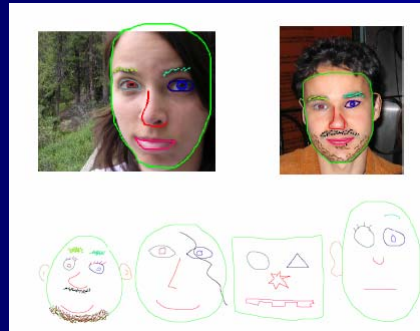
- Approach for images with high number of strokes:
  - Multipass thresholding, Hard constraints
- Multipass Thresholding:
  - Bounds the branches of the tree before a full labeling is found.
  - If a new likelihood is worse than the bound, then branches associated with the likelihood's labeling are pruned.
  - If no complete solution is found with the bounding, the bound is loosened until a labeling is found

## Training Examples Face Sketches

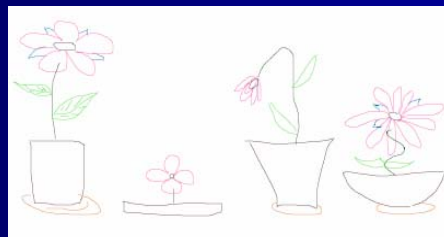


Mandatory : head, left-eye, right-eye, mouth, nose  
Optional : left & right pupil, left & right ear,  
left & right eyebrow, left & right eye lash,  
moustache, beard

## Recognized Face Sketches



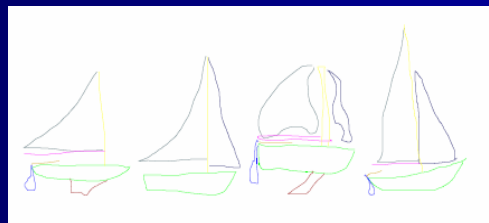
## Training Examples Flower Sketches



## Recognized Flower Sketches



## Training Examples Sailboat Sketches



## Recognized Sailboat Sketches



## Results & Discussion

- Tested the method on 5 classes of objects

class	mandatory labels	optional labels
faces	5	10
flowers	2	5
sailboats	3	5
airplanes	3	4
characters	7	8

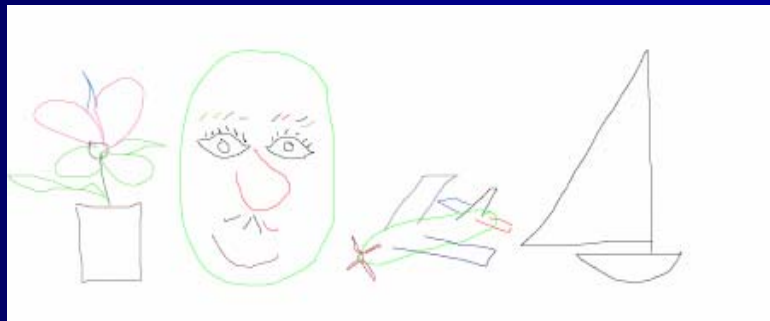
## Results & Discussion (contd.)

- Recognition Time – 0.01 – 2.5 s
- Multi-pass thresholding/bounding greatly reduces time required to find a complete labeling

class	num strokes	with multipass (s)	without multipass (s)
face	103	1.242	> 9 hours
flower	54	0.46	0.98
sailboat	8	0.02	0.03
airplane	21	0.08	0.1
character	18	0.12	126.69

## Results & Discussion (contd.)

- Failure Modes:



## Results & Discussion (contd.)

- Reasons for failure:
  - Inability to find mandatory strokes due to hard constraints – *Rare, lack of training data*
  - Mislabeling mandatory strokes – leads to havoc with rest of the strokes – *Unusual strokes like long, bushy hair on faces*
  - Mislabeling optional strokes – *If there are few mandatory strokes, such as the sailboats or flowers*

## Review

- What about accuracy of the results?
- Assumption that mandatory labels drawn with one stroke – might not always hold true!
- Only recognizes from pre-identified class of objects.
- Too many constraints – too few or too many mandatory/optional strokes!

Questions ?