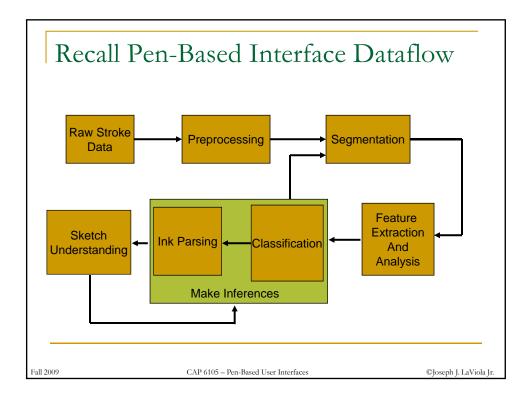
Multi-Domain Sketch Recognition

Lecture #12: Sketch Understanding Joseph J. LaViola Jr. Fall 2009

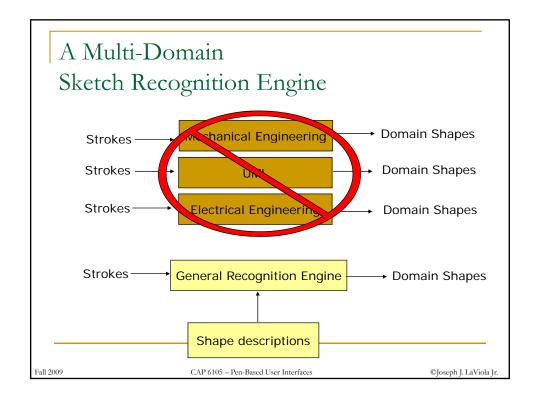
Slides adapted from Alvarado, Multi-Domain Sketch Understanding, SIGGRAPH course #3, 2007.

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Building Recognition Systems Domain Shapes Mechanical Engineering Strokes Strokes **Domain Shapes UML** Strokes-**Electrical Engineering Domain Shapes** Building each system requires: sketch recognition expertise □ a lot of time (2-5 person years!) built in domain assumptions to improve recognition CAP 6105 - Pen-Based User Interfaces ©Joseph J. LaViola Jr.

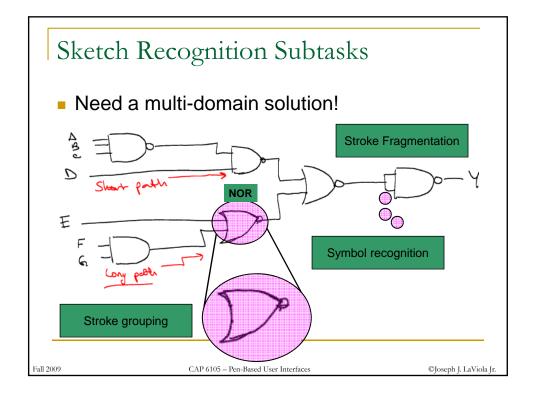


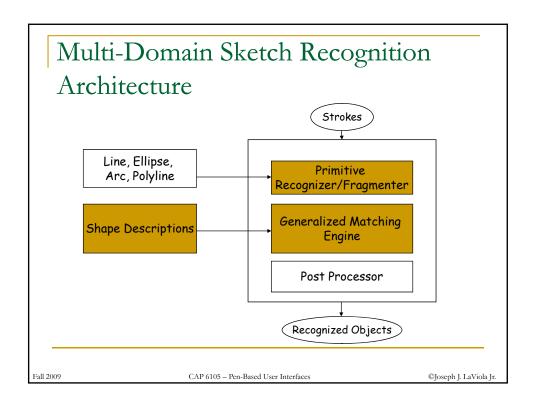
Enabling Natural Interaction

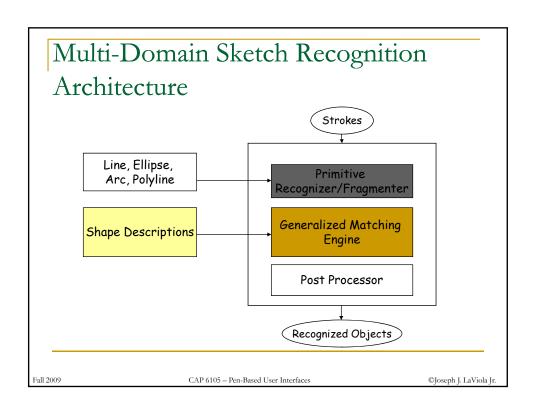
- Goal:
 - recognition engines for multiple domains
- Core challenge:
 - multi-domain recognition

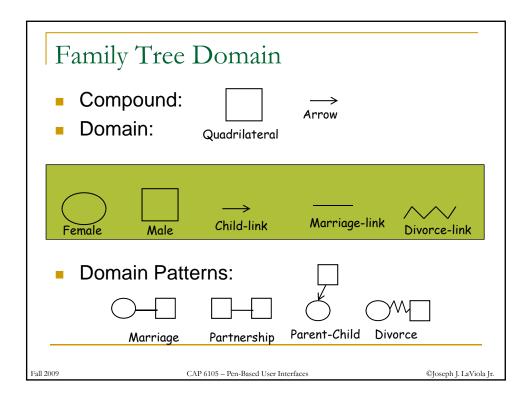
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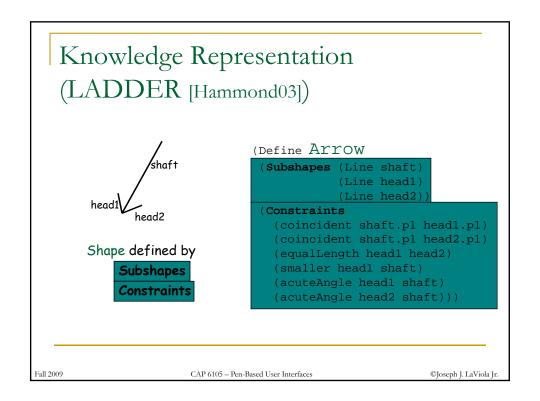
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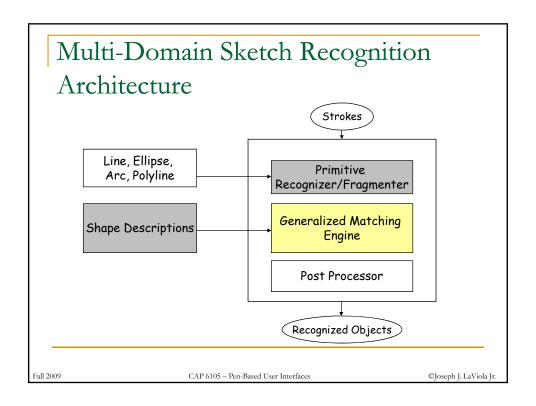
```
(Define Child-link
(Subshapes (Arrow a)))

(Define Current-Source
(Subshapes (Arrow a)
(Ellipse e))
(Constraints
(contains e a)))

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```



Recognition overview

- Task: Simultaneous fragmentation, grouping and symbol identification
- Constraint-based approach
- Generate and test

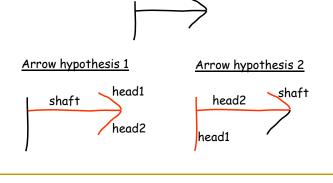
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Definition

 <u>Hypothesis</u>: A shape description with associated mapping from subshapes to user's strokes.



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Hypothesis-based recognition

 Given a hypothesis, determine if it matches a shape description by testing constraints

```
(Define Arrow

(Subshapes Wine shaft)

(Mine head1)
(Line head2))

(Constraints

(Constraints

(Coincident shaft.pl head1.pl)
(Coincident shaft.pl head2.pl)
(Coincident shaft.pl head2.pl)
(Coincident shaft.pl head2.pl)
(Coincident shaft)
(Coincident shaft.pl head2.pl)
(Coincident shaft)
```

Hypothesis-based recognition

 Given a hypothesis, determine if it matches a shape description by testing constraints

```
(Define Arrow

(Subshapes (Line shaft)

(Line head1)

(Line head2))

(Constraints

(Constraints

(Constraints)

(Constraints)
```

Hypothesis-based recognition: Issues

Too many hypotheses to try them all

$$\sum_{i \in S} \binom{n}{k_i} (k_i!) \qquad \begin{array}{l} \textit{n} = \text{ number of strokes;} \\ \textit{S} = \text{ set of shapes;} \\ \textit{k}_i = \text{ subcomponents in shape } \textit{S}_i \end{array}$$

Constraints depend on context

And this only considers shapes independently!



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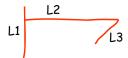
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Definition

 Partial Hypothesis: A hypothesis with unbound subshapes

Quadrilateral partial hypothesis



L4 is unbound

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Recognition Using Partial Hypotheses

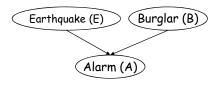
- Generating Hypotheses (rule-based)
 - generate partial hypotheses (PHs) based on easily recognizable low-level shapes
 - fill in strong PHs with unrecognized strokes
 - prune weak PHs
- Evaluating Hypotheses (probabilistic)
 - how well do user's strokes fit low level shapes?
 - how well are constraints satisfied?

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Bayesian Networks [Pearl88]



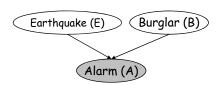
Use Bayes Rule to reason about the certainty of each variable

- Reason about events/entities
- Two parts
 - directed Acyclic Graph:
 - assign meaning to nodes
 - specify which variables influence one another
 - conditional Probability Tables
 - specify how variables influence one another

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Bayesian Networks [Pearl88]



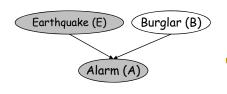
 Observations give evidence for other variables
 Say we observe A=t, then P(E|A)=0.0056 P(B|A)=0.49

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Bayesian Networks [Pearl88]

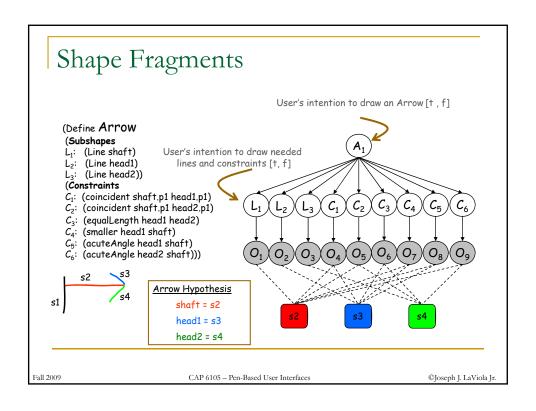


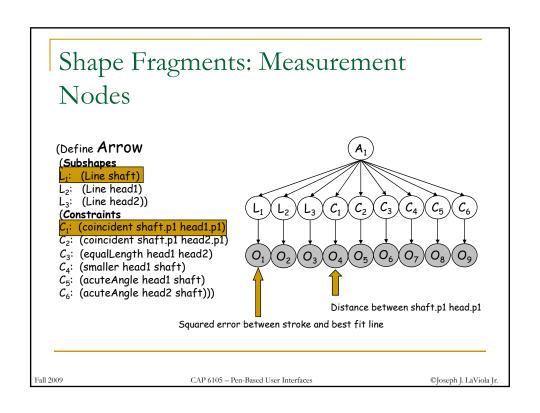
- Observations give evidence for other variables
 - Say we observe A=t, then P(E|A)=0.0056

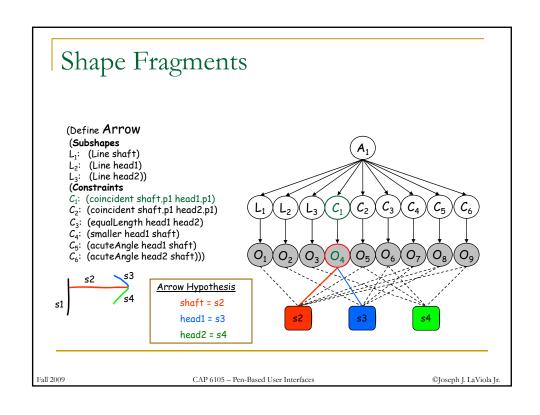
 - P(B|A)=0.49
- Important Phenomenon: Explaining away
 - Explaining away
 - If we also hear there has been an earthquake (i.e., E=t), then P(B|A,E) = 0.001

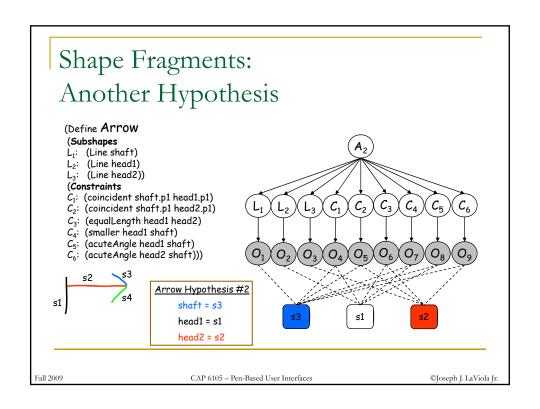
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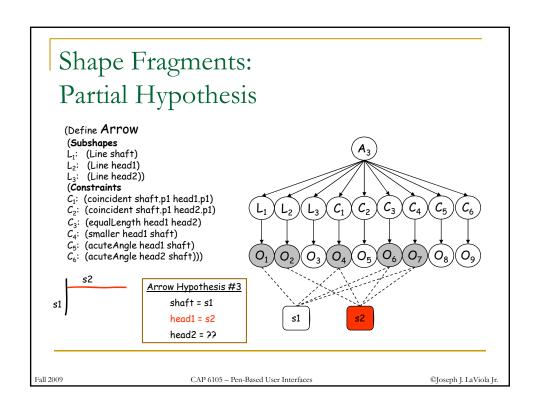
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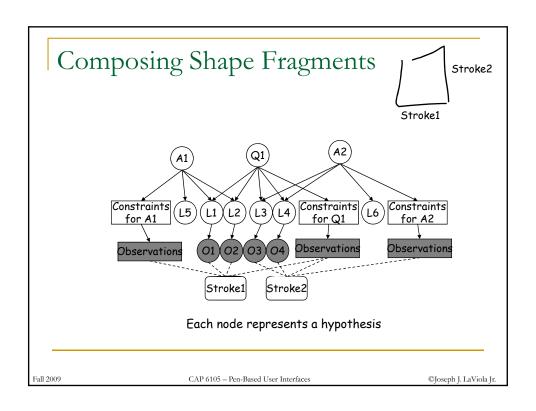








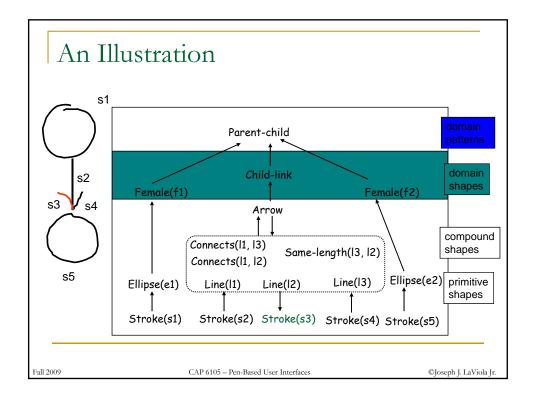


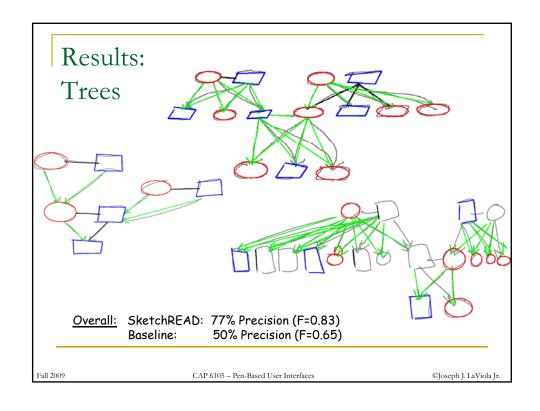


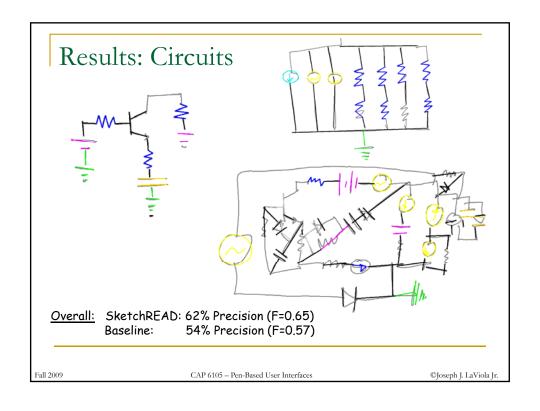
Hypothesis Generation

- Bottom Up
 - partial hypotheses generated based on rough classification for objects and constraints
- Top Down
 - strokes possibly reclassified to fit into PHs
- Pruning
 - keep number of hypotheses manageable

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Readings

- LaViola, J. and Zeleznik, R. MathPad²: A System for the Creation and Exploration of Mathematical Sketches" ACM Transactions on Graphics (Proceedings of SIGGRAPH 2004), 23(3):432-440, August 2004.
- Christine Alvarado and Randall Davis. SketchREAD: A Multi-Domain Sketch Recognition Engine. In *Proceedings of UIST* 2004, pp.23-32. New York, New York, October 24-27 2004.
- Lockwood, K., Lovett, A., Forbus, K., Dehghani, M., and Usher, J. Automatic Interpretation of Depiction Conventions in Sketched Diagrams. Proceedings of the Eurographics Workshop on Sketch-Based Interfaces and Modeling, 167-174, 2008.
- Hammond, T., and R. Davis. Ladder: A Sketching Language for User Interface Developers, Computers and Graphics 29, 518-532, 2005.

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