

# Multi-Domain Sketch Recognition

Lecture #11: Sketch Understanding  
Joseph J. LaViola Jr.  
Fall 2013

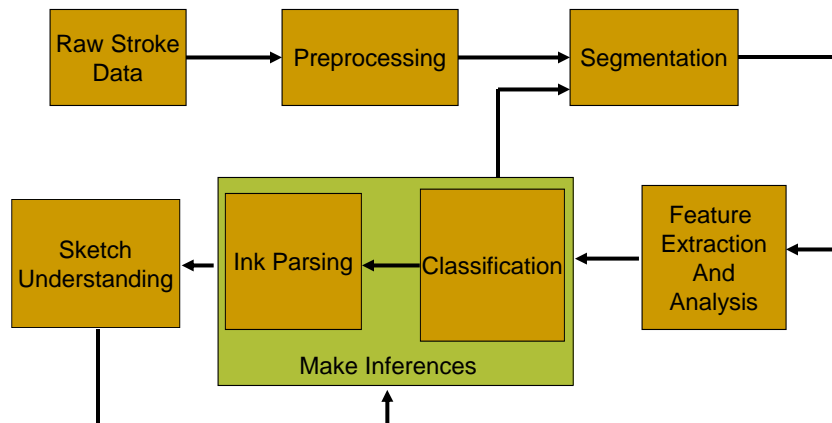
Slides adapted from Alvarado, Multi-Domain Sketch Understanding, SIGGRAPH course #3, 2007.

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## Recall Pen-Based Interface Dataflow

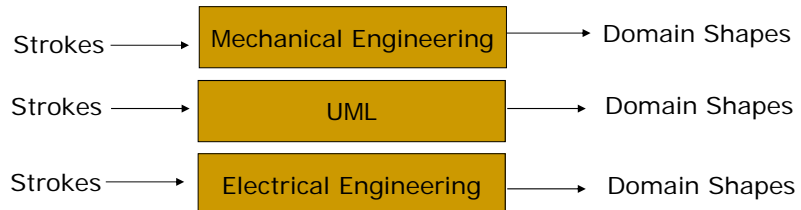


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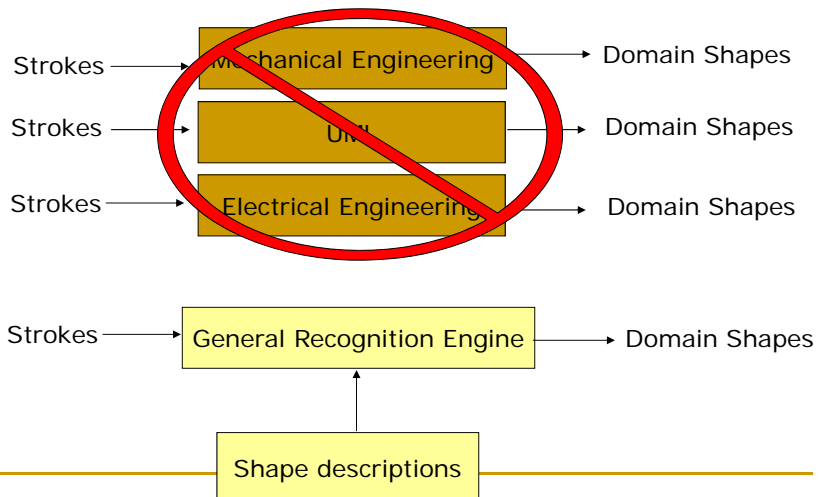
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## Building Recognition Systems



- Building each system requires:
  - sketch recognition expertise
  - a lot of time (2-5 person years!)
  - built in domain assumptions to improve recognition

## A Multi-Domain Sketch Recognition Engine



## Enabling Natural Interaction

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

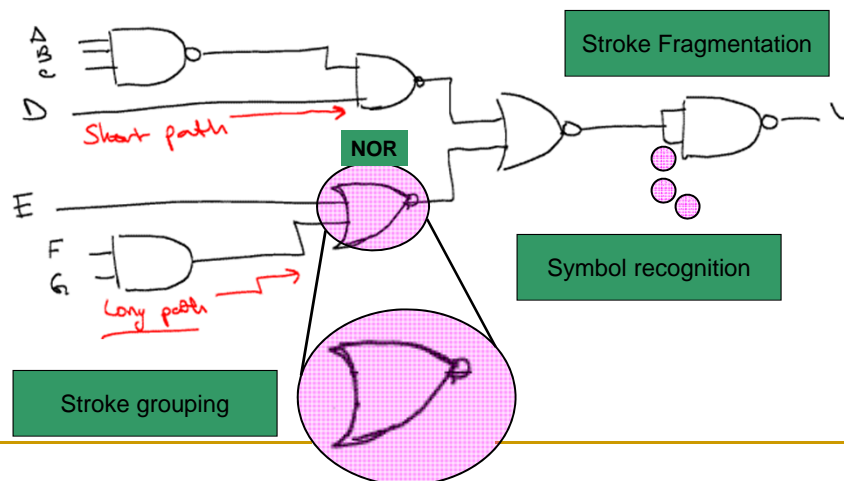
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## Sketch Recognition Subtasks

- Need a multi-domain solution!

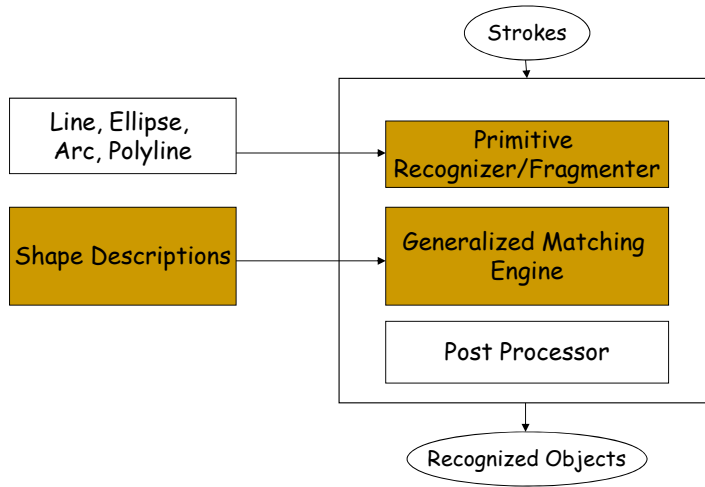


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# Multi-Domain Sketch Recognition Architecture

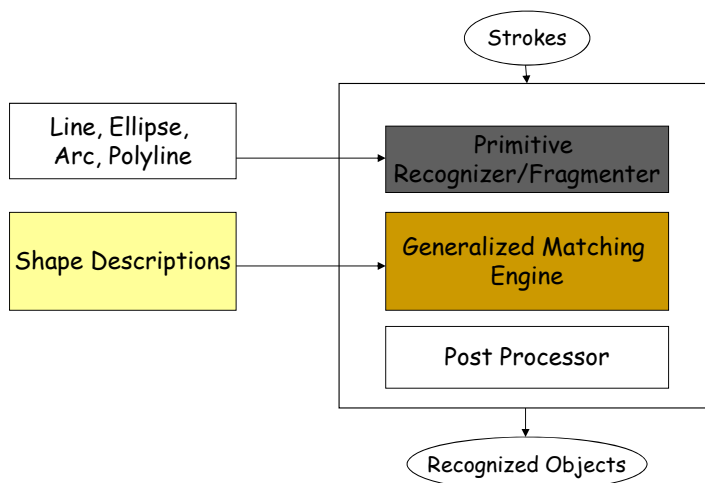


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# Multi-Domain Sketch Recognition Architecture





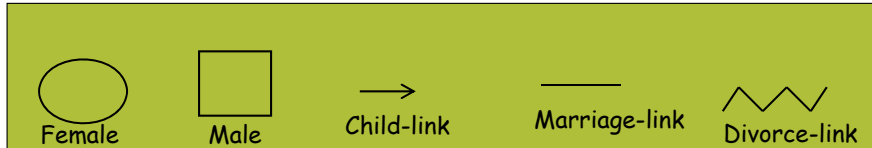
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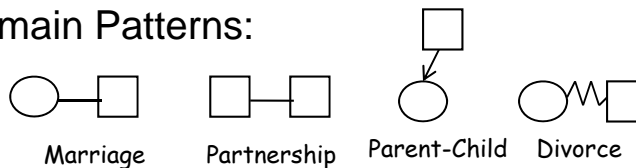
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## Family Tree Domain

- Compound:  → Arrow
- Domain:  Quadrilateral



- Domain Patterns:

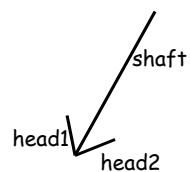


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## Knowledge Representation (LADDER [Hammond03])



Shape defined by

**Subshapes**  
**Constraints**

(Define **Arrow**

**(Subshapes** (Line shaft)  
(Line head1)  
(Line head2))

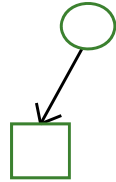
**(Constraints**  
(coincident shaft.p1 head1.p1)  
(coincident shaft.p1 head2.p1)  
(equalLength head1 head2)  
(smaller head1 shaft)  
(acuteAngle head1 shaft)  
(acuteAngle head2 shaft)))

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## Knowledge Representation

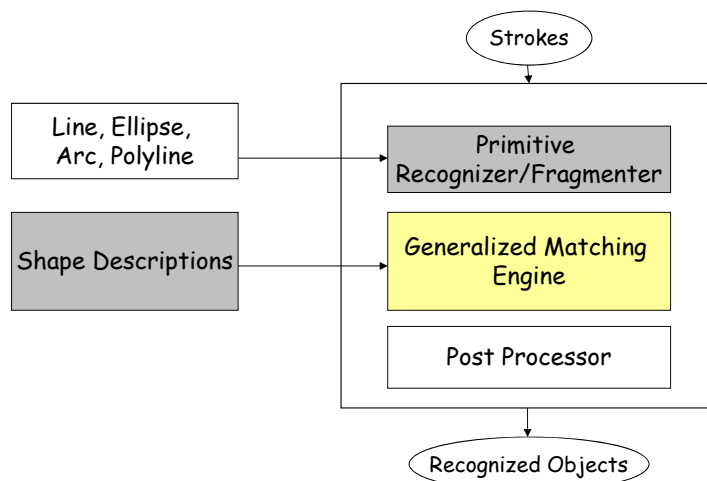


```
(Define Child-link  
  (Subshapes (Arrow a)))
```



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

## Multi-Domain Sketch Recognition Architecture

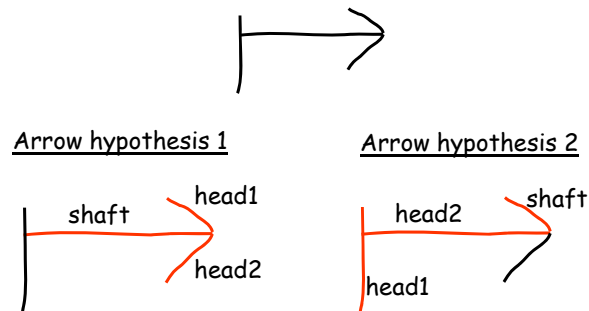


## Recognition overview

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

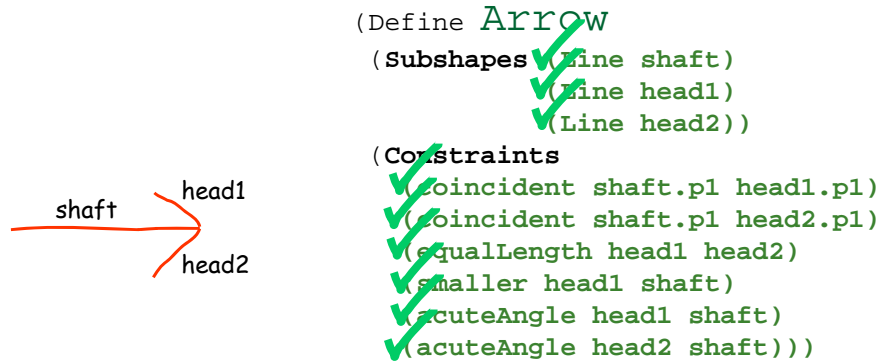
## Definition

- Hypothesis: A shape description with associated mapping from subshapes to user's strokes.



## Hypothesis-based recognition

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



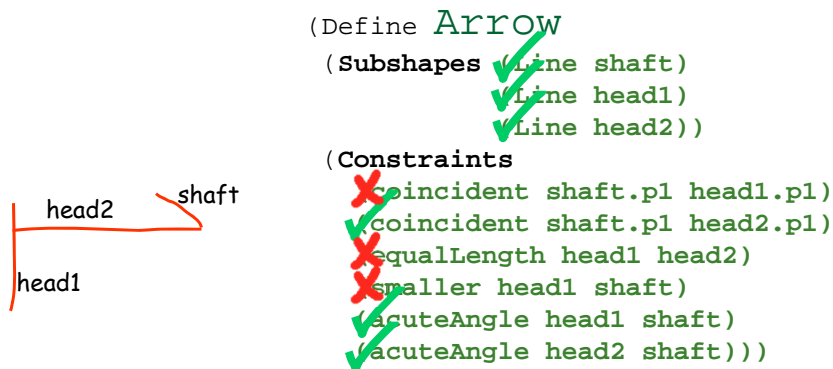
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## Hypothesis-based recognition

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



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## Hypothesis-based recognition: Issues

- Too many hypotheses to try them all

$$\sum_{i \in S} \binom{n}{k_i} (k_i!)$$

$n$  = number of strokes;  
 $S$  = set of shapes;  
 $k_i$  = subcomponents in shape  $S_i$

- Constraints depend on context

And this only considers shapes *independently!*



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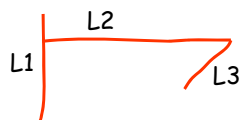
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## Definition

- Partial Hypothesis: A hypothesis with unbound subshapes

Quadrilateral partial hypothesis



L4 is unbound

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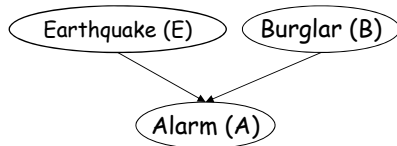
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## Recognition Using Partial Hypotheses

- **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?

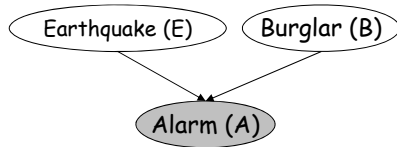
## Bayesian Networks [Pearl88]



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

## Bayesian Networks [Pearl88]



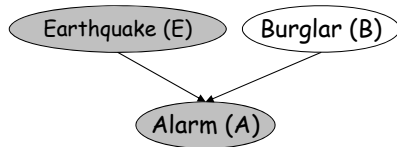
- Observations give evidence for other variables

Say we observe  $A=t$ , then

$$P(E|A)=0.0056$$

$$P(B|A)=0.49$$

## 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

If we *also* hear there has been an earthquake (i.e.,  $E=t$ ), then

$$P(B|A,E) = 0.001$$

# Shape Fragments

(Define Arrow

(Subshapes

L<sub>1</sub>: (Line shaft)

L<sub>2</sub>: (Line head1)

L<sub>3</sub>: (Line head2))

(Constraints

C<sub>1</sub>: (coincident shaft.p1 head1.p1)

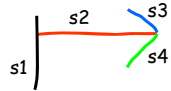
C<sub>2</sub>: (coincident shaft.p1 head2.p1)

C<sub>3</sub>: (equalLength head1 head2)

C<sub>4</sub>: (smaller head1 shaft)

C<sub>5</sub>: (acuteAngle head1 shaft)

C<sub>6</sub>: (acuteAngle head2 shaft)))



Arrow Hypothesis

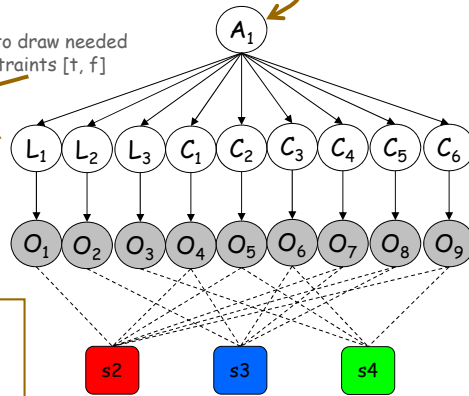
shaft = s2

head1 = s3

head2 = s4

User's intention to draw an Arrow [t, f]

User's intention to draw needed lines and constraints [t, f]



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# Shape Fragments: Measurement Nodes

(Define Arrow

(Subshapes

L<sub>1</sub>: (Line shaft)

L<sub>2</sub>: (Line head1)

L<sub>3</sub>: (Line head2))

(Constraints

C<sub>1</sub>: (coincident shaft.p1 head1.p1)

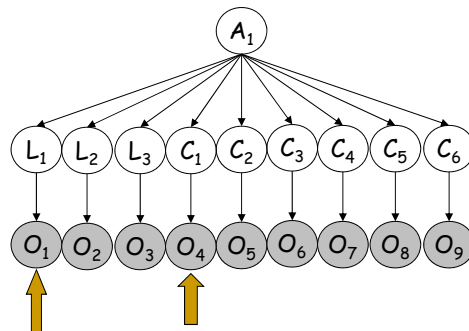
C<sub>2</sub>: (coincident shaft.p1 head2.p1)

C<sub>3</sub>: (equalLength head1 head2)

C<sub>4</sub>: (smaller head1 shaft)

C<sub>5</sub>: (acuteAngle head1 shaft)

C<sub>6</sub>: (acuteAngle head2 shaft)))



Squared error between stroke and best fit line

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# Shape Fragments

(Define **Arrow**

(**Subshapes**

L<sub>1</sub>: (Line shaft)

L<sub>2</sub>: (Line head1)

L<sub>3</sub>: (Line head2))

(**Constraints**

C<sub>1</sub>: (coincident shaft.p1 head1.p1)

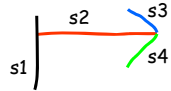
C<sub>2</sub>: (coincident shaft.p1 head2.p1)

C<sub>3</sub>: (equalLength head1 head2)

C<sub>4</sub>: (smaller head1 shaft)

C<sub>5</sub>: (acuteAngle head1 shaft)

C<sub>6</sub>: (acuteAngle head2 shaft)))

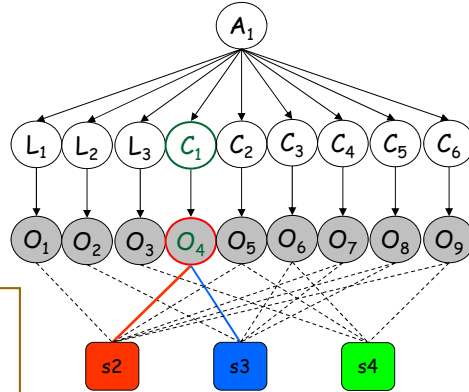


Arrow Hypothesis

shaft = s2

head1 = s3

head2 = s4



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# Shape Fragments: Another Hypothesis

(Define **Arrow**

(**Subshapes**

L<sub>1</sub>: (Line shaft)

L<sub>2</sub>: (Line head1)

L<sub>3</sub>: (Line head2))

(**Constraints**

C<sub>1</sub>: (coincident shaft.p1 head1.p1)

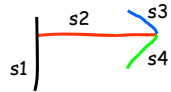
C<sub>2</sub>: (coincident shaft.p1 head2.p1)

C<sub>3</sub>: (equalLength head1 head2)

C<sub>4</sub>: (smaller head1 shaft)

C<sub>5</sub>: (acuteAngle head1 shaft)

C<sub>6</sub>: (acuteAngle head2 shaft)))

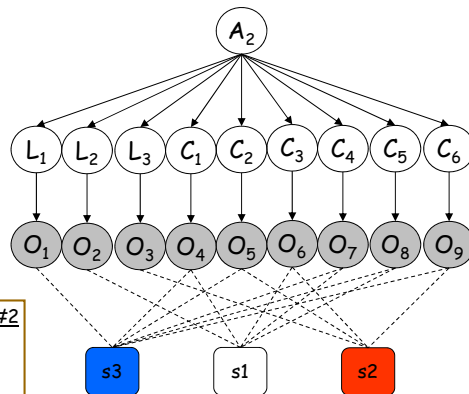


Arrow Hypothesis #2

shaft = s3

head1 = s1

head2 = s2



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# Shape Fragments: Partial Hypothesis

(Define **Arrow**

(**Subshapes**

L<sub>1</sub>: (Line shaft)

L<sub>2</sub>: (Line head1)

L<sub>3</sub>: (Line head2))

(**Constraints**

C<sub>1</sub>: (coincident shaft.p1 head1.p1)

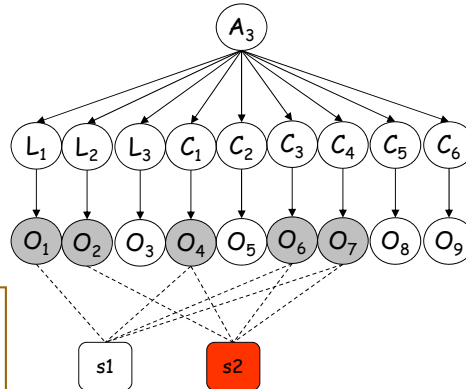
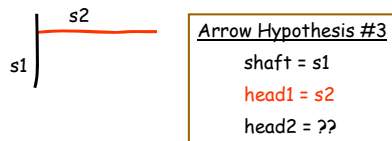
C<sub>2</sub>: (coincident shaft.p1 head2.p1)

C<sub>3</sub>: (equalLength head1 head2)

C<sub>4</sub>: (smaller head1 shaft)

C<sub>5</sub>: (acuteAngle head1 shaft)

C<sub>6</sub>: (acuteAngle head2 shaft)))

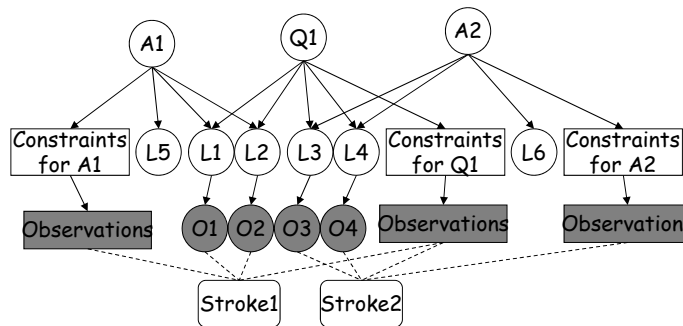
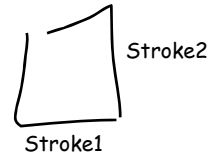


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# Composing Shape Fragments



Each node represents a hypothesis

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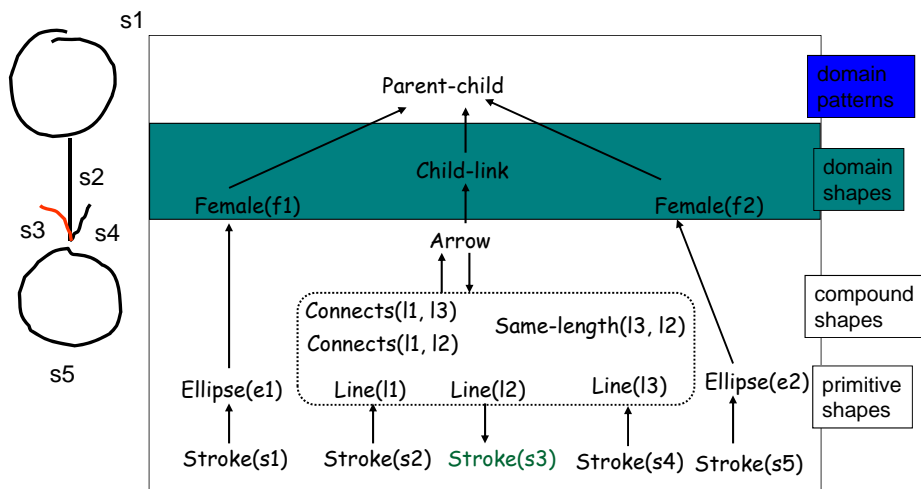
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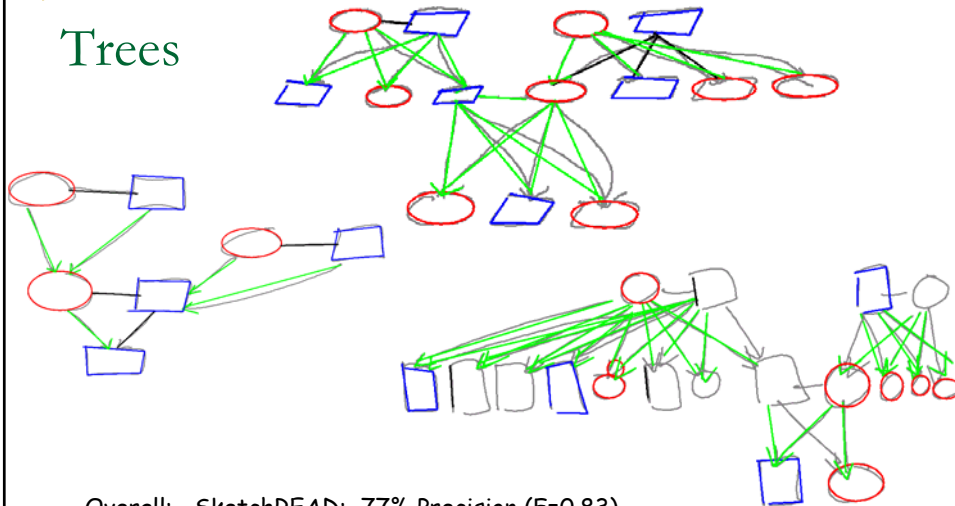
# Hypothesis Generation

- 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

# An Illustration



## Results: Trees



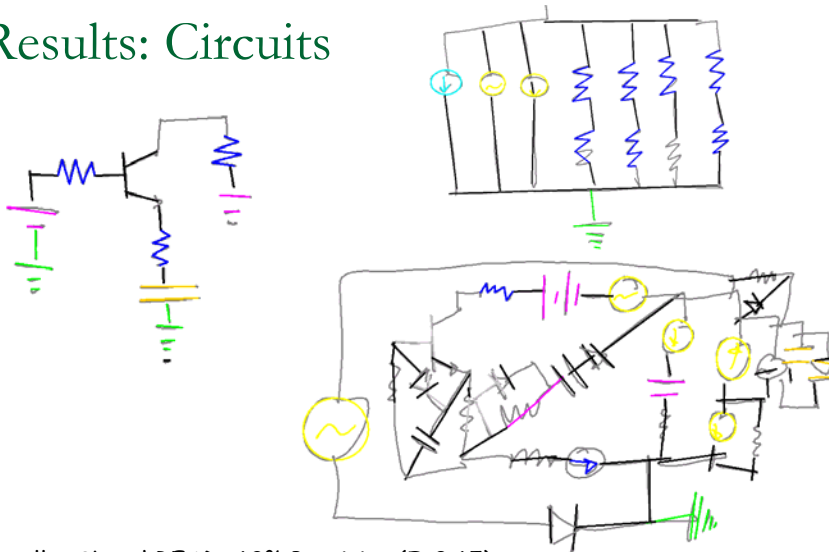
**Overall:** SketchREAD: 77% Precision (F=0.83)  
Baseline: 50% Precision (F=0.65)

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## Results: Circuits



**Overall:** SketchREAD: 62% Precision (F=0.65)  
Baseline: 54% Precision (F=0.57)

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## Readings

- LaViola, J. and Zeleznik, R. MathPad<sup>2</sup>: A System for the Creation and Exploration of Mathematical Sketches" *ACM Transactions on Graphics (Proceedings of SIGGRAPH 2004)*, 23(3):432-440, August 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.