CS 414 – Multimedia Systems Design Lecture 38 – Content-Based Image Search and Retrieval

Klara Nahrstedt Spring 2009



Announcements

- Homework 2 due Wednesday, midnight, May 6th
- MP4 —pre-competition, April 30th, 216 SC
- MP4 competition, May 1, 5-7pm, 216 SC
- Final exam on Tuesday, May 12, 7-10pm, 1109 SC



Reading Assignment

- M. Flickner, H. Sawhney, W. Niblack, J. Ashley, Q. Huang, B. Dom, M. Gorkani, J. Hafner, D. Lee, D. Petkovic, D. Steele, and P. Yanker. "Query by image and video content: the QBIC system." *IEEE Computer*, 28(9), September 1995. (Required)
- References for other recommended readings appear later in examples



Outline

- Motivation
- System components
 - □ Primarily based on IBM's QBIC
- Examples
- Demo QBIC and Flickr



Motivation

- Text-based multimedia search and retrieval over metadata
 - ☐ File IDs
 - Keywords
 - □ Captions
 - Use existing methods for searching text



Motivation

- Content-based multimedia search and retrieval over actual data
 - □ Example images
 - ☐ Sketches and drawings
 - □ Selected color and texture patterns
 - Camera and object motion
 - □ Other graphical information
- Will show image search demos later



Example Applications

- Large scale multimedia search engines on the Web
 - □ Image search: Yahoo! , Google , Flickr
 - □ Video search: YouTube
- Media asset management systems in corporations
- Audio-visual broadcast servers
- Personal media servers for consumers
- Requirements: often depend on context and application scenarios

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Example System Architecture

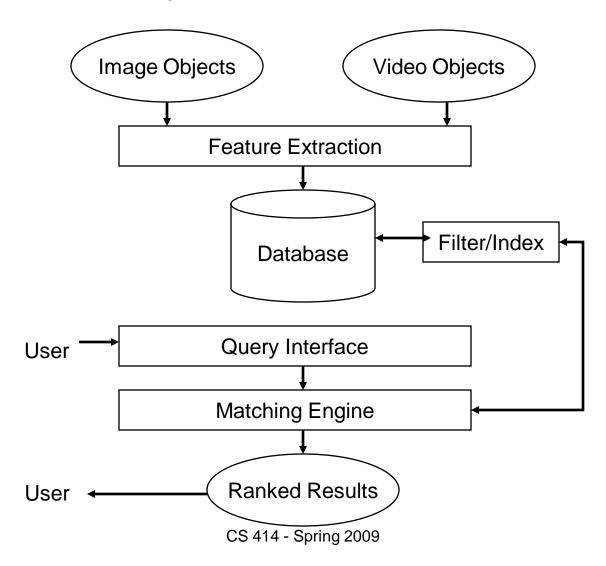
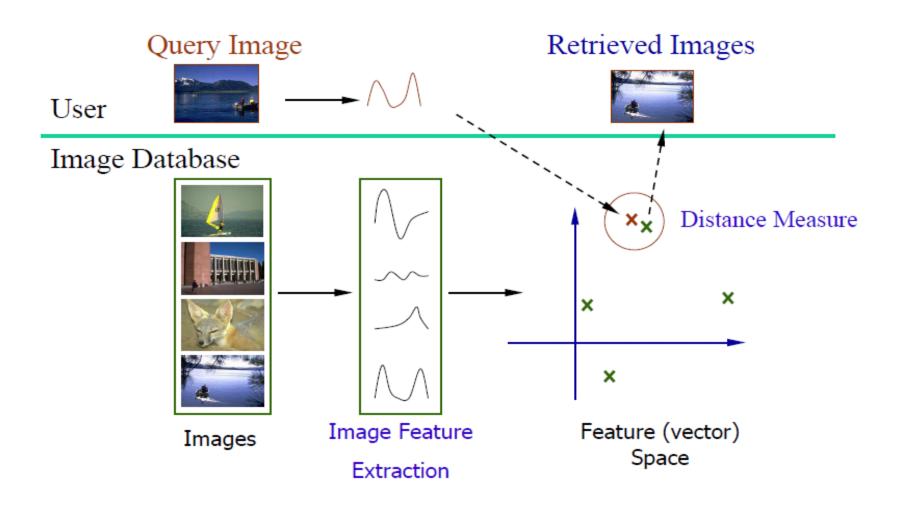




Image Retrieval

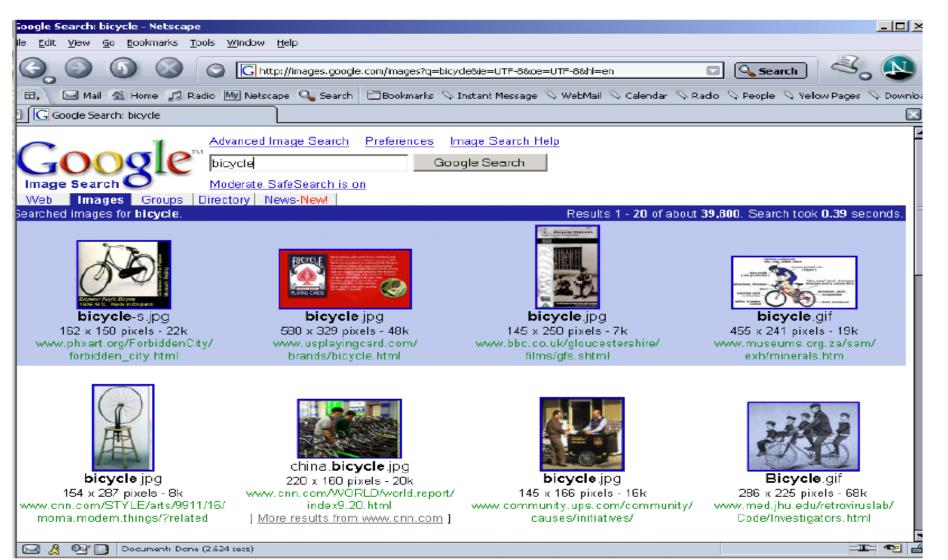


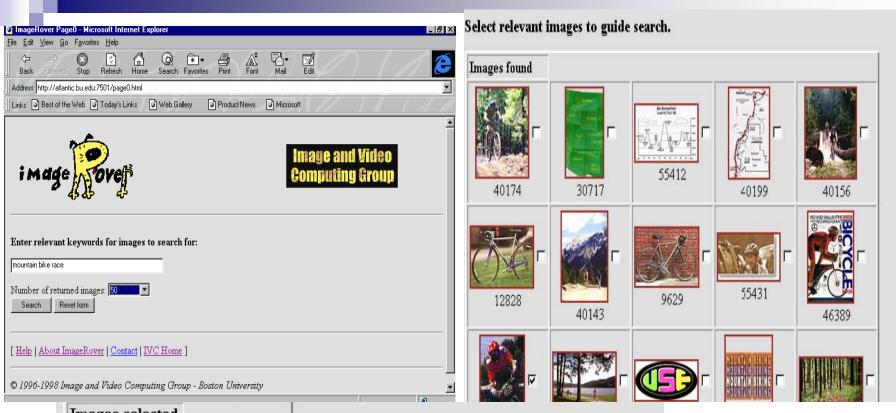


Query Formulation

- QBE: Query by Example
 - □ Positive and negative example
- Text description
- Query by sketch
- Cluster-based retrieval
- Relevance feedback

Query by Text







Select relevant images to guide search.

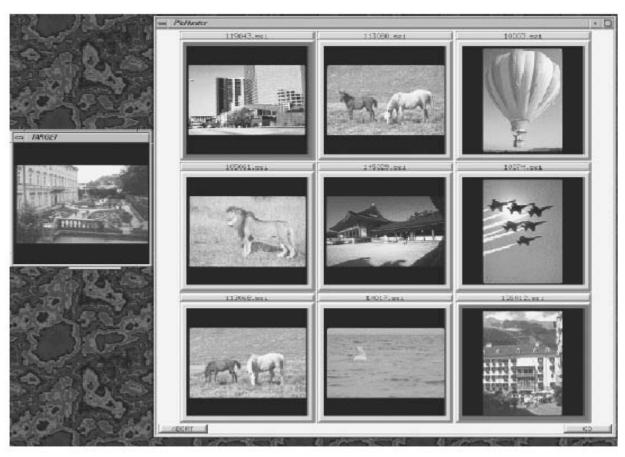


Query by Sketch



Example taken from Jacobs, Finkelstein, & Salesin Fast Multi-Resolution Image Querying, SIGGRAPH 1995

Relevance Feedback



Example taken from Cox, Miller, Minka, Papathomas, and Yianilos, "The Bayesian Image Retrieval System, *PicHunter*: Theory, Implementation, and Psychophysical Experiments," *IEEE T-IP*, 2000.



Feature Extraction

- Object identification
 - Manual, semi-automatic, or automatic
 - Contrast foreground and background
 - □ Represented internally with binary mask
- Color representation
- Texture representation
- Motion vectors (video only)

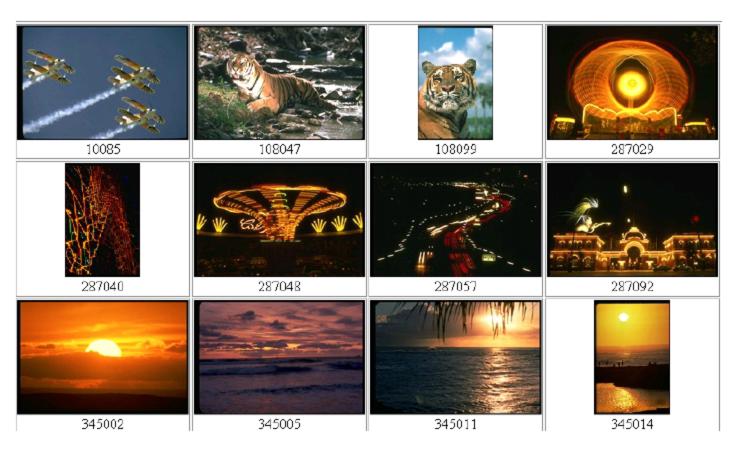


Color Histogram Extraction

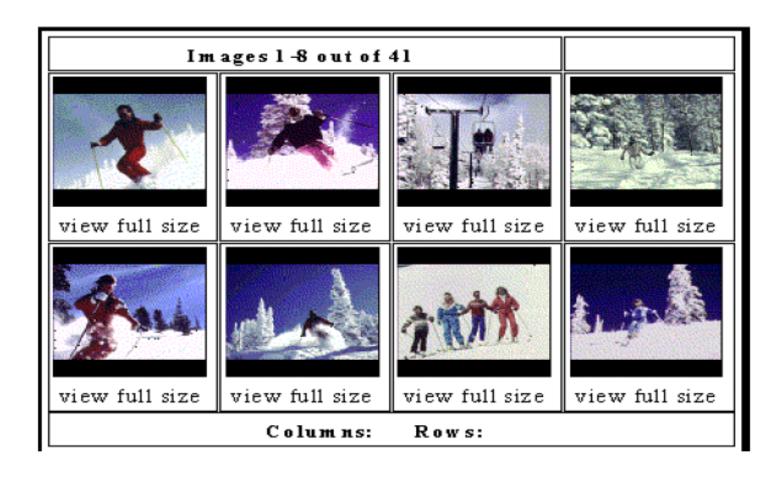
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Off-line, for each image
create histogram with a bin for each color
initialize each bin counter = 0
for each pixel in image:
    increment bin counter corresponding to pixel
    color
end
```

On Line, use histograms in image similarity measure

Images Classified as Sunsets using Overall Color Histograms

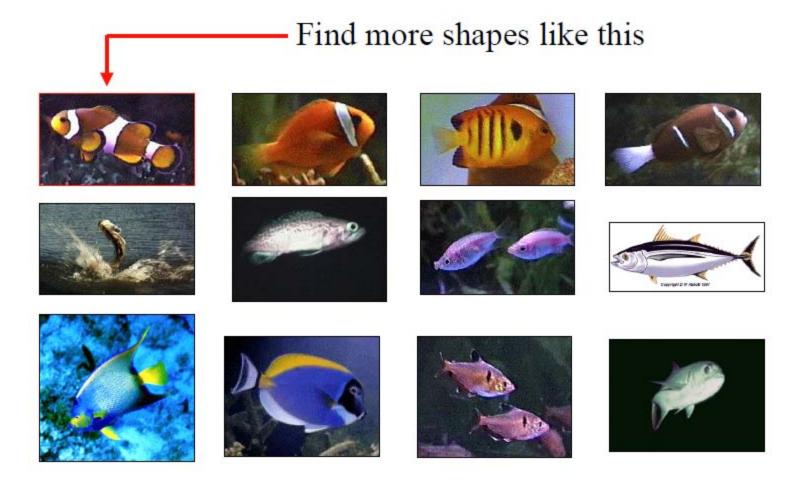


Retrieval by "color layout" in IBM's QBIC



Shape-based retrieval of images

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Filtering

- Multimedia retrieval can consist of two phases
 - First phase: computationally fast filter applied to all stored media objects (e.g., color histogram)
 - Second phase: perform complete matching operations on best matches from filter



Indexing

- Apply known data indexing techniques from database community
- Unlike traditional database contents, extracted multimedia features might be multidimensional
- Low dimensional spaces can be indexed using R*-trees



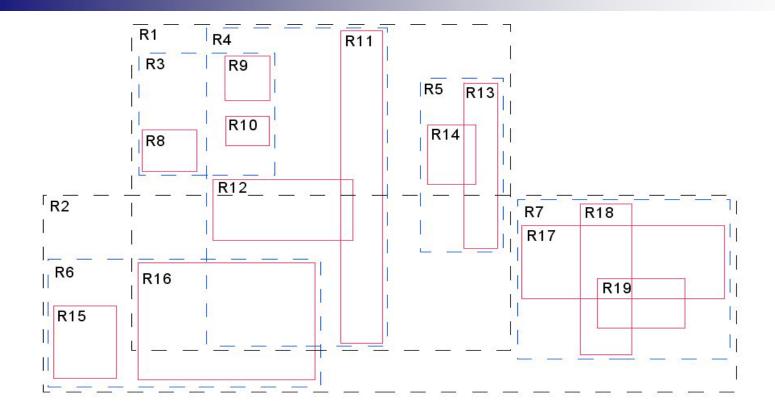
R-Trees

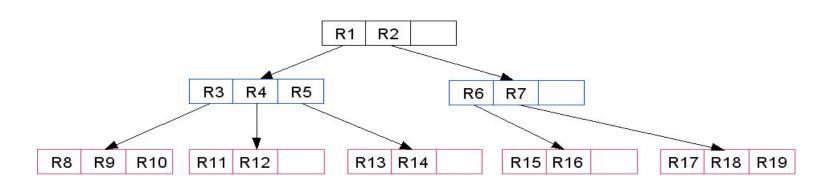
- Region tree is a multidimensional index
 - □ Like a B-tree for multiple dimensions
 - □ R*-tree is a variant that re-inserts entries upon overflow rather than splitting nodes
- Can be used to index low-dimensional features such as average color and texture
- High-dimensional features can be reduced to a lower number of dimensions



R-Trees

- Tree root is a bounding rectangle
- Child nodes are also bounding rectangles
 - Overlap is allowed at same tree level
 - □ All regions overlapping with query region must be searched
- Possible to have several levels and several dimensions



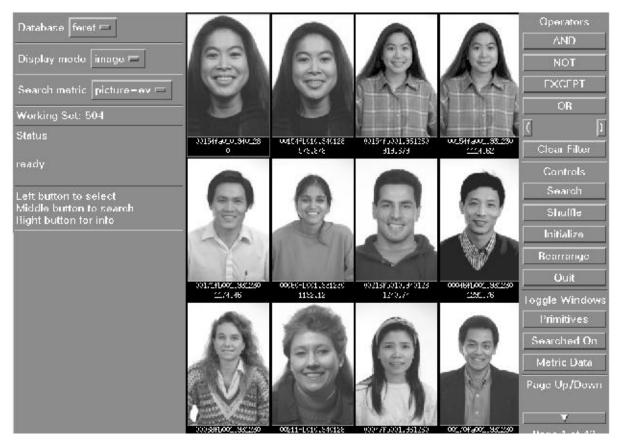




Example: Photobook

- System from MIT
- Content-based image retrieval system
- Library of matching algorithms
 - e.g., Euclidean distance, histograms, wavelet tree distances
- Interactive learning agent to help determine user's intent

Example: Photobook



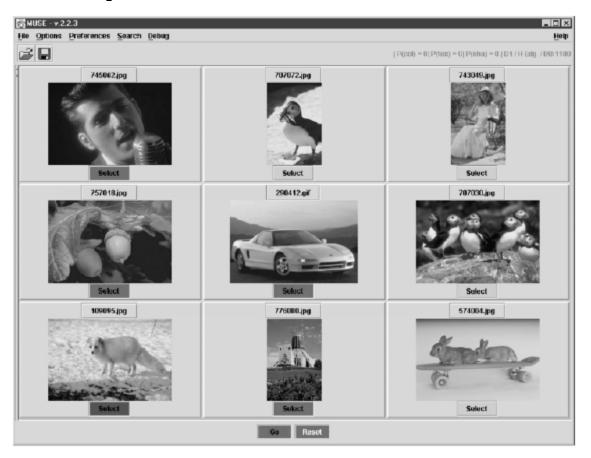
Source: Pentland, Picard, and Sclaroff. "Photobook: content-based manipulation of image databases." *International Journal of Computer Vision*, 18(3), 1996.



Example: MUSE

- System from Florida Atlantic University
- Supports user browsing
- Supports query-by-example
- Queries refined with user relevance feedback

Example: MUSE



Source: Marques and Fuhrt. "MUSE: a content-based image search and retrieval system using relevance feedback." *Multimedia Tools and Application Journal*, 2002.

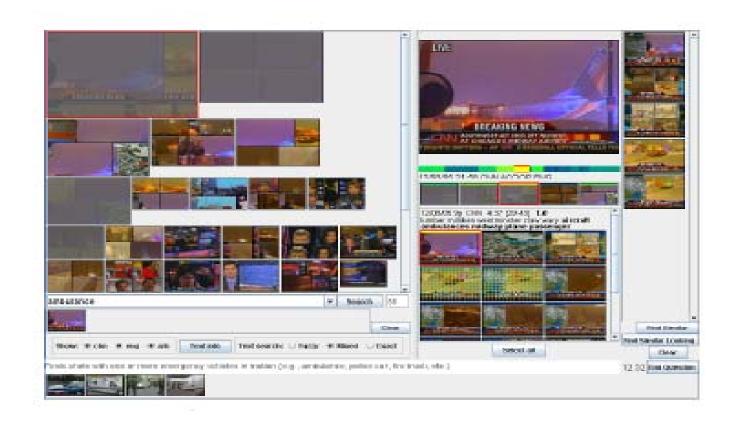


Example: MediaMagic

- System from FXPAL
- Supports multi-level index at three granularities
 - □ Program
 - □ Story
 - □ Shot
- Query interface
 - □ Initial query uses keywords
 - Subsequent queries may be "find similar" to previous query results

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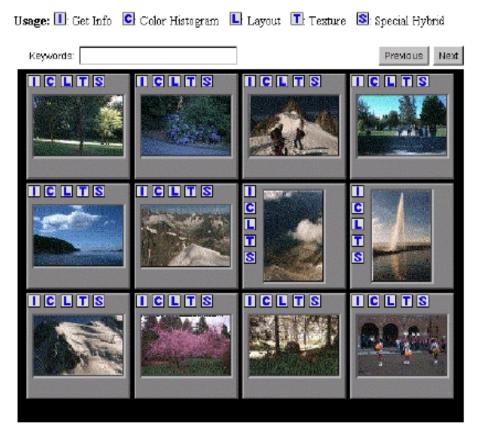
Example: MediaMagic



Source: Adcock, Cooper, and Chen. "FXPAL MediaMagic Video Search System." CIVR, 2007



QBIC: Query by Image Content



- First commercial system
- Search by:
 - color percentages
 - color layout
 - texture
 - shape/location
 - keywords

Try their demo: http://wwwqbic.almaden.ibm.com



Demo

- Russian museum's online digital collection uses QBIC engine
 - Supports color and layout search
 - □ The State Hermitage Museum
 - □ Flickr