

# Efficient dominant point detection based on discrete curve structure

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Hayat Nasser  
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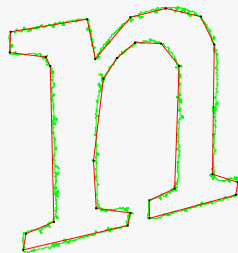
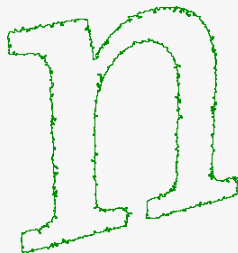
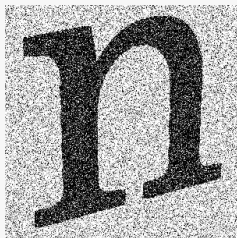
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IWCIA 2015 - Kolkata, India



# Motivation

- ▶ Shape analysis
- ▶ Pattern recognition
- ▶ Polygonal approximation



Nguyen and Debled-Rennesson, PR - 2010

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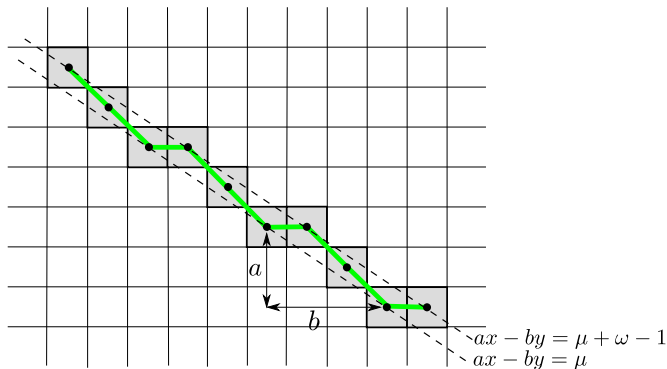
POLYGONAL SIMPLIFICATION

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# Discrete line and segment

## Definition

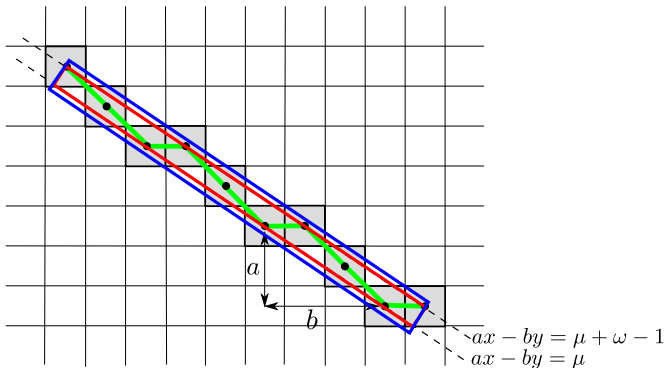
A **discrete line**  $\mathcal{D}(a, b, \mu, \omega)$  is the set of integer points  $(x, y)$  verifying  $\mu \leq ax - by < \mu + \omega$  where  $a, b, \mu, \omega \in \mathbb{Z}$  and  $\gcd(a, b) = 1$ .



# Discrete line and segment

## Definition

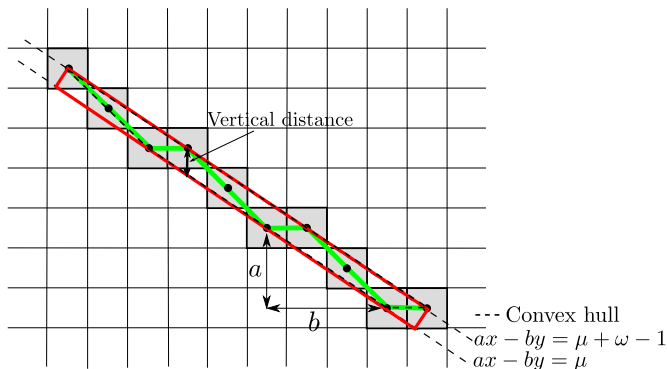
A **bounding discrete segment** of a set  $\mathcal{S}_f$  of integer points is the discrete line  $\mathcal{D}(a, b, \mu, \omega)$  containing all points of  $\mathcal{S}_f$ .



# Discrete line and segment

## Definition

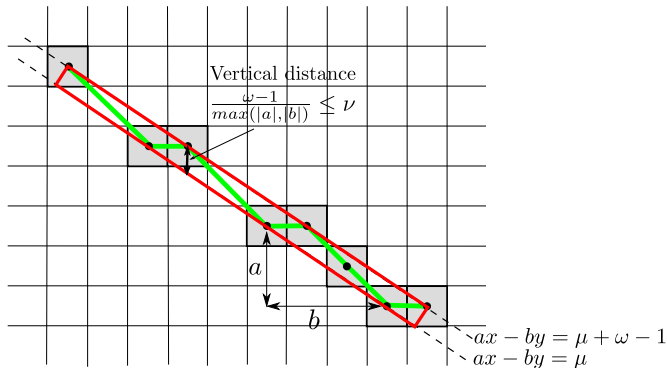
A bounding discrete segment  $\mathcal{D}(a, b, \mu, \omega)$  of  $\mathcal{S}_f$  is **optimal** if its vertical (or horizontal) distance  $\frac{\omega-1}{\max(|a|, |b|)}$  is equal to the vertical (or horizontal) thickness of the convex hull of  $\mathcal{S}_f$ .



# Blurred segment

## Definition

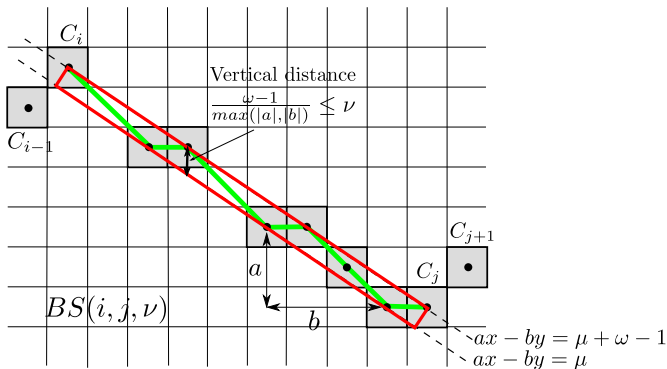
A sequence integer points  $S_f$  is a **blurred segment of width  $\nu$**  if its optimal bounding discrete segment  $\mathcal{D}(a, b, \mu, \omega)$  has the vertical or horizontal distance less than or equal to  $\nu$ .



# Blurred segment

## Definition

A sequence integer points  $S_f$  is a **blurred segment of width  $\nu$**  if its optimal bounding discrete segment  $D(a, b, \mu, \omega)$  has the vertical or horizontal distance less than or equal to  $\nu$ .

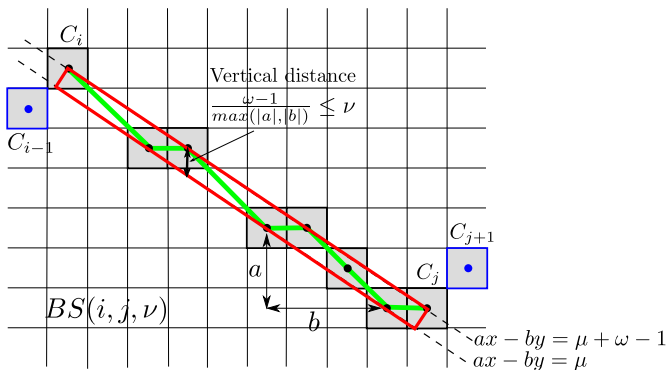




# Blurred segment

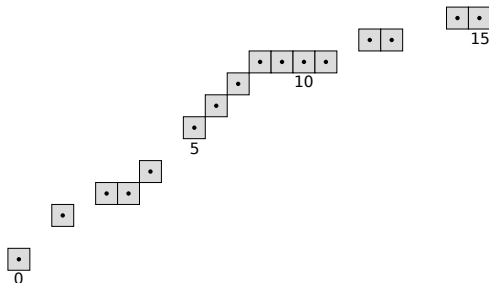
## Definition

A blurred segment  $\nu BS(i, j, \nu)$  is **maximal**, and noted  $MBS(i, j, \nu)$ , iff  $\neg BS(i, j + 1, \nu)$  and  $\neg BS(i - 1, j, \nu)$ .



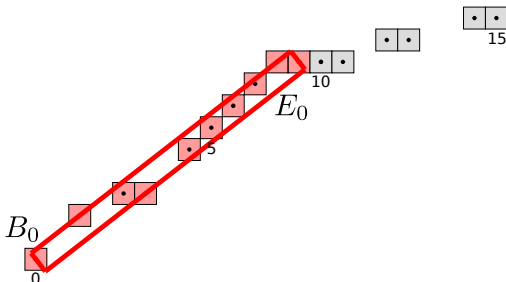
# Maximal blurred segment decomposition

- ▶ Input: A discrete curve  $C$  and a width  $\nu$
- ▶ Output: The decomposition  $MBS_\nu(C)$  of  $C$
- ▶ Algorithm: Computation the sequence of maximal blurred segments by incrementally adding (resp. removing) a pixel to (resp. from) the considering blurred segment



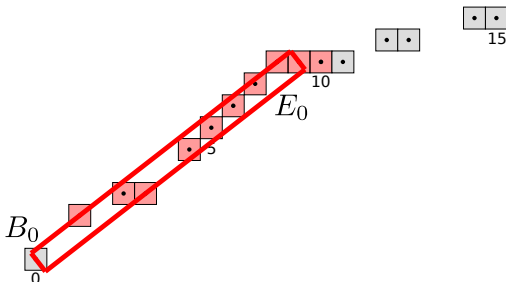
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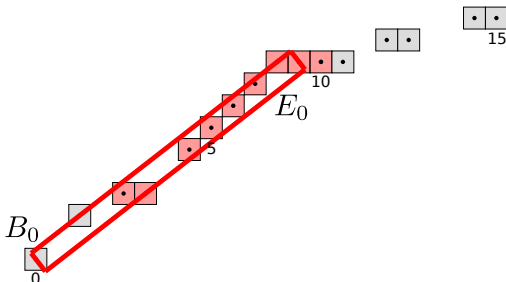
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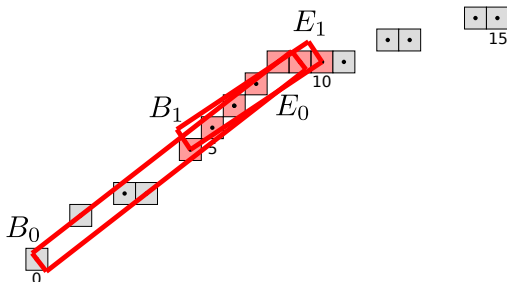
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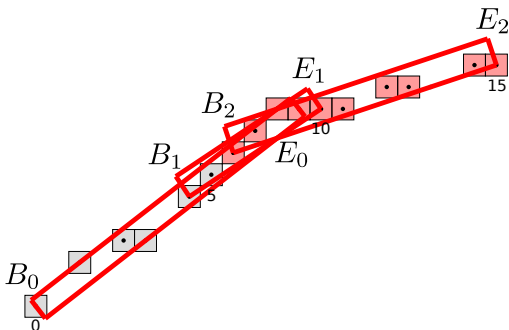
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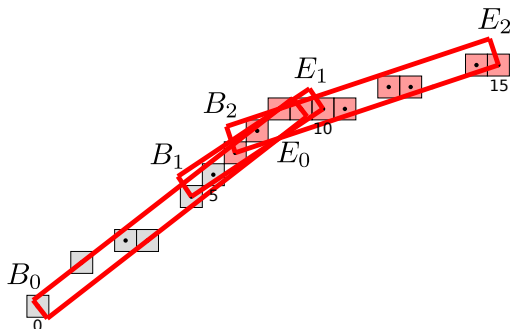
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# Maximal blurred segment decomposition

- ▶ Input: A discrete curve  $C$  and a width  $\nu$
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⇒ Algorithm of decomposition is in quasi-linear time [1]



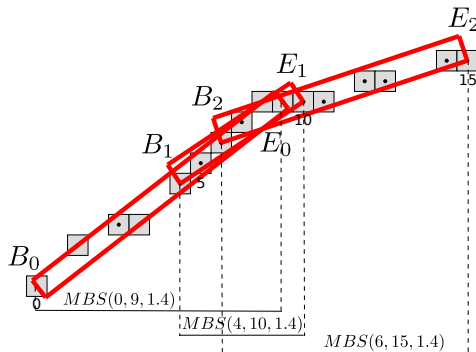
# Maximal blurred segment decomposition

## Property

Let  $MBS_\nu(C)$  be the maximal blurred segment decomposition of width  $\nu$  of  $C$ :

$$MBS_\nu(C) = \{MBS(B_0, E_0, \nu), \dots, MBS(B_{m-1}, E_{m-1}, \nu)\}.$$

Then,  $B_0 < B_1 < \dots < B_{m-1}$  and  $E_0 < E_1 < \dots < E_{m-1}$ .

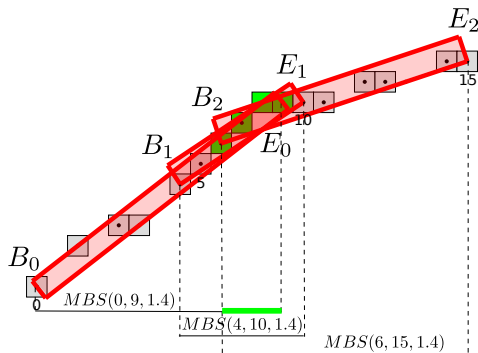




# Dominant point detection [2]

## Proposition

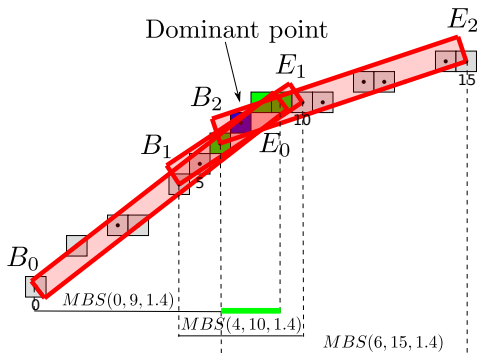
Dominant points of the curve is located in the **common zones** of successive maximal blurred segments.



# Dominant point detection [2]

## Heuristic strategy

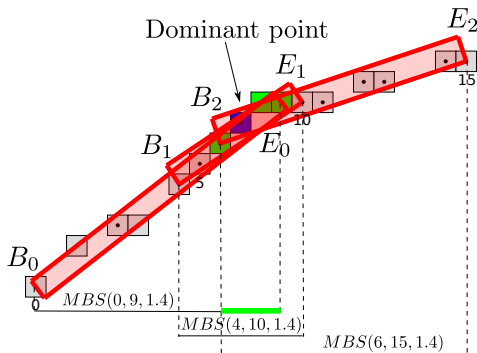
Dominant point is detected as the **middle point** of each common zone of successive maximal blurred segments.



# Dominant point detection [2]

## Heuristic strategy

Dominant point is detected as the **middle point** of each common zone of successive maximal blurred segments.

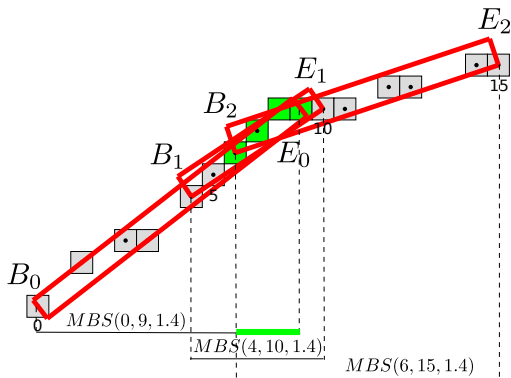


⇒ This heuristic is effective, but not always optimal!

# Modified algorithm of dominant point detection

## Pseudo curvature

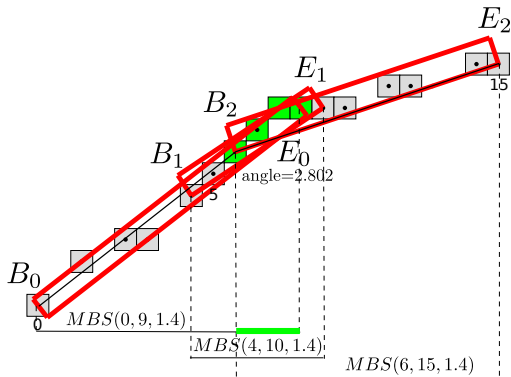
A **measure of angle** is estimated for points in the common zone. Such angle is defined by the considered point and the two left and right extremities of the left and right maximal blurred segments composing the common zone.



# Modified algorithm of dominant point detection

## Pseudo curvature

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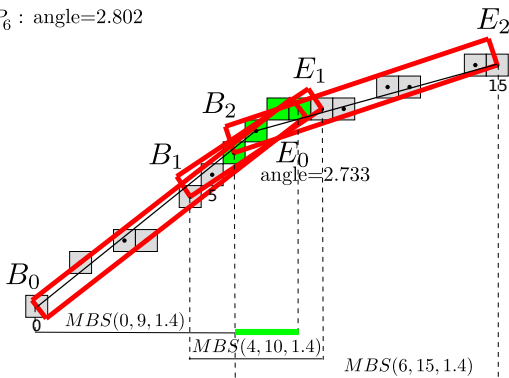


# Modified algorithm of dominant point detection

## Pseudo curvature

A **measure of angle** is estimated for points in the common zone. Such angle is defined by the considered point and the two left and right extremities of the left and right maximal blurred segments composing the common zone.

$P_6$  : angle=2.802





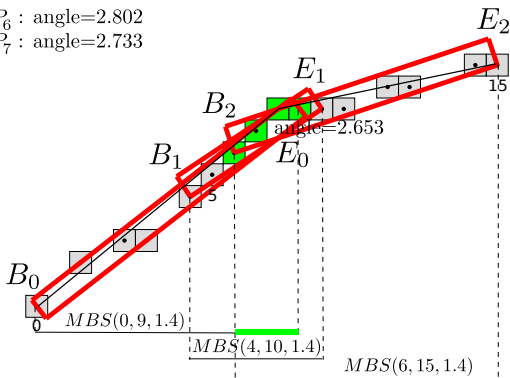
# Modified algorithm of dominant point detection

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$P_6$  : angle=2.802

$P_7$  : angle=2.733



# Modified algorithm of dominant point detection

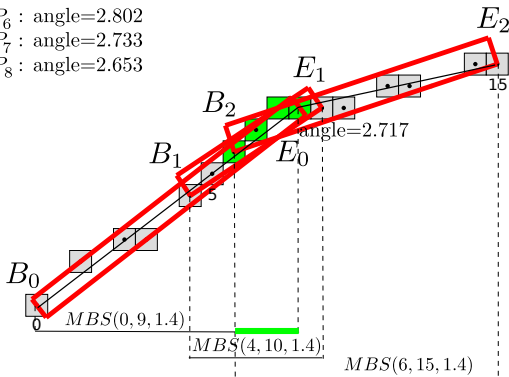
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A **measure of angle** is estimated for points in the common zone. Such angle is defined by the considered point and the two left and right extremities of the left and right maximal blurred segments composing the common zone.

$P_6$  : angle=2.802

$P_7$  : angle=2.733

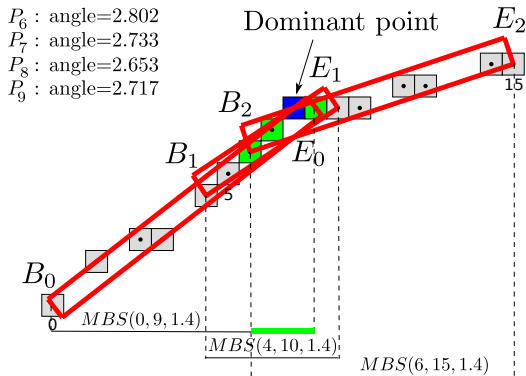
$P_8$  : angle=2.653



# Modified algorithm of dominant point detection

## New strategy

Dominant point is detected as the point in the common zone with **minimum angle measure**.



# Modified algorithm of dominant point detection

**Input:**  $C$  discrete curve of  $n$  points and a width  $\nu$

**Output:**  $D$  set of dominant points

**Begin**

Build  $MBS_\nu = \{MBS(B_i, E_i, \nu)\}_{i=0}^{m-1}$

$n = |C|$ ;  $m = |MBS_\nu|$

$q = 0$ ;  $p = 1$ ;  $D = \emptyset$

**while**  $p < m$  **do**

**while**  $E_q > B_p$  **do**

$p++$

**end while**

$D = D \cup \min\{Angle(C_{B_q}, C_i, C_{E_{p-1}}) \mid i \in \llbracket B_{p-1}, E_q \rrbracket\}$

$q = p - 1$

**end while**

**End**

# Evaluation criteria of experimental results

1. Number of dominant points (nDP)
2. Compression ratio (CR)

$$CR = \frac{n}{nDP}$$

3. Integral sum of square errors (ISSE)

$$ISSE = \sum_{i=1}^n d_i^2$$

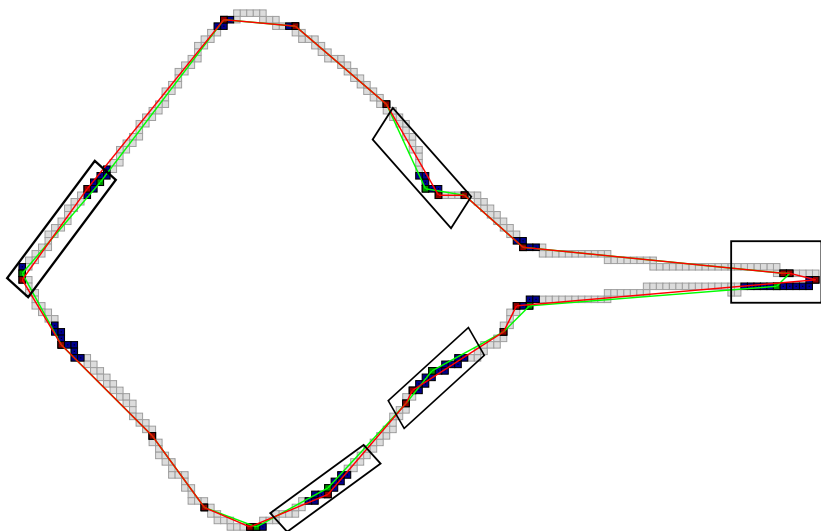
4. Maximum error ( $L_\infty$ )

$$L_\infty = \max\{d_i\}_{i=1}^n$$

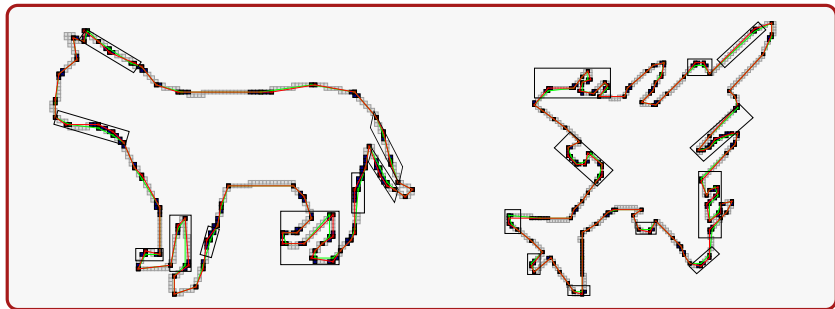
5. Figure of merit (FOM)

$$FOM = \frac{CR}{ISSE}$$

# Comparing results to Nguyen's method [2]



# Comparing results to Nguyen's method [2]



Curve	Method	nDP	CR	ISSE	$L_\infty$	FOM
(Left) $n = 404$	Nguyen	20	20.2	236.806	3.536	0.0853
	Ours	20	20.2	<b>150.314</b>	<b>1.539</b>	<b>0.1344</b>
(Right) $n = 252$	Nguyen	43	5.86	68.896	1	0.0851
	Ours	43	5.86	<b>57.582</b>	1	<b>0.1018</b>

# Polygonal simplification

## Issue

Overmuch of dominant points detected due to the nature of the maximal blurred segment sequence defined on a discrete curve.

## Solution

Elimination of dominant points which are less **important** with respect to the approximating polygon of the discrete curve using the ratio of the two following criteria :

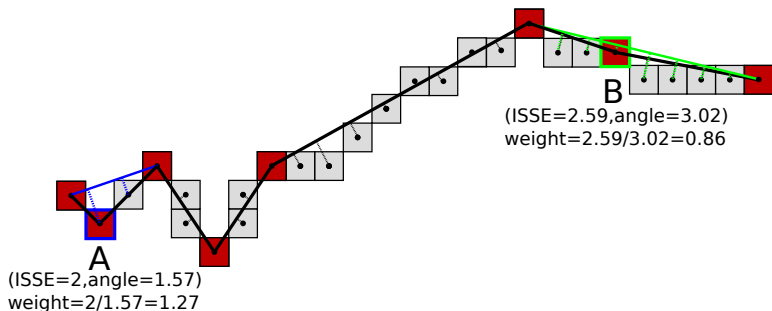
- ▶ ISSE
- ▶ angle criterion



# Polygonal simplification

## Issue

Overmuch of dominant points detected due to the nature of the maximal blurred segment sequence defined on a discrete curve.



# Algorithm of polygonal simplification

**Input:**  $D$  set of dominant points and  $n$  number of points on the simplifying polygon

**Output:** New set of  $n$  dominant points

**Begin**

**for**  $i = 1 \rightarrow |D| - 1$  **do**

$$w(p_i) = ISSE(p_{i-1}, p_{i+1}) / Angle(p_{i-1}, p_i, p_{i+1})$$

**end for**

**while**  $|D| > n$  **do**

$$p_j = \min\{w(p_i) \mid p_i \in D\}$$

$$w(p_{j-1}) = ISSE(p_{j-2}, p_{j+1}) / Angle(p_{j-2}, p_{j-1}, p_{j+1})$$

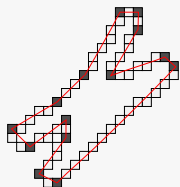
$$w(p_{j+1}) = ISSE(p_{j-1}, p_{j+2}) / Angle(p_{j-1}, p_{j+1}, p_{j+2})$$

$$D = D \setminus \{p_j\}$$

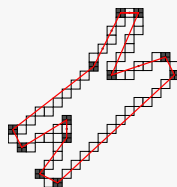
**end while**

**End**

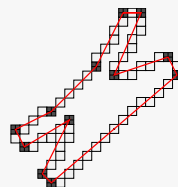
# Comparing results to other methods



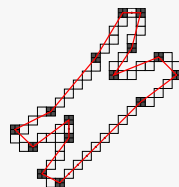
Ours,  $\nu=0.7$ ,  
simplification  
14/19 (16%)



Masood [3]



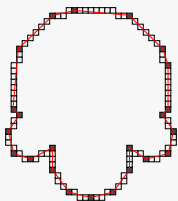
Marji [4]



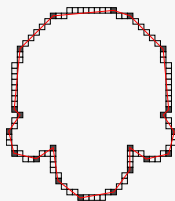
Teh [5]

Curve	Method	nDP	CR	ISSE	$L_\infty$	FOM
Chromosome $n=60$	Ours	14	4.286	<b>5.116</b>	0.8	<b>0.838</b>
	Masood	12	5	7.76	0.88	0.65
	Marji	12	5	8.03	0.895	0.623
	Teh	15	4	7.2	<b>0.74</b>	0.556

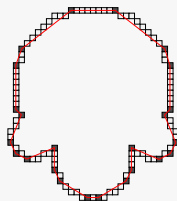
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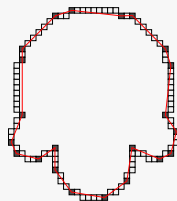
Ours,  $\nu=0.7$ ,  
simplification  
23/26 (11%)



Masood [3]



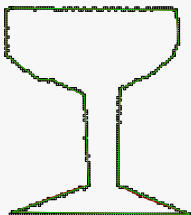
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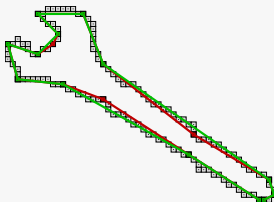
Teh [5]

Curve	Method	nDP	CR	ISSE	$L_\infty$	FOM
Semicircle $n=102$	Ours	23	4.435	<b>7.639</b>	0.724	<b>0.581</b>
	Masood	22	4.64	8.61	<b>0.72</b>	0.54
	Marji	26	3.92	9.01	0.74	0.435
	Teh	22	4.64	20.61	1	0.225

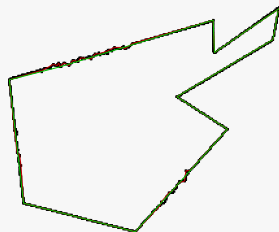
# Experimental results



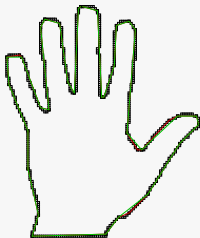
$\nu=1.5$ , nDP=16 (15%)



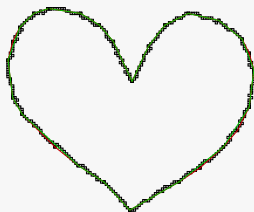
$\nu=1.5$ , nDP=13 (15%)



$\nu=1.5$ , nDP=12 (70%)



$\nu=1.5$ , nDP=33 (10%)



$\nu=1.5$ , nDP=23 (15%)



$\nu=1.5$ , nDP=27 (25%)

# Conclusion

## Contributions






- ▶ Algorithm based on discrete structure of the curve
- ▶ Algorithm without heuristic but a simple measure of angle

## Perspectives

- ▶ Parameter free method
- ▶ Adaptive-thickness

Thank your for your attention!

## References

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