

SURVEY PAPER ON VARIOUS METHODS IN CONTENT BASED INFORMATION RETRIEVAL

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ABSTRACT

Information Retrieval is an emerging research area in the field of Information Retrieval. Due to the immense amount of data in the WWW, it is very tough for the user to retrieve the relevant images. Traditional Image Retrieval approaches based on topic similarity alone is not sufficient nowadays the content based image retrieval (CBIR) are becoming a source of exact and fast retrieval. A variety of techniques have been developed to improve the performance of CBIR. Data clustering is an unsupervised method for extraction hidden pattern from huge data sets. With large data sets, there is possibility of high dimensionality. Having both accuracy and efficiency for high dimensional data sets with enormous number of samples is a challenging arena. In this paper the clustering techniques are discussed and analysed. Also, we propose a method HDK that uses more than one clustering technique to improve the performance of CBIR. This method makes use of hierarchical and divide and conquer K- Means clustering technique with equivalency and compatible relation concepts to improve the performance of the K-Means for using in high dimensional datasets. It also introduced the feature like color, texture and shape for accurate and effective retrieval system. This survey gives an introduction to content-based image Retrieval and explores the different types of retrieval methods

KEYWORDS: CBIR, Image Feature Extraction, Image Analysis, Image Retrieval, Image Similarity Clustering Techniques

INTRODUCTION

Content-based image retrieval (CBIR), also known as query by image content (QBIC) and content-based visual information retrieval (CBVIR) is the application of computer vision techniques to the image retrieval problem, that is, the problem of searching for digital images in large databases (see this survey^[1] for a recent scientific overview of the CBIR field). Content-based image retrieval is opposed to concept-based approaches .

"Content-based" means that the search analyzes the contents of the image rather than themetadata such as keywords, tags, or descriptions associated with the image. The term "content" in this context might refer to colors, shapes, textures, or any other information that can be derived from the image itself. CBIR is desirable because most web-based image search engines rely purely on metadata and this produces a lot of garbage in the results Also having humans manually enter keywords for images in a large database can be inefficient, expensive and may not capture every keyword that describes the image. Thus a system that can filter images based on their content would provide better indexing and return more accurate results.

The term "content-based image retrieval" seems to have originated in 1992 when it was used by T. Kato to describe experiments into automatic retrieval of images from a database, based on the colors and shapes present.^[2] Since

then, the term has been used to describe the process of retrieving desired images from a large collection on the basis of syntactical image features. The techniques, tools, and algorithms that are used originate from fields such as statistics, pattern recognition, signal processing, and computer vision.

There is a growing interest in CBIR because of the limitations inherent in metadata-based systems, as well as the large range of possible uses for efficient image retrieval. Textual information about images can be easily searched using existing technology, but this requires humans to manually describe each image in the database. This is impractical for very large databases or for images that are generated automatically, e.g. those from surveillance cameras. It is also possible to miss images that use different synonyms in their descriptions. Systems based on categorizing images in semantic classes like "cat" as a subclass of "animal" avoid this problem but still face the same scaling issues.

CBIR TECHNIQUES

Many CBIR systems have been developed, but the problem of retrieving images on the basis of their pixel content remains largely unsolved.

Query Techniques

Different implementations of CBIR make use of different types of user queries. Query by example is a query technique that involves providing the CBIR system with an example image that it will then base its search upon. The underlying search algorithms may vary depending on the application, but result images should all share common elements with the provided example.

Options for providing example images to the system include:

- A preexisting image may be supplied by the user or chosen from a random set.
- The user draws a rough approximation of the image they are looking for, for example with blobs of color or general shapes.

This query technique removes the difficulties that can arise when trying to describe images with words.

Semantic Retrieval

The ideal CBIR system from a user perspective would involve what is referred to as *semantic* retrieval, where the user makes a request like "find pictures of Abraham Lincoln". This type of open-ended task is very difficult for computers to perform - pictures of chihuahuas and Great Danes look very different, and Lincoln may not always be facing the camera or in the same pose. Current CBIR systems therefore generally make use of lower-level features like texture, color, and shape, although some systems take advantage of very common higher-level features like faces. Not every CBIR system is generic. Some systems are designed for a specific domain, e.g. shape matching can be used for finding parts inside a CAD-CAM database.

Other Query Methods

Other query methods include browsing for example images, navigating customized/hierarchical categories, querying by image region (rather than the entire image), querying by multiple example images, querying by visual sketch, querying by direct specification of image features, and multimodal queries (e.g. combining touch, voice, etc.)

CBIR systems can also make use of *relevance feedback*, where the user progressively refines the search results by marking images in the results as "relevant", "not relevant", or "neutral" to the search query, then repeating the search with

the new information.

Content Comparison Using Image Distance Measures

The most common method for comparing two images in content-based image retrieval (typically an example image and an image from the database) is using an image distance measure. An image distance measure compares the similarity of two images in various dimensions such as color, texture, shape, and others. For example a distance of 0 signifies an exact match with the query, with respect to the dimensions that were considered. As one may intuitively gather, a value greater than 0 indicates various degrees of similarities between the images. Search results then can be sorted based on their distance to the queried image.^[3] A long list of distance measures can be found in.

Color

Computing distance measures based on color similarity is achieved by computing a color histogram for each image that identifies the proportion of pixels within an image holding specific values (that humans express as colors). Current research is attempting to segment color proportion by region and by spatial relationship among several color regions. Examining images based on the colors they contain is one of the most widely used techniques because it does not depend on image size or orientation. Color searches will usually involve comparing color histograms, though this is not the only technique in practice.

Texture

Texture measures look for visual patterns in images and how they are spatially defined. Textures are represented by texels which are then placed into a number of sets, depending on how many textures are detected in the image. These sets not only define the texture, but also where in the image the texture is located.

Texture is a difficult concept to represent. The identification of specific textures in an image is achieved primarily by modeling texture as a two-dimensional gray level variation. The relative brightness of pairs of pixels is computed such that degree of contrast, regularity, coarseness and directionality may be estimated (Tamura, Mori & Yamawaki, 1978). However, the problem is in identifying patterns of co-pixel variation and associating them with particular classes of textures such as silky, or rough.

Shape

Shape does not refer to the shape of an image but to the shape of a particular region that is being sought out. Shapes will often be determined first applying segmentation or edge detection to an image. Other methods like [Tushabe and Wilkinson 2008] use shape filters to identify given shapes of an image. In some case accurate shape detection will require human intervention because methods like segmentation are very difficult to completely automate.

THE RETRIEVAL BASED ON CLUSTERING TECHNIQUES

Clustering techniques can be classified into supervised (including semi-supervised) and unsupervised schemes. The former consists of hierarchical approaches that demand human interaction to generate splitting criteria for clustering. In unsupervised classification, called clustering or exploratory data analysis, no labeled data are available. The goal of clustering is to separate a finite unlabeled data set into a finite and discrete set of "natural," hidden data structures, rather than provide an accurate characterization of unobserved samples generated from the same probability distribution. This paper critically reviews and summarizes different clustering techniques.

Log –Based Clustering

Images can be clustered based on the retrieval system logs maintained by an information retrieval process. The session keys are created and accessed for retrieval. Through this the session clusters are created. Each session cluster generates log –based document and similarity of image couple is retrieved. Log –based vector is created for each session vector based on the log-based document. Now, the session cluster is replaced with this vector. The unaccessed documents creates its own vector.

A hybrid matrix is generated with at least one individual document vector and one log-based clustered vector. At last the hybrid matrix is clustered. This technique is difficult to perform in the case of multidimensional images. To overcome this hierarchical clustering is adopted.

Hierarchical Clustering

Hierarchical clustering (HC) algorithms organize data into a hierarchical structure according to the proximity matrix. The results of HC are usually depicted by a binary tree or dendrogram as shown in Figure 1 where A, B, C, D, E, F, G are objects or clusters. It represents the nested grouping of patterns and similarity levels at which groupings change. The root node of the dendrogram represents the whole data set and each leaf node is regarded as a data object. The intermediate nodes, thus, describe the extent that the objects are proximal to each other; and the height of the dendrogram usually expresses the distance between each pair of objects or clusters, or an object and a cluster. The ultimate clustering results can be obtained by cutting the dendrogram at different levels. This representation provides very informative descriptions and visualization for the potential data clustering structures, especially when real hierarchical relations exist in the data, like the data from evolutionary research on different species of organisms. HC algorithms are mainly classified as agglomerative methods and divisive methods. Agglomerative clustering starts with clusters and each of them includes exactly one object. A series of merge operations are then followed out that finally lead all objects to the same group. Divisive clustering proceeds in an opposite way. In the beginning, the entire data set belongs to a cluster and a procedure successively divides it until all clusters are singleton clusters. For a cluster with objects, there are $2^{N-1}-1$ possible two-subset divisions, which is very expensive in computation. Therefore, divisive clustering is not commonly used in practice. In recent years, with the requirement for handling large-scale data sets in data mining and other fields, many new HC techniques have appeared and greatly improved the clustering performance.

Retrieval Dictionary Based Clustering

A rough classification retrieval system is formed. This is formed by calculating the distance between two learned patterns and these learned patterns are classified into different clusters followed by a retrieval stage. The main drawback addressed in this system is the determination of the distance. To overcome this problem a retrieval system is developed by retrieval dictionary based clustering. This method has a retrieval dictionary generation unit that classifies learned patterns into plural clusters and creates a retrieval dictionary using the clusters. Here, the image is retrieved based on the distance between two spheres with different radii. Each radius is a similarity measure between central cluster and an input image. An image which is similar to the query image will be retrieved using retrieval dictionary.

NCut Algorithm

Ncut method attempts to organize nodes into groups so that the within the group similarity is high, and/or between the groups similarity is low. This method is empirically shown to be relatively robust in image segmentation. This method can be recursively applied to get more than two clusters. In this method each time the

subgraph with maximum number of nodes is partitioned (random selection for tie breaking). The process terminates when the bound on the number of clusters is reached or the N_{cut} value exceeds some threshold T . The recursive N_{cut} partition is essentially a hierarchical divisive clustering process that produces a tree. Nonetheless, the tree organization here may be misleading a user because there is no guarantee of any correspondence between the tree and the semantic structure of images. Furthermore, organizing image clusters into a tree structure will significantly complicate the user interface.

K Means Clustering

This nonhierarchical method initially takes the number of components of the population equal to the final required number of clusters. In this step itself the final required number of clusters is chosen such that the points are mutually farthest apart. Next, it examines each component in the population and assigns it to one of the clusters depending on the minimum distance. The centroid's position is recalculated everytime a component is added to the cluster and this continues until all the components are grouped into the final required number of clusters. The K-means algorithm is very simple and can be easily implemented in solving many practical problems. It can work very well for compact and hyperspherical clusters. The time complexity of K-means is $O(NKd)$. Since K and d are usually much less than N , K-means can be used to cluster large data sets. Parallel techniques for K-means are developed that can largely accelerate the algorithm. Incremental clustering techniques for example (Bradley et al., 1998) do not require the storage of the entire data set, and can handle it in a one-pattern-at-a-time way. If the pattern displays enough closeness to a cluster according to some predefined criteria, it is assigned to the cluster. Otherwise, a new cluster is created to represent the object.

Graph Theory Based Clustering

The concepts and properties of graph theory make it very convenient to describe clustering problems by means of graphs. Nodes of a weighted graph correspond to data points in the pattern space and edges reflect the proximities between each pair of data points. A graph-based clustering method is particularly well suited for dealing with data that is used in the construction of minimum spanning tree MST. It can be used for detecting clusters of any size and shape without specifying the actual number of clusters. Well known algorithms in clustering are Minimum Spanning Tree based clustering, and clustering editing method, HCS algorithm, etc. Current research is focused on clustering using divide and conquer approach. Usually this clustering methodology is used to detect irregular clustering boundaries in clustering results. Zhan proposes to construct an MST and delete the inconsistent edges, i.e. the edges weight values are significantly larger than average weight of the nearby edges in the tree. The inconsistency measure is applied to each edge to detect and remove the inconsistent edges, which results as a set of disjoint subtrees, each subtree will represent a separate cluster

Divide and Conquer K-Means

When the size of a data set is too large, it is possible to divide the data into different subsets and to use the selected cluster algorithm separately to these subsets. This approach is known as divide and conquer. The divide and conquer algorithm first divides the entire data set into a subset based on some criteria. The selected subset is again clustered with a clustering algorithm K-Means. The advantage is to accelerate search and to reduce complexity which depends on number of samples. Methods based on *subspace clustering* may help to ease the problem of clustering high-dimensional data, but they are not adapted at obtaining a large number of clusters. A possible solution to this issue, is to cluster hierarchically (obtain a small number of clusters and then cluster again each of the clusters obtained). The

proposed enhanced clustering method HDK which uses the combination of unsupervised clustering methods is one of the method that can largely accelerate the CBIR system.

CONCLUSIONS

The purpose of this survey is to provide an overview of the functionality of content based image retrieval systems. Combining advantages of HC and divide and conquer K-Means strategy can help us in both efficiency and quality. HC algorithm can construct structured clusters. Although HC yields high quality clusters but its complexity is quadratic and is not suitable for huge datasets and high dimension data. In contrast K-Means is linear with size of data set and dimension and can be used for big datasets that yields low quality. Divide and conquer K-Means can be used for high dimensional data set . In this paper we present a method HDK to use both advantages of HC and Divide and conquer K-Means by introducing equivalency and compatible relation concepts. Using two steps clustering in high dimensional data sets with considering no of clusters based on color feature helps us to improve accuracy and efficiency of original K-Means clustering. For this purpose we should consider orthogonal space. HDK algorithm has been used extensively in various areas to improve the performance of the system and to achieve better results in different applications.

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