

User requirements

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Outline

- 
- 1 Project background
 - 2 Constraints
 - 3 Description of the final product
 - 4 Organization and project management
 - 5 Necessary resources for development
 - 6 Conclusion

Context and environment

- XLIM-SIC laboratory of Poitiers University.
- Researching for new feature matching and indexing solutions for image retrieval and analysis.
- Life CLEF contest 2015.
 - CLEF = Cross Language Evaluation Forum
 - International contest for image retrieval

Project goal

- Develop a software program for image retrieval.
 - Embedding a new color texture feature
- Compare the obtained performances (CLEF challenge).
- Relevant in our skill developments inside the training
 - Image processing, computer sciences, classification and statistics
- Many educational topics related to this project.
 - Project management, time constraints, deliverables, ...

Scope of work

- Design a software program for image retrieval in database.
- Adapt the last up to date designed color texture attributes (vectorial construction).
- Compare last research results in color texture analysis in front of the Big-Data challenge.

Stakeholders

- Customer : Thierry Urruty.
- People involved in the project : Thomas Le Bris, Gaëtan Adier, Ibrahima Gueye, Etienne Caillaud, David Helbert, Noël Richard.
- End users : Economical structures in charge of large image database (Flicker, Google, CIBDI Angouleme, Eïnden...).

State of the art

- CLEF → international competition between
 - University laboratories
 - Societies : IBM
- Automatic extraction of key-points (KP)
 - Salient key-point
 - Dense grid
- Texture or local information \forall KP
 - SIFT or/and SURF are the most used
 - C_2O being to compare

State of the art

- chosen approach as reference
 - FINKI : top ten of lifeCLEF 2014.
 - Multiscale triangular shape or opponent SIFT
- Challenge metrics from CLEF
 - Mean of the average classification rate.

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Deadlines

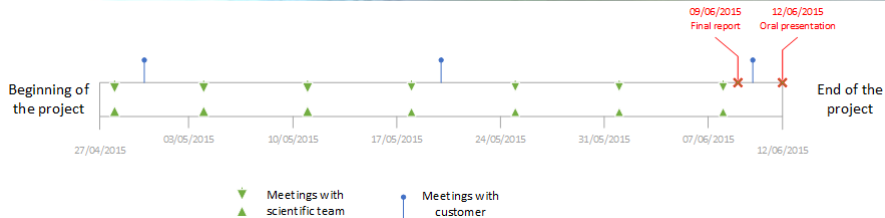


FIGURE: Gantt chart

- SCRUM meetings every morning.

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Software

- Software program able to calculate texture features for one image (argument of the executable file).
 - Texture feature computation
 - Image retrieval process using the CLEF databases
 - Performance metrics from CLEF
- For each image
 - Create one directory for each image.
 - One text file with all the information about the image
 - From the CLEF database.
 - One text file per descriptor/feature. One information per line

Performance comparison

- Compare our results with the other laboratories.
 - From the previous CLEF challenge
 - Using CLEF challenge metrics
- Produce an analysis of the obtained performances
 - Using the classical color texture features
 - Using the new color texture feature proposed by XLIM-SIC
- Produce a technical report allowing to continue this project and the CLEF contest

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Schedule

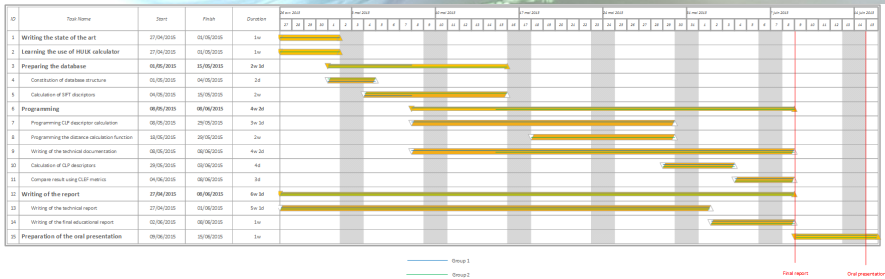


FIGURE: Gantt chart

Location

- Project classrooms (ON03/01/17) in SP2MI building.

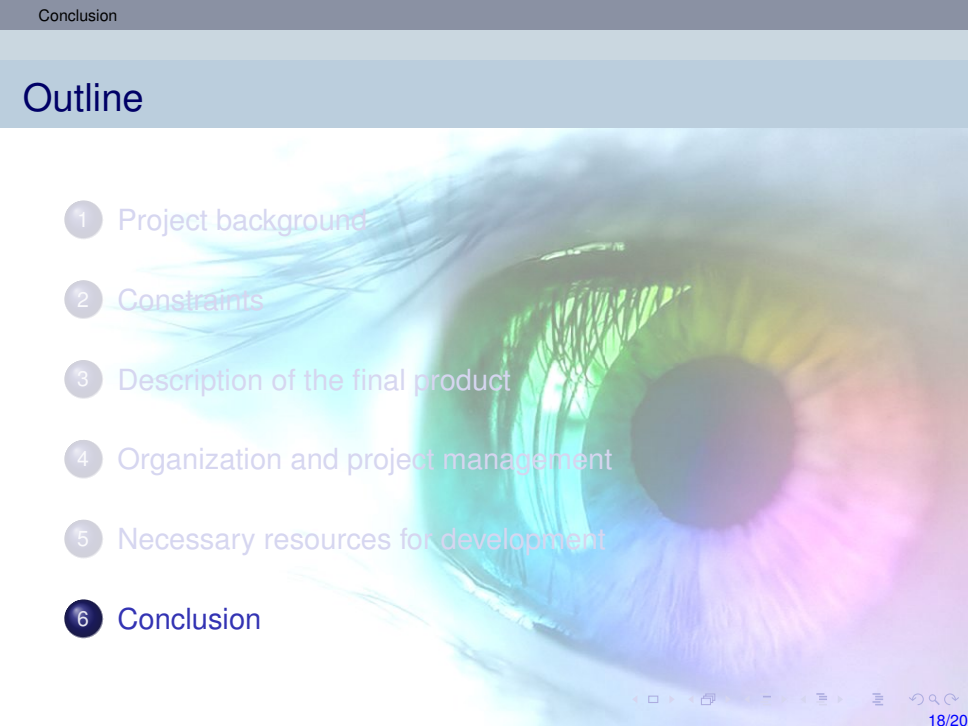
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Resources

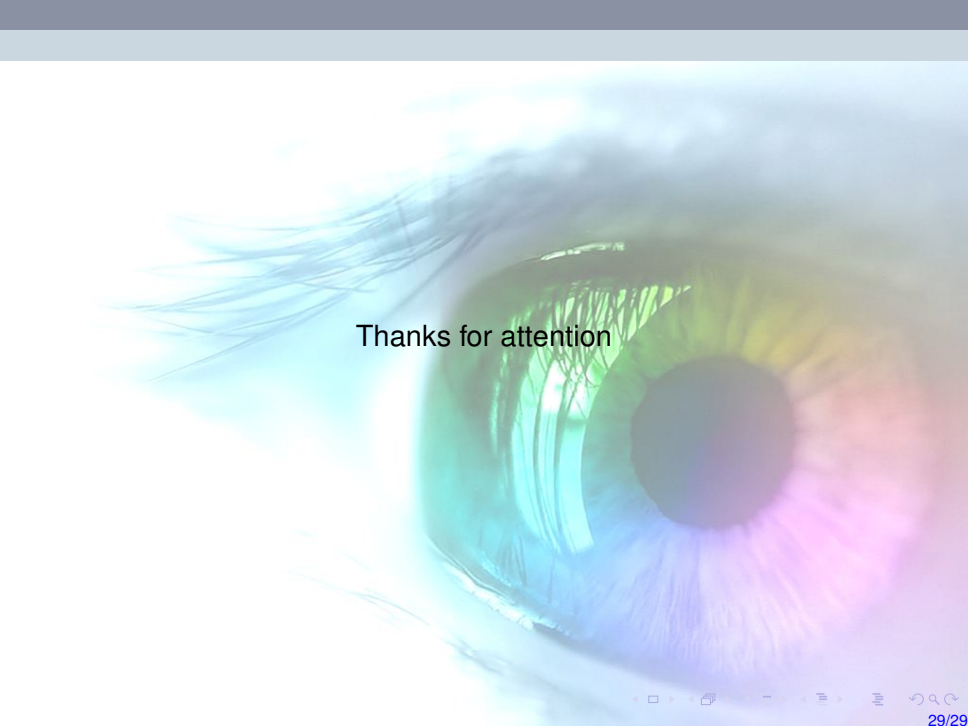
- Connection to computing university server.
- Computers with Python edition tools.
- Electrical outlets and internet access.

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Conclusion

- Using programming and image processing on new subject.
- Experience in project management.
- Opportunity to participate in a contest.



Thanks for attention