## **UI Component Comparison - Technical Report**

#### Overview

This project presents a visual comparison system for detecting differences between two UI screenshots. The pipeline detects UI components and highlights missing, misplaced, or overlapped elements.

## **Chosen Pipeline**

- Preprocessing using edge detection (Canny) and morphological operations (dilate + close)
- Component detection using contours
- Comparison based on Euclidean distances between bounding box centroids
- Overlap detection using Intersection over Union (IoU)
- Annotation using OpenCV

### Why This Pipeline?

This rule-based approach is:

- \*\*Lightweight\*\* and requires no model training
- \*\*Transparent\*\*, making it easy to interpret component differences
- \*\*Accurate\*\* for layout differences even with slight visual changes
- \*\*Flexible\*\* to component-based analysis and modifications

# **Comparison with Alternatives**

### ### 1. Pixel Matching

- Compares every pixel of both images.
- \*\*Drawback\*\*: Too sensitive even small rendering differences or minor shifts trigger false mismatches.

- \*\*Our Pipeline\*\*: Ignores pixel noise and focuses on structural layout differences.

#### ### 2. SSIM (Structural Similarity Index)

- Computes visual similarity using luminance, contrast, and structure.
- \*\*Drawback\*\*: Gives a single similarity score; does not localize differences.
- \*\*Our Pipeline\*\*: Gives both component-wise matching and visual score with bounding boxes.

#### ### 3. Template Matching (OpenCV)

- Matches regions using a sliding window template.
- \*\*Drawback\*\*: Fails with resolution/scale differences and layout shifts.
- \*\*Our Pipeline\*\*: Robust to slight misalignments and does not assume fixed templates.

#### ### 4. ORB + Homography + SSIM

- Uses feature descriptors and geometric transformation.
- \*\*Drawback\*\*: Complex, computationally heavy, and unreliable for flat UI elements with fewer features.
- \*\*Our Pipeline\*\*: Simpler and better suited for structured UI with predictable layouts.

#### ### 5. Deep Learning (e.g., YOLO for UI Components)

- Uses a trained object detection model for UI elements.
- \*\*Drawback\*\*: Requires large annotated dataset, heavy training cost, and not portable to unseen Uls.
- \*\*Our Pipeline\*\*: No training needed, fully unsupervised, and generalizable.

#### Conclusion

The chosen component-based pipeline offers a balance of performance, accuracy, and simplicity. It is ideal for automated UI regression testing, layout validation, and anomaly detection without the overhead of deep learning or template matching.