

A FULLY-AUTOMATED SOLVER FOR MULTIPLE SQUARE JIGSAW PUZZLES  
USING HIERARCHICAL CLUSTERING

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## **ABSTRACT**

### **A Fully-Automated Solver for Multiple Square Jigsaw Puzzles Using Hierarchical Clustering**

**by Zayd Hammoudeh**

The square jigsaw puzzle is a variant of traditional jigsaw puzzles, wherein all pieces are equal-sized squares; these pieces must be placed adjacent to one another to reconstruct an original image. This thesis proposes a novel solver based on hierarchical clustering that can reconstruct multiple square jigsaw puzzles simultaneously without any information beyond the set of puzzle pieces. This algorithm has been verified on up to 10 puzzles simultaneously, which is more than double the current state of the art.

This thesis defines the first set of metrics specifically tailored for multiple puzzle solvers. In addition, this thesis outlines the first visualization standards for representing best buddies and the quality of solver solutions.

## **DEDICATION**

To my mother.

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## CHAPTER 1

### Introduction

Jigsaw puzzles were first introduced in the 1760s when they were made from wood. The name “jigsaw” derives from the jigsaws that were used to carve the wooden pieces. The 1930s saw the introduction of the modern jigsaw puzzle where an image was printed on a cardboard sheet that was cut into a set of interlocking pieces [1, 2]. Although jigsaw puzzles had been solved by children for more than two centuries, it was not until 1964 that the first automated jigsaw puzzle solver was proposed by Freeman & Gardner [3]. While an automated jigsaw puzzle solver may seem trivial, the problem has been shown by Altman [4] and Demaine & Demaine [5] to be strongly NP-complete when pairwise compatibility between pieces is not a reliable metric for determining adjacency.

Jig swap puzzles are a specific type of jigsaw puzzle where all pieces are equal-sized, non-overlapping squares.<sup>1</sup> An example of a jig swap puzzle is shown in Figure 1. Jig swap puzzles are substantially more challenging to solve than traditional jigsaw puzzles since piece shape cannot be considered when determining inter-piece affinity. Rather, only the image information on each individual piece is used when solving the puzzle.

There are clear parallels between the jigsaw puzzle problem and other domains where an object must be reconstructed from a set of component pieces. As such, techniques developed for jigsaw puzzles can often be generalized to many practical problems. Some example applications of jigsaw puzzle solving techniques are:

---

<sup>1</sup>Unless otherwise noted, the phrase “jigsaw puzzle” is used in this thesis to refer to specifically jig swap puzzles.



(a) Ground-Truth Image



(b) Randomized Jig Swap Puzzle

Figure 1: Jig Swap Puzzle Example

reassembly of archaeological artifacts [6, 7], forensic analysis of deleted files [8], image editing [9], reconstruction of shredded documents [10], DNA fragment reassembly [11], and speech descrambling [12]. In most of these practical applications, the original, also known as “ground-truth,” input is unknown. This significantly increases the difficulty of the problem as the structure of the complete solution must be determined solely from the bag of component pieces.

Chapter 3 describes a fully-automated solver for the simultaneous assembly of multiple jigsaw puzzles; this algorithm does not require any information beyond the set of puzzle pieces. What is more, this thesis defines a set of new metrics specifically tailored for quantifying the quality of outputs of multiple puzzle solvers. Chapter 4 outlines a set of standards for visualizing the characteristics of solver outputs. Lastly, Chapter 5 compares the performance of this thesis’ solver to the current state of the art.

## CHAPTER 2

### Previous Work

Computational jigsaw puzzle solvers have been studied since the 1960s when Freeman & Gardner proposed a solver that relied only on piece shape and could solve puzzles with up to nine pieces [3]. Since then, the focus of research has gradually shifted from traditional jigsaw puzzles to jig swap puzzles.

Cho *et al.* [13] proposed in 2010 one of the first modern computational jig swap puzzle solvers; their approach relied on a graphical model built around a set of one or more “anchor piece(s),” which are pieces whose position is fixed in the correct location before the solver begins. Their solver also required that the user specify the actual dimensions of the input puzzle. Future solvers would improve on Cho *et al.*’s results while simultaneously reducing the amount of information (i.e., beyond the set of pieces) passed to the solver.

A significant contribution of Cho *et al.* is that they were first to use the LAB (Lightness and the A/B opponent color dimensions) colorspace to encode image pixels. LAB was selected due to its property of normalizing the lightness and color variation across all three pixel dimensions. Cho *et al.* also proposed a measure for quantifying the pairwise distance between two puzzle pieces that became the basis of most future work.

Pomeranz *et al.* [14] proposed an iterative, greedy, jig swap puzzle solver in 2011. Their approach did not rely on anchor pieces, and the only information passed to the solver were the pieces, their orientation, and the dimensions of the puzzle. Pomeranz *et al.* also generalized and improved on Cho *et al.*’s inter-piece pairwise

distance measure by proposing a “predictive distance measure.” Finally, Pomeranz *et al.* introduced the concept of “best buddies.” Equation 1 formally defines the best buddy relationship between the side (e.g., top, left, right, bottom),  $s_x$ , of puzzle piece,  $p_i$ , and the side,  $s_y$ , of piece  $p_j$ . Note that  $C(p_i, s_x, p_j, s_y)$  represents the compatibility between the two pieces’ respective sides.

$$\forall x_k \forall s_c, C(x_i, s_a, x_j, s_b) \geq C(x_i, s_a, x_k, s_c) \quad \text{and} \quad (1)$$

$$\forall x_k \forall s_c, C(x_j, s_b, x_i, s_a) \geq C(x_j, s_b, x_k, s_c)$$

Best buddies have served as both as a metric for estimating the quality of a solver output [15] as well as the foundation of some solvers’ assemblers [16]. Best buddies are discussed extensively in sections 3.2.2, 4.3 and 5.1.1 of this thesis.

An additional key contribution of Pomeranz *et al.* is the creation of three image benchmarks. The first benchmark is comprised of twenty, 805 piece images; this benchmark is used as the test set for the experiments described in Chapter 5. The other two benchmarks each consist of three images; the first dataset has images containing 2,360 pieces while the other consists of images with 3,300 pieces.

In 2012, Gallagher [17] formally categorized jig swap puzzle problems into four primary types. The following is Gallagher’s proposed terminology; his nomenclature is used throughout this thesis.

- **Type 1 Puzzle:** The dimensions of the puzzle (i.e., the width and height of the ground-truth image in number of pixels) is known. The orientation/rotation of each piece is also known, which means that there are exactly four pairwise relationships between any two pieces. At a minimum, the solver is provided

with the correct location of a single “anchor” piece, with additional anchor pieces being optional. This type of puzzle is the focus of [13, 14].

- **Type 2 Puzzle:** This is an extension of a Type 1 puzzle, where pieces may be rotated in  $90^\circ$  increments (e.g.,  $0^\circ$ ,  $90^\circ$ ,  $180^\circ$ , or  $270^\circ$ ); in comparison to a Type 1 puzzle, this change alone increases the number of possible solutions by a factor of  $4^n$ , where  $n$  is the number of puzzle pieces. What is more, all piece locations are unknown, which means there are no anchor pieces. Lastly, the dimensions of the ground-truth image may be unknown.
- **Type 3 Puzzle:** All puzzle piece locations are known, and only the rotation of the pieces is unknown. This is the least computationally complex of the puzzle variants and is generally considered the least interesting. Type 3 puzzles are not explored as part of this thesis.
- **Mixed-Bag Puzzles:** The input set of pieces are from multiple puzzles. The solver may output either a single, merged puzzle, or it may separate the puzzle pieces into disjoint sets that ideally align with the set of ground-truth input images. This type of puzzle is the primary focus of this thesis.

In 2013, Sholomon *et al.*[15] proposed a genetic algorithm-based solver for Type 1 puzzles. By moving away from the greedy paradigm used by Pomeranz *et al.*, Sholomon *et al.*’s approach is more immune to suboptimal decisions early in the placement process. Sholomon *et al.*’s algorithm is able to solve puzzles of significantly larger size than other techniques (e.g., greater than 23,000 pieces). What is more, Sholomon *et al.* defined three new large image benchmarks; the specific puzzle sizes are 5,015, 10,375, and 22,834 pieces [18].

Paikin & Tal [16] published in 2015 a greedy solver that handles both Type 1 and Type 2 puzzles, even if those puzzles are missing pieces. What is more, their algorithm is one of the first to support Mixed-Bag Puzzles. While Paikin & Tal’s algorithm represents the current state of the art, it has serious limitations that affects its performance for these puzzles. For example, similar to previous solvers, Paikin & Tal’s algorithm must be told the number of input puzzles. In many practical applications, this information may not be known.

Another limitation arises from the fact that Paikin & Tal’s algorithm places pieces using a single-pass kernel growing approach. As such, a single piece is used as the seed of each output puzzle, and all subsequent pieces are placed around the expanding kernel. Because of that, poor seed selection can catastrophically degrade the quality of the solver output. However, their algorithm only requires that a seed piece have best buddies on each of its sides and that each of the seed’s best buddies also have best buddies on each of their sides. Therefore, the selection of the seed is based off essentially 13 pieces. What is more, the selection of the seed is performed greedily at run time. Through the combination of these two factors, it is common that the seeds of multiple output puzzles come the same ground-truth image.

The limitations of Paikin & Tal’s algorithm are addressed by this thesis’ Mixed-Bag Solver, which is described in Chapter 3. Since Paikin & Tal’s algorithm represents the current state of the art, it is used as thesis’ assembler. What is more, their algorithm is used as the baseline for all performance comparisons.

## CHAPTER 3

### Mixed-Bag Solver Overview

When humans solve jigsaw puzzles, it is common that they first correctly assemble small regions of the puzzle and then merge those smaller regions to form larger regions. The Mixed-Bag Solver presented in this thesis is based off this solving strategy. The solver consists of five distinct stages, namely: segmentation, stitching, hierarchical clustering of segments, seed piece selection, and final assembly. The flow of the algorithm is shown in Figure 2. The pseudocode for the solver, including the input(s) and output of each stage is shown in Algorithm 1; in addition to Mixed-Bag puzzles, the algorithm supports Type 1 and Type 2 puzzles without modification.

The following subsections describe each of Mixed-Bag Solver's stages/subfunctions. It also discusses the assembler (not shown in Figure 2), which is a separate but associated component of the architecture.

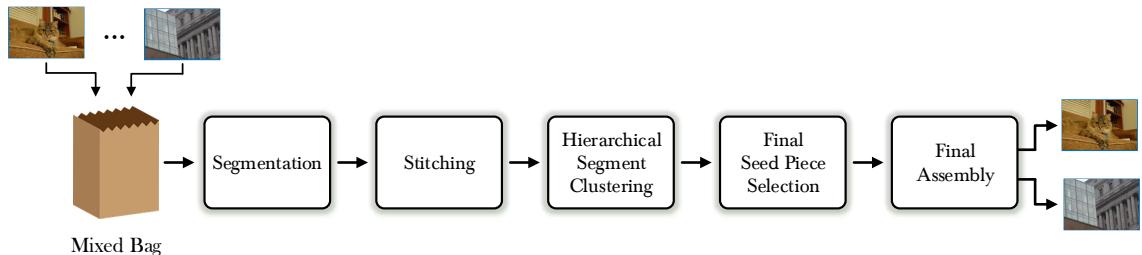


Figure 2: Relationship between the Mixed-Bag Solver's Components

#### 3.1 Assembly

The assembler places the individual pieces in the solved puzzle. The Mixed-Bag Solver's architecture is largely independent of the particular assembler used. Hence, any improvements or modifications made to the assembler can be directly

---

**Algorithm 1** Pseudocode for the Mixed-Bag Solver

---

```
1: function MIXEDBAGSOLVER(puzzle_pieces)
2:   saved_segments  $\leftarrow$  SEGMENTATION(puzzle_pieces)
3:   overlap_matrix  $\leftarrow$  STITCHING(saved_segments, puzzle_pieces)
4:   clusters  $\leftarrow$  HIERARCHICALCLUSTERING(saved_segments, overlap_matrix)
5:   seed_pieces  $\leftarrow$  FINDSEEDPIECES(clusters)
6:   solved_puzzles  $\leftarrow$  RUNFINALASSEMBLY(seed_pieces, puzzle_pieces)
7:   return solved_puzzles
```

---

incorporated into the Mixed-Bag Solver to improve the solver’s overall performance. What is more, if particular assemblers perform better in specific applications, the assemblers can be interchanged. This provides the Mixed-Bag Solver with significant flexibility and upgradability to maximize performance across a wide range of applications.

This thesis uses the assembler proposed by Paikin & Tal [16] for all experiments. As mentioned in Chapter 2, their assembler is the current state of the art and is one of the few algorithms that natively supports Mixed-Bag puzzles.

### 3.1.1 Assembler Time Complexity

Paikin & Tal’s assembler relies on a set of inter-puzzle piece similarity metrics. Similar to all other jig swap solvers, these distances are calculated between all pairs of pieces, making the time required to calculate inter-piece similarity  $O(n^2)$ , where  $n$  is the number of puzzle pieces. If an input image has sufficient inter-piece variation, then the time complexity to place all is  $\Theta(n \lg(n))$ , as a heap is used to determine the next piece to be placed. However, if most pieces are sufficiently similar that there are relatively few best buddies, then piece placement can be as slow as  $O(n^3)$  as the inter-piece similarity may need to be recalculated after each piece is placed.

The Mixed-Bag Solver performs assembly at least once during the segmentation

stage (usually more times), and placement must be repeated during the final assembly stage. Hence, while the execution time for the Mixed-Bag solver is longer than any assembler that may be used, they both share the same time complexity since the number of times placement must be performed is not directly dependent on the number of puzzle pieces.

### 3.1.2 Assembler Implementation

Paikin & Tal wrote their algorithm in Java, and as of this publication, the source code has not been released. Hence, their algorithm was reimplemented as part of this thesis using the description in [16]. This thesis' implementation is written in the Python programming language and is fully open-source. No execution time comparisons between their algorithm and the Mixed-Bag Solver are included with this thesis since Java is generally significantly faster than Python [19].

## 3.2 Segmentation

Segmentation provides basic structure to the bag of puzzle pieces by partitioning these pieces into disjoint sets, referred to here as segments. These segments are partial assemblies where there is a high degree of confidence that the pieces are placed correctly. As detailed in Algorithm 1, the only input to the segmentation stage is the bag of puzzle pieces; the solver takes no other inputs. It is expected that pieces from the same input puzzle may be assigned to multiple, disjoint segments. Section 3.4 describes how these segments are merged using hierarchical clustering.

### 3.2.1 Overview of the Segmentation Procedure

Algorithm 2 outlines the basic segmentation framework; the implementation is iterative and will have one or more rounds. In each round, all pieces not yet assigned to a saved segment are assembled as if they all belong to a single ground-truth image. This strategy eliminates the need to make any assumptions at this early stage regarding the number of input puzzles.

Section 3.2.2 describes the procedure used to create the individual segments. The largest segment in each round is passed to the Stitching stage described in Section 3.3.<sup>1</sup> Similarly, the multiplicative scalar term “ $\alpha$ ” in Algorithm 2 dictates which other segments are also passed to the Stitching stage. In this thesis,  $\alpha$  was set to 0.5, meaning that all segments that are at least half the size of the largest segment are also saved. This approach provided sufficient balance between finding the largest possible segments while limiting overall execution time.

Once a piece is assigned to a saved segment, it is removed from the set of unassigned pieces. Hence, those pieces will not be placed in the future segmentation rounds. Segmentation continues until all pieces have been assigned to sufficiently large segments, or no segment exceeds the minimum allowed segment size.

### 3.2.2 Partitioning a Puzzle into Segments

The function “SEGMENTPUZZLE” in Algorithm 3 partitions a solved puzzle into disjoint segments. The procedure is adapted from the region growing segmentation algorithm proposed by Pomeranz *et al.*, where it was shown to have greater than 99.7% accuracy identifying genuine neighbors [14].

---

<sup>1</sup>All saved segments must exceed a minimum size. For this thesis, it was observed that a minimum segment size of 7 provided the best balance between solution quality and algorithm execution time.

---

**Algorithm 2** Pseudocode for the Complete Segmentation Algorithm

---

```
1: function SEGMENTATION(puzzle_pieces)
2:   saved_segments  $\leftarrow \{\}$ 
3:   unassigned_pieces  $\leftarrow \{puzzle\_pieces\}$ 
4:   loop
5:     solved_puzzle  $\leftarrow$  RUNSINGLEPUZZLEASSEMBLY(unassigned_pieces)
6:     puzzle_segments  $\leftarrow$  SEGMENTPUZZLE(solved_puzzle)
7:     max_segment_size  $\leftarrow$  maximum size of segment in puzzle_segments
8:     if max_segment_size < smallest_allowed then
9:       return saved_segments
10:    for each segment  $\in$  puzzle_segments do
11:      if  $|segment| > \alpha \times max\_segment\_size$  and  $|segment| > 0$  then
12:        add segment to saved_segments
13:        remove pieces in segment from unassigned_pieces
```

---

When each new segment is created, a single seed piece is added. Whenever any piece, including the seed, is added to a segment, the algorithm examines all of that piece’s neighbors. These adjacent pieces are also added to the segment if they are in the pool of unassigned pieces and if their neighbor inside the segment is a “best buddy” (as determined by the predicate “ISBESTBUDDIES”). The growth of a segment terminates when there are no neighboring pieces that satisfy these two criteria.

In Pomeranz *et al.*’s segmentation algorithm, no changes were made to a segment after it reached its maximum size. Their approach is sufficient when solving only a single puzzle at a time. However, in Mixed-Bag puzzles, it is common that correctly assembled regions from different ground-truth inputs are joined into a single segment; this is usually through very tenuous linking in the form of narrow bridges no wider than a single piece. As described in the next section, the Mixed-Bag Solver post processes each segment after it has grown to its maximum size to prevent this erroneous segment merging.

---

**Algorithm 3** Pseudocode for Segmenting a Solved Puzzle

---

```
1: function SEGMENTPUZZLE(solved_puzzle)
2:   puzzle_segments  $\leftarrow \{\}$ 
3:   unassigned_pieces  $\leftarrow \{\text{all pieces in } solved\_puzzle\}$ 

4:   while  $|\text{unassigned\_pieces}| > 0$  do
5:     segment  $\leftarrow$  new empty segment
6:     seed_piece  $\leftarrow$  next piece in unassigned_pieces
7:     queue  $\leftarrow [seed\_piece]$ 

8:     while  $|\text{queue}| > 0$  do
9:       piece  $\leftarrow$  next piece in queue
10:      add piece to segment

11:     for each neighbor_piece of piece do
12:       if ISBESTBUDDIES(neighbor_piece, piece) then
13:         add neighbor_piece to queue
14:         remove neighbor_piece from unassigned_pieces

15:     articulation_points  $\leftarrow$  FINDARTICULATIONPOINTS(segment)
16:     remove articulation_points from segment

17:     disconnected_pieces  $\leftarrow$  FINDDISCONNECTEDPIECES(segment)
18:     remove disconnected_points from segment

19:     add articulation_points and disconnected_pieces to unassigned_pieces
20:     add segment to puzzle_segments

21:   return puzzle_segments
```

---

### 3.2.3 Articulation Points

A segment can be modeled as a graph with a single connected component. The individual puzzle pieces represent the vertices while the edges are the best buddy relationships between adjacent pieces. An articulation point is any vertex (i.e., puzzle piece) in the graph whose removal increases the number of connected components. The Mixed-Bag Solver identifies the articulation points using the algorithm proposed

by [20]; these articulation pieces are then removed from the segment and returned to the set of unassigned pieces. This step necessarily causes some other pieces to become disconnected from the segment’s seed. Any disconnected pieces are then also removed from the segment and marked as unassigned. Once this has been completed, the segment is in its final form.

### 3.2.4 Segmentation Example

Appendix A shows an example of a single round of segmentation for a two puzzle input. It also contains the single puzzle solver and segmentation outputs.

## 3.3 Stitching

As discussed previously, a segment represents an ordering of pieces where there is a particularly high degree of confidence that the placement is correct. In some areas of an image (e.g., a sky where there is little variation between pieces), the segmenter may not have high confidence that the puzzle is assembled correctly. This often leads to a single ground-truth image being comprised of multiple segments. Since the Mixed-Bag Solver is not supplied with the number of input puzzles, it must quantify the extent to which any pairs of segments are related to ensure it can accurately estimate the number of ground-truth inputs.

It is expected that two segments that were adjacent in a ground-truth image would eventually merge if one segment were allowed to expand. Since it is not known in which relative direction adjacent segment(s) may be located, the segment should be allowed to grow in all directions; however, the segment should not be forced to expand in a certain direction as it may lead to the formation of erroneous inter-segment coupling. This concept serves as the foundation of the inter-segment stitching used by

the Mixed-Bag Solver. The stitching process is described in the following subsections.

### 3.3.1 Mini-Assemblies and Stitching Pieces

As mentioned previously, a segment should be allowed, but not forced, to expand in all directions in order to identify related segments. To achieve this, the Mixed-Bag Solver introduces the concept of a “mini-assembly,” which is similar to the standard assembly process described in Section 3.1 with the expectation that only a limited number of pieces are placed.<sup>2</sup> The seeds for each of these mini-assemblies is referred to as a “stitching piece” since they serve the role of “stitching” together associated segments.

### 3.3.2 Selection of Stitching Pieces

If stitching pieces are poorly selected, two negative, yet divergent outcomes may happen. First, placing the stitching pieces too close to one another can add significant overhead without creating much tangible value. In contrast, if the stitching pieces are too far apart, the solver may not be able to detect subtle inter-segment relationships. Algorithm 4 describes the procedure used by the Mixed-Bag Solver to select the stitching pieces that balances these two concerns. The implementation of this algorithm is described in detail in the following two subsections.

#### 3.3.2.1 Spacing the Stitching Pieces from Open Locations

It is not sufficient for stitching pieces to be placed solely around the external perimeter of a segment as it is common for segments to have internal voids, where no pieces are present. As such, stitching pieces are placed near “open locations,” which

---

<sup>2</sup>In this thesis, a mini-assembly places exactly 100 pieces.

---

**Algorithm 4** Pseudocode for Selecting the Stitching Pieces in a Segment

---

```
1: procedure FINDSTITCHINGPIECES(segment_pieces)
2:   FINDPIECEDISTANCETOOPEN(segment_pieces)
3:   segment_stitching_pieces  $\leftarrow \{\}$ 
4:   segment_grid_cells  $\leftarrow$  PARTITIONINTOGGRID(segment)
5:   for each grid_cell  $\in$  segment_grid_cells do
6:     if HASPIECEADJACENTTOOPEN(grid_cell) then
7:       candidates  $\leftarrow \{pieces\} \in$  grid_cell closest to target_distance_to_open
8:       stitching_piece  $\leftarrow piece \in$  candidates closest to center of grid_cell
9:       add stitching_piece to segment_stitching_pieces
10:  return segment_stitching_pieces
```

---

are all valid puzzle locations that have either a piece from a different segment or no piece at all. If a stitching piece is too close to one of these open locations, erroneous coupling between unrelated segments may occur. Algorithm 4 invokes the function FINDPIECEDISTANCETOOPEN to determine the distance of each piece in the segment to the nearest open location; the implementation of this function is shown in Algorithm 5.

FINDPIECEDISTANCETOOPEN follows an iterative boundary tracing technique; hence, during each iteration of the **while** loop on line 5, all segment pieces whose distance to the nearest open location is equal to *distance\_to\_open* are explored. Therefore, any pieces explored in the first iteration of the **while** loop have a distance of 1 to the nearest open while those explored in the second iteration have distance 2, etc. There are two primary reasons this thesis uses iterative boundary tracing here. First, the algorithm is robust enough to handle internal voids as well as potential necking within the segment where two large segment components are joined by a narrower bridge. What is more, since each piece is explored only once, the execution time of this algorithm is  $O(n)$ , where  $n$  is the number of pieces in the segment.

---

**Algorithm 5** Pseudocode for Determining the Manhattan Distance between Each Segment Piece and the Nearest Open Location

---

```
1: procedure FINDPIECEDISTANCETOOPEN(segment_pieces)
2:   explored_pieces  $\leftarrow \{\}$ 
3:   locations_at_prev_dist  $\leftarrow \{\text{open locations adjacent to } segment\_pieces\}$ 
4:   distance_to_open  $\leftarrow 1$ 

5:   while  $|\text{explored\_pieces}| > 0$  do
6:     locations_at_current_dist  $\leftarrow \{\}$ 

7:     for each prev_dist_loc  $\in \text{locations\_at\_prev\_dist}$  do
8:       for each adjacent_loc of prev_dist_loc do
9:         if  $\exists \text{piece at } adjacent\_loc \text{ and piece } \notin \text{explored\_pieces}$  then
10:          set distance_to_open for piece
11:          add piece to explored_pieces
12:          add adjacent_loc to locations_at_current_dist

13:     locations_at_prev_dist  $\leftarrow \text{locations\_at\_current\_dist}$ 
14:     distance_to_open  $\leftarrow \text{distance\_to\_open} + 1$ 
```

---

### 3.3.2.2 Spacing between Stitching Pieces

If stitching pieces are too close together, the outputs from several mini-assemblies will be almost identical, which implies that the additional stitching pieces added little value. To address inter-stitching piece spacing, Algorithm 4 sub-partitions each segment into a grid of adjacent cells; this allows the algorithm to easily space out the stitching pieces at some maximum spacing. The grid spans the entire segment starting from the piece in the upper left corner of the segment. For this thesis, the grid cell width was set to 10 pieces.<sup>3</sup>

Stitching pieces will only be selected from those grid cells that have at least one puzzle piece adjacent to an open location. For such grid cells, the algorithm finds the

---

<sup>3</sup>If the segment dimensions are not evenly divisible by the target cell width, grid cells along the bottom and right boundaries of the segment will be narrower than the specified target.

set of pieces (if any) whose distance to the nearest open location equals the target.<sup>4</sup> If no pieces satisfy that criteria, then the target value is decremented until at least one piece is identified. From amongst the set of candidates that satisfy the open distance to location criteria, the piece that is closest to center of the grid cell is selected for stitching.

### 3.3.3 Quantifying Inter-Segment Relationships

As mentioned previously, a mini-assembly will be performed for each stitching piece  $\zeta_x$  in segment  $\Phi_i$  where  $\zeta_x \in \Phi_i$ . The output from this mini-assembly,  $MA_{\zeta_x}$ , will contain puzzle pieces from one or more segments. If the solver output includes pieces from a different segment, there is a significantly increased likelihood that the two segments came from the same ground-truth input.

Equation (2) defines the overlap coefficients between segment,  $\Phi_i$ , and any other segment,  $\Phi_j$ . The intersection between the mini-assembly output and segment  $\Phi_j$  needs is normalized with respect to both the the number of pieces in mini-assembly as well as potentially the size of segment  $\Phi_j$ , since the latter will dictate the maximum overlap if  $|\Phi_j| < |MS_{\zeta_x}|$ .

$$Overlap_{\Phi_i, \Phi_j} = \arg \max_{\zeta_x \in \Phi_i} \frac{|MS_{\zeta_x} \cap \Phi_j|}{\min(|MS_{\zeta_x}|, |\Phi_j|)} \quad (2)$$

The outputs of the mini-assemblies will vary between segments based off their respective stitching pieces as well as potentially the segment sizes. Hence, in most cases, the overlap coefficient is asymmetric, meaning:  $Overlap_{\Phi_i, \Phi_j} \neq Overlap_{\Phi_j, \Phi_i}$ . All of these asymmetric inter-segment overlap coefficients are combined into an  $m$  by  $m$  matrix, where  $m$  is the number of segments. Section 3.4.1 defines how this

---

<sup>4</sup>For this thesis, the target distance to the nearest open location was set to 3.

---

**Algorithm 6** Pseudocode for the Hierarchical Clustering of Segments

---

```
1: function HIERARCHICALCLUSTERING(solved_segments, overlap_matrix)
2:   segment_clusters = {}
3:   for each segment  $\Phi_i \in solved\_segments$  do
4:     add new segment cluster  $\Sigma_i$  containing  $\Phi_i$  to segment_clusters

5:   Compute the similarity matrix  $\Gamma$  from overlap_matrix

6:   while maximum similarity in  $\Gamma > min\_cluster\_similarity$  do
7:     Merge the two most similar clusters  $\Sigma_i$  and  $\Sigma_j$  in segment_clusters
8:     Update the similarity matrix  $\Gamma$  for the merged clusters

9:   return cluster_segments
```

---

“Segment Overlap Matrix” is normalized to quantify inter-segment similarity.

### 3.4 Hierarchical Clustering of Segments

Agglomerative hierarchical clustering is a bottom-up clustering algorithm where in each round, two clusters are merged. Algorithm 6 shows the basic hierarchical clustering procedure used by the Mixed-Bag Solver; it is adapted from [21]. The only inputs to this hierarchical clustering algorithm are the segments found during segmentation and the Segment Overlap Matrix calculated during the Stitching stage.

#### 3.4.1 Building the Initial Similarity Matrix

The Segment Overlap Matrix is a form of hollow matrix, where all elements in the matrix, except those along the diagonal, are populated with meaningful values. In contrast, hierarchical clustering merges segments using a triangular, similarity matrix. Equation (3) defines the similarity,  $\omega_{i,j}$ , between any two segments  $\Phi_i$  and  $\Phi_j$ .

$$\omega_{i,j} = \frac{Overlap(\Phi_i, \Phi_j) + Overlap(\Phi_j, \Phi_i)}{2} \quad (3)$$

If  $m$  segments were found during segmentation, then the initial segment similarity matrix  $\Gamma$  is size  $m$  by  $m$ . Each element in  $\Gamma$  is defined by Equation (4). Both  $i$  and  $j$  are integers bounded between 1 and  $m$  (inclusive). What is more, all elements in  $\Gamma$  are bounded between 0 and 1, also inclusive.

$$\Gamma = \begin{cases} 0 & j \geq i \\ \omega_{i,j} & i < j \end{cases} \quad (4)$$

### 3.4.2 Updating the Similarity Matrix via Single Linking

Whenever two clusters are merged, the Mixed-Bag Solver uses the Single Link paradigm when updating the similarity matrix. Hence, the similarity between any pair of segment clusters is equal to the similarity of the two most similar segments in each cluster. This approach is required because two segment clusters may only be adjacent along the border of two of the composite segments.

If segment clusters  $\Sigma_x$  and  $\Sigma_y$  are merged, then Equation (5) defines the similarity between this new merged cluster any other segment cluster  $\Sigma_z$ . Note that segment  $\Phi_i$  is a member of the union of segment clusters  $\Sigma_x$  and  $\Sigma_y$  while segment  $\Phi_j$  is a member of segment cluster  $\Sigma_z$ .

$$\omega_{x \cup y, z} = \arg \max_{\Phi_i \in (\Sigma_x \cup \Sigma_y)} \left( \arg \max_{\Phi_j \in \Sigma_z} \omega_{i,j} \right) \quad (5)$$

### 3.4.3 Terminating Hierarchical Clustering

Unlike traditional hierarchical clustering, the Mixed-Bag Solver does not necessarily continue merging the segment clusters until only a single cluster remains.

Rather, the solver continues clustering until the maximum similarity between any of the remaining clusters drops below a predefined threshold. In this thesis, a minimum inter-cluster similarity of 0.1 provided sufficient clustering accuracy without merging unrelated segments.

The number of segments clusters remaining at the end of hierarchical clustering represents the Mixed-Bag Solver’s estimate of the number of ground-truth inputs. The segment clusters are then passed to the next stage to determine the final seed pieces for each output puzzle.

### 3.5 Final Seed Piece Selection

Most of the modern jigsaw puzzle solvers [14, 15, 16] rely on a kernel growing model, where a kernel is a partial assembly of one or more pieces. In Chapter 2, it was explained that Paikin & Tal select the puzzle seeds using a greedy condition at run time. Hence, their algorithm often picks suboptimal seeds (e.g., pieces from the same input puzzle are selected as seeds for multiple output puzzles).

In contrast, through the combination of segmentation and hierarchical clustering, the Mixed-Bag Solver partitions the set of input pieces into disjoint sets, with each set roughly approximating a single input puzzle. As such, the Mixed-Bag Solver selects a single piece from each segment cluster to be used as the seed of a puzzle during final segment. Within a given segment cluster, the Mixed-Bag Solvers uses the same approach proposed by Paikin & Tal wherein the selected seed must have best buddies on each of its sides and each of its best buddies must also best buddies on each of their sides. This approach of selecting seeds using segment clusters provides vastly superior results as shown in Section 5.2.

### **3.6 Final Assembly**

Once the seed pieces have been selected from the segment clusters, the seeds are used as the initial kernel for the solver outputs. Assembly then proceeds simultaneously across all boards normally. The fully-assembled boards, with all pieces placed, are the Mixed-Bag Solver's final output.

## CHAPTER 4

### Quantifying and Visualizing the Quality of a Mixed-Bag Solver Output

Modern jig swap puzzle solvers are not able to perfectly reconstruct the ground-truth input in many cases. As such, quantifiable metrics are required to objectively compare the quality of outputs from different solvers. Cho *et al.* [13] defined two such metrics namely: direct accuracy and neighbor accuracy. These metrics have been used by others including [15, 14, 16, 22, 17]. This section discusses the existing quality metrics and outlines a set of enhancements to make these metrics more applicable to Mixed-Bag puzzles. This thesis also proposes advanced metrics for quantifying the best buddy attributes of an image. The final two sections propose new standards to visualize the quality of solver accuracy as well as the best buddy profile of images.

#### 4.1 Direct Accuracy

Direct accuracy is a relatively naïve quality metric; it is defined as the fraction of pieces placed in the same location in both the ground-truth (i.e., original) and solved image with respect to the total number of pieces. Equation (6) shows the formal definition of direct accuracy ( $DA$ ), where  $n$  is the total number of pieces and  $c$  is the number of pieces in the solved image that are placed in their original (i.e., correct) location. The solved image is referred to as “perfectly reconstructed” if all pieces are in the same location that they were in the original image (i.e.,  $DA = 1$ ).

$$DA = \frac{c}{n} \tag{6}$$

This thesis proposes two new direct accuracy metrics namely: Enhanced Direct Accuracy Score (EDAS) and Shiftable Enhanced Direct Accuracy Score (SEDAS). They are described in the following two subsections; the complementary relationship between EDAS and SEDAS is described in the third subsection.

#### 4.1.1 Enhanced Direct Accuracy Score

The standard direct accuracy metric does not account for the possibility that there may be pieces from multiple input puzzles in the same solver output image. For a given a puzzle,  $P_i$ , in the set of input puzzles  $P$  (i.e.,  $P_i \in P$ ) and a set of solved puzzles  $S$  where  $S_j$  is in  $S$ , Enhanced Direct Accuracy Score (EDAS) is defined as shown in Equation (7).  $c_{ij}$  is the number of pieces from input puzzle  $P_i$  correctly placed (with no rotation for Type 2 puzzles) in solved puzzle  $S_j$  while  $n_i$  is the number of pieces in puzzle  $P_i$ .  $m_{k,j}$  is the number of pieces from an input puzzle  $P_k$  (where  $k \neq i$ ) that are also in  $S_j$ .

$$EDAS_{P_i} = \arg \max_{S_j \in S} \frac{c_{i,j}}{n_i + \sum_{k \neq i} (m_{k,j})} \quad (7)$$

Standard direct accuracy (see Equation (6)) and EDAS are equivalent when solving a single puzzle. What is more, like standard direct accuracy, a perfectly reconstructed puzzle will always have an EDAS of 1.

For Mixed-Bag puzzles, EDAS necessarily marks as incorrect any pieces from  $P_i$  that are not in  $S_j$  by dividing by  $n_i$ . What is more, the summation of term  $m_{k,j}$  penalizes for any puzzle pieces in the solver output  $S_j$  that are not from input puzzle  $P_i$ . Therefore, EDAS takes into account both extra and missing pieces in the solver output.

It is important to note that EDAS is a score and not a measure of accuracy. While its value is bounded between 0 and 1 (inclusive), it is not specifically defined as the number of correct placements divided by the total number of placements since the denominator of Equation (7) is greater than or equal to the number of pieces in both  $P_i$  and  $S_j$ .

#### 4.1.2 Shiftable Enhanced Direct Accuracy Score

Standard direct accuracy is vulnerable to shifts in the solved image where even very minor placement errors can cause the reported accuracy to drop to 0. Figure 3 shows a ground-truth image and an actual solver output when the puzzle boundaries were not fixed. Note that only a single piece is misplaced; this shifted all other pieces to the right one location causing the direct accuracy to drop to zero. Had this same piece been misplaced along either the right or bottom side of the image, the direct accuracy would have been largely unaffected. The fact that direct accuracy can give such vastly differing results for essentially the same error shows that direct accuracy has a significant flaw. This thesis proposes Shiftable Enhanced Direct Accuracy Score (SEDAS) to address the often misleadingly punitive nature of standard direct accuracy.

Equation (8) is the formal definition of SEDAS.  $d_{min}$  represents the Manhattan distance between the upper left corner of the solved image and the nearest placed puzzle piece. Similarly,  $L$  is the set of all puzzle piece locations within radius  $d_{min}$  (inclusive) of the upper left corner of the image. Given that  $l$  is a location in  $L$  that is used as the reference point for determining the absolute location of all pieces, then SEDAS is defined as shown in Equation (8).



(a) Ground-Truth Image

(b) Solver Output

Figure 3: Solver Output where a Single Misplaced Piece Catastrophically Affects the Direct Accuracy

$$SEDAS_{P_i} = \arg \max_{l \in L} \left( \arg \max_{S_j \in S} \frac{c_{i,j,l}}{n_i + \sum_{k \neq i} (m_{k,j})} \right) \quad (8)$$

In the standard definition of direct accuracy proposed by Cho *et al.*,  $l$  is fixed at the upper left corner of the image. In contrast, SEDAS shifts this reference point within a radius of the upper left corner of the image in order to find a more meaningful value for direct accuracy. What is more, since pieces from input puzzle  $P_i$  may have been placed in more than one of the output puzzles, SEDAS is calculated as the maximum value across all solved puzzles,  $S$ .

Rather than defining SEDAS based off the distance  $d_{min}$ , an alternative approach is to use the point anywhere in the solved image,  $S_j$  that maximizes Equation (8). However, that approach can take significantly longer to compute in particular when the solved puzzle has several thousand pieces. SEDAS balances the need for a meaningful direct accuracy score against computation efficiency.

#### 4.1.3 Necessity of Using Both EDAS and SEDAS

While EDAS can be misleadingly punitive, it cannot be wholly replaced by SEDAS. Rather, EDAS and SEDAS serve complementary roles. First, EDAS must necessarily be calculated as part of SEDAS since the upper left corner location is inherently a member of the set  $L$ . (When the solved puzzle is not shifted, it is the only location in  $L$ .) Hence, there is no additional time required to calculate EDAS. What is more, by continuing to use EDAS along with SEDAS, some shifts in the solved image may be quantified; this would not be possible if SEDAS was used alone.

## 4.2 Neighbor Accuracy

Cho *et al.* [13] defined neighbor accuracy as the ratio of puzzle pieces sides that are adjacent in both the original and solved images versus the total number of puzzle piece sides. Formally, let  $q$  be the number of sides each piece has (i.e., four in a jig swap puzzle) and  $n$  be the number of pieces. If  $a$  is the number of puzzle piece sides adjacent in both the ground-truth and solved images, then the neighbor accuracy,  $NA$ , is defined as shown in Equation (9).

$$NA = \frac{a}{n \cdot q} \tag{9}$$

Unlike direct accuracy, neighbor accuracy is largely unaffected by shifts in the solved image since it considers only a piece's neighbors and not its absolute location. However, the standard definition of neighbor accuracy does not encompass the case where pieces from multiple input puzzles may be present in the same solver output.

#### 4.2.1 Enhanced Neighbor Accuracy Score

Enhanced Neighbor Accuracy Score (ENAS) improves the neighbor accuracy metric by providing a framework to quantify the quality of Mixed-Bag solver outputs.

Let  $n_i$  be the number of puzzle pieces in the input puzzle  $P_i$  and  $a_{i,j}$  be the number of puzzle piece sides adjacent in  $P_i$  and solved output  $S_j$ . If  $m_{k,j}$  is the number of puzzle pieces in  $S_j$  from an input puzzle  $P_k$  (where  $k \neq i$ ), then the ENAS for  $P_i$  is defined as shown in Equation (10).

$$ENAS_{P_i} = \arg \max_{S_j \in S} \frac{a_{i,j}}{q(n_i + \sum_{k \neq i} m_{k,j})} \quad (10)$$

In the same fashion as the technique described for EDAS in Section 4.1.1, ENAS divides by the number of pieces  $n_i$  in input puzzle  $P_i$ . By doing so, it effectively marks as incorrect any pieces from  $P_i$  that are not in  $S_j$ . What is more, by including in the denominator of Equation (10) a summation of all  $m_{k,j}$ , ENAS marks as incorrect any pieces not from  $P_i$  that are in  $S_j$ . The combination of these two factors allows ENAS to account for extra and missing pieces.

### 4.3 Best Buddy Metrics

Chapter 2 explains that two puzzle pieces are best buddies on their respective sides if they are both more similar to each other than they are to any other pieces. This thesis refers to a best buddy relationship as “adjacent” if the two pieces are neighbors on their respective sides. In contrast, “non-adjacent” best buddies are not neighbors. Note that it is also possible that a piece has no best buddy at all on one or more sides.

Best buddy relationships have been used for segmentation [14], placement [16],

and as an estimation metric [15]. The following subsections propose the first advanced best buddy metrics for both input and solved puzzles.

#### 4.3.1 Interior and Exterior Non-Adjacent Best Buddies

If an image has fewer non-adjacent best buddies, it means that best buddy relationships are more accurate determiner of puzzle piece adjacency. It is expected that a pair of best buddies are more likely to be non-adjacent if they are have no neighbor at all (i.e., the piece(s) is next to an open location like the edge of the image). This is because those puzzle piece sides have no true neighbor leaving them more inclined to couple with an unrelated piece, which is often another piece's side with no neighbor. This is illustrated by the example described in Section 4.5.

This thesis subcategorizes non-adjacent best buddies depending on whether they are interior (i.e., the puzzle piece's side has an actual neighbor) or exterior (i.e., the puzzle piece's side has no neighbor). Interior non-adjacent best buddies are generally more deleterious since they are more likely to affect both placement and segmentation.

#### 4.3.2 Best Buddy Density

As mentioned previously, each puzzle piece side may or may not have a best buddy relationship. For a puzzle consisting of  $n$  pieces each of which has  $q$  sides<sup>1</sup>, Equation (11) defines the best buddy density (BBD) for an image that has  $b$  puzzle piece sides with best buddies. BBD is bounded between 0 and 1 (inclusive), and a higher best buddy density indicates that the individual puzzle pieces can be more easily differentiated from one another.

---

<sup>1</sup>In a jig swap puzzle,  $q$  is equal to 4.

$$BBD = \frac{b}{n \cdot q} \quad (11)$$

Ideally, all adjacent puzzle piece sides would be best buddies, and there would be no exterior best buddies. In such cases, the best buddy density would actually be less than 1; the extent to which it would be below 1 is dependent on the puzzle dimensions.

Best buddy density may vary across an image with some areas showing lower density than others. Equation (11) can be adjusted to a more localized metric by considering only a subset of the connected pieces.

#### 4.4 Visualizing Solver Output Quality

In images with thousands of pieces, it is often difficult to visually determine the location of individual pieces that are incorrectly placed. What is more, visual tools help developers quickly detect and fix latent bugs. The following two subsections describe the standards developed as part of this thesis for visualizing direct and neighbor accuracy.

##### 4.4.1 Visualizing EDAS and SEDAS

In standard direct accuracy, EDAS, and SEDAS, each puzzle piece is assigned a single value (i.e., correctly or incorrectly placed). Due to that, the direct accuracy visualization represents each puzzle by a square filled with a solid color. One additional refinement used in this thesis is to subdivide the “incorrect” placements into a set of subcategories; they are, in order of precedence: wrong puzzle, wrong location, and wrong rotation. Note that the “wrong puzzle” classification applies only to Mixed-Bag puzzles and occurs when a piece in the solver output is does not from

Wrong Puzzle	Wrong Location	Wrong Rotation	Correct Location	No Piece Present

Table 1: Color Scheme for Puzzles Pieces in Direct Accuracy Visualizations

the puzzle of interest,  $P_i$ . Table 1 shows the colors assigned to puzzle pieces depending on their direct accuracy classification. Assuming no missing pieces in the ground-truth image, the ideal EDAS and SEDAS visualization would have the same dimensions as the ground-truth input and would consist of only green squares.

Figure 4 shows a Type 2 solver output as well as its associated EDAS and SEDAS visualizations. Since four puzzle pieces were erroneously placed on the left of the image, all but one piece had the wrong location according to EDAS; the only exception is a single piece that had the right location but wrong rotation. In contrast, almost all pieces have the correct location in the SEDAS representation; note that the piece in the correct location but wrong rotation in EDAS has the wrong location in SEDAS.

#### 4.4.2 Visualizing ENAS

In a jig swap puzzle, a piece may have best buddies on up to four sides (since the pieces are square). As such, each piece in the ENAS visualization is divided into four isosceles triangles; the base of each triangle is along the side of the puzzle piece whose neighbor accuracy is being represented. A puzzle piece’s four isosceles triangles all share a common, non-base vertex at the piece’s center. Table 2 defines the color assigned to each triangle depending on whether a piece’s neighbors match in the ground-truth input and the solver output.

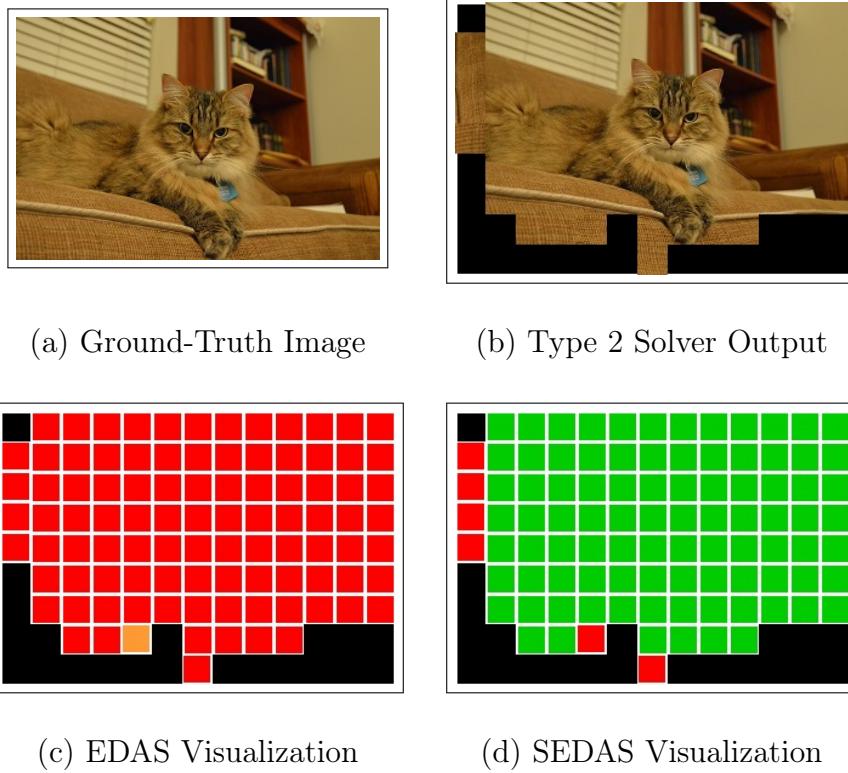


Figure 4: Example Solver Output Visualizations for EDAS and SEDAS

Wrong Puzzle	Wrong Neighbor	Correct Neighbor	No Piece Present
Blue	Red	Green	Black

Table 2: Color Scheme for Puzzles Piece Sides in Neighbor Accuracy Visualizations

Figure 5 shows an actual output when solving a Mixed-Bag puzzle with two images. In this example, the puzzle of interest ( $P_i$ ) is the glass and stone building while the other puzzle ( $P_k$ ) is the rainforest house. All pieces that came from the rainforest house image are shown as blue despite being assembled correctly; this is because they are not from the puzzle of interest. All neighbors from the puzzle of interest (i.e., the glass and stone building) that are placed next to their original neighbor are represented by green triangles while all incorrect neighbors, such as



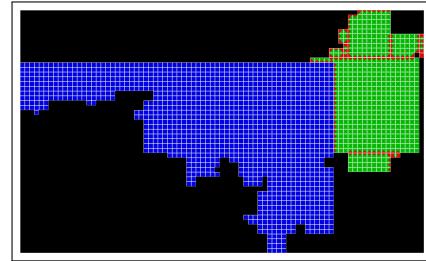
(a) Input Image # 1 -  
Rainforest House [23]



(b) Input Image # 2 - Building  
Exterior [23]



(c) Solver Output



(d) ENAS Visualization

Figure 5: Example Solver Output Visualization for ENAS

those bordering the rainforest house image, are represented by red triangles.

#### 4.5 Visualizing Best Buddies

The visualization for best buddies is similar to that of neighbor accuracy. Hence, each puzzle piece in the best buddy visualization is divided into four isosceles triangles with each triangle representing the piece’s best buddy relationship with its neighbor. Table 3 defines the color scheme used to denote the three best buddy relationships outlined in Section 4.3.

Figure 6 shows an example image and its associated best buddy visualization. Despite having 16 times more interior sides, the image in this figure still has more than 3 times as many exterior, non-adjacent best buddies than interior, non-adjacent

No Best Buddy	Non-Adjacent Best Buddy	Adjacent Best Buddy	No Piece Present

Table 3: Color Scheme for Puzzles Piece Sides in Best Buddy Visualizations

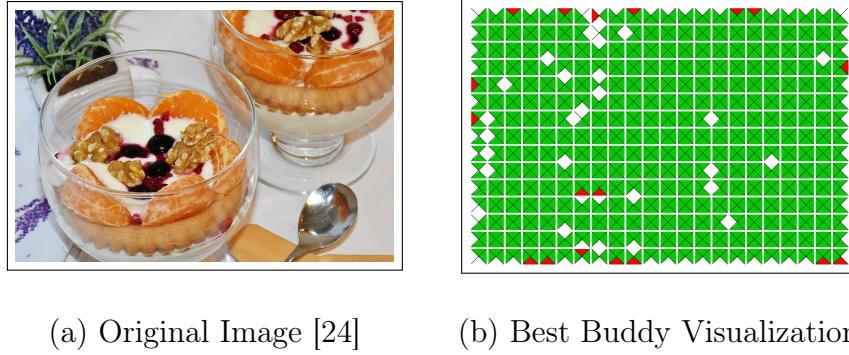


Figure 6: Visualization of Best Buddies in an Image

best buddies.

## CHAPTER 5

### Experimental Results

All experiments in this thesis used a set of standard conditions. First, the puzzle pieces are the length and width of each puzzle piece was 28 pixels and all image information encoded using the LAB colorspace per the standard established by [13] and subsequently used by [14, 17, 15, 16]. What is more, the Mixed-Bag Solver was passed no information concerning piece location nor rotation. Furthermore, no puzzle dimension information was provided to the solvers. Concerning the number of input puzzles, Paikin & Tal's algorithm requires this information; as such, all runs of their algorithm were supplied this, meaning, their algorithm is by definition solving a simpler problem. Despite that, the Mixed-Bag Solver still significantly outperforms their algorithm.

To compare the performance of the Mixed-Bag Solver and Paikin & Tal's algorithm on multiple images, this thesis used Pomeranz *et al.*'s dataset that contains twenty 805 piece images [23]. In each test, a specified number of images (ranging from two to five) were randomly selected, without replacement from the image pool. The outputs generated by the two solvers were then compared. Table 4 shows the number of times each solver was run for a given number of input puzzles. As explained in Section 3.1.1, the execution time of Paikin & Tal's assembler can grow cubically, especially if best buddy density is low. As such, the solvers were run fewer times as the number of input puzzles increased.

# Puzzles	2	3	4	5
# Iterations	55	25	8	5

Table 4: Number of Solver Iterations for Each Puzzle Input Count

## 5.1 Accuracy of the Mixed-Bag Solver in Determining the Number of Input Puzzles

For the Mixed-Bag Solver to provide meaningful outputs, it must be able to identify the number of ground-truth inputs provided to the solver. This section reviews the Mixed-Bag Solver’s performance in this regard. The first subsection discusses the solver’s performance when provided only a single image. This is separated from the more general discussion as the algorithm’s performance on a single image represents its accuracy ceiling. The algorithm’s performance when solving two to five puzzles is discussed in a separate subsection.

### 5.1.1 Single Puzzle Solving

The Mixed-Bag solver was able to correctly identify the single ground-truth image for 17 out of the 20 images in the Pomeranz *et al.*’s dataset (i.e., 85% accuracy). For the remaining three images, the Mixed-Bag Solver incorrectly found that the pieces came from two images, meaning, the error was at most only a single output puzzle. Appendix B shows the ground-truth inputs and Mixed-Bag Solver outputs for these three misclassified images.

It is clear that the solver struggles to correctly identify the number of input puzzles when the image has large areas with little variation (e.g., a clear sky, smooth water, etc.). Two example images from the Pomeranz *et al.* dataset are shown in Figure 7. The Mixed-Bag Solver was able to perfectly reconstruct image (a); in

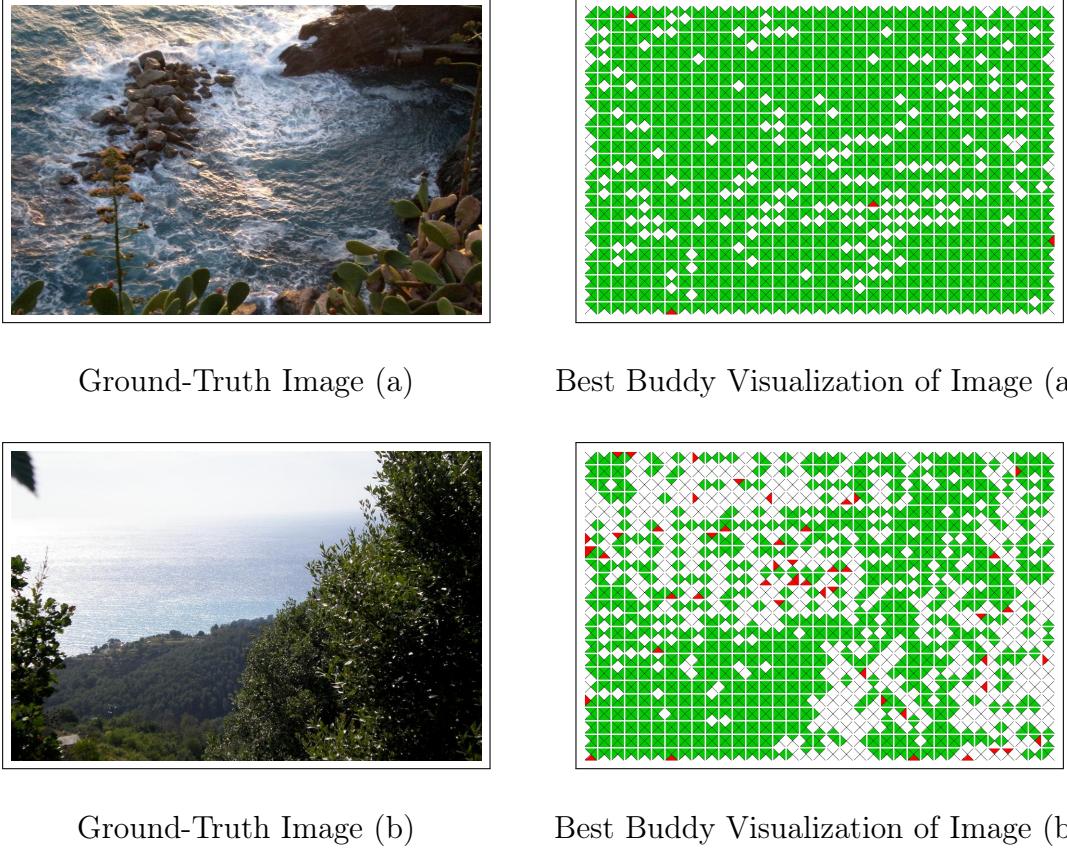


Figure 7: Comparison of Best Buddy Density and Interior Non-Adjacent Best Buddies for Two Images from the Pomeranz *et al.* 805 Piece Dataset

contrast, the Mixed-Bag Solver thought the pieces from image (b) came from two separate puzzles. The best buddy visualizations in Figure 7 shows that image (a) has a significantly higher best buddy density than image (b) as well as much fewer interior non-adjacent best buddies. It is these two factors that contributed the most to the Mixed-Bag Solver being unable to determine the number of input images for the three images in Appendix B.

It is important to note that the difficulty the Mixed-Bag Solver has reconstructing images with low best buddy density is actually an artifact of the assembler and not the solver. Paikin & Tal mentioned in [16] that their solver may

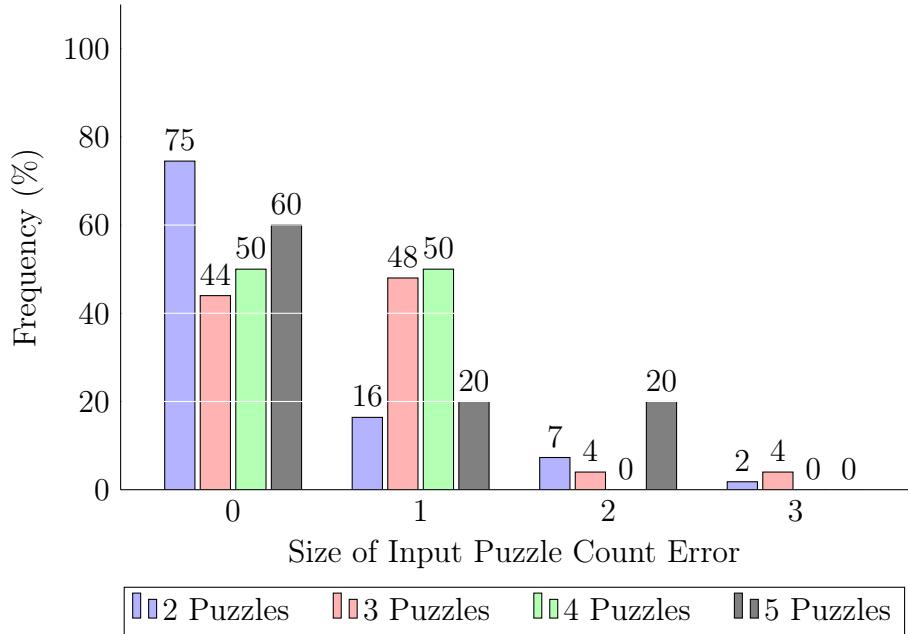


Figure 8: Mixed-Bag Solver’s Input Puzzle Count Error Frequency

yield “unsatisfactory results” on such images.

### 5.1.2 Multiple Puzzle Solving

As mentioned previously, the Mixed-Bag Solver was tested by randomly selecting a specified number of images, without replacement, from Pomeranz *et al.*’s from the 805 piece dataset. Figure 8 illustrates the performance of the Mixed-Bag Solver in identifying number of input puzzles when passed multiple images. A correct estimation of the number of puzzles would represent an error of “0” in the figure. Similarly, an overestimation of a single puzzle (e.g., the solver identified four puzzles when only three were provided as an input) would represent an error of “1”. Across all of the experiments, the Mixed-Bag Solver never underestimated the number of input puzzles; what is more, it never overestimated the number of input puzzles by more than 3.

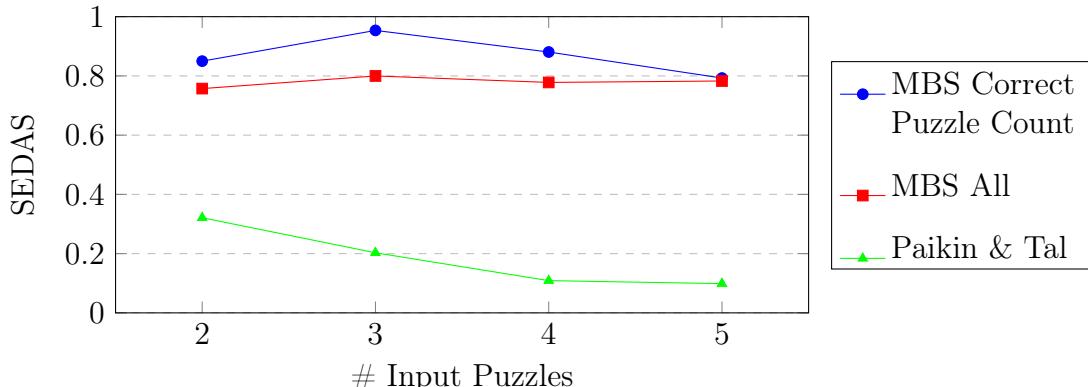
Puzzle Count	Average SEDAS			Average ENAS			Perfect Reconstruction		
	MBS†	MBS‡	Paikin	MBS†	MBS‡	Paikin	MBS†	MBS‡	Paikin
2	0.850	0.757	0.321	0.933	0.874	0.462	29.3%	23.6%	5.5%
3	0.953	0.800	0.203	0.955	0.869	0.364	18.5%	18.8%	1.4%
4	0.881	0.778	0.109	0.920	0.862	0.260	25.0%	15.6%	0%
5	0.793	0.828	0.099	0.868	0.877	0.204	20.0%	24%	0%

Table 5: Comparison of Mixed-Bag and Paikin & Tal Solvers Performance on Multiple Input Puzzles

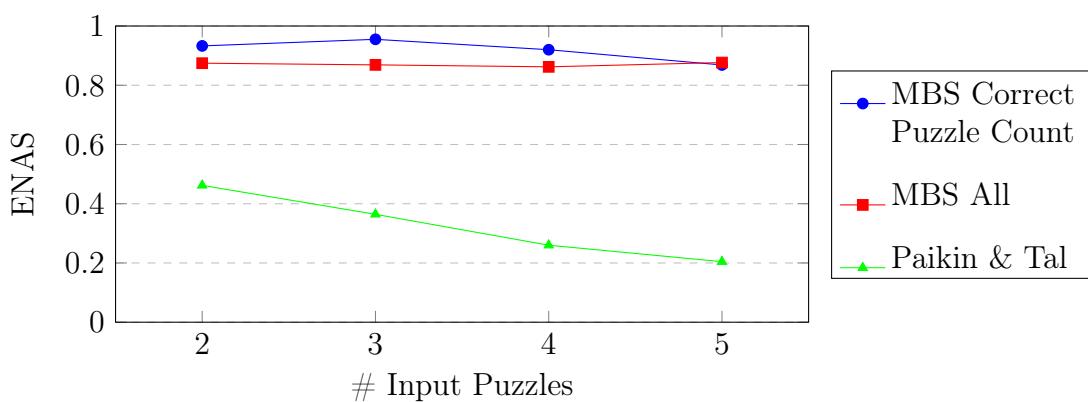
In this set of experiments, the Mixed-Bag solver correctly determined the number of input puzzles in 65% of the tests. Likewise, in less than 8% of the tests did the solver overestimate the number of input puzzles by more than one. Since the solver never underestimated the number of input puzzles, it is clear that the solver is over-rejecting the merger of cluster and/or creating very small clusters that are too isolated to merge with other clusters. It is expected that this aspect of the solver’s performance would be improved by reducing the minimum clustering threshold (see Section 3.4) as well as increasing the minimum segment size (see Section 3.2.2).

## 5.2 Comparison of Solver Output Quality

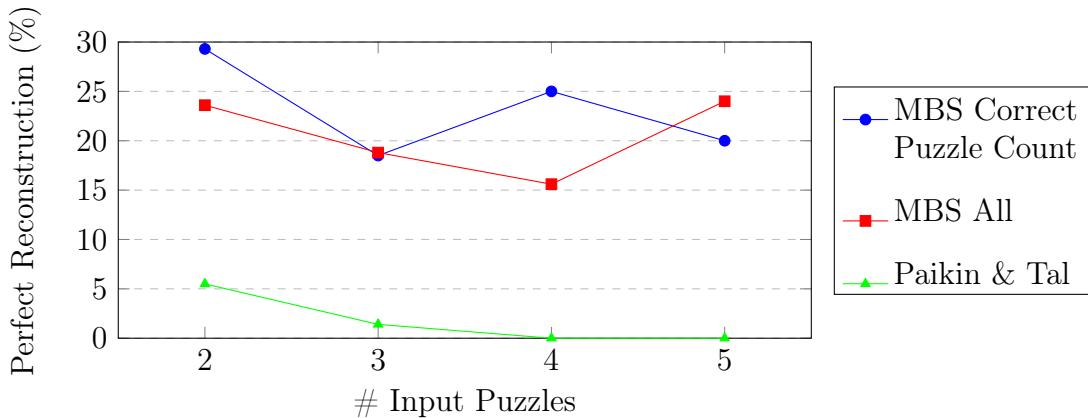
As mentioned at the beginning of this chapter, images were randomly selected from the Pomeranz *et al.* dataset and provided to the Mixed-Bag Solver as well as Paikin & Tal’s algorithm. Table 5 and Figure 9 show the quantified quality of the outputs generated by both solvers for varying input puzzle counts. The three metrics used are the mean Shiftable Enhanced Direct Accuracy Score (SEDAS), mean Enhanced Neighbor Accuracy Score (ENAS), and the percentage of puzzles assembled perfectly (i.e., input and output puzzles are an identical match). The results for the Mixed-Bag Solver (MBS) are subdivided between the case when the number of input



(a) Shiftable Enhanced Direct Accuracy Score (SEDAS)



(b) Enhanced Neighbor Accuracy Score (ENAS)



(c) Percentage of Puzzles Perfectly Reconstructed

Figure 9: Performance of the Mixed-Bag and Paikin & Tal Solvers with Multiple Input Puzzles

puzzles was correctly determined (denoted with a “†” in the table heading) versus all solver results (denoted with a “‡”). The reason for this distinction is that the former category represents the performance ceiling of the solver if the hierarchical clustering stage performed optimally.

Across all quality metrics and categories, the Mixed-Bag Solver significantly outperformed Paikin & Tal’s algorithm. This is despite the fact that only their algorithm was provided additional information concerning the number of input puzzles. What is more, unlike Paikin & Tal’s algorithm, there was no significant decrease in the performance of the Mixed-Bag Solver as the number of input puzzles was increased. In addition, the Mixed-Bag Solver did not see a substantial difference in solution quality if it incorrectly estimated the number of input images; this indicates that the extra puzzles generated by the Mixed-Bag Solver were relatively insignificant in size since they did not meaningfully affect SEDAS or ENAS.

### 5.3 Ten Puzzle Solving

Paikin & Tal’s [16] algorithm was shown to be able to solve up to five images simultaneously, which represents the most in the current literature. To achieve this, their solver needed to be supplied with the number of input puzzles. In contrast, this thesis’ solver has been shown to work on up to 10 puzzles, which is double the current state of the art, while receiving less information.

Appendix C contains the set of ten images that were inputs to both the Mixed-Bag Solver (MBS) and Paikin & Tal’s algorithm. The comparison of their respective performance is shown in Table 6. Despite the Mixed-Bag Solver receiving less information, it scored greater than 0.9 for both Shiftable Enhanced Direct Accuracy Score (SEDAS) and the Enhanced Neighbor Accuracy Score (ENAS) on all

Image		Shifted		SEDAS		ENAS	
ID	# Pieces	MBS	Paikin	MBS	Paikin	MBS	Paikin
(a)	264	No	Yes	1.000	0.000	1.000	0.544
(b)	330	No	Yes	1.000	0.000	1.000	0.090
(c)	432	Yes	Yes	0.905	0.000	0.911	0.034
(d)	540	No	No	0.978	0.526	0.975	0.509
(e)	540	No	No	1.000	0.059	1.000	0.327
(f)	540	Yes	No	0.978	0.943	0.917	0.931
(g)	805	No	Yes	0.997	0.000	0.990	0.077
(h)	805	Yes	Yes	0.958	0.000	0.967	0.070
(i)	805	No	Yes	1.000	0.000	1.000	0.311
(j)	805	Yes	Yes	0.998	0.000	0.990	0.073

Table 6: Comparison of the Image Shifting, SEDAS, and ENAS Results for the 10 Puzzle Dataset

puzzles. In contrast, Paikin & Tal only exceeded a SEDAS and ENAS of 0.9 for image (f). Paikin & Tal’s algorithm particularly struggled to select quality puzzle seeds with the starting pieces of nine of the output puzzles coming from just three of the input images.

This test set also shows that the Mixed-Bag Solver has greater immunity to potential shifts in the solved output than Paikin & Tal’s algorithm. This is evident in the fact that only four of the Mixed-Bag Solver’s outputs showed a shift that would affect EDAS while seven of Paikin & Tal’s outputs were shifted.

## CHAPTER 6

### Conclusions and Future Work

This thesis presented a fully-automated solver for Mixed-Bag jigsaw puzzles. This solver outperforms the current state of the art both in terms of solution quality and the maximum number of puzzles it can solve simultaneously. What is more, unlike the state of the art, it requires no externally supplied information beyond the set of puzzle pieces.

Opportunities currently exist to improve the Mixed-Bag Solver's performance. First, the quality ceiling of solved outputs is significantly affected by the assembler. This solver was designed to be largely independent of the assembler used, meaning the solver's performance will improve as better solvers are proposed. As such, an improved assembler that uses multiple best buddies to prioritize placement is currently under development. What is more, this new assembler will also address some of the performance limitations of Paikin & Tal's algorithm for images with low best buddy density.

Another area where future investigation is planned is in the determination of the threshold for hierarchical clustering, which is currently set at a fixed value. It is expected that a more dynamic approach may improve the clustering overall.

One additional aspect of the solver's performance that could be improved is in the selection of the stitching pieces. As explained in Section 3.3.2, a stitching piece is by definition a member of a saved segment. In some cases, the mini-assembly may not actually expand the segment, which would prevent segment clustering. As such, segment stitching may be improved if pieces that belong to no segment are also

selected for stitching since these pieces may be more likely to bridge gaps between segments, in particular for images with low best buddy density.

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## APPENDIX A

### Example Outputs of a Single Segmentation Round

This appendix is provided as example to assist in visualizing the different outputs generated during segmentation. Figure A.10 shows the two ground-truth images that were provided to the Mixed-Bag Solver for this example. As explained in Section 3.2, the solver assembles the pieces from these images as if they had come from a single puzzle; the assembler output for the first round of segmentation is shown in Figure A.11. Figure A.12 shows the segments found in the assembler output (the segments are colored to make them easier to identify). For a given segment, the pieces that are further away from an open location are lighter in color while those closer to a boundary are darker. The stitching pieces that would have resulted from each segment (assuming it exceeded the minimum segment size) are marked with white crosses.

Figure A.13 is the best buddy visualization of the assembler output. Note that the right and left sides of image (a) have stripes of best buddies that extend only in the horizontal direction. All of the pieces in these stripes are articulation points. As such, they were trimmed from the main segment in the center of the image as described in Section 3.2.3.



Image (a) – 805 Pieces



Image (b) – 540 Pieces

Figure A.10: Ground-Truth Images Used in the Segmentation Example

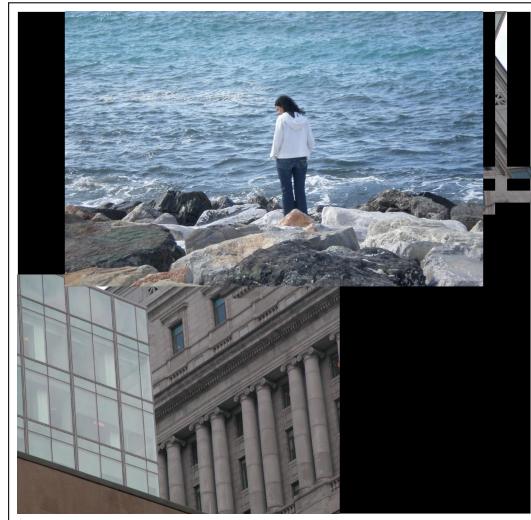


Figure A.11: Example Assembler Output of a Single Puzzle after the First Segmentation Round

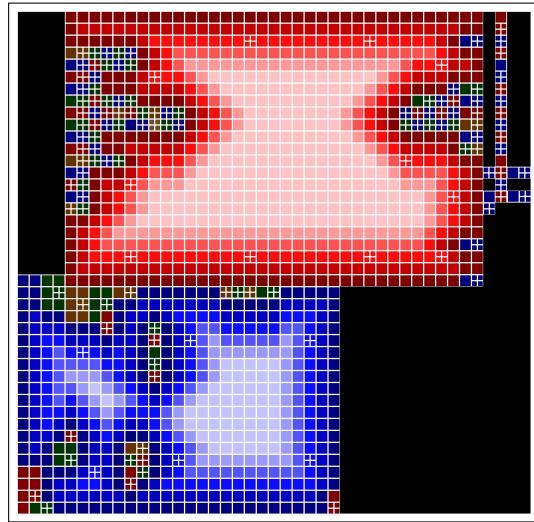


Figure A.12: Segmentation of the Assembler Output with Coloring for Distance to the Nearest Open and Marking of the Articulation Points

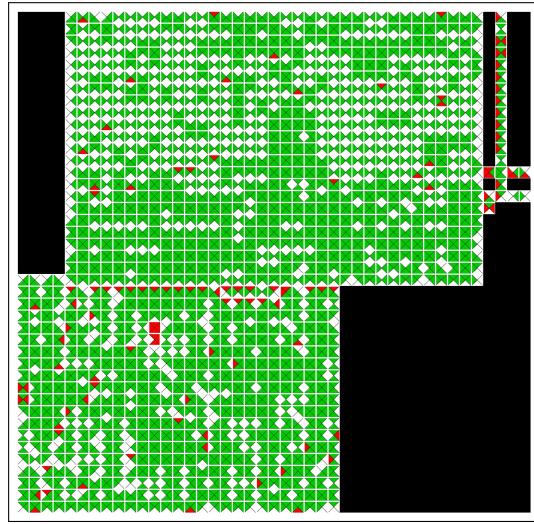


Figure A.13: Best Buddy Visualization of the Assembler Output

## APPENDIX B

### Incorrectly Classified Single Image Puzzles

To determine the Mixed-Bag Solver’s performance ceiling, twenty images from Pomeranz *et al.*’s 805 piece dataset were individually input into the solver. The Mixed-Bag Solver (MBS) correctly identified that there was only a single ground-truth input for 17 out of the 20 images. Figure B.14 shows the three images that the Mixed-Bag Solver misidentified, and Figure B.15 contains the Mixed-Bag Solver’s output for these images. These three images all have large areas with little variation (e.g., clear sky, smooth water). Paikin & Tal note in [16] that their assembler does not perform well on such images. Therefore, it is expected the Mixed-Bag Solver’s performance on these images may improve if a different assembler is used.



Input Image (a)



Input Image (b)



Input Image (c)

Figure B.14: 805 Piece Images that were Incorrectly Identified by the Mixed-Bag Solver



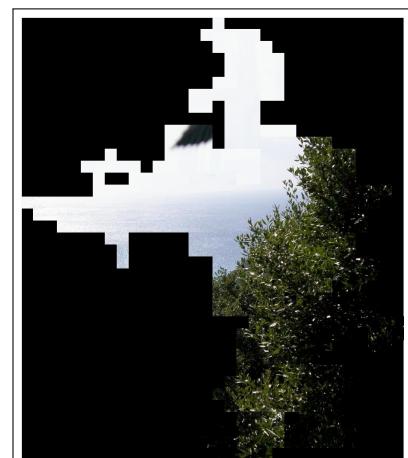
MBS Output (a1)



MBS Output (a2)



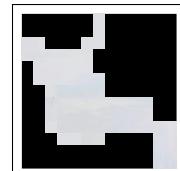
MBS Output (b1)



MBS Output (b2)



MBS Output (c1)



MBS Output (c2)

Figure B.15: Mixed-Bag Solver Outputs for the Incorrectly Identified Images

## APPENDIX C

### Ten Puzzle Results

Figures C.16 and C.17 contain the set of 10 images, comprised of 5,850 total pieces, that were supplied to both the Mixed-Bag and Paikin & Tal solvers; this represents twice as many puzzles as Paikin & Tal solved in [16].

Figures C.18 and C.19 show the Mixed-Bag Solver outputs for these images. Four output images (e.g., images (a), (b), (e), (i)) perfectly match their original images. The rest have only have a small percentage of pieces out of place. This is shown in the SEDAS visualizations in Figures C.20 and C.21. The quality of Mixed-Bag Solver's outputs for these images is comparable to that of Paikin & Tal's algorithm when it solves these images individually.



Image (a) – 264 Pieces [24]



Image (b) – 330 Pieces [24]



Image (c) – 432 Pieces [13]



Image (d) – 540 Pieces [23]



Image (e) – 540 Pieces [23]



Image (f) – 540 Pieces [23]

Figure C.16: First Set of Six Images Comprising the 10 Image Test Set



Image (g) – 805 Pieces [23]



Image (h) – 805 Pieces [23]



Image (i) – 805 Pieces [23]



Image (j) – 805 Pieces [23]

Figure C.17: Second Set of Four Images Comprising the 10 Image Test Set



Reconstructed Image (a)



Reconstructed Image (b)



Reconstructed Image (c)



Reconstructed Image (d)



Reconstructed Image (e)



Reconstructed Image (f)

Figure C.18: First Set of Six Images Output by Mixed-Bag Solver for the 10 Image Test Set



Reconstructed Image (g)



Reconstructed Image (h)

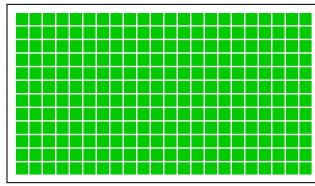


Reconstructed Image (i)

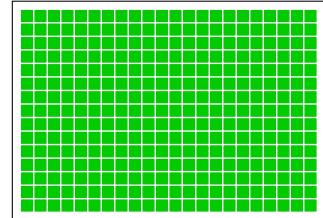


Reconstructed Image (j)

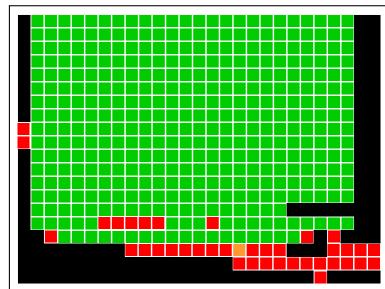
Figure C.19: Second Set of Four Images Output by Mixed-Bag Solver for the 10 Image Test Set



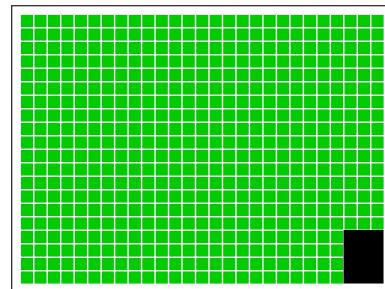
SEDAS Visualization of Image (a)



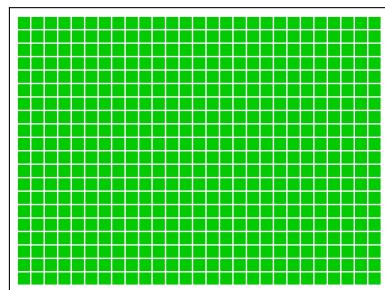
SEDAS Visualization of Image (b)



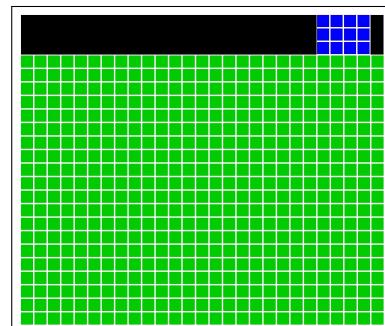
SEDAS Visualization of Image (c)



SEDAS Visualization of Image (d)

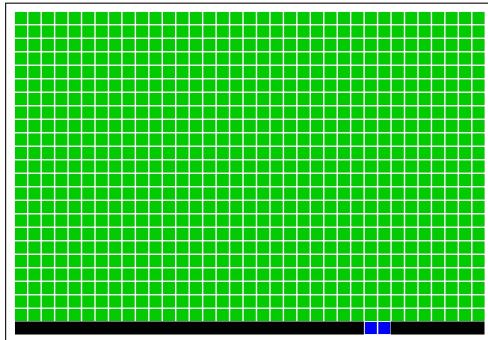


SEDAS Visualization of Image (e)

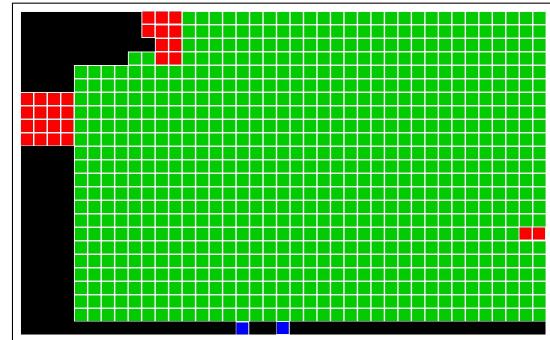


SEDAS Visualization of Image (f)

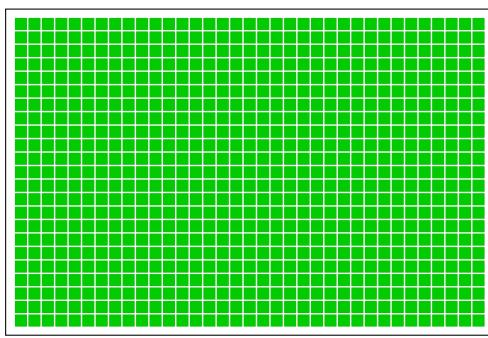
Figure C.20: First Set of Six SEDAS Visualizations for the 10 Image Test Set



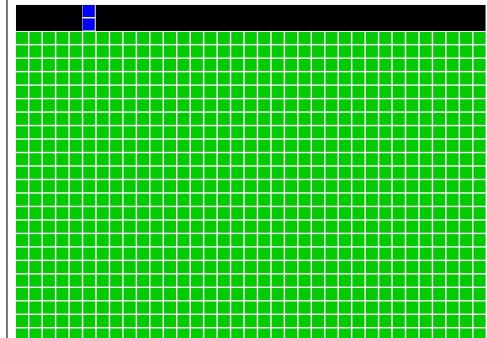
SEDAS Visualization of Image (g)



SEDAS Visualization of Image (h)



SEDAS Visualization of Image (i)



SEDAS Visualization of Image (j)

Figure C.21: Second Set of Four SEDAS Visualizations for the 10 Image Test Set