

Contents

1	Introduction	2
2	Information Retrieval	3
2.1	Crawling	3
2.2	Parsing	3
3	The PageRank Algorithm	3
3.1	How to compute PageRank values?	4
4	The Graph Partitioning Algorithm	5
4.1	How to apply spectral graph partitioning	5
4.2	K-way Partitioning	6
5	Numerical results / Data analysis / ...	7
5.1	PageRank – forse (inclusi in R.analysis)	7
5.2	Graph Partitioning – forse (inclusi in R.analysis)	7
6	Bibliography	7
7	Conclusions	9
7.1	Future work	9
7.2	Acknowledgments	9

1 Introduction

A social network consists of a set of objects connected to each other by social relations. The best way to model social networks is using graphs (see Figure 1): the objects (entities) are represented as nodes and the connections as edges between two different nodes. The most common example we can take is the World Wide Web (WWW) where we have web pages as nodes connected by hyperlinks, the edges.

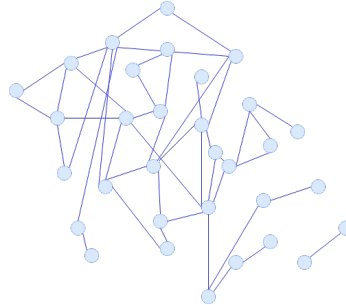


Figure 1. Example of social network graph

The goal of this project is to create a social network of computational science authors belonging to Swiss institutions and then analyze the relative graph.

I wanted to find the relations between authors of the same or different institution and of the same or different research scenario: how do they interact with each other and if they are strictly related to the institution or cooperate throughout Switzerland. The result will provide also a "ranking" of the authors and the institutions to see which are the most influential in the computational science researches.

The first step is retrieving all necessary information for the construction of the social network: names of the authors and relationships between each other. I crawled the 2015,2016 and 2017 PASC Conferences, interdisciplinary conferences which brings together research across the areas of computational science, high-performance computing, and various domain sciences, and SIAM conferences of several years, selecting the topics relevant to us (e.g. Optimization, Parallel Computing,...).

The second step is the information analysis to find out relations between institutions but also between members belonging to the same institution. With PageRank algorithm we obtain a "ranking" of all conferences' participants: PageRank is an algorithm used by Google Search to rank websites in their search engine results but it can be applied to any social network. In this project I use the algorithm to measure the importance of institutions' members considering the number and quality of their collaborations. I use Graph Partitioning to "invert" the process and obtain the institutions from members collaborations: probably members of the same institution collaborate more between each other than with other institutions' representatives.

I also analyze the institutions' connectivity matrices and their structure: looking at the cliques (i.e. a sub matrix where every two distinct members collaborate with each other; this means that all entries of the sub matrix are ones) present in the matrices we can for example detect the different research areas of the institutions and the connection between them.

The results will provide an interesting picture of the different research scenarios in Switzerland and how they interact with each other.

2 Information Retrieval

...

2.1 Crawling

...

2.2 Parsing

...

3 The PageRank Algorithm

PageRank is an algorithm used by Google Search to rank websites in their search engine results; it was developed by Larry Page and Sergey Brin (the Google's founders) in 1996 as part of their research project at Stanford University.

PageRank is used, together with other algorithms, to measure the importance of web pages and sort them by popularity in the result; it can be used in any graph to compute the importance of each node with its PageRank value. Larry Page and Sergey Brin algorithm works by counting the number and quality of links to a page to compute a value which represents its importance; more popular a page is, more likely it receives links from other websites and more likely from important websites.

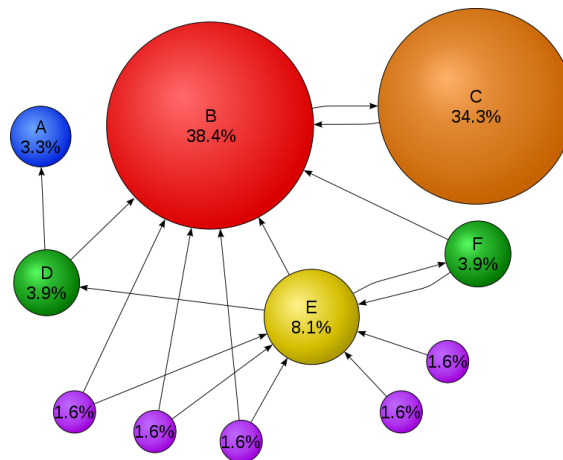


Figure 2. PageRank example

As we can see in Figure 2, node C has higher PageRank than E even if it has lower number of inner links; this is because the only inner link C has is from the most important node of the graph B so it is considered more than all the inner links of E from purple lower nodes.

Imagine surfing websites, going from one page to another: to avoid problems with pages without outer links we have two different methods to choose the next page. Our surfer can:

- randomly choose an outgoing link from the page,
- simply choose a random page from the Web.

We assume that with probability p (typically $p=0.85$) our surfer follows the first option and with probability $1 - p$ the second.

The probability that an infinite random surfer visits a specific website it's called its PageRank; a page will have high rank if other pages with high rank link to it.

3.1 How to compute PageRank values?

To apply PageRank, from a graph of n nodes we construct a n -by- n connectivity matrix G : $g_{ij} = 1$ if and only if node i and j are connected. The number of non-zeros in G is the total number of connections in the graph.

The row r_i represents the number of inner-links of page i , instead column c_i the number of outer-links. So we can define:

- In-degree of page i : $r_i = \sum_{j=1}^n g_{ij}$
- Out-degree of page i : $c_i = \sum_{j=1}^n g_{ji}$

Let p be the probability that the surfer follows a link and $1 - p$ the probability that it chooses a random page, then $\delta = \frac{1-p}{n}$ is the probability that a particular random page is chosen.

We construct a transition probability matrix A where all elements are positive, smaller than one and sums of columns are equal to one; column j represents the probabilities to go from page j to all other pages. So we set:

$$a_{ij} = \begin{cases} \frac{pg_{ij}}{c_j} + \delta & \text{if } c_j \neq 0 \\ \frac{1}{n} & \text{if } c_j = 0 \end{cases}$$

If the page j has no outer links it means that column j of A assigns equal probability $\frac{1}{n}$ to all its elements. We can now compute PageRanks values solving the homogeneous linear system:

$$x = Ax$$

The transition matrix A can be written as

$$A = pGD + ez^T$$

where D is a diagonal matrix with the reciprocals of the out-degrees

$$d_{jj} = \begin{cases} \frac{1}{c_j} & \text{if } c_j \neq 0 \\ 0 & \text{if } c_j = 0 \end{cases}$$

z is the vector formed by

$$z_j = \begin{cases} \delta & \text{if } c_j \neq 0 \\ \frac{1}{n} & \text{if } c_j = 0 \end{cases}$$

and e is the vector of length n with all ones.

We can write the linear system

$$(I - A)x = 0$$

as

$$(I - pGD)x = \gamma e$$

where we take $\gamma = z^T x = 1$. **WHY?** To conclude, we find the solution of

$$(I - pGD)x = e$$

and then rescale the solution so that $\sum_{i=1}^n x_i = 1$.

cosa inserire in procedure

Algorithm 1 (PageRank)

```

1: procedure PAGERANK
2:    $U \leftarrow$  list of authors
3:    $G \leftarrow$  adjacency matrix
4:    $p \leftarrow$  dumping factor
5:    $G \leftarrow G - \text{diag}(G)$  (remove self collaborations)
6:    $c \leftarrow \text{sum}(G,1)$   $r \leftarrow \text{sum}(G,2)$  (Compute out-degree and in-degree of each node)
7:    $D \leftarrow$  Diagonal matrix with reciprocals of out-degrees
8:    $(I - pGD)x = e$ 
9:    $x \leftarrow x / \text{sum}(x)$  (normalize the result x)
10:   $x \leftarrow$  sort x in descending order
11: return x

```

4 The Graph Partitioning Algorithm

Graph partitioning consists in dividing a graph $G = (V, E)$ ¹ cutting the smaller number of edges and obtaining sub-graphs with specific properties. For example k-way partitioning divides the graph G into k smaller components.

A partitioning algorithm is said to be efficient if it manage to divide the graph into smaller components with about the same size, cutting as few edges as possible. A valid and fast method is the coordinate bisection, which simply chooses a partitioning plane perpendicular to one of the coordinate axes but spectral algorithm is more efficient: it finds a partition from the adjacency matrix of the graph. As we can see in Figure 3 sometimes coordinate and spectral partitioning behave the same but usually the second one is more effective.

4.1 How to apply spectral graph partitioning

To apply graph partitioning we need the adjacency matrix A of the graph, which is symmetric, and the Laplacian matrix L constructed such that:

$$L_{ij} = \begin{cases} d_i & \text{if } i = j \\ -1 & \text{if } i \neq j \text{ and } (i, j) \in E \\ 0 & \text{otherwise} \end{cases}$$

where d_i is the vertex degree of node $i \in V$. The relation between A and L is

$$L = D - A$$

¹ A graph G with vertexes V and edges E.

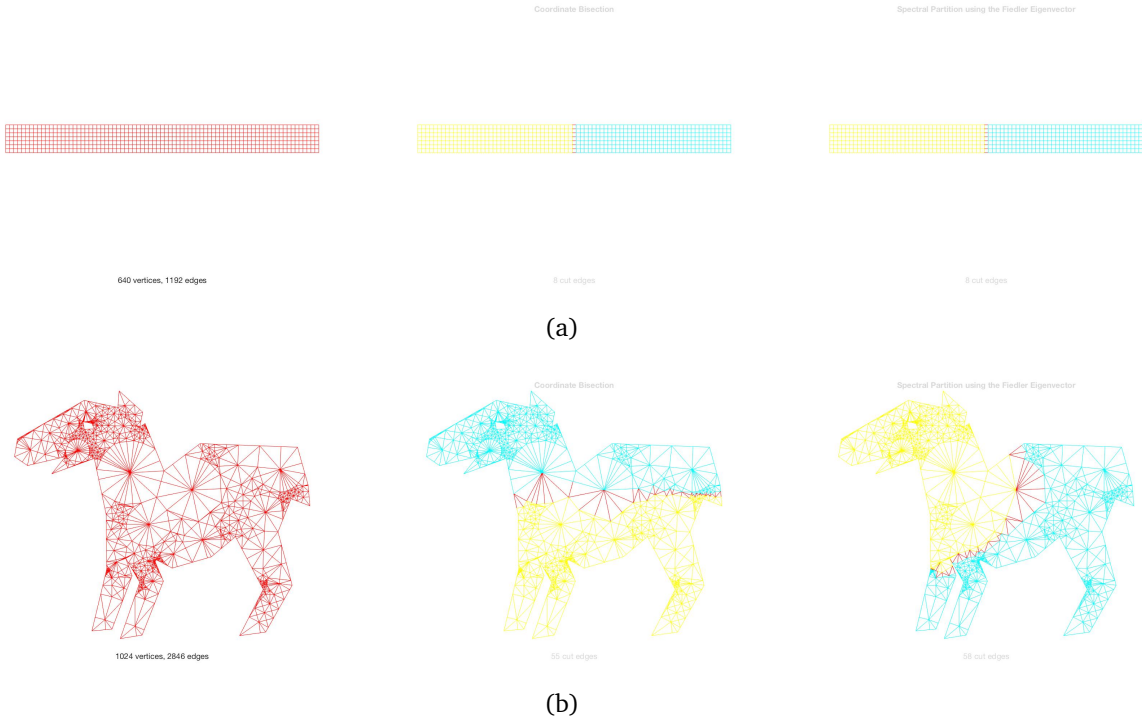


Figure 3. In both (a) (b) we have the graph at the left, the coordinate partition in the middle and the spectral partition at the right

where D is the diagonal matrix where d_{ii} is the vertex degree of node $i \in V$. Since L is symmetric and positive semidefinite per construction, all its eigenvalues are real and nonnegative. The first eigenvalue is always zero and the second is not equal to zero if the graph is **Is this correct?** connected²; we can define eigenvalues of L as follows

$$0 = \lambda_1 < \lambda_2 \leq \dots \leq \lambda_n$$

The eigenvector corresponding to the first eigenvalue λ_1 is the vector of all ones and it does not provide information about the graph structure; instead the second lowest eigenvector, Fiedler vector, is used by spectral partitioning to return the smaller sub-graphs. Dividing the nodes of graph G according to the median s of the Fiedler vector $\vec{v} = (v_1, v_2, \dots, v_n)$ helping obtaining two partitions V_1 and V_2 :

$$\begin{cases} v_i \in V_1 \implies v_i \leq s \\ v_i \in V_2 \implies v_i > s \end{cases}$$

Such a partition is called the Fiedler cut and leads to two parts of G with nearly equals number of vertexes with small number of cutting edges.

4.2 K-way Partitioning

K-way partitioning of a graph G of n nodes, consists in a division of its nodes in k disjoint subset, all with size nearly $\frac{n}{k}$ (see Figure 4).

We consider only the simple case where we want to divide the graph in k partitions and k is a power of two. The idea is just to apply the spectral partitioning $\frac{k}{2}$ times recursively.

² there is a path from any node to any other node in the graph

Algorithm 2 (Graph Partitioning)

```
1: procedure GRAPH PARTITIONING
2:    $G \leftarrow (V, E)$ 
3:   compute Fiedler vector of  $L = D - A$ 
4:   Sort the vector values
5:   Put first half of the nodes in  $V_1$  and second half in  $V_2$ 
6:    $E_1 \leftarrow$  edges with both nodes in  $V_1$ 
7:    $E_2 \leftarrow$  edges with both nodes in  $V_2$ 
8: return  $G_1 = (V_1, E_1)$  and  $G_2 = (V_2, E_2)$ 
```

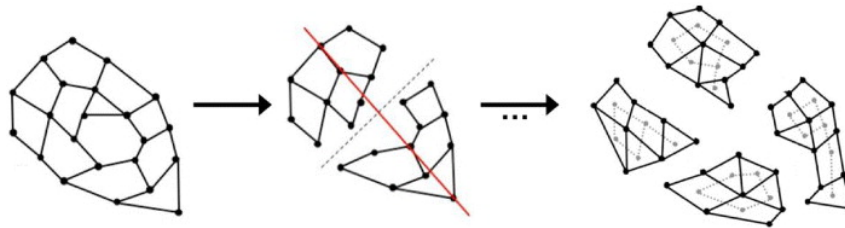


Figure 4. Example of k-way graph partitioning

5 Numerical results / Data analysis / ...

Cliques³ ...

5.1 PageRank – forse (inclusi in R.analysis)

5.2 Graph Partitioning – forse (inclusi in R.analysis)

DA TOGLIERE, MOMENTANEA

6 Bibliography

- <https://en.wikipedia.org/wiki/PageRank>

³ Some text in a footnote.

Algorithm 3 (k-way Partitioning)

```
1: procedure K-WAY PARTITIONING
2:    $G \leftarrow (V, E)$ 
3:    $k \leftarrow$  number of desired partitions
4:   Apply spectral partitioning on  $G$  and find  $G_1$  and  $G_2$ 
5: loop:
6:   if  $\frac{k}{2} > 1$  then
7:     Recursive partition on  $G_1$  with  $\frac{k}{2}$ 
8:     Recursive partition on  $G_2$  with  $\frac{k}{2}$ 
9:      $k \leftarrow \frac{k}{2}$ 
10:  goto loop
11: return  $G_1 = (V_1, E_1) \dots G_K = (V_K, E_K)$ 
```

- Assignment1 1 Course Numerical Computing 2107/2018
- Assignment2 1 Course Numerical Computing 2107/2018
- "https://am.vsb.cz/export/sites/am/cs/theses/kabelikova_ing.pdf"
- https://en.wikipedia.org/wiki/Graph_partition

7 Conclusions

I have implemented an algorithm for extracting a resolution-independent vector representation from pixel art images. This algorithm resolves separation/connectedness ambiguities in the square pixel lattice and then reshapes the pixel cells so that both cardinal and diagonal neighbors of a pixel are connected through edges. The regions with smoothly varying shading are extracted and separated through piecewise smooth contour curves. I have demonstrated that conventional image upsampling and vectorization algorithms cannot handle pixel art images well, while this algorithm produces good results on a wide variety of inputs.

7.1 Future work

There are many possibilities for future work. The implementation still suffers from some limitations (Section ??) which could be corrected or improved, but also more features can be added to increase the number of different applications for this algorithm.

7.2 Acknowledgments

I want to thank my project advisor, prof. Kai Hormann, for suggesting this fascinating project. I really enjoyed working on it and prof. Hormann has been very helpful throughout the whole project. I was given a lot of freedom and independence, which pushed me to give the best of myself. The project had such a great potential and was so intellectually challenging that I was thrilled and eager every time I could spend time working on it.

I also want to thank my wife for being so supportive and patient. The long nights passed working on this project really proved her love, and her caring for my well-being helped me a lot through the difficult and stressing moments. Her excitement for every new feature pushed me to improve the project more and more, seeking that wonderful smile.

References

- [1] Adobe, Inc. Adobe Illustrator CS6, 2012. [Online; accessed 23-March-2012].
- [2] C. A. Armstrong. Vectorization of raster images using b-spline surfaces. Master’s thesis, Brigham Young University, July 2006.
- [3] F. Aurenhammer. Voronoi diagrams – a survey of a fundamental geometric data structure. *ACM Computing Surveys*, 23(3):345 – 405, 1991.
- [4] BenVista Ltd. PhotoZoom Pro 4, 2012. [Online; accessed 30-March-2012].
- [5] L. Boatto, V. Consorti, M. D. Buono, S. D. Zenzo, V. Eramo, A. Esposito, F. Malcarne, M. Meucci, A. Morelli, M. Mosciatti, S. Scarci, and M. Tucci. An interpretation system for land register maps. *Computer*, 25(7):25 – 33, 1992.
- [6] W. Böhm. Subdividing multivariate splines. *Computer-Aided Design*, 15(6):345 – 352, 1983.
- [7] Cambridge In Colour. Digital image interpolation, 2012. [Online; accessed 16-May-2012].
- [8] H.-H. Chang and H. Yan. Vectorization of hand-drawn image using piecewise cubic Bézier curves fitting. *Pattern Recognition*, 31(11):1747 – 1755, 1998.

- [9] J. Y. Chiang. A new approach for binary line image vectorization. *IEEE International Conference on Systems*, 2:1489 – 1494, 1995.
- [10] ddisoftware, Inc. Qimage ultimate, March 2012. [Online; accessed 15-May-2012].
- [11] C. de Boor. *A Practical Guide to Splines*. Springer-Verlag, 1978.
- [12] D. Dori and W. Liu. Sparse pixel vectorization: An algorithm and its performance evaluation. *IEEE Transactions on Pattern Analysis and Machine Intelligence*, 21(3):202 – 215, 1999.
- [13] R. Fattal. Upsampling via imposed edges statistics. *ACM Transactions on Graphics (Proceedings of SIGGRAPH 2007)*, 26(3):95:1 – 95:8, 2007.
- [14] T. A. S. Foundation. Batik SVG Toolkit, January 2010. [Online; accessed 12-March-2012].
- [15] H. Freeman. On the encoding of arbitrary geometric configurations. *IRE Transactions on Electronic Computers*, 10(2):260 – 268, 1961.
- [16] D. Ge. Automatic triangle placement in view morphing. Master’s thesis, Brigham Young University, 2001.
- [17] P. Getreuer. Linear Methods for Image Interpolation. *Image Processing On Line*, 2011.
- [18] D. Glasner, S. Bagon, and M. Irani. Super-resolution from a single image. In *ICCV*, 2009.
- [19] P. O. Gray. *Psychology*. New York: Worth, 5 edition, 2006.
- [20] O. Hori and S. Tanigawa. Raster-to-vector conversion by line fitting based on contours and skeletons. *Proceedings of the Second International Conference on Document Analysis and Recognition*, pages 353 – 358, 1993.
- [21] C. Jennings and J. R. Parker. Vision knowledge vectorization: Converting raster images into vector form. *Proceedings of the 12th International Conference on Pattern Recognition*, 1:311 – 315, 1994.
- [22] J. Jimenez and J. L. Navalón. Some experiments in image vectorization. *IBM Journal of Research and Development*, 26(6):724 – 734, 1982.
- [23] T. Kas. Fast Blit Strategies: A Mac Programmer’s Guide. *MacTech Magazine*, 15(6), 1999.
- [24] R. Kasturi, S. T. Bow, W. El-Masri, J. Shah, J. R. Gattiker, and U. B. Mokate. A system for interpretation of line drawings. *IEEE Transactions on Pattern Analysis and Machine Intelligence*, pages 151 – 160, 1990.
- [25] T. Y. Kong and A. Rosenfeld. *Topological Algorithms for Digital Image Processing*. Elsevier Science Inc., 1996.
- [26] J. Kopf and D. Lischinski. Depixelizing pixel art. *ACM Transactions on Graphics (Proceedings of SIGGRAPH 2011)*, 30(4):99:1 – 99:8, 2011.
- [27] Y.-K. Lai, S.-M. Hu, and R. R. Martin. Automatic and topology-preserving gradient mesh generation for image vectorization. *ACM Transactions on Graphics*, 28(3):85:1 – 85:8, 2009.
- [28] G. Lecot and B. Levy. Ardeco: Automatic region detection and conversion. In *Eurographics Symposium on Rendering*, pages 349 – 360, 2006.

- [29] D. Liauw Kie Fa. 2xSaI: The advanced 2x scale and interpolation engine, 2001. [Online; accessed 26-March-2012].
- [30] A. Lukin. Image resampling algorithms, April 2007. [Online; accessed 15-May-2012].
- [31] A. Mazzoleni. Scale2x, 2001. [Online; accessed 20-March-2012].
- [32] Memory and Media 219. The pixel art nostalgia, October 2010. [Online; accessed 15-May-2012].
- [33] A. Mikheev, L. Vincent, and V. Faber. High-quality polygonal contour approximation based on relaxation. *Proceedings of the Sixth International Conference on Document Analysis and Recognition*, pages 361 – 365, 2001.
- [34] V. Nagasamy and N. A. Langrana. Engineering drawing processing and vectorization system. *Computer Vision, Graphics, and Image Processing*, 49(3):379 – 397, 1990.
- [35] onOne Software. Perfect Resize 7, 2012. [Online; accessed 14-May-2012].
- [36] A. Orzan, A. Bousseau, H. Winnemöller, P. Barla, J. Thollot, and D. Salesin. Diffusion curves: A vector representation for smooth-shaded images. *ACM Transactions on Graphics (Proceedings of SIGGRAPH 2008)*, 27(3):92:1 – 92:8, 2008.
- [37] B. Price. Image vectorization. Master’s thesis, Brigham Young University, 2006.
- [38] M. Rösli and G. Monagan. A high quality vectorization combining local quality measures and global constraints. *Proceedings of the Third International Conference on Document Analysis and Recognition*, 1:243 – 248, 1995.
- [39] C. Runge. Über empirische Funktionen und die Interpolation zwischen äquidistanten Ordinaten. *Zeitschrift für Mathematik und Physik*, 46:224 – 243, 1901.
- [40] P. Selinger. Potrace: a polygon-based tracing algorithm, 2003. [Online; accessed 26-March-2012].
- [41] J. Song, F. Su, J. Chen, C. Tai, and S. Cai. Line net global vectorization: An algorithm and its performance evaluation. *Proceedings of IEEE Conference on Computer Vision and Pattern Recognition*, 1:383 – 388, 2000.
- [42] J. Song, F. Su, C.-L. Tai, and S. Cai. An object-oriented progressive-simplification-based vectorization system for engineering drawings: Model, algorithm, and performance. *IEEE Transactions on Pattern Analysis and Machine Intelligence*, 24(8):1048 – 1060, 2002.
- [43] M. Stepin. Demos & docs – hq2x/hq3x/hq4x magnification filter, 2003. [Online; accessed 25-March-2012].
- [44] I. Sutherland. *Sketchpad, A Man-Machine Graphical Communication System*. PhD thesis, Massachusetts Institute of Technology, 1963.
- [45] N. Tanaka, T. Kamimura, and J. Tsukumo. Development of a map vectorization method involving a shape reforming process. *Proceedings of the Second International Conference on Document Analysis and Recognition*, pages 680 – 683, 1993.

- [46] K. Turkowski and S. Gabriel. Filters for common resampling tasks. *Graphics Gems I.*, pages 147 – 165, 1990.
- [47] Vector Magic, Inc. Vector Magic, 2010. [Online; accessed 23-March-2012].
- [48] A. Webster. 8-bit heroes: Ars explores the resurgence of pixel art — ArsTechnica.com, May 2010. [Online; accessed 15-May-2012].
- [49] Wikipedia. Bresenham’s line algorithm — Wikipedia, the free encyclopedia, 2012. [Online; accessed 17-May-2012].
- [50] Wikipedia. Image file formats — Wikipedia, the free encyclopedia, 2012. [Online; accessed 10-March-2012].
- [51] Wikipedia. Image scaling — Wikipedia, the free encyclopedia, 2012. [Online; accessed 23-March-2012].
- [52] Wikipedia. Pixel Art — Wikipedia, the free encyclopedia, 2012. [Online; accessed 15-May-2012].
- [53] Wikipedia. Rasterisation — Wikipedia, the free encyclopedia, 2012. [Online; accessed 17-May-2012].
- [54] Wikipedia. Scalable vector graphics — Wikipedia, the free encyclopedia, 2012. [Online; accessed 11-March-2012].
- [55] Wikipedia. Scanline rendering — Wikipedia, the free encyclopedia, 2012. [Online; accessed 17-May-2012].
- [56] Wikipedia. Vector graphics — Wikipedia, the free encyclopedia, 2012. [Online; accessed 15-May-2012].
- [57] G. Wolberg. *Digital Image Warping*. IEEE Computer Society Press, 1st edition, 1990.
- [58] T. Xia, B. Liao, and Y. Yu. Patch-based image vectorization with automatic curvilinear feature alignment. *ACM Transactions on Graphics (Proceedings of SIGGRAPH Asia 2009)*, 28(5):115:1 – 115:10, 2009.
- [59] H.-M. Yang, J.-J. Lu, and H.-J. Lee. A bézier curve-based approach to shape description for chinese calligraphy characters. *Proceedings of the Sixth International Conference on Document Analysis and Recognition*, pages 276 – 280, 2001.
- [60] Zinob. Eagle (idea), January 2007. [Online; accessed 12-May-2012].