



European Ph.D. defense

Segmentation and indexation of complex objects in comic book images

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Dimosthenis Karatzas²
Jean-Marc Ogier¹

Outlines

- Introduction
- Document image analysis
- State of the art of comics analysis
- Contributions
- Experimentations
- Conclusions

Outlines

- Introduction
 - Comic books
 - History of comics art
 - Market place
 - Comics project
 - Objectives of the thesis
- Document image analysis
- State of the art of comics analysis
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"juxtaposed pictorial and other images in deliberate sequence, intended to convey information and/or to produce an aesthetic response in the viewer" Mc Cloud, 1993

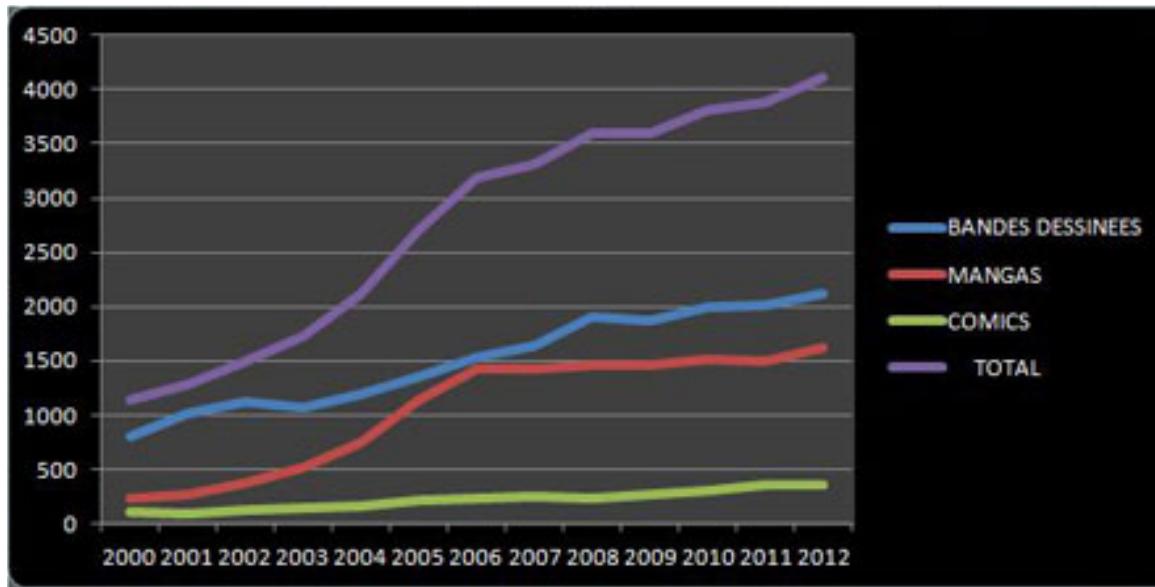
"a visual medium used to express ideas via images, often combined with text or visual information" Wikipédia, 2014

- One of the most **popular** and **familiar** forms of **graphic content**
-

- Prehistory: painting of animals and hunters in caves
- 1846: Rodolphe Töpffer, the inventor of the “bandes dessinées”
- 1930s: magazine-style comic books production in the US
- 1950s: massive production of manga in Japan (Osamu Tezuka)
- 1971: the term of ninth art is attributed to comics art (Francis Lacassin)
- 1996: explosion of the Internet bubble and webcomics
- 2007: adaptation ofto social media sites and mobile devices

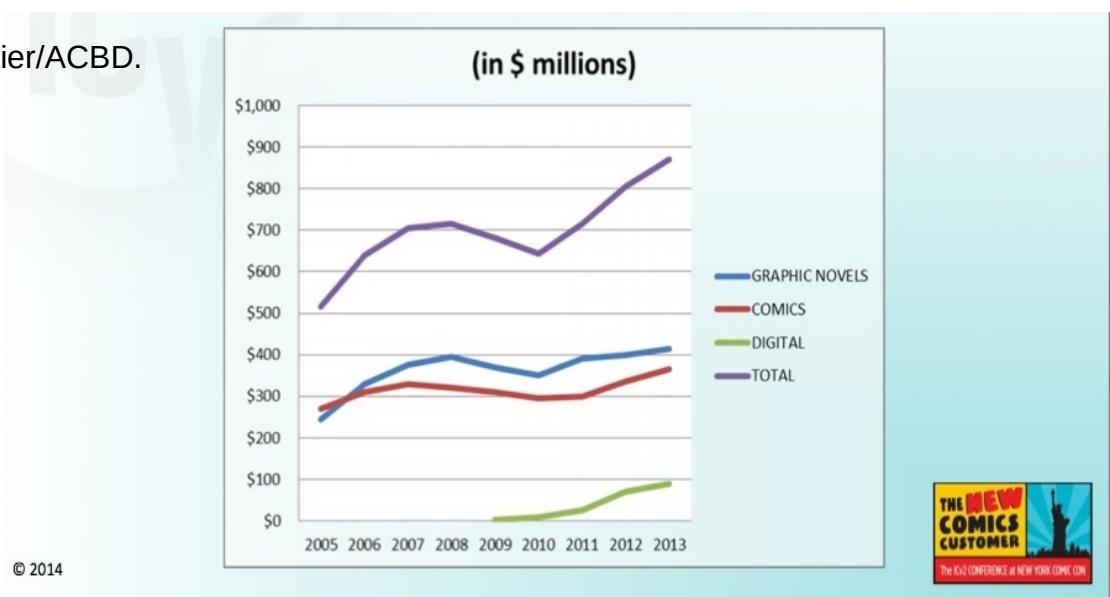
Market place

Introduction



Francophone comics production

Infographie (c) L'Agence BD d'après les chiffres de Gilles Ratier/ACBD.



© 2014



Comics market in the US
Milton Griepp's White Paper, ICv2 Conference 2014

Comics project (eBDtheque)

Introduction

- What?
 - Add value to paper-based comics using the new technologies
- Why?
 - Answer to a real need from librarians, advertisers and readers
 - Allows text/image search, reflowable documents, augmented reading and translation assistance
- How?
 - Extracting content of digitalized comic books (e.g. panels, balloons, text, comic characters)
 - Retrieving the semantic of the elements (e.g. read before, said by, thought by, addressed to)
- Who?
 - Supported by L3i lab
 - 2 Ph.D. students, 6 professors, 1 engineer (one year) and 1 post doc (one year)
 - Public funding
 - CPER 2007-2013 (State-Region Project Contract)
 - PHC-Sakura 2014-2015 (France/Japan Bilateral Joint Research Project)
 - PIA-iiBD 2015-2017 (future investment project with French company/labs)

Objectives of this thesis

Introduction

- Propose generic methods for content extraction of digitalized comic books
- Indexation of content in order to be browsable and exchangeable???
- Duration 36 months
- Challenges:
 - Recent field of research with a largely unknown
 - The documents are semi-unstructured, free-form and with complex background

Outlines

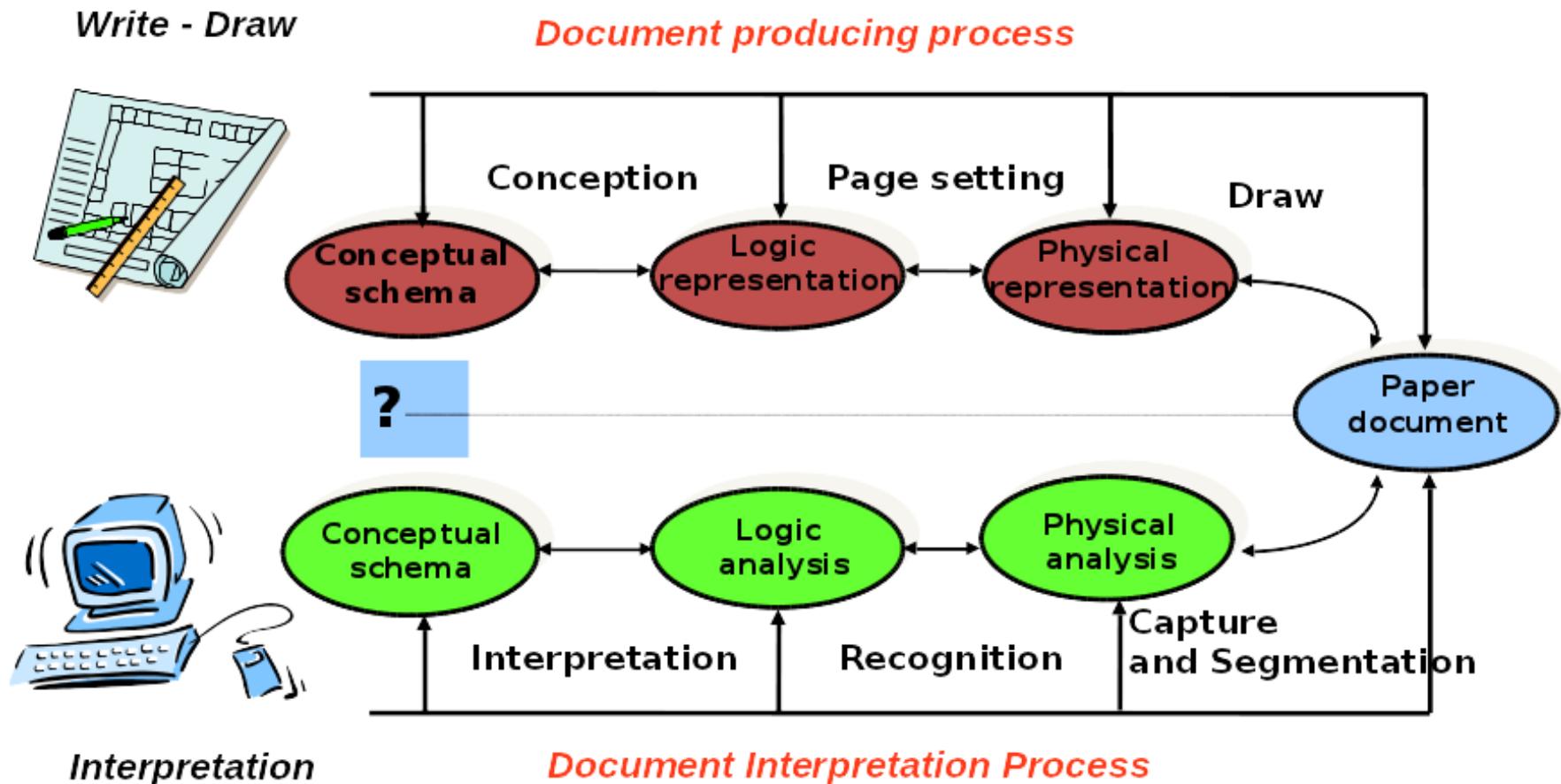
- Introduction
- Document analysis
- State of the art of comics analysis
- Contributions
- Experimentations
- Conclusions

Outlines

- Introduction
- Document analysis
 - Conception to interpretation
 - Comic books production
 - Comic books interpretation
 - (Document type comparison)
- State of the art of comics analysis
- Contributions
- Experimentations
- Conclusions

Conception to interpretation

Document analysis

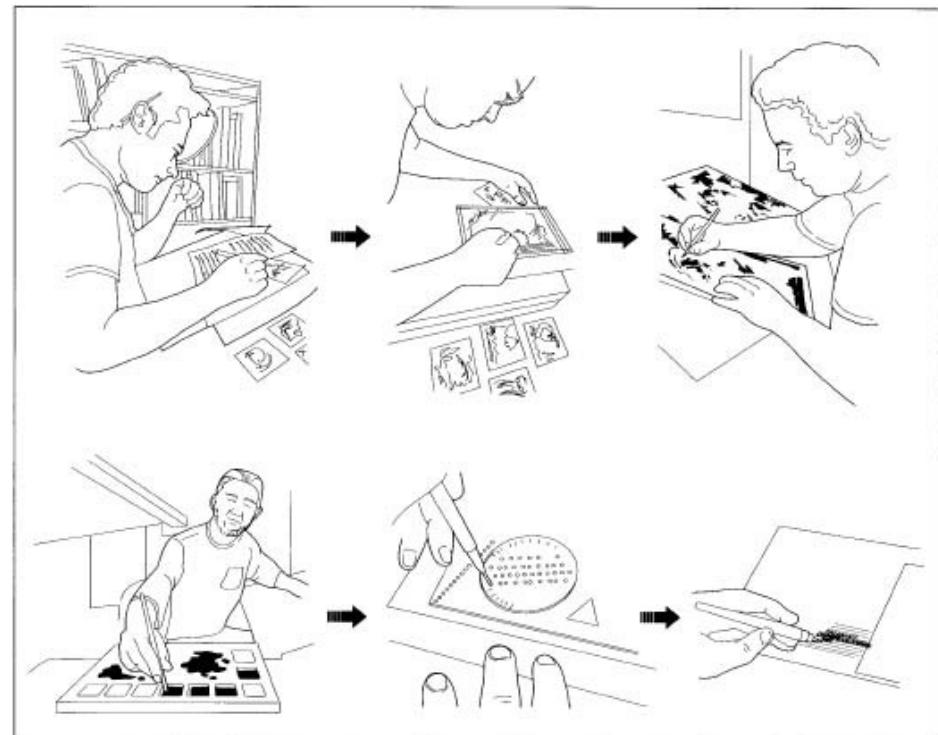


Handbook of Document Image Processing and Recognition. Springer, 2014

Comic books production

Document analysis

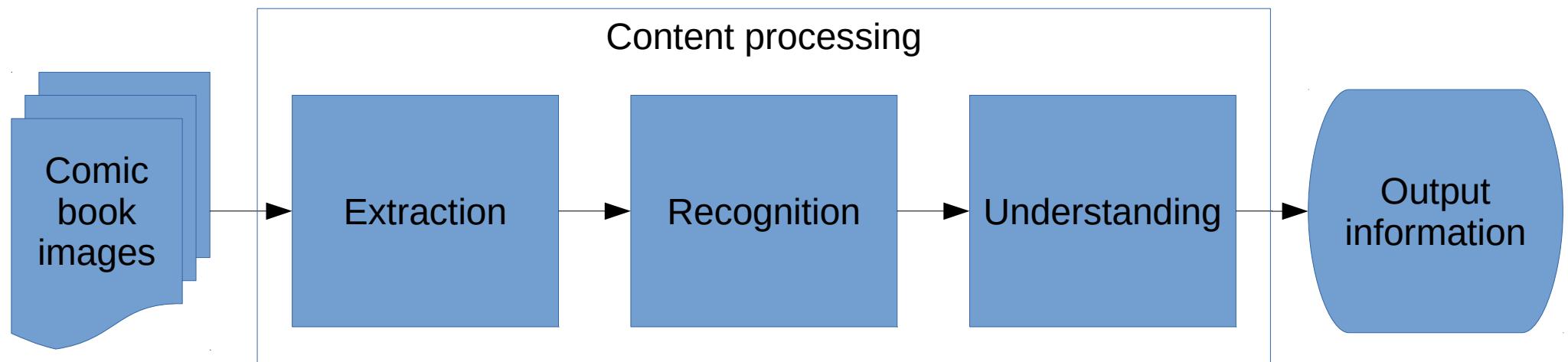
- 1) Synopsis and scenario
- 2) Pencil drawing
- 3) Inking
- 4) Flatting and colouring
- 5) Lettering and sound effects



<http://www.madehow.com/Volume-6/Comic-Book.html>

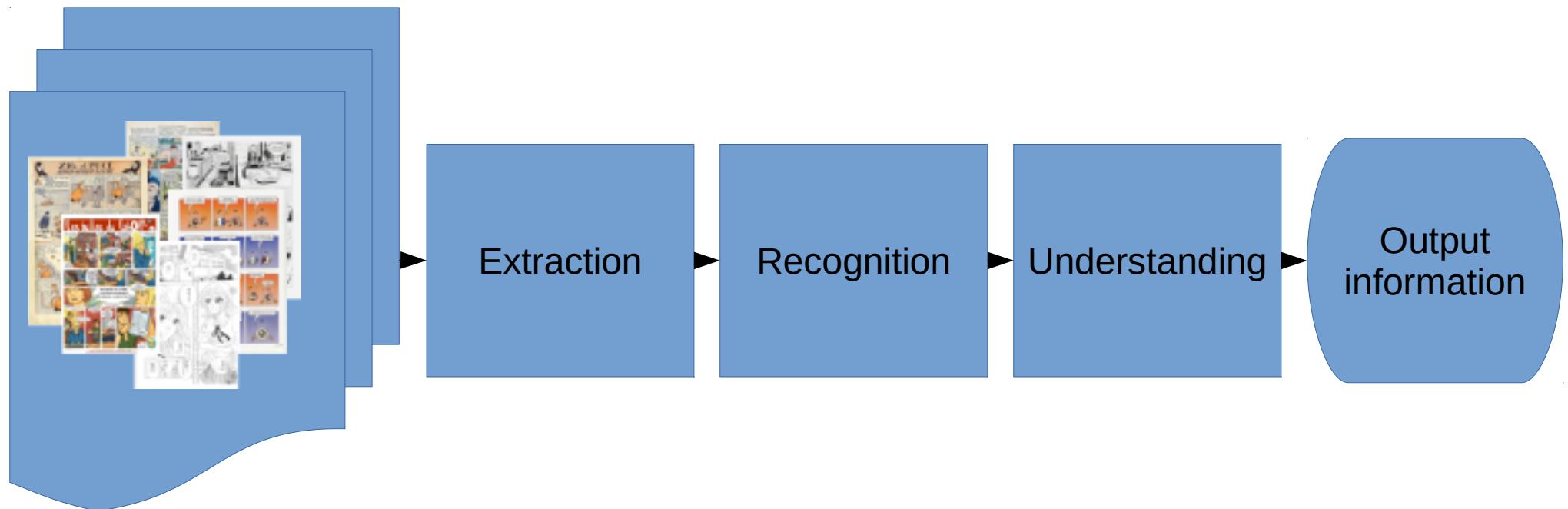
Comic books interpretation

Document analysis



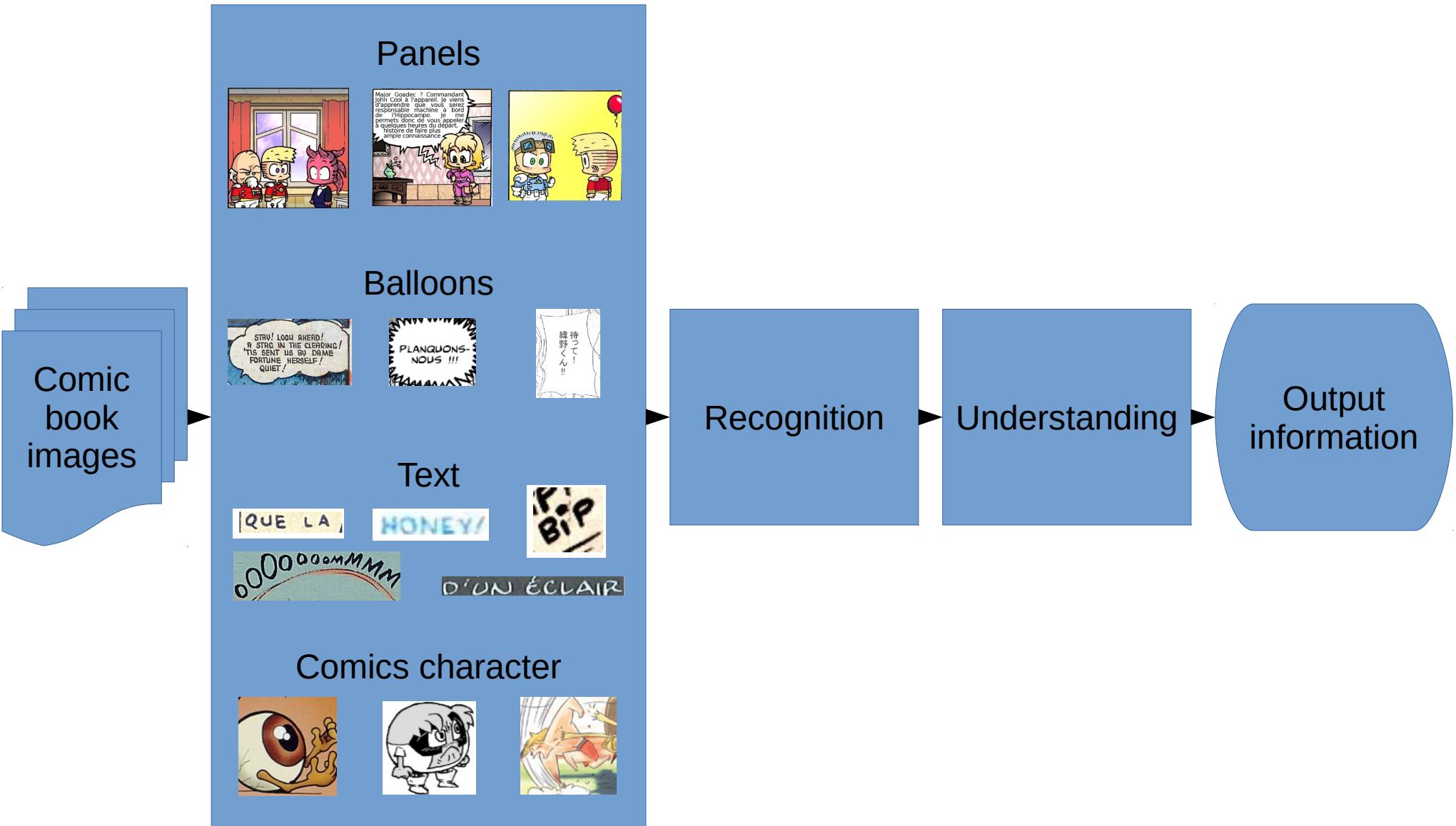
Comic books interpretation

Document analysis



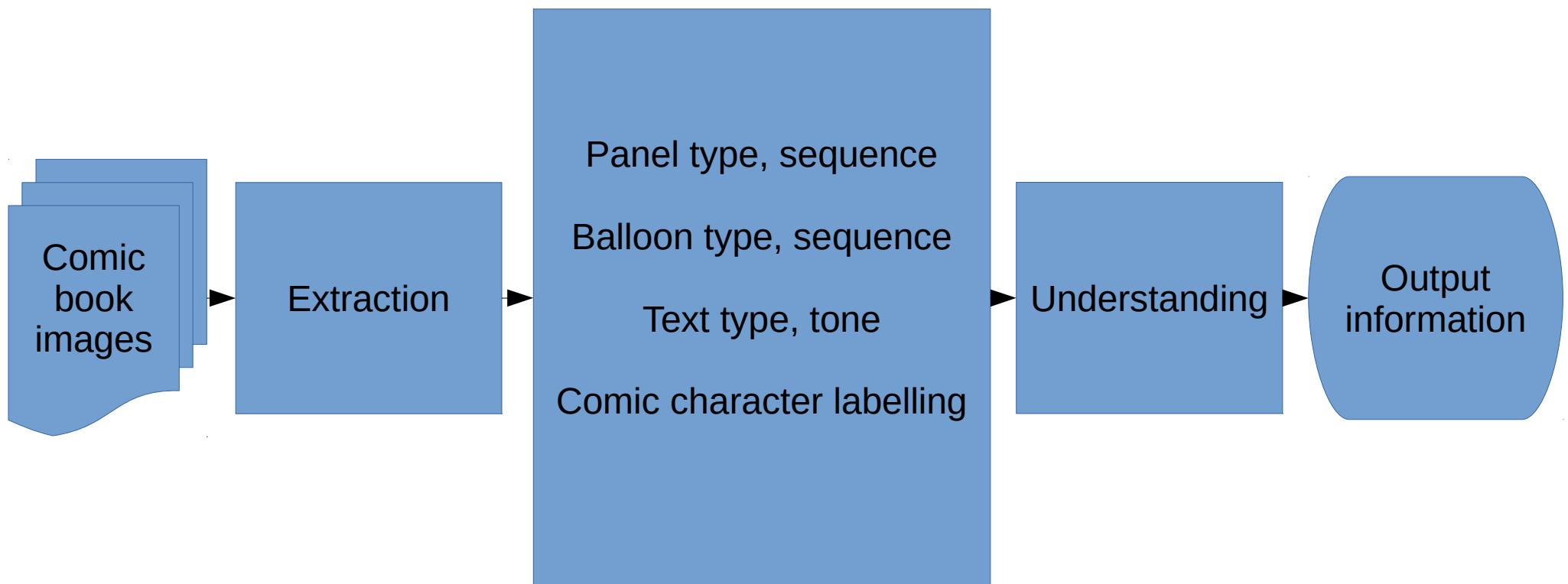
Comic books interpretation

Document analysis



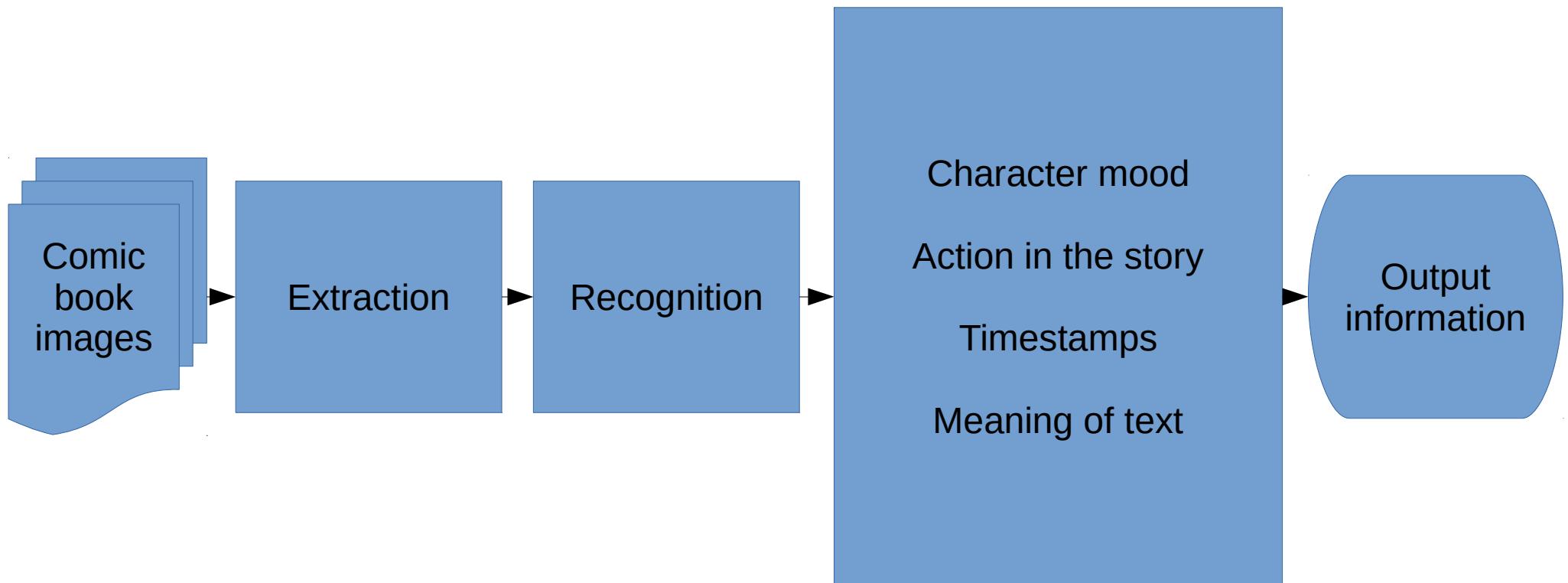
Comic books interpretation

Document analysis

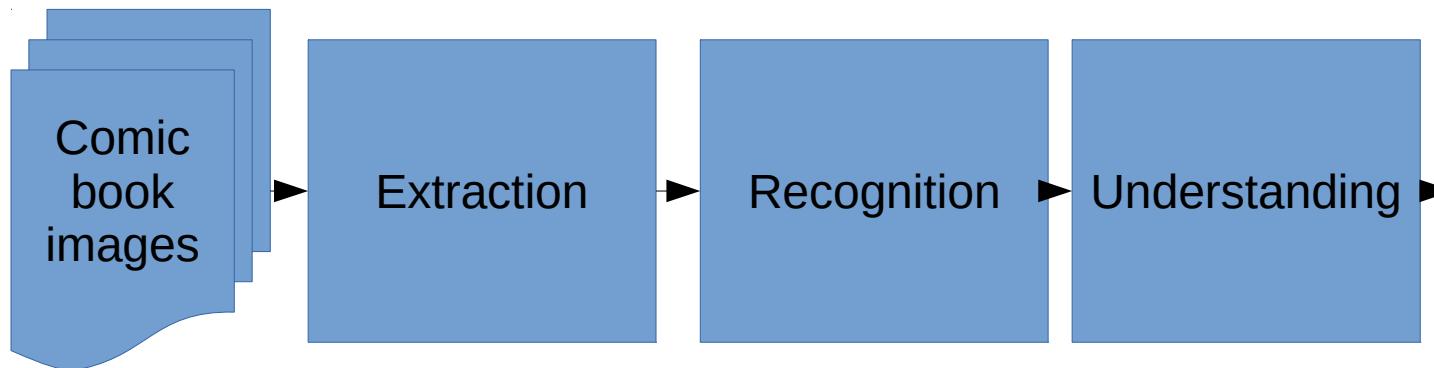


Comic books interpretation

Document analysis



Comic books interpretation



Document analysis

– IMAGE 1 –

Contains 2 panels, 2 **different** characters and 2 balloons

* PANEL 1 *

Contains 2 characters
saying 2 balloons

Character 1's **name** is "Bob"
Bob is **often represented** in blue and dark green

Character 2's **name** is "Tom"
Tom is **always represented** in yellow, purple and grey

Bob is **shouting** to Tom:
"Be quiet!!!"

Tom **answers quietly** "not yet"

* PANEL 2 *

Contains 2 characters,
same as panel 1, **not talking**
Bob and Tom are **fighting**

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Outlines

- Introduction
- Document analysis
- State of the art of comics analysis
 - Panel extraction and layout analysis
 - Balloons analysis
 - Text extraction and recognition
 - Comic character detection and recognition
 - Holistic understanding
- Contributions
- Experimentations
- Conclusions

Panel and layout analysis

State of the art

- Challenges
 - Diversity of comic books
 - Semi-structured layout
- Panel extraction
 - White line cut
 - Recursive X-Y cut algorithm
 - Gradient
 - Connected-components
 - Polygon detection
 - Corners and line segments
- Layout
 - Reading order (Z-path)
- Conclusions
 - Problem solved for common manga and European comics if treated separately
 - Remaining difficulties are for connected, nested and implicit panels
 - No approach tested over all comics styles, no dataset, no reproductive results



Panel and layout analysis

State of the art

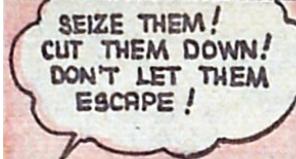
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Balloon analysis

- Challenges
 - Diversity of balloons intra/inter comics
 - Implicit balloons
 - Interface between text and graphics
- Extraction
 - Shape vs contour
 - Blob detection [Arai 2011, Ho 2012]
- Classification
 - Speech tone information (contour)
- Tail detection
 - Indicate the position of the emitter
- Conclusions
 - Closed balloon solved (sequential)
 - Implicit, classification and tail were not explored

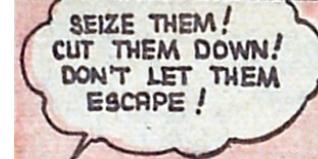
State of the art

Image	Shape	Contour
	Oval	Smooth
	Rectangle	Smooth
	Oval	Wavy
	Oval	Spiky
	Oval / implicit	Smooth / Implicit

Balloon analysis

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Text extraction and recognition

State of the art

- Challenges
 - Non-standard fonts
 - Multi-script/orientation/scale
 - Complex background (sound effects)
 - Short length, hyphenation
 - Voluntary spelling mistakes
 - Extraction
 - Scene text localization
 - Connected-components approach
 - SVM and Bayesian classifier
 - Sound effects have not been investigated yet
 - Recognition
 - At is early stage
 - OCR trained for a specific comics font



Text extraction and recognition

State of the art



- Conclusions
 - Speech text studied but not solved
 - **Captions and sound effects** unexplored
 - Text recognition not usable yet
 - (Next: automatic font learning?)

Comic character extraction

State of the art

- Challenges

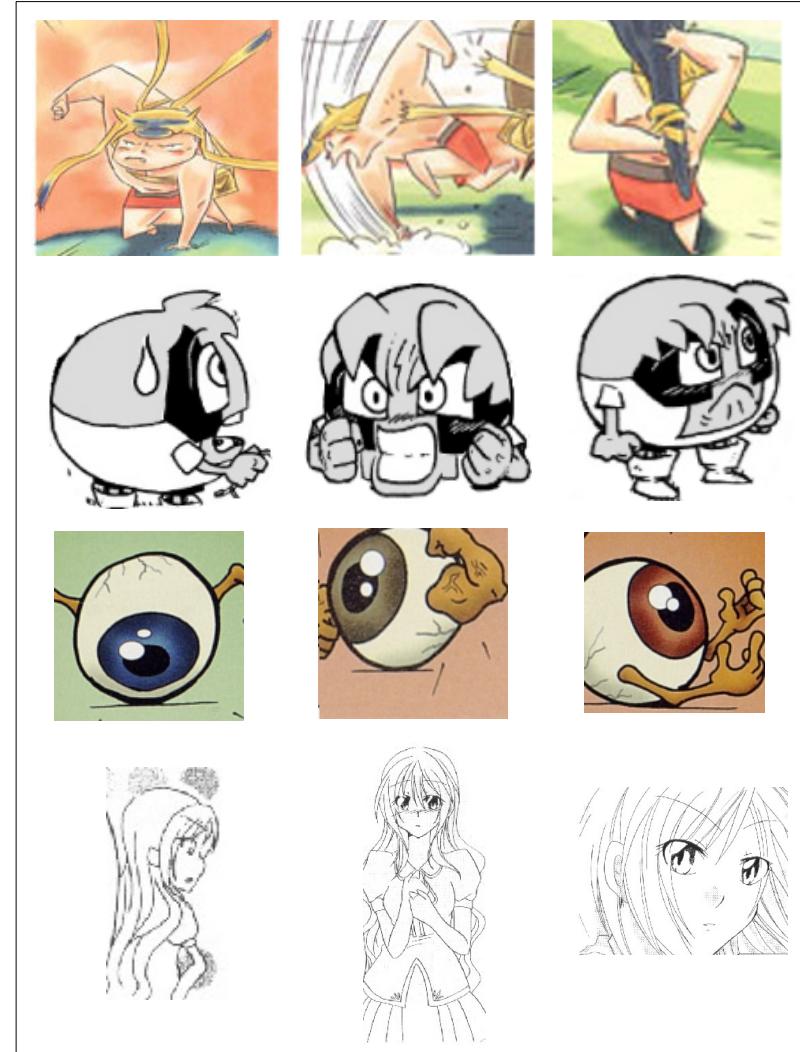
- Hand-drawn, stroke-based
- Intra/inter class variability
- Scale, deformation, posture, occlusion

- Extraction & recognition

- Manga faces [Cheung2008, Sun2010, Kohei2012]
- Cartoons [Khan2012]

- Conclusions

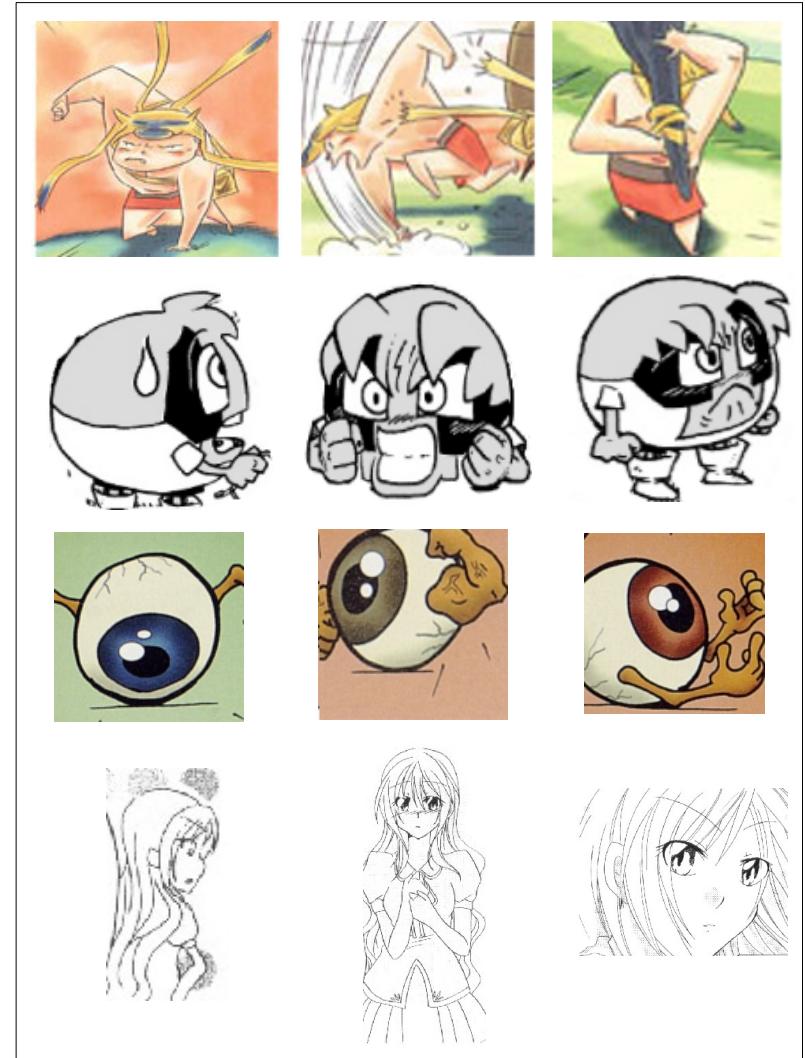
- Preliminary results
- Complex and versatile structure
- Contains most of the interesting information



Comic character extraction

State of the art

- Challenges
 - Hand-drawn, stroke-based
 - Intra/inter class variability
 - Scale, deformation, posture, occlusion
- Extraction & recognition
 - Manga faces [Cheung2008, Sun2010, Kohei2012]
 - Cartoons [Khan2012]
- Conclusions
 - **Preliminary results**
 - **Complex and versatile** structure
 - Contains **most** of the interesting information



Outlines

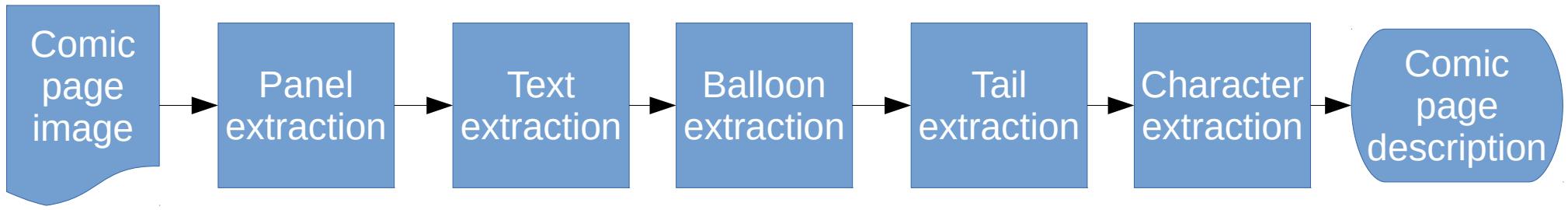
- Introduction
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Outlines

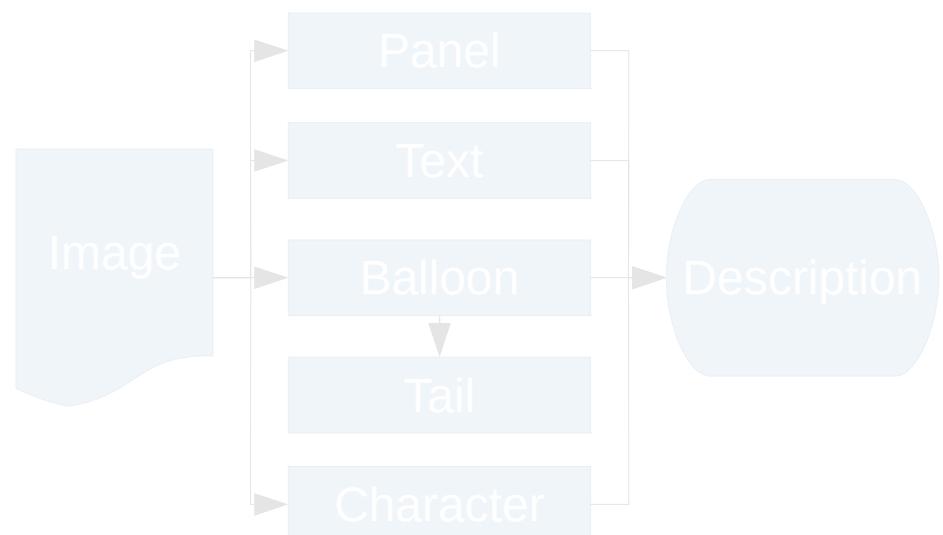
- Introduction
- Document analysis
- State of the art of comics analysis
- Contributions
 - Introduction
 - Sequential approach
 - Independent approach
 - Knowledge-driven approach
 - Conclusion
- Experimentations
- Conclusions

Three different approaches for comics analysis

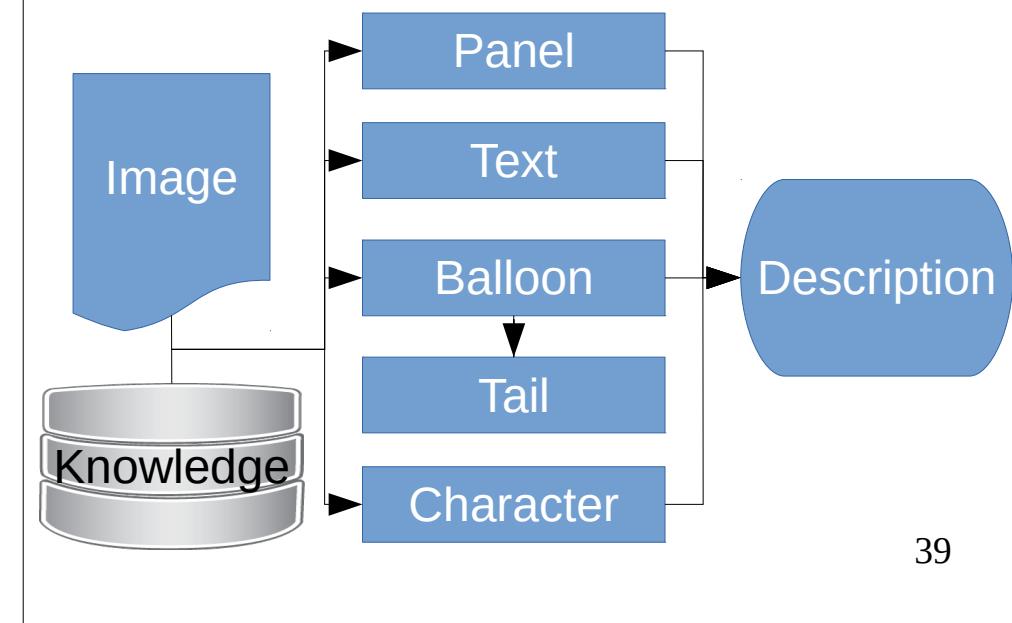
Sequential



Independent

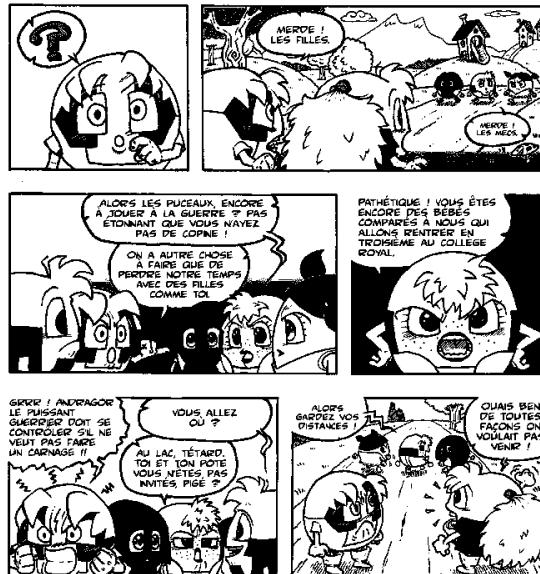
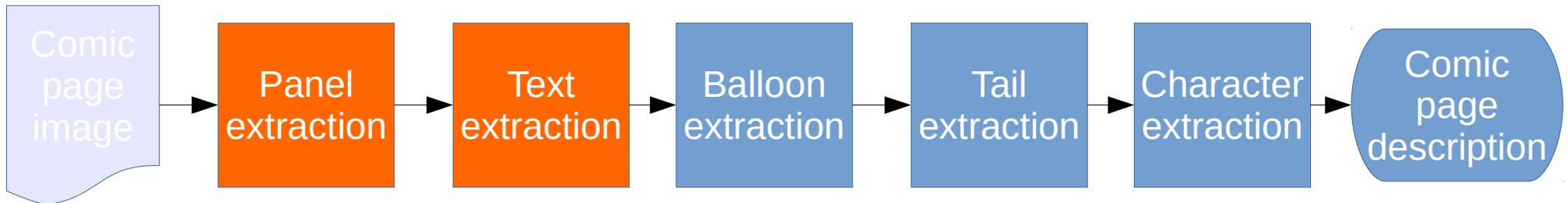


Knowledge-driven

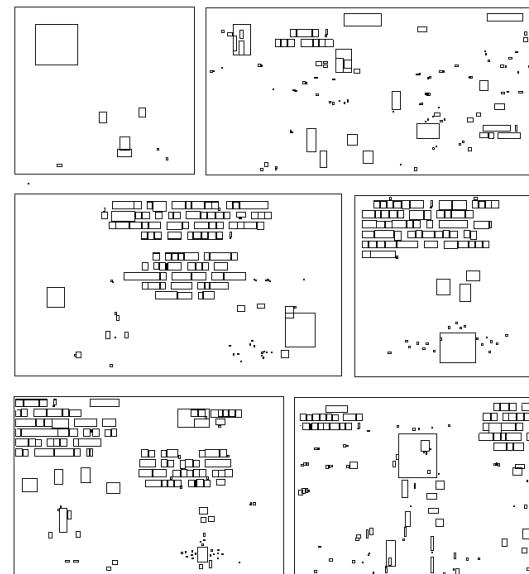


Panel and text extraction

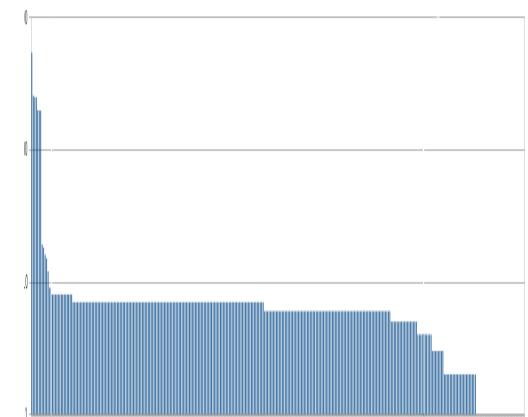
Sequential



Binary image



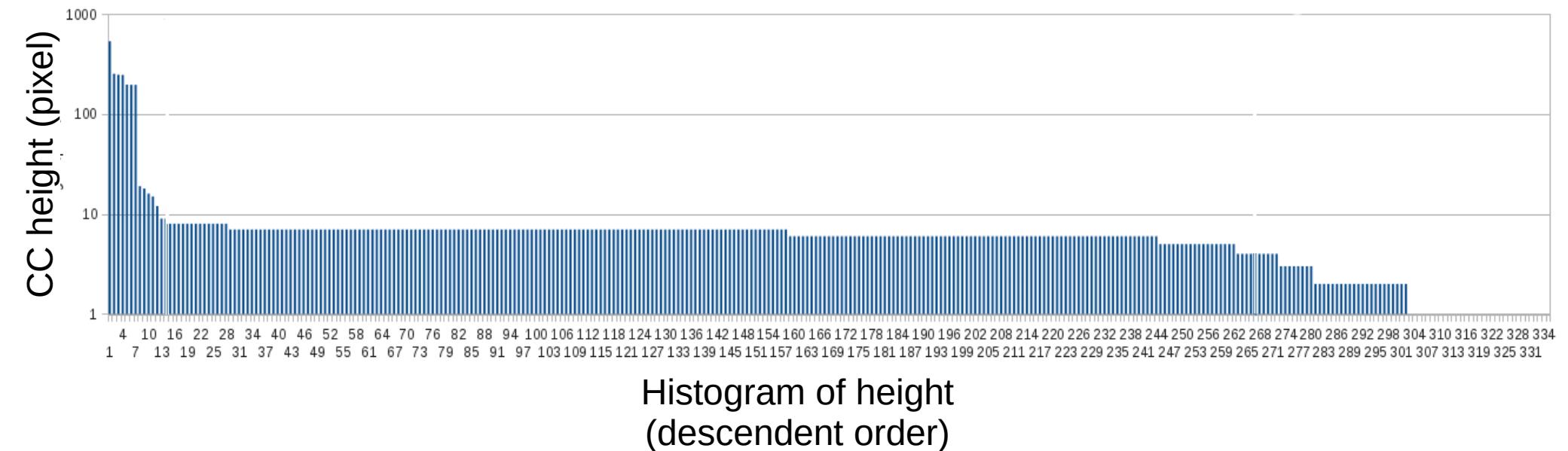
Connected-component (CC) bounding boxes



Histogram of heights of CC

Panel and text extraction

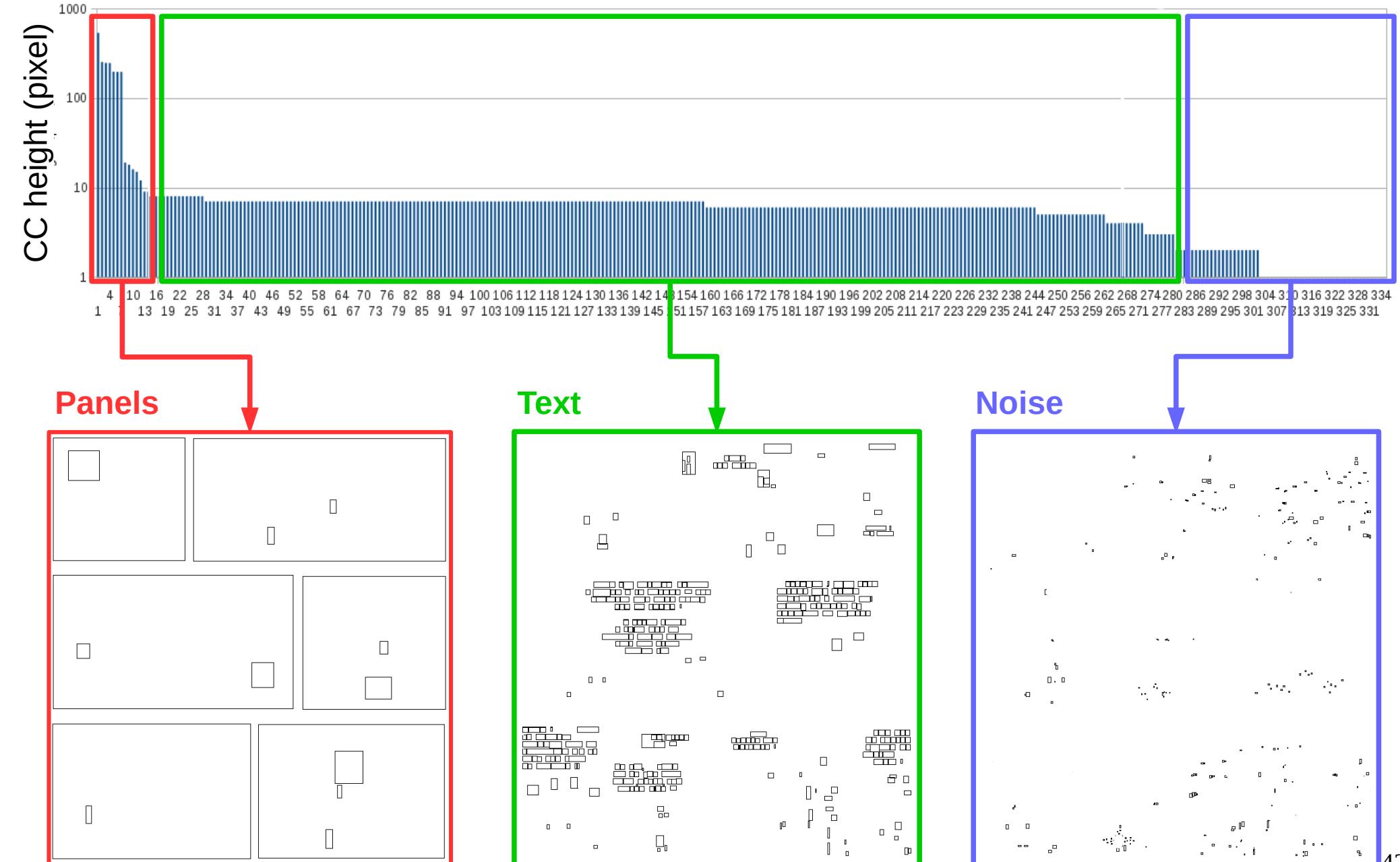
Sequential



Panel and text extraction

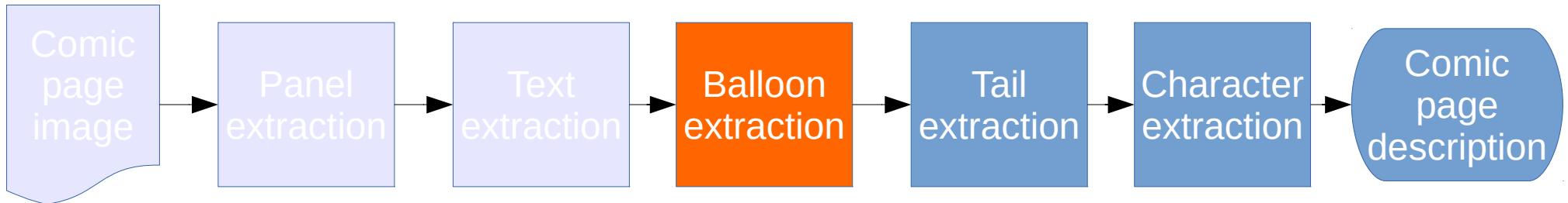
Sequential

K-means clustering (k=3)

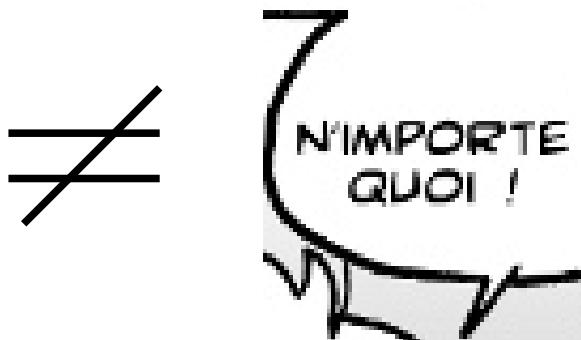


Balloon extraction

Sequential



Regular balloon

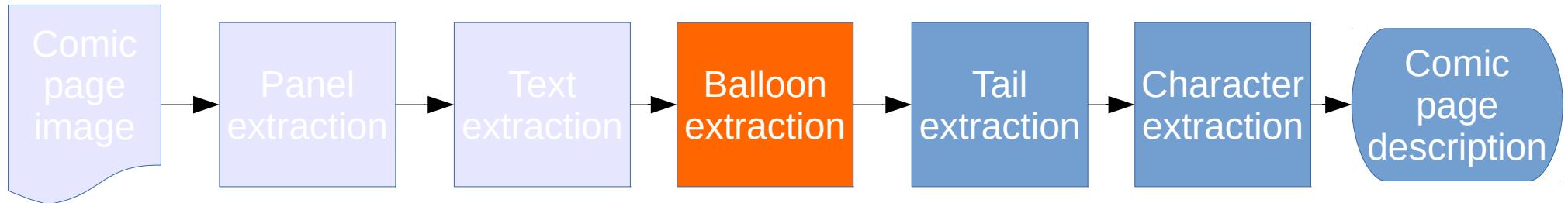


Implicit balloon

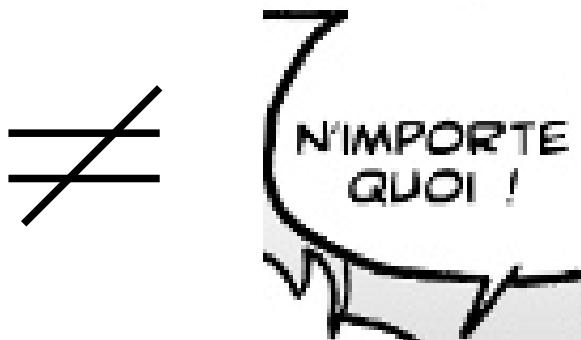
- Literature
 - Top-down approaches: extract white blobs and then text inside
 - Limited to regular balloons
- Contribution
 - Bottom-up approaches: extract text and then surrounding balloons
 - Appropriate for regular and implicit balloons

Balloon extraction

Sequential



Regular balloon



Implicit balloon

- Literature
 - Top-down approaches: extract white blobs and then text inside
 - Limited to regular balloons
- Contribution
 - Bottom-up approaches: extract text and then surrounding balloons
 - Improvement of regular and a first approach for implicit balloon extractions

Regular balloon extraction

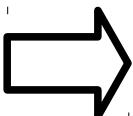
Sequential

- Assumptions
 - Panels and text block positions are known
 - Balloons contain text
 - Text is fully contained and centred in balloons
- Proposition → structural analysis
 - Extract closed contours that includes centred text

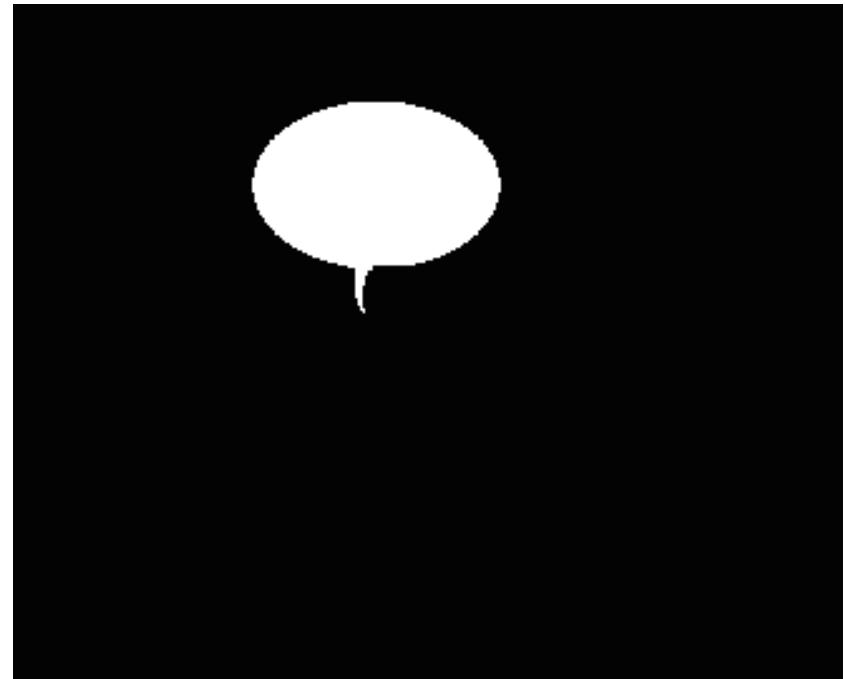
Regular balloon extraction

Sequential

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Original image



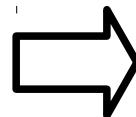
Expected result

Regular balloon extraction

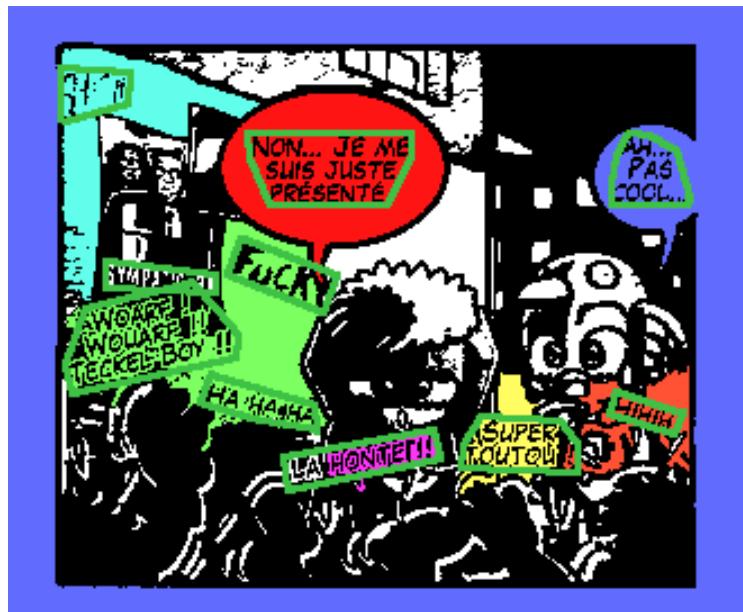
Sequential



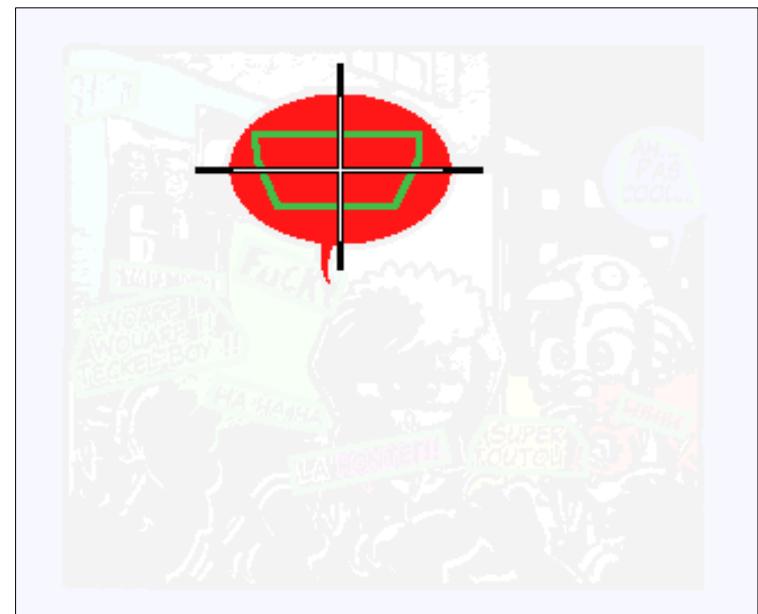
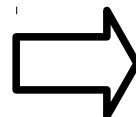
Original image



Text block positions (green)



Regions including text blocks (coloured)



Regions including aligned text block

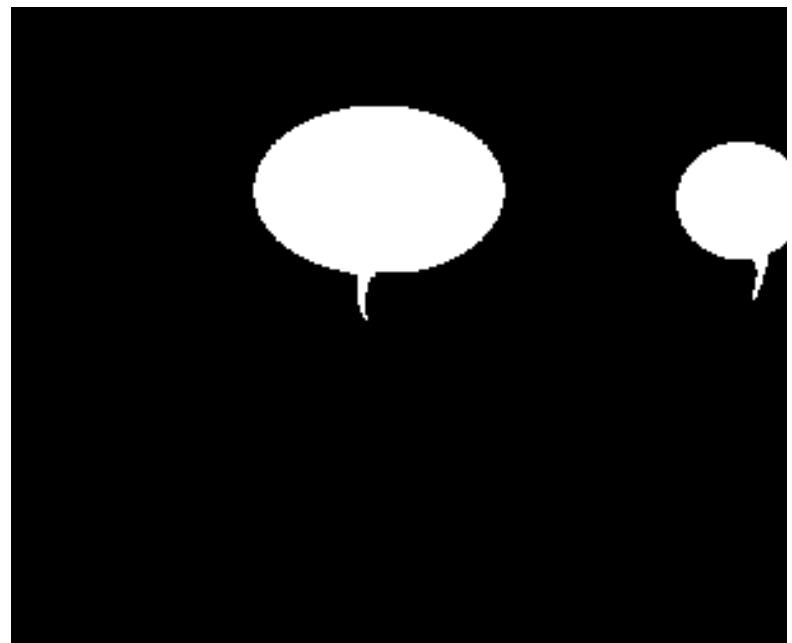
Implicit balloon extraction

Sequential

- Assumptions
 - Panels and text block positions are known
 - Balloons contain text
 - Text is fully contained and centred in balloons
 - Proposition → active contour algorithm
 - Extract implicit contours from text regions



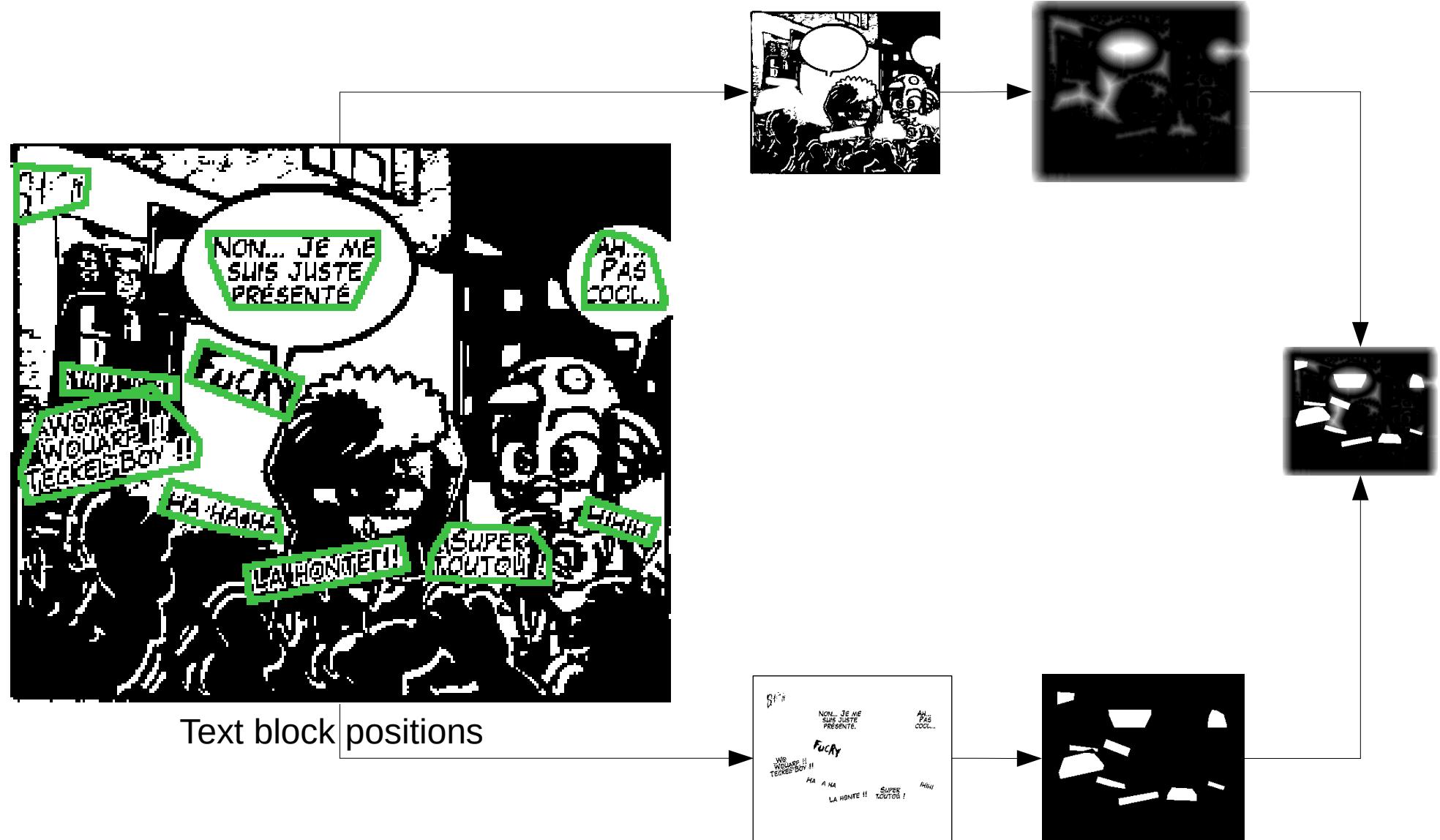
Original image



Expected result

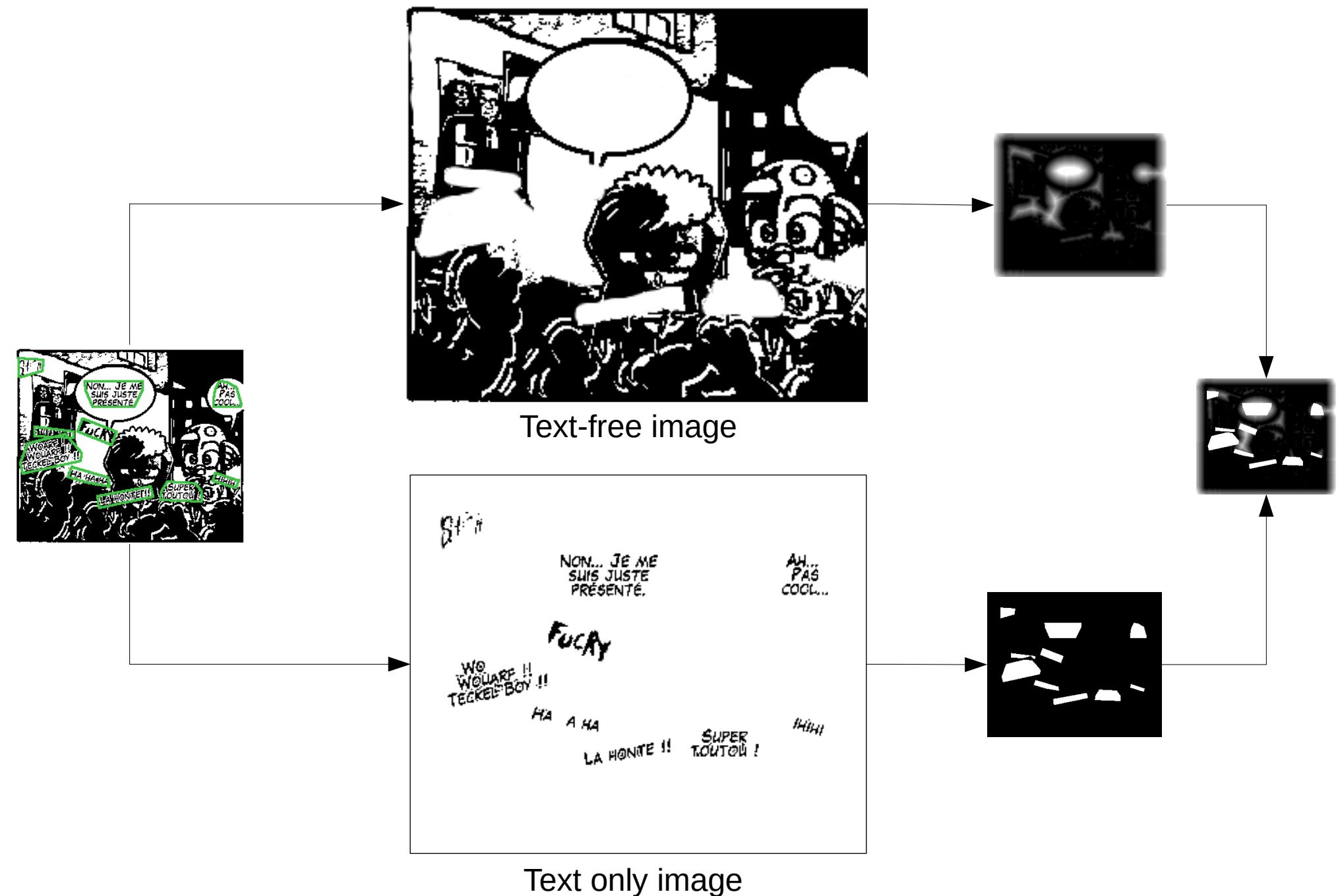
Implicit balloon extraction

Sequential



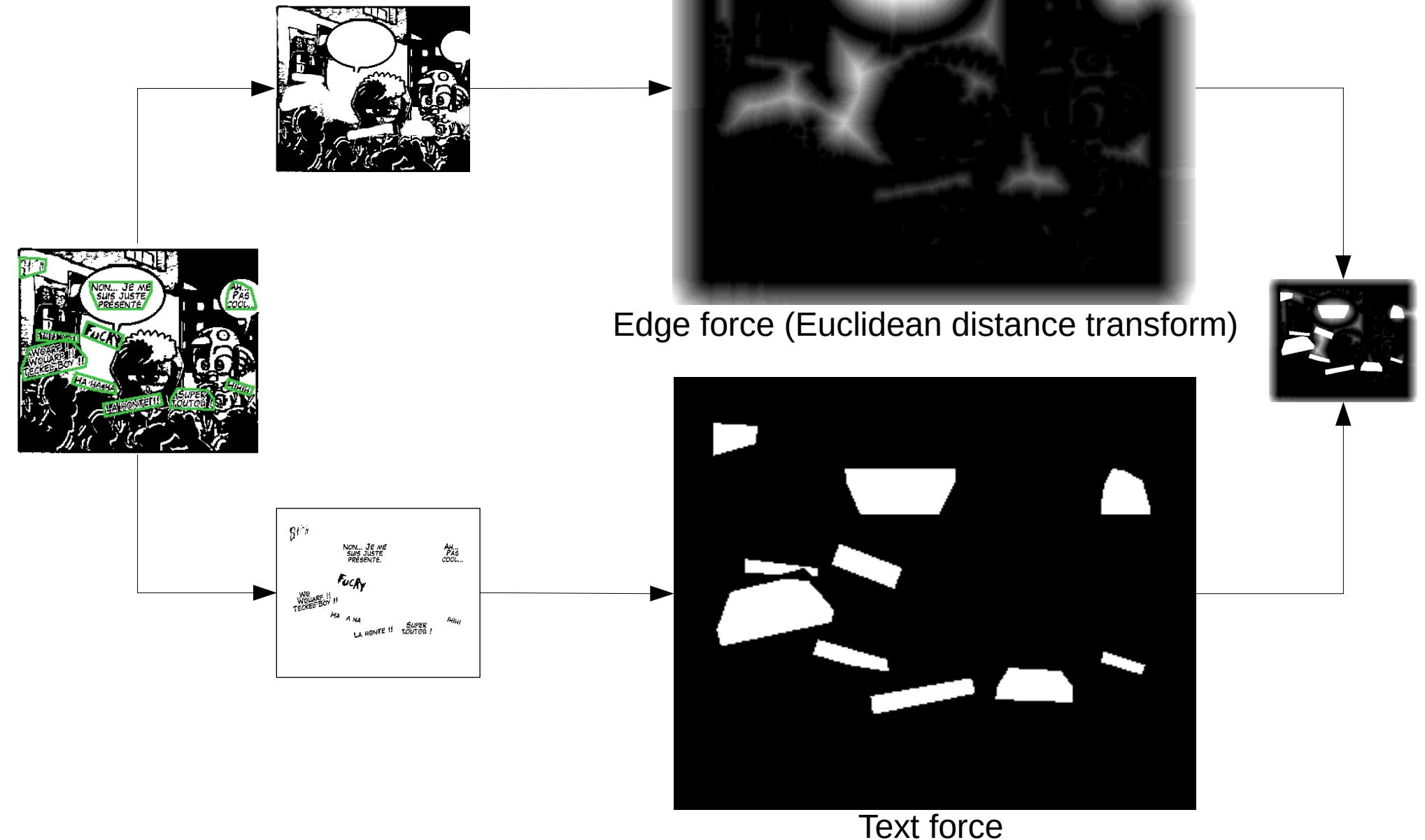
Implicit balloon extraction

Sequential



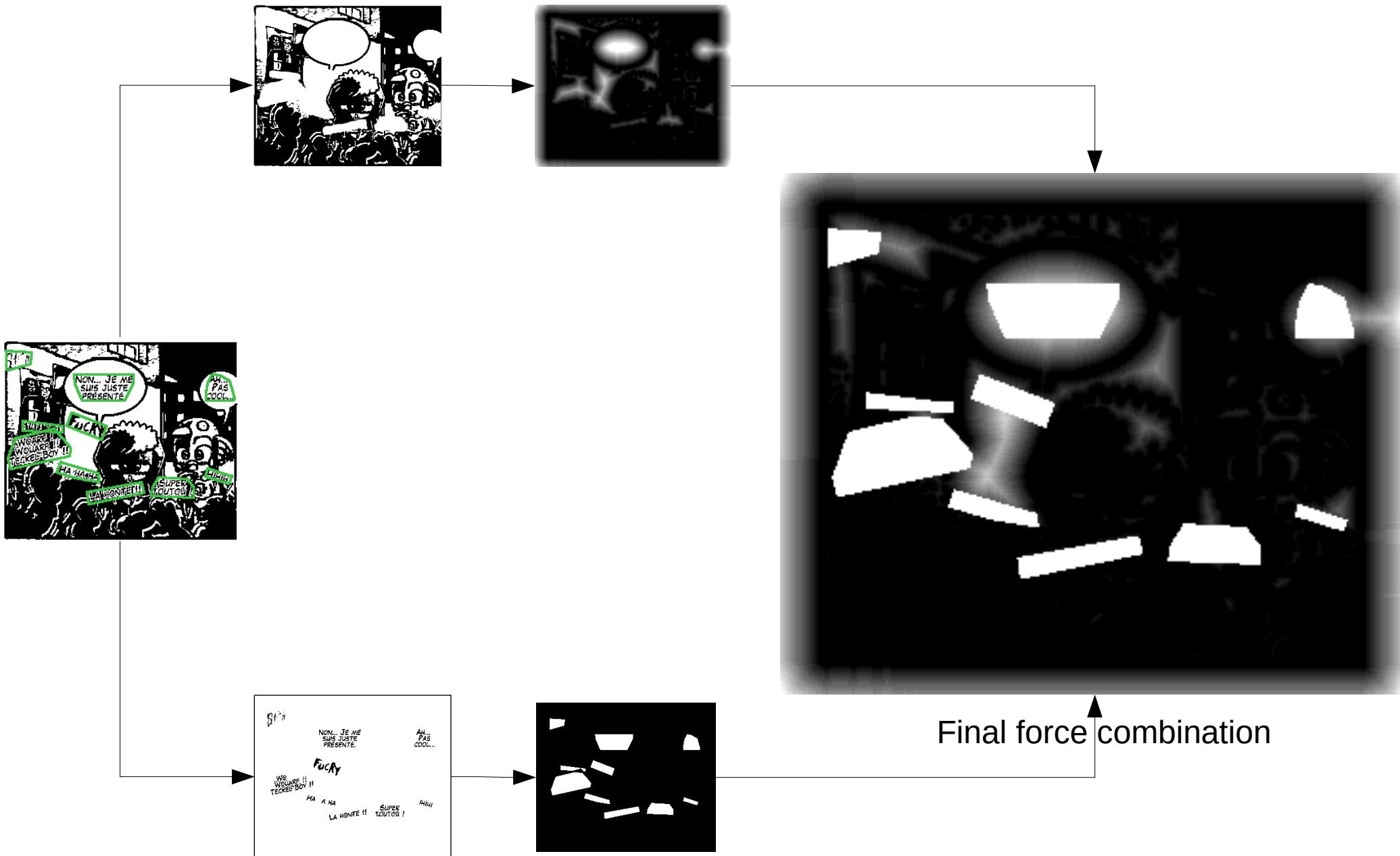
Implicit balloon extraction

Sequential



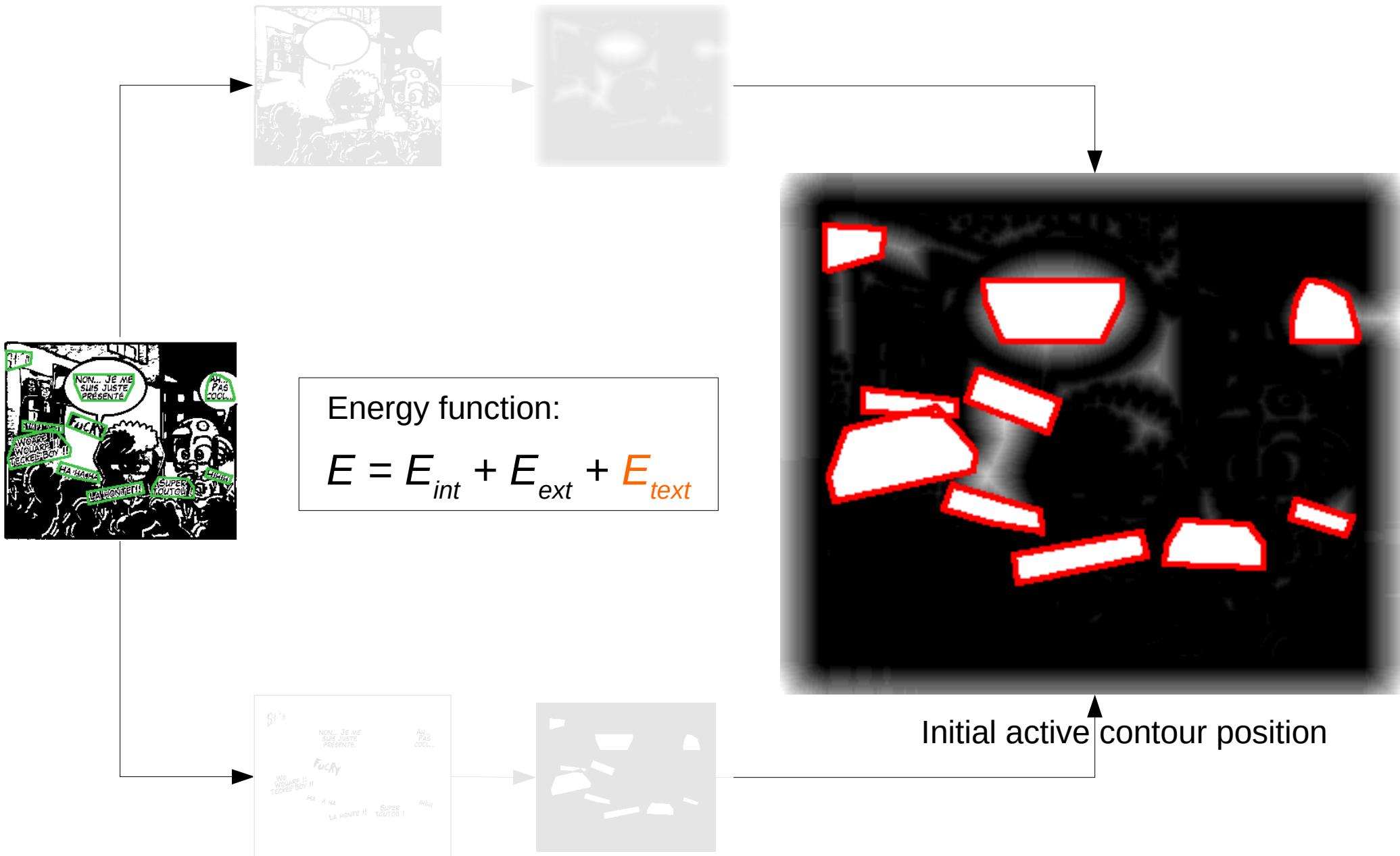
Implicit balloon extraction

Sequential



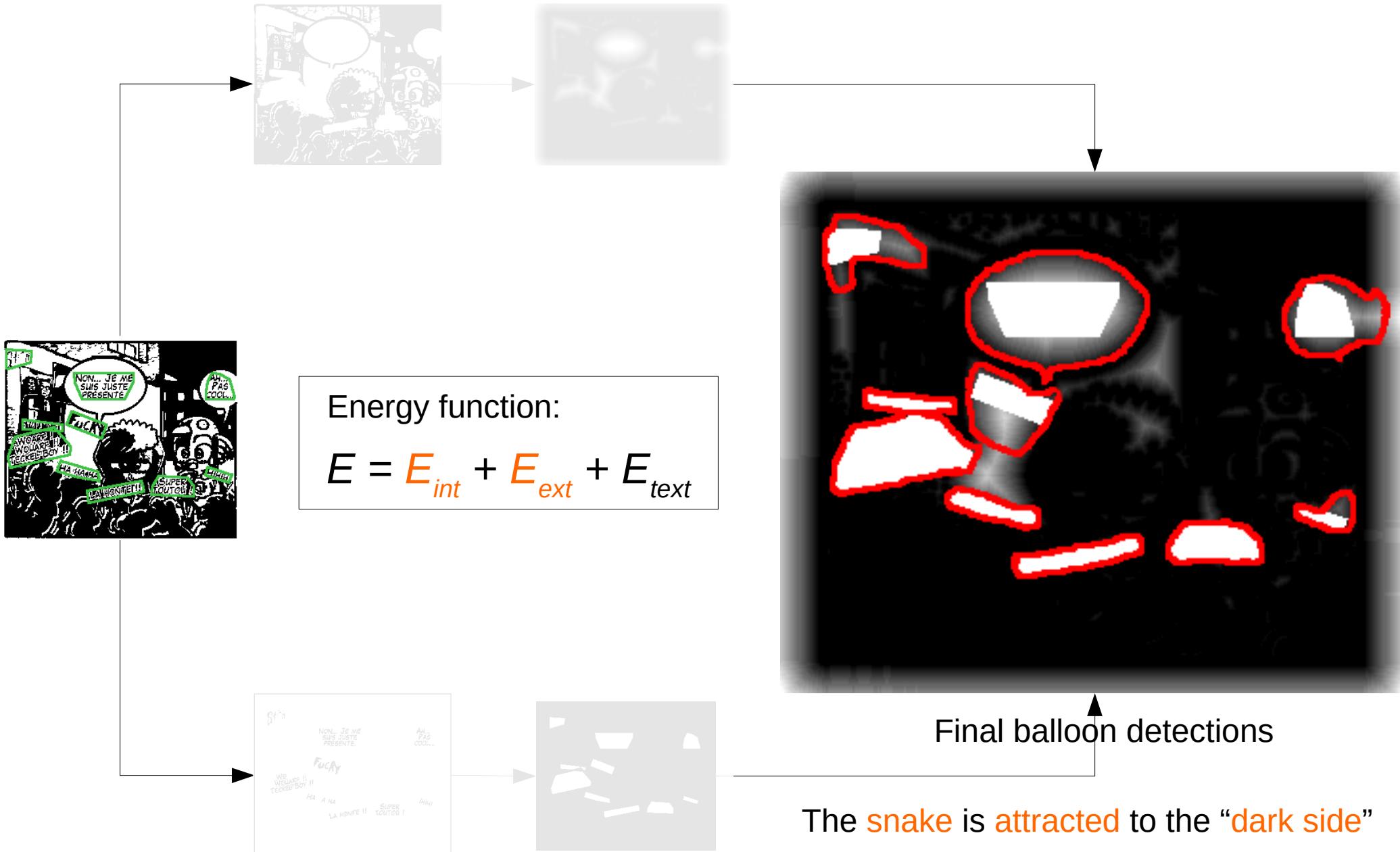
Implicit balloon extraction

Sequential



Implicit balloon extraction

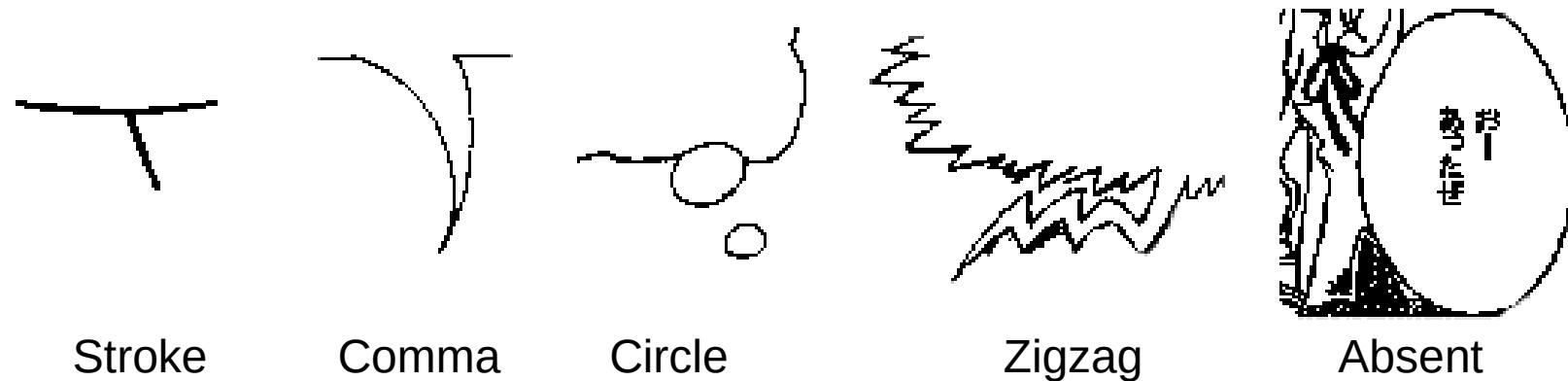
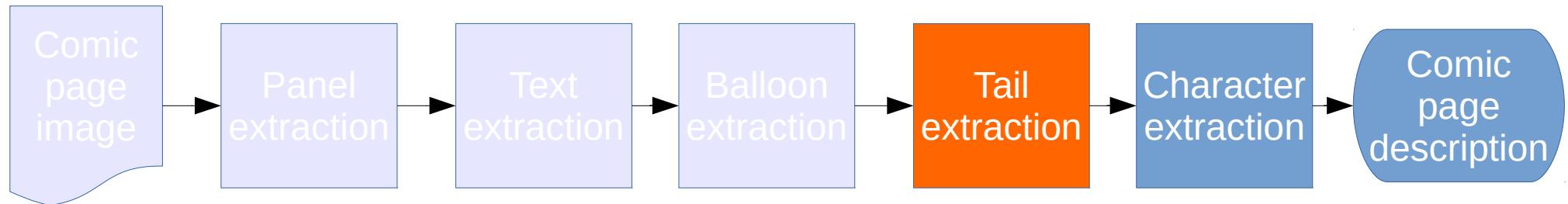
Sequential



- General conclusion
 - Relies on the performance of text extraction
 - First bottom-up approaches for regular and implicit balloons
- Regular balloons
 - Accurate pixel-level extraction (appropriate for contour analysis)
 - Multi-script according to the text extraction abilities
 - Not suitable for implicit balloons
- Implicit balloons
 - First time studied
 - Appropriate for all type of balloons containing text (regular and implicit)
 - Over-detection if not only speech text blocks are given as input
 - Not able to extract details on the contour (tail, peaks, etc.)
 - Time consuming (active contour)

Tail extraction

Sequential



- Literature
 - First time studied
- Objectives
 - Detection of the tail tip position and orientation
 - Method for comma, zigzag and absent types

Tail extraction

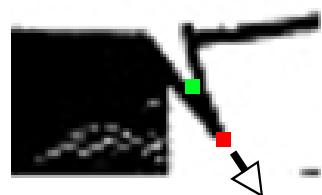
Sequential

- Challenges

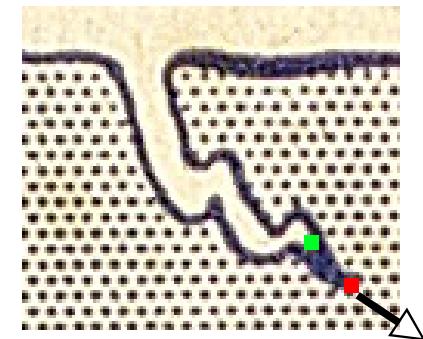
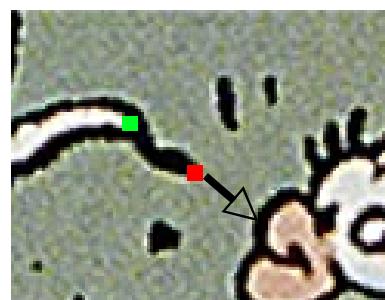
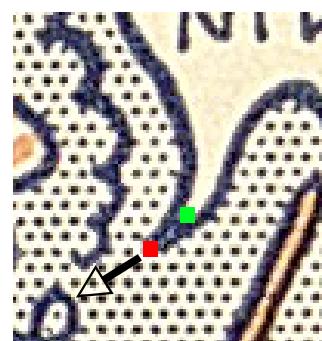
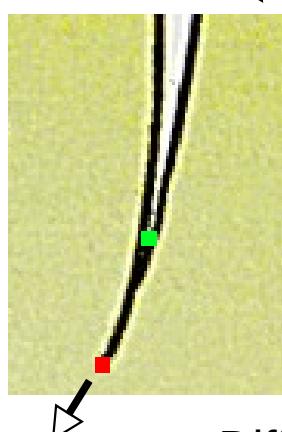
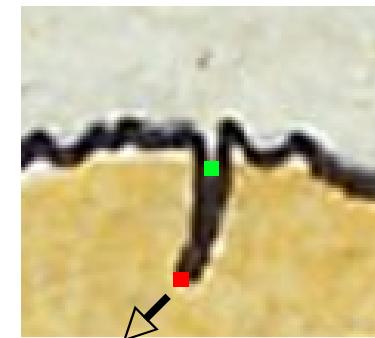
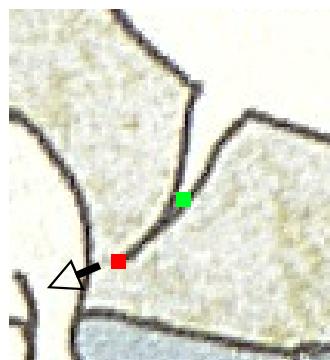
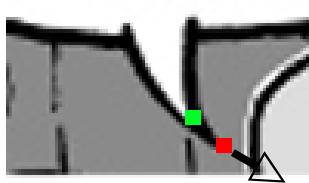
- Tail **tip** position definition
- Tail **direction** definition

■ Tip from background
■ Tip from contour
→ Direction of the tail

MENCE...



...MENCE



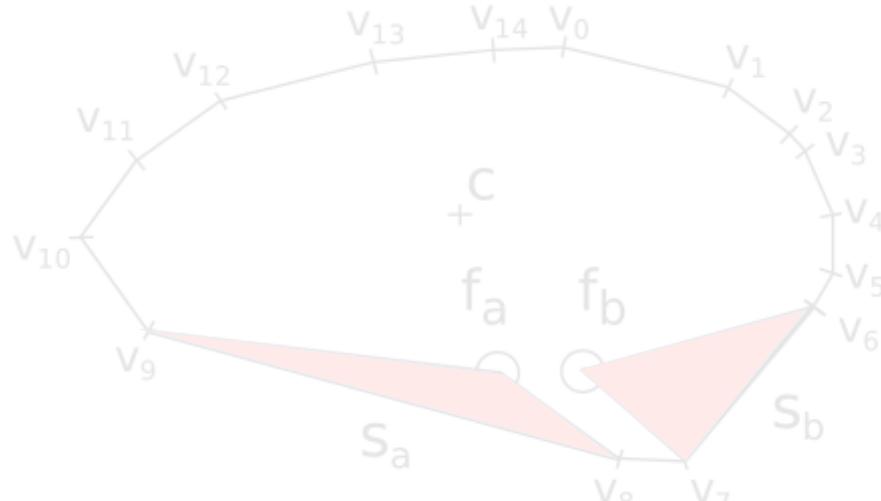
Different interpretation of tail tip positions and directions

Tail extraction: tip position

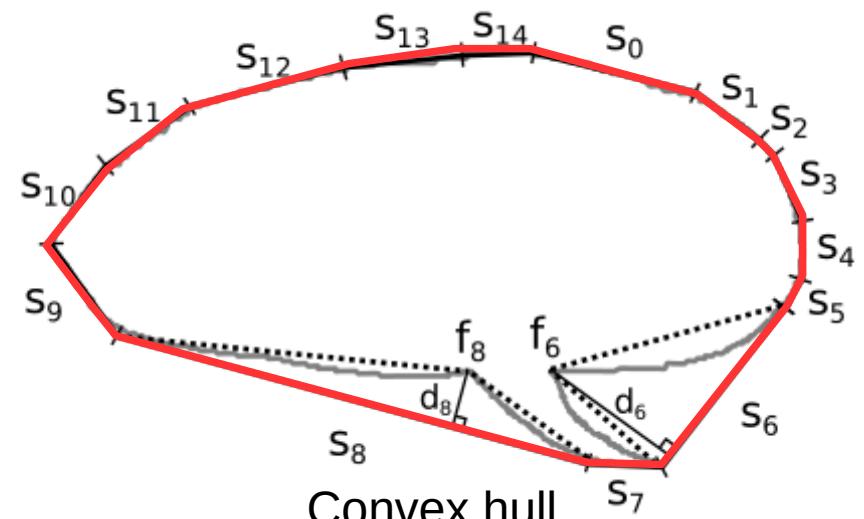
Sequential



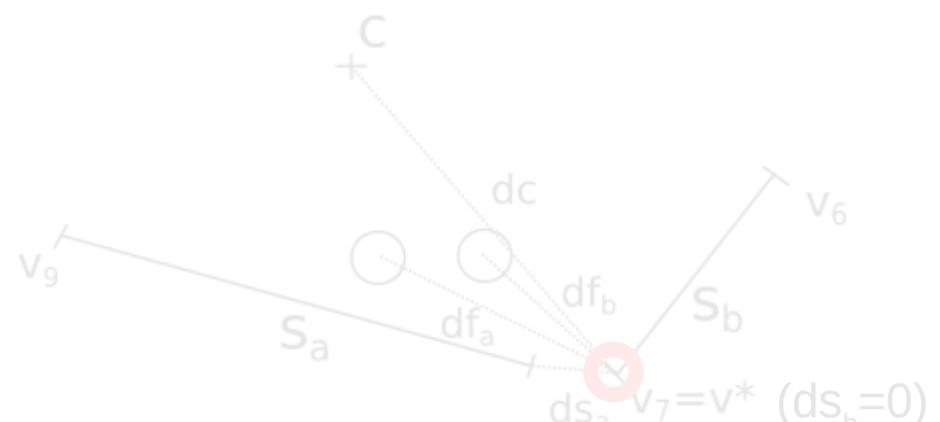
Balloon contour



Two biggest
convexity defects



Convex hull



Tail tip position

Optimal vertex selection:

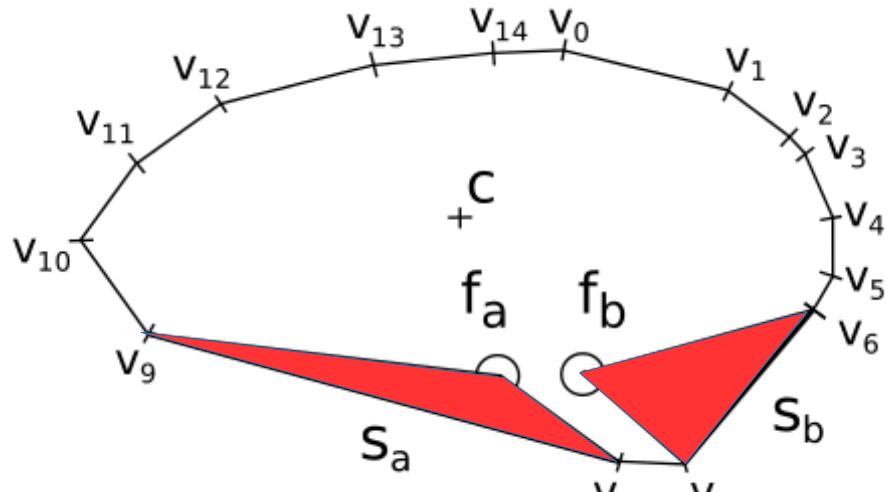
$$v^* = \operatorname{argmax}(\max(dc + df_a + df_b) + \min(ds_a + ds_b))$$

Tail extraction: tip position

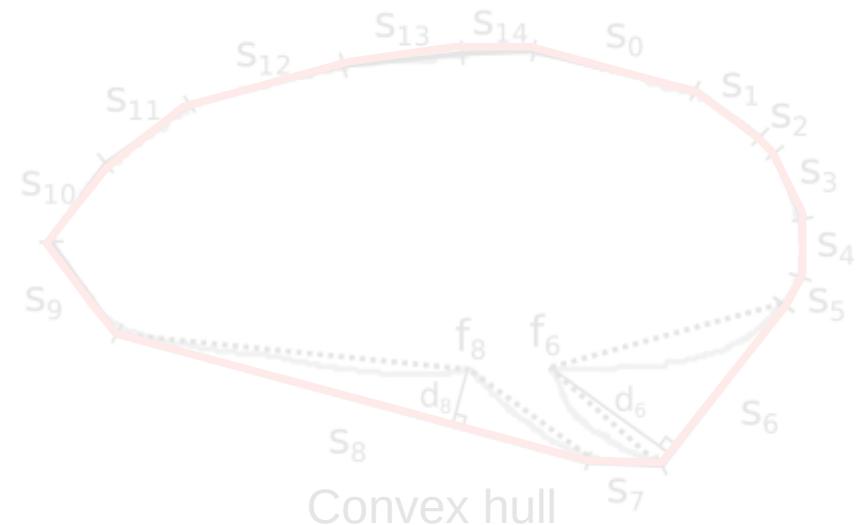
Sequential



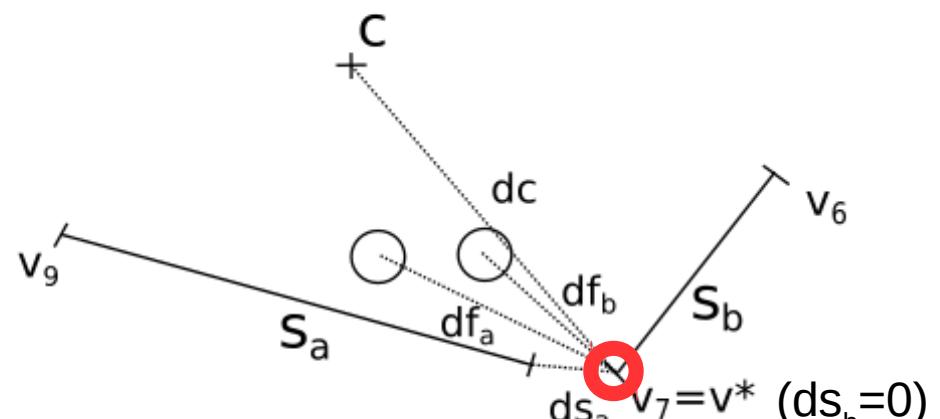
Balloon contour



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Tail tip position

Optimal vertex selection:

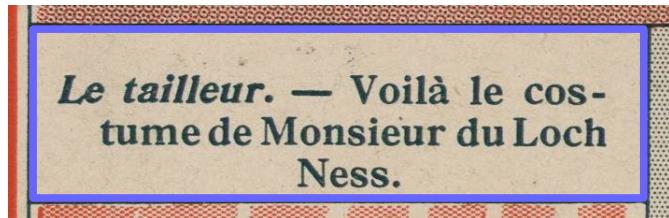
$$v^* = \operatorname{argmax}(\max(dc + df_a + df_b) + \min(ds_a + ds_b))$$

Tail extraction: confidence value

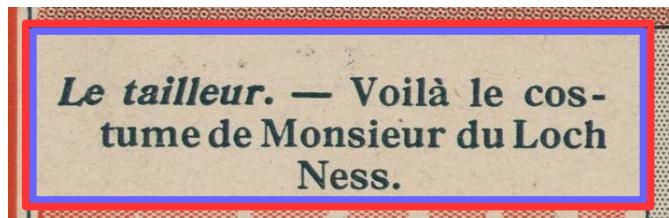
Sequential

Balloon
contour (blue)

Balloon 1



Convex hull
(red)



Confidence

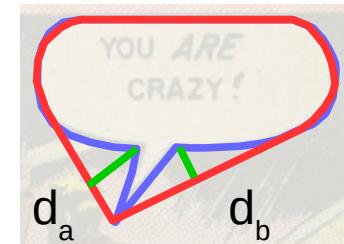
$$C_{tail} = \frac{(d_a + d_b)/2}{meanBalloonSize}$$

$$C_{tail} = 0.0$$

Presence of tail

NO

Balloon 2



$$C_{tail} = 0.73$$

YES (>0)

Tail extraction: tail direction

Sequential



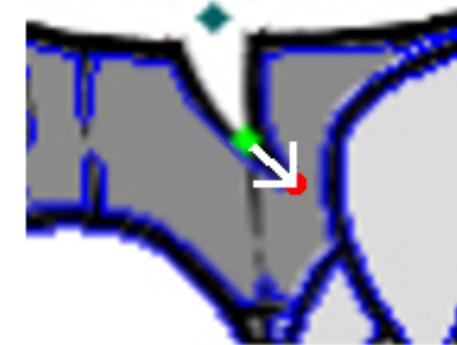
Origin (grey), tip
(green) and
external edge (blue)



Closest point on
external edge
(red)



Farthest point
from origin and tip
(red)



Direction from tip
to farthest point
(white arrow)