# DESIGN AND IMPLEMENTATION OF IMAGE INFORMATION RETRIEVAL

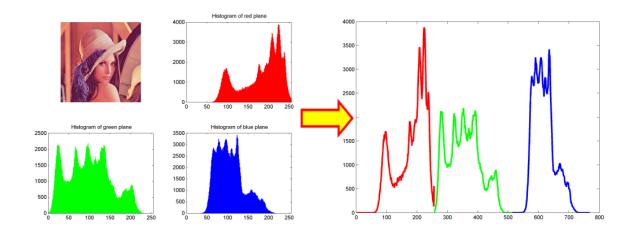
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## **Images**

- How to represent a image?
  - Color histograms.
  - Shape.
  - Texture.
  - Smoothness.
  - Metadata

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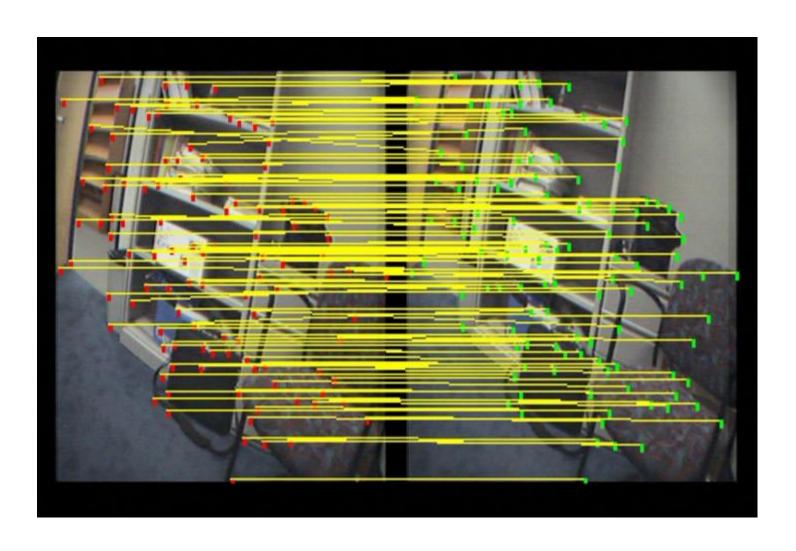
## Image features

 We can extract features from the image and create a vector of features.

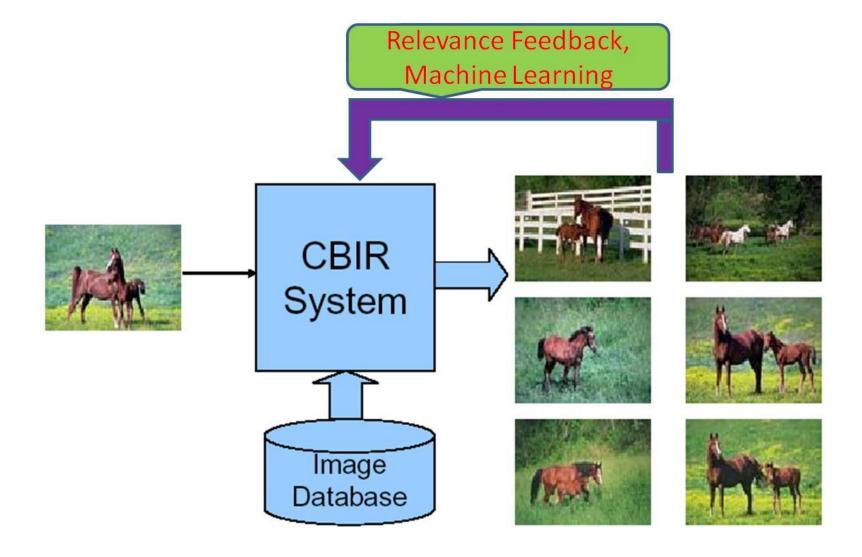


 Due to the high number of features, this vectors are called high-dimensional spaces.

# Matching features



## **Content Based Information Retrieval**



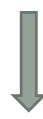
## Feature vector database









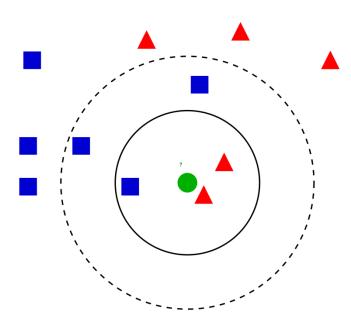


```
# F1 F2 F3 F4 F5 F6 F7 ... Fn

1
2
...
n
```

## Image similarity

- With the feature vectors we can search for similar vectors stored in our database.
  - The use K-Nearest Neighbor algorithm makes this possible.

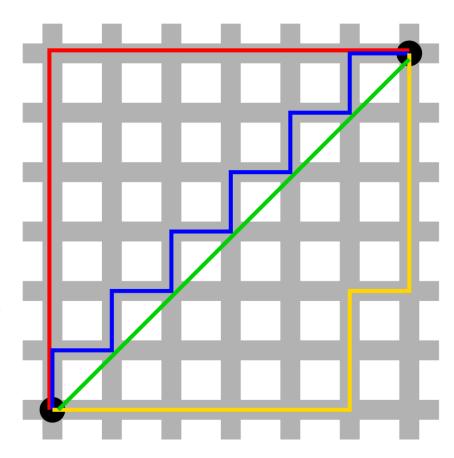


## Image similarity

#### Distances:

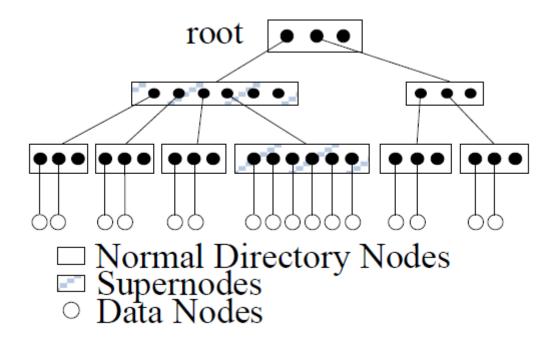
- Manhattan
- Euclidean
- Minkowski
- Maximum

For this application Manhattan distance performs best through empirical evaluations in their previous research.

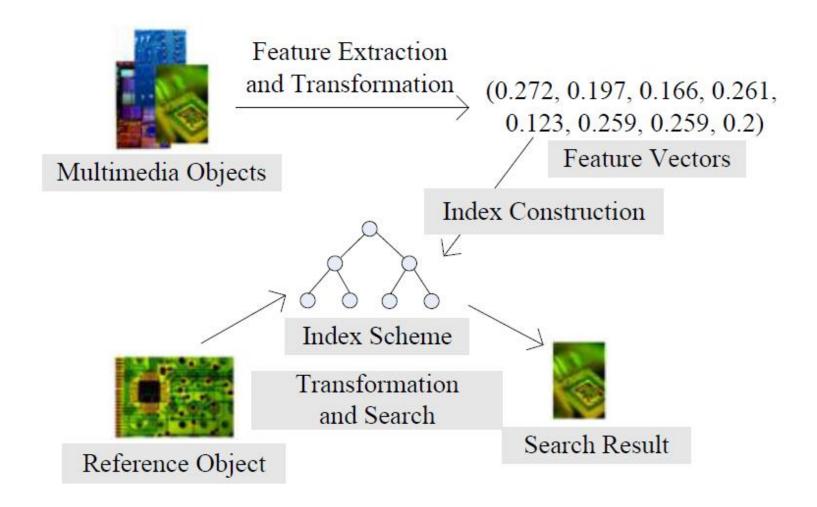


## Indexing all the data

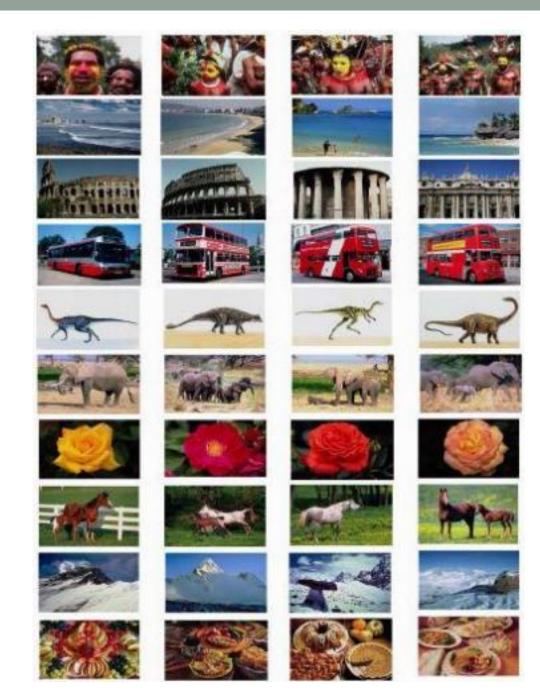
- X-tree structure
  - It is a tree to have the vectors of features stored with a good indexing.
  - The similar vectors are stored in a group, and when the vectors are very different they are stored in another group.



## Overview



## Results



## Results



# **Applications**



## **Applications**

