



# Computer Vision

## Project part 2

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**Team 4**

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# Introduction

Divided into 2 parts :

1. Performance assessment of our line detection algorithms
2. Digits recognition in sudoku grids



# Plan of the presentation

1. Performance assessment of our line detection algorithms
  - Line segments recovery
  - Performance assessment
2. Digits recognition in sudoku grids
3. Neural networks
4. Performance evaluation

# Performance assessment of our line detection algorithms

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# Line segments recovery

6 information to store per image :

- the 4 coordinates of the 2 end points of the segments
- the width and height

# Line segments recovery - Final database



3 .dat files per image :

line_sudoku_00001.dat	x		
554	1037	575	446
425	1030	446	446
116	755	655	774
172	1020	192	439
361	1027	382	444
366	845	380	444
236	1023	256	441
107	946	695	977
235	1022	255	441
122	507	711	517
360	1027	380	445
693	990	711	462

line_sudoku_00001.dat	x		
690	335	711	925
642	925	622	339
556	341	575	924
510	925	491	345
445	928	427	347
363	350	381	928
319	928	297	352
235	356	254	930
190	932	171	359
108	361	127	934
688	335	108	361
110	426	690	400

line_sudoku_00001.dat	x
1376	774

Figure 1: Cytomine (left), personal (center) and dimensions (right)

# Performance assessment



4 methods :

- a naive method : visual comparison
- distance calculation
- adjacent pixels
- confusion matrix

# Performance assessment



4 methods :

- a naive method : visual comparison
- distance calculation
- adjacent pixels
- confusion matrix

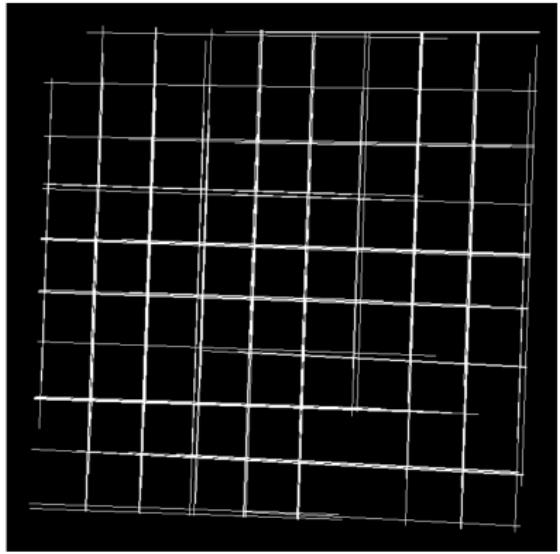
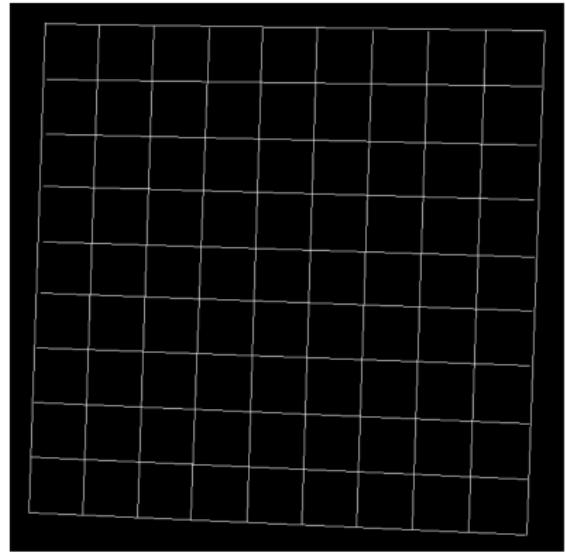


# Confusion matrix

The complete evaluation process for an image :

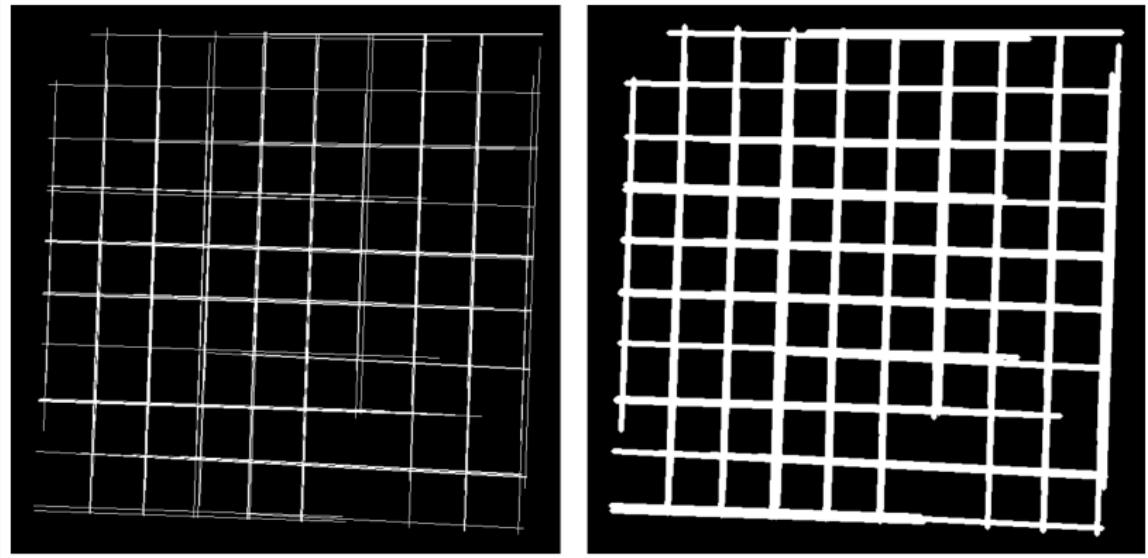
1. Create a binary matrix
2. Thicken the segments of our algorithm
3. Calculate the confusion matrix
4. Calculate several measurements

# Binary matrix



**Figure 2:** Cytomine (left) and personal (right)

# Thicken the segments



**Figure 3:** Original (left) and thickened (right)



# Confusion matrix

The confusion matrix quantities :

	Our algorithm	Reference
True Positive (TP)	1	1
True Negative (TN)	0	0
False Positive (FP)	1	0
False Negative (FN)	0	1

0 : do not belong to a segment

1 : belong to a segment



# Measurement and performance evaluation

- recall :

$$\text{recall} = \frac{TP}{TP + FN}$$

- specificity :

$$\text{specificity} = \frac{TN}{TN + FP}$$

- precision :

$$\text{precision} = \frac{TP}{TP + FP}$$

# Performance evaluation



Mean value, per image class, for each measurement :

	recall	specificity	precision
sudoku	0.9252	0.9749	0.3023
road	0.4471	0.9940	0.2383
soccer	0.7064	0.9944	0.3126

# Sudoku comparison

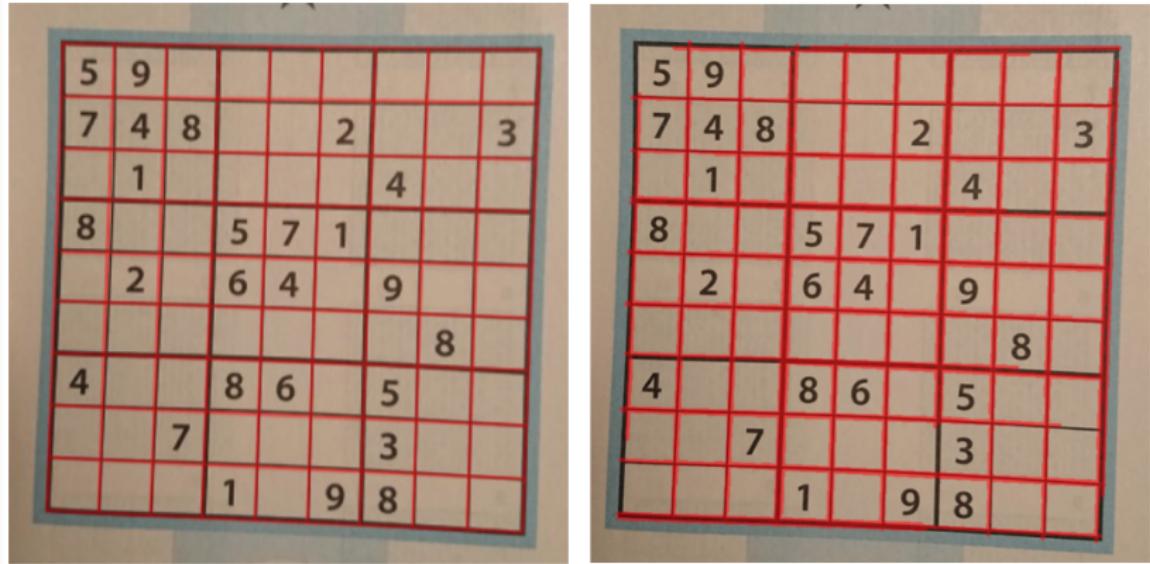


Figure 4: Original (left) and personal (right)

# Road comparison



**Figure 5:** Original (left) and personal (right)

# Soccer comparison

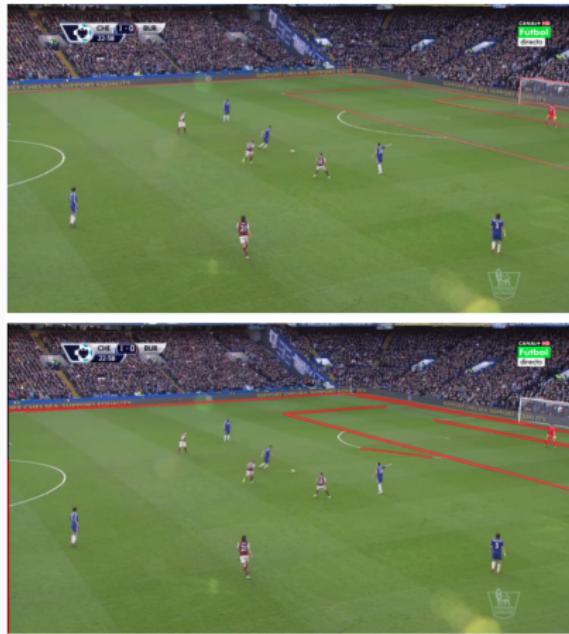


Figure 6: Original (top) and personal (bottom)

# Digits recognition in sudoku grids

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# Creation of the database



Python script using the graphical library pycairo (**400** images)

4	9		9	3	1	9	2
				3			
7	5			1	7	1	
9	9		7	5	4	7	6
2	2					4	
2	2	2		3	1		
	9	1		5	9	4	1
3	2						
8		9		3		7	

4	9	0	0	9	3	1	9	2
0	0	0	0	0	0	3	0	0
7	5	0	0	0	1	7	1	0
9	9	0	7	5	4	0	7	6
2	2	0	0	0	0	0	0	4
2	2	2	0	3	1	0	0	0
0	9	1	0	5	9	4	1	0
3	2	0	0	0	0	0	0	0
8	0	9	0	0	3	0	0	7

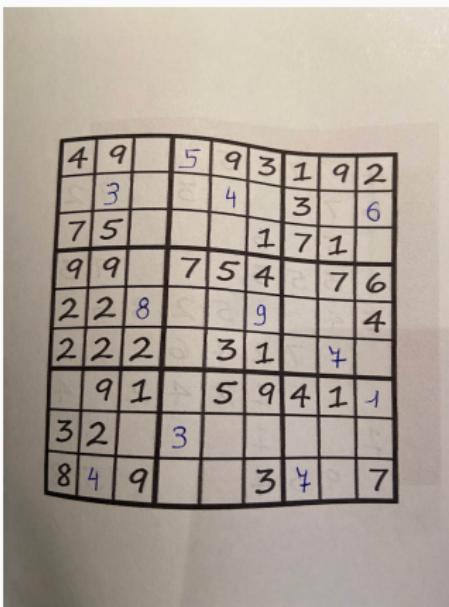
Associated .dat file.

Figure 7: Digitally generated Sudoku grid.



# Creation of the database

Printing, addition of handwritten digits and photograph.



4	9	0	5	9	3	1	9	2
0	3	0	0	4	0	3	0	6
7	5	0	0	0	1	7	1	0
9	9	0	7	5	4	0	7	6
2	2	8	0	0	9	0	0	4
2	2	2	0	3	1	0	7	0
0	9	1	0	5	9	4	1	1
3	2	0	3	0	0	0	0	0
8	4	9	0	0	3	7	0	7

Associated .dat file.

Figure 8: Sudoku with handwritten digits.

# Grid detection



Adaptive threshold : threshold value for each pixel based on surrounding.

Better management of lighting conditions (darkness, shadows, ...) than overall threshold.

4	9		5	9	3	1	9	2
	3			4		3		6
7	5				1	7	1	
9	9		7	5	4		7	6
2	2	8			9			4
2	2	2		3	1		4	
	9	1		5	9	4	1	1
3	2		3					
8	4	9		3	7			7



# Contour finding procedure <sup>1</sup>

Raster scan until  
pixel change  
(border).

Follow border and  
give **label** to pixels.

Continue raster  
scan.

①	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1

(a)

2	2	2	2	2	2	2	-2
-3	③	-2	1				
3	3	-2					
2	2	2	2	2	2	-2	

(c)

2	2	2	2	2	2	-2
②	1	-2	1			
2	1	-2				
2	2	2	2	2	-2	

(b)

2	2	2	2	2	2	-2
-3	-4	-2	①			
-3	-4	-2				
2	2	2	2	2	-2	

(d)

<sup>1</sup>Topological Structural Analysis of Digitized Binary Images by Border Following, S. Suzuki and K. Abe

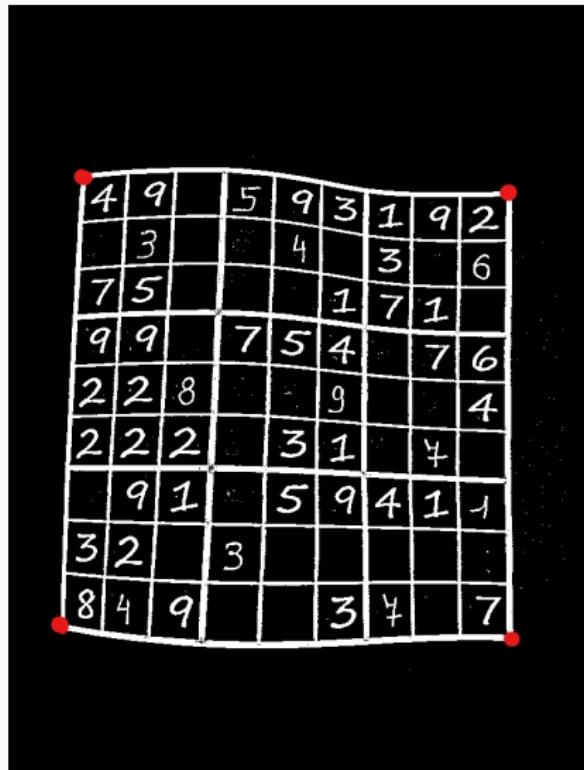
# Grid detection



Transformation matrix such that

$$\begin{pmatrix} a & b & c \\ d & e & f \\ g & h & 1 \end{pmatrix} \begin{pmatrix} x_i \\ y_i \\ 1 \end{pmatrix} = \begin{pmatrix} x'_i \\ y'_i \\ 1 \end{pmatrix} t_i \quad \forall i = 0, 1, 2, 3$$

12 unknowns, 12 equations



# Grid detection



Apply transformation  
matrix to all pixels to  
correct **perspective**.

4	9		5	9	3	1	9	2
	3			4		3		6
7	5				1	7	1	
9	9		7	5	4		7	6
2	2	8			9			4
2	2	2		3	1		7	
	9	1		5	9	4	1	1
3	2		3					
8	4	9			3	4		7

# Cell detection



Contour finding  
procedure(s) aiming for  
cells.

4	9		5	9	3	1	9	2
	3			4		3		6
7	5				1	7	1	
9	9		7	5	4		7	6
2	2	8			9			4
2	2	2		3	1		7	
	9	1		5	9	4	1	1
3	2		3					
8	4	9			3	4		7

# Cell detection



Guessing position of missing cells.

4	9		5	9	3	1	9	2
	3			4		3		6
7	5				1	7	1	
9	9		7	5	4		7	6
2	2	8			9			4
2	2	2		3	1		7	
	9	1		5	9	4	1	1
3	2		3					
8	4	9			3	4		7

# Digits recognition



Neural network(s) for  
digit recognition.

4	9	7	5	9	3	1	9	2
3			4		3		6	
7	5			1	7	1		
9	9		7	5	4		7	6
2	2	8			9			4
2	2	2		3	1		4	
9	1			5	9	4	1	1
3	2		3					
8	4	9	2	2	3	7		7

# Digits recognition



4	9	7	5	9	3	1	9	2
0	3	0	0	4	0	3	0	6
7	5	0	0	0	1	7	1	0
9	9	0	7	5	4	0	7	6
2	2	8	0	0	9	0	0	4
2	2	2	0	3	1	0	4	0
0	9	1	0	5	9	4	1	1
3	2	0	3	0	0	0	0	0
8	4	9	2	2	3	7	0	7

Constructed .dat file.

4	9	7	5	9	3	1	9	2
3				4		3		6
7	5				1	7	1	
9	9		7	5	4		7	6
2	2	8			9			4
2	2	2		3	1		4	
9	1			5	9	4	1	1
3	2		3					
8	4	9	2	2	3	7		7

# Neural networks

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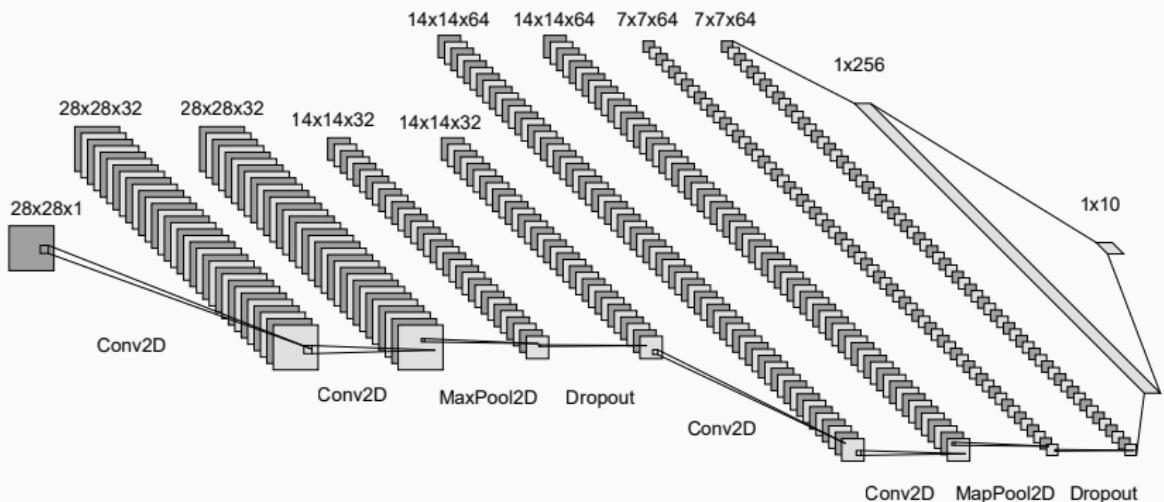
## MNIST Data Preparation

- Normalization.
- Reshaping.
- One-hot encoding.
- Data augmentation.

# Network design - Ghouzam



## Neural Network Model



**Figure 9:** Ghouzam neural network model.



# Pre-Trained Models

- VGG16
- MobileNet
- ResNet164

# VGG16

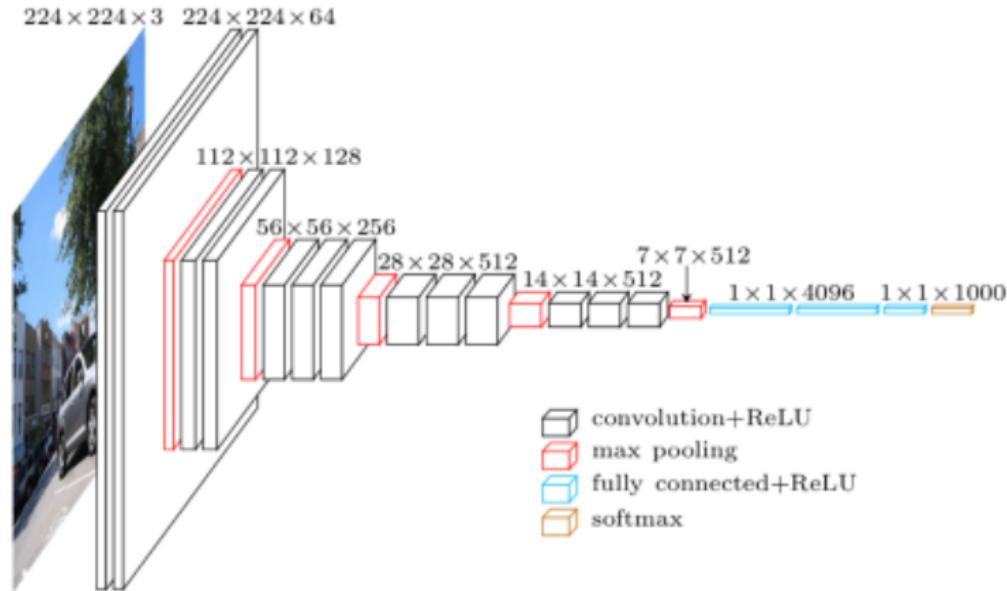
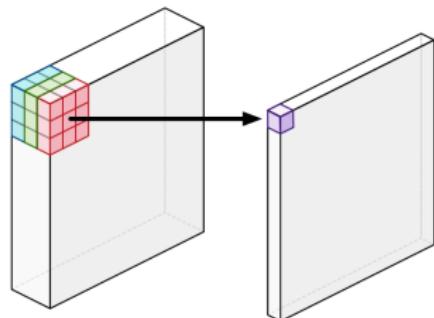
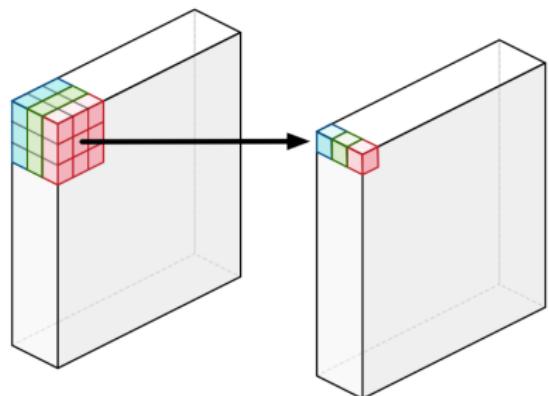


Figure 10: VGG16 structure.<sup>2</sup>

<sup>2</sup><https://www.quora.com/How-does-VGG-network-architecture-work>



**Figure 11:** Normal convolution.<sup>3</sup>



**Figure 12:** Depth-wise convolution.<sup>2</sup>

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<sup>3</sup><https://machinethink.net/blog/googles-mobile-net-architecture-on-iphone/>

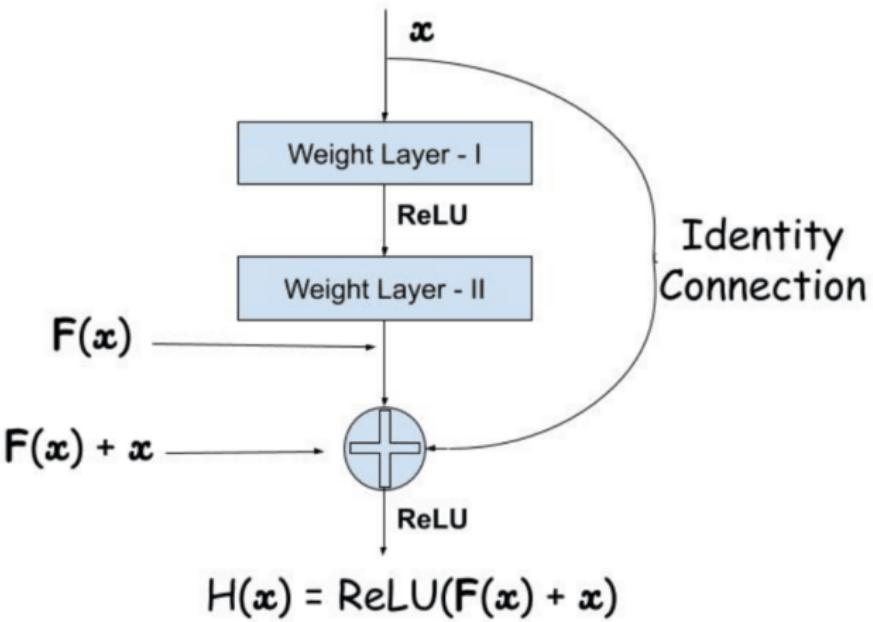


Figure 13: Skip connections in ResNet models.<sup>4</sup>

<sup>4</sup><https://cv-tricks.com/keras/understand-implement-resnets/>

# Performance evaluation

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# Performance Criteria



- **Accuracy** : Proportion of cells that were correctly identified.
- **Non-zero Accuracy** : Proportion of non-empty cells that were correctly identified.
- **Confusion matrix** : For the overall accuracy.



Accuracy : 0.976

Non-zero accuracy : 0.957

	0	1	2	3	4	5	6	7	8	9
0	13923	146	18	9	7	49	8	35	5	16
1	40	1773	10	3	36	0	0	87	1	10
2	6	1	1929	2	4	1	0	2	11	4
3	6	1	1	1914	3	3	2	1	1	0
4	21	2	2	0	1895	3	3	3	6	27
5	7	1	0	2	3	1882	0	1	1	2
6	10	3	2	2	5	5	1892	0	2	1
7	6	1	9	3	26	1	1	1857	2	2
8	4	3	1	1	3	2	1	3	1945	1
9	12	0	4	1	6	12	0	3	3	1826



Empty cells are not always detected as such.

	0	1	2	3	4	5	6	7	8	9
0	13923	146	18	9	7	49	8	35	5	16
1	40	1773	10	3	36	0	0	87	1	10
2	6	1	1929	2	4	1	0	2	11	4
3	6	1	1	1914	3	3	2	1	1	0
4	21	2	2	0	1895	3	3	3	6	27
5	7	1	0	2	3	1882	0	1	1	2
6	10	3	2	2	5	5	1892	0	2	1
7	6	1	9	3	26	1	1	1857	2	2
8	4	3	1	1	3	2	1	3	1945	1
9	12	0	4	1	6	12	0	3	3	1826



Empty cells are not always detected as such.

3	1	2
6		9
	6	

3	1	2
6		9
	6	1



## Confusion between 1 and 7.

	0	1	2	3	4	5	6	7	8	9
0	13923	146	18	9	7	49	8	35	5	16
1	40	1773	10	3	36	0	0	87	1	10
2	6	1	1929	2	4	1	0	2	11	4
3	6	1	1	1914	3	3	2	1	1	0
4	21	2	2	0	1895	3	3	3	6	27
5	7	1	0	2	3	1882	0	1	1	2
6	10	3	2	2	5	5	1892	0	2	1
7	6	1	9	3	26	1	1	1857	2	2
8	4	3	1	1	3	2	1	3	1945	1
9	12	0	4	1	6	12	0	3	3	1826



Confusion between 1 and 7.

# MNIST in CSV

0 0 0 0 0 0 0 0 0 0 0 0 0 0  
1 1 1 1 1 1 1 1 1 1 1 1 1 1  
2 2 2 2 2 2 2 2 2 2 2 2 2 2  
3 3 3 3 3 3 3 3 3 3 3 3 3 3  
4 4 4 4 4 4 4 4 4 4 4 4 4 4  
5 5 5 5 5 5 5 5 5 5 5 5 5 5  
6 6 6 6 6 6 6 6 6 6 6 6 6 6  
7 7 7 7 7 7 7 7 7 7 7 7 7 7  
8 8 8 8 8 8 8 8 8 8 8 8 8 8  
9 9 9 9 9 9 9 9 9 9 9 9 9 9



<sup>4</sup><https://www.kaggle.com/oddrationale/mnist-in-csv>



Handwritten digits (1877 digits) : accuracy of 0.882.

	0	1	2	3	4	5	6	7	8	9
0	24	151	6	1	25	0	0	27	1	9
1	3	0	194	1	5	0	0	0	6	4
2	2	1	0	211	3	2	0	0	0	0
3	11	0	0	0	204	0	0	2	1	19
4	1	0	0	1	0	152	0	0	0	1
5	2	3	0	0	1	1	175	0	1	0
6	5	1	6	2	20	0	0	168	0	1
7	0	0	0	0	0	1	0	1	208	1
8	4	0	1	2	3	11	0	1	1	189
9	619	911	963	861	981	956	828	986	892	

1	2	3	4	5	6	7	8	9
0.619	0.911	0.963	0.861	0.981	0.956	0.828	0.986	0.892



Typewritten digits (15497 digits) : accuracy of 0.984.

	0	1	2	3	4	5	6	7	8	9
1	19	1649	13	4	1	0	0	29	0	1
2	2	1	1738	1	0	1	0	2	1	1
3	5	0	1	1703	0	0	2	1	1	0
4	15	1	7	0	1678	3	3	1	3	14
5	6	1	0	0	3	1730	0	1	1	2
6	5	1	4	2	5	10	1711	0	1	0
7	6	2	21	8	1	0	0	1664	2	1
8	4	3	1	2	3	1	0	2	1737	0
9	7	0	4	1	2	7	0	2	1	1631

1	2	3	4	5	6	7	8	9
0.961	0.995	0.994	0.973	0.992	0.984	0.976	0.991	0.985



# Pre-trained models

	0	1	2	3	4	5	6	7	8	9
0	14139	4	8	2	14	39	0	2	8	0
1	1142	1	623	0	192	1	0	0	1	0
2	257	0	1691	0	6	2	0	0	4	0
3	1109	0	2	590	1	17	0	0	213	0
4	301	0	0	16	57	3	0	0	1	0
5	19	0	0	0	5	1871	0	0	4	0
6	1536	0	2	1	5	9	162	0	207	0
7	1118	0	5	0	88	2	0	694	1	0
8	1354	0	2	1	4	2	0	0	601	0
9	438	0	1	0	152	20	0	0	802	454

Figure 14: Confusion matrix for the ResNet164 model

- Confusion between all numbers and empty cells
- **Accuracy :** 0.692 (0.327 for VGG16, and 0.424 for MobileNet)
- **Non-zero Accuracy :** 0.442 (0.323 for VGG16, and 0.420 for MobileNet)

# Pre-Trained models : Example



7			3			8	7
3		8	2	3		8	
		1					
6	2			6	5	6	3
2	6		4	4	2	4	
		5		6	1		4
8			3		7		
6	7	6		7	2		8
6	8		1	5		3	



# Pre-trained models

Main issues :

- No empty cells in mnist
- Shape of the ones in mnist
- Augmented training set
- probability threshold

# Demonstration