

ICON RETRIEVAL SYSTEM

1

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Plan

2

- Introduction
 - Icons characteristics
- LIRe implementation
 - Why LIRe?
 - Implementing a shape descriptor feature in LIRe
 - ✦ Goal
 - ✦ Architecture
 - ✦ Process
 - Performances
 - ✦ Results and future improvement

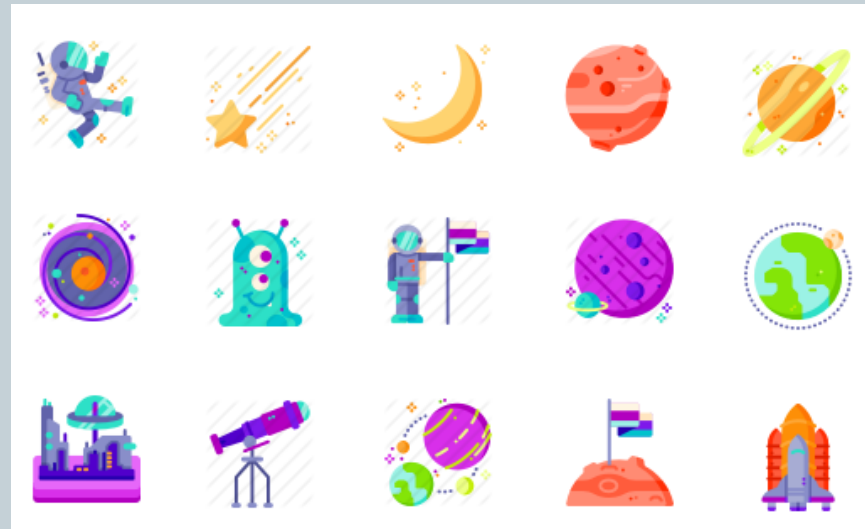
Motivation

3

- Designers : get inspired by icon's style and want to access to all the similary icons from this same style from a dataset



Associate



Efficiency of icons

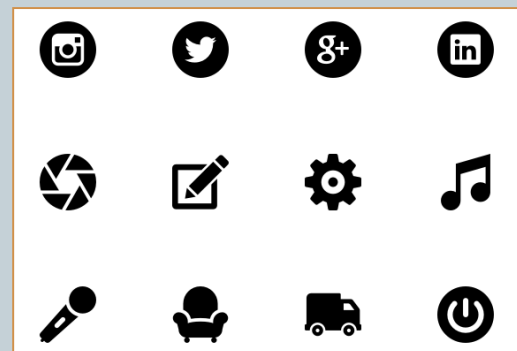
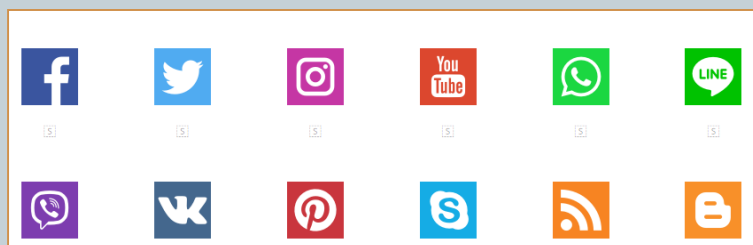
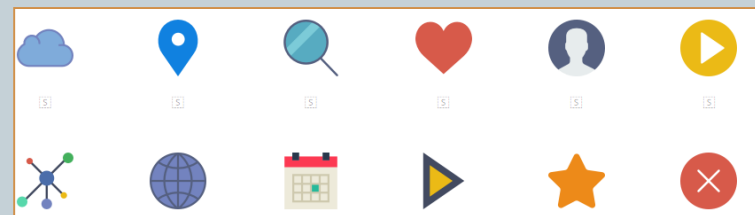
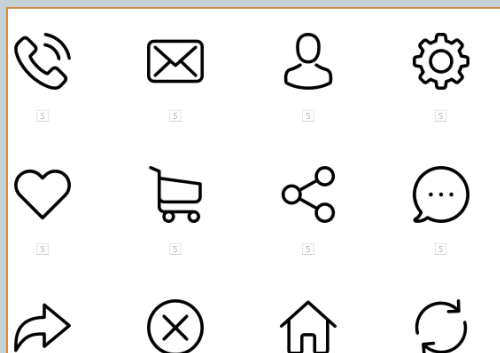
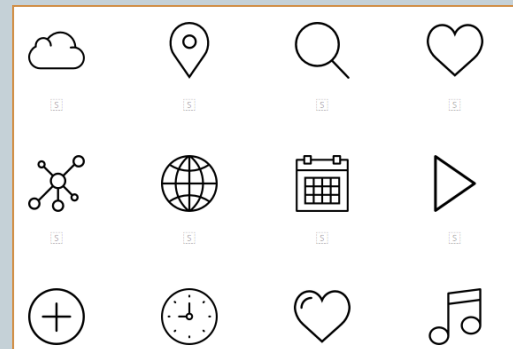
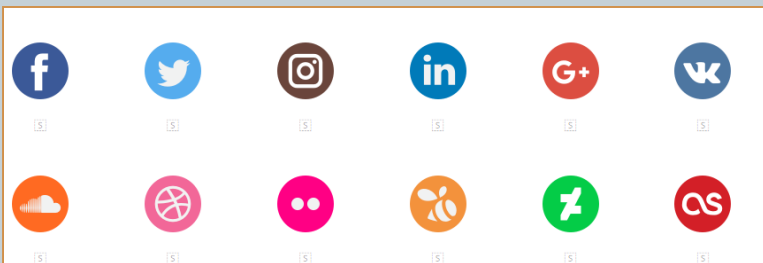
4

- Icons issues:
 - Easy to identify
 - Really fast
 - References by categories of icons of a same style

- How to **recognize a *style* of icons?**
- Which **criteria?**
- How to **implement** it on LIRe?

Variety of icons

5



Characterization of an icon style

6

- **Colors**

- Number of colors
 - ✦ Black/white
 - ✦ Grey
 - ✦ Colored
 - 1-2 colors
 - Large number of color
- Background
 - ✦ Transparency?

- **Lines**

- Thickness
- Angles radius

- **Shape**

- Size
- Shape of outline
- Resolution
- Degree of detail

Why LIRe?

7

- LIRe is a Java library that provides a simple way to retrieve images **based on color and texture** characteristics.
- The main reason to use this library is that is already oriented to retrieve images.
- Furthermore, it is also **open source**, so that it can be easily extended to our needs

Goal

8

- Implementing a **shape descriptor feature** in LIRe
 - To create a feature extractor able to classify the shape of the outermost
- Contour contained in the icon, in three classes:



Rectangle



Circle



Undefined

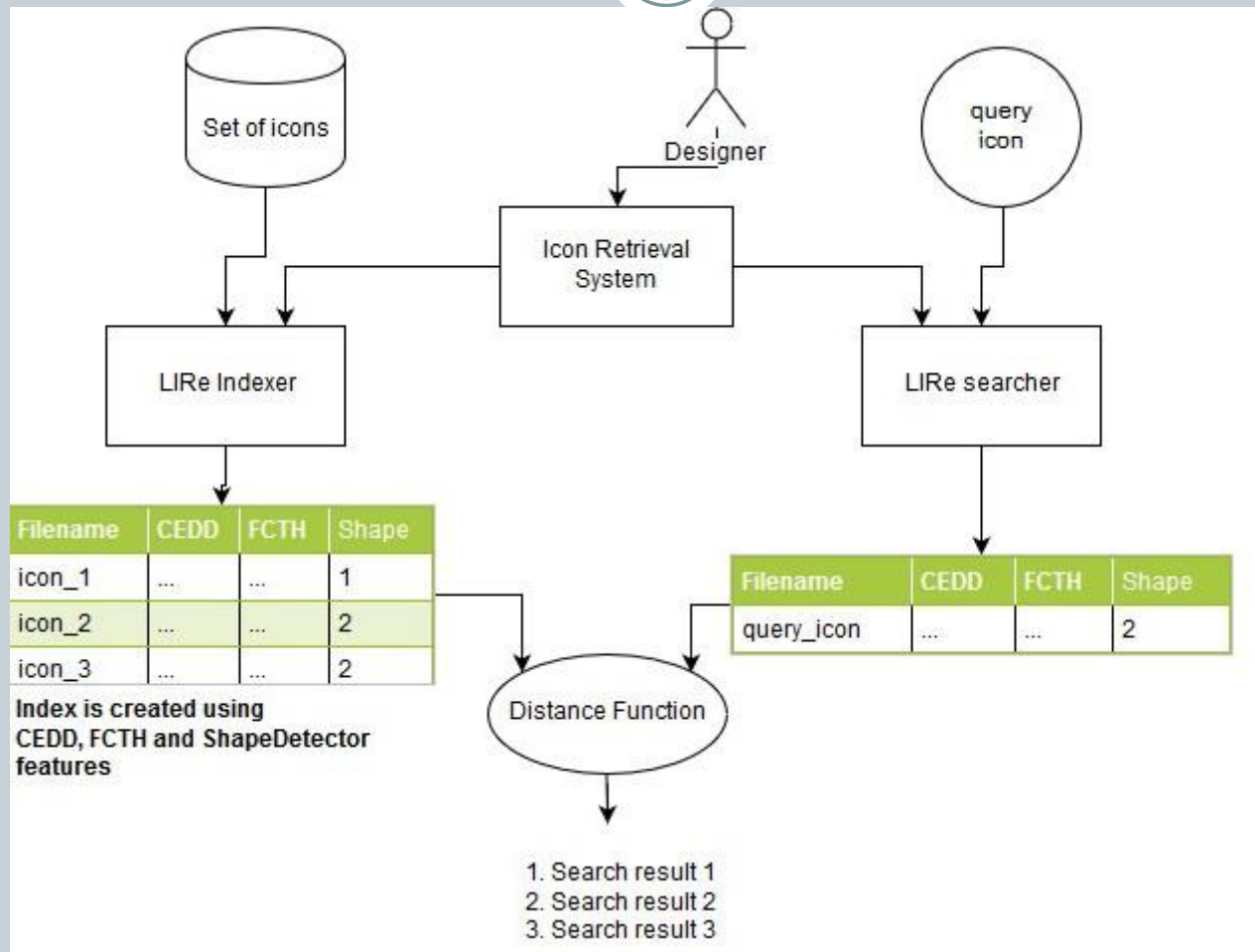
LIRe Architecture

9

- LIRe works by creating a **Lucene index of a set of images** given as input.
- Once the index is created, it gives the possibility to **search through it** by using already implemented algorithms.
- All the available features extractors are implementations of a main interface called **LireFeature**.
 - In order to create a custom feature extractor **we just need to extend one of the two interfaces**.
 - In our case, **ShapeDetector** is an extension of the **GlobalFeature** interface.

IT Design

10

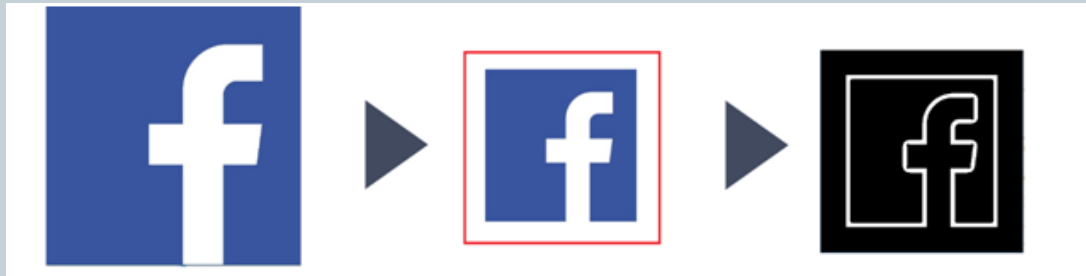


IT Design

Feature extraction process

11

- Preprocessing phase applied to the original icon
 - Rescaling and border extension
 - Gray scale transformation
 - Gaussian Blur filtering
 - Thresholding
- Rectangles or circles are searched into the icon
 - Circles : by Hough Circles technique
 - Rectangles : by analysing contours and vertices
 - The biggest area between the circle and rectangle that is also similar, in terms of size, to the area of the icon surface is classified



Performances

12

- Dataset of 80 icons :
 - 25 circle icons
 - 30 squared icons
 - 25 undefined shape icons

Table 1: ShapeDetector Performance

Accuracy	Recall	Precision
58%	0.58	1.0

Results and future improvements

13

Assumption : if two icons have different shape then they have different style.

⇒ Main reason for us to create a new feature in LIRE that strongly sets this constraint, even if there are already some shape descriptor implemented.

⇒ Good way to start, can we follow by many improvements :

- Better accuracy by improving shape classification technique
- Speeding up by parallelizing search and indexing processes
- Adding more features extractors
 - (e.g. thickness descriptor),
 - Shadows recognition
 - Radius angles

References

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- <https://www.nngroup.com/articles/classifying-icons/> - Article on icons classification
- <https://www.flaticon.com/packs> - Website with free icons set
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- https://docs.opencv.org/trunk/d4/d70/tutorial_hough_circle.html - Circle detection
- <http://answers.opencv.org/question/176614/detecting-shapes-using-opencv-with-java/> - Generic shape detection
- <https://www.pyimagesearch.com/2016/02/08/opencv-shape-detection/> - Tutorial for shape detection in Python
- <https://www.programcreek.com/java-api-examples/?class=org.opencv.imgproc.Imgproc&method=approxPolyDP> - Examples of OpenCV with Java
- <http://www.semanticmetadata.net/wiki/> - LIRe documentation
- <https://github.com/dermotte/LIRE> - GitHub repository of LIRe source code