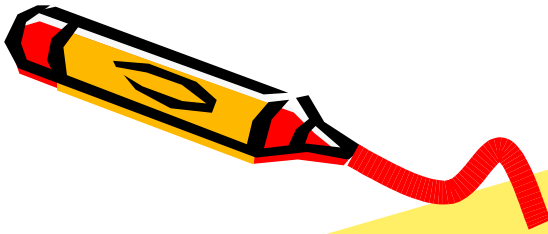




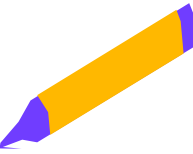
Ink Segmentation

WeeSan Lee
Apr 5, 2005

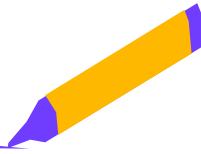


Outline

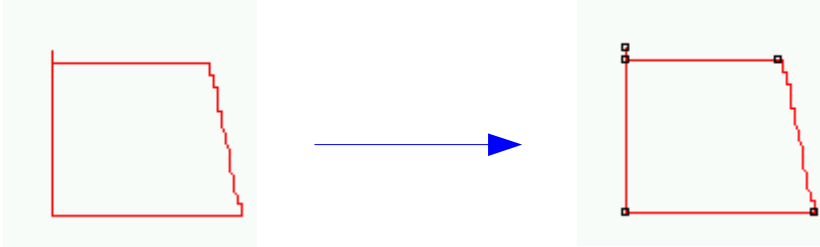
- Motivation
- Contribution
- Background
- How It Works
- Conclusion
- References



Motivation

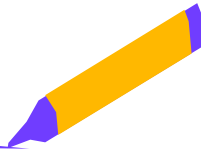


- Segment pen strokes automatically into the intended lines and arcs

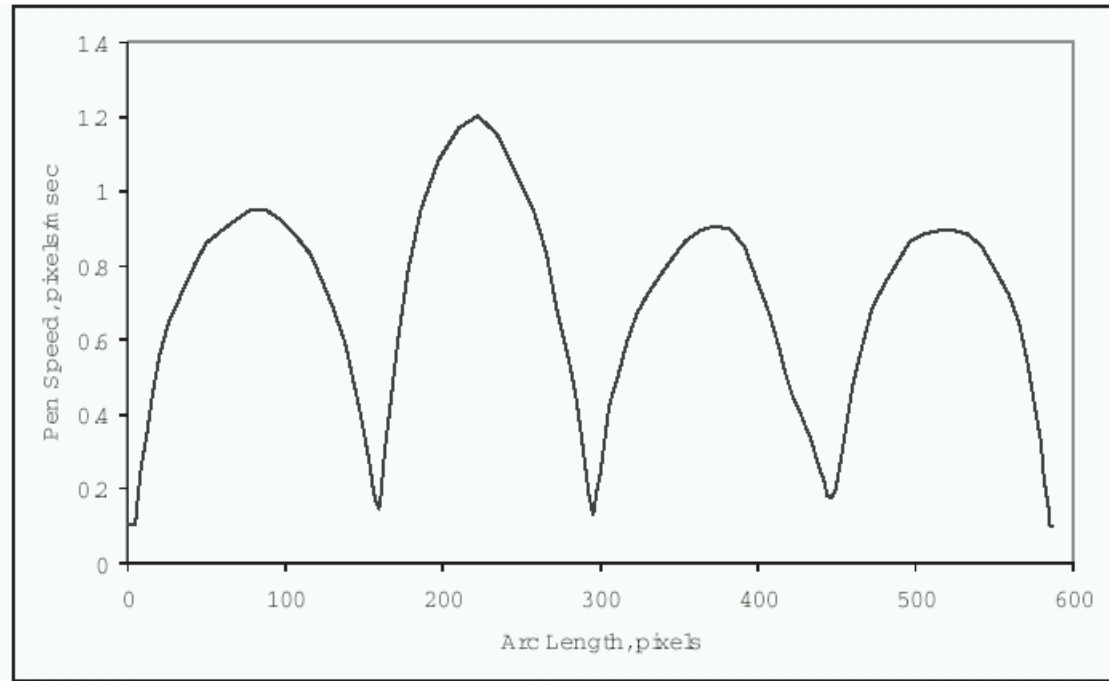
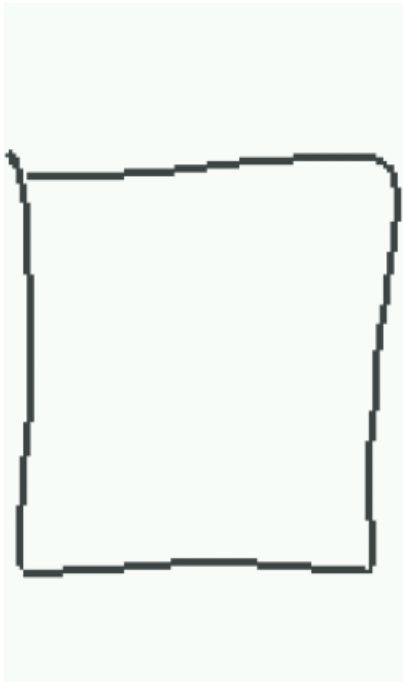


- The outcome will be the input of higher level sketch parser and symbol recognizer
- Determine which bumps and bends are intended, and which are accidents
- Match the drawer's intent not the ink

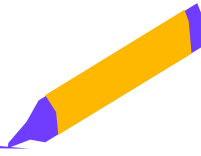
Motivation (cont)



- Consider the shape alone is not enough
- Slow the pen when making intentional discontinuities in a shape

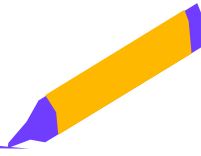


Contribution



- Use pen speed and curvature to figure out the segments
- Accuracy between 92% to 96%

Background – Pen Speed



- Arc length of each coordinate point

$$d_i = \sum_{j=1}^i \left| \vec{P}_j - \vec{P}_{j-1} \right|$$

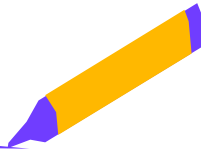
- Speed

$$s_i = \frac{d_{i+1} - d_{i-1}}{t_{i+1} - t_{i-1}}$$

- Smooth

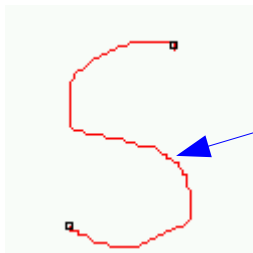
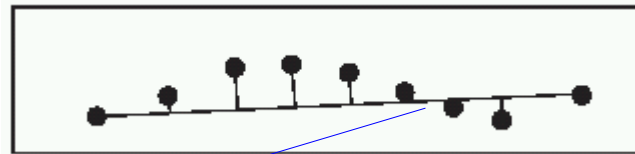
$$S_i = (S_{i-1} + S_i + S_{i+1}) / 3$$

Background – Curvature



- Derivative of the tangent angle with respect to arc length

$$C = \frac{\partial \theta}{\partial s}$$



Background – Least Squares Line Fit



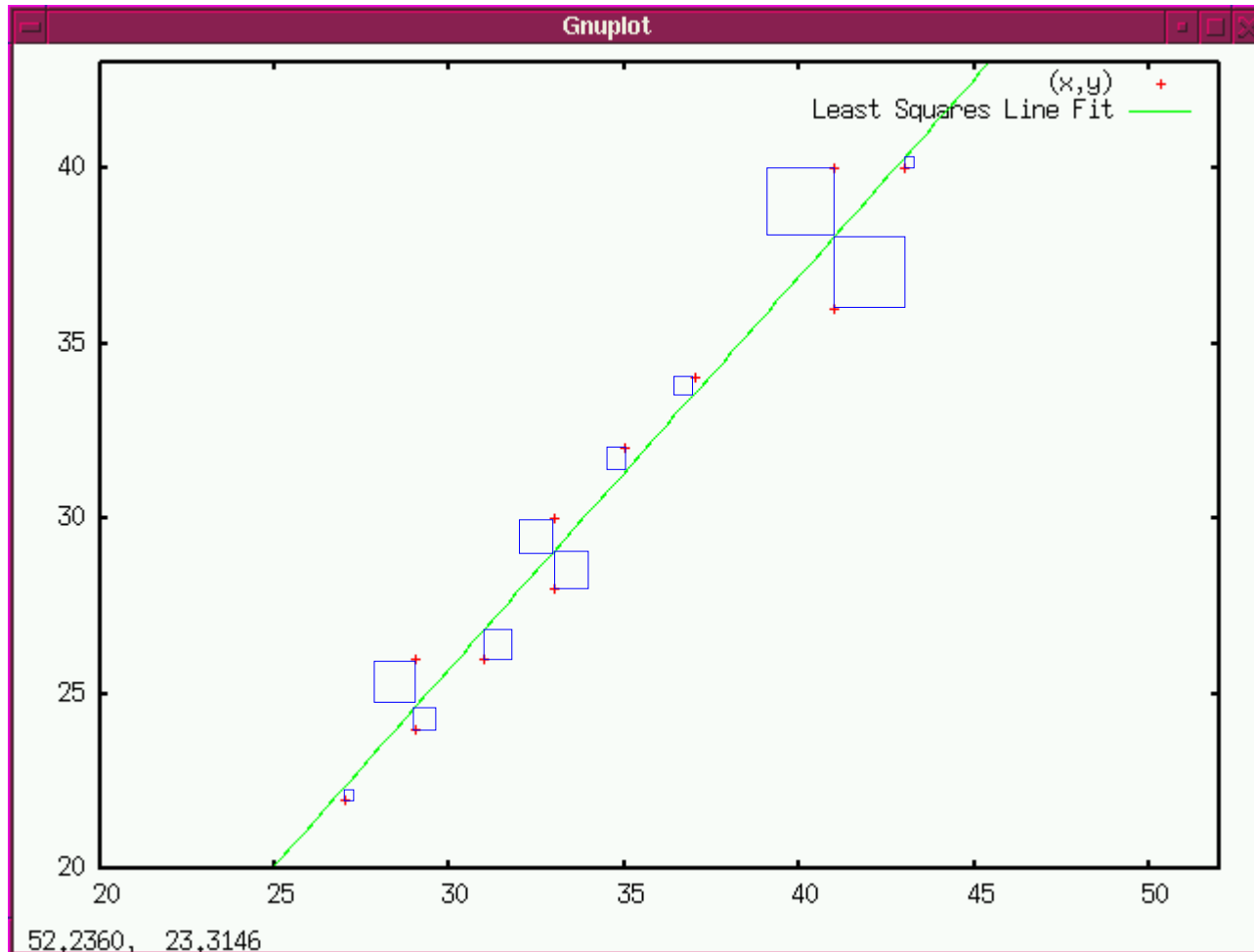
- $y = Ax + B$
- Regression equation

$$\begin{bmatrix} n & \sum x_i \\ \sum x_i & \sum x_i^2 \end{bmatrix} \begin{bmatrix} A \\ B \end{bmatrix} = \begin{bmatrix} \sum y_i \\ \sum x_i y_i \end{bmatrix}$$

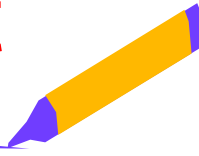
- Total Square Error/Error of Fit

$$\sum_{i=1}^n (Ax_i + B - y_i)^2$$

Background – Least Squares Line Fit (Cont)



Background – Least Squares Circle Fit



- $X^2 + y^2 + 2ax + 2by + c = 0$

- $r = \sqrt{a^2 + b^2 - c}$

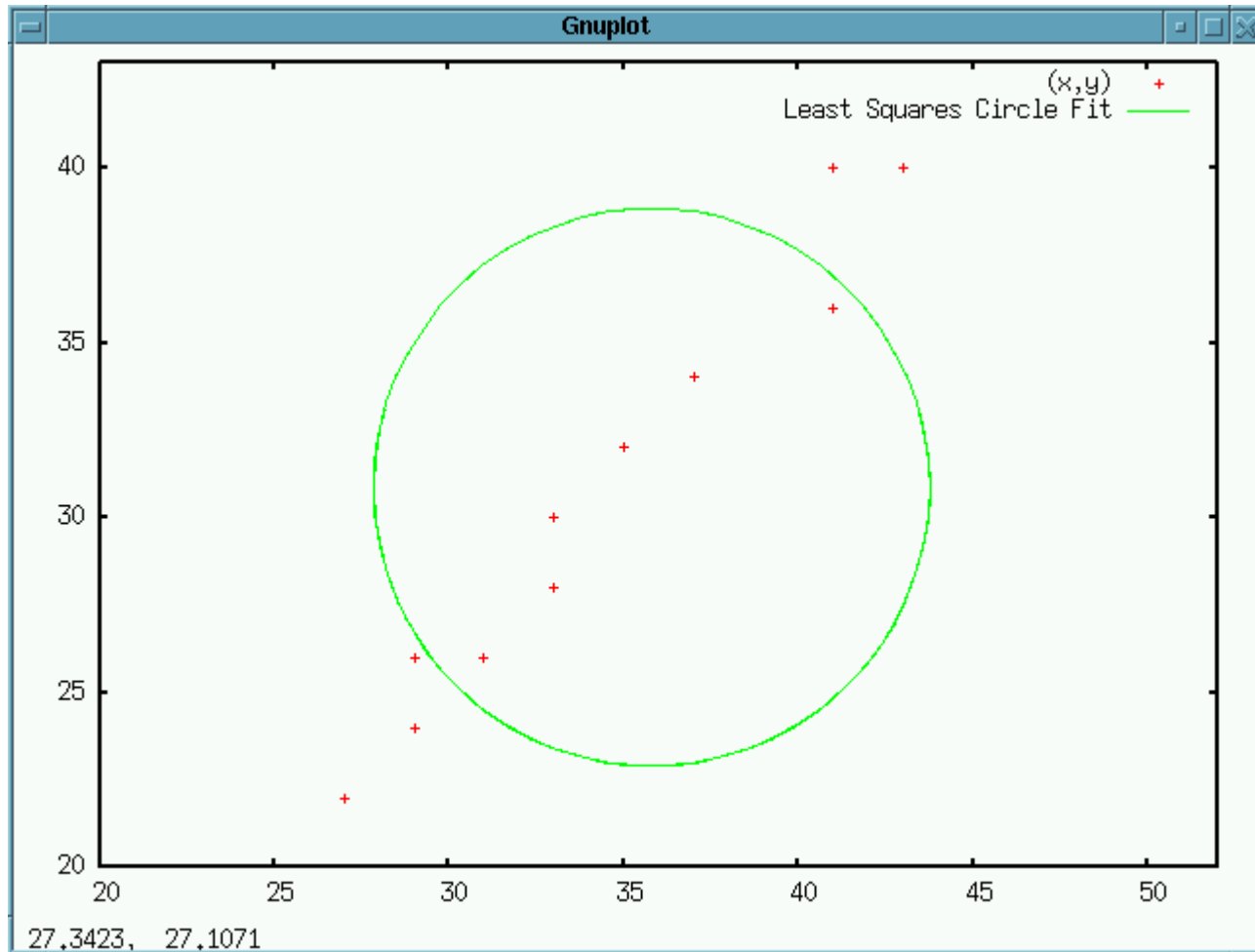
- Regression equation

$$\begin{bmatrix} 2 \sum x_i^2 & 2 \sum x_i y_i & \sum x_i \\ 2 \sum x_i y_i & 2 \sum y_i^2 & \sum y_i \\ 2 \sum x_i & 2 \sum y_i & n \end{bmatrix} \begin{bmatrix} a \\ b \\ c \end{bmatrix} = \begin{bmatrix} \sum -(x_i^2 + y_i^2)x_i \\ \sum -(x_i^2 + y_i^2)y_i \\ \sum -(x_i^2 + y_i^2) \end{bmatrix}$$

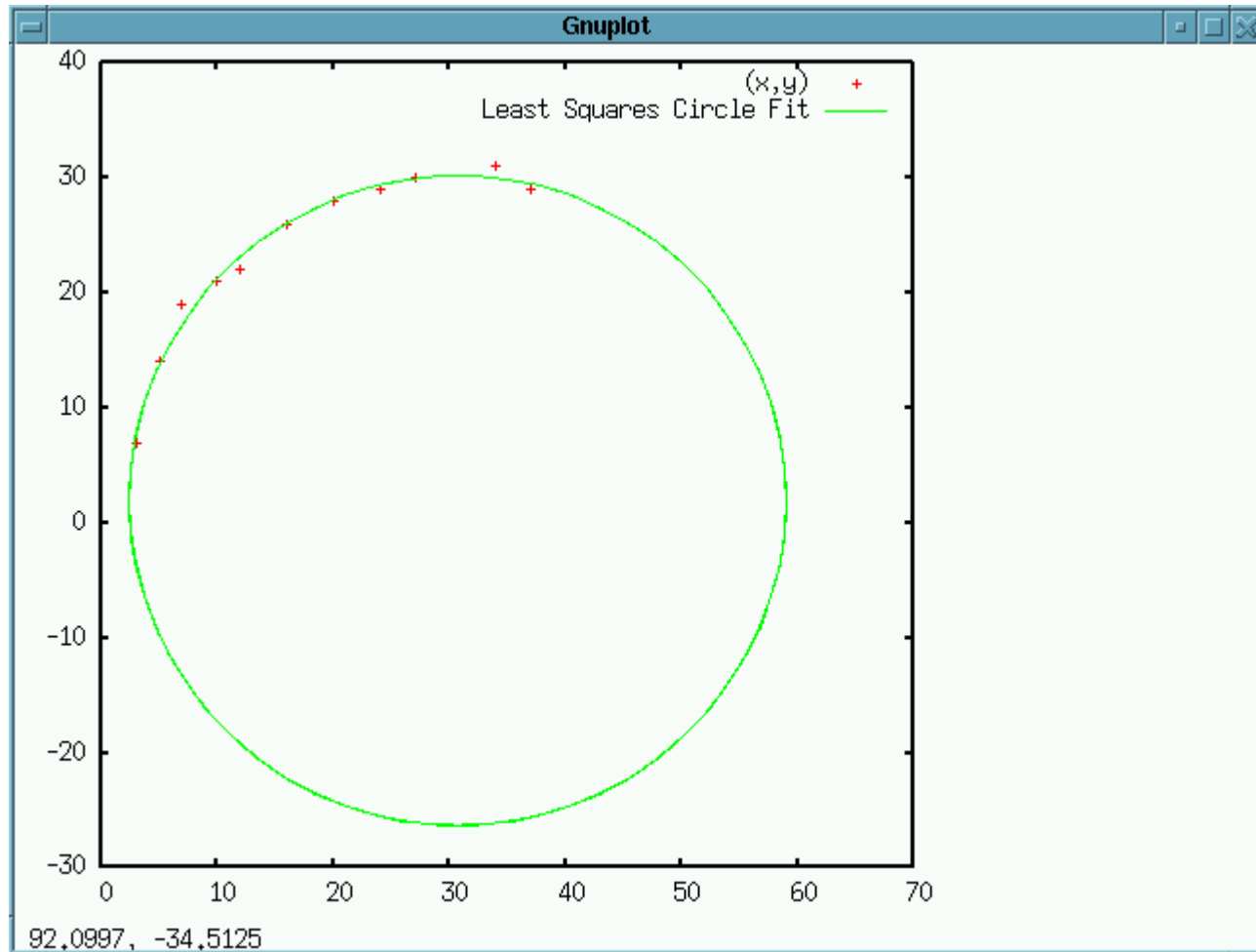
- Total Square Error/Error of Fit

$$\sum_{i=1}^n (x_i^2 + y_i^2 + 2ax_i + 2by_i + c)^2$$

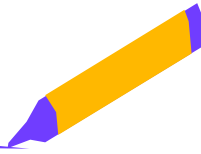
Background – Least Squares Circle Fit (cont)



Background – Least Squares Circle Fit (cont)

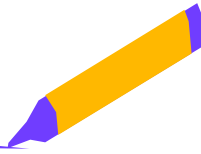


How It Works



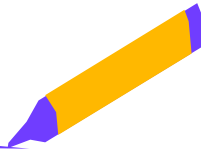
- Compute Pen Speed and Curvature
- Select candidate/initial segment points
 - Points that are both a minima of speed ($< 25\%$ of average speed) and maxima of curvature
 - Discard the point
 - If it is within 7 data points of a subsequent segment point
 - If the first segment contains < 15 data points
 - If the first or last segment is much shorter than its immediate neighbors

How It Works (cont)



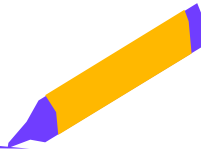
- Fit primitives to the segments
 - Construct both line and circle fit for the segment between each pair of consecutive segment points
 - Pick one with the smallest Error of Fit
 - If the fit is an arc, it also has to be at least one tenth of a circle (36°)

How It Works (cont)



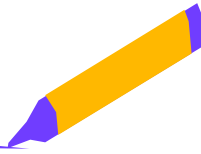
- Merge
 - If a segment is shorter than 20% of the length of its adjacent segment, or, if adjacent segments are of the same type, the program tries to merge them
 - If error of fit of new segment is $< 10\%$ of the sum of fit errors of the original 2 segments, new segment is used

How It Works (cont)



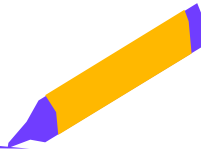
- Split
 - If neither line nor arc fits the ink, the program tries to split them by including a segment point based on a change in the sign of the curvature
 - All points of curvature sign changing in a segment are considered, the minimum that is $< 65\%$ of the original fit error will be retained
 - If there is no point whose curvature changing sign, it will try to include the points whose speed are less than 130% of the average speed

How It Works (cont)



- Summary
 - Determine initial set of segment points
 - Fit line/arc to the segments
 - Filter noise at the start and end segments
 - Merge segments
 - Split segments
 - Merge segments again

Conclusion



- Use pen speed to segment pen stroke into lines and arcs
- Work better with curvature
- Achieve accuracy of 92% - 96%

Reference



- Thomas F. Stahovich. Segmenting Hand Drawn Curves Using Pen Speed. 2005
- Thomas F. Stahovich. Segmentation of Pen Strokes Using Pen Speed. 2004
- Chris Calhoun, Thomas F. Stahovich, Tolga Kurtoglu, Levent Burak Kara. Recognizing Multi-Stroke Symbols