



# Object Set Matching With an Evolutionary Algorithm

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# Outline

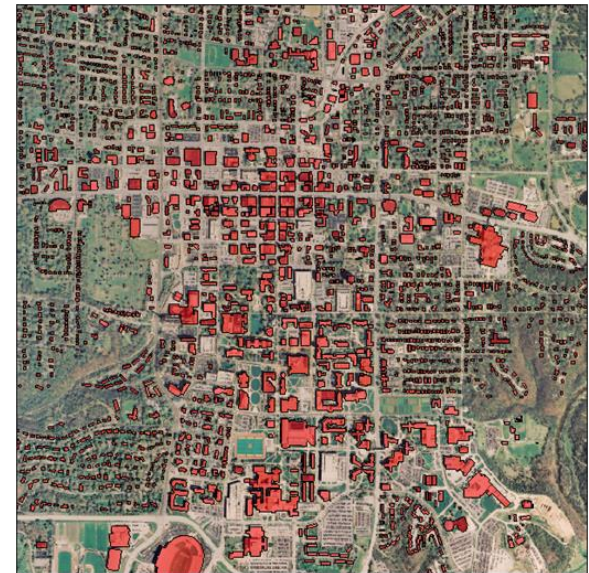
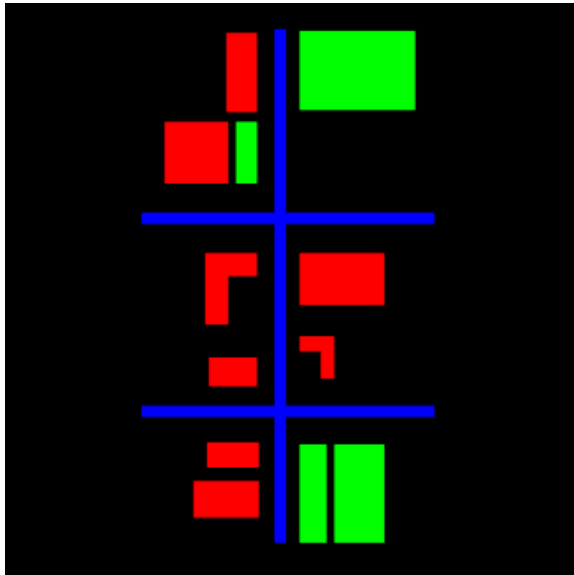
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- Spatial Reasoning
  - Histograms of Forces
  - Comparing Histograms and Sets of Histograms
  - Elastic Angles
- Search Strategy
  - An Evolutionary Algorithm
  - Experiments
  - Results
  - Recent Developments
- Future Work
- Conclusion



# Spatial Reasoning

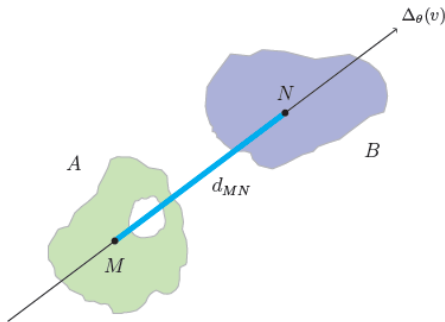
- Where am I?
  - “I see a long rectangular building on my left and a small L-shaped building on my right.”
- Can I draw a map?



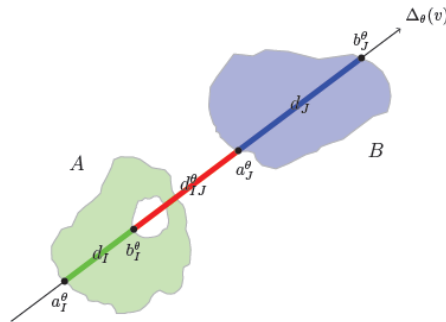


# Histograms of Forces

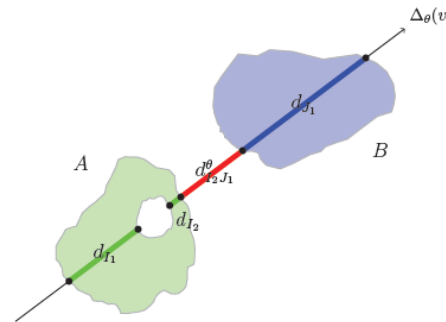
- A way of representing the degree of truth of the statement, “A is in direction  $\theta$  from B.”



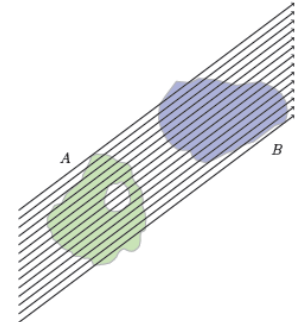
Points



Line Segments



Longitudinal Sections



Directions

$$\phi_r(M - N) = \frac{1}{d_{MN}^r}$$

$$f_r(d_I, d_{IJ}^\theta, d_J) = \int_{a_I^\theta}^{b_I^\theta} \int_{a_J^\theta}^{b_J^\theta} \phi_r(u - v) dv du$$

$$(\theta, A_\theta(v), B_\theta(v)) = \sum_{i,j} f_r(d_{I_i}, d_{I_i J_j}^\theta, d_{J_j})$$

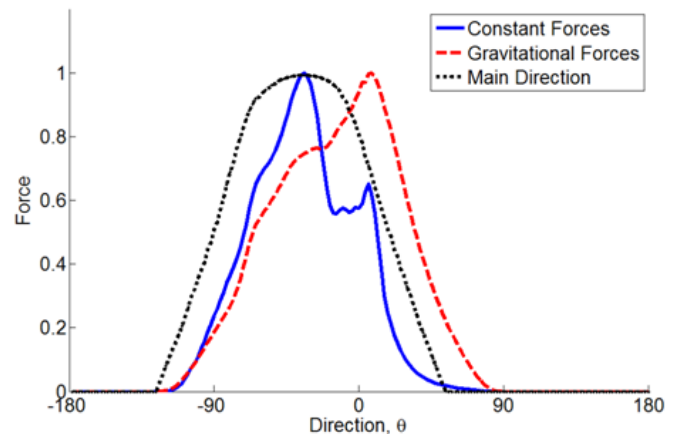
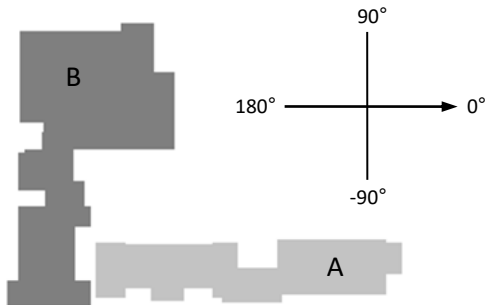
$$F_r^{AB}(\theta) = \int_{-\infty}^{\infty} \mathcal{F}_r(\theta, A_\theta(v), B_\theta(v)) dv$$



# Histograms of Forces

- Evaluate with different values of  $r$ 
  - $r = 0$  gives constant forces invariant to distance
  - $r = 2$  gives gravitational forces invariant to scale
- Combine to get the main direction histogram

$$a^{AB}(\theta) = \max\{a_0^{AB}(\theta), \min\{a_2^{AB}(\theta), b_0^{AB}(\theta)\}\}$$





# Comparing Histograms

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- Normalize histograms

$$\overline{F_r^{AB}}(\theta) = m^{-1} F_r^{AB}(\theta + c)$$

- $m$  is the mean value
- $c$  is the centroid

- Compute the cross-correlation

$$\mu_C(F_1, F_2) = \frac{\sum_{\theta} F_1(\theta) F_2(\theta)}{\sqrt{\sum_{\theta} F_1^2(\theta)} \sqrt{\sum_{\theta} F_2^2(\theta)}}$$



# Comparing Sets of Histograms

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- Given two sets of objects
  - $\mathcal{S} = \{o_1, o_2, \dots, o_N\}$
  - $\mathcal{C} = \{c_1, c_2, \dots, c_N\}$
- Build the set of force histogram relationships

$$\mathcal{F}^{AB} = \{F_0^{AB}, F_2^{AB}\}$$

$$\mathcal{H}_S = \{\mathcal{F}^{o_i o_j} \mid (o_i, o_j) \in \mathcal{S} \times \mathcal{S} \mid i < j\} = \{h_1^S, h_2^S, \dots, h_M^S\}$$

$$\mathcal{H}_C = \{\mathcal{F}^{c_i c_j} \mid (c_i, c_j) \in \mathcal{C} \times \mathcal{C} \mid i < j\} = \{h_1^C, h_2^C, \dots, h_M^C\}$$



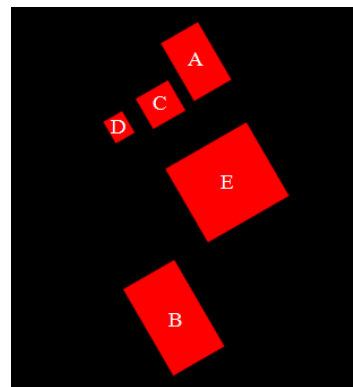
# Comparing Sets of Histograms

- Calculate the set of angle differences

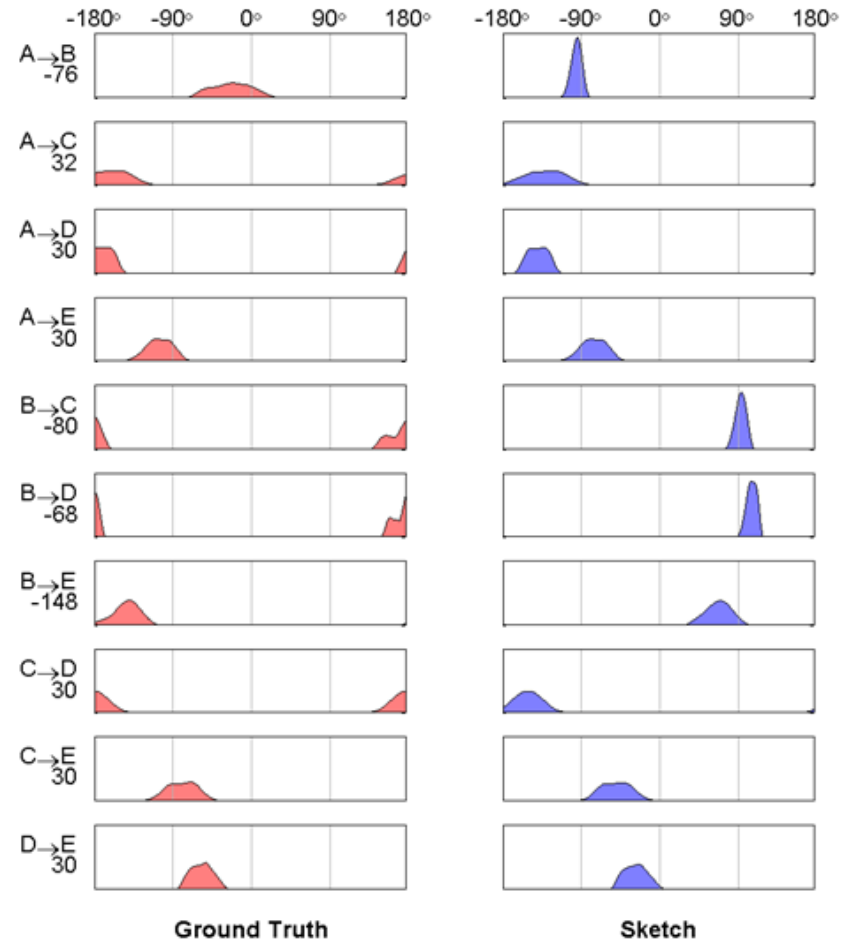
$$D = \{centroid(h_i^S) - centroid(h_i^C) \mid 1 \leq i \leq M\}$$
$$= \{d_1, d_2, \dots, d_M\}$$



Ground Truth



Sketch







# Comparing Sets of Histograms

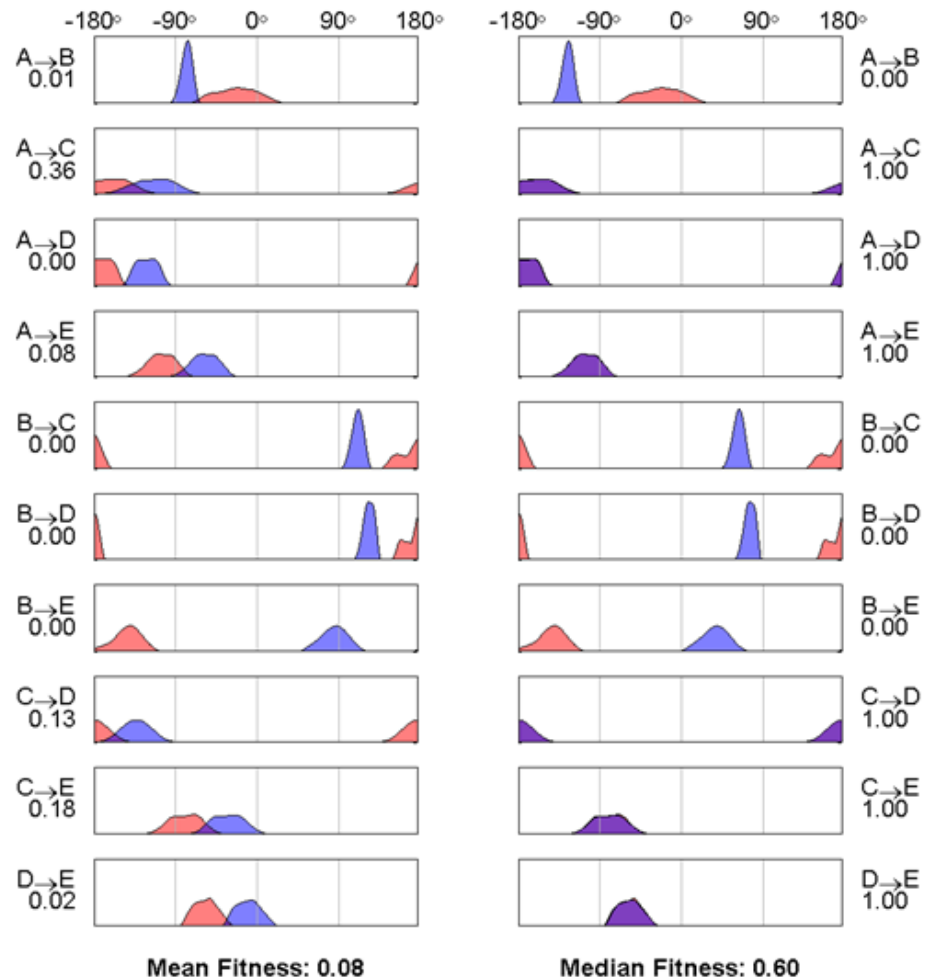
- Determine the optimal rotation angle of the sketch
  - Mean Angle =  $-4^\circ$
  - Median Angle =  $30^\circ$

- Compute fitness as the average cross-correlation between histograms

$$\mu(\mathcal{H}_S, \mathcal{H}_C) = \frac{1}{M} \sum_{i=1}^M f[h_i^S(\theta - \theta_{Best}), h_i^C(\theta), \beta]$$

- Use a weighted average between the constant and gravitational forces

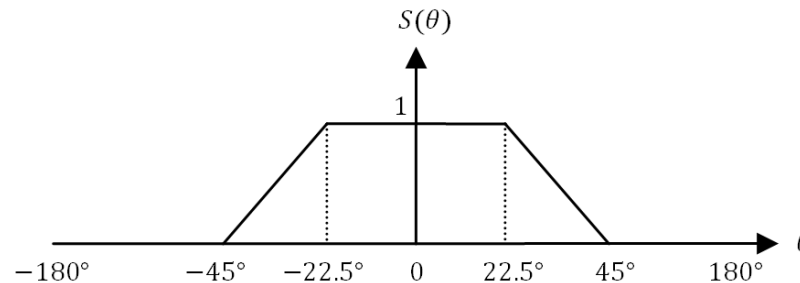
$$f(\mathcal{F}^{AB}, \mathcal{F}^{A'B'}, \beta) = \beta \mu_C(F_0^{AB}, F_0^{A'B'}) + (1 - \beta) \mu_C(F_2^{AB}, F_2^{A'B'})$$





# Elastic Angles

- Allows for small variations in the main directions
- Assume histograms are normalized within the database , along with their main directions
- Compute the cross-correlation of the normalized histograms with a weighting term

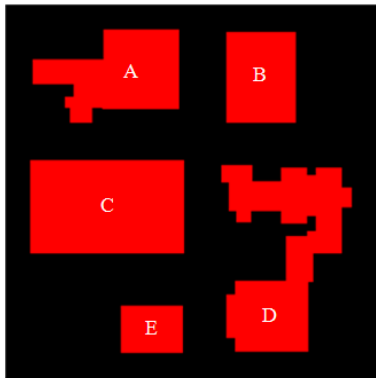


$$\mu_{Elastic}(\mathcal{H}_S, \mathcal{H}_C) = \frac{1}{M} \sum_{i=1}^M f(\overline{h}_i^S, \overline{h}_i^C, \beta) S(\theta_{Best} - d_i)$$

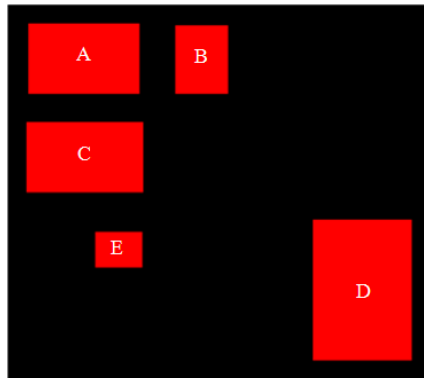


# Elastic Angles

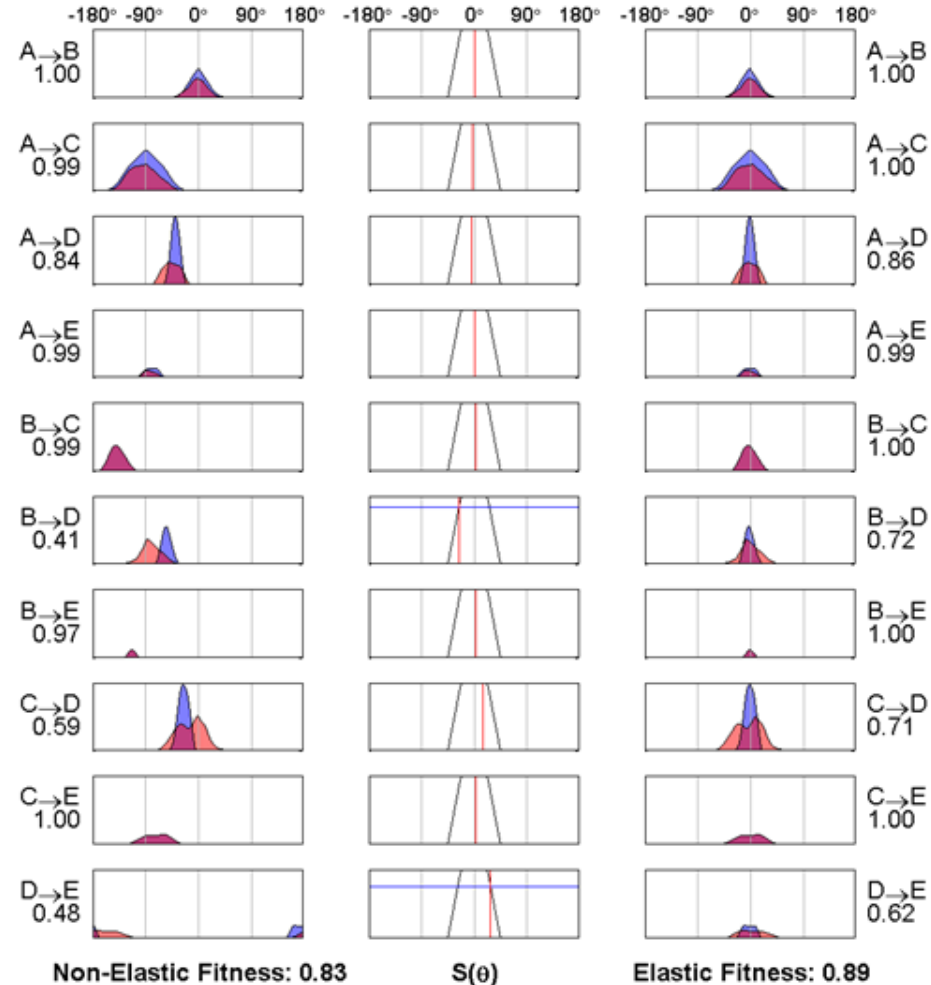
- Example where a building has been shifted down and to the right



Ground Truth



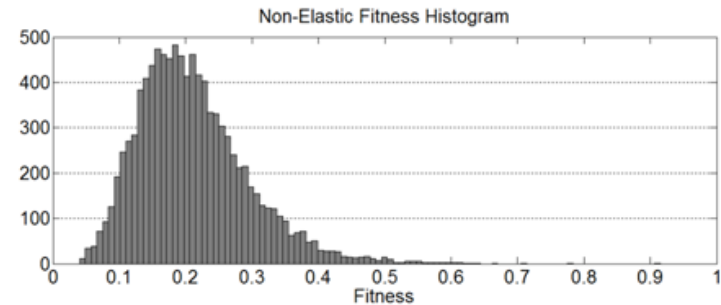
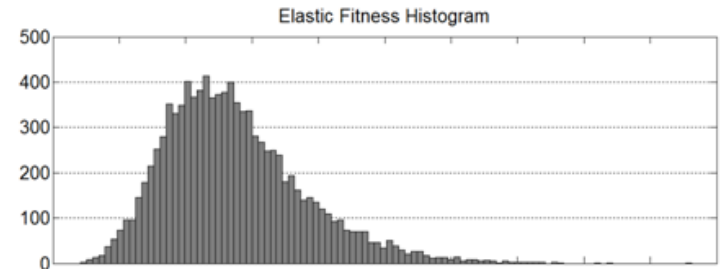
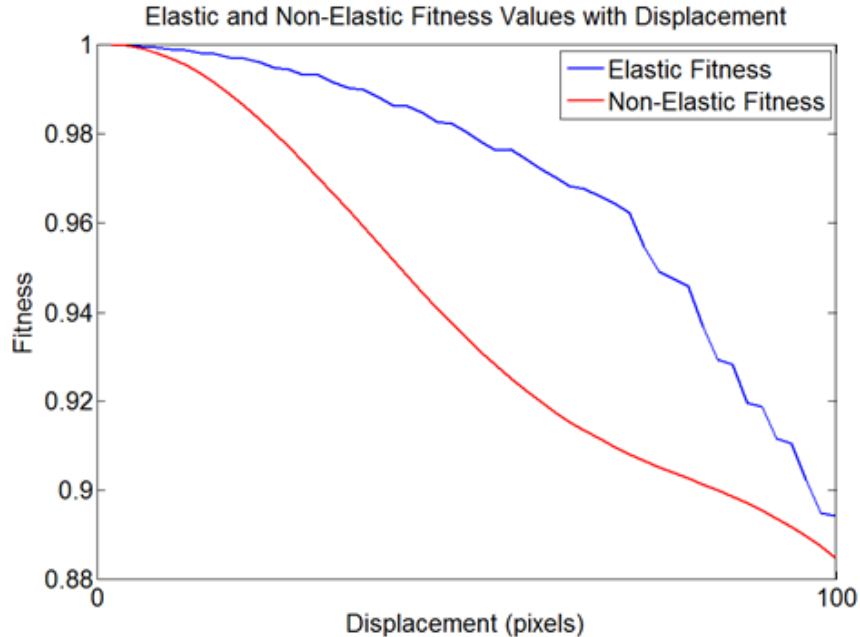
Sketch





# Elastic Angles

- Typically increases individual fitness values
- Does this for all sets of objects, raising the overall average fitness value





# An Evolutionary Algorithm

- Given the reference set and the input sketch
- Create random chromosomes for the population
- Define a mutation operator
  - Replace one building with the best fit

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**Algorithm I: Evolutionary Matching Algorithm**

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**Input:**  $\mathcal{H}_R$  and  $\mathcal{H}_S$

Create an initial population of chromosomes,  $P$

Set generation counter  $t = 0$

**while** stopping criteria is not met

**for each** chromosome,  $C_P$ , in  $P$

        Mutate  $C_P$  and create  $C_C$

        Replace  $C_P$  with  $C_C$  probabilistically

**end**

**if**  $t$  is a multiple of  $t_{Repopulate}$

        Replace the least fit members of  $P$  with new random chromosomes

**end**

$t = t + 1$

**end**

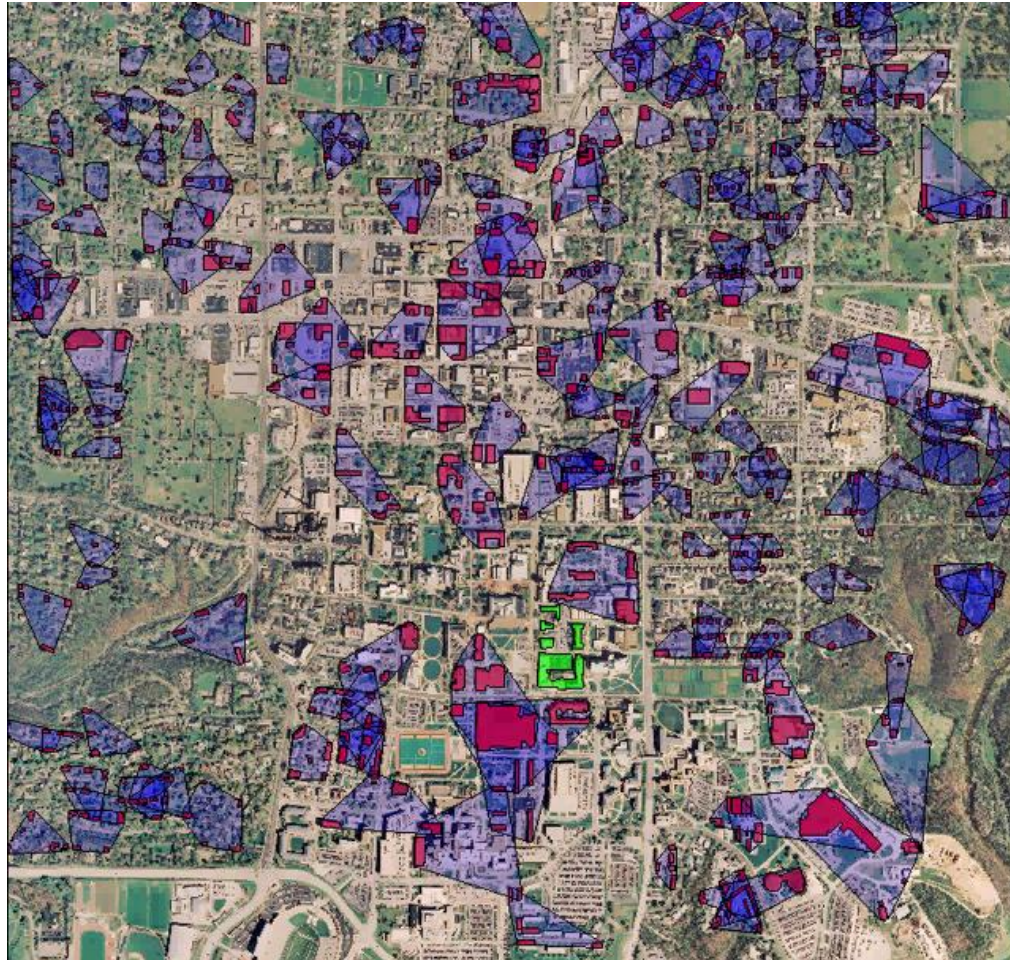
**Output:** Top chromosomes in  $P$

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# An Evolutionary Algorithm

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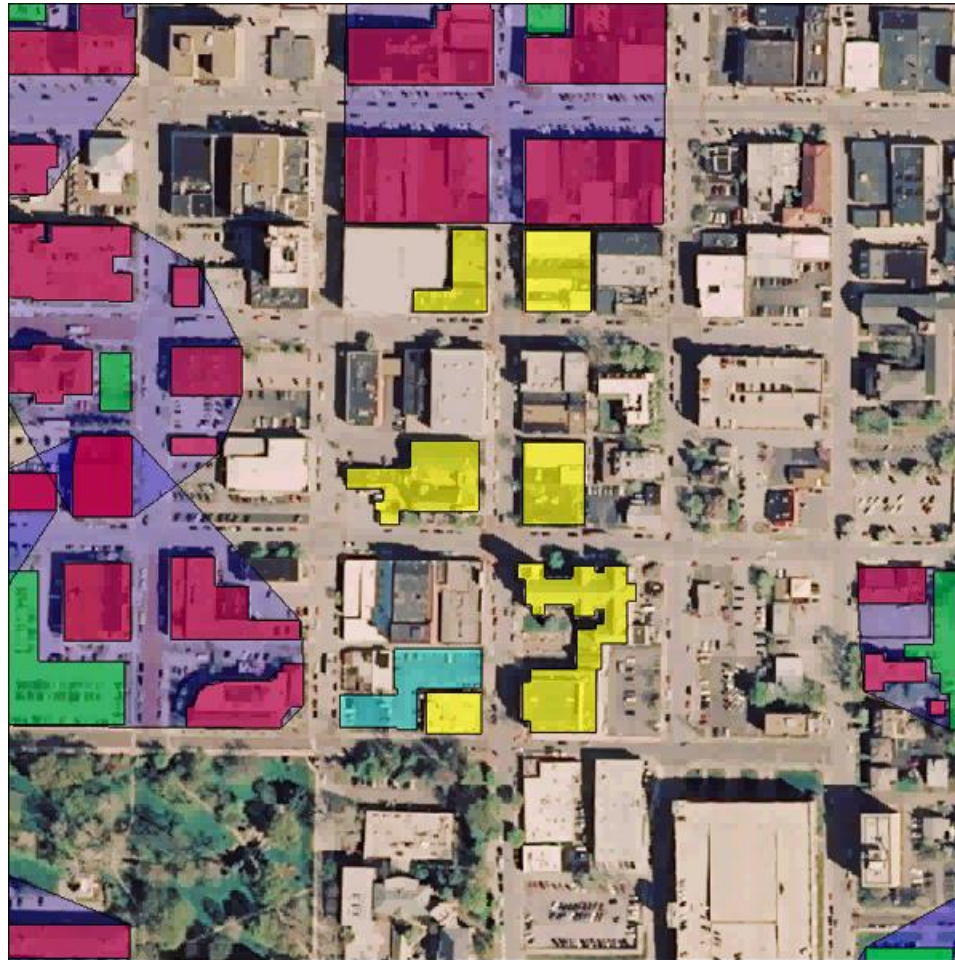






# An Evolutionary Algorithm

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# Experiments

- Created 100 random test sets of 5 nearby buildings, simplified and rotated to a random angle
- Ran each method 30 times and recorded the average number of generations to recover the original buildings

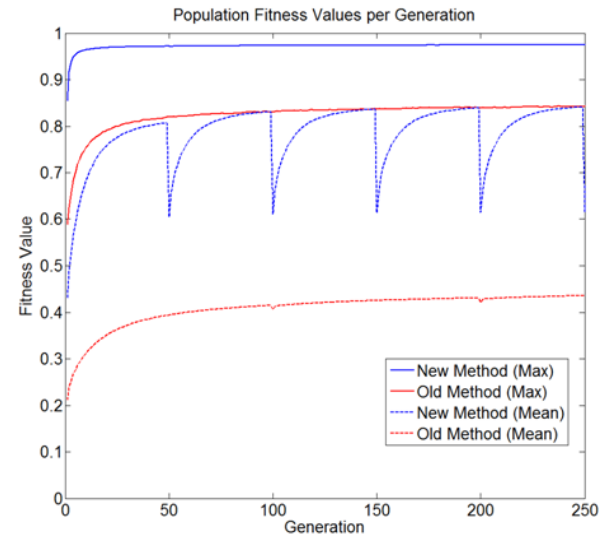
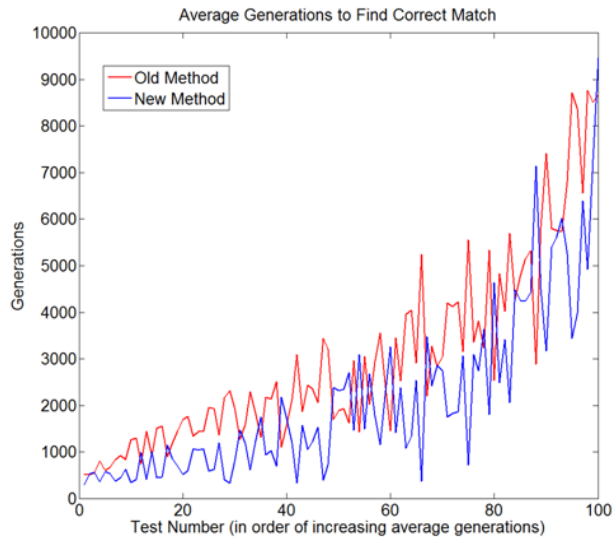
	Evolutionary Algorithm Parameters	
	<i>Old Method</i>	<i>New Method</i>
Max Generations	10,000	10,000
Population Size	493	493
Replacement Frequency	100 Generations	50 Generations
Percent of Replacement	10%	50%
Histogram Bias, $\beta$	1	0.5
Rotation Method	Mean Angle	Median Angle
Elastic Angles	Non-Elastic	Elastic





# Results

	Matching Results	
	<i>Old Method</i>	<i>New Method</i>
Percent of tests which found correct match	89.4%	95.1%
Average Generations	3001	2104





# Recent Developments

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- New algorithms give faster convergence
  - Replace multiple buildings each mutation
    - Keep only one or two buildings from the chromosome and pick the best possible buildings for the rest
  - Sub-Graph Isomorphism
    - Allows entire search space to be examined
    - Difficult to scale
  - Hybrid approach
    - Use sub-graph isomorphism as a local mutation operator within larger EA framework



# Future Work

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- Adding labels to objects such as *parking lot, church, office building, restaurant*
- Integrate road networks and other contextual information
- Make optimal assignment between buildings of the sketch and chromosome



# Conclusion

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- Matching sets of objects using spatial reasoning techniques has intriguing intelligence applications
  - Helps answer “Where am I?” or “Where are they?”
- Very large search space can be pruned by looking for sets with unique features
- Force histograms are a robust spatial descriptor which can accommodate imprecise sketches

**Questions?**