

Frequent Submap Discovery

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Motivations

- ≡ Combinatorial maps are nice structures for modeling images
 - Partition of images in regions
 - Model the topology of these regions
- ≡ There exist efficient algorithms for:
 - Deciding of submap isomorphism
 - Searching for a map in a database of maps
- ≡ **But comparing and classifying maps are challenging issues**

Contribution

Algorithm for extracting frequent patterns from maps

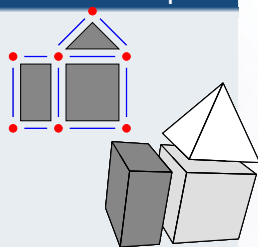
↔ May be used to compare and classify maps

Plan

- 1** Combinatorial maps
- 2 Extraction of frequent submaps
- 3 Experimental results
- 4 Conclusion

Very short (and incomplete) history of combinatorial maps...

- ≡ Introduced in **2D** / planar graphs
[Edmonds60, Tutte63, Jacques70, Cori73]
- ≡ Extended in **3D**
[ArquesKoch88, Lienhardt88, Spehner91]
- ≡ Generalized in **nD**
[Lienhardt89]



Basic idea

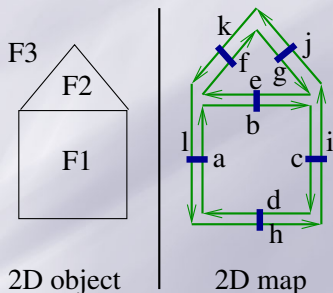
- ≡ Subdivision of an nD space into cells
 ~> Vertices (0D), Edges (1D), Faces (2D), Volumes (3D), ...
- ≡ Model the topology of these cells
 ~> Adjacency and incidence relationships

This talk introduces ideas and algorithms for 2D maps

~> Refer to the paper for an extension to nD

From 2D objects to 2D maps

- ≡ 2D object \rightsquigarrow faces, edges and vertices
- ≡ Each edge is decomposed in 2 adjacent darts
- ≡ Darts are related by 2 functions: let x be a dart,
 - $\beta_1(x)$ \rightsquigarrow dart which follows x when turning around the face
 - $\beta_2(x)$ \rightsquigarrow dart adjacent to x (in the face adj. to the face of x)



darts	a	b	c	d	e	f	g	h	...
β_1	b	c	d	a	f	g	e	i	...
β_2	l	e	i	h	b	k	j	d	...

Definition of 2D maps

A 2D map is defined by $M = (D, \beta_1, \beta_2)$ such that

1. D is a finite set of darts;
2. β_1 is a permutation on D ;
3. β_2 is an involution on D .

Previous work used in this talk

- ≡ Algorithm for deciding of submap Isomorphism [CVIU 2011]
 - Input: a connected pattern map M and a target map M'
 - Output: decide if there exists a copy of M in M'
 - Time complexity: $\mathcal{O}(|D| \cdot |D'|)$
- ≡ Map signatures [TCS 2011]
 - Construction of the signature of a map M in $\mathcal{O}(|D|^2)$
 - Search for a map M given a set of k signatures in $\mathcal{O}(|D|^2)$

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Definition of our frequent pattern extraction problem

- ≡ Input: a database S of maps and a real $0 < \sigma \leq 1$
- ≡ Output: set of all frequent patterns
 - Pattern \rightsquigarrow Set of connected faces
 - Frequent \rightsquigarrow Occurs in at least $\sigma \cdot |S|$ maps of S

Bad news

- ≡ A map may contain an exponential number of patterns
 - \rightsquigarrow Finding all frequent patterns is NP-hard

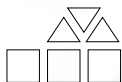
Good news

- ≡ Submap isomorphism is in P
 - ≡ Anti-monotonicity: $M \notin \text{Freq.} \Rightarrow \text{Supermaps of } M \notin \text{Freq.}$
- \rightsquigarrow Extraction in incremental polynomial time

Algorithm 1 $mSpan(S: \text{a base of maps, } \sigma \in]0; 1])$

 $F_1 \leftarrow$ all frequent patterns composed of 1 face $F \leftarrow F_1$ **while** $F_1 \neq \emptyset$ **do** Choose a pattern f in F_1 $Cand \leftarrow \{f\}$ **while** $Cand \neq \emptyset$ **do** Choose a pattern p in $Cand$ $F_p \leftarrow grow(p, F_1)$ $Cand \leftarrow Cand \cup F_p$ $F \leftarrow F \cup F_p$ /* All frequent patterns which contain f are in F */ remove f from F_1 return F

M1:



M2:

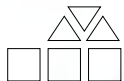


M3:



Frequency $\sigma = 2/3$

M1:



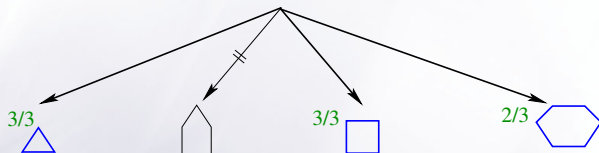
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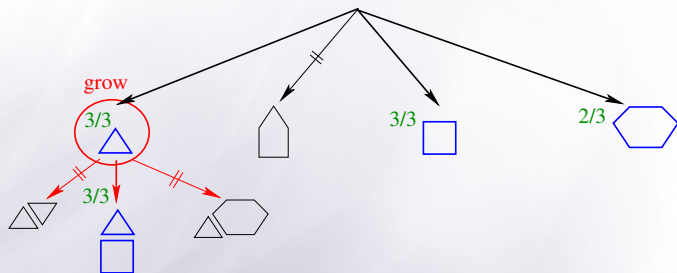
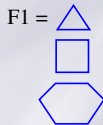
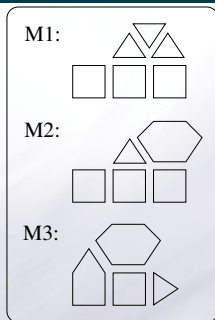


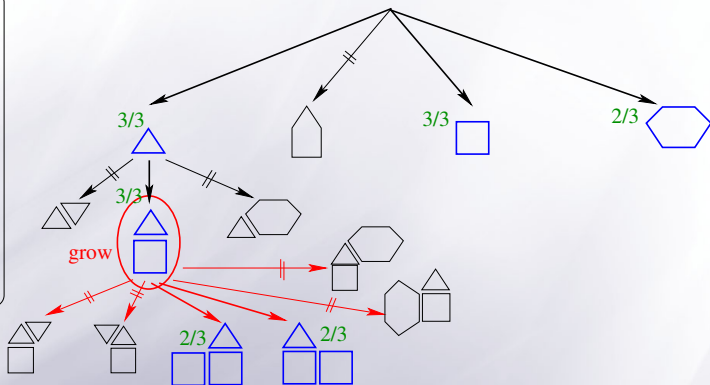
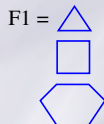
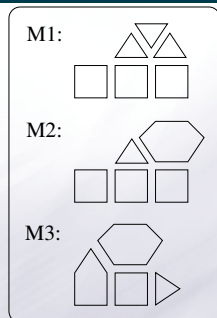
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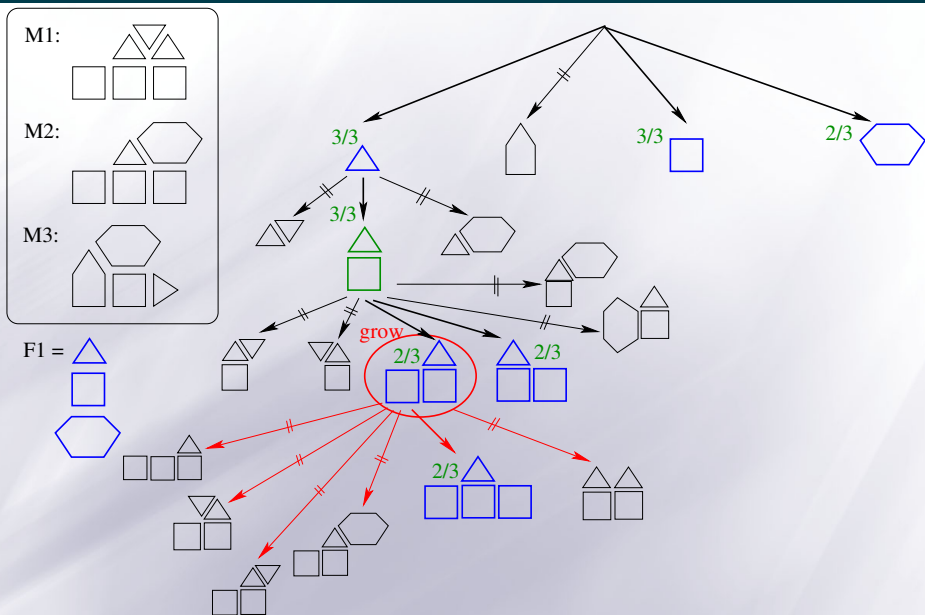


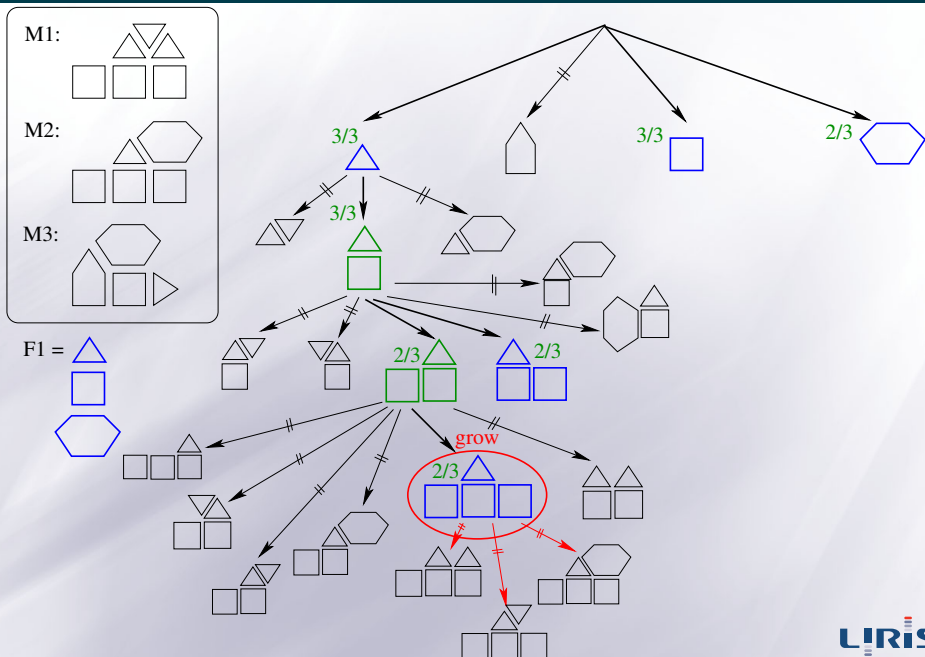
F1 =

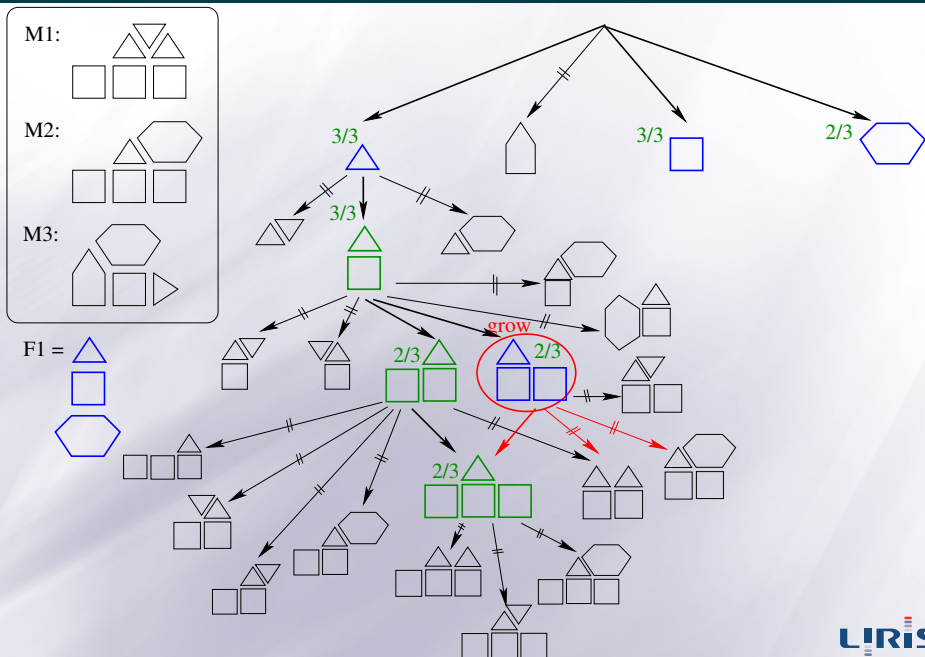
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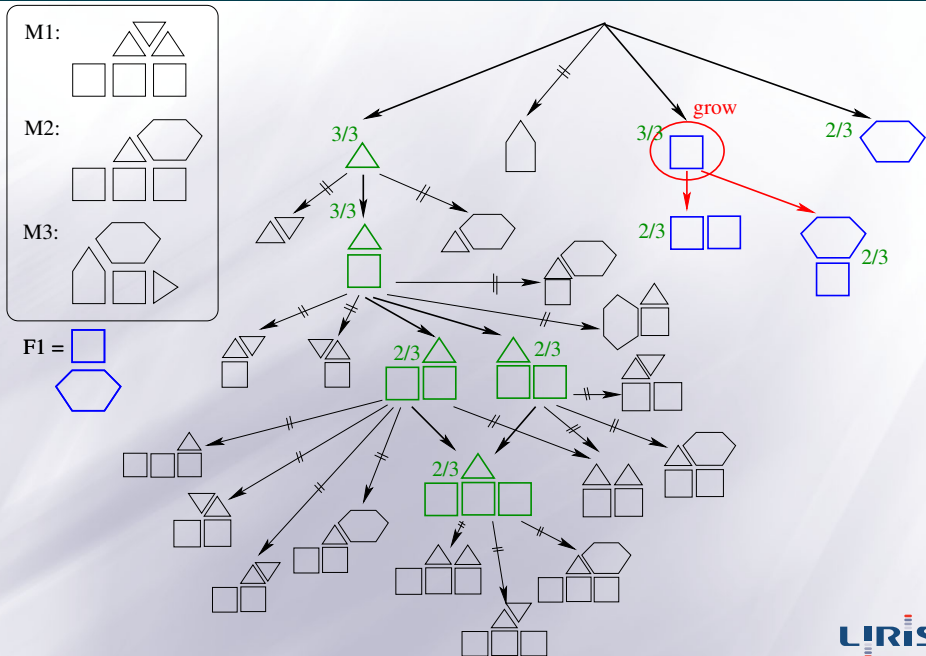


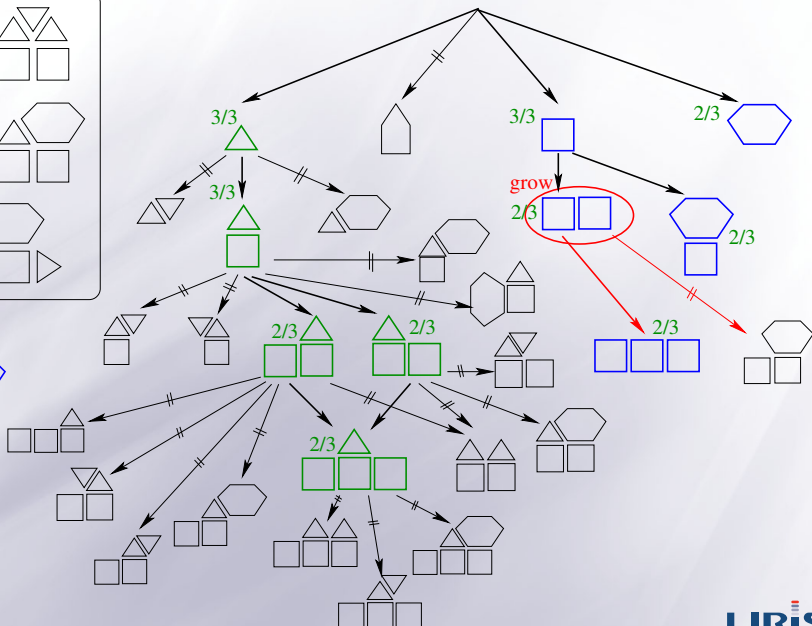
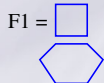
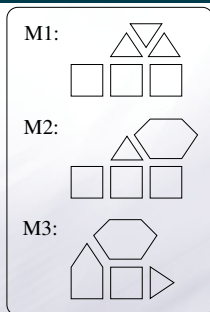


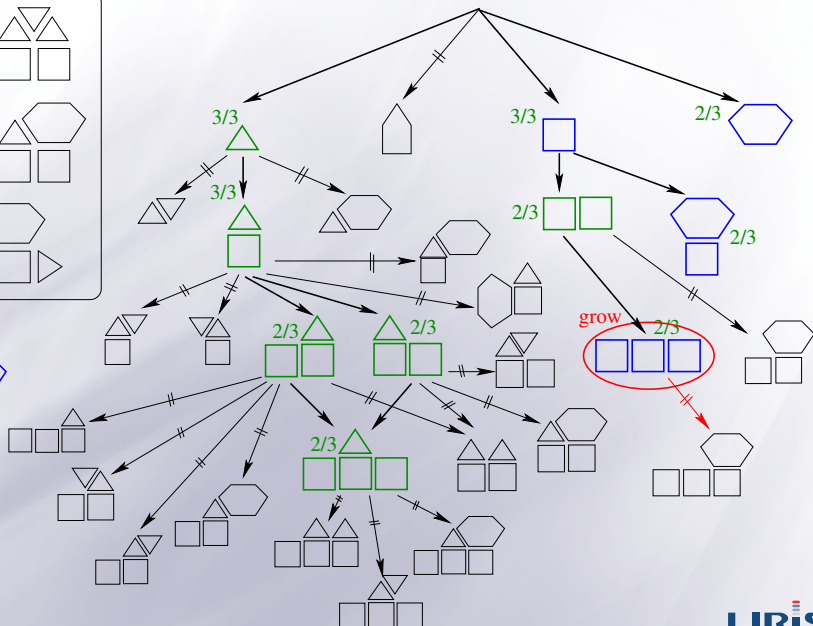
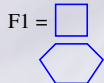
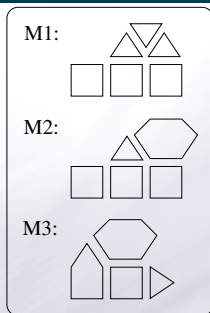


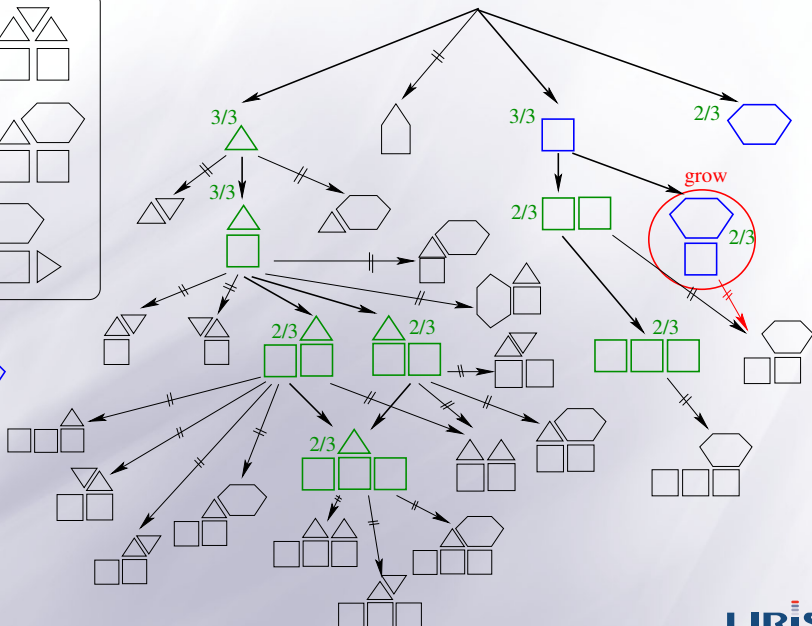
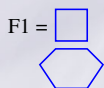
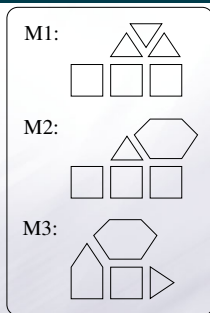


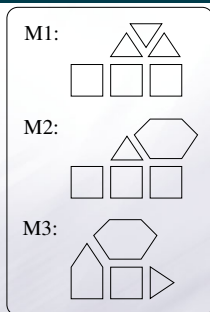




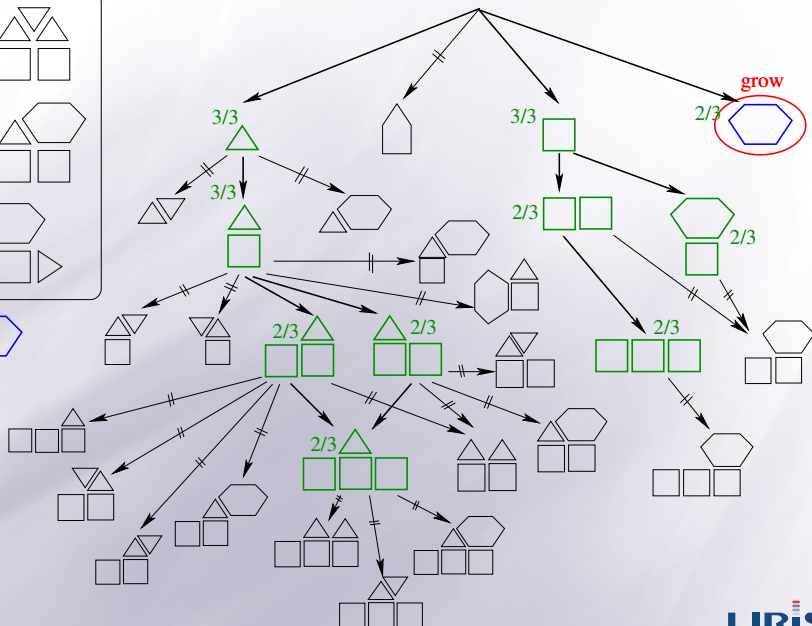


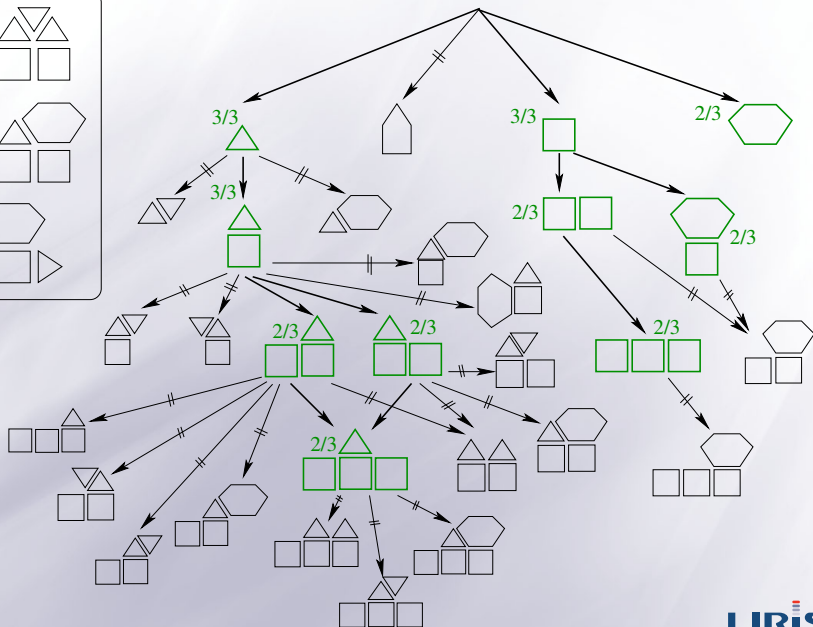
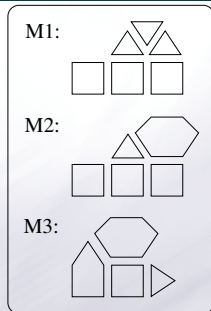






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Scale-up properties on synthetic databases

Comparison with gSpan [Yan, Han 2002]

- State-of-the-art for frequent subgraph extraction
- mSpan and gSpan solve different problems
- Extract frequent connected subgraphs from dual graphs

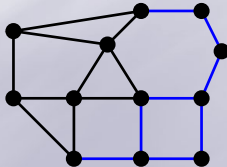
Scale-up properties on synthetic databases

Comparison with gSpan [Yan, Han 2002]

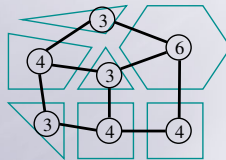
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- ≡ mSpan and gSpan solve different problems
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 - Connected subgraph \leftrightarrow Connected set of faces
 - But face topology is ignored



Map



Primal graph



Dual graph

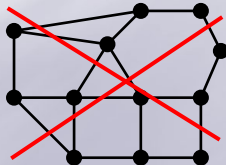
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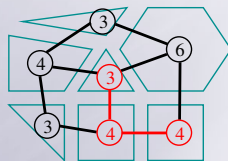
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Primal graph



Dual labeled graph

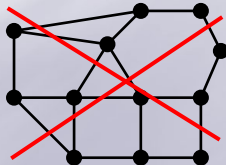
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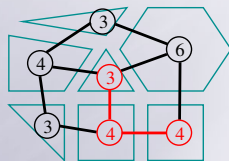
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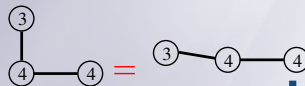
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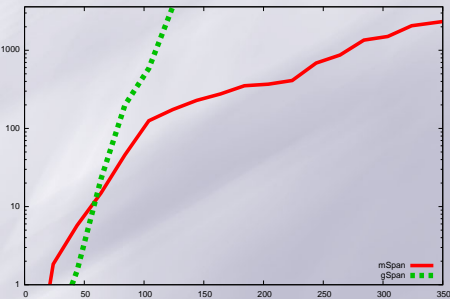


Scale-up properties w.r.t. map sizes

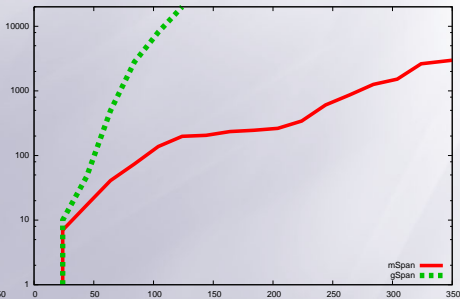
Datasets

- Each dataset = 1000 randomly generated connected maps
- Increase the number of faces from 4 to 350
- Set σ to 0.9

Time wrt map size



Nb of frequent patterns wrt map size

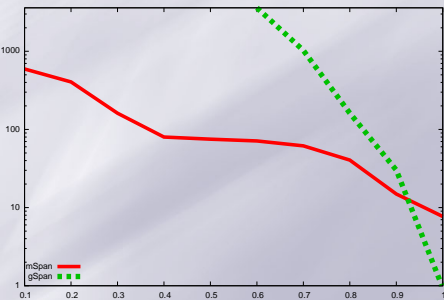


Scale-up properties w.r.t. σ

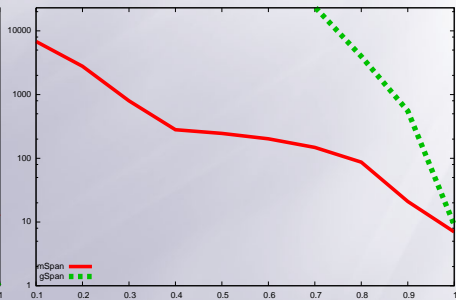
Datasets

- Each dataset = 1000 randomly generated connected maps
- Set the number of faces to 60
- increase σ from 0.1 to 1

Time wrt σ



Number of frequent patterns wrt σ



Example of application: Image classification

Modelling images by means of frequent patterns

- ≡ Segment images and associate image regions to map faces
- ≡ Extract frequent patterns
- ≡ Model each image by a vector V :
 $\rightsquigarrow V[i]$ number of occurrences of the i th pattern

Use classification/clustering tools defined on vector spaces

Ex.: classification of the Pascal dataset with decision trees (C4.5)



Actual class \ Classed to	Car	Cow	Moto
	Car	86	5
Cow	9	94	8
Moto	21	13	81

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Contributions

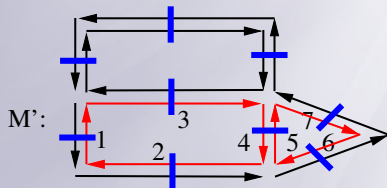
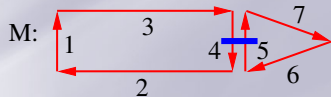
- ≡ Algorithm for frequent submap extraction
 - Incremental polynomial-time
- ≡ Experimental results on synthetic databases
 - Topology allows mSpan to extract less patterns than gSpan
- ≡ First experimental results on images
 - Frequent submaps \rightsquigarrow model images by numerical vectors
 - Numerous analysis tools defined on vector spaces

Further work

- ≡ On the algorithmic side:
 - Design incremental signatures
- ≡ On the applicative side:
 - Image: Combine frequent submaps with other image features
 - Other applications: Aperiodic tilings, 3D and 3D+t objects, ...

Submap isomorphism [CVIU 2011]

- ≡ Input: a connected pattern map M and a target map M'
- ≡ Output: decide if there exists a copy of M in M'
- ≡ Basic principle:
 - choose a dart of M
 - for each dart of M' :
 - Perform a traversal of M/M' and match corresponding darts
 - Answer yes if the matching preserves β_i functions
 - Answer No
- ≡ Time complexity: $\mathcal{O}(|D| \cdot |D'|)$



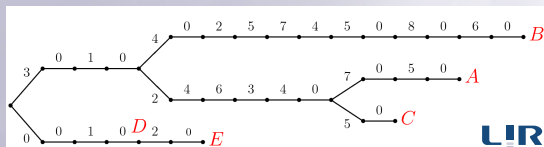
Map signatures [TCS 2011]

Construction of the signature of a database of maps

- ≡ Input: a set S of k maps of at most t darts
- ≡ Output: lexicographic tree of the signatures of the maps of S
- ≡ Complexity: time in $\mathcal{O}(k \cdot t^2)$ and space in $\mathcal{O}(k \cdot t)$

Search for a map in a database of maps

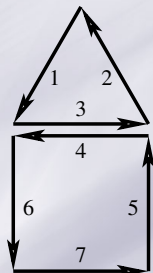
- ≡ Input:
 - lex. tree T of the signatures of the maps of a database
 - a new map M
- ≡ Output: decide if there is a map in T isomorphic to M
- ≡ Time complexity: $\mathcal{O}(t^2)$ where $t =$ number of darts of M



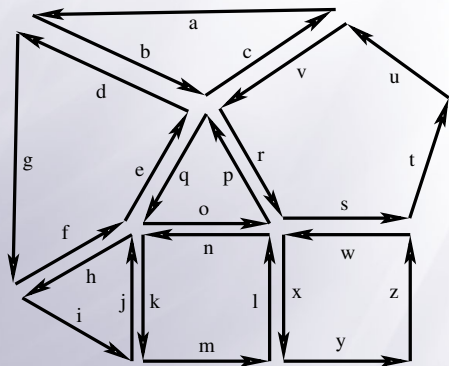
Storing all occurrences of a pattern

Store the dart associated with dart 1 for each occurrence

$\rightsquigarrow \mathcal{O}(k)$ where $k = \#$ occurrences



Pattern P

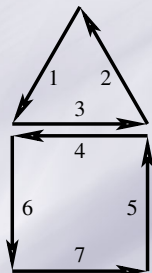


Occurrences of $P =$

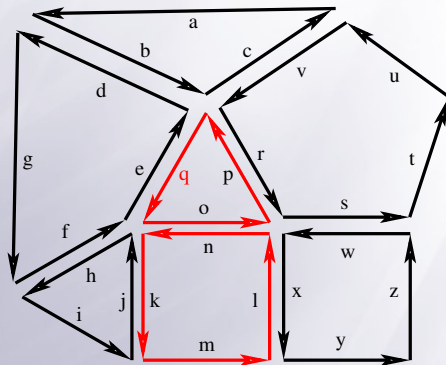
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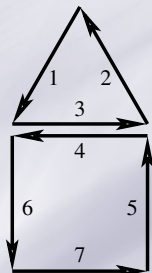


Occurrences of $P = q$

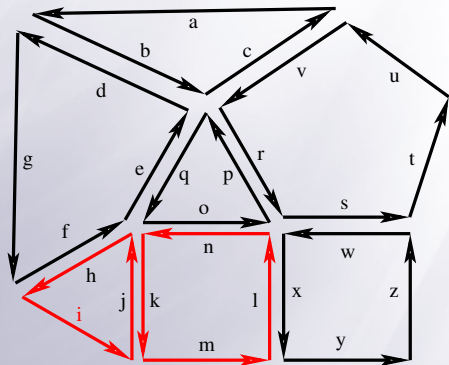
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Pattern P

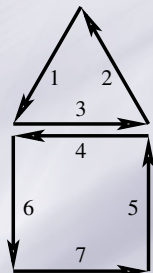


Occurrences of $P = q, i$

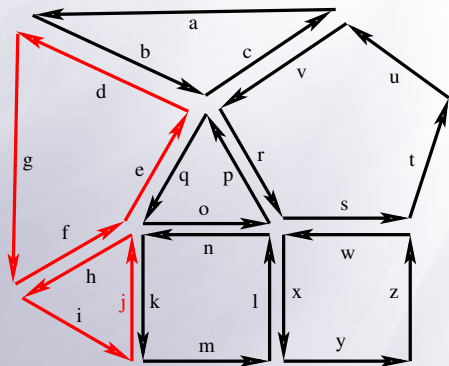
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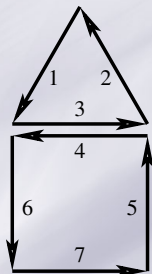


Occurrences of $P = q, i, j$

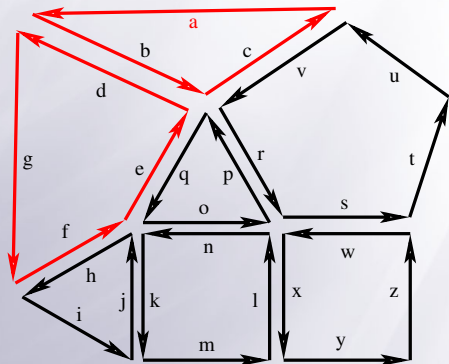
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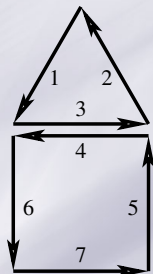


Occurrences of $P = q, i, j, a$

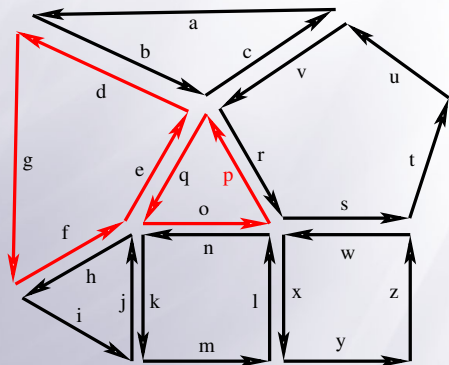
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Pattern P



Occurrences of $P = q, i, j, a, p$