

# Gestion de grandes bases d'images

équipe LinkMedia

Laurent Amsaleg (CNRS)

15 mars 2016

INSTITUT DE RECHERCHE EN INFORMATIQUE ET SYSTEMES ALÉATOIRES



## *Search engines*

- the king is: keyword
- multimedia context:
  - manual annotations
  - ambiguity, painful task
  - good semantics
- Narrows the very *nature* of searches
  - poorly copes with some descriptions (faces!)
  - poorly supports similarity searches



15/03/2016

INSTITUT DE RECHERCHE EN INFORMATIQUE ET SYSTEMES ALÉATOIRES

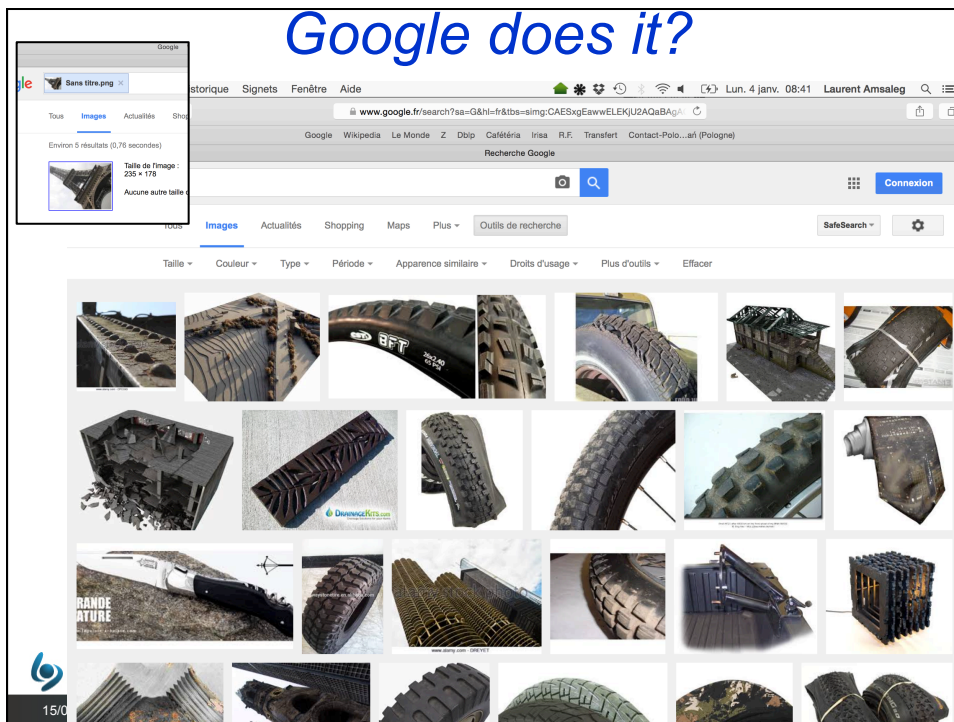


## Content based retrieval

- Image search
  - query= photo
  - result= similar photos
- no words here
- builds on visual similarity



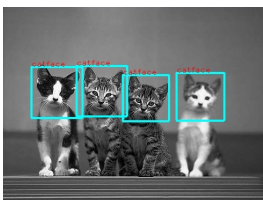
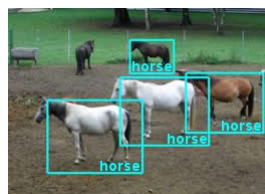
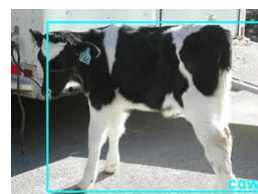
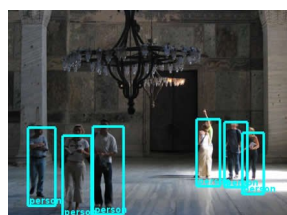
## Google does it?



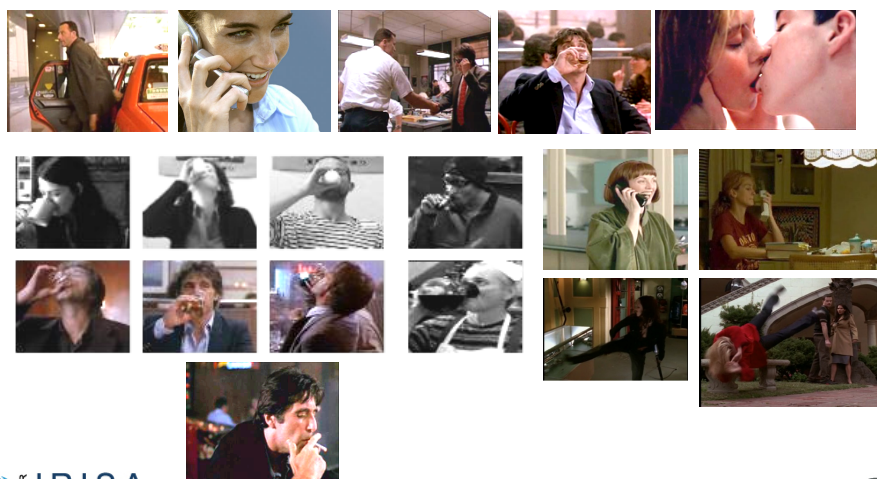
## Content Analysis

- How to
  - compare 2 documents
  - compare 1 document and  $10^9$  others
- If we can compare then we can:
  - search, navigate, compare, visualize, summarize, recognize, detect, predict, annotate, classify, find correlations, “understand”
  - detect quasi-copies, alterations, re-use

### • Object recognition

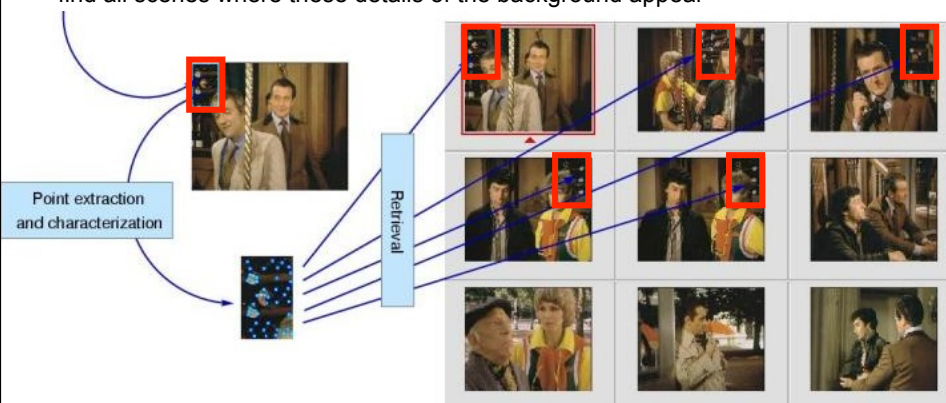


- Smart TV
  - action recognition



- Detail identification

find all scenes where these details of the background appear



## *Requirements: Scale, Dynamicity, Durability*

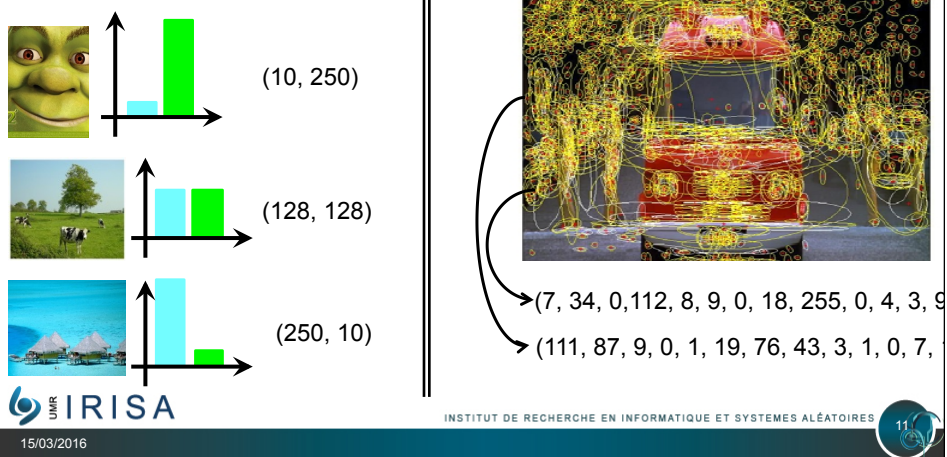
- you have:
  - 10 000 to 100 000 images
  - few 100s hours of music, of videos
- Flickr:
  - $> 6 \cdot 10^9$  high resolution images
  - size+=  $1,5 \cdot 10^6$  pics per day
- Facebook:
  - $> 1\ 000$  billion pictures
  - size+=  $200 \cdot 10^6$  pics per day

## *How does this work?*

- Intensive CPU; Intensive Storage
- Focus on images
- two families of techniques
  - signal processing for describing contents
  - efficient search strategies

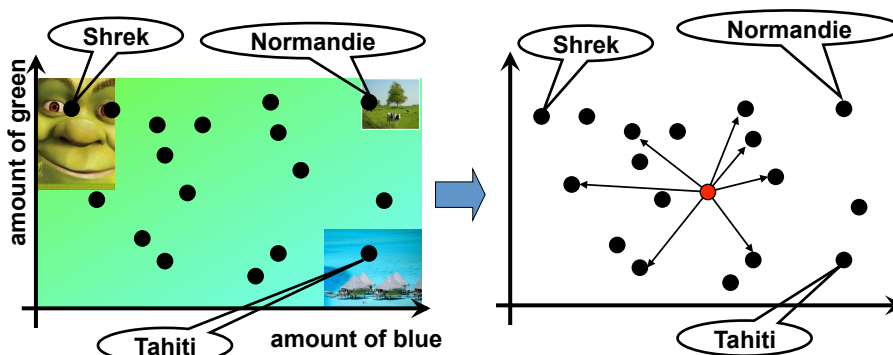
## Analyzing contents

- feature extraction
  - high dimensional vectors
  - color histograms, local textures, ...



## Analyzing contents

- Similarity
  - distance calculations, nearest neighbors,  $L_2$



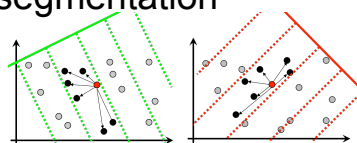


## Efficient search techniques

- high dimensional indexing
  - approximate searches
  - close enough points grouped into cells
  - quickly identify the best cells
  - compute distances
  - refinements (geometrical consistency)

## Efficient search techniques *state of the art*

- LSH (Locality Sensitive Hashing)
  - multiple random projections + segmentation
  - $L_2$  over the union of collisions



- Bag of Visual Words
  - learn a visual vocabulary: k-means (k goes to millions)
  - images turned into a word occurrence vector
  - use of inverted files, stop-words, tf-idf

## *Efficient search techniques*

### *local contributions*

- NV-Tree
  - multiple random projections + segmentations
  - ranking, no distance calculations
  - unlimited scalability, dynamicity, durability
  
- DeCP
  - visual vocabulary
  - distributed architectures: Hadoop+MR; Spark
  - batch-oriented search

## *What we can do today*

- 10M images on a laptop
- 100M on a desktop with disks
  - $43 \cdot 10^9$  descriptors, dimension 128, 4 TB on disks
- performance single server
  - indexing time: few days
  - response time: few ms (RAM), few seconds (disks)
- performance distributed settings
  - indexing time: 10h (Hadoop), 5.5h (Spark)
  - throughput / image: 30ms (Hadoop), 18ms (Spark)



## *Research directions*

- Descriptions: very fine grain recognition
- Indexing: scalability, dynamicity, durability
- Accuracy: compensate approx; dim. curse
- Sequences: unsupervised motif discovery
- Multimedia: mono- vs. multi-modality
- Privacy & Security: spoofing, poisoning
- Tasks: classif, reco, labelling, diversity
- Tasks: analytics