International Journal For Research in Applied Science and Engineering Technology

INTERNATIONAL JOURNAL FOR RESEARCH

IN APPLIED SCIENCE & ENGINEERING TECHNOLOGY

Volume: 6 **Issue:** IV **Month of publication:** April 2018

DOI: http://doi.org/10.22214/ijraset.2018.4020

International Journal for Research in Applied Science & Engineering Technology (IJRASET)
ISSN: 2321-9653; IC Value: 45.98; SJ Impact Factor: 6.887
Volume 6 Issue IV, April 2018- Available at www.ijraset.com

HAAR Wavelets and Graph based Model for Content Based Image Retrieval in MNIST

K. Sai Prasanna Lakshmi [1], N. Brahma Reddy[2] ,P.Yuvaraju[3], J. Supriya[4]
[1, 2, 3, 4,] Department of IT, LBRCE

Abstract: Content based image retrieval systems are using graph based ranking models for image retrieval. In previous papers these systems are using well known graph based models like Manifold Ranking and Efficient manifold ranking for the retrieval of out of samples. In this paper we are using Efficient Manifold Ranking by using HAAR wavelets. It overcomes the drawbacks that are present in the Efficient Manifold Ranking approach in two perspectives: 1) Reduction of time for retrieval of images. 2) Scalable Graph construction by using anchoring points. The main advantage of HAAR wavelets is to decompose the input image in to low and high level frequency values based on the contents that are used for the comparison. This HAAR wavelet will divide image in to low frequency and high frequency components. Some random pixels can be removed from low frequency components and combines the remaining pixels with high frequency pixels. This will help the user to reduce the time that is required for retrieve the image in the given database.
Keywords: HAAR wavelets, Manifold Ranking, Efficient Manifold Ranking, Anchoring Points

I. INTRODUCTION

In general there are 2 types of image retrieval techniques are present in the image processing systems , they are

A. Content based Image Retrieval systems:

Content based image retrieval systems are also known as query image retrieval is the application for image retrieval problem. It is used to search the images based on contents of feature like colour texture and also shape. Content based means search the images by using image as a query rather than keywords, tags or descriptions associated with that image. In this process we are using Efficient Manifold Ranking process for fast image retrieval. Generally features are divided into 2 types i.e., low level features and high level features. Low level features are colour, texture and shape. If we are using the low level features as input then it will forms a semantic gaps. In this paper we are trying to reduce the semantic gaps that are formed by using low level features by using high frequency properties.

B. Colour

Computing distance measures based on colour similarity is achieved by computing a colour histograms for each image that identifies the proportion of pixels within an image holding specific values. Examining images based on the colours they contain is one of the most widely used techniques because it can be completed without regard to image size or orientation. However, research has also attempted to segment colour proportion by region and by spatial relationship among several colour regions

C. Shape

Shape does not refer to the shape of an image but to the shape of a particular region that is being sought out. Shapes will often be determined first applying segmentation or edge detection to an image. Other methods use shape filters to identify given shapes of an image. Shape descriptors may also need to be invariant to translation, rotation, and scale.

D. Texture

Texture measures look for visual patterns in images and how they are spatially defined. Textures are represented by T which is then placed into a number of sets, depending on how many textures are detected in the image. These sets not only define the texture, but also where in the image the texture is located. Texture is a difficult concept to represent. The identification of specific textures in an image is achieved primarily by modelling texture as a two-dimensional gray level variation. The relative brightness of pairs of pixels is computed such that degree of contrast, regularity, coarseness and directionality may be estimated. The problem is in identifying patterns of co-pixel variation and associating them with particular classes of textures such as silky or rough. The main method used in this process is "Concurrence of Matrix" Techniques present in the content based image retrieval

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E. Working

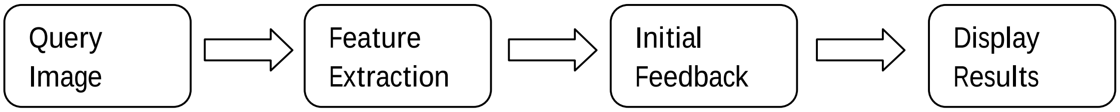

Fig 1.1.1 Represents General Process of Image Retrieval

1) *Query image:* First the user searches for the image that is present the database by asking a query image as a request. It includes the images as inputs and the database produce the image and a graph as output.
2) *Feature extraction:* Feature Extraction or Feature Detection is also known as object recognition. It is the process of mapping the pixels into feature space that is present in the database. Generally Feature extraction is divided in to two types.

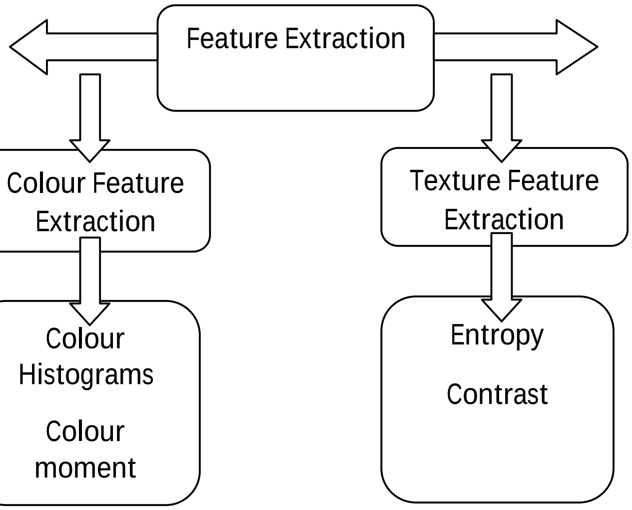

Fig 1.1.2: Represents Feature Extraction

F. Initial Feedback

Initial Feedback systems provide the sufficient information regarding the retrieval process to the user. It includes image information whether the image is present in that database or not, providing anchoring graph for every pixels present in the image, image segmentation and RGB color graph.

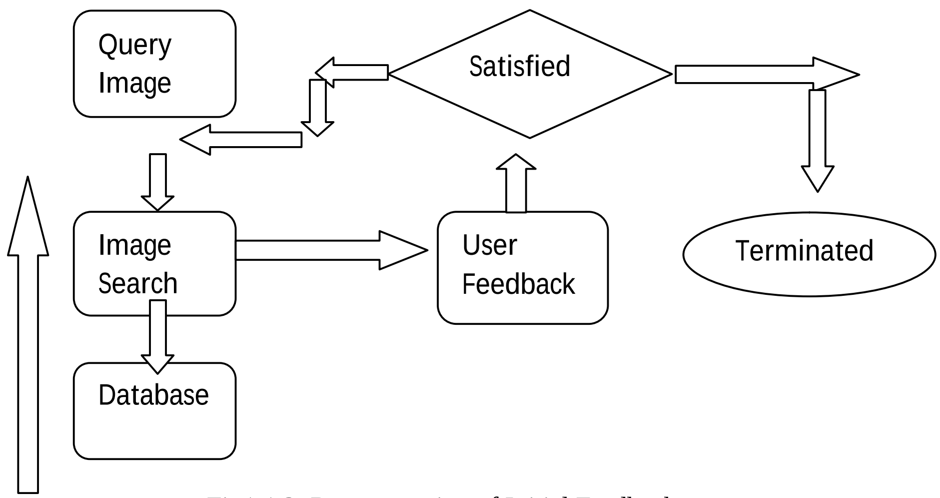

Fig1.1.3: Representation of Initial Feedback

G. Retrieval of similar Images

If the requested image present in the database then result is displayed in the form of graphs and images that is similar to the query given by the user.

H. Problem Statement

In CBIR systems retrieving the images based on low level features results in maximum time utilisation loss of information so that different pictures may map onto the same set of features. It will take more time for image retrieval, and also continuous filtering is required for accurate results. Mapping of image into a set of features is known as hashing process. The way what we are using in this process is results into too many collisions and forms semantic gaps.

I. Text Based Image Retrieval

In text-based image retrieval method, we put just a query (or relevant word(s)) on search field to get the result as images.

II. RELATED WORK

Semantic content based image retrieval is also one of the processes in content based image retrieval systems mainly used to address the problems of traditional mapping systems. In this systems user retrieve the images by matches user query based on some perceptual contents rather than similarities between captions. In this paper we are using colour histograms as a method for retrieving the images. Ranking on data manifolds uses page ranking for exploits the global rather than local or hyperlink structure of the web. It provides the ranking for the images that are provides by search engines like Google and other websites. It uses page ranking algorithm by using hyperlinks provides by search engines. For ranking purpose it uses Euclidean space for identify the differences between text and space or colour. The main process includes in this paper is first sort the pair wise distances among the points in ascending order. Repeat this process until a graph is occurred. Form Affinity matrix (W) and then remove the loops by constructing Diagonal matrix (D). Symmetrically normalise the Affinity matrix (W) by using Diagonal matrix (D). Iterate this process until we find an image. Novel based approach is also similar to Manifold ranking process which is used to identify the differences between low features to high level features. It consists a binary classifier for each keyword contents this algorithm test the real images and its performance by using tags. This algorithm finds the most similar regions that are related to the given query. For this it uses colour auto correlogram of the other regions. Learning with local and global consistency try to identify the differences between labelled and unlabelled data by using a semi supervised learning approach. It classifies the smooth regions with sharp edges namely low frequency values and high frequency values by using intrinsic structures. It uses k-nearest neighbour algorithm for identification of similarities between smooth regions and edges.

III. EXISTING SYSTEM

In previous system using Manifold Ranking process for processing the low level features of the image. It does not support to construct the Scalable Graph and also doesn’t compute efficient ranking for the given query image. This is also requires higher computational cost. It considers each unlabeled image as a vertex point in a weighted graph. It will propagate the ranking score from labeled examples to query image. So it will take more time for image retrieval based on user requirements.

IV. PROPOSED WORK

Our proposed work Force which is a technique i.e Efficient Manifold Ranking using HAAR Wavelets: It is a Novel based ranking process try to reduce the shortcomings of MR process in two perspectives: 1) Scalable graph construction 2) Efficient ranking computation. In the proposed systems we are using HAAR wavelets in Discrete Wavelet Transformation. This enhancement decomposes the input image in to low, high frequencies.

Only high level frequencies based contents are used for comparison. The HAAR wavelet is a sequence of rescaled "square-shaped" functions which together form a wavelet family or basis. This HAAR will divide image in to low frequency and high frequency components. Some random pixels can be removed from low frequency components and combines the remaining pixels with high frequency pixels.

V. IMPLEMENTATION

In this system, in order to get the fruitful results we use two algorithms and the modules involves in this system are stated below.

A. Wavelet Transformation

Wavelet transforms provide a multi-resolution approach to texture analysis and classification. The computation of the wavelet transforms of a two-dimensional signal involves recursive filtering and sub-sampling. At each level, the signal is decomposed into four frequency sub-bands, LL, LH, HL, and HH, where L denotes low frequency and H denotes high frequency. Figure 2shows level 1 of the 2D wavelet transform.

LL	LH
HL	HH

Fig 6.1.1: Level 1 of 2D Transformation

In this we are using HAAR Wavelets for image Decomposition.

B. HAAR Wavelets

If a data set $X0$,$X1$ …. $XN+1$ contains N elements, there will be N/2 averages and N/2 wavelet coefficient values. The averages are stored in the first half of the N element array, and the coefficients are stored in the second half of the N element array. The averages become the input for the next step in the wavelet calculation. The Haar equations to calculate an average ai and a wavelet coefficient ci from an odd and even element in the data set are:

$ai=Xi+Xi+1\div2$

$ci=Xi-Xi+1\div2$

C. Steps for a 1d haar Transform of an Array of n Elements Are as Follows

1) Find the average of each pair of elements using Equation 1. (N/2 averages)
2) Find the difference between each pair of elements and divide it by 2. (N/2 coefficients)
3) Fill the first half of the array with averages.
4) Fill the second half of the array with coefficients.
5) Repeat the process on an average part of the array until a single average and a single coefficient are calculated.

D. Steps for a 2D Haar transform are:

1) Compute 1D Haar wavelet decomposition of each row of the original pixel values.
2) Compute 1D Haar wavelet decomposition of each column of the row-transformed pixels.

Red, green and blue values are extracted from the images. Then we apply the 2D Haar transform to each colour matrix.

Fig6.1.2: Level 1 of 2D Haar wavelet decomposition

E. Efficient Manifold Ranking

EMR is a graph based ranking approach which is widely applied in the information retrieval systems which is used to improve the performance of and feasibility on various data types. Particularly, it has been very useful for Content based image retrieval. It is mainly used to reduce the shortcomings of traditional graph based approaches like Manifold ranking and Gabor filtering. It mainly focuses on scalable graph construction and reduction of time duration for processing the query image. It uses the k-nearest

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neighbour algorithms for ranking the given image based on user requirements. In graph theory adjacency matrix is a square matrix used to represent a finite graph. This matrix contains vertices and edges. Then it will construct the anchoring graph based on processing time for query.

VI. METHODOLOGY

First the user asks a query image to the database that he wants to retrieve. He gives the input as Image then the database starts the query processing by taking the input as image. Now database searches the image that is related to input query. In this first it constructs the weight matrix 'Z' by using pixel points. Then it will classify the given image by low level frequencies and high level frequencies. In this we consider only high frequency values because a low frequency value consists of smooth regions. Then it will check the threshold values. If threshold value similar to our query image then database uses RGB colour histograms for display the colour graph. Finally it will display the anchoring graph if the image is present in the database otherwise it will display a message like "No match found". It mainly focuses on time required for processing the query in the database.

A. Flow Chart

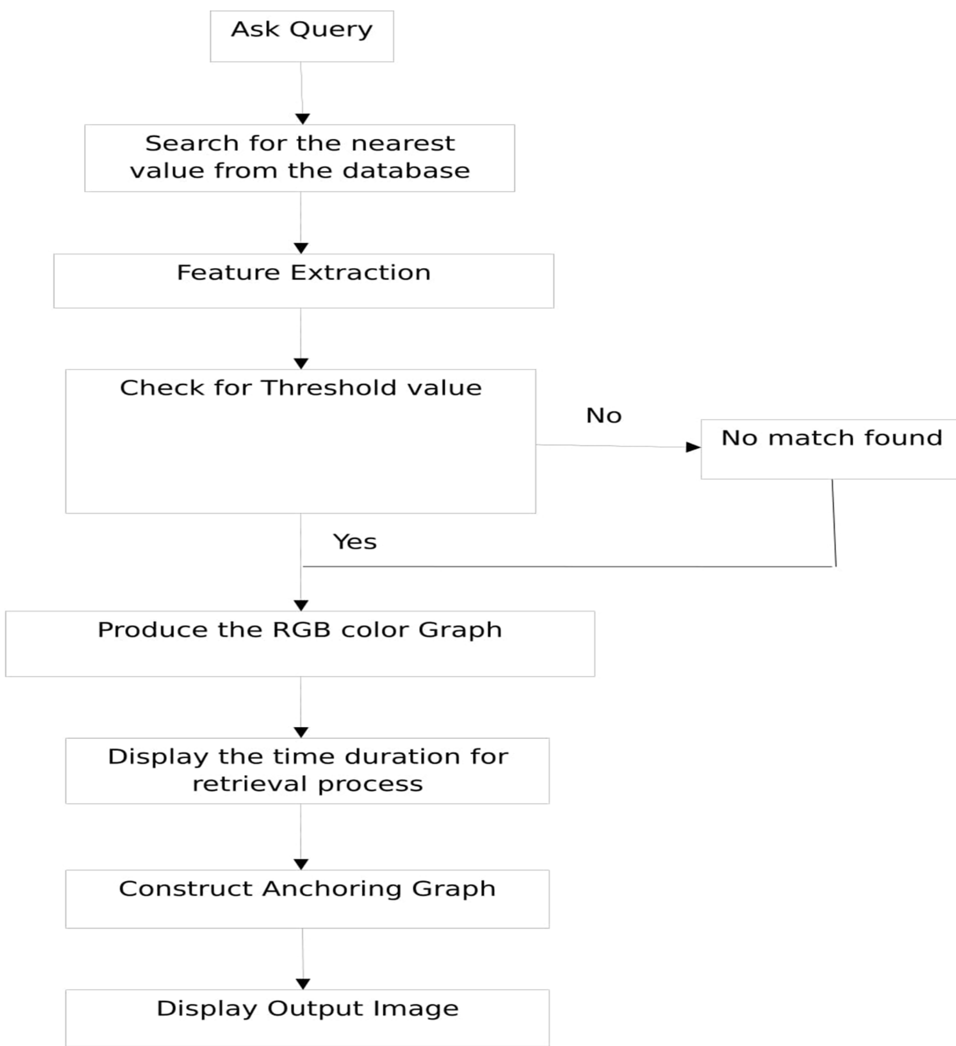

Fig6.1.3: Flow Chart for Image Retrieval Using HAAR Wavelets.

VII. EXPERIMENTAL RESULTS

Haar Wavelets decompose the given query image into low and high frequency values by using RGB color histograms. It will help the database to reduce the processing time and to the improve the performance of given query. In this model Haar wavelets only consider the high frequency values.

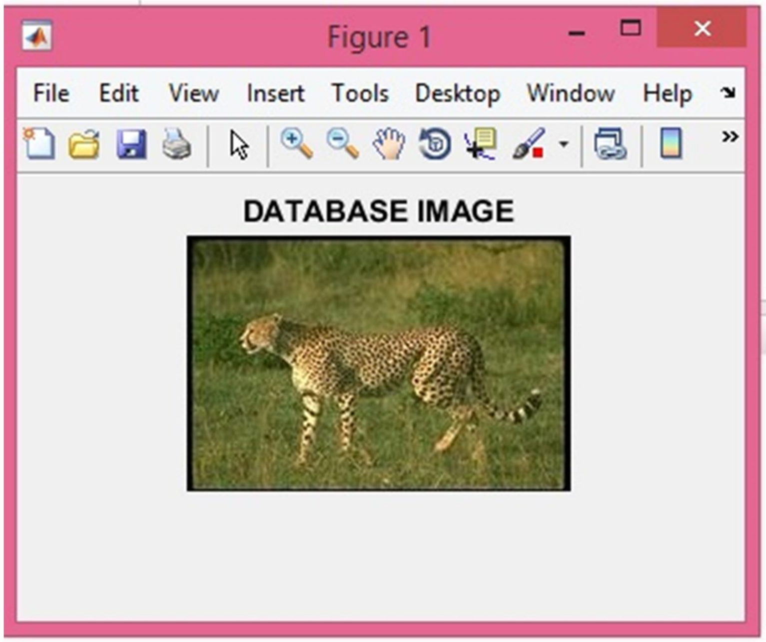

Fig 6.1 Represents Query Image without using Haar Wavelet

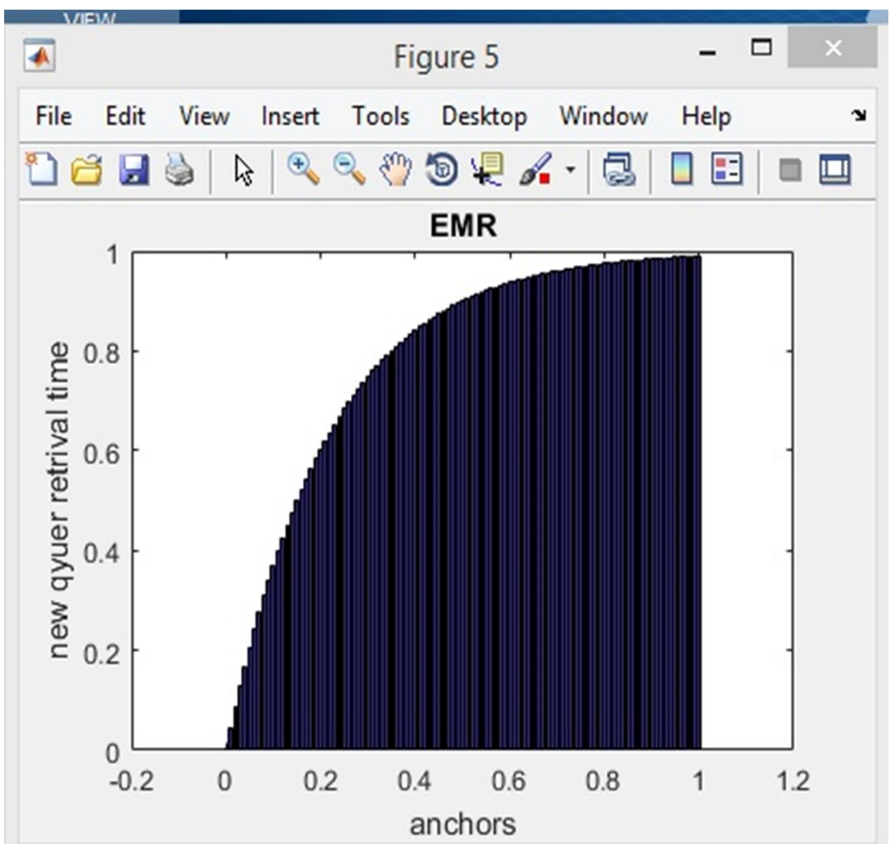

Fig 6.2 Represents anchoring graph without using Haar Wavelets

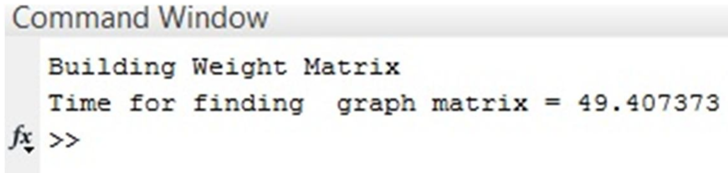

Fig6.3 Represents Processing speed of Query image without using Haar Wavelets.

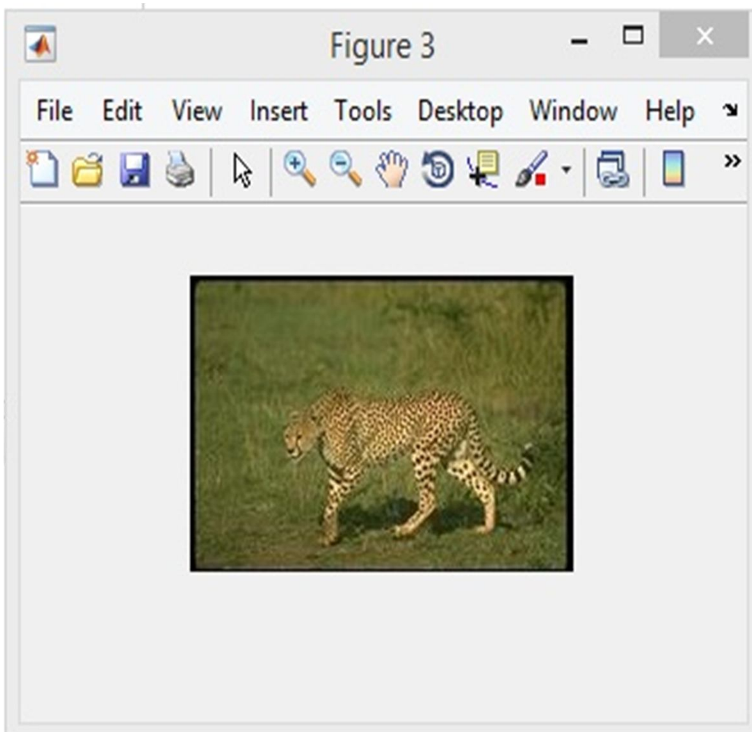

Fig6.4 Represents Query Image using Haar Wavelets.

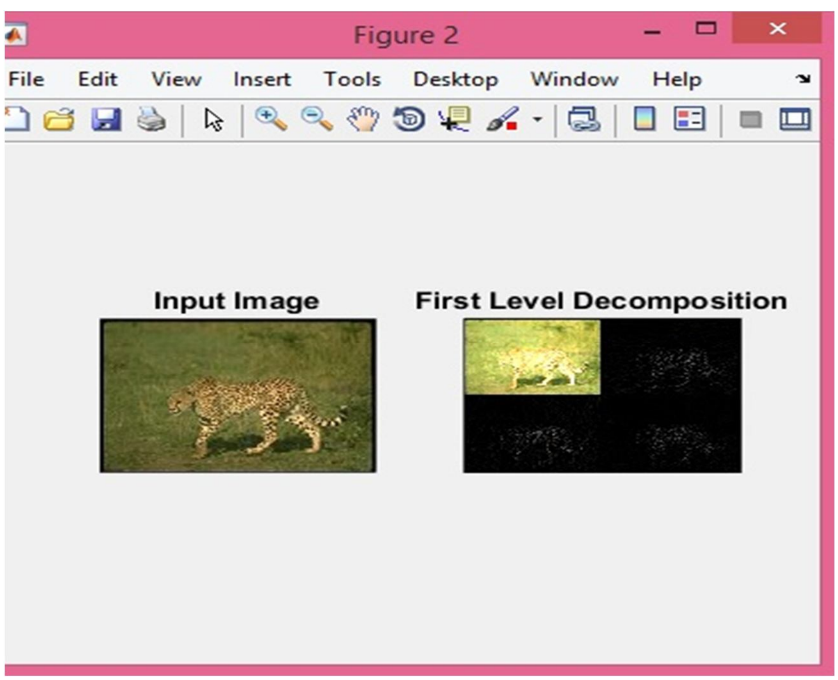

Fig6.5 Represents first level decomposition using Haar Wavelets.

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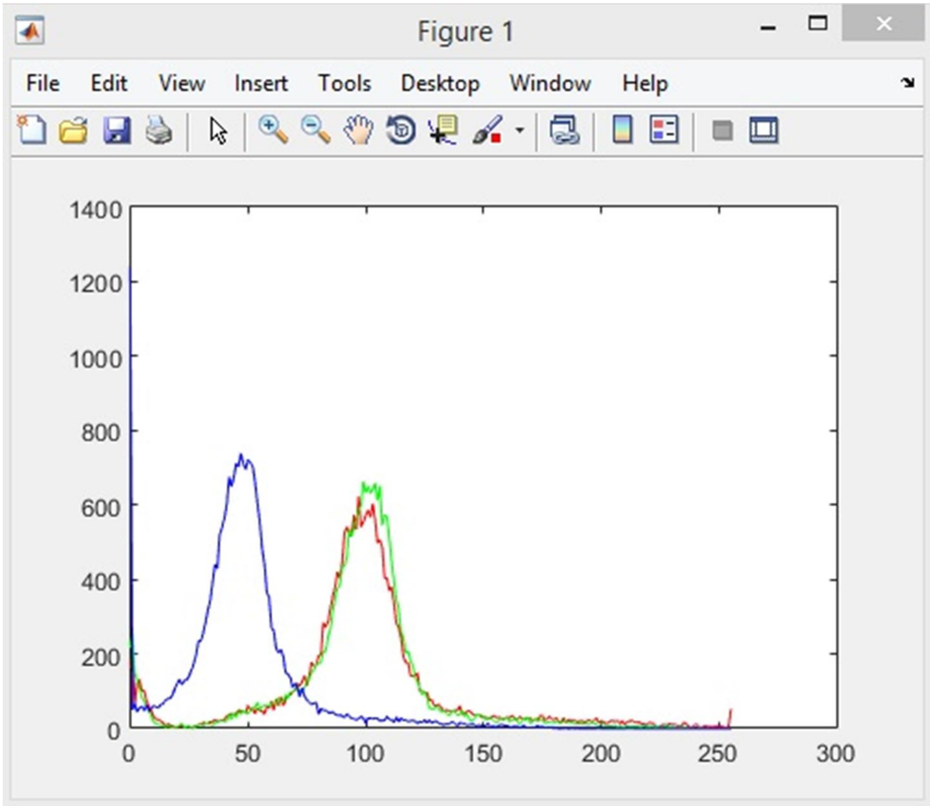

Fig 6.6 Represents RGB Color Histogram using Haar Wavelets.

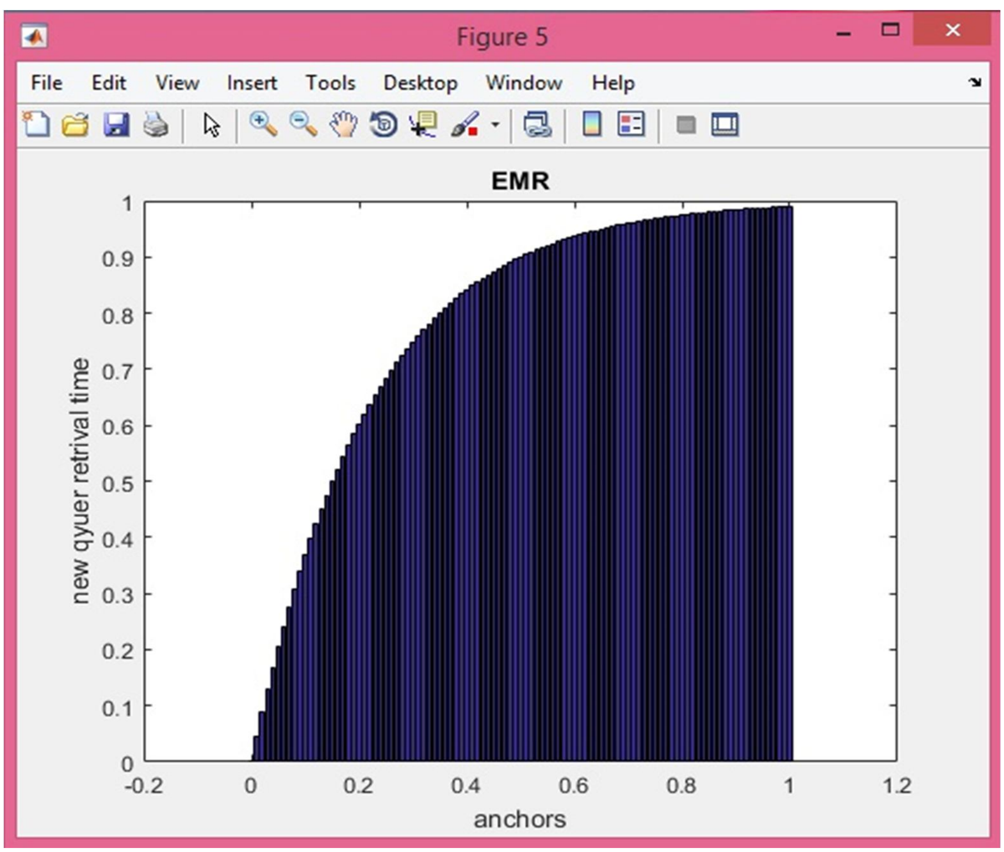

Fig6.7 Represents Anchoring graph using Haar Wavelets.

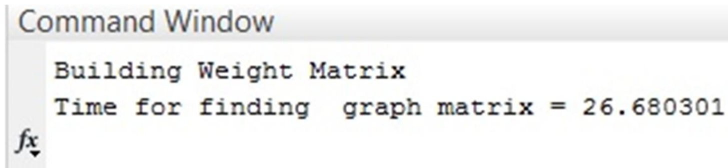

Fig 6.8 Represents Processing Time using Haar Wavelets.

VIII. CONCLUSION

This process may deals with some ambiguity that is present in traditional image retrieval approaches. It also tries to reduce the computational complexity that has been occurred in Image Retrieval by using Efficient Manifold ranking approach. This will help the user to reduce the semantic gaps that are present in low level feature images because of usage of high frequency values i.e. Sharp edges other than smooth regions. The main advantage of this process is to reduce the time duration for processing the Query given by the user.

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