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# 15-826: Multimedia Databases and Data Mining

Lecture #25: Multimedia indexing  
*C. Faloutsos*



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## Must-read Material

- [MM Textbook](#), chapters 7, 8, 9 and 10.
- Myron Flickner, et al:  
[Query by Image and Video Content: the QBIC System](#)  
IEEE Computer 28, 9, Sep. 1995, pp. 23-32.
- [Journal of Intelligent Inf. Systems, 3, 3/4, pp. 231-262, 1994](#) (An earlier, more technical version of the IEEE Computer '95 paper.)
- FastMap: [Textbook](#) chapter 11; Also in: C. Faloutsos and K.I. Lin *FastMap: A Fast Algorithm for Indexing, Data-Mining and Visualization of Traditional and Multimedia Datasets* ACM SIGMOD 95, pp. 163-174.

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## Outline

Goal: 'Find **similar / interesting** things'

- Intro to DB
- ➔ • Indexing - similarity search
- Data Mining

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## Indexing - Detailed outline

- primary key indexing
- secondary key / multi-key indexing
- spatial access methods
- fractals
- text
- Singular Value Decomposition (SVD)
- Multimedia
  - DSP
  - ➔ – indexing
- ...

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## Multimedia - Detailed outline

- Multimedia indexing
  - ➔ – Motivation / problem definition
  - Main idea / time sequences
  - images
  - sub-pattern matching
  - automatic feature extraction / FastMap

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## Problem

Given a large collection of (multimedia) records (eg. stocks)  
Allow fast, similarity queries

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## Applications

- time series: financial, marketing (click-streams!), ECGs, sound;
- images: medicine, digital libraries, education, art
- higher-d signals: scientific db (eg., astrophysics), medicine (MRI scans), entertainment (video)

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## Sample queries

- find medical cases similar to Smith's
- Find pairs of stocks that move in sync
- Find pairs of documents that are similar (plagiarism?)
- find faces similar to 'Tiger Woods'

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## Detailed problem defn.:

Problem:

- given a set of multimedia objects,
- find the ones similar to a desirable query object

- for example:

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Price

1 365 day

Price

1 365 day

Price

1 365 day

Price

1 365 day

distance function: by expert  
(eg, Euclidean distance)

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## Types of queries

- whole match vs sub-pattern match
- range query vs nearest neighbors
- all-pairs query

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## Design goals

- Fast (faster than seq. scan)
- 'correct' (ie., no false alarms; no false dismissals)

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## Multimedia - Detailed outline

- multimedia
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## Main idea

- Eg., time sequences, ‘whole matching’, range queries, Euclidean distance

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## Main idea

- Seq. scanning works - how to do faster?

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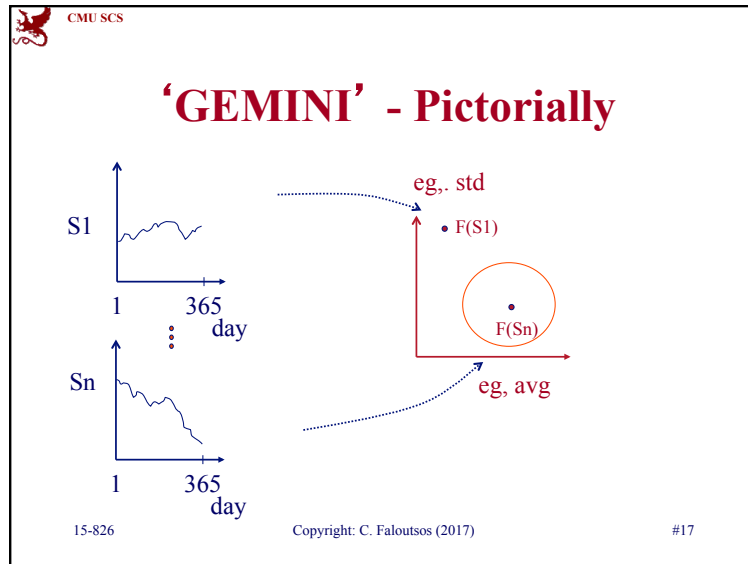
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## Idea: ‘GEMINI’

(GENeric MULTImedia INDEXing)

Extract a few numerical features, for a ‘quick and dirty’ test

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## GEMINI

Solution: Quick-and-dirty' filter:

- extract  $n$  features (numbers, eg., avg., etc.)
- map into a point in  $n$ -d feature space
- organize points with off-the-shelf spatial access method ( 'SAM' )
- discard false alarms

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## GEMINI

Important: Q: how to guarantee no false dismissals?

A1: preserve distances (but: difficult/impossible)

A2: **Lower-bounding lemma**: if the mapping 'makes things look closer', then there are **no** false dismissals

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## GEMINI

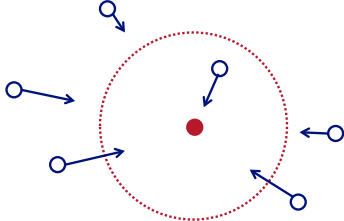
- 'proof' of lower-bounding lemma

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## GEMINI

- ‘proof’ of lower-bounding lemma



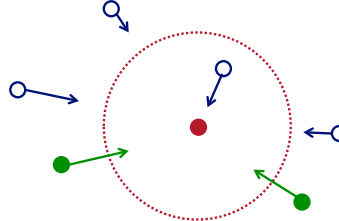
Lower-bounding:  
Makes objects  
look closer to each  
other (& to query  
object)

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## GEMINI

- ‘proof’ of lower-bounding lemma



Lower-bounding:  
Makes objects  
look closer to each  
other (& to query  
object)  
-> ONLY **false**  
**alarms**

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## GEMINI

Important:

Q: how to extract features?

A: *“if I have only one number to describe my object, what should this be?”*

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## Time sequences

Q: what features?

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## Time sequences

Q: what features?  
 A: Fourier coefficients (we'll see them in detail soon)

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## Time sequences

white noise      brown noise

Fourier spectrum

... in log-log

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## Time sequences

details

- Eg.:

(a) IBM stock      (b) apex spectrum (linear scales)      (c) apex spectrum (log scales)

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## Time sequences

details

- conclusion: colored noises are well approximated by their first few Fourier coefficients
- colored noises appear in nature:

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**Time sequences** 

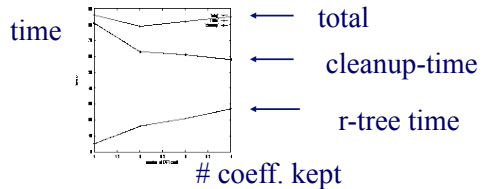
- brown noise: stock prices ( $1/f^2$  energy spectrum)
- pink noise: works of art ( $1/f$  spectrum)
- black noises: water reservoirs ( $1/f^b$ ,  $b > 2$ )
- (slope: related to 'Hurst exponent', for self-similar traffic, like, eg. Ethernet/web [Schroeder], [Leland+])

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**Time sequences - results**

- keep the first 2-3 Fourier coefficients
- faster than seq. scan
- NO false dismissals (see book)



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**Time sequences - improvements:**

- improvements/variations: [Kanellakis +Goldin], [Mendelzon+Rafiei]
- could use Wavelets, or DCT
- could use segment averages [Yi+2000]

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**Multimedia - Detailed outline**

- multimedia
  - Motivation / problem definition
  - Main idea / time sequences
  - ➔ – images (color, shapes)
  - sub-pattern matching
  - automatic feature extraction / FastMap

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## Images - color

what is an image?  
A: 2-d array

COLOR IMAGE, eg. 256x256

i-th pixel:  
(r<sub>i</sub>, g<sub>i</sub>, b<sub>i</sub>)

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## Images - color

### Color histograms, and distance function

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## Images - color

Mathematically, the distance function is:

$$distance_{histogram}(\vec{x}, \vec{q}) = (\vec{x} - \vec{q}) \begin{bmatrix} a_{RR} & a_{RP} & \dots \\ a_{PR} & a_{PP} & \dots \\ \dots & \dots & \dots \end{bmatrix} (\vec{x} - \vec{q})^t$$

$$\dots = (\vec{x} - \vec{q}) A (\vec{x} - \vec{q})^t$$

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## Images - color

Problem: 'cross-talk' :

- Features are not orthogonal ->
- SAMs will not work properly
- Q: what to do?
- A: feature-extraction question

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## Images - color

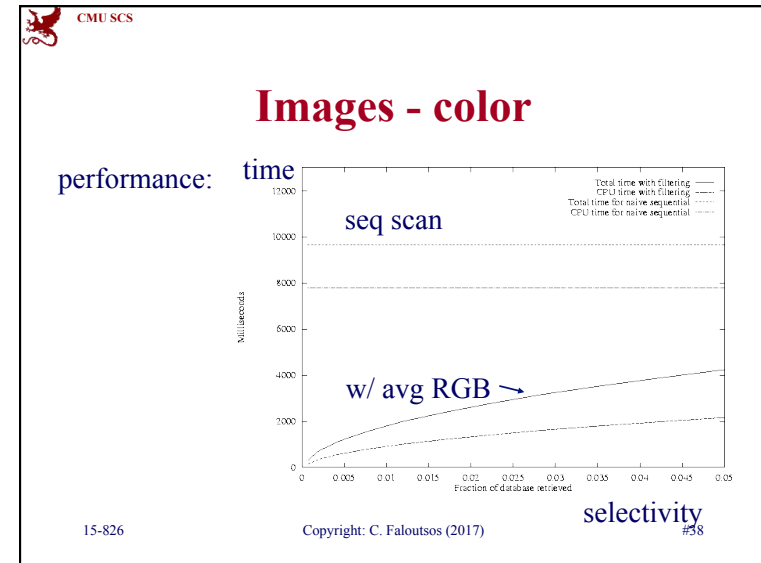
possible answers:

- avg red, avg green, avg blue

it turns out that this lower-bounds the histogram distance ->

- no cross-talk
- SAMs are applicable

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## Images - shapes

- distance function: Euclidean, on the area, perimeter, and 20 'moments'
- (Q: how to normalize them?)

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## Images - shapes


- distance function: Euclidean, on the area, perimeter, and 20 'moments'
- (Q: how to normalize them?)
- A: divide by standard deviation)

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## Images - shapes

- distance function: Euclidean, on the area, perimeter, and 20 'moments'
- (Q: other 'features' / distance functions?)




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## Images - shapes

- distance function: Euclidean, on the area, perimeter, and 20 'moments'
- (Q: other 'features' / distance functions?)
- A1: turning angle
- A2: dilations/erosions
- A3: ... )



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## Images - shapes

- distance function: Euclidean, on the area, perimeter, and 20 'moments'
- Q: how to do dim. reduction?

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**Images - shapes** ★ details

- distance function: Euclidean, on the area, perimeter, and 20 ‘moments’
- Q: how to do dim. reduction?
- A: Karhunen-Loeve (= centered PCA/SVD)

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**Images - shapes** ★ details

- Performance: ~10x faster

log(# of I/Os)

Number of Dimensions	all kept (log I/Os)	PCA (log I/Os)	K-L (log I/Os)
0	~10000	~1000	~1000
2	~10000	~1000	~1000
4	~10000	~1000	~1000
6	~10000	~1000	~1000
8	~10000	~1000	~1000
10	~10000	~1000	~1000
12	~10000	~1000	~1000
14	~10000	~1000	~1000
16	~10000	~1000	~1000
18	~10000	~1000	~1000
20	~10000	~1000	~1000

← all kept

# of features kept

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**Other shape features?**

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**Other shape features** ★ details

- Morphology (dilations, erosions, openings, closings) [Korn+, VLDB96]

shape

“structuring element”

R=1


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## Other shape features


- Morphology (dilations, erosions, openings, closings) [Korn+, VLDB96]

shape “structuring element”



R=0.5 

R=1 

R=2 

#49


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## Other shape features


- Morphology (dilations, erosions, openings, closings) [Korn+, VLDB96]

shape “structuring element”



R=0.5 

R=1 

R=2 

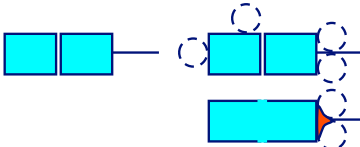

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## Morphology: closing

- fill in small gaps
- very similar to ‘alpha contours’


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## Morphology: closing

- fill in small gaps



‘closing’,  
with R=1



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## Morphology: opening

- ‘closing’, for the complement =
- trim small extremities

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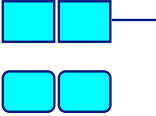

## Morphology: opening

- ‘closing’, for the complement =
- trim small extremities

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## Morphology

- Closing: fills in gaps 
- Opening: trims extremities 
- All wrt a structuring element: 

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## Morphology

- Features: areas of openings ( $R=1, 2, \dots$ ) and closings

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## Morphology

- Powerful method:
- ‘pattern spectrum’ [Maragos+]
- ‘skeletonization’ of images
- ‘Alpha-shapes’ [Edelsbrunner]
- Book: *An introduction to morphological image processing*, by Edward R. Dougherty

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## Multimedia - Detailed outline

- multimedia
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  - ➔ – sub-pattern matching
  - automatic feature extraction / FastMap

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## Sub-pattern matching

- Problem: find **sub**-sequences that match the given query pattern

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## Sub-pattern matching

- Q: how to proceed?
- Hint: try to turn it into a ‘whole-matching’ problem (how?)

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## Sub-pattern matching

- Assume that queries have minimum duration  $w$ ; (eg.,  $w=7$  days)
- divide data sequences into windows of width  $w$  (overlapping, or not?)

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## Sub-pattern matching

- Assume that queries have minimum duration  $w$ ; (eg.,  $w=7$  days)
- divide data sequences into windows of width  $w$  (overlapping, or not?)
- A: sliding, overlapping windows. Thus: trails

Pictorially:

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## Sub-pattern matching

Offset  $c=0$  ——— time  
 $c=1$  ———  
 ———

feature2  $c=1$   
 $c=2$   
 feature1

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## Sub-pattern matching

$F_2$   $F_1$   $F_2$   $F_1$

$C_1$   $C_2$   $MBR_1$   $MBR_2$

sequences  $\rightarrow$  trails  $\rightarrow$  MBRs in feature space

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## Sub-pattern matching

Q: do we store all points? why not?

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## Sub-pattern matching

Q: how to do range queries of duration  $w$ ?

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## Sub-pattern matching

Q: how to do range queries of duration  $w$ ?  
A: R-tree; find qualifying stocks and intervals

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## Sub-pattern matching

Q: how to do range queries of duration  $w$ ?  
A: R-tree; find qualifying stocks and intervals

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## Sub-pattern matching

Q: how to do range queries of duration  $>w$  (say,  $2*w$ )?

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## Sub-pattern matching

Q: how to do range queries of duration  $>w$  (say,  $2*w$ )?

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## Sub-pattern matching

Q: how to do range queries of duration  $>w$  (say,  $2*w$ )?  
 A: Two range queries of radius epsilon and intersect  
 (or two queries of smaller radius and union – see paper)

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## Sub-pattern matching

(improvement [Moon+2001])

- use non-overlapping windows, for data

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## Conclusions

- GEMINI works for any setting (time sequences, images, etc)
- uses a 'quick and dirty' filter
- faster than seq. scan
- (but: how to extract features automatically?)

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## Multimedia - Detailed outline

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## FastMap

Automatic feature extraction:

- Given a dissimilarity function of objects
- Quickly map the objects to a (k-d) 'feature' space.
- (goals: indexing and/or visualization)

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## FastMap

	O1	O2	O3	O4	O5
O1	0	1	1	100	100
O2	1	0	1	100	100
O3	1	1	0	100	100
O4	100	100	100	0	1
O5	100	100	100	1	0

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## FastMap

- Multi-dimensional scaling (MDS) can do that, but in  $O(N^2)$  time

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## MDS

Multi Dimensional Scaling

The diagram shows a network of points. A central point is connected to two other points. From each of these two points, there are two more points, forming a diamond shape. A point labeled 'T' is at the top right, connected to the rightmost point of the diamond. Arrows indicate distances between adjacent points.

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## Main idea: projections

We want a **linear** algorithm: FastMap [SIGMOD95]

The diagram shows a triangle with vertices  $O_a$ ,  $O_i$ , and  $O_b$ . A vertical dashed line from  $O_i$  to the base  $O_a O_b$  is labeled  $E$ . The distance from  $O_a$  to  $O_i$  is  $d_{ai}$ , and from  $O_i$  to  $O_b$  is  $d_{bi}$ . The distance from  $O_a$  to  $O_b$  is  $d_{ab}$ . A horizontal double-headed arrow from  $O_a$  to the projection of  $O_i$  is labeled  $x_i$ .

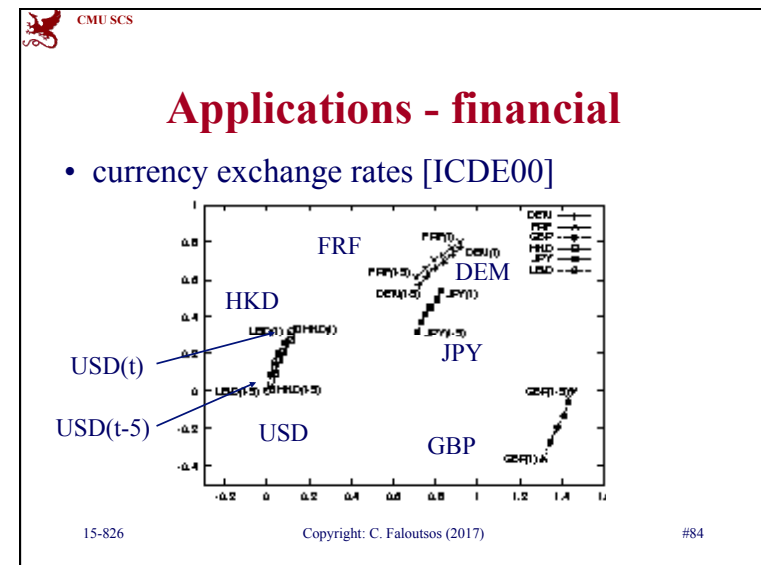
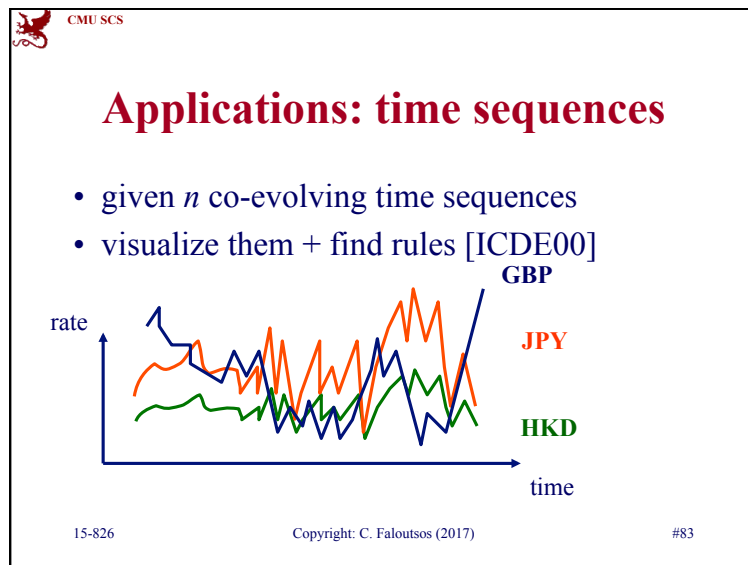
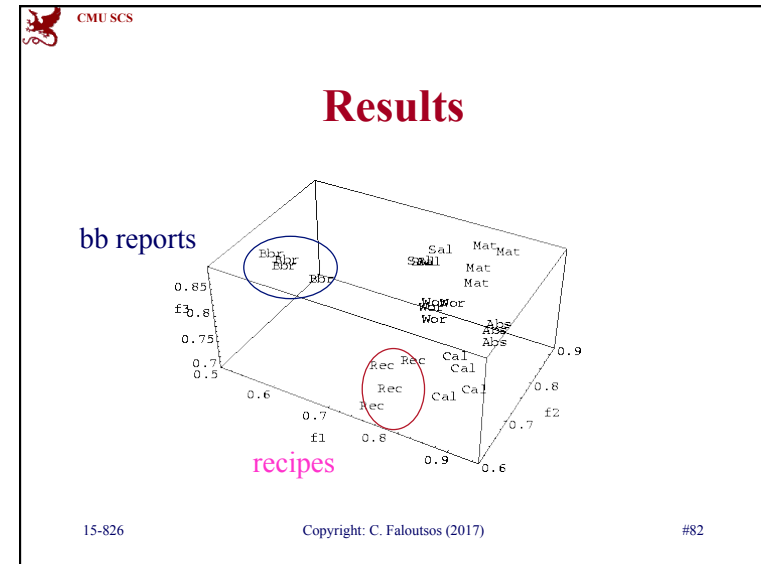
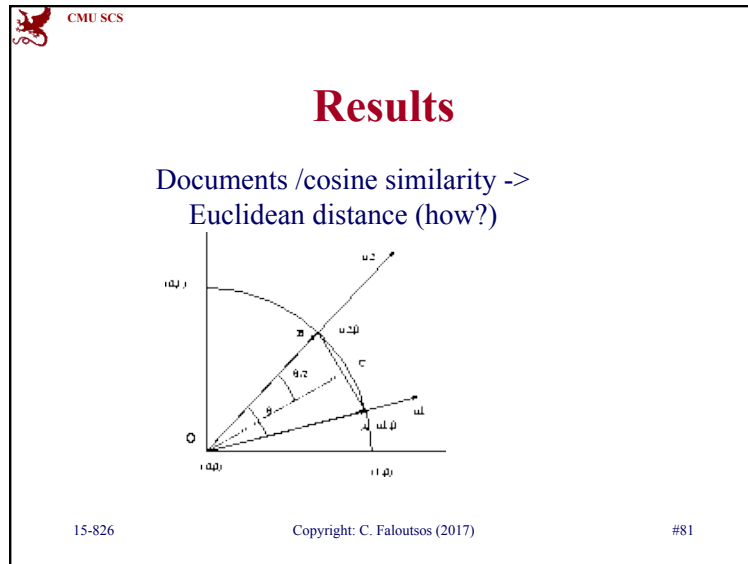
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## FastMap - next iteration

The diagram shows a 3D projection of a triangle. The base is a horizontal line  $O_a O_b$  on a plane. A point  $O_i$  is above the plane. Its projection onto the plane is  $O_i'$ . A vertical dashed line from  $O_i$  to  $O_i'$  is labeled  $E$ . The distance from  $O_i$  to  $O_a$  is  $d_{ai}$ , and from  $O_i$  to  $O_b$  is  $d_{bi}$ . The distance from  $O_a$  to  $O_b$  is  $d_{ab}$ . A horizontal double-headed arrow from  $O_a$  to the projection of  $O_i$  is labeled  $x_i$ . A point  $O_j$  is also shown, with its projection  $O_j'$  on the plane. A vertical dashed line from  $O_j$  to  $O_j'$  is labeled  $E$ . The distance from  $O_j$  to  $O_a$  is  $d_{aj}$ , and from  $O_j$  to  $O_b$  is  $d_{bj}$ . The distance from  $O_a$  to  $O_j$  is  $d_{aj}$ . A horizontal double-headed arrow from  $O_a$  to the projection of  $O_j$  is labeled  $x_j$ . The angle  $H$  is shown at  $O_i'$ .


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## Variations

- Isomap [Tenenbaum, de Silva, Langford, 2000]
- LLE (Local Linear Embedding) [Roweis, Saul, 2000]
- MVE (Minimum Volume Embedding) [Shaw & Jebara, 2007]

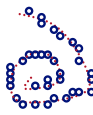


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## Variations

- Isomap [Tenenbaum, de Silva, Langford, 2000]
- LLE (Local Linear Embedding) [Roweis, Saul, 2000]
- MVE (Minimum Volume Embedding) [Shaw & Jebara, 2007]



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## Conclusions

- GEMINI works for multiple settings
- FastMap can extract ‘features’ automatically (-> indexing, visual d.m.)


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