

CAIP 2017

Speeding-Up Graph-based Keyword Spotting by Quadtree Segmentations

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Plantation of Charles Sellers - the rest to Captain
Cocks' company, at Nicholas Reasmers.
October 26th G.W.

to
3. Winchester: October 28th 1755.
Parole Hampton.

The officers who came down
from Fort Cumberland with Colonel
Washington, are immediately to go Recrui-

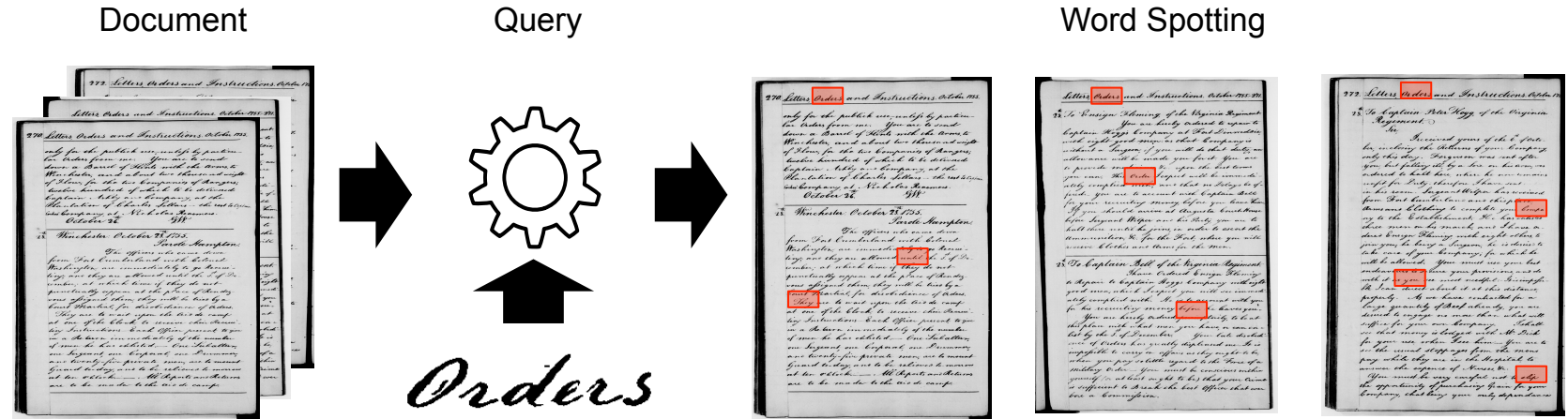
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What is Keyword Spotting

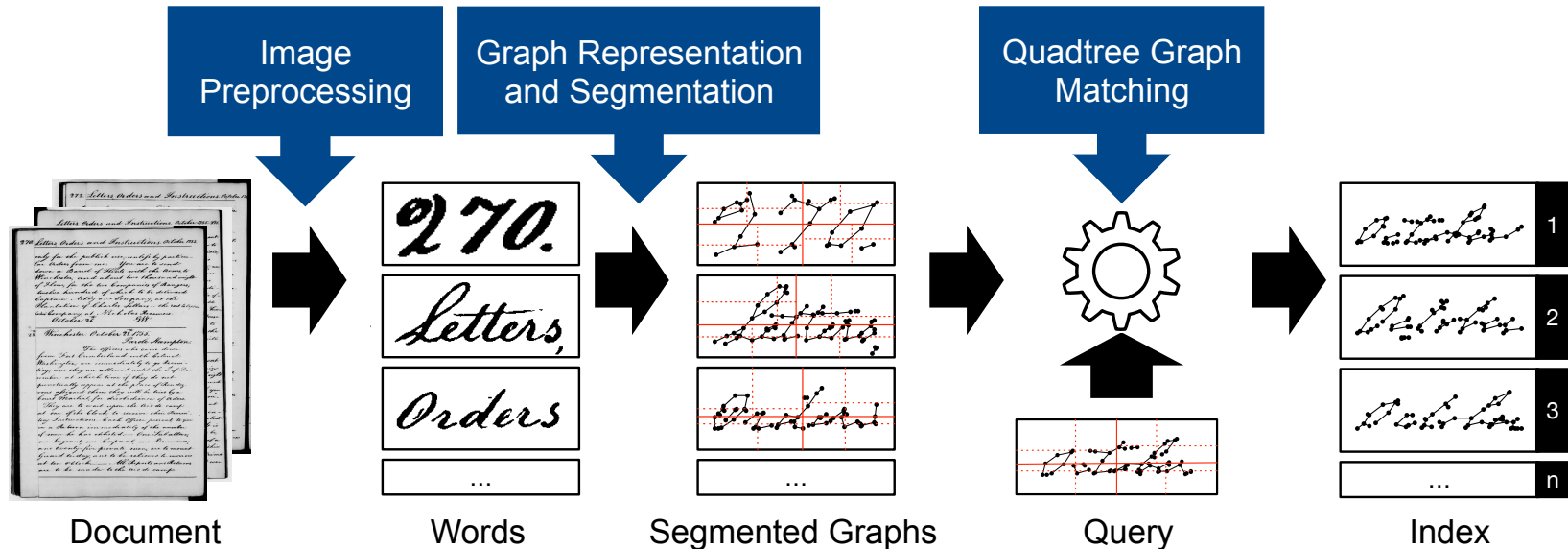
Keyword Spotting (KWS) is the task of retrieving any instance of a given query word in speech recordings or text images.

➔ Focus on handwritten, historical documents

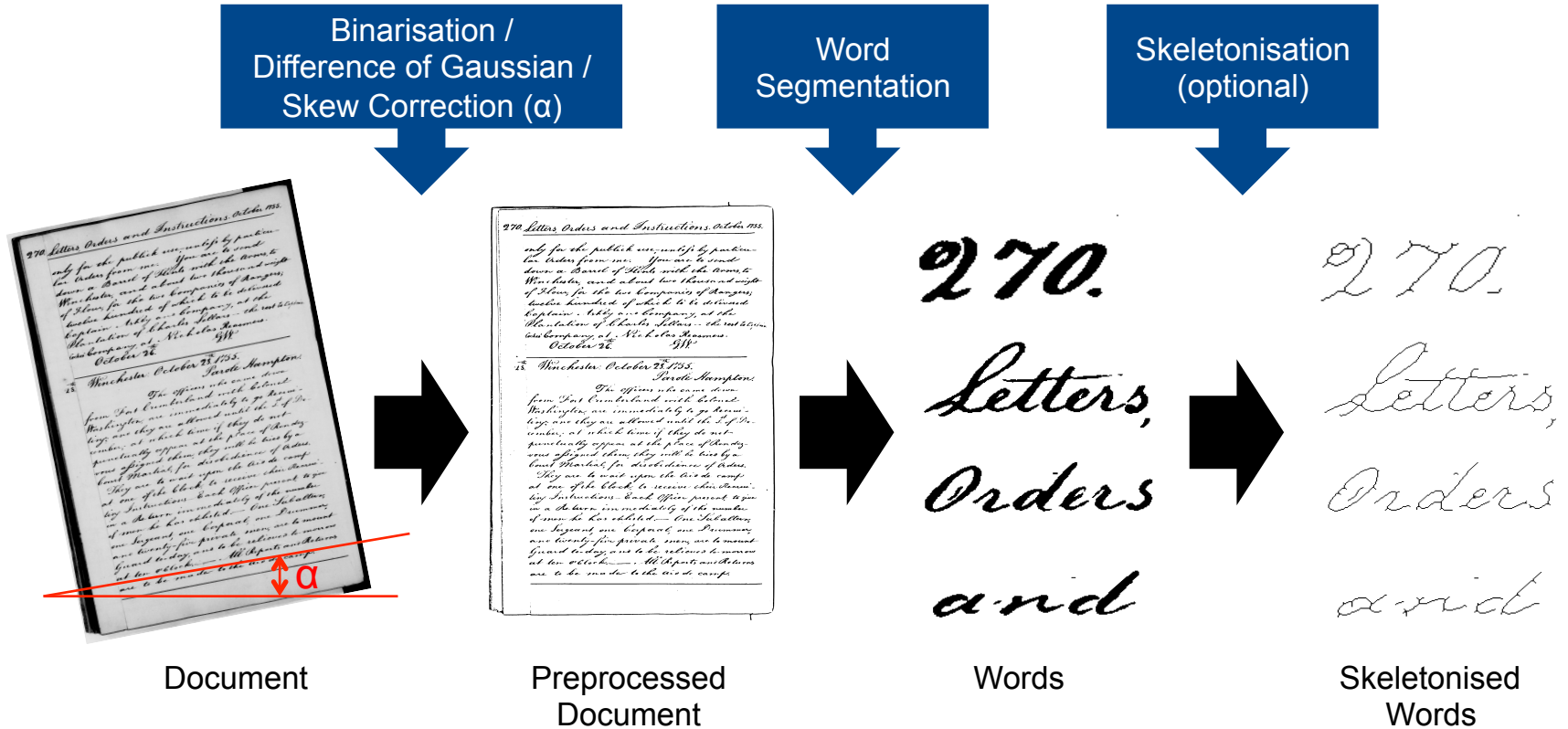


Graph-based Keyword Spotting – Overview

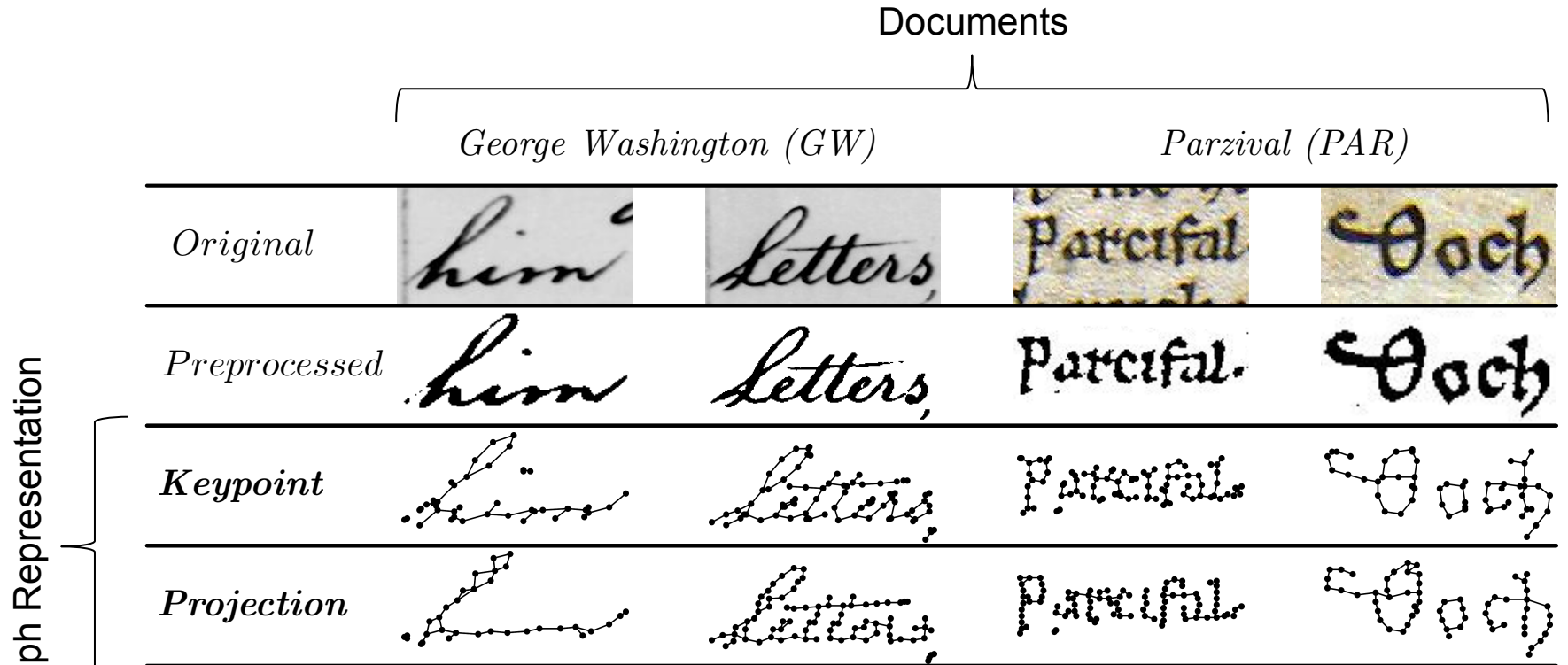
Graph-based KWS is based on the **representation of words** by means of different quadtree segmented **graphs**. This representations are eventually used to **retrieve a keyword** by **matching a query graph with all document graphs**.



Graph-based Keyword Spotting – Image Preprocessing



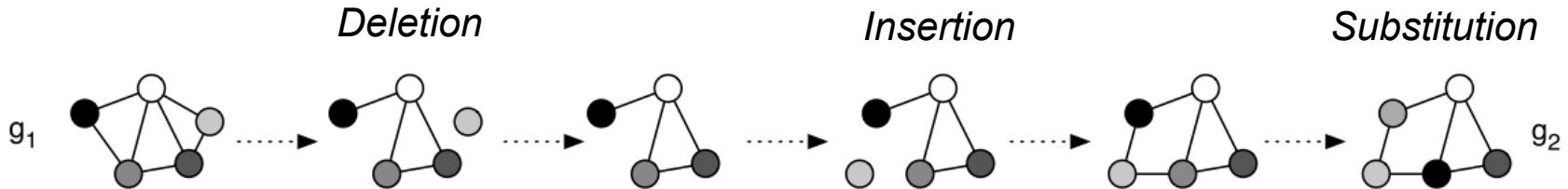
Graph-based Keyword Spotting – Graph Representation



Graph-based Keyword Spotting – Quadtree Graph Matching

The actual KWS is based on **matching a query graph q with a set of document graphs $G = \{g_1, \dots, g_N\}$** by means of **Bipartite Graph Edit Distance (BP)**.

BP **approximates the minimum amount of distortion that is needed to transform graph g_1 into graph g_2 .**

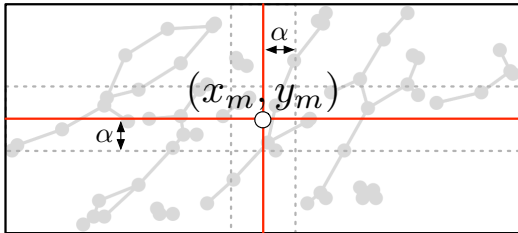


We have **$q \times |G|$ matchings** with **cubic** time complexity with respect to the **number of involved nodes**.

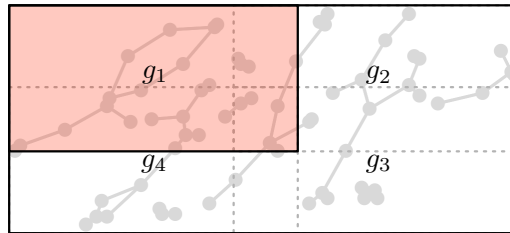
Graph-based Keyword Spotting – Quadtree Graph Matching (Segmentation)

The graph matching procedure can be speed up by **matching smaller subgraphs** rather than complete graphs. Thus, we first **segment graphs** by means of a **quadtree procedure**.

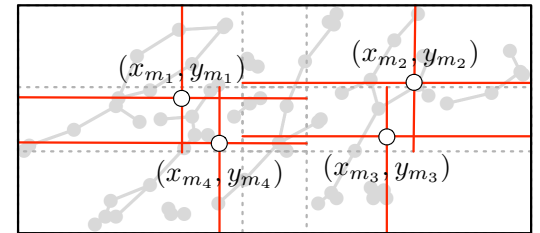
Recursion Level $l = 1$ with
Centre of Mass (x_m, y_m) and
Overlap Factor α



Recursion Level $l = 1$ with
Subgraphs $g_1, g_2, g_3,$ and g_4



Recursion Level $l = 2$ with
Centres of Mass $(x_{m_1}, y_{m_1}), \dots,$
 (x_{m_4}, y_{m_4})



...

Graph-based Keyword Spotting – Quadtree Graph Matching (Algorithm)



Algorithm 1 Quadtree Graph Matching

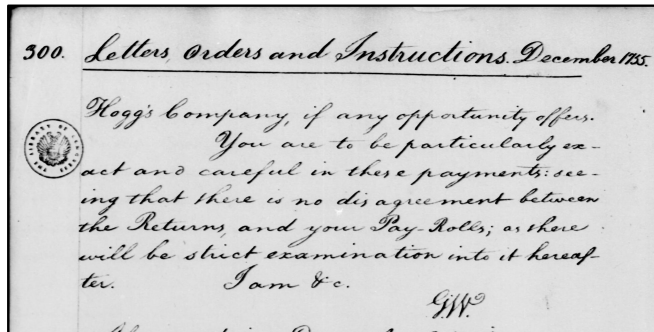
Input: Graphs g and g' , overlap factor α , maximum recursion depth $r > 0$

Output: Graph distance d_{BPQ} between graph g and g'

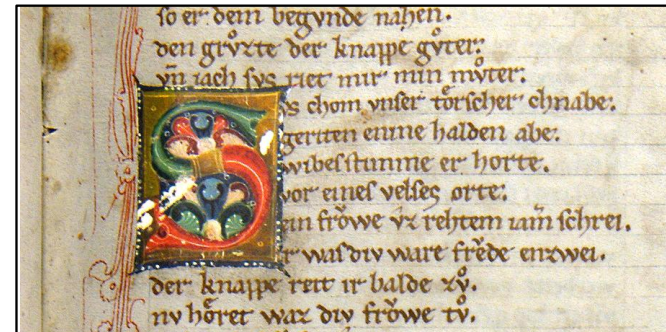
- 1: **function** BPQ(l, g, g')
 - 2: Quadtree segment g and g' to g_1, g_2, g_3, g_4 and g'_1, g'_2, g'_3, g'_4
 - 3: $d_{\text{BPQ}} = \sum_{i=1}^4 d_{\text{BPQ}}(g_i, g'_i)$
 - 4: **if** l equal r **then**
 - 5: **return** d_{BPQ}
 - 6: **return** $d_{\text{BPQ}} + \left(\sum_{i=1}^4 \text{BPQ}(l + 1, g_i, g'_i) \right)$
-

Experiments – Setup

Quality is measured by **Mean Average Precision (MAP)** for local thresholds and **Average Precision (AP)** for global thresholds.



George Washington (GW)



Parzival (PAR)

Recall = True Positives / (True Positives + False Negatives)

Precision = True Positives / (True Positives + False Positives)

AP = Area under the curve of the Recall-Precision curve

MAP = Average area under the curve of Recall-Precision curves

Experiments – Validation

Optimisation of maximum recursion depth $r = \{1, 2, 3, 4, 5\}$
 in combination with overlap factor $\alpha = \{0.00, 0.01, \dots, 0.20\}$.

		GW				PAR			
		Keypoint		Projection		Keypoint		Projection	
r	α	MAP	α	MAP	α	MAP	α	MAP	
1	0.01	81.41	0.02	77.94	0.01	90.03	0.01	89.58	
2	0.00	81.25	0.04	77.16	0.00	89.23	0.01	89.19	
3	0.00	80.70	0.04	73.91	0.00	88.71	0.04	87.62	
4	0.00	78.44	0.00	70.67	0.00	87.99	0.00	86.96	
5	0.00	77.03	0.00	69.67	0.00	87.33	0.00	85.88	

Experiments – Testing

KWS with original BP vs. KWS with Fast Rejection BP-FR¹
and KWS with Quadtree Segmentations BP-Q.

Method	GW					PAR					
	MAP	±	AP	±	SF	MAP	±	AP	±	SF	
BP	Keypoint	66.08		55.22			62.04		60.76		
	Projection	61.43		49.34			66.23		62.38		
BP-FR	Keypoint	68.81	+4.1	54.10	-2.0	3.2	67.70	+9.1	63.01	+3.7	2.4
	Projection	64.65	+5.2	48.94	-0.8	2.6	72.02	+8.7	63.49	+1.8	2.3
BP-Q	Keypoint	65.92	-0.2	54.91	-0.6	17.1	56.83	-8.4	54.66	-10.0	21.2
	Projection	59.57	-3.0	48.13	-2.5	15.0	64.62	-2.4	61.72	-1.1	21.5



Speed-up factors of 15 to 21 with marginal affection of KWS accuracy.

[1] M. Stauffer, A. Fischer, K. Riesen, Speeding-Up Graph-based Keyword Spotting in Historical Handwritten Documents, in: Graph-Based Represent. Pattern Recognit., 2017.

Conclusion + Future Work

Conclusion

- Graph-based keyword spotting for historical documents
- Quadtree segmentation and matching for graphs
- Speed-up factors of 15 to 21
- KWS accuracy is only marginally affected

Future Work

- Implement weighting of recursion level (i.e. higher level = more relevant)
- Combine fast-rejection with quadtree segmentations
- Consider further graph matching algorithms (e.g. Hausdorff Edit Distance)

Q+A

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