Iterative 3-D Pose Correction and Content-based Image Retrieval for Dorsal Fin Recognition

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## Background

Studies of behavior, longevity, range, and other factors requires identification of individual animals. Identification can be based on ...

- Artificial markings (freeze branding, tagging, ...)
- Natural markings (photo-identification)



## Background

Identification of individual animals is necessary for the study of behavioral and ecological patterns and can be based on ...

- Artificial markings
  - invasive
  - freeze branding, tagging, ...
- Natural markings
  - non-invasive
  - photo-identification (manual, computer assisted, ...)

## **Photo-Identification**



Dolphin dorsal fins with distinctive natural markings

### **DARWIN Project Background**

Digital Analysis and Recognition of Whale Images on a Network

Software provides functionality to ...

- aid biologists in photo-identification of individual animals based on natural markings
- maintain photographic and observational data for research purposes



# The DARWIN Project

#### Goals:

- provide access to a database of digital images of dolphin dorsal fins
- storage and retrieval of observational data which accompanies each fin
- enable access to images and data across a network
- reduce the tedium of manual cataloging and identification of individual dorsal fins

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## **Query Generation**

- The user searches for an unknown fin's identity in a database of previously identified fins using a *semi-automated sketch-based query*.
- The outline is transformed into a representation suitable for efficient comparison with outlines in the database



## **Query Generation**

The fin outline is initially *auto-traced* using ...

- Intensity Image
- Automatic Threshold
- Region Grouping & Morphological Processing
- ... and returns the longest upward bulging boundary

Active Contours are used to reposition this initial boundary.



The user may manually adjust or retrace the outline.

## **Query Generation**

- Fin outline is detected initially by *autotrace* using ...
  - Intensity Image
  - Automatic Threshold
  - Canny Edge Detection
  - Region Grouping
  - Longest Upward bulging boundary
- or outline is roughly traced by user



## **Query Generation**

- Fin outline is detected initially by *auto-trace* or is roughly traced by user
- Active contours move the points from the initial locations to the actual edge of the fin



## **Query Generation**

- Fin outline is detected initially by *autotrace* or is roughly traced by user
- Active contours move the points from the initial locations to the actual edge of the fin
- An *outline* of the dorsal fin is produced and compared against the outlines of other dorsal fins in the catalog







### **Outline Representation**

A dorsal fin outline is represented by a ...

- Sequence of edge points in 2-D Cartesian coordinates
- Sequence of orientations (Chain Code)
- Sequence of orientation changes (Relative Chain Code)

#### • Set of key feature points

- Beginning of Leading Edge
- Tip of Fin
- Largest Trailing Edge Notch
- End of Trailing Edge



#### **Initial Scale Normalization**

A dorsal fin outline is normalized to a "standard" scale ...

- Height = 600 units
- Height is estimated from baseline to a point near the tip
- All point coordinates are scaled up or down appropriately



## Even Spacing & Chain Codes



For a set length L = 3, partition the normalized outline into segments of equal length ...

- Let point P be the first outline point (x<sub>o</sub>, y<sub>o</sub>)
- Find the point Q where an arc of radius L, centered at P intersects the outline.
- 3. Store the new point Q, the bearing from P to Q, and the change in bearing at P.
- 4. Move P to Q and repeat

## Unsupervised Detection of Fin Tip Using Wavelet Decomposition

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cked to the finer levels
cking of the tip is I at each level.





## **Outline Comparison**

Comparison of Outlines involves ...

- Measuring Goodness of Fit
- Mapping one fin to another
  - Correcting / Compensating for 3-D Pose
  - Handling Occlusions and noise

#### Goodness of Fit

- Measuring fit between fins
  - Mean Squared Error
  - Distance is measured between *corresponding* pairs of points along the fin outlines
- Uses of the measurement
  - Refining fin to fin mapping
  - Ranking query results Identifying the dolphin
- Related Issue
  - How to determine *corresponding* pairs of points

#### Corresponding Points on Two Curves

- Insufficient
  - Similarly indexed points
  - Point on curve A where a perpendicular to point on curve B intersects it
- Sufficient
  - Points on curves A and B where perpendicular to medial axis point intersects them





- Find ratio of arc lengths of two fin outlines
- For each point on fin B
  - · Find point on fin A at a proportional distance along it
  - Find midpoint between these two and save as point on "medial axis"
- For each point on medial axis
  - Intersect perpendicular to medial axis at this point with both outlines, locating points P<sub>A</sub> & P<sub>B</sub>
  - The distance between P<sub>A</sub> and P<sub>B</sub> is sufficient for use in measuring goodness of fit





## Corresponding Points

- Red segments indicate distances between pairs of corresponding points
- Each segment is through a medial axis point and perpendicular to the medial axis at that point
- Point pairs are not idea but are "close enough" for an accurate measure of fit



### **Mapping Assumptions**

- Fins are Planar and Rigid
- Fin outlines change infrequently
- True 3-D pose determination is unimportant
  - a 2-D projection of a plausible 3-D pose is sufficient
- Three fin features can be reliably found
  (LEBegin, Tip, Notch) or (LEBegin, Tip, TEEnd)
- Foreshortening is negligible
- Truly similar fins will produce better pose corrections

## Mapping Transformations

- Unknown fin (A) is mapped to known fin (B)
- Three non-collinear points on each fin
  - Form two triangles (t<sub>A</sub> & t<sub>B</sub>)
  - Define a 2-D skew transformation
- The transformation
  - Exactly maps t<sub>A</sub> to t<sub>B</sub>
  - Can be used to map all outline points of fin A to a 2-D projection of numerous 3-D poses of A best approximating fin B



- Original method
  - Performed once using fixed feature points (LEBegin, Tip, Notch)
- Best of 13 method
  - Performed with 13 variations of fins
    - Features (LEBegin\*, Tip, Notch)
    - LEBegin\* = shortened leading edges
- Iterative method based on Newton Raphson
  - Iteratively shortens leading and trailing edges and performs limited shifts of unknown fin Tip
  - Features (LEBegin\*, Tip\*, TEEnd\*)

## **Original Mapping Method**

- Performed once using fixed feature points
  - (LEBegin, Tip, Notch)
- Advantage
  - Fast
- Disadvantages
  - Non intuitive alignments occur
  - Sensitive to feature misplacement / occlusion (especially LEBegin and Tip)

#### Best of 13 Mapping Method

- Tests 13 mappings of query fin  $(F_a)$  to database fin  $(F_d)$ 
  - Uses features (LEBegin\*, Tip, Notch)
  - Entire  $F_{d}$  to entire  $F_{d}$
  - Six shortened  $F_q$  versions to entire  $F_d$
  - Six shortened  $F_d$  versions to entire  $F_q$ 
    - Shortening in multiples of 5% of leading edge index range

#### Advantages

- Relatively fast
- Produces excellent alignments of leading edges
- Disadvantages
  - Sensitive to misplacement of Tip and Notch

### **Iterative Mapping Method**

- Iterative method based on Newton Raphson
  - · Shortens leading and trailing edges and shifts tip
  - Uses features (LEBegin\*, Tip\*, TEEnd\*)
  - Test interval 1% of leading edge index range
  - Adjustment (jump) interval 16% down to 1%
  - Advantages
    - Excellent intuitive alignments in almost all cases
    - · Mostly insensitive to initial feature placement

#### Disadvantages

- Slowest method
- · Can stick in local minima of error function

#### **Iterative Mapping Method**

The goal is to *minimize* the error function

#### f(r,s,t,u,v)

which is the *mean squared error* between a database fin and the unknown fin which has been mapped to it.

- *r* = position of unknown fin LEbegin
- **s** = position of database fin LEbegin
- *t* = position of unknown fin Tip
- *u* = position of unknown fin TEend
- v = position of database fin TEend

### **Iterative Mapping Method**

First step of each iteration : compute

f (r, s, t, u, v)

And compute six estimates of the change in *f* near the current values of the parameters

f (r+e, s, t, u, v) : shorten unknown leading edge? f (r, s+e, t, u, v) : shorten database leading edge? f (r, s, t-e, u, v) : shift unknown tip forward? f (r, s, t+e, u, v) : shift unknown tip rearward? f (r, s, t, u-e, v) : shorten unknown trailing edge? f (r, s, t, u, v-e) : shorten database trailing edge?

And determine which change direction most reduces **f** 



Second step of each iteration is to adjust (or jump) the selected parameter as far a possible to a new value that produces a lower value of the error function

For example, if the selected parameter is s

while ( f(r,s-jump,t,u,v) >= f(r,s,t,u,v) ) jump = jump / 2 s = s - jump

Has two effects

- 1. The value of **s** for the next iteration has been set
- 2. The size of *jump* has possibly decreased (an expected outcome as the fins better align and *f* is minimized)

# Iterative Mapping Method

#### SKSW – Database and Query (Unknown) fin images













































## **Current and Future Focus**

Identification of fin region and silhouette in image using color information, not just grayscale

Ranking of results using better measures of small scale variation along fin outlines

Export of sighting data for import into commercial database software

Support for user defined catalog organization

Evaluation and implementation of new features based on user feedback

### Thanks

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