Piecewise Linear Two-Dimensional Warping

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Elastic Image Matching



► Two central problems

- Formulation of warping function
- <u>Algorithm</u> to obtain the optimal warping function

which gives the best match between given images

Formulation of Piecewise Linear 2DW (1)

Each column of A is mapped to B as a broken line



Formulation of Piecewise Linear 2DW (2)

Monotonicity and continuity constraints for topology preservation



Examples (1)



Examples (2)







The DP Algorithm : A Graphical Representation



Computational Complexity



time complexity $\approx O(N^{2K-1}(9^K + N))$

space complexity $\approx O(N^{2K-1})$

Complexity Reduction to Use More Pivots

- Re-organizing the DP Algorithm
 - Use *Pixel-wise* organization instead of the row-wise organization
 - Still remains in exponential order of #pivots, K

- Applying Beam Search
 - Pruning off less hopeful search paths
 - Suboptimal solution is obtained in polynomial time

Discussion (1): Admissible Deformation



.. and their combinations

Discussion (2): Where to Place the Pivots?

Pivots should be placed on the points considering deformation characteristic of target



Distortion due to linear interpolation should also be considered

Discussion (3): Why DP?

- Far less complexity than the exhaustive search
- Numerical stability
- Wide variety of criterion functions and constraints
- Global optimality
- Acknowledged performance on nonlinear time-warping for speech recognition

Related Work : Other DP-Based 2DWs



Future View

Automatic pivot placement strategy

Non-uniform constraints

Other interpolation methods

... and applications

Conclusion

As an elastic image matching technique, piecewise linear 2DW and its DP algorithm were proposed

Experimental results shows that the present method provides sufficient matching

Appendix (1) : Solve Best Path Problem by DP



Appendix (2): Pixelwise Organization of Algorithm

