

Harvesting Geographic Features from Heterogeneous Raster Maps

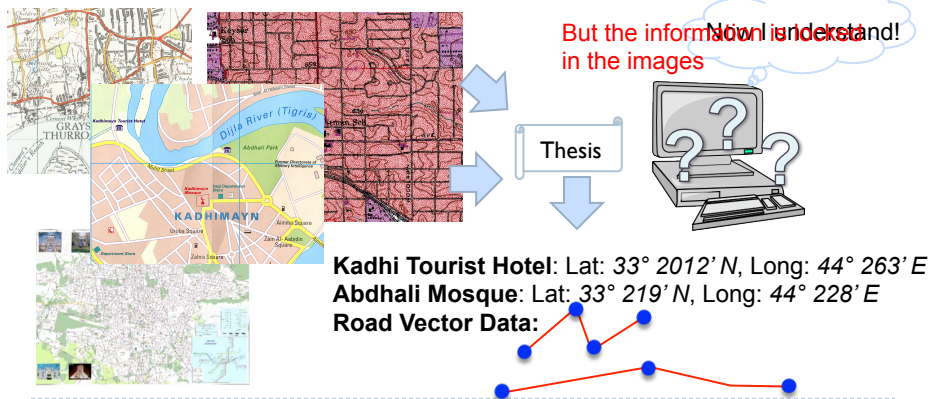
Yao-Yi Chiang

Ph.D. Defense
Sept. 8th, 2010

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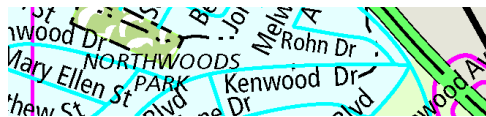
Motivation

- ▶ Raster maps are a rich source of geospatial information:
 - ▶ Easily accessible
 - ▶ Many different types of information
 - ▶ Often contains information that cannot be found elsewhere



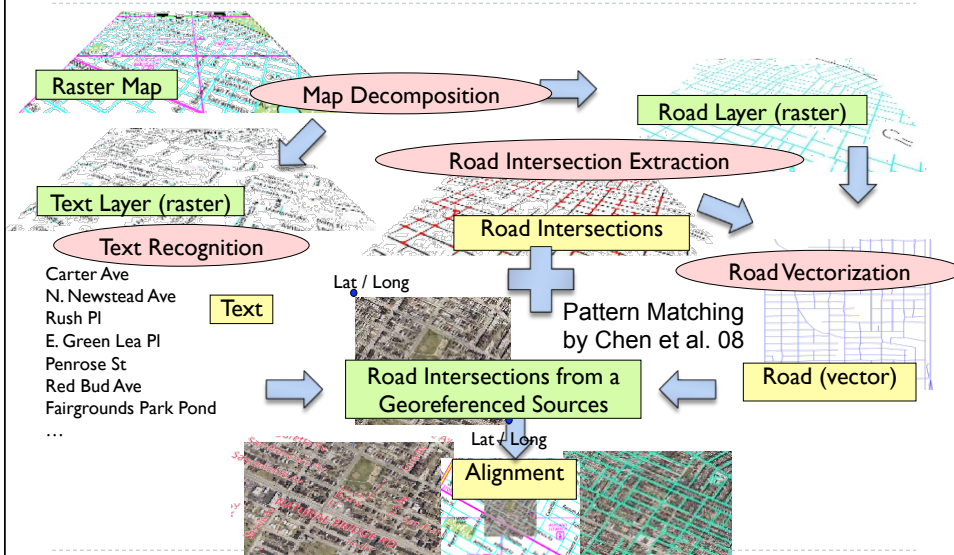
Challenges

- It is difficult to unlock the geospatial information in raster maps:
 - There is limited access to the meta-data
 - They have overlapping features
 - They often have poor image quality
- Previous work is typically **limited to a specific type of map** and often **relies on intensive manual work**



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Harvesting Geographic Features From Heterogeneous Raster Maps



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Contributions

Techniques	Summary
Automatic Map Decomposition	<ul style="list-style-type: none"> Automatically extract road and text layers
Automatic Road-Intersection Detection for Map Alignment	<ul style="list-style-type: none"> Automatically extract road intersections, connectivity, and road orientations
Road Vectorization	<ul style="list-style-type: none"> Extract road layers from poor quality maps Automatically generate and vectorize road geometry from road layer
Text Recognition	<ul style="list-style-type: none"> Extract text layers from poor quality maps Automatically recognize text labels in text layers

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Outline

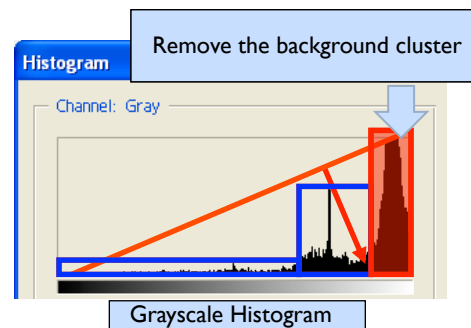
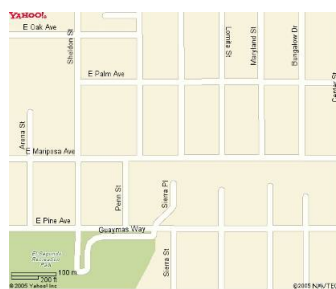
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First Contribution

Remove Raster Map Background

- ▶ Locate individual luminosity clusters (the triangle method, Zack et al., 77)
- ▶ Identify background clusters
 - ▶ Background has a dominant number of pixels
 - ▶ Foreground has high contrast against the background

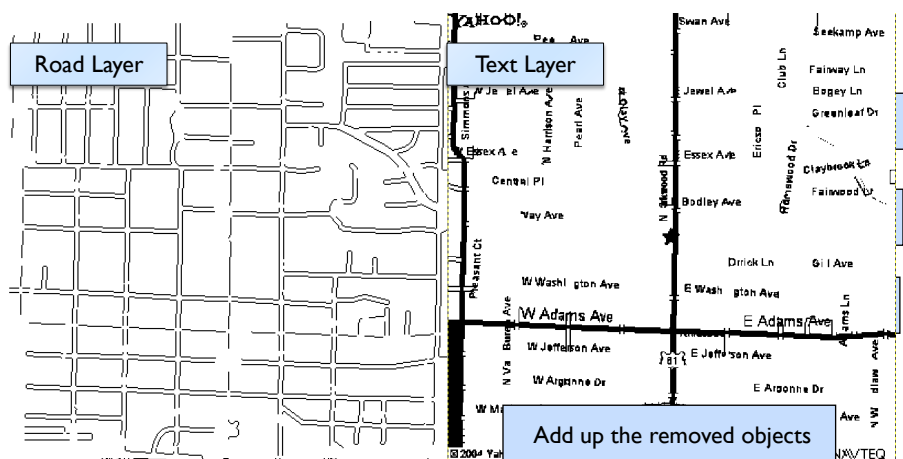


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First Contribution: Automatic Map Decomposition

Text/Graphics Separation

- ▶ Separate linear structures from text (Cao and Tan, 02)



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First Contribution: Automatic Map Decomposition

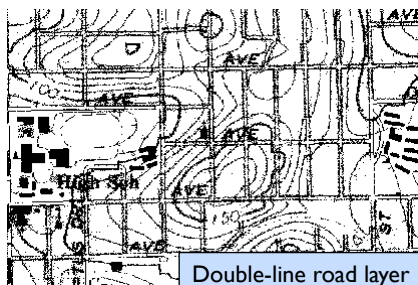
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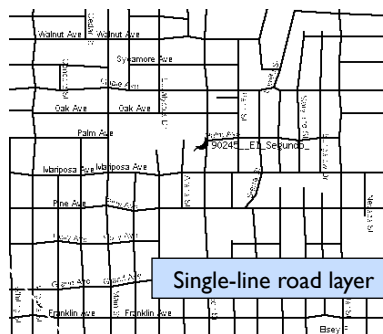
▶ 8

Road-Layer Format

- ▶ Detect the road format for generating road geometry
 - ▶ The double-line roads usually used in the maps where linear objects that are not roads exist, such as the contour lines
 - ▶ Merge the parallel lines in a double-line map and remove single-line objects



Double-line road layer

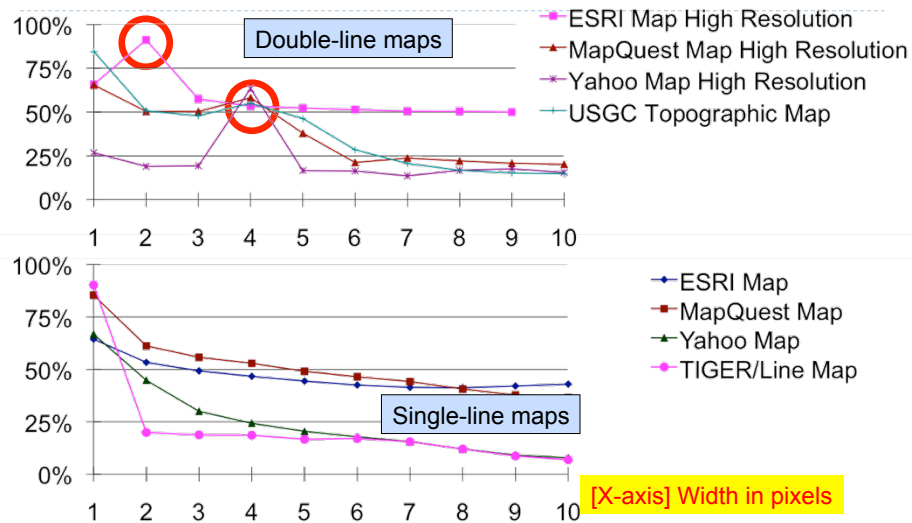


Single-line road layer

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Second Contribution: Road-Intersection Detection for Map Alignment

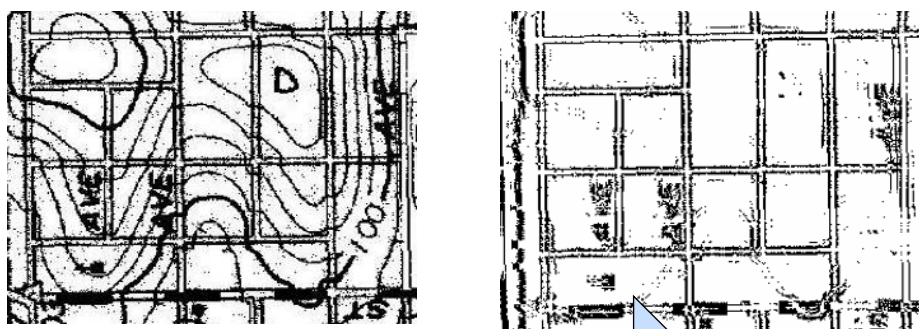
Applying Parallel-Pattern Detection Varying Road Width



[Y-axis] Parallel Pixel Ratio (Identified parallel-line pixels / Foreground pixels)

Second Contribution: Road-Intersection Detection for Map Alignment

Remove Single-line Linear Objects



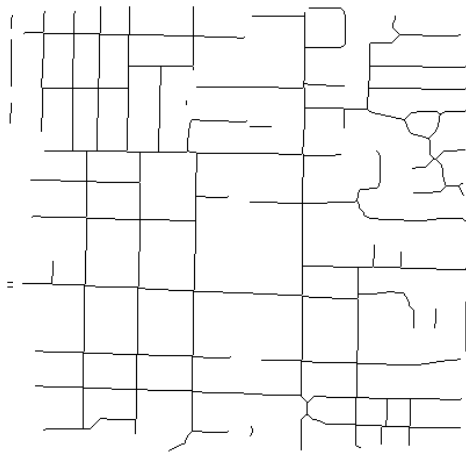
- Apply PPT using the detected road width
- Remove pixels without a parallel-pattern detected

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Second Contribution: Road-Intersection Detection for Map Alignment

Extract Road Geometry

- Use morphological operations to reconnect broken lines and generate one-pixel width roads



Morphological Operations:

Use the detected **road format** and **road width** to determine the number of iterations

Dilation

Erosion

Thinning

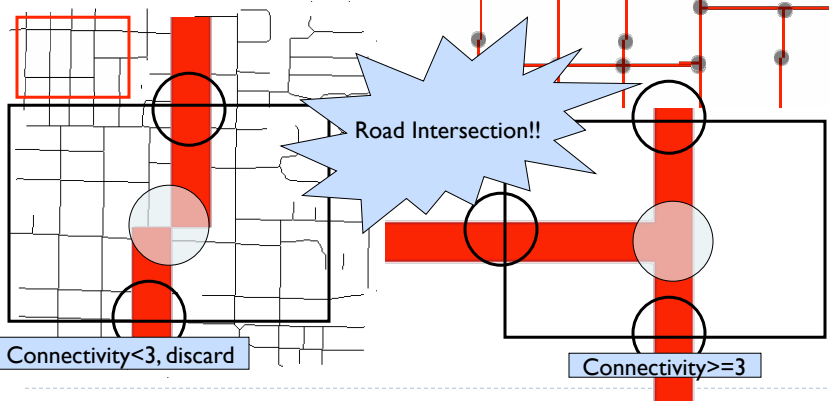
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Second Contribution: Road-Intersection Detection for Map Alignment

Detect Road-Intersection Positions

- Corner detector (OpenCV)
 - Find intersection candidates
- Compute the connectivity to determine real intersections

Corner Detector



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Second Contribution: Road-Intersection Detection for Map Alignment

Experimental Results

- ▶ Tested 87 maps from 12 sources
- ▶ Successfully decomposed the test maps automatically
- ▶ For intersection detection, **average precision: 95% recall: 75%**
 - ▶ Support the map alignment for a conflation system by Chen et al. 2008

Map Source	Map Count	Precision	Recall	F-Measure
ESRI Maps	10	93%	71%	81%
MapQuest Maps	9	98%	66%	79%
TIGER/Line Maps	9	97%	84%	90%
Yahoo Maps	10	95%	76%	84%
A9 Maps	5	100%	93%	97%
MSN Maps	5	97%	88%	92%
Google Maps	5	98%	86%	91%
Map24 Maps	5	100%	82%	90%
ViaMichelin Maps	5	100%	98%	99%
Multimap Maps	5	98%	85%	91%
USGS topographic maps	10	82%	60%	69%
Thomas-Brothers Maps	2	98%	65%	79%

Outline

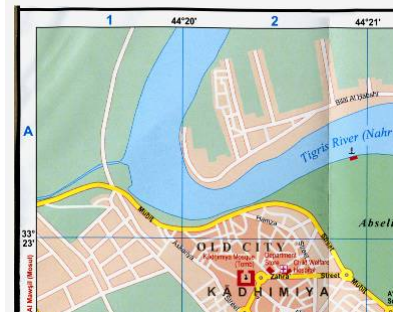
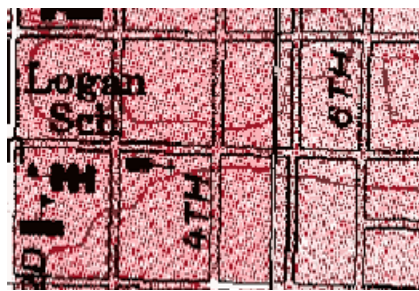
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Text Recognition	<ul style="list-style-type: none"> ▪ Extract text layers from poor quality maps ▪ Automatically recognize text labels in text layers

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Third Contribution

Supervised Extraction of Road Layers

- ▶ What if we cannot automatically remove the background from raster maps?
- ▶ Raster maps may contain noise from scanning and compression process

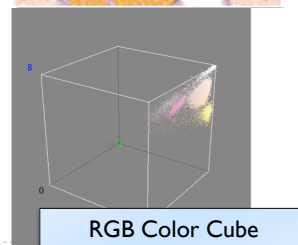
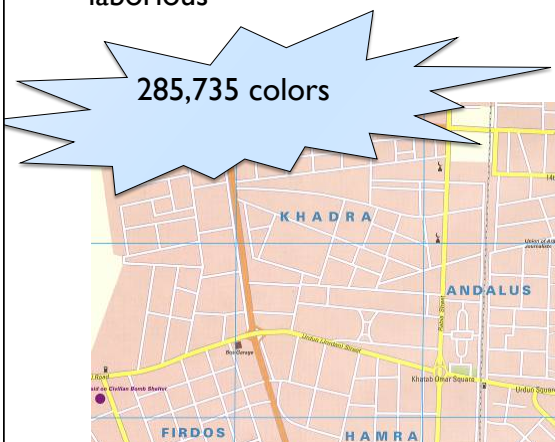


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Third Contribution: Road Vectorization

Numerous Colors in Scanned Maps

- ▶ Manually examining each color for extracting features is laborious

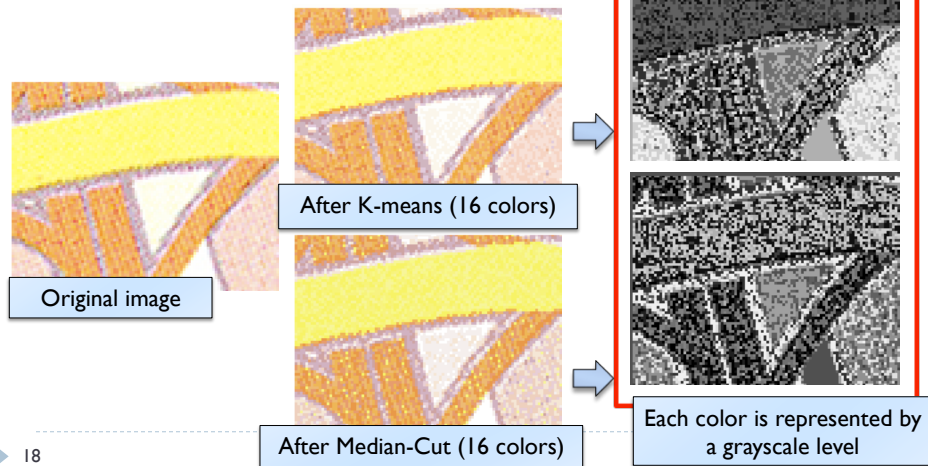


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Third Contribution: Road Vectorization

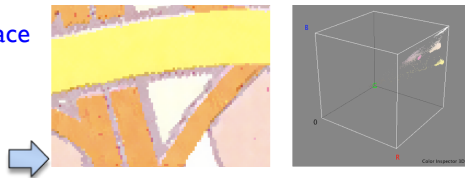
Color Segmentation by Analyzing Color Space

- ▶ Analyze only color space for color segmentation does not work for feature extraction purpose
 - ▶ Colors of individual features do not merge

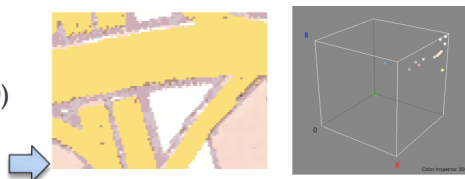


Color Segmentation with Spatial Information

- ▶ The Mean-shift algorithm
 - ▶ Consider distance in the **color space** and in **image space**
 - ▶ Preserve object edges
 - ▶ Reduce the colors by 50%



- ▶ The K-means algorithm
 - ▶ Limit the number of colors to K
 - ▶ From 155,299 to 10 colors (K=10)

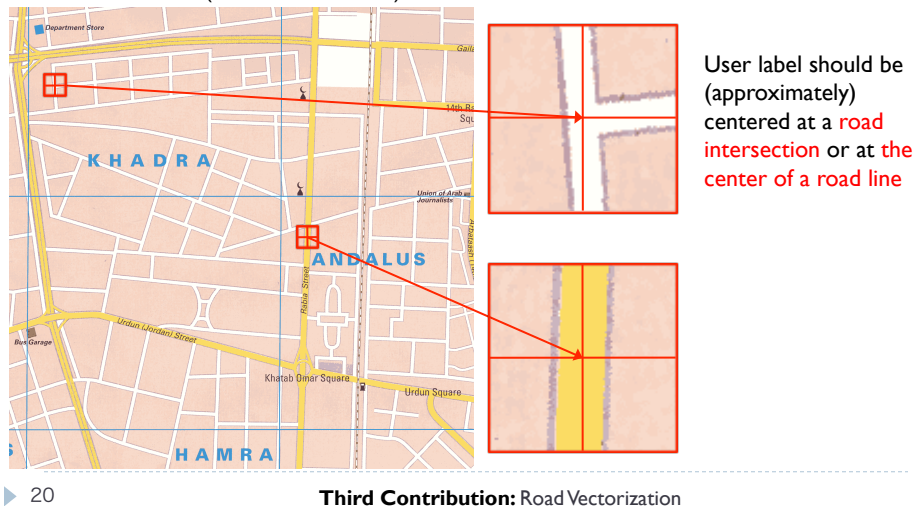


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Third Contribution: Road Vectorization

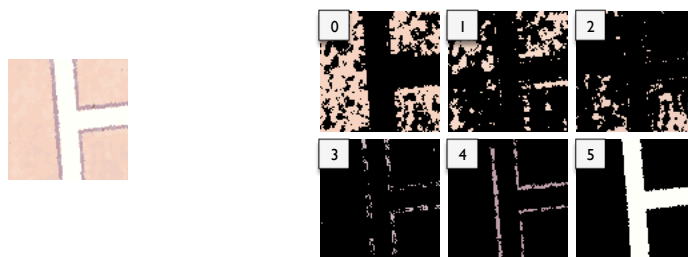
User Labeling

- ▶ To extract the road layer, the user needs to provide a user label for each road color (at most K colors)



Label Decomposition

- ▶ Decompose each user label into color images so that every color image contains only one color



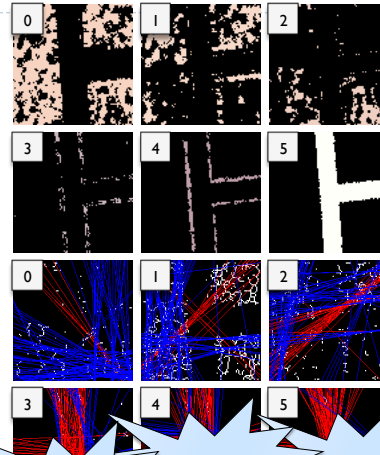
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Third Contribution: Road Vectorization

Hough-Line Approach to Identify Road Color

- ▶ Detect Hough lines
- ▶ The center of the user label is the center of a road line
 - ▶ The Hough lines that are away from the image center are **NOT** constructed by road pixels
- ▶ Identify road colors using
 - ▶ The average distance between the Hough lines to the image center

Red Hough lines are within 5 pixels to the image center



Road color

Road color

Road color

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Third Contribution: Road Vectorization

Extract the Road Layer

- ▶ Identify a set of road colors from each user label
- ▶ Use the identified road colors to extract road pixels



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Third Contribution: Road Vectorization

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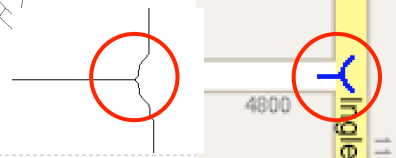
▶ 24

Extract Road Geometry

- ▶ Use the morphological operators as in the automatic map decomposition technique to generate road geometry



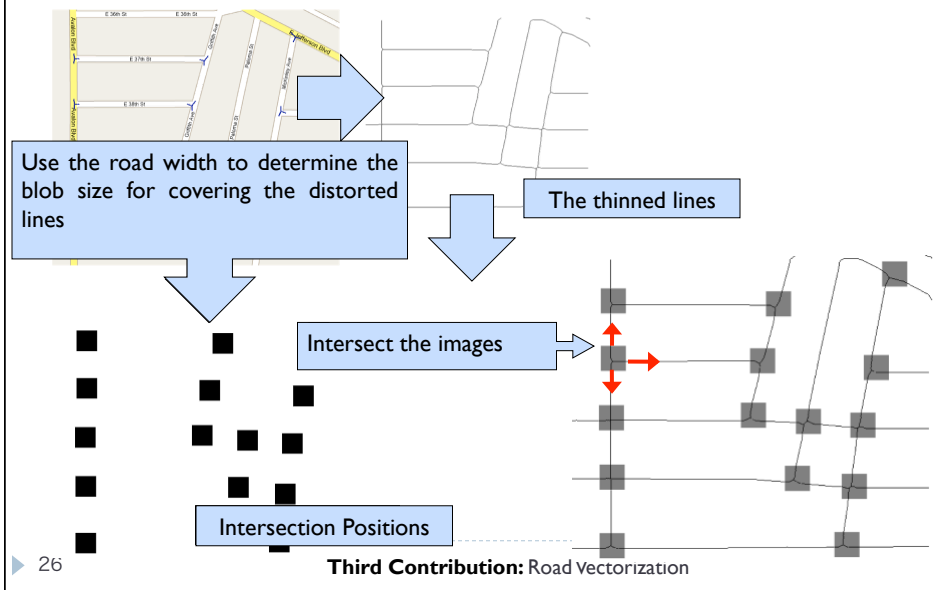
- ▶ The morphological operators can cause distorted lines near intersections



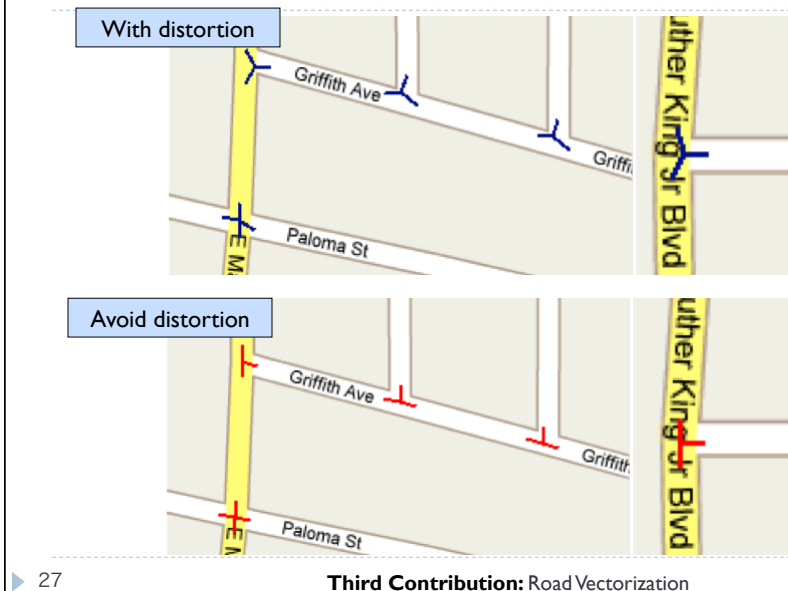
▶ 25

Third Contribution: Road Vectorization

Distortion Correction

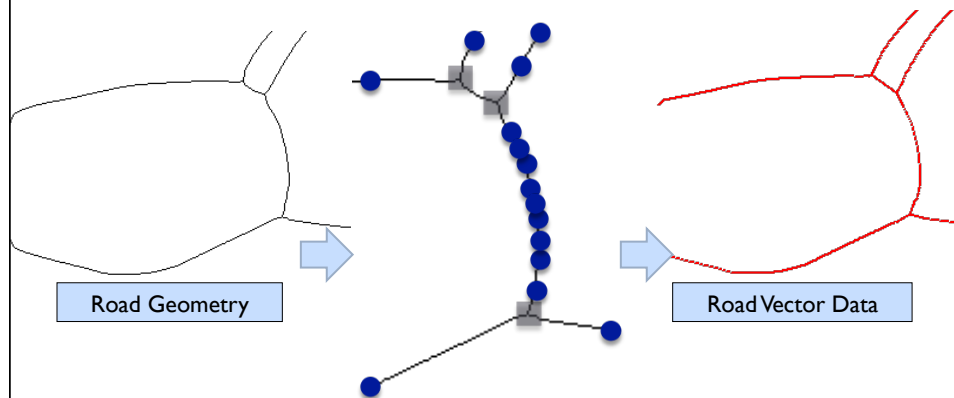


Accurate Road-Intersection Templates



Road Vectorization

- ▶ Trace road geometry outside the distortion areas (gray boxes)
- ▶ Use the accurate road-intersection template to replace the road geometry inside the distortion areas



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Third Contribution: Road Vectorization

Experiments

- ▶ Implemented the road vectorization techniques in a system called Strabo
- ▶ Tested Strabo on 16 maps from 11 sources (4 scanned and 11 computer-generated maps)
- ▶ Tested a map digitizing product called R2V from Able Software for comparison

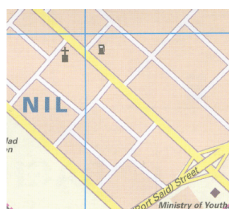
▶ 29

Third Contribution: Road Vectorization

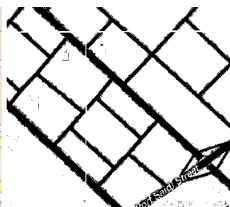
Experiments (Cont'd)

- ▶ For the 6 maps that need user labeling, Strabo extracted 6 road layers using 34 user labels (avg. 5.56)
- ▶ Strabo generated high quality road vector data with low redundancy, and with considerably less user input

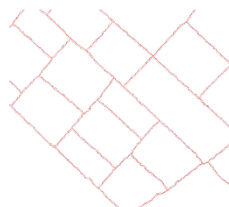
	Comp.	Corr.	Quality	Redundancy	RMS
Avg. (Strabo)	96.53%	97.61%	94.41%	0.19%	2.79
Avg. (R2V)	94.90%	87.41%	79.73%	42.81%	16.12



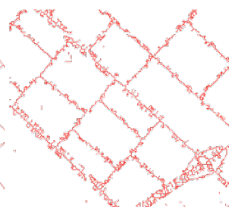
(a) ITM map (portion)



(b) Extracted road pixels



(c) Strabo results



(d) R2V results

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Third Contribution: Road Vectorization

Example Results



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Third Contribution: Road Vectorization

Example Results (Cont'd)



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Third Contribution: Road Vectorization

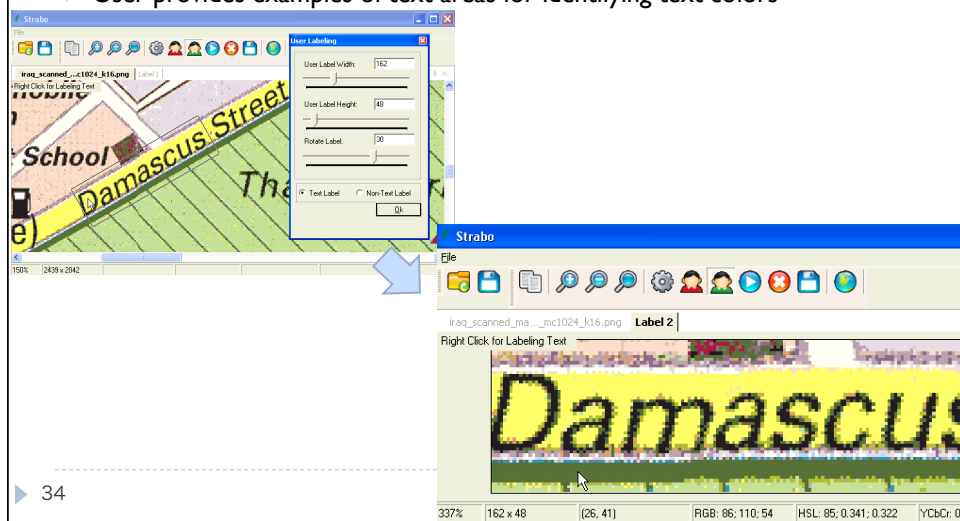
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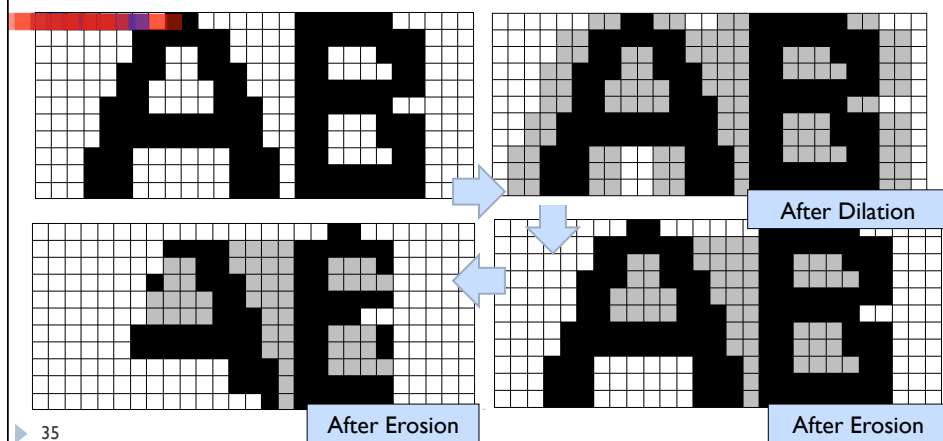
Supervised Extraction of Text Layers

- ▶ Use color segmentation to reduce the number of colors
- ▶ User provides examples of text areas for identifying text colors



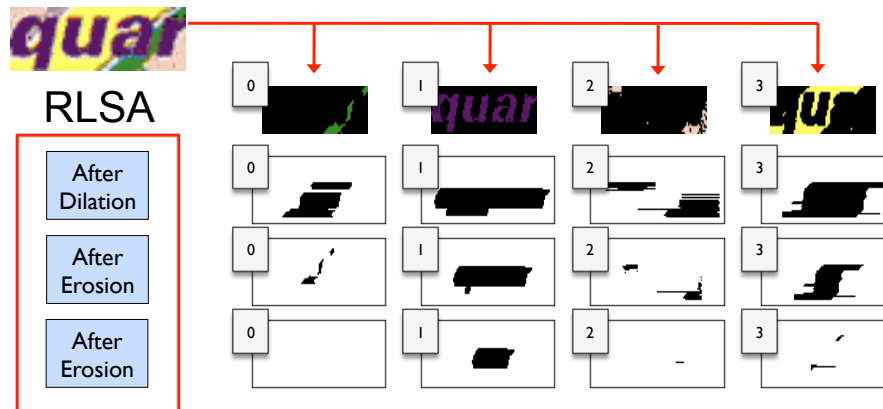
Run Length Smoothing Algorithm (RLSA)

- ▶ Apply Run Length Smoothing algorithm (RLSA) on user labels to identify text colors
- ▶ A RLSA example using a 5x1-pixel window



Determine Text Colors

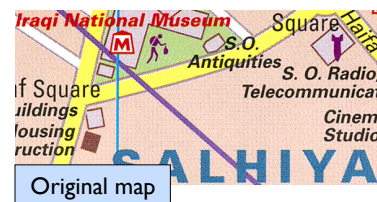
- ▶ Decompose a user label into images, each of the images contains one color
- ▶ Apply Run Length Smoothing algorithm (RLSA) to identify text colors



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Fourth Contribution: Text Recognition

Extracted Text Layers

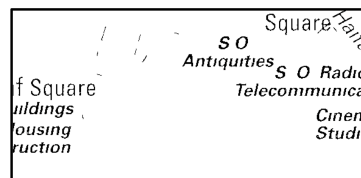
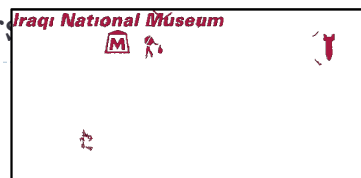


National

Antiqui

ALHIYA

User Labels



Extracted text layers

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Fourth Contribution: Text Recognition

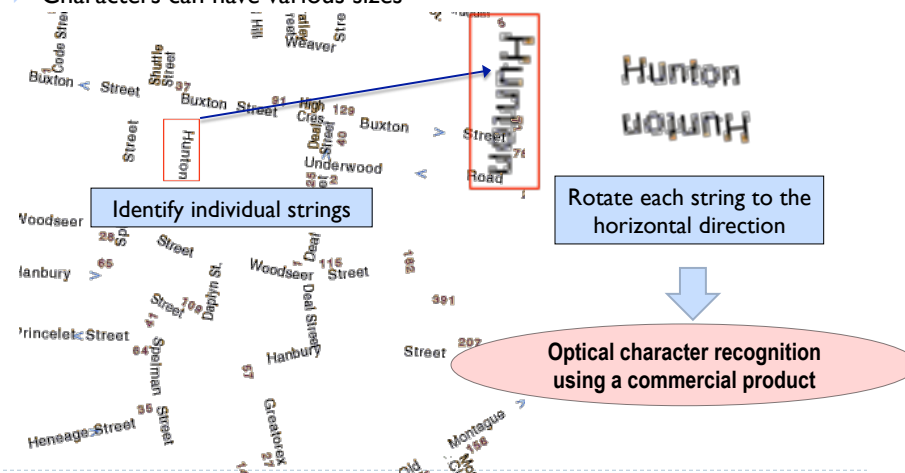
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Text Recognition from Identified Text Layers

- ▶ Multi-oriented text labels
- ▶ Characters can have various sizes



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Fourth Contribution: Text Recognition

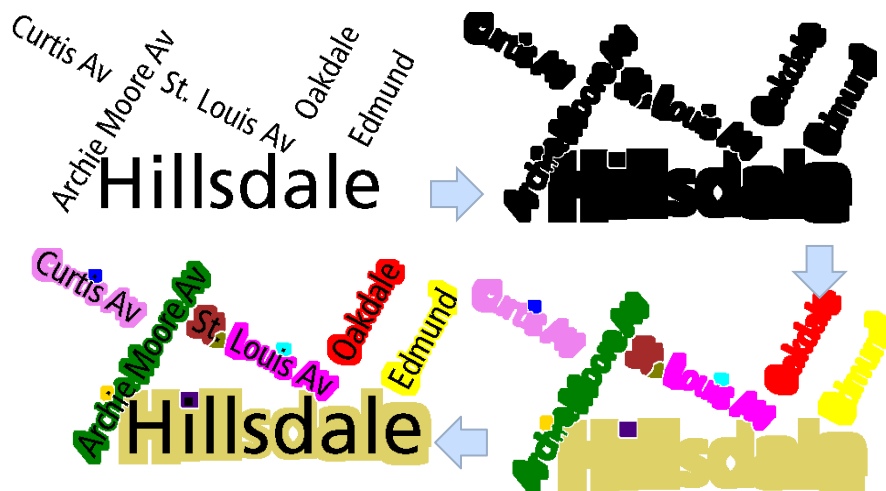
Identify Individual Strings

- ▶ **Conditional Dilation Algorithm:**
 - ▶ Expand the foreground area of the connected components (i.e., characters) when certain conditions meet
 - ▶ To determine the connectivity between the characters
- ▶ **Conditions:**
 - ▶ A character can only connect to **at most two other characters**
 - ▶ Two characters can be connected only if they **have a similar size**
 - ▶ A character can only connect to characters **in a local area**
 - ▶ Two strings can only be connected if they **have a similar orientation**

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Fourth Contribution: Text Recognition

Conditional Dilation Results

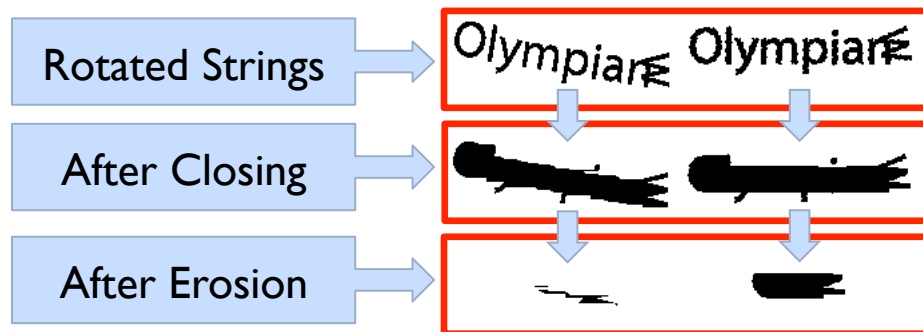


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Fourth Contribution: Text Recognition

Detect String Orientation

- ▶ Rotate a string from 0° to 180°
- ▶ Apply Run Length Smoothing algorithm

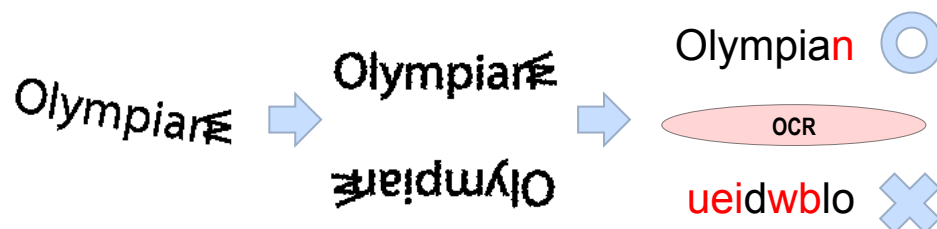


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Fourth Contribution: Text Recognition

Recognize Characters in the Horizontal Text Strings

- ▶ Feed the horizontal text strings to a commercial OCR product
- ▶ Use the OCR returned confidence to determine the correctly oriented horizontal string
 - ▶ Number of **suspicious characters**
 - ▶ Number of recognized characters

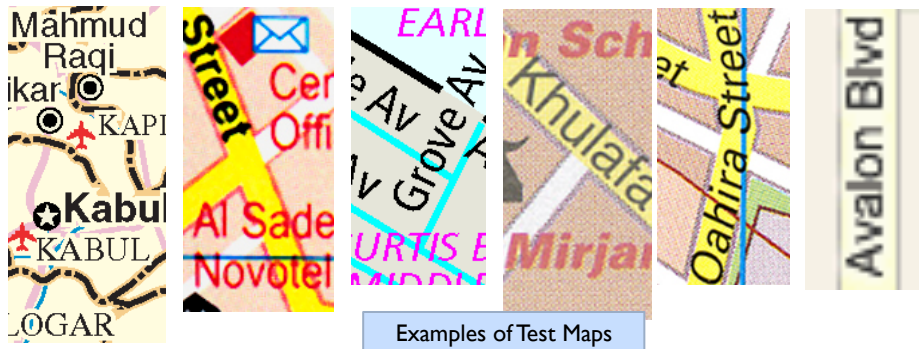


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Fourth Contribution: Text Recognition

Experiments

- ▶ Tested on 15 maps from 10 sources
- ▶ Tested the 15 test maps using an OCR product called ABBYY FineReader alone for comparison



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Fourth Contribution: Text Recognition

Experiments (Cont'd)

- ▶ Strabo extracted 22 text layers using 74 user labels (avg. 3.36)
- ▶ Strabo extracted 6,708 characters and 1,383 words
- ▶ ABBYY FineReader extracted 2,956 characters and 655 words

	Char. P.	Char. R.	Char. F.	Word P.	Word R.	Word F.
Avg. (Strabo)	92.77%	87.99%	90.32%	82.07%	77.58%	79.76%
Avg. (ABBYY)	71.99%	30.09%	42.44%	46.11%	20.64%	28.52%

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Fourth Contribution: Text Recognition

Related Work

- ▶ **Separation of Feature Layers form Raster Maps**
 - ▶ Do not further recognize features from the separated layers (Podlasov and Ageenko, 05; Leyk and Boesch, 10; Henderson et al., 09; Lacroix, 09)
- ▶ **Recognition of Features in Raster Maps**
 - ▶ Require intensive user interaction (Leberl and Olson, 82; Suzuki and Yamada, 90; MapScan, 98)
 - ▶ Rely on prior knowledge (Cofer and Tou, 72; Samet and Soffer, 96; Myers et al., 96)
 - ▶ Develop recognition rules for a specific type of map (Dhar and Chanda, 06; Kerle and de Leeuw, 09)
- ▶ **Extraction of Contour Lines**
 - ▶ Laborious training process (Khotanzad and Zink, 03; Salvatore and Guitton, 04; Chen et al., 06)

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Related Work

- ▶ **Road Vectorization**
 - ▶ Work on one type of map, e.g., computer-generated maps (Cao and Tan, 02; Li et al., 00; Bin and Cheong, 98; Habib et al., 99; Henderson et al., 09; Itonaga et al., 03)
 - ▶ Intensive manual process (Itonaga et al., 03, R2V, 10)
- ▶ **Text Recognition**
 - ▶ Work on one type of map (Fletcher and Kasturi, 88; Bixler, 2000; Chen and Wang, 97)
 - ▶ Require training for each input map (Adam et al., 00; Deseilligny et al., 95; Pezeshk and Tutwiler, 10)
 - ▶ Require manual processing to prepare each string for OCR (Cao and Tan, 02; Li et al., 00; Pouderoux et al., 07; Velázquez and Levachkine, 04; ABBYY FineReader, 10)
 - ▶ Require additional knowledge of the input map (Gelbukh et al., 04; Myers et al., 96)

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Publications

- ▶ **First and Second Contributions:**
 - ▶ Automatic Map Decomposition and Road-Intersection Template Extraction
 - ▶ ACM-GIS 05, ACM-GIS 08, and GeoInformatica 08
- ▶ **Third Contribution:**
 - ▶ Road Vectorization
 - ▶ ICDAR 09, GREC (LNCS) 09, and ACM-GIS 10
- ▶ **Forth Contribution:**
 - ▶ Text Recognition
 - ▶ ICPR 10

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Conclusion: Contributions

- ▶ A general approach to exploit the information in heterogeneous raster maps by:
 - ▶ Decomposing the maps into feature layers
 - ▶ Recognizing features from the layers
 - ▶ Aligning the raster maps, extracted layers, and recognized features to other geospatial data
- ▶ Support map alignment
- ▶ Not limited to a specific type of map
 - ▶ Handle raster maps with varying map complexity, color usage, and image quality
- ▶ Require minimal user input
- ▶ Outperform state-of-art commercial products with considerably less user input

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Conclusion: Future Work

- ▶ Automatically improve the feature recognition results
 - ▶ Automatic post-processing of road vector data
 - ▶ Exploit the identified map scale
 - ▶ Help the OCR component with additional knowledge of the map region
 - ▶ Exploit the identified map geocoordinates
- ▶ Research extensions:
 - ▶ Recognize languages other than English?
 - ▶ Infer the relationship between the extracted geographic features

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Questions?

▶ Thank You

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