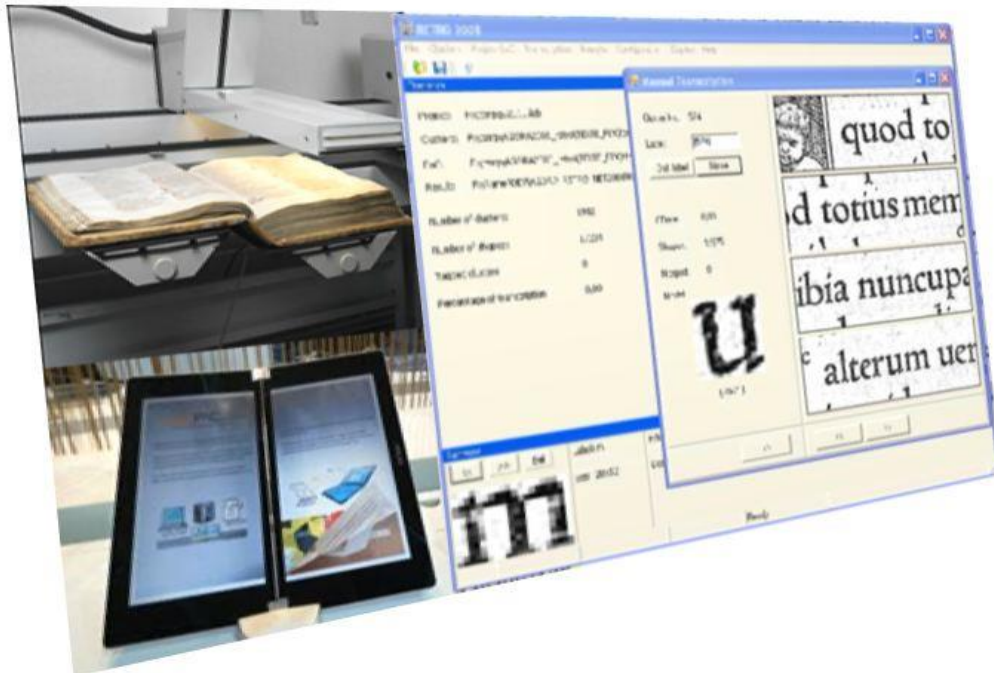
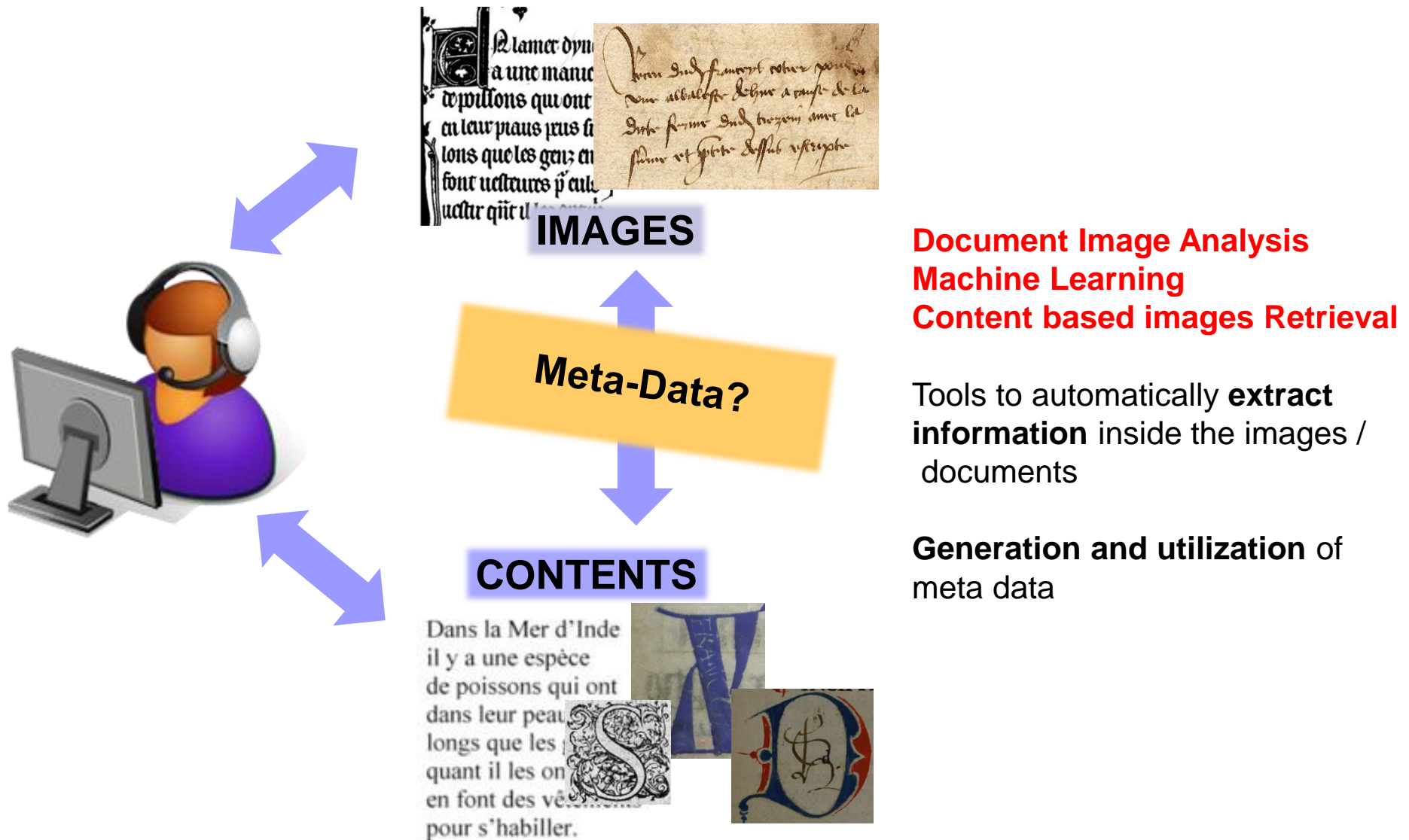


# From pixels to content: An overview of the main techniques used in DIA

**Jean-Yves RAMEL**



# From Pixels to Contents Introduction



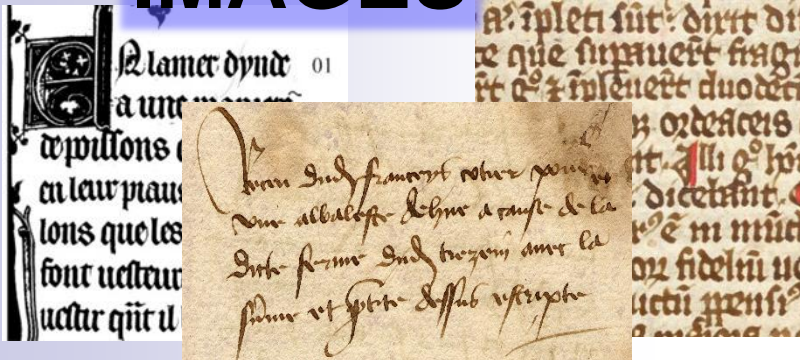
# From Pixels ... to contents

## Outline

- From pixels...
  - What is an image?
  - Image (pre-)processing
  
- ... to Text
  - Transcription and Layout analysis
  - Segmentation and content extraction
  - An overview of Pattern Recognition
  
- ... but also to non-Text
  - Content characterization and signatures
  - Content retrieval and spotting
  
- Back to meta-data?
  - From descriptive to perceptual meta-data
  - Is there adequate encoding formats?
  
- Conclusions and perspectives

# From Pixels...

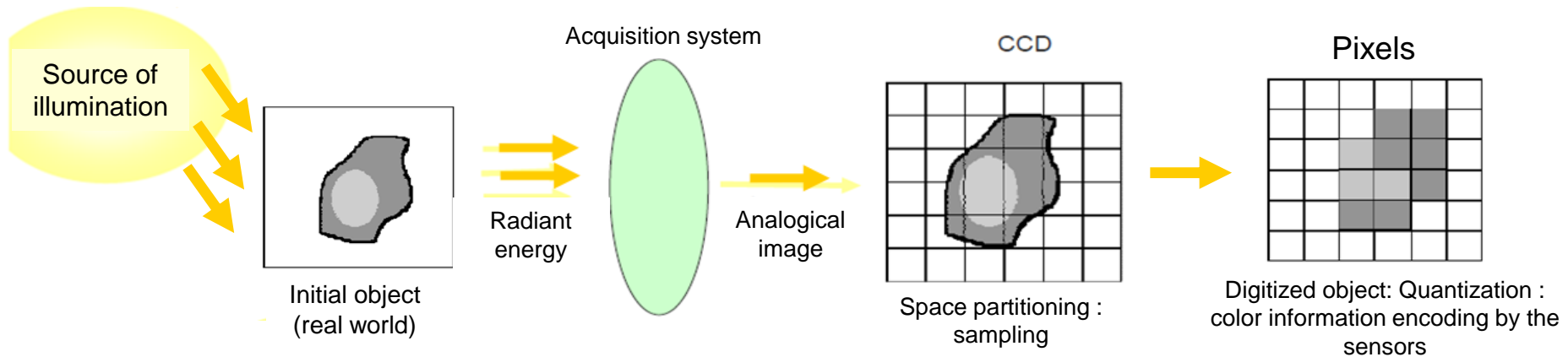
## IMAGES



## From Pixels...

# Digitization → Set of pixels ?

- Images come from a grid of microscopic photosensitive cells called **PIXELS**
- **Sampling**



- **Quantization**

- Assignment of a numerical value drawn from the received lighting energy / pixel (grid unit)
- Continuous value  $(x_i, y_i)$  → Discrete value  $(x_i, y_i)$  → Pixels
- The range of colors that each pixel can take



# From Pixels...

## What is an image?

### Image Quantization

**Binary images:**  $I(i,j) = 0$  black or  $I(i,j) = 1$  white

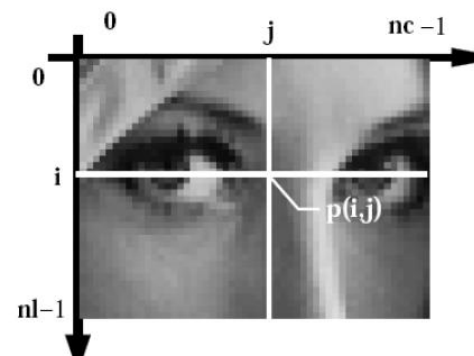
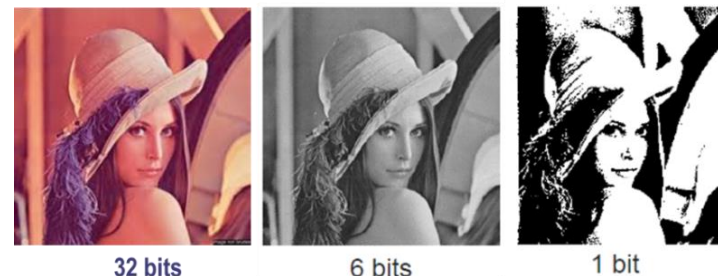
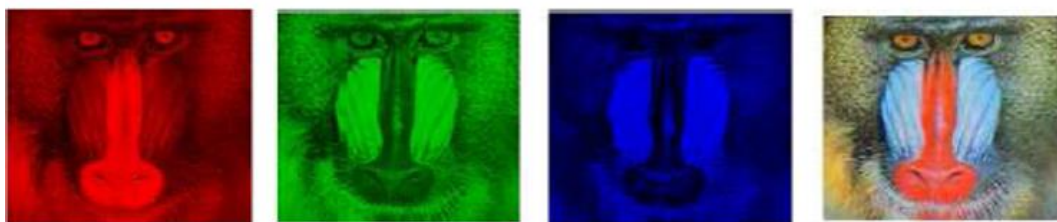
**Gray level (8 bits/pixel) images:**

$I(i,j) = 0 \dots 255$  from the lighter to the darker.

**Color images (24 bits/pixel):**

3 values of lighting intensity Red, Green, Blue

$I_1(i,j) = 0 \dots 255$  -  $I_2(i,j) = 0 \dots 255$  -  $I_3(i,j) = 0 \dots 255$

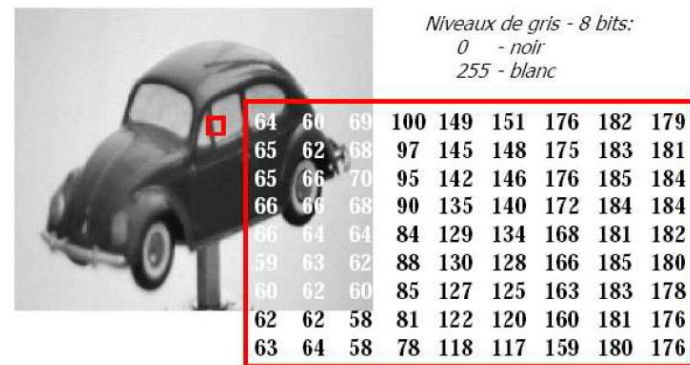


### Image Representation & Processing

Image = Array(s) of pixels = Matrices of values

1 pixel = A position inside the image  $(i,j)$  + 1 color (1 to 3 values)

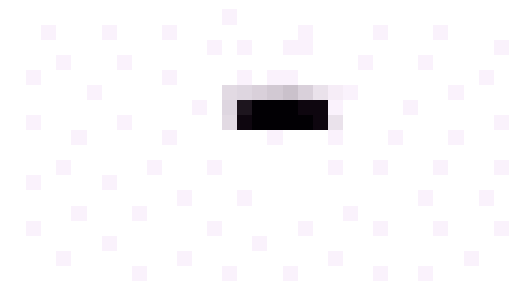
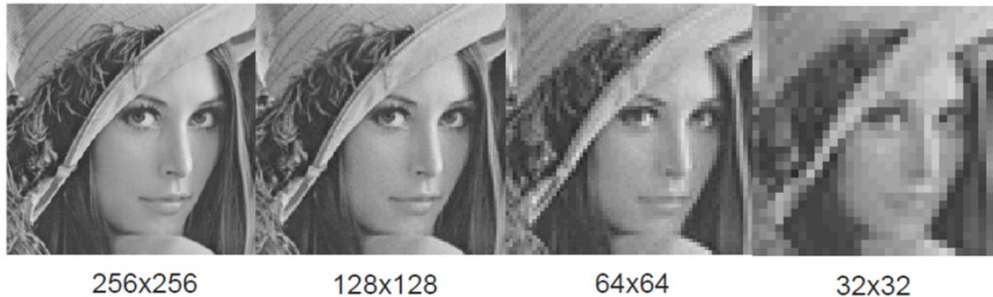
The values  $I(i,j)$  associated to each pixel  $s(i,j)$  represent their brightness intensity



## From Pixels... What is an image?

- **Sampling → Image resolution**

- Number of pixels per length unit
- In dpi (dots per inches) or ppp (points par pouce)
- When the resolution decrease, the precision decrease



- **VF Image processing**

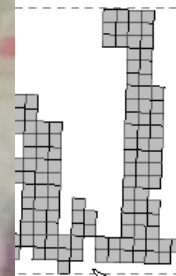
- Page A4 = 21x29.7 cm
- 200 dpi : 1650 x 2340 pixels = 3 861 000 pixels
- 300 dpi : 3500 x 2480 pixels = **8 680 000 pixels**
- 16M colors, 1 pixel = 3 octets → 10 à 25 Mo/page !
- **A trade-off between quality-quantity/time is mandatory**
- Fidelity of the numerical version
- Mass of storage size – Transmission / Processing time

## From Pixels...

# Why few pixels are so important?



olated patterns can correspond  
(pixels) !  
on the boundaries of the shapes  
ccess  
arance of characters until the  
acters or touching characters  
**the resolution**



Touching

procedure and  
ments of pattern  
that in spite of

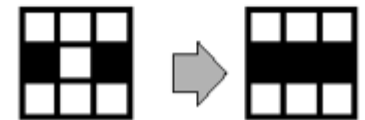
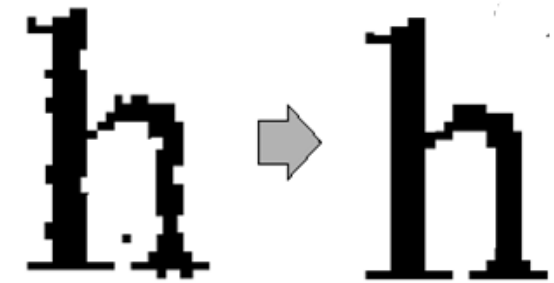
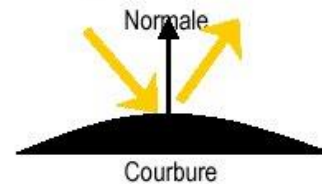
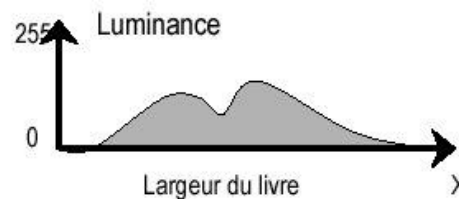
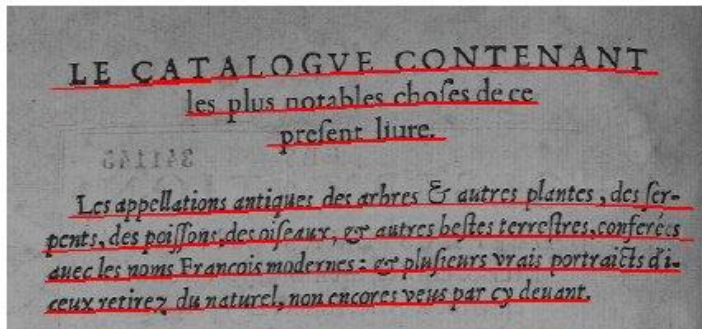
OCR errors



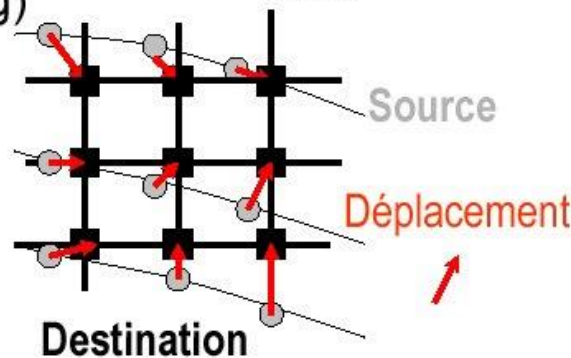
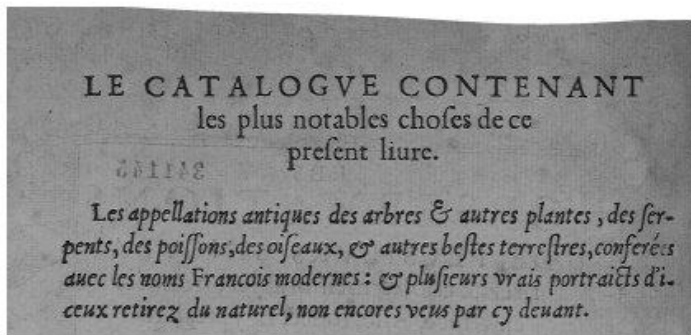
## From Pixels... What is Image (pre-)processing?

After the digitization, the images usually still have a lot of defaults

- Curvature and skew due to scanning
- Noise on boundaries, dots, blur, ...



Corriger l'image (rotation, wrapping)



## From Pixels...

# Image (pre-)processing

Curvature and skew correction is possible on text images

point & le reste de satin blanc, & tout passémenté & pou  
 tilé d'or: celluy des Espingliers bonnet, collet, chausses,  
 fouliers de uelours noir: le pourpoint de satin cramoisy,  
 doubleure des chausses correspondât, rayez de passemen  
 & trailes d'or. Apres lesquels passoient quelques premie  
 rangs armez & accompagnez de deux centz & sept Tif  
 rans portantz rouge & noir: les troys Enseignes derrie  
 eulx braues & bien en ordre, & marchantz deuât deux cer  
 cinquâte six Cordoanniers uestus de blanc & noir, laisser  
 à leurs espaules les troys Lieutenantz autant brauement  
 ordre, & conduifantz centz quatre uingtz & douze Esp  
 gliers portantz le pourpoint de uelours, satin, ou taffe  
 rouge, le collet & bonnet noir avec plume blanche, & gr  
 fatiffaifant à chascun.

Tout d'un ordre suruint la fixiesme Bande autant bel  
 que plaifante pour la diuersité des couleurs: laquelle com  
 ca par le rang de les troys Capitaines de Rue neuue acc  
 tré de uelours noir, blanc, & bleu mouchetté menuem  
 de boutons d'or, accôpaigné du Capitaine des Chappeli  
 uestu de uelours blanc & noir & uerd à petitz grains d'  
 fuyuant d'un mesme pas avec celluy des Fondeurs en ha  
 de uelours blanc, & noir, & aurangé, recamé & bifetté d  
 gent. Et le quel rang avec les Tabourins & Fiffres de mel  
 fut fuyuy d'aucuns autres armez de corseletz & animes, &  
 fuytre de Rueneuee en liuree de noir blanc & bleu, &  
 nombre de quatre centz uingt & troys: lesquels estoient  
 stez de troys Enseignes fuyuantz avec mesmes couleur  
 leurs enseignes, guidantz apres eulx cent soixante & f  
 Chappellier de blanc noir & uert: Et à la file les troys Li



point & le reste de satin blanc, & tout passémenté & pou  
 tilé d'or: celluy des Espingliers bonnet, collet, chausses,  
 fouliers de uelours noir: le pourpoint de satin cramoisy,  
 doubleure des chausses correspondât, rayez de passemen  
 & trailes d'or. Apres lesquels passoient quelques premie  
 rangs armez & accompagnez de deux centz & sept Tif  
 rans portantz rouge & noir: les troys Enseignes derrie  
 eulx braues & bien en ordre, & marchantz deuât deux cer  
 cinquâte six Cordoanniers uestus de blanc & noir, laisser  
 à leurs espaules les troys Lieutenantz autant brauement  
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 gliers portantz le pourpoint de uelours, satin, ou taffe  
 rouge, le collet & bonnet noir avec plume blanche, & gr  
 fatiffaifant à chascun.

Tout d'un ordre suruint la fixiesme Bande autant bel  
 que plaifante pour la diuersité des couleurs: laquelle com  
 ca par le rang de les troys Capitaines de Rue neuue acc  
 tré de uelours noir, blanc, & bleu mouchetté menuem  
 de boutons d'or, accôpaigné du Capitaine des Chappeli  
 uestu de uelours blanc & noir & uerd à petitz grains d'  
 fuyuant d'un mesme pas avec celluy des Fondeurs en ha  
 de uelours blanc, & noir, & aurangé, recamé & bifetté d  
 gent. Et le quel rang avec les Tabourins & Fiffres de mel  
 fut fuyuy d'aucuns autres armez de corseletz & animes, &  
 fuytre de Rueneuee en liuree de noir blanc & bleu, &  
 nombre de quatre centz uingt & troys: lesquels estoient  
 stez de troys Enseignes fuyuantz avec mesmes couleur  
 leurs enseignes, guidantz apres eulx cent soixante & f  
 Chappellier de blanc noir & uert: Et à la file les troys Li

## From Pixels... Image (pre-)processing

The problem is more complicated in case of heterogeneous content

CHRI

BEAV-IE

BEAV-I:

*Vavaignc* D



## From Pixels... Image (pre-)processing

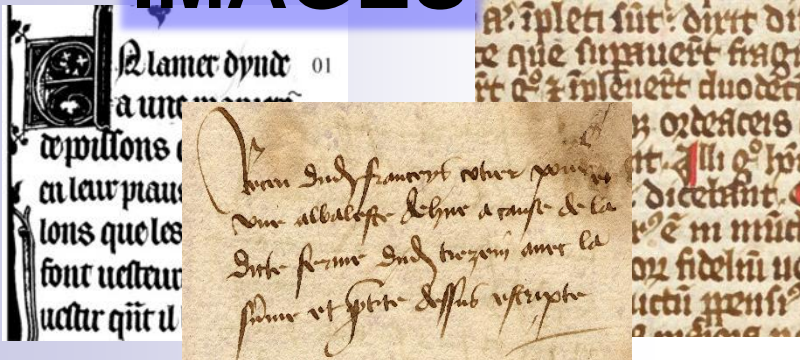
The problem is more complicated in case of heterogeneous content

CHRI  
BEAV-IE  
BEAV-I  
Variation D



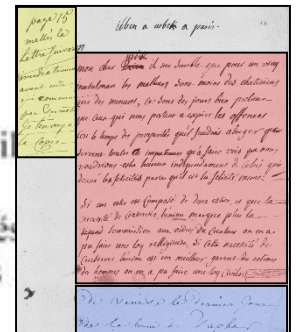
# ... to text and layout

## IMAGES



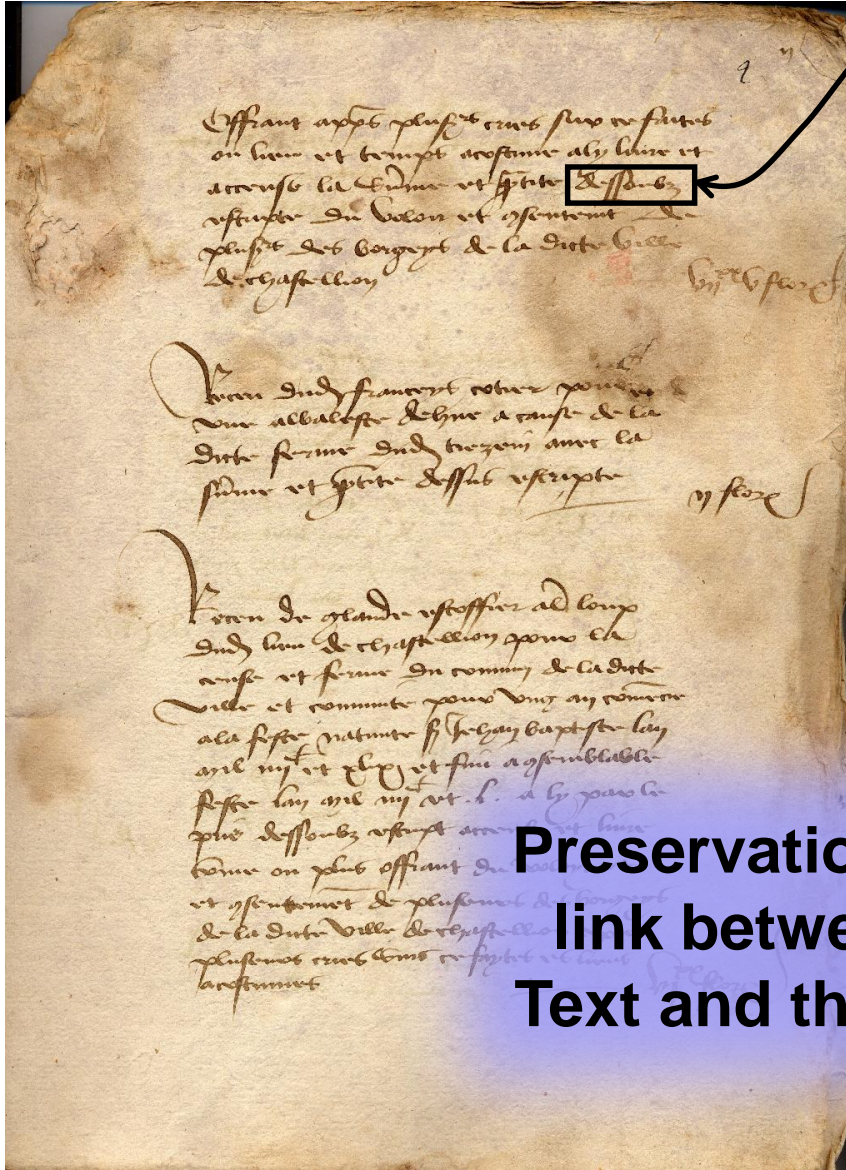
## CONTENTS

Dans la Mer d'Inde  
il y a une espèce  
de poissons qui ont  
dans leur peau des poi-  
longs que les gens,  
quant il les ont attrapés  
en font des vêtements  
pour s'habiller.



From pixels ... to text

# Automatic transcription but also layout Analysis



1-Offrant apres plusieurs rues sur ce faites

2-au lieu et temps acostume aly livre et

3- accenste la somme et quantite **deussouiz**

4-estempte du voloir et consentement de

5-plusieurs des borgeys de la dite ville

6-de chastellion

\_\_\_\_\_ IIIIxx V

flor(ins)

7-receu dudit franceys rotier pour

8-une albaleste dehue a cause de la

9-dite ferme dudit trezein avec la

10-somme et quantite dessus estempte ?

11-

\_\_\_\_\_ II flor(ins)

12-receu de Alexandre ? escoffier al loup ?

13- dudit lieu de chatellion pour la

14-rensse et ferme du commun de la dite

15-ville et communaute ? pour ung an commettre ?

16-alaleste nativite fi jehan baptiste lan

17-quatre cent et cinquante? A ly par le

18-pris deussouls esempt accense et hure ?

19- au plus offrant du voloyr et

20-et consentement de pluseures des borgeys

21-de la dite ville de chastellion apres

22-pluseures rues ....refaytes es lieux ?

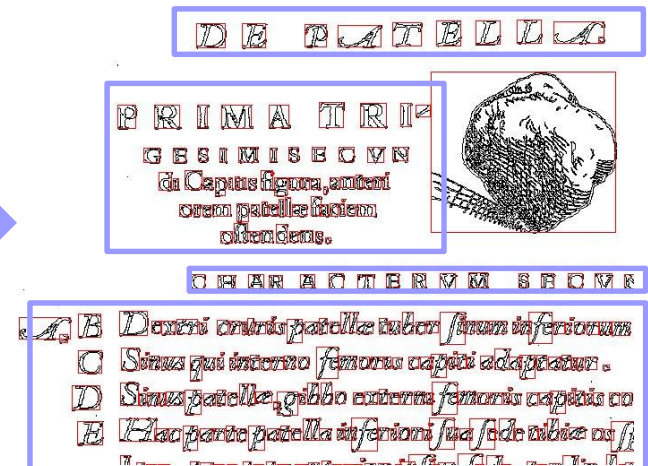
**Preservation of the  
link between the  
Text and the Image**

# From pixels ... to text

## An overview of OCR mechanisms

### First step : Image segmentation

- Transformation of the image (set of pixels) into patterns (regions of interest) of higher level (**EoC**)
- These EoC could be very simple (part of characters) or more sophisticated ones (paragraphs, illustrations, ...)
- EoC extraction: Background (white) / Foreground (black) separation
- **Color Image → Grayscale → binarisation**



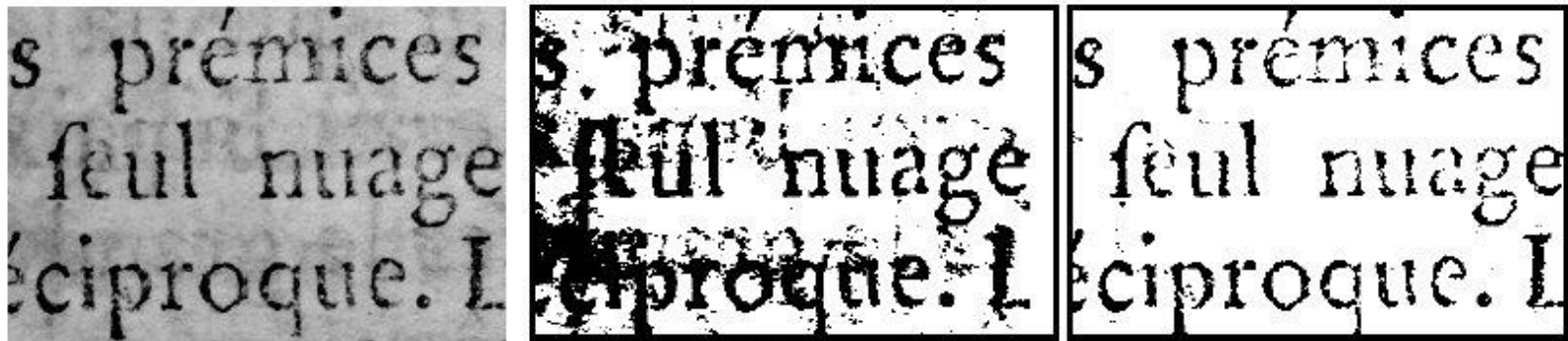
**EoC**

## From pixels ... to text

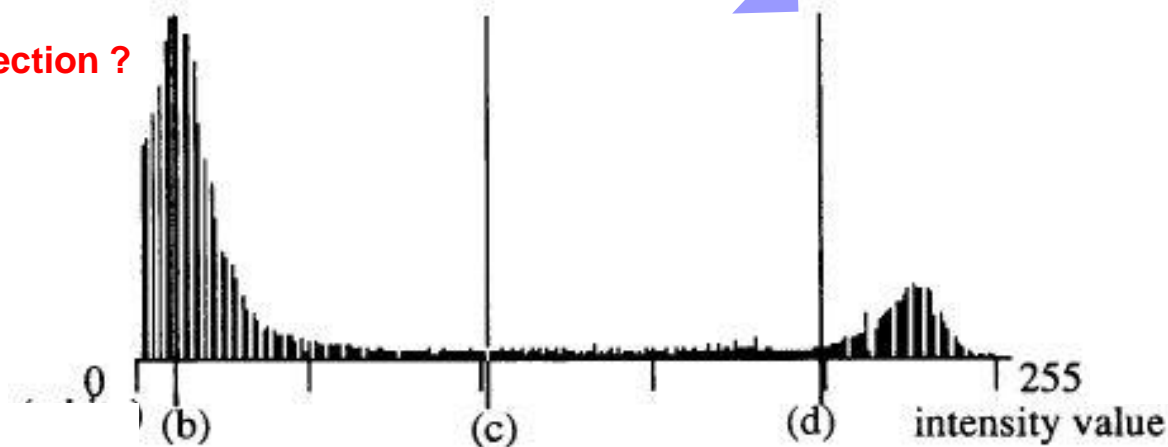
# An overview of OCR mechanisms

Just to illustrate the difficulties...

- Most of the segmentation methods need a binarisation



Threshold selection ?



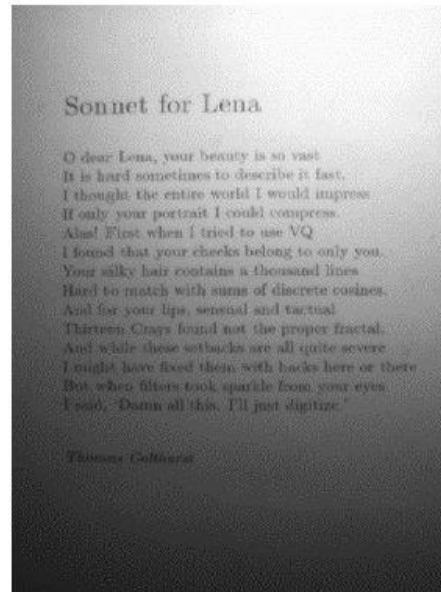


# From pixels ... to text

## An overview of OCR mechanisms

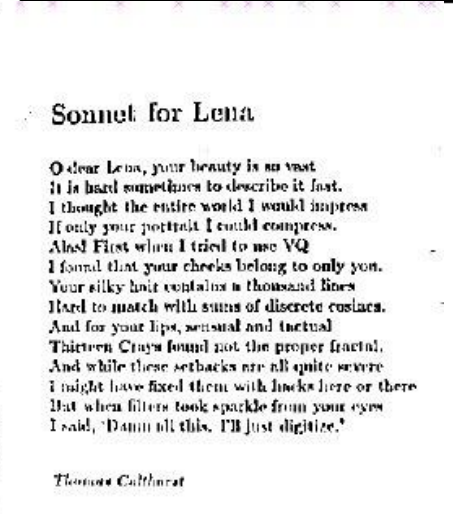
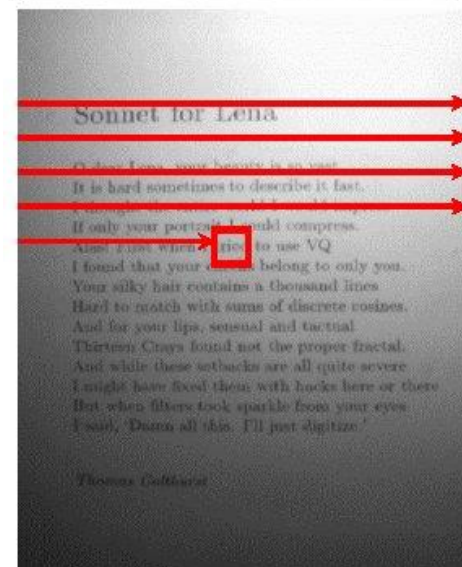
### Just to illustrate the difficulties...

- Most of the segmentation methods need a binarisation
- Global threshold →



- Local thresholds →

Niblack :  $S = m + ks^2$  avec  $k = -0,2$   
|  $m$  : mean et  $s$  : standard deviation



# From pixels ... to text

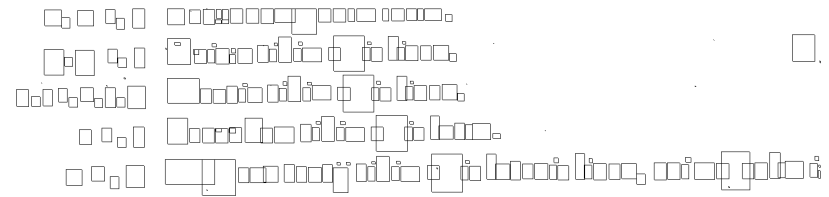
## An overview of OCR mechanisms

### First step: Image segmentation / Connected components

- Then, we can try to group black pixels together to **localize** and **recognize** higher level Element of Content (EoC)

$\alpha, \alpha 1, 5$  *Secundum fibulae latus.*  
 $\gamma, \gamma 1, 3$  *Prima tibiae ossis linea.*  
 $\epsilon, \epsilon 1, 2, 3, 4$  *Tertia tibiae ossis linea.*  
 $\eta 1, 3$  *Secundum tibiae ossis latus.*  
 $\kappa 2, 4$  *Aspera tertij tibiae ossis lateris linea, cui musculus in*

d.



Tibia.

Fibula.

Tibiae os.

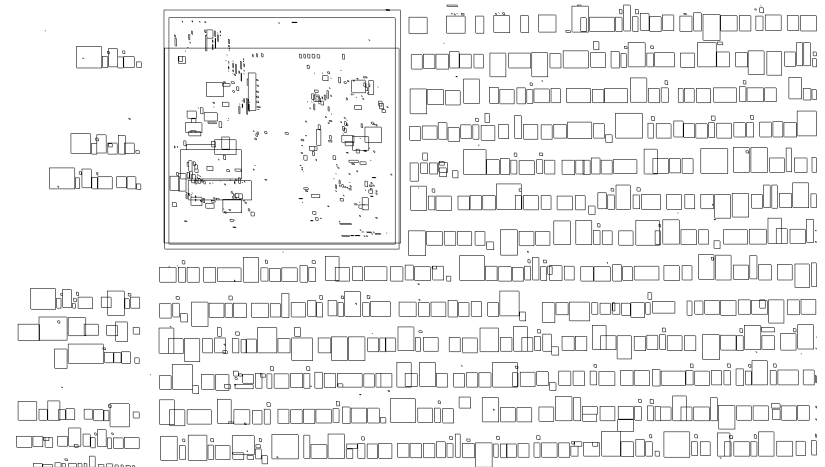


N TIBIA similiter atque in cu-  
 crates perpetuò tibiae ossa appella-  
 quod totius membri nomine *lavin*  
 exteriùs locatur, & interiori crassi  
*góny*, Latinis autem fura & fibula i-  
 dio crassius os, tibiae os appellab-  
 guens, quod his ossibus, musculi

nia ambienti formatur. Gracilius autem os fibula op-  
 ci, quia ueluti tibiae uenter est, *γαστρονομία* nuncupan-  
 supra infraq; appendix coalescit, ac superior quidē tibi-  
 est, anteriori tamen sede crassior, ac in anteriori tibiae re-  
 sum duci cernitur. Huic\* duo oblongi in sculpuntur l-  
 distincti, & lubrica cartilagine incrustati. His sinibus i-

Tibiae ossis  
 & fibulae ap-  
 pendices.

Sedes cui fe-  
 mur ad tibiam  
 articulat.

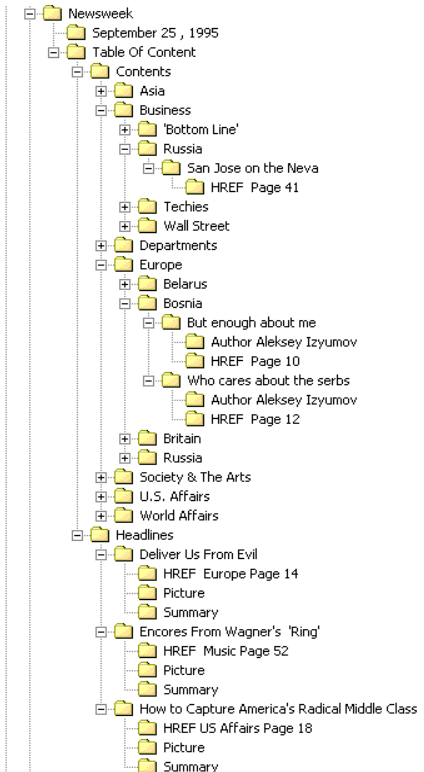


# From pixels ... to text

## An overview of OCR mechanisms

### Next step : Layout analysis

- Connected Components → Words → Lines → Paragraphs → Page
- The results have to be saved in XML format (Alto, ...)
- Choosing how to organize the XML tree (physical / logical) is not so easy...



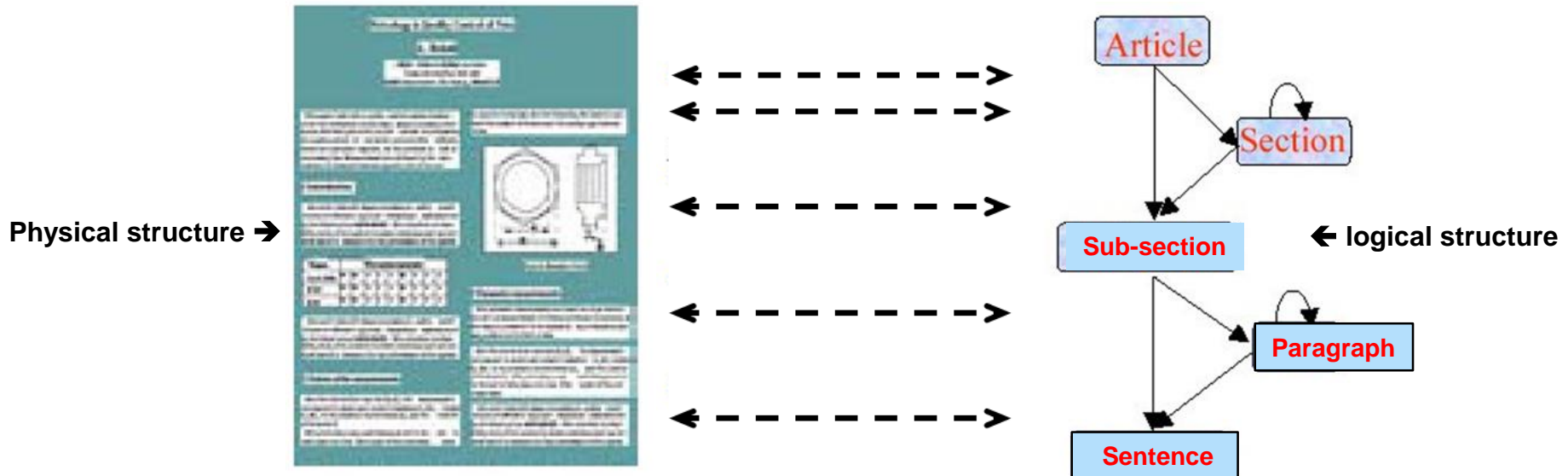
# From pixels ... to text

## An overview of OCR mechanisms

### Next step : Layout analysis

Two kind of structures have been identified by researchers in DIA:

- The logical structure → the generic one corresponding to a priori knowledge about the content of the document
- The physical structure → the analysed instance corresponding to the extracted EoC inside the image, each one associated to descriptive features (size, position, number of sub-patterns, ... )
- **Layout analysis tries to recognize these 2 structures (EoC identification)**



# From pixels ... to text

## An overview of OCR mechanisms

### Next step : Layout analysis

- The analysis / identification of the EoC is usually achieved based on a rule based system defined through a grammar (static one) or defined interactively by the users

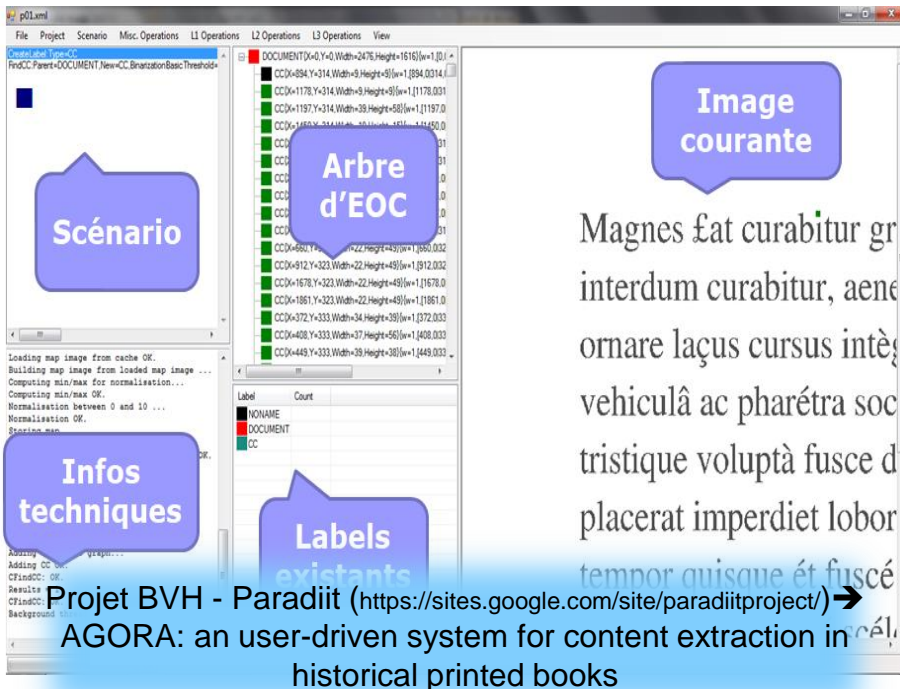


Image courante

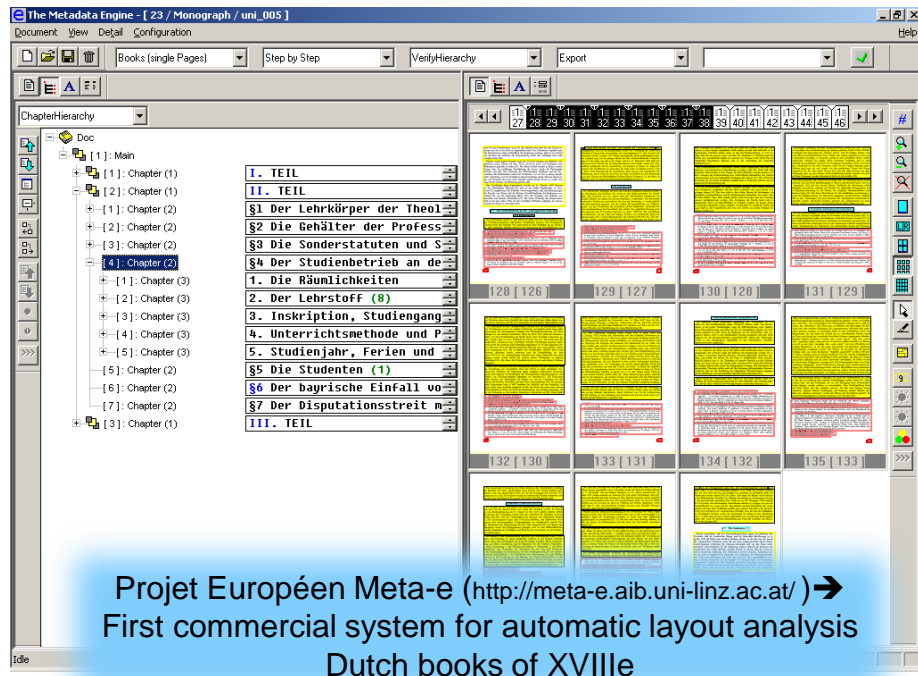
Scénario

Arbre d'EOC

Labels existants

Infos techniques

Projet BVH - Paradiit (<https://sites.google.com/site/paradiitproject/>) →  
AGORA: an user-driven system for content extraction in historical printed books



The Metadata Engine - [ 23 / Monograph / uni\_005 ]

Document View Detail Configuration

Books (single Pages) Step by Step Verify Hierarchy Export

Chapter Hierarchy

Doc

[1]: Main

[1]: Chapter (1)

[2]: Chapter (1)

[1]: Chapter (2)

[2]: Chapter (2)

[3]: Chapter (2)

[4]: Chapter (2)

[1]: Chapter (3)

[2]: Chapter (3)

[3]: Chapter (3)

[4]: Chapter (3)

[5]: Chapter (3)

[6]: Chapter (2)

[7]: Chapter (2)

[3]: Chapter (1)

I. TEIL

II. TEIL

§1 Der Lehrkörper der Theol

§2 Die Gehälter der Profess

§3 Die Sonderstatuten und S

§4 Der Studienbetrieb an de

1. Die Räumlichkeiten

2. Der Lehrstoff (8)

3. Inskription, Studiengang

4. Unterrichtsmethode und P

5. Studienjahr, Ferien und

§5 Die Studenten (1)

§6 Der bayerische Einfall vo

§7 Der Disputationsstreit m

III. TEIL

Projet Européen Meta-e (<http://meta-e.aib.uni-linz.ac.at/>) →  
First commercial system for automatic layout analysis  
Dutch books of XVIIIe

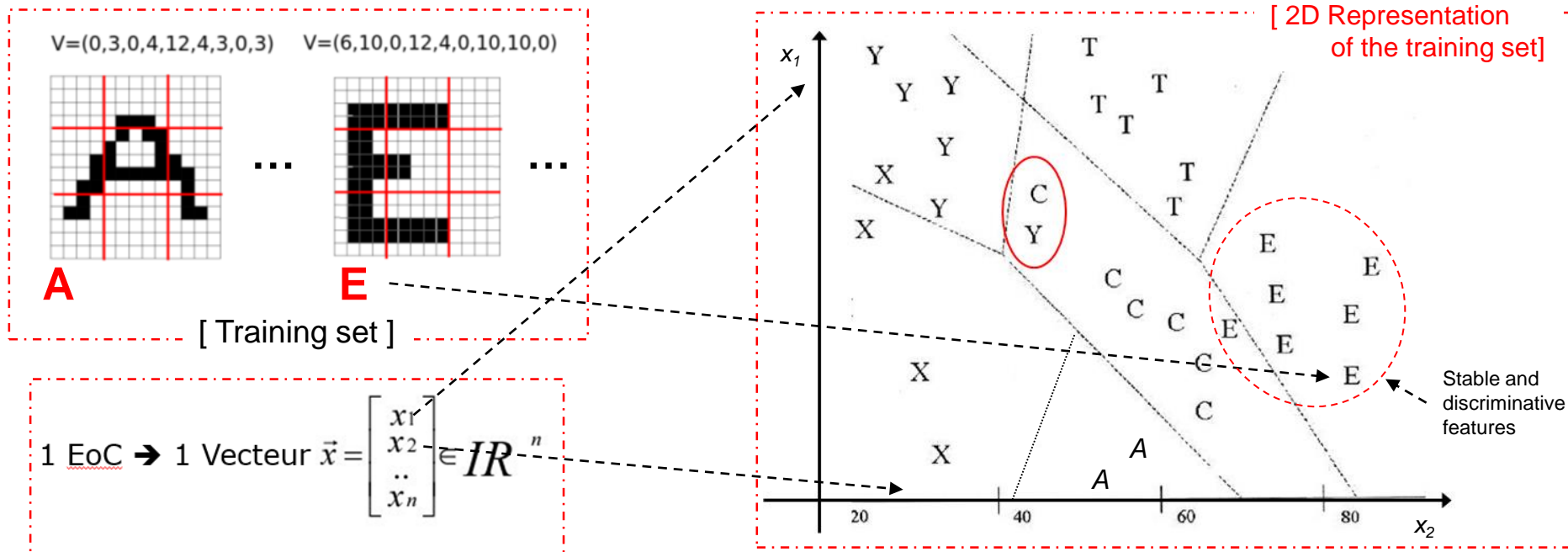
# From pixels ... to text

## An overview of OCR mechanisms

**Next step : Pattern / EoC recognition** (toward Machine Learning)

**How computers can recognize objects?**

- We need a large set of (labelled) examples similar to the patterns to be recognized → **a training set**
- We need a list of stable and discriminative **features** (shape, color, size,...) used to describe the patterns (labelled ones and unknown one)



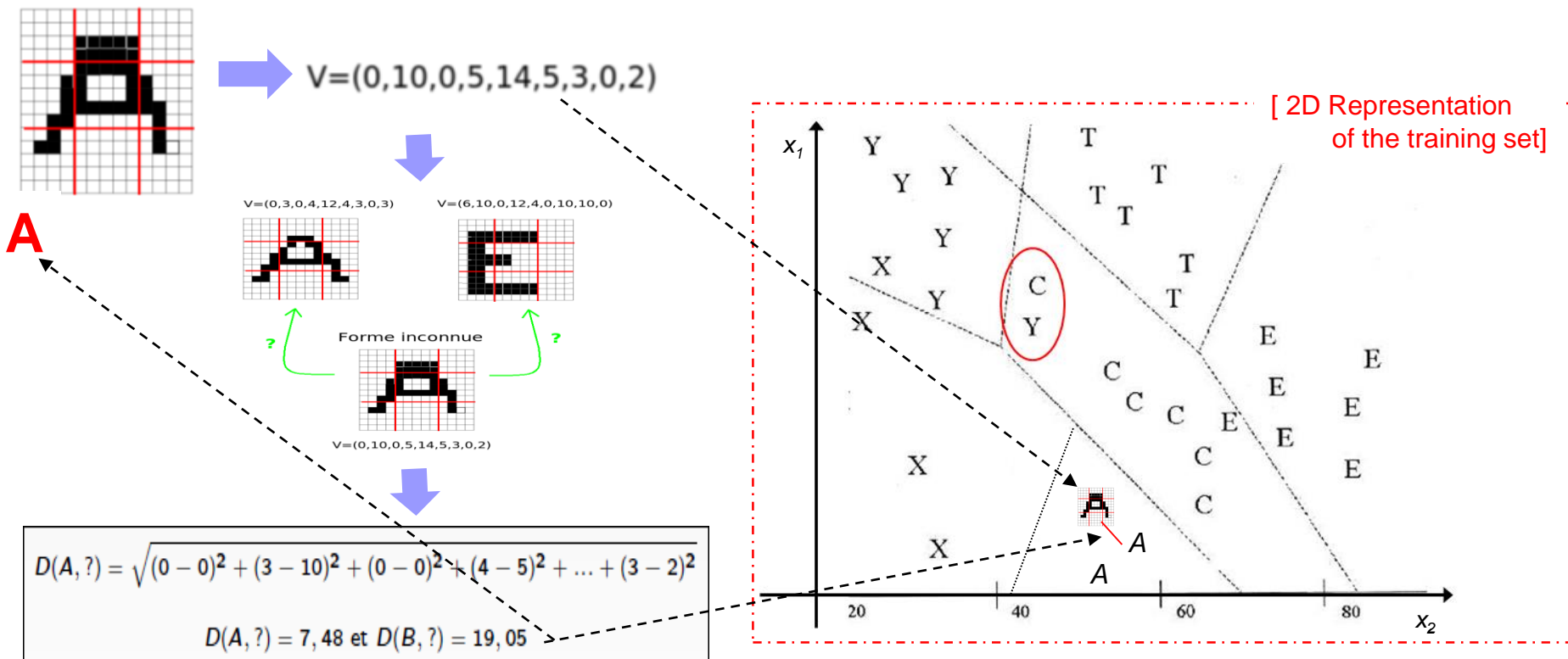
# From pixels ... to text

## An overview of OCR mechanisms

**Next step : Pattern / EoC recognition** (toward Machine Learning)

**How computers can recognize objects?**

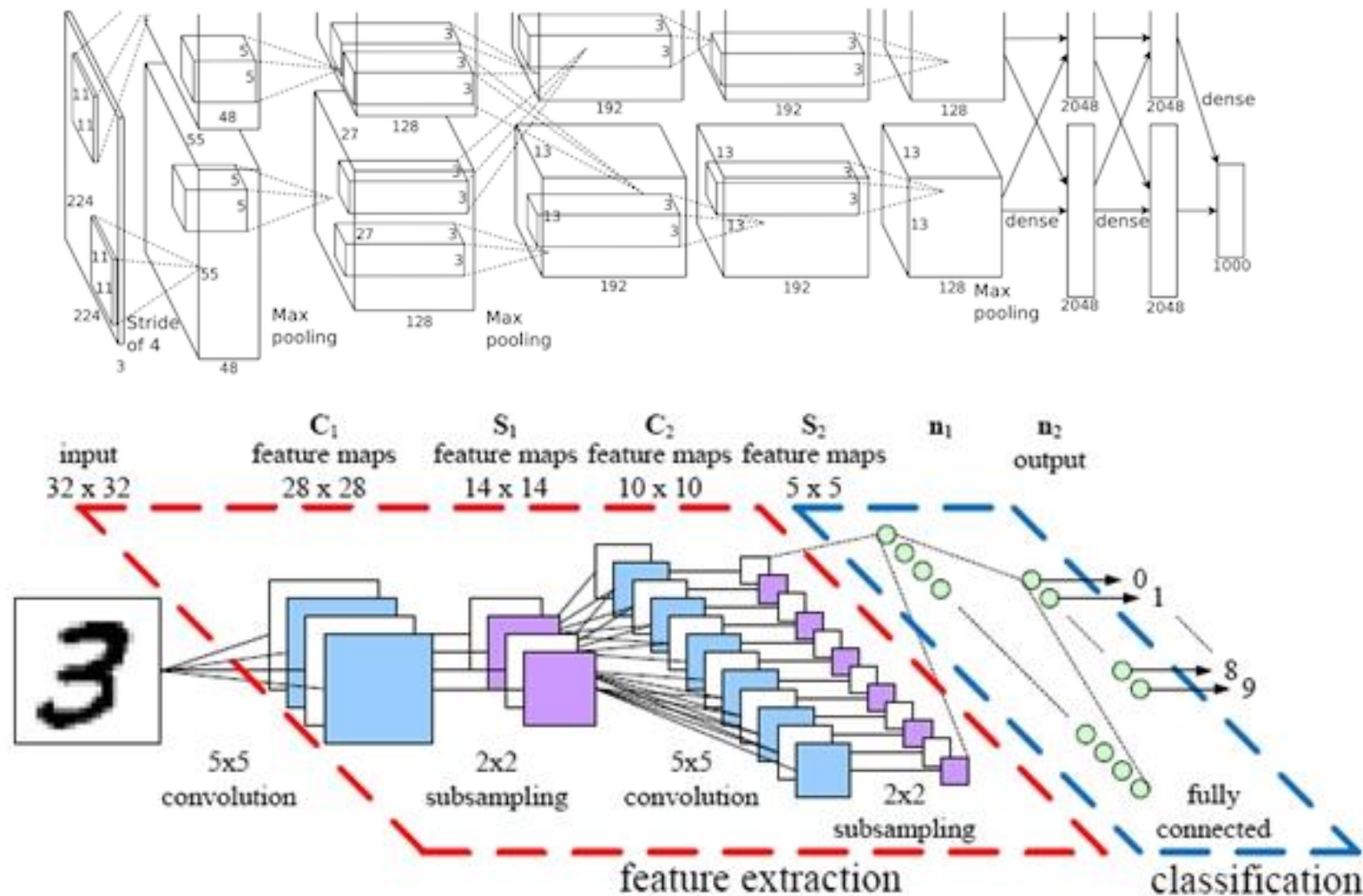
- When an unknown EoC arrives, we compute its features and compare it with the content of the training set (associated built models)



# From pixels ... to text

## An overview of OCR mechanisms

### Deep Learning (Conv. Neural Net)



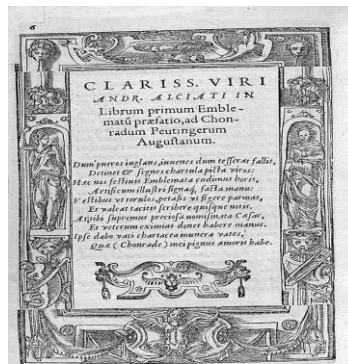
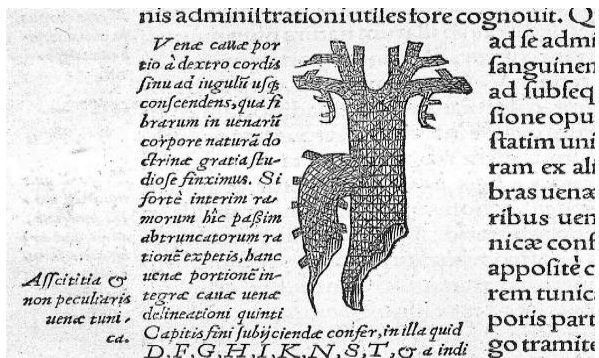
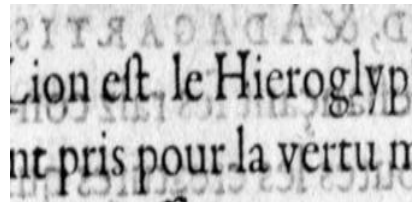
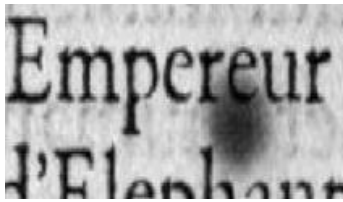


## From pixels ... to text

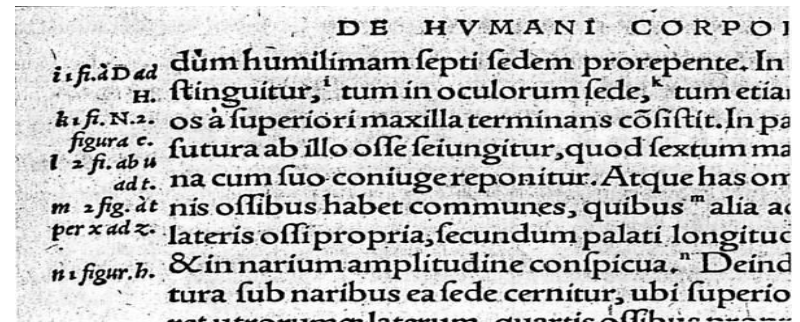
# An overview of OCR mechanisms

### Why commercial OCR are not working well on historical documents?

- Noises and degradations
- Unusual layout
- Unsuitable training set



### Fine Reader

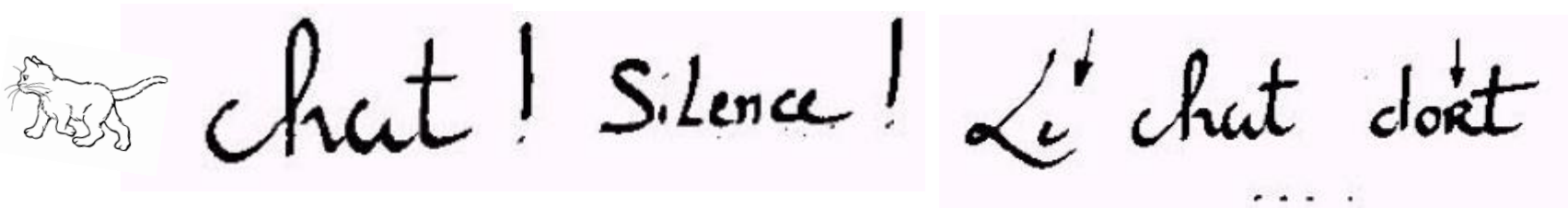


DE HVMANI CORPC  
i fi. at; ad dūm humilimam septi sedem pi  
x. stinguitur, tutu in oculorun  
k=f. n. z. os à superiori maxilla termin  
t ab U futura ab illo osse feiungitzir, q  
ad t na cum suo- coniuge reponitu  
m = fg. at nis offibus habet commutes, qu  
p. n. s. d. s. lateris offi propria, sec  
n. 1. figur. b. min narium amplitudine conspicua.

## From pixels ... to text

# An overview of OCR mechanisms

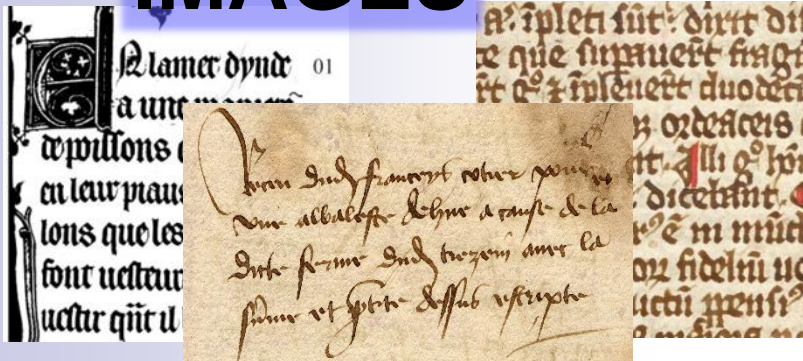
- **Why commercial OCR are not working well on historical documents?**
- Lack of data, knowledge and experiences
  - Unusual fonts and characters → training data needs to be created
  - Unusual languages → Lexicons, dictionaries and language models need to be created
- Context often allows to modify our understanding of what is perceived by our senses
  - Until now, we tried to recognized EoC without using their context
  - The same EoC could be interpreted differently according to its surrounding context
  - Results of OCR are highly correlated to the adequacy of the used **word dictionary**



- Is there methods that need less a priori knowledge?
- Processing non-Textual parts can be good source of inspiration?

... to non-text

IMAGES

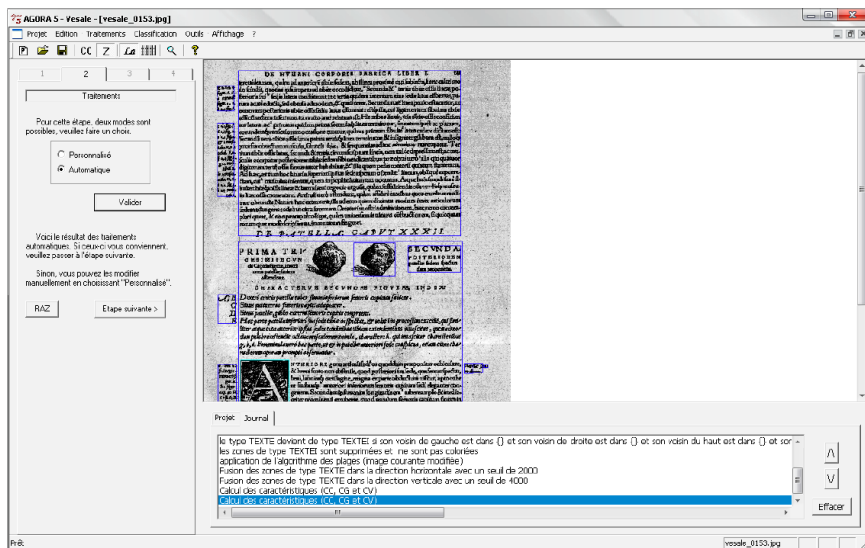


CONTENTS



# From pixels ... to non-textual contents

## Pictorial Content is also of high interest



- Ornamented letters ( +of 20000)



- Figures (+ de 1500)



**BATYR: <http://www.bvh.univ-tours.fr>**

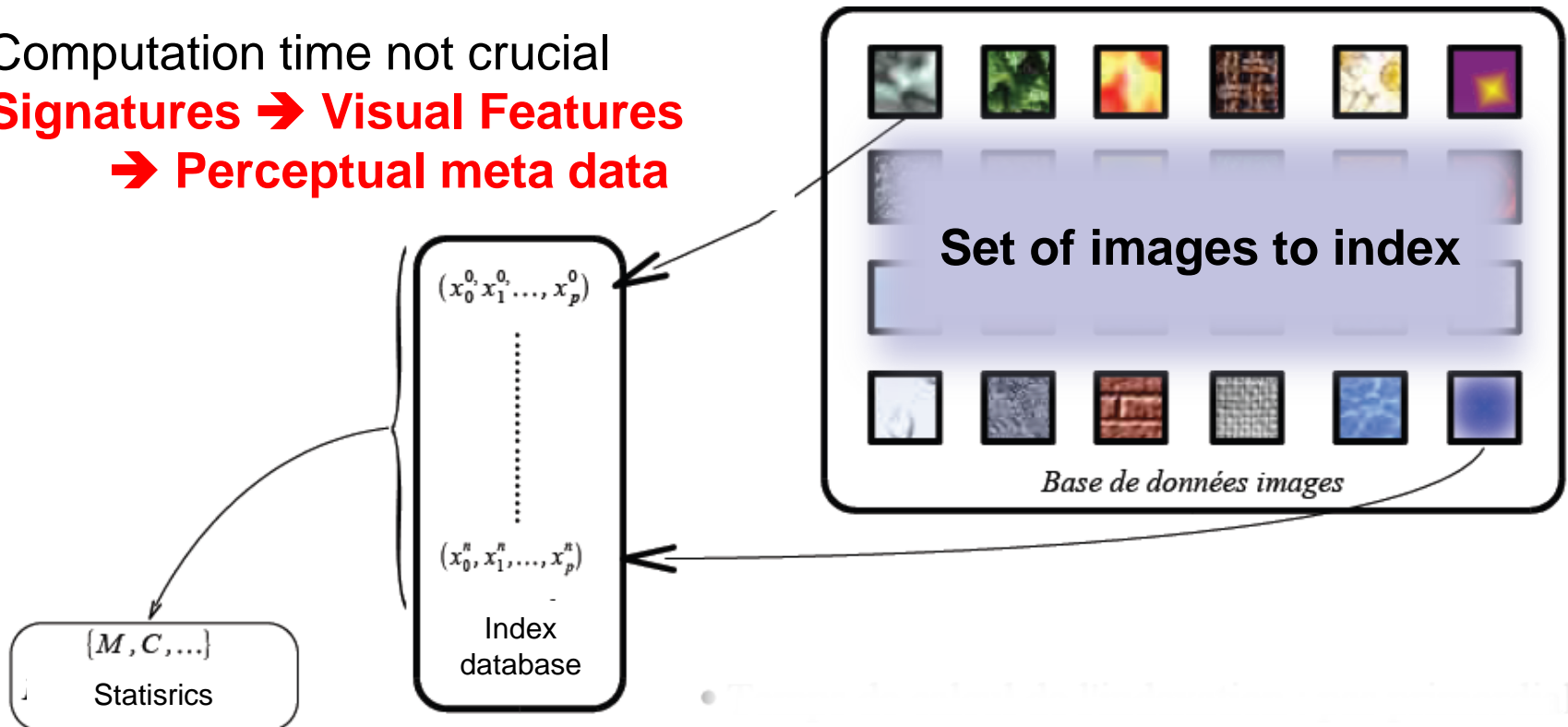


# From pixels ... to non-textual contents

## An overview of Content Based Image Retrieval

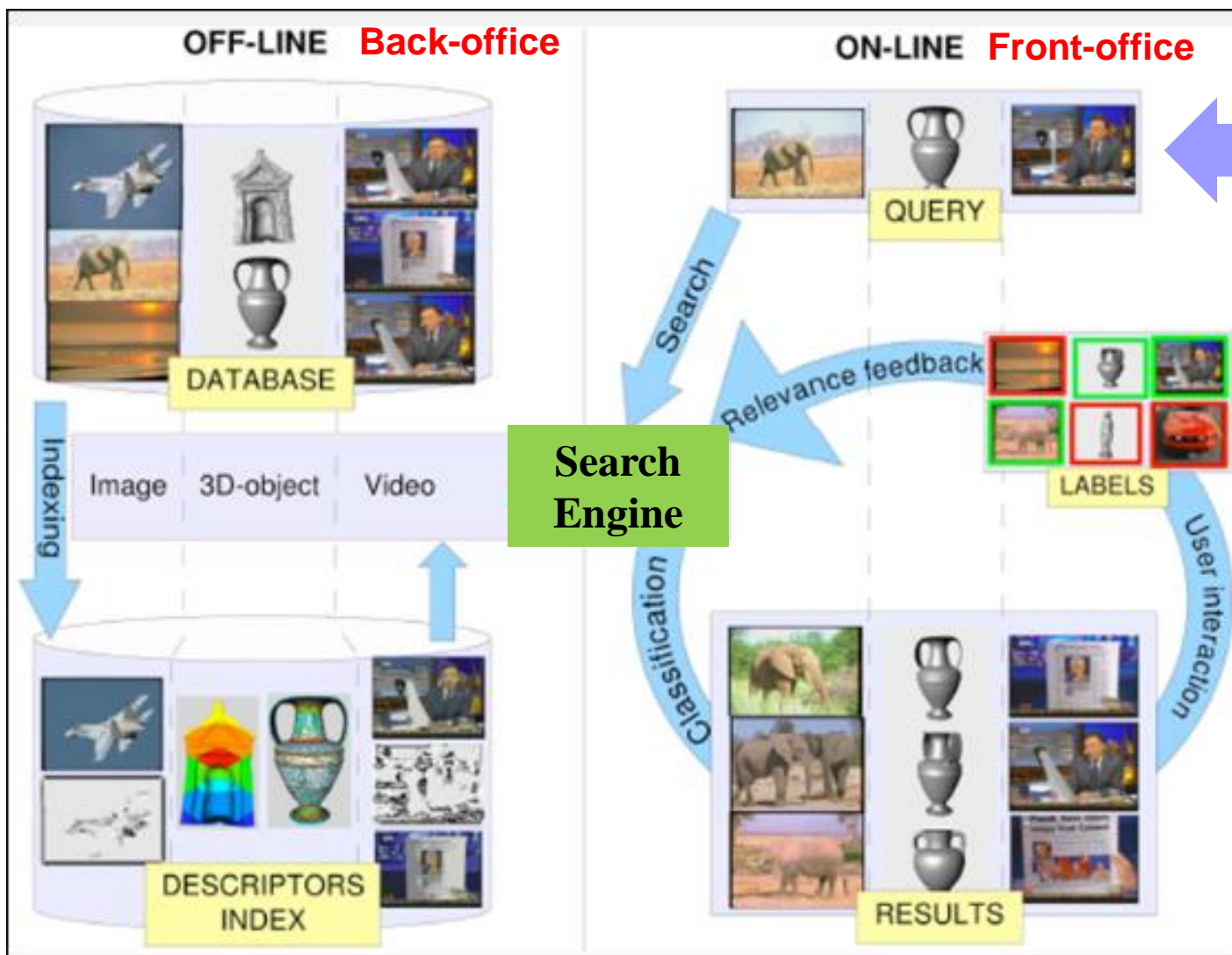
### Perceptual meta data instead of classical meta data

- Computation of signatures for all the images or even **sub-parts of the images (EoC)**
- Computation time not crucial
- **Signatures → Visual Features → Perceptual meta data**



# From pixels ... to non-textual contents

## An overview of Content Based Image Retrieval



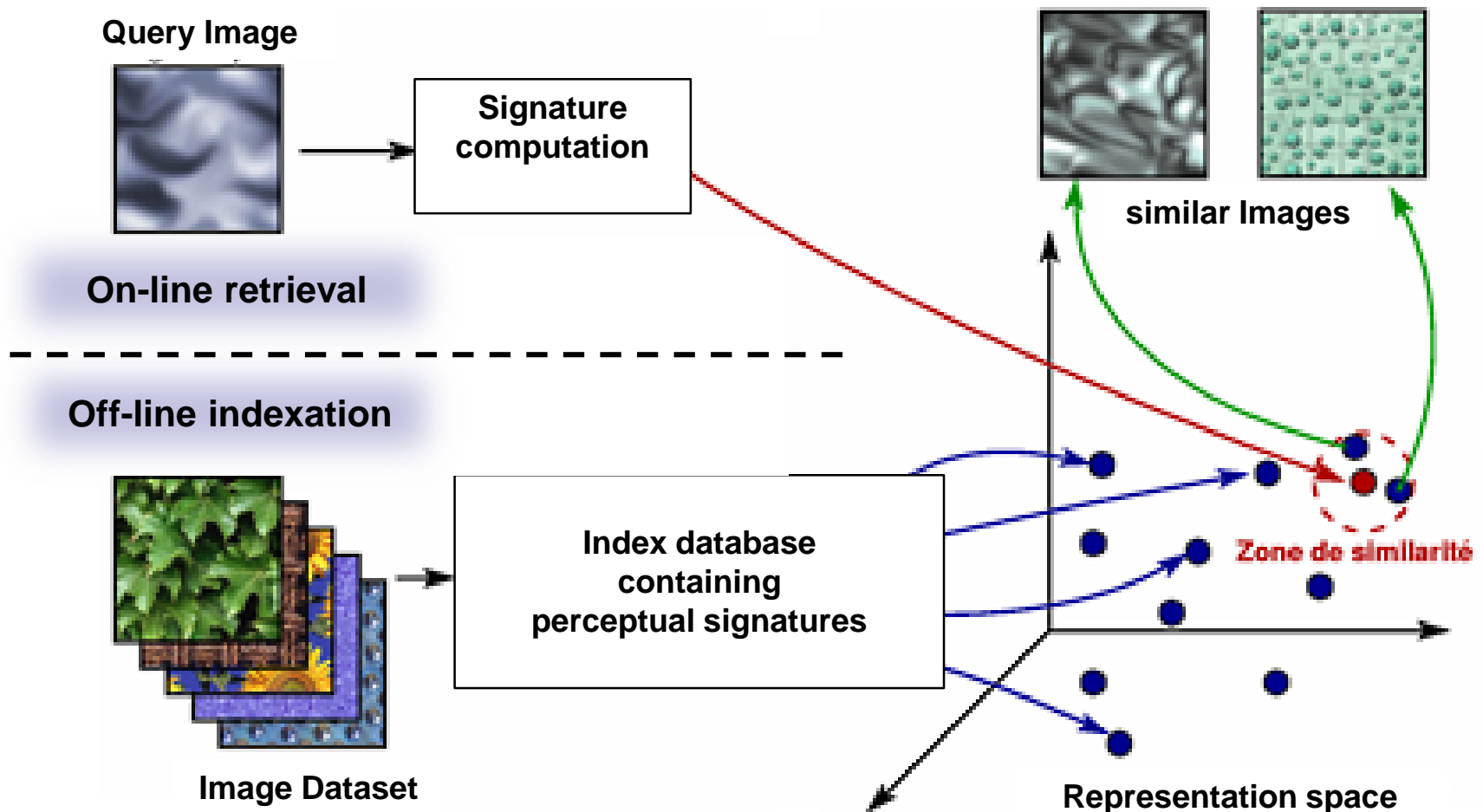
**Using images as query instead of words**

# From pixels ... to non-textual contents

## An overview of Content Based Image Retrieval

It is again a question of features...

→ We speak about signatures

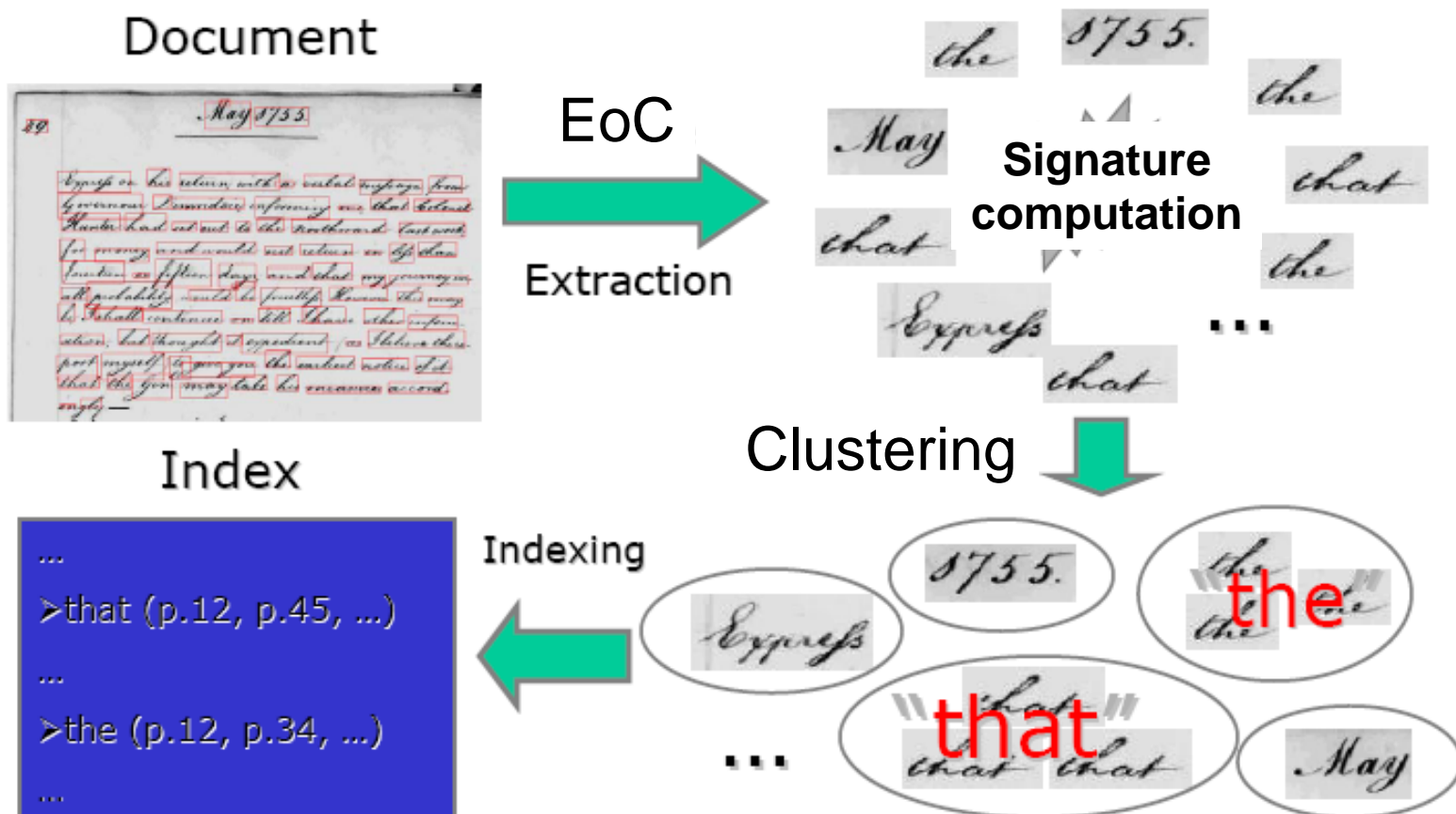


# From pixels ... to non-textual contents

## An overview of Content Based Image Retrieval

- From CBIR to Word spotting

Off-line indexation





# From pixels ... to non-textual contents

## An overview of Content Based Image Retrieval

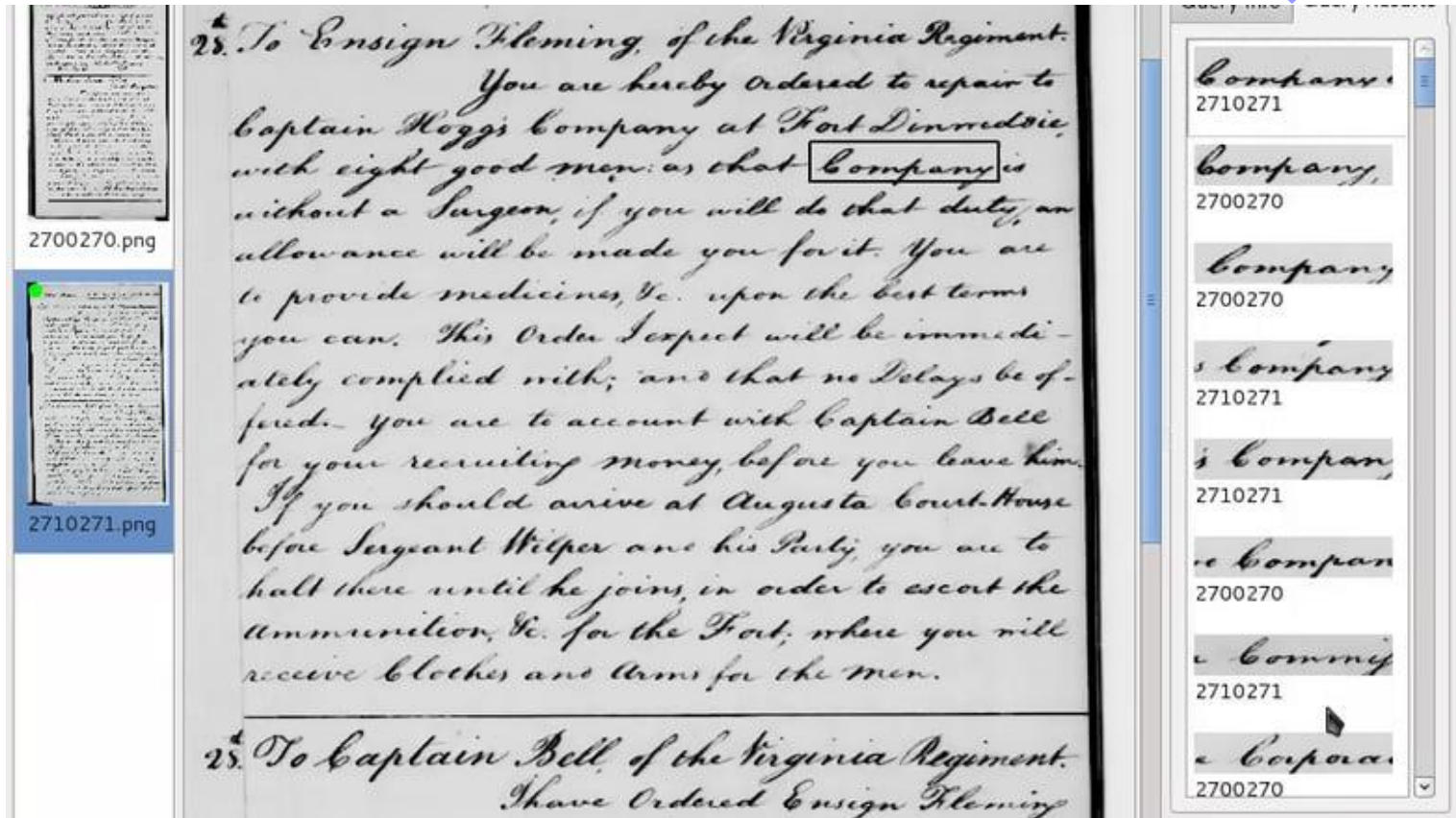
- From CBIR to Word spotting

Query images



Results: retrieved images

On-line Retrieval



The screenshot displays a search interface for handwritten documents. On the left, two thumbnail images are shown: the top one is labeled '2700270.png' and the bottom one is labeled '2710271.png'. The main area shows a large image of a handwritten document with a red box highlighting the word 'Company'. On the right, a list of search results is displayed, each consisting of a snippet of the handwritten text and a corresponding ID number. The results are as follows:

Text Snippet	ID
Company	2710271
Company,	2700270
Company,	2700270
s Company	2710271
's Company,	2710271
re Compan	2700270
e Company	2710271
e Compan	2700270

The main document text is as follows:

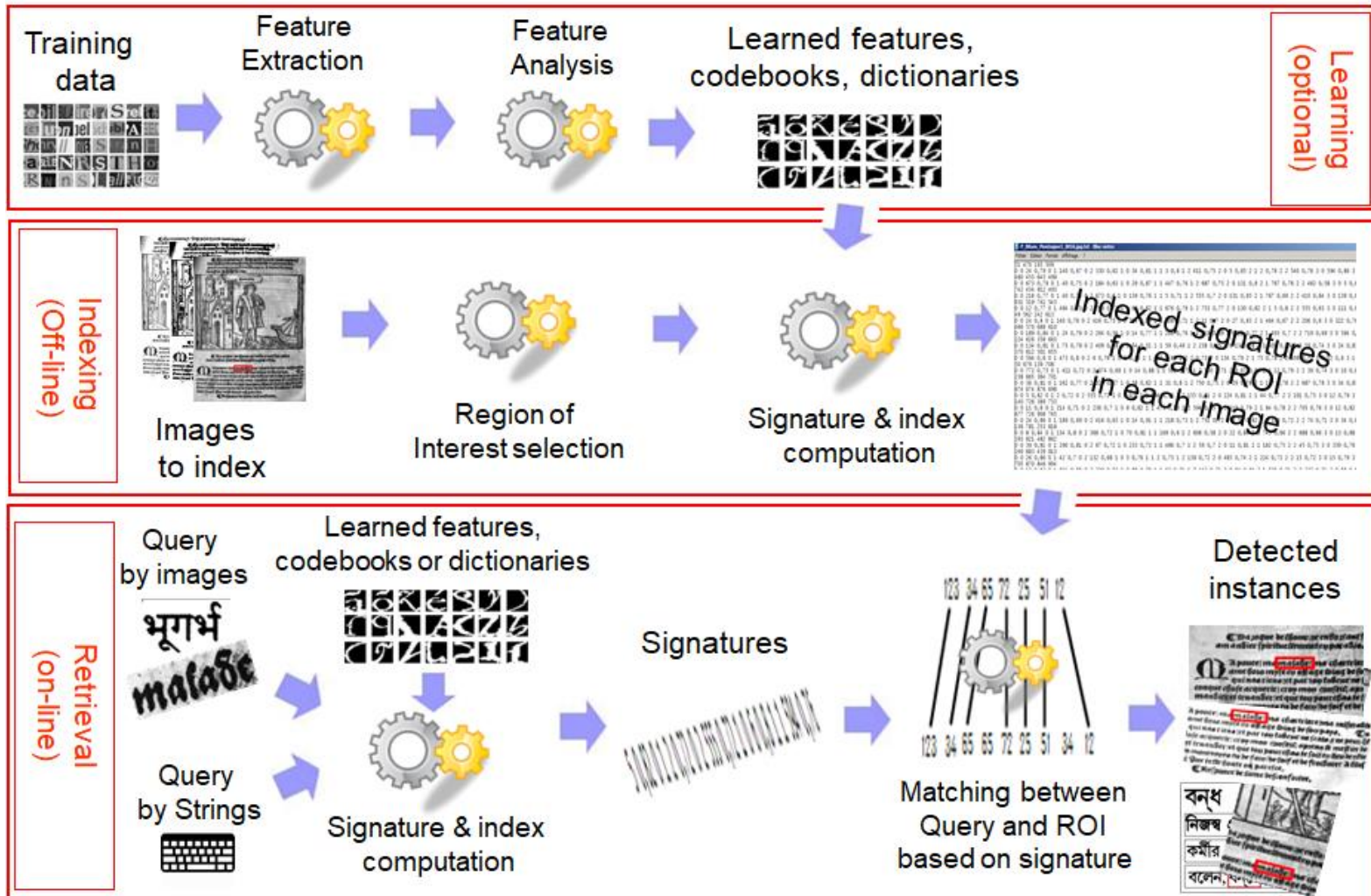
25. To Ensign Fleming, of the Virginia Regiment.  
 You are hereby Ordered to repair to Captain Hogg's Company at Fort Dinwiddie, with eight good men: as that Company is without a Surgeon, if you will do that duty, an allowance will be made you for it. You are to provide medicines, &c. upon the best terms you can. This Order I expect will be immediately complied with; and that no Delays be offered. you are to account with Captain Bell for your recruiting money, before you leave him. If you should arrive at Augusta Court House before Sergeant Wilper and his Party; you are to halt there until he joins, in order to escort the Ammunition, &c. for the Fort; where you will receive clothes and Arms for the men.

25. To Captain Bell, of the Virginia Regiment.  
 I have Ordered Ensign Fleming

# From pixels ... to non-textual contents

## An overview of Content Based Image Retrieval

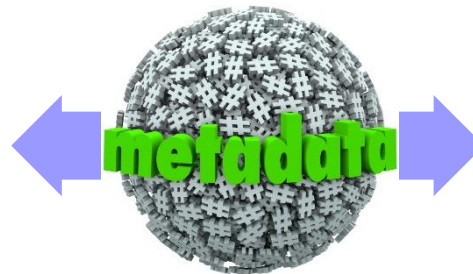
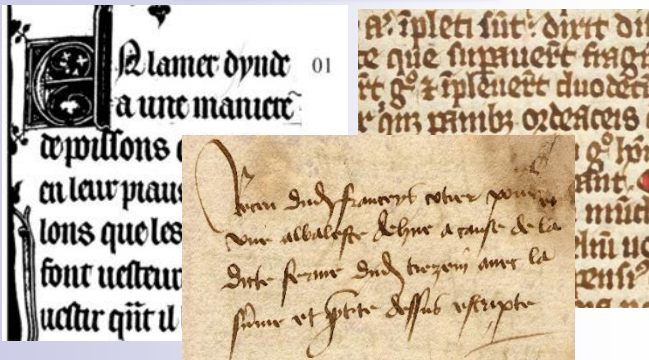
### From CBIR to Word spotting





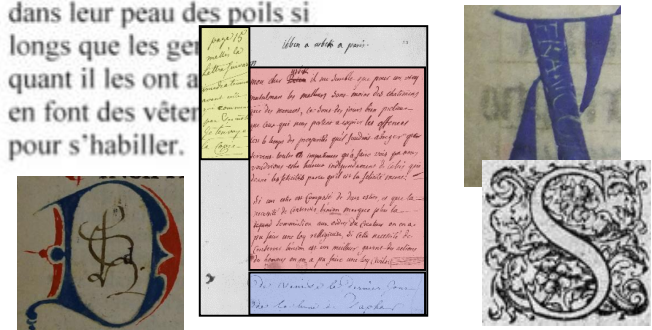
# Is it just a question of meta-data?

## IMAGES



Dans la Mer d'Inde  
il y a une espèce  
de poissons qui ont  
dans leur peau des poils si  
longs que les gens  
quant il les ont a  
en font des vêtements  
pour s'habiller.

## CONTENTS

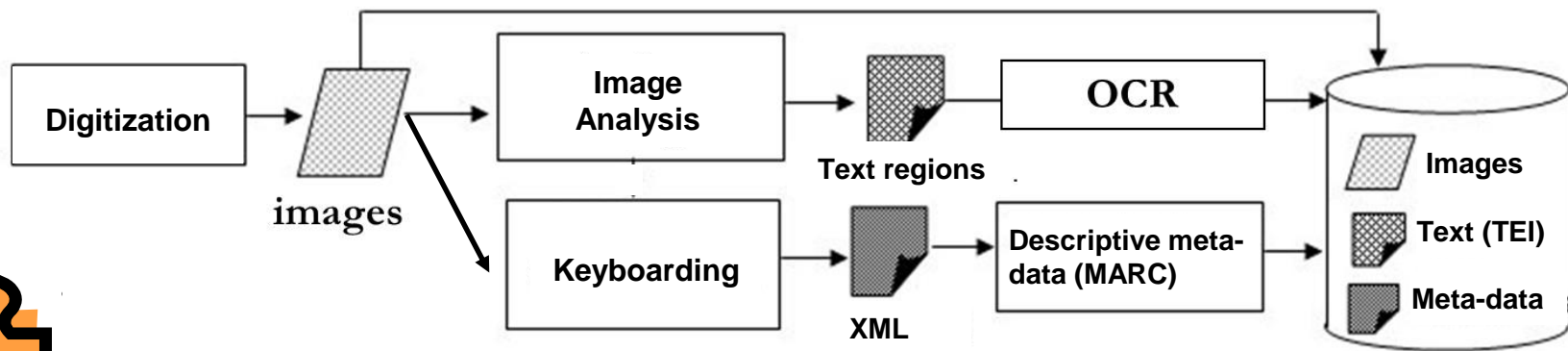


## The standard model

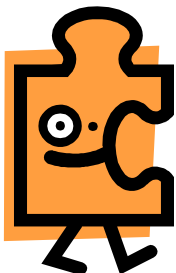
# Descriptive meta-data + transcription

### We have usually

- Descriptive meta-data in standard formats (MARC, EAD, Dublin Core, MODS, ...)
  - Edited manually
  - “Semantical” information
- Text transcription associated to additional meta-data (TEI)
  - Semi-automatic transcription or manually edited
  - “Semantical” information



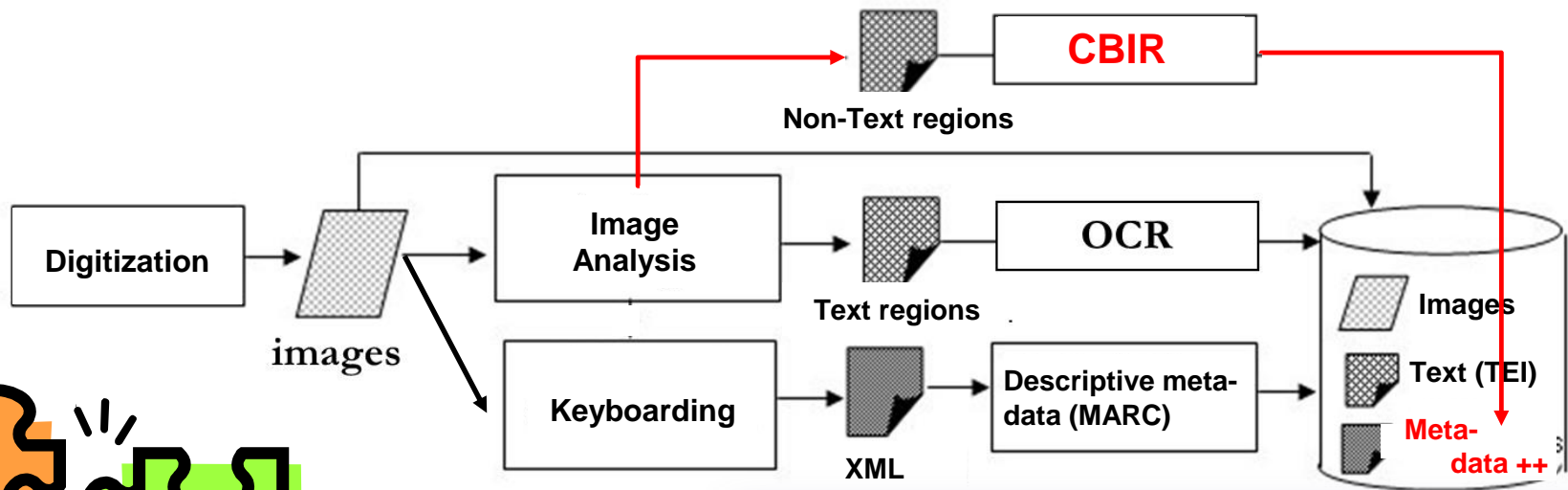
“Semantical” meta-data



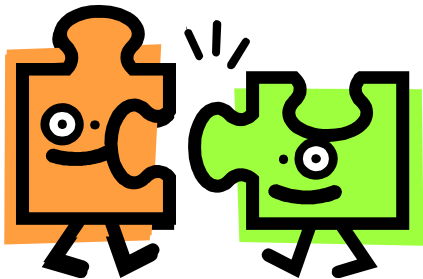
## The standard model

### Perceptual meta-data

- It seems that **CBIR can help** to extract and save supplementary information about image content (EoC) without going to the semantical aspect (recognition)
  - Regions of interest
  - Visual features → Perceptual **signatures and index**
  - Shapes, positions, colors, textures, ... → Numerical values (vectors)



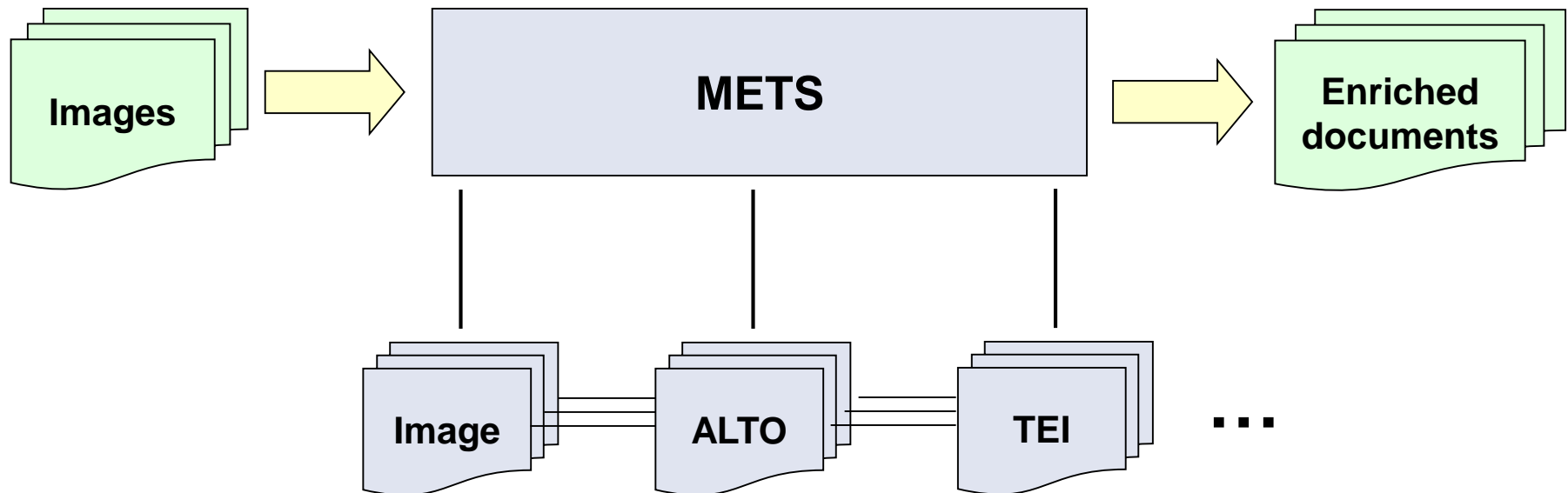
+ “Perceptual” meta-data



## Is it just a problem of Meta-data? What about the encoding formats?

Structuration of data and file formats is a difficult problem

- **Data architects** are needed
- Some interesting **formats** linked with previous discussions
  - **METS – Metadata Encoding and Transmission Standard**
  - ALTO – Analyzed Layout and Text Object
  - TEI – Text Encoding Initiative

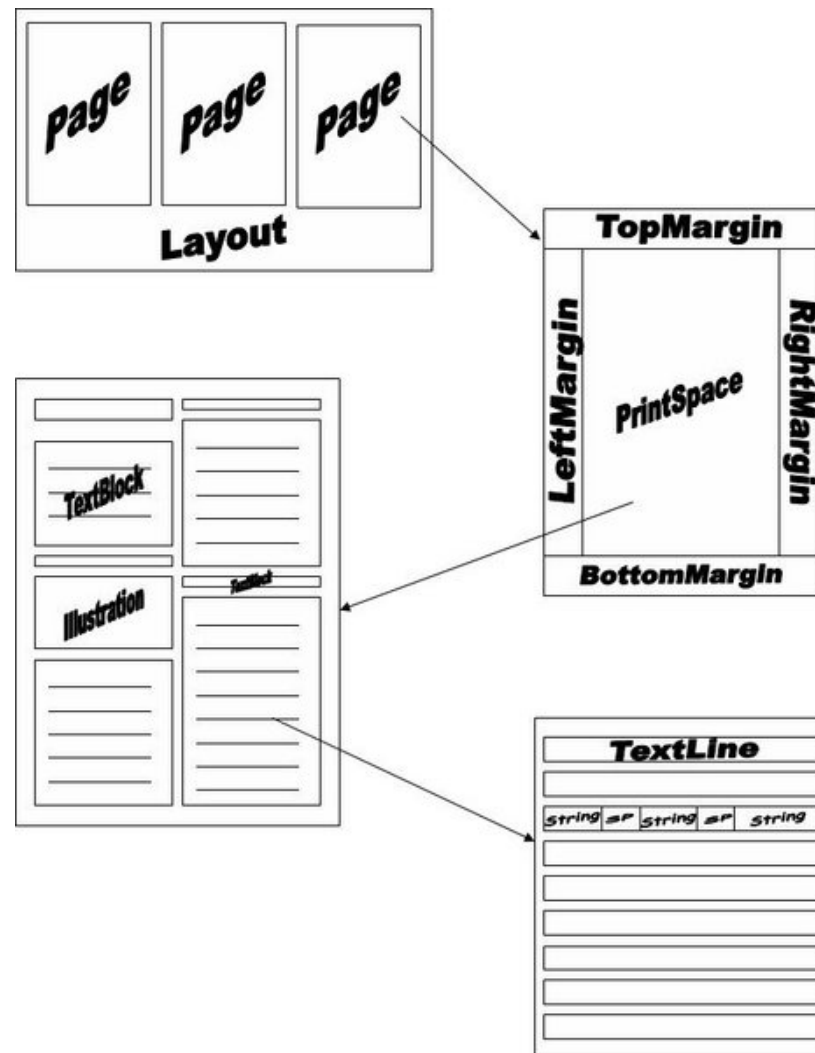


## Is it just a problem of Meta-data?

# ALTO for OCR

## ALTO = Analyzed Layout and Text Object

- Standard XML
- Created in 2003 during METAe project
- Developed by Graz, Linz, Innsbruck universities
- **Description of the content and the physical layout of one page**
- Used by several OCR software
- Adapted and used by the BNF and other libraries
- Drawbacks: huge / static



# Is it just a problem of Meta-data?

## TEI for transcription and enriched contents

- **TEI = Text Encoding Initiative - Standard XML**
  - Content tagging and logical structure encoding (full document)
  - Used a lot by libraries
  - Too much « open »? → Quit « complex »

```

<TEI>
  <text>
    <body>
      <table rows="5" cols="3"/>
      <p xml:id="par0"/>
      <p xml:id="par1"/>
      <p xml:id="par2"/>
      <p xml:id="par3"/>
      <div n="3" type="partie"/>
      <figure/>
      <div n="4" type="partie"/>
    </body>
  </text>
</TEI>
  
```

Operation	Surface of A kept	Surface of B kept
A ∪ B	outside B	outside A
A ∩ B	inside B	inside A
A - B	outside B	inside A
B - A	inside B	outside A

Table 1: Part of surface kept when performing boolean operations.

use differential points that capture the local differential geometry in the vicinity of the sampled point. More recently Borch et al. [2002] introduce a compact representation that uses less than two bits per point position. Cohen et al. [2001] and Chen and Naylor [2001] introduce a hybrid system, combining polygon and point rendering. Recent approaches (Ren et al. 2002; Crocker and Heger 2002) exploit the power of current graphics hardware to render point-based geometry with high quality.

Also, work has been published on modeling and editing point-sampled geometry. Pady and Gross [2001] introduce spectral filtering and resampling of point-based geometry. Pannath 3D [Zanker et al. 2002] extends 2D photo offsetting to 3D point clouds. They introduce a set of tools (painting, sculpting and filtering) to edit the geometry and appearance of the model. However, geometry modeling is limited to normal displacement. Pady et al. [2002] are able to perform large model deformations on point-based geometry thanks to a dynamic resampling strategy.

### Constructive Solid Geometry

Lots of research has been performed concerning constructive solid geometry. For an excellent overview we refer to Foley et al. [1996] and Hoffmann [1989]. Interactive rendering of CSG is often performed using graphics hardware (Goldwather et al. 1986; Goldwather et al. 1989; Rappoport and Spitz 1991). Another method for CSG display is to convert the CSG structure to a boundary representation which can be rendered by all rendering systems. Interactive modification of boundary representations is thus slow and difficult. Recent work however has proven that it is possible to compute the result of boolean operations on free-form solids in a reasonable amount of time. Kristjansson et al. [2001] present a framework to perform boolean operations on free-form solids based on multiresolution subdivision surfaces. Marsh et al. [2002] present a kernel set framework to perform various surface offsetting operations.

Our recent paper work on solids bounded by surfaces. We present boolean operations on surfel-bounded solids as an interactive editing tool. The work presented in this paper is mostly related to the work of Kristjansson et al. and Marsh et al. Our algorithm can not only display the result of the boolean operation, but also compute the resulting solid at interactive rates. We also show that we are able to represent the sharp features in the resulting solid.

### Surfel-Bounded Solids

The objects used in this paper are closed solids whose surface is represented by surfels. Each surfel is a convex polygon  $p_n$ , a radius of influence  $r_n$  and an orientation  $o_n$ . Therefore surfels can be thought of as disks orthogonal to  $o_n$  with center  $x_n$  and radius  $r_n$ . The radius  $r_n$  should be chosen so that the projections of the disks in the image plane overlap. The surfel-bounded solids are obtained by LDC (cleared depth cube) sampling and  $\delta$ - $\delta$  reduction as described in [Pottier et al. 2000]. Initially each surfel will thus have a radius  $r_n = \delta$  with  $\delta$  the sampling distance in each dimension chosen to match the required display resolution. Although we use uniformly sampled solids, our algorithms do not rely on this. For each solid we define  $r_{max} = \max r_n$  as the radius of the largest surfel belonging to its surface.



Figure 2: Constructing the quadtree of depth 4. Left: in a first step the quadtree is composed of blue cells (the boundary cells). Middle: classifying the empty leaf cells at depth 4. Green cells are inside the solid, yellow cells are outside the solid. Right: classifying the empty leaf cells at depth 4 - 1, i.e. 2.

### 4 Inside-Outside Test

When constructing a new surfel-bounded solid from two solids A and B we have to determine which surfels of A and B will be part of the surface of the resulting solid. Depending on the boolean operation different parts of the surfaces of A and B will represent the boundary of the new solid. E.g. when taking the difference  $A - B$  we want to keep the part of the surface of A that is outside B and the part of the inverted surface of B that is inside A. Table 1 gives an overview for the different boolean operations.

In this section we propose a fast inside-outside test that enables us to classify the surfels of solid A as inside, outside or intersecting with the surface of solid B and vice versa. The inside-outside test is based on  $\lambda$ -order octrees [Samet 1996] with leaf cells classified as interior, exterior or boundary. For boundary leaf cells we partition the space even further using two parallel planes.

For clarity the slices presented in this section are illustrated in two dimensions, but are easily extended to 3D.

### 4.1 Octree Construction

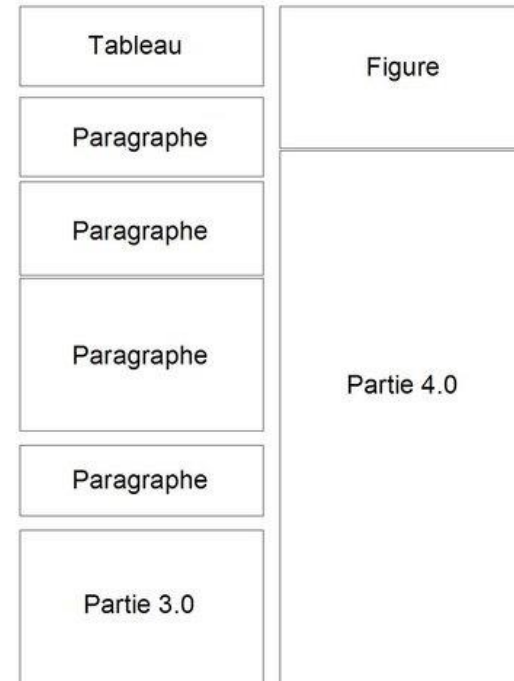
For each solid we construct an axis-aligned octree. We start with the bounding box containing all the surfels of the solid and subdivide it into 8 equally sized children. Each node is tentatively split into 8 children as long as it contains surfels and as long as a user-chosen depth is typically  $\leq 16$  is not reached.

After constructing the octree, the empty cells are classified as being inside or outside the solid, as illustrated in figure 2. The resulting octree has three types of leaf cells: boundary cells, empty cells inside the solid and empty cells outside the solid. Within a node of the octree, each cell has a neighbor in one of the principal directions. If an empty cell has a non-empty neighbor we look at the orientation of the surfels in this neighboring cell. The orientation of the surfel that is closest to the empty cell is  $o_n$ . If the empty cell is inside or outside the solid; if this surfel is pointing towards the empty cell, the empty cell must be outside the solid; if the surfel is pointing away from the empty cell, the empty cell must be inside the solid. More formally: let  $e_n$  and  $e_n$  be the coordinates of the centers of the empty cell and its non-empty neighbor and let  $b_n$  be the surfel closest to the empty cell with normal  $o_n$ , then the empty cell is classified as inside if  $(e_n - e_n) \cdot o_n > 0$ . Otherwise, the empty cell must be outside the solid.

There are three different cases when classifying an empty cell:

- the empty cell has only one non-empty neighbor,
- the empty cell has more than one non-empty neighbor (figure 3, left),
- the empty cell has no non-empty neighbor (figure 3, right).

In the first case the empty cell is classified by looking at this non-empty neighbor. In the second case, we only consider one of the non-empty neighbors. In the third case, we first classify the neighbor cells, and give the same classification to the empty cell as each being empty cells must have the same classification. Because a node in the octree has at least one non-empty cell, we can always





# Is it just a problem of Meta-data?

## Link between meta data?

### METS – Metadata Encoding and Transmission Standard

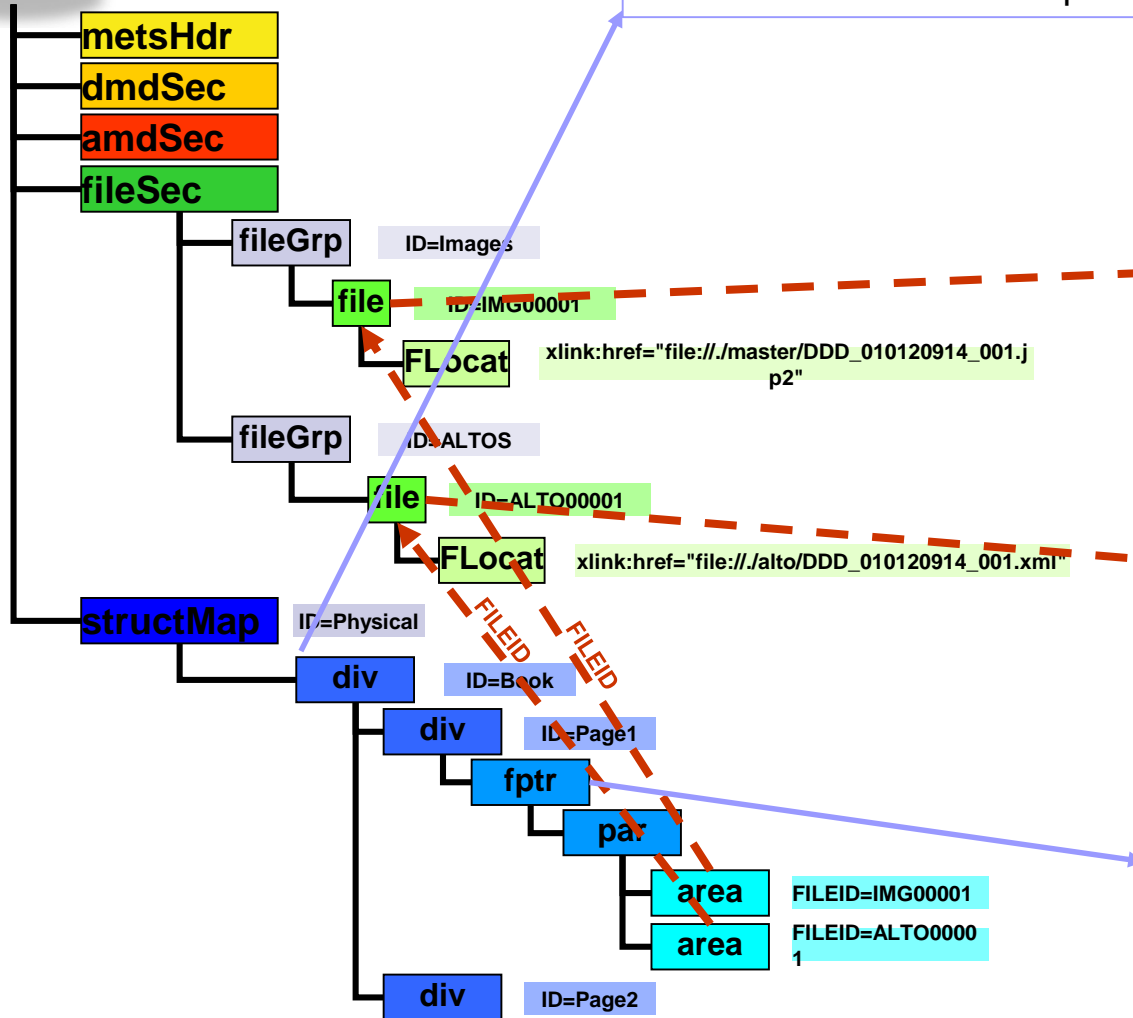
- Open XML Standard created in 2001 by the Digital Library Federation maintained by METS Editorial Board
- XSD-Schema
- **Linking between multimedia objects**
- Complete Description of digitized content (images, texts, audio, sculptures, ...)
- Physical / logical structures
- Descriptive Meta data (DC, MODS, MARC, ...)
- ...



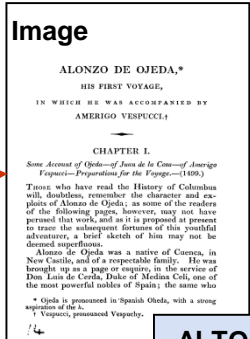
### METS – First level Elements

<b>metsHdr</b>	METS document header (info author, software, ...)
<b>dmdSec</b>	descriptive metadata section (bibliographic notice)
<b>amdSec</b>	administrative metadata section (copyright, ...)
<b>fileSec</b>	file inventory section (file localisation)
<b>structLink</b>	structural map linking (link between structures)
<b>structMap</b>	structural maps (physical et logical)

# METS – Physical Structure



Possible link to the descriptive meta data (dmd Sec)



```

ALTO
<?xml version="1.0" encoding="UTF-8" ?>
<alto xmlns:uri="http://www.loc.gov/standards/alto" xmlns:xlink="http://www.w3.org/1999/xlink" >
  <fileID ID="ALTO00001" />
  <fileSec >
    <file ID="ALTO00001" />
  </fileSec>
  <structMap >
    <div ID="Physical" />
    <div ID="Book" />
      <div ID="Page1" />
        <fptr />
          <par />
            <area FILEID="IMG00001" />
            <area FILEID="ALTO00001" />
          </par>
        </div>
      </div>
    </div>
  </structMap>
</alto>

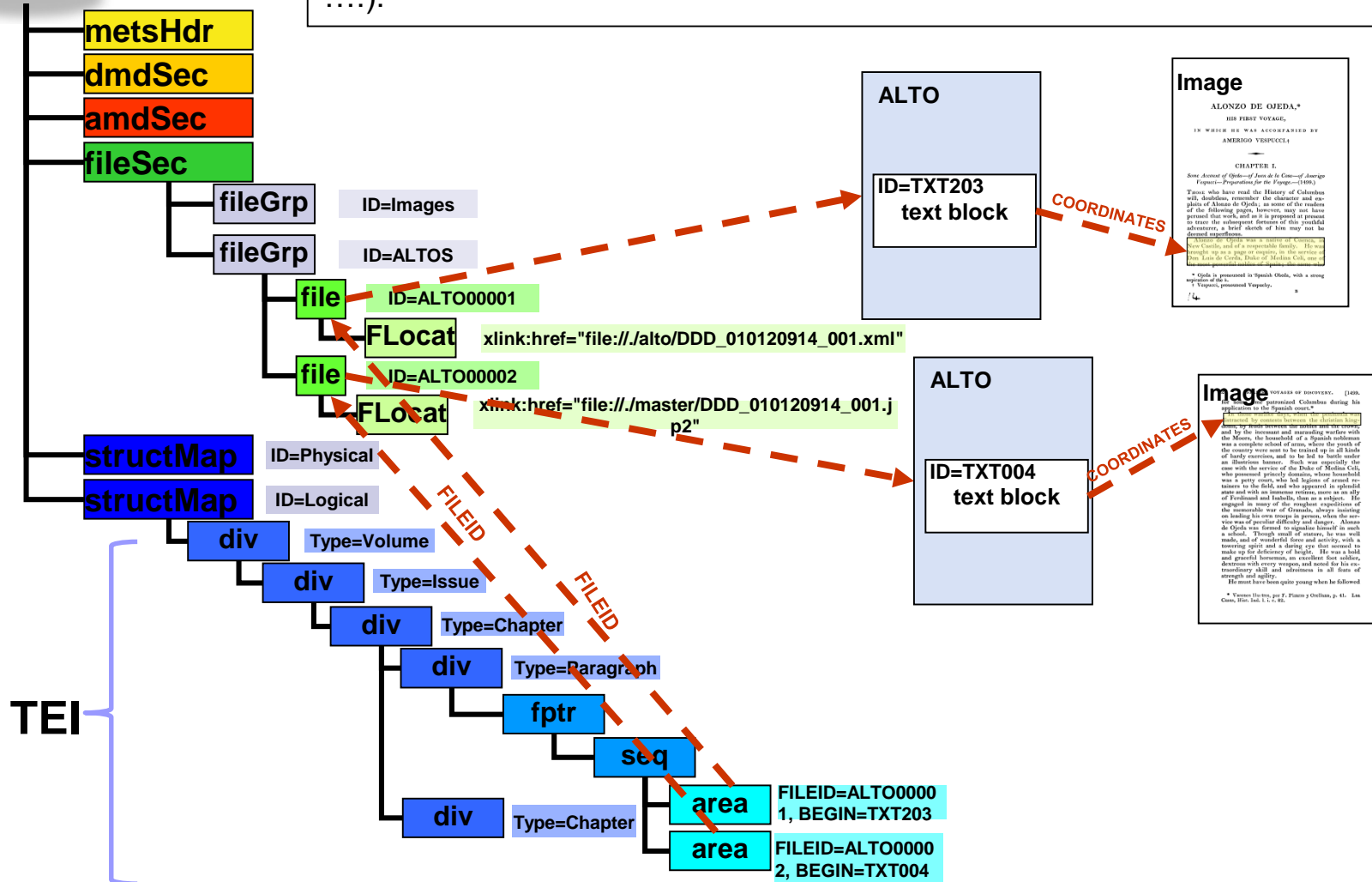
```

METS allows to specify the locations of resource files → File pointers METS (fptr)

# METS – Logical Structure



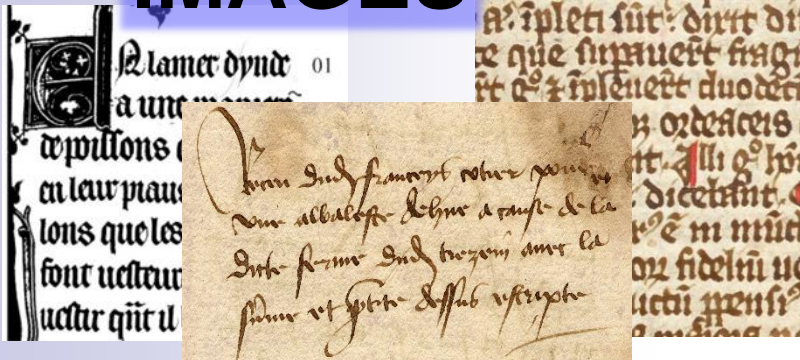
The Logical StructMap reflects the enrichment of the different logical blocks located in different pages that can be split by other logical blocks (like foot-notes, ...).





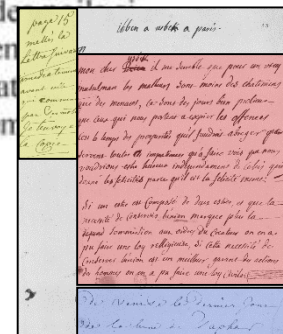
# Conclusions

## IMAGES



## CONTENTS

Dans la Mer d'Inde  
il y a une espèce  
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longs que les ger  
quant il les ont at  
en font des vètem



## From Pixels to Contents

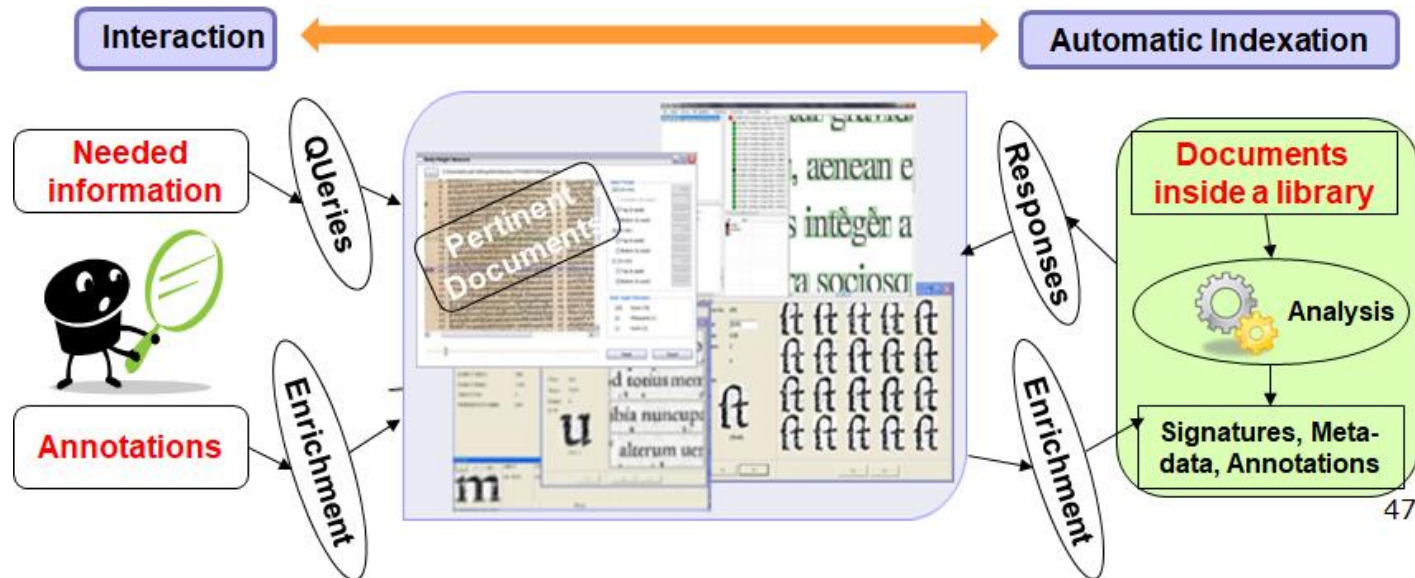
### Conclusions

- **Building tools for the valorisation of digitized historical content is a pluri-disciplinary task**
  - Meta-data production → Experts of the domains
  - Selection and verification of the data → Experts + Data accuratist
  - Structuration of the data and system → Data / system architect
  - Computer vision, Machine learning → Data scientist
  
- **Manual indexing is needed**
  - Descriptive meta-data → Semantical meta data
  - Standard formats for data encoding
  - Annotations could be seen as supplementary meta-data?
  
- **Operational methods and tools are available**
  - Acquisition devices
  - Automatic tools: low level image processing, OCR
  - Perceptual meta-data should be added : CBIR

## From Pixels to contents

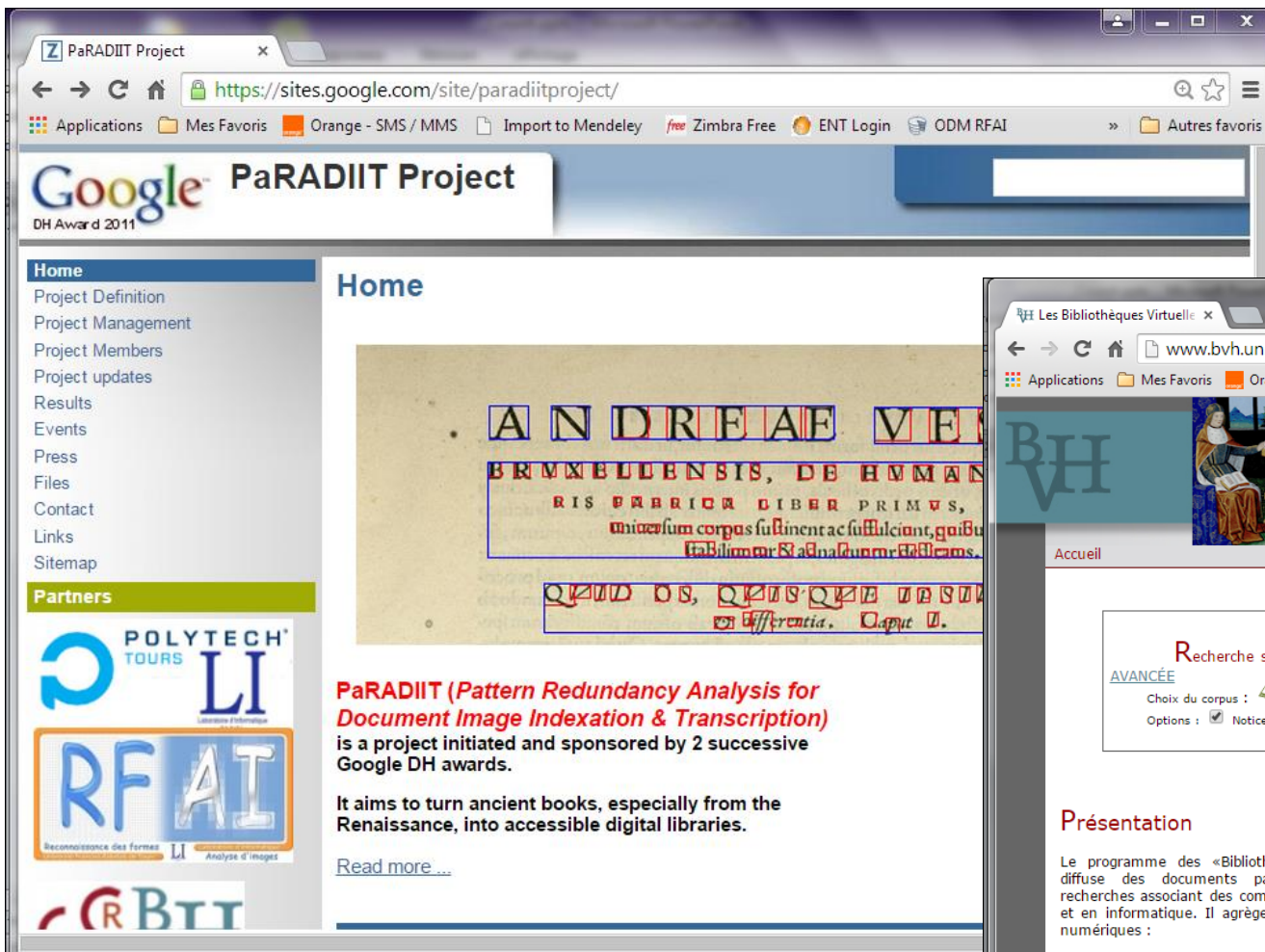
# Conclusions - Perspectives

- **The actual context: big data and heterogeneous collections**
  - Connexion between data, mutual enrichment, interoperability
  - Introduction and management of additional knowledge
  - Facing the diversity of the types of contents and usages
- **Quality of the interaction instead of only the quantity**
  - Semantic Web : queries reformulation, smart crawlers, automatic categorisation



# Thanks...

<https://sites.google.com/site/paradiitproject/>



PaRADIIIT Project

<https://sites.google.com/site/paradiitproject/>


Google™ PaRADIIIT Project


DH Award 2011


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- Project Management
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- Project updates
- Results
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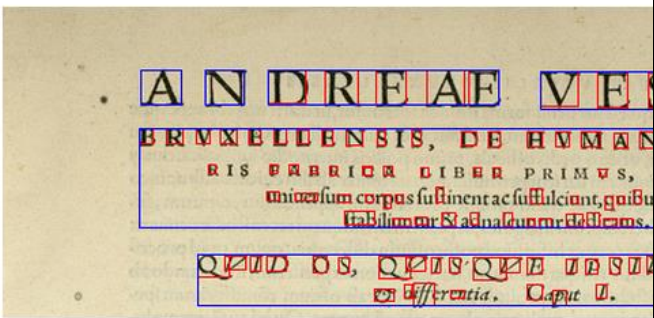
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**PaRADIIIT (Pattern Redundancy Analysis for Document Image Indexation & Transcription)** is a project initiated and sponsored by 2 successive Google DH awards.

It aims to turn ancient books, especially from the Renaissance, into accessible digital libraries.

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Options :  Notices  Plein-texte

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- Une sélection de [fac-similés](#) d'ouvrages de la Renaissance numérisés en Région Centre et dans les établissements partenaires

**Actualités**

- BaTyR : [Mise en ligne de la Base de Typographie Renaissance](#) [21 janvier 2015]
- ReNom : [Naviguez dans le Cinquième Livre](#) [21 janvier 2015]
- [Rencontre autour de «l'assassiné»](#) 17h, CESR [21 janvier 2015]

 RABELAIS EST CHARLIE