

Yi Xie, Hui-min Yu, Roland Hu, 2014. Probabilistic hypergraph based hash codes for social image search. *Journal of Zhejiang University-SCIENCE C (Computers & Electronics)*, **15**(7):537-550. [doi:[10.1631/jzus.C1300268](https://doi.org/10.1631/jzus.C1300268)]

Probabilistic hypergraph based hash codes for social image search

Key words: Hypergraph Laplacian, Probabilistic hypergraph, Hash codes, Image search

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Motivation

- In the last decade, images and video have been widely stored and shared on the Internet. Billions of images pose a challenge for conventional image search methods.
- Exploring new representations and approaches to search large-scale datasets has become an urgent research issue.

Proposed approach (I)

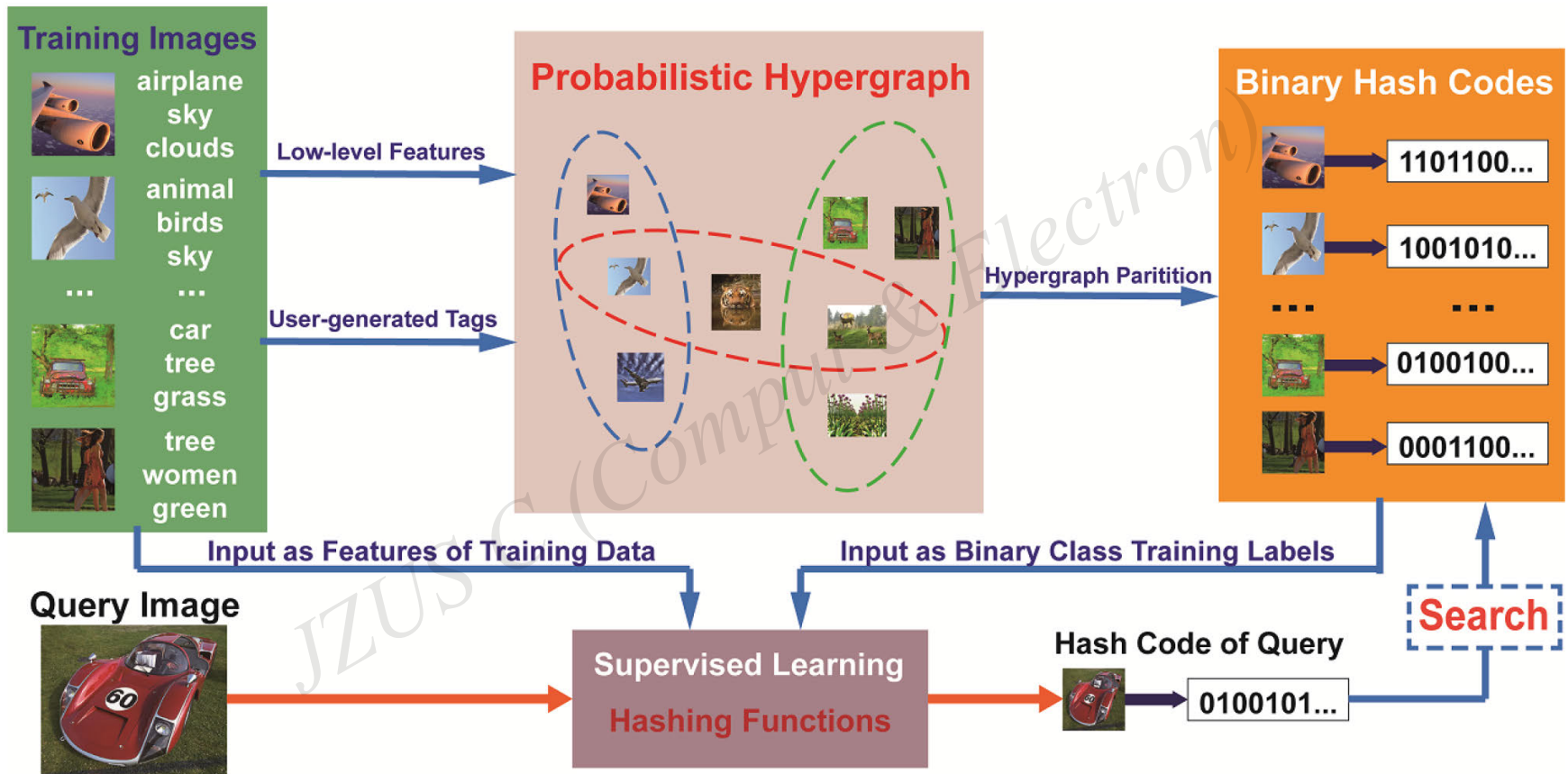


Fig. 1 Schematic of the probabilistic hypergraph based hashing algorithm

Proposed approach (II)

Algorithm Probabilistic hypergraph based hashing

Input: Social images v_1, v_2, \dots, v_n .

Output: Binary codes \mathbf{F} and hashing function $\Phi(\mathbf{x})$.

- 1 Generate bag-of-visual-words $\mathbf{y}_i^{\text{bow}}$ and tag information vector $\mathbf{y}_i^{\text{tag}}$ for each social image v_i in the dataset;
- 2 Construct probabilistic hypergraph $G=(V, E, w)$;
- 3 Compute the affinity coefficients for all the vertices in each content-based hyperedge using Eq. (7);
- 4 Assign affinity coefficients for vertices in tag-based hyperedges to 0.8 or 1;
- 5 Compute the hyperedge weight by Eqs. (8) and (9);
- 6 Compute the incidence matrix \mathbf{H}_p using Eq. (2) and diagonal matrices $\mathbf{D}_v, \mathbf{D}_e$ using Eqs. (3) and (4);
- 7 Compute $\Delta = \mathbf{I} - \mathbf{D}_v^{-1/2} \mathbf{H} \mathbf{W} \mathbf{D}_e^{-1} \mathbf{H}^T \mathbf{D}_v^{-1/2}$
- 8 Generate \mathbf{F} by computing the k eigenvectors of Δ with minimal eigenvalues;
- 9 Threshold \mathbf{F} to 1 and -1 ;
- 10 **for** $i \leftarrow 1$ to k **do**
- 11 Use the i th column of \mathbf{F} as binary labels to train the SVM classifier $\Phi^i(\mathbf{x})$;
- 12 **end for**
- 13 Concatenate $\Phi^1(\mathbf{x}), \Phi^2(\mathbf{x}), \dots, \Phi^k(\mathbf{x})$ to build the hashing function $\Phi(\mathbf{x})$.

Major results

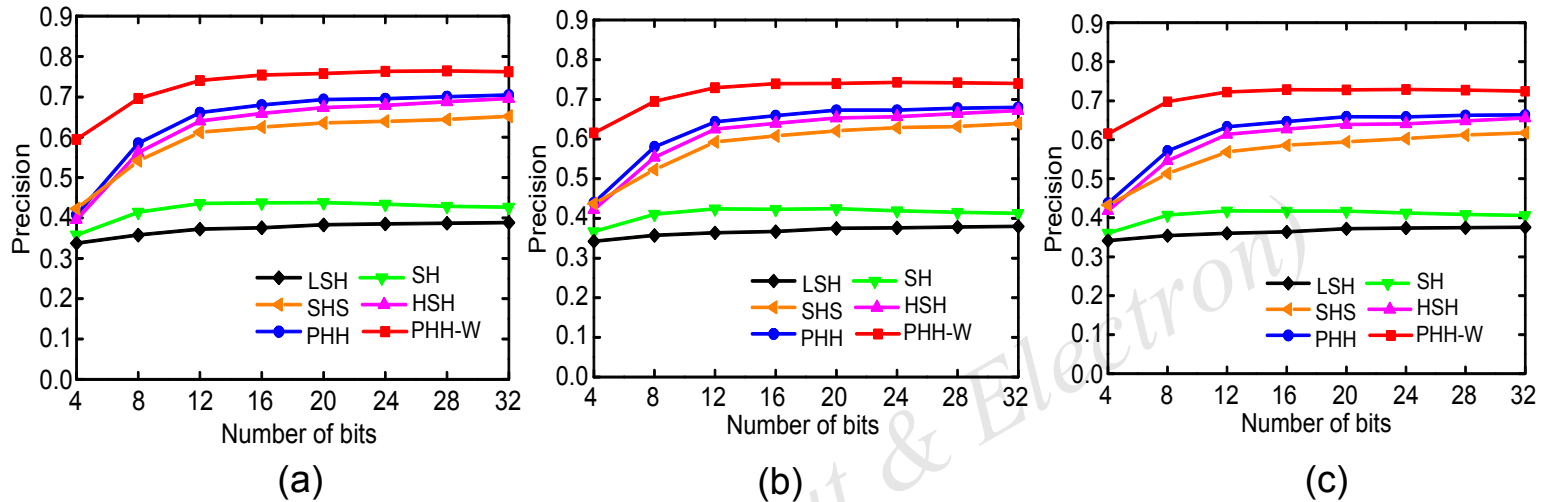


Fig. 5 Precision of the top 50 (a), 100 (b), and 150 (c) neighbors at different numbers of bits

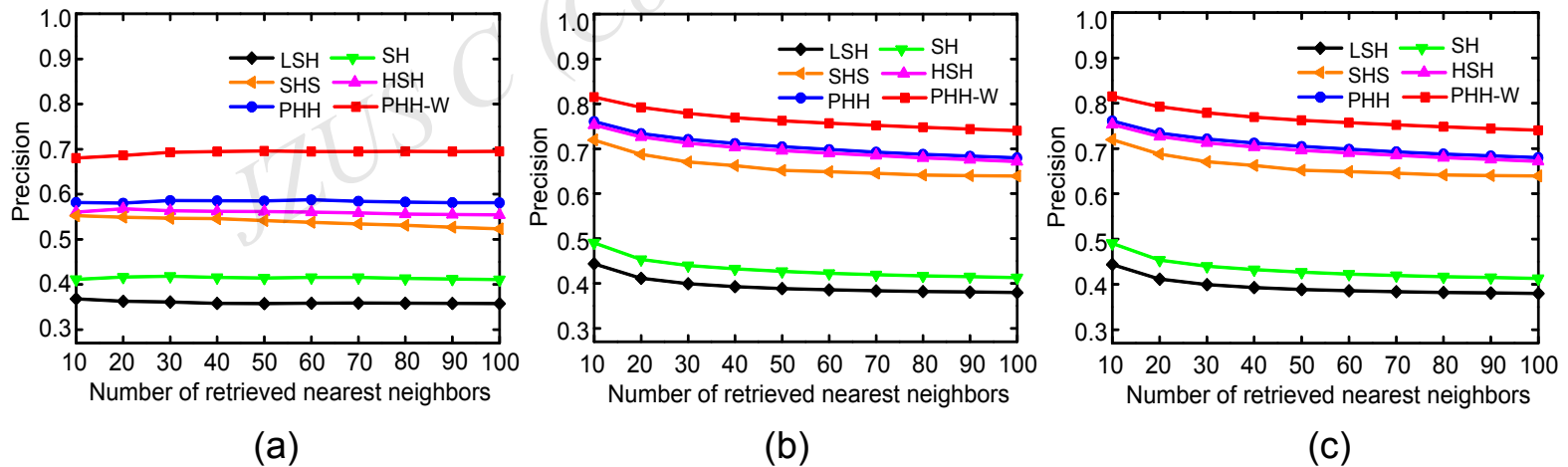


Fig. 6 Precision under different numbers of retrieved nearest neighbors at 8-bit (a), 16-bit (b), and 32-bit (c)