

MIT2001-06: Research in Algorithms for Geometric Pattern Matching

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- Geometric pattern matching is a fundamental problem, occurring in
 - Computer Vision
 - Computational Drug Design
 - Computational Biology
- Need efficient algorithms for computing similarity between a pattern and
 - a target object (one-to-one matching)
 - a database of objects (one-to-many matching)

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Progress Through December 2002

Implemented a prototype high-performance system for similarity search using color histograms:

• Implemented a novel version of the Locality-Sensitive Hashing (LSH) Algorithm working in Manhattan (L1) norm

 Integrated with the algorithm for embedding Earth-Mover Distance (EMD) into Manhattan norm

• Evaluated error vs. speed tradeoff on a data set consisting of 20,000 Corel-Draw images

• LSH algorithm runs 10-20 times faster than linear scan, and most often returna the actual (not approximate) nearest neighbor in the L1 norm

• This results in 10-15% error with respect to the EMD metric



- Simplify the user interface, to make the system accessible to non-specialists
- Perform user experiments evaluating the quality of returned answers