

Computerized Ornament Classification in Geometric Vase Paintings

Stefan Lengauer

Graz University of Technology, Institute of Computer Graphics and Knowledge Visualization, Austria

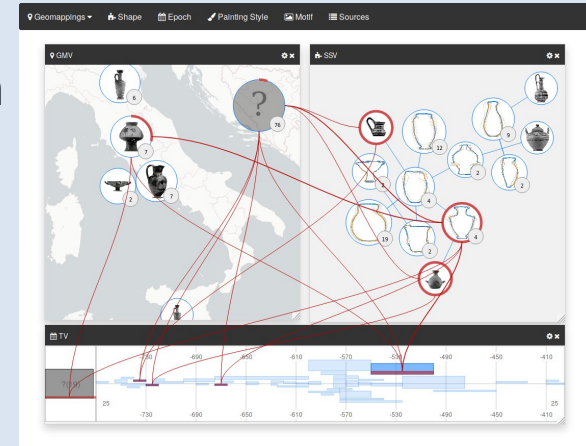
4th Workshop on "Analyse von digitalen Daten musealer Objekte"

November 10, 2023

Recap



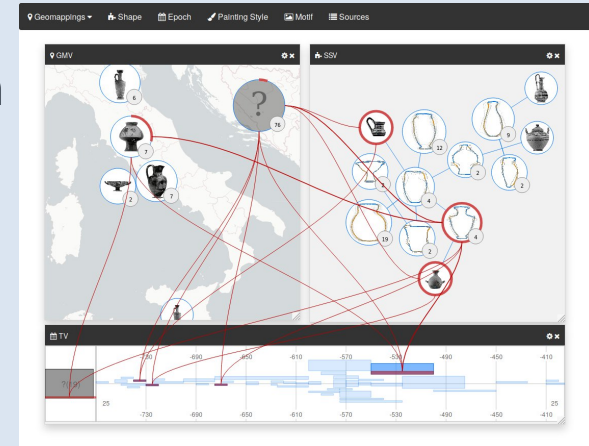
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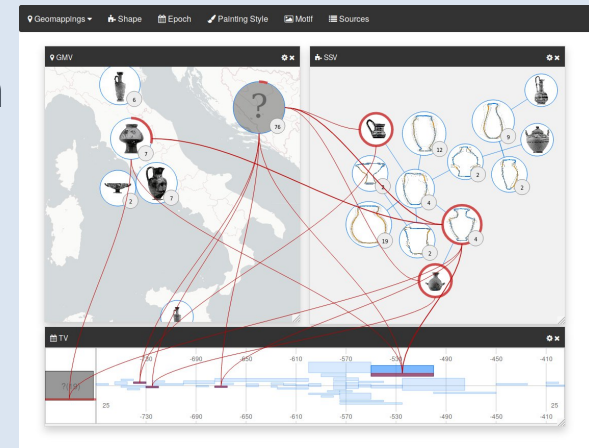
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 - 12/2022: Dissertation – Crossmodal Search, Visual Exploration, and Restoration of Digital Pottery Artifacts



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- **2024?:** New Approaches for REcognition, ClassificatiON, and iNtEraCTive vIsualizatiON (RECONNECTION) of Ancient Geometric Vase Paintings
 - Proposal Phase

Why Geometric Pottery?

- Geometric period - 900-700 BCE
 - First artistic period in ancient Greece
 - Vase paintings characterized by simplistic geometric shapes
 - Finite number of different ornament classes
 - Pottery used for various trade goods and also exporting



Kunsthistorisches Museum, IV 2

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 - Measure time in a time before written records
 - Infer commercial contacts and trade routes



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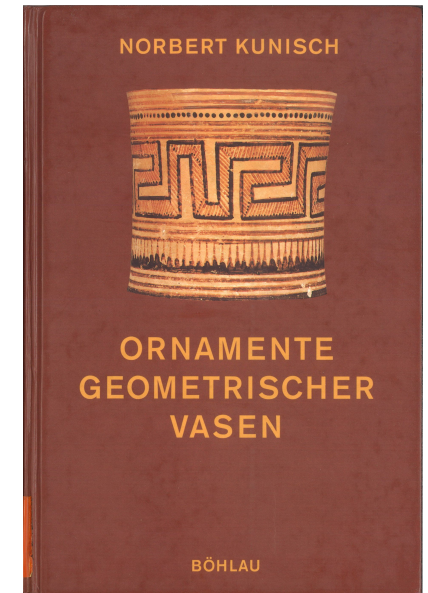
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- Relevance for **archaeology** (Coldstream 2004)
 - Measure time in a time before written records
 - Infer commercial contacts and trade routes
- Relevance for **computer science**
 - Faceted, largely unresolved, pattern recognition/classification problem
 - Simplicity of ornaments
 - Necessary training data for ML approaches could be generated procedurally
 - Generalization of developed methods for other domains



Kunsthistorisches Museum, IV 2

Ornaments from the Geometric Period

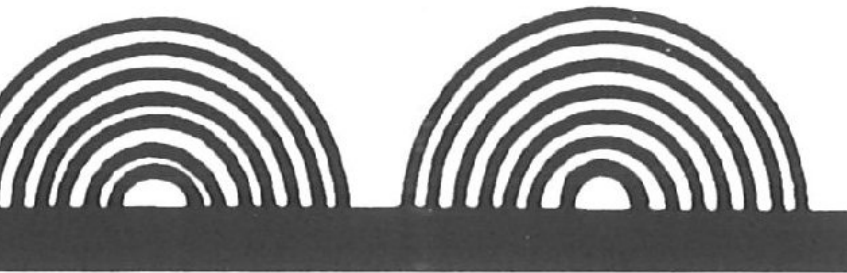
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 - 776 distinct pattern classes, from 50 different domain publications
 - 6 major (e.g., “rectangular”, “circular”) and 20 minor groups



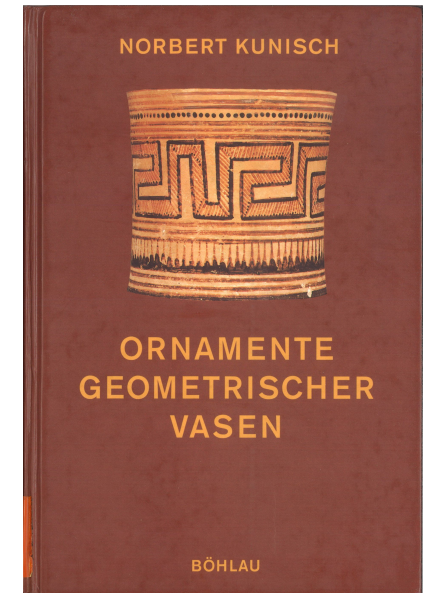
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 - Representative B/W drawing
 - Textual description



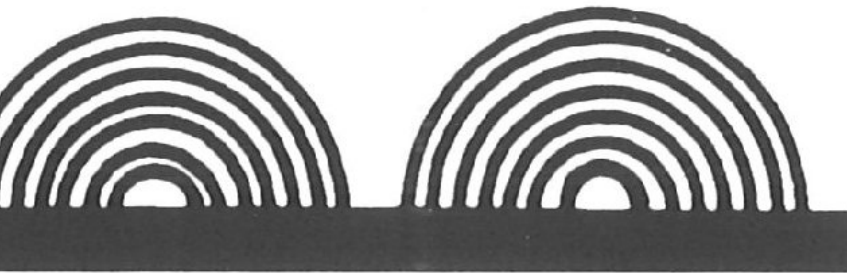
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Concentric semicircles, pendent, in the centre solid bars, horizontal panel
Demi-cercles concentriques, pendants, aux centre poteau noir, panneau horizontal
Semicerchi concentrici, penduli, al centro bastoncelli neri, campo orizzontale
Ομόκεντρα ημικύκλια, κρεμάμενα, στον κεντρικό δίσκο μελανές ταινίες, οριζόντια ζώνη
thesPG Desborough 1952 Taf. 20



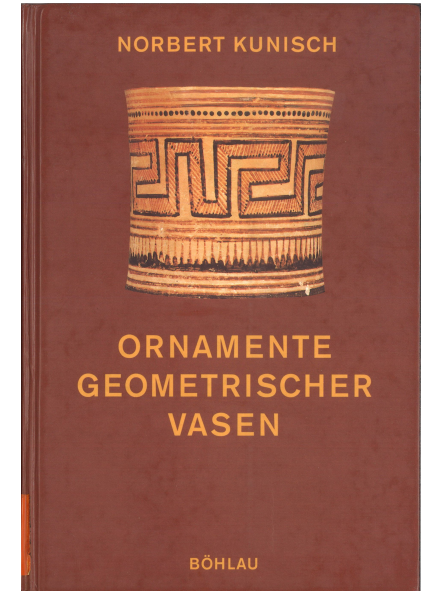
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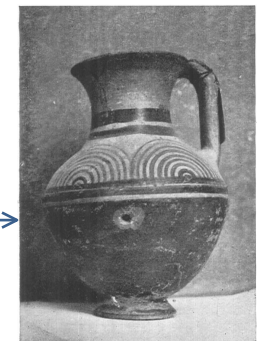
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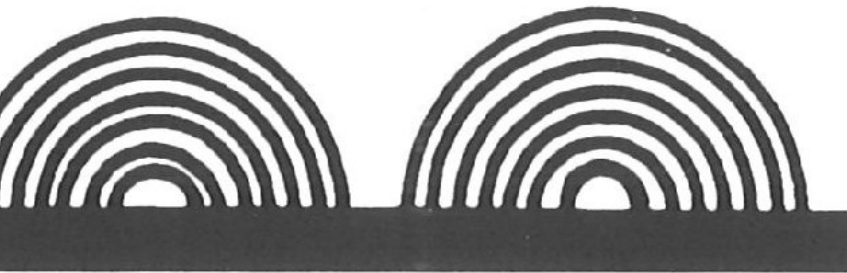
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(Desborough 1952, Pl. 20)

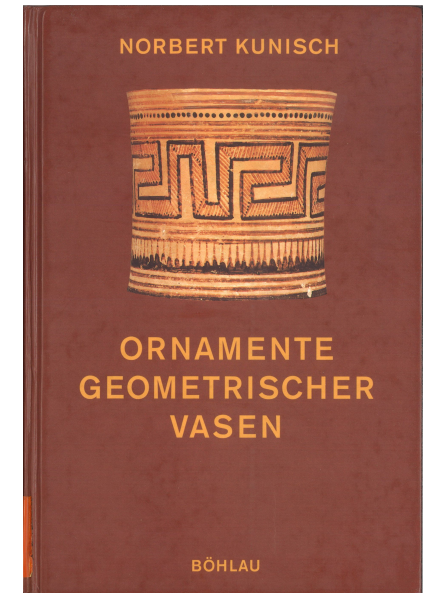
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- According to author neither extensive nor encompassing



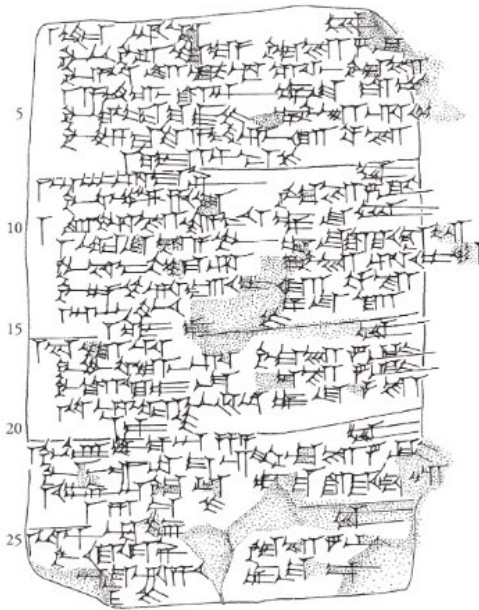
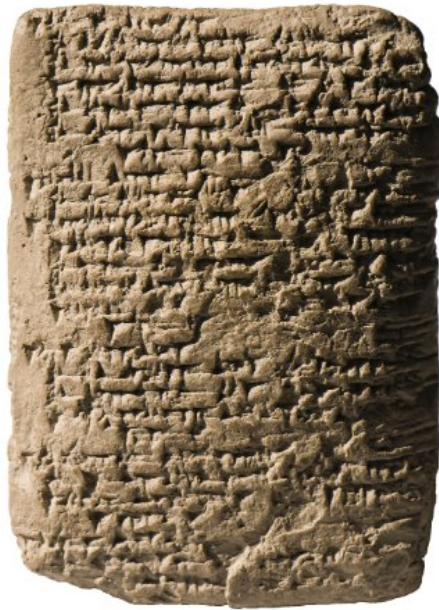
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(Desborough 1952, Pl. 20)

Previous and Ongoing Work on Colorimetric/Relief Patterns

- Several works for colorimetric/relief patterns in general (not only vases)
 - Query-by-example approaches
 - Self similarity
 - ...



GigaMesh (Bogacz and Mara 2017)

Sample Sherd Image	Best Sherd Image Matches				
Kana'a					
Black Mesa					
Sosi					
Dogoszhi					
Flagstaff					
Tusayan					
Kayenta					

(Pawlowicz and Downum 2021)

Previous and Ongoing Work on Colorimetric/Relief Patterns

- Geometric Reconstruction and Novel Semantic Reunification of Cultural Heritage Objects (GRAVITATE, <http://www.archaide.eu/>)



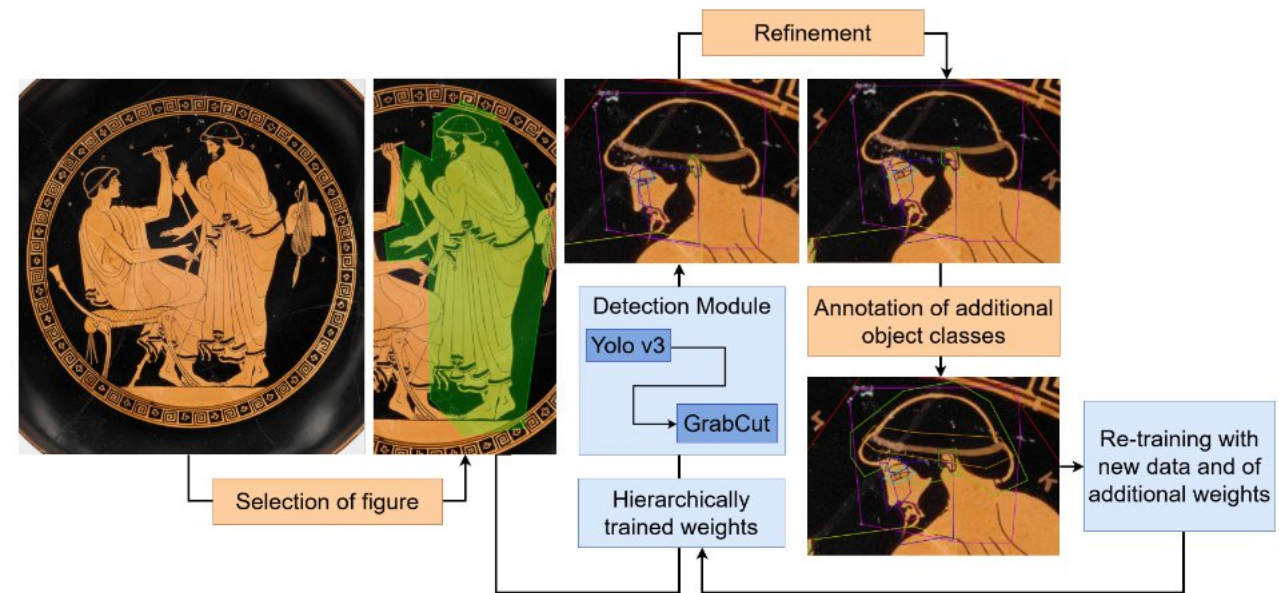
Local Binary Patterns (Thompson et al. 2019)

Previous and Ongoing Work on Colorimetric/Relief Patterns

- Geometric Reconstruction and Novel Semantic Reunification of Cultural Heritage Objects (GRAVITATE, <http://www.archaide.eu/>)
- Möglichkeiten und Perspektiven der digitalen Malerzuweisung bei attischen Vasen (EGRAPHSEN, <https://www.uni-goettingen.de/de/598165.html>)



Local Binary Patterns (Thompson et al. 2019)



Deep Level Annotation (Kipke et al. 2022)

Previous and Ongoing Work on Colorimetric/Relief Patterns

- CrossSAVE-CH Project
 - *Motif-driven Retrieval of Greek Painted Pottery*



Motif Search (Lengauer et al. 2019)

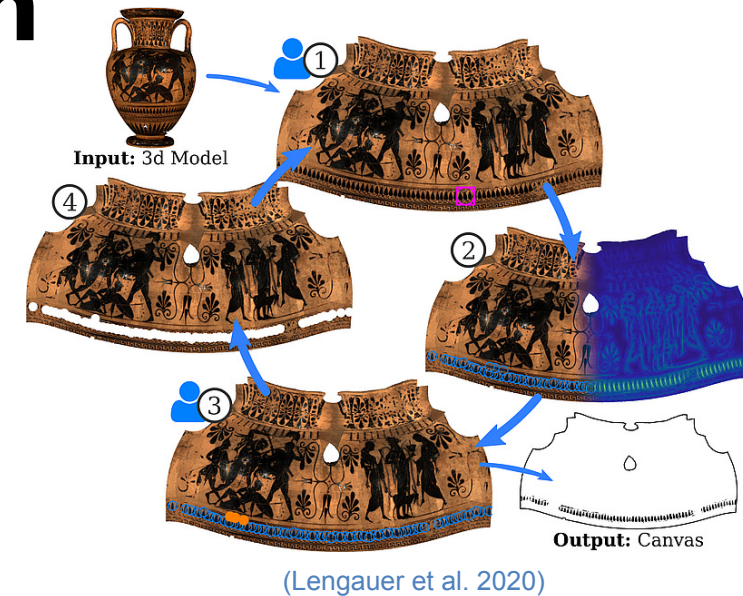
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Motif Search (Lengauer et al. 2019)

- *Semi-automated Annotation of Repetitive Ornaments on 3D Painted Pottery Surfaces*



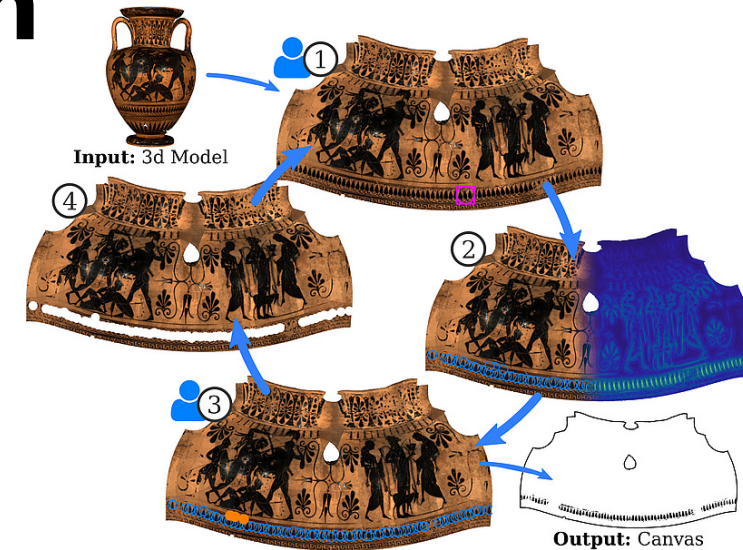
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Motif Search (Lengauer et al. 2019)

- *Semi-automated Annotation of Repetitive Ornaments on 3D Painted Pottery Surfaces*
- *Interactive annotation of Geometric ornamentation on painted pottery assisted by deep learning*
 - → Revealed research gap in terms of classification of Geometric pottery

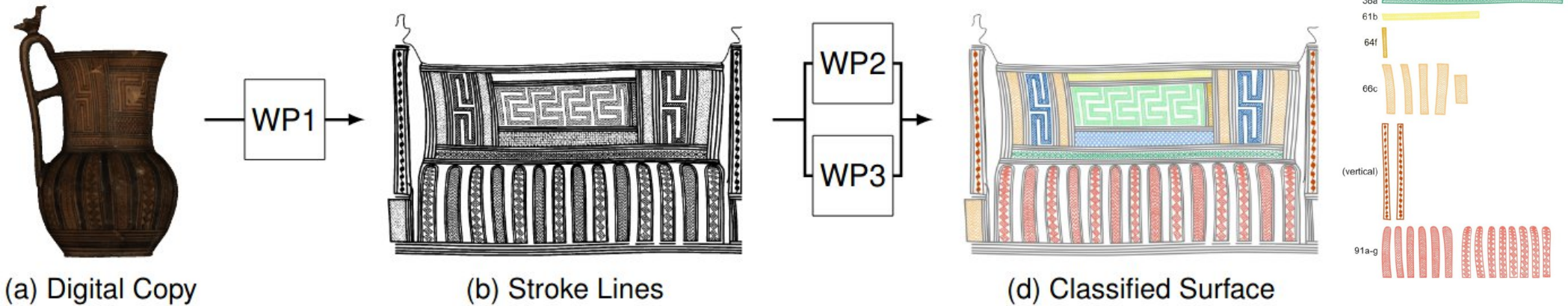


(Lengauer et al. 2020)



(Lengauer et al. 2022)

Scope of the proposed Project

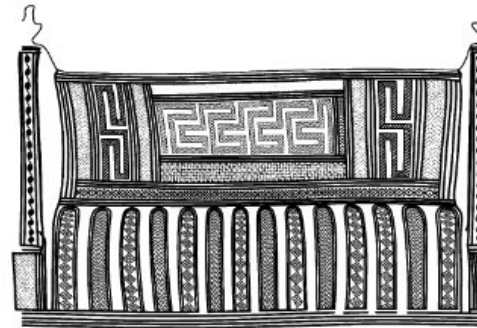
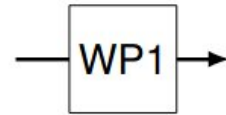


- **WP1** (Semi-)automatic Creation of Archaeological Drawings
 - Normalized representation from different input modalities (photographs, 3D, drawings)
 - Binarized Surface
- **WP2/3** Segmentation + Classification

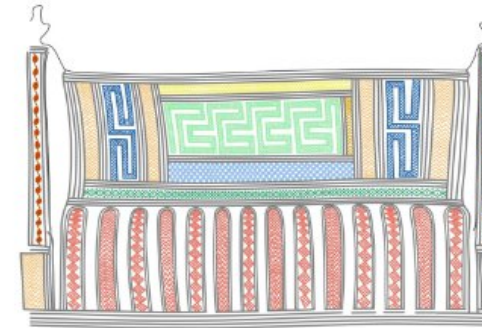
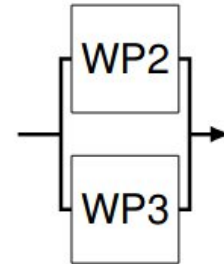
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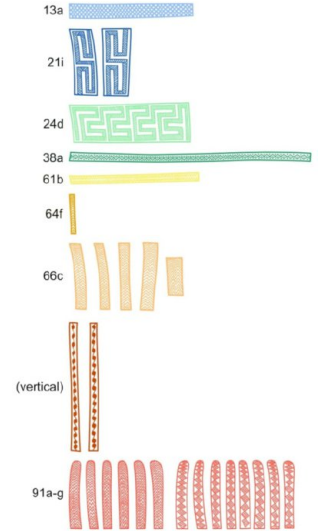
(a) Digital Copy



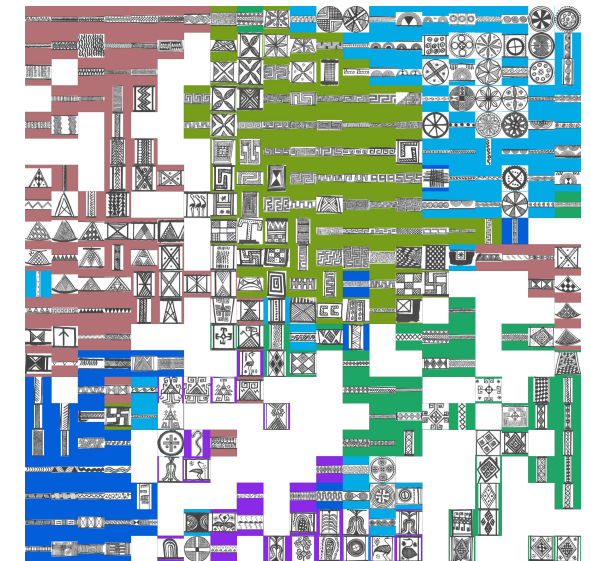
(b) Stroke Lines



(d) Classified Surface



- **WP1** (Semi-)automatic Creation of Archaeological Drawings
 - Normalized representation from different input modalities (photographs, 3D, drawings)
 - Binarized Surface
- **WP2/3** Segmentation + Classification
- **WP4** Interactive Visualization and Human-in-the-loop
 - Result presentation
 - Error correction/explicit feedback



WP1: (Semi-)automatic Creation of Archaeological Drawings

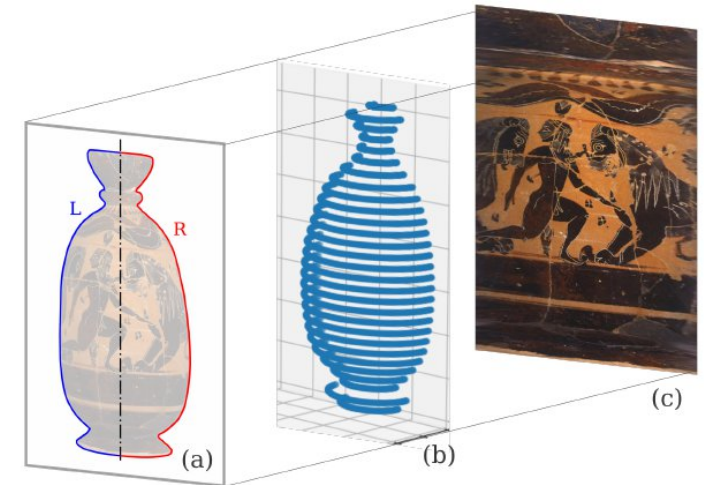
- Normalization step: bring (different) data source modalities into a common representation for automatic processing

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- Normalization step: bring (different) data source modalities into a common representation for automatic processing
- **H1:** Curved 3D surface can be reduced to a 2D approximation (cf. “archaeological drawings”)
 - + Whole vase painting can be analysed
 - + Complexity of problem is reduced significantly
 - Many established algorithms for images
 - + Automatically generated drawing as a by-product
 - Some degree of distortion may be introduced



Elastic Flattening (Preiner et al. 2018)



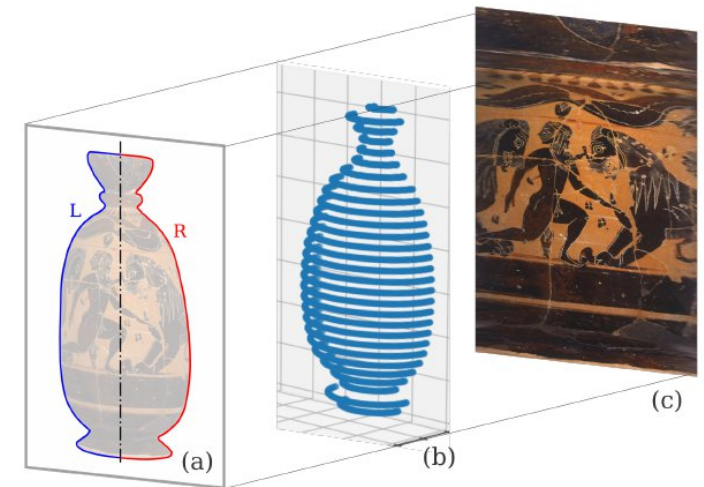
Direct Elastic Unrollings (Houska et al. 2018)

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- **A1:** Flattening of vase body
 - Solids of revolution can be cut open and unrolled
 - Also for images is vessel shape is visible



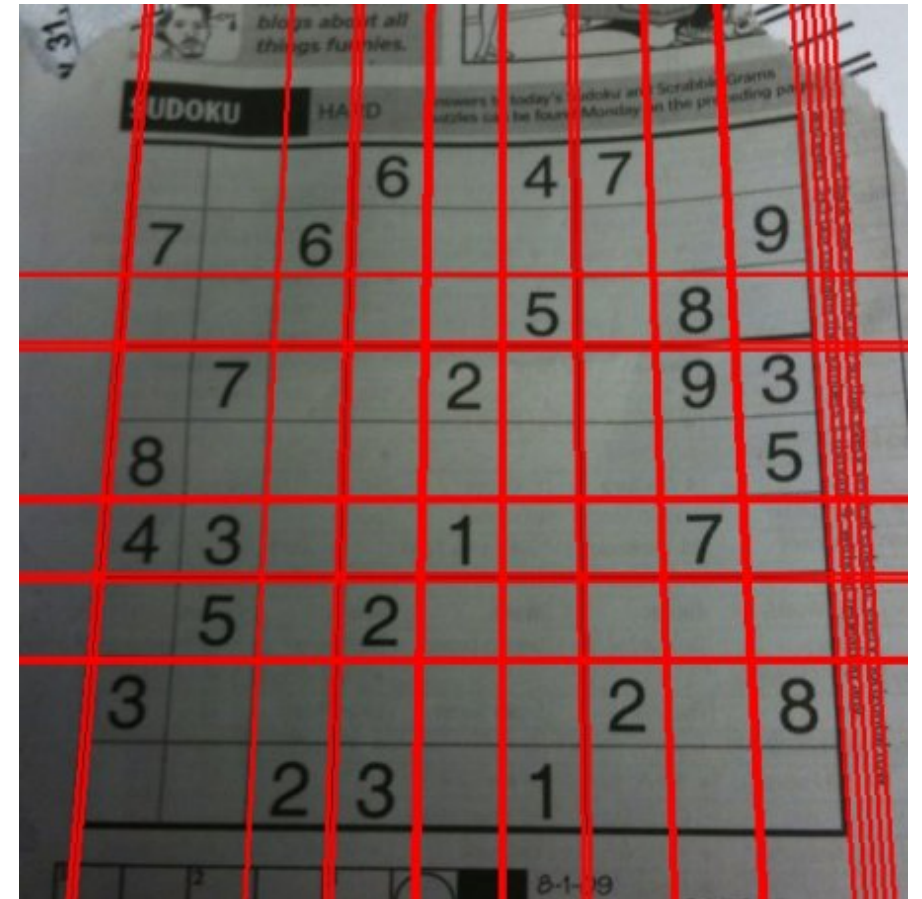
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WP1: (Semi-)automatic Creation of Archaeological Drawings

- Normalization step: bring (different) data source modalities into a common representation for automatic processing
- **H2:** Geometric vase paintings can be reduced to line representations
 - + Reduction to its essence (cf. archaeological drawing)
 - + Allows to automatically detect coherent regions
 - + Noise removal
 - Error prone
 - User-in-the-loop for interactive error correction

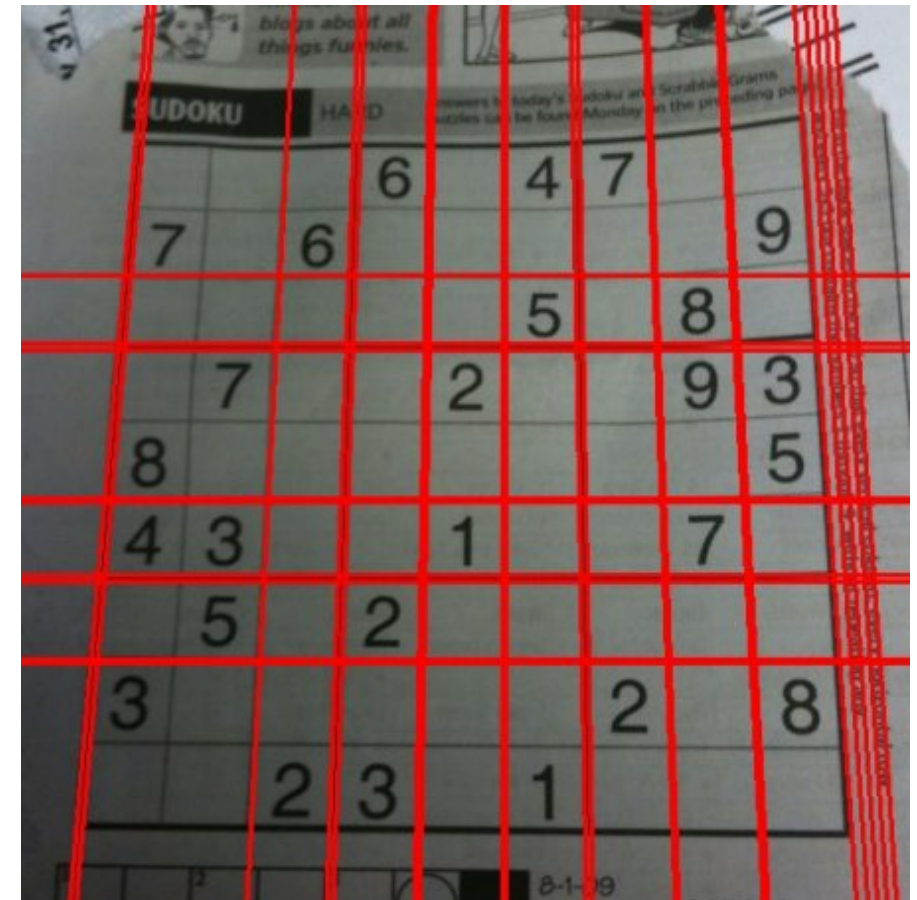


Hough Line Transform

https://docs.opencv.org/4.x/d6/d10/tutorial_py_houghlines.html

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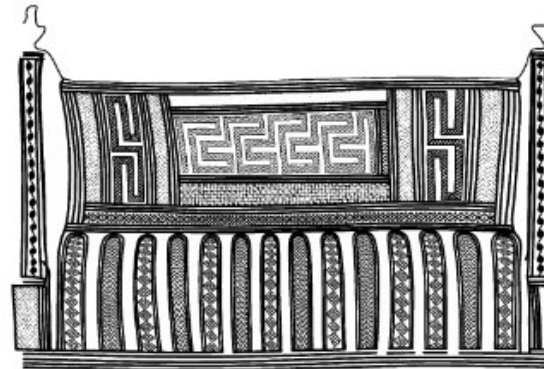
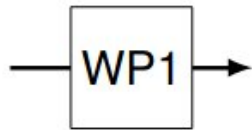
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- **A2:** Curve detection
 - Contrast enhancement/thresholding/filtering
 - Curve/circle/... Detection
 - Sobel/Laplacian/Canny Edge Detection
 - Hough Transform



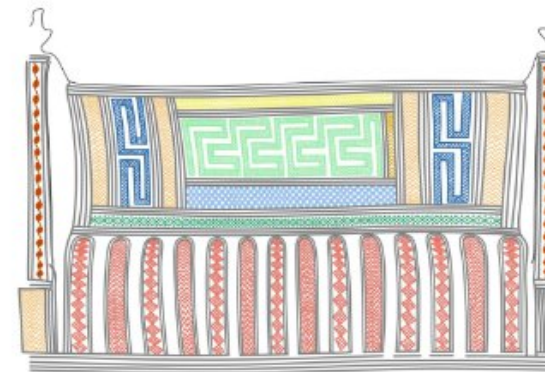
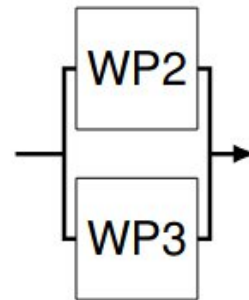
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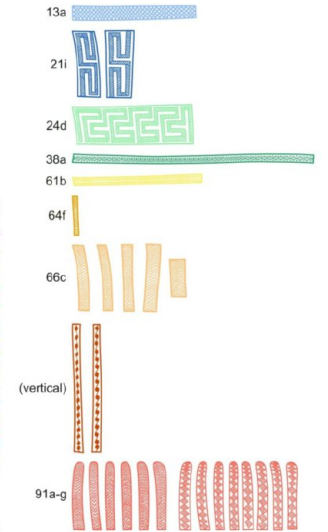
(a) Digital Copy



(b) Stroke Lines

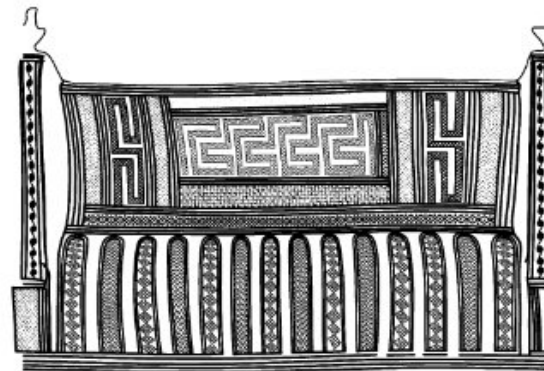


(d) Classified Surface

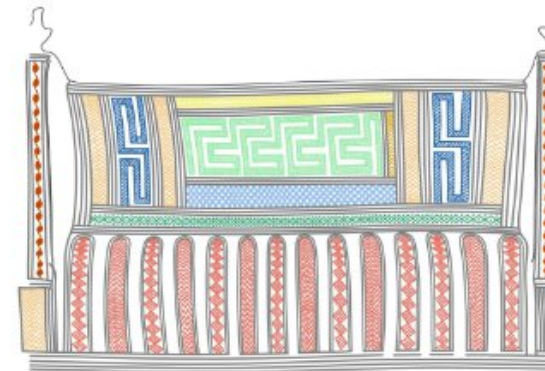
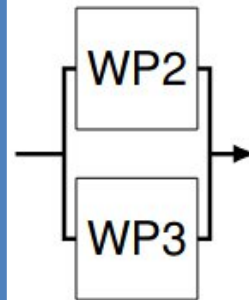




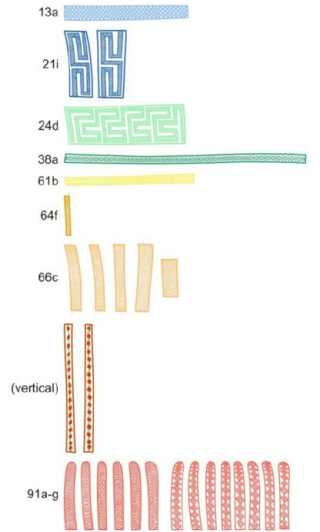
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WP2: Cascaded Hierarchic Segmentation and Classification

- Cascaded segmentation
 - Part-out the vase painting into ever smaller coherent parts (down to ornaments)
 - Different hierarchy levels
 1. Registers
 2. Ornament groups
 3. Individual ornaments
 - (Error correction by human-in-the-loop)



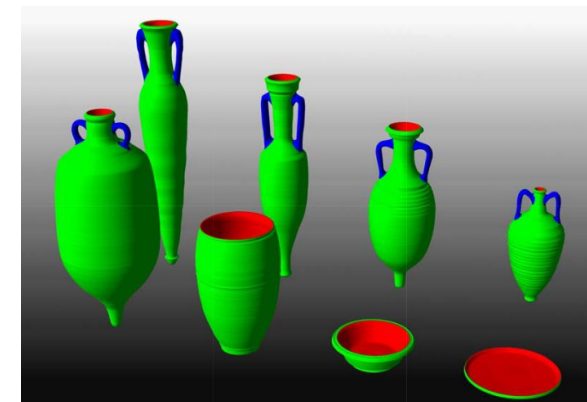
Semantic Segmentations (Lengauer et al. 2019)

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 1. Registers
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 - (Error correction by human-in-the-loop)
- Ornament classification
 - Base taxonomy from (Kunisch 1998)
 - Purposely trained CNN
 - Parametric descriptions of pattern classes
 - Automatically generated synthetic training data



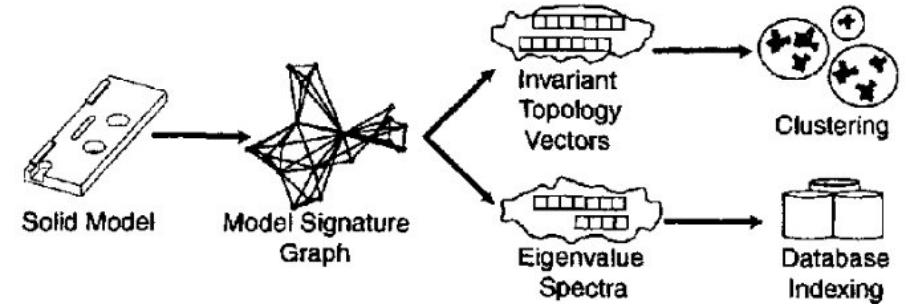
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VaseSketch (Banterle et al. 2017)

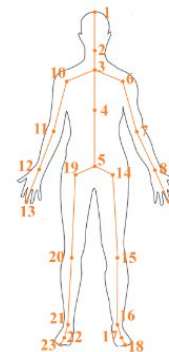
WP3: Model-based Recognition and Classification

- **H:** Both vase painting and reference ornaments composed of a set of atomic shapes (lines, curves, circles) with relations
- **A:** Model-based approaches
 - Decomposition of vase paintings into atomic building blocks
 - cf. “part-out” methods from 3D processing
 - Indirectly available through line detection (WP1)
 - Description as relation graph
 - Also for reference ornaments
 - Subgraph Matching
 - NP-hard but approximate solutions for practical applications

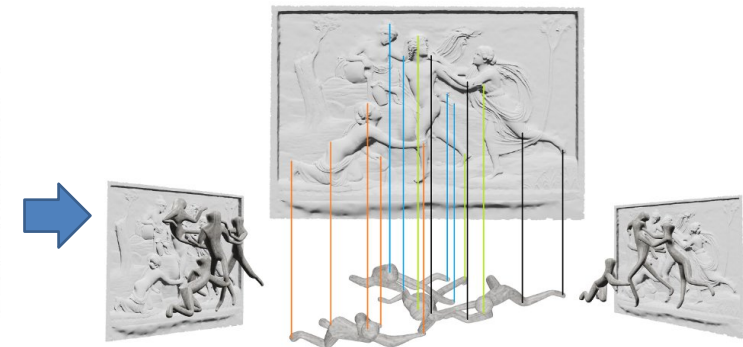


Database Retrieval (McWherter et al. 2001)

1. Head
2. Neck
3. Spine
4. Sternum
5. Pelvis
6. Left Shoulder
7. Left Elbow
8. Left Wrist
9. Left Hand
10. Right Shoulder
11. Right Elbow
12. Right Wrist
13. Right Hand
14. Left Hip
15. Left Knee
16. Left Ankle
17. Left Foot
18. Left Forefoot
19. Right Hip
20. Right Knee
21. Right Ankle
22. Right Foot
23. Right Forefoot



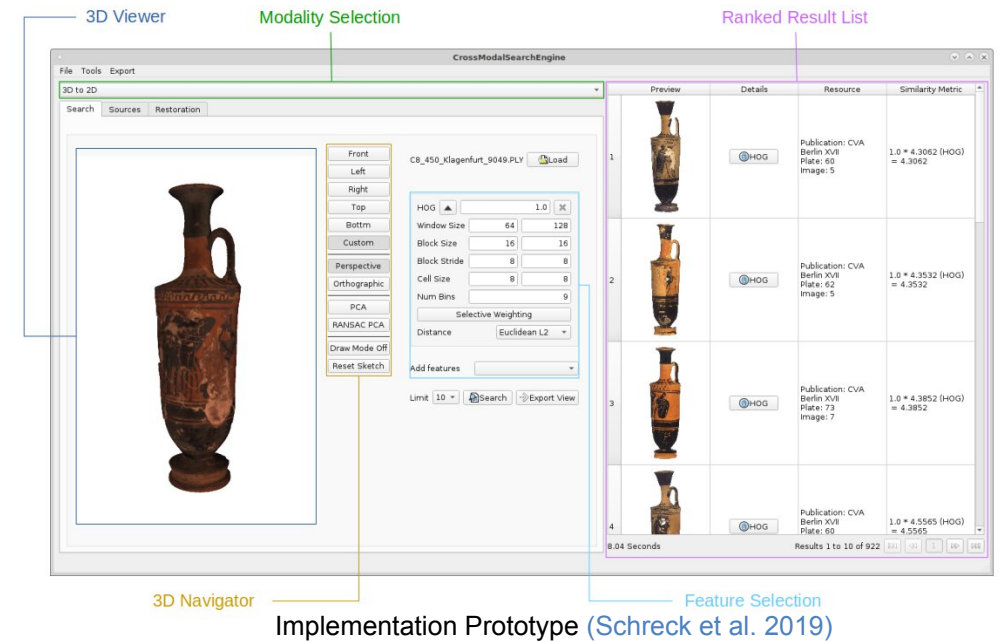
Bone	Relative lengths L_{ij} (in % of the height)
Head (1, 2)	6,6
Neck (2, 3)	4,4
Torso (3, 4)	13,3
Abdomen (4, 5)	16,6
Clavicle (3, 6) (3, 10)	13,3
Arm (6, 7) (10, 11)	13,3
Forearm (7, 8) (11, 12)	13,3
Hand (8, 9) (12, 13)	6,6
Hip (5, 14) (5, 19)	8,8
Thigh (14, 15) (19, 20)	26,6
Calf (15, 16) (20, 21)	23,3
Foot (16, 17) (21, 22)	6,6
Forefoot (17, 18) (22, 23)	3,3



3D Scenes from Bas-Reliefs (Casati et al. 2019)

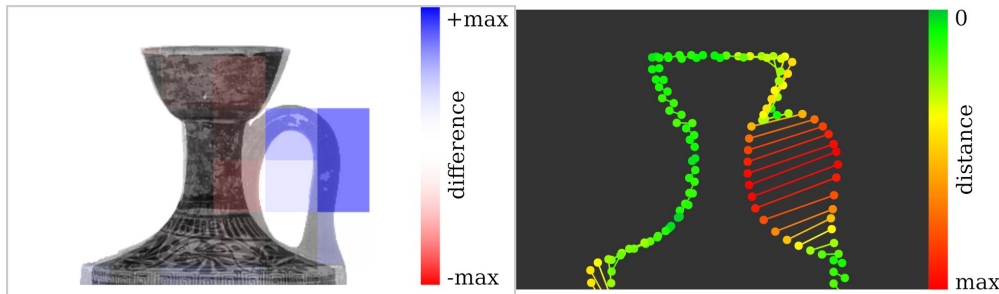
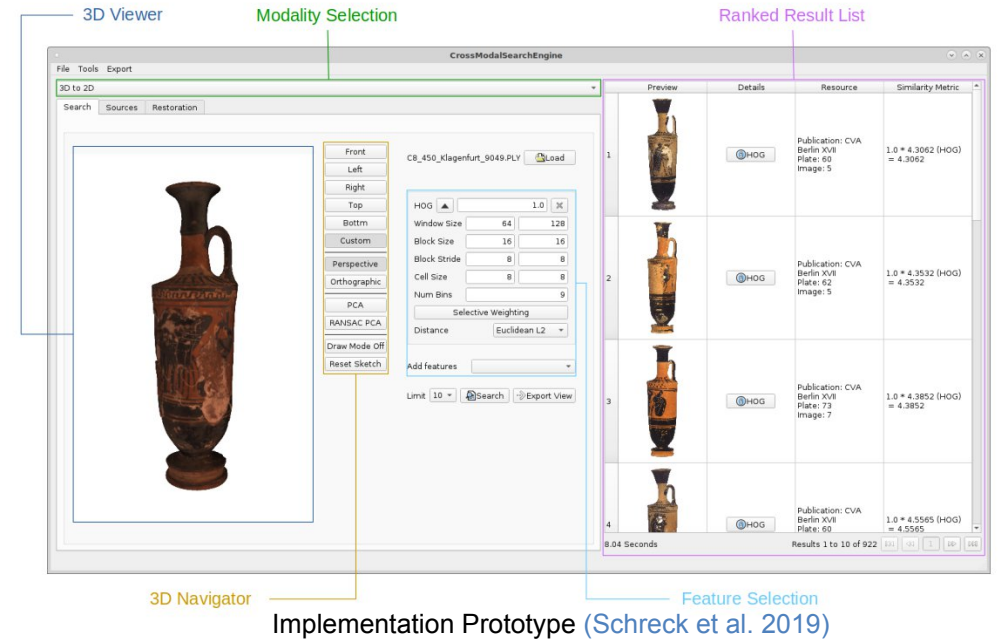
WP4: Interactive Visualization and Human-in-the-loop

- Interactive Visualization
 - Visualization Framework
 - Data Management (loading, editing, viewing)
→ (3D) viewer, editor
 - Method Execution → setting hyperparameters
 - Visualization of intermediate steps
 - Explainability and debugging

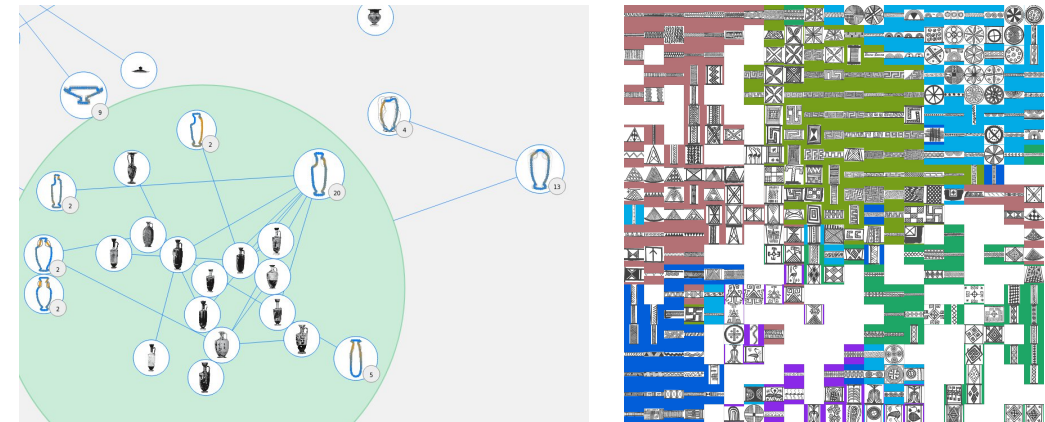


WP4: Interactive Visualization and Human-in-the-loop

- Interactive Visualization
 - Visualization Framework
 - Data Management (loading, editing, viewing)
 - (3D) viewer, editor
 - Method Execution → setting hyperparameters
 - Visualization of intermediate steps
 - Explainability and debugging
 - Result(s) visualization
 - Micro Level: explanation for a certain result → Errormap
 - Macro Level: similarity clusters, overall structures



Descriptor Visualization (Lengauer et al. 2020)



Objects Similarities (Lengauer et al. 2020, Lengauer et al. 2022)

WP4: Interactive Visualization and Human-in-the-loop

- Human-in-the-loop concepts/Feedback Interfaces
 - Correction erroneous segmentations → Sketching



Providing Shape Hypothesis through Sketching
(Lengauer et al. 2019)

WP4: Interactive Visualization and Human-in-the-loop

- Human-in-the-loop concepts/Feedback Interfaces
 - Correction erroneous segmentations → Sketching
 - Guidance through segmentation hypotheses (cf. Shadowdraw)



Completion Hypotheses as Guidance (Lee et al. 2011)



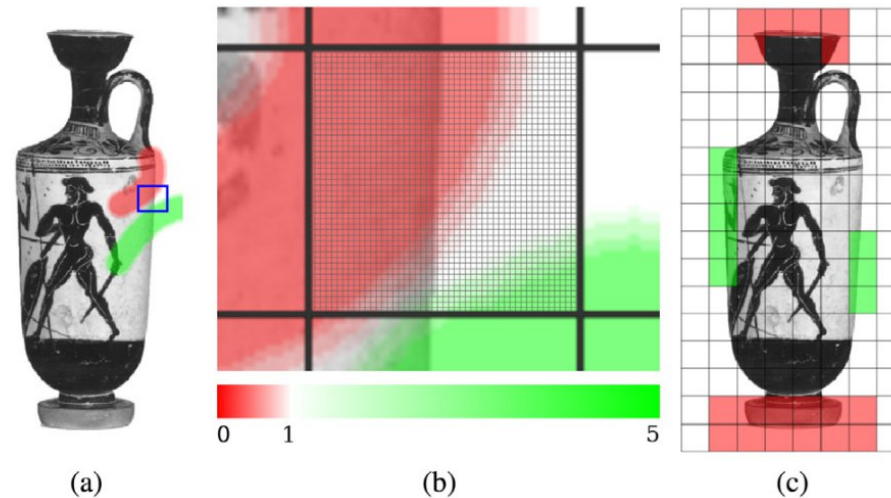
Providing Shape Hypothesis through Sketching (Lengauer et al. 2019)

WP4: Interactive Visualization and Human-in-the-loop

- Human-in-the-loop concepts/Feedback Interfaces
 - Correction erroneous segmentations → Sketching
 - Guidance through segmentation hypotheses (cf. Shadowdraw)
 - Setting focal points/weights



Completion Hypotheses as Guidance (Lee et al. 2011)



Setting Relevance Weight through Custom Interfaces (Lengauer et al. 2020)



Providing Shape Hypothesis through Sketching (Lengauer et al. 2019)

WP4: Interactive Visualization and Human-in-the-loop

- Human-in-the-loop concepts/Feedback Interfaces
 - Result validation through explicit feedback



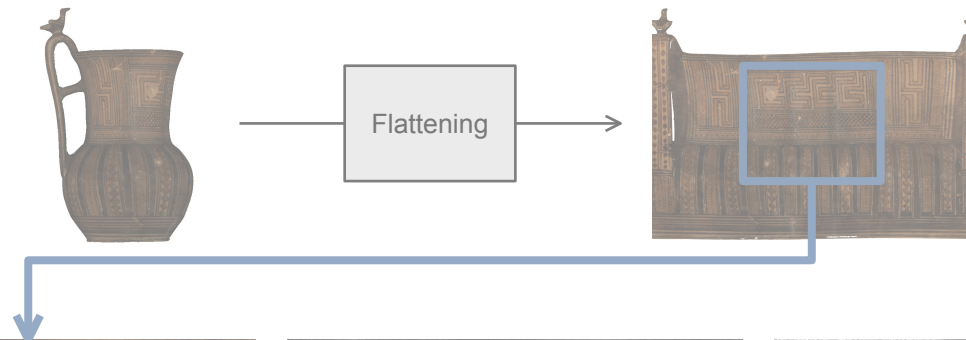
Feedback Interface (Lengauer et al. 2022)

Ongoing Work & Outlook

Ongoing Work & Outlook

Two ongoing Bachelor theses

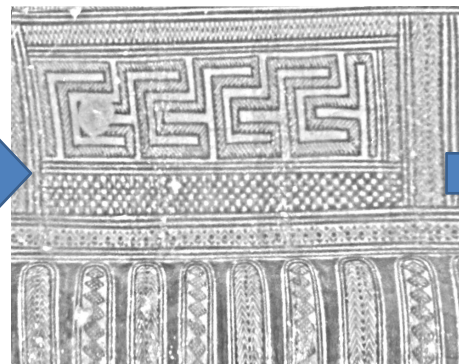
- Daniel Pascal Unger - *Automatic stroke detection in ancient vase paintings* (cf. **WP1**)



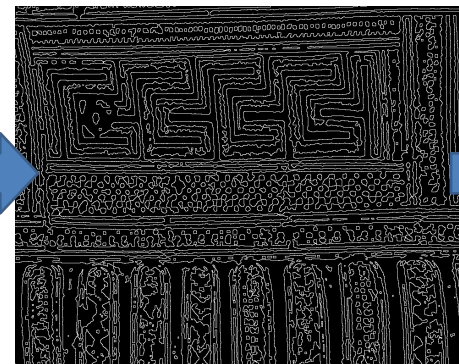
Flat Surface



Grayscale



Contrast Enhancement/
Preprocessing



Edge Detection

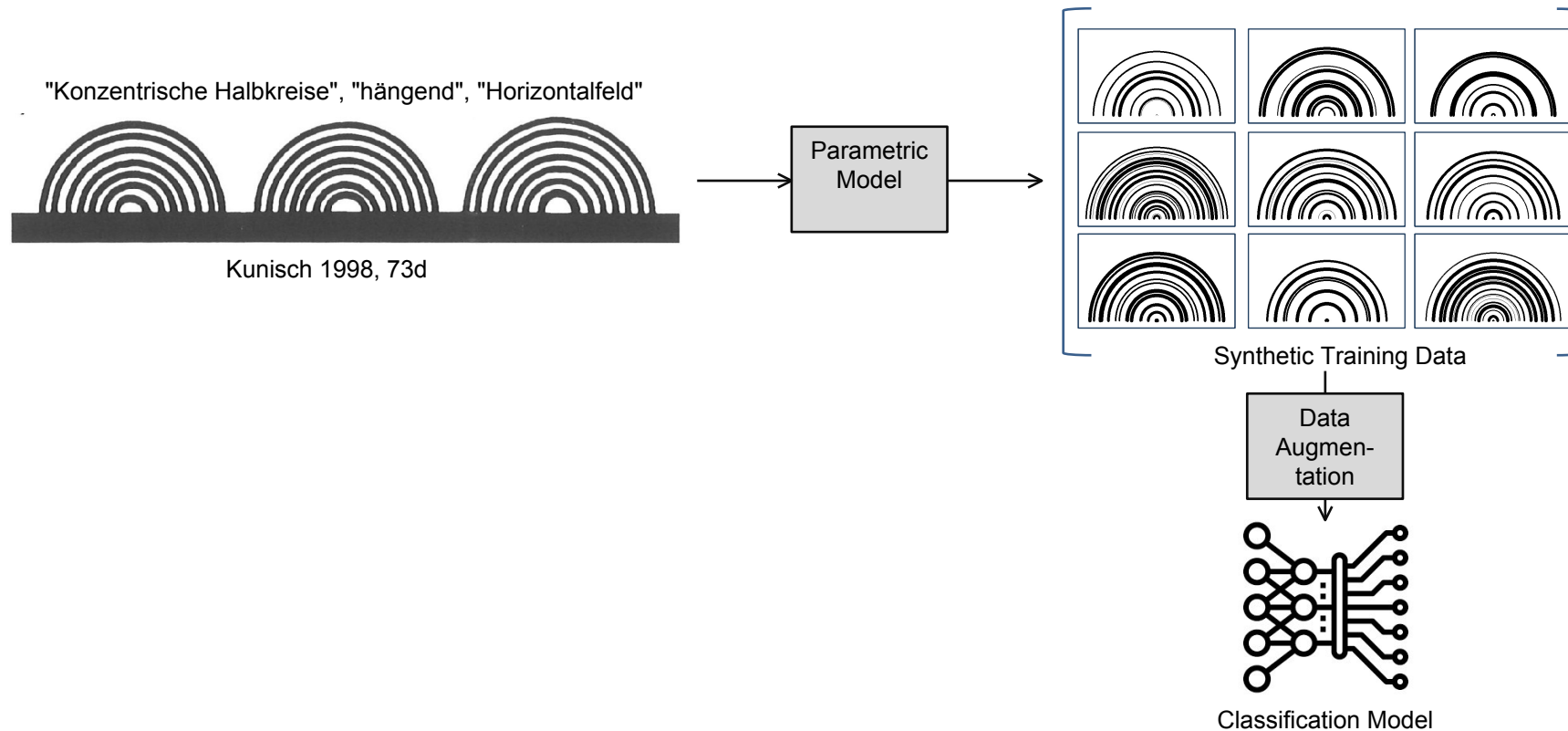


Line Detection

Ongoing Work & Outlook

Two ongoing Bachelor theses

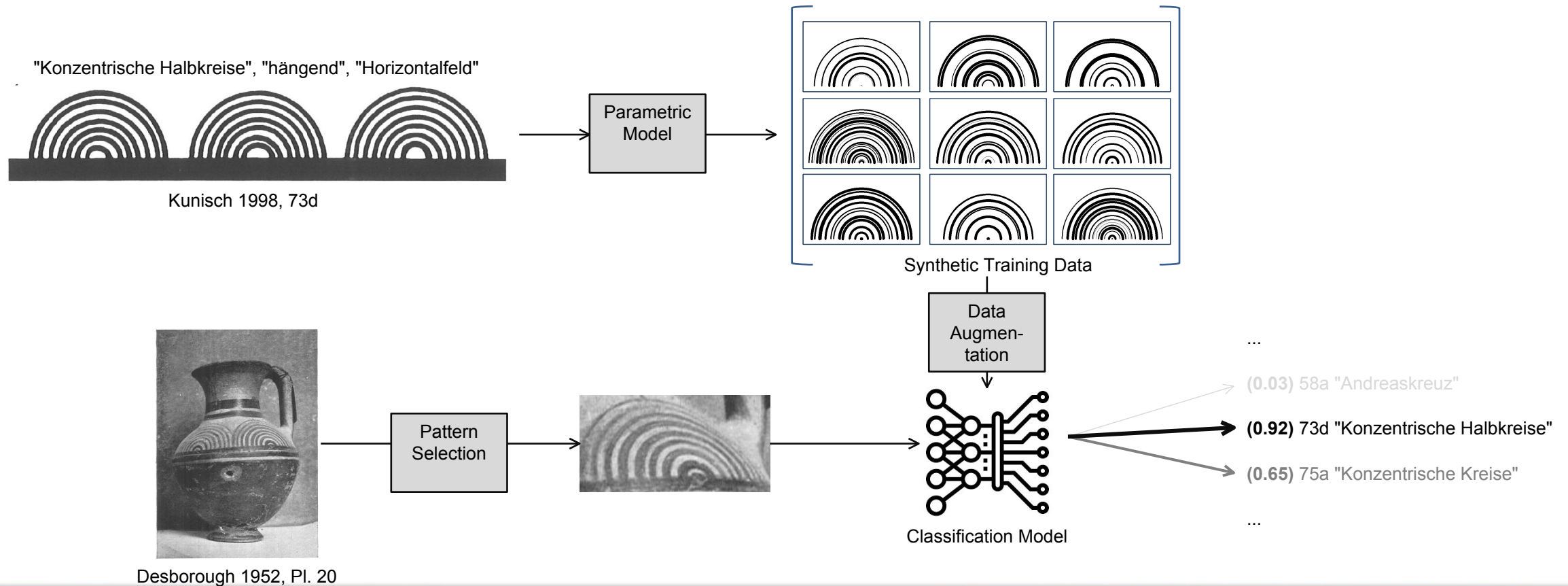
- Patrick Balent - *Deep learning for classification of Geometric patterns* (cf. **WP2**)



Ongoing Work & Outlook

Two ongoing Bachelor theses

- Patrick Balent - *Deep learning for classification of Geometric patterns* (cf. **WP2**)



Thank You



73c
 Konzentrische Halbkreise, hängend, innen schwarze Balken, Horizontalfeld
 Concentric semicircles, pendent, in the centre solid bars, horizontal panel
 Demi-cercles concentriques, pendants, aux centre poteau noir, panneau horizontal
 Semicerchi concentrici, penduli, al centro bastoncini neri, campo orizzontale
 Ομόκεντρα ημικύκλια, κρεμάμενα, στον κεντρικό δίσκο μελανές ταινίες, οριζόντια ζώνη
thesPG Desborough 1952 Taf. 20

