

Gathering Geo-Point From User's Shared Photos Based On PNN And GLCM Method

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ABSTRACT

There has been continuous growth in the area of detecting home location precisely. This need can be fulfilled by the gradual hike in the photo community sites such as Flickr, Picasa along with many other social network sites which enable the user to share their location and the image of the location immediately. This feature which is developed over the years makes it more effective to determine the exact geo-position of a user. The paper proposes a method which involves classifying a given image as "home-type" or "non-home-type" images. From the image, one has to collect the clue to identify the hidden information. This is done by identifying and classifying temporal, spatial and visual cues. For this extraction of image, Grey Level Co-occurrence Matrix (GLCM) method is used. This method has an edge over the previous methods. Following this the classification of "home" or "non-home" images is done by Per-mutable Neural Network (PNN).

KEYWORDS Geo-position, home-type, non-home-type, temporal, spatial, visual cues.

INTRODUCTION

Home is an essential intersection in people's activity detection. There is a soar in the interest of predicting exact human location. This helps in understanding the human behavior pattern. Understanding this pattern will help the government and other authorities to improve the living standards and also satisfy the needs of the civilians in that particular area. For example the transportation network, pollution management, population control etc. This also helps in planning a better urban city plan with full

understanding of the user's need. Not alone in development field, but researching field also needs the location details. Fields may include disease propagation and outbreak modeling.

Existing methods are present which can detect home locations. They are based on surveys, cellular records or GPS data [5, 6, 8]. Even though these methodologies were efficient to a level, the collection of data are very time and labour engrossed. American Time Use Survey (ATU) supplies record of all the activity traces and demographic information [2]. But the drawback in this method is that there is only a limited dataset which cannot be used in further research or follow-up research. This is mainly because, it is almost impossible to combine the user information with any other data sources. There is a much simpler way to come out of this drawback. The increase in networking websites have a vast amount of geo-tagged data available. This can be used as a new source or database which is low-cost and more flexible to gather the geo-point location more efficiently. Formerly based on user's tweet models have been built to infer the user's home location [3]. Another model was built based on the check-ins [9] also. Both these models had issues. One of the main issues is that these models experience low coarse granularity, at city [10] or give rise to low level accuracy rate which is only about 50% [3].

The most current and existing method uses photo classification and then detects the user's home location [1]. This method uses Convolution Neural Network to classify images as "home" or "non-home". Home location is detected by combining both the visual content of web images and the spatiotemporal feature SVM classifier. The accuracy rate is improved compared to the other methods, but it is time consuming.

The proposed methodology uses PNN and GLCM to reduce the time-consumption and increase the efficiency instead of the existing one.

RELATED WORK

The activity pattern of basic day today is very important, which gives us vital locations such as home, work area and other most visited places like restaurants and hospital etc. are to be predicted. These locations help in improving the mobility pattern and predict human feature activities. To classify locations based on ATU survey into different categories, a machine learning algorithm was advanced to make the process more efficient. This is mainly based on demographic and temporal features of user's activities. Then the home location is determined. This method resulted in 92% accuracy rate which is highest obtained, but this method is time consuming as well as labor consuming as three-fourth of the work done is by manual labor [2].

The photos from Flickr were collected with home-related tags by the Bay Area and New York City. Then physically the photos are filtered out eliminating non-home pictures. A total of 2167 photos by 192 different users were mined and then their home locations were found. The accuracy rate was relatively better than the other existing systems [1].

More and more people are getting engrossed with social networks. This proposes an alternative method to stable geographic locations in a semantically way. Chen et al. [3] used Twitter as popular social networks site to determine the users home location. This was done by analyzing the user's tweet. This method produced 51% accuracy within 100 miles of user's actual location.

DATA

This section describes the data used in the process and how they are trained and evaluated using the machine learning model. Instead of using web images, to train the model, first a set of pictures are geo-tagged manually. These manually tagged images are

used. We select tags related "home" such as "in-home", "in kitchen", "family time", "family get-together", "in bedroom". For each user, we record a sequence $t_i = (t_{11}, t_{12})$ now if a photo is taken at home it will be represented as t_i photo. A geographical tag is related to a photo which will provide a detailed longitude and latitude [11, 12, 13].

PROPOSED METHODOLOGY

This section presents the method which is used to accept the photo and predict the user's home location. For each user, the respective uploaded photo with the appropriate geo-tagged is referred in order to distinguish the location by user u_i as in [1].

i represents the user and j represents the location visited by the user i .

FEATURE EXTRACTION

Home is the most habitual visited place by a user. For this reason the process is embarked by using the most used location as an introductory forecast for user's home location. GLCM is used for this process. It contains information about position of pixel having similarly grey level values. The following is the algorithm used.

Step 1: Count all pairs of pixels in which first pixel has value i and its matching pair is j which is displaced by a distance d , this forms the matrix $P_d[i, j]$.

NOTE: the matrix is not symmetric in nature.

Step 2: The elements of $P_d[i, j]$ can be normalized by dividing each entry by the total number of pixel pair.

Step 3: Normalized GLCM $N[i, j]$ is given as

$$N[i, j] = \frac{P[i, j]}{\sum_i \sum_j P[i, j]}$$

which helps in finding texture that is rough, silky, bumpy etc. it also helps in extracting features like color, entropy, co-relation, variance and prominence which gives further more information about the picture.

CLASSIFICATION

The classification of pictures to "home" or "non-home" is done by using PNN. It is a feed forward network derived from Bayesian network and statistical algorithm. It has four layers: input, output, hidden and pattern layer.

The input layer represents the variables which is a neuron. Each case consist of at least one neuron which will help in the training set of the pattern layer. Hidden layer compute the test case. The output layer compare the weighted nodes for target. The major advantages for PNN they are faster than most of the multilayer existing network and are more accurate and insensitive.

EXPERIMENT

In this experiment we use three basic modules.

PRE-PROCESSOR

Pre-processing is used for contrast enhancement of the image. For this process histogram of oriented gradient (HOG) is used. It is basically a feature descriptor used in image processing with the main goal as detection of objects. The gradient of orientation is counted in each portion of the image.

PNN

It follows a neural network architecture which is slightly different from back-propagation network. It is basically feed-forward in nature. Supervised learning algorithm is used with no weights in the hidden layer.

GLCM

It gives the typical values for feature analysis which helps in classification. It gives information about the position of pixels having the same grey level values. This will be the final process where detection of geo-position takes place

CONCLUSION AND FUTURE WORK

In this paper, a new method of classification with geo-tagged images is proposed. The efficiency rates show an improvement. We get an accurate and fast output compared to existing methodology. We also consider temporal and spatial features.

Later the method will be employed to detect other places like school, working places and vacation spots. Can also be used in social networking database.

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