
Orange3 Image Analytics Documentation

Biolab

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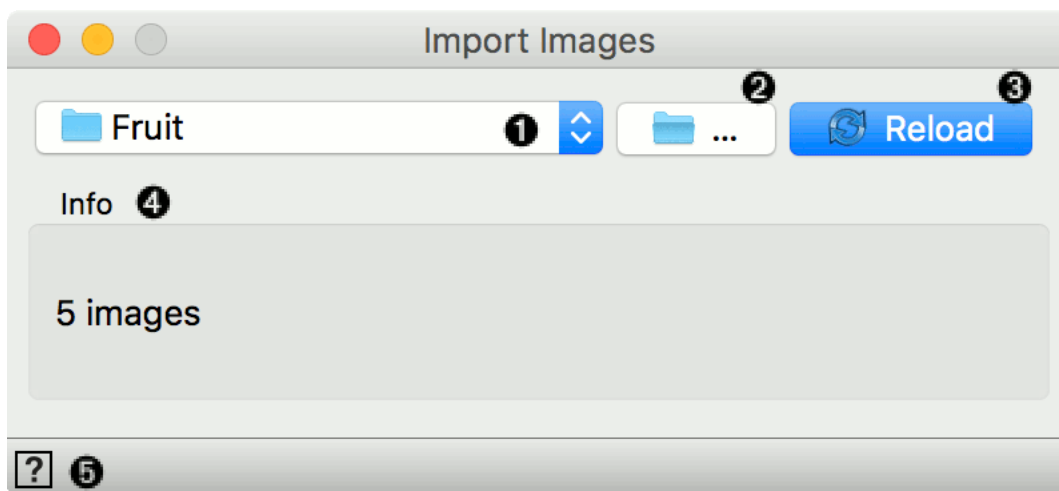
1.1 Import Images

Import images from a directory(s).

Outputs

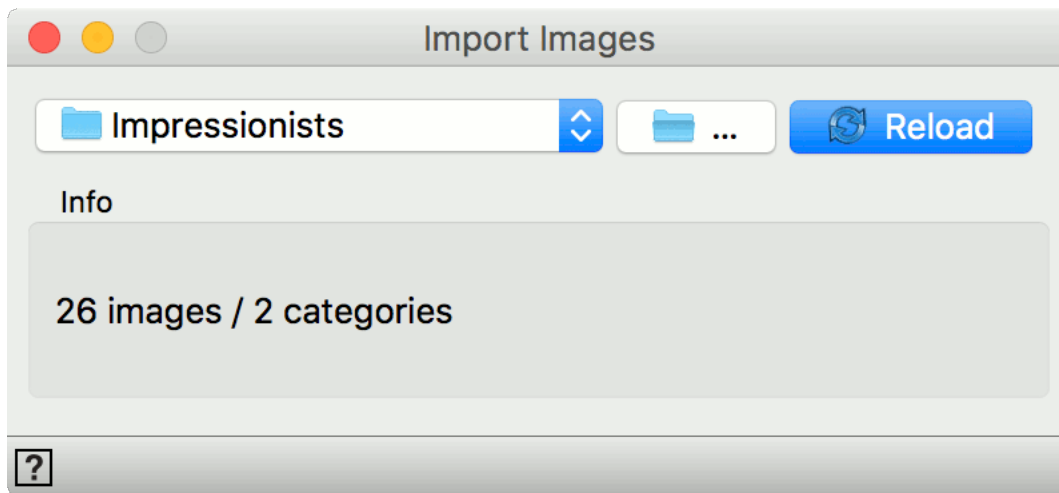
- Data: Dataset describing one image in each row.

Import Images walks through a directory and returns one row per located image. Columns include image name, path to image, width, height and image size. Column with image path is later used as an attribute for image visualization and embedding.



1. Currently loaded folder.
2. Select the folder to load.
3. Click *Reload* to update imported images.
4. Information on the input.

5. Access help.



You can load a folder containing subfolders. In this case Orange will consider each folder as a class value. In the example above, **Import Images** loaded 26 images belonging to two categories. These two categories will be used as class values.

1.1.1 Example

Import Images is likely the first widget you will use in image analysis. It loads images and creates class values from folders. In this example we used **Import Images** to load 26 painting belonging to either Monet or Manet.

We can observe the result in a **Data Table**. See how Orange added an extra class attribute with values Monet and Manet?

Now we can proceed with standard machine learning methods. We will send images to [Image Embedding](#), where we will use *Painters* embedder to retrieve image vectors.

Then we will use **Test & Score** and **Logistic Regression**, to build a model for predicting the author of a painting. We get a perfect score? How come? It turns out, these were the images the *Painters* embedder was trained on, so a high accuracy is expected.

The screenshot displays an Orange3 workflow for image classification. The **Data Table** widget shows a dataset with 26 instances and 7 features: category, image name, image da/Zacasno/Impre image, size, width, and height. The **Image Embedding** widget is configured with 'image' as the attribute and 'Painters' as the embedder. The **Test & Score** widget is set to 'Cross validation' with 10 folds, stratified sampling, and a training set size of 66%.

Data Table

	category	image name	image da/Zacasno/Impre image	size	width	height
10	Monet	Tulip fields i...	Monet/Tulip ...	563108	2536	2044
11	Monet	Wild Poppie...	Monet/Wild ...	356167	2536	1826
12	Monet	The Cliffs at ...	Monet/The C...	559355	1600	1279
13	Monet	Woman with ...	Monet/Wom...	2122240	1576	2399
14	Monet	Pont Argent...	Monet/Pont ...	338509	1600	1200
15	Monet	Music in the ...	Manet/Music...	2126219	3000	1906
16	Manet	Argenteuil	Manet/Argen...	229376	596	761
17	Manet	The Balcony	Manet/The B...	164649	655	799
					1280	979
					1257	1024
					1024	764
					2024	1579
					800	599
					2024	1751
					2000	2862
					2511	3304

Image Embedding

Info: Data with 26 instances. Connected to server.

Settings: Image attribute: image, Embedder: Painters. A model trained to predict painters from artwork images.

Test & Score

Sampling: Cross validation, Number of folds: 10, Stratified, Repeat train/test: 10, Training set size: 66%, Leave one out.

Target Class: (Average over classes)

Evaluation Results:

Method	AUC	CA	F1	Precision	Recall
Logistic Regression	1.000	1.000	1.000	1.000	1.000

1.2 Image Viewer

Displays images that come with a data set.

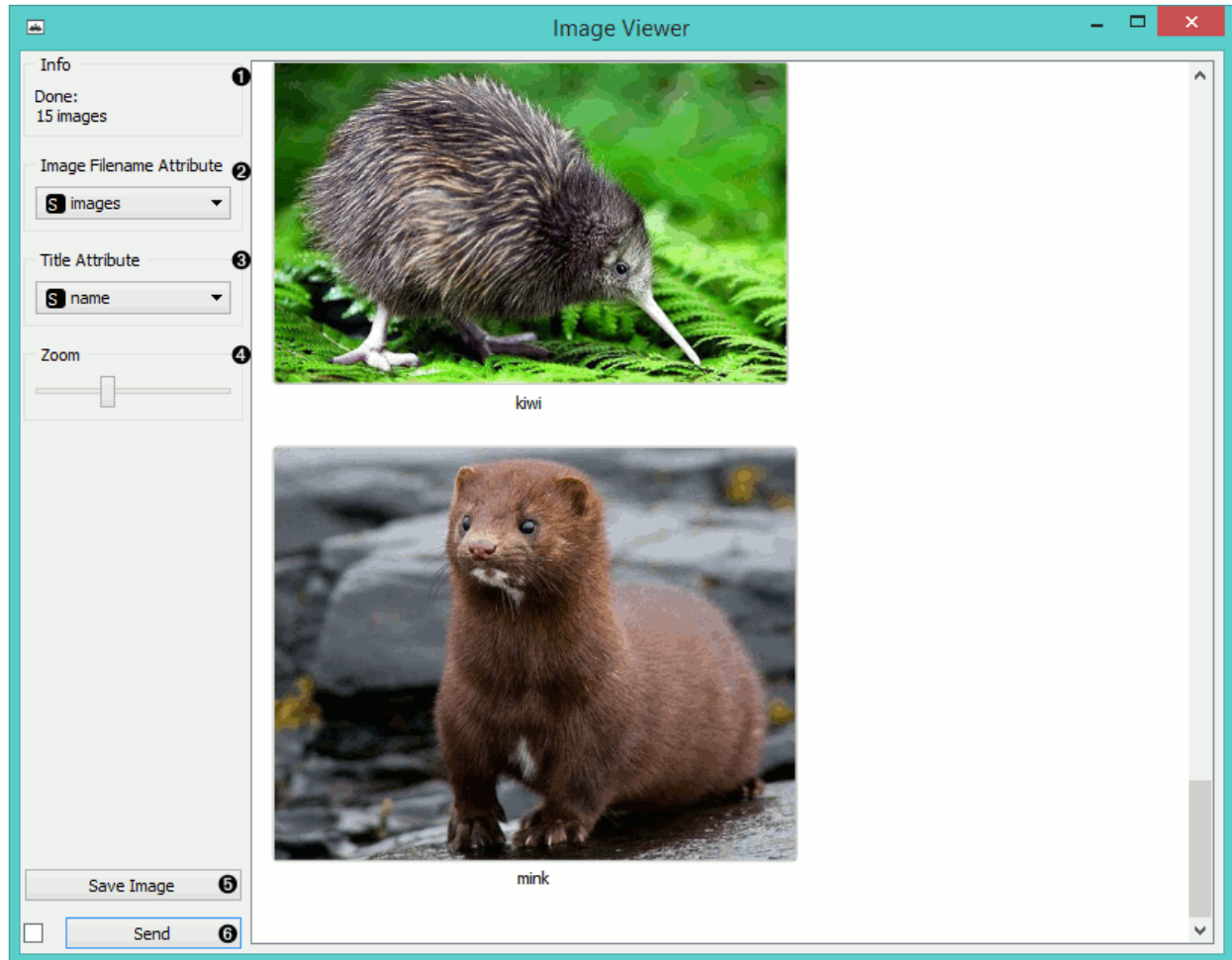
Inputs

- Data: A data set with images.

Outputs

- Data: Images that come with the data.
- Selected images: Images selected in the widget.

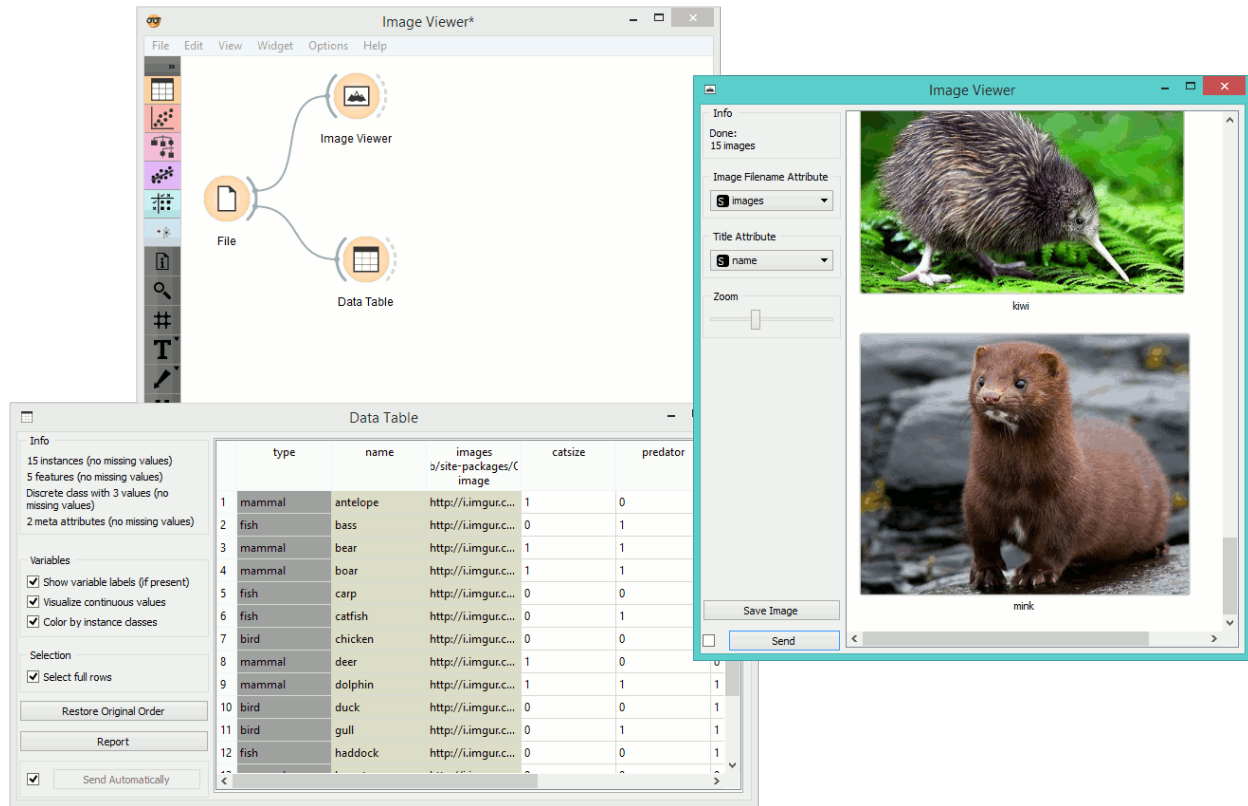
The **Image Viewer** widget can display images from a data set, which are stored locally or on the internet. The widget will look for an attribute with *type=image* in the third header row. It can be used for image comparison, while looking for similarities or discrepancies between selected data instances (e.g. bacterial growth or bitmap representations of handwriting).



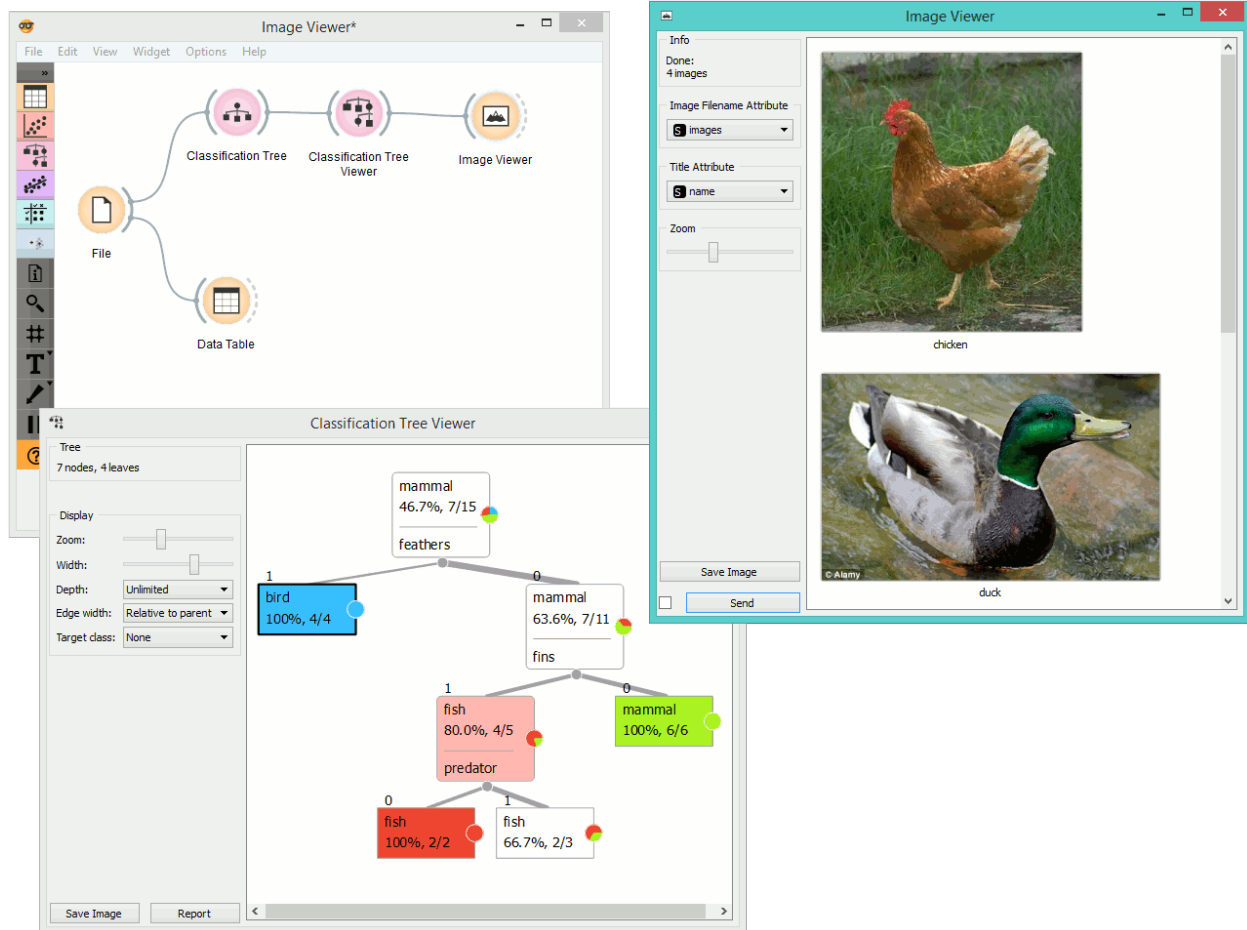
1. Information on the data set
2. Select the column with image data (links).
3. Select the column with image titles.
4. Zoom in or out.
5. Saves the visualization in a file.
6. Tick the box on the left to commit changes automatically. Alternatively, click *Send*.

1.2.1 Examples

A very simple way to use this widget is to connect the **File** widget with **Image Viewer** and see all the images that come with your data set. You can also visualize images from [Import Images](#).



Alternatively, you can visualize only selected instances, as shown in the example below.



1.3 Image Embedding

Image embedding through deep neural networks.

Inputs

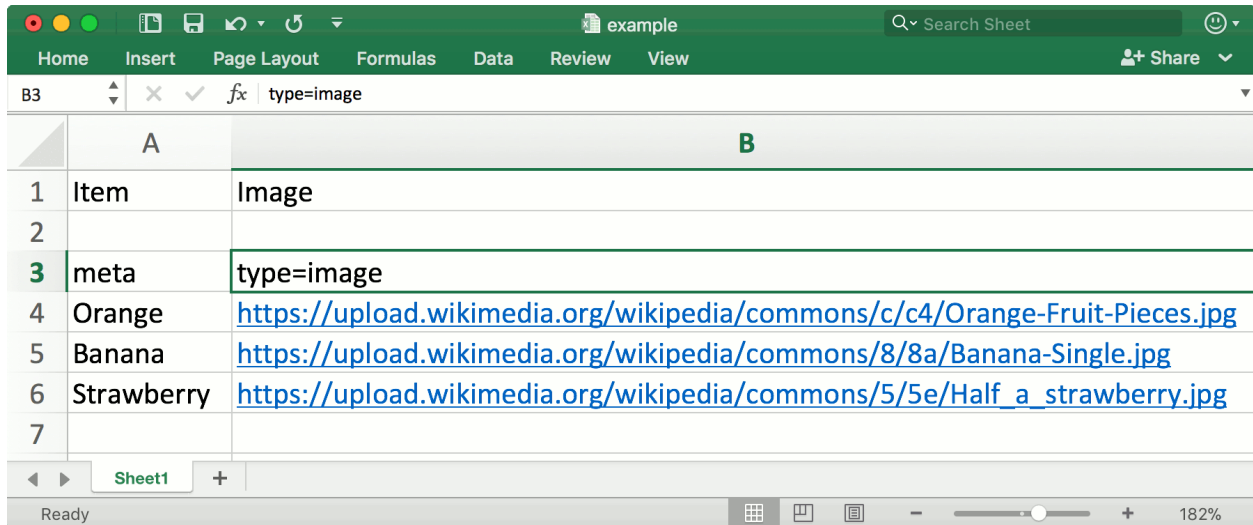
- Images: List of images.

Outputs

- Embeddings: Images represented with a vector of numbers.
- Skipped Images: List of images where embeddings were not calculated.

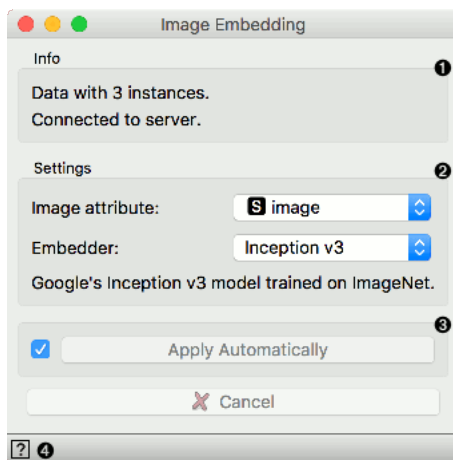
Image Embedding reads images and uploads them to a remote server or evaluate them locally. Deep learning models are used to calculate a feature vector for each image. It returns an enhanced data table with additional columns (image descriptors).

Images can be imported with **Import Images** widget or as paths to images in a spreadsheet. In this case the column with images paths needs a three-row header with *type=image* label in the third row.



	A	B
1	Item	Image
2		
3	meta	type=image
4	Orange	https://upload.wikimedia.org/wikipedia/commons/c/c4/Orange-Fruit-Pieces.jpg
5	Banana	https://upload.wikimedia.org/wikipedia/commons/8/8a/Banana-Single.jpg
6	Strawberry	https://upload.wikimedia.org/wikipedia/commons/5/5e/Half_a_strawberry.jpg
7		

Image Embedding offers several embedders, each trained for a specific task. Images are sent to a server or they are evaluated locally on the user's computer, where vectors representations are computed. SqueezeNet embedder offers a fast evaluation on users computer which does not require an internet connection. If you decide to use other embedders than SqueezeNet, you will need an internet connection. Images sent to the server are not stored anywhere.



1. Information on the number of embedded images and images skipped.
2. Settings:
 - *Image attribute*: attribute containing images you wish to embed
 - *Embedder*:
 - SqueezeNet: [Small and fast](#) model for image recognition trained on ImageNet.
 - Inception v3: [Google's Inception v3](#) model trained on ImageNet.
 - VGG-16: [16-layer image recognition model](#) trained on ImageNet.
 - VGG-19: [19-layer image recognition model](#) trained on ImageNet.
 - Painters: A model trained to [predict painters from artwork images](#).
 - DeepLoc: A model trained to analyze [yeast cell images](#).
3. Tick the box on the left to start the embedding automatically. Alternatively, click *Apply*. To cancel the embedding, click *Cancel*.

4. Access help.

1.3.1 Embedders

InceptionV3 is Google's deep neural network for image recognition. It is trained on the ImageNet data set. The model we are using is available [here](#). For the embedding, we use the activations of the penultimate layer of the model, which represents images with vectors.

SqueezeNet is a deep model for image recognition that achieves AlexNet-level accuracy on ImageNet with 50x fewer parameters. The model is trained on the ImageNet dataset. We re-implemented the SqueezeNet by using weights from the [author's pretrained model](#). We use activations from pre-softmax (`flatten10`) layer as an embedding.

VGG16 and **VGG19** are deep neural networks for image recognition proposed by Visual Geometry Group from the University of Oxford. They are trained on the ImageNet data set. We use a [community implementation](#) of networks with original weights. As an embedding, we use activations of the penultimate layer - `fc7`.

Image Embedding also includes **Painters**, an embedder that was trained on 79,433 images of paintings by 1,584 painters and won Kaggle's Painter by Numbers competition. Activations of the penultimate layer of the network are used as an embedding.

DeepLoc is a convolutional network trained on 21,882 images of single cells that were manually assigned to one of 15 localization compartments. We use the pre-trained network proposed by [authors](#). The embeddings are activations of penultimate layer `fc_2`.

An [article](#) by Godec et al. (2019) explains how the embeddings work and how to use it in Orange.

1.3.2 Example

Let us first import images from a folder with **Import Images**. We have three images of an orange, a banana and a strawberry in a folder called Fruits. From **Import Images** we will send a data table containing a column with image paths to **Image Embedding**.

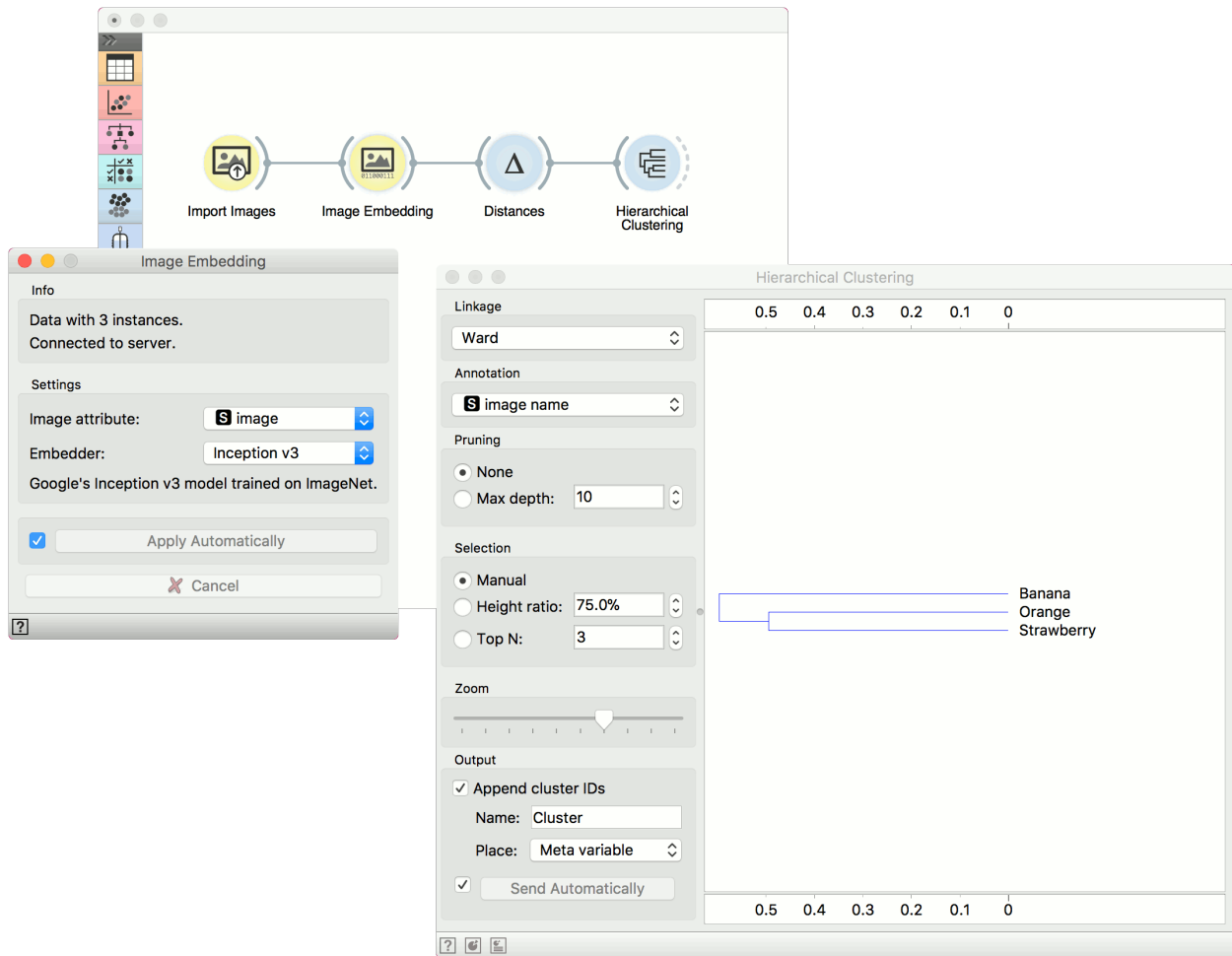
We will use the default embedder *SqueezeNet*. The widget will automatically start retrieving image vectors from the server.

The screenshot displays the Orange3 Image Analytics interface. The main window shows a **Data Table** with 3 instances and 1000 features. The table columns are: image name, image, size, width, height, n0, n1, and n2. The data rows are:

	image name	image	size	width	height	n0	n1	n2
1	Orange	Orange.jpg	119831	1024	768	6.114	7.308	5.826
2	Banana	Banana.jpg	12208	460	460	2.765	7.325	6.733
3	Strawberry	Strawberry.j...	17442	220	243	9.466	14.063	7.474

The **Import Images** widget is shown in the foreground, displaying a list of fruits and 3 images. The **Image Embedding** widget is also shown, with settings for Image attribute (image) and Embedder (SqueezeNet (local)).

Once the computation is done, you can observe the enhanced data in a **Data Table**. With the retrieved embeddings, you can continue with any machine learning method Orange offers. Below is an example for clustering.



1.4 Image Grid

Displays images in a similarity grid.

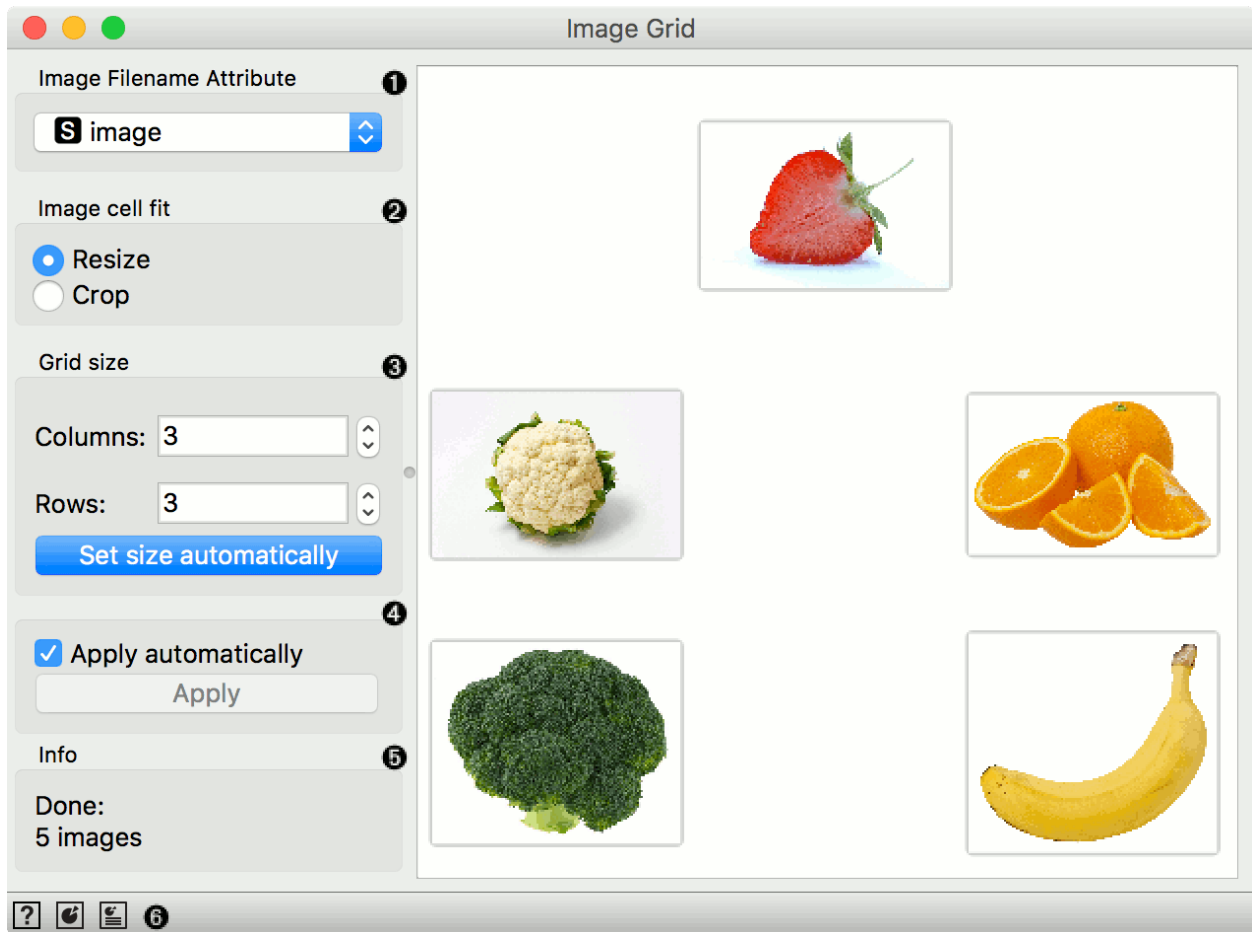
Inputs

- **Embeddings:** Image embeddings from Image Embedding widget.
- **Data Subset:** A subset of embeddings or images.

Outputs

- **Images:** Images from the dataset with an additional column specifying if the image is selected or the group, if there are several.
- **Selected Images:** Selected images with an additional column specifying the group.

The **Image Grid** widget can display images from a dataset in a similarity grid - images with similar content are placed closer to each other. It can be used for image comparison, while looking for similarities or discrepancies between selected data instances (e.g. bacterial growth or bitmap representations of handwriting).



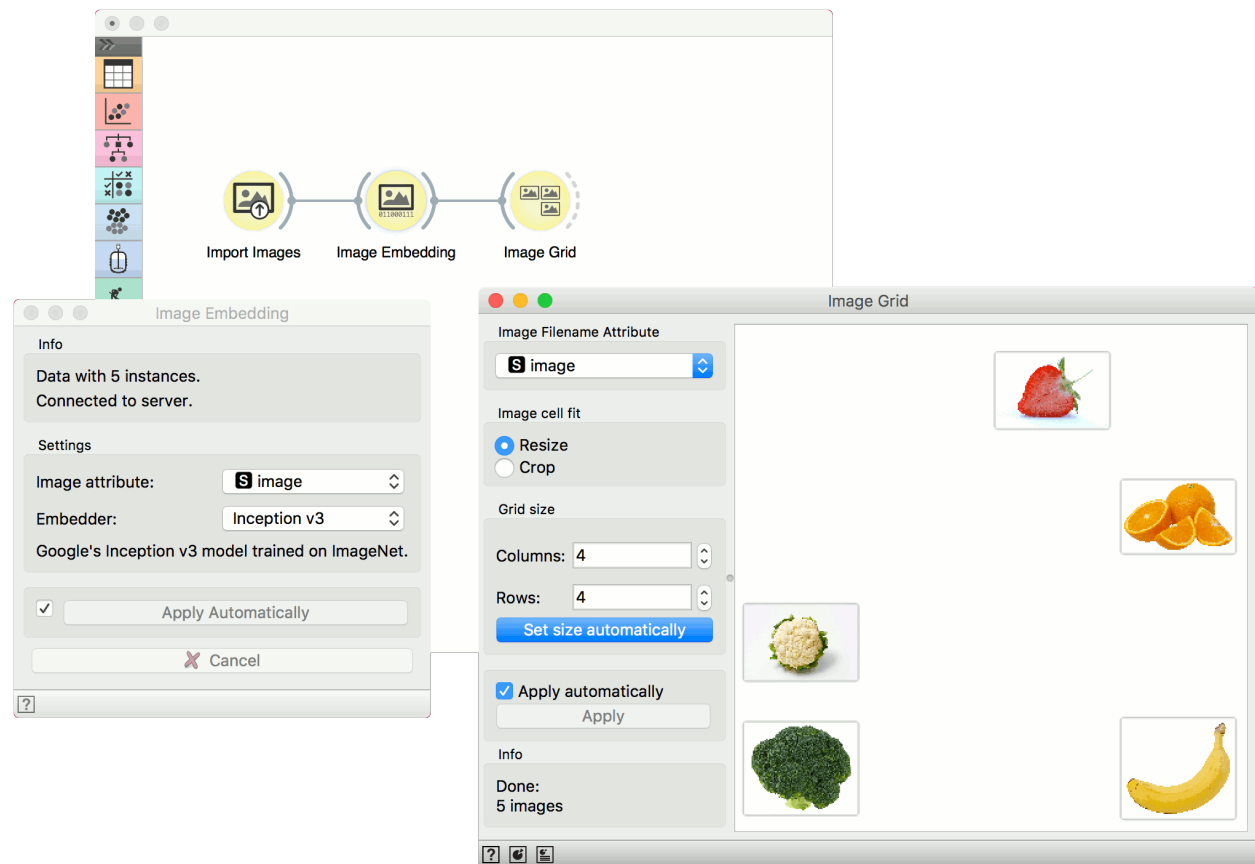
1. *Image Filename Attribute*: Attribute containing paths to images.
2. *Image cell fit*: Resize scales the images to grid, while Crop crops them to squares.
3. *Grid size*: Set the size of the grid. Click *Set size automatically* to optimize the projection.
4. Tick the box to commit the changes automatically. Alternatively, click *Apply*.
5. Information on the input.
6. Access help, save image, and report (in that order).

1.4.1 Example

Image Grid can be used to visualize similarity of images in a 2D projection. We have used 5 images of fruits and vegetables, namely orange, banana, strawberry, broccoli and cauliflower.

We loaded the images with [Import Images](#) and embedded them with Inception v3 embedder in [Image Embedding](#).

Finally, we visualized the images in **Image Grid**. It is obvious that broccoli and cauliflower are much more alike than strawberry and banana.



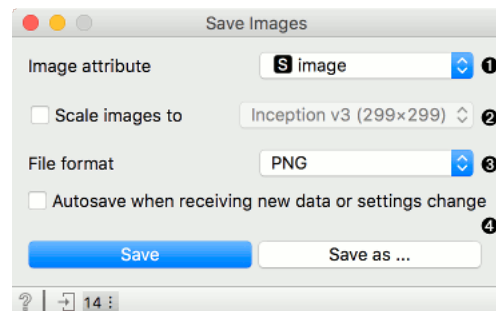
1.5 Save Images

Save images in the directory structure.

Inputs

- Data: images to save.

Save Images is a simple widget that saves images sent to its input. Images will be saved as separate files in their own directory. When a class is present in the data, images will be saved in subdirectories based on the class variable.



1. Attribute containing the path to the image.
2. If *Scale images to* is ticked, images will be resized to the size used in the selected embedder:
 - Inception v3: 299x299

- SqueezeNet: 227x227
 - VGG-16: 224x224
 - VGG-19: 224x224
 - Painters: 256x256
 - DeepLoc: 64x64
 - openface: 256x256
3. File format to save images in. See the next section for information on supported formats.
 4. If *Autosave when receiving new data or settings change* is on, images will be saved upon every change. *Save* will save images, while *Save as...* enables the user to set the name and the folder where to save the images.

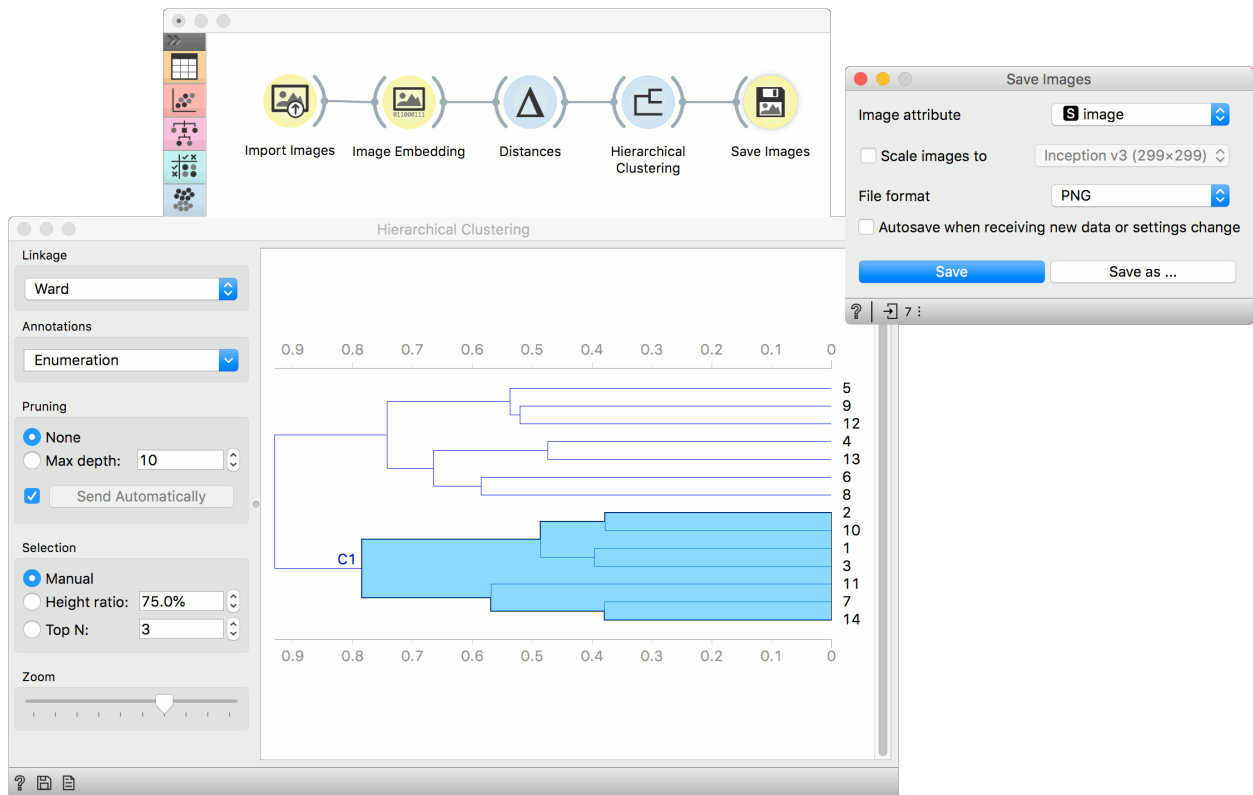
1.5.1 Supported Formats

Save Images can save images in the following formats:

- .png
- .jpeg
- .gif
- .tiff
- .pdf
- .bmp
- .eps
- .ico

1.5.2 Example

Here is a simple example how to use **Save Images**. We loaded 14 paintings from Picasso, sent them to [Image Embedding](#) using *Painters* embedder, then to [Distances](#) using cosine distance and finally to [Hierarchical Clustering](#) to construct a dendrogram. Then we selected a cluster from the plot and saved the images belonging to the selected cluster with **Save Images**.



2.1 Image Embedding module

CHAPTER 3

Indices and tables

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- `modindex`
- `search`