



International Conference on Knowledge Based and Intelligent Information and Engineering Systems, KES2018, 3-5 September 2018, Belgrade, Serbia

From Knowledge based Vision Systems to Cognitive Vision Systems: A Review

Thamiris de Souza Alves^{a*}, Caterine Silva de Oliveira^b, Cesar Sanin^b, Edward Szczerbicki^c

^a*School of Electrical Engineering and Computing, University of Newcastle, Callaghan, NSW, Australia*

^b*School of Engineering, University of Newcastle, Callaghan, NSW, Australia*

^c*Faculty of Management and Economics, Gdansk University of Technology, Gdansk, Poland*

Abstract

Computer vision research and applications have their origins in 1960s. Limitations in computational resources inherent of that time, among other reasons, caused research to move away from artificial intelligence and generic recognition goals to accomplish simple tasks for constrained scenarios. In the past decades, the development in machine learning techniques has contributed to noteworthy progress in vision systems. However, most applications rely on purely bottom-up approaches that require large amounts of training data and are not able to generalize well for novel data. In this work, we survey knowledge associated to Computer Vision Systems developed in the last ten years. It is seen that the use of explicit knowledge has contributed to improve several computer vision tasks. The integration of explicit knowledge with image data enables the development of applications that operate on a joint bottom-up and top-down approach to visual learning, analogous to human vision. Knowledge associated to vision systems is shown to have less dependency on data, increased accuracy, and robustness.

© 2018 The Authors. Published by Elsevier Ltd.

This is an open access article under the CC BY-NC-ND license (<https://creativecommons.org/licenses/by-nc-nd/4.0/>)

Selection and peer-review under responsibility of KES International.

Keywords: Computer Vision; Knowledge; Cognitive Vision

1. Introduction

Modern computer vision research and applications were first approached as part of the Artificial Intelligence (AI) agenda to create systems that could autonomously understand the visual world. The lack of resources in early research time and the need for automation in a variety of industrial, scientific and military tasks narrowed down the goals of computer vision. Subsequent research adopted mathematically oriented approaches to specific tasks in more practical applications^{1,2}. Most recently, the development of new techniques in fields such as machine learning has contributed to significant progress in computer vision, enabling systems to outperform humans in certain tasks.

* Corresponding author. *E-mail address:* thamirislorena.desouzaalves@uon.edu.au

However, the performance of current systems is highly data dependent, lack generalization beyond the training datasets, and requires major adaptations to include new conditions³. Therefore, the ongoing challenge in vision systems is to create robust and flexible systems that can recognize complex object classes under poorly controlled environments⁴, and do not require prohibitive amounts of training data to solve unconstrained computer vision problems^{5,2}.

In this context, human vision has been used as a reference model for excelling under these conditions for which machines still fall short. In recent years, approaches have been proposed to mimic the human intelligence capabilities by combining prior knowledge and visual information in knowledge vision based systems, which is a step towards cognitive vision. These systems may perform recognition under conditions that pose limitations to computer vision systems, such as the presence of geometrical variation, unideal lighting conditions, occlusion⁶, among others. It usually relies on top-down contextual knowledge acquired from visual experiences, combined with the bottom-up information constantly collected. For instance, in the human mind, the same object will be known, by experience, to exist in a variety of different forms, sizes or shapes. This accumulation of experiences allows human vision to comprehend and classify new images^{4,2}. Therefore, knowledge based vision systems may integrate the bottom-up data-driven approaches that perform computer vision tasks through machine learning algorithms with the top-down approach offered by prior knowledge into an inference process inspired by biological vision³.

This paper is organized as follows. In Section 2, we present a brief overview of current vision systems, their tasks and limitations. Section 3 introduces knowledge-based systems. Section 4 describes how explicit knowledge has been applied in vision systems and surveys applications developed in the last ten years, as a step towards cognitive systems, organized by their pertaining fields. Finally, Section 5 summarizes the findings in this paper.

2. Vision Systems and Current Limitations

The universal goal of computer vision is to provide visual information for a given application⁷. To achieve this, vision systems can be comprised of different subtasks which are grouped under three categories: Low-level Vision, Intermediate-level Vision and High-level vision. Low-level vision tasks comprise operations such as image acquisition and pre-processing. Intermediate-level tasks pertain to segmentation, symbolic representation, classification and recognition. High-level vision tasks are concerned with achieving conceptual understanding of information acquired from lower-level vision modules.

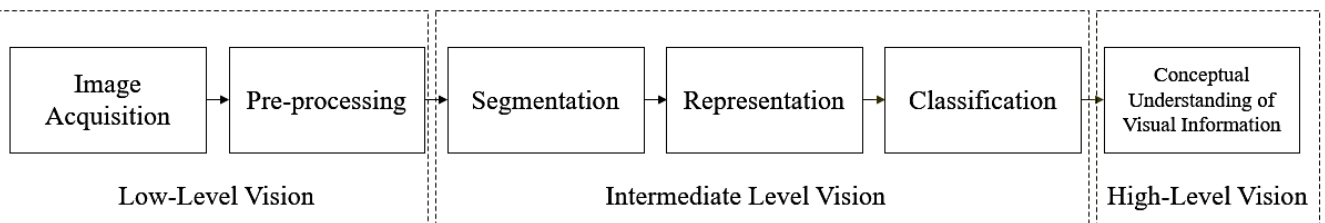


Fig. 1 – Block diagram of a typical cognitive vision system

A complete cognitive vision system (Fig.1) is the result of the integration of these three levels, including all the tasks required to identify image elements and establish relationships between themselves or between elements and the viewer.^{8,9} However, this definition arises from a functional/architectural approach, which is based on the set of minimal tasks that a system is required to perform in order to be classified as a cognitive vision system. Researchers have addressed some issues with this approach, as a good definition “should be neutral to any underlying model”, advocating for a universal definition of cognitive vision that is independent of structure.⁵⁷ Such generic definition remains elusive.

Currently, computer vision is a well-established field of research, with noticeable focus on intermediate level applications, such as the automation of tasks in production lines in industrial settings. For many of these vision problems, solutions can be attained based on mathematical descriptions without the use of prior knowledge². The issues with this approach is that it often cannot match real-world conditions and it is not able to estimate unknowns. The ongoing challenge is to develop systems that are robust to noise and deviations from data-driven models, as well

as efficient in terms of computational requirements and memory space¹⁰. Other challenges involve reducing the reliance on large training data sets, invariance, and handling degradations in training data¹¹.

3. Knowledge Based Systems

Knowledge based systems are often employed for performing tasks using an explicit form of knowledge representation to handle information encoding and inference processes according to the corresponding inference engine implemented. Therefore, a knowledge based system consists of a knowledge base and an inference application mechanism¹². Knowledge bases have been employed in applications that require flexibility to be gradually advanced¹³, to replace or reduce input in tasks for which factors such as fatigue and boredom can impact performance¹⁴, and to integrate human expertise and machine learning methods to reduce time, efforts and cost¹⁵.

Designing knowledge based systems impose the challenge of obtaining knowledge. Such can be done both by integration in design or reuse of experience. Other design considerations concern with the reuse and exploitation of knowledge. Ideally, in a knowledge based system architecture, ontological, domain-specific and problem specific knowledge are separated and easily identifiable within the inference system, to improve reusability and help to establish formal properties¹⁶.

4. Knowledge Based Vision Systems

The ultimate goal of computer vision systems is the capability of generic image interpretation and semantic description⁷. For this purpose, the limitations of geometrical representations were early identified (as they cannot handle the large amount of variations an object can have and models including additional information on the function of an object (known as affordances) was proposed¹. These models were based on psychologist James J. Gibson's concept of affordances, stating that humans understand objects according to the ways it is usable². In addition to enabling better object recognition, affordances can provide information about the scene context. The understanding about scene composition in an image (which set of objects are present) can improve recognition performance about the scene where they are inserted. For instance, the presence of multiple cutlery items in an image can aid the recognition of a kitchen image. This relationship is held both ways, as contextual knowledge can also offer insights about the function of an object in a scene, reducing the impacts of sensor noise or occlusions. In this case, the recognition of an individual cutlery item could be enabled by recognizing the kitchen environment, and therefore the affordance of the individual object¹⁷.

Research from other cognitive science fields have also shown that visual understanding of the surrounding world goes beyond vision, and the integration of conceptual knowledge cannot be overlooked. Conceptual knowledge aggregates what we know about the world, such as what is learned from previous experiences¹⁸. Marvin Minsky argued that frames could provide a global theory of vision, by proposing that, memory structures called Frames, could encode knowledge similarly to how humans remember the information needed to identify new situations based on previous experiences. With structured and concise ways to organize knowledge, information can be revisited and adapted to fit reality².

4.1 Applications of Knowledge Bases in Vision Systems

In addition to enable computers to interpret images, knowledge has been proposed for integration in individual modules of vision systems. Early knowledge based vision systems were mainly concerned to low and intermediate level vision tasks such as segmentation⁹. Moreover, contextual knowledge has been proposed to reduce computational resources as it places a smaller burden in the system as compared to storing the geometrical representation of every single variant of the same object^{2,9}.

Finally, the use of explicit knowledge representation in vision systems offer several benefits present in conventional knowledge-based applications, such as the flexibility to add rules without the need for any major alterations in existing code, the extraction of information from example and the reuse of acquired knowledge⁹.

A cognitive vision achieves four levels of computer vision tasks^{2,57}:

- *Detection* of a particular item in the visual stimulus;
- *Localization* of the detected item;
- *Recognition* of which class the item belongs to
- *Understanding* the role of an item present in the scene

These functionalities can be achieved through⁵⁷:

- A faculty for learning semantic knowledge;
- The retention of contextual knowledge, and how it relates to the system;
- Reasoning about objects and events in the environment

In this session, applications of knowledge bases in vision systems are surveyed. In the context of this paper, the systems that aim to perform “subtasks” of cognitive visions are defined as knowledge based vision systems.

4.1.1 Image Understanding, Processing, Annotation and Retrieval

Automatic annotation of image datasets has gained interest given the large amount of training data required for machine learning classifiers. For instance, automatic annotation for images has been achieved by acquiring knowledge automatically from data¹⁹ by using a fuzzy knowledge representation scheme based on the Fuzzy Petri Net formal representation, the proposed system uses an inference mechanism to understand scenes and concepts that cannot be linked to images without the use of domain knowledge. A similar approach using a feature-engineering inspired framework was used to find intrinsic data structural information. This data structural knowledge was exploited using labeled and unlabeled images in a supervised-learning based model, boosting image annotation performance²⁰.

In image processing, the use of knowledge instead of raw data has been employed in Transfer Learning to improve segmentation performance in texture images. While this is usually achieved using referable information between the source and target domains’ raw data, the use of prior-knowledge extracted from other texture images was found to be insightful and less susceptible to noise than other approaches. This was achieved by establishing pairwise relationships of clustering prototypes between the source and target domains²¹. Prior-knowledge has also been used in image registration (matching image regions from different images) to reduce computational requirements imposed by area-based methods while maintaining high accuracy in performance²².

Finally, in retrieval systems, the performance is dependent on their understanding of high-level features within images. A novel technique for automatic query interpretation of image using lexical and common-sense knowledge was shown to outperform traditional query expansion methods²³. Another knowledge based image retrieval system was developed to organize the image database into all different domains covered by the database, by integrating semantic and visual features²⁴.

4.1.2 Image Classification

In order to improve performance in image classification, researchers proposed the integration of prior-knowledge encoded in graphs with a Graph Search Neural Network (GSNN)²⁵. Using features from the image to efficiently annotate the graph, selection of a relevant subset of the input graph enabled the prediction of outputs on nodes representing visual concepts.

Using Genetic Programming and Transfer Learning researchers have been able to improve the performance in classification of rotated and noisy images²⁶. Transfer Learning extracts knowledge from a source task and apply to more complex (but still related) tasks. Genetic programming (GP) is a computational approach to automatically develop solutions for a given problem. The images from the training set of the GP program were used to generate knowledge base vectors. Finally, a Nearest-Neighbor classifier was applied to classify the images using feature vectors generated from testing images and the set of knowledge vectors.

Explicit knowledge has also been integrated to improve different aspects of machine learning based approaches. To improve classification accuracy, domain knowledge was encoded in a Probabilistic Ontology to express the



spatial relationship between image objects in terms of probability²⁷. Prior knowledge was proposed as a way to reduce the required training data from deep networks, using Sematic Based Regularization (SBR) to represent prior knowledge as a set of first-order logic clauses (FOL). The knowledge base and the tasks to be learned were correlated and translated into a set of constraints that is integrated in the learning process. The results showed reduction in the amount of training data required and increased accuracy²⁸.

4.1.3 Object Recognition

In the object recognition field, researchers have proposed the use of circumstantial knowledge to improve the performance of traditional Support Vector Machine methods, with more pronounced boost in accuracy when the amount of training data available was small³. Contextual knowledge was also employed as an acting supervision for a conventional supervised statistical learning algorithm (Vector Quantisation based nearest neighbour classifier). The proposed system builds and uses models autonomously from sensory input, encapsulating information in a way that can be applied to new datasets²⁹.

To mitigate performance issues caused by changes in illumination, difference in backgrounds, noise and discrepancy in image resolutions, prior knowledge and context information have been used. A framework was proposed to integrate image process techniques and knowledge representation to develop a system that can automatically identify real unsafe activities in industrial environments. In this system, knowledge was acquired and structured in order to obtain and reuse formal decision events. Visual information acquired from camera images and context-based data are represented as Set of Experience Knowledge Structure (SOEKS), a knowledge structure capable of storing formal decision events for later reasoning and risk evaluation. Then, grouped sets of decisions from the same category are stored as decisional experience named decisional DNA (DDNA) to support future decision-making events in similar input images³⁰. These structures of knowledge representation were later shown to be effective in improving accuracy performance and solving scalability issues, providing a framework that can be adapted to different conditions, clients, and situation without the need for major changes to the code³¹. Similarly, in order to deal with real world scenarios that lack resolution, a fine-to coarse knowledge transfer approach was proposed for applications such as surveillance or satellite images, where image resolution is low at test time, but high resolution labelled photos are available³².

Although the importance of using affordances has been early addressed, the issue of collecting the semantic knowledge as affordances remains. This has been addressed by using Latent Semantic Analysis to convert words to semantic vectors. Researchers counted the frequency of the appearance of verbs and nouns together representing the action-object affordance to query an image search engine and developed a more effective way to mine affordance knowledge, as compared to mining from texts and images³³.

4.1.4 Human Activity Recognition

Knowledge based human activity recognition systems (KBAR) use a priori knowledge (such as knowledge of which activities are expected to be performed and knowledge of human anatomy) and context information (the location where images are being collected from) for activity recognition. These applications can be grouped into three categories: statistical approaches, syntactic approaches, and description-based approaches³⁴.

A survey showed that knowledge exploitation has been used to select suitable classification techniques and improve overall performance. Statistical approaches have been increasing in recent years, with predominance in use of Bayesian Belief Networks, Probabilistic Petri Nets and Hidden Markov Models. Syntactic approaches define a set of domain-dependent bases, with entities that are formed by attributes, functions and relationships. Different authors have exploited this approach through representing knowledge as logic rules (first-order logic), approximate reasoning (when represented knowledge is characterized by a certain degree of uncertainty, for instance, expert domain knowledge possessed by humans), grammars (theoretical basis for modelling structured processes) and ontologies (formal description of the knowledge within a domain). Lastly, description-based approaches rely on spatio-temporal structures of human activities. These approaches involve the description of temporal structures of activities in terms of sequential and current subevents³⁴.

Visual semantic planning, which predicts a sequence of actions that achieves a desired goal, has been employed to encode affordances in human activity recognition. A proposed framework showed promising cross-task knowledge transfer capabilities, which could enable the system to achieve generalizable solutions³⁵. Commonsense knowledge has also been used to improve activity recognition. Given the GPS position of the user, the neighboring commercial activities were identified using a reverse geo-coding service to classify the satellite image of the area³⁶.

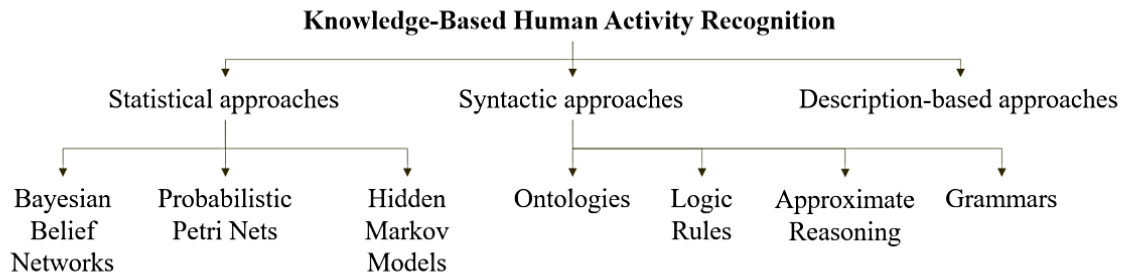


Fig. 2 – Summary of surveyed approaches commonly used in KBAR³⁴

4.1.5 Face Detection and Face Recognition

Traditional methods used in facial action units (AU) are data-driven, ignoring any knowledge/theories that govern the facial muscles movements. Exploiting domain knowledge and integrating them with image data results in robust AU recognition, in an approach that can generalize to different people and datasets³. A new data-driven approach was proposed to describe facial expressions converting features to semantic knowledge. The method based on axiomatic fuzzy set (AFS) theory acquires semantic knowledge from data distribution, and links this acquired knowledge to facial expressions using optimized criterion selections³⁷.

4.1.6 Medical Images Analysis

The integration of expert and domain knowledge in the field of medical images analysis has been exploited in several applications.

Anatomical information was seen to improve the quantification and contrast-to-noise ratio (CNR) of small lung nodules. Combining the use of an anatomical prior knowledge with the post-reconstruction partial volume correction (PVC) method greatly increased CNR without a clear impact on the quantitative accuracy when compared to using the PVC method alone³⁸. Similarly, inter-structure relational knowledge was used to reduce the number of false positives in the detection process of anomalies present in retinal images³⁹. Medical knowledge in breast cancer grading (BCG) improved current manual annotation procedures for semantic indexing of histopathology images⁴⁰ and to reduced time in annotation of cellular nuclei⁴¹. A cognitive computing technology was used to perform corrective post-processing and remove artifacts (such as discontinuous blood vessels or two vessels shown merged when they are not) from MRIs⁴². In low-dose computed tomography (LdCT) that presents noise, classical techniques such as Markov Random Field (MRF) may compromise tissue texture information that is important for differentiating malignant from benign lesions. Researchers incorporated priori knowledge from full-dose computed tomography to achieve texture preserve reconstruction of LdCT⁴³.

Some medical applications pose challenges due to the nature of the images used. For instance, automated prostate segmentation in magnetic resonance imaging (MRI) images is a challenge, as the shape of the prostate can present wide variations among different people. In addition, boundaries of regions of interest are not easily distinguished from the background. To deal with these issues, researchers proposed an approach that acquires local intensity features using a random walker (RW) algorithm and prior knowledge from an atlas probability map. This approach outperformed that of the conventional RW in both accuracy and robustness⁴⁴. Prior knowledge was also shown to

increase segmentation accuracy in prostate MRI⁴⁵ and enable boundary-based semi-automated segmentation for the colon wall in Computed Tomography Colonography (CTC)⁴⁶.

Finally, some applications are concerned with exploiting knowledge from available datasets. Computer-aided diagnosis (CAD) using big data and deep learning was achieved by design and implementation of a medical image knowledge base (KB). The medical image KB proposed is capable of storing thoracic CT image and its diagnostic information effectively and structurally for pulmonary nodule diagnosis⁴⁷. Semantic annotations storing structural and anatomical information was used to acquire knowledge in computer aided dentistry detection⁴⁸.

4.1.7 Traffic Monitoring and Public Surveillance

The performance of current algorithms for image recognition in outdoor setting degrades under challenging illumination conditions. This poses portability issues, where consistent performance in varying environmental lighting is required. Researchers proposed a novel guided deep network that distills knowledge from a multi-modal pedestrian detector. The proposed network learns to extract both RGB and thermal-like features from RGB images alone, eliminating the need for costly automotive-grade thermal cameras. Quantitative results show the model could better detect pedestrians which are only marginally visible. The system outperformed a model trained only from ground-truth annotations with improvement of 12% over the existing state-of-the-art methods⁴⁹. A knowledge-driven system was also designed to control unidirectional traffic on highways and freeways through the use of knowledge on traffic conditions⁵⁰.

4.1.8 Remote Sensing

Several types of knowledge related to sensing image understanding has been identified. A proposed knowledge representation (KR) architecture for remote sensing image understanding systems grouped explicit knowledge in six categories: object knowledge, image knowledge, environment knowledge, algorithm knowledge, task knowledge, and integrated knowledge, which combine knowledge from symbolic representations and computational intelligence⁵¹.

In other applications, environmental knowledge is seen to be the most commonly exploited type of knowledge. A study proposed a method of road damage detection based on the road knowledge. Three key procedures were carried out in this study: the road centerline extraction, the post-disaster road extraction and the damage detection based on road knowledge⁵². Environmental knowledge has also been employed for a bridge detection system⁵³ and building detection, in which the information on solar angles was used to overcome shadow masking effects⁵⁴. Other types of knowledge such as prior information about scene components evolution and expert geoscientist knowledge encoded in semantic representations was used in a new approach to achieve automatic Satellite Image Time Series analysis for land cover monitoring⁵⁵.

5. Conclusion

The integration of knowledge into vision systems has been early proposed to achieve generic image understanding analogous to human vision. Subsequent research moved away from artificial intelligence methods onto pragmatic goals for constrained scenarios, using statistical and mathematical approaches. Despite the research advancements, computer vision systems still face many limitations that can be resolved with the integration of a knowledge base.

Although the use of explicit knowledge has been initially proposed to design truly autonomous and cognitive vision systems, different types of explicit knowledge have been integrated in various modules of image understanding architectures. Predominantly, semantic knowledge, contextual knowledge and expert domain knowledge have been exploited. A prominent topic in knowledge based vision systems is Transfer Learning, as there are increasingly more available labelled datasets that can be used to overcome limitations in real life situations where data is incomplete or of low quality.

Among the applications surveyed for this review, only a very limited amount uses a formal architecture of knowledge representation. This segregation between Computer Vision and Knowledge Representation communities

may be due to predominant focus in research on lower-level vision⁵⁶. This may pose a hindrance in the progress of cognitive vision systems, as the design of knowledge bases is frequently application-oriented, and therefore not portable.

Several authors have addressed the problem of lack of standardisation in knowledge based vision research. This offer numerous challenges to the development of new applications, like the identification of resourceful prior knowledge, the capture of the knowledge of interest and the process of encoding knowledge into visual learning. By exploiting the use of formal knowledge representation architectures, the integration of knowledge into visual learning can mitigate ongoing issues in vision systems such as overfitting, and too much reliance on quality and quantity of training data. There is a multitude of application domains and subtasks among vision systems. The integration of knowledge representation architectures is of interest for the computer vision community, as portability can lead to further progress towards the development of vision systems that are robust out of laboratorial environment and able to generalise to novel data and visual learning tasks^{3,9}.

References

1. S. Negahdaripour and A. K. Jain, "Challenges in Computer Vision Research, Future Directions of Research," Maui, 1991.
2. A. Andreopoulos and J. K. Tsotsos, "50 Years of object recognition: Directions forward," *Computer Vision and Image Understanding*, vol. 117, pp. 827-891, 2013.
3. Q. Ji, "Combining knowledge with data for efficient and generalizable visual learning," *Pattern Recognition Letters*, pp. 1-8, 2017.
4. P. Meer, "Are we making real progress in computer vision today?" *Image and Vision Computing*, no. 30, pp. 472-473, 2012.
5. S. Geman, "Invariance and selectivity in the ventral visual pathway," *Journal of Physiology - Paris*, pp. 212-224, 2006.
6. A. Borji, "Negative results in computer vision: A perspective," *Image and Vision Computing*, no. 69, pp. 1-8, 2018.
7. B. A. Draper, A. R. Hanson and E. M. Riseman, "Knowledge-Directed Vision: Control, Learning and Integration," *Proceedings of the IEEE*, vol. 84, no. 11, pp. 1625-1637, 1996.
8. D. Ranasinghe and A. Karunananda, "Using Qualitative and Commonsense knowledge to expand horizons of Cognitive Computer Vision Systems," in *Second International Conference on Industrial and Information Systems, ICIIS 2007, Sri Lanka, 2007*.
9. D. Crevier and R. Lepage, "Knowledge-Based Image Understanding Systems: A Survey," *Computer Vision and Image Understanding*, vol. 67, no. 2, pp. 161-185, 1997.
10. R. Szeliski, *Computer Vision: Algorithms and Applications*, Springer, 2011.
11. R. Chellappa, "The changing fortunes of pattern recognition and computer vision," *Image and Vision Computing*, vol. 55, pp. 3-5, 2016.
12. W. Zhong, S. Liu, F. Wan and Z. Li, "Equipment selection knowledge base system for industrial styrene process," *Chinese Journal of Chemical Engineering*, pp. 1-6, 2017.
13. J. Yun, S.-S. Hong and M.-M. Han, "A Dynamic Neuro Fuzzy Knowledge Based System in Threat Evaluation," in *SCIS-ISIS 2012, Kobe, 2012*.
14. T.-H. Cho, R. W. Connors and P. A. Araman, "A Computer Vision System for Automated Grading of Rough Hardwood Lumber Using a Knowledge-Based Approach," *IEEE*, pp. 345-350, 1990.
15. D. Kim, Y. Lin, S. C. Han, B. H. Kang and S. Lee, "RDR-based Knowledge Based System to the Failure Detection in Industrial Cyber Physical Systems," *Knowledge-Based Systems*, pp. 1-39, 2018.
16. H. I. Christensen, D. Hogg and B. Neumann, "Knowledge Based Computer Vision," *Dagstuhl Seminar Report 196*.
17. S. Aditya, Y. Yang, C. Baral, Y. Aloimonos and C. Fermuller, "Image Understanding using vision and reasoning through Scene Description Graph," *Computer Vision and Image Understanding*, pp. 1-13, 2017.
18. A. Clarke and L. K. Tyler, "Understanding What We See: How We Derive Meaning From Vision," *Trends in Cognitive Sciences*, vol. 19, no. 11, pp. 677-687, 2015.
19. M. Ivasic-Kos, I. Ipsic and S. Ribaric, "A knowledge-based multi-layered image annotation system," *Expert Systems with Applications*, vol. 42, pp. 9539-9553, 2015.
20. Y. Y. M. Hu, L. Z. F. Shen, H. T. Shen and X. Li, "Robust Web Image Annotation via Exploring Multi-Facet and Structural Knowledge," *IEEE TRANSACTIONS ON IMAGE PROCESSING*, vol. 26, no. 10, pp. 4871-4884, 2017.
21. P. Qian, K. Zhao, Y. Jian, K.-H. Su, Z. Deng, S. Wang and R. F. M. Jr., "Knowledge-leveraged transfer fuzzy C-Means for texture image segmentation with self-adaptive cluster prototype matching," *Knowledge-Based Systems*, vol. 130, pp. 33-50, 2017.
22. J. Kallwies, T. Engler and H.-J. Wuensche, "A Fast and Accurate Image-Registration Algorithm using Prior Knowledge," in *Digital Image Computing: Techniques and Applications (DICTA), 2016 International Conference on, Gold Coast, 2016*.



23. N. Aslam, Irfanullah, J. Loo, M. L. and Roohullah, "A Semantic Query Interpreter Framework by using Knowledge Bases for Image Search and Retrieval," in The 10th IEEE International Symposium on Signal Processing and Information Technology, Luxor, 2011.
24. O. Allani, H. B. Zghala, N. Mellouli and H. Akdag, "A knowledge-based image retrieval system integrating semantic and visual features," in 20th International Conference on Knowledge Based and Intelligent Information and Engineering Systems, KES2016, York, 2016.
25. K. Marino, R. Salakhutdinov and A. Gupta, "The more you know: Using Knowledge Graphs for Image Classification," in 2017 IEEE Conference on Computer Vision and Pattern Recognition, Hawaii, 2017.
26. M. Iqbal, M. Zhang and B. Xue, "Improving Classification on Images by Extracting and Transferring Knowledge in Genetic Programming," in 2016 IEEE Congress on Evolutionary Computation (CEC), Vancouver, 2016.
27. A. Apicella, A. Corazza, F. Isgro and G. Vettigli, "Integrating a priori probabilistic knowledge into classification for image description," in IEEE 26th International Conference on Enabling Technologies: Infrastructure for Collaborative Enterprises, Poznan, 2017.
28. M. Diligenti, S. Roychowdhury and M. Gori, "Integrating Prior Knowledge into Deep Learning," in 16th IEEE International Conference on Machine Learning and Applications, Cancun, 2017.
29. A. Cohn, D. Hogg, B. Bennett, V. Devin, A. Galata, D. Magee, C. Needham and P. Santos, "Cognitive Vision: Integrating Symbolic Qualitative Representations with Computer Vision," *Cognitive Vision Systems*, pp. 221-246, 2006.
30. C. S. d. Oliveira, C. Sanin and E. Szczerbicki, "Hazard Control in Industrial Environments: A Knowledge-Vision-Based Approach," in *Advances in Intelligent Systems and Computing* 657, 2017.
31. C. S. d. Oliveira, C. Sanin and E. Szczerbicki, "A Flexible Knowledge-Vision-Integration Platform for Personal Protective Equipment Detection and Classification using Hierarchical Convolutional Neural Networks and Active Learning," 2017.
32. X. Peng, J. Hoffman, S. X. Yu and K. Saenko, "Fine-to-coarse knowledge transfer for low-res image classification," in *ICIP 2016*, Phoenix, 2016.
33. Y.-W. Chao, Z. Wang, R. Mihalcea and J. Deng, "Mining Semantic Affordances of Visual Object Categories," in *Computer Vision and Pattern Recognition (CVPR)*, 2015 IEEE Conference on, Boston, 2015.
34. L. Onofri, P. Soda, M. Pechenizkiy and G. Iannello, "A survey on using domain and contextual knowledge for human activity recognition in video streams," *Expert Systems With Applications*, no. 63, pp. 97-111, 2016.
35. Y. Zhu, D. Gordon, E. Kolve, D. Fox, L. Fei-Fei, A. Gupta, R. Mottaghi and A. Farhadi, "Visual Semantic Planning using Deep Successor Representations," in 2017 IEEE International Conference on Computer Vision, Venice, 2017.
36. N. Biccocchi, D. Fontana and F. Zambonelli, "Improving Activity Recognition via Satellite Imagery and Commonsense Knowledge," in 25th International Workshop on Database and Expert Systems Applications, Munich, 2014.
37. Z. Li, Q. Zhang, X. Duan and W. Wei, "Semantic Knowledge based on Fuzzy System for Describing Facial Expression," in *Proceedings of the 36th Chinese Control Conference*, Dalian, 2017.
38. K. Vunckx, A. Rezaei, C. Liu and C. Chan, "Investigation of using anatomical knowledge in PET imaging of sub-centimeter lung nodules," in *Nuclear Science Symposium and Medical Imaging Conference (NSS/MIC)*, San Diego, 2015 .
39. J. M. Molina-Casado, E. J. Carmona and J. Garcia-Feijoo, "Fast detection of the main anatomical structures in digital retinal images based on intra- and inter-structure relational knowledge," *Computer Methods and Programs in Biomedicine* , vol. 149, pp. 55-68, 2017.
40. A. E. Tutac, D. Racoceanu, T. Putti, W. Xiong, W.-K. Leow and V. Cretu, "Knowledge-Guided Semantic Indexing of Breast Cancer Histopathology Images," in *BioMedical Engineering and Informatics, 2008. BMEI 2008. International Conference on*, Sanya, 2008.
41. F. Kromp, I. Ambros, T. Weiss, D. Bogen, H. Dodig, M. Berneder, T. Gerber, S. Taschner-Mandl, P. Ambros and A. Hanbury, "Machine Learning Framework incorporating Expert Knowledge in Tissue Image Annotation," in 23rd International Conference on Pattern Recognition (ICPR), Cancun, 2016.
42. J. T. Rayz, V. L. Rayz and V. Raskin, "Cognitive imaging: Using knowledge representation for reliable segmentation of MR angiography data," in *Cognitive Informatics & Cognitive Computing (ICCI*CC)*, 2017 IEEE 16th International Conference on, Oxford, 2017.
43. H. Zhang, H. Han, Z. Liang, Y. Hu, Y. Liu and W. Moore, "Extracting Information From Previous Full-Dose CT Scan for Knowledge-Based Bayesian Reconstruction of Current Low-Dose CT Images," *IEEE TRANSACTIONS ON MEDICAL IMAGING*, vol. 35, no. 3, pp. 860-870, 2016.
44. A. Li, C. Li, X. Wang, S. Eberl, D. D. Feng and M. Fulham, "Automated Segmentation of Prostate MR Images using Prior Knowledge Enhanced Random Walker," in 2013 International Conference on Digital Image Computing: Techniques and Applications (DICTA), Tasmania, 2013.
45. M. L. S. C. d. Andrade, E. Skeika and S. B. K. Aires, "Segmentation of the Prostate Gland in Images Using Prior Knowledge and Level Set Method," in *Computer Vision (WVC)*, 2017 Workshop of, Natal, 2017.
46. K. N. Manjunath, K. G. Prabhu and P. C. Siddalingaswamy, "A knowledge Based Approach for Colon Segmentation in CT Colonography Images," in 2015 IEEE International Conference on Signal and Image Processing Applications (ICSIPA), Kuala Lumpur, 2015.

47. C. Zhang, F. Sun, M. Zhang, W. Liu and Q. Yu, "Design and Implementation of a Medical Image Knowledge Base for Pulmonary Nodules Diagnosis," in 3rd IEEE International Conference on Computer and Communications, Chengdu, 2017.
48. I. Marin, N. Goga, A. Vasileanu and I.-B. Pavaloiu, "Integrated Platform for Extracting Dental Knowledge Imaging and 3D Modeling," in The 6th IEEE International Conference on E-Health and Bioengineering, Sinaia, 2017.
49. S. S. S. Kruthiventi, P. Sahay and R. Biswal, "Low-light pedestrian detection from RGB images using multi-modal knowledge distillation," in Image Processing (ICIP), 2017 IEEE International Conference on, Beijing, 2017.
50. A. Fernandez-Caballero, F. J. Gomez and J. Lopez-Lopez, "Road-traffic monitoring by knowledge-driven static and dynamic image analysis," *Expert Systems with Applications*, vol. 35, pp. 701-719, 2008.
51. G. Huang, Y. Tian and G. Chang, "A knowledge representation architecture for remote sensing image understanding systems," in Information Technology and Artificial Intelligence Conference (ITAIC), 2011 6th IEEE Joint International, Chongqing, 2011.
52. J. Wang, Q. Qin, J. Zhao, X. Ye, X. Qin, X. Yang, J. Wang, X. Zheng and Y. Sun, "A knowledge-based method for road damage detection using high-resolution remote sensing image," in Geoscience and Remote Sensing Symposium (IGARSS), 2015 IEEE International, Milan, 2015.
53. F. Gao, Y. He, Y. Yan, Y. Wang and G. Wu, "Environmental knowledge-guided bridge detection over dry-season-river from high resolution remote sensing image," in Chinese Automation Congress (CAC), 2015, Wuhan, 2015.
54. A. Manno-Kovács and A. O. Ok, "Building Detection From Monocular VHR Images by Integrated Urban Area Knowledge," *IEEE GEOSCIENCE AND REMOTE SENSING LETTERS*, vol. 12, no. 10, pp. 2140-2144, 2015.
55. S. Réjichi and F. Chaabane, "Knowledge-based approach for VHR satellite image time series analysis," in Geoscience and Remote Sensing Symposium (IGARSS), 2014 IEEE International, Quebec City, 2014.
56. B. Neumann and R. Moller, "On scene interpretation with description logics," *Image and Vision Computing*, no. 26, pp. 82-101, 2008.
57. D. Vernon, "The Space of Cognitive Vision," *Cognitive Vision Systems - Sampling the Spectrum of Approaches*, pp. 7-24, February 2006