Exercise 1

Machine Learning in Graphics & Vision

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1 Task 1

(a) The complexity of the method in subtask (a) is $O(d * n^2)$ where d is the dimension of feature vector and n is the number of examples. Plot of the results in figure 1a).

Code in problem_1_1_a_b.py.

(b) A single vector has to be compared with

30 FPS *120 s = 3,600 frames = 3,600 * 20,000 = $7.2 * 10^7$ (or 3,600N) vectors

in one video, and each one of these has to be compared with all of the vectors from another video (i.e. $7.2 * 10^7$ (or 3,600N) vectors as well).

There are therefore $128*7.2^2*10^{14}$ (or $128*(3,600N)^2$ comparisons. Assuming that the machine can compute $3*10^9$ comparisons in a second, it would take $221,184,000 \text{ s} \approx 7.0137$ years or $(0.55296N^2 \text{ seconds})$ to find all matchings of the vectors between two different 2 minute long videos (30 FPS) using exhaustive_search.

Code in problem_1_1_a_b.py. Plot of the results in figure 1b).

(c) Query times in both, exhaustive and KDTree search grow linearly as the number of dimensions increases. However, KDTree is us for datasets with more dimensional vectors up more than 20 times faster. This implies that another variable, the number of vectors in the dataset, is the source of this difference.

Code in problem_1_1_c.py. Plot of the results in 1c

2 Task 2

- (a) Code in $problem_1_2_a.py$. Top-K accuracy for K between 1 and 10 as expected grows with K and is in the range between 0.8 and 0.97 (Figure 2).
- (b) Code in problem_1_2_b.py.

Obtained results:

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Recall (with "Pullover" (2) as positive): 0.7653061224489796
Recall (with "Shirt" (6) as positive): 0.845360824742268
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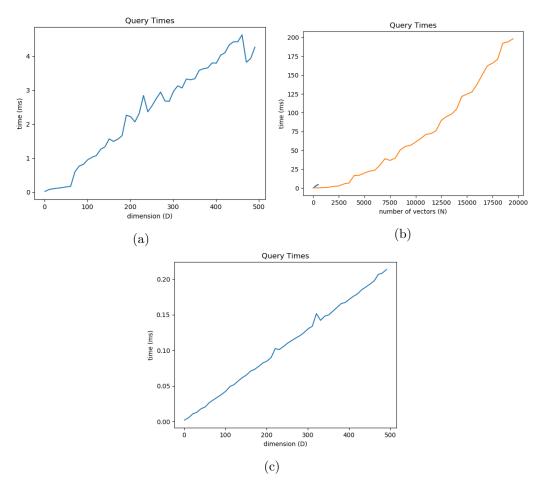


Figure 1: Plot of results from task 1

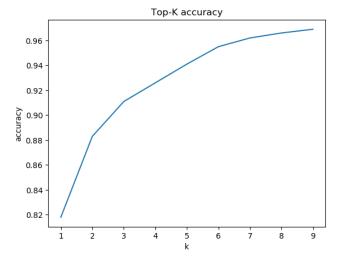


Figure 2: Top-K accuracy for $K=1,2,\ldots,10$ using the KD-tree