Helper Code Snippets

Problem 1

I. Computing Eigen faces

Eigen faces can be computed from Y, which is an (nrows*ncolumns) x nimages matrix. There are two ways to compute eigen faces; one is using eigen analysis and the other is by singular value decomposition.

a. Eigen analysis

First compute the correlation matrix. You can compute eigen vectors and eigen values of the correlation matrix as:

```
corrmatrix = Y * Y';
[eigvecs, eigvals] = eig(corrmatrix);
```

The columns of the eigenvecs matrix (the i-th column is given by eigvecs (:,i)) are the eigenvectors. The diagonal entries of the eigvals matrix are the eigenvalues. You can confirm that corrmatrix = eigvecs * eigvals * eigvecs'. To learn more about eigen analysis and the eig() command in MATLAB, type "help eig" into MATLAB. In Python, view the NumPy documentation here.

You will find it instructive to plot the Eigen values: plot(diag(eigvals));. The eig() function returns eigenvectors in order of increasing importance. The first eigenvector is the least important. The last one is the most important. The plot of eigen values will also show this -- the last eigenvalue is the largest.

If you have gone through the above exercise, you will quickly realize that it takes a long time to perform eigen analysis: eig() of a 4096 x 4096 correlation matrix takes a lot of time. If our images were larger (more pixels), it would take much much longer. One of the reasons is that eig() operates on a large correlation matrix. Another it that it computes all eigenvalues and eigenvectors, whereas we know that if we have k images in Y, only k of the Eigenvectors (and Eigenvalues) are relevant -- the others have zero importance.

b. Singular Value Decomposition

The faster way to achieve the same end is via SVD, which can be performed as

```
[U,S,V] = svd(Y,0);
```

Note that SVD is performed directly on Y and not on the correlation matrix. The "0" to the right states that we want a "thin" SVD. The thin SVD will give us an (nrows*ncolumns) x k matrix U, and a k x k diagonal matrix of singular values, S. The matrix V are the right singular values and we need not concern ourselves with it for this problem.

You can confirm that the k columns of U are the same as the final k columns of the Eigen vectors matrix returned by $\mathtt{eig}(\mathtt{corrmatrix})$, only in reverse order. i.e. the first column of U is the most important eigen vector and are **not normalized**, the second column is the second-most important Eigen vector and so on. The diagonal entries of S are also the square roots of the final k diagonal entries of the eigvals matrix returned by $\mathtt{eig}()$, only in reverse order.

Therefore, instead of running eigen analysis using eig(corrmatrix), you can get the desired Eigen vectors using svd(Y,0) and it will be much faster.

svd () still computes k eigen vectors and singular values. For our problem we only want one (or, for Part 2, some K) eigenvectors. An even faster version of SVD is given by the svds () command which only computes exactly as many Eigenvectors as you want. You can learn more about these in MATLAB by typing help svd or help svds into the console. In Python, view the NumPy documentation for svd.

The eigenface will be in the form of a nrows*ncolumns x 1 vector. To convert it to an image, you must fold it into a rectangle of the right size. Matlab and python will do it for you with:

```
eigenfaceimage = reshape(eigenfacevector, nrows, ncolumns);
```

nrows and ncolumns are the values obtained when you read the image. eigenfacevector is the eigen vector obtained from the eigen analysis (or SVD).

II. Scanning an Image or Pattern

Let I be a P x Q image. Let E be an N x M Eigen face. The following loop will compute the normalized dot product of every N x M patch of I as follows:

```
E = E/norm(E(:));
for i = 1:(P-N)
    for j = 1:(Q-M)
        patch = I(i:i+N-1,j:j+M-1);
        m(i,j) = E(:)'*patch(:) / norm(patch(:));
    end
end
```

m (i,j) is the normalized dot product, which represents the match between the eigen face E and the N x M patch of the image with its upper left corner at the (i,j)-th pixel. Note that we are normalizing both the eigen face and the patch in the above code. This will make sure that the results are invariant to both the size and lighting of the images.

III. Some Processing Tricks for Faster Results

I. Converting Color to Greyscale:

A few of the test images you have been given are a color image. This must be converted to grey scale. To do this, first read the image in as a color image. You can do this imply using imread(), just as you would read a greyscale image. imread() will give you three images, stored together in a threedimensional array (the elements of which must be accessed using three indicies). So, for example, image(i,j,1) will give you the (i,j)-th pixel of the red image, image(i,j,2) will give you the corresponding green pixel and image(i,j,3) the blue pixel. To convert it to a greyscale image, the red, green and blue images must be added. This can be done by:

```
greyscaleimage = squeeze(mean(colorimage,3));
```

This sums the third dimension of the three-dimensional matrix that represents the color image to give you a greyscale image. We're actually using "mean" instead of "sum" to make sure everything is in the 8-bit range. Note the squeeze(). The result of sum will still have three indices (although the final index only takes the value 1), squeeze() eliminates the third index.

II. Scaling Images

Any P x Q image can be resized to an N x M image using the imresize() command as follows:

```
scaledimage = imresize(image,[N,M]);
```

Note that the above command does not consider the size of the original image explicitly. If N and M are not proportional to P and Q respectively, the image will get distorted. To ensure that the image retains its proportions, make sure that N/M = P/Q. To rescale the 64x64 Eigen face to 128x128, the command is:

```
neweigenface = imresize(eigenface,[128,128]);
```

III. Viewing Images

You can view an image simply by imagesc (image).

IV. Convolutions for scanning

Computation of the dot product of the eigenface with each patch of the test image is actually a convolution. This can be done really quickly using a convolution operator. Note the flipud(fliplr()) operations here. This is required because convolution actually flips the eigenface prior to computing the dotproduct. By pre-flipping the eigenface, we're accounting for this.

```
tmpim = conv2(A, fliplr(flipud(E)));
convolvedimage = tmpim(N:end, M:end);
```

The result above has not accounted for the fact that we wanted to subtract out the mean of each patch. We will do that now:

```
sumE = sum(E(:));
patchscore = convolvedimage - sumE*patchmeanofA;
```