# Computer Vision Lab Assignment 4 Report

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In this assignment, I'm required to implement the mean-shift algorithm for the image segmentation task. Specifically, I need to fill in four placeholder functions in the given source file and further experiment the algorithm with different bandwidth values. Therefore, I'll first walk through the four functions and then present the results and findings on the bandwidth parameter.

#### 1 The distance Function

The distance function is used to compute the (Euclidean) distances between a given point x and all points (including itself) X. In the code, I first used the diff = X - x to get the vector differences between x and all points in X and then sq\_diff = np.sum(diff \*\* 2, aix=1) gave us the squared (Euclidean) distances. The desired distances were obtained by further taking square root with the code dist = np.sqrt(sq\_diff).

### 2 The gaussian Function

The gaussian function is to calculate the weights of all points based on kernel function with bandwidth and the distances returned by the above distance function. Specifically, weights = (1 / (bandwidth \* np.sqrt(2\*np.pi))) \* np.exp(- (dist \*\* 2) / (2 \* bandwidth \*\* 2)) computed the weights properly according to the kernel function.

## 3 The update\_point Function

The update\_point function is designed to update the position of a point using the weights computed by the above gaussian function. In terms of the implementation details, weighted\_sum = np.sum(weight.reshape(-1,1) \* X, axis=0) calculated the weighted sum of all points and the total sum of weights was obtained with the help of total\_weight = np.sum(weight). Then, new\_position = weighted\_sum / total\_weight gave the weighted mean, namely the new position of the point.

### 4 The meanshift\_step Function

The meanshift\_step function performs one iteration of the meanshift algorithm procedure on all points. In particular, it looped over all points in the X and in the loop it called distance function, gaussian function, and update\_point function in turn to update the position for each point.

### 5 Experiments and Results

There is one hyperparameter that we can tune in this meanshift algorithm implementation: bandwidth. In our meanshift algorithm, the bandwidth parameter determines the range of neighboring points considered when updating points. In simple words, the larger the bandwidth value, the wider the range considered. Using a smaller bandwidth value means that each point is updated based only on nearby points, which can result in numerous centroids/clusters. Conversely, a larger bandwidth value causes each point to consider a wider range of points when updating, thus reducing the final number of centroids/clusters. These theories match the segmentation results/observations in Figure 1.

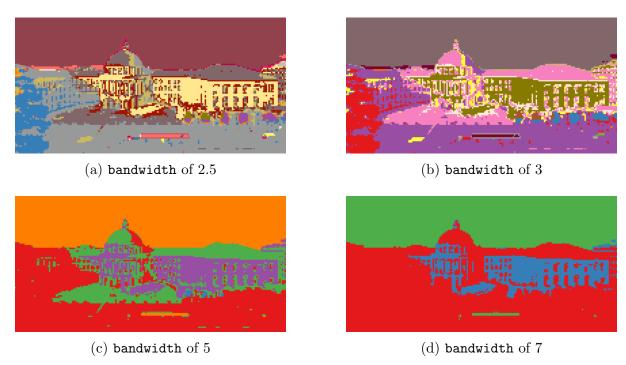


Figure 1: Segmentation results with different bandwidth values

Among recommended bandwidth values (1,3,5,7) to experiment with, our code could not run with the bandwidth of 1 because there were only 24 colors defined in the colors.npz file while the bandwidth of 1 produced more than this number of clusters, making the assignment of different colors to different clusters impossible. On the other hand, the code could run properly with bandwidth set to the default value (2.5) and other values in the recommended list, e.g. 3, 5, and 7, as shown in Figure 1. I personally think there is no absolutely "best" bandwidth value and we should choose the bandwidth value based on our specific need, i.e. fine-grained segmentation, or coarse-grained segmentation.

There are several possible solutions to the problem mentioned above: one is to increase the number of available colors; the other is to make the 25th and following clusters share existing colors, which can be achieved with labels[labels >= len(colors)] = len(colors) - 1, although this may reduce the quality of the segmentation.