Pattern Recognition practical 2

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1 Covariance matrix

1.1

Using the code given in the appendix we get the following mean vector:

$$\begin{bmatrix} 5.8000 \\ 5.0000 \\ 6.2000 \end{bmatrix} \tag{1}$$

And the following covariance matrix is yielded:

$$\begin{bmatrix} 3.2000 & 0.2500 & -0.4500 \\ 0.2500 & 2.5000 & -3.7500 \\ -0.4500 & -3.7500 & 5.7000 \end{bmatrix}$$
(2)

1.2

We computed the following probability densities:

```
1 >> mvnpdf([5;5;6], mean1, cov1)

2 ans = 0.0543

>> mvnpdf([3;5;7], mean1, cov1)

4 ans = 6.1287e-04

>> mvnpdf([4;6.5;1], mean1, cov1)

6 ans = 7.0300e-29
```

2 Covariance matrix, analytically

Every element in the covariance matrix is determined by:

$$\sigma_{ij} = \frac{1}{n-1} \sum_{n=1}^{N} (x_{in} - \mu_i)(x_{jn} - \mu_j)$$
(3)

Since n=2 for all the covariance matrices calculated below, we leave that factor out (since $\frac{1}{2-1}=1$).

2.1

Element 1,1:

$$\sigma_{1,1} = \left(a - \frac{a+c}{2}\right)^2 + \left(c - \frac{a+c}{2}\right)^2 \tag{4}$$

$$= (\frac{a-c}{2})^2 + (\frac{c-a}{2})^2 \tag{5}$$

$$= \frac{1}{4}(a-c)^2 + \frac{1}{4}(c-a)^2 \tag{6}$$

$$= \frac{1}{2}(a-c)^2 \tag{7}$$

Similarly for $\sigma_{2,2}$ we get $\frac{1}{2}(b-d)^2$. For the other two elements, cov(1,2) and cov(2,1) which are the same, we get the following:

$$\sigma(1,2) = \left(\left(a - \frac{a+c}{2} \right) \left(b - \frac{b+d}{2} \right) + \left(c - \frac{a+c}{2} \right) \left(d - \frac{b+d}{2} \right) \right) \tag{8}$$

$$=(\frac{a-c}{2})(\frac{b-d}{2})+(\frac{c-a}{2})(\frac{d-b}{2}) \hspace{1cm} (9)$$

$$= \frac{(a-c)(b-d) + (c-a)(d-b)}{4}$$

$$= \frac{2ab - 2ad - 2bc + 2cd}{4}$$
(10)

$$=\frac{2ab-2ad-2bc+2cd}{4}\tag{11}$$

$$= \frac{1}{2}(a-c)(b-d)$$
 (12)

This results in the following covariance matrix:

$$\begin{bmatrix} \frac{1}{2}(a-c)^2 & \frac{1}{2}(a-c)(b-d) \\ \frac{1}{2}(a-c)(b-d) & \frac{1}{2}(b-d)^2 \end{bmatrix}$$
 (13)

2.2

Element 1,1:

$$\sigma_{1,1} = \left(a + k - \frac{a + c + 2k}{2}\right)^2 + \left(c + k - \frac{a + c + 2k}{2}\right)^2 \tag{14}$$

$$= (\frac{a-c}{2})^2 + (\frac{c-a}{2})^2 \tag{15}$$

$$= \frac{1}{4}(a-c)^2 + \frac{1}{4}(c-a)^2 \tag{16}$$

$$= \frac{1}{2}(a-c)^2 \tag{17}$$

As we can see, the ks are all removed in the simplification, due to writing sums like a + k as the fraction $\frac{2a+2k}{2}$ and subtracting fractions with 2k in the numerator, resulting in the ks being removed. Again similarly for $\sigma_{2,2}$ we get $\frac{1}{2}(b-d)^2$. For the other two elements, cov(1,2) and cov(2,1) we get the following (the ks are removed in the simplification process again):

$$\sigma(1,2) = \left((a+k - \frac{a+c+2k}{2})(b+k - \frac{b+d+2k}{2}) + (c+k - \frac{a+c+2k}{2})(d+k - \frac{b+d+2k}{2}) \right)$$
(18)

$$= (\frac{a-c}{2})(\frac{b-d}{2}) + (\frac{c-a}{2})(\frac{d-b}{2}) \tag{19}$$

$$=\frac{(a-c)(b-d)+(c-a)(d-b)}{4}$$
 (20)

$$=\frac{2ab - 2ad - 2bc + 2cd}{4} \tag{21}$$

$$= \frac{1}{2}(a-c)(b-d)$$
 (22)

Thus in the end we get the same matrix as in the previous section:

$$\begin{bmatrix} \frac{1}{2}(a-c)^2 & \frac{1}{2}(a-c)(b-d) \\ \frac{1}{2}(a-c)(b-d) & \frac{1}{2}(b-d)^2 \end{bmatrix}$$
 (23)

2.3

Element 1,1:

$$\sigma_{1,1} = \left(ak - \frac{ak + ck}{2}\right)^2 + \left(ck - \frac{ak + ck}{2}\right)^2 \tag{24}$$

$$= (\frac{ak - ck}{2})^2 + (\frac{ck - ak}{2})^2 \tag{25}$$

$$= \frac{1}{4}(ak - ck)^2 + \frac{1}{4}(ck - ak)^2$$
 (26)

$$= \frac{1}{2}(ak - ck)^2 \tag{27}$$

$$= \frac{1}{2}k^2(a-c)^2 \tag{28}$$

Similarly for $\sigma_{2,2}$ we get $\frac{1}{2}k^2(b-d)^2$.

For the other two elements, cov(1,2) and cov(2,1) we get the following:

$$\sigma(1,2) = ((ak - \frac{ak + ck}{2})(bk - \frac{bk + dk}{2}) + (ck - \frac{ak + ck}{2})(dk - \frac{bk + dk}{2})) \tag{29}$$

$$=(\frac{ak-ck}{2})(\frac{bk-dk}{2})+(\frac{ck-ak}{2})(\frac{dk-bk}{2}) \hspace{1cm} (30)$$

$$= \frac{k^2(a-c)(b-d) + k^2(c-a)(d-b)}{4}$$
(31)

$$= \frac{2k^2(ab - ad - bc + cd)}{4}$$
 (32)

$$= \frac{1}{2}k^2(a-c)(b-d)$$
 (33)

$$\begin{bmatrix} \frac{1}{2}k^2(a-c)^2 & \frac{1}{2}k^2(a-c)(b-d) \\ \frac{1}{2}k^2(a-c)(b-d) & \frac{1}{2}k^2(b-d)^2 \end{bmatrix}$$
(34)

3 2D Gaussian pdf, Mahalanobis distance

3.1

Using the code given in the appendix, we generated the following plot:

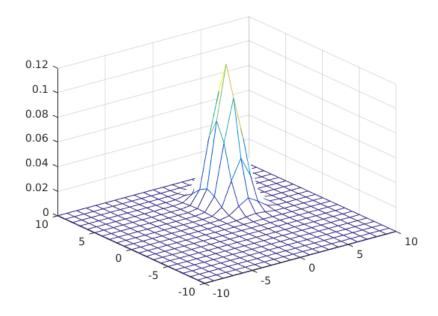


Figure 1: Two-dimensional Gaussian pdf plotted on a mesh.

3.2 2D Gaussian pdf, Mahalanobis distance

We determined the Mahalanobis distances using the following definition:

$$r^{2} = (x - \mu)\Sigma^{-1}(x - \mu)' \tag{35}$$

This yielded the following distances for the given points:

```
10]-mean)*inv(cov)*([10 10]-mean).
2
   ans
3
               0]-\mathbf{mean})*\mathbf{inv}(\mathbf{cov})*([0
                                             0] -mean).
4
   ans
               4] -mean) * inv(cov) * ([3]
                                             4] -mean).
5
6
   ans
7
               8]-mean)*inv(cov)*([6]
                                              8] -mean).
   ans =
```

3.3 Independent identically distributed random binary variables

The code in the appendix yields the following plot:

4 2D Gaussian pdf, Mahalanobis distance

4.1

Using the code given in the appendix, we generated the following plot:

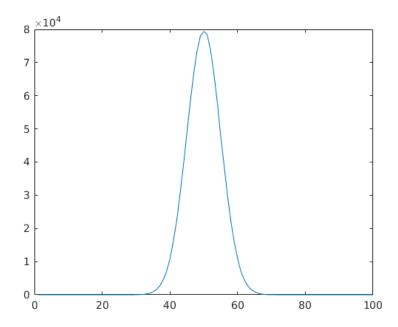


Figure 2: Two-dimensional Gaussian pdf plotted on a mesh.

This plot resembles the binomial distribution with a sequence of 100 experiments and a probability of 0.5. Each person that tosses a coin 100 times can be viewed as a random draw from the binomial distribution with a probability P of 0.5 because of the 50/50 chances of the coin flip. The 1000000 people together form 1000000 draws from this binomial distribution, and by plotting them, an approximation of the distribution is displayed.

By tossing a coin 100 times (N) with a 50% chance to go forward (P), the theoretical mean would be N*P or 100*0.5 = 50. The variance would be N*P(1-P) = 100*0.5(1-0.5) = 25.

4.2 Multivariate normal density, discriminant functions, minimum error rate classification, unequal priors, dichotomizer

4.3 Naive Bayesian rule

Following the Naive Bayes rules as shown on the slides (so calculating the ratio):

a "We offer our dear customers a wide selection of classy watches"

$$\frac{P(spam|Customers, Watches)}{P(non - spam|Customers, Watches)} = \frac{p(customers|spam)}{p(customers|non - spam)} \frac{p(watches|spam)}{p(watches|non - spam)} \frac{p(spam)}{p(non - spam)} (36)$$

$$= \frac{0.005 * 0.0003 * 0.9}{0.0001 * 0.000004 * 0.1}$$

$$= 33750 (38)$$

So with a ratio of 33750:1 (spam:non-spam) it is very likely that the message can be classified as spam (a probability of approximately 0.99997037037).

b "Did you have fun on vacation? I sure did!"

$$\frac{P(spam|Fun, Vacation)}{P(non - spam|Fun, Vacation)} = \frac{p(fun|spam)}{p(fun|non - spam)} \frac{p(vacation|spam)}{p(vacation|non - spam)} \frac{p(spam)}{p(non - spam)} \qquad (39)$$

$$= \frac{0.00015 * 0.00025 * 0.9}{0.0007 * 0.00014 * 0.1} \qquad (40)$$

$$= 3.4439 \qquad (41)$$

So with a ratio of 3.4439:1 (spam:non-spam) it is likely that the message can be classified as spam (with a probability of approximately 0.7096315224).

Appendix

Code for assignment 1

```
[4,5,6];
         [6,3,9];
   v2 =
3
   v3 = [8,7,3];
   v4 = [7,4,8];
4
   v5 = [4,6,5];
6
   m1 = [v1; v2; v3; v4; v5];
9
   mean1 = [mean(m1(:,1)); mean(m1(:,2)); mean(m1(:,3))];
10
   cov1 = cov(m1);
11
12
13
   mean1
14
   cov1
```

Code for assignment 3

```
% Generate a two-dimensional Gaussian pdf with a mean [3 4] and covariance matrix
    % 1 0
3
    % 0 2
4
    \mathbf{mean} = \begin{bmatrix} 3 & 4 \end{bmatrix}
    cov = [1 \ 0; \ 0 \ 2]
    dist = gmdistribution(mean, cov)
7
8
    inputmatrix = [0 \ 0];
9
    counter = 1;
10
    for i = -10:10
11
         for j = -10:10
12
              inputmatrix (counter,:) = [i j];
13
14
15
              counter = counter + 1;
16
         end
17
    \quad \text{end} \quad
```

```
18 | % 1. Plot this function on [-10 10] x [-10 10] Using the mesh function.

19 | output = reshape(pdf(dist, inputmatrix),[21,21])

20 | mesh(-10:10,-10:10,output) %
```

Code for assignment 4

```
1
    output = zeros(100,1);
 2
    for i = 1:1000000
 3
          step = 0;
 4
          for j = 1:100
 5
                \quad \textbf{if} \quad \mathbf{rand} \, > \, 0.5
 6
                     % Move forward
 7
                     step = step + 1;
               \mathbf{end}
 8
9
          \mathbf{end}
10
          output(step) = output(step) + 1;
11
    end
12
13
    plot ( output )
```