

>>> **Spectral Unmixing**
>>> **GRSS Summer School**

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2. Spectral mixture models

- Linear models

- Non linear model

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- Subspace extraction

- Endmember extraction

- Endmember extraction in action

4. Linear unmixing

- Abundance estimation

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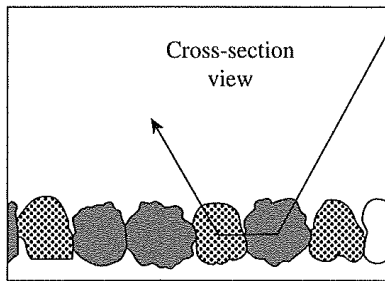
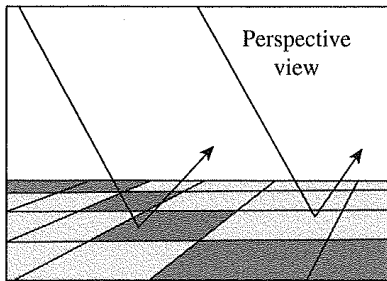
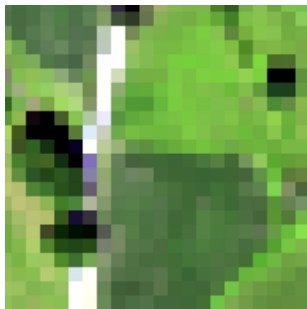
- Abundance estimation

- Advances abundance estimation

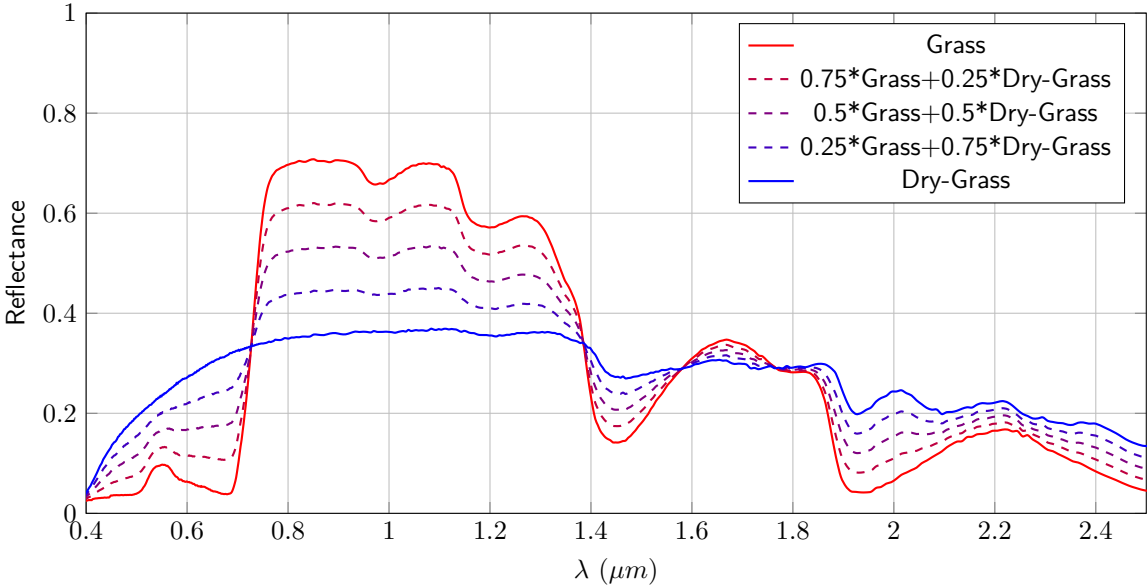
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>>> Spectral mixing

- ★ When a pixel contains several materials: all these materials contribute to the collected reflectance [MLC16]
- ★ It is called a *mixel* or *mixed spectra* and pure contributions are termed *endmembers*



>>> Example



- ★ Conventional mapping applications [Bio+12]:
 - ★ Mineral proportions
 - ★ Vegetation covers
- ★ Multisource fusion:
 - ★ Sources of various spatial resolution
 - ★ Sources of various spectral resolution
- ★ Misc:
 - ★ Post-improvement of classification maps
 - ★ Clouds reconstruction of multi-temporal HI

>>> Unmixing processing chain

1. Atmospheric correction
2. Dimensionality reduction
3. Find endmembers
 - ★ Hyperspectral library
 - ★ Unsupervised
4. Find abundances

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- ★ Each pixel is a convex linear combination of endmembers (pure spectra):

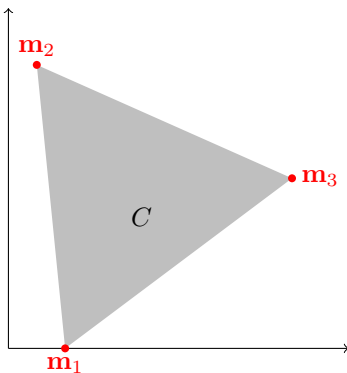
$$\mathbf{x} = \sum_{j=1}^p \alpha_j \mathbf{m}_j + \mathbf{e}$$

- ★ \mathbf{m}_j is the j^{th} endmember,
- ★ α_j is the abundance of endmember j ,
- ★ \mathbf{e} is the modelling error.
- ★ The abundances are subject to the following constraints:
 - ★ Non negativity: $\alpha_j \geq 0, \forall j = 1, \dots, p$
 - ★ Sum to one: $\sum_{j=1}^p \alpha_j = 1$.
- ★ Matricial formulation:

$$\mathbf{x} = \mathbf{M}\boldsymbol{\alpha} + \mathbf{e}$$

where $\mathbf{M} = [\mathbf{m}_1, \dots, \mathbf{m}_p]$.

- ★ If endmembers are affinely independent, hyperspectral pixels live in the convex hull C generated by the endmembers
- ★ $C := \left\{ \mathbf{x} = \mathbf{M}\boldsymbol{\alpha} \mid \sum_{j=1}^p \alpha_j = 1, \alpha_j \geq 0, \forall j = 1, \dots, p \right\}$



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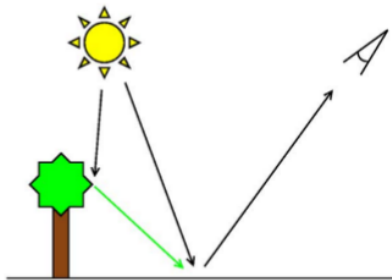
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- ★ Consider multiple reflections [HPG14]



- ★ The model

$$\mathbf{x} = \sum_{j=1}^p \alpha_j \mathbf{m}_j + \sum_{j,k=1}^p \beta_{j,k} \mathbf{m}_j \odot \mathbf{m}_j$$

- ★ Several possible constraints on α and β

>>> Other models

- ★ Physics based model: Intimate mixture (e.g., Hapke model)
- ★ Computer graphics: ray tracing
- ★ Kernel methods:
 - ★ "kernelized" linear models
 - ★ Construct "smart" kernels

>>> Outline

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Find the subspace signal in order to search the endmembers:

- ★ Principal component analysis: *find the subspace that minimizes reconstruction error*
- ★ Minimum noise fraction: *find the subspace that maximizes the SNR*
- ★ HySime (hyperspectral subspace identification)
 - ★ *Estimation of the signal and noise subspaces*
 - ★ *Find the subspace that best represents the signal subspace*

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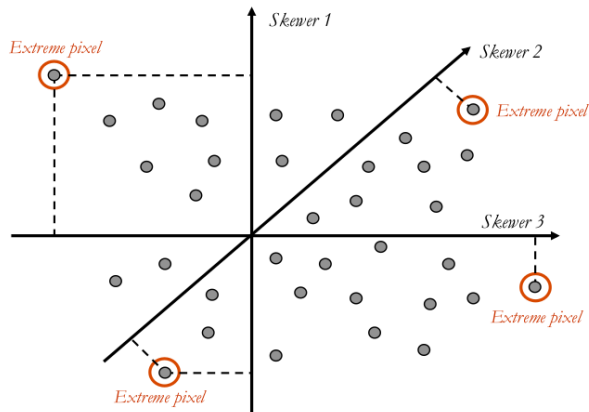
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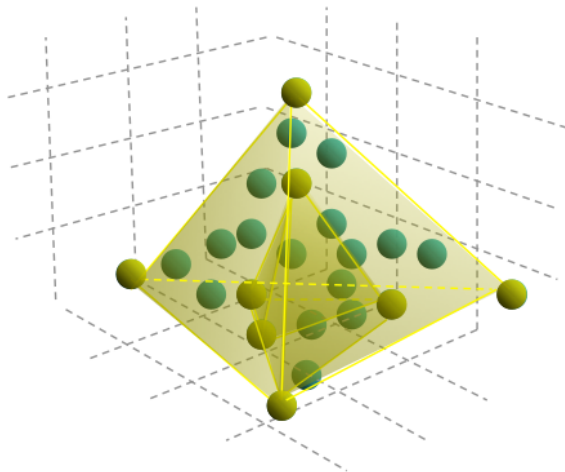
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1. Apply MNF
2. Project pixels onto random vector and find *extreme* projected pixels and store them
3. Pixels with the highest score are identified as the *purest one*



>>> N-FINDR [Win99]

- ★ Assumes pure pixels are present
- ★ Find the pixels that maximizes the volume of the simplex



- ★ Iteratively project pixels on *orthogonal direction* to the subspace spanned by previously selected endmembers
- ★ New endmember correspond to the extreme of the projection
- ★ Works similarly to *orthogonal subspace projection* but accounting for the noise

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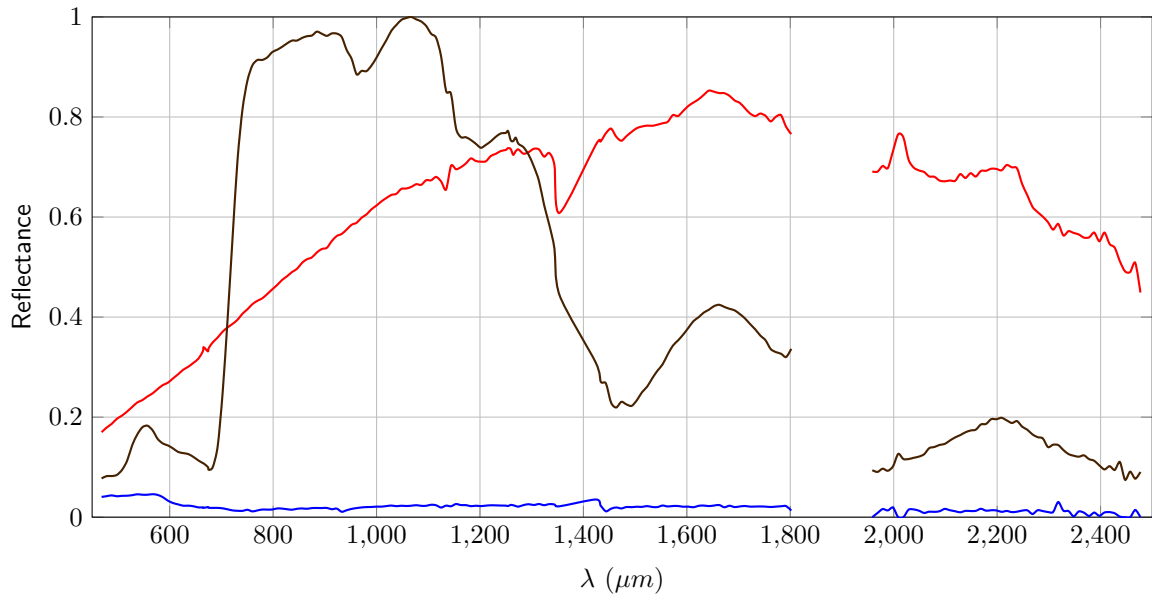
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>>> Moffett data



>>> Endmember extraction



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- ★ One the endmembers are estimated, abundances can be estimated by minimizing a reconstruction error Re :

$$\hat{\alpha} = \min_{\alpha} \left\{ Re(\mathbf{x}, \mathbf{M}\alpha) \right\}$$

- ★ Conventionally Re is chosen as the mean square square error:

$$\hat{\alpha} = \min_{\alpha} \|\mathbf{x} - \mathbf{M}\alpha\|^2$$

- ★ Without any constraint the solution is given by

$$\hat{\alpha} = (\mathbf{M}^{\top} \mathbf{M})^{-1} \mathbf{M}^{\top} \mathbf{x}$$

- ★ Positive constraints:

$$\hat{\alpha} = \min_{\alpha} \|\mathbf{x} - \mathbf{M}\alpha\|^2$$

Subject to $\alpha_j \geq 0, \forall j = 1, \dots, p$

- ★ Full set of constraints

$$\hat{\alpha} = \min_{\alpha} \|\mathbf{x} - \mathbf{M}\alpha\|^2$$

Subject to $\sum_{j=1}^p \alpha_j = 1, \alpha_j \geq 0, \forall j = 1, \dots, p$

- ★ Not explicit solution ! Needs to optimize a quadratic function under convex constraints.
- ★ This is known as *non negative least squares unmixing* or *fully constraints least square unmixing*
- ★ Easy trick: use only positive constraints that add manually the *sum to one constraint* !

```
>>> NNLS
```

```
from scipy import optimize
import scipy as sp

# Load endmembers
M = sp.loadtxt("../Unmixing/figures/endmembers.csv",delimiter=',')[:,1:]
x = 0.2*M[:,0] + 0.7*M[:,1] + 0.1*M[:,2]

# NNLS
res = optimize.nnls(M,x)
print res[0]
```

```
[ 0.2  0.7  0.1]
```

```
>>> FCLS 1/2
```

```
from scipy import optimize
import scipy as sp
```

```
# Loss
```

```
def loss(alpha,x,M):
    e = x-sp.dot(M,alpha)
    return (e**2).sum()
```

```
def jac(alpha,x,M):
    e = x-sp.dot(M,alpha)
    return -2*sp.dot(M.T,e)
```

```
cons = {'type':'eq','fun':lambda alpha: 1-alpha.sum(),'jac':lambda alpha: -alpha}
bnds = ((0, None), (0, None), (0, None),)
```

```
# Load endmembers
```

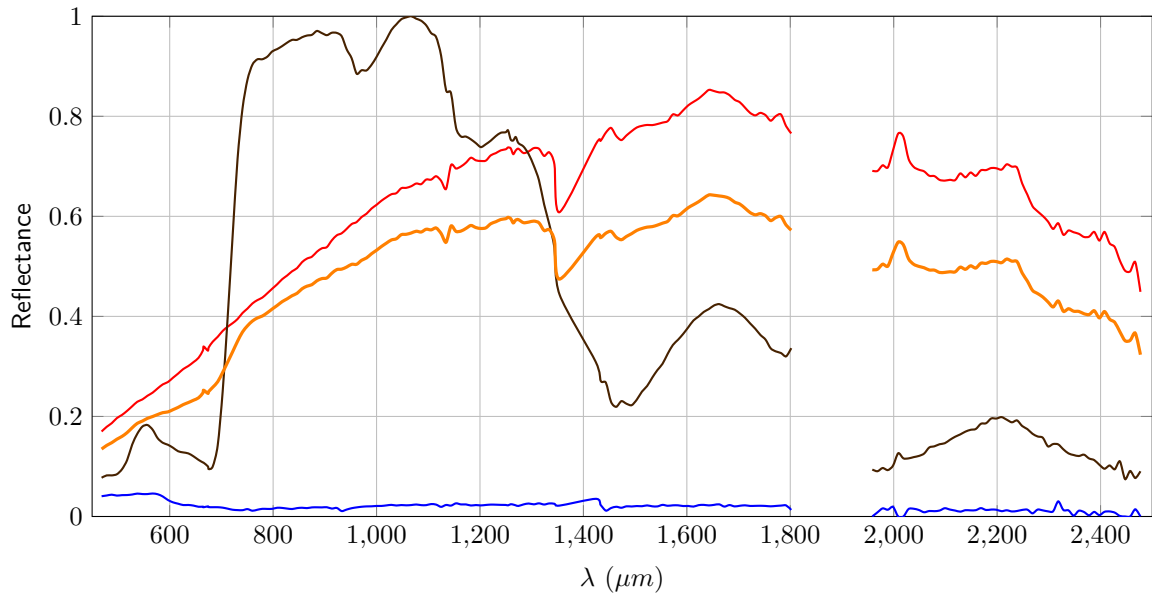
```
M = sp.loadtxt("../Unmixing/figures/endmembers.csv",delimiter=',')[:,1:]
x = 0.2*M[:,0] + 0.7*M[:,1] + 0.1*M[:,2]
```

```
# Optimize
```

```
alpha0 = sp.ones((3,))/3.0
res = optimize.minimize(loss, alpha0, args=(x,M), jac=jac, constraints=cons, method='SLSQP',
                        bounds=bnds,)
print res['x']
```

```
[ 0.16441937  0.67116125  0.16441937]
```

>>> FCLS 2/2



```
>>> Abundance maps 1/4
```

```
from scipy import optimize
import scipy as sp
import rasterTools as rt
import pysptools.eea as eea
```

```
# Number of endmembers
```

```
NE = 3
```

```
# Load images
```

```
im,GeoT,Proj = rt.open_data('../Data/Moffett_full.tif')
```

```
[h,w,b]=im.shape
```

```
wave = sp.loadtxt('../Data/wave_moffett.csv',delimiter=',')
```

```
# Compute endmembers
```

```
nfindr = eea.NFINDR()
```

```
M = nfindr.extract(im.astype(float), NE, normalize=False).T
```

```
abundances = sp.empty((h,w,NE))
```

```
for h_ in xrange(h):
```

```
    for w_ in xrange(w):
```

```
        x = im[h_,w_,:]
```

```
        res = optimize.nnls(M,x)
```

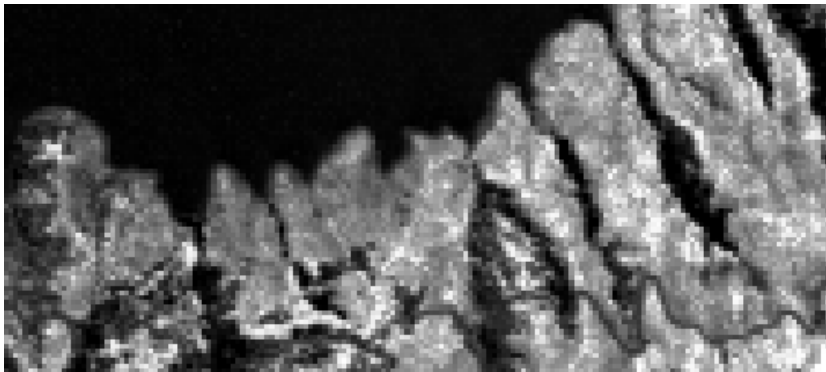
```
        a = res[0]
```

```
        abundances[h_,w_,:] = (a/a.sum())
```

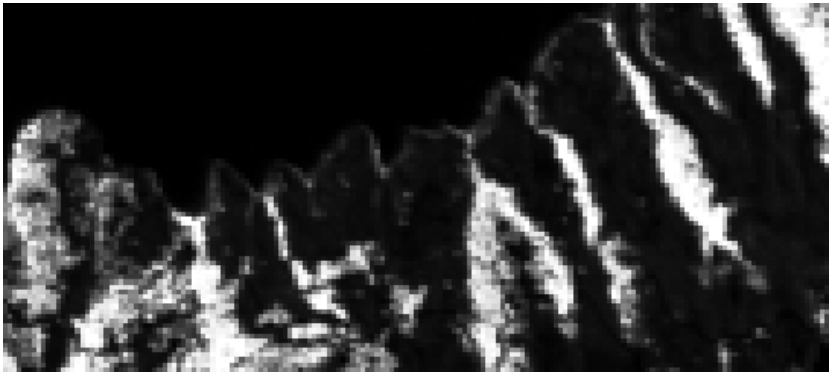
```
# Write the image
```

```
rt.write_data("../Data/Moffett_abundances.tif",abundances,GeoT,Proj)
```


>>> Abundances 2/4







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>>> Sparse unmixing

- ★ When the number of endmembers are large (e.g. selected from spectral library), the observed spectral vector is usually a combination of few ones.
- ★ Add *sparsity* constraints in the optimization problem such as

$$\min_{\alpha} \|\alpha\|_0$$

Subject to $\|\mathbf{x} - \mathbf{M}\alpha\|^2 \leq \delta, \alpha_j \geq 0, \forall j = 1, \dots, p$

- ★ However, this problem is NP-hard: no straightforward solution
- ★ Use convex formulation from *sparse regression* (LASSO):

$$\min_{\alpha} \|\mathbf{x} - \mathbf{M}\alpha\|^2 + \lambda \|\alpha\|_1$$

Subject to $\alpha_j \geq 0, \forall j = 1, \dots, p$

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