

CMPE258
Spring 2023 (Part III)

1/

April 20 (Thursday).

Note 1. Final Exam.

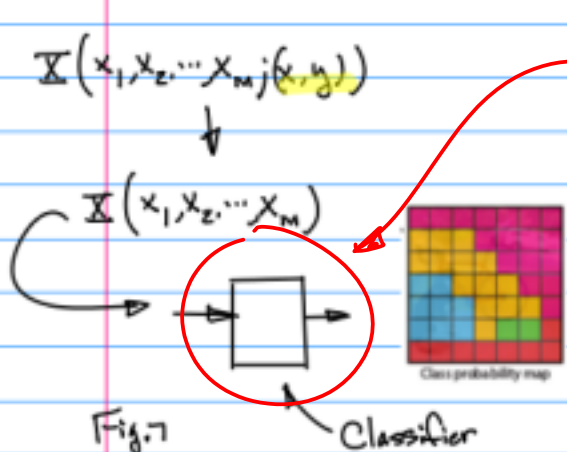
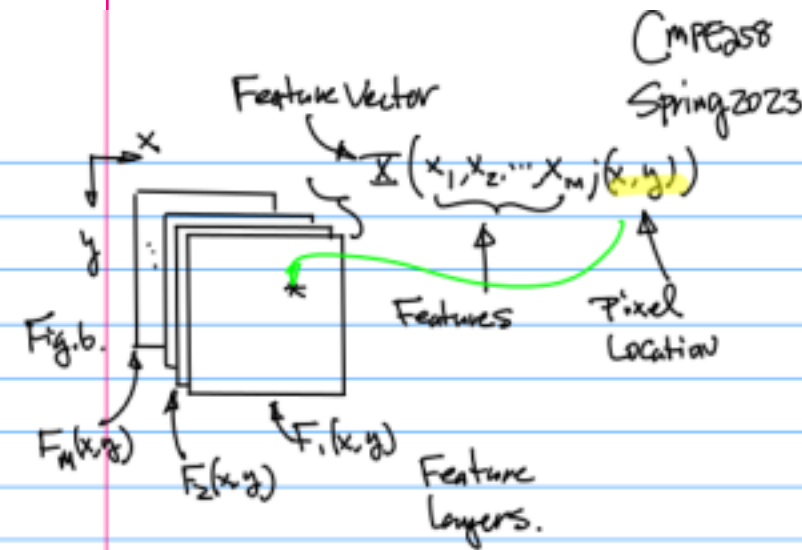
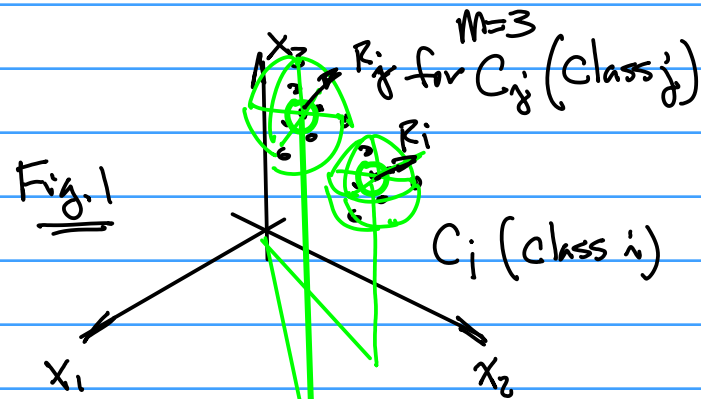
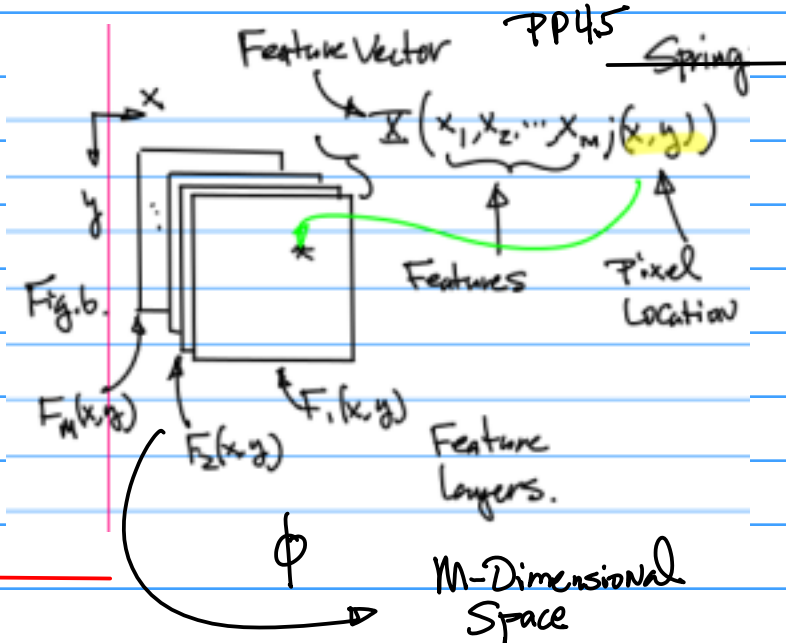
Cluster Analysis: "Mapping"

Group II Classes

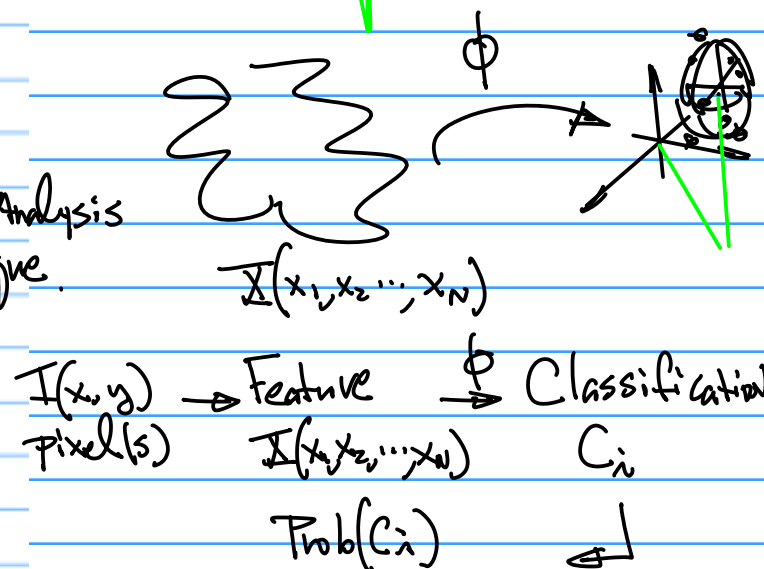
Group II classes are those classes which meet TR, T, R, TWR, MTR, TRF, MTI, MTWR, TWRf, RF, TF, TRS.

Regular Class Start Times	Final Examination Days	Final Examination
7:00 through 8:25 AM	Monday, May 22	7:15-9:30 AM
8:30 through 9:25 AM	Wednesday, May 17	7:15-9:30 AM
9:30 through 10:25 AM	Friday, May 19	9:45 AM-12:00 PM
10:30 through 11:25 AM	Tuesday, May 23	9:45 AM-12:00 PM
11:30 AM through 12:25 PM	Thursday, May 18	9:45 AM-12:00 PM
12:30 through 1:25 PM	Monday, May 22	12:15-2:30 PM
1:30 through 2:25 PM	Wednesday, May 17	12:15-2:30 PM
2:30 through 3:25 PM	Friday, May 19	2:45-5:00 PM
3:30 through 4:25 PM*	Tuesday, May 23	2:45-5:00 PM
4:30* through 5:25 PM*	Thursday, May 18	2:45-5:00 PM

From Notes Part II, PP.45



Cluster Analysis Technique.



Note: N (Previously M)
 $\sum_{i=1}^N \text{Prob}(C_i) = 1$
 Number of Classes.
 from "Heuristics" Expert Knowledge.

Consider K-mean Cluster Algorithm.

github.
 2022S-114c-Kmean-handCalculation...
 2022S-114c-KmeanCluster-v3-2022-...
 PPT

Note 1.

Note 2.

$$\arg \min_S \sum_{i=1}^k \sum_{x \in S_i} \|x - \mu_i\|^2 = \arg \min_S \sum_{i=1}^k |S_i| \text{Var } S_i$$

a. "Argmin" minimization ... (3)
 b. "S" Domain, "Scope" of the minimization

Example for $\|\vec{x} - \vec{\mu}_i\|^2$
 if $\vec{x} = (x_1, x_2)$, $\vec{\mu}_i = (\mu_{i1}, \mu_{i2})$

Then

$$\|\vec{x} - \vec{\mu}_i\|^2 = \sqrt{(x_1 - \mu_{i1})^2 + (x_2 - \mu_{i2})^2}^2$$

$$= (x_1 - \mu_{i1})^2 + (x_2 - \mu_{i2})^2 \dots (4)$$

Example: K-mean Cluster Algorithm.

First, Notation.

Note 1. Vectors

Note 3. $\sum_{x \in S_i}$

Notation $\sum_{i=1}^M x_i$

Given a set of observations (x_1, x_2, \dots, x_n)

e.g. $\vec{x}_1 = (x_{11}, x_{12}, \dots, x_{1n})$
 first observation ... (1)

Summation for each & every x as long as it is from the set S_i

Note 4: from Eqn (3), we have

S_i : Collection of vectors \vec{x} belonging to Class i

Note: if for d -dimensional Vector,
 then Eqn (1) has its $N = d$

Note 5: $\sum_{i=1}^k \rightarrow$ to cover the Collection of all Classes.

K-mean

partition the n observations into k ($\leq n$) sets $S = \{S_1, S_2, \dots, S_k\}$

$\{\vec{x}_i | i=1, 2, \dots, N\}$... (2)

K-Classes.

S_i for Class i

Note 6: $\vec{\mu}_i$ (1) $\vec{\mu}_i = (\mu_{i1}, \mu_{i2}, \dots, \mu_{id})$
 (2) Cluster for the Class i

April 25 (Tue)

Note 1. Quick update on
Project Progress Report. (Next
Lecture)

Example: Continuation of K-mean
Cluster Algorithm.

$1 \leq j \leq K$ covers all the
different classes.

Hand Calculation Example

Given the following feature vectors
Use Kmean Algorithm to find the
clusters.

$$\begin{array}{llll} X_1 = \begin{bmatrix} 0 \\ 0 \end{bmatrix} & X_2 = \begin{bmatrix} 1 \\ 0 \end{bmatrix} & X_3 = \begin{bmatrix} 0 \\ 1 \end{bmatrix} & X_4 = \begin{bmatrix} 1 \\ 1 \end{bmatrix} \\ X_5 = \begin{bmatrix} 2 \\ 1 \end{bmatrix} & X_6 = \begin{bmatrix} 1 \\ 2 \end{bmatrix} & X_7 = \begin{bmatrix} 2 \\ 2 \end{bmatrix} & X_8 = \begin{bmatrix} 3 \\ 2 \end{bmatrix} \\ X_9 = \begin{bmatrix} 6 \\ 6 \end{bmatrix} & X_{10} = \begin{bmatrix} 7 \\ 6 \end{bmatrix} & X_{11} = \begin{bmatrix} 8 \\ 6 \end{bmatrix} & X_{12} = \begin{bmatrix} 6 \\ 7 \end{bmatrix} \\ X_{13} = \begin{bmatrix} 7 \\ 7 \end{bmatrix} & X_{14} = \begin{bmatrix} 8 \\ 7 \end{bmatrix} & X_{15} = \begin{bmatrix} 9 \\ 7 \end{bmatrix} & X_{16} = \begin{bmatrix} 7 \\ 8 \end{bmatrix} \\ X_{17} = \begin{bmatrix} 8 \\ 8 \end{bmatrix} & X_{18} = \begin{bmatrix} 9 \\ 8 \end{bmatrix} & X_{19} = \begin{bmatrix} 8 \\ 9 \end{bmatrix} & X_{20} = \begin{bmatrix} 9 \\ 9 \end{bmatrix} \end{array}$$

$$S_i^{(t)} = \{x_p : \|x_p - m_i^{(t)}\|^2 \leq \|x_p - m_j^{(t)}\|^2 \forall j, 1 \leq j \leq k\}$$

... (1)

20225-114c-Kmean-handCalculation 1-

Note 1: A Set of Feature vectors
 $S_i^{(*)}$ — Captured at Step t
 i — Class id: i-th Class

$$S_i^{(*)} = \{\vec{x}_p\}$$

index, $p=1,2,\dots$
just like Notation i, j , or k

$$S_i^{(*)} = \{\vec{x}_p : \text{Condition}\}$$

$$\|\vec{x}_p - \vec{m}_i^{(t)}\|^2$$

Distance (squared) at time t
to the Cluster of class i

$$\|\vec{x}_p - \vec{m}_j^{(t)}\|^2$$

... to the
Cluster class j

" j " for Any j , such as

Sol: Step 1. Define $K=2$ per Heuristics.

Expert Knowledge

Note: "0" Initial step.

Let cluster

$$\vec{m}_1^0 = \vec{x}_1 = \begin{pmatrix} 0 \\ 0 \end{pmatrix} \dots (1)$$

$$\vec{m}_2^0 = \vec{x}_2 = \begin{pmatrix} 1 \\ 0 \end{pmatrix} \dots (2)$$

Initial
Arbitrary
Values

"1" Class 1

And Arbitrarily assign Feature
Vectors into 2 Classes.

Step 2. Use Eqn (1) To Compute
the distance

$$\|\vec{x}_p - \vec{m}_i^{(t)}\|^2$$

and $\|\vec{x}_p - \vec{m}_j^{(t)}\|^2$

To Evaluate the grouping of \vec{x}_p to
the Class i per Eqn (1).

CMPE258
Spring 2023

4

If Eqn (1) holds good, then \vec{x}_p stays in the Class i .
o/w Re-assign \vec{x}_p to the Class j .

Step 3. Update the Cluster (When New Grouping is formed)

$$m_i^{(t)} = \frac{1}{N} \sum_{\vec{x}_p \in S_i} \vec{x}_p$$

$$m_i^{(t+1)} = \frac{1}{|S_i^{(t)}|} \sum_{x_j \in S_i^{(t)}} x_j \quad \dots (2)$$

Total Number of Feature Vectors in the Class i

Step 4. Carry out the Computation with the New Cluster.

(To Decide if the grouping is final or to Continue updating Cluster Values)

Note: "Stop" if No Regrouping
o/w. Continue By Repeating the process, e.g. update Cluster Values, then Evaluate the grouping.

Step 5. Perform the Computation as Described in Step 4. which Leads to

$$C_1 (\text{Class 1}): S_1 = \{\vec{x}_1, \vec{x}_2, \dots, \vec{x}_8\}$$

$$S_2 = \{\vec{x}_9, \vec{x}_{10}, \dots, \vec{x}_{20}\}$$

then, Update the Cluster $m_1^{(t)}, m_2^{(t)}$.

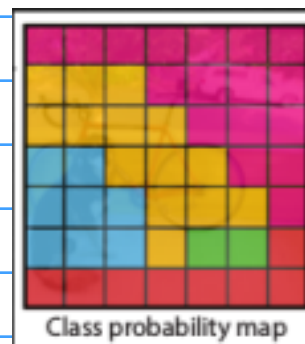
Check, No New Grouping

$m_1^{(t+1)}, m_2^{(t+1)}$ are the same.

\therefore Stop. (Converged).

Discussion On Probability Distribution Map.

(a)



Feature Vector Map.

(b)



Boundary for the Classification

Regular K-mean Cluster Algorithm

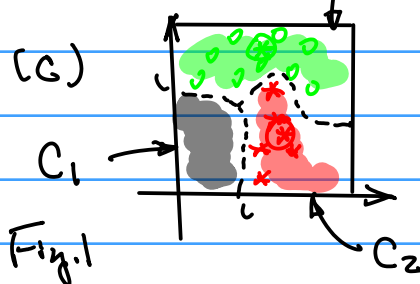


Fig. 1

$$\text{Prob}(C_1) = \frac{\text{Area of Black Pixels}}{\text{Area of } S_2 (\text{Image Plane})}$$

$\dots (3a)$

Where Area of Black Pixels
Can be computed.

Area of $\Omega(\text{Image Plane}) = \text{Resolution}$
of the image plane.

For Example, 448×448

Similarly, find

$$\text{Prob}(C_2) = \frac{\text{Area of Red Pixels}}{\text{Area of } \Omega(\text{Image Plane})} \quad \dots (3b)$$

$$\text{Prob}(C_3) = \frac{\text{Area of green Pixels}}{\text{Area of } \Omega(\text{Image Plane})} \quad \dots (3c)$$

then

$$\sum_{i=1}^N \text{Prob}(C_i) = 1 \quad \dots (4)$$

Since

$$\sum_{i=1}^3 \text{Prob}(C_i) = \text{Prob}(C_1) + \text{Prob}(C_2) + \text{Prob}(C_3) \quad \dots (4-b)$$

$$= \frac{\text{Area of Black Pixels}}{\text{Area of } \Omega(\text{Image Plane})}$$

$$+ \frac{\text{Area of Red Pixels}}{\text{Area of } \Omega(\text{Image Plane})}$$

$$+ \frac{\text{Area of green Pixels}}{\text{Area of } \Omega(\text{Image Plane})}$$

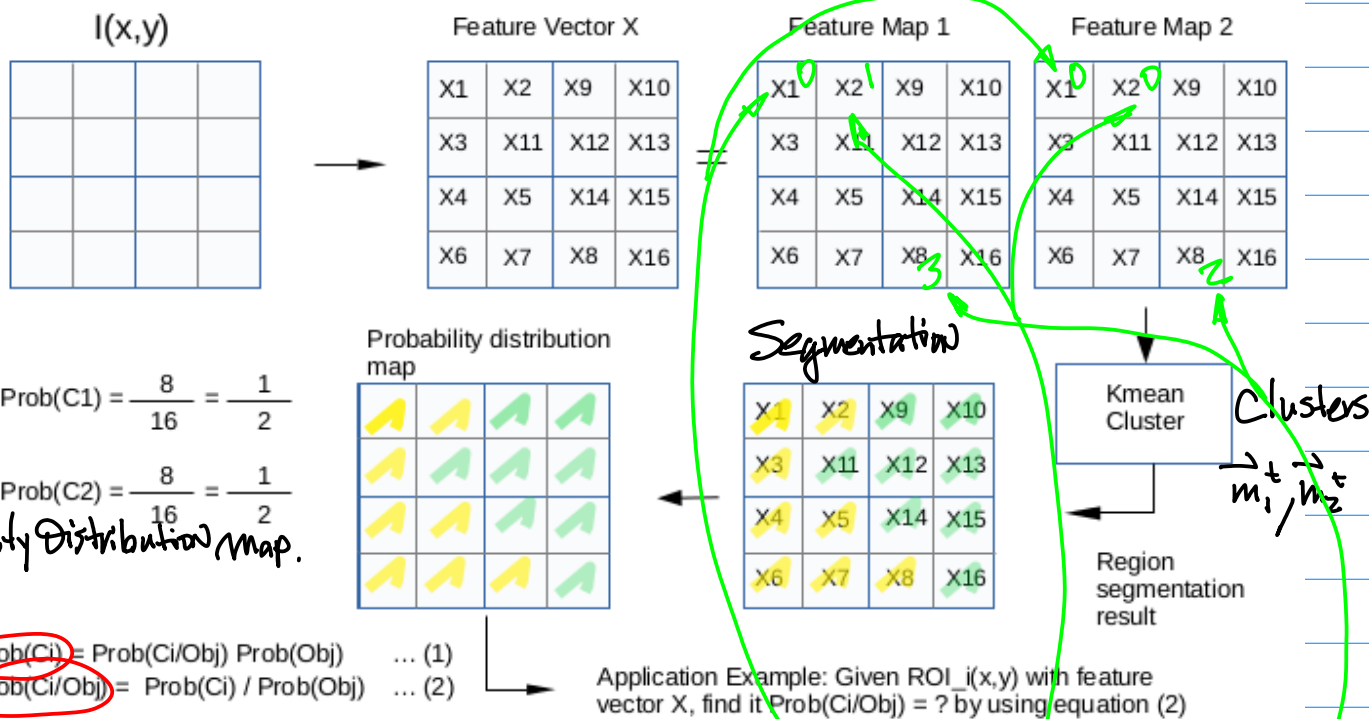
$$= \frac{\text{Area of } \Omega(\text{Image Plane})}{\text{Area of } \Omega(\text{Image Plane})} = 1.$$

(The following Notes were added
After the Class After Recovering
from the Laptop Computer Shut
down. For Additional Lecture Notes
Check the Class Zoom Recording).

2022S-114c-Kmean-prob-map-hl-2023-4-26.pdf

Step 1. Feature Vectors

Probability Distribution Map and Kmean Cluster Technique



Harry Li, Ph.D., SJSU

Detected

Objective: To find the Probability of an object
Belonging to Class i .

Requirements: 1^o Hand Calculation of
K-mean Cluster Algorithm;

2^o Use K-mean Algorithm to Perform Image
Segmentation, then Find Probability Distribution
Map.

$$\begin{aligned} X_1 &= \begin{bmatrix} 0 \\ 0 \end{bmatrix} & X_2 &= \begin{bmatrix} 1 \\ 0 \end{bmatrix} & X_3 &= \begin{bmatrix} 0 \\ 1 \end{bmatrix} & X_4 &= \begin{bmatrix} 1 \\ 1 \end{bmatrix} \\ X_5 &= \begin{bmatrix} 2 \\ 1 \end{bmatrix} & X_6 &= \begin{bmatrix} 1 \\ 2 \end{bmatrix} & X_7 &= \begin{bmatrix} 2 \\ 2 \end{bmatrix} & X_8 &= \begin{bmatrix} 3 \\ 2 \end{bmatrix} \\ X_9 &= \begin{bmatrix} 6 \\ 6 \end{bmatrix} & X_{10} &= \begin{bmatrix} 7 \\ 6 \end{bmatrix} & X_{11} &= \begin{bmatrix} 8 \\ 6 \end{bmatrix} & X_{12} &= \begin{bmatrix} 6 \\ 7 \end{bmatrix} \\ X_{13} &= \begin{bmatrix} 7 \\ 7 \end{bmatrix} & X_{14} &= \begin{bmatrix} 8 \\ 7 \end{bmatrix} & X_{15} &= \begin{bmatrix} 9 \\ 7 \end{bmatrix} & X_{16} &= \begin{bmatrix} 7 \\ 8 \end{bmatrix} \\ X_{17} &= \begin{bmatrix} 8 \\ 8 \end{bmatrix} & X_{18} &= \begin{bmatrix} 8 \\ 8 \end{bmatrix} & X_{19} &= \begin{bmatrix} 8 \\ 8 \end{bmatrix} & X_{20} &= \begin{bmatrix} 9 \\ 9 \end{bmatrix} \end{aligned}$$

Note 1: Loss function Composition: $f_{\text{loss}} = \sum_{i=1}^K \lambda_i f_{\text{loss},i} \dots (1)$

No. of Bounding Boxes on a grid S

where $\sum_{i=1}^K \lambda_i = 1$.

Entire Image

$$\lambda_{\text{coord}} \sum_{i=0}^{S^2} \sum_{j=0}^B \mathbb{1}_{ij}^{\text{obj}} [(x_i - \hat{x}_i)^2 + (y_i - \hat{y}_i)^2] \text{ Location}$$

$$+ \lambda_{\text{coord}} \sum_{i=0}^{S^2} \sum_{j=0}^B \mathbb{1}_{ij}^{\text{obj}} [(\sqrt{w_i} - \sqrt{\hat{w}_i})^2 + (\sqrt{h_i} - \sqrt{\hat{h}_i})^2] \text{ Shape}$$

$$+ \sum_{i=0}^{S^2} \sum_{j=0}^B \mathbb{1}_{ij}^{\text{obj}} (C_i - \hat{C}_i)^2 \leftarrow \text{Confidence}$$

Note 2:
Unit function
 $\mathbb{1}_{ij}^{\text{obj}} = \begin{cases} 1 & \text{if Object exists} \\ 0 & \text{o/w} \end{cases} \dots (2)$

$$+ \lambda_{\text{noobj}} \sum_{i=0}^{S^2} \sum_{j=0}^B \mathbb{1}_{ij}^{\text{noobj}} (C_i - \hat{C}_i)^2$$

$$+ \sum_{i=0}^{S^2} \mathbb{1}_i^{\text{obj}} \sum_{c \in \text{classes}} (p_i(c) - \hat{p}_i(c))^2 \text{ Probability Distribution}$$

Location 50%, Shape 20%, ... etc.
Semantic Segmentation

May 2nd (Tue)

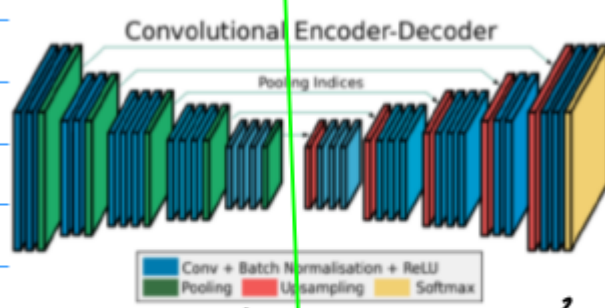
Example: Super Sampling. A technique to project Lower Resolution Feature Map/Image to A Higher Resolution Feature/Image.

Ref: PPT. PP3.

2022F-109-semantic-seg-part1-HL-2022

Ref: PPT.

PP52 Fig.3



Deep Convolutional Neural Network:

Decoder:

Encoder:

Feature Extraction — Convolutions
Classification — Feedforward NN

To get Pixel by pixel

Recognition of Object

2022F-109-semantic-seg-part1-HL-2022-11-10.pdf

Notes & Examples. PP53

2022F-101-cmpe258-note-part2-2022-12-6.pdf

Techniques 1° Nearest Neighbour Technique

1. Nearest Neighbor

Nearest Neighbor

1	2
3	4

1	1	2	2
1	1	2	2
3	3	4	4
3	3	4	4

Input: 2 x 2

Output: 4 x 4

Bi-Linear Interpolation Technique

Step 1. Project "Anchor" Points

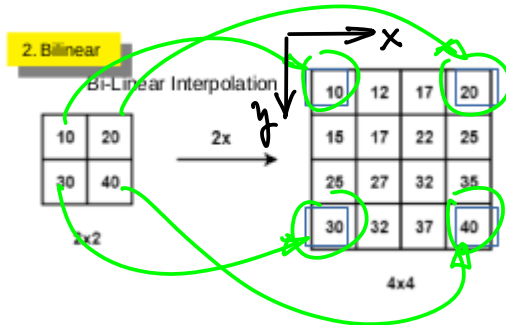


Fig. 1

Step 2. Bi-Linear Interpolation
With 4 Anchor Points
to fill up the rest of the
feature points.

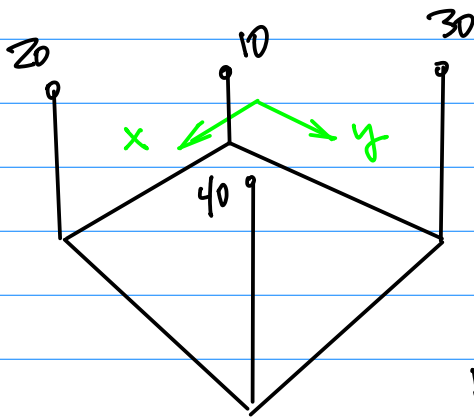


Fig. 2-a

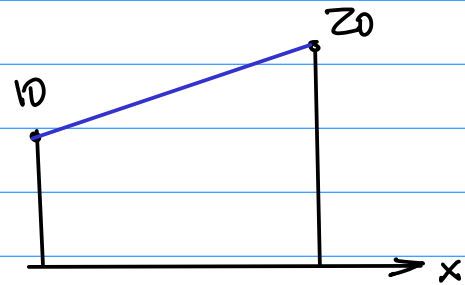


Fig. 2-c

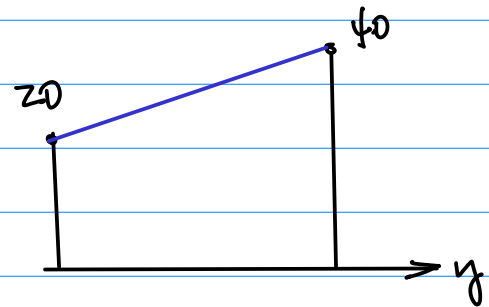


Fig. 2-d

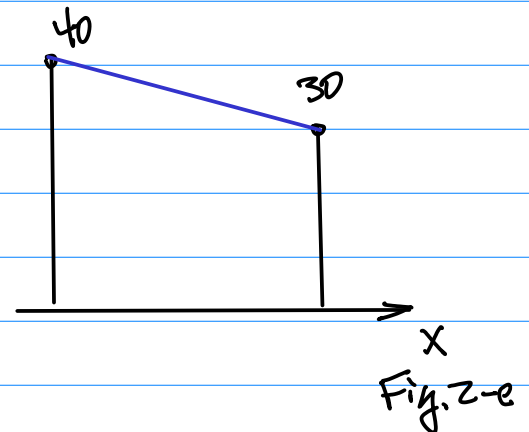


Fig. 2-e

"Right Hand" System

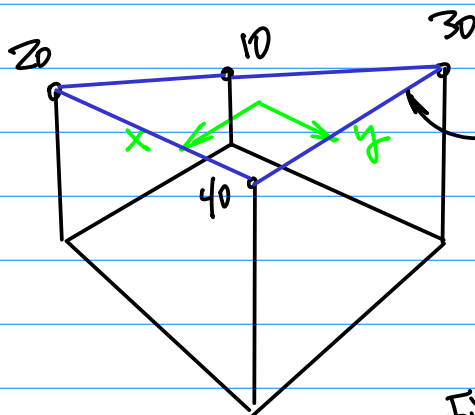


Fig. 2-b

Straight Line
↓
Linear
↓
 $y = ax + b$
... (1)

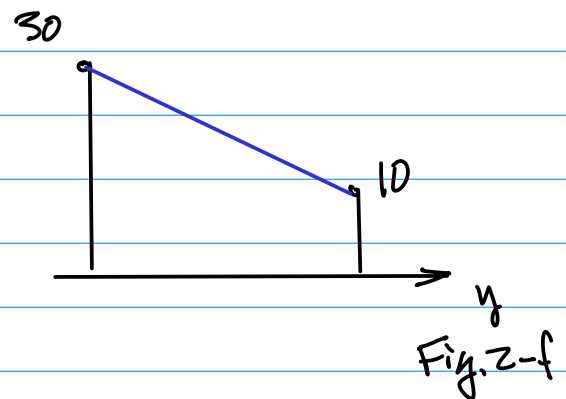
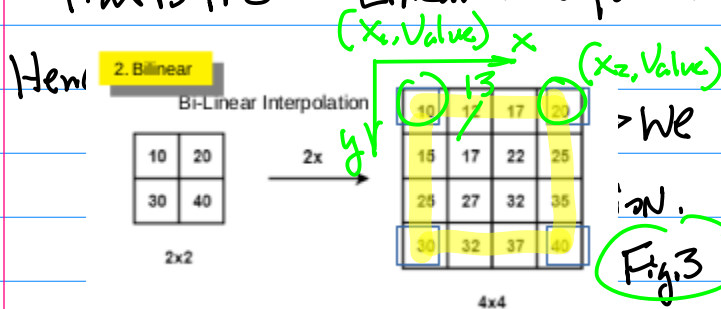


Fig. 2-f

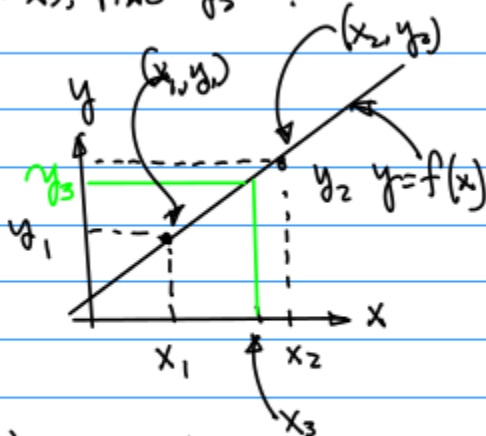
From Fig. 2-c ~ Fig. 2-e,

The Interpolation is performed
Linear w.r.t. x Variable;
that is the 1st Linear Interpolation;
From Fig 2d ~ 2f.

The Interpolation is performed
Linear w.r.t. y Variable;
that is the 2nd Linear Interpolation;



Background: Given (x_1, y_1) , (x_2, y_2)
and x_3 , Find $y_3 = ?$



$y = f(x)$, $y = ax + b$... (1)

Which is a linear function, (since x is
Not in 2nd, 3rd, or higher order).

$\frac{y_2 - y_1}{x_2 - x_1} = \frac{y - y_1}{x - x_1}$... (2)

Solve for a and b in the Above equation

$y - y_1 = \frac{y_2 - y_1}{x_2 - x_1} (x - x_1)$

$y = \underbrace{\frac{y_2 - y_1}{x_2 - x_1}}_a x - \underbrace{\frac{y_2 - y_1}{x_2 - x_1} x_1 + y_1}_b \dots (3)$

$a = \frac{y_2 - y_1}{x_2 - x_1} \dots (3-a)$

$b = -\frac{y_2 - y_1}{x_2 - x_1} x_1 + y_1 \dots (3-b)$

Note: $y = ax + b$ whose a & b
are derived in Eqn (3), (3-b)
(3-a).

on.

Fig. 3

PP53.

Example: Hand Calculation, PP55

From the given Condition

Coordinates $(x_1, y_1) = (0, 10)$ See Fig. 5-b.

$(x_2, y_2) = (3, 20)$

Here $a = \frac{y_2 - y_1}{x_2 - x_1} = \frac{20 - 10}{3 - 0} = \frac{10}{3}$

and

$b = -\frac{y_2 - y_1}{x_2 - x_1} x_1 + y_1$

$= -\frac{20 - 10}{3 - 0} \cdot 0 + 10 = 10$

Therefore, from Eqn (3), we have

$y = ax + b = \frac{10}{3} \cdot x + 10 \Big|_{x=1} = \frac{10}{3} + 10$
 $\cong 3.3 + 10 = 13.$

Please Carry out the Calculation for
the Next Feature Value using the
Same Linear interpolation w.r.t. x .

Now, Consider the 2nd Linear Interpolation w.r.t y .

From Ref. TP 55

$$(x_1, y_1) = (0, 10)$$

$$(x_2, y_2) = (0, 30)$$

Feature Value (Function) from the feature map.

Independent Variable $\rightarrow "y"$
Along the y -axis of the feature map.

Then use Eqn (3.6) & (3.9) to find Slope and offset b ; as follows

$$a = \frac{y_2 - y_1}{x_2 - x_1} = \frac{30 - 10}{3 - 0} = \frac{20}{3} \quad \text{From Ref. TP.55}$$

$$b = -\frac{y_2 - y_1}{x_2 - x_1} x_1 + y_1$$

$$= -\frac{30 - 10}{3 - 0} \cdot y_1' + 10 \quad | \quad y_1' = 0$$

$$= 10$$

Therefore, we have

$$y = ax + b$$

$$= \frac{20}{3} \cdot x + 10 = \frac{20}{3} \cdot y' + 10$$

$$\approx 17$$

see the illustration below.

Carry out the Calculations, we can have all Boundary points fixed as illustrated below

2. Bilinear

Bi-Linear Interpolation

10	20
30	40

2x2

$2x$

10	12	17	20
15	17	22	25
25	27	32	35
30	32	37	40

4x4

then, for the interior

2. Bilinear

Bi-Linear Interpolation

10	20
30	40

2x2

10	12	17	20
15	17	22	25
25	27	32	35
30	32	37	40

