# Lecture Notes for **Machine Learning in Python**



## Professor Eric Larson **Dimensionality Reduction and Images**

## Class Logistics and Agenda

#### Logistics:

- Lab due soon!
- Next Time: Flipped Module
- Turn in one per team (HTML), please include team member names from canvas

### Agenda

- Common Feature Extraction Methods for Images
- Begin Town Hall, if time

Professor Eric C. Larson

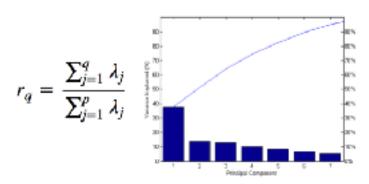
### Last time...

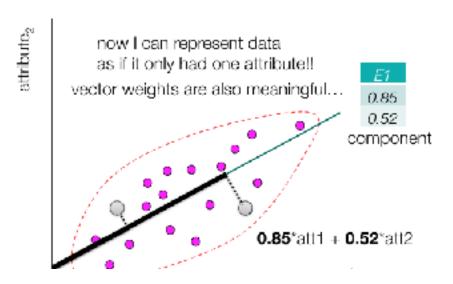
| E1   | E2    |
|------|-------|
| 0.85 | 0.85  |
| 0.52 | -0.52 |

| 37.1 | -6.7 |
|------|------|
| -6.7 | 43.9 |

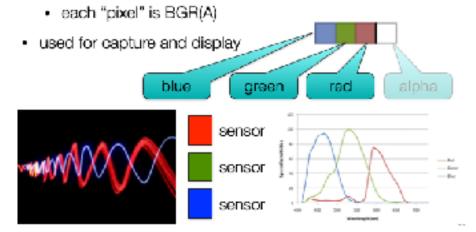
|   | A1 | A2   |
|---|----|------|
| 1 | 66 | 33.6 |
| 2 | 54 | 26.6 |
| 3 | 69 | 23.3 |
| 4 | 73 | 28.1 |
| 5 | 61 | 43.1 |
| 6 | 62 | 25.6 |

|           | A1    | A2    |  |
|-----------|-------|-------|--|
| 1         | 1.83  | 3.55  |  |
| 2         | -10.1 | -3.45 |  |
| 3         | 4.83  | -6.75 |  |
| 4         | 8.83  | -1.95 |  |
| 5         | -3.17 | 13.05 |  |
| 6         | -2.17 | -4.45 |  |
| zero mean |       |       |  |





- an image can be represented in many ways.
- most common format is a matrix of pixels



## Image Representation, Features

**Problem**: need to represent image as table data

need a compact representation

| 1 | 4 | 2 | 5 | 6 | 9 |
|---|---|---|---|---|---|
| 1 | 4 | 2 | 5 | 5 | 9 |
| 1 | 4 | 2 | 8 | 8 | 7 |
| 3 | 4 | 3 | 9 | 9 | 8 |
| 1 | 0 | 2 | 7 | 7 | 9 |
| 1 | 4 | 3 | 9 | 8 | 6 |
| 2 | 4 | 2 | 8 | 7 | 9 |

## Image Representation, Features

**Problem**: need to represent image as table data

need a compact representation

**Solution**: row concatenation (also, vectorizing)



. . .

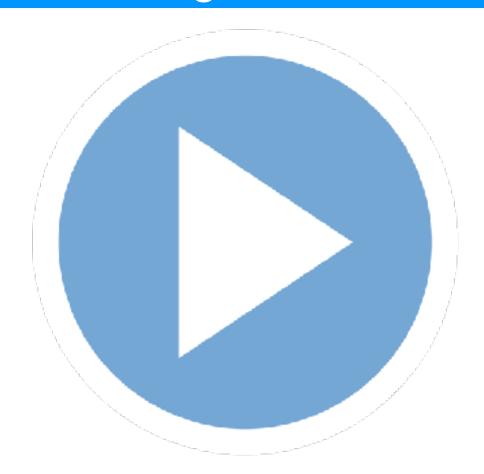
Row N 9 4 6 8 8 7 4 1 3 9 2 1 1 5 2 1 5 9 1

## **Dimension Reduction with Images**

## **Demo**

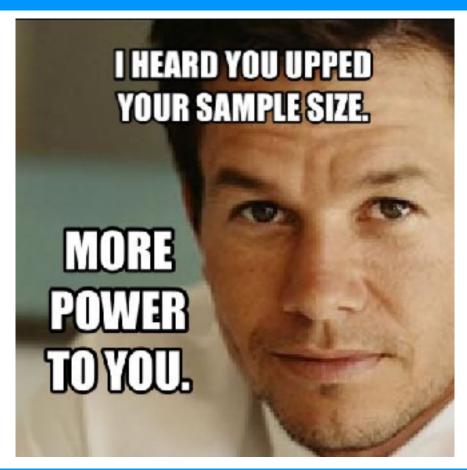
"Finish"

Images Representation in PCA and Randomized PCA



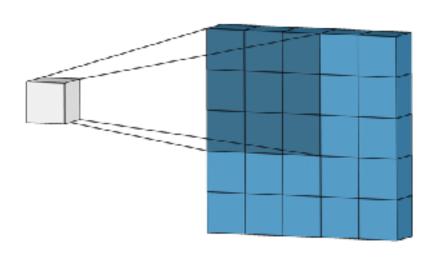
04.Dimension Reduction and Images.ipynb

## **Features of Images**



## **Extracting Features: Convolution**

- For images:
  - kernel (matrix of values)
  - slide kernel across image, pixel by pixel
  - multiply and accumulate



#### This Example:

3x3 Kernel (dark)
Ignoring edges of input
Input Image is 5x5
Output is then 3x3

#### Convolution

$$\sum \left( \mathbf{I} \left[ i \pm \frac{r}{2}, j \pm \frac{c}{2} \right] \odot \mathbf{k} \right) = \mathbf{O}[i, j] \quad \text{output image at pixel i,j}$$

input image at  $r \times c$  range of pixels centered in i,j

kernel of size,  $r \times c$  usually r=c

| 0 | 0 | 0 | 0 | 0 | 0  | 0 | 0 | 0 |
|---|---|---|---|---|----|---|---|---|
| 0 | 1 | 2 | 3 | 4 | 12 | 9 | 8 | 0 |
| 0 | 5 | 2 | 3 | 4 | 12 | 9 | 8 | 0 |
| 0 | 5 | 2 | 1 | 4 | 10 | 9 | 8 | 0 |
| 0 | 7 | 2 | 1 | 4 | 12 | 7 | 8 | 0 |
| 0 | 7 | 2 | 1 | 4 | 14 | 9 | 8 | 0 |
| 0 | 5 | 2 | 3 | 4 | 12 | 7 | 8 | 0 |
| 0 | 5 | 2 | 1 | 4 | 12 | 9 | 8 | 0 |
| 0 | 0 | 0 | 0 | 0 | 0  | 0 | 0 | 0 |

| 1 | 2 | 1 |
|---|---|---|
| 2 | 4 | 2 |
| 1 | 2 | 1 |
|   |   |   |

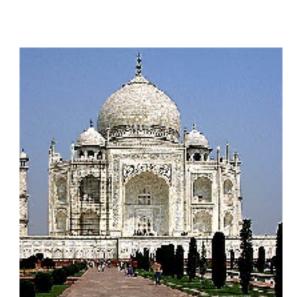
kernel filter, **k** 3x3

| 20 | 21 | 36 | <br> |   |  |
|----|----|----|------|---|--|
|    |    |    | <br> | : |  |
|    |    |    | <br> |   |  |

input image, I

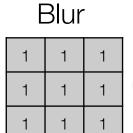
output image, O

## **Convolution Examples**



Move Left by One Pixel

| 0 | 0 | 0 |   |
|---|---|---|---|
| 1 | 0 | 0 | ( |
| 0 | 0 | 0 |   |





| -1 | 0 | 1 |
|----|---|---|
| -1 | 0 | 1 |
| -1 | 0 | 1 |



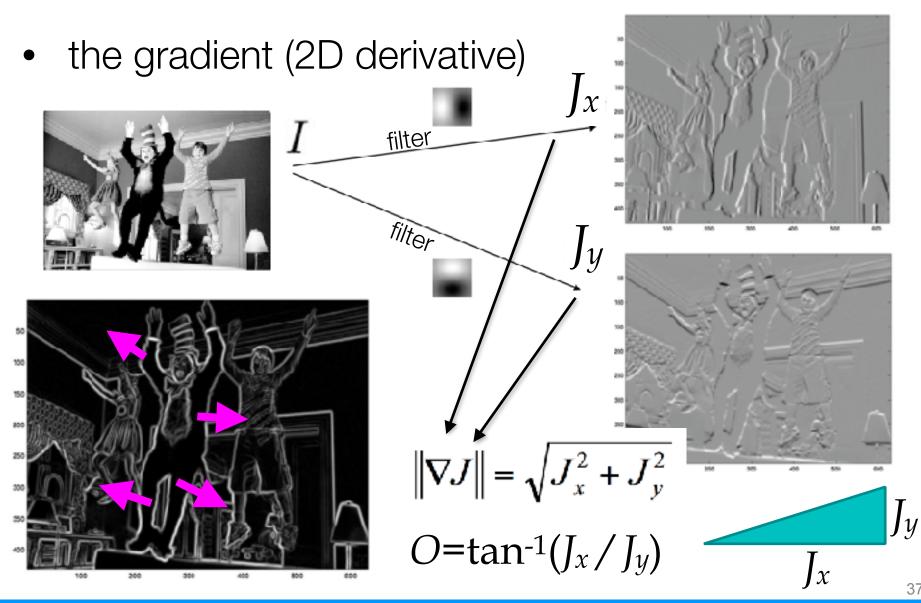
| 0  | -1 | 0  |
|----|----|----|
| -1 | 5  | -1 |
| 0  | -1 | 0  |



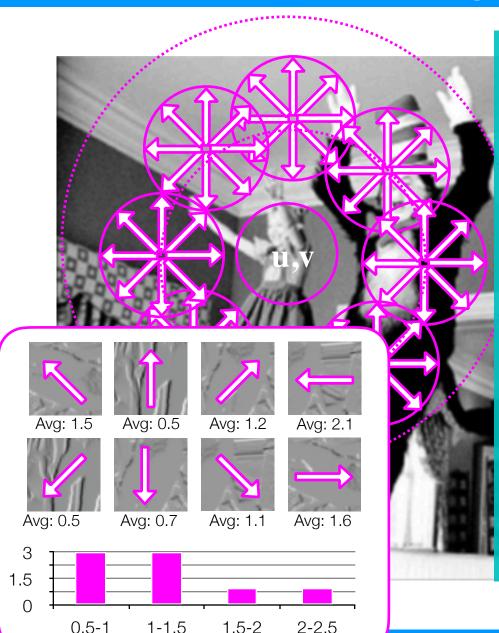




## **Common operations**



## DAISY: same features, regardless of orientation



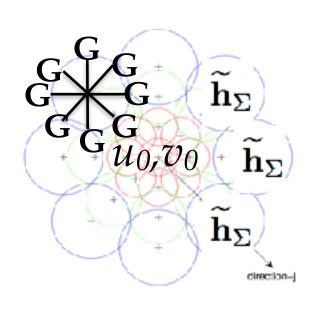
1.5 - 2

0.5 - 1

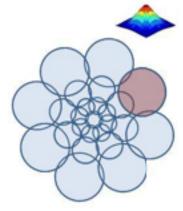
1 - 1.5

- 1. Select *u,v* pixel location in image
- 2. Take histogram of average gradient magnitudes in circle for each orientation
- 3. Select more circles in a ring
- 4. Go to next ring
- 5. For each circle on the ring, take another histogram
- 6. Repeat for more rings
- 7. Concat all histograms
- 8. Values become "feature" vector at that pixel location

## **Summary DAISY**







Concatenate Histograms

$$\mathcal{D}(u_0, v_0) =$$

$$\widetilde{\mathbf{h}}_{\Sigma_1}^{\top}(u_0, v_0),$$

$$\widetilde{\mathbf{h}}_{\Sigma_1}^{\top}(\mathbf{l}_1(u_0,v_0,R_1)),\cdots,\widetilde{\mathbf{h}}_{\Sigma_1}^{\top}(\mathbf{l}_T(u_0,v_0,R_1)),$$

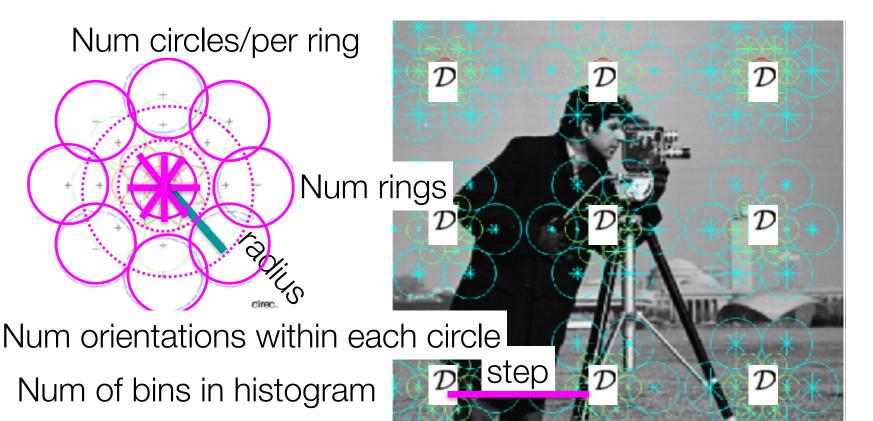
$$\widetilde{\mathbf{h}}_{\Sigma_2}^{\top}(\mathbf{l}_1(u_0,v_0,R_2)),\cdots,\widetilde{\mathbf{h}}_{\Sigma_2}^{\top}(\mathbf{l}_T(u_0,v_0,R_2)),$$

take normalized histogram of magnitudes

$$\widetilde{\mathbf{h}}_{\Sigma}(u,v) = \left[\mathbf{G}_{1}^{\Sigma}(u,v), \dots, \mathbf{G}_{H}^{\Sigma}(u,v)\right]^{\top}$$

**Tola et al.** "Daisy: An efficient dense descriptor applied to widebaseline stereo." Pattern Analysis and Machine Intelligence, IEEE

#### Free Parameters in DAISY



#### Params:

step, radius, num rings, num histograms per ring, orientations, bins per histogram

## More Image Processing



Gradients DAISY

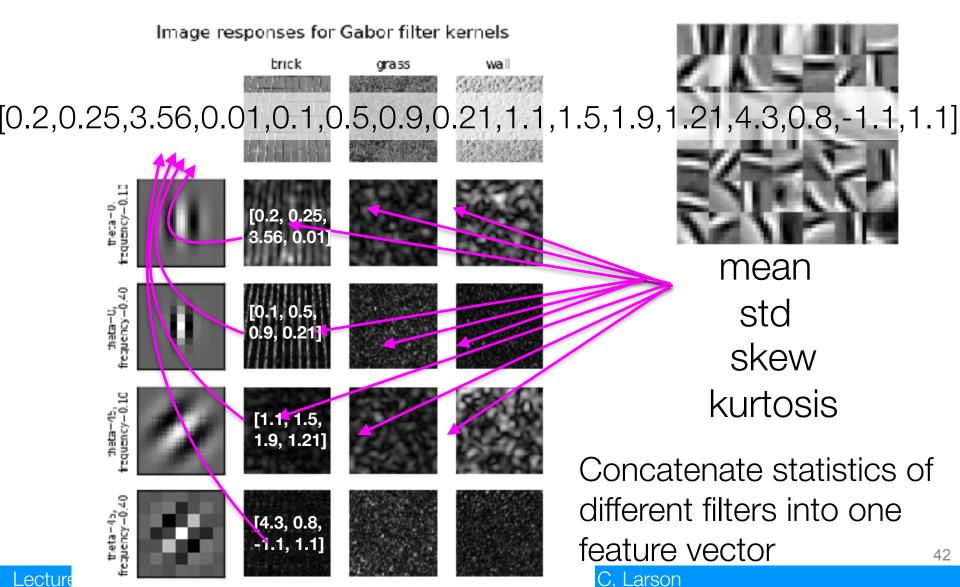
(if time)Gabor Filter Banks

#### Other Tutorials:

http://scikit-image.org/docs/dev/auto\_examples/

## Common operations: Gabor filter Banks (if time)

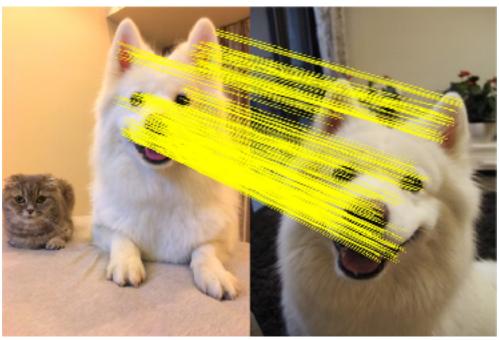
common used for texture classification



## Matching versus Bag of Features

 Not a difference of vectors, but a percentage of matching points





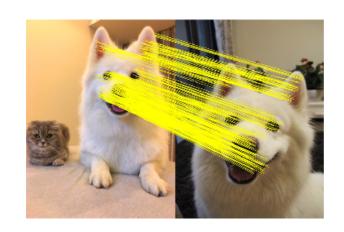
SURF, ORB, SIFT, DAISY

## Feature Matching

#### Matching test image to source dataset

- 1. Choose src image from dataset
- 2. Take keypoints of src image
- 3. Take keypoints of test image
- 4. For each kp in src:
  - 1. Match with closest kp in test
  - 2. How to define match?
- 5. Count number of matches between images
- 6. Determine if src and test are similar based on number of matches
- 7. Repeat for new src image in dataset
- 8. Once all images measured, choose best match as the target for the test image





#### match\_descriptors

skinage.feature. match\_descriptors (descriptors), descriptors2, metric=None, p=2, max distance=inf, cross\_check=True, max\_ratio=1.0)

[source]

Brute-force matching of descriptors.

For each descriptor in the first set this matcher finds the closest descriptor in the second set (and vice-versa in the case of enabled cross-checking).

## Town Hall for Lab 2, Images

- Quiz is live: Image Processing!
- Next Time: Logistic Regression



## Supplemental Slides

Peruse these at your own leisure!
These slides might assist you as additional visual aides
Slides courtesy of Tan, Steinbach, Kumar
Introduction to Data Mining

## **Dimensionality Reduction: LDA**

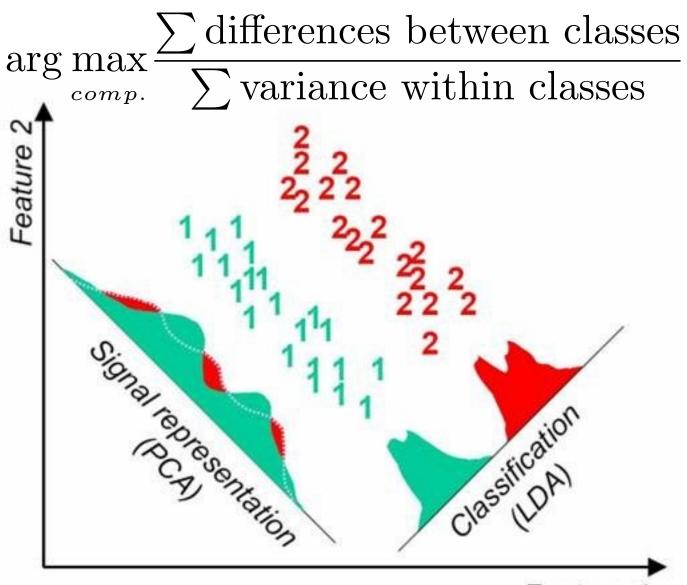
- PCA tell us variance explained by the data in different directions, but it ignores class labels
- Is there a way to find "components" that will help with discriminate between the classes?

$$\underset{comp.}{\text{arg max}} \frac{\sum \text{differences between classes}}{\sum \text{variance within classes}}$$

- called Fisher's discriminant
- ...but we need to solve this using using Lagrange multipliers and gradient-based optimization
- which we haven't covered yet

I invented Lagrange multipliers... and ...nothing impresses me...

## Dimensionality Reduction: LDA versus QDA

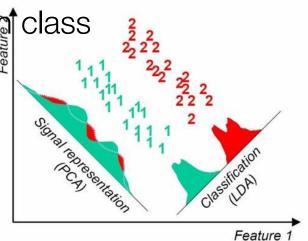


## Dimensionality Reduction: LDA versus QDA

$$\underset{comp.}{\text{arg max}} \frac{\sum \text{differences between classes}}{\sum \text{variance within classes}}$$

- "differences between classes" is calculated by trying to separate the mean value of each feature in each class
- Linear discriminant analysis:
  - assume the covariance in each class is the same
- Quadrature discriminant analysis:

■ estimate the covariance for each class



#### Self Test ML2b.2

LDA only allows as many components as there are unique classes in a dataset.

- A. True
- B. False
- Need more help with the PCA algorithm (and python)?
  - check out Sebastian Raschka's notebooks:

http://nbviewer.ipython.org/github/rasbt/pattern\_classification/blob/master/dimensionality\_reduction/projection/principal\_component\_analysis.ipynb