#### CSci 5715, Fall 19: Homework 4

#### Due on 11/26 Before Class

#### Table of Participation

|  |  |  |
| --- | --- | --- |
| Question ID | Answer drafted by | Answer reviewed by |
| 1 |  |  |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |

**Question 1**. Figure 1 shows the occurrences of three types of events represented by red circle, blue triangle, and yellow square. It further shows, two different types of spatial partitioning (A, B). Assume that events co-occur if the distance between their closest point is at most 1.5 units.

**A screenshot of a video game

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**Figure 1.** Neighbor relationship vs. Space Partitioning.

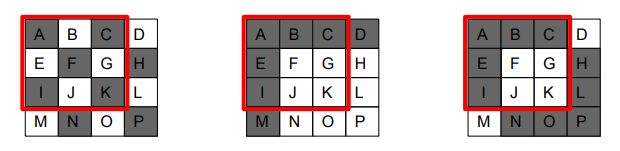
**Q1a).** Draw the neighborhood graph for the events shown in Figure 1. You may use the space provided in **1d.**

**Q1b).**. Fill out Table 1 to show the values of Pearson’s Correlation (for partition A, and partition B), Support (partition A, and partition B), Ripley’s Cross-K and Participation Index. For calculating Pearson’s Correlation refer to **Appendix B**.

**Table 1.** Results of co-occurrence measures

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | **Pearson’s Correlation**  **(Partition A)** | **Pearson’s Correlation**  **(Partition B)** | **Support**  **(Partition A**) | **Support (Partition B)** | **Ripley’s Cross-K** | **Participation Index** |
|  | **-1** | **1** | **0** | **0.5** | **2/8 = 0.25** | **½** |
|  | **1** | **-1** | **0.5** | **0** | **2/8 = 0.25** | **½** |
|  | **-1** | **-1** | **0** | **0** | **0/16 = 0** | **0** |

**Q2)** Consider a 4 X 4 square with 16 cells, in a raster dataset as shown below in **Figure 2.** Considering the three different cases/patterns below to calculate the spatial auto-correlation for each of the patterns. For the computation purposes assume that dark boxes have value 1, and white boxes have value 0. Further, assume that the neighborhood of a cell consists of the cells **sharing an edge** with the cell. For example, B and E are neighbors of A.

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1. **(b) (c)**

**Figure 2.** Raster dataset.

**Q2 a)** Moran’s I can be computed as follows I = . Wij is defined as 1 if cells i, and j are neighbors, and 0 otherwise. Show the neighborhood matrix W for the bounded region. (**Note.** The W matrix would be same for all the datasets.)

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  | A | B | C | E | F | G | I | J | K | | A | 0 | 1 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | | B | 1 | 0 | 1 | 0 | 1 | 0 | 0 | 0 | 0 | | C | 0 | 1 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | | E | 1 | 0 | 0 | 0 | 1 | 0 | 1 | 0 | 0 | | F | 0 | 1 | 0 | 1 | 0 | 1 | 0 | 1 | 0 | | G | 0 | 0 | 1 | 0 | 1 | 0 | 0 | 0 | 1 | | I | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 1 | 0 | | J | 0 | 0 | 0 | 0 | 1 | 0 | 1 | 0 | 1 | | K | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 1 | 0 | |  |  |

**Q2 b)** Each element in z matrix is defined as zij = xij – mean(X), where mean(X) is the mean of all values. Compute the z matrix for each dataset.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **A** | **B** | **C** | **E** | **F** | **G** | **I** | **J** | **K** |
| **z(a)** |  |  |  |  |  |  |  |  |  |
| **z(b)** |  |  |  |  |  |  |  |  |  |
| **z(c)** |  |  |  |  |  |  |  |  |  |

**Q2 c) Appendix A** shows a small example to compute Moran’s I value for the 2X2 square with 4 cells. Use the example, to derive the Moran’s I values for the 3X3 square with 9 cells (marked in red) and fill the table below. For the computation you can use MATLAB, or Octave. **Note.** Octave is pre-installed in your lab accounts.

|  |  |  |
| --- | --- | --- |
| **a.** | **b.** | **c.** |
|  |  |  |

**Q3)** Suppose a satellite image classification task at hand is performed with a combination of feature engineering using simplified Normalized Difference Vegetation Index (NDVI) and a decision tree classifier. The Red band (R) and Near-Infrared band (NIR) values for different pixels are shown in Figure 3 (a) and (b).

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| |  |  |  | | --- | --- | --- | | 300 | 280 | 270 | | 310 | 250 | 260 | | 325 | 230 | 285 | | 1. Near-Infrared band | | | | |  |  |  | | --- | --- | --- | | 200 | 200 | 190 | | 190 | 210 | 200 | | 235 | 140 | 215 | | 1. Red band | | | |
| **Figure 3.** Input image bands. | |

**Question (a):** The simplified NDVI is computed as: NDVI𝑠𝑖𝑚 = 𝑁𝐼𝑅 − 𝑅. Consider an Indicator function I(NDVIsim) defined for a pixel *p*:

|  |  |
| --- | --- |
| 𝐼(NDVI𝑠𝑖𝑚(𝑝)) = { | 1; 𝑖𝑓 NDVI𝑠𝑖𝑚(𝑝) > 50 |
| -1; 𝑖𝑓 NDVI𝑠𝑖𝑚 (𝑝) ≤ 50 |

Fill out the following matrices to show the NDVIsim of the image and the results after applying the Indicator function.

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| |  |  |  | | --- | --- | --- | | 100 |  |  | |  |  |  | |  |  |  | | 1. NDVIsim | | | | |  |  |  | | --- | --- | --- | | 1 |  |  | |  |  |  | |  |  |  | | 1. I(NDVIsim) | | | |

**Question (b):** Two pixels are neighbors if they are not disjoint, i.e., their boundaries **touch** or **share** at a point. For example, the pixel at the center of the given image has 8 neighbors. Given a pixel **p** in the NDVIsim result image, denote the collection of its neighbors (excluding itself) as **N(p)**. Consider a spatial auto-correlation function of a pixel **p**: SA(p) = ∑q∈N(p) 𝐼 (𝑝) ∗ 𝐼(𝑞), where \* denotes multiplication of numbers. For example, the top-left pixel has a SA value is 1 as given below. Show the results of SA(p) for other pixels in the image:

|  |  |  |
| --- | --- | --- |
|  |  |  |
|  |  |  |
|  |  |  |
| 1. SA(p) | | |

**Question (c):** Figure 4(a) shows a traditional decision tree (DT) created for this classification task, and

Figure 4(b) shows a spatial decision tree. For example, the top-left pixel (TLP) is classified as vegetation by both decision trees since I(TLP) = 1 and I(TLP)\*SA(TLP) = 1. Show the classification results of applying the two decision trees.

A picture containing object

Description automatically generated

**Figure 4.** Decision tree(s)

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Results:** | |  |  |  | | --- | --- | --- | | V |  |  | |  |  |  | |  |  |  | | 1. Traditional Decision Tree | | | | |  |  |  | | --- | --- | --- | | V |  |  | |  |  |  | |  |  |  | | (b) Spatial Decision Tree | | | |

**Question 4**. A ski athlete wants to estimate his position P through 3D triangulation. The athlete uses the following knowledge to estimate the position. **1.** Positional knowledge of two consecutive chairlift stations (L1, L2), and **2.** A theodolite [1] to estimate the angle () between each of the stations. 3D triangulation uses two 2D triangulation to compute the position. The following figures are from slide #27 on positioning, that shows the formulation of two 2D triangulations. (**Note:** sin-1(0.78) = 0.89 radians, or 51.26 degrees. cos(0.89) = 0.63).

There are two construction(s).

**1.** As shown in Figure 4 ~~b~~ c. **PC** is the line perpendicular to line L1L2.

**2.** As shown in Figure 4 ~~c~~ d. (L1’, L2’, C’) are the xy plane projections of (L1, L2, C).

**A close up of a map

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**(a)**

**(d)**

**(c)**

**(b)**

**Figure 4.** 3D Triangulation using two 2D triangulation.

Using the following numerical values estimate the position of the athlete.

|  |  |  |  |
| --- | --- | --- | --- |
| **Coordinates of L1** (x, y, z) | **Coordinates of L2** (x, y, z) | **Angle (L1P, L1L2)** | **Angle (L2P, L1L2)** |
| (0, 12, 100) | (0, 72, 25) | 60° | 60° |

**Question 5**.

Three sound recorders in city streets recorded sound of a gunshot at 4:05:29 PM, 4:05:30 PM, and 4:05:31 PMrespectively. According to the flash light of the gunshot detected by recorders, this gunshot occurred at 4:05:28.500 PM. The locations of these three recorders are (0, 0), (0, 400 meters), and (990.1690 meters, 0), respectively. The speed of sound is 340 meters / second. (Assume that all the recorders and the gunshot are on a two-dimensional plane).

**Q5a)** Determine the exact position of the gunshot. Justify the answer by showing the intermediate calculations.

**Q5b)** Now suppose we do NOT have the third sound recorder at (990.1690 meters, 0). Can we still determine the exact position of the gun shot? Justify your answer.

**Q5c)** Now suppose we do NOT have the third sound recorder at (990.1690 meters, 0). And, we do NOT know the time when the gunshot happened. Give all the possible locations where this gunshot happened.

**Appendix A.**

|  |  |
| --- | --- |
| A | B |
| C | D |

**W**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | A | B | C | D |
| A | 0 | 1 | 1 | 0 |
| B | 1 | 0 | 0 | 1 |
| C | 1 | 0 | 0 | 1 |
| D | 0 | 1 | 1 | 0 |

**Row Normalized W**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | A | B | C | D |
| A | 0 | 0.5 | 0.5 | 0 |
| B | 0.5 | 0 | 0 | 0.5 |
| C | 0.5 | 0 | 0 | 0.5 |
| D | 0 | 0.5 | 0.5 | 0 |

**zT**

|  |
| --- |
| 0.5 |
| -0.5 |
| -0.5 |
| 0.5 |

A screenshot of a cell phone

Description automatically generated

**Appendix B.**

