Step 1 – Generate you feature vectors

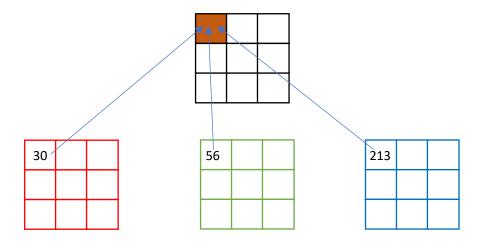
Each RGB image provided in the training set is a matrix of size 24 x 24 x 3. In other words, each image contains:

- One matrix for **RED** intensities of size 24 x 24 x 1
- One matrix for **GREEN** intensities of size 24 x 24 x 1
- One matrix for **BLUE** intensities of size 24 x 24 x 1

In RGB images each pixel is created by the combination of different amounts of red, green and blue. These amounts (intensities) can take values from 0 to 255.

Example:

Consider RGB images of 3 x 3 pixels. The final color that we observe in a pixel is a combination of red, green and blue



Possible features you can use:

- Smallest amount of red in the image (R min)
- Mean of red values in the whole image (R_mean)
- Smallest amount of green in the image (G min)
- Mean of green values in the whole image (G mean)
- Smallest amount of **blue** in the image (B min)
- Mean of blue values in the whole image (B mean)

Step 2 – Calculate parameters θ , μ_0 , μ_1 , Σ

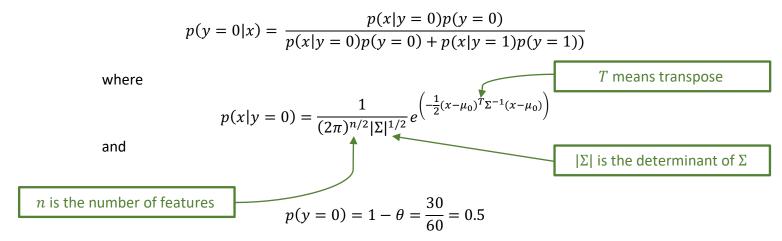
See these calculations on page 9 of the slides.

Check also the Excel file where I explain how you make these calculations.

Step 3 - Test your Gaussian classifier using the Bayes rule

See the Bayes rule on page 5 of the slides.

Once you have calculated parameters θ , μ_0 , μ_1 , Σ you calculate the probability of an image x to belong to class 0, which is p(y = 0|x):



Then you calculate the probability that the image x belongs to class 1, which is p(y=1|x):

$$p(y = 1|x) = \frac{p(x|y = 1)p(y = 1)}{p(x|y = 0)p(y = 0) + p(x|y = 1)p(y = 1)}$$

where

$$p(x|y=1) = \frac{1}{(2\pi)^{n/2}|\Sigma|^{1/2}} e^{\left(-\frac{1}{2}(x-\mu_1)^T \Sigma^{-1}(x-\mu_1)\right)}$$

and

$$p(y=1) = \theta = \frac{30}{60} = 0.5$$

The final decision/classification depends on the largest probability:

If
$$p(y = 1|x) > p(y = 0|x)$$

the image x represents an image with a parasite (class 1)

Otherwise

it is an image without a parasite (class 0)