

Principles of Machine Learning: Exercise 1

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Name 4-6

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test

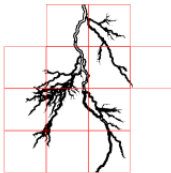
Fractal dimensions

- 1 Binarize the image
- 2 Partition the image into 2^l boxes for $l = 1, \dots, L - 2$,
- 3 Calculate the fractal dimension using linear regression

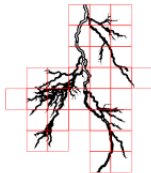
$$D \cdot \log\left(\frac{1}{s_l}\right) + b = \log(n_l)$$



$$s_l = \frac{1}{2}, n_l = 4$$



$$s_l = \frac{1}{4}, n_l = 12$$



$$s_l = \frac{1}{8}, n_l = 32$$



$$s_l = \frac{1}{16}, n_l = 94$$

...

Implementation: Box counting

```
def box_counting(img):  
    w, h = img.shape  
    n_ls = []  
    # l runs from 1 to 9-2 =7  
    for l in range(1,8):  
        s_l = 1/2**l  
        # get box sizes  
        box_sizeW = s_l * w  
        box_sizeH = s_l * h  
        n_l=0  
        #each l has 2**l boxes  
        for box_w in range(0,(2**l)):  
            for box_h in range(0,(2**l)):  
                #check if any value in the box is equal 1.  
                #If so increment n_l by one  
                if (np.any(img[int(box_w * box_sizeW):int((box_w+1) * box_sizeW),\  
                             int(box_h * box_sizeH): int((box_h+1) * box_sizeH)]\  
                    ==1)):
```

Implementation: Calculating the fractal dimension

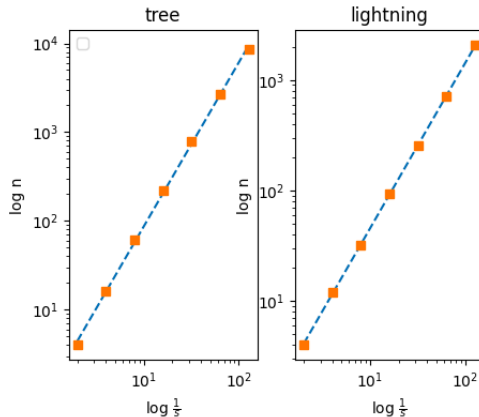
```
def slope(n_l):  
    inverted_s_l=[2**l for l in range(1,8)]  
    matX=np.vander(np.log(inverted_s_l),2,increasing=True)  
    b,D=la.lstsq(matX, np.log(n_l),rcond=None)[0]  
    return b,D
```

where `np.vander` generates the Vandermonde matrix

$$V = \begin{bmatrix} 1 & \log(2^1)^1 \\ 1 & \log(2^2)^1 \\ \vdots & \vdots \\ 1 & \log(2^{L-2})^1 \end{bmatrix}$$

Results

- ① Fractal dimension
 - Tree: ≈ 1.846
 - Lightning: ≈ 1.493
- ② The fractal dimension of the image “lightning.png” is higher



Learnings

- ① Fractal dimensions
- ② Fractal dimensions as a least squares problem using box counting
- ③ Application of least squares to a wider class of problems