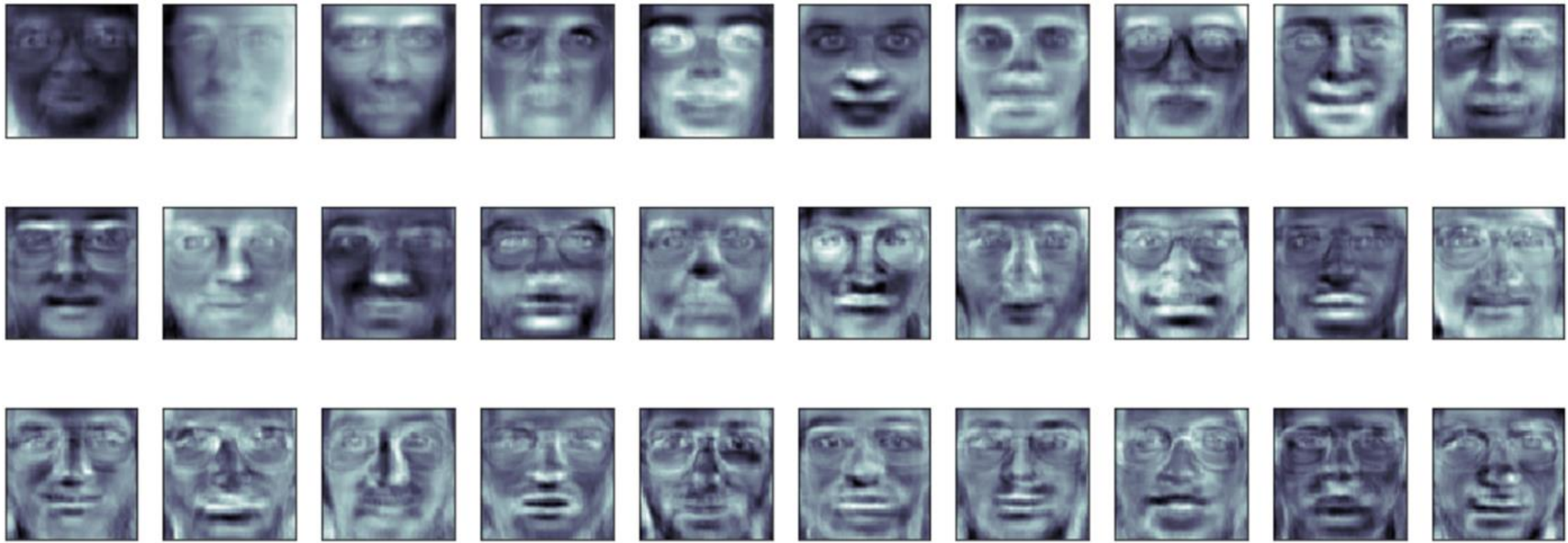
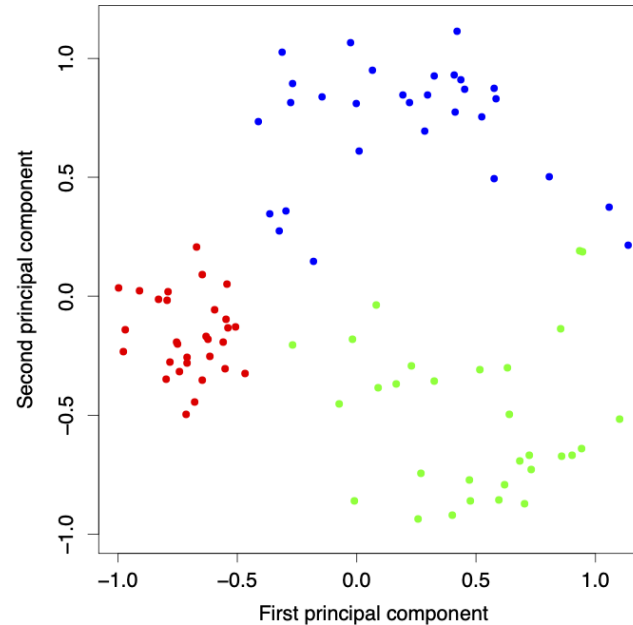
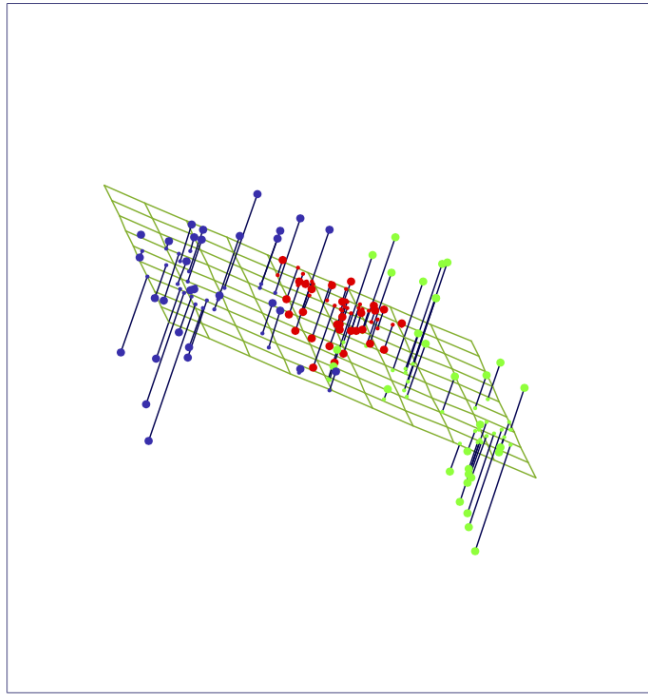


# IMAGE CLASSIFICATION IN MACHINE LEARNING

The applications of PCA in two cases



Application of Principal Component Analysis (PCA)  
in Face Recognition  
-the so called *eigenface*

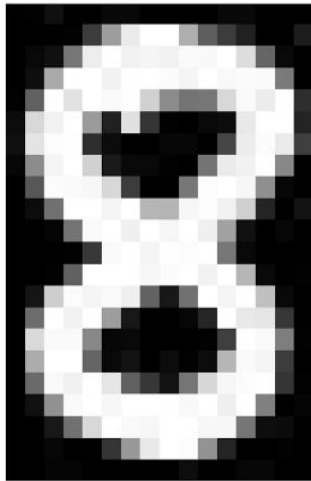


# A Quick Review on PCA

- In general, PCA, as an **unsupervised** statistical machine learning method, is used to **reduce dimension** and to simplify the model. In the case of face recognition, we can accomplish the goal by PCA alone through finding *Eigenfaces*.

- According to *Wikipedia*, PCA is a **statistical procedure** that uses an **orthogonal transformation** to convert a set of observations of possibly correlated variables (entities each of which takes on various numerical values) into a set of values of **linearly uncorrelated variables** called **principal components**.

# Step 0: Some Background Introduction: How an image is stored in a computer?



0	2	15	0	0	11	10	0	0	0	0	9	9	0	0	0
0	0	0	4	60	157	236	255	255	177	95	61	32	0	0	29
0	10	16	110	238	255	244	245	243	250	249	255	222	103	10	0
0	14	170	255	255	244	254	255	253	245	255	249	253	251	124	1
2	98	255	228	255	251	254	211	141	116	172	215	251	238	255	49
13	217	243	255	155	33	226	52	2	0	10	13	232	255	255	36
16	229	252	254	49	12	0	0	7	7	0	70	237	252	235	62
6	141	245	255	212	25	11	9	3	0	115	236	243	255	137	0
0	87	252	250	248	215	60	0	1	121	252	255	248	144	6	0
0	13	113	255	255	245	255	182	181	248	252	242	208	36	0	19
1	0	5	117	251	255	241	255	247	255	241	162	17	0	7	0
0	0	0	4	58	251	255	246	254	253	255	120	11	0	1	0
0	0	4	97	255	255	255	248	252	255	244	255	182	10	0	4
0	22	206	252	246	251	241	100	24	113	255	245	255	194	9	0
0	111	255	242	255	158	24	0	0	6	39	255	232	230	56	0
0	218	251	250	137	7	11	0	0	2	62	255	250	125	3	0
0	173	255	255	101	9	20	0	13	3	13	182	251	245	61	0
0	107	251	241	255	230	98	55	19	118	217	248	253	255	52	4
0	18	146	250	255	247	255	255	255	249	255	240	255	129	0	5
0	0	23	113	215	255	250	248	255	255	248	248	118	14	12	0
0	0	6	1	0	52	153	233	255	252	147	37	0	0	4	1
0	0	5	5	0	0	0	0	14	1	0	6	6	0	0	0

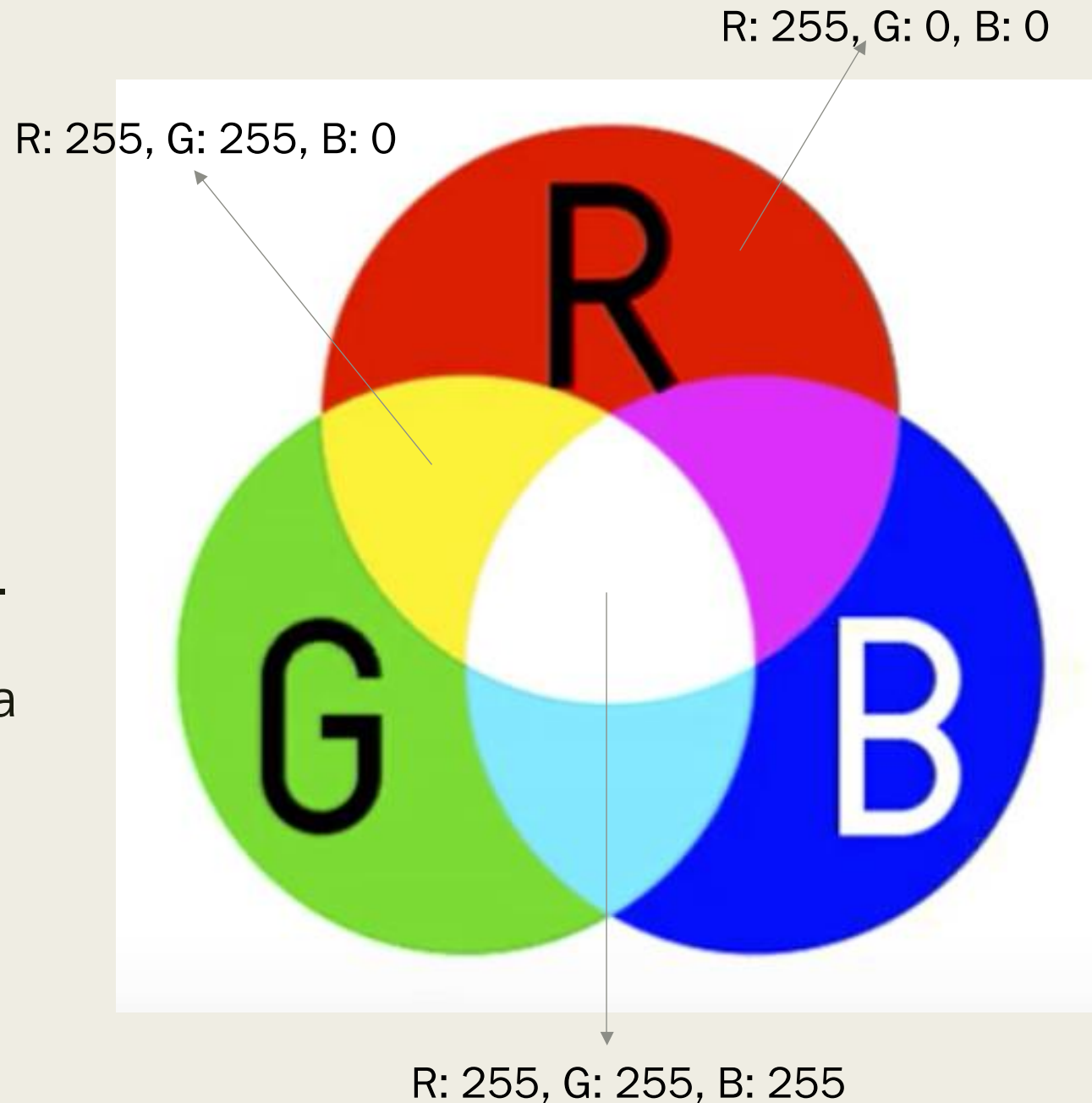
0	2	15	0	0	11	10	0	0	0	0	9	9	0	0	0
0	0	0	4	60	157	236	255	255	177	95	61	32	0	0	29
0	10	16	119	238	255	244	245	243	250	249	255	222	103	10	0
0	14	170	255	255	244	254	255	253	245	255	249	253	251	124	1
2	98	255	228	255	251	254	211	141	116	172	215	251	238	255	49
13	217	243	255	155	33	226	52	2	0	10	13	232	255	255	36
16	229	252	254	49	12	0	0	7	7	0	70	237	252	235	62
6	141	245	255	212	25	11	9	3	0	115	236	243	255	137	0
0	87	252	250	248	215	60	0	1	121	252	255	248	144	6	0
0	13	113	255	255	245	255	182	181	248	252	242	208	36	0	19
1	0	5	117	251	255	241	255	247	255	241	162	17	0	7	0
0	0	0	4	58	251	255	246	254	253	255	120	11	0	1	0
0	0	4	97	255	255	255	248	252	255	244	255	182	10	0	4
0	22	206	252	246	251	241	100	24	113	255	245	255	194	9	0
0	111	255	242	255	158	24	0	0	6	39	255	232	230	56	0
0	218	251	250	137	7	11	0	0	2	62	255	250	125	3	0
0	173	255	255	101	9	20	0	13	3	13	182	251	245	61	0
0	107	251	241	255	230	98	55	19	118	217	248	253	255	52	4
0	18	146	250	255	247	255	255	255	249	255	240	255	129	0	5
0	0	23	113	215	255	250	248	255	255	248	248	118	14	12	0
0	0	6	1	0	52	153	233	255	252	147	37	0	0	4	1
0	0	5	5	0	0	0	0	14	1	0	6	6	0	0	0

## ■ Pixels

Each picture is composed by many small squares called “**pixels**”, which is generally the color information. For a black and white image, the range for one pixel is usually **0-255**, where 0 stands for pure white and 255 stands for pure black. Grey is the middle stage. Thus, we call this grey scale.

# ■ Color

All the different colors, considered by the computer, are composed from three base colors – red, green, and blue (**RGB**). Each of the three colors is stored in the computer as a number from 0 to 255. Now, we have three layers of color information for each pixel, if it is a colored image.





# ■ Change color to greyscale

Color information don't help identify the edges and more features. For many reasons, we will **convert color to greyscale** firstly, the information we need to deal with is only 1/3 compared to before. The simplest approach is  $(R+G+B) / 3$ .

## Three algorithms for converting color to grayscale

### ▶ GIMP Software

- ▶ The lightness method averages the most prominent and least prominent colors:

$$(\max(R, G, B) + \min(R, G, B)) / 2$$

- ▶ The average method simply averages the values:

$$(R + G + B) / 3$$

- ▶ Luminosity Method- We're more sensitive to green than other colors, so green is weighted most heavily. The formula for luminosity is

$$0.21 R + 0.72 G + 0.07 B$$

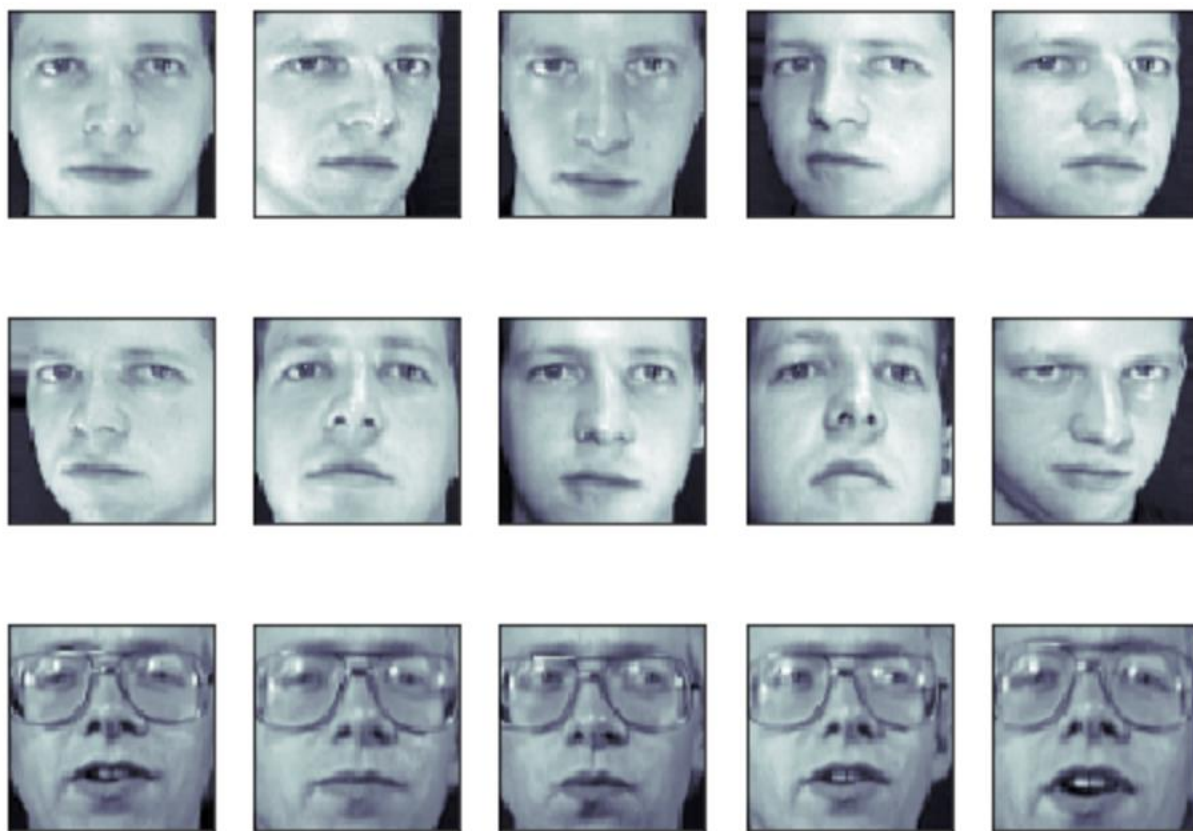
### ▶ Used By OpenCV

$$0.299 R + 0.587 G + 0.114 B$$

[https://www.youtube.com/watch?v=jDduLfZJMGY&list=PLgWKOWHJIDUM\\_cog-ujJgYoRCJ6LcAhtU](https://www.youtube.com/watch?v=jDduLfZJMGY&list=PLgWKOWHJIDUM_cog-ujJgYoRCJ6LcAhtU)

# Step 1: Preprocessing of the image matrix and preparing the “single” image matrix

- **Localized** and **scaled to a common size**
- The algorithm to do so is beyond our discussion and should be considered more professionally by computer science majors.



Data Source: (known as **LFW**)  
Gary B. Huang, Manu  
Ramesh, Tamara Berg, and Erik  
Learned-Miller.  
*Labeled Faces in the Wild: A  
Database for Studying Face  
Recognition in Unconstrained  
Environments. University of  
Massachusetts, Amherst, Technical  
Report 07-49, October 2007.*

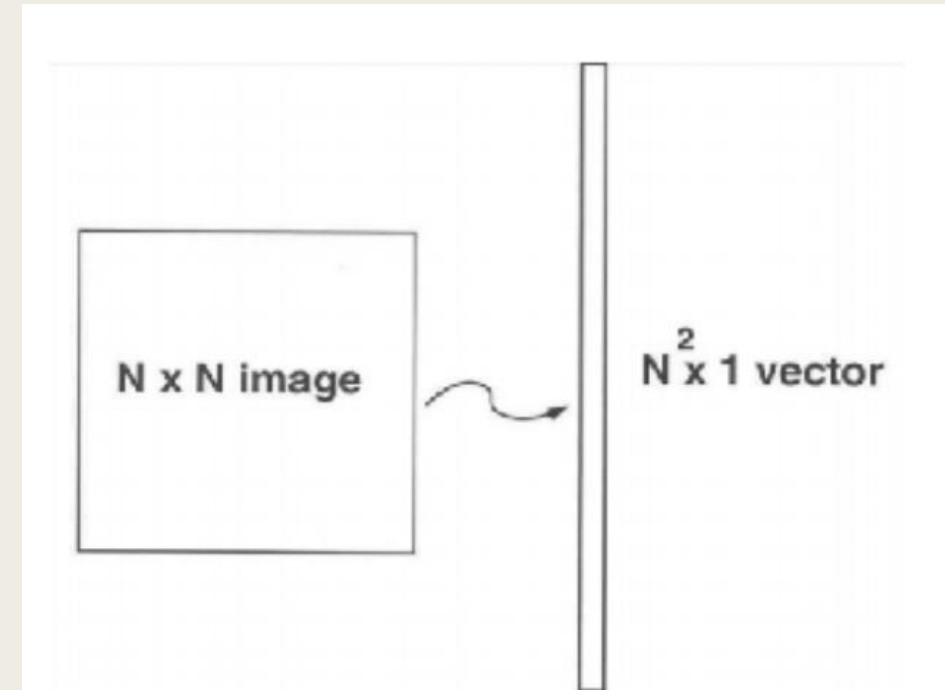
## Step 2: Basic data manipulation

- Denote a **single image matrix** as  $A = \begin{bmatrix} \dots \\ \vdots \\ \dots \end{bmatrix}^{N \times N}$ .

- Convert it to **a face vector**  $x = \begin{bmatrix} \end{bmatrix}^{N^2 \times 1}$

- Suppose we have  $T$  training images, then we put all the face vectors together in **an image matrix**

$$X = [x_1 \quad x_2 \quad \dots \quad x_T] = \begin{bmatrix} \dots \\ \vdots \\ \dots \end{bmatrix}^{N^2 \times T}.$$





## Step 3: Computing and subtracting the “mean” face

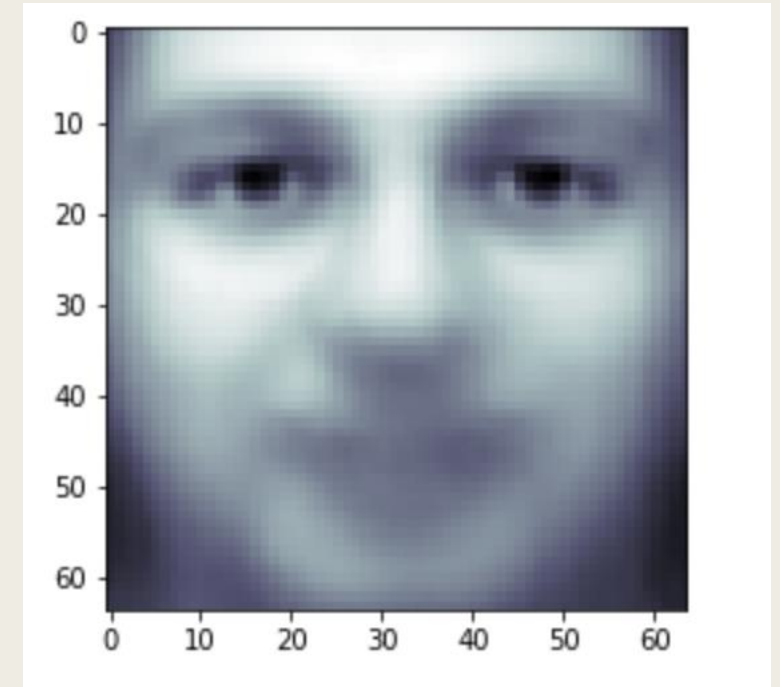
- Then we compute our mean face by simply find the “average” face:

$$\mu = \frac{1}{T} \begin{bmatrix} \sum_{i=1}^T x_{i1} \\ \sum_{i=1}^T x_{i2} \\ \vdots \\ \sum_{i=1}^T x_{N^2-1} \end{bmatrix}^{N^2 \times 1}$$

- We subtract the mean face from image matrix  $X$  to get a matrix that I call it a **normalized image matrix (NIM)**

$$M = [m_1 \quad m_2 \quad \cdots \quad m_T], \text{ where } m_i = x_i - \mu$$

\*Note: We focus on the deviations of each face from the mean face.



## Step 4: Finding bases by finding eigenvectors of the covariance matrix of the NIM

- According to linear algebra, we know that we can find bases for our matrix  $M$  by **finding eigenvectors of the covariance matrix** of it.
- Each eigenvector is obtained in the direction of maximum variation.
- The covariance matrix of  $M$  is given as

$$C = MM^T = \frac{1}{T} \sum_{i=1}^T \mathbf{m}_i \mathbf{m}_i^T = [ \quad ]^{N^2 \times N^2},$$

which is usually very large, i.e. when  $N=64$ , the dimension of  $C$  would be  $4096 \times 4096$ .

# Step 5: Singular Value Decomposition of NIM

$$\begin{matrix}
 \begin{matrix} \text{Grid} \\ \mathbf{M} \\ m \times n \end{matrix} & = & \begin{matrix} \text{Grid} \\ \mathbf{U} \\ m \times m \end{matrix} & \begin{matrix} \text{Grid} \\ \mathbf{\Sigma} \\ m \times n \end{matrix} & \begin{matrix} \text{Grid} \\ \mathbf{V}^* \\ n \times n \end{matrix} \\
 \\
 \begin{matrix} \text{Grid} \\ \mathbf{U} \end{matrix} & & \begin{matrix} \text{Grid} \\ \mathbf{U}^* \end{matrix} & = & \begin{matrix} \text{Grid} \\ \mathbf{I}_m \end{matrix} \\
 \\
 \begin{matrix} \text{Grid} \\ \mathbf{V} \end{matrix} & & \begin{matrix} \text{Grid} \\ \mathbf{V}^* \end{matrix} & = & \begin{matrix} \text{Grid} \\ \mathbf{I}_n \end{matrix}
 \end{matrix}$$

Usually, we would find the SVD of  $M$ ,  **$M = U\Sigma V^*$** , where  $U$  is the matrix composed by eigenvectors of covariance matrix of  $M$ , and  $U$  should have a dimension of  $N^2 * N^2$ .

However, it is neither practical nor time-efficient to do such a huge computation.

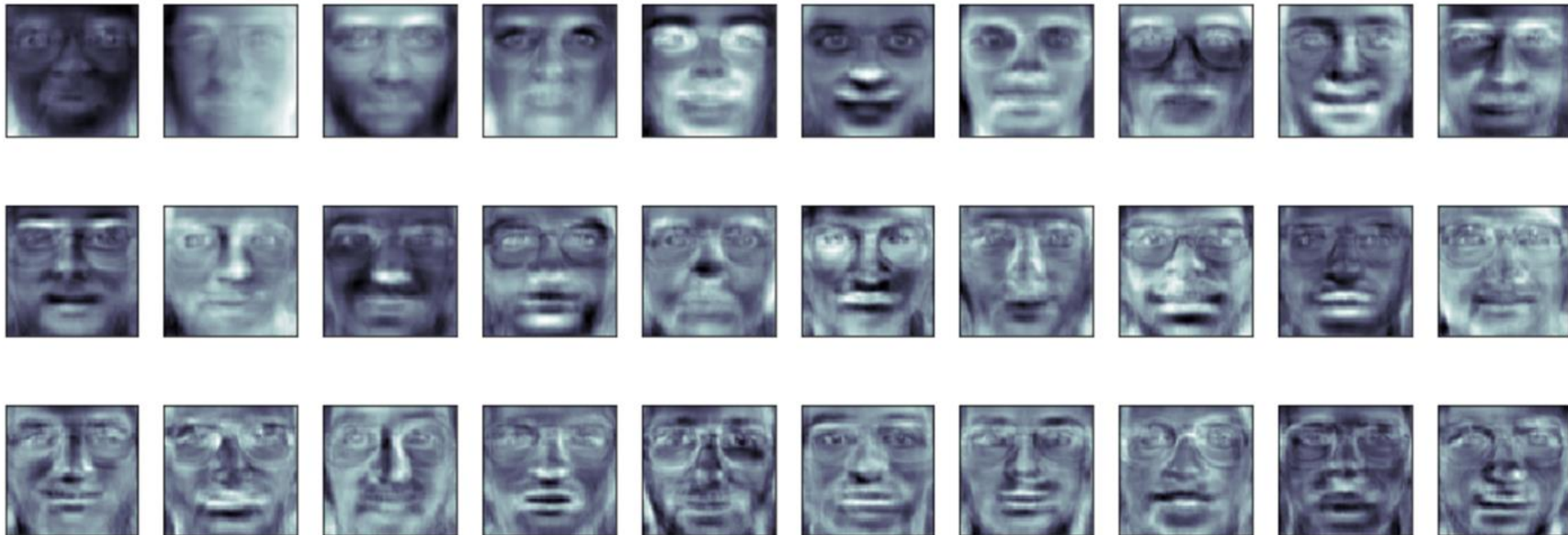
## Step 6: Practical approach

- In practice, we would consider **computing the eigenvectors of  $M^T M$  instead of  $MM^T$** , so we are dealing with a dimension of  **$T \times T$**  instead of  $N^2 \times N^2$ . It is supported by the theorem that  $MM^T$  and  $M^T M$  have the same eigenvalues and their eigenvectors are related.
- Since the first eigenvector is the direction of highest variance, to obtain 90% of the variation in the data, we only need  $p$  eigenvectors, where  **$p \ll T \ll N^2$** . We can achieve this goal when adding the corresponding eigenvalues until it reaches 90% of the sum of the eigenvalues.

- Then we choose the first  $p$  eigenvectors of  $C$ , putting these eigenvectors to  $U_p$ , we obtain the new bases matrix

$$U_p = \begin{bmatrix} u_{11} & u_{12} & \cdots & u_{1p} \\ & & \ddots & \\ u_{N^2 1} & u_{N^2 2} & \cdots & u_{N^2 p} \end{bmatrix}^{N^2 \times p} = [\mathbf{u}_1 \quad \mathbf{u}_2 \quad \cdots \quad \mathbf{u}_p].$$

- We call each  $\mathbf{u}_j$  an **eigenface**,  $1 \leq j \leq p$ .





# Step 7: Representing faces onto this basis = Representing faces in a combination of eigenfaces

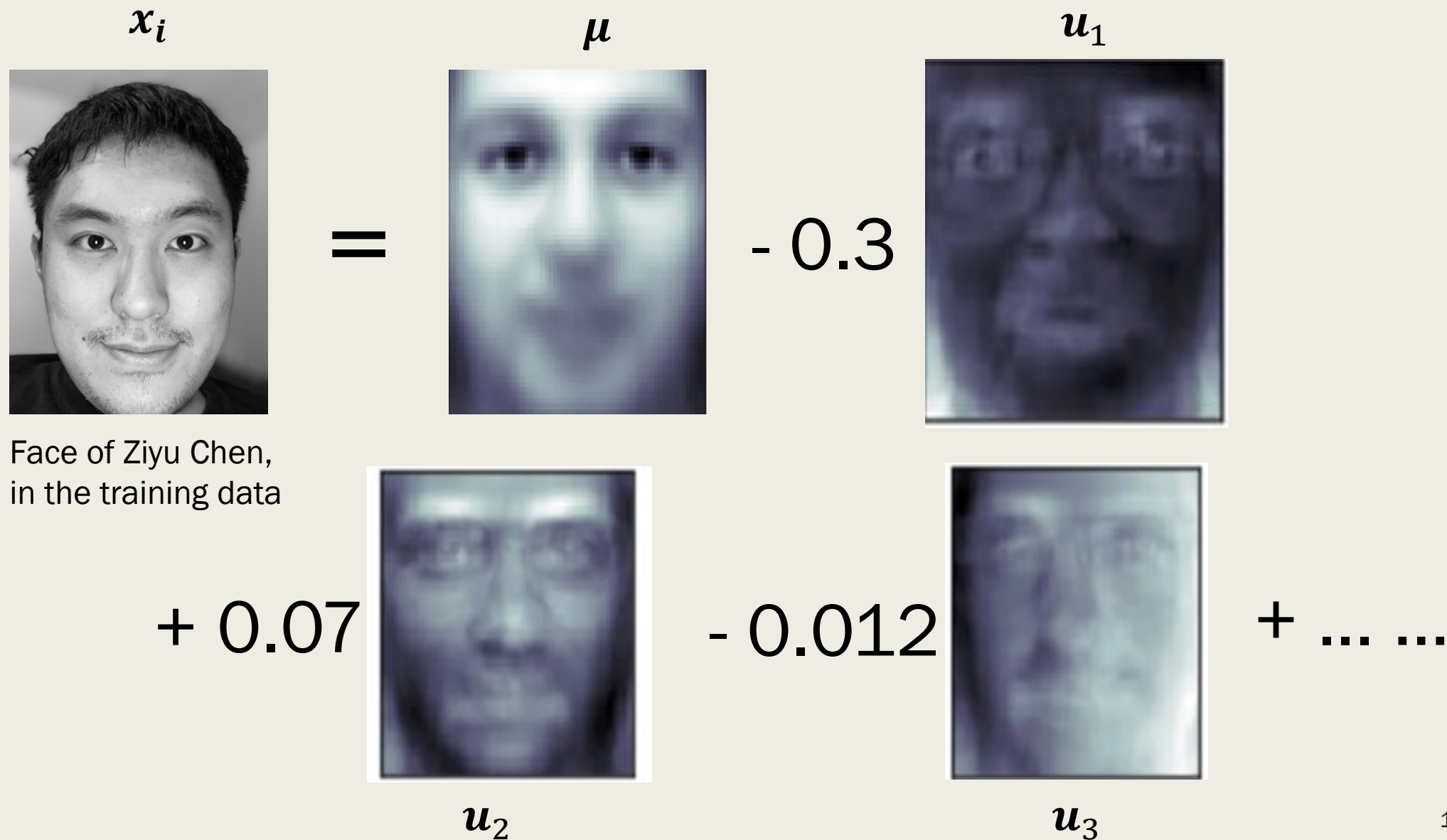
- Then we can get our NIM projected on a new coordinated given by the basis. The projected NIM onto eigenspace is given as

$$M^* = U_p^T M = \begin{bmatrix} \cdots \\ \vdots \\ \cdots \end{bmatrix}^{p \times T} = [\mathbf{w}_1 \quad \mathbf{w}_2 \quad \cdots \quad \mathbf{w}_T], \text{ where } \mathbf{w}_i = \begin{bmatrix} w_{1i} \\ w_{2i} \\ \vdots \\ w_{pi} \end{bmatrix}.$$

- $\mathbf{w}_i = U_p^T \cdot \mathbf{m}_i$  and then  $\mathbf{m}_i = U_p \mathbf{w}_i$
- Finally, we can express our original image matrix  $x_i = \mu + \mathbf{m}_i = \mu + w_{1i}\mathbf{u}_1 + w_{2i}\mathbf{u}_2 + \cdots + w_{pi}\mathbf{u}_p = \mu + \sum_{j=1}^p w_{ji}\mathbf{u}_j$ , where  $w_{ji} = \mathbf{u}_j^T \mathbf{m}_i$ .

- **Your face = Mean Face + A linear Combination of Eigenfaces**

# Illustration(Only For Fun)

$$\begin{array}{ccccccc} x_i & & \mu & & u_1 & & \\ \text{Face of Ziyu Chen,} & = & & - 0.3 & & & \\ \text{in the training data} & & & & & & \\ & + 0.07 & & - 0.012 & & + \dots \dots & \\ & & u_2 & & u_3 & & \end{array}$$


# Step 8: Recognizing an unknown face



Convert the input matrix  $A^*$  to a face vector  $x^*$

Normalize the vector by subtracting the mean face

$$m = x^* - \mu$$

Project the normalized face vector onto the eigenspace

$$\hat{m} = \sum_{i=1}^p w_i u_i \quad (w_i = u_i^T m)$$

Obtain weight vector

$$w = \begin{bmatrix} w_1 \\ w_2 \\ \vdots \\ w_p \end{bmatrix}$$

Calculate distance between input weight vector and all the weight vectors in the training set

$$d = \min_l \|W - W^l\|$$

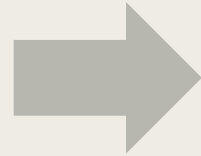
An unknown  
test photo



Recognized as Ziyu



A face in training  
set.



If  $d < \text{Threshold}$ ?

YES

NO

NO. Unknown  
person.

# Advanced models usually constructed with PCA

- In the **method of feature dimension reduction**, the Principal Component Analysis is the most classic and practical technology, especially in the image recognition field.
- *Linear Discriminant Analysis (LDA)*: LDA is a well-known **supervised** algorithm that used in statistics, pattern recognition and machine learning to find a linear discriminant to best separate two or more classes. The method of using LDA in face recognition is usually referred as Fisher Face.

Method	Prediction Accuracy
SVM	0.84
PCA+SVM	0.94
LDA	0.99
PCA+LDA	0.97



Here are the classes in the dataset, as well as 10 random images from each:

**airplane**



**automobile**



**bird**



**cat**



**deer**



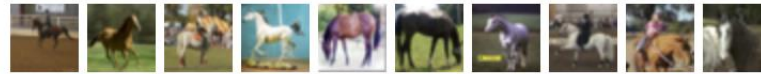
**dog**



**frog**



**horse**



**ship**



**truck**



# Application of Principal Component Analysis (PCA) in Object Classification -with CIFAR 10 dataset

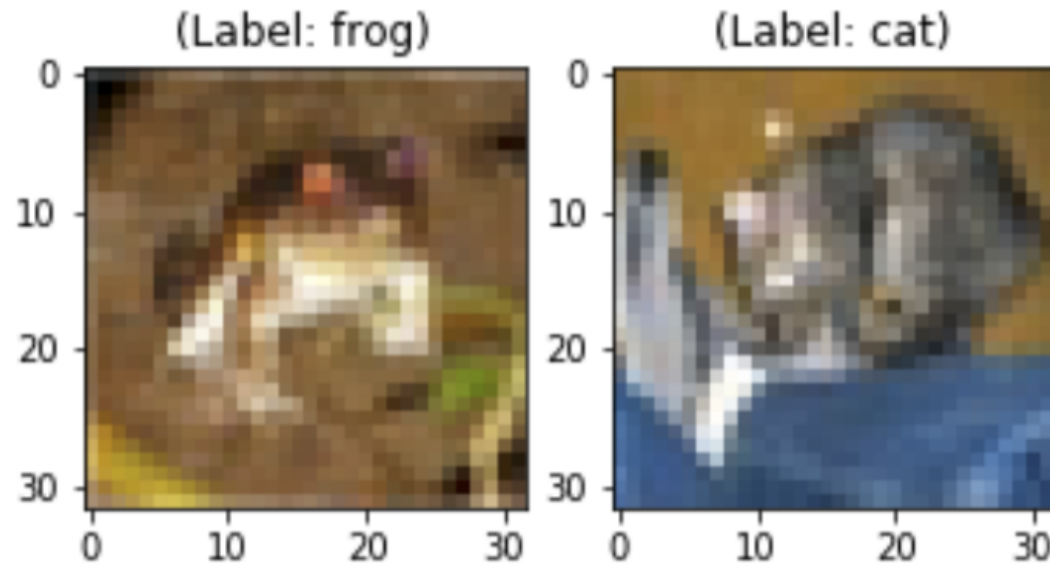
```
[9]: plt.figure(figsize=[5,5])

# Display the first image in training data
plt.subplot(121)
curr_img = np.reshape(x_train[0], (32,32,3))
plt.imshow(curr_img)
print(plt.title("(Label: " + str(label_dict[y_train[0][0]]) + ")"))

# Display the first image in testing data
plt.subplot(122)
curr_img = np.reshape(x_test[0], (32,32,3))
plt.imshow(curr_img)
print(plt.title("(Label: " + str(label_dict[y_test[0][0]]) + ")"))
```

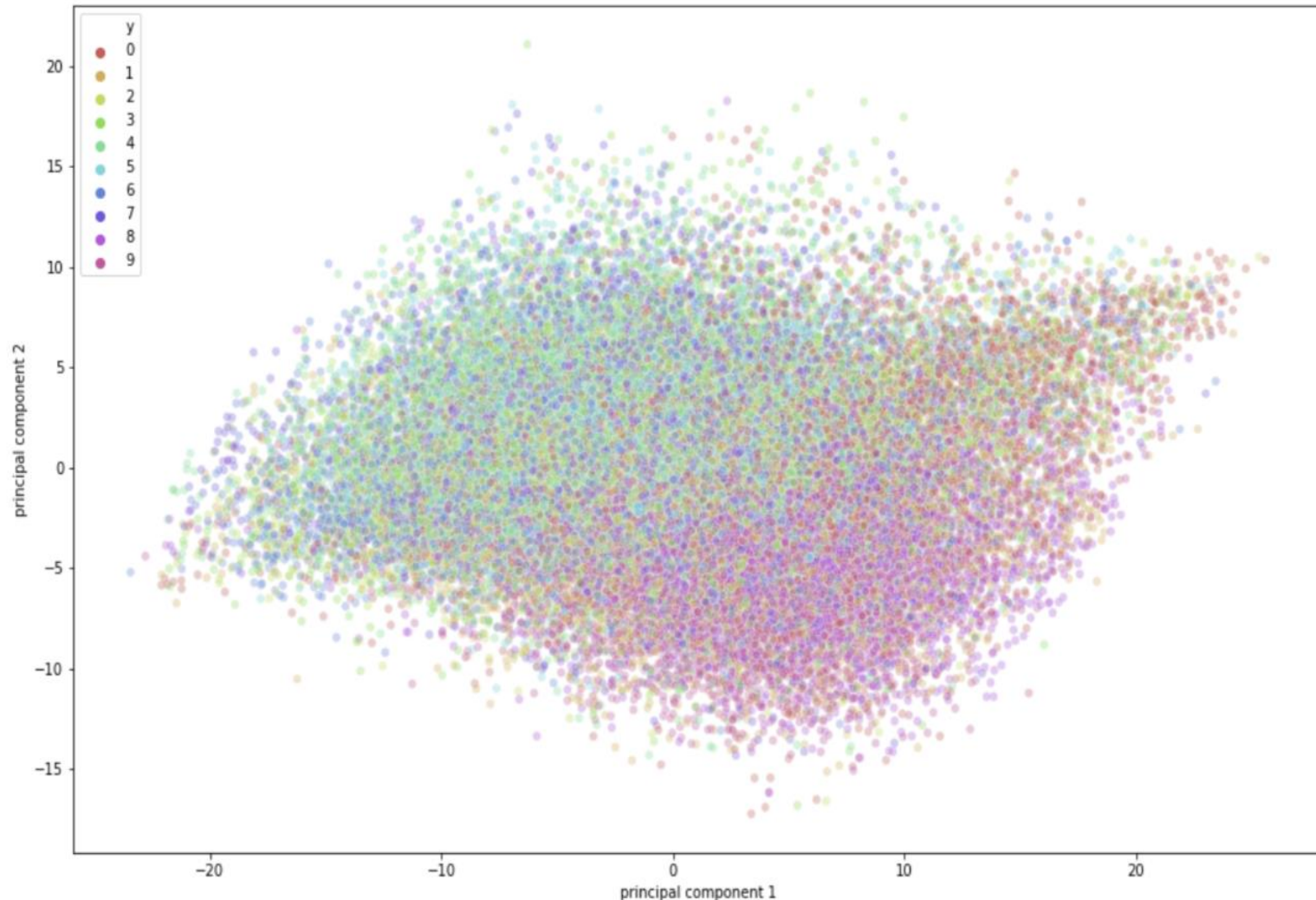
Text(0.5, 1.0, '(Label: frog)')

Text(0.5, 1.0, '(Label: cat)')



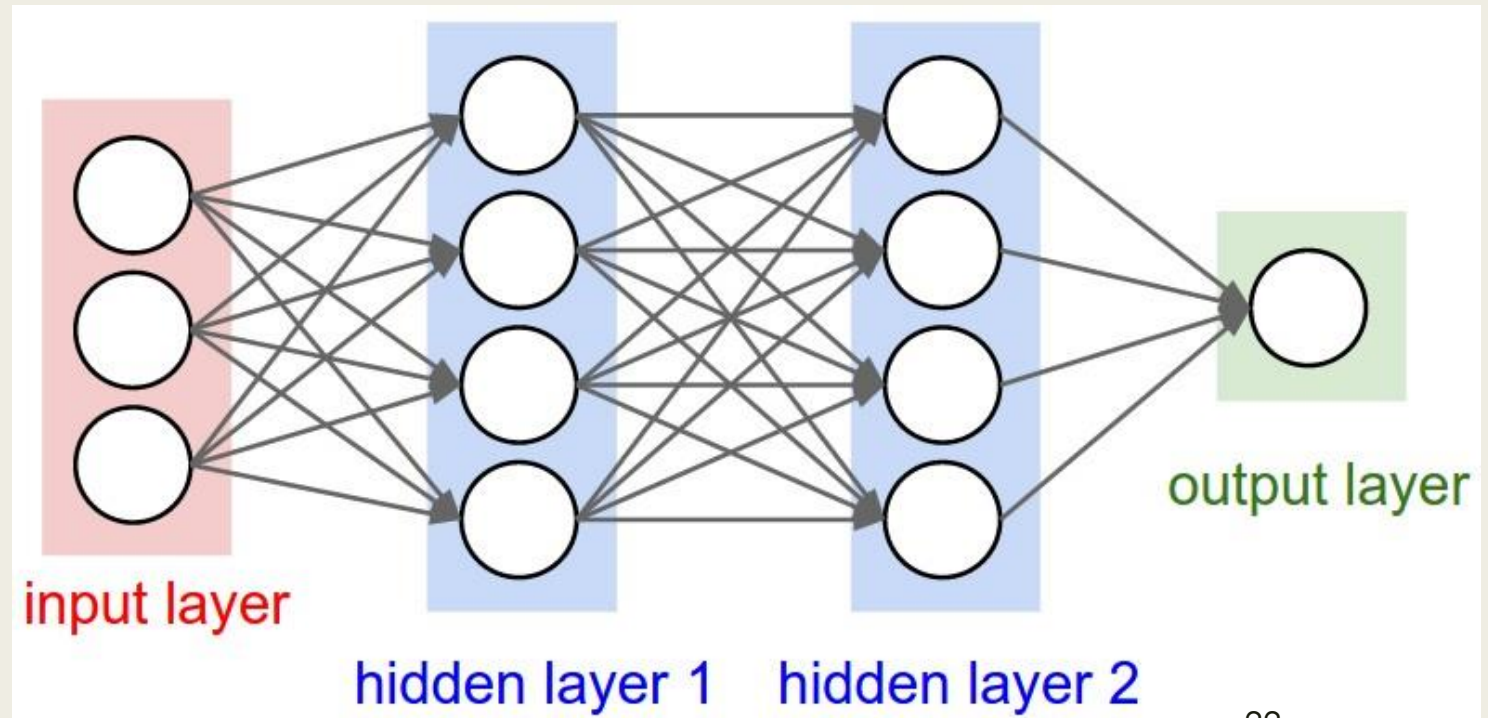
# Visualizing PCA by only two components

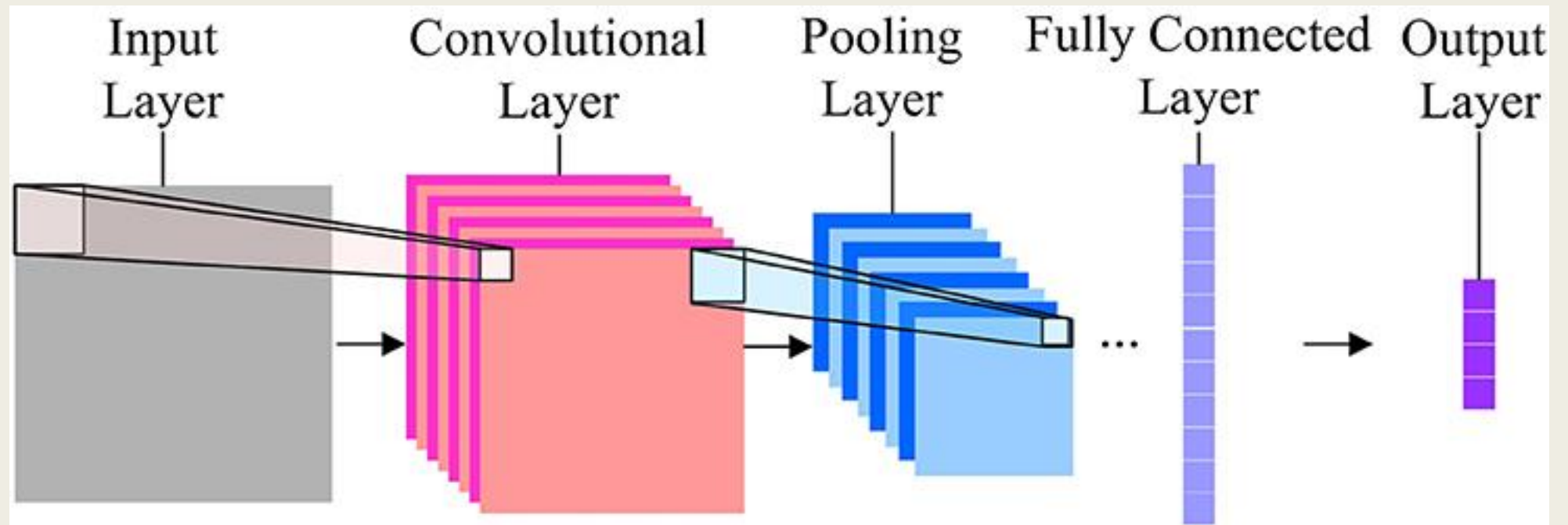
- However, lose a lot of variance, only **40.33%** of variation explained.
- In real cases, we acquire a data explained rate = **90%**, which requires **99 components instead of 3072**.



# Using reduced dimension data for Convolutional Neural Network (CNN)

- Will not be introduced with details, since CNN is usually considered as a computer science approach, optimizing the algorithm by backward selection according to gradient.
- CNN itself is a technique of classifying images as a part of deep learning.







# PCA to improve efficiency

- Using 99 components instead of 3072,

```
Train on 50000 samples, validate on 10000 samples
Epoch 1/20
50000/50000 [=====] - 19s 379us/step - loss: 1.6362 -
accuracy: 0.4200 - val_loss: 1.4266 - val_accuracy: 0.4995
Epoch 2/20
50000/50000 [=====] - 16s 323us/step - loss: 1.3200 -
accuracy: 0.5322 - val_loss: 1.3290 - val_accuracy: 0.5343
Epoch 3/20
50000/50000 [=====] - 15s 308us/step - loss: 1.1433 -
accuracy: 0.5928 - val_loss: 1.3343 - val_accuracy: 0.5363
Epoch 4/20
```

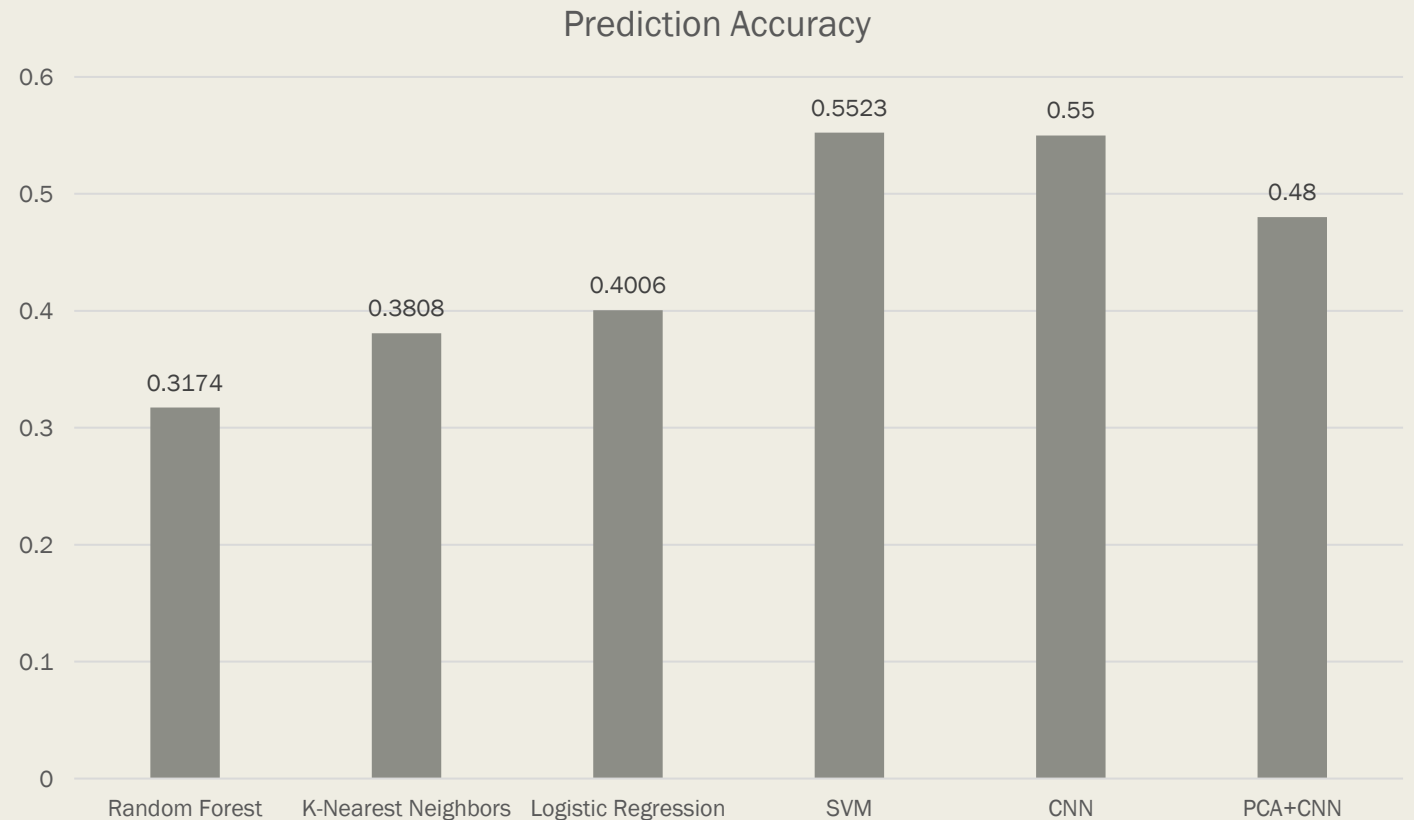
PCA+CNN

```
50000/50000 [=====] - 37s 738us/step - loss: 2.1749 -
accuracy: 0.2377 - val_loss: 1.9239 - val_accuracy: 0.2994
Epoch 2/20
50000/50000 [=====] - 45s 906us/step - loss: 1.8457 -
accuracy: 0.3350 - val_loss: 1.8519 - val_accuracy: 0.3459
Epoch 3/20
50000/50000 [=====] - 39s 778us/step - loss: 1.7539 -
accuracy: 0.3697 - val_loss: 1.7713 - val_accuracy: 0.3614
Epoch 4/20
```

CNN

# Comparing the accuracy given by classical statistical approach

Method	Prediction Accuracy
Random Forest	0.3174
K-Nearest Neighbors	0.3808
Logistic Regression	0.4006
SVM	0.5523
CNN	0.5500
PCA+CNN	0.48



# Future study:

- Combination of PCA, LDA, SVM, KNN, CNN, more advanced neural network methods would change both **model accuracy** and **model efficiency**.
- How to put these methods together, in which order should we use this method, and many other questions are waiting to be answered. Latest research is in this field.

Thank you for listening.