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# INF 5300

## Introduction

### Repetition

#### of lectures by Anne

30.5.2013

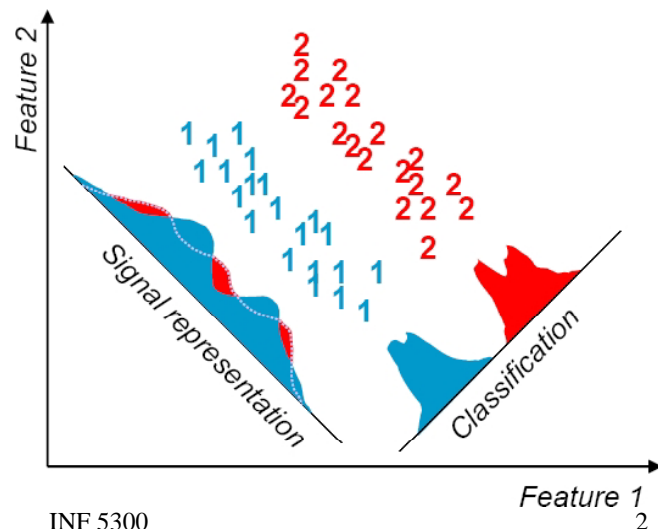
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1

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## Signal representation vs classification

- Principal components analysis (PCA)
  - - signal representation, unsupervised
  - Minimize the mean square representation error
- Linear discriminant analysis (LDA)
  - -classification, supervised
  - Maximize the distance between the classes



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Feature 1  
2

# Mean square error approximation

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- $x$  can be expressed as a combination of all  $N$  basis vectors:

$$x = \sum_{i=0}^{N-1} y(i)a_i, \text{ where } y(i) = a_i^T x$$

- An approximation to  $x$  is found by using only  $m$  of the basis vectors:

$$\hat{x} = \sum_{i=0}^{m-1} y(i)a_i \quad \text{a projection into the } m\text{-dimensional subspace spanned by } m \text{ eigenvectors}$$

- The PC-transform is based on minimizing the mean square error associated with this approximation.
- The mean square error associated with this approximation is

$$E[\|x - \hat{x}\|^2] = E\left[\left\|\sum_{i=m}^{N-1} y(i)a_i\right\|^2\right] = E\left[\sum_i \sum_j (y(i)a_i^T)(y(j)a_j)\right] = \sum_{i=m}^{N-1} E[y^2(i)] = \sum_{i=m}^{N-1} a_i^T E[xx^T] a_i$$

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3

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- Furthermore, we can find that

$$E[\|x - \hat{x}\|^2] = \sum_{i=m}^{N-1} a_i^T \lambda_i a_i = \sum_{i=m}^{N-1} \lambda_i$$

- The mean square error is thus

$$E[\|x - \hat{x}\|^2] = \sum_{i=1}^{N-1} \lambda_i - \sum_{i=1}^m \lambda_i = \sum_{i=m}^{N-1} \lambda_i$$

- The error is minimized if we select the eigenvectors corresponding to the  $m$  largest eigenvalues of the correlation matrix  $R_x$ .
- The transformed vector  $y$  is called the principal components of  $x$ . The transform is called the principal component transform or Karhunen-Loeve-transform.

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4

# Principal components and total variance

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- Assume that  $E[x]=0$ .
- Let  $y=PC(x)$ .
- From  $R_y$  we know that the variance of component  $y_j$  is  $\lambda_j$ .
- The eigenvalues  $\lambda_j$  of the correlation matrix  $R_x$  is thus equal to the variance of the transformed features.
- By selecting the  $m$  eigenvectors with the largest eigenvalues, we select the  $m$  dimensions with the largest variance.
- The first principal component will be along the direction of the input space which has largest variance.

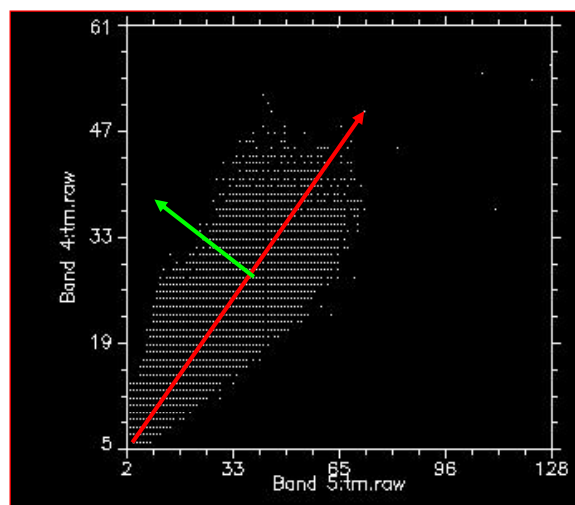
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5

## Geometrical interpretation of principal components

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- The eigenvector corresponding to the largest eigenvalue is the direction in  $n$ -dimensional space with highest variance. →
- The next principal component is orthogonal to the first, and along the direction with the second largest variance. →



Note that the direction with the highest variance is NOT related to separability between classes.

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6

# Scatter matrices – M classes

- Within-class scatter matrix:

$$S_w = \sum_{i=1}^M P(\omega_i) S_i$$

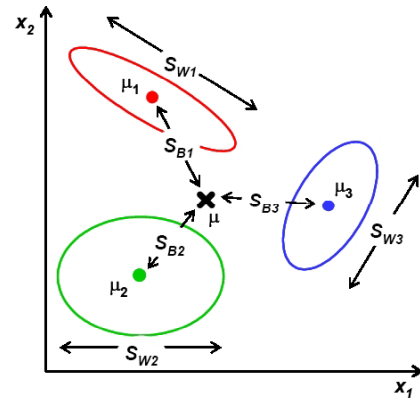
$$S_i = E[(x - \mu_i)(x - \mu_i)^T]$$

Variance within each class

- Between-class scatter matrix:

$$S_b = \sum_{i=1}^M P(\omega_i) (\mu_i - \mu_0)(\mu_i - \mu_0)^T$$

$$\mu_0 = \sum_{i=1}^M \mu_i \quad \text{Distance between the classes}$$



- Mixture or total scatter matrix:

$$S_m = E[(x - \mu_0)(x - \mu_0)^T]$$

Variance of feature with respect to the global mean

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7

# Fisher's linear discriminant

- Fisher's linear discriminant is a transform that uses the information in the training data set to find a linear combination that best separates the classes.
- It is based on the criterion  $J_3$ :

$$J_3 = \text{trace} \left\{ S_w^{-1} S_b \right\}$$

$$S_w = \sum_{i=1}^M P(\omega_i) S_i \quad \text{-- within - class scatter}$$

$$S_b = \sum_{i=1}^M P(\omega_i) (\mu_i - \mu_0)(\mu_i - \mu_0)^T \quad \text{-- between - class scatter}$$

- From the feature vector  $x$ , let  $S_{xw}$  and  $S_{xb}$  be the within-class and between-class scatter matrix.
- The scatter matrices for the transformed variable  $y = A^T x$  are:

$$S_{yw} = A^T S_{xw} A \quad S_{yb} = A^T S_{xb} A$$

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8

- In subspace  $y$ ,  $J_3$  becomes:

$$J_3 = \text{trace} \left\{ \left( A^T S_w A \right)^{-1} \left( A^T S_b A \right) \right\}$$

- Problem: find  $A$  such that  $J_3$  is maximized.
- Solution: set

$$\frac{\partial J_3(A)}{\partial A} = 0$$

⇕

$$\frac{\partial J_3(A)}{\partial A} = -2S_{xw}A \left( A^T S_{xw}A \right)^{-1} \left( A^T S_{xb}A \right) \left( A^T S_{xw}A \right)^{-1} + 2S_{xb}A \left( A^T S_{xw}A \right)^{-1} = 0$$

⇕

$$S_{xw}^{-1} S_{xb} A = A (S_{yw}^{-1} S_{yb})$$

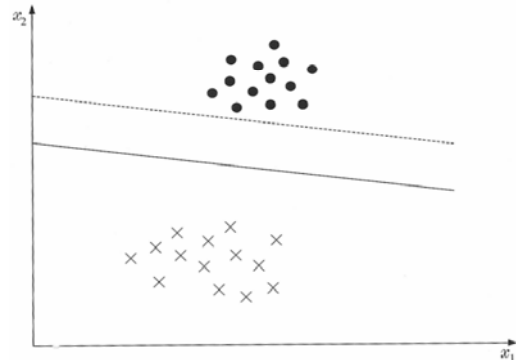
## Computing Fishers linear discriminant

- For  $l=M-1$ :
  - Form a matrix  $C$  such that its columns are the  $M-1$  eigenvectors of  $S_{xw}^{-1} S_{xb}$
  - Set  $\hat{y} = C^T x$
  - This gives us the maximum  $J_3$  value.
  - This means that we can reduce the dimension from  $m$  to  $M-1$  without loss in class separability power (but only if  $J_3$  is a correct measure of class separability.)
  - Alternative view: with a Bayesian model we compute the probabilities  $P(\omega_i|x)$  for each class ( $i=1, \dots, M$ ). Once  $M-1$  probabilities are found, the remaining  $P(\omega_M|x)$  is given because the  $P(\omega_i|x)$ 's sum to one.

# Can you explain SVM with this?

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- There can be many such hyperplanes.
- Which of these two is best, and why?



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11

## The optimization problem with margins

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- The class indicator for pattern  $i$ ,  $y_i$ , is defined as 1 if  $y_i$  belongs to class  $\omega_1$  and -1 if it belongs to  $\omega_2$ .
- The best hyperplane with margin can be found by solving the optimization problem with respect to  $w$  and  $w_0$  :

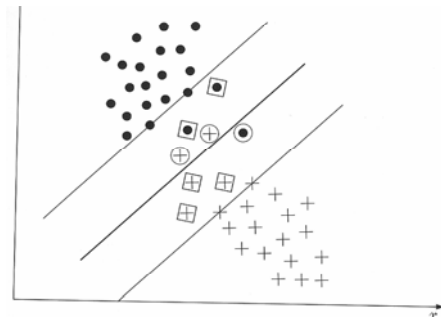
$$\text{minimize } J(w) = \frac{1}{2} \|w\|^2$$

$$\text{subject to } y_i(w^T x_i + w_0) \geq 1, \quad i = 1, 2, \dots, N$$

- Checkpoint: do you understand this formulation?
- How is this criterion related to maximizing the margin?

# The nonseparable case

- If the two classes are nonseparable, a hyperplane satisfying the conditions  $w^T x - w_0 = \pm 1$  cannot be found.
- The feature vectors in the training set are now either:
  1. Vectors that fall outside the band and are correctly classified.
  2. Vectors that are inside the band and are correctly classified. They satisfy  $0 \leq y_i(w^T x + w_0) < 1$   $\square$
  3. Vectors that are misclassified – expressed as  $y_i(w^T x + w_0) < 0$   $\circ$



- $\square$  Correctly classified
- $\circ$  Erroneously classified

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13

- The three cases can be treated under a single type of constraints if we introduce slack variables  $\xi_i$ :

$$y_i [w^T x + w_0] \geq 1 - \xi_i$$

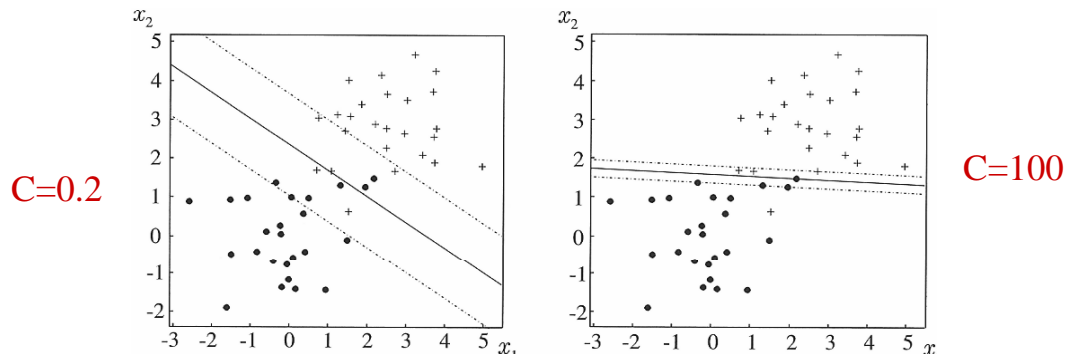
- The first category (outside, correct classified) have  $\xi_i = 0$
  - The second category (inside, correct classified) have  $0 \leq \xi_i \leq 1$
  - The third category (inside, misclassified) have  $\xi_i > 1$
- The optimization goal is now *to keep the margin as large as possible and the number of points with  $\xi_i > 0$  as small as possible.*

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14

# An example – the effect of C

- C is the misclassification cost.



- Selecting too high C will give a classifier that fits the training data perfectly, but fails on a different data set.
- The value of C should be selected using a separate validation set. Separate the training data into a part used for training, train with different values of C and select the value that gives the best results on the validation data set. Then apply this to new data or the test data set. (explained later)

INF 5300

15

## The optimization problem with margins

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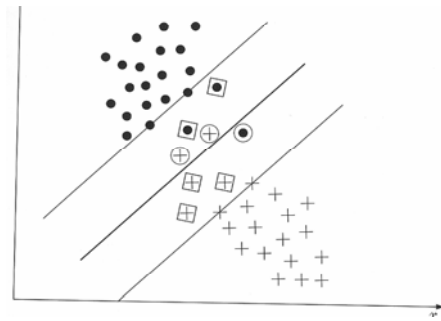
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17

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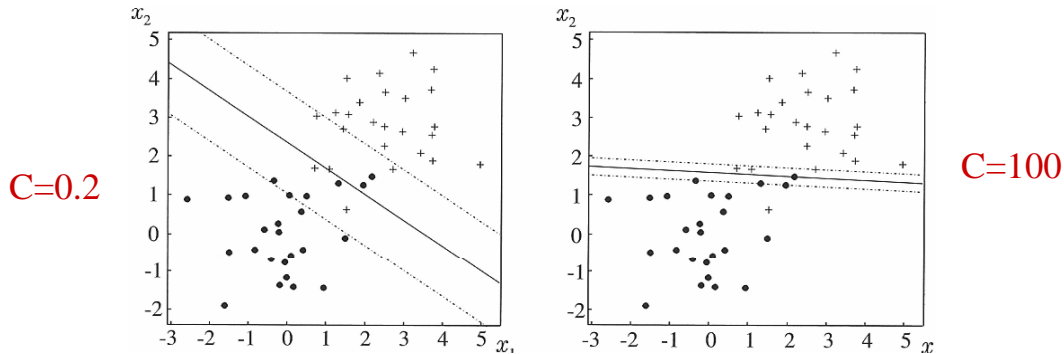
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INF 5300

18

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# Snakes - The energy function

$$E_{snake} = \int_{s=0}^1 E_{int}(v(s)) + E_{image}(v(s)) + E_{con}(v(s)) ds$$

Internal deformation energy of the snake itself.  
How it can bend and stretch.

A term that relates to gray levels in the image, e.g. attracts the snake to points with high gradient magnitude.

Constraints on the shape of the snake. Encourages the contour to be smooth. (Often omitted)

The minimum values is found by derivation:

$$\frac{dE_{snake}}{dv} = 0$$

# The internal deformation term

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$$E_{\text{int}} = \alpha(s) \left| \frac{dv(s)}{ds} \right|^2 + \beta(s) \left| \frac{d^2v(s)}{ds^2} \right|^2$$

First derivative

Measures how stretched the contour is.  
Keyword: point spacing.  
Imposes tension.  
The curve should be short if possible.  
Physical analogy:  $v$  acts like a membrane.

Second derivative

Measures the curvature or bending energy.  
Keyword: point variation.  
Imposes rigidity.  
Changes in direction should be smooth.  
Physical analogy:  $v$  acts like a thin plate.

$\alpha$  and  $\beta$  are penalty parameters that control the weight of the two terms.

Low  $\alpha$  values: the snake can stretch much.

Low  $\beta$  values: the snake can have high curvature.

# The energy function

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- Simple snake with only two terms (no termination energy):

$$\begin{aligned} E_{\text{snake}}(s) &= E_{\text{int}}(v_s) + E_{\text{image}}(v_s) \\ &= \alpha \left| \frac{dv_s}{ds} \right|^2 + \beta \left| \frac{d^2v_s}{ds^2} \right|^2 + \gamma E_{\text{edge}} \end{aligned}$$

- We need to approximate both the first derivative and the second derivative of  $v_s$ , and specify how  $E_{\text{edge}}$  will be computed.
- How should the snake iterate from its initial position?

## Approximating the first derivative of $v_s$

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Average distance  
between points  
on the contour

Distance between  
this point and the  
next point

$$\begin{aligned} \left| \frac{dv_s}{ds} \right|^2 &= \left| \sum_{i=0}^{S-1} \|v_i - v_{i+1}\| / S - \|v_s - v_{s+1}\| \right|^2 \\ &= \left| \sum_{i=0}^{S-1} \sqrt{(x_i - x_{i+1})^2 + (y_i - y_{i+1})^2} / S - \sqrt{(x_s - x_{s+1})^2 + (y_s - y_{s+1})^2} \right|^2 \end{aligned}$$

## Approximating the second derivative of $v_s$

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Why is this correct?  
Hint: Check the derivation  
of the Laplace operator

$$\begin{aligned} \left| \frac{d^2 v_s}{ds^2} \right|^2 &= |(v_{s+1} - 2v_s + v_{s-1})|^2 \\ &= (x_{s+1} - 2x_s + x_{s-1})^2 + (y_{s+1} - 2y_s + y_{s-1})^2 \end{aligned}$$

# The Kass differential equations

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- The coordinates of the snake should be found by solving the differential equations iteratively:

$$-\frac{d}{ds}\left\{\alpha(s)\frac{d\hat{x}(s)}{ds}\right\} + \frac{d^2}{ds^2}\left\{\beta(s)\frac{d^2\hat{x}(s)}{ds^2}\right\} + \frac{1}{2}\int_{s=0}^1 \frac{\partial E_{edge}}{\partial x}\bigg|_{x,y} = 0$$

$$-\frac{d}{ds}\left\{\alpha(s)\frac{d\hat{y}(s)}{ds}\right\} + \frac{d^2}{ds^2}\left\{\beta(s)\frac{d^2\hat{y}(s)}{ds^2}\right\} + \frac{1}{2}\int_{s=0}^1 \frac{\partial E_{edge}}{\partial y}\bigg|_{x,y} = 0$$

- The iterative solution was given by

$$x^{<i+1>} = (A + \lambda I)^{-1}(\lambda x^{<i>} + f_x(x^{<i>}, y^{<i>}))$$

$$y^{<i+1>} = (A + \lambda I)^{-1}(\lambda y^{<i>} + f_y(x^{<i>}, y^{<i>}))$$

- $\lambda$  is a step size

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## Capture range problems

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- The problem stems from the short "range" of the external forces.
- The inverse magnitude of the gradient will have significant values only in the vicinity of the salient edges.
- This basically forces us to initialize the snake very close to the target contour.
- This problem is known as the **capture range problem**.

# Capture range problems

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- Xu and Prince define the vector field:

$$\mathbf{v}(x, y) = (u(x, y), v(x, y))^T$$

- It is  $\mathbf{v}$  that will be the GVF.
- The field  $\mathbf{v}$  is the field that minimizes the following functional:

$$G = \iint \mu \left( u_x^2 + u_y^2 + v_x^2 + v_y^2 \right) + |\nabla f|^2 |v - \nabla f|^2 dx dy$$

- $v(x,y)$  is found by solving this equation.
- $\mu$  is a parameter that controls the amount of smoothing.
- Where have you seen the first term before (in this course)?

# Capture range problems

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$$G = \iint \mu \left( u_x^2 + u_y^2 + v_x^2 + v_y^2 \right) + |\nabla f|^2 |v - \nabla f|^2 dx dy$$

- The goal is to minimize G.
- The second term will have a minimum if  $v = \nabla f$ .
- If  $\nabla f$  is small, the first term will dominate.
- This can also be written as

$$\mu \nabla^2 u - (u - f_x) (f_x^2 + f_y^2) = 0$$

$$\mu \nabla^2 v - (v - f_y) (f_x^2 + f_y^2) = 0$$

- If  $\nabla f$  is small, what remains is Lagrange's equation:

$$\mu \nabla^2 u = 0$$

$$\mu \nabla^2 v = 0$$

# Capture range problems

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- The first term will smooth the data, that is, far from edges the field will be kept as smooth as possible by imposing that the spatial derivatives be as small as possible.
- When  $|\nabla f|$  is small, the vector field will be dominated by the partial derivatives of the vector field, yielding a smooth field.
- Close to edges (where  $|\nabla f|$  is large) the field is forced to resemble the gradient of  $f$  itself.
- So  $\mathbf{v}$  is smooth far from edges and nearly equal to the gradient of  $f$  close to edges.
- The term  $\mu$  just defines the weight we give the different terms in the functional.
- The field  $\mathbf{v}$  is computed iteratively

INF 5300

29

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$$G = \iint \mu (u_x^2 + u_y^2 + v_x^2 + v_y^2) + |\nabla f|^2 |\mathbf{v} - \nabla f|^2 dx dy$$

$$u_{i,j}^{n+1} = (1 - b_{i,j} \Delta t) u_{i,j}^n + r (u_{i+1,j} + u_{i,j+1} + u_{i-1,j} + u_{i,j-1} - 4u_{i,j}) + c_{i,j}^1 \Delta t$$

$$v_{i,j}^{n+1} = (1 - b_{i,j} \Delta t) v_{i,j}^n + r (v_{i+1,j} + v_{i,j+1} + v_{i-1,j} + v_{i,j-1} - 4v_{i,j}) + c_{i,j}^2 \Delta t$$

↑  
Gradient magnitude

↑  
Laplacian term

↑  
A term in the gradient direction

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30