

Q9

A5

P3 due

A6 A6-criteria

dimension:

pt	0	in any dimension
line	1	any curve in any dimension
plane	2	any surface
cube	3	any solid

shape params

regionprops(im, 'all')

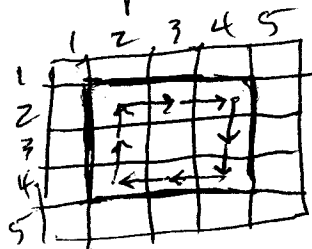
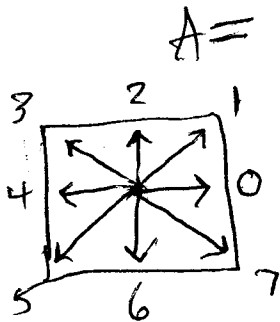
use Feret diam

convexity: convex perimeter

stats.ConvexHull: pts defining convex boundary
 .ConvexImage: binary image of convex hull
 [=> use regionprops on it]

what is perimeter?

chain code: sequence of movements around boundary



square at A(2:4, 2:4)

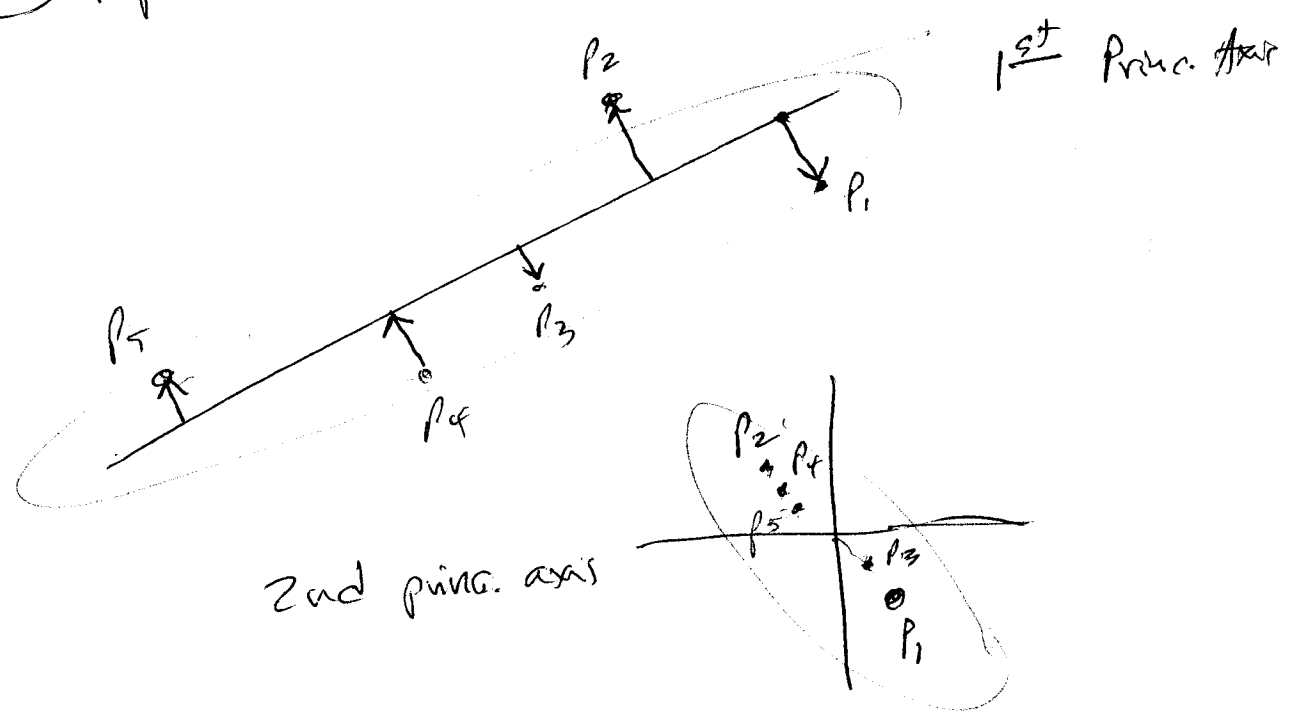
start at (2,2)

00664422 all even
 ↑ ↑ ↑ ↑
 corners

$$\text{perimeter} = \text{sum(isEven)} * .980 + \text{sum(isCorner)} * .091$$

PCA

- * Find principal axis (maximizes variance)
 - * project points onto that axis \rightarrow p-pts
 - * create new pts \rightarrow pts = pts - p-pts
- repeat



Theory: version 1

N pts (observations) in $M-D$ (M variables)

$$\bar{X}_i \quad i = 1 : N$$

Find linear combination so that new variables are uncorrelated:

$$\bar{Y}_i = \sum_{j=1}^M a_{ij} \bar{X}_j$$

$$\bar{y} = R \bar{x}$$

$$\langle \bar{y} \rangle = R \langle \bar{x} \rangle = 0 \quad \text{since zero-mean pts}$$

$\langle \bar{x} \rangle$ averaging

Then covariance matrix $C_{\bar{y}}$:

$$C_{\bar{y}} = \langle \bar{y} \bar{y}^T \rangle = R \langle \bar{x} \bar{x}^T \rangle R^T = R C_{\bar{x}} R^T$$

$C_{\bar{y}}$ is diagonal:

$$C_{\bar{y}} = \langle \bar{y} \bar{y}^T \rangle = R C_{\bar{x}} R^T = \Lambda$$

diagonal

it's an eigenvalue problem:

* Form covariance matrix $C_{\bar{x}} = \langle \bar{x} \bar{x}^T \rangle$

* Get eigenvectors and eigenvalues: R, Λ

* new variables computed

This is a rotation of the original coord system to new variables

Data in the new axes:

$$\bar{x} = R^T \bar{y}$$

Summary

- * principal axes are mutually orthogonal
⇒ projection vectors are perpendicular to line
 - * data in new coordinate frame are uncorrelated
⇒ covariance matrix has zeros off-diagonal
 - * principal axes maximize variance
⇒ largest spread in that dimension
 - * eigenvalues directly specify variance
-

AG: PCA kmeans

To get a better texture analysis, combine all texture parameters:
Laws, FFT, color, etc.

$T = \dots \text{FFT_texture} \dots$

produces $M \times N \times 25$ array

each pixel (r, c) has a 1×25 texture vector

$L = \dots \text{Laws} \dots$

produces $M \times N \times 16$ array

each pixel (r, c) has a 1×16 texture vector

$RGB = \text{reshape}(L_{im}, M \times N, 3)$

produces $M \times N \times 3$ array

~~convert T to $T = \text{reshape}(T, M \times N, 25)$~~

~~produces $M \times N \times 25$ array~~

convert L : $L = \text{reshape}(L, M \times N, 16)$

produces $M \times N \times 16$ array

combine: $TT = [T, L, RGB]$

produces $M \times N \times 44$ array

$[cidx, ctrs] = \text{CS6640_PCA_kmeans}(TT, 0.5, 6)$;
↑
Keep to 50% dimensions