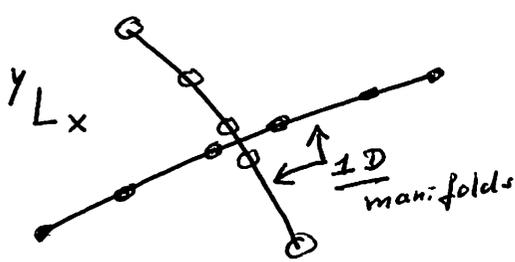


More on Sub-space Clustering etc.

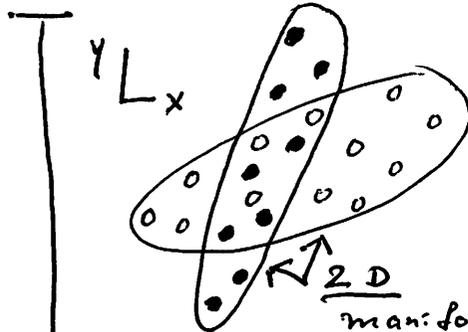
→ Examples of distributions:



{o} cluster C1  
{o} cluster C2

|| "Points lie on 1D curves in 2D space."

⇒ Can define density functions  $\rho$  along on the 2 curves...



"C1 and C2 define 2D regions in 2D space."

⇓ Can define density functions  $\rho$  for each of the 2 point distributions...

• Construct a smooth density function  $\rho: L_x$

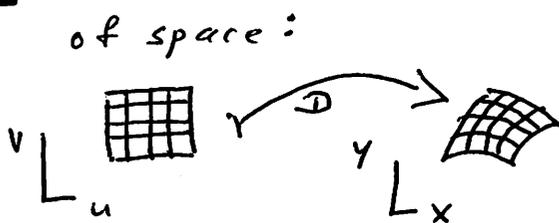


$\rho$

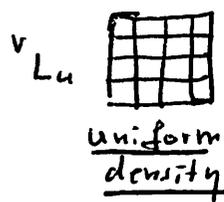


continuous

• OR: Think of a point distribution as a "deformation" of space:



$$\begin{pmatrix} u \\ v \end{pmatrix} \xrightarrow{D} \begin{pmatrix} x(u,v) \\ y(u,v) \end{pmatrix}$$



uniform density



non-uniform density

II ⇒ Is it useful to interpret a point distribution as a "deformation of (uniform) space"? II

⇒ Can consider a set  $S = \{p_i\}$  of points and define a model/density function  $\rho$ . Can then determine to which of multiple models/density functions  $\rho$  is "closest to."

⇒ To compare 2 deformations - and define a distance metric - one can consider various derivatives:  $\begin{pmatrix} u \\ v \end{pmatrix} \mapsto \begin{pmatrix} x(u,v) \\ y(u,v) \end{pmatrix}$

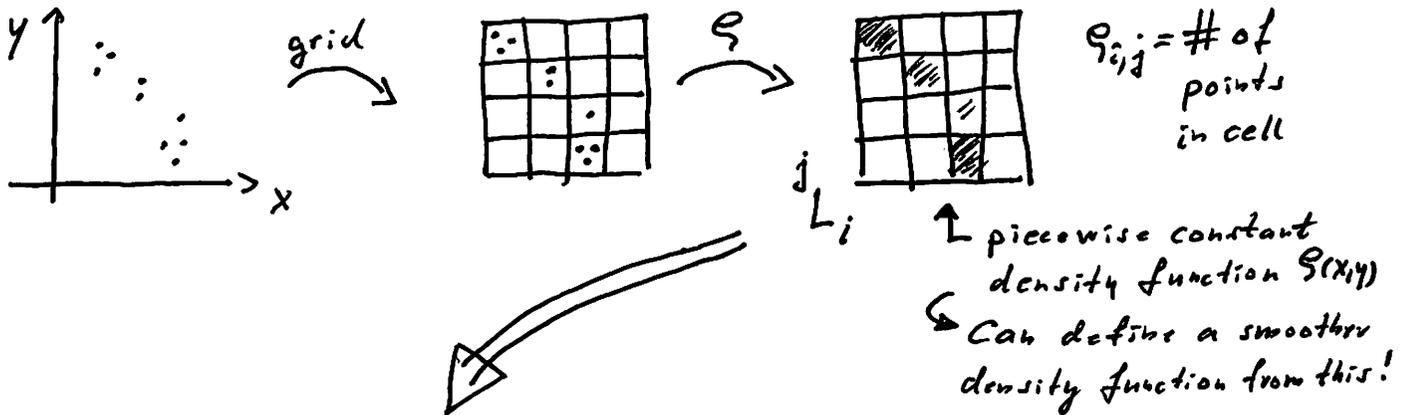
1st deriv:  $\begin{pmatrix} x_u & x_v \\ y_u & y_v \end{pmatrix}$ ; 2nd deriv:  $x_{uu}, x_{uv}, x_{vv}; y_{uu}, y_{uv}, y_{vv}; \dots$

... Cont'd: "Distance between 2 distributions / density functions"...

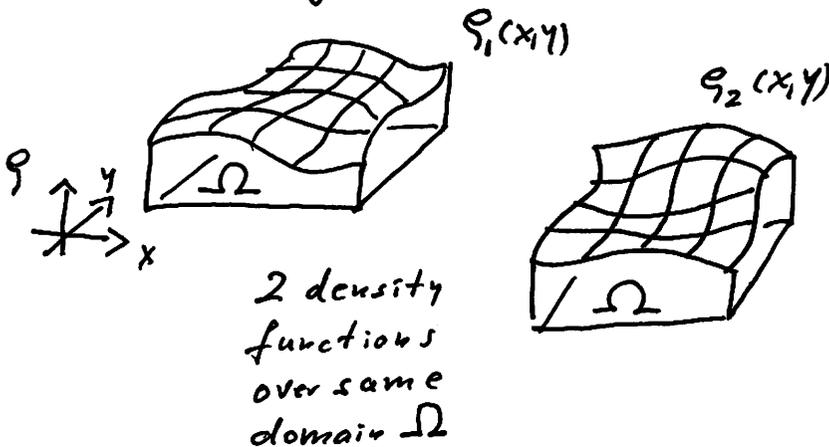
! Would it be possible at all to determine for a single point  $p$  whether it belongs to one of two sub-space clusters when those 2 clusters overlap ??? ;

• The 2D Case

→ given: points in 2D plane; wanted: density function  $\rho$



⇒ Can compare 2 density functions by computing a "meaningful" distance measure:



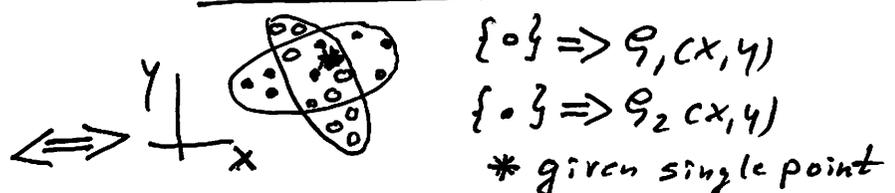
• distance of  $\rho_1$  and  $\rho_2$ :

$$d = \int_{\Omega} (\rho_1 - \rho_2)^2 dx dy$$

or  $d = \sqrt{\frac{1}{\text{area}(\Omega)} \int_{\Omega} (\rho_1 - \rho_2)^2 dx dy}$

or ...

• Practical problem: Given 1 point / feature vector (of an imaged object), does this point "belong to" a density  $\rho_1$  or density  $\rho_2$  (with  $\rho_1$  and  $\rho_2$  overlapping, i.e., being different from 0 in same region)?



■ TEST: 'INSERT' \* INTO SET  $\{o\} \Rightarrow \rho_1(x,y)$   
'INSERT' \* INTO SET  $\{o\} \Rightarrow \rho_2(x,y)$   
→ COMPUTE DISTANCES  $d(\rho_1, \rho_1)$  AND  $d(\rho_2, \rho_2)$   
→ \* BELONGS TO THAT CLUSTER WHOSE DENSITY IS CHANGED LESS AFTER INSERTION OF \*

■ Support Vector Machines (SVMs) - Specific Issues:

Dimensionality, Geometry, Feature Vector, Classification

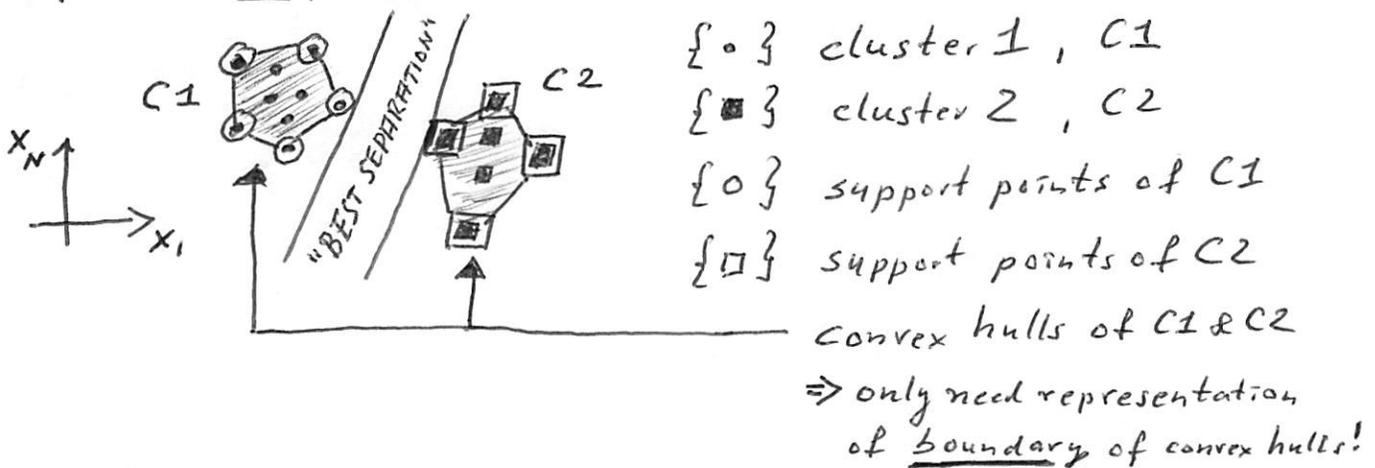
[Reference: "Geometry of Support Vector Machines";  
Seminar Talk of <sup>Martin Jaggi</sup> [redacted], 28 Feb. 2008  
[+ Papers of Martin Jaggi, EPFL]]

⇒ The theory of SVMs is related to the theory of CONVEX HULLS etc., studied in computational geometry.

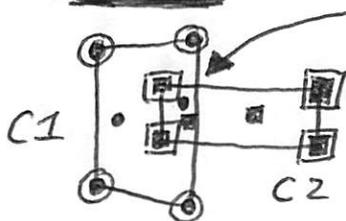
• Key Problem(s):

"What are the minimally necessary attribute/components of an N-dimensional feature vector (point) associated with 'parts' of objects of different material classes allowing one to determine to what class a 'part' belongs?"  
(⊗ 'Parts' can be the individual voxels of an object.)

• (Best) Separation Done in N-dim. Feature Space:



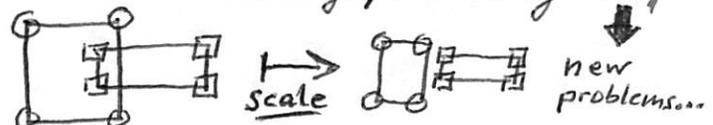
→ Problem:



overlapping convex hulls!

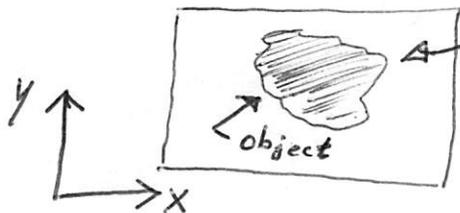
⇒ "Solution Idea":

Shrink (scale-down) convex hull (boundary), eliminating overlap:



■ SVMs - cont'd. : Kernel Functions etc.

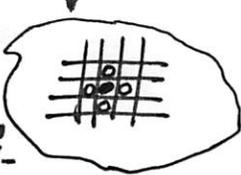
→ 2D image:



"Kernel function" -

Define object in terms of a function / set of variables...

→ Possibly use a 'grid hierarchy' to perform classification at multiple scales!



"Object," understood as a set of pixels (or voxels) can locally be represented via a function defined by a (small) neighborhood of pixels (voxels).

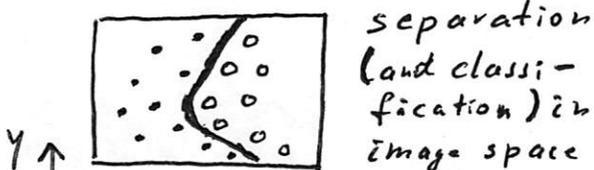
→ For example, (local)

$$f(x,y) = c_{00} + c_{10}x + c_{01}y + c_{11}xy + c_{20}x^2 + c_{02}y^2 + \dots$$

⇒ Various differential properties of  $f$  can be used to define (local) "features", e.g.,  $f, f_x, f_y, f_{xx}, \dots$

⇒ Thus, one can establish an  $N$ -dimensional "feature vector" (feature point) for each pixel (voxel) constituting an object. (Scale and rotation invariance?)

→ In  $N$ -dim. feature space, two objects/materials can possibly be separated via one separating hyper-plane - leading to an object boundary in 2D (or 3D) space that is 'curved':



separation (and classification) in image space

"Maximum Margin Classification"

→ "A crucial problem" (to be solved):

IS IT POSSIBLE TO DEFINE  $N$  AND THE TYPES OF THE  $N$  COMPONENTS OF A FEATURE VECTOR SUCH THAT UNIQUE CLASSIFICATION IS POSSIBLE?

● DOES SEPARATING PLANE EXIST? BH