# VC 18/19 – TP14 Pattern Recognition

Mestrado em Ciência de Computadores Mestrado Integrado em Engenharia de Redes e Sistemas Informáticos

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# Outline

- Introduction to Pattern Recognition
- Statistical Pattern Recognition
- Classifiers



### Topic: Introduction to Pattern Recognition

- Introduction to Pattern Recognition
- Statistical Pattern Recognition
- Classifiers





http://www.flickr.com/photos/kimbar/2027234083/



This is a... Horse?

http://www.flickr.com/photos/masheeebanshee/413465808/

## Decisions

- I can manipulate images.
- I want to make decisions!







- Classify / Identify features.
- Recognize patterns.

# One definition

• Pattern recognition

"the act of taking in raw data and taking an action based on the category of the data". Wikipedia

- How do I do this so well?
- How can I make machines do this?

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### The problem



**L**PORTO C 18/19 - TP14 -

## Mathematics

- We only deal with numbers.
  - How do we represent knowledge?
  - How do we represent visual features?
  - How do we classify them?
- Very complex problem!!
  - Let's break it into smaller ones...



# Typical PR system



### Sensor

- In our specific case:
  - Image acquiring mechanism.
  - Let's assume we don't control it.

One observation = One Image Video = Multiple Observations





### Feature Extraction

- What exactly are features?
  - Colour, texture, shape, etc.
  - Animal with 4 legs.
  - Horse.
  - Horse jumping.
- These vary a lot!
- Some imply some sort of 'recognition' e.g. How do I know the horse is jumping?



# Broad classification of features

- Low-level
  - Colour, texture
- Middle-level
  - Object with head and four legs.
  - Object moving up.
  - Horse
- High-level
  - Horse jumping.
  - Horse competition.

#### Low-level features

- Objective
- Directly reflect specific image and video features.
  - Colour
  - Texture
  - Shape
  - Motion
  - Etc.



# Middle-level features

- Some degree of subjectivity
- They are typically one solution of a problem with multiple solutions.
- Examples:
  - Segmentation
  - Optical Flow
  - Identification
  - Etc.



# High-level features

- Semantic Interpretation
- Knowledge
- Context
- Examples:



How do humans do this so well?

- This person suffers from epilepsy.
- The virus attacks the cell with some degree of intelligence.
- This person is running from that one.



# The semantic gap

• Fundamental problem of current research!



#### Features & Decisions





## Classification





## Layers of classification



U. PORTO <sup>F</sup>C

# Classifiers

- How do I map my M inputs to my N outputs?
- Mathematical tools:
  - Distance-based classifiers.
  - Rule-based classifiers.
  - Neural Networks.
  - Support Vector Machines



# Types of PR methods

- Statistical pattern recognition
  - based on statistical characterizations of patterns, assuming that the patterns are generated by a probabilistic system.
- Syntactical (or structural) pattern recognition
  - based on the structural interrelationships of features.



#### Topic: Statistical Pattern Recognition

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#### Is Porto in Portugal?



# Porto is in Portugal

- I want to make decisions.
  Is Porto in Portugal?
- I know certain things.
   A world map including cities and countries.
- I can make this decision!

– Porto <u>is</u> in Portugal.

 I had enough *a priori* knowledge to make this decision.

# What if I don't have a map?

- I still want to make this decision.
- I observe:
  - Amarante has coordinates  $x_1, y_1$  and is in Portugal.
  - Viseu has coordinates  $x_2$ ,  $y_2$  and is in Portugal.
  - Vigo has coordinates  $x_3$ ,  $y_3$  and is in Spain.
- I classify:
  - Porto is close to Amarante and Viseu so Porto is in Portugal.
- What if I try to classify Valença?

# Statistical PR

- I used **statistics** to make a decision.
  - I can make decisions even when I don't have full a priori knowledge of the whole process.
  - I can make mistakes.

What pattern?

- How did I recognize this pattern? <sup>pa</sup>
  - I learned from previous observations where I knew the classification result.
  - I classified a new observation.



# Back to the Features

- Feature  $F_i$   $F_i = [f_i]$
- Feature *F<sub>i</sub>* with *N* values.

$$F_i = [f_{i1}, f_{i2}, ..., f_{iN}]$$

 Feature vector F with M features.

$$F = \begin{bmatrix} F_1 \mid F_2 \mid \ldots \mid F_M \end{bmatrix}$$

- Naming conventions:
  - Elements of a feature
     vector are called
     coefficients.
  - Features may have one or more coefficients.
  - Feature vectors may have one or more features.

# Back to our Porto example

- I've classified that Porto is in Portugal.
- What feature did I use?
  - Spatial location
- Let's get more formal
  - I've defined a feature vector F with one feature  $F_1$ , which has two coefficients  $f_{1x}$ ,  $f_{1y}$ .

$$F = [F_1] = [f_{1x}, f_{1y}]$$



## **Feature Space**

#### Feature Vector

- Two total coefficients.
- Can be seen as a feature 'space' with two orthogonal axis.
- Feature Space
  - Hyper-space with N dimensions where N is the total number of coefficients of my feature vector.



# A Priori Knowledge

- I have a precise *model* of my feature space based on *a priori* knowledge.
   *City is in Spain if F*<sub>1Y</sub>>23
- Great models = Great classifications.

 $F_{1Y}(London) = 100$ London is in Spain (??)





# What if I don't have a model?

- I need to learn from observations.
  - Derive a model.
  - Direct classification.
- Training stage.
  - Learn model parameters.
- Classification





# Classes

- In our example, cities can belong to:
  - Portugal
  - Spain
- I have two *classes* of cities.
- A *class* represents a sub-space of my feature space.



# Classifiers

• A **Classifier C** maps a class into the feature space.

$$C_{\text{Spain}}(x, y) = \begin{cases} true & , y > K \\ false & , otherwise \end{cases}$$

- Various types of classifiers.
  - Nearest-Neighbours.
  - Bayesian.
  - Soft-computing machines.
  - Etc...

# **Topic: Classifiers**

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### Distance to Mean

 I can represent a class by its mean feature vector.

C = F

- To classify a new object, I choose the class with the closest mean feature vector.
- Different distance measures!



## **Possible Distance Measures**

L1 Distance

$$L1 = \frac{1}{N} \sum_{x=1}^{N} |S(x) - v(x)|$$

 Euclidean Distance (L2 Distance)

L2 = 
$$\frac{1}{N} \sum_{x=1}^{N} (S(x) - v(x))^2$$







# **Gaussian Distribution**

- Defined by two parameters:
  - Mean: µ
  - Variance:  $\sigma^2$
- Great approximation to the distribution of many phenomena.
  - Central Limit Theorem



# **Multivariate Distribution**

• For N dimensions:

$$f_X(x_1,\ldots,x_N) = \frac{1}{(2\pi)^{N/2} |\Sigma|^{1/2}} \exp\left(-\frac{1}{2}(x-\mu)^\top \Sigma^{-1}(x-\mu)\right)$$

• Mean feature vector:

$$\mu = \overline{F}$$

Covariance Matrix:

$$X = \begin{bmatrix} X_1 \\ \vdots \\ X_n \end{bmatrix} \quad \mu_i = \mathcal{E}(X_i) \quad \Sigma_{ij} = \mathcal{E}[(X_i - \mu_i)(X_j - \mu_j)]$$

## Mahalanobis Distance

- Based on the covariance of coefficients.
- Superior to the Euclidean distance.



# **K-Nearest Neighbours**

#### Algorithm

- Choose the closest K neighbours to a new observation.
- Classify the new object based on the class of these K objects.

#### Characteristics

- Assumes no model.
- Does not scale very well...



#### Resources

- Gonzalez & Woods, 3rd Ed, Chapter 12.
- Andrew Moore, Statistic Data Mining Tutorial, <u>http://www.autonlab.org/tutorials/</u>

