

# Recognition, SVD, and PCA

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# Recognition

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- Suppose you want to find a face in an image
- One possibility: look for something that looks sort of like a face (oval, dark band near top, dark band near bottom)
- Another possibility: look for pieces of faces (eyes, mouth, etc.) in a specific arrangement

# Templates

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- Model of a “generic” or “average” face
  - Learn templates from example data
- For each location in image, look for template at that location
  - Optionally also search over scale, orientation

# Templates

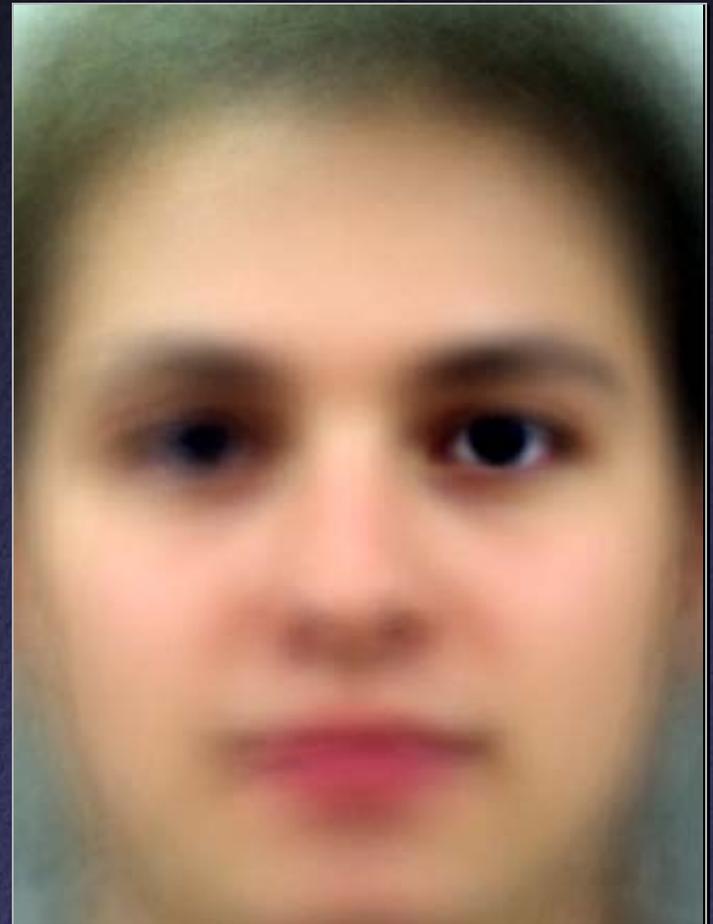
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- In the simplest case, based on intensity
  - Template is average of all faces in training set
  - Comparison based on e.g. SSD
- More complex templates
  - Outputs of feature detectors
  - Color histograms
  - Both position and frequency information (wavelets)

# Average Princetonian Face

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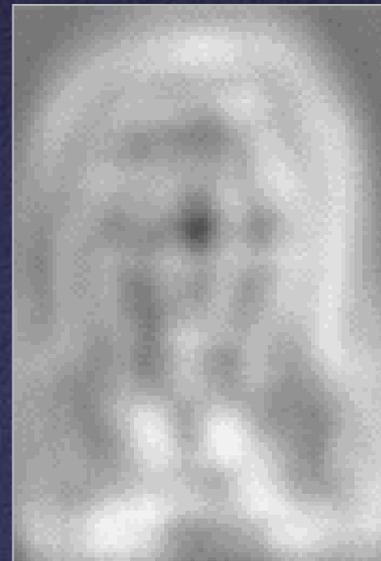
- From 2005 BSE thesis project by Clay Bavor and Jesse Levinson



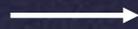
# Detecting Princetonians



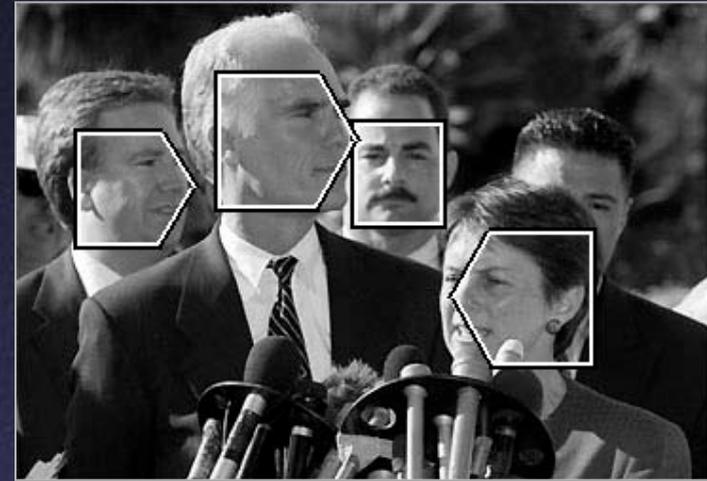
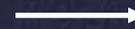
Matching response  
(darker = better match)



# More Detection Results



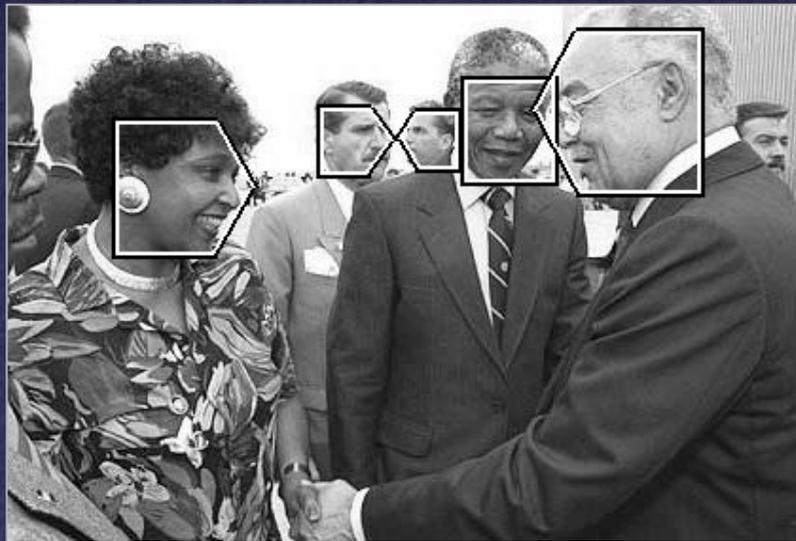
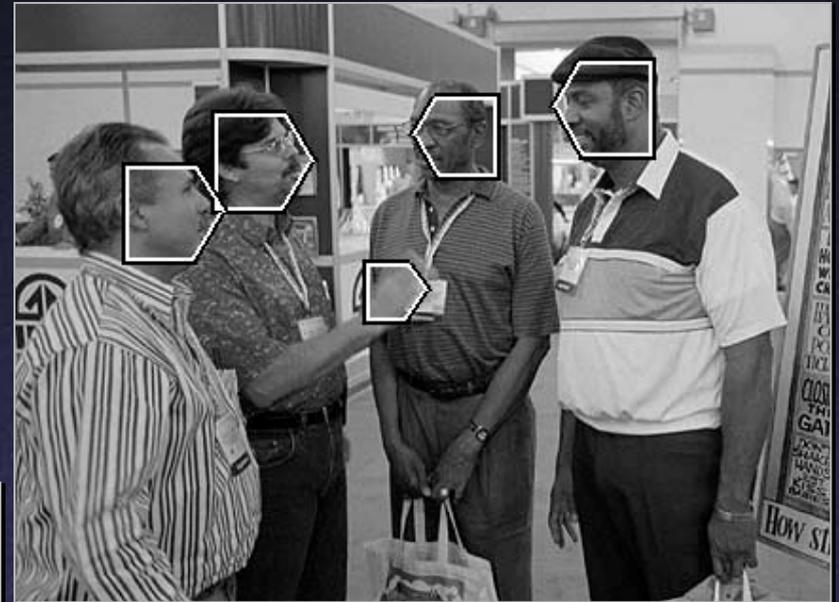
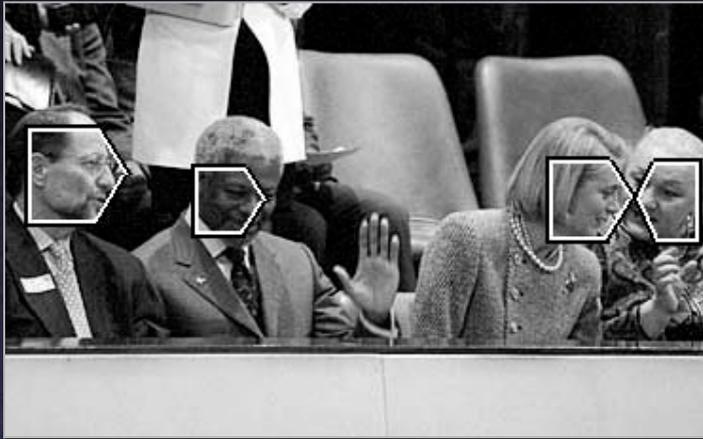
Wavelet  
Histogram  
Template



Sample Images

Detection of  
frontal / profile  
faces

# More Face Detection Results



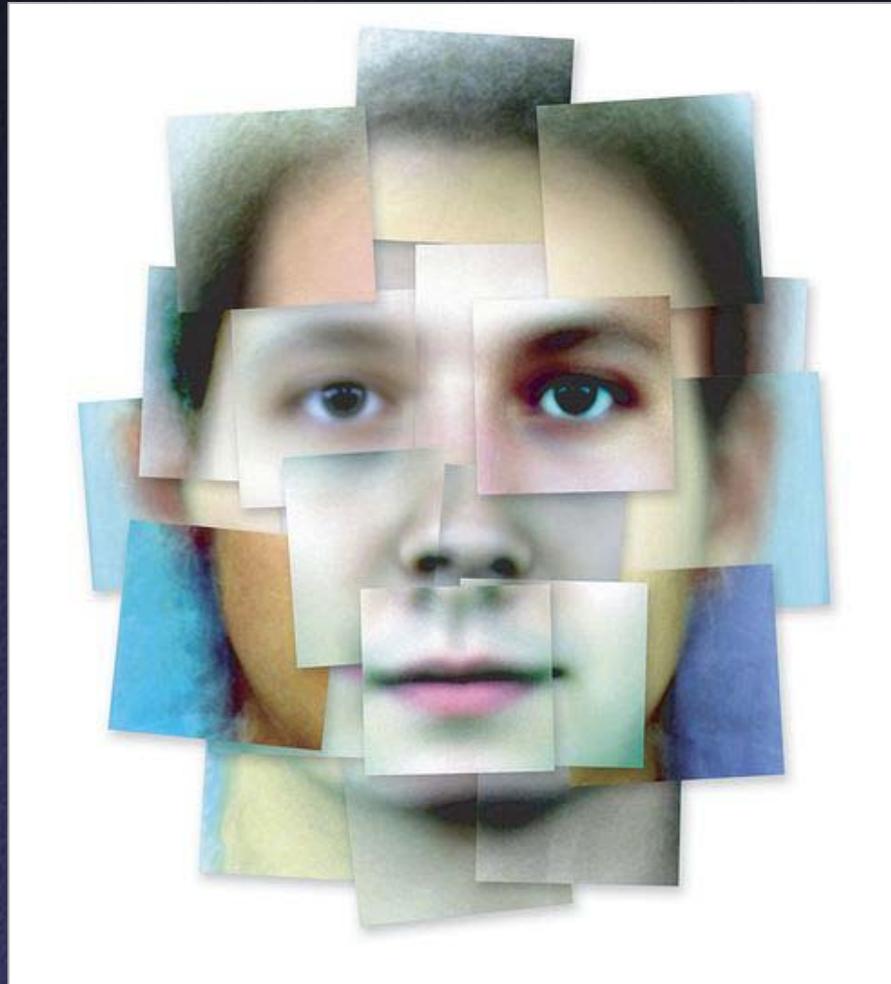
# Recognition Using Relations Between Templates

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- Often easier to recognize a small feature
  - e.g., lips easier to recognize than faces
  - For articulated objects (e.g. people), template for whole class usually complicated
- So, identify small pieces...

# Pieces of Princetonians

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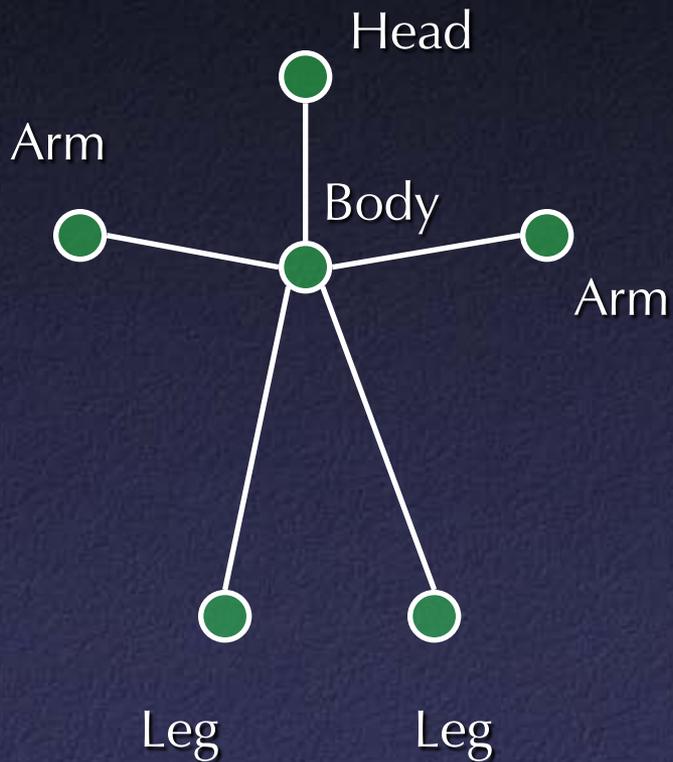


# Recognition Using Relations Between Templates

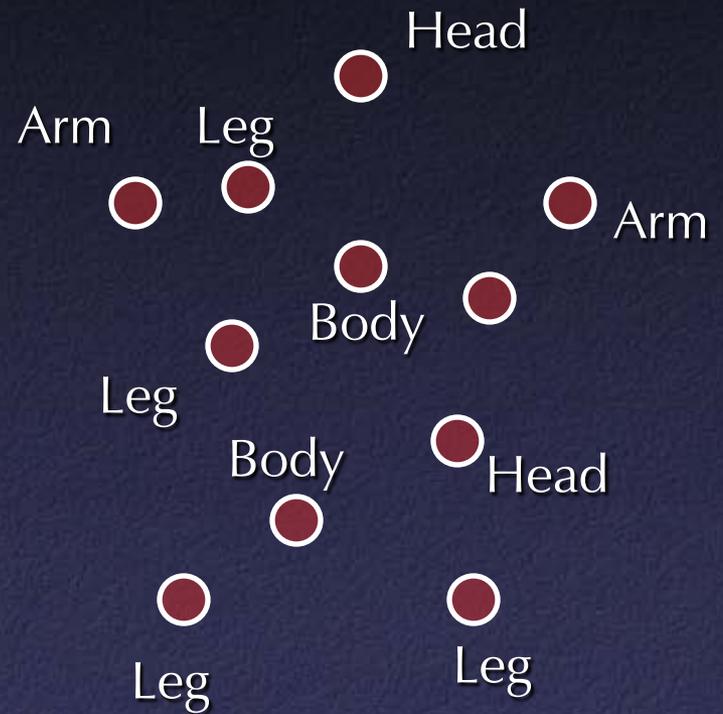
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- Often easier to recognize a small feature
  - e.g., lips easier to recognize than faces
  - For articulated objects (e.g. people), template for whole class usually complicated
- So, identify small pieces and look for spatial arrangements
  - Many false positives from identifying pieces

# Graph Matching



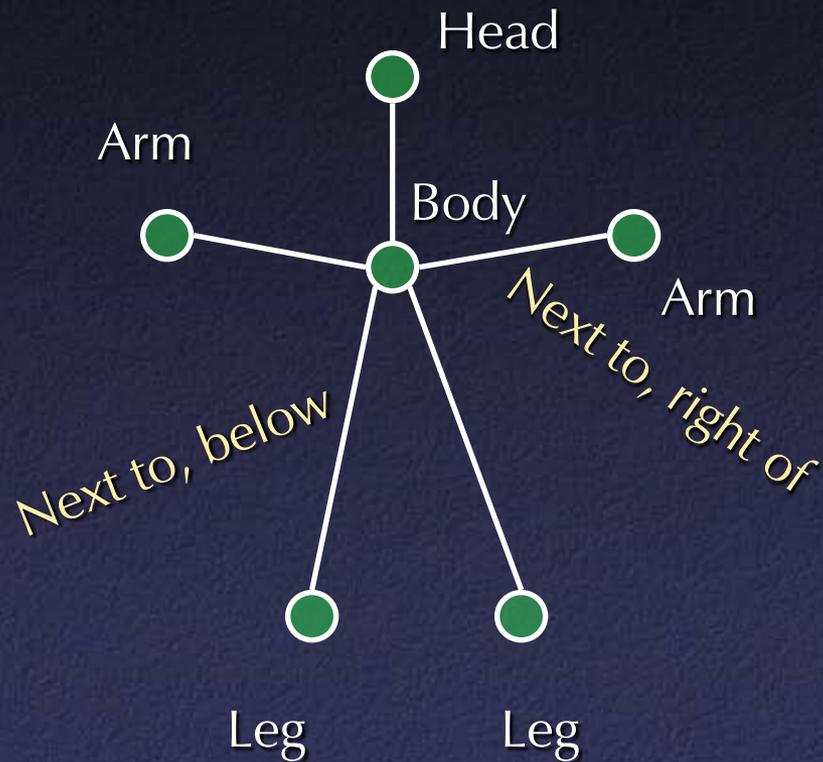
Model



Feature detection results

# Graph Matching

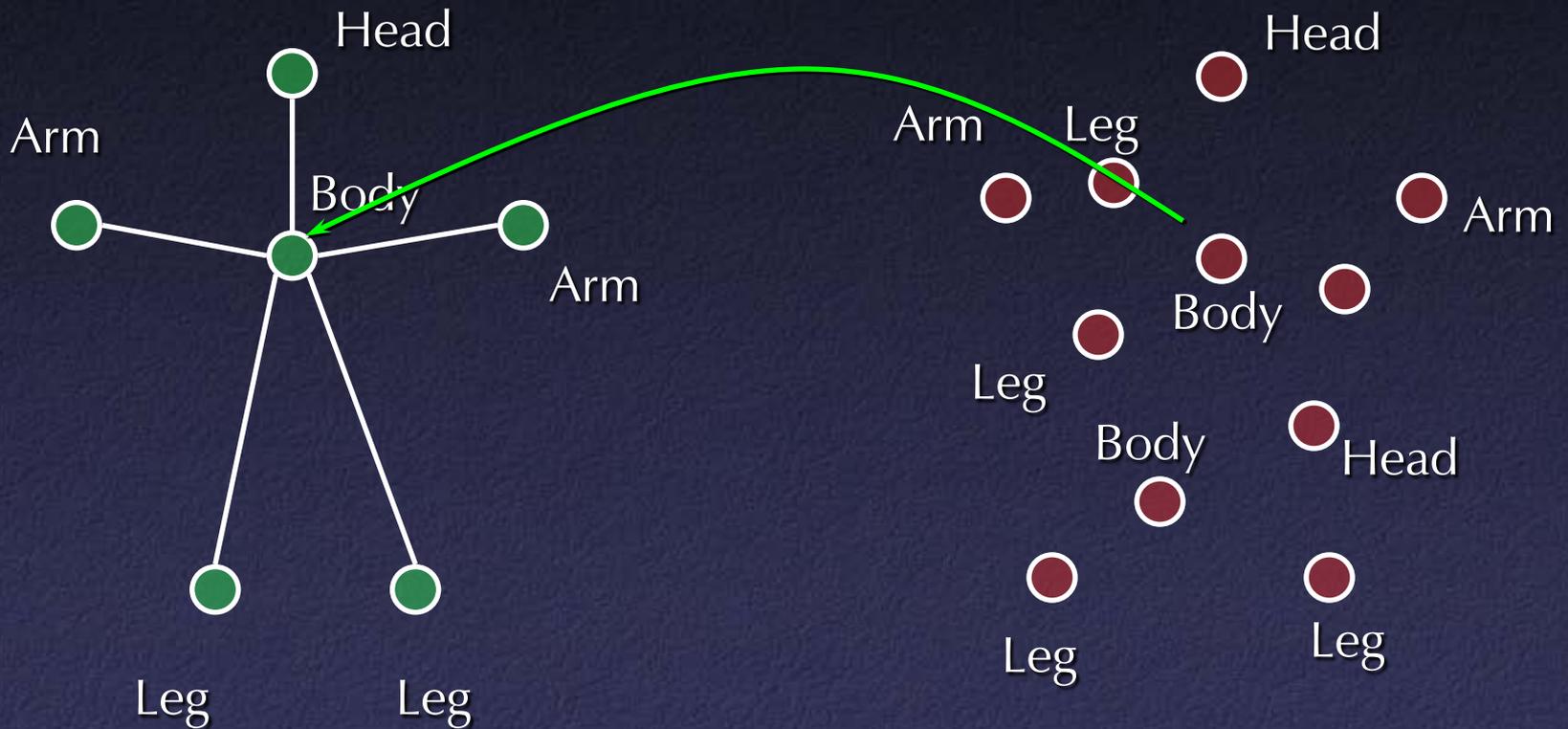
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Constraints

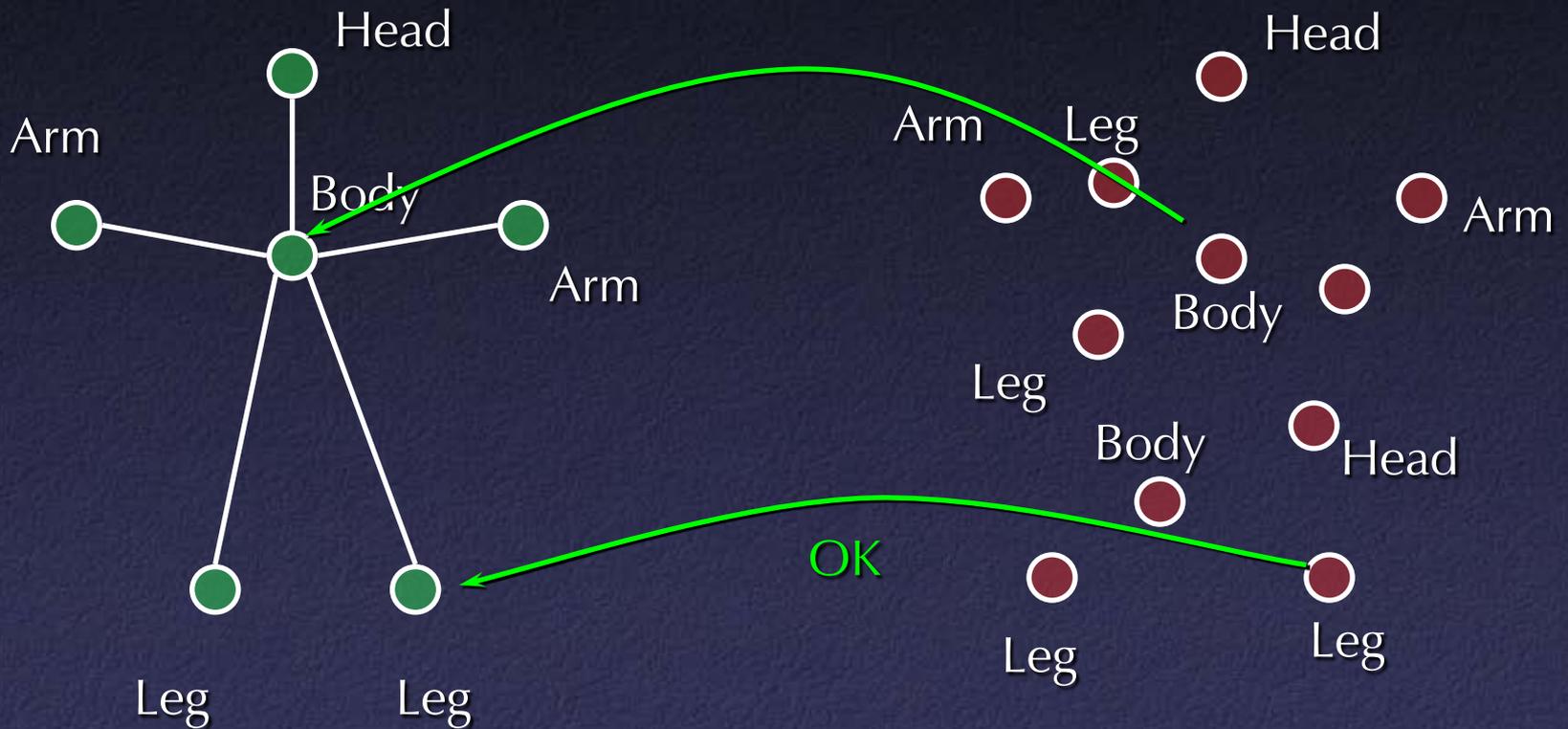
# Graph Matching

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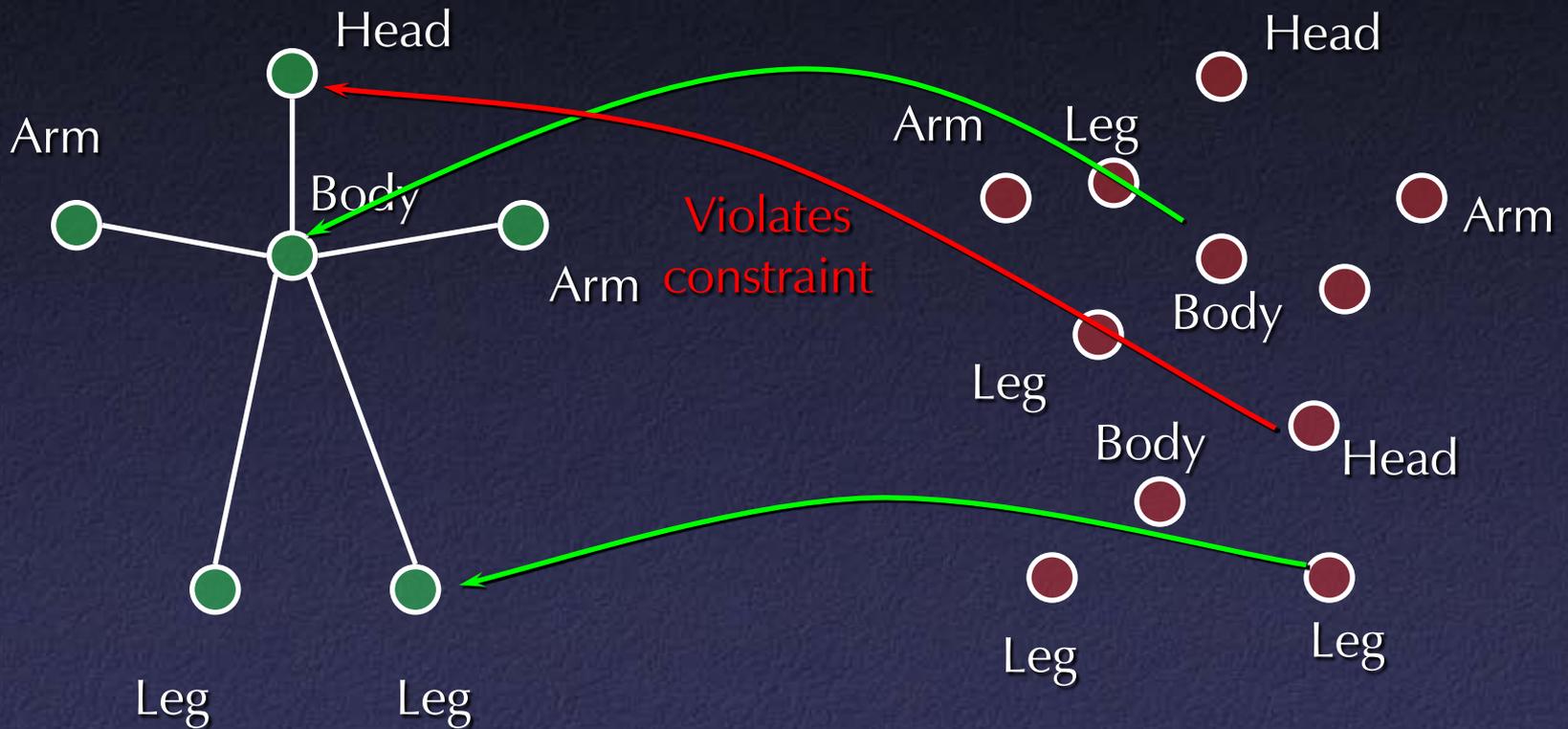
Combinatorial search

# Graph Matching



Combinatorial search

# Graph Matching



Combinatorial search

# Graph Matching

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- Large search space
  - Heuristics for pruning
- Missing features
  - Look for maximal consistent assignment
- Noise, spurious features
- Incomplete constraints
  - Verification step at end

# Recognition

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- Suppose you want to recognize a *particular* face
- How does *this* face differ from average face

# How to Recognize Specific People?

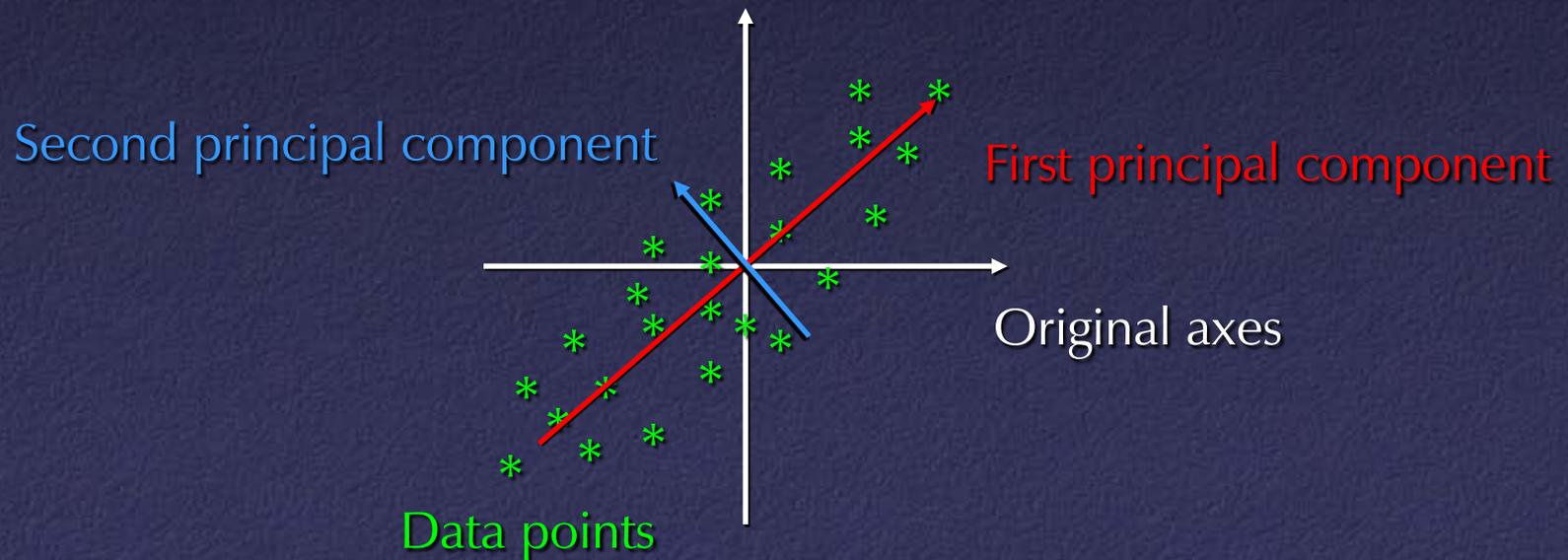
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- Consider variation from average face
- Not all variations equally important
  - Variation in a single pixel relatively unimportant
- If image is high-dimensional vector, want to find directions in this space with high variation

# Principal Components Analysis

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- Principal Components Analysis (PCA): approximating a high-dimensional data set with a lower-dimensional subspace



# Digression: Singular Value Decomposition (SVD)

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- Handy mathematical technique that has application to many problems
- Given any  $m \times n$  matrix  $\mathbf{A}$ , algorithm to find matrices  $\mathbf{U}$ ,  $\mathbf{V}$ , and  $\mathbf{W}$  such that

$$\mathbf{A} = \mathbf{U}\mathbf{W}\mathbf{V}^T$$

$\mathbf{U}$  is  $m \times n$  and orthonormal

$\mathbf{V}$  is  $n \times n$  and orthonormal

$\mathbf{W}$  is  $n \times n$  and diagonal

# SVD

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$$\begin{pmatrix} \mathbf{A} \end{pmatrix} = \begin{pmatrix} \mathbf{U} \end{pmatrix} \begin{pmatrix} w_1 & 0 & 0 \\ 0 & \ddots & 0 \\ 0 & 0 & w_n \end{pmatrix} \begin{pmatrix} \mathbf{V} \end{pmatrix}^T$$

- Treat as black box: code widely available  
(`svd(A,0)` in Matlab)

# SVD

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- The  $w_i$  are called the **singular values** of  $\mathbf{A}$
- If  $\mathbf{A}$  is singular, some of the  $w_i$  will be 0
- In general  $\text{rank}(\mathbf{A}) = \text{number of nonzero } w_i$
- SVD is mostly unique (up to permutation of singular values, or if some  $w_i$  are equal)

# SVD and Inverses

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- Why is SVD so useful?
- Application #1: inverses
- $\mathbf{A}^{-1} = (\mathbf{V}^T)^{-1} \mathbf{W}^{-1} \mathbf{U}^{-1} = \mathbf{V} \mathbf{W}^{-1} \mathbf{U}^T$  (Why? Why is  $\mathbf{W}^{-1}$  easy?)
- This fails when some  $w_i$  are 0
  - It's *supposed* to fail – singular matrix
- Pseudoinverse: if  $w_i = 0$ , set  $1/w_i$  to 0 (!)
  - “Closest” matrix to inverse
  - Defined for all (even non-square) matrices

# SVD and Least Squares

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- Solving  $\mathbf{Ax}=\mathbf{b}$  by least squares
- $\mathbf{x}=\text{pseudoinverse}(\mathbf{A})$  times  $\mathbf{b}$
- Compute pseudoinverse using SVD
  - Lets you see if data is singular
  - Even if not singular, ratio of max to min singular values (condition number) tells you how stable the solution will be
  - Set  $1/w_i$  to 0 if  $w_i$  is small (even if not exactly 0)

# SVD and Eigenvectors

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- Let  $\mathbf{A} = \mathbf{U}\mathbf{W}\mathbf{V}^T$ , and let  $x_i$  be  $i^{\text{th}}$  column of  $\mathbf{V}$
- Consider  $\mathbf{A}^T\mathbf{A}x_i$ :

$$\mathbf{A}^T\mathbf{A}x_i = \mathbf{V}\mathbf{W}^T\mathbf{U}^T\mathbf{U}\mathbf{W}\mathbf{V}^T x_i = \mathbf{V}\mathbf{W}^2\mathbf{V}^T x_i = \mathbf{V}\mathbf{W}^2 \begin{pmatrix} 0 \\ \vdots \\ 1 \\ \vdots \\ 0 \end{pmatrix} = \mathbf{V} \begin{pmatrix} 0 \\ \vdots \\ w_i^2 \\ \vdots \\ 0 \end{pmatrix} = w_i^2 x_i$$

- So elements of  $\mathbf{W}$  are square roots of eigenvalues and columns of  $\mathbf{V}$  are eigenvectors of  $\mathbf{A}^T\mathbf{A}$

# SVD and Matrix Similarity

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- One common definition for the norm of a matrix is the Frobenius norm:

$$\|\mathbf{A}\|_{\text{F}} = \sum_i \sum_j a_{ij}^2$$

- Frobenius norm can be computed from SVD

$$\|\mathbf{A}\|_{\text{F}} = \sum_i w_i^2$$

- So changes to a matrix can be evaluated by looking at changes to singular values

# SVD and Matrix Similarity

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- Suppose you want to find best rank- $k$  approximation to  $\mathbf{A}$
- Answer: set all but the largest  $k$  singular values to zero
- Can form compact representation by eliminating columns of  $\mathbf{U}$  and  $\mathbf{V}$  corresponding to zeroed  $w_i$

# SVD and Orthogonalization

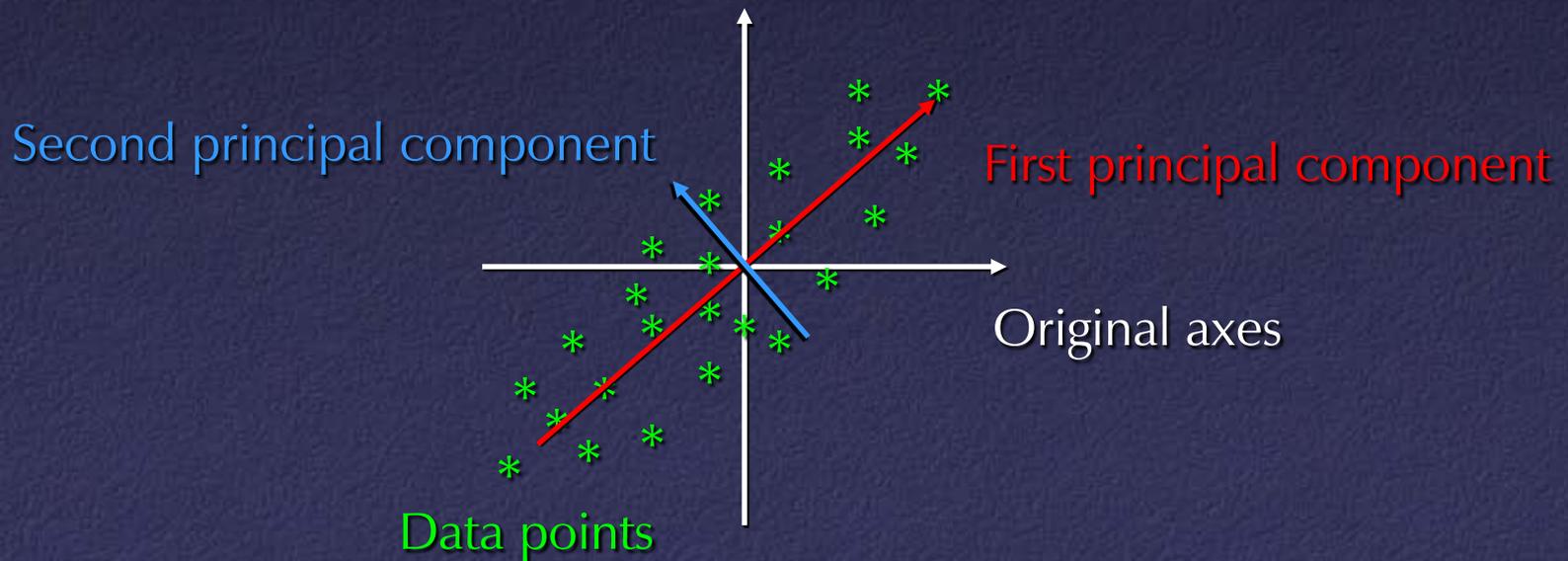
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- The matrix  $\mathbf{U}$  is the “closest” orthonormal matrix to  $\mathbf{A}$
- Yet another useful application of the matrix-approximation properties of SVD
- Much more stable numerically than Gram-Schmidt orthogonalization
- Find rotation given general affine matrix

# SVD and PCA

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- Principal Components Analysis (PCA): approximating a high-dimensional data set with a lower-dimensional subspace

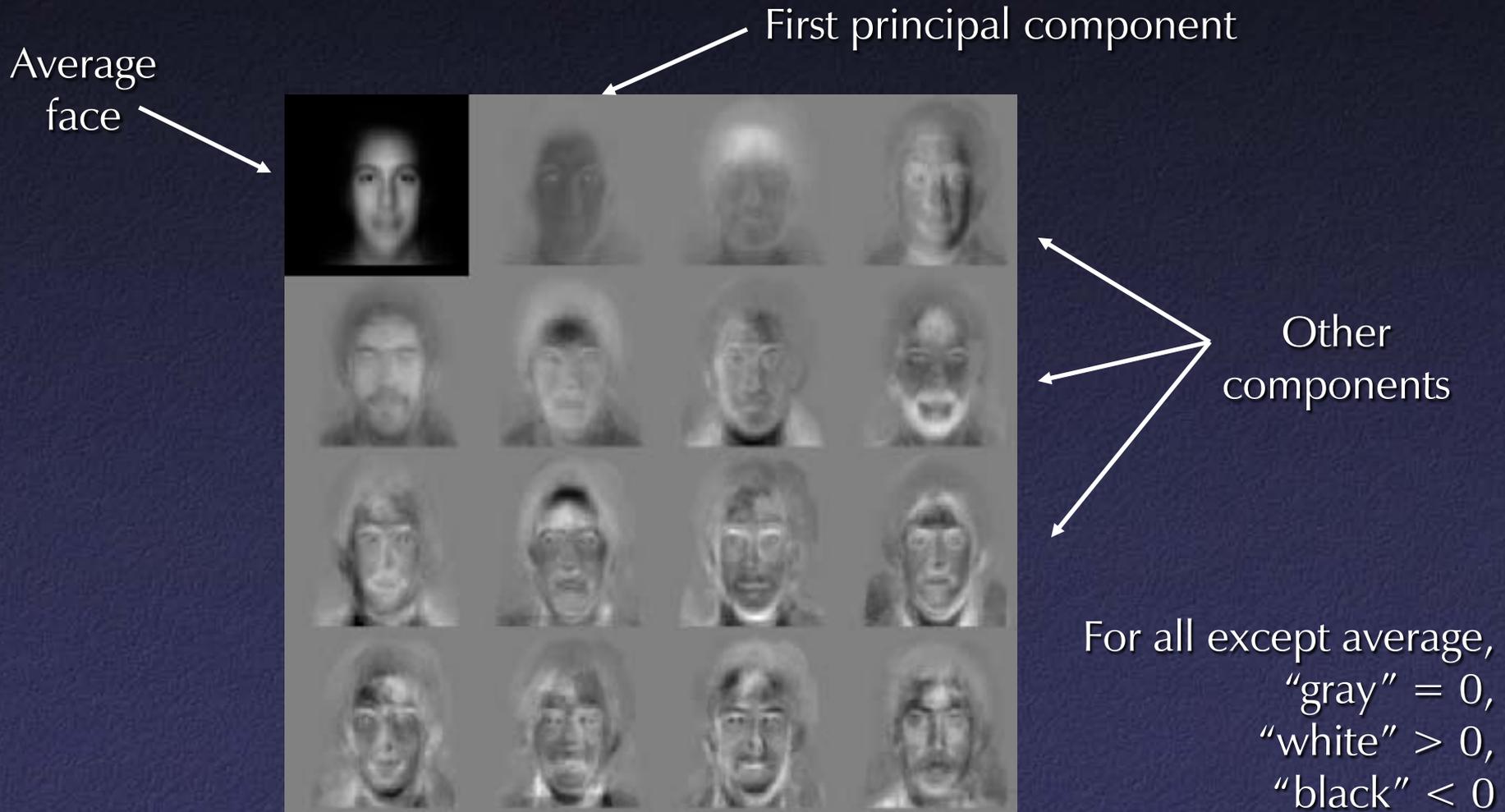


# SVD and PCA

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- Data matrix with points as rows, take SVD
  - Subtract out mean (“whitening”)
- Columns of  $\mathbf{V}_k$  are principal components
- Value of  $w_i$  gives importance of each component

# PCA on Faces: “Eigenfaces”



# Using PCA for Recognition

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- Store each person as coefficients of projection onto first few principal components

$$\text{image} = \sum_{i=0}^{i_{\max}} a_i \text{Eigenface}_i$$

- Compute projections of target image, compare to database (“nearest neighbor classifier”)