

# Eigenfaces

Tag über Mathematik und Unterricht, Bellinzona

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## What?

Manual for implementing a program for [image compression](#) and [face recognition](#) in Python.

## Who?

Single person or group work for a whole [school class](#).

## How?

[Text](#) with theoretical and practical [exercises](#), including [solutions](#). Template codes are provided and will be extended by the students.

**Core question:** [How can a computer recognize faces?](#)

## Goals for the Students













- Generalize vector geometry from  $\mathbb{R}^3$  to  $\mathbb{R}^n$ .
- Learn how to code in Python.

## Goals for the Audience





- Explain to another teacher what eigenfaces are.
- Name one application of eigenfaces.
- Get to know an application of linear algebra accessible for students.
- Have fun and look at a lot of pictures.

# Training Set

The code learns how to classify from given **training images**.

Class	Image 1	Image 2	Image 3	Image 4	...
Adam Sandler					...
Emma Watson					...
Natalie Portman					...
⋮	⋮	⋮	⋮	⋮	⋮

The code learns how to classify from given **training images**.

Class	Image 1	Image 2	Image 3	Image 4	...
male					...
female					...

# Image as Matrix

## Representation of Grayscale Images

Map pixels to values between 0 (black) and 1 (white) and represent as  $M \times N$  matrix with entries  $p_{ij} \in [0, 1]$ .



$$\longleftrightarrow \begin{pmatrix} p_{11} & p_{12} & \cdots & p_{1N} \\ \vdots & \vdots & \ddots & \vdots \\ p_{M1} & p_{M2} & \cdots & p_{MN} \end{pmatrix}$$

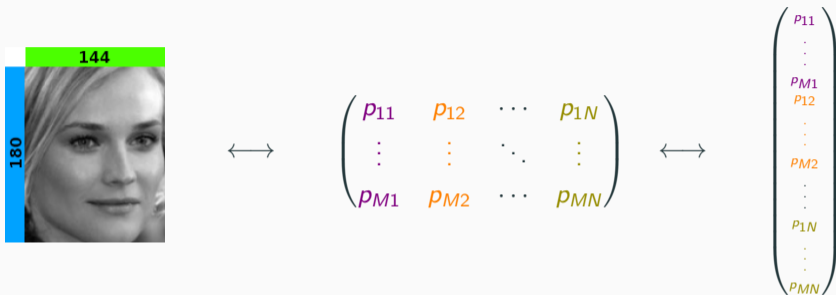
## Example

Which image on the right is represented by the following matrix?

$$\begin{pmatrix} 1 & \frac{1}{4} \\ \frac{1}{2} & 0 \\ 0 & \frac{3}{4} \end{pmatrix}$$



# Images as Vectors



Question: What is the following code doing to the image  $\vec{p}$ ?

```
1 def get_negative(p):  
2     MN = len(p)  
3     for i in range(MN):  
4         p[i] = 1.0 - p[i]  
5     return p
```

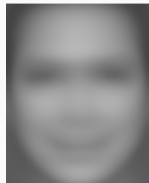


# Mean Face and Difference Faces

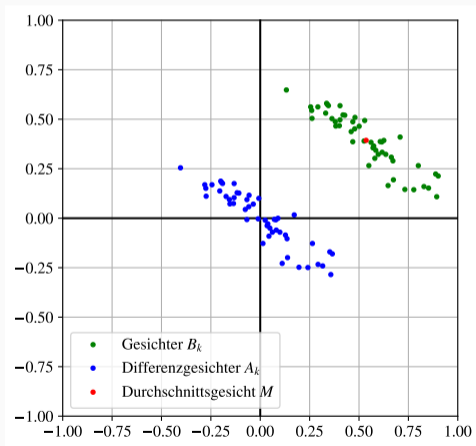
We can center the training images around the origin by subtracting the mean face.



$$\rightarrow \begin{pmatrix} p_1 \\ p_2 \\ \vdots \\ p_{MN} \end{pmatrix}$$



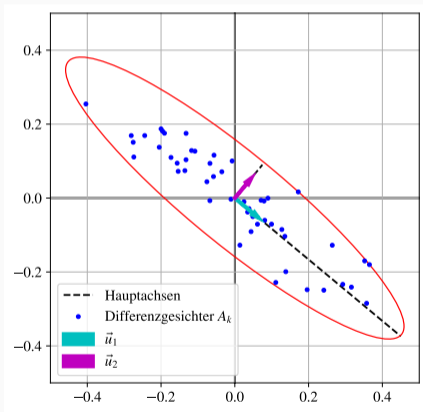
$$\rightarrow \begin{pmatrix} m_1 \\ m_2 \\ \vdots \\ m_{MN} \end{pmatrix}$$





# Eigenfaces

Principal component analysis using singular value decomposition yields **eigenfaces**.

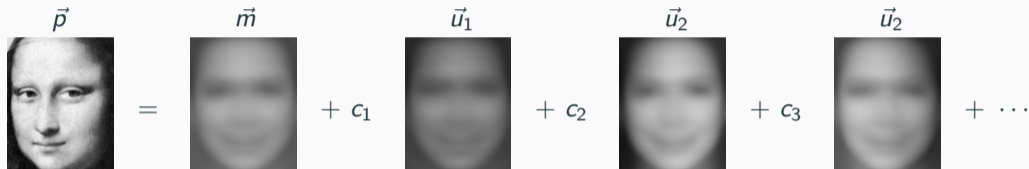


Eigenfaces as images:  $\vec{p}_k = \sigma_k \vec{u}_k + \vec{m}$



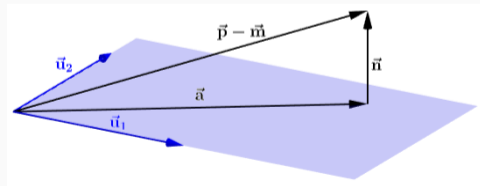
# Transition $\mathbb{R}^3 \rightarrow \mathbb{R}^{M \cdot N}$ (projection onto eigenfaces)

New face image as supersposition of mean face and eigenfaces:  $c_k = \vec{u}_k \cdot (\vec{p} - \vec{m})$

$$\vec{p} = \vec{m} + c_1 \vec{u}_1 + c_2 \vec{u}_2 + c_3 \vec{u}_2 + \dots$$


## Use prior knowledge in $\mathbb{R}^3$

- linear combination
- scalar product
- orthogonality



# Eigenfaces vs. Test Images

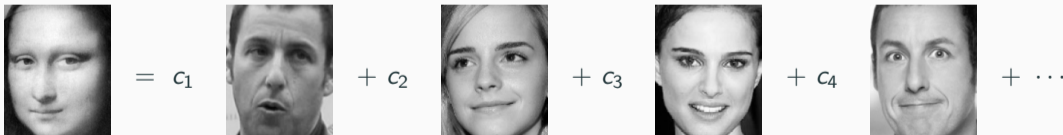
## Observation

This can be done with any other (sufficiently large) set of images!

## Question

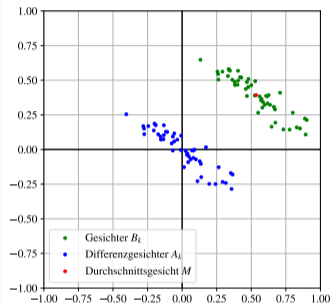
Then what distinguishes the eigenfaces?

Expansion w.r.t. the **training images**:



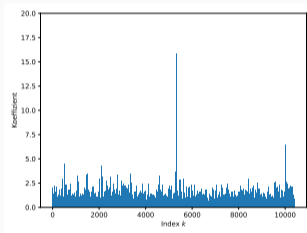
The equation shows a test image (a woman's face) on the left, followed by an equals sign, then a series of terms:  $c_1$  multiplied by a man's face, plus  $c_2$  multiplied by a woman's face, plus  $c_3$  multiplied by another woman's face, plus  $c_4$  multiplied by a woman's face, plus a man's face, and finally plus an ellipsis. This illustrates how a test image can be decomposed into a weighted sum of eigenfaces.

$$\text{Test Image} = c_1 \text{Eigenface}_1 + c_2 \text{Eigenface}_2 + c_3 \text{Eigenface}_3 + c_4 \text{Eigenface}_4 + \dots$$

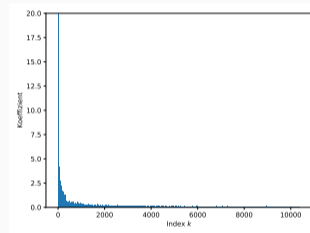


# Image Compression

Absolute values  $|c_k|$  of the **coefficients** of the linear combination w.r.t. the training images and eigenfaces.



training images



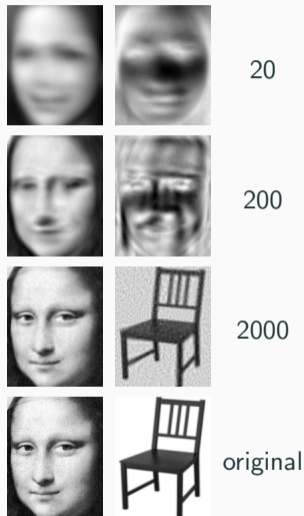
eigenfaces

## Question 1

What are the differences?

## Question 2

Are the eigenfaces better?



# Image Recognition

## Literature

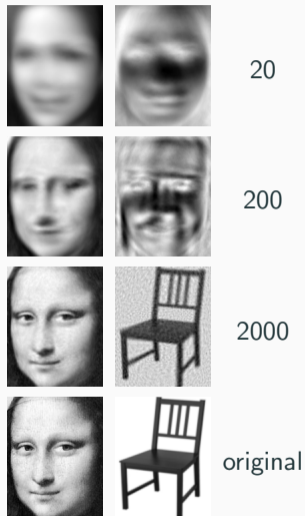
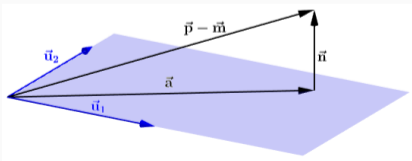
Turk, Pentland, *Face Recognition Using Eigenfaces*, 1991

## Task

For a given image  $\vec{p}$ , decide if it shows a face.

## Idea

If  $\vec{p} - \vec{m}$  lies almost in the subspace spanned by the first  $K \approx 2000$  eigenfaces, then it is probably a face.



# Gender Recognition

## Task

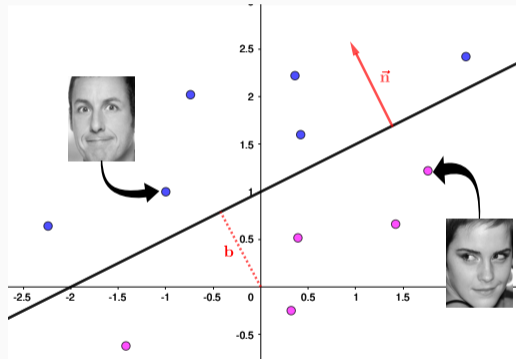
Given an image of a face (any person), determine the gender of the person.

## Structure

This is a binary classification problem.

## Approach

Use a **separating hyperplane**: Male faces on one side and female faces on the other side.



# Gender Recognition

## Step 1

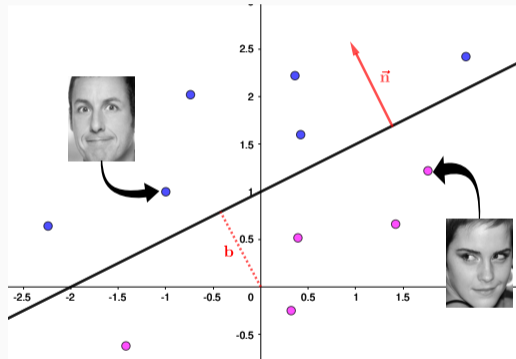
Compute  $\vec{n} \in \mathbb{R}^{M \cdot N}$  and  $b$ , such that

$$\{\vec{x} \mid \vec{x} \cdot \vec{n} + b = 0\}$$

optimally separates the genders on the training images.

## Step 2

Given a new image  $\vec{p}$ , check on which side of the plain it is.



# Gender Recognition

## Problem

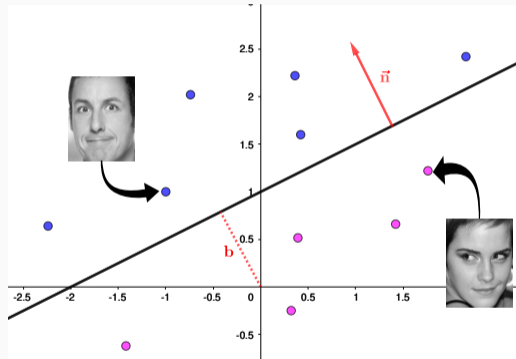
Normal  $\vec{n} \in \mathbb{R}^{M \cdot N}$  has too many parameters to optimize for. Recall:  $M = 180$ ,  $N = 144$

## Solution

Represent each image by its coefficient vector

$$\vec{c} = (c_1, \dots, c_K)^T$$

w.r.t. the first  $K \approx 2000$  eigenfaces.





# Didactical Aspects: Some Examples

# Transition $\mathbb{R}^3 \rightarrow \mathbb{R}^{M \cdot N}$ (Distance Point-Line)

## Distance Point-Line in $\mathbb{R}^2$

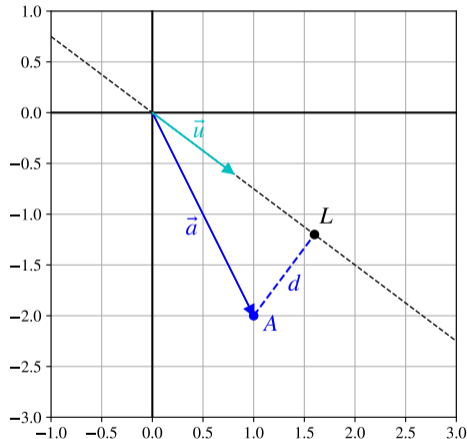
- draw picture
- concrete Numbers

## Distance Point-Line in $\mathbb{R}^4$

- no picture
- concrete numbers

## Distance Point-Line in $\mathbb{R}^{M \cdot N}$

- picture impossible
- variables instead of numbers



## Group work (Setting up the training images)

### Positive Interdependence

The more training images, the better the result.

### Individual Accountability

If somebody provides wrong image files, the whole program won't work.

### Promotive Interaction

The database is ready only when everyone is done. Hence faster students should help the slower students.

### Foster Interpersonal Skills

Collaboration is only necessary when the results are assembled.

### Group Processing

Cutting pictures to the right resolution helps to see pictures as  $M \times N$  Matrix of pixels.

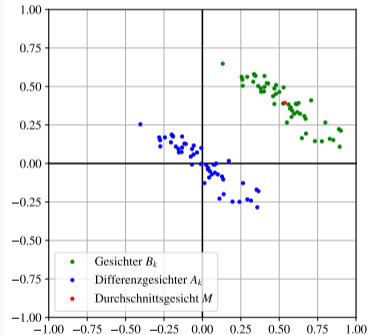
# Self-Explanation (Images as Vectors)

## Question

Name two differences and one similarity of the simplified picture on the right and the real situation (i.e. resolution  $M = 180$  and  $N = 144$ ).

## Question

Can the difference-faces (blue) be rendered to images?



# Further Didactical Aspects

## Scaffolding

- Computing eigenfaces by SVD is too advanced → eigenfaces as blackbox.
- Loading and saving images has nothing to do with mathematics → code-templates.

## Interleaved practice

- blocked: Develop whole theory first, then write code.
- interleaved: Alternate between theory and programming.

## Holistic mental model confrontation

Compare simplified pictures in 3 dimensions with  $N \cdot M$  dimensions.

## Eigenfaces ...

1. ... build on **vector geometry in  $\mathbb{R}^3$** .
2. ... can **visualize** linear algebra in higher dimensions.
3. ... can be used as **blackbox**.
4. ... allow to explore **linear algebra in higher dimensions**.

<https://educ.ethz.ch/unterrichtsmaterialien/mathematik/eigengesichter.html>

[https://github.com/OliverRietmann/eigenfaces\\_latex](https://github.com/OliverRietmann/eigenfaces_latex)

<https://github.com/OliverRietmann/eigenfaces>