

Affinity by Distance: effectively, distance squared added together

$$\text{aff}(x, y) = \exp \left\{ - \overbrace{((x-y)^T(x-y) / 2\sigma_d^2)} \right\}$$

Affinity by Intensity:

$$\text{aff}(x, y) = \exp \left\{ - ((I(x) - I(y))^T (I(x) - I(y)) / 2\sigma_e^2) \right\}$$

Affinity by Color:

$$\text{aff}(x, y) = \exp \left\{ - (\text{dist}(c(x), c(y)))^2 / 2\sigma_c^2 \right\}$$

Affinity by texture: output of filters f_1, \dots, f_n

$$\text{aff}(x, y) = \exp \left\{ - \overbrace{(f(x) - f(y))^T (f(x) - f(y)) / 2\sigma_e^2} \right\}$$

K-Means clustering

Objective function:

$$\Phi(\text{clusters}, \text{data}) = \underbrace{\sum_{i \in \text{clusters}}}_{\substack{\text{added up} \\ \text{over all} \\ \text{clusters}}} \left\{ \underbrace{\sum_{j \in i^{\text{th}} \text{ cluster}}}_{\substack{\text{distance between} \\ \text{point and cluster center}}} (x_j - c_i)^T (x_j - c_i) \right\}$$

"cost of cluster"

Segmentation using Eigenvectors

A - affinity matrix

objective function:

maximize $w_n^T A w_n$, subject to $\underbrace{w_n^T w_n = 1}_{\text{normalization}}$

which is the sum:

$$\sum_{i,j} (\text{association of element } i \text{ with cluster } n) \times (\text{affinity between } i \text{ and } j) \times (\text{association of element } j \text{ with cluster } n)$$

Lagrangian:

$$w_n^T A w_n + \lambda (w_n^T w_n - 1)$$

Differentiating:

$$A w_n = \lambda w_n$$

hence w_n is the eigenvector of the affinity matrix A.

$$V \rightarrow A, B$$

Normalized cuts

Sum of all the edges in V that have one end in A and the other in B

$$\frac{\text{cut}(A, B)}{\text{assoc}(A, V)} + \frac{\text{cut}(A, B)}{\text{assoc}(B, V)}$$

Sum of all edges that have one end in A

have y be a vector of elements $\{+1, -1\}$ some constant indicates which component the element belongs to

Degree matrix :

$$D_{ii} = \sum_j A_{ij}$$

Minimization :

$$\frac{y^T(D-A)y}{y^T D y}$$

$$(D-A)y = \lambda D y$$

$$\text{if } z = D^{1/2} y$$

$$D^{-1/2}(D-A)D^{-1/2}z = \lambda z$$

find eigenvectors of this matrix
those will be z.

$$\text{then } z = D^{1/2} y.$$