# Data Engineering

204426

# **Feature Extraction**

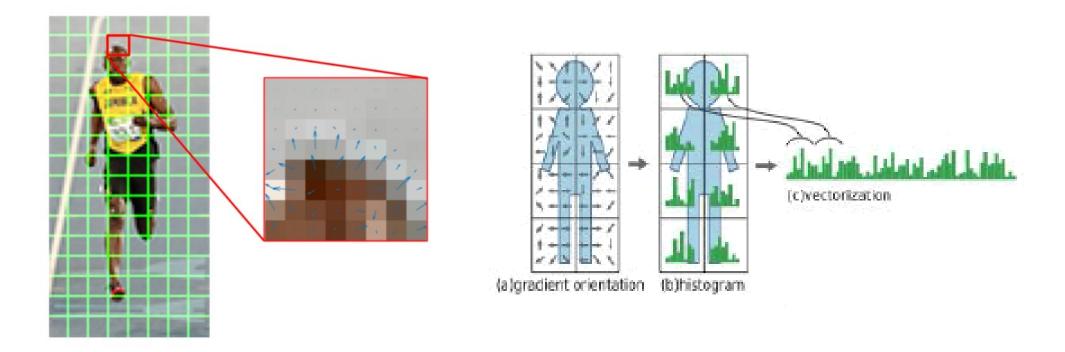
### **Feature Extraction**

- Feature extraction involves reducing the number of resources required to describe a large set of data.
- Feature extraction is a process of dimensionality reduction by which an initial set of raw data is reduced to more manageable groups for processing.
- Feature extraction is the name for methods that select and /or combine variables into features, effectively reducing the amount of data that must be processed, while still accurately and completely describing the original data set.

### Feature Extraction



#### **Histogram of Oriented Gradients (HOG)**



Source: <u>https://www.learnopencv.com/histogram-of-oriented-gradients/</u> <u>http://www.rroij.com/open-access/pedestrian-detectiona-comparative-studyusing-hog-and-cohog.php?aid=51543</u>

### **Histogram of Oriented Gradients (HOG)**

- 1. Calculate the Gradient Images.
- 2. Calculate Histogram of Gradients
- 3. Block Normalization
- 4. Calculate the HOG feature vector

### Histogram of Oriented Gradients (HOG)

### 1. Calculate the Gradient Images

- Apply a convolution operation to obtain the gradient images:  $G_x = I * H_x, \qquad G_v = I * H_v$
- Compute the final gradient magnitude

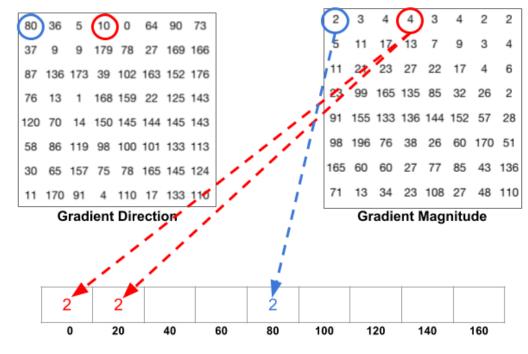
$$|G| = \sqrt{G_x^2 + G_y^2}$$

• Compute the orientation of the gradient

$$\theta = \arctan \frac{G_y}{G_x}$$

Histogram of Oriented Gradients (HOG)

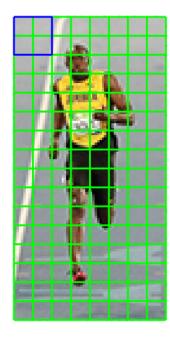
2. Calculate Histogram of Gradients



Histogram of Gradients

### **Histogram of Oriented Gradients (HOG)**

### **3. Block Normalization**



For each of the cells in the current block

- Concatenate their corresponding gradient histograms
- Perform L1 or L2 normalization by dividing each element of the histogram by L1 or L2 norm.

```
L1 Norm: ||x||_1 = \sum_{i=1}^n |x_i|
```

L2 Norm: 
$$||x||_1 = \sqrt{\sum_{i=1}^n x_i^2}$$

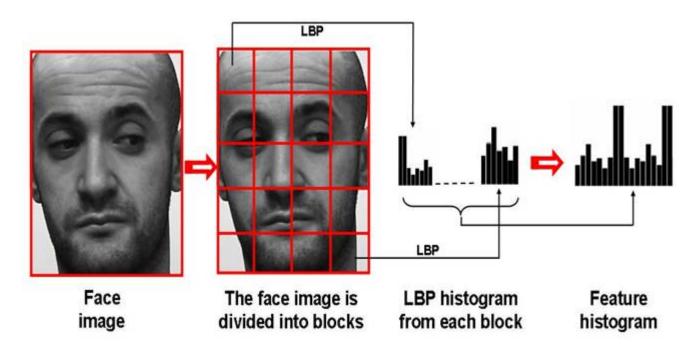
**Histogram of Oriented Gradients (HOG)** 

#### 4. Calculate the HOG feature vector

After all blocks are normalized

- we take the resulting histograms
- concatenate them
- treat them as our final feature vector.

#### Local Binary Patterns (LBP)



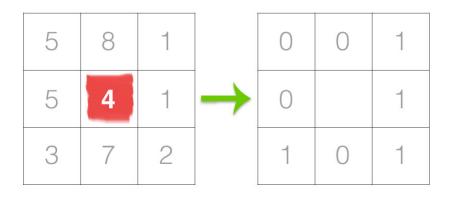
Source: <u>http://www.scholarpedia.org/article/File:LBP-face.jpg</u>

### Local Binary Patterns (LBP)

- 1. Convert the image to grayscale
- 2. For each pixel in the grayscale image
  - 1. select a neighborhood of size *r* surrounding the center pixel.
  - 2. calculate LBP value for this center pixel
- 3. Compute a histogram over the output LBP array

#### Local Binary Patterns (LBP)

**Calculating LBP value** 

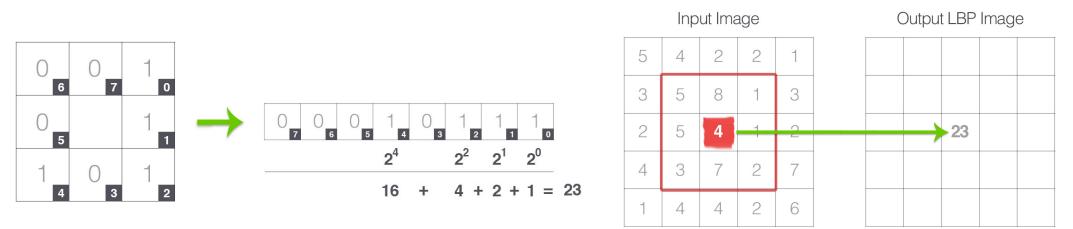


If the intensity of the center pixel is greater than or equal to its neighbor, then we set the value to *1*; otherwise, we set it to *0*.

Threshold the center pixel against its neighbor pixels

### Local Binary Patterns (LBP)

#### Calculating LBP value



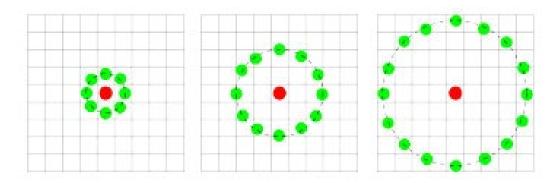
- Start at the top-right point and work our way *clockwise* accumulating the binary string as we go along.
- Convert this binary string to decimal.
- Store in an output array with the same width and height as the original image.

### Local Binary Patterns (LBP)

#### **Neighborhood Sizes**

To account for variable neighborhood sizes, two parameters were introduced:

- *p*: the number of points in a circularly symmetric neighborhood to consider.
- r: the radius of the circle , which allows us to account for different scales.



Local Binary Patterns (LBP)

**Neighborhood Sizes** 

The Concept of LBP Uniformity

- A LBP is considered to be <u>uniform</u> if it has *at most* two *0-1* or *1-0* transitions.
  - 00001000 : 2 transitions -> uniform pattern
  - 1000000 : 1 transitions -> uniform pattern
  - 01010010 : 6 transitions -> non-uniform pattern
- Uniform LBP patterns add an extra level of *rotation and grayscale invariance*.

#### **One-hot Encoding**

- A representation of categorical variables as binary vectors.
- Each word is represented as a binary vector that is:
  - All zero values
  - Except the index of the word, which is marked with a 1.

Rome Paris  
Rome = 
$$[1, 0, 0, 0, 0, 0, 0, ..., 0]$$
  
Paris =  $[0, 1, 0, 0, 0, 0, ..., 0]$   
Italy =  $[0, 0, 1, 0, 0, 0, ..., 0]$   
France =  $[0, 0, 0, 1, 0, 0, ..., 0]$ 

Source: <u>https://medium.com/@athif.shaffy/one-hot-encoding-of-text-b69124bef0a7</u>

### **Bag of Words**

- What about full texts instead of single words?
- The vector representation of a text is simply the vector sum of all the words it contains: All possible words

. It a cat is  
It = 
$$[0., 1., 0., 0., 0.]$$
,  
is =  $[0., 0., 0., 0., 1.]$ ,  
a =  $[0., 0., 1., 0., 0.]$ ,  
cat =  $[0., 0., 0., 1., 0.]$ ,  
. =  $[1., 0., 0., 0., 0.]$   
[1., 1., 1., 1.]  $\checkmark$  Vector sum of all words  
represents the text  
"It is a cat."

### Bag of Words

They are

- In practice it's much more convenient to use a dictionary instead of an actual vector
- This is known as a bag-of-words, and word order is discarded.

$$cat \quad dog \quad bird \quad panda$$

$$They = [0., \quad 0., \quad 0., \quad 0.],$$

$$are = [0., \quad 0., \quad 0., \quad 0.],$$

$$cat = [1., \quad 0., \quad 0., \quad 0.],$$

$$and = [0., \quad 0., \quad 0., \quad 0.],$$

$$dog = [0., \quad 1., \quad 0., \quad 0.]$$

$$cat and dog = [1., \quad 1., \quad 0., \quad 0.] \longleftarrow \begin{array}{l} Bag \ of \ words \\ represents \ the \ text \\ "They \ are \ cat \ and \ dog" \\ are \ are \ and \ dog" \\ are \ are \ are \ are \ are \ bird \ are \ bird \ bird \ bird \ are \ bird \ bird \ bird \ are \ bird \ bir$$

#### **TF-IDF**

#### Term Frequency (TF)

- The number of times that a word appears in a document is known as the "term frequency" (TF)
- An idea behind TF : "how popular a specific term is within a document"
- Possible definitions of TF:

$$tf(t,d) = \frac{N_{t,d}}{\sum_{t',N_{t',d}}} - \frac{1}{2}$$
 จำนวนคำอื่นที่ไม่ใช่คำ t ทั้งหมดที่ปรากฏในเอกสาร/ข้อความ  
เดียวกัน  
$$tf(t,d) = \log(1+N_{t,d})$$

#### **TF-IDF**

#### **Inverse Document Frequency (IDF)**

- How much information the word provides.
- An idea behind IDF : "words that appear in more documents are less meaningful"
- Possible definitions of IDF:

$$\operatorname{idf}(t,D) = \log\left(rac{N}{N_t}
ight)$$
 จำนวน เอกสาร/ข้อความ ทั้งหมดในคลังข้อมูล  
จำนวน เอกสาร/ข้อความ ทั้งหมดที่มี คำ t ปรากฏอยู่  
ในคลังข้อมูล  
 $\operatorname{idf}(t,D) = \log\left(1+rac{N}{N_t}
ight)$ 

#### **TF-IDF**

**Inverse Document Frequency (IDF)** 

 $tfidf(t, d, D) = tf(t, d) \times idf(t, D)$ 

Document 1: 'All my cat, cat and cat in a row', Document 2: 'When my cat sits down, she looks like a Furby toy! ', Document 3: 'The cat from outer space', Document 4: 'Sunshine loves to sit like this for some reason. ']

 $tf("cat", d_1) = \frac{3}{6}$  $idf("cat", D) = \log\left(\frac{4}{3}\right)$  $tfidf("cat", d_1, D) = \frac{3}{6}\log\left(\frac{4}{3}\right)$