



# Chapter 0

## Organization and Introduction

*Numerical Methods for Visual Computing*  
WS 19/20

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# Organizational Stuff



## Numerical Methods

- Many problems are too large or too complicated to be solved with pen and paper or do not have a closed form solution
- Goal of this lecture: Study different basic types of problems and learn about ways to solve them with a computer
- Understand why such methods work
- Learn how to implement them in Matlab



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## Visual Computing

- Synthesizing, reconstructing or analyzing image and video data
- Key technology in many areas
- I'll try to tailor the examples to visual computing





## Exercises

- Exercise sheets covering the content of the lecture will be passed out every Tuesday
- Exercises contain theoretical as well as programming problems
- You have one week for the exercise sheets and will turn in your solutions on Tuesday
- You may work on the exercises in groups of two
- The solutions will be discussed in the exercises on Friday
- **Reaching at least 50% of the total exercise points is required for being admitted to the final exam**
- If solutions have obviously been copied, both groups will get 0 points



## Questions within the lecture

The more we discuss in the lecture, the more interesting the course will be! Please don't be shy to say something!



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## Examination

- Depending on the number of attendees, the final exam will be either oral or written.
- This lecture is worth 5 credits.



## Miscellaneous

- My office: H-A 7106
- Vaishnavi's office: H-A 7116
- Office hours: Please write an email.
- Lecture: Starts at quarter past. Short break in between.
- Course website:  
`https://www.vsa.informatik.uni-siegen.de/en/numerical-methods-visual-computing-0`
- To access the course material: username: "student", password "100%brain"



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**Short lecture overview!**

# Error analysis and the condition of a problem



Things that can go wrong,

- Example 1: Does the distributive property hold?

$$(x - y)^2 = x^2 - xy - yx + y^2 ?$$



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- Example 2: Image deblurring - does noise matter?

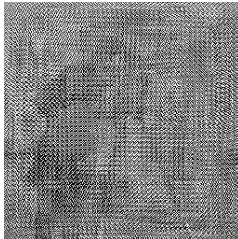


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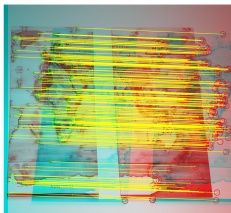
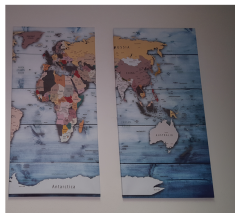
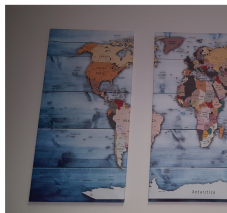
# Linear regression

How to fit a linear parametric model to some measured data?



# Linear regression

How to fit a linear parametric model to some measured data?



Solve  $\min_u \|Au - f\|^2$  and variants thereof

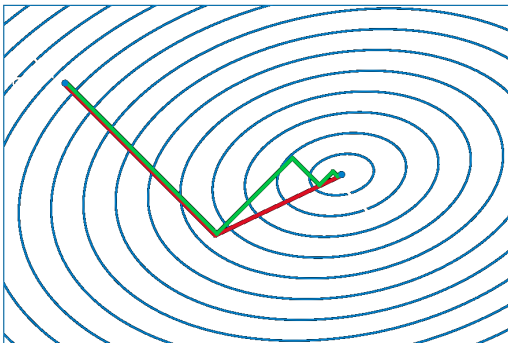
# Linear equations

How to solve linear equations

- Exactly, e.g. using Gaussian elimination

$$\left[ \begin{array}{ccc|c} a_{11} & a_{12} & a_{13} & b_1 \\ a_{21} & a_{22} & a_{23} & b_2 \\ a_{31} & a_{32} & a_{33} & b_3 \end{array} \right] \rightarrow \left[ \begin{array}{ccc|c} \tilde{a}_{11} & \tilde{a}_{12} & \tilde{a}_{13} & \tilde{b}_1 \\ 0 & \tilde{a}_{22} & \tilde{a}_{23} & \tilde{b}_2 \\ 0 & 0 & \tilde{a}_{33} & \tilde{b}_3 \end{array} \right]$$

- Iteratively, e.g. using the conjugate gradient method



From Wikipedia: <https://de.wikipedia.org/wiki/CG-Verfahren>



Assume you have a differentiable but slightly complicated function, e.g.

$$E(\theta) = \sum_{i=1}^n (1 - 2y_i) \log(1 + \exp(-\langle \theta, x_i \rangle)) + \frac{\lambda}{2} \|\theta\|^2$$

and you want to minimize it with respect to  $\theta$ .



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and you want to minimize it with respect to  $\theta$ .

As we will see a necessary and sufficient condition is (in this case)

$$\nabla E(\theta) = 0$$

But how can we solve this equation?

## Solving nonlinear equations

Our answer here: Determine  $\nabla E(u) = 0$  using Newton's method!

Our example: Learn a very simple color skin-detector!



## Solving nonlinear equations

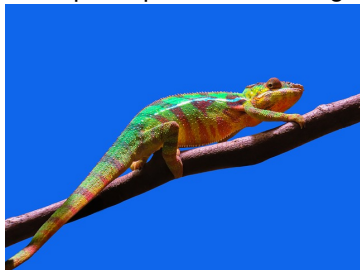
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# Computing eigenvalues and eigenvectors

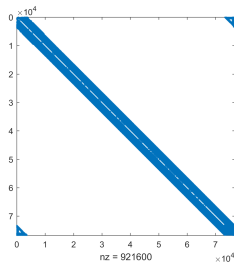
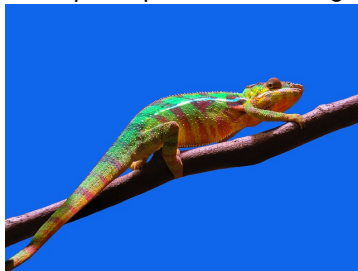
Example: Spectral clustering





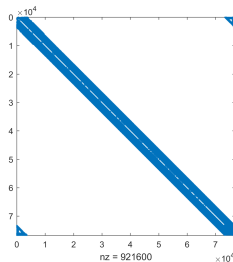
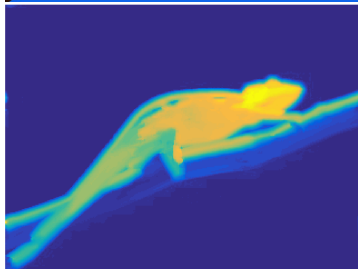
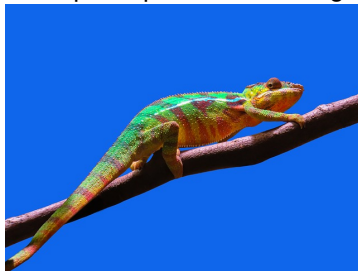
# Computing eigenvalues and eigenvectors

## Example: Spectral clustering



# Computing eigenvalues and eigenvectors

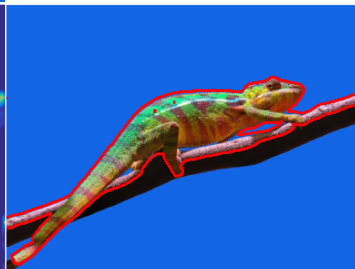
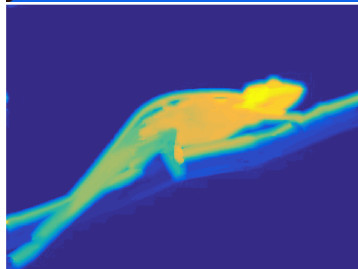
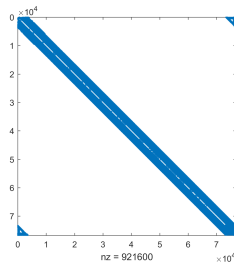
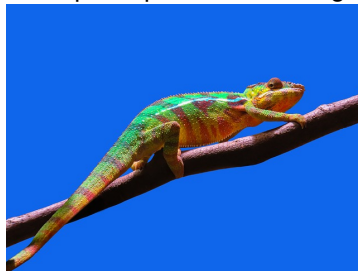
## Example: Spectral clustering



# Computing eigenvalues and eigenvectors

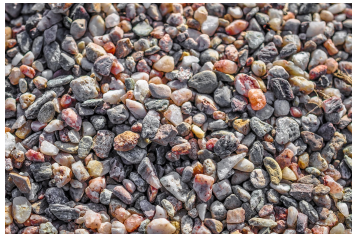
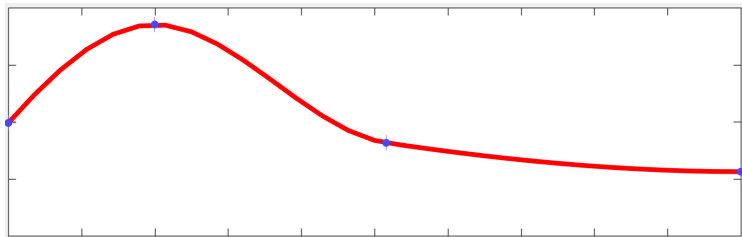


## Example: Spectral clustering



# Interpolation

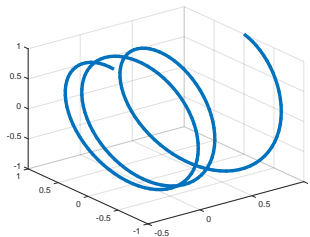
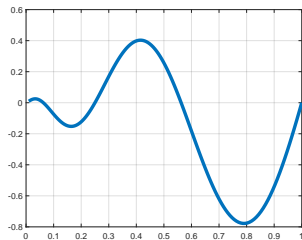
Example: Image filter gui with drag and drop points on a curve



# Integration

How to compute the integral over a function numerically?

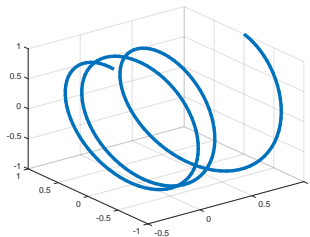
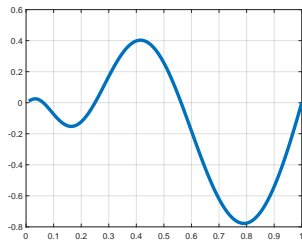
How to compute the line integral over a function?



# Integration

How to compute the integral over a function numerically?

How to compute the line integral over a function?



In higher dimensions: What is the volume under a surface?

