

# ECE 596

## HW 2 Notes

# K-means clustering

- Pixel-wise image segmentation in RGB color space.



# K-means clustering

1.

Make a copy of your  
original image.

# K-means clustering

1.

Make a copy of your  
original image.

Copying input image to  
a buffer image.

# K-means clustering

1.

Make a copy of your original image.

2.

Initialize cluster centers.

`double** centers`

`centers[ i ][ j ]:`

,where  $i = 1 \dots \text{number of clusters}$

$j = 1 \dots 3$  (R,G,B channels)

# K-means clustering

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`double** centers`

`centers[ i ][ j ]:`  
,where  $i = 1 \dots \text{number of clusters}$   
 $j = 1 \dots 3$  (R,G,B channels)

Task 1 : random seeds  
Task 2: pixel seeds  
Task 3: histogram seeds

# K-means clustering

1.  
Make a copy of your  
original image.

2.  
Initialize cluster centers.  
`double** centers`

3.  
Find closest cluster for  
each pixel.  
 $|R_p - R_c| + |G_p - G_c| + |B_p - B_c|$



Cluster  
centers

# K-means clustering

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L1  
distance

Cluster  
centers



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 $|R_p - R_c| + |G_p - G_c| + |B_p - B_c|$



L1  
distance

smallest



Cluster  
centers

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Initialize cluster centers.  
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Find closest cluster for  
each pixel.  
 $|R_p - R_c| + |G_p - G_c| + |B_p - B_c|$



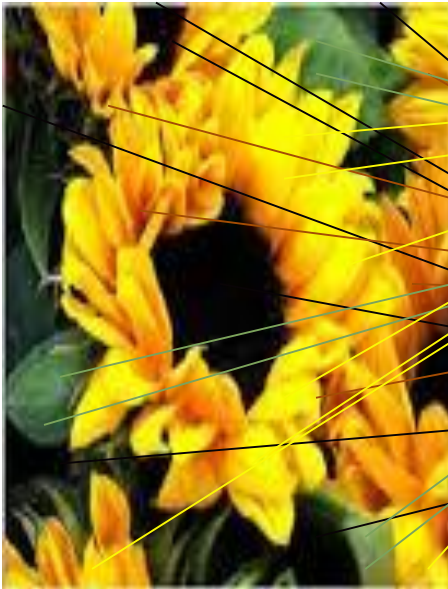
Cluster  
centers

# K-means clustering

1.  
Make a copy of your  
original image.

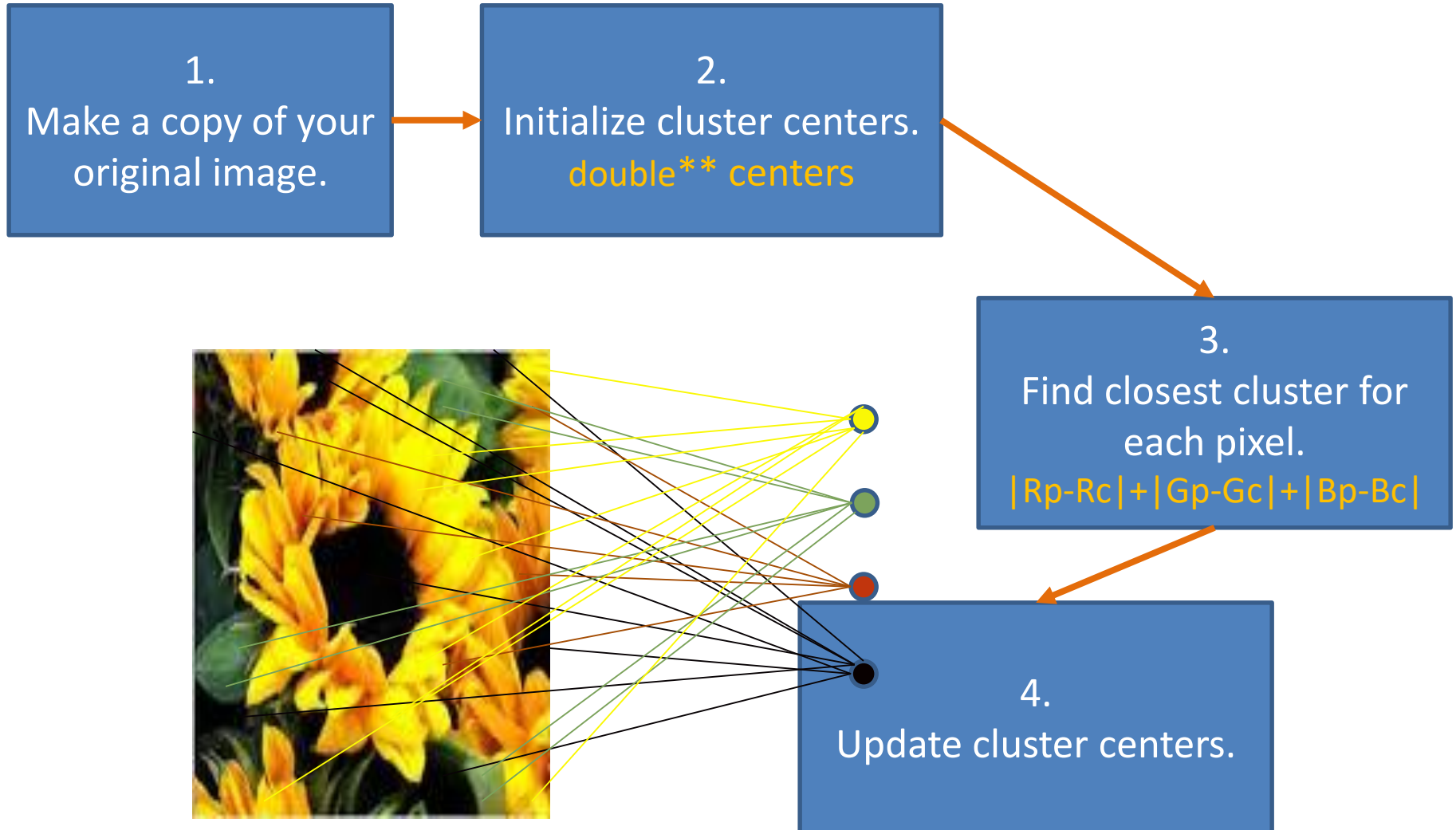
2.  
Initialize cluster centers.  
`double** centers`

3.  
Find closest cluster for  
each pixel.  
 $|R_p - R_c| + |G_p - G_c| + |B_p - B_c|$

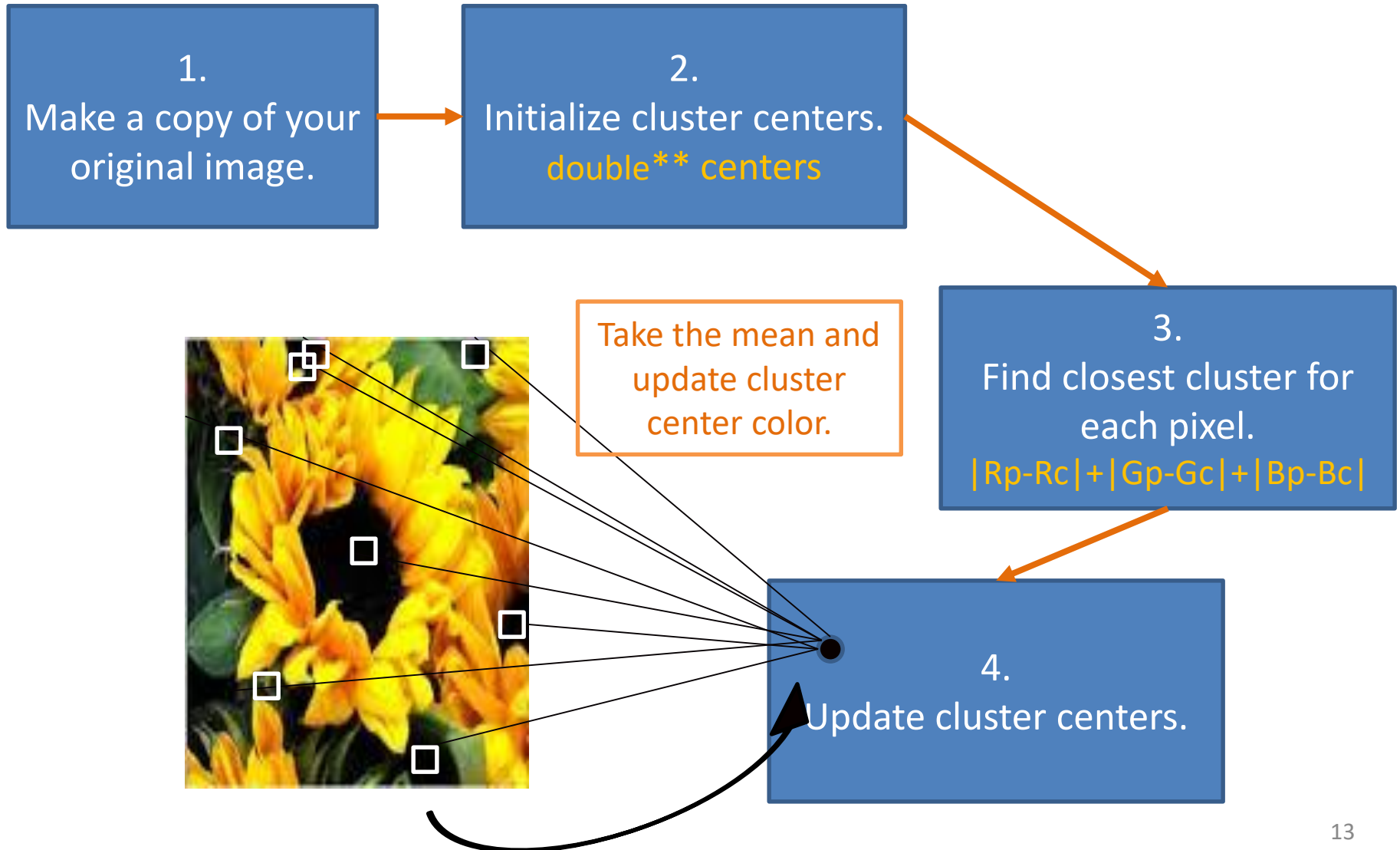


Cluster  
centers

# K-means clustering



# K-means clustering



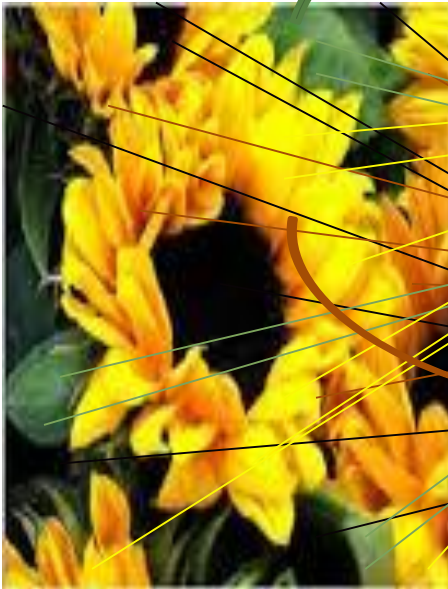
# K-means clustering

1.  
Make a copy of your  
original image.

2.  
Initialize cluster centers.  
`double** centers`

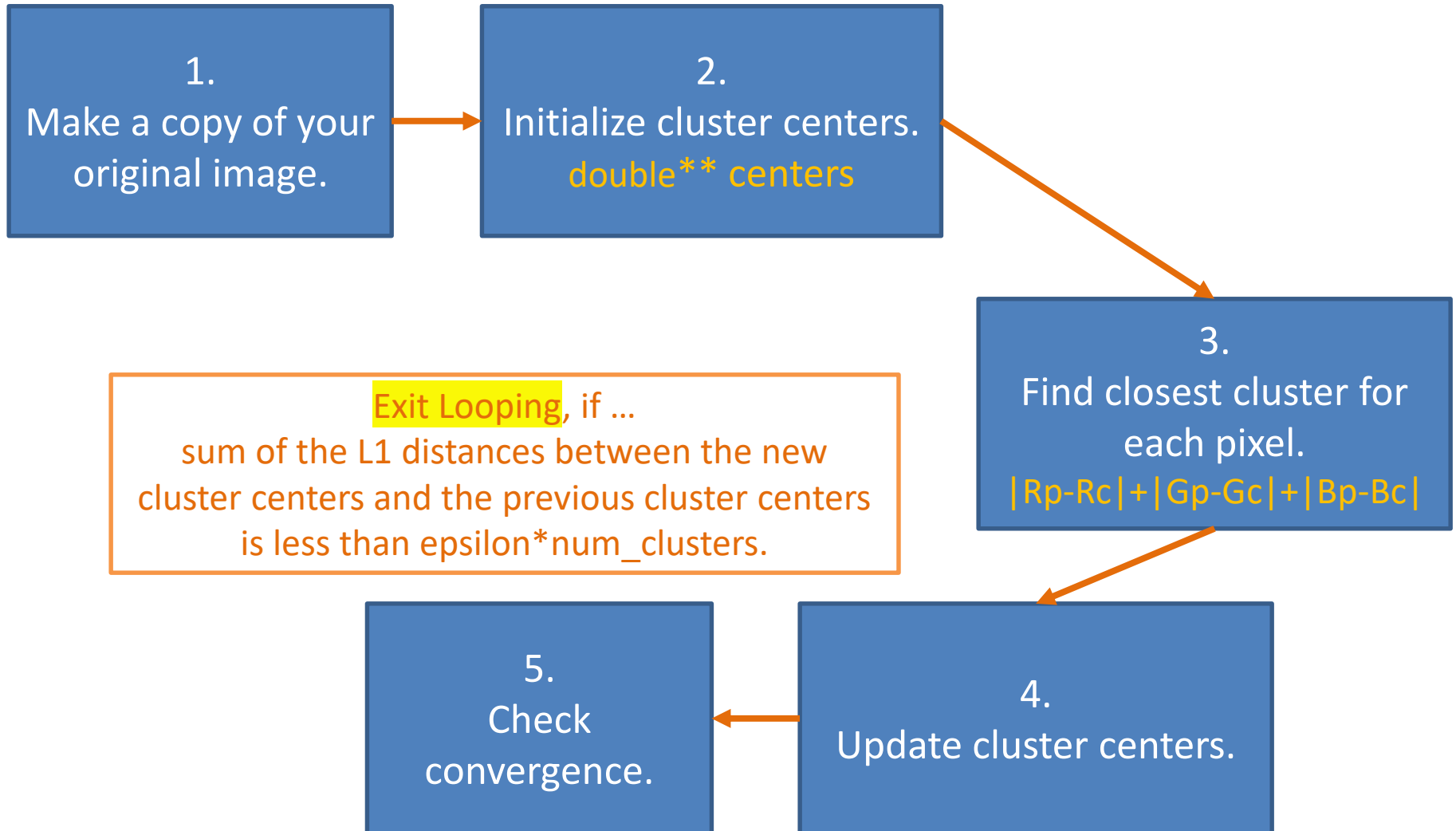
3.  
Find closest cluster for  
each pixel.  
 $|R_p - R_c| + |G_p - G_c| + |B_p - B_c|$

4.  
Update cluster centers.

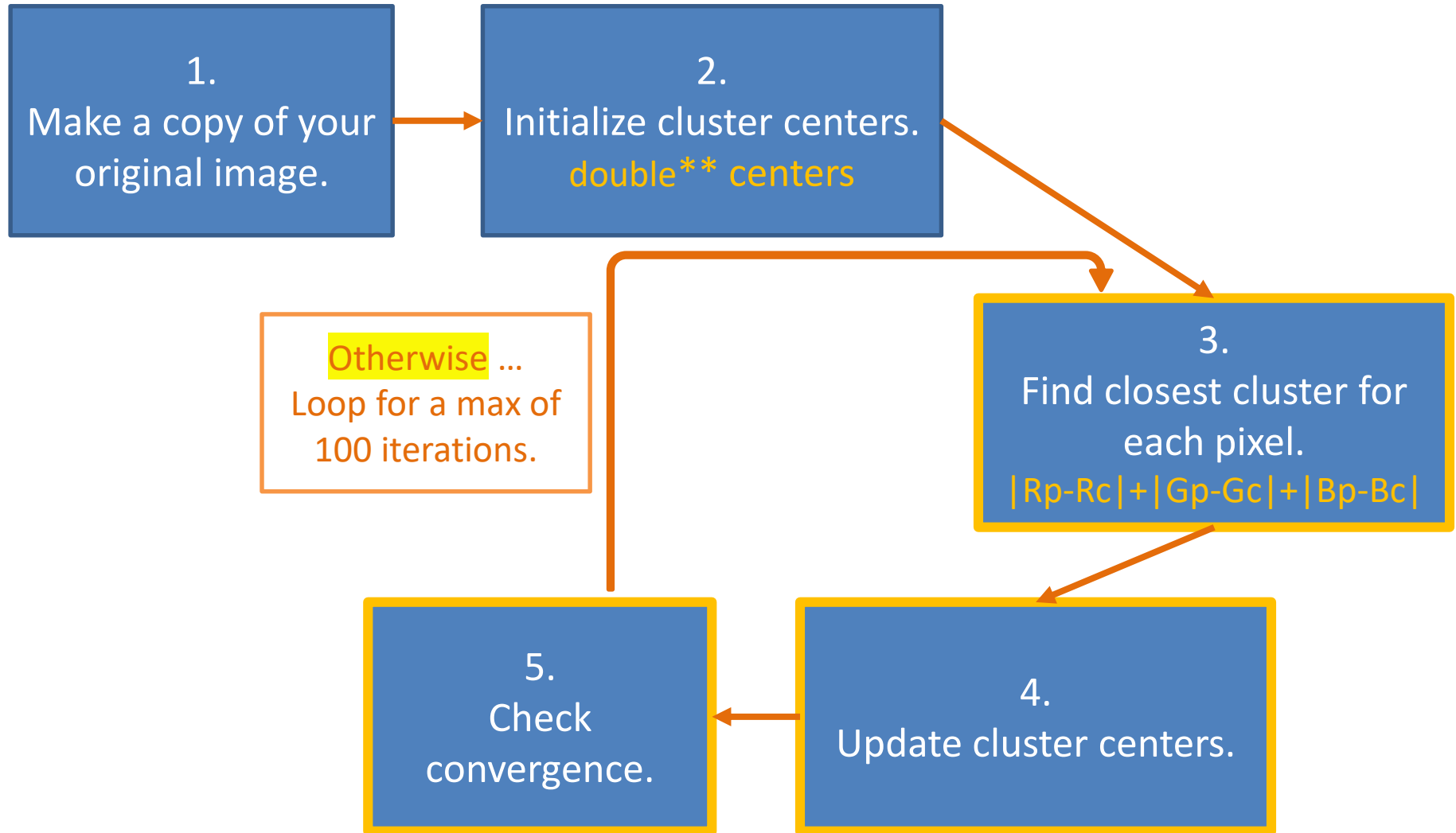


Do the  
same for  
all cluster  
centers.

# K-means clustering

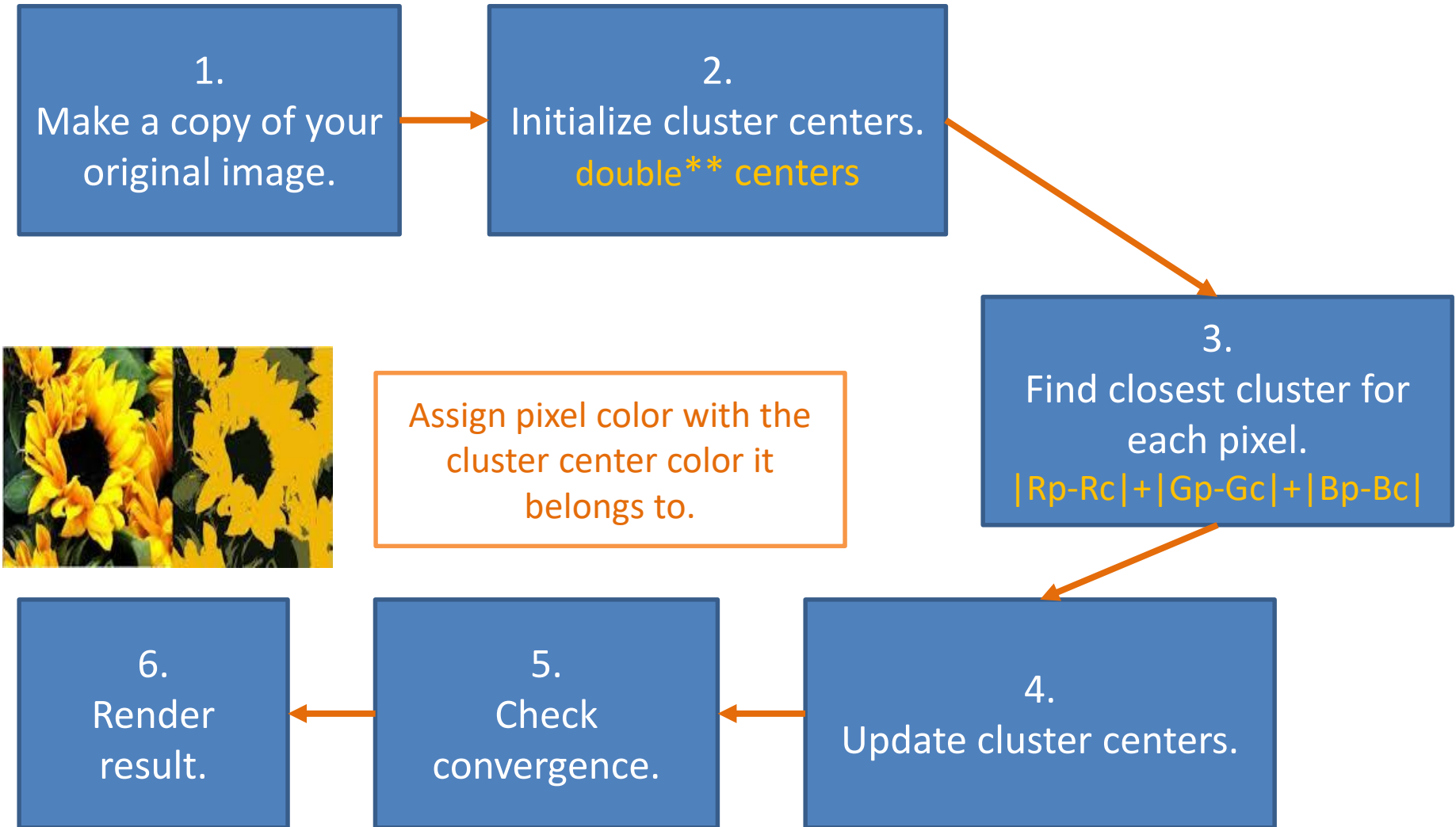


# K-means clustering





# K-means clustering



# Task 1. With Random Seeds

2.  
Initialize cluster centers.  
`double** centers`

- `void RandomSeedImage(double **image, int num_clusters)`
- Choose a random number!
- Range of values: `0 ~ 255`
- What you can do: `rand() % 256`
- Set `epsilon = 30` (fine tune as necessary)

`centers[ i ][ j ]:`  
,where `i = 1 ... number of clusters`  
`j = 1 ... 3 (R,G,B channels)`

# Task 2. With Pixel Seeds

2.  
Initialize cluster centers.  
`double** centers`

- `void PixelSeedImage(double **image, int num_clusters)`
- Choose a random pixel from image!
- Range of values:  
    `column = 0 ~ (imageWidth – 1)`  
    `row = 0 ~ (imageHeight – 1)`
- What you can use: `rand() % something...`
- Set `epsilon = 30`.

`centers[ i ][ j ]:`  
    ,where `i = 1 ... number of clusters`  
    `j = 1 ... 3 (R,G,B channels)`

# Task 2. With Pixel Seeds

2.  
Initialize cluster centers.  
`double** centers`

Choose a pixel and make its RGB values a seed if it is sufficiently different ( $\text{dist}(L1) \geq 100$ ) from already-selected seeds!

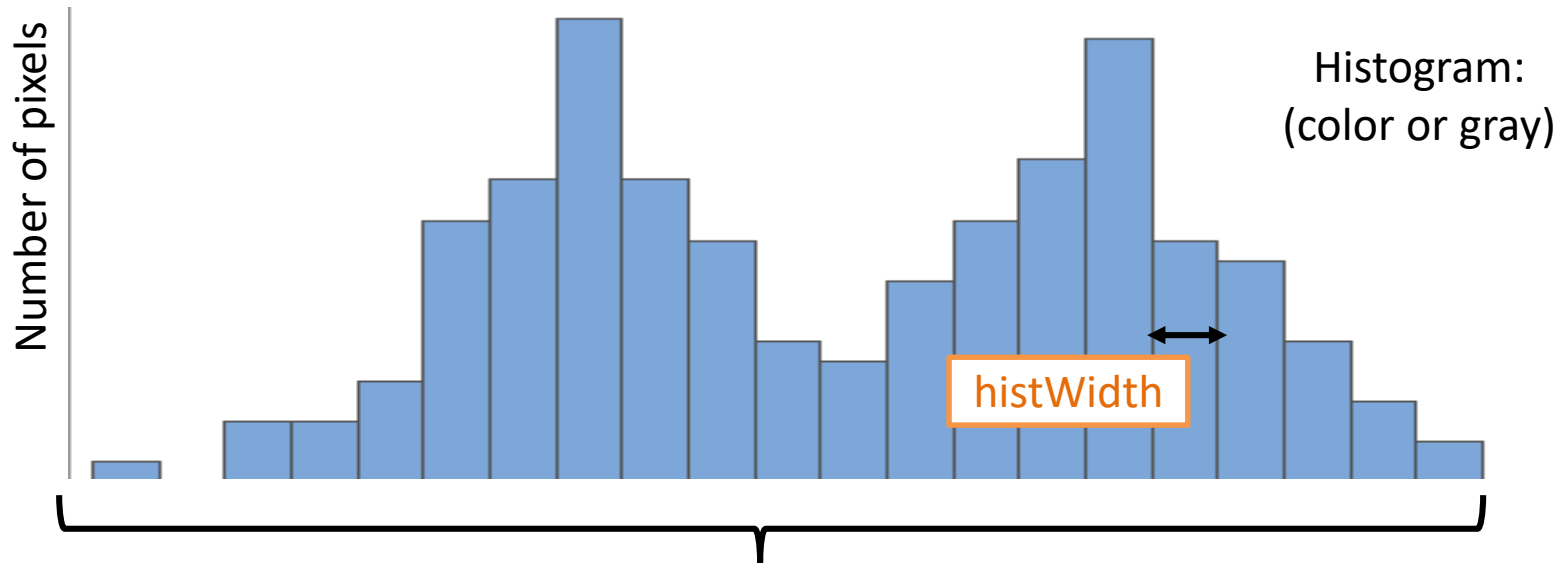
- `void PixelSeedImage(double **image, int num_clusters)`
- Choose a random pixel from image!
- Range of values:  
     `column = 0 ~ (imageWidth – 1)`  
     `row = 0 ~ (imageHeight – 1)`
- What you can use: `rand() % something...`
- Set `epsilon = 30`.

`centers[ i ][ j ]:`  
 ,where `i = 1 ... number of clusters`  
`j = 1 ... 3 (R,G,B channels)`

# Task 3. With Histogram Seeds

2.  
Initialize cluster centers.  
`double** centers`

- `void HistogramSeedImage(double** image, int num_clusters)`



- Set epsilon = anything.