

**Computational  
Geometry  
Neighborhoods  
for  
Local Learning**

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**Problem:** How to choose a neighborhood for local learning? x

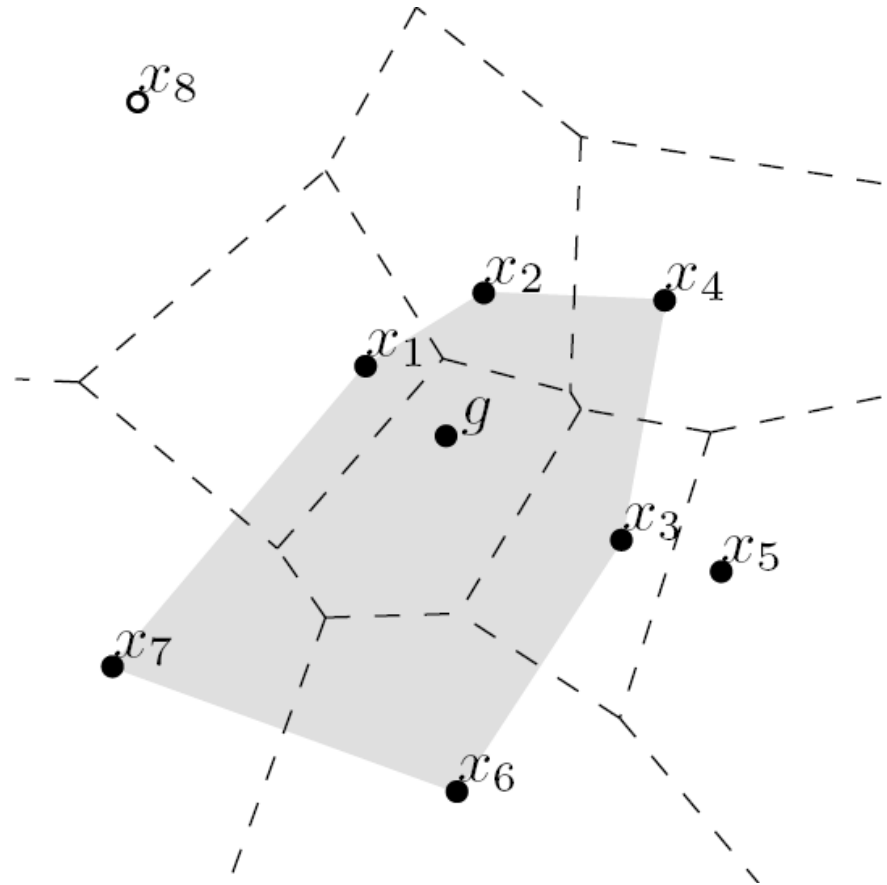
**Goal 1)** neighbors are near x x x ?

**Goal 2)** neighbors are diverse x  
in feature space  
(i.e. “surround the test point”)

# Prior Work: Natural Neighbors

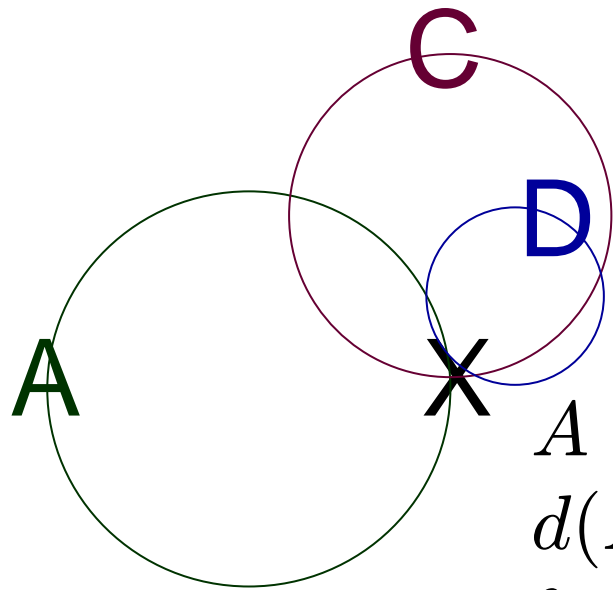
Natural Neighbors of  $g$  is the set of all points whose Voronoi cells are adjacent to the cell of  $g$ .

Sibson proposed 1981 as neighborhood for linear interpolation.



Natural Neighbors Inclusive (Gupta '07):  
Add all nearer neighbors to the natural neighbors.

# Prior Work: Gabriel Neighbors



X's Gabriel neighbors  
are A and D

A and B are Gabriel neighbors if  
$$d(A, B)^2 \leq d(A, x_j)^2 + d(B, x_j)^2$$
  
for all  $x_j$ .

Shown to sometimes work better than k-NN  
for classification by Sanchez et al. 1997

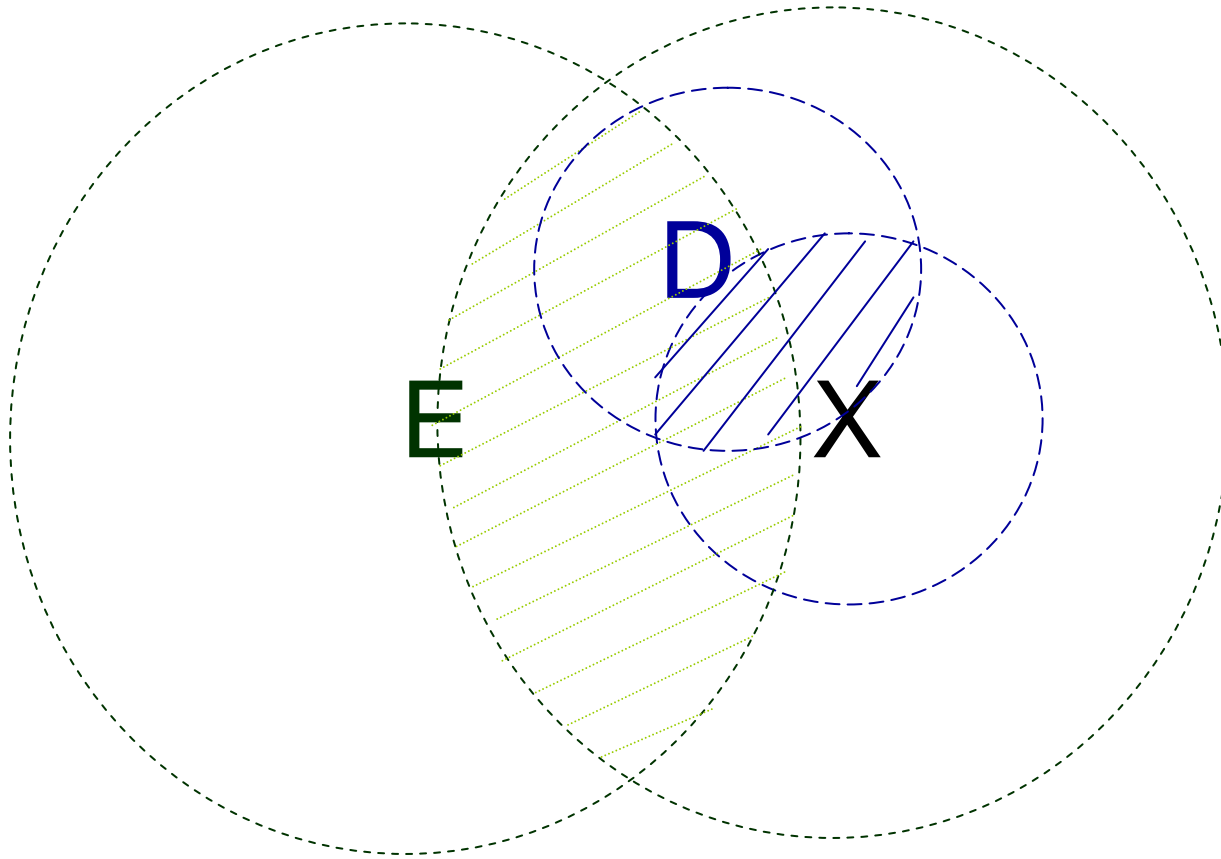
# Prior Work:

## Relative Neighbor Graphs

$A$  and  $B$  are RNG neighbors if  
 $d(A, B) \leq \max(d(A, x_j), d(B, x_j))$   
for all  $x_j$ .

Shown to work consistently better than k-NN  
for classification by Sanchez et al. 1997

D is a RNG neighbor of X but E is not.



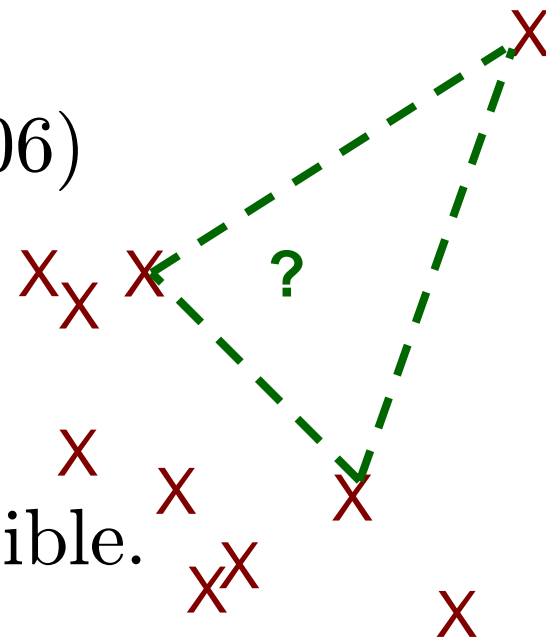
# Enclosing Neighborhoods (*Gupta et al. '07, '08*)

Neighborhood definition that produces neighbors that enclose a test point in their convex hull if such a neighborhood exists.

Ex: Natural neighbors

Ex: Enclosing k-NN (Gupta 06)

Ensures interpolation rather than extrapolation when possible.





# Enclosing Neighborhoods Have Bounded Estimation Variance

**Theorem** (*Gupta Garcia Chin 08*):

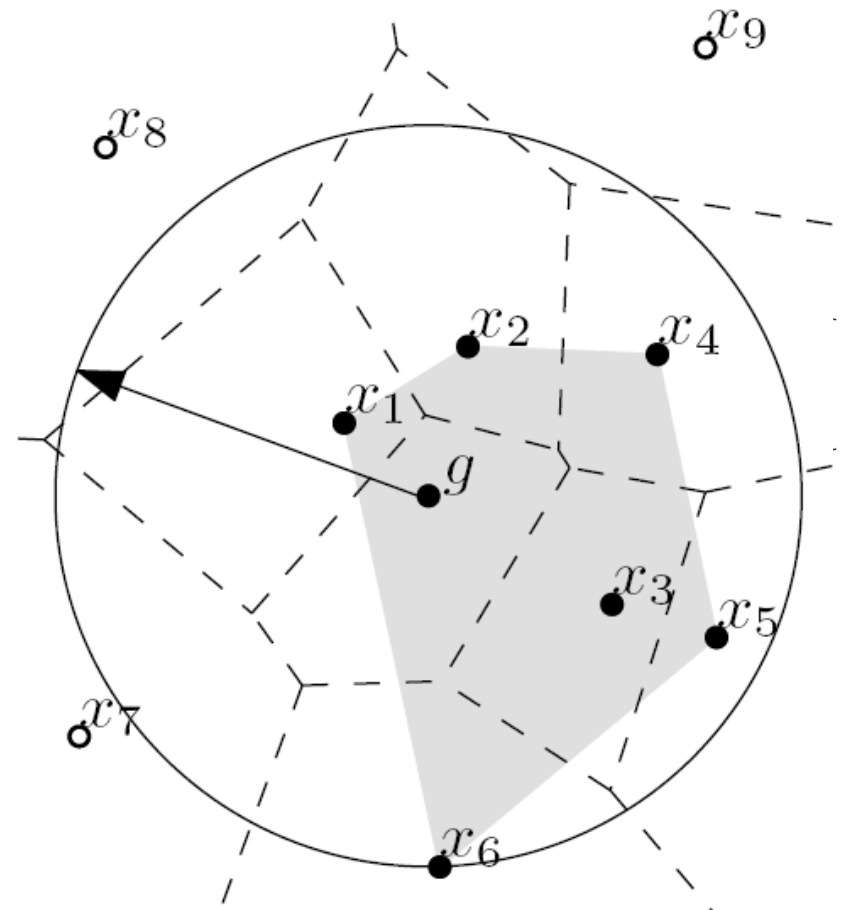
Local least-squares fitted hyperplane to an enclosing neighborhood has estimation variance bounded by  $\sigma^2$  if the true output values are linear with additive white noise  $N \sim \mathcal{N}(\mu, \sigma^2)$ :

$$E_N \left[ \left( \hat{f}(x) - E_N[\hat{f}(x)] \right)^2 \right] \leq \sigma^2$$

# Enclosing k-NN *(Chin Garcia Gupta '07)*

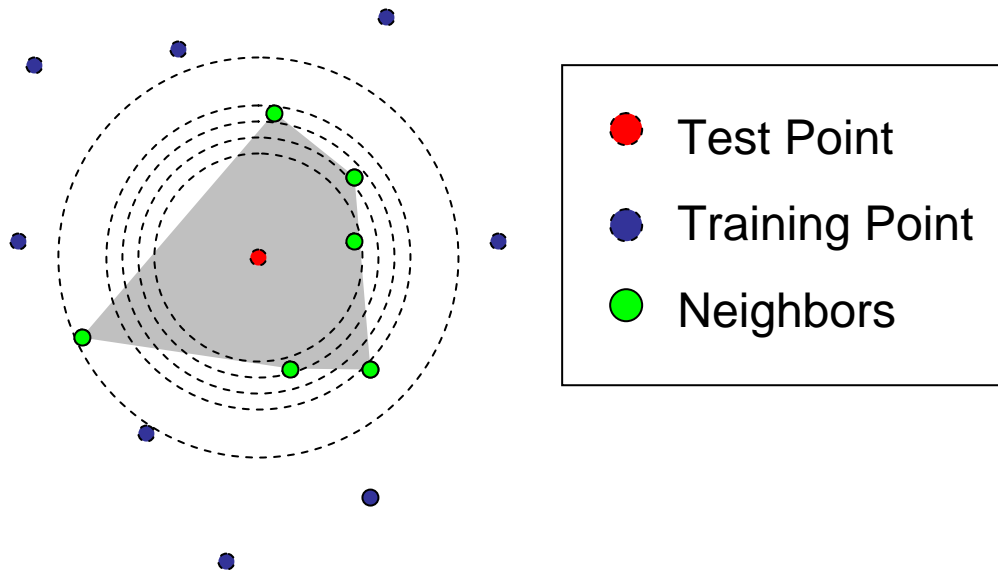
The neighborhood about  $g$  with the **fewest number of neighbors  $k$**  that achieves the minimum distance to their convex hull.

(The neighborhood about  $g$  with the **fewest number of neighbors  $k$**  that enclose  $g$  in their convex hull.)



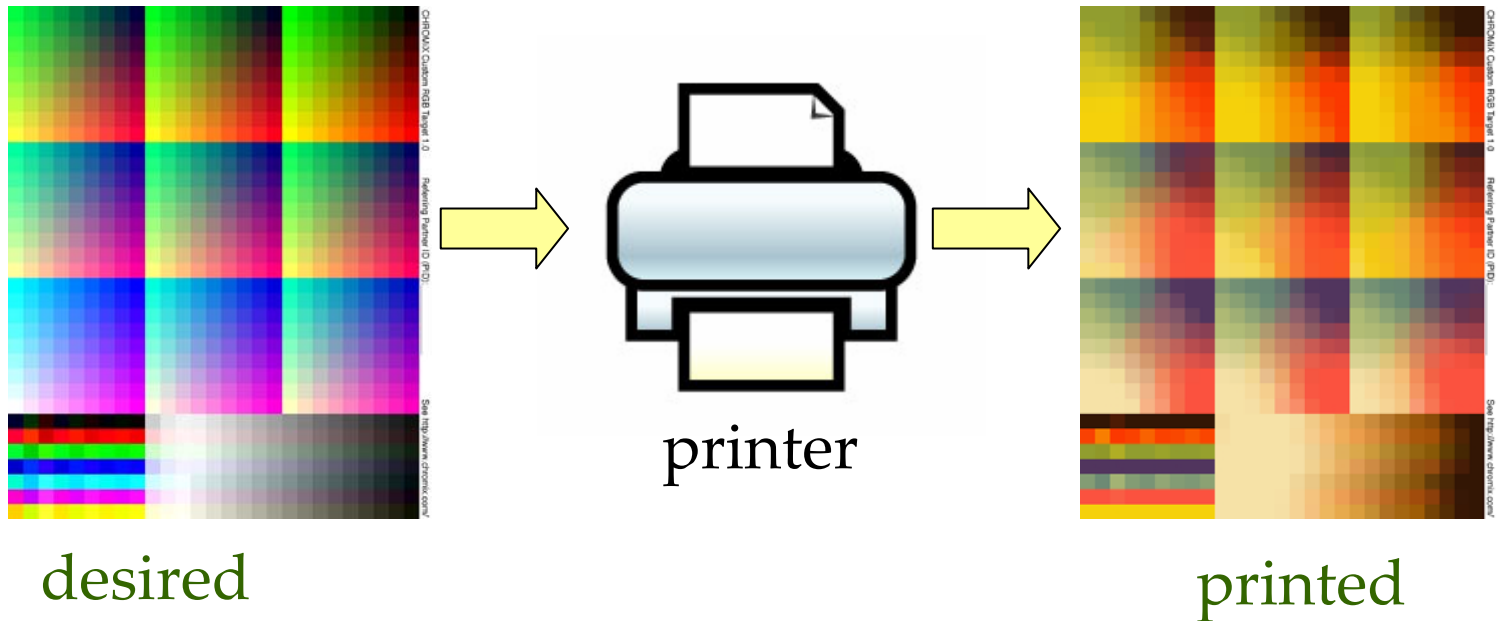
# Expected Size of Enclosing k-NN

Theorem (Gupta Garcia Chin '08): If  $d$ -dimensional training points drawn uniformly randomly around test point, the enclosing k-NN will have an average of  $2d + 1$  neighbors.



# Color management

**Problem:** How do you get a printer to print colors “correctly”?



**Motivation:** art, catalogs, product quality,  
skin tones, preserve contrast and image quality  
scientific and information visualization

# Printer color management

Step 1: Input RGB patches and measure CIE L\*a\*b\* values

**Step 2:** *Estimate RGB inputs corresponding to each color in 3D CIE L\*a\*b\* grid*

Step 3: Given a desired CIE L\*a\*b\* color, interpolate the 3D LUT for best RGB input

# Printer color management summary

Step 1: Input RGB patches and measure CIEL\*a\*b\* values

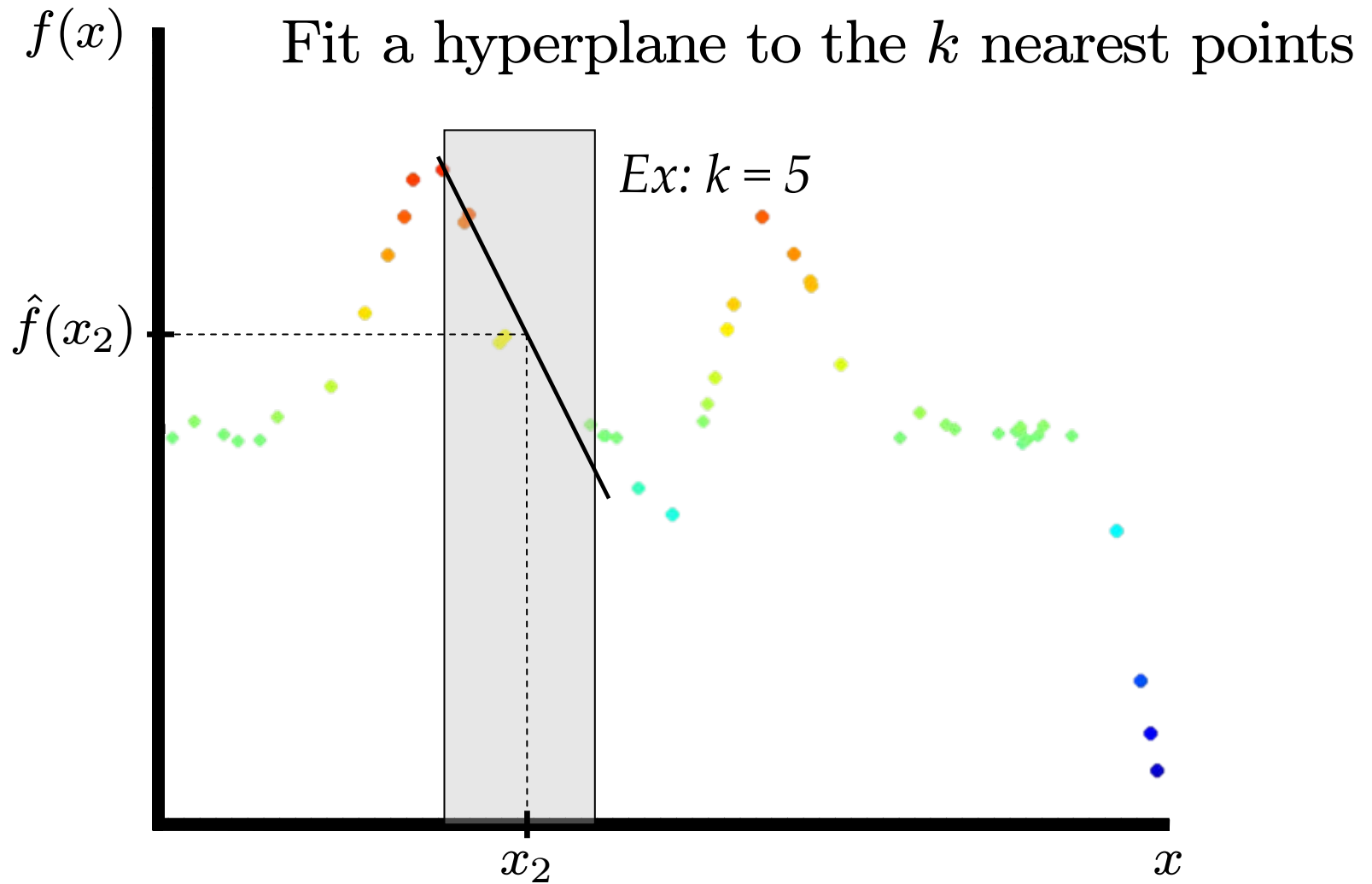
**Step 2:** *Estimate RGB inputs corresponding to each color in 3D CIEL\*a\*b\* grid*

*Bala 2003:* best results with local linear regression compared to neural nets, polynomial regression, or splines.

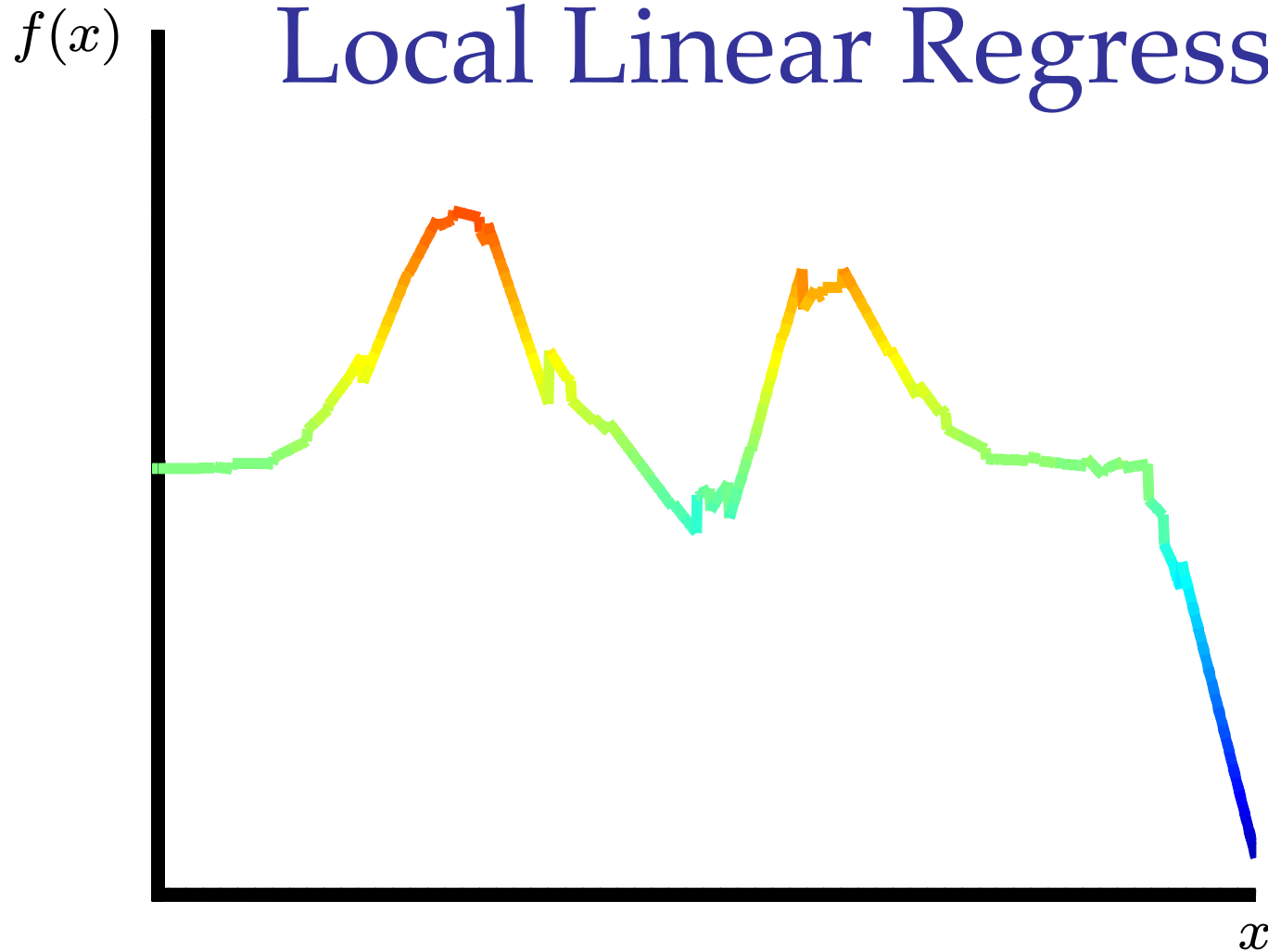
*Our work:* better results by regularized local linear regression with **enclosing neighborhoods** (*Gupta et al. IEEE Trans Image Proc 2008*)

Step 3: Given a desired CIEL\*a\*b\* color, interpolate the 3D LUT for best RGB input

# Local Linear Regression



# Example Result of Local Linear Regression





# Local Ridge Regression

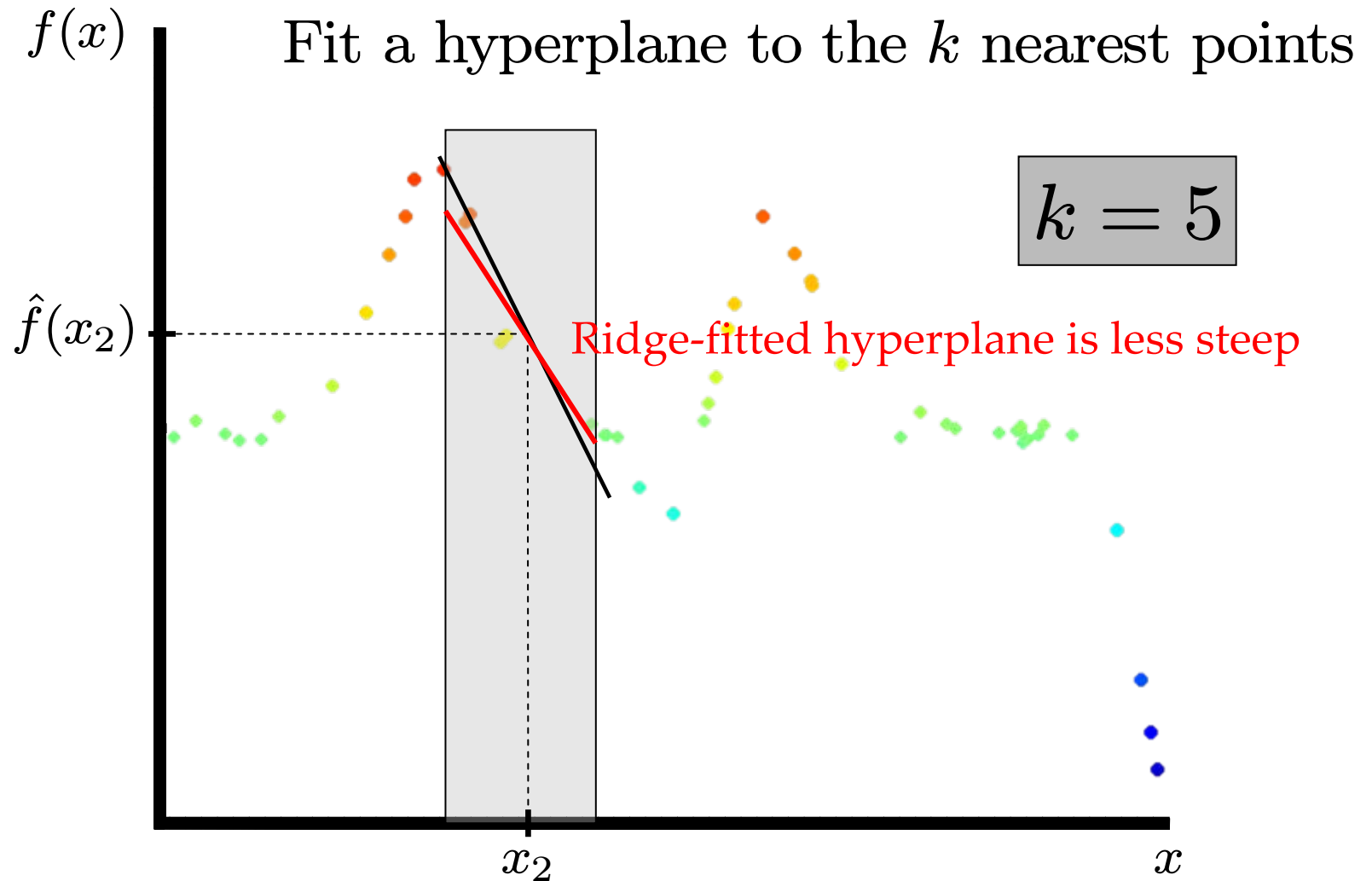
Local Linear Regression:  $\hat{f}(x) = \beta^{*T} x$

$$\beta^* = \arg \min_{\beta} \sum_{\text{neighbors } x_i} (\beta^T x_i - f(x_i))^2$$

Local Ridge Regression:  $\hat{f}(x) = \beta^{*T} x$

$$\beta^* = \arg \min_{\beta} \sum_{\text{neighbors } x_i} (\beta^T x_i - f(x_i))^2 + \lambda \beta^T \beta$$

# Local Linear Regression

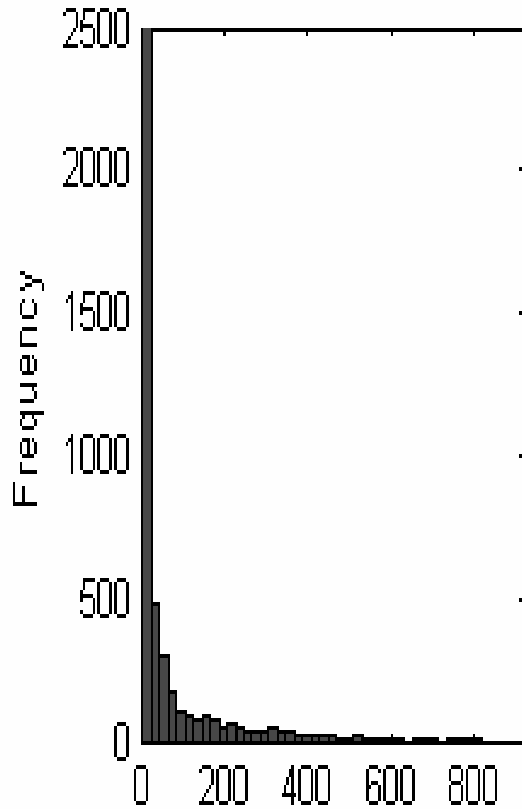


# Example Color Management Results

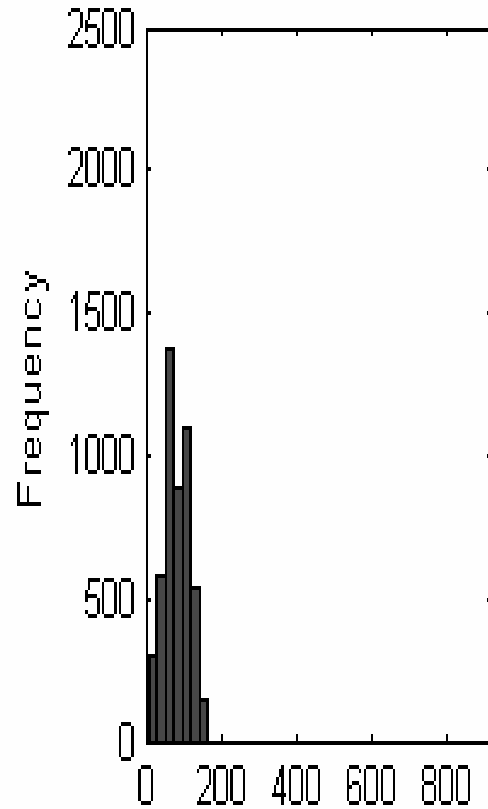
Ricoh Laser Printer, 918 training patches,  
729 in-gamut test patches, regularization parameter fixed at .1

<b>Neighborhood</b>	<b>Mean <math>\Delta E</math> Error</b>	<b>95<sup>th</sup> %-ile <math>\Delta E</math> Error</b>
Enclosing k-NN	3.7	7.4
Enclosing k-NN Minimum 15	<b>3.5</b>	<b>6.8</b>
Natural Neighbors	3.7	7.1
Baseline: 15 Neighbors	4.2	8.6

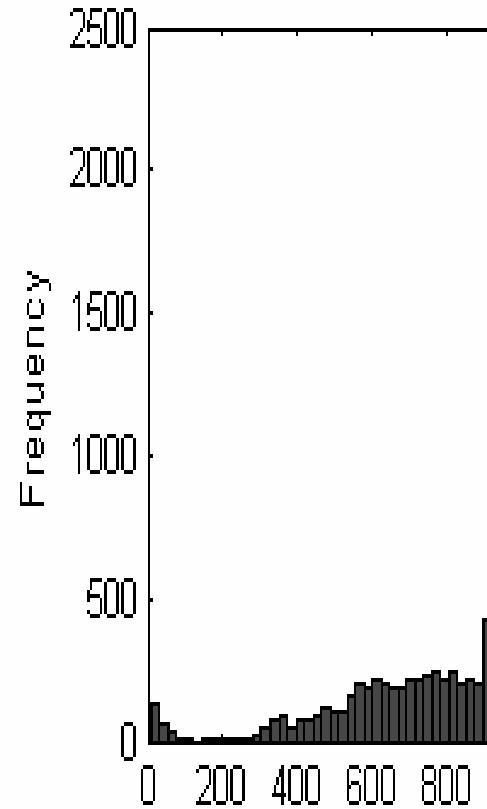
# Example Neighborhood Sizes for 3-dimensional color samples



**Enclosing  
k-NN**



**Natural  
Neighbors  
(Voronoi)**



**Natural  
Neighbors  
Inclusive**

# Enclosing Neighborhood Problems

## Computationally Expensive

### Natural Neighbors

Voronoi tessellation of entire training set and test point.  
Worst Case:  $O(n^{\lfloor \frac{d}{2} \rfloor})$

### Enclosing k-NN

QP at each step to find distance to neighbors.

Worst Case:  $O(n^4)$

## Test point outside convex hull of data

Sometimes in 3D, common in higher dimensions

# Papers (available at [idl.ee.washington.edu](http://idl.ee.washington.edu))

- M. R. Gupta, Custom Color Enhancements, Proc. Intl. Conf. on Image Processing 2005.
- E. Chin, E. K. Garcia, M. R. Gupta, Color Management of Printers by Regression over Enclosing Neighborhoods, Proc. Intl. Conf. on Image Processing 2007.
- M. R. Gupta, E. K. Garcia, E. Chin, Adaptive Local Linear Regression with Application to Printer Color Management, To appear, IEEE Trans. On Image Processing (2008).