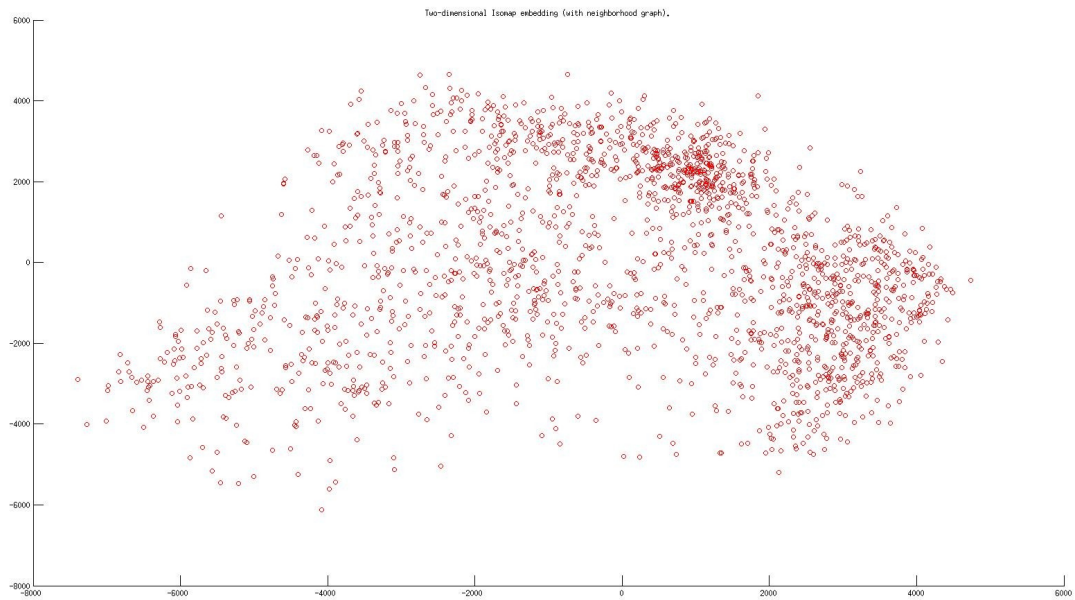


Assignment-2

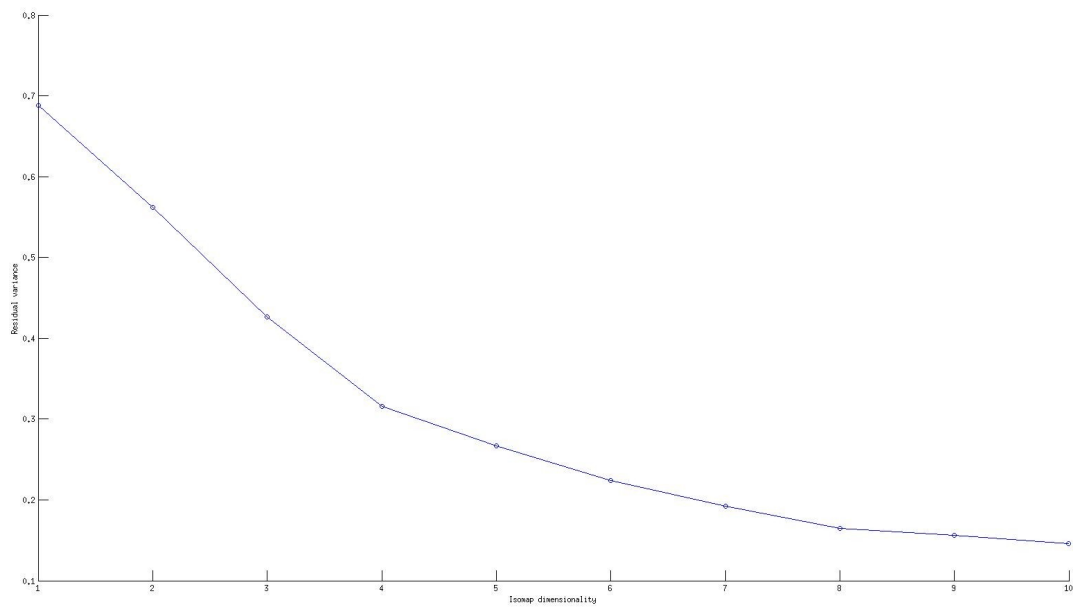
Part A

Q1(Euclidean Metric Distance)

Isomap of first 2000 images of MNSIT DATABASE

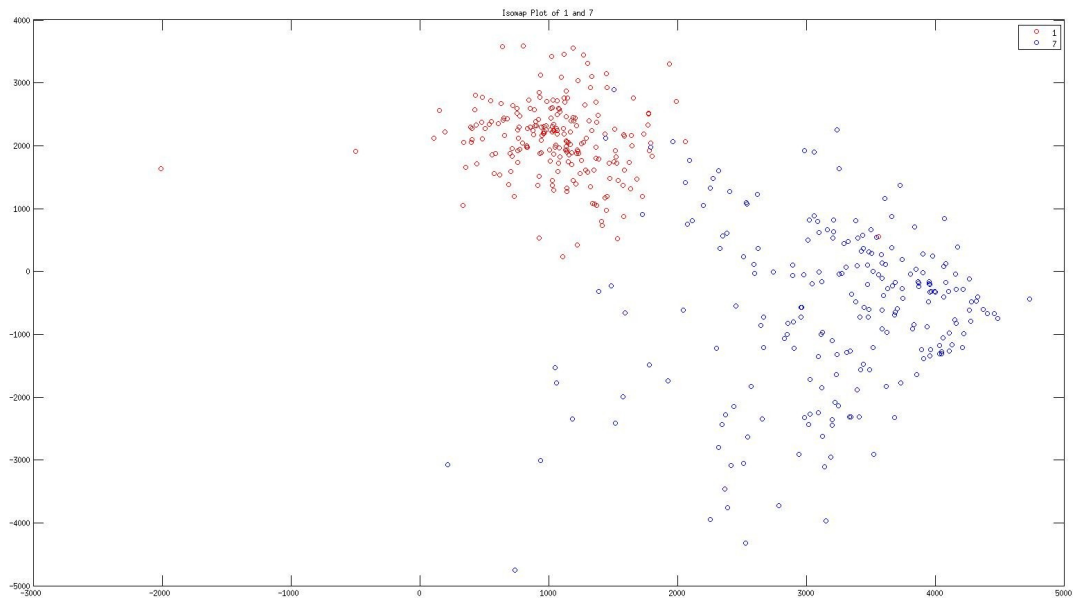


Residual Variance



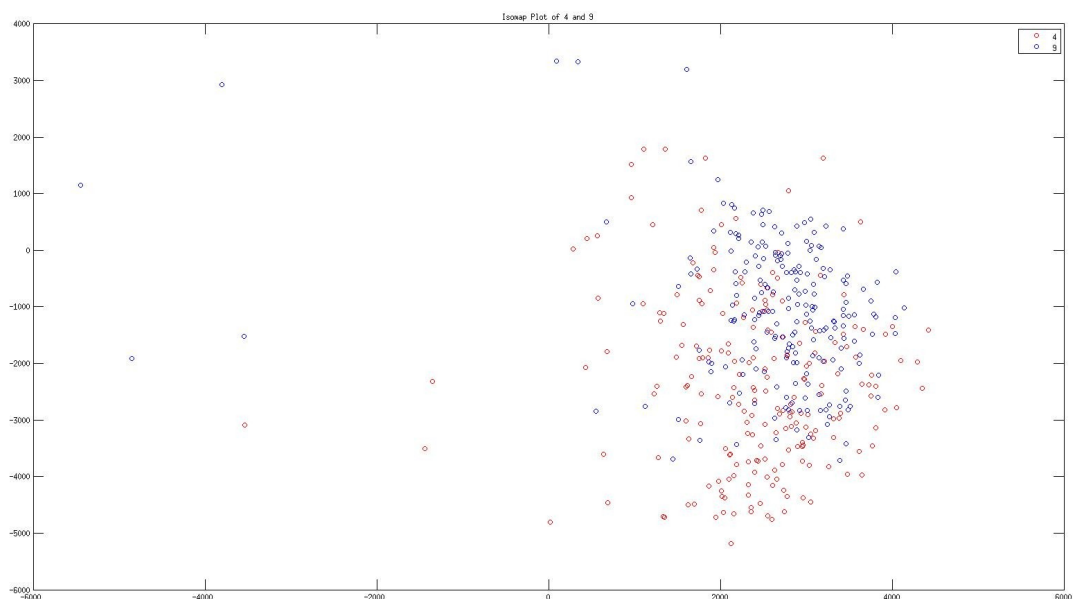
The dimensionality of the data from mnsit is very high approx. 10 dimensional which is in accordance to the fact that we have a lot of DOF in our hands and many things can vary like the pressure applied , strokes used , and many more.

Cluster for 1 and 7



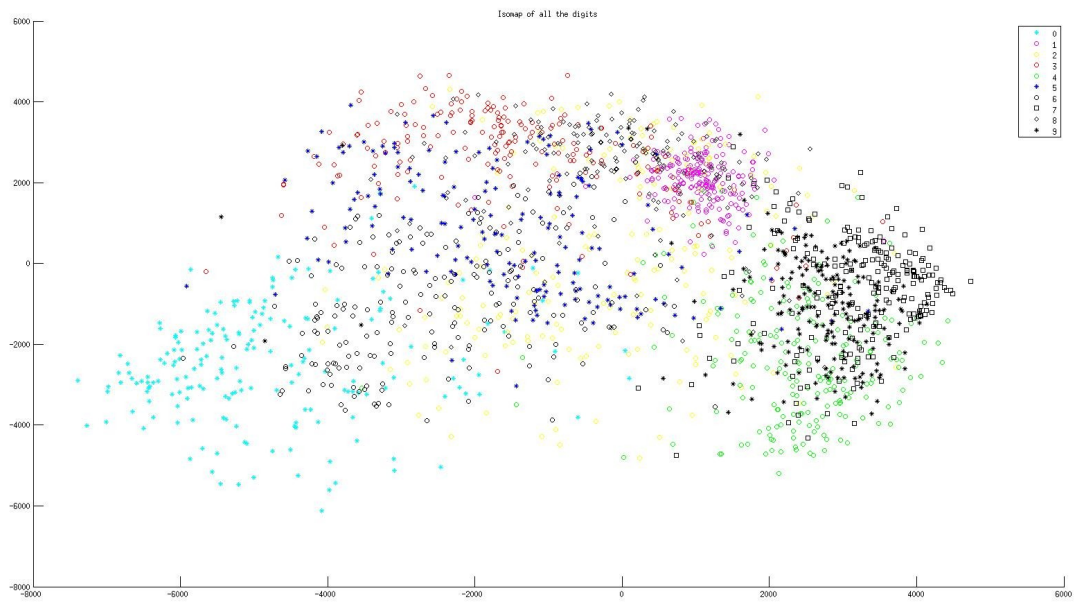
It is clear from the plot that isomap algorithm used with euclidean distance clearly distinguishes 1 and 7 handwritten numerals very clearly.

Cluster for 4 and 9

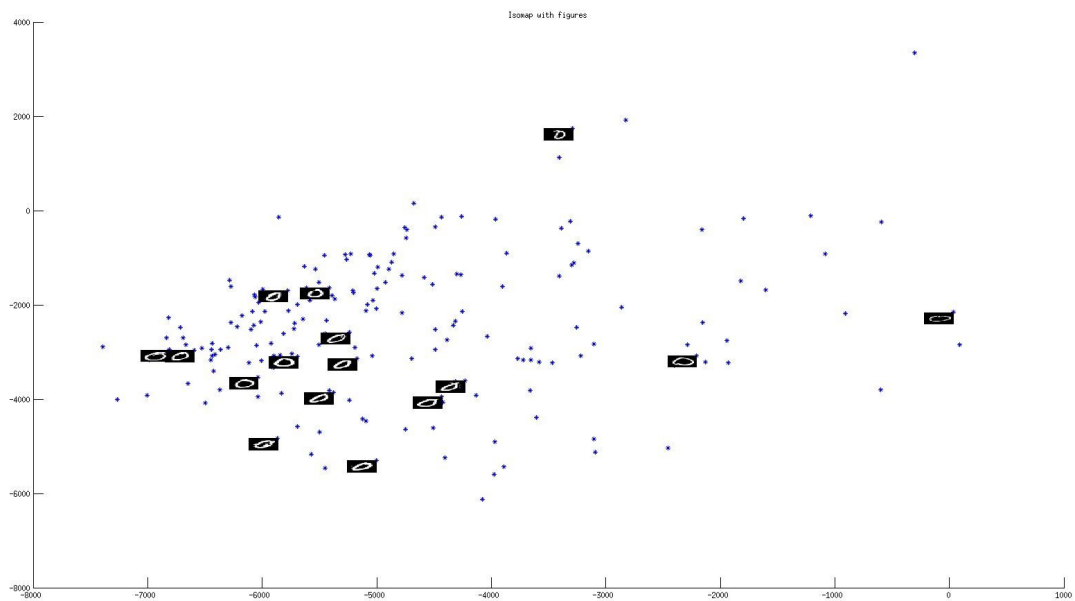


Isomap used with euclidean distance is not very effective in distinguishing 4 and 9 .

Isomap of all digits

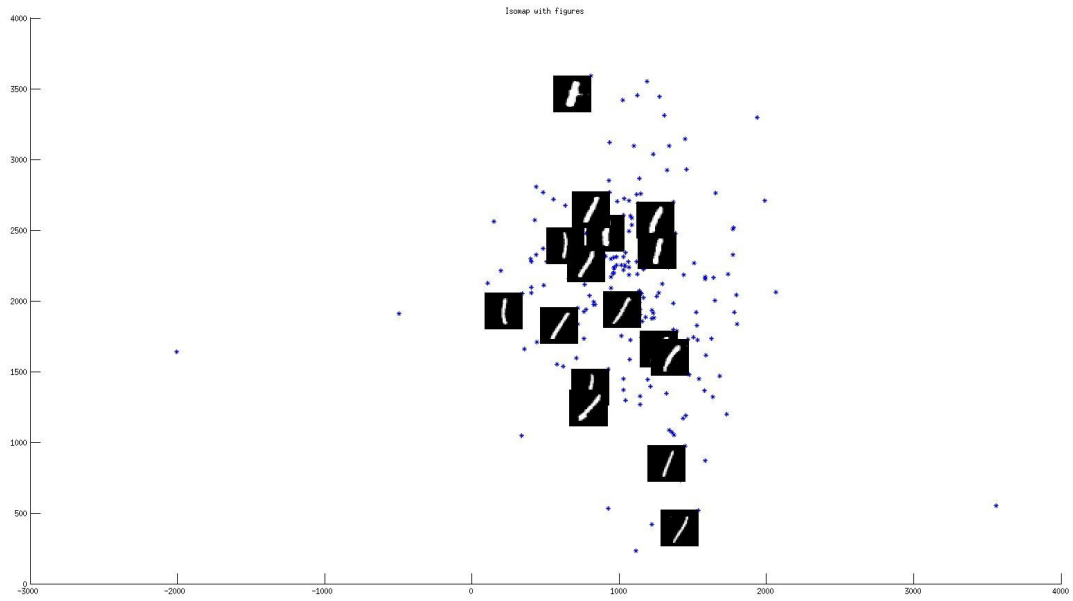


Isomap of 0



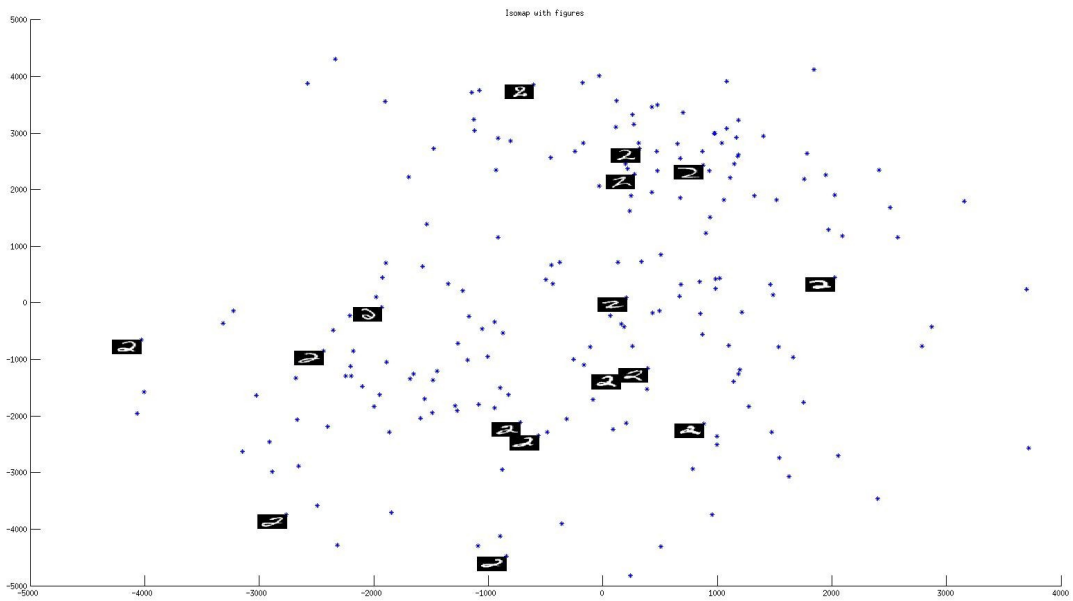
Zero becomes more **flatter** and its width increases as we go from **Left to Right**
Zero become more **thinner** and height increases as we go from **Down to UP**

Isomap of 1



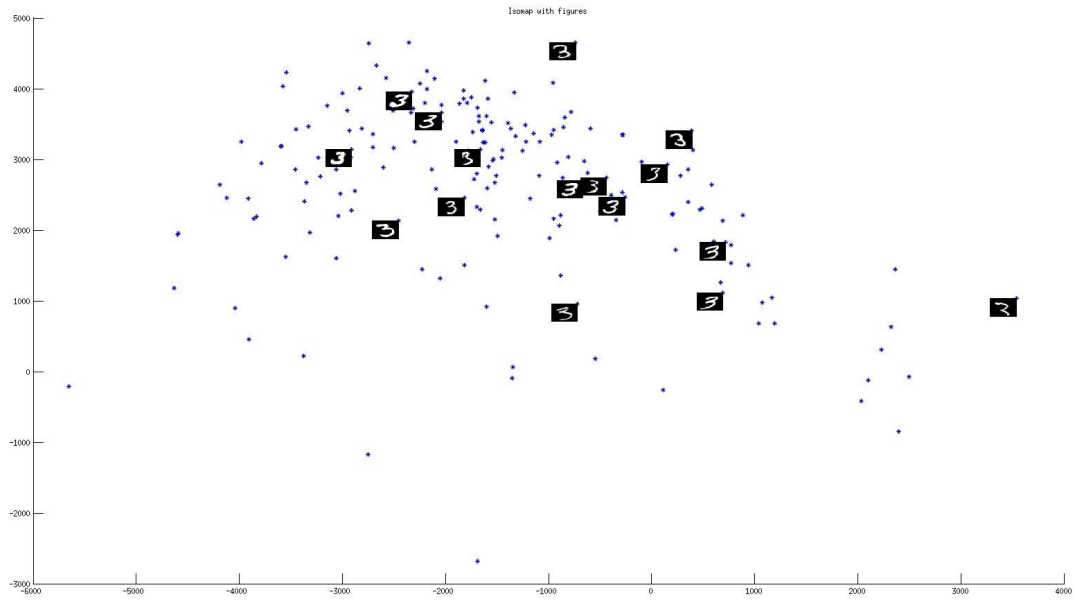
One Become more and more **Thicker** as we go from **DOWN** to **UP**

Isomap of 2



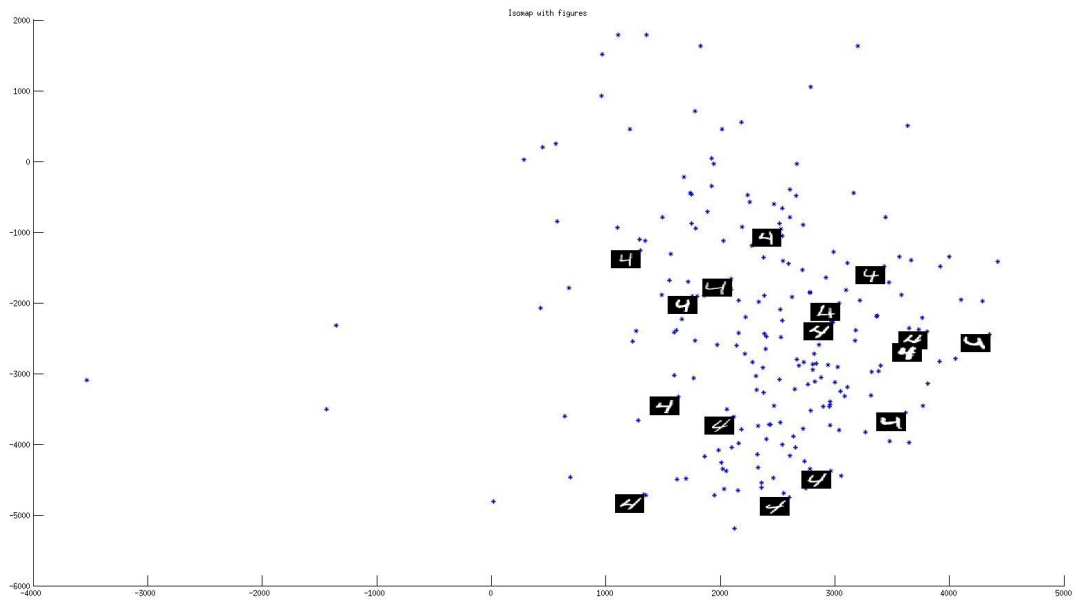
Upper **curved** Part of Two Becomes more and more Curved as we go from **DOWN** to **UP**
 The **loop** of 2 becomes less as we go from **LEFT** to **RIGHT**

Isomap of 3



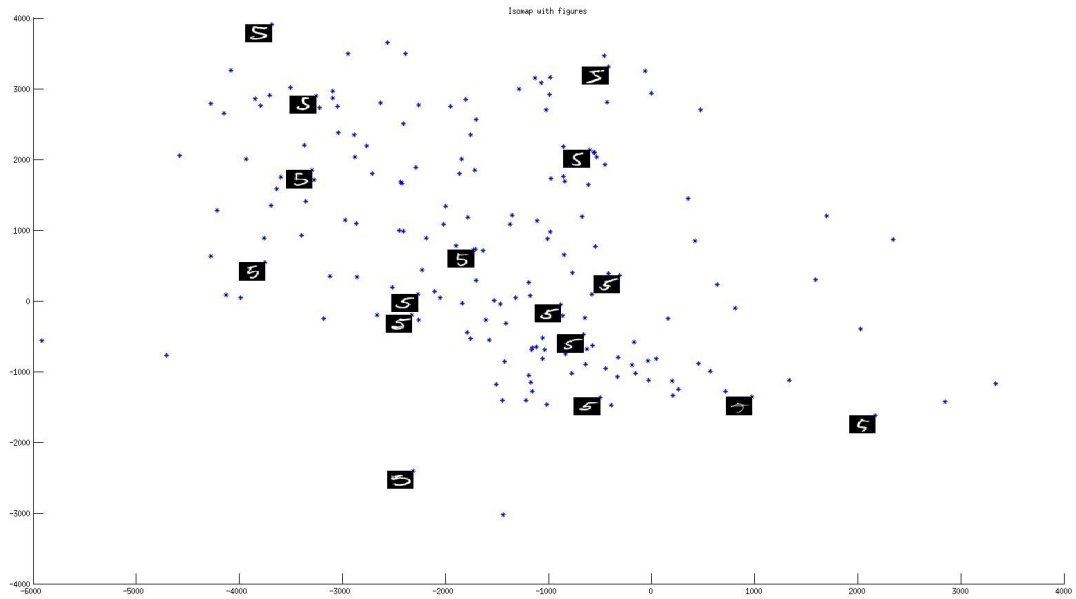
The **Lower Loop** of 3 becomes more and more **lighter** as we move from **LEFT** to **RIGHT**
 The **upper Loop** of 3 becomes more and more **Bigger** as we move from **DOWN** to **UP**

Isomap of 4



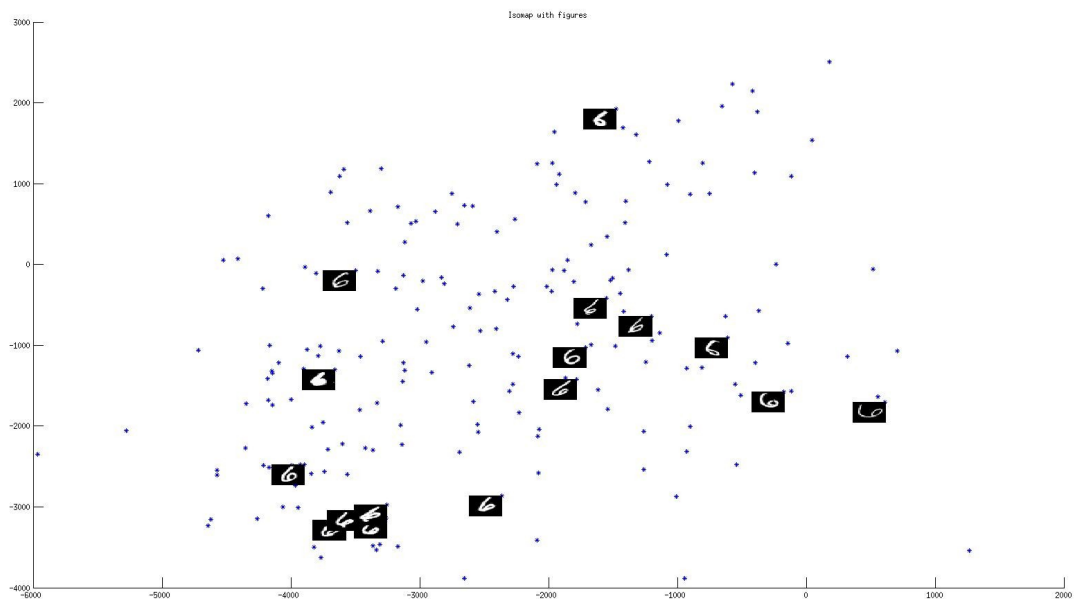
Four Becomes more and more **Straight** as we go from **DOWN** to **UP**

Isomap of 5



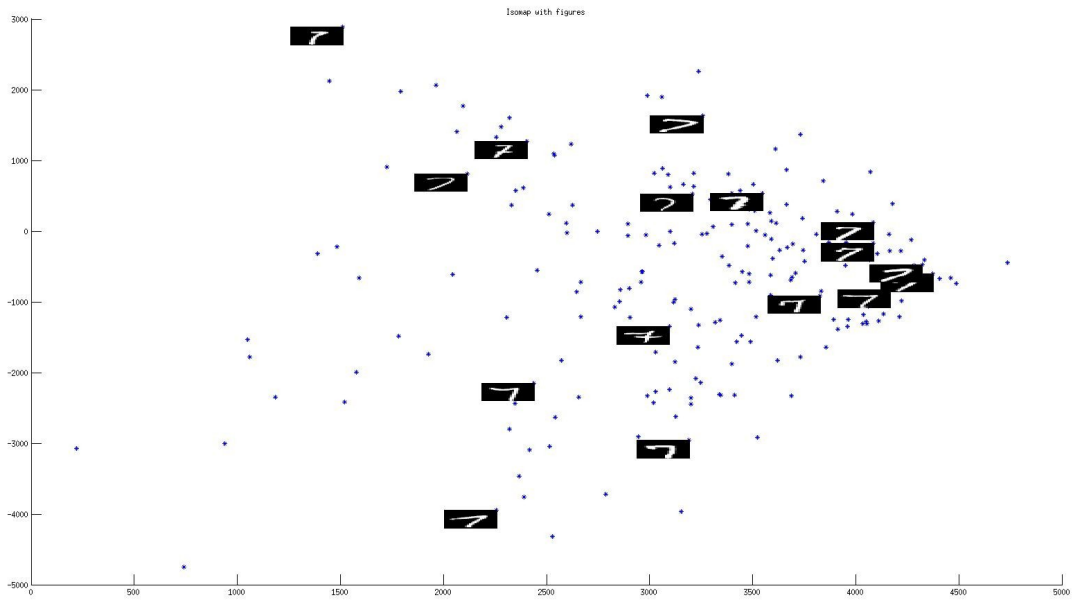
The Upper **horizontal line** of 5 becomes more and more **long** as we go from **LEFT** to
 The **Lower Curve** of 5 becomes more and more **bigger** as we go from **DOWN** to **UP**

Isomap of 6



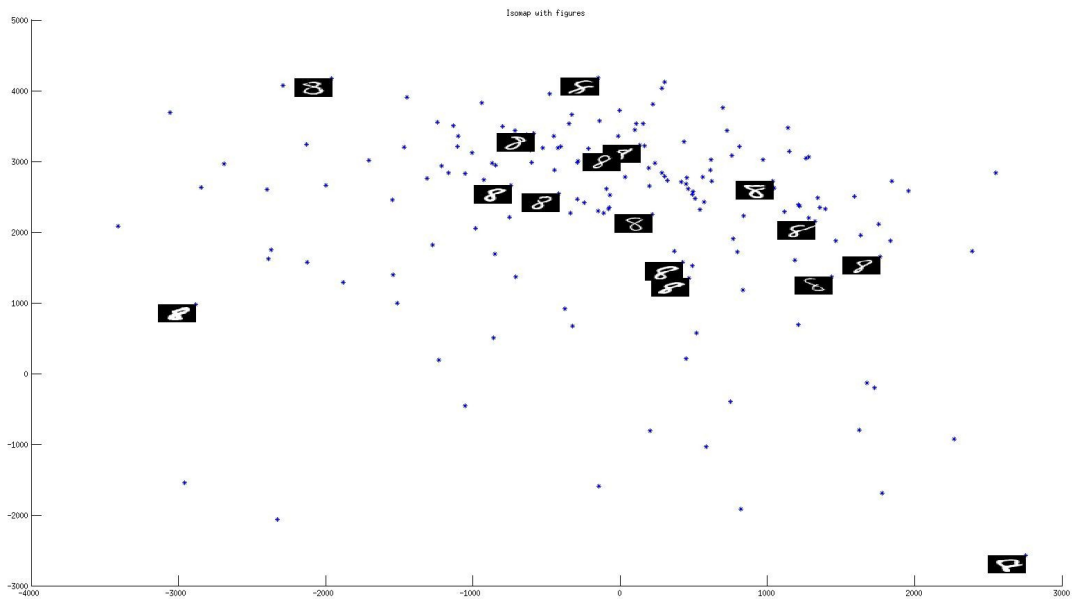
The upper curve of 6 becomes smaller from **DOWN** to **UP**
 6 rotates **anticlockwise** as we go from **LEFT** to

Isomap of 7



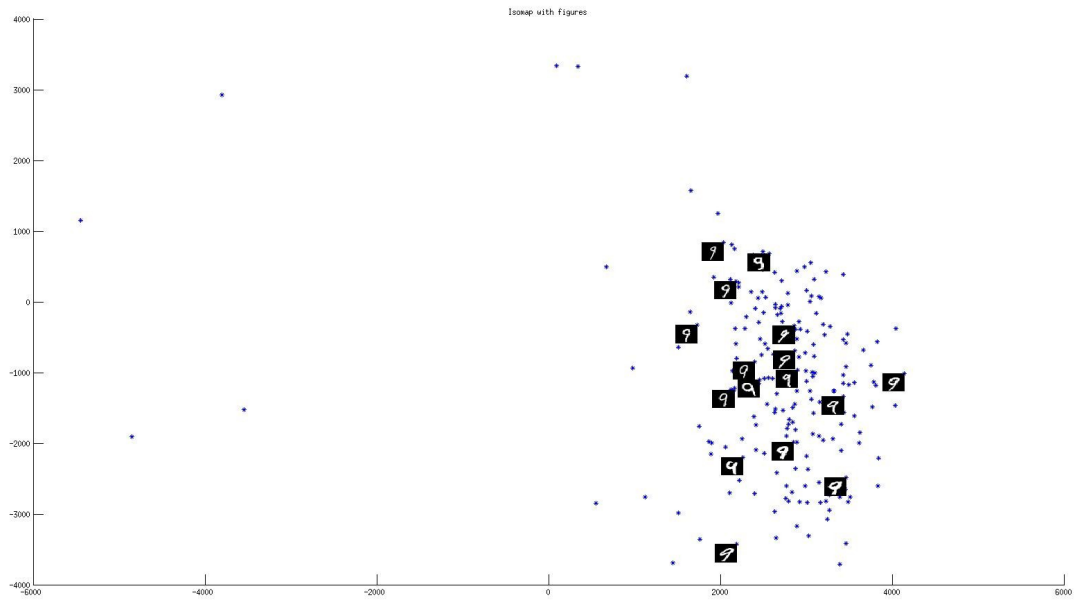
The **Lower Line** of 7 becomes **more longer** from **DOWN** to **UP**
The **angle** of 7 becomes **more acute** as we go from **LEFT** to **RIGHT**

Isomap of 8



The **upper loop** of 8 becomes **bigger** as we go from **LEFT** to **RIGHT**
The **lower loop** of 8 becomes **bigger** as we go from **DOWN** to **UP**

Isomap of 9



9 becomes **thinner** as we go from **DOWN** to **UP**