

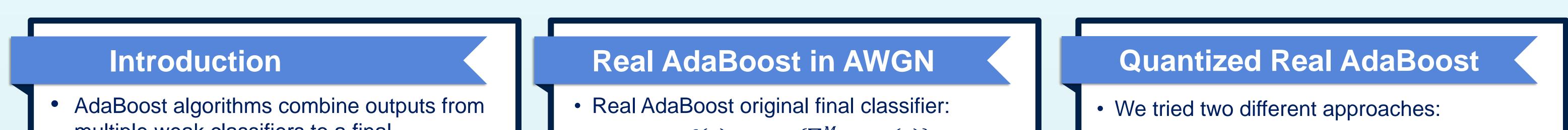


Signal and Image Processing Lab

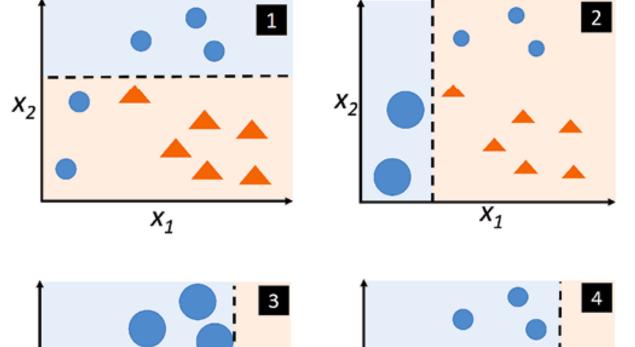


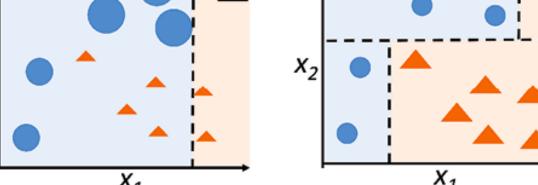
Error Resilient Real AdaBoost

Asaf Goren and Da-El Klang, Supervised by Yuval Ben-Hur



- multiple weak classifiers to a final classification decision.
- The algorithms are sensitive to noise between the weak-classifiers and main computer.
- Previous work dealt with Discrete AdaBoost in noisy environment.





Example of weak-classifiers (1-3) and the output of AdaBoost Algorithm (4)

Goals

 X_{2}

• In this project, we focus on <u>Real</u> AdaBoost

- $f(x) = sign\{\sum_{m=1}^{M} H_m(x)\}$
- Assuming AWGN channel between every weak classifier to the main computer:

$$\widehat{H}_m(x_i) = H_m(x_i) + n_m, \qquad n_m \sim N(0, \sigma_m^2)$$
$$\widehat{f}(x) = sign\left\{\sum_{m=1}^M H_m(x_i) + n_m\right\}$$

Adding Coefficients

• We suggest a *resilient Real AdaBoost* algorithm, by intervening in the final decision:

$$\hat{f}_{\alpha}(x) = sign\left\{\sum_{m=1}^{M} \alpha_m \widehat{H}_m(x_i)\right\}$$
$$= sign\left\{\sum_{m=1}^{M} \alpha_m H_m(x_i) + \alpha_m n_m\right\}$$

• The coefficients will depend both on the data and the noise characteristics.

Optimizing Coefficients

• Method 1: minimize the mismatch probably between the noisy decision and the noiseless decision:

- -Find optimal number of bits for each classifier
- -Find optimal joint quantizer levels for all classifiers
- We assume that the total number of bits is constrained.

Bits Allocation

- Quantization noise can be simulated as additive uniform noise, that decreases as we allocate more bits.
- Using Hoeffding inequality and Sub-Gaussian proxy, we bound the mismatch probability.
- We minimize the proxies by continuous optimization methods, and round the solution to the closest integer.

Optimal Threshold Allocation

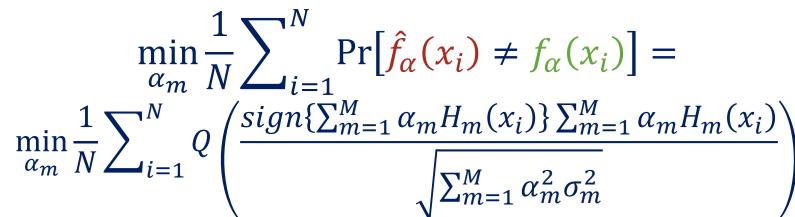
In this approach, we control the quantizer levels, and the weak classifiers coefficients.

and aim to:

- Introduce a noisy channel framework and investigate algorithm's sensitivity in this framework.
- Develop resilient modifications of the algorithm and test performance on realworld data.

Real AdaBoost Algorithm

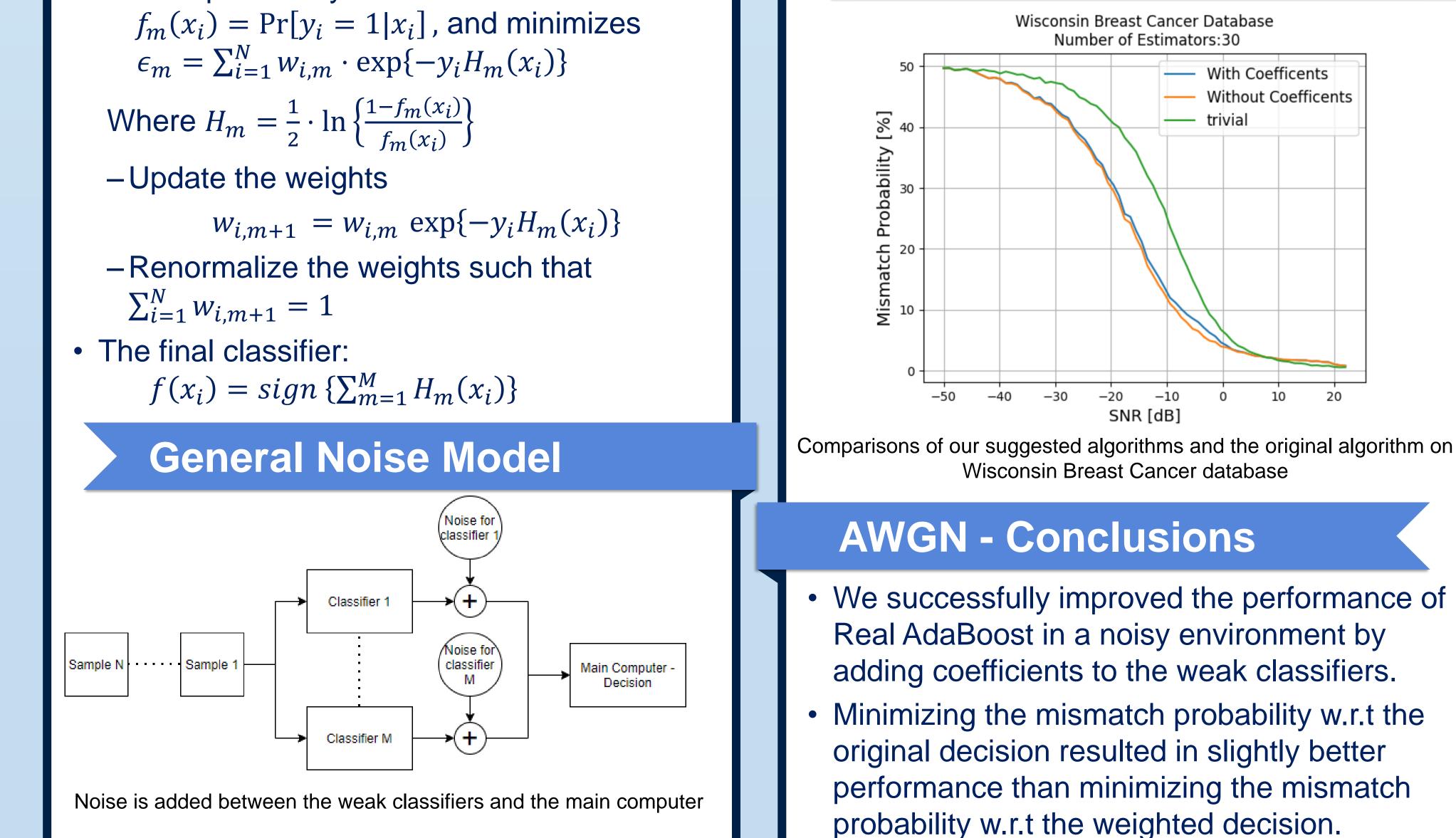
- Initialize weights: $w_{1,1} = w_{2,1} = \dots = w_{M,1} = \frac{1}{N}$
- For m in 1 to M:
- -Find a weak classifier, $f_m(x)$, that outputs a class probability estimate $f_m(x_i) = \Pr[y_i = 1 | x_i]$, and minimizes $\epsilon_m = \sum_{i=1}^N w_{i,m} \cdot \exp\{-y_i H_m(x_i)\}$



Method 2: minimize the mismatch probability between the noisy decision and the original decision (without coefficients):

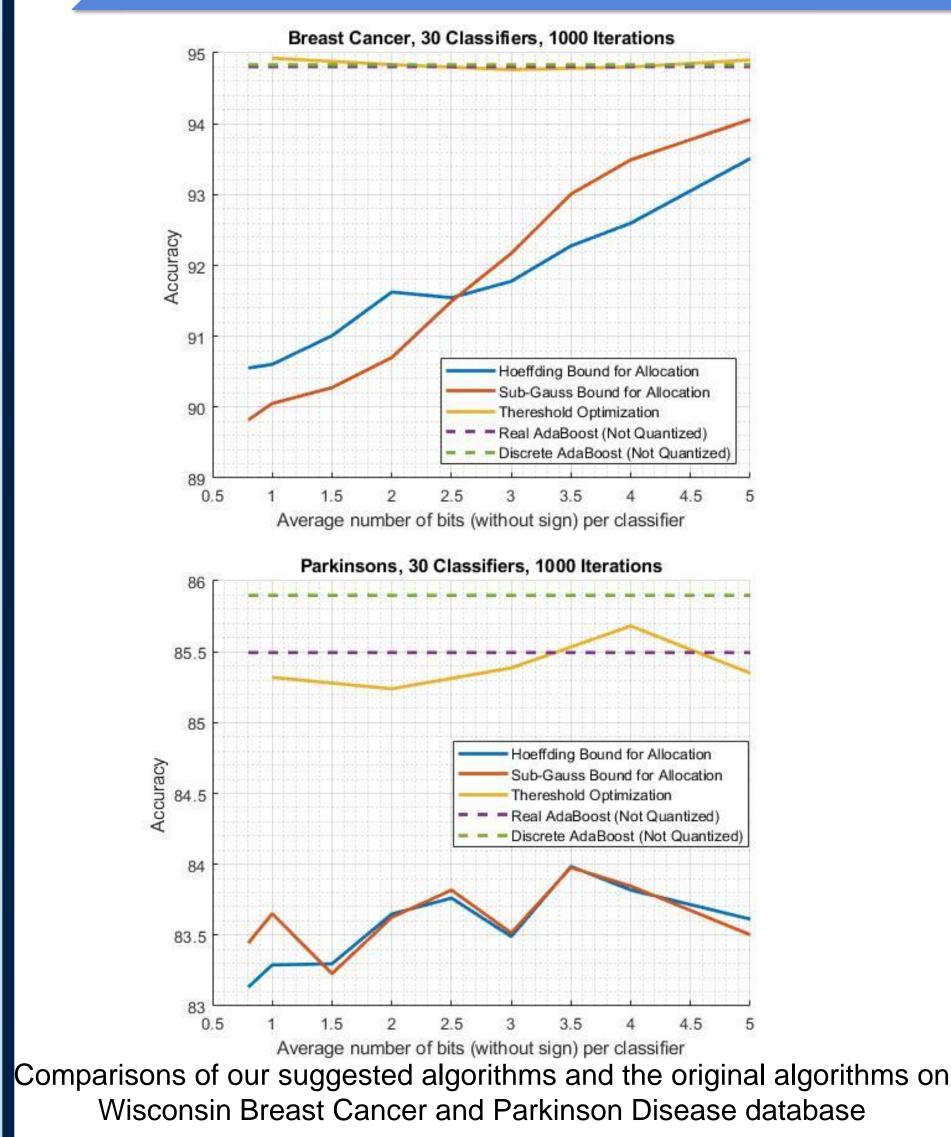
$$\min_{\alpha_m} \frac{1}{N} \sum_{i=1}^{N} \Pr[\hat{f}_{\alpha}(x_i) \neq f(x_i)] =$$
$$\min_{\alpha_m} \frac{1}{N} \sum_{i=1}^{N} Q\left(\frac{\operatorname{sign}\{\sum_{m=1}^{M} H_m(x_i)\}\sum_{m=1}^{M} \alpha_m H_m(x_i)\}}{\sqrt{\sum_{m=1}^{M} \alpha_m^2 \sigma_m^2}}\right)$$

Results - AWGN



- The optimal initialization of the levels is given by K-Means algorithm.
- We solve the problem numerically and find the optimal thresholds and coefficients jointly.

Results - Quantization



Quantization - Conclusions

- Thresholds Optimization approach achieved:
 - -Better results than the trivial solution.
 - -Similar performance to Real-AdaBoost with only 2 bits per classifier.
- The bound-based solutions performance weren't as good.

