RANDOM FORESTS

SUPPLEMENTAL MATERIAL TO RANDOM FORESTS LECTURE CSE 455/555 PROF. J CORSO

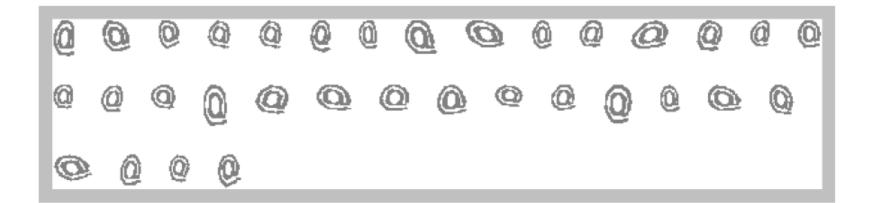
MATERIALS ARE TAKEN FROM AMIT AND GEMAN, "SHAPE QUANTIZATION AND RECOGNITION WITH RANDOMIZED TREES," NEURAL COMPUTATION, 9(7):1545–1588, 1997.

THERE ARE A NUMBER OF PAPERS ON RANDOM TREE/FOREST CLASSIFIERS; THIS IS AN EARLY (THE FIRST?) ONE WITH THE BENEFIT OF PRINCIPLED MATHEMATICAL DERIVATION AND AN INTERESTING APPLICATION.

SHAPE QUANTIZATION: RECOGNIZING LATEX SYMBOLS

0 1 2 3 4 5 6 7 8 9 a b c d e f g h i j k l m n o p q r s t u v w x y z A B C D E F G H I J K L M N O P Q R S T U V W X Y Z ` ; ' ? ! ' () []⁻/@¨#\$%&{}+=<>§¶ ⓒ £ œ Œ æ Æ Å Ø l Ł ß α β γ δ ϵ ε ζ η θ θ ι κ λ μ ν ξ ο π ϖ ρ ϱ σ ς τ υ φ φ χ ψ ω Γ Θ Λ Ξ Π Σ Υ $\Phi \Psi \Omega \mathcal{A} \mathcal{B} \mathcal{C} \mathcal{D} \mathcal{E} \mathcal{F} \mathcal{G} \mathcal{H} \mathcal{I} \mathcal{J} \mathcal{K} \mathcal{L} \mathcal{M} \mathcal{N} \mathcal{O}$ $\mathcal{P} \mathcal{Q} \mathcal{R} \mathcal{S} \mathcal{T} \mathcal{U} \mathcal{V} \mathcal{W} \mathcal{X} \mathcal{Y} \mathcal{Z} \pm \mp \times \div \ast \star \circ \cap$ ∪⊎⊓⊔∨∧≀∧▽⊲⊳⊴⊵⊕⊖⊗⊘⊙†‡ $\blacksquare \leq \prec \leq \ll \subset \subseteq \Box \subseteq \Box \in \vdash \geq \succ \succeq \gg \supset \supseteq \supseteq \supseteq \supseteq$ $\exists \dashv \equiv \sim \simeq \approx \approx \approx \neq \pm \propto \models \bot | | | \bowtie \bowtie \simeq \frown$ $\leftarrow \leftarrow \rightarrow \rightarrow \leftrightarrow \leftrightarrow \leftrightarrow \leftarrow \leftarrow \leftarrow \leftarrow \leftarrow \leftarrow \rightarrow$ $\Longrightarrow \longleftrightarrow \longleftrightarrow \longleftrightarrow \hookrightarrow \rightharpoonup \neg \neg \land \uparrow \uparrow \downarrow \downarrow \downarrow \downarrow \uparrow \land \nearrow$ <u>ヽ</u> ヽ ヽ ヽ *ヽ ` J ℓ © ℜ 𝔅 ℧ ′ ヽ* ⊤ ∠ ∀ ∃ ¬ ♭ կ ∄∂∞□◇♣◊♡♠۶۶

GENERATING TRAINING DATA BY PERTURBATION



SHAPE QUERIES

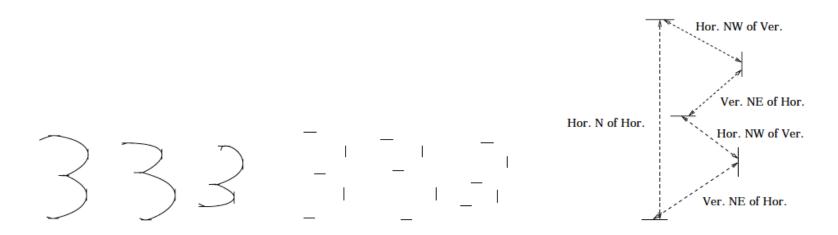


Figure 3: Left: Three curves corresponding to the digit '3'. Middle: Three tangent configurations determining these shapes via spline interpolation. Right: Graphical description of relations between locations of derivatives consistent with all three configurations.

EXAMPLE OF THE TAG CODE FOR SHAPE QUANTIZATION

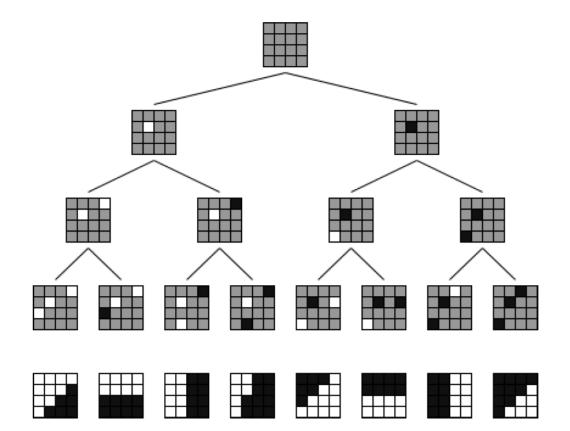


Figure 4: First three tag levels with most common configurations.

TAGS ARE ENCODED IN GEOMETRIC ARRANGMENTS

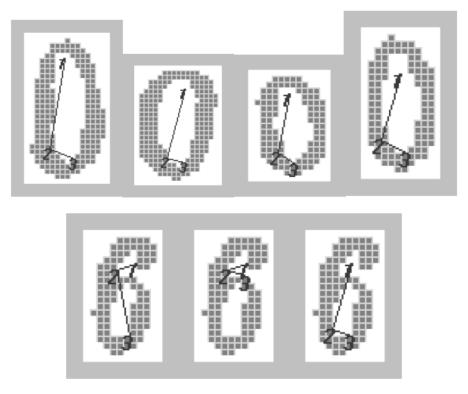


Figure 6: Top: Instances of a geometric arrangement in several 0's. Bottom: Several instances of the geometric arrangement in one 6

EXAMPLE STRUCTURE GRAPHS FROM MULTIPLE RANDOMIZED TREES

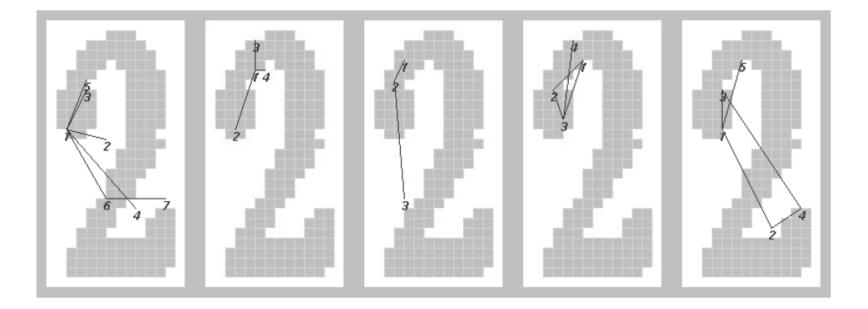


Figure 9: Graphs found in an image at terminal nodes of five different trees

CLASSIFICATION RATE

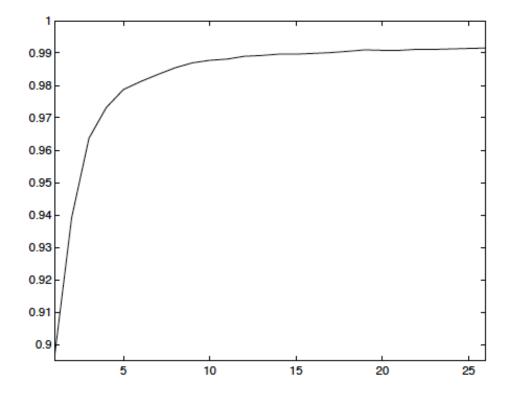


Figure 13: Classification rate vs. Number of trees.