Feature extraction and classification project

IML + MLRF(1)

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Dobble Game

The objective of Dobble is to win points by finding out the unique symbol shared by two cards.

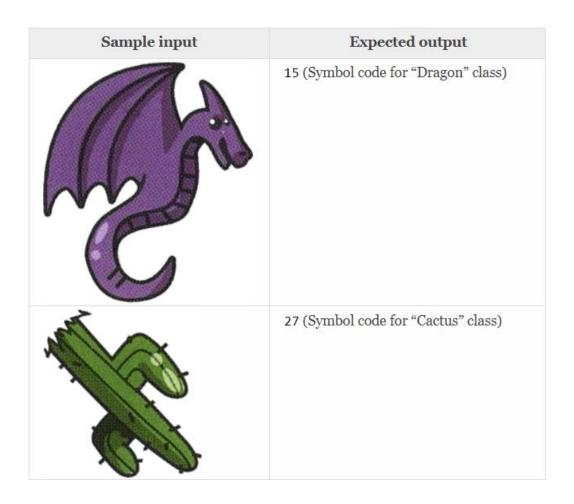
All players play at the same time. A player must always be the fastest to locate the identical symbol between 2 maps, name it out loud, then take the card, put it down or discard it.

Monitor Dobble Games

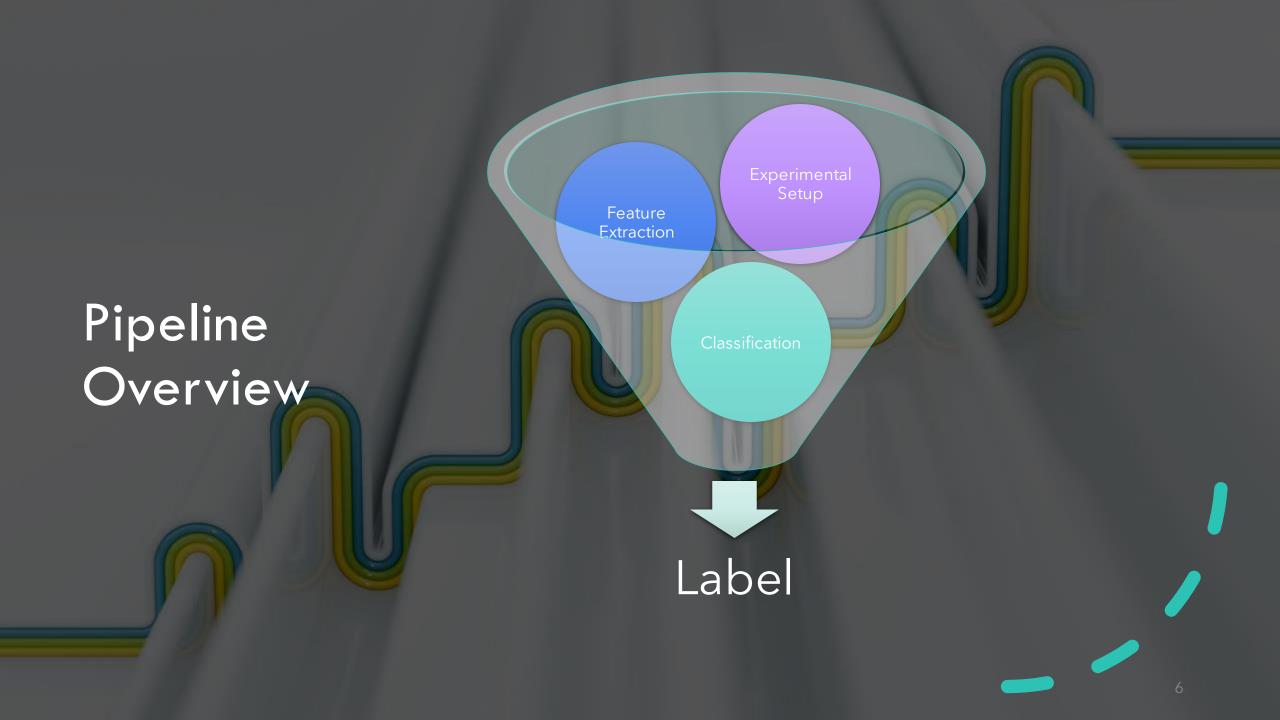
The specific goal of this project is to design a symbol classifier for Dobble symbols, which must:

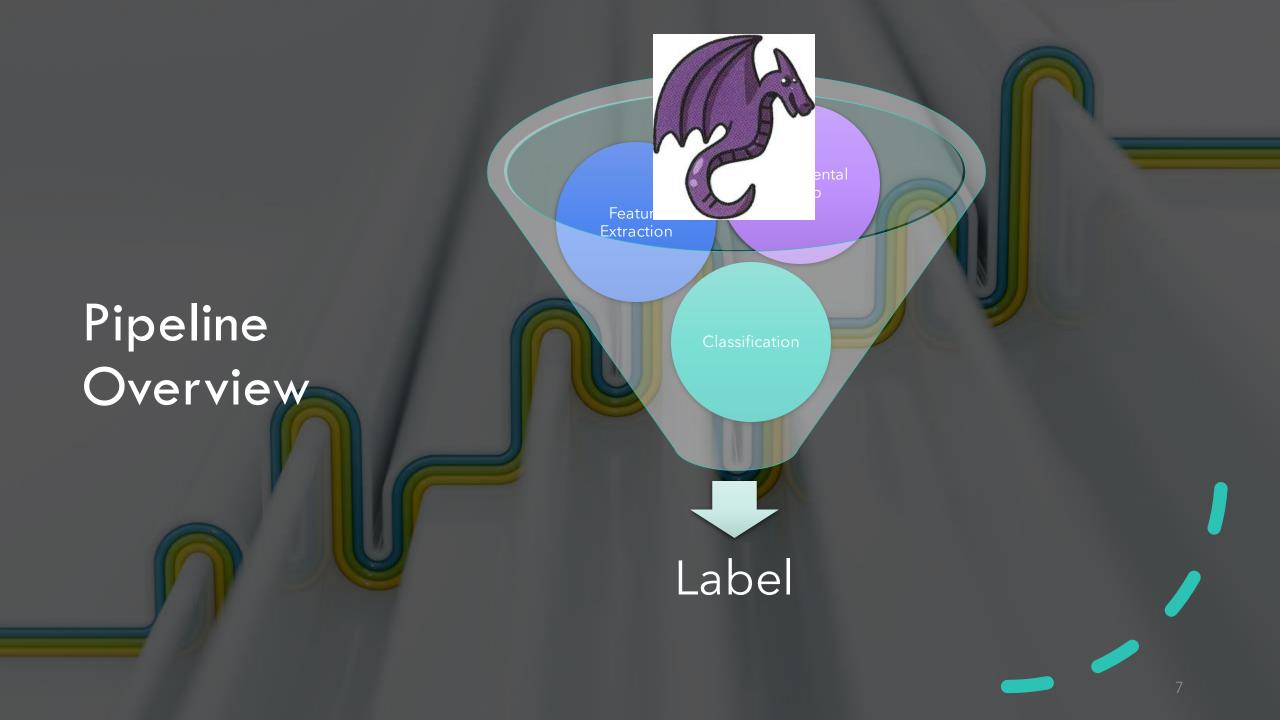
- accept an image of a symbol crop as input,
- and return the class of the symbol as output.

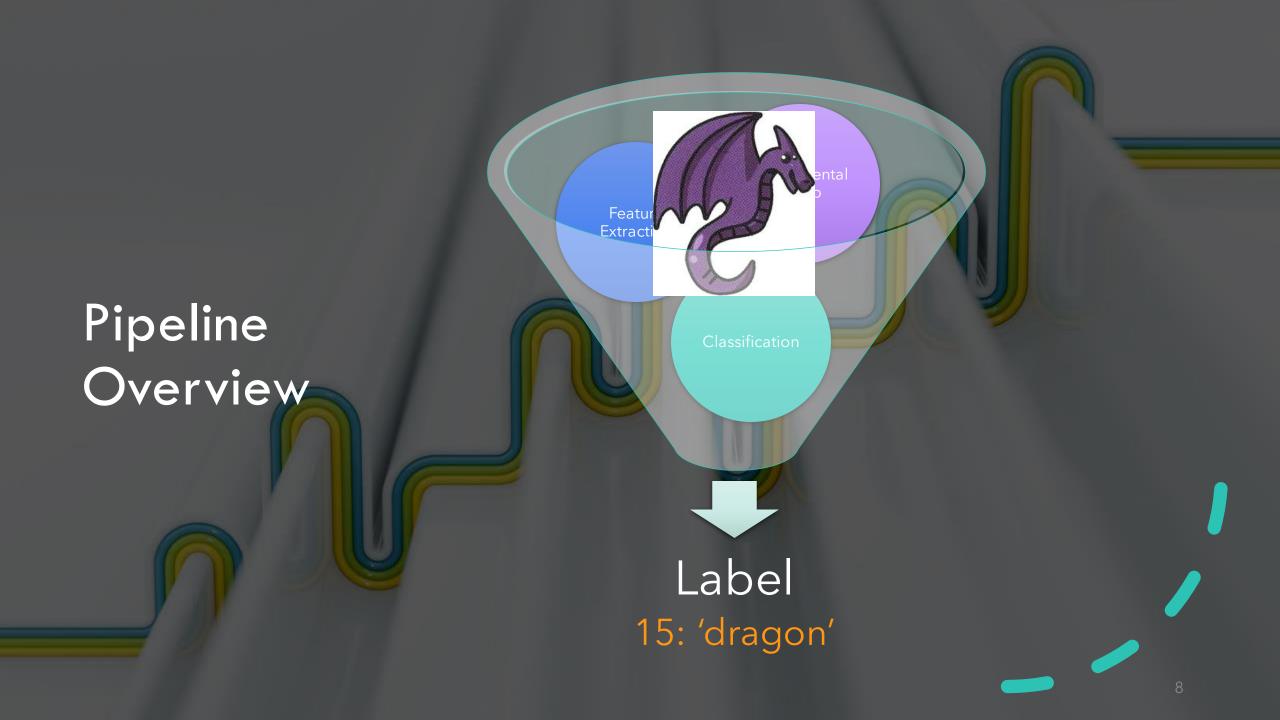
This classifier will be used as part of an automatic game monitor to tell when players are cheating.









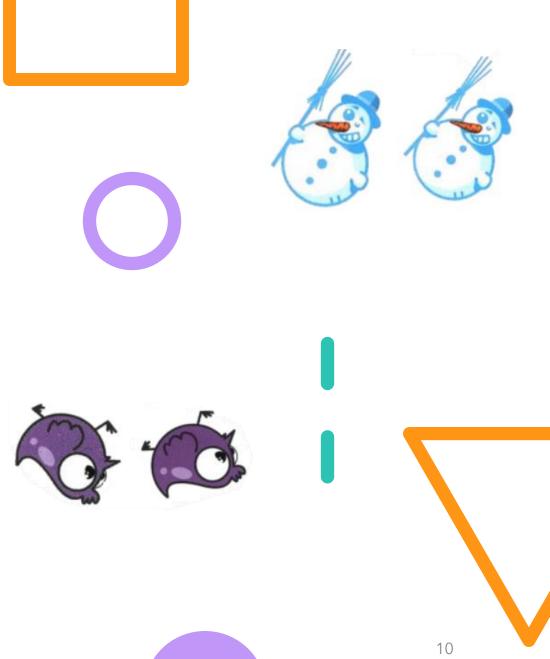


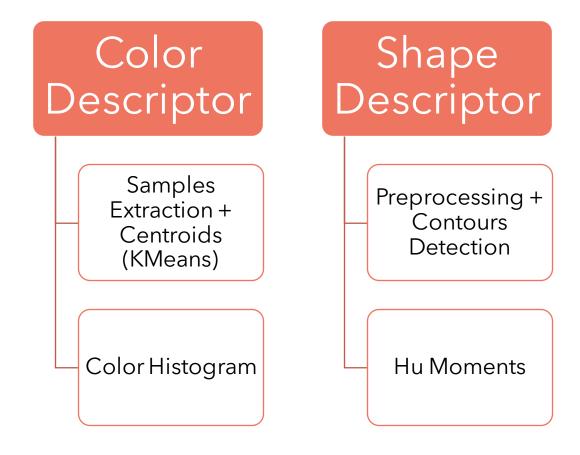
Feature Extraction Descriptors

Feature Extraction: Requirements

The features must be

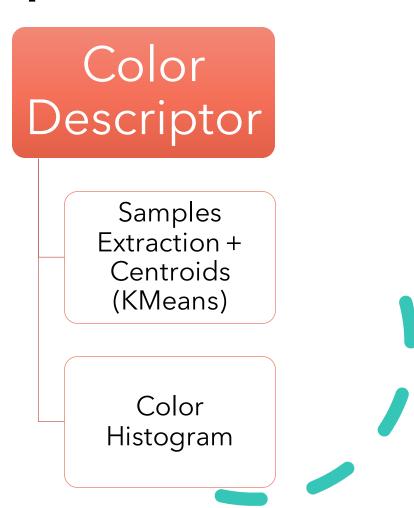
- scale-invariant
- rotation-invariant
- noise-invariant





1.0 0.8 0.6 0.4 0.2 0.0

Feature Requirements: Descriptors



1.0 0.8 0.6 0.4 0.2 0.0

Feature Requirements: Descriptors

Color Descriptor

Samples
Extraction +
Centroids
(KMeans)

Color Histogram

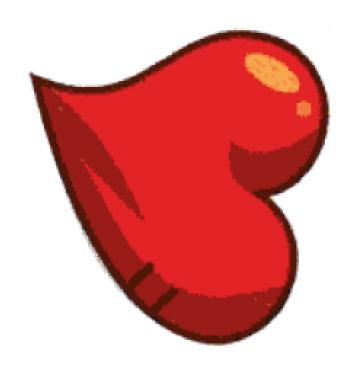
0.6 0.5 0.4 0.3 0.2 0.1 0.0 10 15 20

Feature Requirements: Descriptors

Color Descriptor

Samples
Extraction +
Centroids
(KMeans)

Color Histogram



Color Descriptor

Samples
Extraction +
Centroids
(KMeans)

Color Histogram



Shape Descriptor

Preprocessing + Contours
Detection



Shape Descriptor

Preprocessing + Contours
Detection





Shape Descriptor

Preprocessing + Contours Detection





Shape Descriptor

Preprocessing + Contours Detection



Shape Descriptor

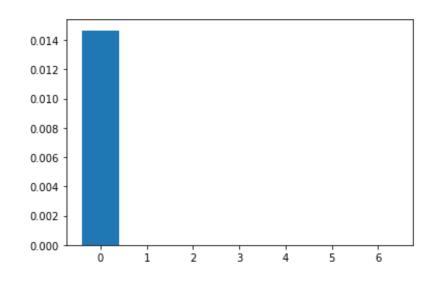
Preprocessing + Contours
Detection





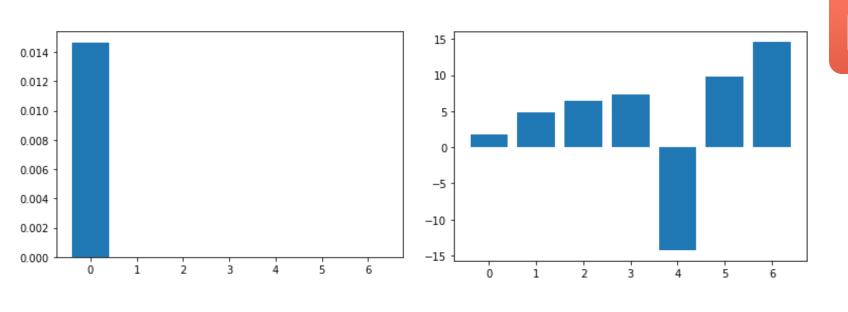
Shape Descriptor

Preprocessing + Contours Detection



Shape Descriptor

Preprocessing + Contours
Detection



Shape Descriptor

Preprocessing + Contours
Detection



Classifiers Used

Dummy Random class

1/57 accuracy

Linear

Linear **SVM**

Non-Linear **SVM**: polynomial, RBF

KNearest-neighbor: Euclidian and cosine distance

Decision Tree

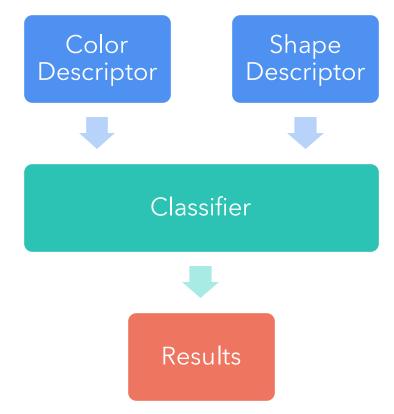
Random Forest

Fusion

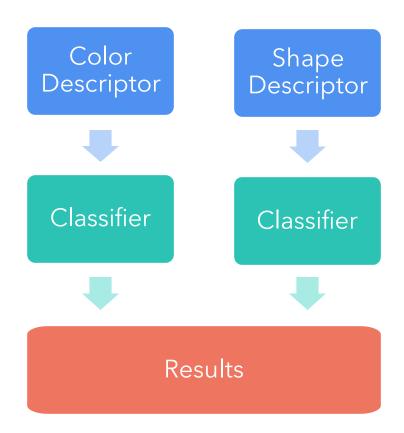
Explicit only

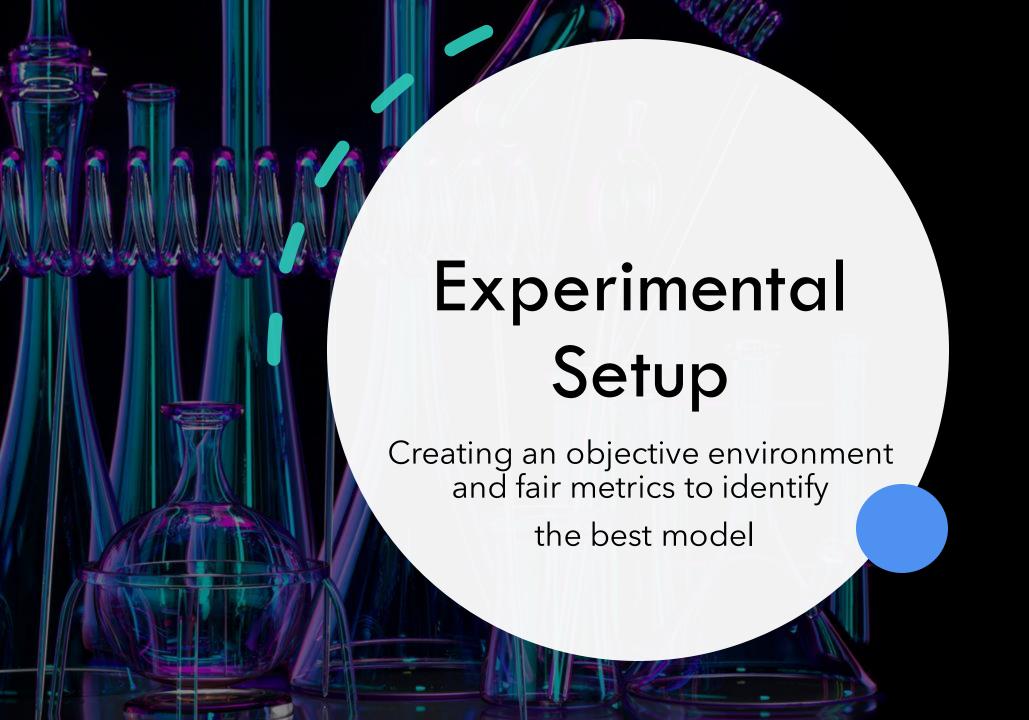
Fusion

Early Fusion



Late Fusion





Setup



Train Test Split: Validation Set

Randomized Stratified



Data Augmentation

Added random **rotations**Added random **scale** changes



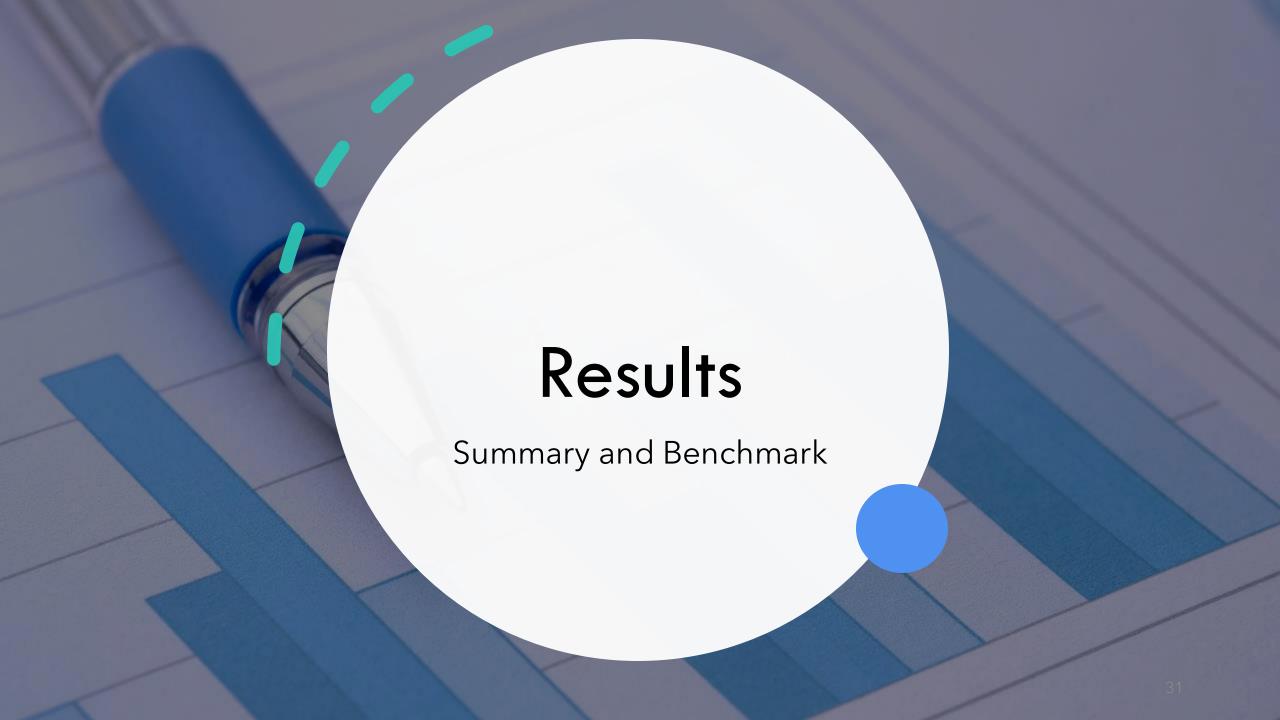
Metrics

Accuracy: number of correct prediction / total test

Confusion Matrix Execution time

Setup





	Type de fusion		Temps	Meilleur accuracy	Autres accuracy
	tusion	Classifiers utilisés	d'execution (s)	(%)	(%)
	Early	Knn SVM linear	26,403	100	95,41
		SVM poly			98,83 31,50
		SVM rbf			12,30
		Random forest			100
		Decision tree			99,75
		Knn - Knn	68,033	100	100
		Knn - Random forest	08,033	100	100
	Late	Knn - Decision tree			99,92
		Random forest -			33,32
		Random forest			100
Data aug =		Random forest - Knn			96,41
10 CV = 40		Random forest -			
CV = 40		Decision tree			99,16
		Decision tree -			
		Decision tree			99,67
		Decision tree - Knn			99,67
		Decision tree -			00.22
	Stacking early	Random forest Decision tree +	04.00	400	99,33
		Random forest	91,98	100	99,67
		Decision tree +			JJ,07
		pipeline			100
	Stacking	Decision tree +	E2 77		
	late	Random forest	55,//	53,77	100

	Type de fusion	Classifiers utilisés	Temps d'execution (s)	Meilleur accuracy (%)	Autres accuracy (%)
	Early	Knn	12,88	100	
		SVM linear			
		SVM poly			
		SVM rbf			
		Random forest			100
		Decision tree			99,51
	Late	Knn - Knn	33,977	100	99,84
		Knn - Random forest			100
		Knn - Decision tree			100
		Random forest - Random			
		forest			100
Data aug = 5		Random forest - Knn			95,06
CV = 40		Random forest - Decision tree			96 49
		Decision tree - Decision			30,43
		tree			99.68
		Decision tree - Knn			95,06 96,49 99,68 99,52
		Decision tree - Random			,
		forest			99,68
	C+l.:	Decision tree + Random	46,344	100	·
	Stacking early	forest			(%) 92,5 98,41 23,12 15,16 100 99,51 99,84 100 100 100 95,06 96,49 99,68 99,52
	Early	Decision tree + pipeline			100
	Stacking late	Decision tree + Random forest	23,348	99,84	99.84

	Type de fusion	Classifiers utilisés	Temps d'execution (s)	Meilleur accuracy (%)	Autres accuracy (%)
	Early	Knn	5,185	100	80,7
		SVM linear	- ,		84,21
		SVM poly			12,28
		SVM rbf			16,37
		Random forest			100
		Decision tree			97,08
	Late	Knn - Knn	14,97	100	99,42
		Knn - Random forest			99,42
		Knn - Decision tree			99,42
Data aug		Random forest - Random forest			100
= 1		Random forest - Knn			91,23
CV = 12		Random forest - Decision tree			94,15
		Decision tree - Decision tree			98,25
		Decision tree - Knn			95,32
		Decision tree - Random forest			95,91
	Stacking	Decision tree + Random forest	10,128	100	98,83
	early	Decision tree + pipeline			100
	Stacking late	Decision tree + Random forest	8,291	100	100

	Type de fusion	Classifiers utilisés	Temps d'execution (s)	Meilleur accuracy (%)	Autres accuracy (%)
	Early	Knn	4,648	100	80,7
		SVM linear			84,21
		SVM poly			12,28
		SVM rbf			16,37
		Random forest			100
		Decision tree			97,08
	Late	Knn - Knn	10,124	100	99,42
		Knn - Random forest			99,42
		Knn - Decision tree			99,42
		Random forest - Random			
		forest			100
Data aug = 1		Random forest - Knn			91,23
CV = 5		Random forest - Decision tree			94,15
		Decision tree - Decision			,
		tree			98,25
		Decision tree - Knn			95,32
		Decision tree - Random			
		forest			95,91
	Stacking	Decision tree + Random			
	early	forest	6,157	100	98,83
	Carry	Decision tree + pipeline			100
	Stacking late	Decision tree + Random forest	4,354	100	100

	Type de fusion	Classifiers utilisés	Temps d'execution (s)	Meilleur accuracy (%)	Autres accuracy (%)
	Early	Knn	1,657	100	• •
		SVM linear			64,91
		SVM poly			42,11
		SVM rbf			42,11
		Random forest			100
		Decision tree			92,47
	Late	Knn - Knn	5,028	100	94,74
		Knn - Random forest			92,98
		Knn - Decision tree			92,98
		Random forest - Random			
		forest			100
Data aug = 0		Random forest - Knn			73,68
CV = 4		Random forest - Decision tree			80.70
		Decision tree - Decision			30,70
		tree			87.72
		Decision tree - Knn			accuracy (%) 66,67 64,91 42,11 42,11 100 92,47 94,74 92,98 92,98
		Decision tree - Random			,
		forest			87,72
	Stacking	Decision tree + Random	2,418	100	
	early	forest			(%) 66,67 64,91 42,11 42,11 100 92,47 94,74 92,98 92,98 100 73,68 80,70 87,72 89,47 87,72 87,72 100
		Decision tree + pipeline			100
	Stacking late	Decision tree + Random forest	2,081	92,98	92,98



Thank you!