## **Introduction to BioCAT algorithms**

There are 4 types of algorithms that are used in BioCAT.

- 1. **2D Feature extractor algorithms** find features in a 2D image and transform those features into useable data.
- 2. **3D Feature extractor algorithms** find features in a 3D image set and transform those features into useable data.
- 3. **Feature selector algorithms** take the data produced by the feature extractor and choose what data is relevant to the options that the user has chosen.
- 4. **Classifier algorithms** take data from either a feature extractor or selector and calculate the class that the data belongs to and optionally the probability of the classification to be correct. Some classifier can be savable, that is the data model can be saved for later use.

Each algorithm uses an interface to base the implementation upon. In the case of a Savable Classifier Algorithm, it uses a base interface and an extension interface.

## Writing an algorithm plugin

#### **Feature Extractor Algorithm Example**

```
* FeatureExtractor finds features and saves them to a two dimensional array
public interface FeatureExtractor
  /**
   * Sets algorithm parameters from para
   * @param para Each element of para holds a parameter's name for its key
                   and a parameter's value for its value. The parameters
                   should be the same as those in the algorithms.xml file.
  public void setParameters(java.util.HashMap<String, String> para);
   * Get features based on raw image stored in problem.
   * @param problem Image to be processed
   * @return
                        Array of features
   * @throws Exception Optional, generic exception to be thrown
  public float[][] calcFeatures(DataInput problem) throws Exception;
// The DataInput class encapsulates the data of an image. It allows for a
// simple interface to the image's properties via member functions. Member
// functions allow for reading image properties, data, and images from a
// stack. For further reference, see the DataInput API.
```

```
* Get features based on data, imageType, and dim.
   * ArrayList of array can accommodate FloatProcessor and IntProcessor
   * 09/02/2011
   * @param data
                        Data taken from the image
    * @param imageType Type of the image
   * @param dim Dimenstions of the image  
* @return Array of features
   * @throws Exception Optional, generic exception to be thrown
  public float[][] calcFeatures(ArrayList data, int imageType, ImgDimension
dim) throws Exception;
   /**
   * Returns whether or not the algorithm is able to extract from a 3D image
   * stack.
   * @return <code>True</code> if the algorithm is a 3D extractor,
               <code>False</code> if not
  boolean is3DExtractor();
```

### **Feature Selector Algorithm Example**

```
/**

* FeatureSelector selects features that are accurate and of interest

*/

public interface FeatureSelector
{

/**

* Sets algorithm parameters from para

*

* @param para Each element of the hashmap holds a parameter name

* for its key and a its value is that of the parameter.

* The parameters should be the same as those in the

algorithms.xml file.

*/

public void setParameters(java.util.HashMap<String, String> para);

/**

* Stores features from data and store any relevant values such as

* the dimensions of data and targets.

*

* @param data Array of extracted image data

* @param targets Array of the targets for the image

* @return Array of features that are selected

*/

public float[][] selectFeatures(float[][] data, int[] targets);
```

```
/**
 * Returns the indices of the selected features
 * (an index is between 0 and one less than the number of features).
 *
 * @return The indices of the selected features.
 */
public int[] getIndices();

/**
 * Selects features using "indices" and returns the selected features.
 *
 * @param data Array of extracted image data
 * @param indices Array of indices to the data columns
 * @return Array of features that are selected
 */
public float[][] selectFeaturesGivenIndices(float[][] data, int [] indices);
}
```

#### **Classifier Algorithm Example**

```
* Classifier returns a prediction based on training and testing image sets.
 * @see SavableClassifier
public interface Classifier
   * Sets algorithm parameters from para
    * @param para Each element of para holds a parameter name
                      for its key and a its value is that of the parameter.
                      The parameters should be the same as those in the
                      algorithms.xml file.
   public void setParameters(java.util.HashMap<String, String> para);
   * Classifies the patterns using the input parameters.
    * @param trainingpatterns Pattern data to train the algorithm
    * @param trainingtargets Targets for the training pattern
    * @param testingpatterns Pattern data to be classified
    * @param predictions Storage for the resulting prediction

* @param prob Storage for probability result

* @throws Exception Optional, generic exception to be thrown
   public void classify(float[][] trainingpatterns, int[] trainingtargets,
float[][] testingpatterns, int[] predictions, double[] prob) throws
Exception;
```

```
/**
  * Returns whether or not the algorithm uses probability estimations.
  * @return <code>True</code> if the algorithm uses probability
  * estimations, <code>False</code> if not
  */
boolean doesSupportProbability();
}
```

### **Savable Classifier Algorithm Example**

```
/**
* Savable classifier returns a model (an object of a Serializable class),
* so that the classifier may be persisted and loaded back to memory for use.
* @see Classifier
public interface SavableClassifier extends Classifier
   * Trains and returns an internal model using a training set.
   * @param trainingpatterns Pattern data to train the algorithm
   * @param trainingtargets Targets for the training pattern
   * @return
                               Model created by the classifier
    * @throws Exception Optional, generic exception to be thrown
     Object trainingOnly(float[][] trainingpatterns, int[] trainingtargets)
throws Exception;
   * Gets the internal model from the classifier
   * @return Model created by the classifier.
     Object getModel();
   * Sets an internal model to be used by the classifier
   * @param model Model to be used by the classifier
    * Othrows Exception Exception thrown if model is incompatible
     void setModel(java.lang.Object model) throws Exception;
```

```
* Classifies the internal model using one testing pattern
    ^{\star} @param model Model to be used by the classifier
    * @param testingPattern Pattern data to be classified
    * @param prob Storage for probability result

* @return The prediction result

* @throws Exception Exception thrown if model is incompatible
      int classifyUsingModel(Object model, float[] testingPattern, double[]
prob) throws Exception;
    * Classifies the internal model using multiple testing patterns
    * @param model Model to be used by the classifier 
* @param testingPatterns Pattern data to be classified
    * @param prob Storage for probability result
* @return Array of prediction results
* @throws Exception Exception thrown if model is incompatible
      int[] classifyUsingModel(Object model, float[][] testingPatterns,
double[] prob) throws Exception;
   /**
    * Saves a specified model to a specified file
    * @param trainedModel Trained model that is to be saved
    * @param model file name Name of the file to be saved to
    * Othrows Exception Exception thrown if model cannot be saved
    void saveModel(Object trainedModel, String model file name) throws
java.io.IOException;
    * Loads a previously saved model back into the classifier.
    * @param model file name Name of the file to be loaded
    * @return Model that was loaded
    * Othrows Exception Exception thrown if file cannot be found
    Object loadModel(String model file name) throws java.io.IOException;
}
```

# How to add an algorithm to BioCAT as a plugin:

- 1. Navigate to the plugins folder of **BioCAT**. If it is not created yet, create a folder named plugins in the root folder of **BioCAT**.
- 2. Create a new folder, within the plugins folder, for the new algorithm.
- 3. Move the algorithm's class files and any jar files into the new folder. If the class has a package structure, the corresponding subdirectories need to be generated.
- 4. Create an Algorithms.xml file within the algorithm's folder.
- 5. Refer to the section below on what to write into the **Algorithms.xml** file.

#### How the Algorithms.xml file works:

The **Algorithms.xml** file defines the user interface options that are shown when the algorithm is chosen for use. In turn, these options are turned into a special parameter list for the algorithm.

The framework of the **Algorithms.xml** file stays the same but with varying numbers of algorithms and parameters. Each parameter can have a default, domain, min, or max tags with the respective value in between the tags.

Here is an example of the Algorithms.xml file:

```
<Algorithms>
   <Algorithm type="Selector"> <- This is a "Selector" algorithm (Can be</pre>
                                   Selector, Classifier, 2DExtractor, or
                                   3dExtractor)
      <Name>Example</Name> <- The algorithm name is "Example" (This is
                                    (This is what will show up in GUI)
      <Desc>Description of ExampleThe description of the algorithm
      <ClassName>Example</ClassName> <- The fully qualified class name of
                                         the algorithm or the jar file that
                                         contains the algorithm
      <Path>Example/</Path> <- The file path of the algorithm
      <Parameter type="String"> <- The parameter is a "String"
         <Name>Method</Name> <- The parameter name is "Method"
         <Domain>A,B,C,D/Domain> <- 'A'-'D' are the possible values</pre>
         <Default>A</Default> <- 'A' is set as the default value</pre>
      </Parameter>
      <Parameter type="Integer"> <- The parameter is an "Integer"</pre>
         <Name>Number</Name> <- The parameter name is "Number"</pre>
         <Default>8</Default> <- '8' is set as the default value</pre>
         <Min>2</Min> <- '2' is the minimum value
         <Max>32</max> <- '32' is the maximum value</pre>
      </Parameter>
   </Algorithm>
</Algorithms>
```