

Comparative DCT-feature classification of TUH breast images

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Introduction

Task Overview

- Image classification task on TUH DPATH Breast data patches.
- Data provided as three-channel 32×32 DCT coefficients.
- Original data has nine classes.
- Task: Classify into a six-class structure based on scoring rules.
- Key Metric: Minimize 90/10 weighted-error rate.

LightGBM: why a baseline?

Motivation

- Establish a ground-truth yardstick before GPU-heavy NN runs.
- Raw DCT coefficients are naturally tabular → LightGBM suitability.
- Provides a cost-effective environment to test FE and imbalance handling.

LightGBM: data preparation

Phase 0

- We began with the original `train.csv` and `dev.csv` datasets.
- These files initially contained data categorized into nine distinct classes.

Adaptation

- ▶ Based on the task's scoring rules, we excluded data from classes 1, 4, and 7.
 - ▶ The remaining six classes (0, 2, 3, 5, 6, 8) became our focus, and we assigned them simpler IDs from 0 to 5.
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- This process yielded the final dataset, structured specifically for training and evaluating our six-class problem.

LightGBM: tuning strategy

Phase 1

Approach

- Split the six-class dataset into `train + validation` pool (85%) and a held-out `test` set (15%).
- Used Optuna with `optuna-distributed` for multi-threaded tuning on the `train + validation` pool.
- Evaluation within tuning: three-fold *stratified* cross-validation.
- Objective: Minimize average 90/10 weighted-error across CV folds.

LightGBM: tuning phases and results

Phase 1

Phase 1a – feature engineering

- Tuned DCT block sizes and PCA variance (200 trials).
- Kept the three DC coefficients.
- Best: $k = (3, 4, 2)$, $p \approx 99.95\%$.
- **Score ↓ from 62.92% to 50.03%.**

Phase 1b – model parameters (500 trials)

- Tuned `num_leaves`, `max_depth`, etc.
- Best: `num_leaves=24`, `max_depth=4`,
...
- **Score ↓ to 43.15%.**

Phase 1c – class weights (300 trials)

- Tuned individual w_k for each of the six remapped classes.
- Best: $w^* \approx [4.1, 2.6, 36.9, 36.5, 19.8, 1.8]$.
- **Score ↓ to 42.44%.**

LightGBM: repeated unbiased testing

Phase 2

Process

- Repeated 10 times with different random `train/validation/test` splits.
- Preprocessing fitted on the `train` split, applied to all splits.
- Model trained on combined `train + validation` data (using best tuned HPs).
- Evaluated only once on the held-out `test` set for each repetition.
- Collected 90/10 weighted-error for each repetition's `test` set.
- Resulted in a mean weighted-error of **41.87% ± 1.56%**.

LightGBM: prediction

Phase 3

Process

- Use `train` for fitting and `dev` for early stopping.
- Feature pipeline (DC picks + per-channel $k \times k$ DCT + PCA) is fitted on `train` and reused everywhere.
- Train the tuned model; stop early if the `dev` weighted-error does not improve for 50 rounds.
- Apply the same pipeline to the original `train`, `dev`, and `eval` CSV files and write predictions.
- Resulted in a weighted-error of **17.41%** on the `training` set and **45.06%** on the `validation` set.

LightGBM: take-aways

- Optuna tuning significantly reduced the 90/10 weighted-error from $\approx 63\%$ to $\approx 42\%$ (-21% relative reduction).
- Model still shows high error rates on specific classes.
- Provides a solid classical baseline performance for comparison with neural network approaches.

Neural networks: why leave “tabular” land?

Motivation

- Inverse-DCT of the 32×32 blocks restores real spatial context – CNNs/ViTs can exploit that.
- Potential to learn texture cues that hand-engineered DCT-subsets miss.
- Goal: beat the baseline or, at worst, offer a complementary view for an ensemble.

Neural networks: many roads traveled

The “graveyard”

Architectures prototyped

- Plain CNNs (ResNet-18/34/50) on 256×256 IDCT images – under-fit, best dev WE $\approx 50\%$.
- Frequency-domain CNN directly on 32×32 DCT cubes – quick but plateaued at dev WE $\approx 55\%$.
- Dual-stream hybrid (DCT CNN + IDCT CNN, late fusion) – compute heavy, no dev gain.
- Tiny/Small ViTs (ViT-Ti, ViT-S) – faster but accuracy similar to ResNet.
- ViT-B/16 + layer-wise LR decay \rightarrow clearly strongest; baseline of $\approx 33\%$.

ViT-B/16: tuning strategy

Phase 1

Search space (coarse and fine; 30 trials each)

- Learning rate: $3 \times 10^{-5} - 5 \times 10^{-4}$.
- Weight decay: $10^{-3} - 10^{-1}$.
- Layer-wise decay: 0.5 – 0.85.
- Drop-path: 0 – 0.20.

Early stopping in the objective

- Patience = 8 epochs on a held-out 15% validation subset.
- Pruned with Optuna's MedianPruner.

Best trial (coarse sweep)

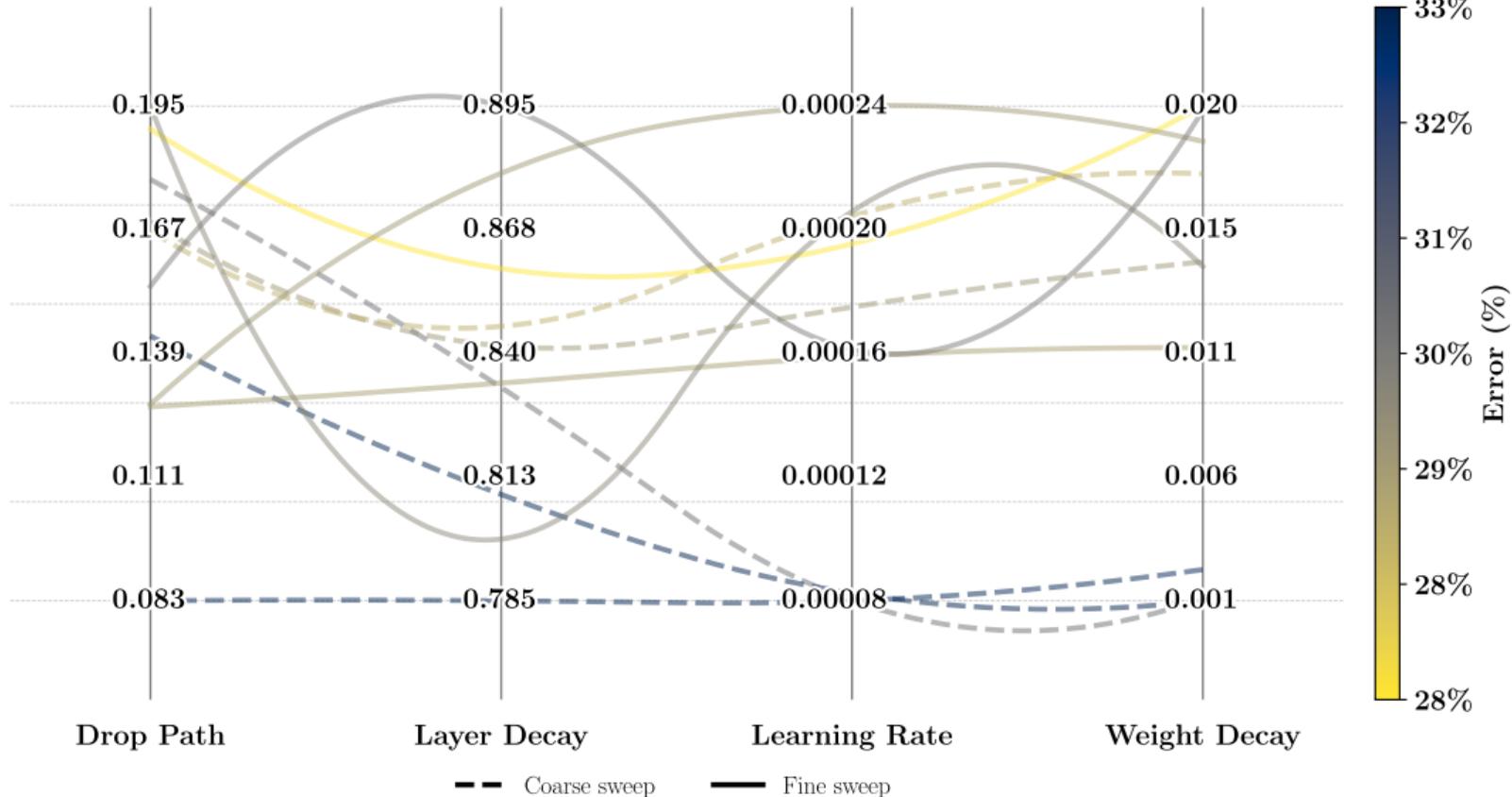
Score ↓ from **33.05%** to **28.87%**.

Best trial (fine sweep)

lr = 1.98×10^{-4}
weight_decay = 2.03×10^{-2}
layer_decay = 0.859
drop_path = 0.190

Score ↓ from **28.87%** to **27.56%**.

Parallel-Coordinates of Lowest-Error Trials: Coarse vs. Fine



ViT-B/16: repeated unbiased testing

Phase 2

Process

- Repeated 10 times with different random `train/validation/test` splits.
- Early-stopped on the 15% slice, evaluated once on the fixed independent test set.
- Model trained on combined `train + validation` data (using best tuned HPs).
- Evaluated only once on the held-out `test` set for each repetition.
- Resulted in a mean weighted-error of **31.85% ± 1.45%**.

ViT-B/16: prediction

Phase 3

Process

- Reconstruct 256×256 RGB patches with IDCT, scale to 224×224 , ImageNet normalization.
- Train on `train` data, stop if `dev WE` no longer improves for two epochs.
- Fine-tune for one epoch on `train + dev` with $LR \times 0.1$.
- Save best checkpoint and predict `train`, `dev`, and `eval`.
- Resulted in a weighted-error of **14.84%** on the `training` set and **28.80%** on the `validation` set.

Neural networks: take-aways

- Vision Transformer beats all CNN variants we tried and surpasses the tuned LightGBM baseline.
- Data volume (12k images) is small for ViT; model starts to memorize noise even with heavy regularization.