Machine Learning Ensemble Methods: Boosting



Topics of previous lectures

- √ Ingredients of Machine Learning
- √ Classification Basics, Basic Linear Classifier
- √ K-Nearest Neighbours and Naive Bayes Classifier
- √ Linear and Quadratic Discriminant Analysis
- √ Support Vector Machines (SVM)
- ✓ Decision Trees
- √ Ensemble Methods (Bagging, Weighted Voting, Stacking)
- √ Regression Methods
- ✓ Evaluation and Scoring of Classifiers

Topics of today's lecture

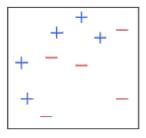
- Boosting
- AdaBoost
- Gradient Boosting

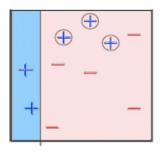
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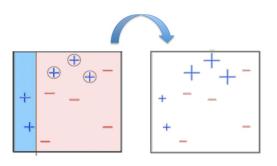
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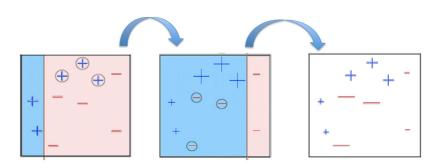
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- No!

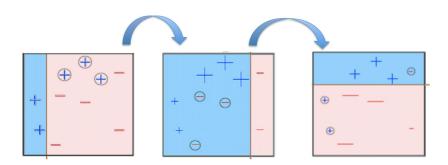
- \bullet Suppose we build M models, each with the same error $\epsilon,$ we then use the majority vote
- Is it necessarily the best case if we choose the models to be independent?
- No!
- The idea of boosting is that each model corrects the mistakes of the previous models in the ensemble.

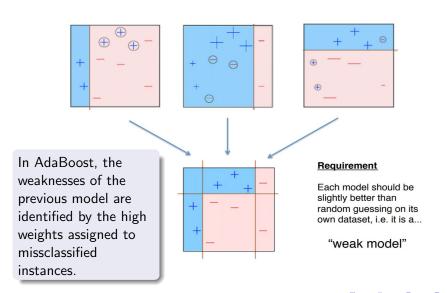












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- \bullet Create a weighted dataset, where the first model would have 50% accuracy
- Then the second model is forced to do better than the first one
- Repeat the same with successive models

AdaBoost (Freund and Schapire 1995)

Suppose that the labels are encoded as ± 1 .

Algorithm AdaBoost(D,T,\mathcal{A}) – train an ensemble of binary classifiers from reweighted training sets.

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: training data set D; ensemble size T; learning algorithm \mathcal{A}.
   Output: weighted ensemble of models.
 1 w_{1i} \leftarrow 1/|D| for all \mathbf{x}_i \in D;
                                                                             // start with uniform weights
2 for t = 1 to T do
         run \mathcal{A} on D with weights w_{ti} to produce a model h_t;
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         calculate weighted error \epsilon_t = \sum_{i=1}^{|D|} w_{ti} I[h_t(\mathbf{x}_i) \neq y_i];
         if \epsilon_t \ge 1/2 then
               set T \leftarrow t - 1 and break
         end
         \alpha_t \leftarrow \frac{1}{2} \ln \frac{1-\epsilon_t}{\epsilon_t};
                                                                              // confidence for this model
         w_{(t+1)i} \leftarrow w_{ti}e^{-\alpha_t y_i h_t(\mathbf{x}_i)} for i = 1, \dots, |D|;
                                                                                              // update weights
         w_{(t+1)i} \leftarrow w_{(t+1)i} / \sum_{i=1}^{|D|} w_{(t+1)j} for i = 1, ..., |D|; // renormalize weights
11 end
12 return H(\mathbf{x}) = \sum_{t=1}^{T} \alpha_t h_t(\mathbf{x})
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Here the only part of the equation depending on h_t is the second sum and L is minimized if we choose h_t s.t. $\sum_{y_i \neq h_t(\mathbf{x}_i)} w_i^{(t)}$ is minimized (assuming $\alpha_t > 0$), that is the classifier with the lowest weighted error.

Now let's derive the weight α_t that minimizes the loss function.

$$L = e^{-\alpha_t} \sum_{y_i = h_t(\mathbf{x}_i)} w_i^{(t)} + e^{\alpha_t} \sum_{y_i \neq h_t(\mathbf{x}_i)} w_i^{(t)}$$

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since the weighted error of the weak classifier is $\epsilon_t = \frac{\sum_{y_i \neq h_t(\mathbf{x}_i)} w_i^{(t)}}{\sum_{i=1}^N w_i^{(t)}}$, then $\alpha_t = \frac{1}{2} \log \left(\frac{1-\epsilon_t}{\epsilon_t} \right)$

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- \bullet This ensures that the current ensemble would have weighted error 50%
- As weak learner is expected to achieve less than 50% weighted error, it is also expected to learn something new (that the ensemble does not "know" yet)

Input : training data set D; ensemble size T ; learning algorithm A Output : weighted ensemble of models

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- 8 Normalize the weights $w_i^{(t+1)} = \frac{w_i^{(t+1)}}{\sum_{i=1}^{|D_i|} w_i^{(t+1)}}$
- 9 Return the weighted median of $h_t(x)$ for $t=1,\ldots,T$, using $\ln(\frac{1}{\beta_t})$ as weights

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$$e_i^{(t)} = \frac{(y_i - h_t(x_i))^2}{Z_t^2} \text{ (square)}$$



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$$e_i^{(t)} = \frac{(y_i - h_t(x_i))^2}{Z_t^2}$$
 (square)

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$$e_i^{(t)} = 1 - \exp\left\{-\frac{|y_i - h_t(x_i)|}{Z_t}\right\}$$
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FAST Foundation

The errors in step 4 are usually calculated using the following loss functions

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where
$$Z_t = \max_{j \in \{1,...,|D|\}} |y_j - h_t(x_j)|$$



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FAST Foundation Boo

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- For example, the suggested model gives the following results

$$\hat{f}(x_1) = 0.3$$
, when $y_1 = 0.4$

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 - you are not allowed to change anything in the given f(x)
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- How would you improve the performance of the initial model?

You want to improve the model such that

$$\hat{f}(x_1) + h(x_1) = y_1$$

$$\hat{f}(x_2) + h(x_2) = y_2$$

$$\vdots$$

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Or equivalently

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Can any regression tree h help to achieve this goal approximately? We can fit a regression tree to data

 $(x_1, y_1 - F(x_1)), (x_2, y_2 - F(x_2)), \dots, (x_n, y_n - F(x_n))$ FAST Foundation 15/24

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- In this way we can improve the predictions from individual models

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FAST Foundation Boosting methods

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- Similar to AdaBoost, in each stage a weak learner is introduced to compensate the weaknesses of existing weak learners
- Here the weaknesses are identified by gradients
- It is a generalization of AdaBoost that supports various loss function
- It can be used for regression, classification and ranking purposes

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FAST Foundation Boosting methods

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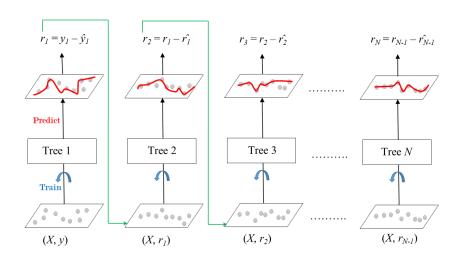
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• The residuals are the negative gradients

$$y_i - \hat{f}(x_i) = -\frac{\partial J}{\partial \hat{f}(x_i)}$$



Gradient Boosting



Input : training data set $\{(\mathbf{x}_i, y_i)\}_{i=1}^n$; ensemble size M, loss function $L(y, f(x)) = (y - f(x))^2$, learning rate α

Output: ensemble of models

1 Start with a model with constant value

$$\hat{f}_0(x) = \operatorname{argmin}_f \sum_{i=1}^n L(y_i, f) = \frac{1}{n} \sum_{i=1}^n y_i$$

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FAST Foundation Boosting methods

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- ullet In case of classification, we need to introduce K models in our gradient boosting machine in each iteration
- The probability $\mathbb{P}(Y_i = k | X = \mathbf{x}_i)$ is modeled as a softmax of the final outcomes of the K functions

Input : training data set $\{(\mathbf{x}_i,\mathbf{y}_i)\}_{i=1}^n$ (1-hot encoded \mathbf{y}); ensemble size M, loss function $L(y,f(x))=-\sum_{j=1}^K y_j\log(f^{(j)}(x))$, learning rate α Output : ensemble of models

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FAST Foundation Boosting methods

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- 3 Return $\hat{f}_M(x)$. Predict the label with the highest probability.

What have we learned today?

- √ Boosting
- ✓ AdaBoost
- √ Gradient Boosting