



1. Data parallelization and histogramming (like H2O)
2. Gradient-based one-sided sampling (GOSS):
 - ➔ don't test all the data; prefer data points with large gradients
3. Exclusive Feature Bundling:
 - ➔ method of feature engineering to reduce sparsity
4. Leaf-wise growth:

LightGBM

otherwise include most of the XGB options (e.g. L1/L2 regularization, DART)



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Level-wise tree growth



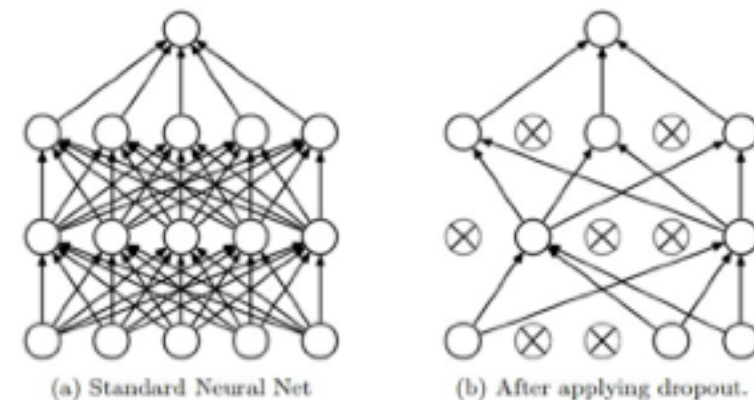
Leaf-wise tree growth

released by Microsoft in 2016; attempt to improve speed and memory usage ('Light')

Dropouts: DART

- Idea of dropouts comes from deep neural networks (CNN)

- DART: Dropouts meet Multiple Additive Regression Trees



1) Use only a subset of previous trees for computing gradient for next tree



2) Normalization factors to account for the fact trees were removed



Algorithm 1 The DART algorithm

Let N be the total number of trees to be added to the ensemble

$S_1 \leftarrow \{x, -L'_x(0)\}$

T_1 be a tree trained on the dataset S_1

$M \leftarrow \{T_1\}$

for $t = 2, \dots, N$ do

$D \leftarrow$ the subset of M such that $T \in M$ is in D with probability p_{drop}

if $D = \emptyset$ then $D \leftarrow$ a random element from M

end if

$\hat{M} \leftarrow M \setminus D$

$S_t \leftarrow \{x, -L'_x(\hat{M}(x))\}$

T_t be a tree trained on the dataset S_t

$M \leftarrow M \cup \left\{ \frac{T_t}{|D|+1} \right\}$

for $T \in D$ do

Multiply T in M by a factor of $\frac{|D|}{|D|+1}$

end for

end for

Output M

LightGBM

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