Bagging and Random Forests

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Ensemble Methods: Introduction

Ensembles: Parallel vs Sequential

- Ensemble methods combine multiple models
- Parallel ensembles: each model is built independently
 - e.g. bagging and random forests
 - Main Idea: Combine many (high complexity, low bias) models to reduce variance
- Sequential ensembles:
 - Models are generated sequentially
 - Try to add new models that do well where previous models lack

The Benefits of Averaging

A Poor Estimator

- Let Z, Z_1, \ldots, Z_n i.i.d. $\mathbb{E}Z = \mu$ and $\text{Var}Z = \sigma^2$.
- We could use any single Z_i to estimate μ .
- Performance?
- Unbiased: $\mathbb{E}Z_i = \mu$.
- Standard error of estimator would be σ .
 - The **standard error** is the standard deviation of the sampling distribution of a statistic.
 - $SD(Z) = \sqrt{Var(Z)} = \sqrt{\sigma^2} = \sigma$.

Variance of a Mean

- Let Z, Z_1, \ldots, Z_n i.i.d. $\mathbb{E}Z = \mu$ and $\text{Var}Z = \sigma^2$.
- Let's consider the average of the Z_i 's.
 - Average has the same expected value but smaller standard error:

$$\mathbb{E}\left[\frac{1}{n}\sum_{i=1}^{n}Z_{i}\right]=\mu\qquad\operatorname{Var}\left[\frac{1}{n}\sum_{i=1}^{n}Z_{i}\right]=\frac{\sigma^{2}}{n}.$$

- Clearly the average is preferred to a single Z_i as estimator.
- Can we apply this to reduce variance of general prediction functions?

- Suppose we have B independent training sets from the same distribution.
- Learning algorithm gives B decision functions: $\hat{f}_1(x), \hat{f}_2(x), \dots, \hat{f}_B(x)$
- Define the average prediction function as:

$$\hat{f}_{\text{avg}} = \frac{1}{B} \sum_{b=1}^{B} \hat{f}_b$$

- What's random here?
- ullet The B independent training sets are random, which gives rise to variation among the \hat{f}_b 's.

- Fix some particular $x_0 \in \mathcal{X}$.
- Then average prediction on x_0 is

$$\hat{f}_{avg}(x_0) = \frac{1}{B} \sum_{b=1}^{B} \hat{f}_b(x_0).$$

- Consider $\hat{f}_{avg}(x_0)$ and $\hat{f}_1(x_0), \dots, \hat{f}_B(x_0)$ as random variables
 - Since the training sets were random
- We have no idea about the distributions of $\hat{f}_1(x_0), \ldots, \hat{f}_B(x_0)$ they could be crazy...
- ullet But we do know that $\hat{f}_1(x_0),\ldots,\hat{f}_B(x_0)$ are i.i.d. And that's all we need here...

• The average prediction on x_0 is

$$\hat{f}_{avg}(x_0) = \frac{1}{B} \sum_{b=1}^{B} \hat{f}_b(x_0).$$

- $\hat{f}_{avg}(x_0)$ and $\hat{f}_b(x_0)$ have the same expected value, but
- $\hat{f}_{avg}(x_0)$ has smaller variance:

$$\operatorname{Var}(\hat{f}_{\mathsf{avg}}(x)) = \frac{1}{B^2} \operatorname{Var}\left(\sum_{b=1}^{B} \hat{f}_b(x)\right)$$
$$= \frac{1}{B} \operatorname{Var}\left(\hat{f}_1(x)\right)$$

Using

$$\hat{f}_{\mathsf{avg}} = rac{1}{B} \sum_{b=1}^{B} \hat{f}_b$$

seems like a win.

- But in practice we don't have B independent training sets...
- Instead, we can use the bootstrap....

Bagging

Bagging

- Draw B bootstrap samples D^1, \ldots, D^B from original data \mathfrak{D} .
- Let $\hat{f}_1, \hat{f}_2, \dots, \hat{f}_B$ be the prediction functions for each set.
- The bagged prediction function is a combination of these:

$$\hat{f}_{\mathsf{avg}}(x) = \mathsf{Combine}\left(\hat{f}_1(x), \hat{f}_2(x), \dots, \hat{f}_B(x)\right)$$

- How might we combine
 - prediction functions for regression?
 - binary class predictions?
 - binary probability predictions?
 - multiclass predictions?
- Bagging proposed by Leo Breiman (1996).

Bagging for Regression

- Draw B bootstrap samples $D^1, ..., D^B$ from original data \mathfrak{D} .
- Let $\hat{f}_1, \hat{f}_2, \dots, \hat{f}_B : \mathcal{X} \to \mathbf{R}$ be the predictions functions for each set.
- Bagged prediction function is given as

$$\hat{f}_{bag}(x) = \frac{1}{B} \sum_{b=1}^{B} \hat{f}_{b}(x).$$

- Empirically, \hat{f}_{bag} often performs similarly to what we'd get from training on B independent samples:
 - $\hat{f}_{\mathrm{bag}}(x)$ has same expectation as $\hat{f}_{1}(x)$, but
 - $\hat{f}_{bag}(x)$ has smaller variance than $\hat{f}_1(x)$

Out-of-Bag Error Estimation

- Each bagged predictor is trained on about 63% of the data.
- Remaining 37% are called out-of-bag (OOB) observations.
- For *i*th training point, let

$$S_i = \{b \mid D^b \text{ does not contain } i\text{th point}\}.$$

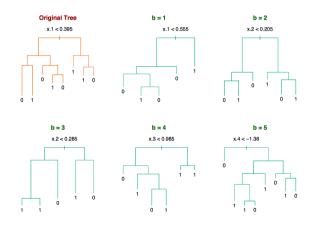
• The OOB prediction on x_i is

$$\hat{f}_{OOB}(x_i) = \frac{1}{|S_i|} \sum_{b \in S_i} \hat{f}_b(x_i).$$

- The OOB error is a good estimate of the test error.
- OOB error is similar to cross validation error both are computed on training set.

Bagging Classification Trees

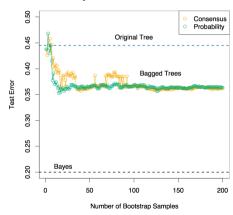
• Input space $\mathfrak{X}=\mathsf{R}^5$ and output space $\mathfrak{Y}=\{-1,1\}.$



- Sample size n = 30
- Each bootstrap tree is quite different
- Different splitting variable at the root
- This high degree of variability from small perturbations of the training data is why tree methods are described as high variance.

Comparing Classification Combination Methods

• Two ways to combine classifications: consensus class or average probabilities.



From HTF Figure 8.10

Terms "Bias" and "Variance" in Casual Usage (Warning! Confusion Zone!)

- ullet Restricting the hypothesis space $\mathcal F$ "biases" the fit
 - away from the best possible fit of the training data, and
 - towards a [usually] simpler model.
- Full, unpruned decision trees have very little bias.
- Pruning decision trees introduces a bias.
- Variance describes how much the fit changes across different random training sets.
- If different random training sets give very similar fits, then algorithm has high stability.
- Decision trees are found to be high variance (i.e. not very stable).

Conventional Wisdom on When Bagging Helps

- Hope is that bagging reduces variance without making bias worse.
- General sentiment is that bagging helps most when
 - Relatively unbiased base prediction functions
 - High variance / low stability
 - i.e. small changes in training set can cause large changes in predictions
- Hard to find clear and convincing theoretical results on this
- But following this intuition leads to improved ML methods, e.g. Random Forests

Random Forests

Recall the Motivating Principal of Bagging

- Averaging $\hat{f}_1, \ldots, \hat{f}_B$ reduces variance, if they're based on i.i.d. samples from $P_{X \times Y}$
- Bootstrap samples are
 - independent samples from the training set, but
 - are **not** independent samples from $P_{X \times Y}$.
- This dependence limits the amount of variance reduction we can get.
- Would be nice to reduce the dependence between \hat{f}_i 's...

Random Forest

Main idea of random forests

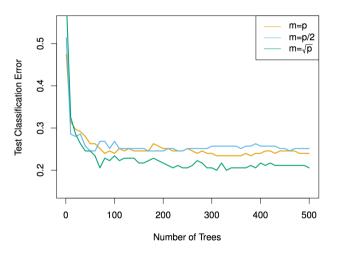
Use **bagged decision trees**, but modify the tree-growing procedure to reduce the dependence between trees.

- Key step in random forests:
 - When constructing **each tree node**, restrict choice of splitting variable to a randomly chosen subset of features of size *m*.
- Typically choose $m \approx \sqrt{p}$, where p is the number of features.
- Can choose *m* using cross validation.

Random Forest

- Usual approach is to build very deep trees (low bias)
- Diversity in individual tree predictions functions from
 - bootstrap samples (somewhat different training data) and
 - randomized tree building
- Bagging seems to work better when we are combining a diverse set of prediction functions.

Random Forest: Effect of *m* size



From An Introduction to Statistical Learning, with applications in R (Springer, 2013) with permission from the authors: G. James, D. Witten, T. Hastie and R. Tibshirani.

Appendix

Variance of a Mean of Correlated Variables

• For $Z, Z_1, ..., Z_n$ i.i.d. with $\mathbb{E}Z = \mu$ and $\text{Var}Z = \sigma^2$,

$$\mathbb{E}\left[\frac{1}{n}\sum_{i=1}^{n}Z_{i}\right] = \mu \qquad \operatorname{Var}\left[\frac{1}{n}\sum_{i=1}^{n}Z_{i}\right] = \frac{\sigma^{2}}{n}.$$

- What if Z's are correlated?
- Suppose $\forall i \neq j$, $Corr(Z_i, Z_i) = \rho$. Then

$$\operatorname{Var}\left[\frac{1}{n}\sum_{i=1}^{n}Z_{i}\right]=\rho\sigma^{2}+\frac{1-\rho}{n}\sigma^{2}.$$

• For large n, the $\rho\sigma^2$ term dominates – limits benefit of averaging.