

MBA
USP
ESALQ

*Other Machine Learning Models II –
bagging and boosting*

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You will need...

Preparations

- Open R
- Import libraries
- Something to take your notes



Agenda

Regression trees

Bagging – Random Forest

Boosting – Gradient Boosting

Grid Search CV



Regression trees

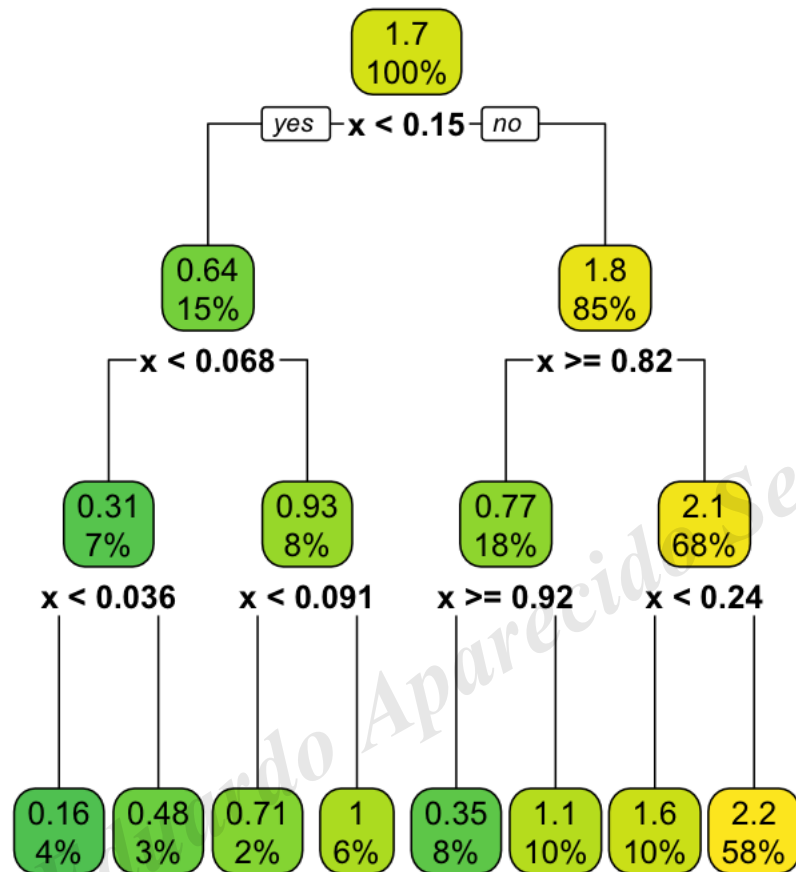
Regression trees

They are very similar to classification trees

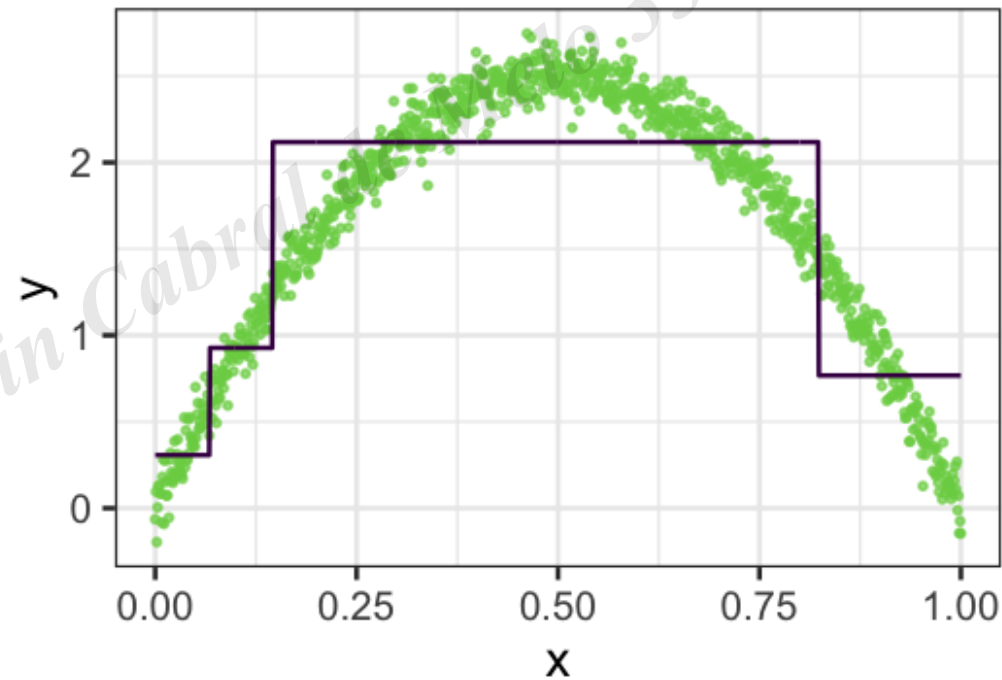
The criterion of impurity is what changes.

$$SQE = \sum_{i=1}^N (y_i - \hat{y}_i)^2$$

Regression trees



Observed vs expected values



Dado: — Expected — Observed

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Ensemble Models:

Where do they live? What are they?

What do they eat?

Natural Predators

Predictive and classification problems



What is the efficacy of a vaccine?



Will the customer pay the loan?



How much oil is in the well?



Will the customer buy my product?

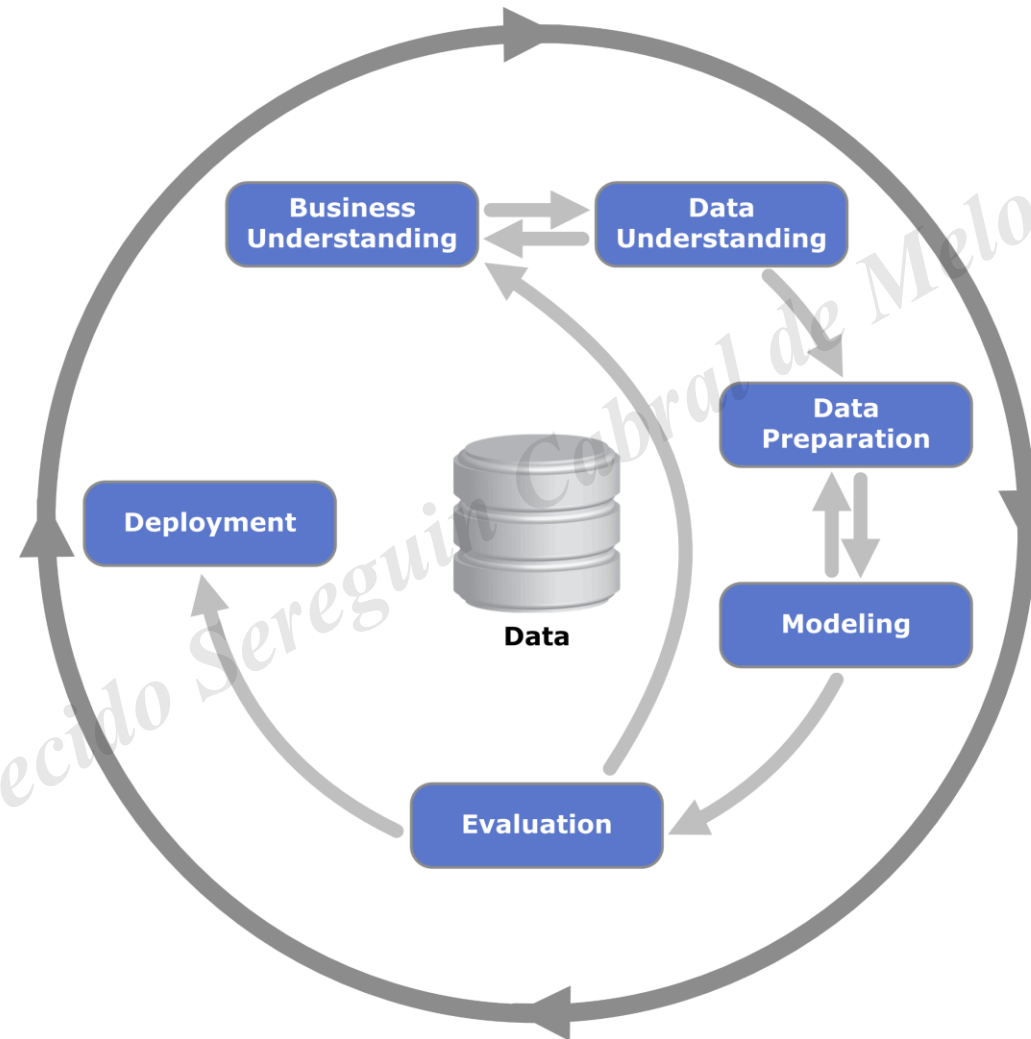


What is the person doing?



How green is this vehicle?

CRISP-DM



Source: <https://www.the-modeling-agency.com/crisp-dm.pdf>

Algorithms classification

Supervised

- Regression
- GLM
- GLMM
- Support vector machines
- Naive Bayes
- K-nearest neighbors
- Neural Networks
- Decision Trees



Unsupervised

- K-Means
- Hierarchical methods
- Gaussian Mixture
- DBScan
- Mini-Batch-K-Means



We are here!

Algorithms classification



Continuous response

- Regression
- GLM
- GLMM
- Support vector machines
- K-nearest neighbors
- Neural Networks
- Regression Trees



Discrete response

- Logistic Regression
- Classification trees
- Neural Networks
- GLM
- GLMM

We are here!

Algorithms classification



Machine Learning Methods

- Decision Trees
- Bagging
- Boosting
- K-NN
- Neural Networks
- Support Vector Machines



Machine Learning Statistics Methods

- Regression
- GLM
- GLMM
- ANOVA

We are here!



Ensemble

An ensemble is any combination of existing models. The main types are:

Bagging

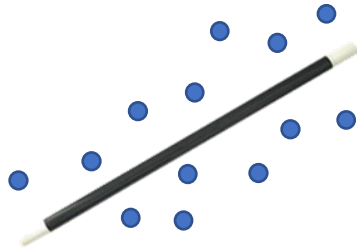
Boosting

Stacking

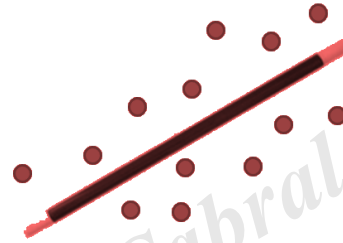
Ensemble - aggregation



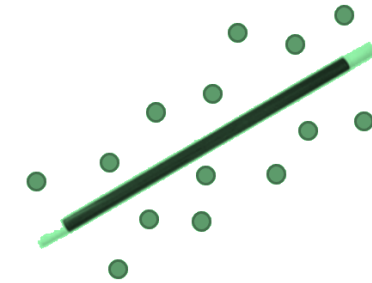
Model 1



Model 2



Model 3



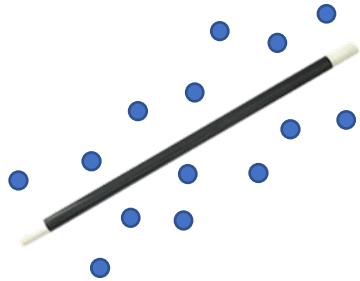
An *aggregation* is a combination (in general a simple average) of the predictions of two or more previously constructed models.

Objective: even if each model is a "*weak learner*", the combination can be a "*Strong learner*" or a better predictor than each of the integrant.

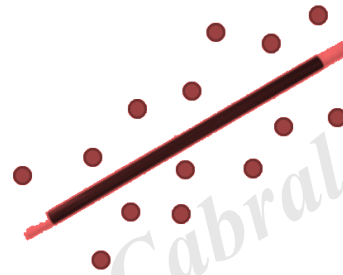
Ensemble – Hard Voting



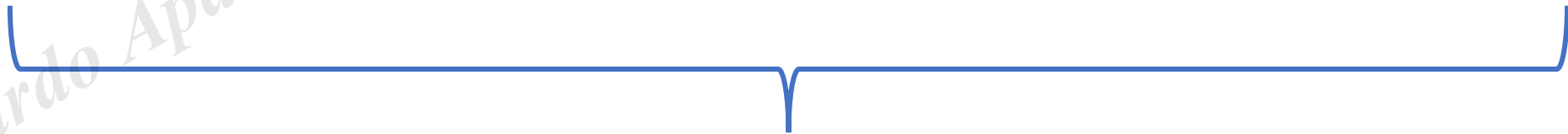
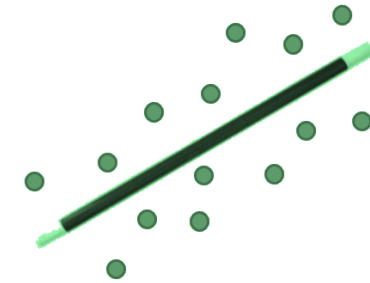
Model 1



Model 2



Model 3

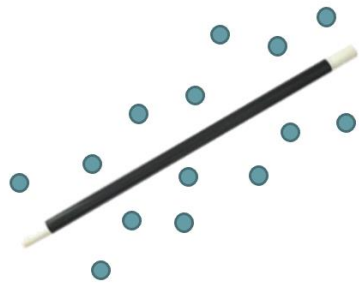


More 'voted' classification

Ensemble - aggregation

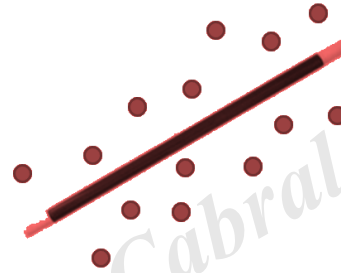


Model 1



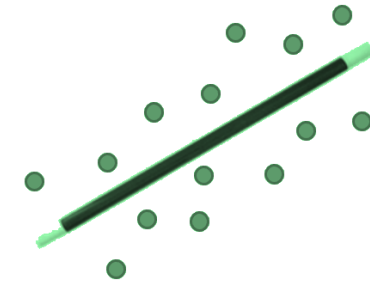
$$P(\text{blue} | \text{person}) = 3\%$$

Model 2



$$P(\text{blue} | \text{person}) = 7\%$$

Model 3



$$P(\text{blue} | \text{person}) = 2\%$$

$$P(\text{blue} | \text{person}) = 4\%$$

A simple aggregation method but also powerful consists of obtaining the average of several predictions.

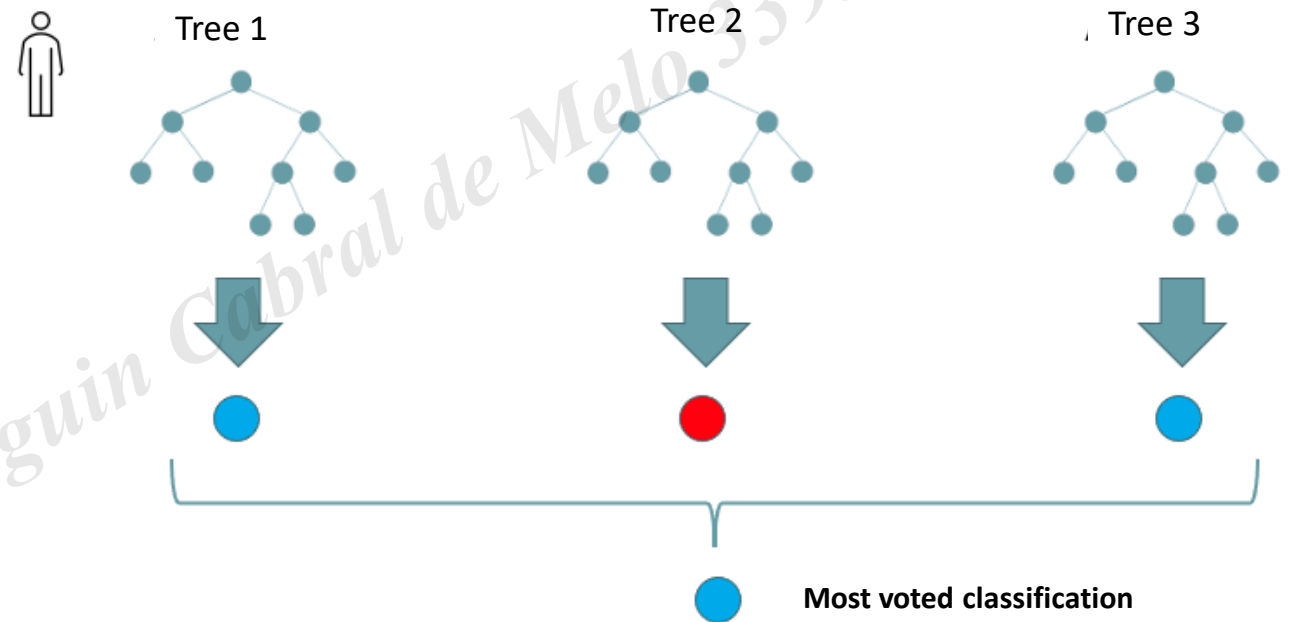
Ensemble - aggregation

We want to add models that are:

Useful

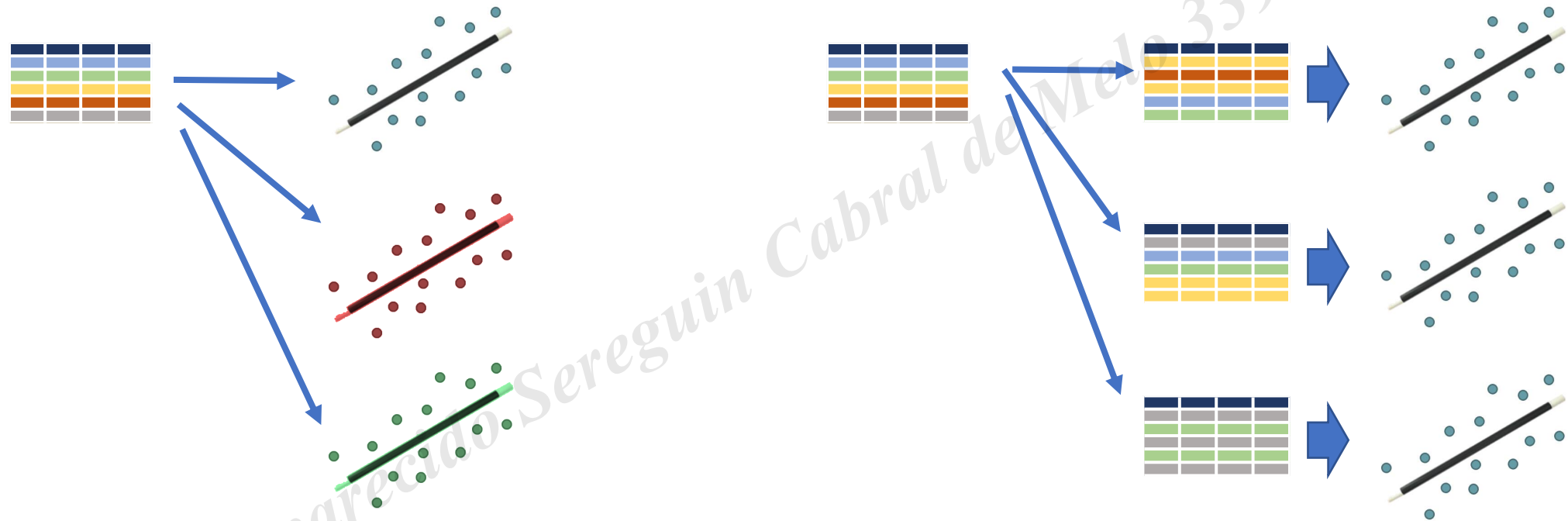
Have the same objective

Different



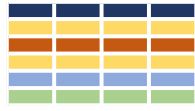
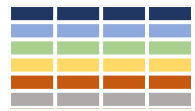
We want different predictors, but that they “indicate” the same response variable. An idea would be to generate predictors with some random 'disturbance'.

Bootstrapping to evaluate the average



And what happens if we change the base using the same algorithm instead of changing the algorithm?

Bootstrapping to evaluate the average



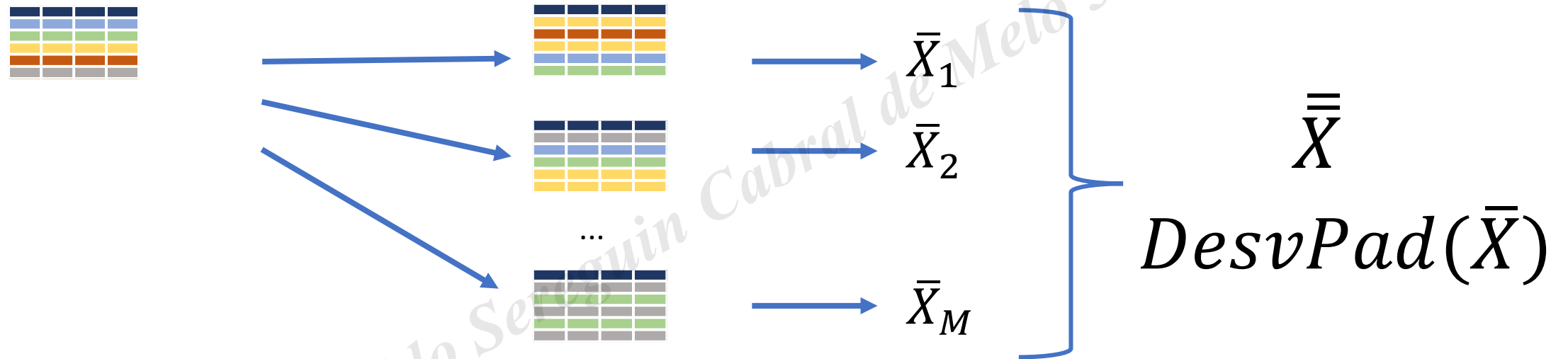
$$\bar{X}_1$$

We have a set of size N data

We want to estimate the standard error of a parameter, for example, the average.

- 1) Remove a random sample of size N from the base
- 2) Calculate the parameter, store information

Bootstrapping to evaluate the average



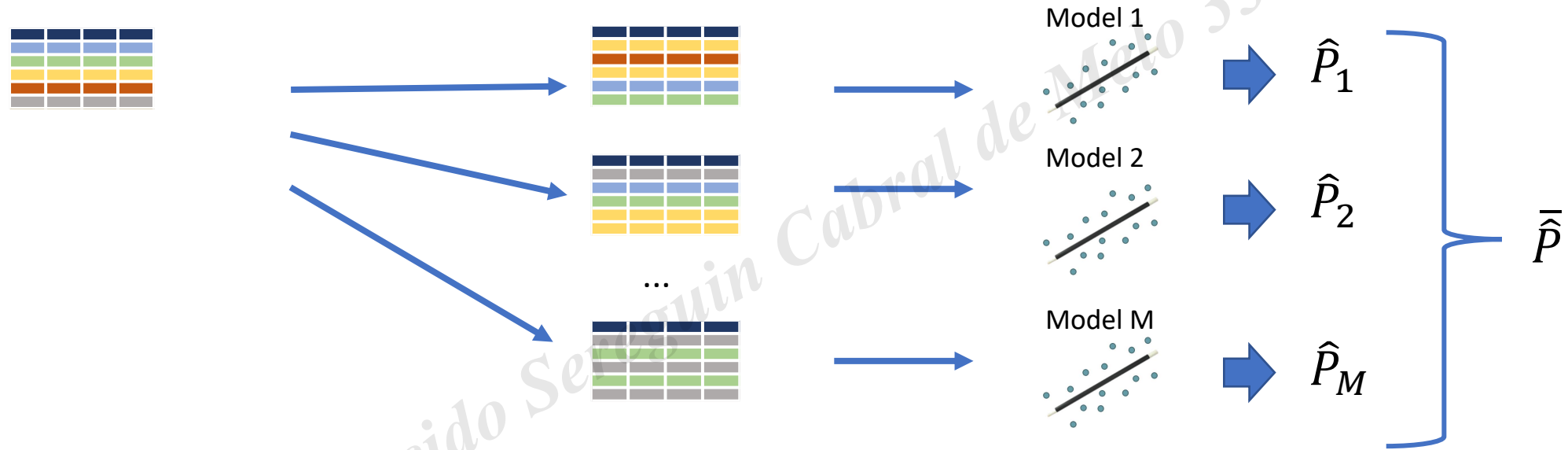
3) We repeat this M times (let's say... M=10,000 times)

4) We can calculate the average and standard error of the estimator

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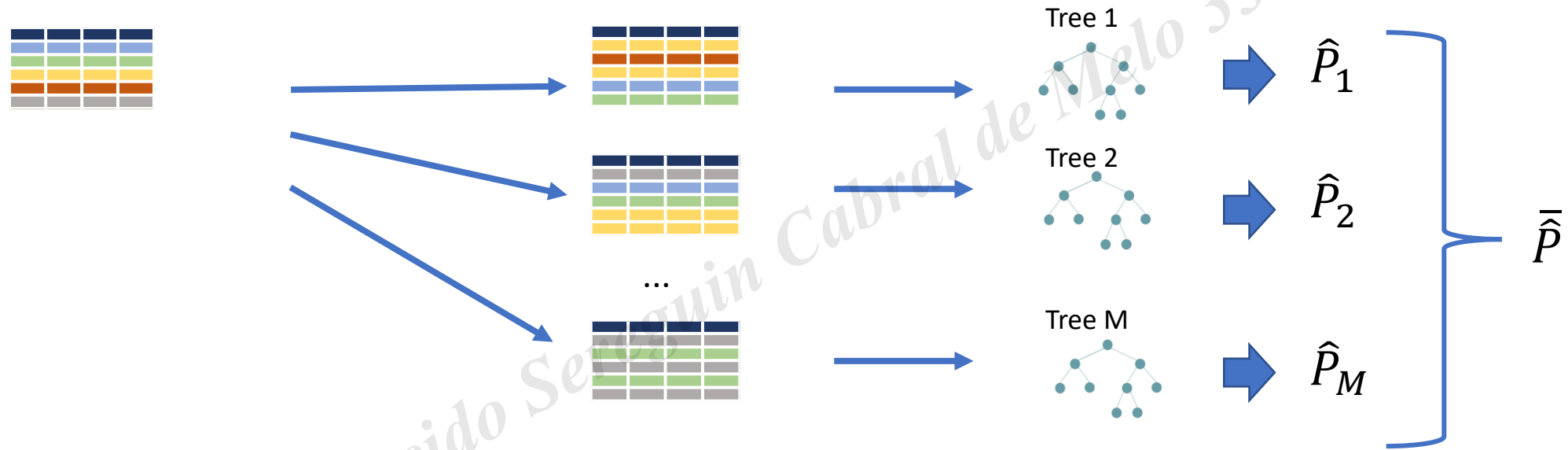


Bootstrap – aggregation (bagging)



Bagging is an aggregation of the same algorithm in bootstrap samples

Bootstrap – aggregation (bagging)



Bagging with trees is the famous Random Forest

RANDOM, FORREST, RANDOM!



Random Forest

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Bagging and Pasting

Bagging

1. Remove a random sample **with** the replacement of size N
2. Build the model in this sample
3. Repeat 1 and 2 M times

Pasting

1. Remove a random sample **WITHOUT** reposition of size $Q \leq N$
2. Build the model in this sample
3. Repeat 1 and 2 M times

The most famous *bagging* is *Random Forest*, which is made with trees, hence the name.

Characteristics

Bagging

1. Parallel wheel
2. It also classifies in parallel
3. It usually has good performance without great adjustments

If it were a car, I would say that it is a GMC Hummer H3.

Questions that I had when I learned it.


Random Forest

1. Is performing 500 trees the *default*?
2. Does it take loads of time to train?
3. And to apply the rule? Do I have to apply all of this rules? Does it take a long time?
4. Does the algorithm keep all of these trees?

If it were a car, I would say that it is a GMC Hummer H3.

Boosting

Sequential correction of errors



A photograph of a person's arm with a tattoo. The tattoo consists of several names written in a cursive script. The names 'JOSEPH', 'JOSEPH', and 'JOSEPH' are crossed out with thick black lines. Below them, the name 'Stefan' is written, and at the bottom, 'James' is written. The background is a blurred outdoor scene with a body of water and buildings.

~~JOSEPH~~
~~JOSEPH~~
~~JOSEPH~~
Stefan
James

ID	...	Y
1	...	1
2	...	0
...
N	...	0



Y	P	ERRO
1	75%	25%
0	20%	20%
...
0	40%	40%



ERRO	Δ	P	ERRO
25%	10%	85%	15%
-20%	-10%	10%	-10%
...
-40%	-15%	25%	-25%



ERRO	Δ	P	ERRO
15%	2%	87%	5%
-10%	-1%	9%	5%
...
-25%	-5%	20%	10%

The response variable of an iteration is the 'error' of the previous one.

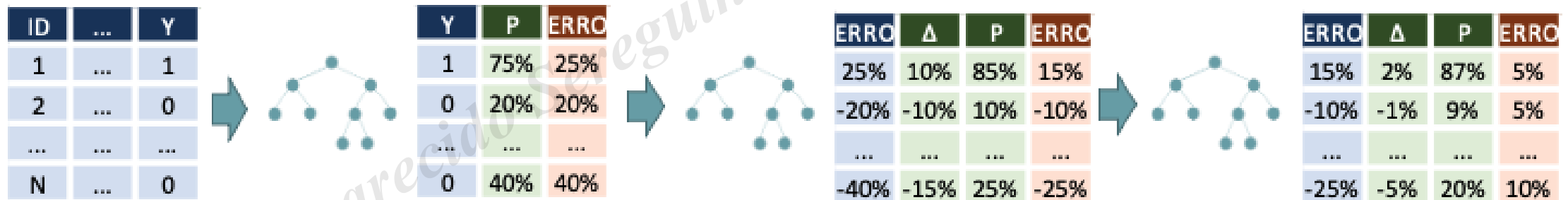
The response variable of an iteration is the 'error' of the previous one.

Boosting

- *Boosting* methods are sequential models that try to improve the error of the previous model

Gradient Boosting

- *Gradient Boosting* is a variation based on trees with some hyperparameters that control the algorithm



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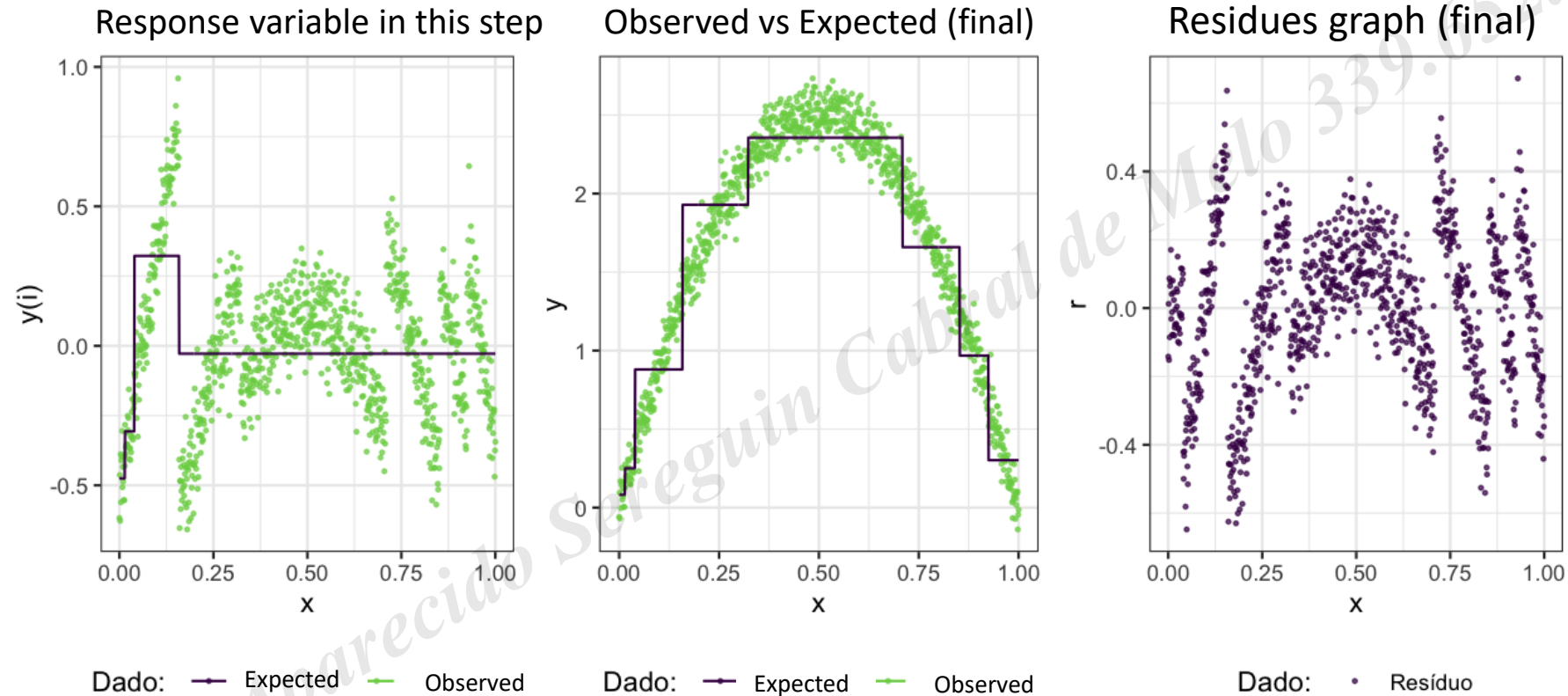




Learning rate

"Extend the string too much and it breaks, let it very loose, and the instrument can not be played"

Learning rate



Learning Rate decreases the impact of each iteration it usually requires more iterations
but it helps to achieve better results

XGBoosting

Short name for Extreme Gradient Boosting

It is an implementation of Gradient Boosting

It has interfaces for R and Python

It got famous for being used by competition winners

Created by Tianqi Chen

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What do I do with my new superpowers?

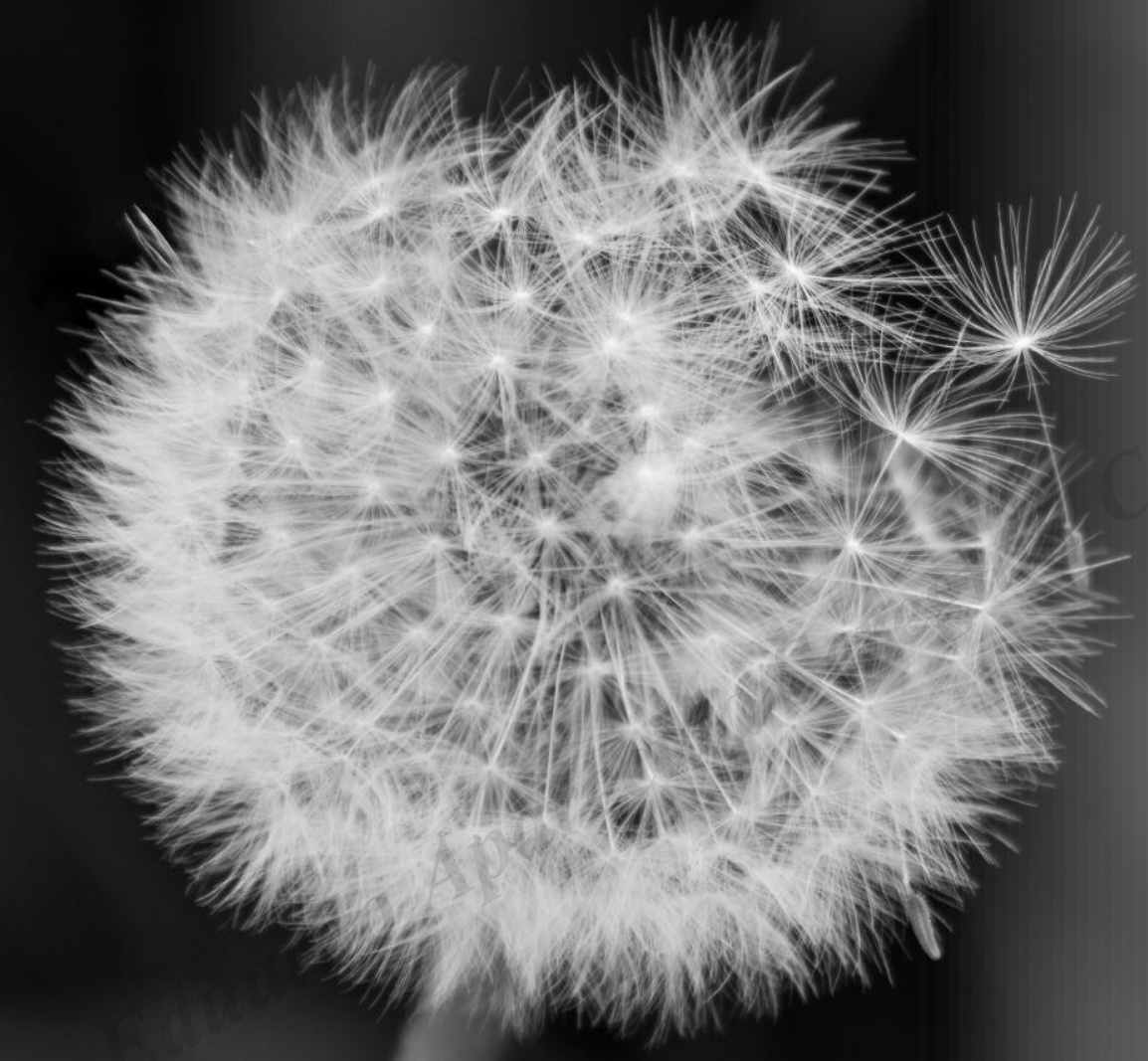
- Practice suggestions in addition to the class:
 - Try to classify human activity by accelerometer and gyroscope of cellphones
<https://archive.ics.uci.edu/ml/datasets/human+activity+recognition+using+smartphones>
 - Identify heart disease
<https://archive.ics.uci.edu/ml/datasets/Heart+Disease>



Conclusions

- Trees are only the beginning
- There are INFINITE ways of combining models, these are the most famous ones
- These models are difficult to interpret
- *Cross-validation* replaces the *stepwise*
- *PRACTICE!*





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That's it for today ;)



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