



# Boosting

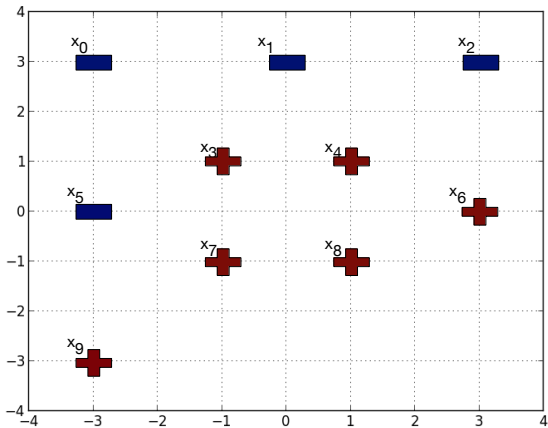
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SLIDES ADAPTED FROM ROB SCHAPIRE

## Content Questions

## Administrivia Questions

## Boosting Example



## Hypothesis 1

- Find the best weak learner weighted by  $D_1$

## Hypothesis 1

- Find the best weak learner weighted by  $D_1$
- Return 1.0 if  $x_1$  is less than 2.0, -1.0 otherwise

## Iteration 1

- Error:  $\epsilon_1 = \sum_{i=1}^m D_1(i) \mathbb{1}[y_i \neq h_1(x_i)]$

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- $\alpha_1 = \frac{1}{2} \ln\left(\frac{1-\epsilon_1}{\epsilon_1}\right) = 1.10$
- Update distribution:  $D_2(i) \propto D_1(i) \exp(-\alpha_1 y_i h_1(x_i))$

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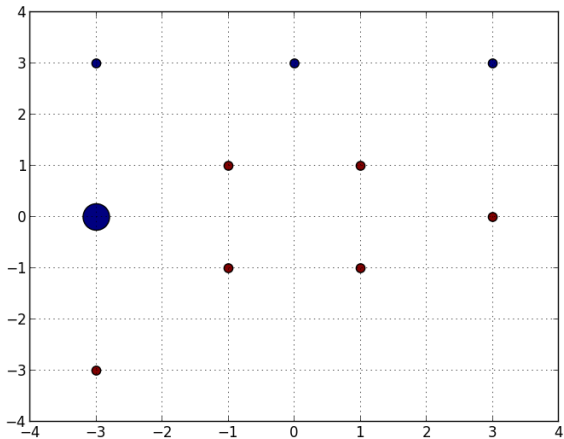
- $\alpha_1 = \frac{1}{2} \ln\left(\frac{1-\epsilon_1}{\epsilon_1}\right) = 1.10$
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0	1	2	3	4	5	6	7	8	9
0.06	0.06	0.06	0.06	0.06	0.50	0.06	0.06	0.06	0.06

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## Distribution 2



## Hypothesis 2

- Find the best learner weighted by  $D_2$
- Return 1.0 if  $x_0$  is greater than -2.0, -1.0 otherwise

## Iteration 2

- Error:  $\epsilon_2 = \sum_{i=1}^m D_2(i) \mathbb{1}[y_i \neq h_2(x_i)]$

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$$\epsilon_2 = 0.06_1 + 0.06_2 + 0.06_9 = 0.17 \quad (2)$$

## Iteration 2

- Error:  $\epsilon_2 = \sum_{i=1}^m D_2(i) \mathbb{1}[y_i \neq h_2(x_i)]$

$$\epsilon_2 = 0.06_1 + 0.06_2 + 0.06_9 = 0.17 \quad (2)$$

- $\alpha_2 = \frac{1}{2} \ln\left(\frac{1-\epsilon_2}{\epsilon_2}\right)$



## Iteration 2

- Error:  $\epsilon_2 = \sum_{i=1}^m D_2(i) \mathbb{1}[y_i \neq h_2(x_i)]$

$$\epsilon_2 = 0.06_1 + 0.06_2 + 0.06_9 = 0.17 \quad (2)$$

- $\alpha_2 = \frac{1}{2} \ln\left(\frac{1-\epsilon_2}{\epsilon_2}\right) = 0.80$
- Update distribution:  $D_3(i) \propto D_2(i) \exp(-\alpha_2 y_i h_2(x_i))$

## Iteration 2

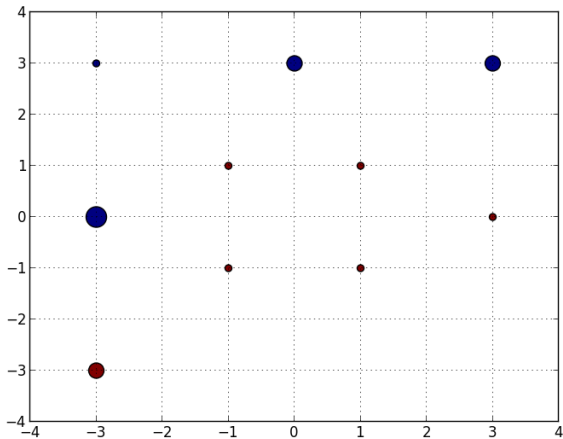
- Error:  $\epsilon_2 = \sum_{i=1}^m D_2(i) \mathbb{1}[y_i \neq h_2(x_i)]$

$$\epsilon_2 = 0.06_1 + 0.06_2 + 0.06_9 = 0.17 \quad (2)$$

- $\alpha_2 = \frac{1}{2} \ln\left(\frac{1-\epsilon_2}{\epsilon_2}\right) = 0.80$
- Update distribution:  $D_3(i) \propto D_2(i) \exp(-\alpha_2 y_i h_2(x_i))$

0	1	2	3	4	5	6	7	8	9
0.03	0.17	0.17	0.03	0.03	0.30	0.03	0.03	0.03	0.17

## Distribution 3



## Hypothesis 3

- Find the best learner weighted by  $D_3$
- Return 1.0 if  $x_1$  is less than -0.5, -1.0 otherwise

## Iteration 3

- Error:  $\epsilon_3 = \sum_{i=1}^m D_3(i) \mathbb{1}[y_i \neq h_3(x_i)]$

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- Error:  $\epsilon_3 = \sum_{i=1}^m D_3(i) \mathbb{1}[y_i \neq h_3(x_i)]$

$$\epsilon_3 = 0.03_3 + 0.03_4 + 0.03_6 = 0.10 \quad (3)$$

### Iteration 3

- Error:  $\epsilon_3 = \sum_{i=1}^m D_3(i) \mathbb{1}[y_i \neq h_3(x_i)]$

$$\epsilon_3 = 0.03_3 + 0.03_4 + 0.03_6 = 0.10 \quad (3)$$

- $\alpha_3 = \frac{1}{2} \ln\left(\frac{1-\epsilon_3}{\epsilon_3}\right)$

### Iteration 3

- Error:  $\epsilon_3 = \sum_{i=1}^m D_3(i) \mathbb{1}[y_i \neq h_3(x_i)]$

$$\epsilon_3 = 0.03_3 + 0.03_4 + 0.03_6 = 0.10 \quad (3)$$

- $\alpha_3 = \frac{1}{2} \ln\left(\frac{1-\epsilon_3}{\epsilon_3}\right) = 1.10$
- Update distribution:  $D_4(i) \propto D_3(i) \exp(-\alpha_3 y_i h_3(x_i))$



### Iteration 3

- Error:  $\epsilon_3 = \sum_{i=1}^m D_3(i) \mathbb{1}[y_i \neq h_3(x_i)]$

$$\epsilon_3 = 0.03_3 + 0.03_4 + 0.03_6 = 0.10 \quad (3)$$

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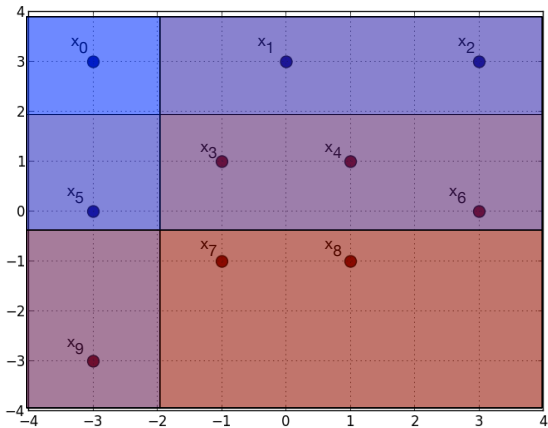
- Update distribution:  $D_4(i) \propto D_3(i) \exp(-\alpha_3 y_i h_3(x_i))$

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0	1	2	3	4	5	6	7	8	9
0.02	0.09	0.09	0.17	0.17	0.17	0.17	0.02	0.02	0.09

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## Classifier



## Final Predictions

$$H(x) = \text{sign}\left(\sum_t \alpha_t h_t(x)\right) \quad (4)$$

- $H(x_0) =$

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$$H(x) = \text{sign}\left(\sum_t \alpha_t h_t(x)\right) \quad (4)$$

- $H(x_0) = \text{sign}(-1.10 + -0.80 + -1.10) = \text{sign}(-3.00) = -1.0$
- $H(x_1) =$

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- $H(x_1) = \text{sign}(-1.10 + 0.80 + -1.10) = \text{sign}(-1.39) = -1.0$
- $H(x_2) =$

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- $H(x_4) =$

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- $H(x_4) = \text{sign}(1.10 + 0.80 + -1.10) = \text{sign}(0.80) = 1.0$
- $H(x_5) =$



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- $H(x_6) =$

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- $H(x_9) =$

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