

INTRO TO DATA SCIENCE LECTURE 11: ENSEMBLE TECHNIQUES

RECAP

LAST TIME:

- DECISION TREES
- DECISION TREES IN SCIKIT-LEARN

QUESTIONS?

AGENDA 3

I. ENSEMBLE TECHNIQUES
II. PROBLEMS IN CLASSIFICATION
III. BAGGING
IV. BOOSTING
V. RANDOM FORESTS

Thursday, January 30, 14

EXAMPLE — DECISION TREE

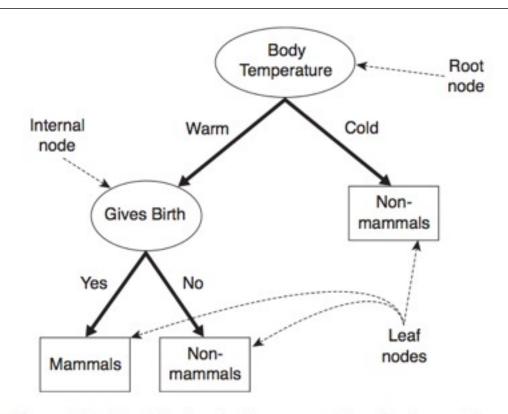


Figure 4.4. A decision tree for the mammal classification problem. source: http://www-users.cs.umn.edu/~kumar/dmbook/ch4.pdf

NOTE

Internal nodes represent test conditions which partition the records at that node.

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REVIEW: RANDOM FORESTS

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INTRO TO DATA SCIENCE

I. ENSEMBLE TECHNIQUES

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- A: Methods of improving classification accuracy by aggregating predictions over several base classifiers.

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Ensembles are often much more accurate than the base classifiers that compose them.

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2) the bc's must be diverse: their misclassifications must occur on different training examples

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II. PROBLEMS IN CLASSIFICATION

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There are three main problems that can prevent this:

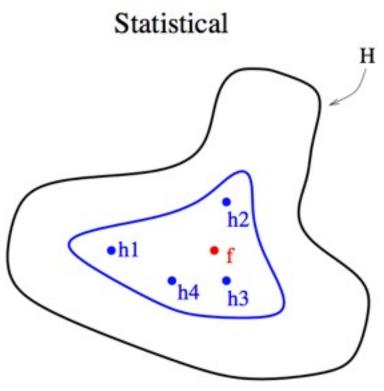
- statistical problem
- computational problem
- representational problem

THE STATISTICAL PROBLEM

If the amount of training data available is small, the base classifier will have difficulty converging to h.

An ensemble classifier can mitigate this problem by "averaging out" base classifier predictions to improve convergence.

THE STATISTICAL PROBLEM



NOTE

The true function *f* is best approximated as an average of the base classifiers.

 $source: http://www.cs.iastate.edu/\sim\!jtian/cs573/Papers/Dietterich-ensemble-00.pdf$

THE COMPUTATIONAL PROBLEM

Even with sufficient training data, it may still be computationally difficult to find the best classifier h.

For example, if our base classifier is a decision tree, an exhaustive search of the hypothesis space of all possible classifiers is extremely complex (NP-complete).

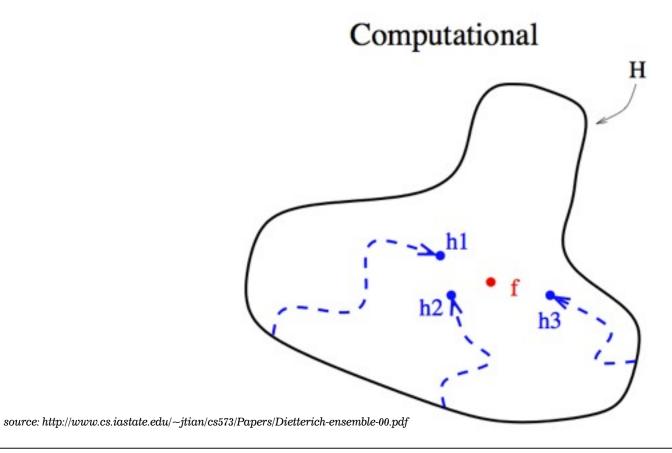
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An ensemble composed of several BC's with different starting points can provide a better approximation to f than any individual BC.

THE COMPUTATIONAL PROBLEM



NOTE

The true function f is often best approximated by using several starting points to explore the hypothesis space.

Sometimes f cannot be expressed in terms of our hypothesis at all.

THE REPRESENTATIONAL PROBLEM

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To illustrate this, suppose we use a decision tree as our base classifier.

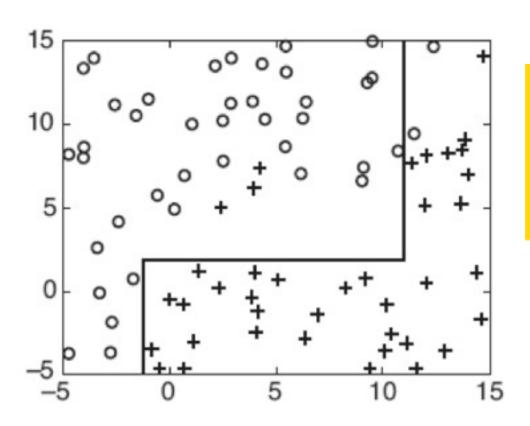
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A decision tree works by forming a rectilinear partition of the feature space.

THE REPRESENTATIONAL PROBLEM — 2D DECISION TREE



NOTE

What is a *rectilinear* decision boundary?

One whose segments are *orthogonal* to the x & y axes.

But what if f is a diagonal line?

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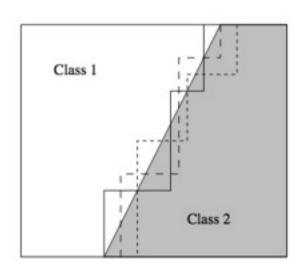
Then it cannot be represented by finitely many rectilinear segments, and therefore the true decision boundary cannot be obtained by a decision tree classifier.

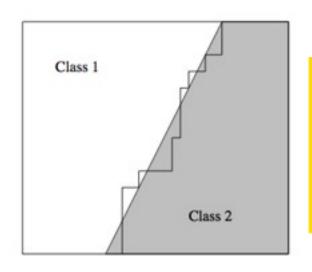
THE REPRESENTATIONAL PROBLEM

But what if f is a diagonal line?

Then it cannot be represented by finitely many rectilinear segments, and therefore the true decision boundary cannot be obtained by a decision tree classifier.

However, it may be still be possible to approximate f or even to expand the space of representable functions using ensemble methods.



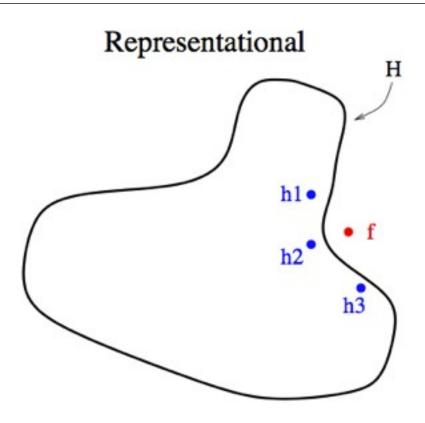


NOTE

An ensemble of decision trees can approximate a diagonal decision boundary.

Fig. 4. The left figure shows the true diagonal decision boundary and three staircase approximations to it (of the kind that are created by decision tree algorithms). The right figure shows the voted decision boundary, which is a much better approximation to the diagonal boundary.

THE REPRESENTATIONAL PROBLEM — EXPANDING THE HYPOTHESIS SPACE



NOTE

Ensemble classifiers can be effective even if the true decision boundary lies outside the hypothesis space. Q: How do you create an ensemble classifier?

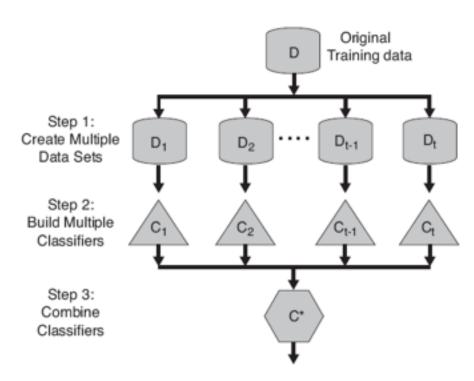


Figure 5.31. A logical view of the ensemble learning method.

Q: How do you generate several base classifiers?

CREATING AN ENSEMBLE PREDICTION

- Q: How do you generate several base classifiers?
- A: There are several ways to do this:
 - manipulating the training set
 - manipulating the output labels
 - manipulating the learning algorithm itself

We will talk about a few examples of each of these.

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III. BAGGING

Bagging (bootstrap aggregating) is a method that involves manipulating the training set by resampling.

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We learn k base classifiers on k different samples of training data.

These samples are independently created by resampling the training data using uniform weights (eg, a uniform sampling distribution).

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Each training sample is the same size as the original training set.

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Resampling means that some training records may appear in a sample more than once, or even not at all. **Bagging** (bootstrap aggregating) is a method that involves manipulating the training set by resampling.

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These samples are independently created by resampling the training data using uniform weights (eg, a uniform sampling distribution).

The final prediction is made by taking a majority vote across be's.

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If the base classifier is stable, then the ensemble error is primarily due to be bias, and bagging may not be effective.

Since each sample of training data is equally likely, bagging is not very susceptible to overfitting with noisy data.

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IV. BOOSTING

Boosting is an iterative procedure that adaptively changes the sampling distribution of training records at each iteration.

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The first iteration uses uniform weights (like bagging). In subsequent iterations, the weights are adjusted to emphasize records that were misclassified in previous iterations.

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The final prediction is constructed by a weighted vote (where the weights for a bc depends on its training error).

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- 5) Repeat
- 6) Predict based on majority vote (or vote based on accuracy inverse error)

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These omitted records will likely be misclassified, and given greater weight in subsequent iterations once the sampling distribution is updated.

So even if a record is left out at one stage, it will be emphasized later.

Updating the sampling distribution and forming an ensemble prediction leads to a nonlinear combination of the base classifiers.

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V. RANDOM FORESTS

A random forest is an ensemble of decision trees where each base classifier is grown using a random effect.

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EX: ENSEMBLE METHODS IN SCIKIT-LEARN