

# **Supervised Learning**

**Boosting - Adaboost** 

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#### Overview



#### **Ensemble Learning**

Exploit wisdom of a crowd

#### **Paradigms**

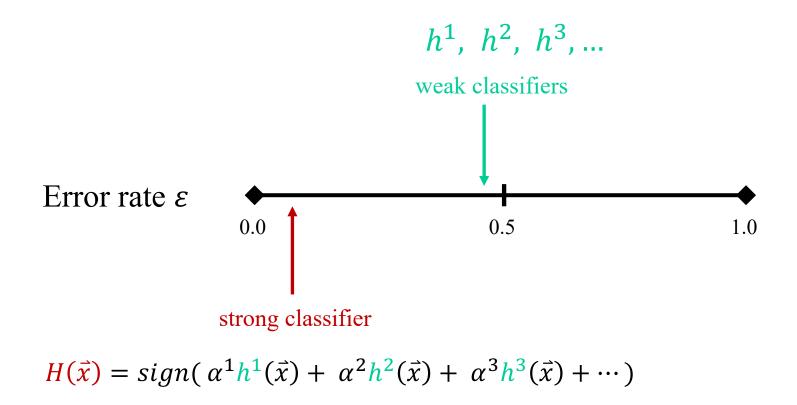
- Stacking
- Bagging
- Boosting

#### Key ideas in Boosting:

- (Arbitrary) weak learners
- Combine learners sequentially
- Assign voting power to each learner
- Algorithm:
  - Adaboost (Adaptive Boosting): Binary classification



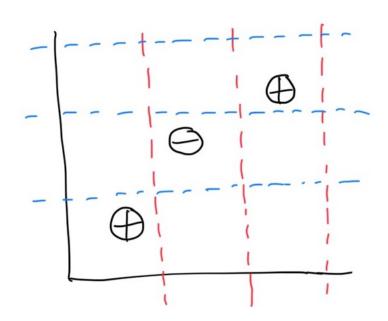
Build strong classifier from weak classifiers



#### Weak classifier



- Decision Tree Stump
  - Decision tree with only a single level
  - One split on one feature
  - Example:
    - $-N = 3 \text{ samples: } \{+, +, -\}$
    - 2 features
    - We could create 12 decision tree stumps as classifiers
    - What is the error rate of the stump corresponding to the middle red line? (assuming it predicts everything to its left as positive)



$$\varepsilon = \frac{1}{N} \#(wrong \ decisions) = \sum_{(wrong \ decisions)} \frac{1}{N}$$

weight of a sample

- Boosting works with any classifier
  - Decision Tree Stumps used for purpose of illustration

#### Adaboost



- Weight of a sample:
  - Emphasize previously incorrectly classified samples
  - Guide selection of classifier in the next round

Error rate:  $\varepsilon^t = \sum_{i \in (wrong)} w_i^t$ 

Enforce distribution over samples:  $\sum_{i=1}^{N} w_{i}^{t} = 1$ ,  $\forall t$ 

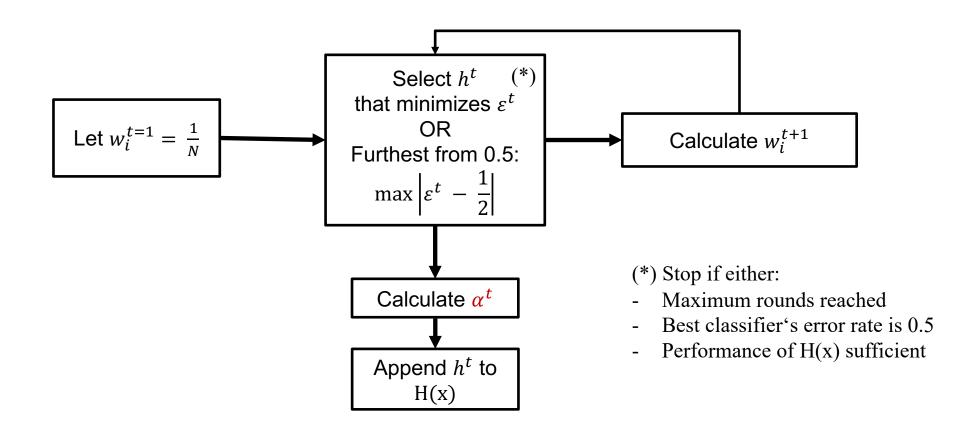
• Ensemble classifier: Each learner gets to vote on the final classification Each classifier  $h(\vec{x})$  classifies a sample as either +1 or -1 The voting power  $\alpha$  controls a classifier's contribution to  $H(\vec{x})$ 

$$H(\vec{x}) = sign(\alpha^1 h^1(\vec{x}) + \alpha^2 h^2(\vec{x}) + \alpha^3 h^3(\vec{x}) + \cdots)$$

#### Adaboost - Process

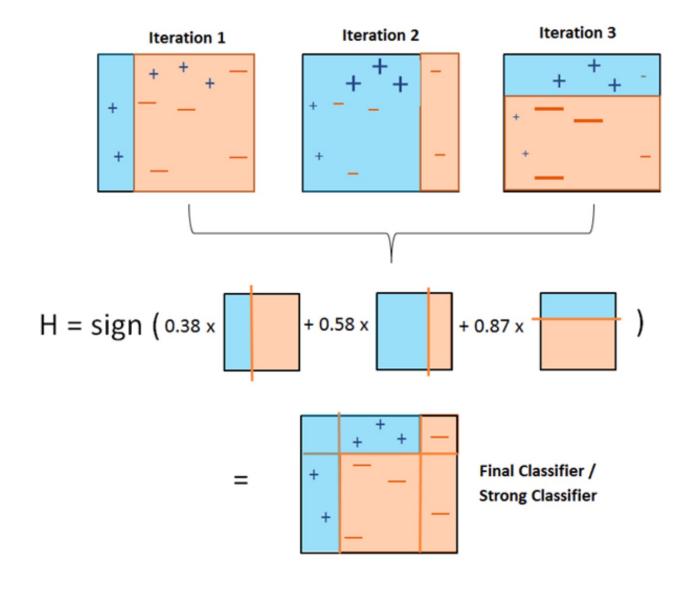


• The strong classifier  $H(\vec{x})$  is assembled in a series of rounds



### Adaboost - Illustration





# Adaboost - Updates



#### Weight update:

If sample i was classified incorrectly, increase weight  $w_i$  for the next round. Otherwise, decrease weight.

$$w_i^{t+1} = \frac{1}{Z} w_i^t e^{-\alpha^t h^t(\vec{x}_i)y(\vec{x}_i)}$$
 Z is the normalizer s.t.  $\sum_i w_i^{t+1} = 1$ 

#### Voting power:

The smaller the error rate of classifier  $h^t$ , the more (positive) voting power is assigned to classifier  $h^t$  At  $\varepsilon^t = \frac{1}{2}$ , the voting power  $\alpha^t$  is Zero. (-> a random classifier as no voting power in the ensemble)

$$\alpha^t = \frac{1}{2} \ln \frac{1 - \varepsilon^t}{\varepsilon^t}$$

• These formulas are not derived from something - but carefully constructed. They are mathematically convenient and have nice properties.

# Adaboost – Simplification



- This particular choice of weight updates and voting power has two implications:
  - The new weights are scaled versions of the old weights with the property

$$\sum_{i \in (correct)} w_i^{t+1} = \frac{1}{2} \qquad \qquad \sum_{j \in (incorrect)} w_j^{t+1} = \frac{1}{2}$$

The error rate of  $H(\vec{x})$  is bounded by a negative exponential. i.e. the error rate eventually approaches Zero as we add more classifiers.

# Adaboost



# Exercise

### Summary



#### Boosting is

- strong
  - if the classifiers make non-overlapping errors, Boosting is guaranteed to create a perfect classifier
  - even if the classifiers do not make non-overlapping errors, Boosting may create a perfect classifier
- versatile
  - arbitrary types of classifiers can be used
  - ...weak learners are sufficient
- robust against overfitting
- efficient to implement

#### Other Boosting algorithms:

- Gradient Boosting: Applicable to Regression and Classification
- XGBoost (eXtreme Gradient Boosting): Off-the-shelf highly parallelized implemention

#### References



- Y. Freund and E. Schapire; "A Decision-Theroetic Generalization of On-Line Learning and an Application to Boosting", Journal of Computer and System Sciences, 55, 119-139; 1997.
- T. Hastie, R. Tibshirani and J. Friedman; "Elements of Statistical Learning", Second Edition; Springer, 2008.
- More Links:
  - https://www.youtube.com/watch?v=UHBmv7qCey4&t=2759s