



Boosting

CS229: Machine Learning

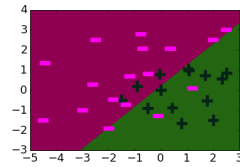
Carlos Guestrin

Stanford University

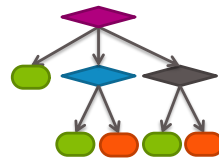
Slides include content developed by and co-developed with Emily Fox

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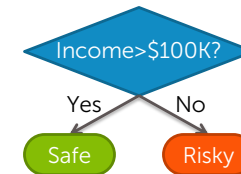
Simple (weak) classifiers are good!



Logistic regression
w. simple features



Shallow
decision trees

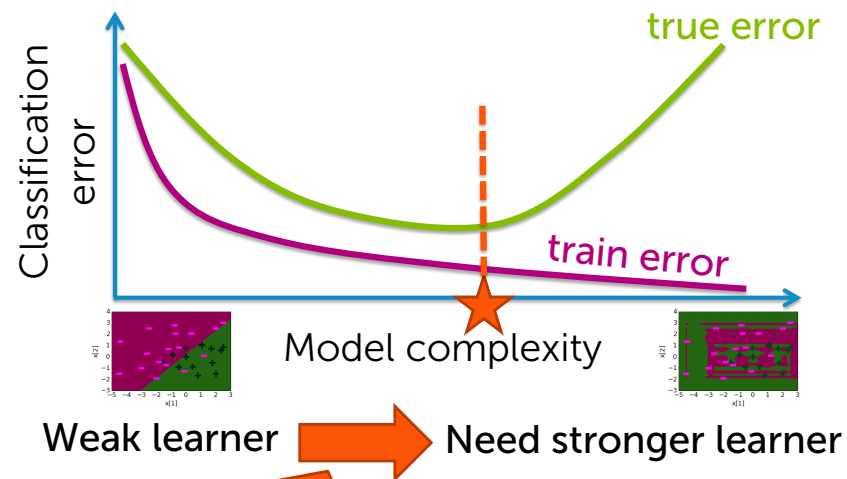


Decision
stumps

Low variance. Learning is fast!

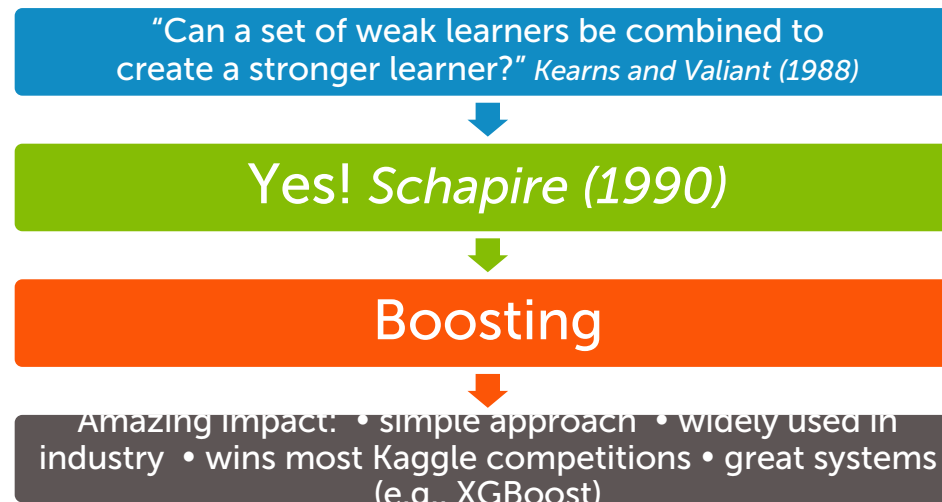
But high bias...

Finding a classifier that's just right



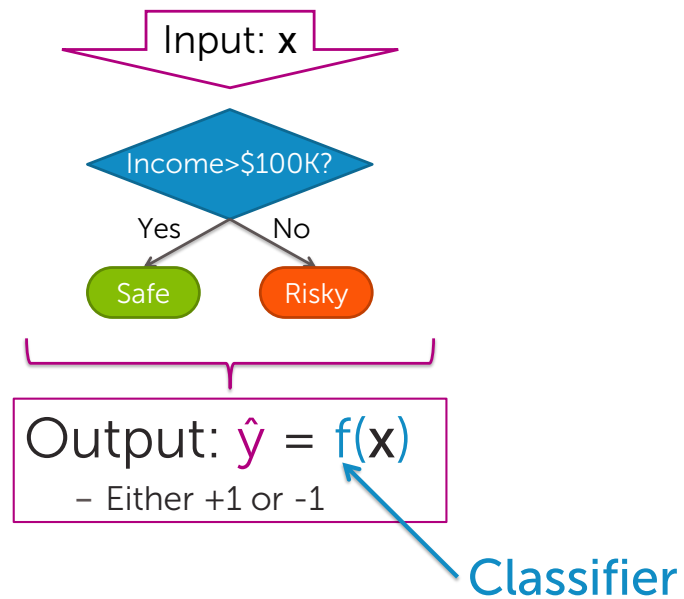
Option 1: add more features or depth
Option 2: ?????

Boosting question

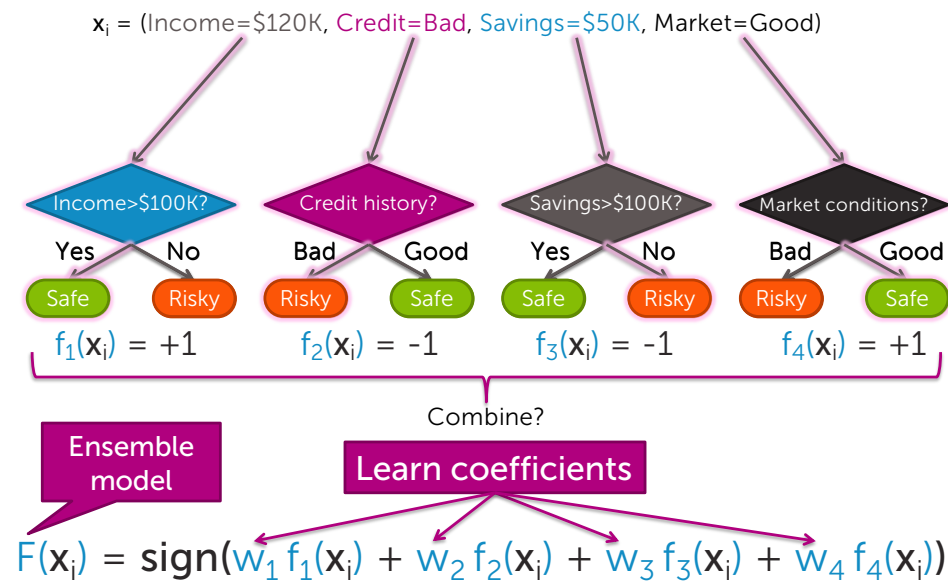


Ensemble classifier

A single classifier



Ensemble methods: Each classifier “votes” on prediction



Ensemble classifier in general

- Goal:
 - Predict output y
 - Either +1 or -1
 - From input \mathbf{x}
- Learn ensemble model:
 - Classifiers: $f_1(\mathbf{x}), f_2(\mathbf{x}), \dots, f_T(\mathbf{x})$
 - Coefficients: $\hat{\mathbf{w}}_1, \hat{\mathbf{w}}_2, \dots, \hat{\mathbf{w}}_T$
- Prediction:

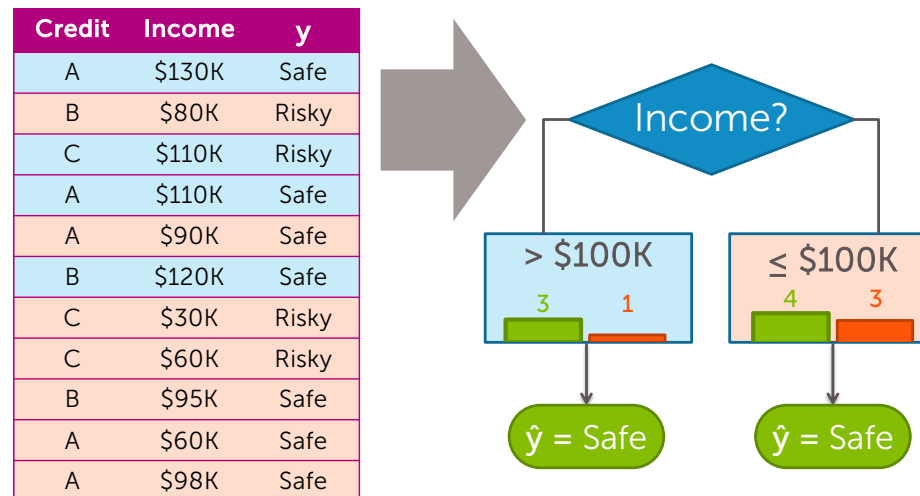
$$\hat{y} = \text{sign} \left(\sum_{t=1}^T \hat{\mathbf{w}}_t f_t(\mathbf{x}) \right)$$

Boosting

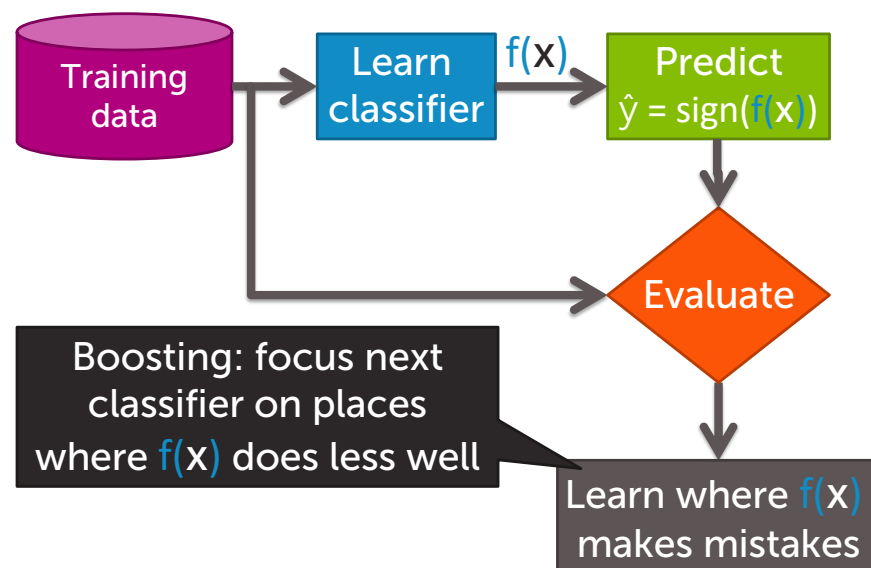
Training a classifier



Learning decision stump



Boosting = Focus learning on “hard” points



Learning on weighted data:

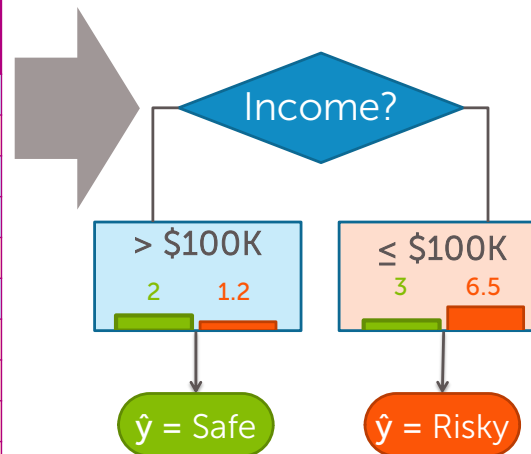
More weight on “hard” or more important points

- Weighted dataset:
 - Each x_i, y_i weighted by α_i
 - More important point = higher weight α_i
- Learning:
 - Data point i counts as α_i data points
 - E.g., $\alpha_i = 2 \rightarrow$ count point twice

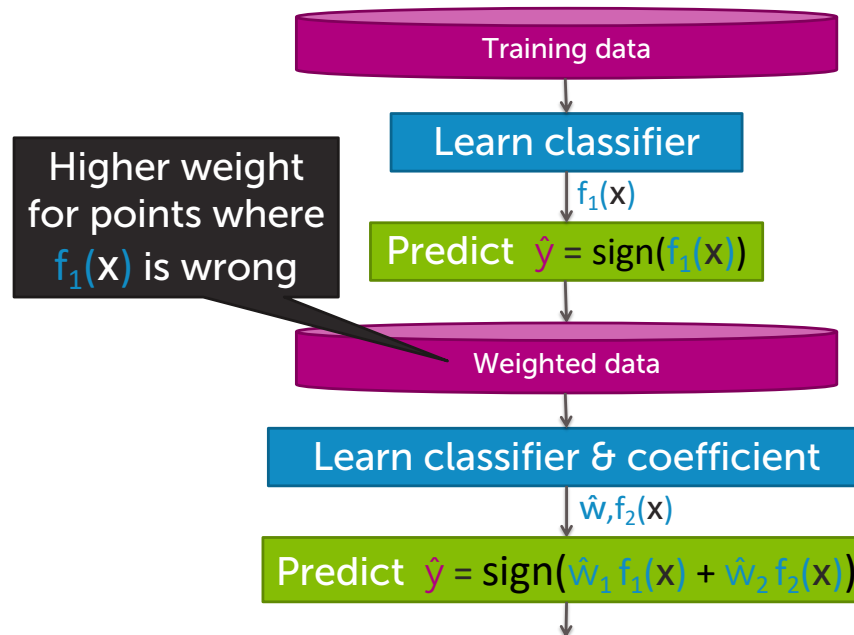
Learning a decision stump on weighted data

Increase weight α of harder/misclassified points

Credit	Income	y	Weight α
A	\$130K	Safe	0.5
B	\$80K	Risky	1.5
C	\$110K	Risky	1.2
A	\$110K	Safe	0.8
A	\$90K	Safe	0.6
B	\$120K	Safe	0.7
C	\$30K	Risky	3
C	\$60K	Risky	2
B	\$95K	Safe	0.8
A	\$60K	Safe	0.7
A	\$98K	Safe	0.9



Boosting = Greedy learning ensembles from data



AdaBoost algorithm

AdaBoost: learning ensemble

[Freund & Schapire 1999]

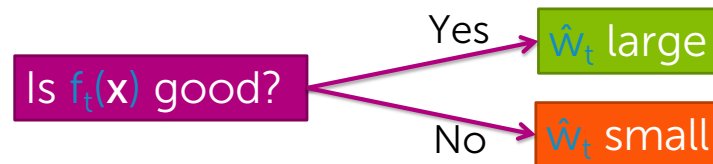
- Start with same weight for all points: $\alpha_i = 1/N$
- For $t = 1, \dots, T$
 - Learn $f_t(\mathbf{x})$ with data weights α_i
 - Compute coefficient \hat{w}_t
 - Recompute weights α_i
- Final model predicts by:

$$\hat{y} = \text{sign} \left(\sum_{t=1}^T \hat{w}_t f_t(\mathbf{x}) \right)$$



Computing coefficient \hat{w}_t

AdaBoost: Computing coefficient \hat{w}_t of classifier $f_t(x)$



- $f_t(x)$ is good $\rightarrow f_t$ has low training error
- Measuring error in weighted data?
 - Just weighted # of misclassified points

AdaBoost:

Formula for computing coefficient \hat{w}_t of classifier $f_t(x)$

$$\hat{w}_t = \frac{1}{2} \ln \left(\frac{1 - \text{weighted_error}(f_t)}{\text{weighted_error}(f_t)} \right)$$

Is $f_t(\mathbf{x})$ good?	Yes	weighted_error(f_t) on training data	$\frac{1 - \text{weighted_error}(f_t)}{\text{weighted_error}(f_t)}$	\hat{w}_t
	No			

AdaBoost: learning ensemble

- Start with same weight for all points: $\alpha_i = 1/N$

- For $t = 1, \dots, T$

- Learn $f_t(\mathbf{x})$ with data weights α_i

- Compute coefficient \hat{w}_t

$$\hat{w}_t = \frac{1}{2} \ln \left(\frac{1 - \text{weighted_error}(f_t)}{\text{weighted_error}(f_t)} \right)$$

- Recompute weights α_i

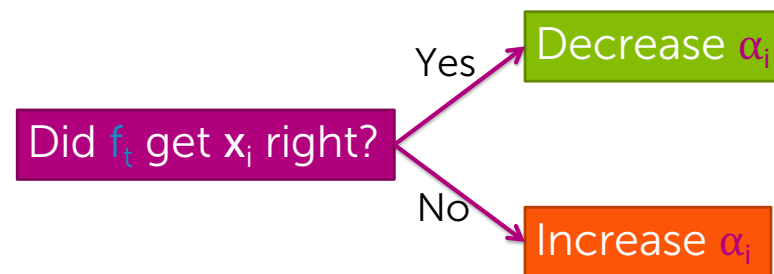
- Final model predicts by:

$$\hat{y} = \text{sign} \left(\sum_{t=1}^T \hat{w}_t f_t(\mathbf{x}) \right)$$



Recompute weights α_i

AdaBoost: Updating weights α_i based on where classifier $f_t(x)$ makes mistakes



AdaBoost: Formula for updating weights α_i

$$\alpha_i \leftarrow \begin{cases} \alpha_i e^{-\hat{w}_t}, & \text{if } f_t(x_i) = y_i \\ \alpha_i e^{\hat{w}_t}, & \text{if } f_t(x_i) \neq y_i \end{cases}$$

Did f_t get x_i right?	Yes	$f_t(x_i) = y_i$?	\hat{w}_t	Multiply α_i by	Implication
	No				

AdaBoost: learning ensemble

- Start with same weight for all points: $\alpha_i = 1/N$

- For $t = 1, \dots, T$

- Learn $f_t(\mathbf{x})$ with data weights α_i

- Compute coefficient \hat{w}_t

- Recompute weights α_i

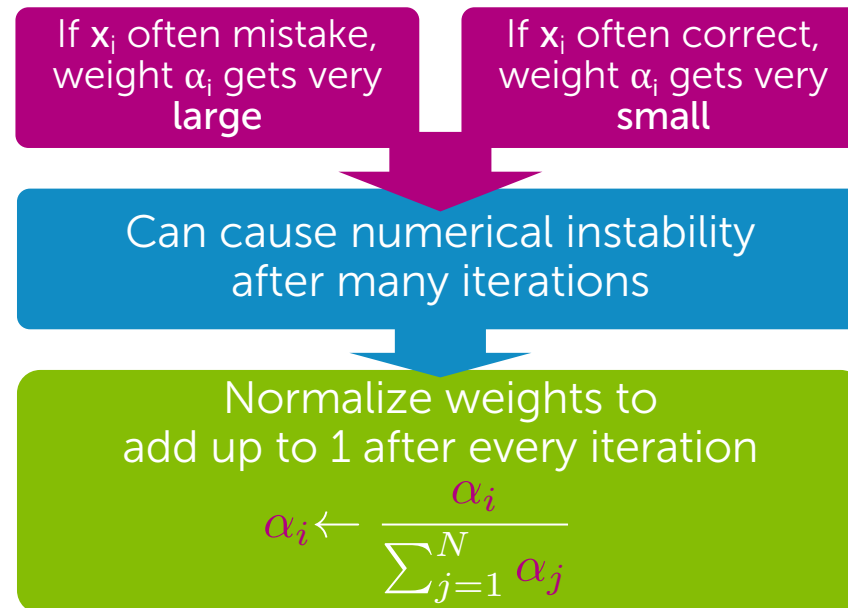
$$\hat{w}_t = \frac{1}{2} \ln \left(\frac{1 - \text{weighted_error}(f_t)}{\text{weighted_error}(f_t)} \right)$$

$$\alpha_i \leftarrow \begin{cases} \alpha_i e^{-\hat{w}_t}, & \text{if } f_t(\mathbf{x}_i) = y_i \\ \alpha_i e^{\hat{w}_t}, & \text{if } f_t(\mathbf{x}_i) \neq y_i \end{cases}$$

- Final model predicts by:

$$\hat{y} = \text{sign} \left(\sum_{t=1}^T \hat{w}_t f_t(\mathbf{x}) \right)$$

AdaBoost: Normalizing weights α_i



AdaBoost: learning ensemble

- Start with same weight for all points: $\alpha_i = 1/N$

- For $t = 1, \dots, T$

- Learn $f_t(\mathbf{x})$ with data weights α_i

- Compute coefficient \hat{w}_t

- Recompute weights α_i

- Normalize weights α_i

- Final model predicts by:

$$\hat{y} = \text{sign} \left(\sum_{t=1}^T \hat{w}_t f_t(\mathbf{x}) \right)$$

$$\hat{w}_t = \frac{1}{2} \ln \left(\frac{1 - \text{weighted_error}(f_t)}{\text{weighted_error}(f_t)} \right)$$

$$\alpha_i \leftarrow \begin{cases} \alpha_i e^{-\hat{w}_t}, & \text{if } f_t(\mathbf{x}_i) = y_i \\ \alpha_i e^{\hat{w}_t}, & \text{if } f_t(\mathbf{x}_i) \neq y_i \end{cases}$$

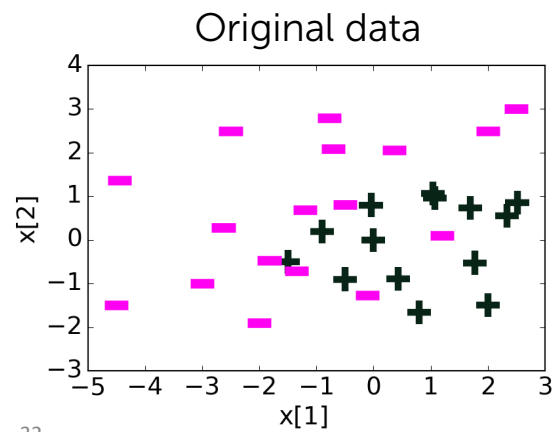
$$\alpha_i \leftarrow \frac{\alpha_i}{\sum_{j=1}^N \alpha_j}$$



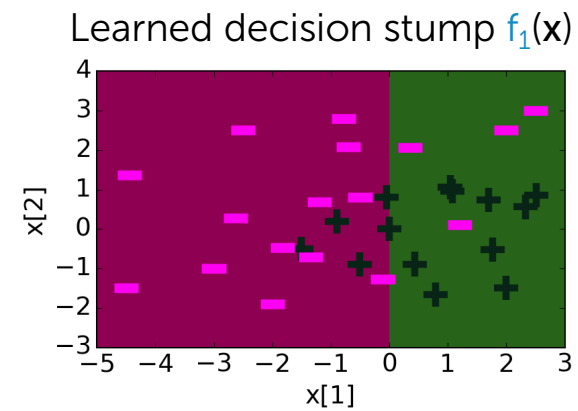
AdaBoost example: A visualization



t=1: Just learn a classifier on original data



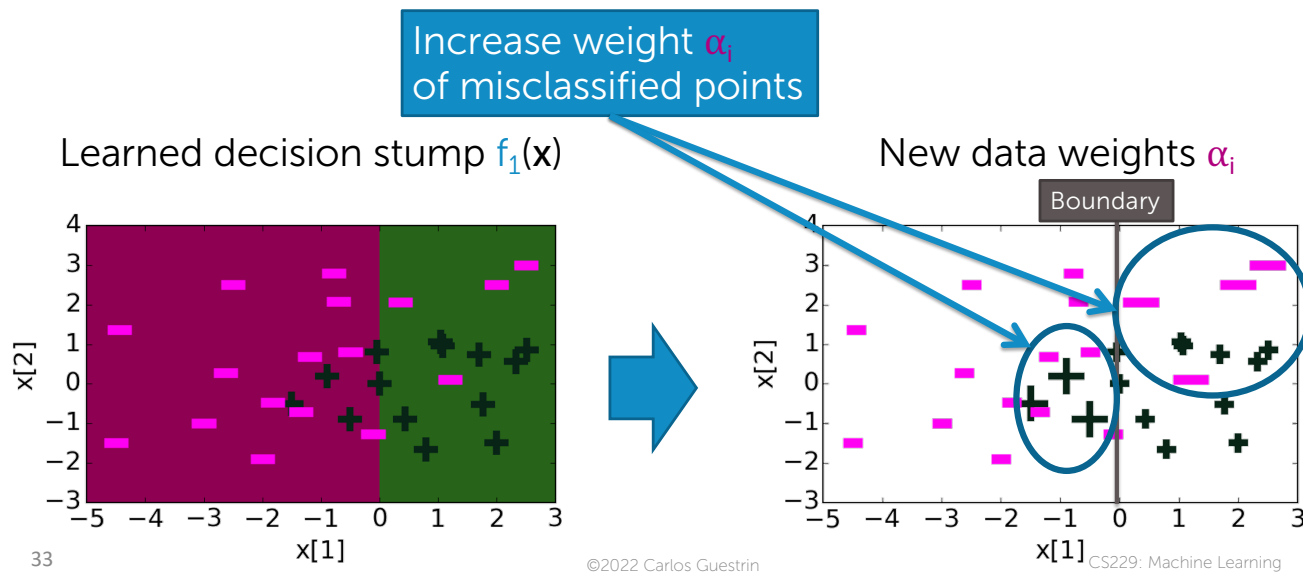
32



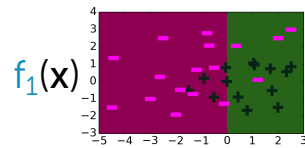
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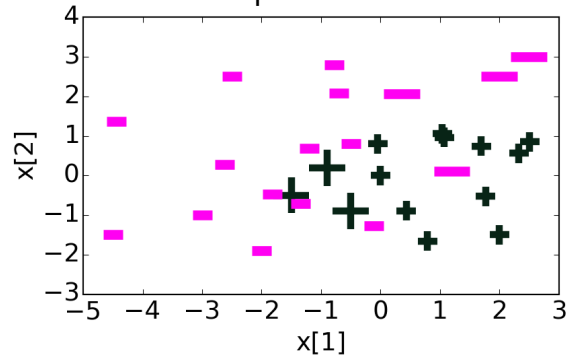
Updating weights α_i



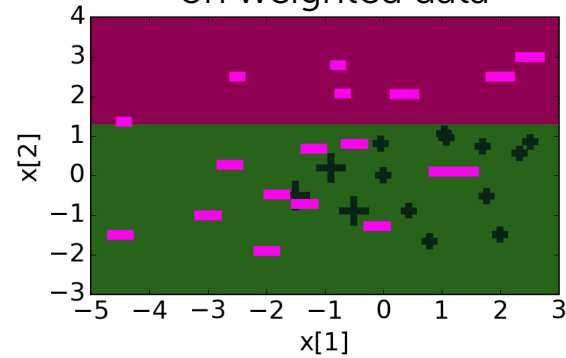
t=2: Learn classifier on weighted data



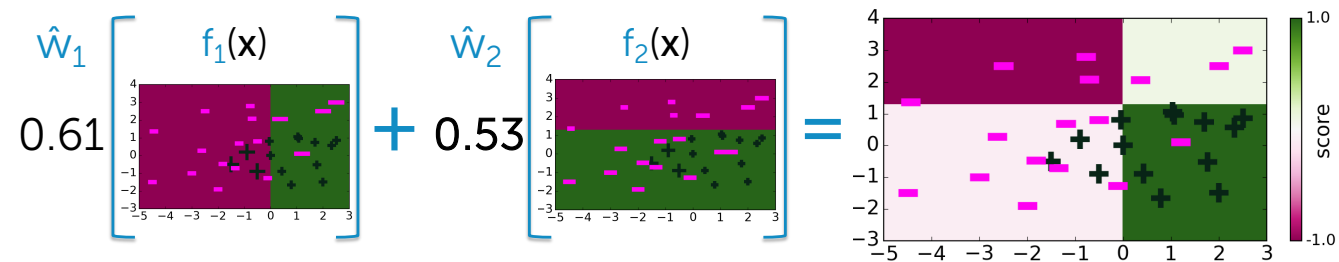
Weighted data: using α_i
chosen in previous iteration



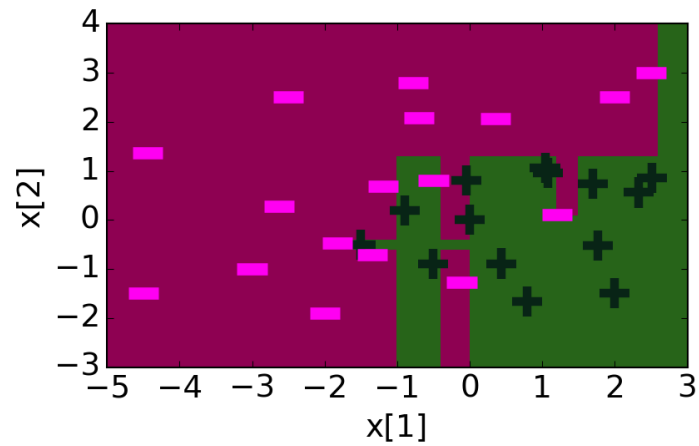
Learned decision stump $f_2(x)$
on weighted data



Ensemble becomes weighted sum of learned classifiers



Decision boundary of ensemble classifier after 30 iterations



training_error = 0

Boosting convergence & overfitting

Boosting question revisited

"Can a set of weak learners be combined to create a stronger learner?" *Kearns and Valiant (1988)*

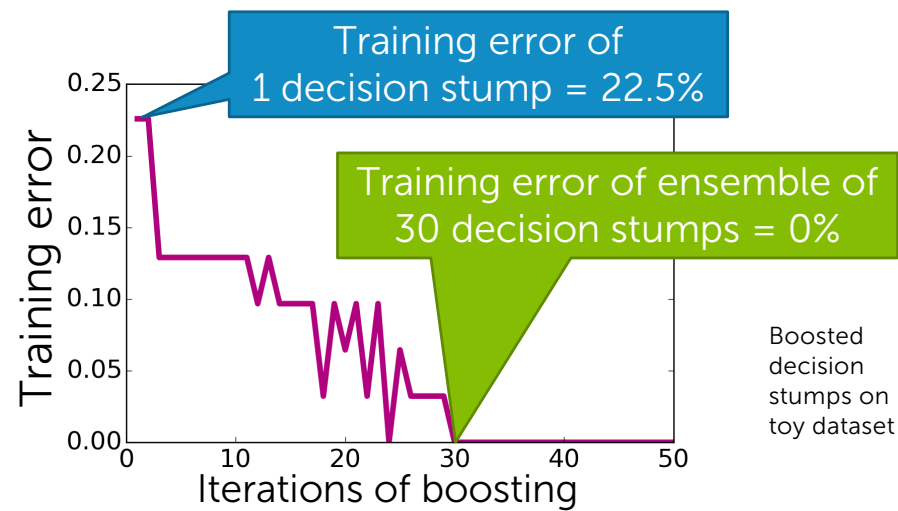


Yes! *Schapire (1990)*



Boosting

After some iterations,
training error of boosting goes to zero!!!

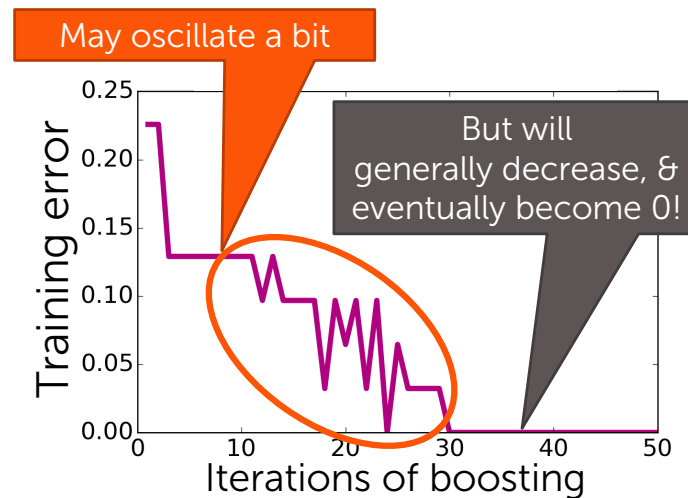


AdaBoost Theorem

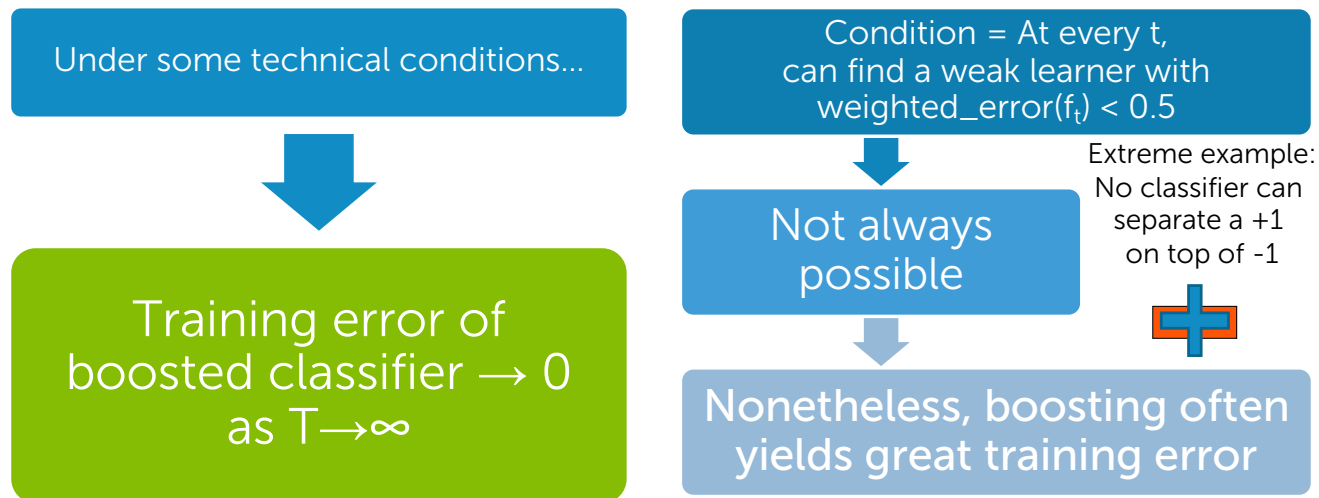
Under some technical conditions...



Training error of
boosted classifier $\rightarrow 0$
as $T \rightarrow \infty$



Condition of AdaBoost Theorem



AdaBoost Theorem more formally

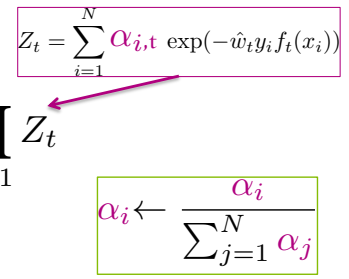
Training error of final classifier is bounded by:

$$\frac{1}{N} \sum_{i=1}^N \mathbb{I}[F(x_i) \neq y_i] \leq \frac{1}{N} \sum_{i=1}^N \exp(-y_i \text{score}(x_i))$$

Where $\text{score}(x) = \sum_t \hat{w}_t f_t(x)$; $F(x) = \text{sign}(\text{score}(x))$

AdaBoost Theorem more formally

Training error of final classifier is bounded by:

$$\frac{1}{N} \sum_{i=1}^N \mathbb{I}[F(x_i) \neq y_i] \leq \frac{1}{N} \sum_{i=1}^N \exp(-y_i \text{score}(x_i)) = \prod_{t=1}^T Z_t$$


Where $\text{score}(x) = \sum_t \hat{w}_t f_t(x)$; $F(x) = \text{sign}(\text{score}(x))$

$$\alpha_i \leftarrow \frac{\alpha_i}{\sum_{j=1}^N \alpha_j}$$

AdaBoost Theorem more formally

If we minimize $\prod_{t=1}^T Z_t$, we minimize our training error

We can tighten this bound greedily by choosing \hat{w}_t, f_t on each iteration to minimize:

$$Z_t = \sum_{i=1}^N \alpha_{i,t} \exp(-\hat{w}_t y_i f_t(x_i))$$

For boolean target function, this is accomplished by [Freund & Schapire '97]:

$$\hat{w}_t = \frac{1}{2} \ln \left(\frac{1 - \epsilon_t}{\epsilon_t} \right)$$

AdaBoost Theorem more formally

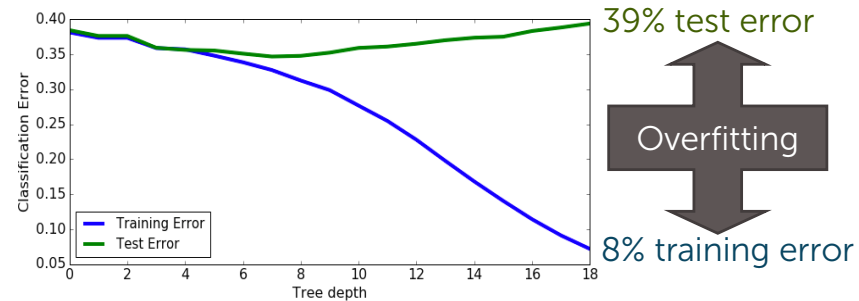
If each classifier is (at least slightly) **better than random**

$$\text{weighted_error}(f_t) = \epsilon_t < 0.5$$

AdaBoost will achieve **zero training error** (exponentially fast):

$$\frac{1}{N} \sum_{i=1}^N \mathbb{I}[F(x_i) \neq y_i] \leq \prod_{t=1}^T Z_t \leq \exp \left(-2 \sum_{t=1}^T (1/2 - \epsilon_t)^2 \right)$$

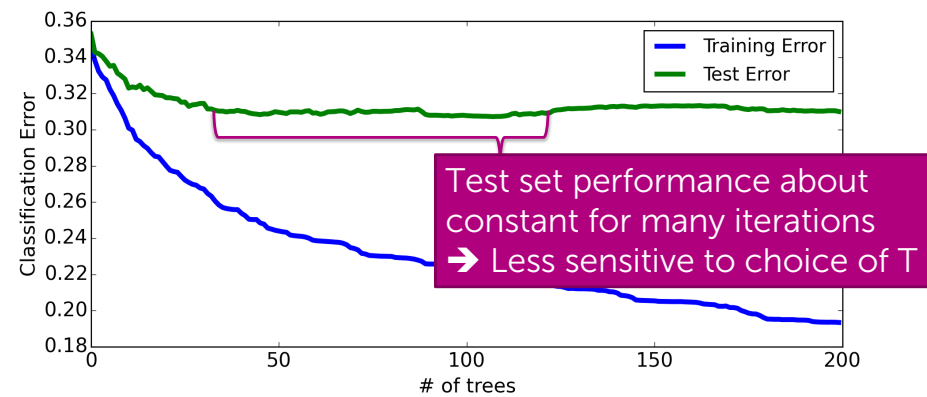
Decision trees on loan data



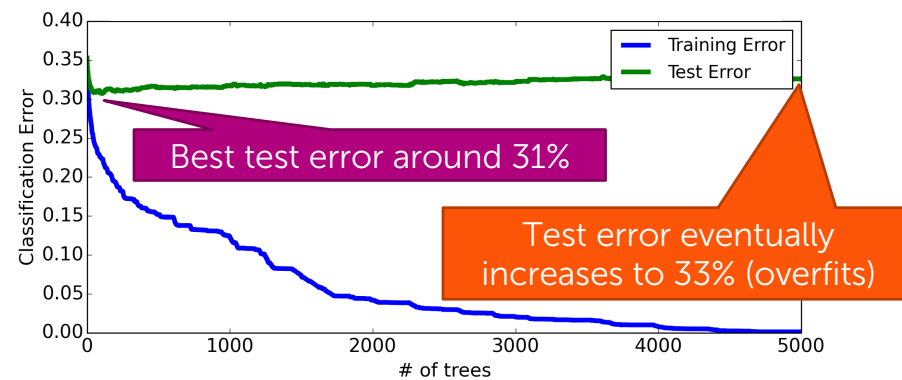
Boosted decision stumps on loan data



Boosting tends to be robust to overfitting



But boosting will eventually overfit,
so must choose max number of components T



Summary of boosting

Variants of boosting and related algorithms

There are hundreds of variants of boosting, most important:

Gradient boosting

- Like AdaBoost, but useful beyond basic classification
- Great implementations available (e.g., XGBoost)

Many other approaches to learn ensembles, most important:

Random forests

- **Bagging**: Pick random subsets of the data
 - Learn a tree in each subset
 - Average predictions
- Simpler than boosting & easier to parallelize
- Typically higher error than boosting for same # of trees (# iterations T)

Impact of boosting (*spoiler alert... HUGE IMPACT*)

Amongst most useful ML methods ever created

Extremely useful in
computer vision

- Standard approach for face detection, for example

Used by **most winners** of
ML competitions
(Kaggle, KDD Cup,...)

- Malware classification, credit fraud detection, ads click through rate estimation, sales forecasting, ranking webpages for search, Higgs boson detection,...

Most deployed ML systems use
model ensembles

- Coefficients chosen manually, with boosting, with bagging, or others

What you can do now...

- Identify notion ensemble classifiers
- Formalize ensembles as weighted combination of simpler classifiers
- Outline the boosting framework – sequentially learn classifiers on weighted data
- Describe the AdaBoost algorithm
 - Learn each classifier on weighted data
 - Compute coefficient of classifier
 - Recompute data weights
 - Normalize weights
- Implement AdaBoost to create an ensemble of decision stumps