

# Lecture 13: 20 May, 2021

Madhavan Mukund

<https://www.cmi.ac.in/~madhavan>

Data Mining and Machine Learning  
April–July 2021

# Limitations of classification models

## Recall

- **Bias** : Expressiveness of model limits classification
- **Variance**: Variation in model based on sample of training data

## Overcoming limitations

- **Bagging** is an effective way to overcome high variance
  - **Ensemble models**
    - Sequence of models based on independent bootstrap samples
    - Use voting to get an overall classifier
- How can we cope with high bias?

# The boosting algorithm — Adaboost

- Initially, all data items have equal weight
- Build a new model and compute its weighted error
- Discard if error rate is above 50%
- Damping factor — reduce weight of correct inputs
- Reweight data items and normalize
- Final classifier

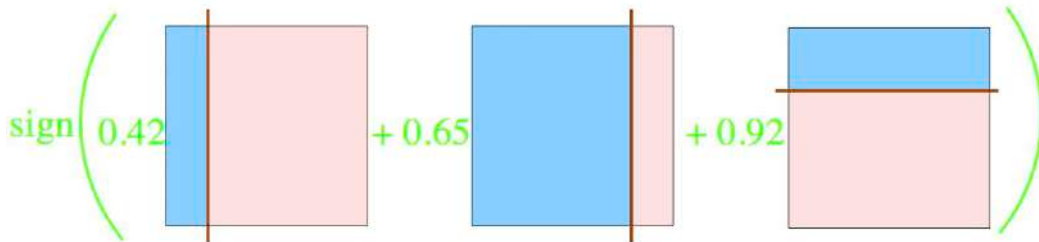
$$f_{\text{final}}(x) = \arg \max_{y \in Y} \sum_{t: f_t(x)=y} \log \frac{1}{\beta_t}$$

**AdaBoost**( $D, Y, \text{BaseLearner}, k$ )

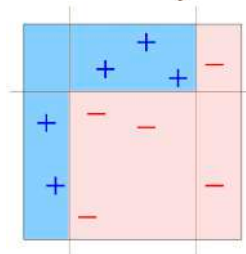
1. Initialize  $D_1(w_i) \leftarrow 1/n$  for all  $i$ ;
2. **for**  $t = 1$  to  $k$  **do**
3.      $f_t \leftarrow \text{BaseLearner}(D_t)$ ;
4.      $e_t \leftarrow \sum_{i: f_t(D_t(\mathbf{x}_i)) \neq y_i} D_t(w_i)$ ;
5.     **if**  $e_t > 1/2$  **then**
6.          $k \leftarrow k - 1$ ;
7.         **exit-loop**
8.     **else**
9.          $\beta_t \leftarrow e_t / (1 - e_t)$ ;
10.          $D_{t+1}(w_i) \leftarrow D_t(w_i) \times \begin{cases} \beta_t & \text{if } f_t(D_t(\mathbf{x}_i)) = y_i \\ 1 & \text{otherwise} \end{cases}$ ;
11.      $D_{t+1}(w_i) \leftarrow \frac{D_{t+1}(w_i)}{\sum_{i=1}^n D_{t+1}(w_i)}$

# Boosting: An example

- Final classifier is weighted sum of three weak classifiers



- Pictorially



# Gradient Boosting

- AdaBoost uses weights to build new weak learners that compensate for earlier errors
- Gradient boosting follows a different approach
  - Shortcomings of the current model are defined in terms of gradients
  - Gradient boosting = Gradient descent + boosting

# Gradient Boosting for Regression

- Training data  $(x_1, y_1), (x_2, y_2), \dots, (x_n, y_n)$
- Fit a model  $F(x)$  to minimize square loss
- The model  $F$  we build is good, but not perfect
  - $y_1 = 0.9, F(x_1) = 0.8$
  - $y_2 = 1.3, F(x_2) = 1.4$
  - ...
- Add an additional model  $h$ , so that new prediction is  $F(x) + h(x)$

# Gradient Boosting for Regression

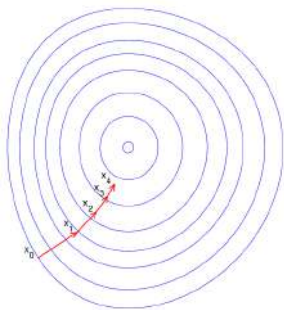
- Training data  $(x_1, y_1), (x_2, y_2), \dots, (x_n, y_n)$
- Fit a model  $F(x)$  to minimize square loss
- The model  $F$  we build is good, but not perfect
  - $y_1 = 0.9, F(x_1) = 0.8$
  - $y_2 = 1.3, F(x_2) = 1.4$
  - ...
- Add an additional model  $h$ , so that new prediction is  $F(x) + h(x)$
- What should  $h$  look like?
- For each  $x_i$ , want  $F(x_i) + h(x_i) = y_i$
- $h(x_i) = y_i - F(x_i)$
- Fit a new model  $h$  (typically a regression tree) to the residuals  $y_i - F(x_i)$
- If  $F + h$  is not satisfactory, build another model  $h'$  to fit residuals  $y_i - [F(x_i) + h(x_i)]$
- Why should this work?

# Residuals and gradients

## Gradient descent

- Move parameters against the gradient with respect to loss function

$$\theta_i \leftarrow \theta_i - \frac{\partial J}{\partial \theta_i}$$



- Individual loss:  
 $L(y, F(x)) = (y - F(x))^2/2$
- Minimize overall loss:  
 $J = \sum_i L(y_i, F(x_i))$
- $\frac{\partial J}{\partial F(x_i)} = F(x_i) - y$
- Residual  $y_i - F(x_i)$  is negative gradient
- Fitting  $h$  to residual is same as fitting  $h$  to negative gradient
- Updating  $F$  using residual is same as updating  $F$  based on negative gradient



# Residuals and gradients

- Residuals are a special case — gradients for square loss
- Can use other loss functions, and fit  $h$  to corresponding gradient
- Square loss gets skewed by outliers
- More robust loss functions with outliers
  - Absolute loss  $|y - f(x)|$
  - Huber loss

$$L(y, F) = \begin{cases} \frac{1}{2}(y - F)^2, & |y - F| \leq \delta \\ \delta(|y - F| - \delta/2), & |y - F| > \delta \end{cases}$$

# Residuals and gradients

- Residuals are a special case — gradients for square loss
- Can use other loss functions, and fit  $h$  to corresponding gradient
- Square loss gets skewed by outliers
- More robust loss functions with outliers
  - Absolute loss  $|y - f(x)|$
  - Huber loss

$$L(y, F) = \begin{cases} \frac{1}{2}(y - F)^2, & |y - F| \leq \delta \\ \delta(|y - F| - \delta/2), & |y - F| > \delta \end{cases}$$

- More generally, boosting with respect to **gradient** rather than just **residuals**
- Given any differentiable loss function  $L$ ,
  - Start with an initial model  $F$
  - Calculate negative gradients
$$-g(x_i) = \frac{\partial L(y_i, F(x_i))}{\partial F(x_i)}$$
  - Fit a regression tree  $h$  to negative gradients  $-g(x_i)$
  - Update  $F$  to  $F + \rho h$
  - $\rho$  is the learning rate

# Regression Trees

- Predict age based on given attributes

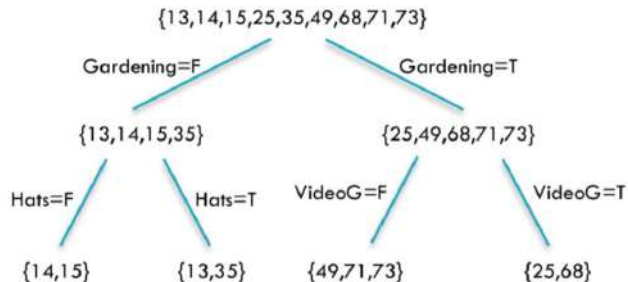
Person ID	Age	Likes Gardening	Plays Video Games	Likes Hats
1	13	FALSE	TRUE	TRUE
2	14	FALSE	TRUE	FALSE
3	15	FALSE	TRUE	FALSE
4	25	TRUE	TRUE	TRUE
5	35	FALSE	TRUE	TRUE
6	49	TRUE	FALSE	FALSE
7	68	TRUE	TRUE	TRUE
8	71	TRUE	FALSE	FALSE
9	73	TRUE	FALSE	TRUE

# Regression Trees

- Predict age based on given attributes
- Build a regression tree using CART algorithm

Person ID	Age	Likes Gardening	Plays Video Games	Likes Hats
1	13	FALSE	TRUE	TRUE
2	14	FALSE	TRUE	FALSE
3	15	FALSE	TRUE	FALSE
4	25	TRUE	TRUE	TRUE
5	35	FALSE	TRUE	TRUE
6	49	TRUE	FALSE	FALSE
7	68	TRUE	TRUE	TRUE
8	71	TRUE	FALSE	FALSE
9	73	TRUE	FALSE	TRUE

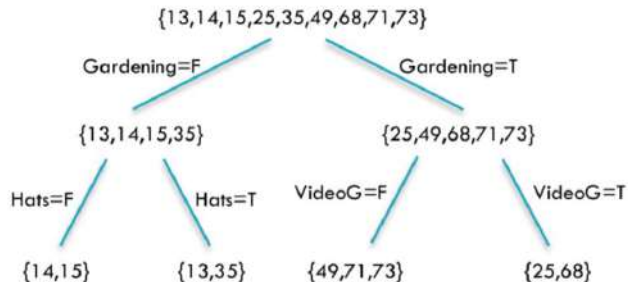
# Regression Trees



Person ID	Age	Likes Gardening	Plays Video Games	Likes Hats
1	13	FALSE	TRUE	TRUE
2	14	FALSE	TRUE	FALSE
3	15	FALSE	TRUE	FALSE
4	25	TRUE	TRUE	TRUE
5	35	FALSE	TRUE	TRUE
6	49	TRUE	FALSE	FALSE
7	68	TRUE	TRUE	TRUE
8	71	TRUE	FALSE	FALSE
9	73	TRUE	FALSE	TRUE

- **LikesHats** seems irrelevant, yet pops up

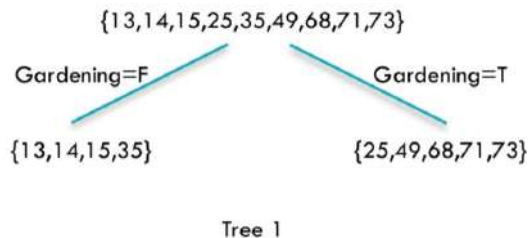
# Regression Trees



Person ID	Age	Likes Gardening	Plays Video Games	Likes Hats
1	13	FALSE	TRUE	TRUE
2	14	FALSE	TRUE	FALSE
3	15	FALSE	TRUE	FALSE
4	25	TRUE	TRUE	TRUE
5	35	FALSE	TRUE	TRUE
6	49	TRUE	FALSE	FALSE
7	68	TRUE	TRUE	TRUE
8	71	TRUE	FALSE	FALSE
9	73	TRUE	FALSE	TRUE

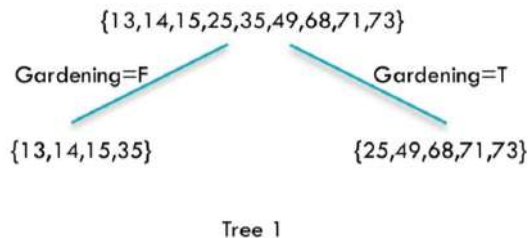
- **LikesHats** seems irrelevant, yet pops up
- Can we do better?

# Residuals



PersonID	Age	Tree1 Prediction	Tree1 Residual
1	13	19.25	-6.25
2	14	19.25	-5.25
3	15	19.25	-4.25
4	25	57.2	-32.2
5	35	19.25	15.75
6	49	57.2	-8.2
7	68	57.2	10.8
8	71	57.2	13.8
9	73	57.2	15.8

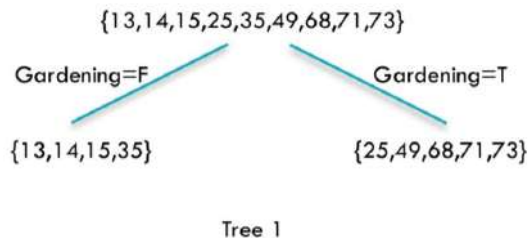
# Residuals



PersonID	Age	Tree1 Prediction	Tree1 Residual
1	13	19.25	-6.25
2	14	19.25	-5.25
3	15	19.25	-4.25
4	25	57.2	-32.2
5	35	19.25	15.75
6	49	57.2	-8.2
7	68	57.2	10.8
8	71	57.2	13.8
9	73	57.2	15.8

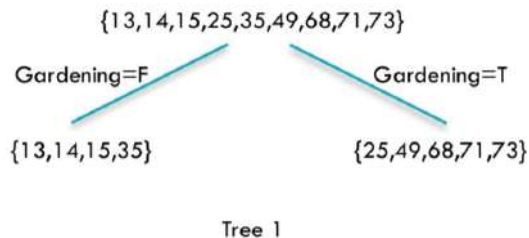


# Residuals



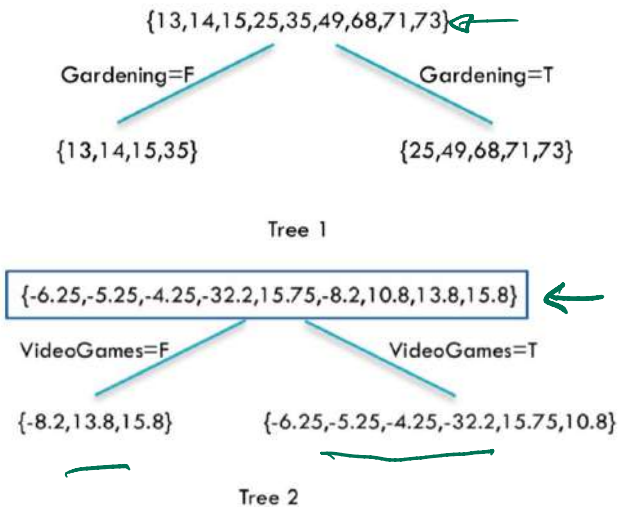
PersonID	Age	Tree1 Prediction	Tree1 Residual
1	13	19.25	-6.25
2	14	19.25	-5.25
3	15	19.25	-4.25
4	25	57.2	-32.2
5	35	19.25	15.75
6	49	57.2	-8.2
7	68	57.2	10.8
8	71	57.2	13.8
9	73	57.2	15.8

# Residuals



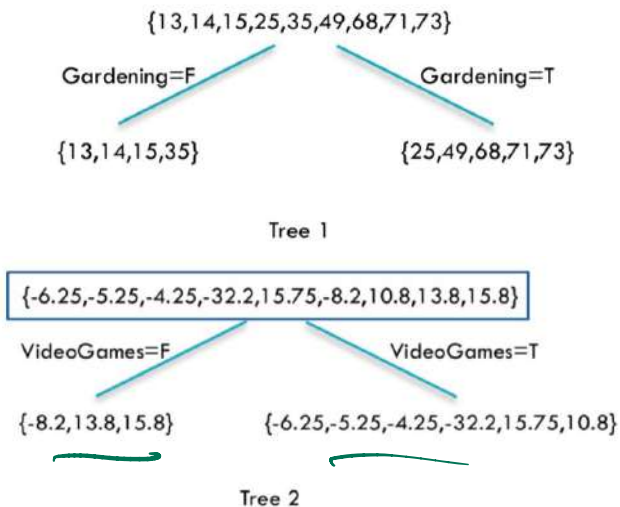
PersonID	Age	Tree1 Prediction	Tree1 Residual
1	13	19.25	-6.25
2	14	19.25	-5.25
3	15	19.25	-4.25
4	25	57.2	-32.2
5	35	19.25	15.75
6	49	57.2	-8.2
7	68	57.2	10.8
8	71	57.2	13.8
9	73	57.2	15.8

# Residuals



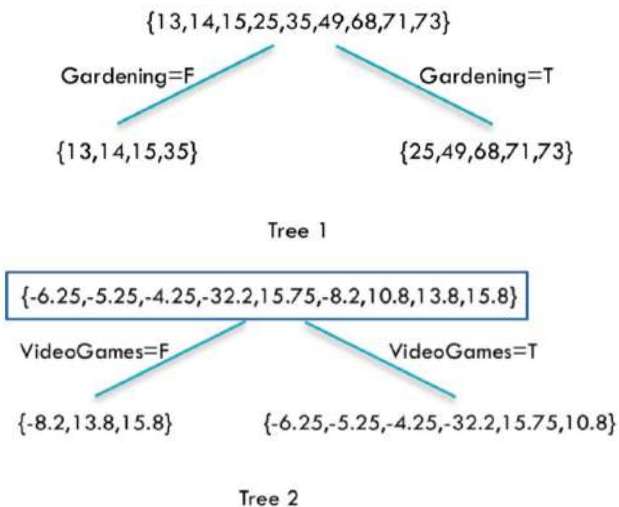
PersonID	Age	Tree1 Prediction	Tree1 Residual
1	13	19.25	-6.25
2	14	19.25	-5.25
3	15	19.25	-4.25
4	25	57.2	-32.2
5	35	19.25	15.75
6	49	57.2	-8.2
7	68	57.2	10.8
8	71	57.2	13.8
9	73	57.2	15.8

# Residuals



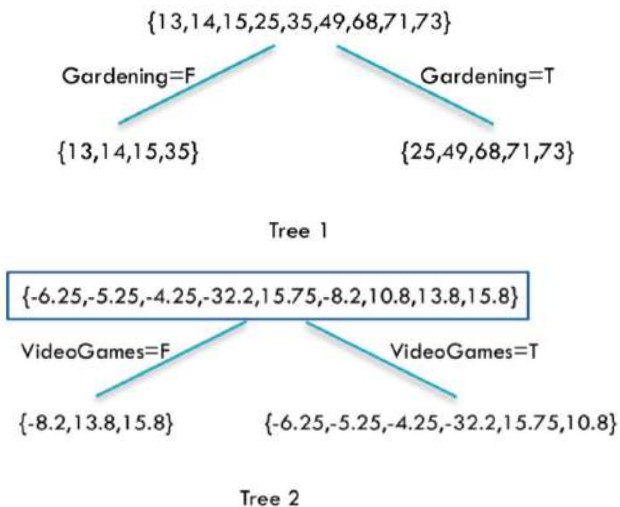
Person ID	Age	Tree1 Prediction	Tree1 Residual	Tree2 Prediction	Combined	Final Residual
1	13	19.25	-6.25	-3.567	15.68	-2.683
2	14	19.25	-5.25	-3.567	15.68	-1.683
3	15	19.25	-4.25	-3.567	15.68	-0.6833
4	25	57.2	-32.2	-3.567	53.63	-28.63
5	35	19.25	15.75	-3.567	15.68	+19.32
6	49	57.2	-8.2	7.133	64.33	-15.33
7	68	57.2	10.8	-3.567	53.63	+14.37
8	71	57.2	13.8	7.133	64.33	+6.667
9	73	57.2	15.8	7.133	64.33	+8.667

# Residuals



Per son ID	A g e	Tree1 Predi ction	Tree1 Resi dual	Tree2 Predi ction	Co mbi ned	Final Resi dual
1	13	19.25	-6.25	-3.567	15.68	-2.683
2	14	19.25	-5.25	-3.567	15.68	-1.683
3	15	19.25	-4.25	-3.567	15.68	-0.6833
4	25	57.2	-32.2	-3.567	53.63	-28.63
5	35	19.25	15.75	-3.567	15.68	+19.32
6	49	57.2	-8.2	7.133	64.33	-15.33
7	68	57.2	10.8	-3.567	53.63	+14.37
8	71	57.2	13.8	7.133	64.33	+6.667
9	73	57.2	15.8	7.133	64.33	+8.667

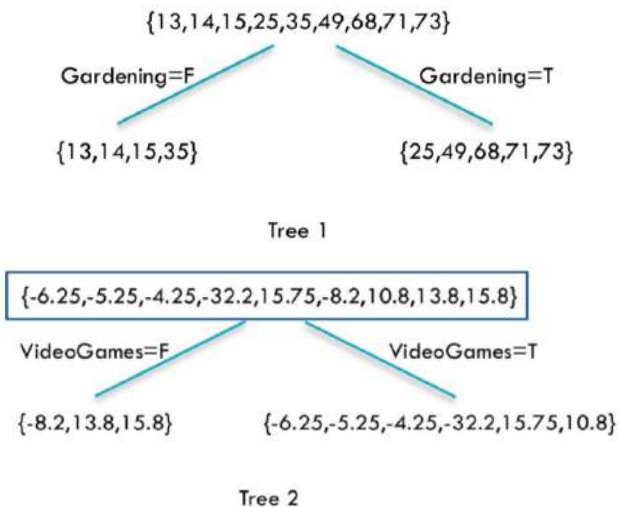
# Residuals



Person ID	Age	Tree1 Prediction	Tree1 Residual	Tree2 Prediction	Combined	Final Residual
1	13	19.25	-6.25	-3.567	15.68	-2.683
2	14	19.25	-5.25	-3.567	15.68	-1.683
3	15	19.25	-4.25	-3.567	15.68	-0.6833
4	25	57.2	-32.2	-3.567	53.63	-28.63
5	35	19.25	15.75	-3.567	15.68	+19.32
6	49	57.2	-8.2	7.133	64.33	-15.33
7	68	57.2	10.8	-3.567	53.63	+14.37
8	71	57.2	13.8	7.133	64.33	+6.667
9	73	57.2	15.8	7.133	64.33	+8.667

# Residuals

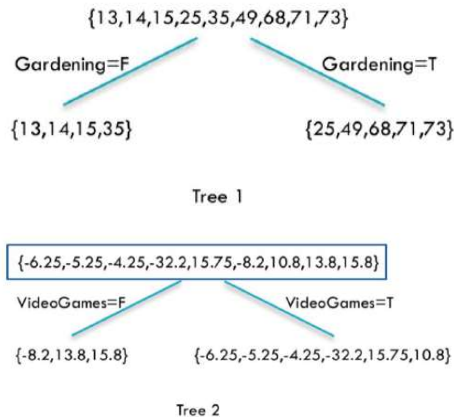
Ex



Person ID	Age	Tree1 Prediction	Tree1 Residual	Tree2 Prediction	Combined	Final Residual
1	13	19.25	-6.25	-3.567	15.68	-2.683
2	14	19.25	-5.25	-3.567	15.68	-1.683
3	15	19.25	-4.25	-3.567	15.68	-0.6833
4	25	57.2	-32.2	-3.567	53.63	-28.63
5	35	19.25	15.75	-3.567	15.68	+19.32
6	49	57.2	-8.2	7.133	64.33	-15.33
7	68	57.2	10.8	-3.567	53.63	+14.37
8	71	57.2	13.8	7.133	64.33	+6.667
9	73	57.2	15.8	7.133	64.33	+6.667

# Gradient Boosting

## General Strategy

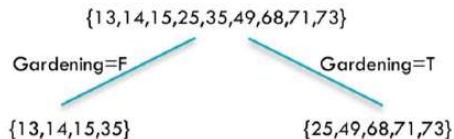




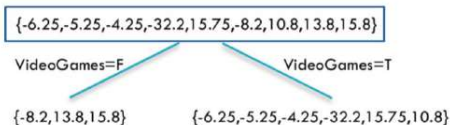
# Gradient Boosting

## General Strategy

- Build tree 1,  $F_1$



Tree 1

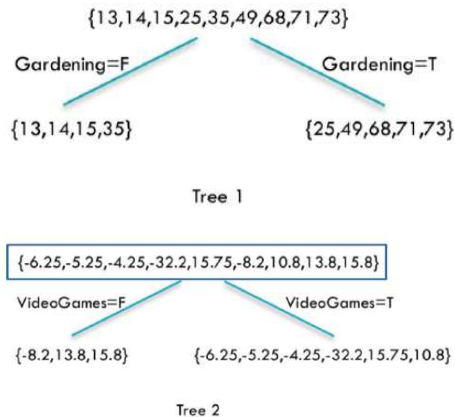


Tree 2

# Gradient Boosting

## General Strategy

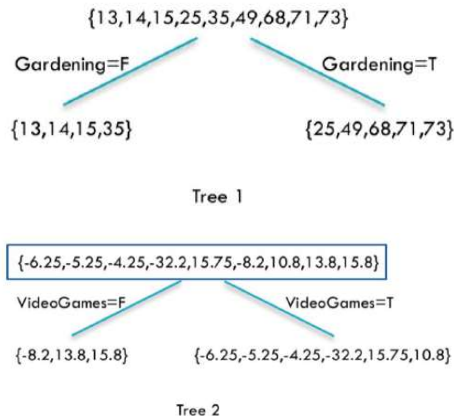
- Build tree 1,  $F_1$
- Fit a model to residuals,  $h_1(x) = y - F_1(x)$



# Gradient Boosting

## General Strategy

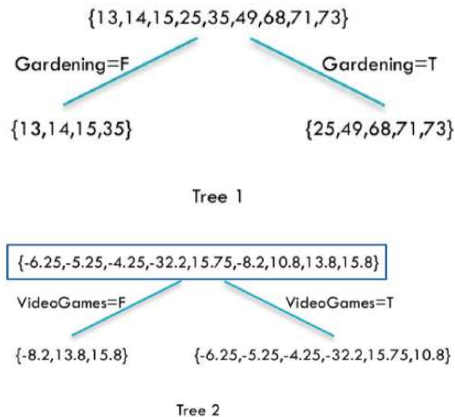
- Build tree 1,  $F_1$
- Fit a model to residuals,  $h_1(x) = y - F_1(x)$
- Create a new model  $F_2(x) = F_1(x) + h_1(x)$



# Gradient Boosting

## General Strategy

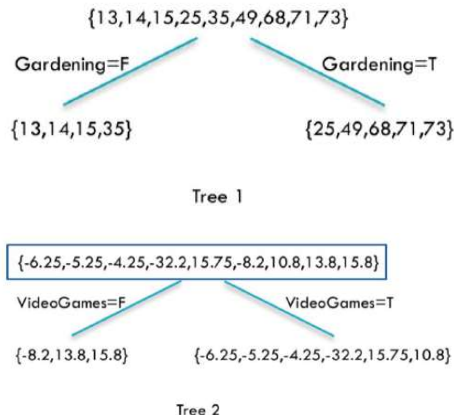
- Build tree 1,  $F_1$
- Fit a model to residuals,  $h_1(x) = y - F_1(x)$
- Create a new model  $F_2(x) = F_1(x) + h_1(x)$
- Fit a model to residuals,  $h_2(x) = y - F_2(x)$



# Gradient Boosting

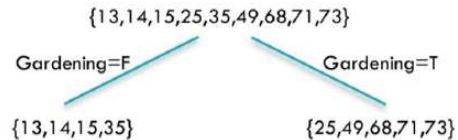
## General Strategy

- Build tree 1,  $F_1$
- Fit a model to residuals,  $h_1(x) = y - F_1(x)$
- Create a new model  $F_2(x) = F_1(x) + h_1(x)$
- Fit a model to residuals,  $h_2(x) = y - F_2(x)$
- Create a new model  $F_3(x) = F_2(x) + h_2(x)$
- ...

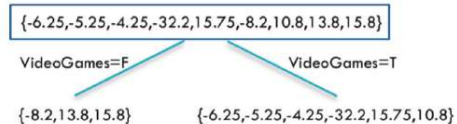


# Hyper Parameters

## Learning Rate



Tree 1

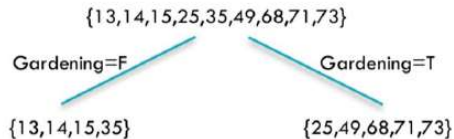


Tree 2

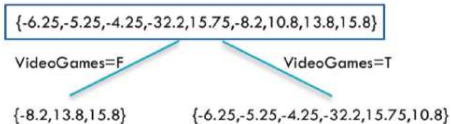
# Hyper Parameters

## Learning Rate

- $h_j$  fits residuals of  $F_j$



Tree 1

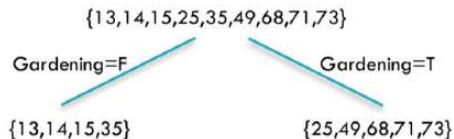


Tree 2

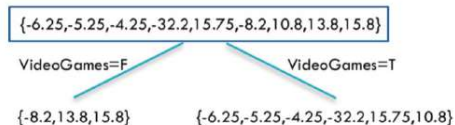
# Hyper Parameters

## Learning Rate

- $h_j$  fits residuals of  $F_j$
- $F_{j+1}(x) = F_j(x) + LR \cdot h_j(x)$ 
  - $LR$  controls contribution of residual
  - $LR = 1$  in our previous example



Tree 1



Tree 2



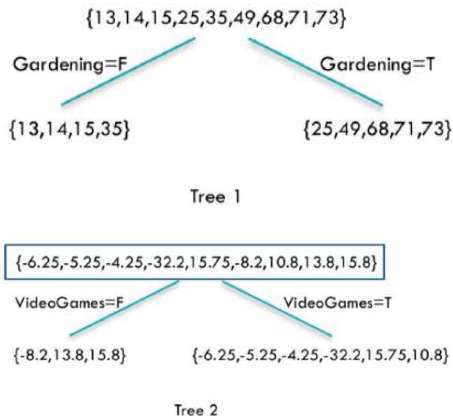
# Hyper Parameters

## Learning Rate

- $h_j$  fits residuals of  $F_j$
- $F_{j+1}(x) = F_j(x) + LR \cdot h_j(x)$ 
  - $LR$  controls contribution of residual
  - $LR = 1$  in our previous example
- Ideally, choose  $LR$  separately for each residual to minimize loss function
  - Can apply different  $LR$  to different leaves

Fixed Fixed

$$F + \textcircled{sh} \leadsto \underline{\underline{L}}$$



# Gradient Boosting for Classification

- Assume binary classification

# Gradient Boosting for Classification

- Assume binary classification
- Original training outputs are  $y \in \{0, 1\}$

# Gradient Boosting for Classification

- Assume binary classification
- Original training outputs are  $y \in \{0, 1\}$
- For each  $x$ , classifier produces scores  $\langle s_0, s_1 \rangle$

# Gradient Boosting for Classification

- Assume binary classification
- Original training outputs are  $y \in \{0, 1\}$
- For each  $x$ , classifier produces scores  $\langle s_0, s_1 \rangle$
- Use softmax to convert to probabilities:

For  $j \in \{0, 1\}$ ,  $p_j = \frac{e^{s_j}}{e^{s_0} + e^{s_1}}$

SOFTMAX

$[0, 1]$

# Gradient Boosting for Classification

- Assume binary classification
- Original training outputs are  $y \in \{0, 1\}$
- For each  $x$ , classifier produces scores  $\langle s_0, s_1 \rangle$
- Use softmax to convert to probabilities:

$$\text{For } j \in \{0, 1\}, p_j = \frac{e^{s_j}}{e^{s_0} + e^{s_1}}$$

- Use cross entropy as the loss function

$$L(y, F) = y \log(p_1) + (1 - y) \log(p_0)$$

# Gradient Boosting for Classification

- Assume binary classification
- Original training outputs are  $y \in \{0, 1\}$
- For each  $x$ , classifier produces scores  $\langle s_0, s_1 \rangle$
- Use softmax to convert to probabilities:

$$\text{For } j \in \{0, 1\}, p_j = \frac{e^{s_j}}{e^{s_0} + e^{s_1}}$$

- Use cross entropy as the loss function

$$L(y, F) = y \log(p_1) + (1 - y) \log(p_0)$$

- Compute negative gradients

# Gradient Boosting for Classification

- Assume binary classification
- Original training outputs are  $y \in \{0, 1\}$
- For each  $x$ , classifier produces scores  $\langle s_0, s_1 \rangle$
- Use softmax to convert to probabilities:

$$\text{For } j \in \{0, 1\}, p_j = \frac{e^{s_j}}{e^{s_0} + e^{s_1}}$$

- Use cross entropy as the loss function

$$L(y, F) = y \log(p_1) + (1 - y) \log(p_0)$$

- Compute negative gradients
- Fit regression trees to negative gradients to minimize cross entropy

Decision Stumps

One node tree