



LightGBM



Ensemble Learning: Light GBM

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Light GBM

Ke et al. (2017)

- Motivation

- ✓ Conventional GBM need to, **for every feature**, **scan all the data instances** to estimate the information gain of all the possible split points

- Idea

- ✓ To reduce the number of data instances and the number of features
 - **Gradient-based One-Side Sampling (GOSS)**
 - Data instances with different gradients play different roles in the computation of information gain
 - Keep instances with large gradients and randomly drop instances with small gradients
 - **Exclusive Feature Bundling (EFB)**
 - In a sparse feature space, many features are (almost) exclusive, i.e., they rarely take nonzero values simultaneously (ex: one-hot encoding)
 - Bundling these exclusive features does not degenerate the performance

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- Gradient-based One-sided Sampling (GOSS)

XGBoost

Algorithm 1: Histogram-based Algorithm

Input: I : training data, d : max depth
Input: m : feature dimension
 $nodeSet \leftarrow \{0\}$ \triangleright tree nodes in current level
 $rowSet \leftarrow \{\{0, 1, 2, \dots\}\}$ \triangleright data indices in tree nodes
for $i = 1$ **to** d **do**
 for $node$ **in** $nodeSet$ **do**
 $usedRows \leftarrow rowSet[node]$
 for $k = 1$ **to** m **do**
 $H \leftarrow \text{new Histogram}()$
 \triangleright Build histogram
 for j **in** $usedRows$ **do**
 $bin \leftarrow I.f[k][j].bin$
 $H[bin].y \leftarrow H[bin].y + I.y[j]$
 $H[bin].n \leftarrow H[bin].n + 1$
 Find the best split on histogram H .
 ...
 Update $rowSet$ and $nodeSet$ according to the best split points.
 ...

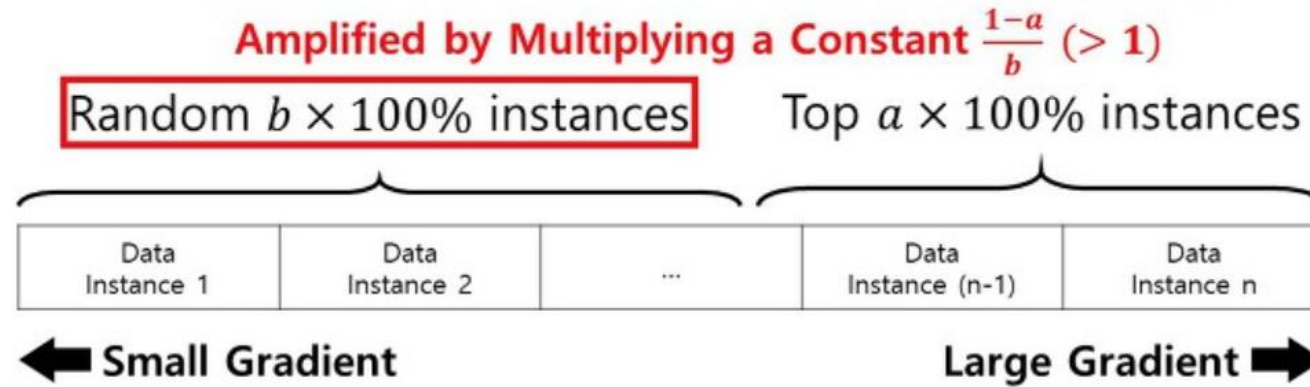
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Algorithm 2: Gradient-based One-Side Sampling

Input: I : training data, d : iterations
Input: a : sampling ratio of large gradient data
Input: b : sampling ratio of small gradient data
Input: $loss$: loss function, L : weak learner
 $models \leftarrow \{\}$, $fact \leftarrow \frac{1-a}{b}$
 $topN \leftarrow a \times \text{len}(I)$, $randN \leftarrow b \times \text{len}(I)$
for $i = 1$ **to** d **do**
 $preds \leftarrow models.predict(I)$
 $g \leftarrow loss(I, preds)$, $w \leftarrow \{1, 1, \dots\}$
 $sorted \leftarrow \text{GetSortedIndices}(abs(g))$
 $topSet \leftarrow sorted[1:topN]$
 $randSet \leftarrow \text{RandomPick}(sorted[topN:\text{len}(I)], randN)$
 $usedSet \leftarrow topSet + randSet$
 $w[randSet] \times = fact$ \triangleright Assign weight $fact$ to the small gradient data.
 $newModel \leftarrow L(I[usedSet], -g[usedSet], w[usedSet])$
 $models.append(newModel)$

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- Gradient-based One-sided Sampling (GOSS)



<https://cdm98.tistory.com/m/31>

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- Exclusive Feature Bundling (EFB)

Algorithm 3: Greedy Bundling

Input: F : features, K : max conflict count
Construct graph G
 $searchOrder \leftarrow G.sortByDegree()$
 $bundles \leftarrow \{\}$, $bundlesConflict \leftarrow \{\}$
for i **in** $searchOrder$ **do**
 $needNew \leftarrow \text{True}$
 for $j = 1$ **to** $len(bundles)$ **do**
 $cnt \leftarrow \text{ConflictCnt}(bundles[j], F[i])$
 if $cnt + bundlesConflict[i] \leq K$ **then**
 $bundles[j].add(F[i])$, $needNew \leftarrow \text{False}$
 break
 if $needNew$ **then**
 Add $F[i]$ as a new bundle to $bundles$

Output: $bundles$

Algorithm 4: Merge Exclusive Features

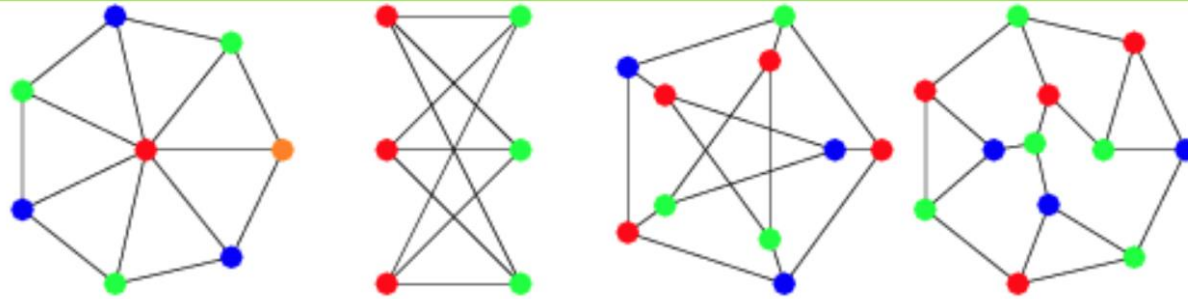
Input: $numData$: number of data
Input: F : One bundle of exclusive features
 $binRanges \leftarrow \{0\}$, $totalBin \leftarrow 0$
for f **in** F **do**
 $totalBin += f.numBin$
 $binRanges.append(totalBin)$
 $newBin \leftarrow \text{new Bin}(numData)$
for $i = 1$ **to** $numData$ **do**
 $newBin[i] \leftarrow 0$
 for $j = 1$ **to** $len(F)$ **do**
 if $F[j].bin[i] \neq 0$ **then**
 $newBin[i] \leftarrow F[j].bin[i] + binRanges[j]$

Output: $newBin$, $binRanges$

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- Exclusive Feature Bundling (EFB)
 - ✓ Can be formulated as a Graph coloring problem
 - Construct a Graph (V, E)
 - V : feature
 - E : total conflicts between features

Minimum Vertex Coloring



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- Exclusive Feature Bundling (EFB)

✓ Greedy bundling example

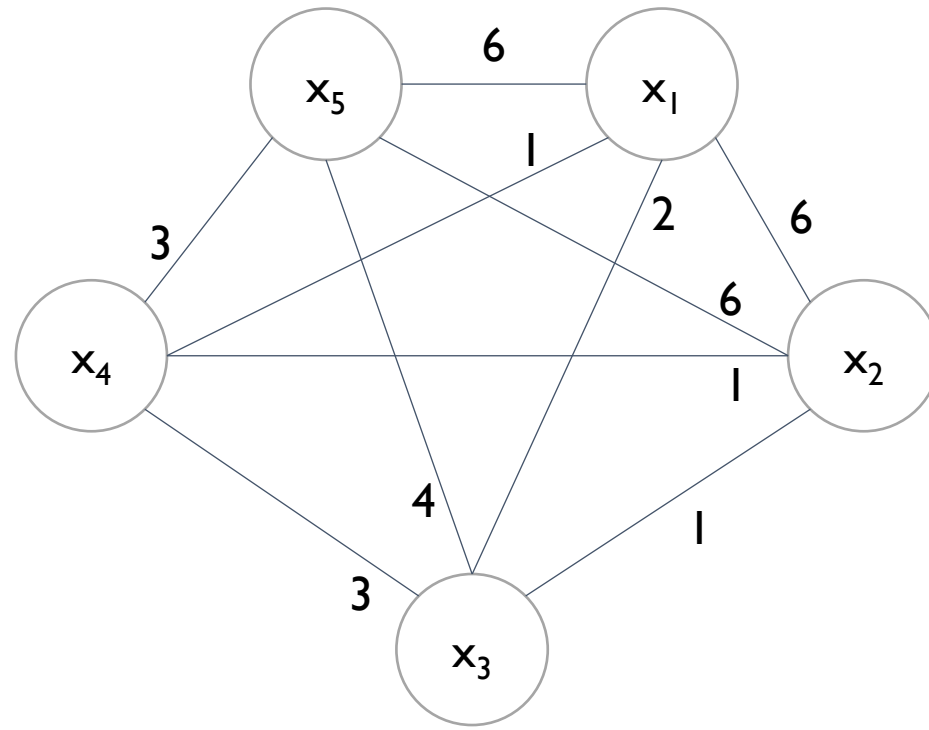
	x_1	x_2	x_3	x_4	x_5
I_1	1	1	0	0	1
I_2	0	0	1	1	1
I_3	1	2	0	0	2
I_4	0	0	2	3	1
I_5	2	1	0	0	3
I_6	3	3	0	0	1
I_7	0	0	3	0	2
I_8	1	2	3	4	3
I_9	1	0	1	0	0
I_{10}	2	3	0	0	2

	x_1	x_2	x_3	x_4	x_5
x_1	-	6	2	1	6
x_2	6	-	1	1	6
x_3	2	1	-	3	4
x_4	1	1	3	-	3
x_5	6	6	4	3	-

	x_5	x_1	x_2	x_3	x_4
d	19	15	14	10	8

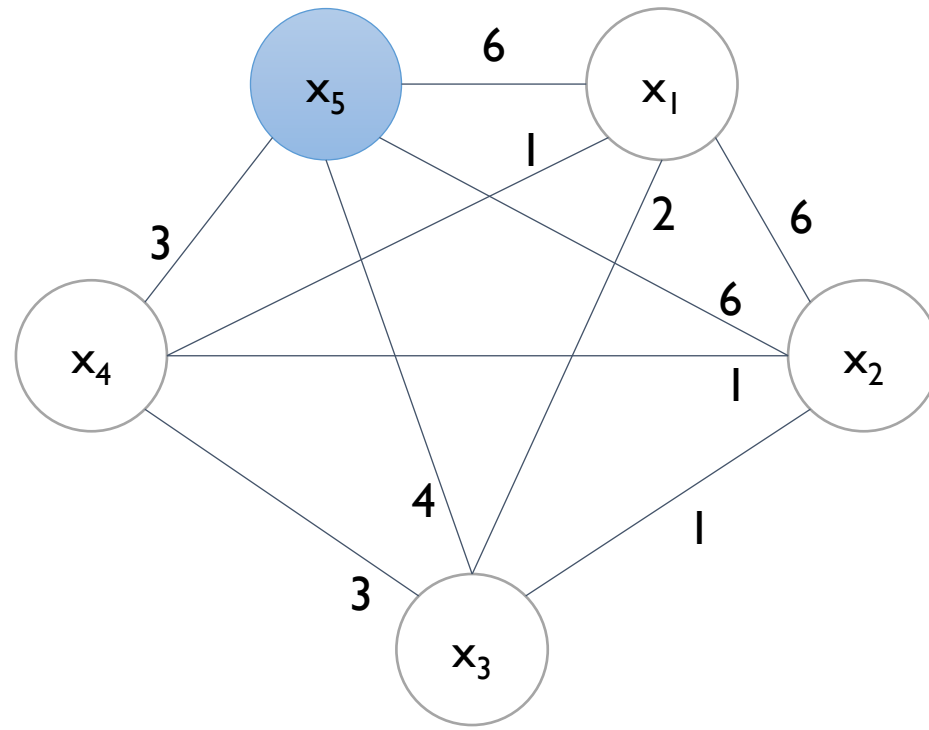
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- Exclusive Feature Bundling (EFB)
 - ✓ Greedy bundling example (cut-off = 0.2)



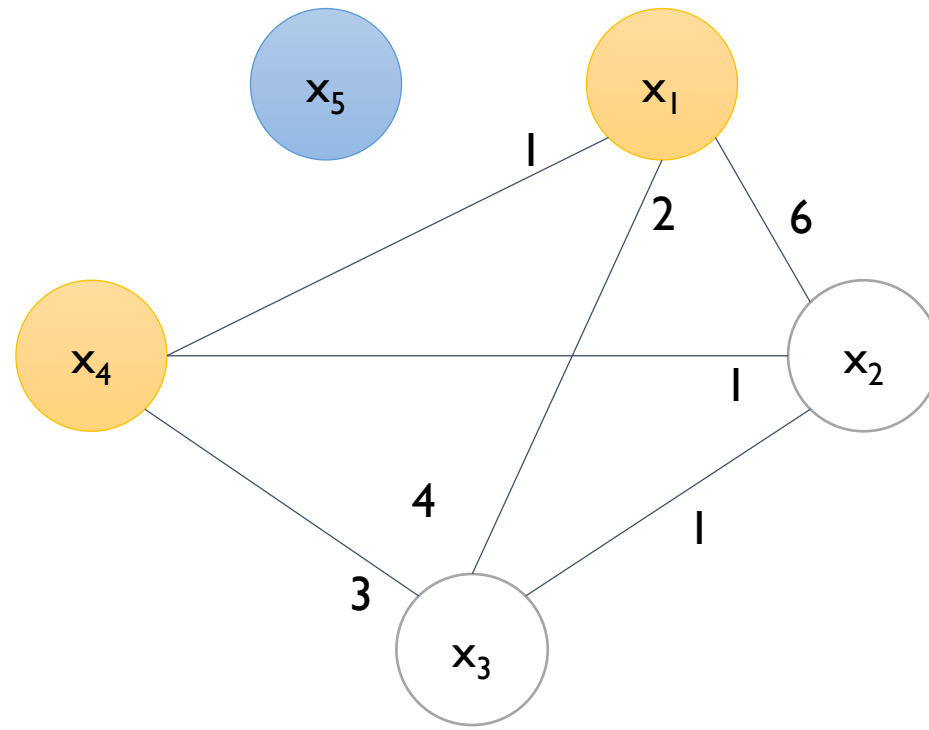
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- Exclusive Feature Bundling (EFB)
 - ✓ Greedy bundling example (cut-off = 0.2)



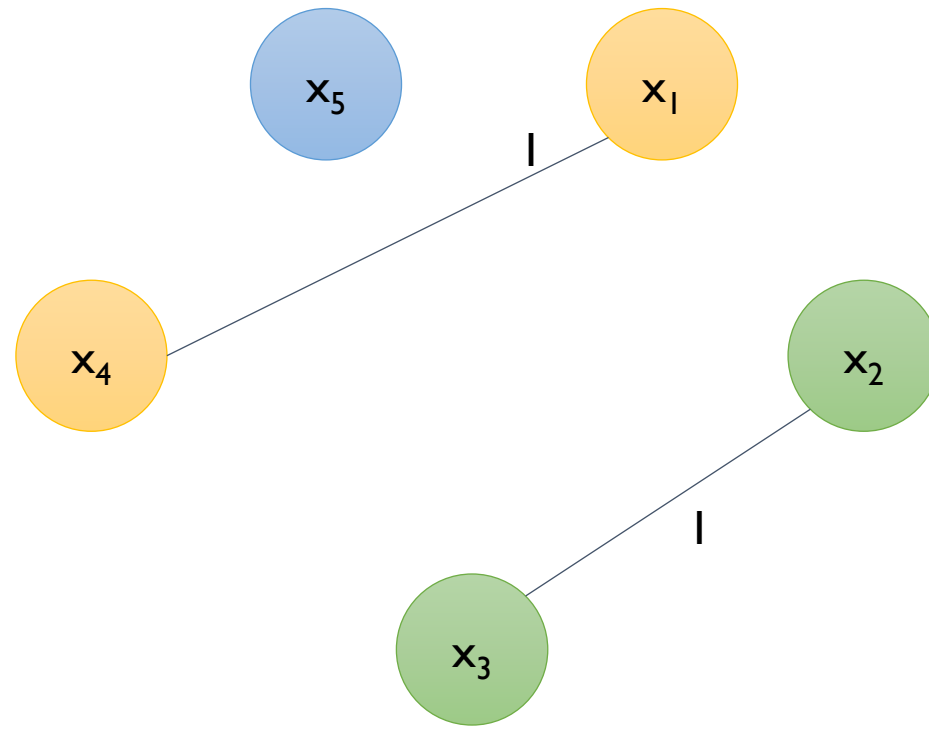
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- Exclusive Feature Bundling (EFB)
 - ✓ Greedy bundling example (cut-off = 0.2)



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- Exclusive Feature Bundling (EFB)
 - ✓ Greedy bundling example (cut-off = 0.2)



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- Exclusive Feature Bundling (EFB)

✓ Greedy bundling example (cut-off = 0.2)

	x_1	x_2	x_3	x_4	x_5
l_1	1	1	0	0	1
l_2	0	0	1	1	1
l_3	1	2	0	0	2
l_4	0	0	2	3	1
l_5	2	1	0	0	3
l_6	3	3	0	0	1
l_7	0	0	3	0	2
l_8	1	2	3	4	3
l_9	1	0	1	0	0
l_{10}	2	3	0	0	2

	x_5	x_1	x_4	x_2	x_3
l_1	1	1	0	1	0
l_2	1	0	1	0	1
l_3	2	1	0	2	0
l_4	1	0	3	0	2
l_5	3	2	0	1	0
l_6	1	3	0	3	0
l_7	2	0	0	0	3
l_8	3	1	4	2	3
l_9	0	1	0	0	1
l_{10}	2	2	0	3	0

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- Exclusive Feature Bundling (EFB)

- ✓ Exclusive feature merging

- Add offsets to the original values of the features

	x_5	x_1	x_4	x_2	x_3
I_1	1	1	0	1	0
I_2	1	0	1	0	1
I_3	2	1	0	2	0
I_4	1	0	3	0	2
I_5	3	2	0	1	0
I_6	1	3	0	3	0
I_7	2	0	0	0	3
I_8	3	1	4	2	3
I_9	0	1	0	0	1
I_{10}	2	2	0	3	0

	x_5	x_4	x_3
I_1	1		1
I_2	1	4	4
I_3	2	1	2
I_4	1	6	5
I_5	3	2	1
I_6	1	3	3
I_7	2	0	6
I_8	3	1	2
I_9	0	1	4
I_{10}	2	2	3

Add the offset 3 to the nonzero values of x_4

Add the offset 3 to the nonzero values of x_3

Conflict: Use the value of x_1

Conflict: Use the value of x_2

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- Experiments

- ✓ Dataset description

Table 1: Datasets used in the experiments.

Name	<i>#data</i>	<i>#feature</i>	Description	Task	Metric
Allstate	12 M	4228	Sparse	Binary classification	AUC
Flight Delay	10 M	700	Sparse	Binary classification	AUC
LETOR	2M	136	Dense	Ranking	NDCG [4]
KDD10	19M	29M	Sparse	Binary classification	AUC
KDD12	119M	54M	Sparse	Binary classification	AUC

- ✓ Training time

	xgb_exa	xgb_his	lgb_baseline	EFB_only	LightGBM
Allstate	10.85	2.63	6.07	0.71	0.28
Flight Delay	5.94	1.05	1.39	0.27	0.22
LETOR	5.55	0.63	0.49	0.46	0.31
KDD10	108.27	OOM	39.85	6.33	2.85
KDD12	191.99	OOM	168.26	20.23	12.67

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- Experiments

- ✓ Overall accuracy

	xgb_exa	xgb_his	lgb_baseline	SGB	LightGBM
Allstate	0.6070	0.6089	0.6093	$0.6064 \pm 7e-4$	$0.6093 \pm 9e-5$
Flight Delay	0.7601	0.7840	0.7847	$0.7780 \pm 8e-4$	$0.7846 \pm 4e-5$
LETOR	0.4977	0.4982	0.5277	$0.5239 \pm 6e-4$	$0.5275 \pm 5e-4$
KDD10	0.7796	OOM	0.78735	$0.7759 \pm 3e-4$	$0.78732 \pm 1e-4$
KDD12	0.7029	OOM	0.7049	$0.6989 \pm 8e-4$	$0.7051 \pm 5e-5$

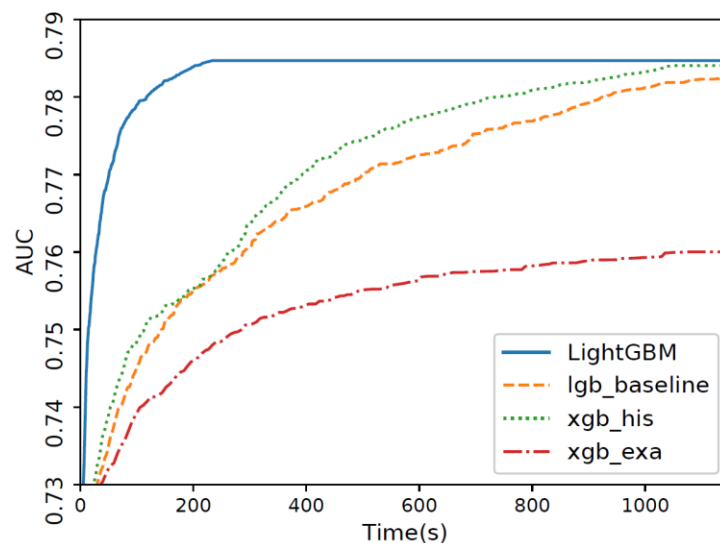


Figure 1: Time-AUC curve on Flight Delay.

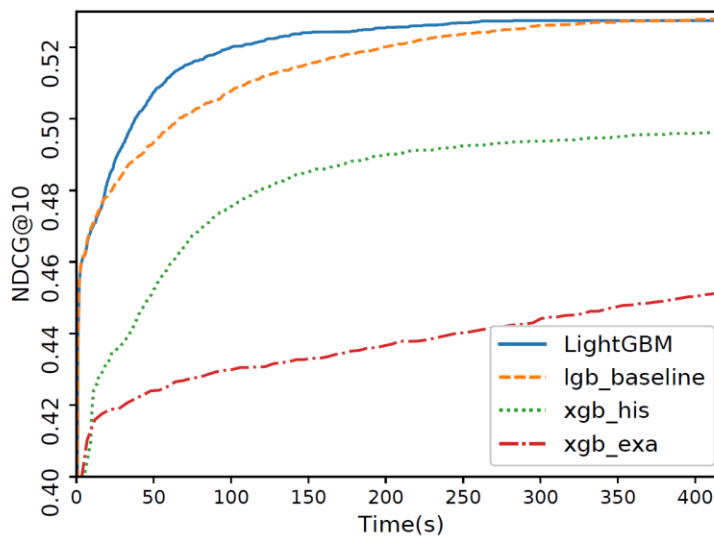


Figure 2: Time-NDCG curve on LETOR.

