Adaptive Boosting

- 1. train (訓練資料), train label (訓練資料的預期值), cycle (循環次數,產生weaklearner 次數), step (每次 iterate 所增加的資料筆數), test(測試資料), test label (測試資料的預期值)
- 2. 可以從 weakLearner.m 觀察到以下程式碼,計算出 error 之後取與 0.5(亂 猜) 最遙遠者。演算法即 weakLearner.m 。不是 bootstrap,都是取原本 dataset 的原始資料且沒有重複選取來當作同一個小 dataset,如下圖:

```
function [i,t] = weakLearner(distribution, train, label)
  %disp('run weakLearner');
  for tt=1:(16*256-1)
      error(tt)=distribution*abs(label-(train(:,floor(tt/16)+1)>=16*(mod(tt,16)+1)));
  end
  [val,tt]=max(abs(error-0.5));

i=floor(tt/16)+1;
  t=16*(mod(tt,16)+1);|
```

```
function runAdaBoosting(train,train_label,test,test_label)
disp('run adaboost with cycles=100');
step=100;
cycles=100;
for m=step:step:1000
    disp(m);
    boost=adaBoost(train(1:m,:),train_label(1:m),cycles);
    [errorTrain(m/step),errorTest(m/step)]=getError(boost,train(1:m,:),train_label(1:m),test,test_label);
end
```

3. s 都是 1 因為程式碼中的 train(:, i) >=t , 3 次的 i(feature 編號) 與 theta (樣本邊界) 如下,取 index 2, 3,附上 source code 與實作 code:

```
label=(train_label(:)>=5);% contain the correct label per vector
for j=1:cycles
    if(mod(j,10)==0)
        disp([j,cycles]);
    end
[i,t]=weakLearner(distribution,train,label);
error(j)=distribution*abs(label-train(:,i)>=t));
beta(j)=error(j)/(1-error(j));
boosted(j,:)=[beta(j),i,t];
distribution=distribution.* exp(log(beta(j))*(1-abs(label-(train(:,i)>=t))))';
distribution=distribution/sum(distribution);
end
```

```
fprintf("----> %d %d\n", boost(1, 2), boost(1, 3))
fprintf("----> %d %d\n", boost(2, 2), boost(2, 3))
fprintf("----> %d %d\n", boost(3, 2), boost(3, 3))
```

```
----> 11 80
----> 170 80
----> 58 16
```

4. 實作結果,附上 source code 與實作 code,beta(j) 應該就是 blending weight,故我取 index 1 :

```
fprintf("----> %d %d %d\n", boost(1, 1), boost(2, 1), boost(3, 1))
```

----> 3.774105e-01 4.806732e-01 2.016979e+00