Random Forest

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Uniform Sampling with Replacement

- Give a set of training examples $\boldsymbol{S}$
- Sample a subset $\boldsymbol{S_i}$ of examples
- **Uniform sampling:** selection probability of any example in $\boldsymbol{S}$ is $\frac{\mathbf{1}}{|\boldsymbol{S}|}$
- **Replacement:** a selected item can be reselected multiple times for the same subset

Random Forest

ehna el hadaf enna nkwn t Trees.
kol tree hya kawyea fl goz2 bta3ha.
b7es lama akhud ra2y kol el trees,
m3 b3d ytl3oly karar bnesba kbera s7.

- Given M training examples
- Uniformly sample T subsets with replacement
  - each of size M

el size bta3 kol el trees motsawy, 7agmohom M
fa keda hayb2a fe kol tree, fe samples mtkrra fe trees tanya.

b2dr atl3 el Size M, da 34an ana b3ml replacement, fa mmkn msln lw 3ndy 2 blue balls, ana mmkn wna bsample atl3 4 blue , 34an el 4 mrat el e5trthom, kano blue :)

- Build T decision trees with zero-training error
  - Tree for each training subset $\boldsymbol{S_i}$
  - No pruning
- Take the average/votes of T trees
  - Subsets are different so no overfitting!
  - Can get certainty of your prediction, i.e., how many classifiers?

Random Forest

- Given D features, i.e., dimensions

- Building T decision trees:
  - Sample K features randomly ($K < D$)
  - Only split on these K random features
  - New K features are sampled for every single split

K is constant,
K can be sampled with replacement.

- Sampling features leads to different trees
  - Different mistakes by each tree
  - Mistakes averaged out → no overfitting

Random Forest

- Out of the box approach
  - No need to tune hyperparameters
  - No need to pre-process or scale inputs

- $K = \lceil \sqrt{D} \rceil$ → **round up!**

- Increase T as much as you can afford
  - Parallel processing

depending on the amount of resources that you have

two factors we have are
K -> etf2o enha ahsn haga el ceil(sqrt(D))
T -> kol ma tzwd kol ma yeb2a ahsn

Random Forest: Out-of-Bag Error

- Aka. out-of-bag estimate

data is splitted as :
1. Training -> bmrn beha el data.
2. Validation -> de el data elly b5ly el model bta3y yeshofha w a3adel el parameters bt3to w a3ml tuning lehom 34an a7asn el training.
3. Testing. -> to evaluate the accuracy.

- No need for training/validation split

tb ana keda msh fahem el fr2 ben el training wl validation...

el fekra bta3t el validation, enk bdl ma yeb2a 3ndk training w te3ml evaluation 3la el test bs, laa enta kol el bt3mlo enk btaa5ud goz2 mn el data te3ml beh training, w b3den te3ml evaluation bl validation of data, w b3den lw l2et el accuracy msh kwysa t3dl el hyperparameters b7es t7sn el accuracy bta3k baa.

- Can estimate test error directly from training set

kol element fl test, ana b5du a5leh yemshy 3la kol el

- Compute error for each training example
  - consider only trees that do not include that example in their training subset

wna b3ml validation, msh b3ml consider lel trees elly el point de kant goz2 menha, lakn b5ud el trees el tanyen.

  - approx. 60% of trees are considered

Random Forest: Out-of-Bag Error

- For each data point, average the loss of classifiers that do not have that data point,
  - we obtain an estimate of the true test error
  - without reducing the training set

$$E_{OFB} = \frac{1}{M}\sum_{i=1}^{M}\left[\frac{1}{z_i}\sum_{\substack{j \\ (x_i,y_i)\notin S_j}} loss\left(h_j(x_i), y_i\right)\right]$$

lw 3ndk msln 10 trees
w 100 point
kol point btb2a mawgoda fe 3dd mo3n mn el trees lakn msh kolohom

fa lw hana5ud awl no2ta msln hya kant fe 6 trees

htro7 t7sb el loss fe el 4 trees elly hya mkntsh fehom
w ne2sm 3la 10
(fa de keda el 1/z sigma loss)

$$z_i = \sum_{\substack{j \\ (x_i,y_i)\notin S_j}} 1$$

num of trees **NOT** trained on (x_i, y_i)

w htkrr baa nafs el 3amalya lkol el points w fl akher baa bt2sm 3la 3adad el samples el 3ndk

Random Forest

- Easy to use!
- Second best approach! → **Rule of thumb!**
- No need for training/validation split
- For regression, use regression trees

Random Forest

- Wisdom of the crowd!

- Improvement: prune the last split of trees (i.e., from bottom) if that improves E_{OFB}
  - Decrease size of trees
  - Decrease noise

- Not suitable for raw images

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