

Conclusions

- from different perspectives, AdaBoost can be interpreted as:
 - a method for **boosting** the accuracy of a weak learner
 - a procedure for **maximizing margins**
 - an algorithm for playing **repeated games**
 - a numerical method for **minimizing exponential loss**
 - an **iterative-projection** algorithm based on an information-theoretic geometry
- none is entirely satisfactory by itself, but each useful in its own way
- taken together, create rich theoretical understanding
 - connect boosting to other learning problems and techniques
 - provide foundation for versatile set of methods with many extensions, variations and applications