

XGBoost

$X\text{GBoost}$ = Xtreme Gradient Boosting

$X\text{GBoost}$ = Gradient Boosting with some rules and
penalty

→ Introduction to XGBoost

→ Key improvements over Gradient Boosting

↳ Regularization

↳ Second order optimization

→ XGBoost training, Prediction & Key Parameters

→ Implementing XGBoost on a Dataset

→ Model Evaluation, Model selection & Practical use case

Introduction to XGBoost

$X\text{GBoost}$ = Gradient Boosting + Regularization
+ 2nd Order optimization
+ Fast engineering

$$D = \{(x_i, y_i)\}$$

Model prediction:

$$\hat{y}_i = \sum_{t=1}^T f_t(x_i) \quad \begin{matrix} (t=1 \text{ to } T) \\ \uparrow \\ \text{in track} \end{matrix}$$

$$\hat{y}_i = \sum_{t=1}^{T=1} f_t(x_i)$$

tree +

$T=1 \dots T$
↑
number of trees

Objective of function:

$$\text{Obj} = \underbrace{\sum L(y_i, \hat{y}_i)}_{\text{Loss}} + \underbrace{\sum \Omega(f_t)}_{\text{regularization}}$$

$f_1 f_2 \dots f_T$
↓
reduce cheating

Regularization Term (What makes XGBoost disciplined)

$$\Omega(f) = \gamma \cdot K + \frac{1}{2} \cdot \lambda \sum (w_j^2)$$

leaf weight +
Here, $j = 1 \dots K$

leaf penalty
number of leaves
L2 penalty

Manual Step-by-Step Example (Regression, One Boosting Round)

Tiny Dataset:

i	x_i	y_i	\hat{y}_{i0}	$g_i = 2(6 - \hat{y}_i)$	h_i	\hat{y}_{i1}
1	1	3	6	6	2	5.2
2	2	5	6	2	2	5.2
3	3	7	6	-2	2	6.8
4	4	9	6	-6	2	6.8

$$\begin{array}{c} \overbrace{\begin{array}{cc} 3 & 3 \\ 4 & 4 \end{array}}^2 \quad \left| \begin{array}{c} 7 \\ 9 \end{array} \right| \quad \left| \begin{array}{c} 6 \\ 6 \end{array} \right| \quad \overbrace{-6}^2 \\ 2 \quad \{ 6.8 \} \end{array}$$

Loss Function:

$$L(y, \hat{y}) = (y - \hat{y})^2$$

Initial prediction:

$$\hat{y}(0) = \text{mean}(y)$$

$$(3+5+7+9)/4 = 6$$

Step 2: Gradients and Hessians

$$g_i \xrightarrow{\text{partial}} \frac{\partial L}{\partial \hat{y}_i}$$

$$h_i = \frac{\partial^2 L}{\partial \hat{y}_i^2} \xrightarrow{\text{partial square}}$$

For square loss:

$$g_i = 2(\hat{y}_i - y_i) \rightarrow \text{Direction}$$

$$h_i = 2 \rightarrow \text{Confidence}$$

Step 3:

make a simple tree stump

Try split: $x < 2.5$

Left leaf $\therefore x = 1, 2$
Right " $\therefore x = 3, 4$

Step 4: Leaf sums

$$G = \sum g_i$$

$$H = \sum h_i$$

Left Leaf: (points 1, 2)

$$GL = 6 + 2 = 8$$

$$HL = 2 + 2 = 4$$

Right Leaf: (points 3, 4)

$$GR = -2 + -6 = -8$$

$$HR = 2 + 2 = 4$$

Step-5: Compute optimal leaf weight

$$w^* = -G / (H + \lambda)$$

Compute with $\lambda = 1$

$$\frac{Left}{wL} = -8 / (4 + 1) = \frac{-8}{5} = -1.6 \quad \checkmark$$

$$\frac{Right}{wR} = -(-8) / (4 + 1) = \frac{8}{5} = 1.6$$

Step-6: Update predictions using learning rate

$$\hat{y}_{(1)} = \hat{y}_{(0)} + \eta \cdot w_{leaf}$$

$$\underline{\eta = 0.5}$$

Compute with $\eta = 0.5$

Left points (1, 2):

$$\hat{y} = 6 + 0.5(-1.6) = 6 - 0.8 = 5.2$$

Right points (3, 4):

$$y = 6 + 0.2x$$

Right points $(3, 4)^\circ$

$$\hat{y} = 6 + 0.5(1.6) = 6 + 0.8 = 6.8$$