

# XGBoost

XGBoost = Xtreme Gradient Boosting

XGBoost = Gradient Boosting with some rules and penalty

→ Introduction to XGBoost

→ Key improvements over Gradient Boosting

↳ Regularization

↳ Second order optimization

→ XGBoost Training, Prediction & Key Parameters

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## Introduction to XGBoost

XGBoost = Gradient Boosting + Regularization  
+ 2nd order optimization  
+ Fast engineering

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

Model prediction:

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

↑  
T trees

$$\hat{y}_i = \sum_{t=1}^T f_t(x_i) \quad (t=1 \text{ to } T) \quad \uparrow \text{ number of trees}$$

tree t

Objective of function:

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

$f_1 \ f_2 \ \dots \ f_T$

Regularization Term (What makes XGBoost disciplined)

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

$\gamma \cdot K$  → leaf penalty  
 $K$  → number of leaves  
 $\sum (w_j)^2$  → L2 penalty  
 $w_j$  → leaf weight  
 Here,  $j = 1 \text{ to } K$

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

Tiny Dataset:

$i$	$x_i$	$y_i$	$\hat{y}_0$	$g_i = 2(y_i - \hat{y}_0)$	$h_i$	$\hat{y}_1$
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

$$\begin{array}{cc|cc} 3 & 3 & 7 & 6 \\ \rightarrow 4 & 4 & 9 & 6 \end{array} \quad \begin{array}{l} -2 \\ -6 \end{array}$$

$$2 \quad \boxed{6.8}$$

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

$$g_i = \partial L / \partial \hat{y}_i \quad \rightarrow \text{partial}$$

$$h_i = \partial^2 L / \partial \hat{y}_i^2 \quad \rightarrow \text{partial square}$$

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:  $x = 1, 2$

Right " :  $x = 3, 4$

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  $\lambda = 1$

$$\text{Left: } w_L = -8 / (4 + 1) = \frac{-8}{5} = -1.6 \checkmark$$

Right:

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

Step-6: Update predictions using learning rate

$$\hat{f}(1) = \hat{f}(0) + \eta \cdot w_{\text{leaf}}$$

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

Compute with  $\eta = 0.5$

Left points (1, 2):

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

points (3, 4):

$$y = 6 + 0.7x$$

Right points  $(3, 4)$ ?

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