Gradient Boosting

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Gradient Boosting & Practice

Theoretical part:

- Classical Boosting
- Popular gradient boosting implementations

Practical part - Python notebook with:

- Feature engineering
- Feature selection
- Modeling

Gradient boosting

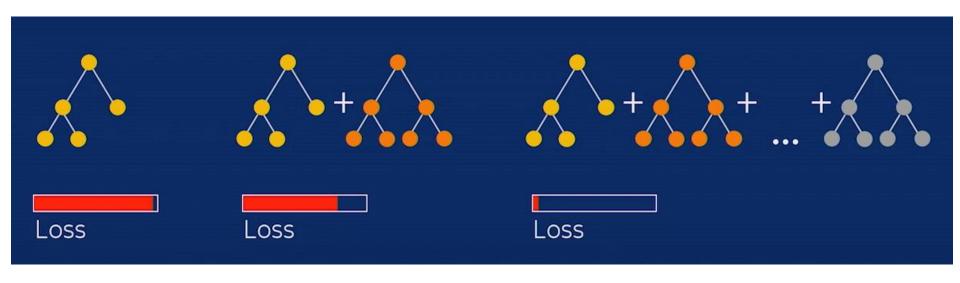
- Gradient boosting is a machine learning algorithm for classification and regression.
- It is an ensemble of multiple weak learners b_i :

$$a(x) = \sum_{i=1}^{N} b_i(x)$$

• In gradient boosting, we build trees step by step and add them to the composition.

Gradient boosting

<u>Key idea:</u> at each next step, we look for a basic algorithm that corrects the composition error in the previous step



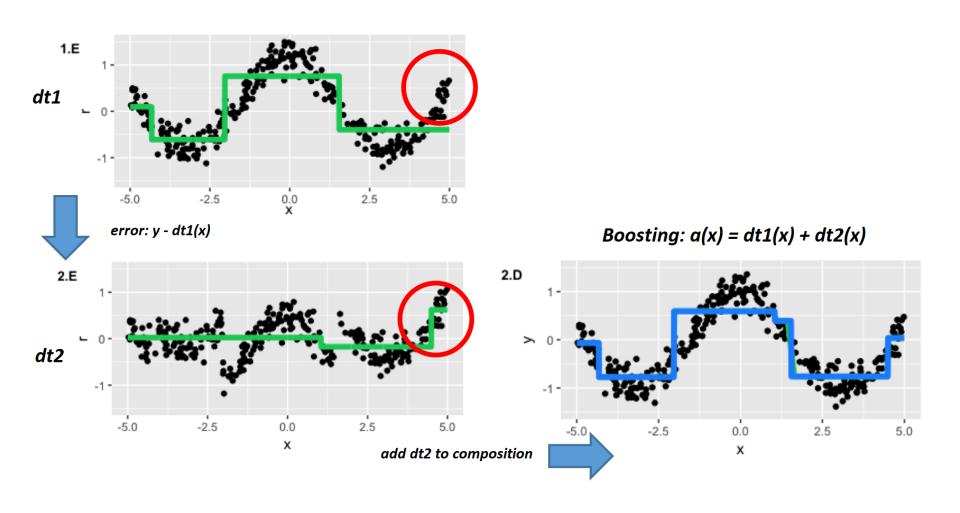
Boosting algorithm

x is an object and y is a target vector.

- Boosting builds an ensemble of trees *one-by-one*, then the predictions of the individual trees *are summed*.
- If an ensemble has two trees at the current step, we have: $a(x) = b_1(x) + b_2(x)$
- The next decision tree $b_3(x)$ tries to predict the error of the composition. That means that the target vector for the next algorithm is

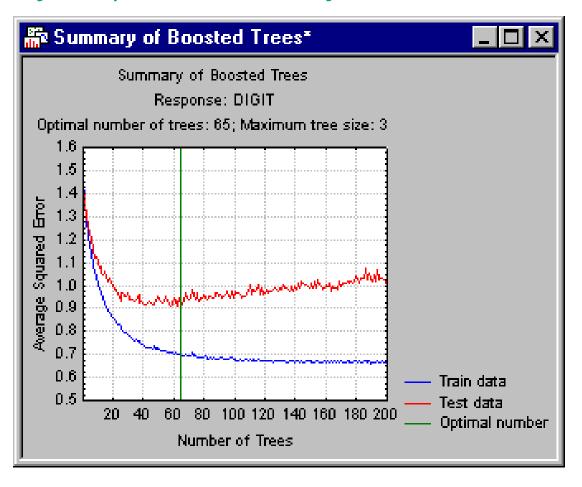
$$y_{new} = y - a(x)$$

Boosting algorithm



Gradient boosting overfits

- Since at each iteration we reduce the error on the training data, at some point boosting will begin to overfit - the error on the test data will begin to grow.
- You need to find optimal number of trees to minimize test error.



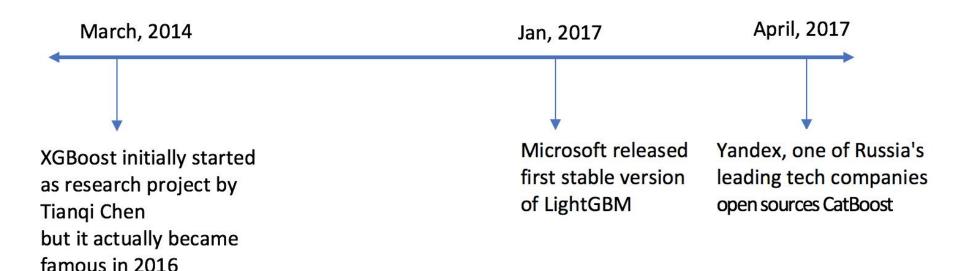
Gradient Boosting implementations

XGBoost

CatBoost

LightGBM

XGBoost, LightGBM, CatBoost



XGBoost loss (Extreme gradient boosting)

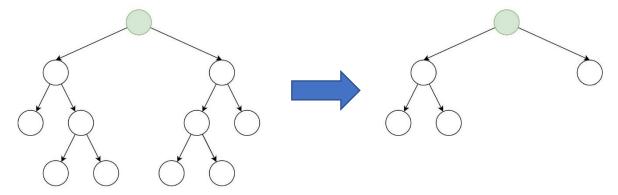
Main differences between XGBoost and classic gradient boosting:

1. when constructing each weak learner, the *loss function is* approximated to second-order (in gradient boosting – to first order)

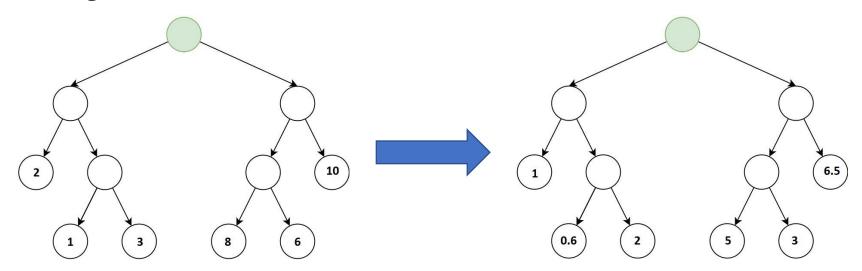
XGBoost loss (Extreme gradient boosting)

Main differences between XGBoost and classic gradient boosting:

- 2. we add a *regularization* to the loss: we penalize the tree
- for the number of leaves



- for large forecasts in the leaves



XGBoost

- Xgboost documentation
- https://machinelearningmastery.com/gentle-introduction-xgboost-applied-machine-learning/
- https://www.datacamp.com/community/tutorials/xgboost-in-python

CatBoost is the first Russian machine learning algorithm developed to be open source. The algorithm was developed in the year 2017 by machine learning researchers and engineers at Yandex (a technology company).

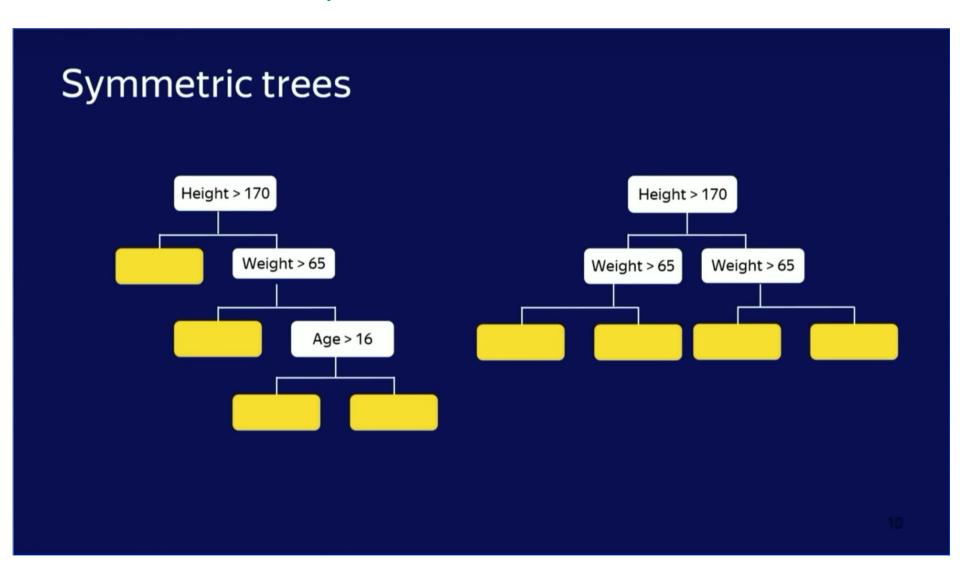


Main advantages:

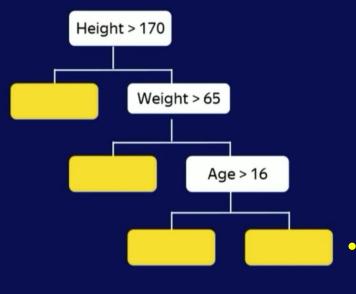
- Very good quality on many datasets
- High prediction speed
- Support for both numerical and categorical features
- Fast GPU support

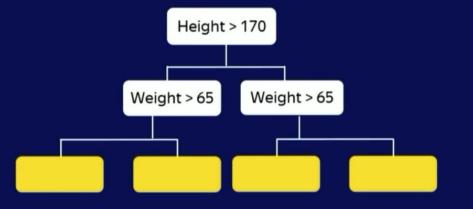


CatBoost builds symmetric trees:



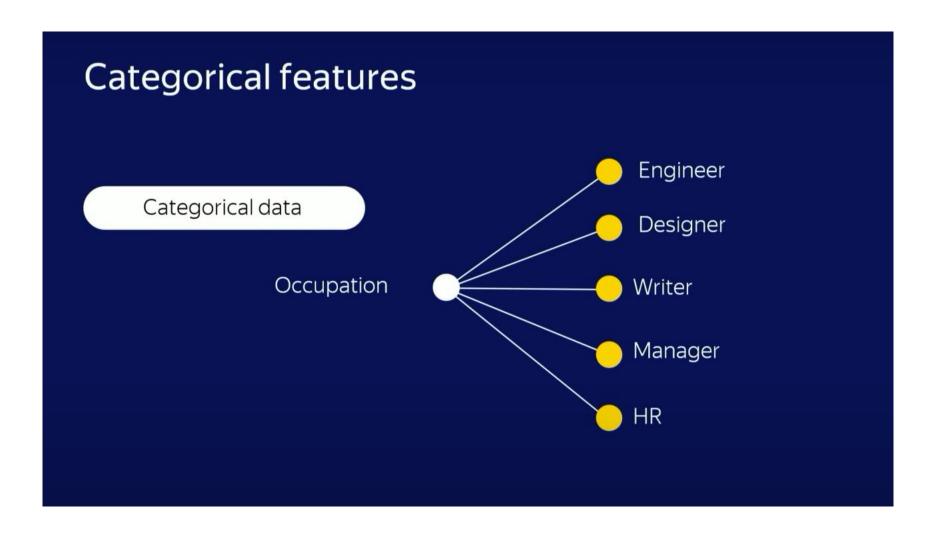
Symmetric trees (ST)





- ST overfit less then standard trees because of the fixed structure
- Thanks to ST, CatBoost shows good quality even with default parameters

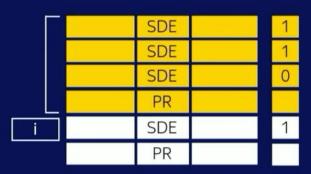
• CatBoost encodes categorical features.



CatBoost encodes categorical features.

Categorical features support

- > One-hot encoding
- Statistics based on category and category plus label value
- > Usage of several permutations
- Greedy constructed feature combinations



$$i \longrightarrow \frac{1+1+0+a*Prior}{3+a}$$

CatBoost encodes categorical features.

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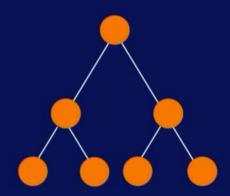
Г	SDE	1
	SDE	1
	SDE	0
	PR	
i	SDE	1
	PR	

$$i \longrightarrow \frac{1+1+0+a*Prior}{3+a}$$

 You don't need to spend time to find optimal set of encodings for your dataset. CatBoost does all the job.

CatBoost uses ordered boosting

Ordered boosting



leafValue(doc) =
$$\sum_{i=1}^{doc} \frac{g(approx(i), target(i))}{docs in the past}$$

- DT overfits because we use the same data to find tree structure and to make the predictions in leaves
- Ordered boosting is a procedure that reduces overfitting by adding randomness in the process of making the predictions in leaves

CatBoost

- CatBoost documentation
- video presentation (very good!)
- https://coderzcolumn.com/tutorials/machine-learning/catboost-an-in-depth-guide-python

LightGBM was developed by researchers in Microsoft Research in 2017. It is also an open source library.

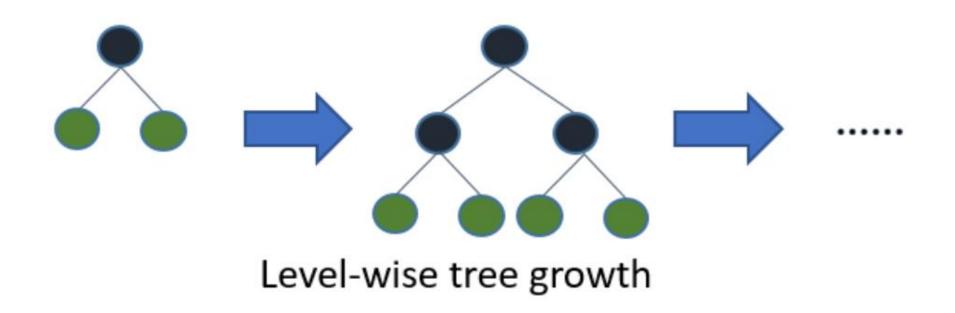


Main advantages of LightGBM:

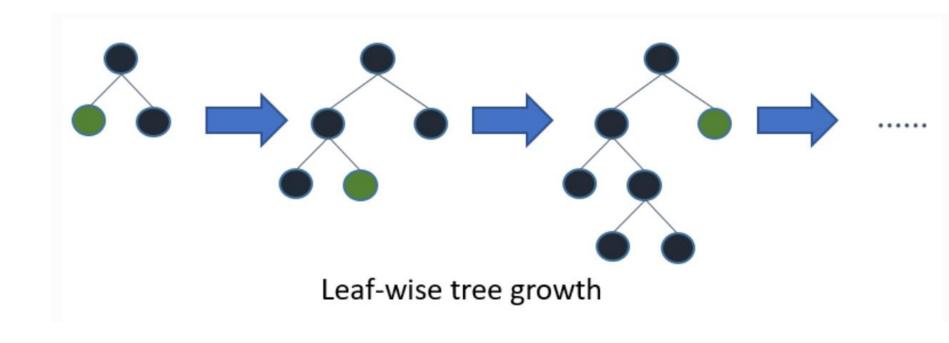
- "Light" = high speed
- can handle large size of data
- focuses on the accuracy of results
- supports GPU learning



Usually boosting grows tree *level-wise*:



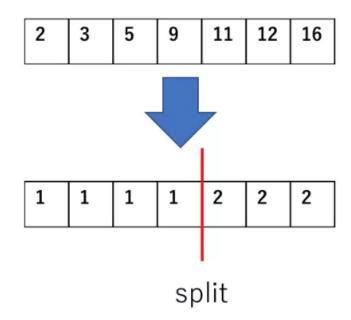
LightGBM grows tree *leaf-wise*:



- it will choose the leaf with max delta loss to grow
- leaf-wise algorithm can reduce more loss than a level-wise algorithm

LightGBM works fast because of feature bucketing.

- it uses a histogram based algorithm to find the optimal split point while creating a weak learner
- therefore, each continuous numeric feature should be split into discrete bins



An example of how binning can reduce the number of splits to explore. The features must be sorted in advance for this method to be effective.

- <u>LightGBM documentation</u>
- https://towardsdatascience.com/what-makes-lightgbm-lightning-fast-a27cf0d9785e
- https://medium.com/@pushkarmandot/https-medium-com-pushkarmandot/https-medium-com-pushkarmandot/https-medium-com-pushkarmandot/https-medium-com-pushkarmandot/https-medium-com-pushkarmandot/https-medium-com-pushkarmandot/https-medium-com-pushkarmandot-what-is-lightgbm-how-to-implement-it-how-to-fine-tune-the-parameters-60347819b7fc

Thank you for your attention!

Now it's time for practice!

