

Boosting

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What you will know

→ The idea behind boosting

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- How to create a strong and efficient learning algorithm

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- How to create a strong and efficient learning algorithm
- What is AdaBoost and why is it so successful?

Let's talk about training a model

How to train a machine learning model

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But there is one problem...

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...so what can we do?

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Let's call ERM on a simple class a **weak learner**. We will formally define it later...

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But first, let's get back to weak learning.

Weak Learnability

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In weak learning, we only want the error to be less than 50%.

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...but how does this help us?

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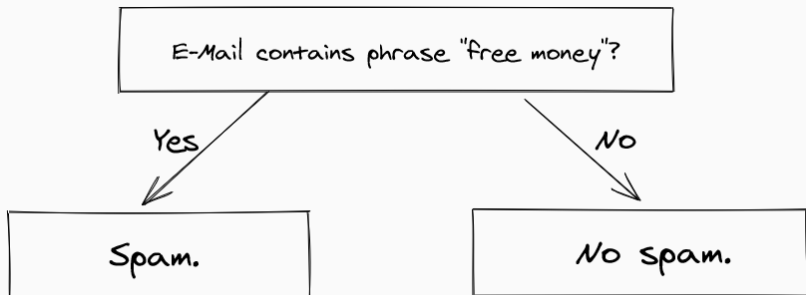
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Lets look at an example (Decision Stumps)

Spam detection with decision stumps



Made with Excalidraw

Figure 1: This is a Decision Stump.

ERM for decision stumps is efficient

- Decision Stumps partition the instance space \mathcal{X} along a single dimension

¹ D_i are sample weights

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This can be solved in $\mathcal{O}(dm)$!

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But how to do that? The AdaBoost algorithm will tell us...

AdaBoost

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Let's look at this in more detail...

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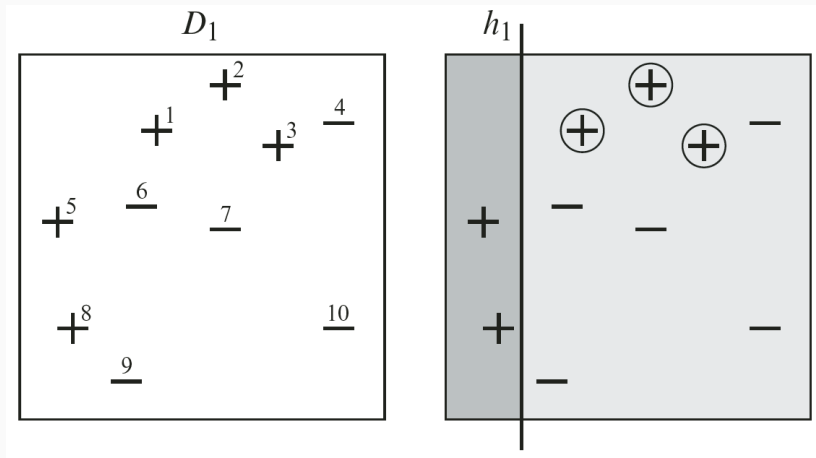
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3. Update the weights $D_i^{(t)}$ like this

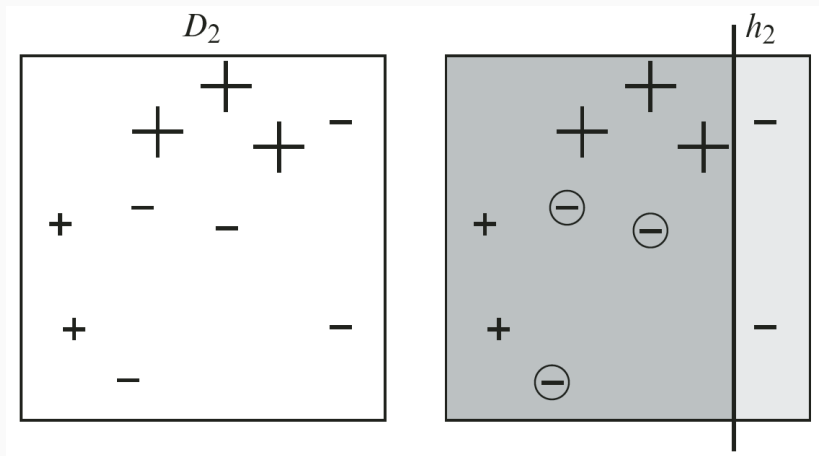
$$D_i^{(t+1)} = \frac{D_i^{(t)} \exp(-w_t y_i h_t(\mathbf{x}_i))}{\sum_{j=1}^m D_j^{(t)} \exp(-w_t y_j h_t(\mathbf{x}_j))}$$

A step by step example²



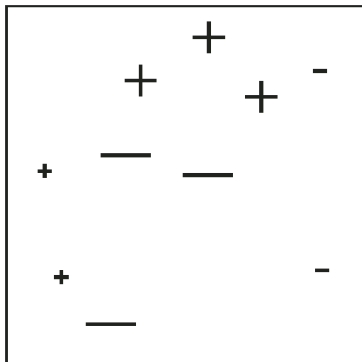
²Taken from the book *Boosting: Foundations and Algorithms* written by Freund and Schapire [3]. You can read it for free at <https://mitpress.mit.edu/books/boosting>

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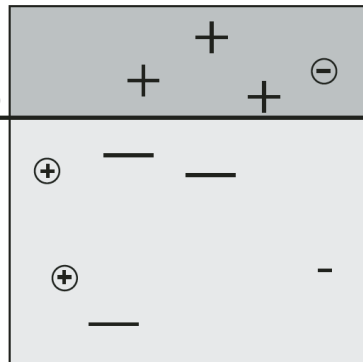


A step by step example

D_3



h_3



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$$H = \text{sign} \left(0.42 \begin{array}{|c|} \hline \text{[Diagram: Left column shaded, right column light]} \\ \hline \end{array} + 0.65 \begin{array}{|c|} \hline \text{[Diagram: Left column shaded, right column light]} \\ \hline \end{array} + 0.92 \begin{array}{|c|} \hline \text{[Diagram: Top row shaded, bottom row light]} \\ \hline \end{array} \right)$$

$$= \begin{array}{|c|c|c|c|} \hline \text{[Diagram: 4x4 grid with shaded cells and +, - signs]} \\ \hline \end{array}$$

Conclusion

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The End.



Y. Freund and R. E. Schapire.

A decision-theoretic generalization of on-line learning and an application to boosting.

Journal of Computer and System Sciences, 55(1):119 – 139, 1997.



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