Machine Learning - Ensemble

ImpactDeal 2022

Boosting

1. Boosting

- a. History
- b. How Boosting Works
- c. Difference with Random Forest
- d. Popular Implementations
 - i. XGBoost
 - ii. LightGBM

Randomized Trees

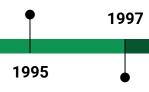
Ho proposes the idea of aggregating predictions of trees trained on randomly selected features



1995

Randomized Trees

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AdaBoost

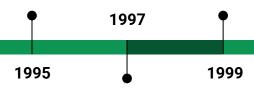
First successful realization of boosting by Freund and Schapire

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Gradient Boosting Machines

Friedman reformulates and generalizes boosting algorithms.



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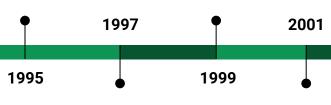
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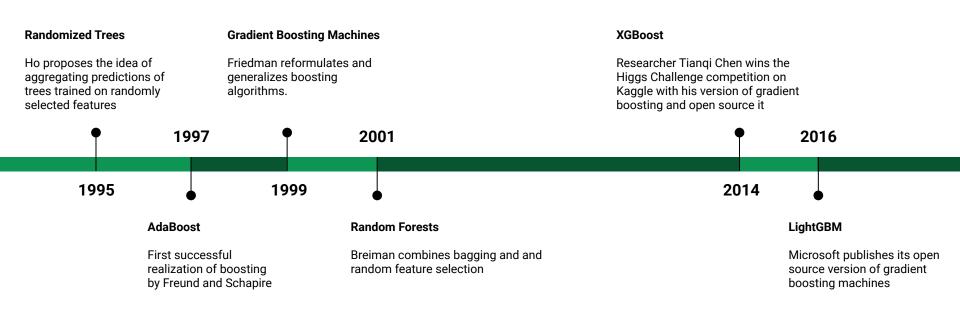


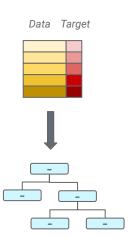
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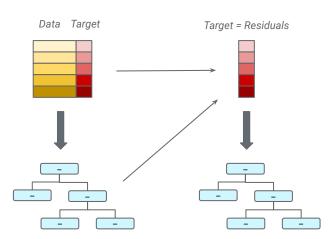
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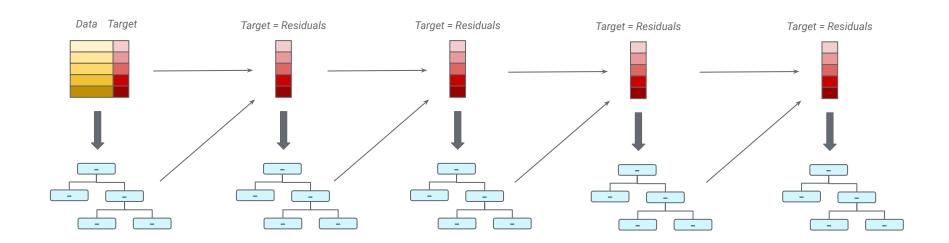
Random Forests

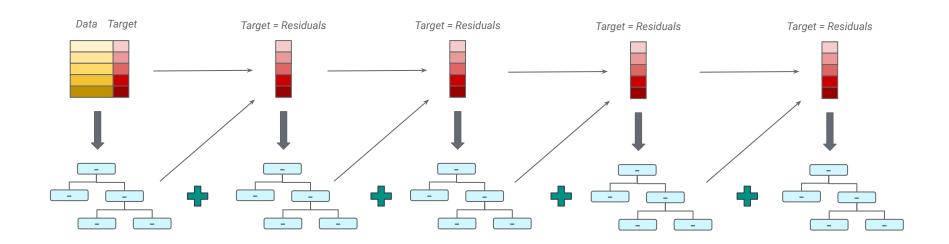
Breiman combines bagging and and random feature selection

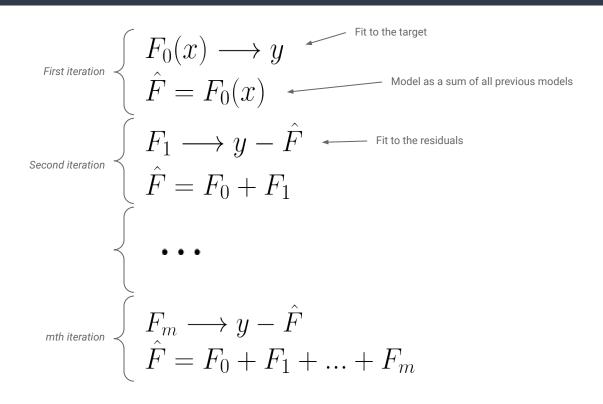




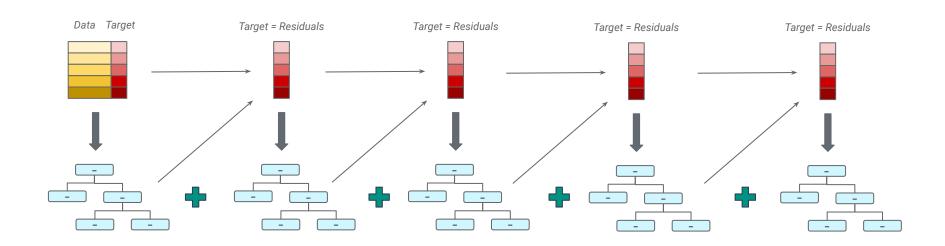




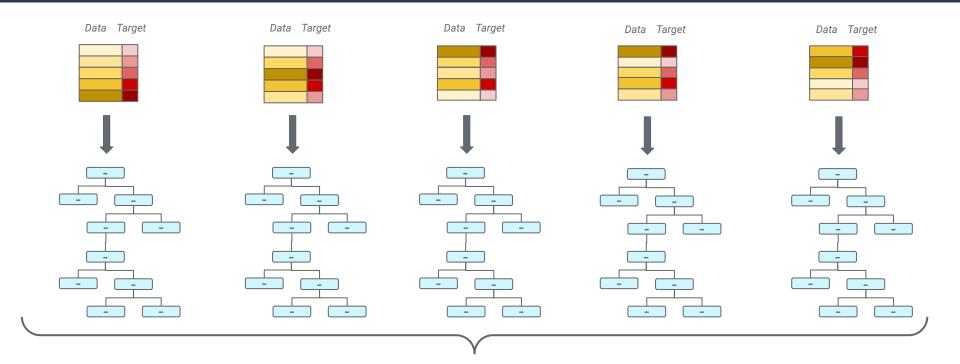




Difference with Random Forest



Difference with Random Forest



Difference with Random Forest

Gradient Boosting Trees

- Trees are grown sequentially
- Additive model made of weak learners

 Trees are fitted on a re-weighted version of the dataset

Random Forests

• Trees are grown in parallel

Predictions of full-grown trees are averaged

Trees are fitted on bootstrap samples of the dataset

Popular Implementations

XGBoost

- Further randomization and regularization
- Parallel processing and system optimisations
- Several loss functions available
- Handling of missing values
- Native support of categorical features
- GPU and distributed computations supported

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