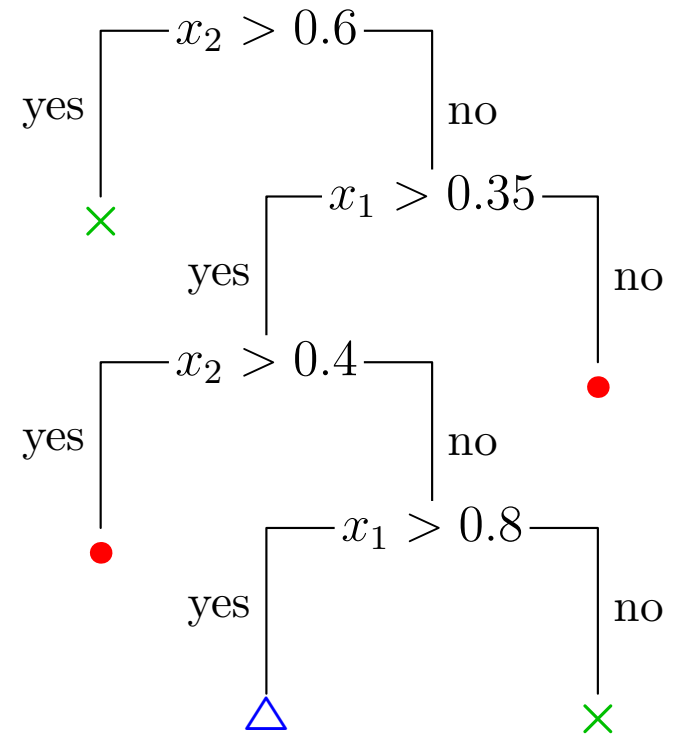
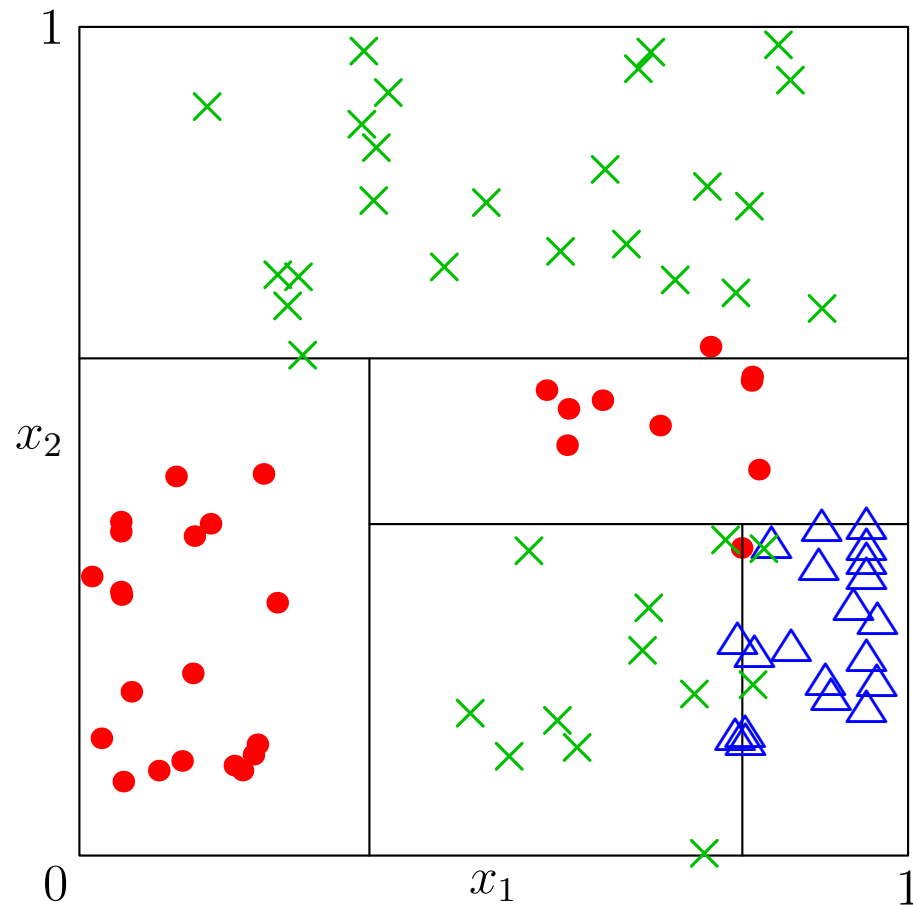


# Advanced Machine Learning

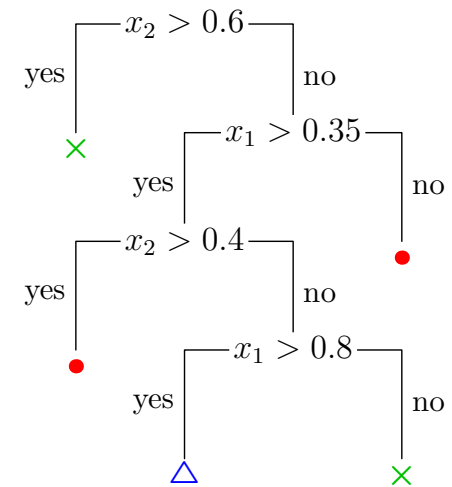
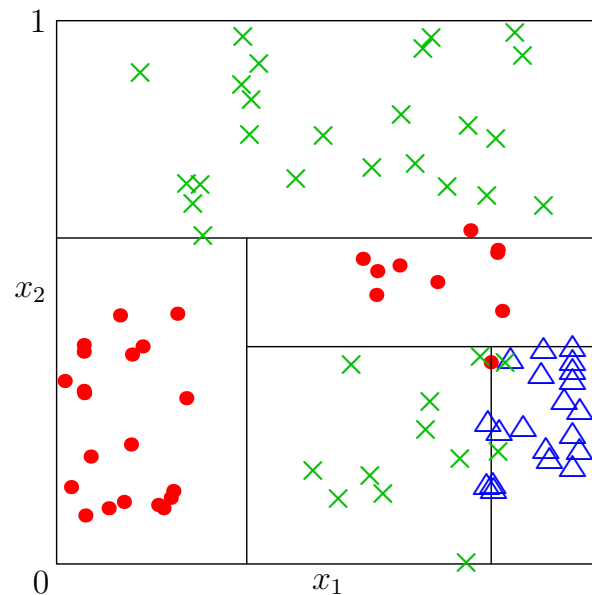
## *Boosting*



*Boosting, AdaBoost, Gradient Boosting*

# Outline

1. **Boosting**
2. AdaBoost
3. Gradient Boosting
4. Dropout



# Boosting

- In boosting we make a **strong learner** by using a weighted sum of **weak learners**

$$C_n(\mathbf{x}) = \sum_{i=1}^n \alpha_i \hat{h}_i(\mathbf{x})$$

- Weak learners,  $\hat{h}_i(\mathbf{x})$ , are learning machine that do a little better than chance
- The trick is to choose the weights,  $\alpha_i$
- Because the weak learners do little better than chance we (miraculously) **don't** overfit

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# Shallow Trees

- One of the most effective type of weak learner are very shallow trees
- Sometimes we just use one variable (the stump)
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  - ★ adaboost
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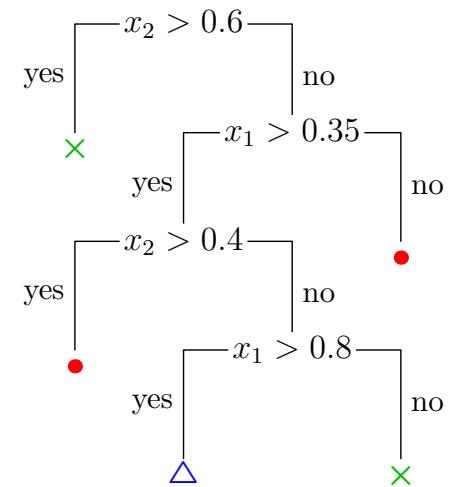
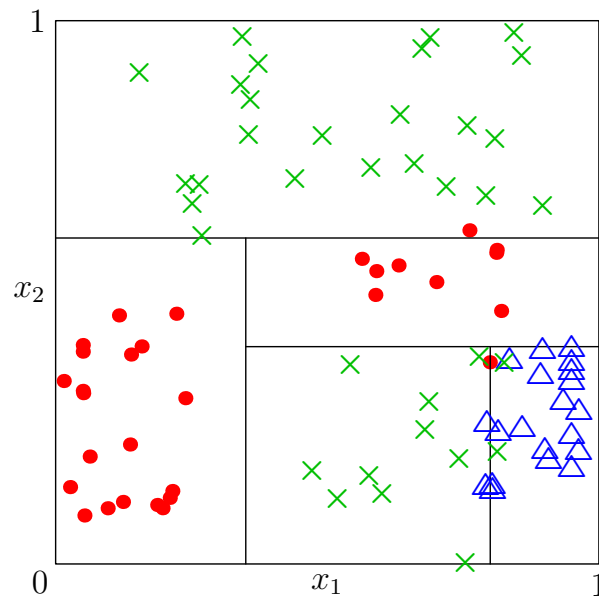
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  - ★ gradient boosting—used for regression, trains a weak learner on the residual errors

# Outline

1. Boosting
2. **AdaBoost**
3. Gradient Boosting
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# Boosting a Binary Classifier

- Suppose we have a binary classification task with data  $\mathcal{D} = \{(\mathbf{x}^\mu, y^\mu) | \mu = 1, 2, \dots, m\}$  with  $y^\mu \in \{-1, 1\}$
- Our  $i^{th}$  weak learner provides a prediction  $\hat{h}_i(\mathbf{x}^\mu) \in \{-1, 1\}$
- We ask, can we find a linear combination

$$C_n(\mathbf{x}) = \alpha_1 \hat{h}_1(\mathbf{x}) + \alpha_2 \hat{h}_2(\mathbf{x}) + \dots + \alpha_n \hat{h}_n(\mathbf{x})$$

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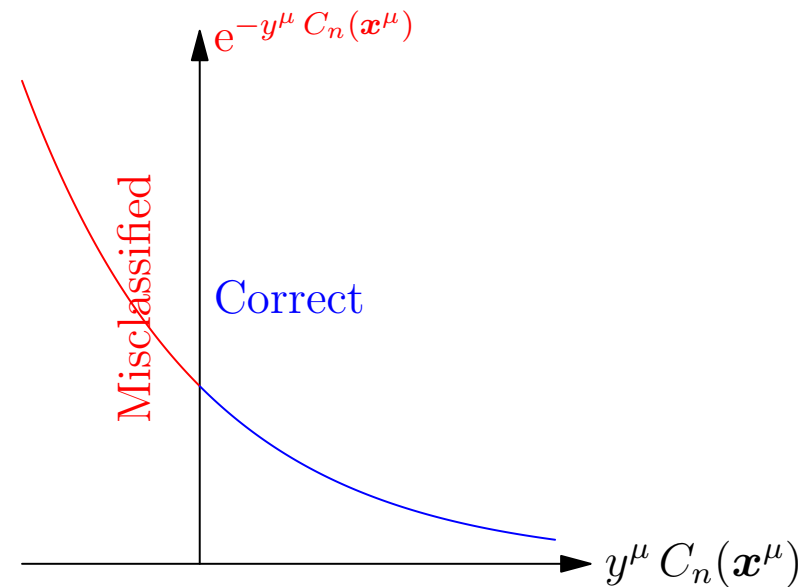
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- Note we want  $y^\mu C_n(\mathbf{x}^\mu) > 0$

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- AdaBoost is a classic solution to this problem
- It assigns an “loss function”

$$L_n = \sum_{\mu=1}^m e^{-y^\mu C_n(\mathbf{x}^\mu)}$$

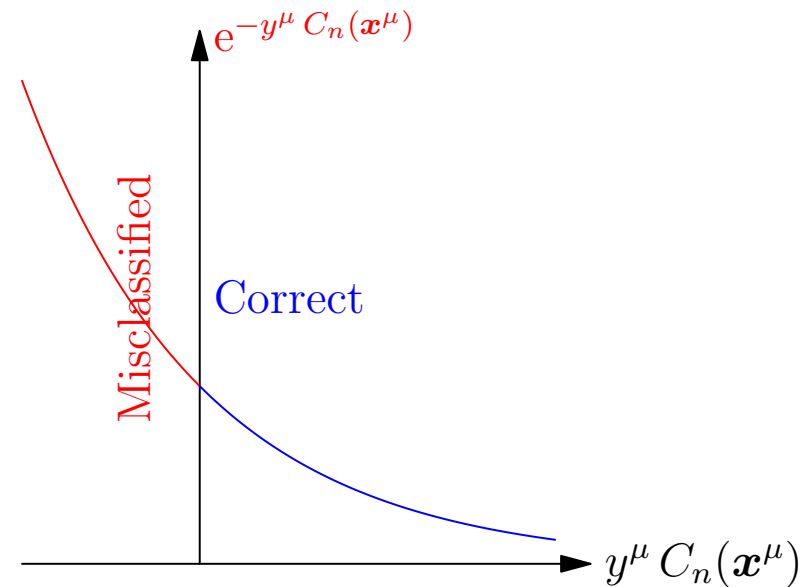


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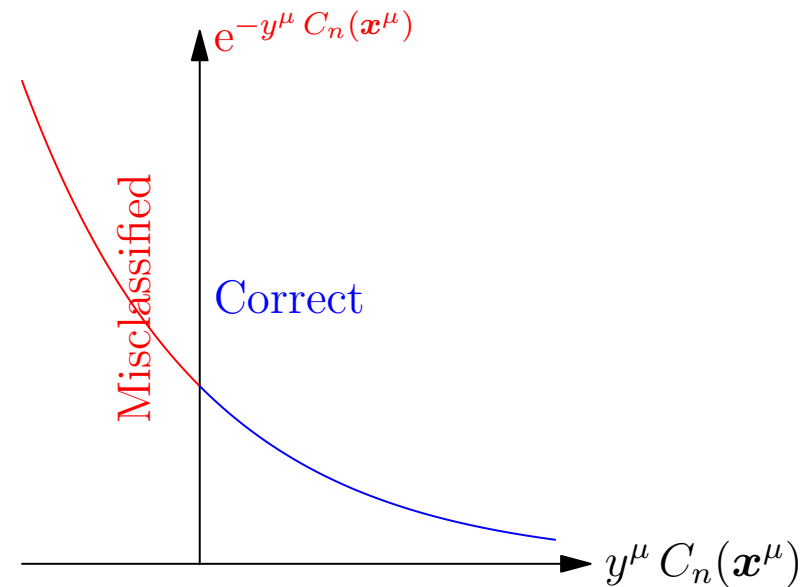


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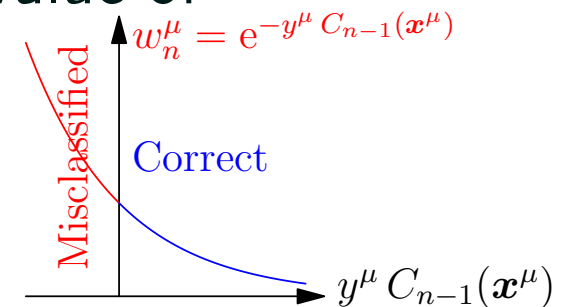
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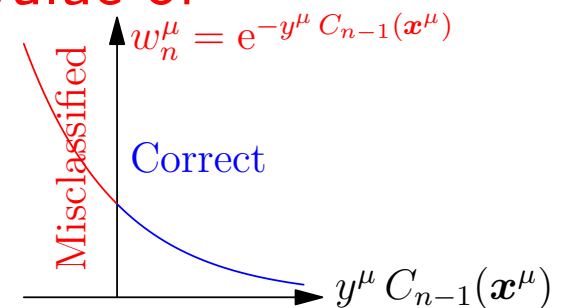
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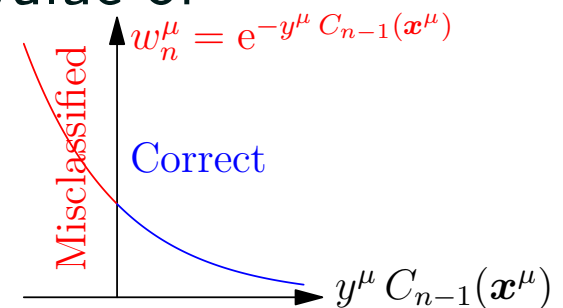
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# Algorithm

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# Performance

- Adaboost works well with weak learners, usually out-performing bagging
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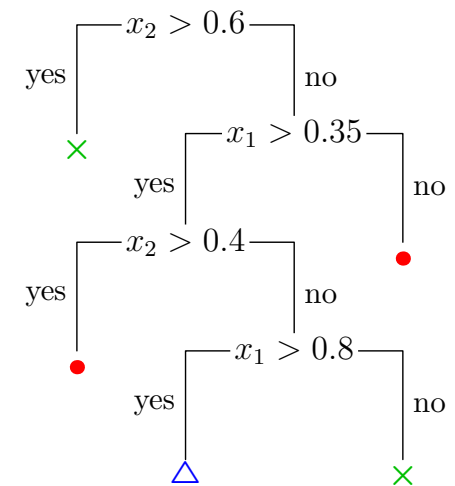
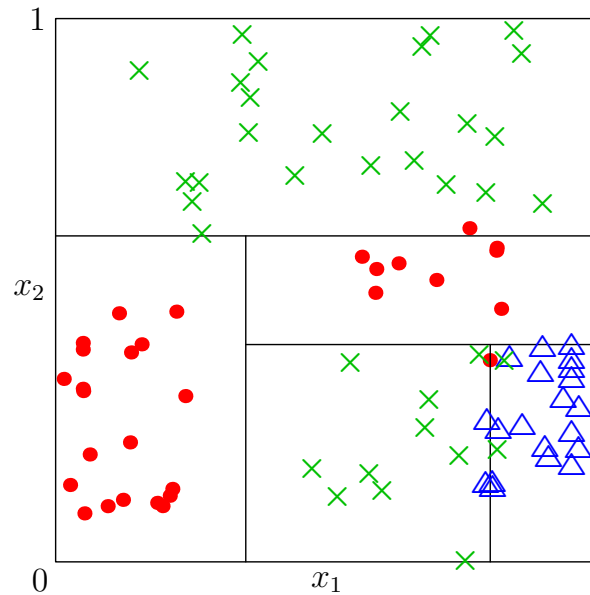
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2. AdaBoost
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# Gradient Boosting

- In gradient boosting we again build a strong learner as a linear combination of weak learners

$$C_n(\mathbf{x}) = C_{n-1}(\mathbf{x}) + \hat{h}_n(\mathbf{x})$$

- Gradient boosting used on regression (again using decision trees)
- At each step  $\hat{h}_n(\mathbf{x})$  is trained to predict the **residual error**,  $\Delta_{n-1} = y - C_{n-1}(\mathbf{x})$ , (i.e. the target minus the current prediction)
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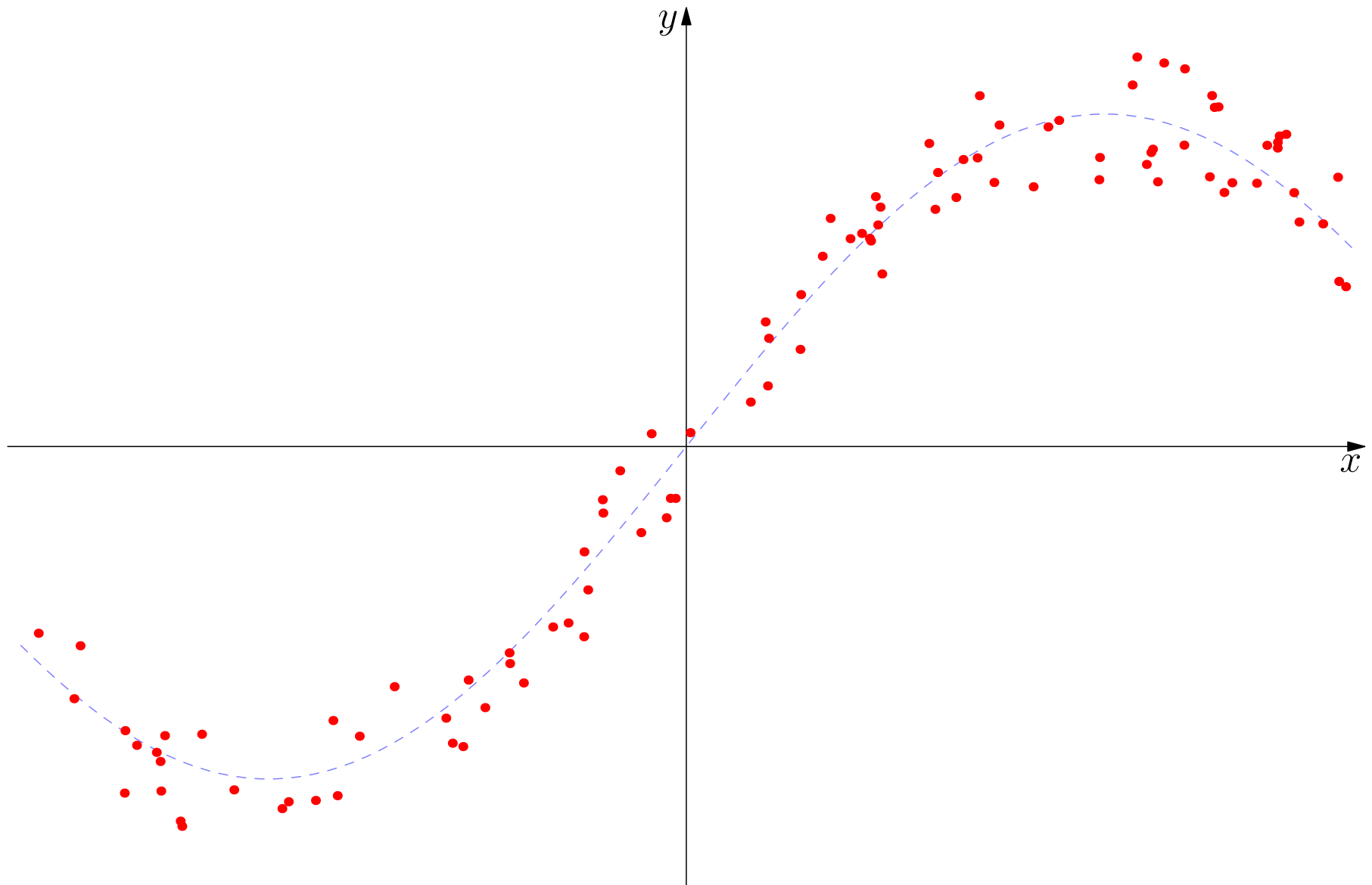
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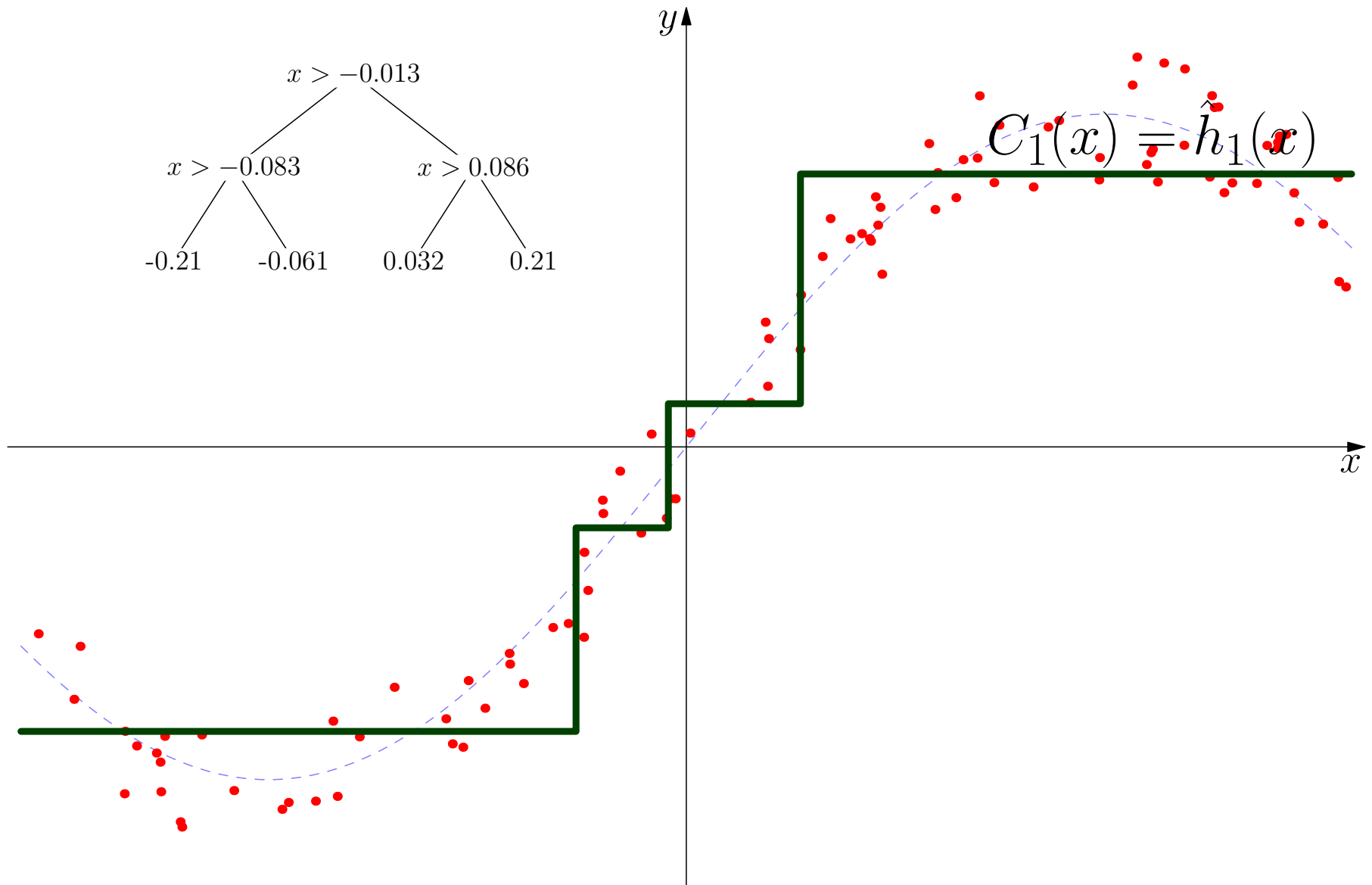
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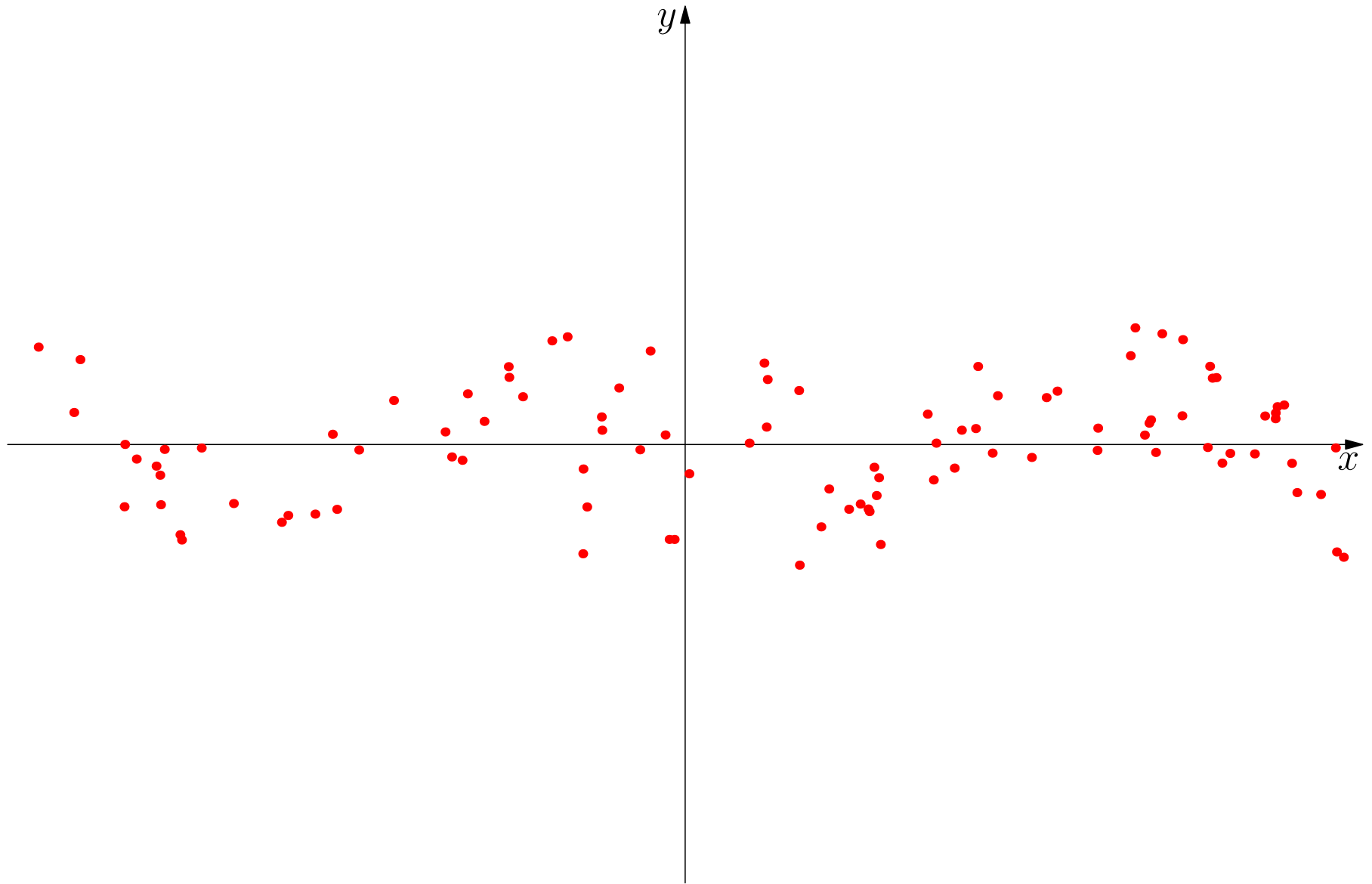
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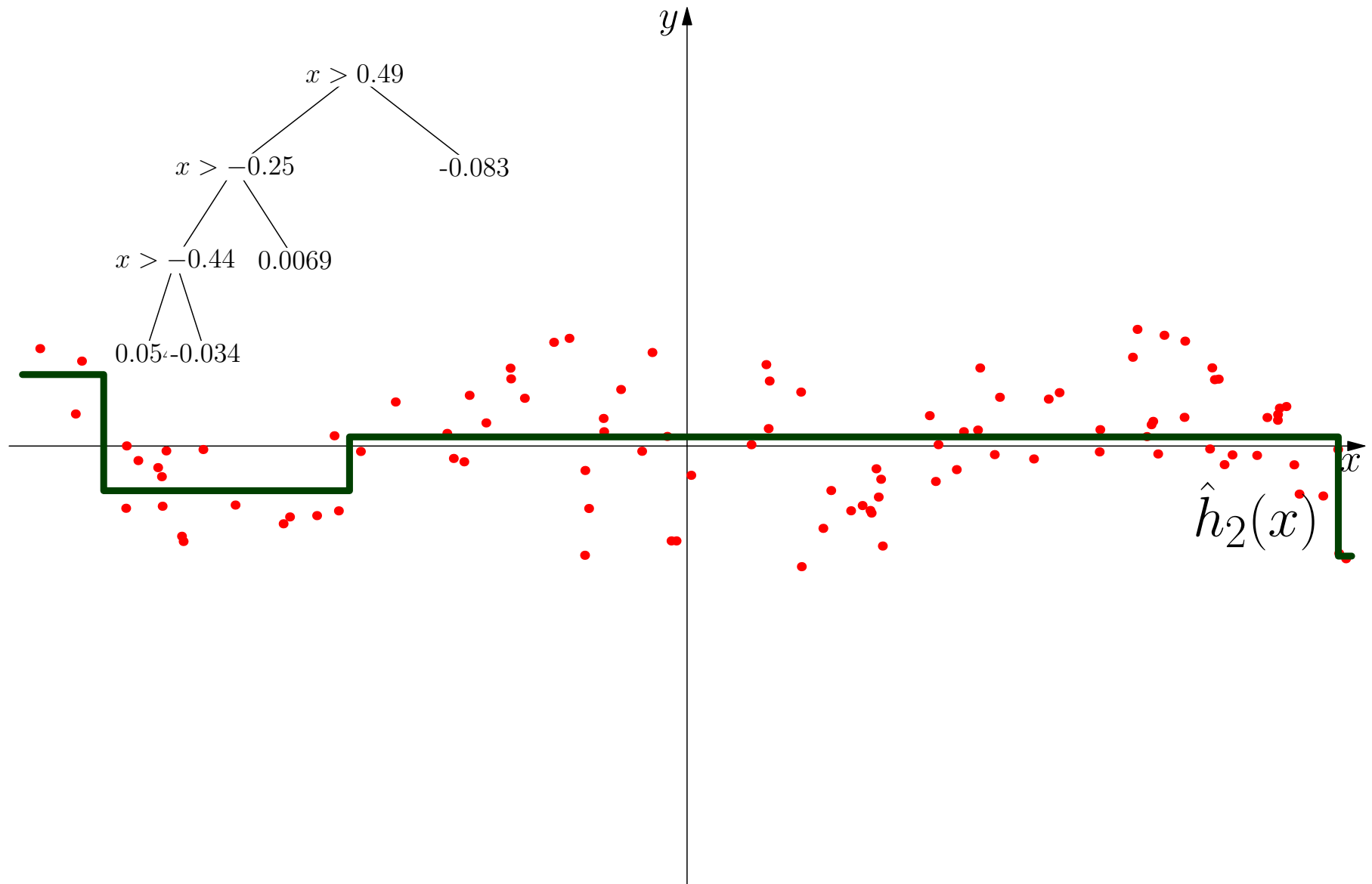


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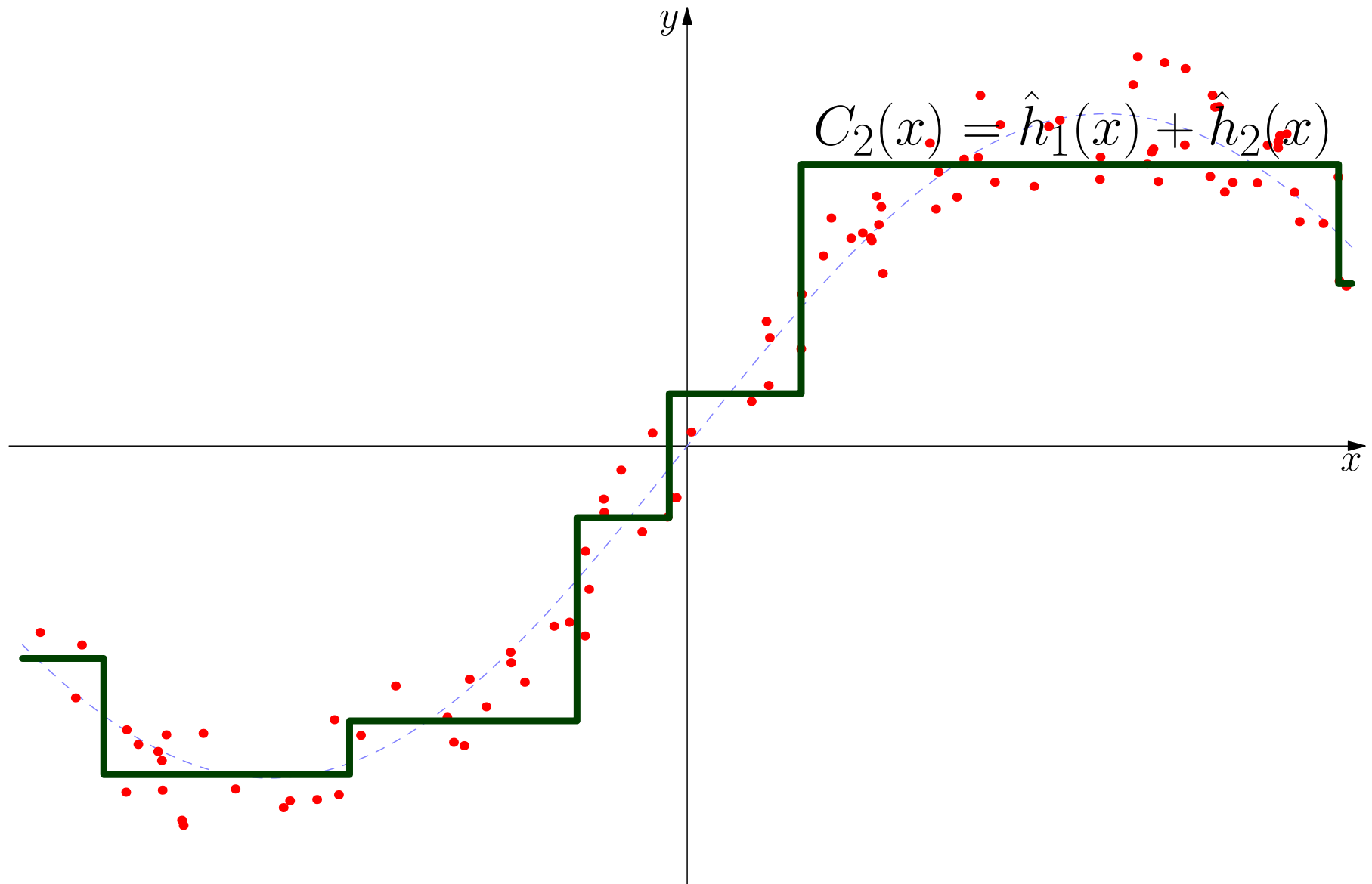




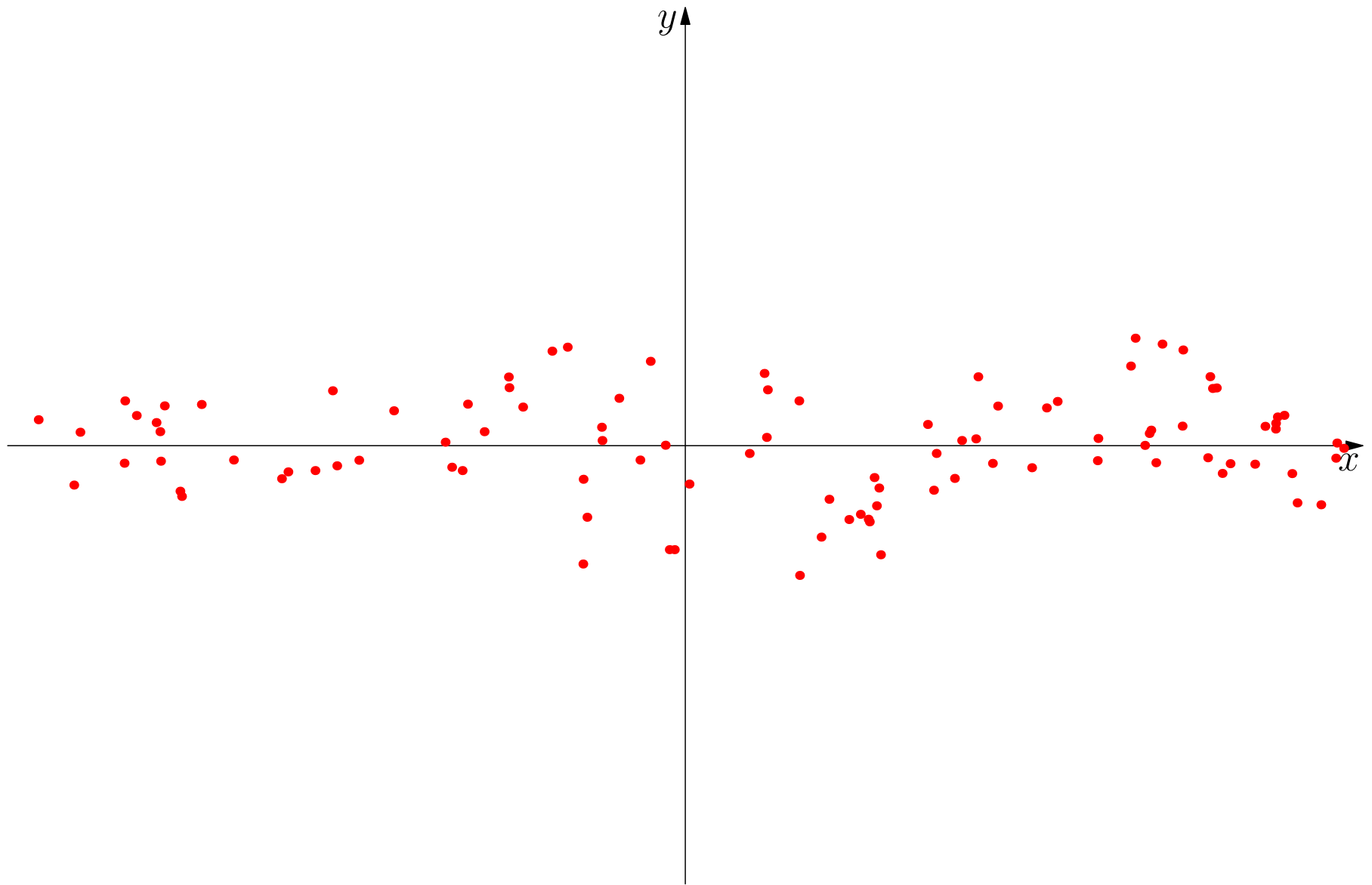
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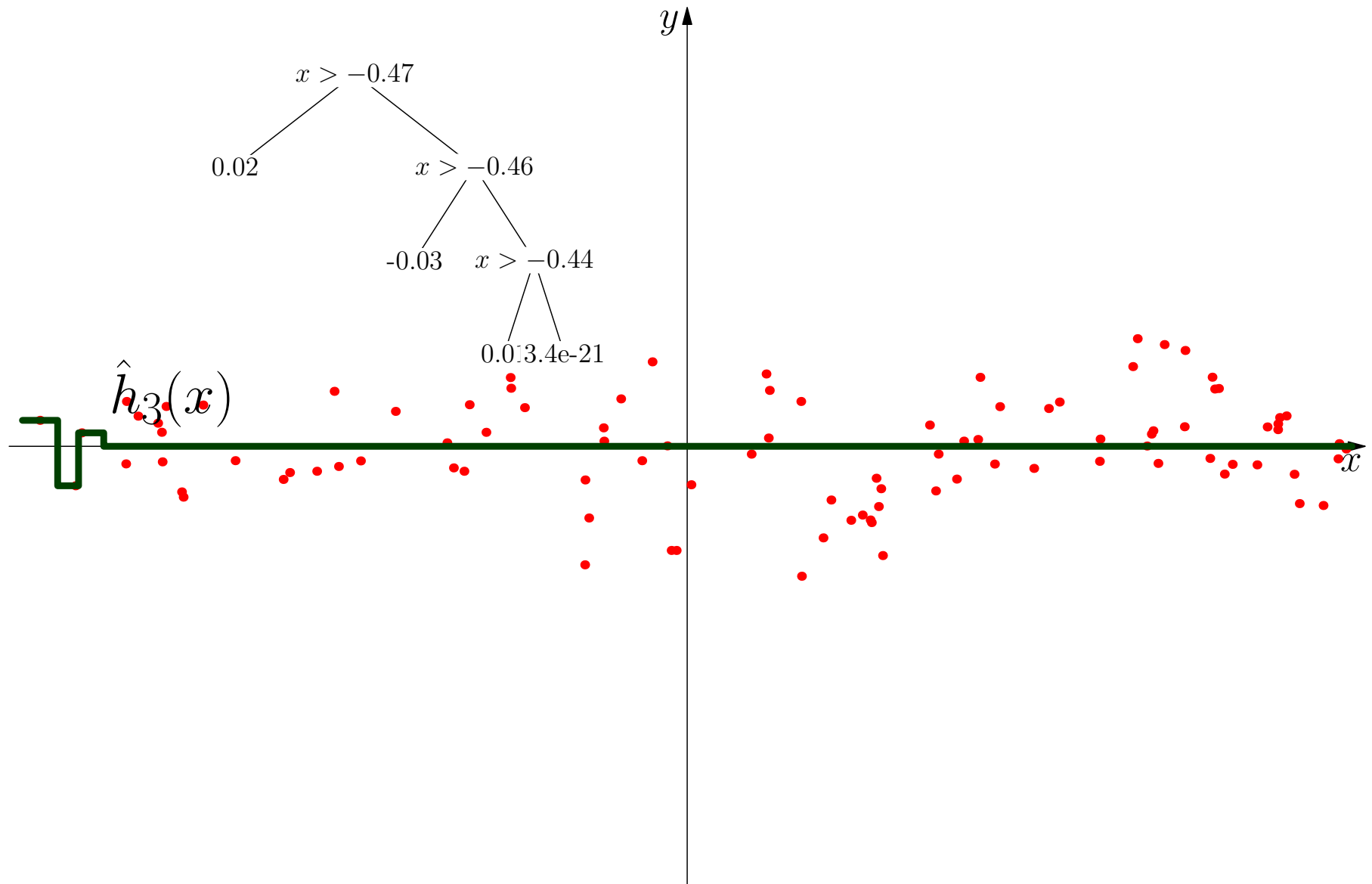
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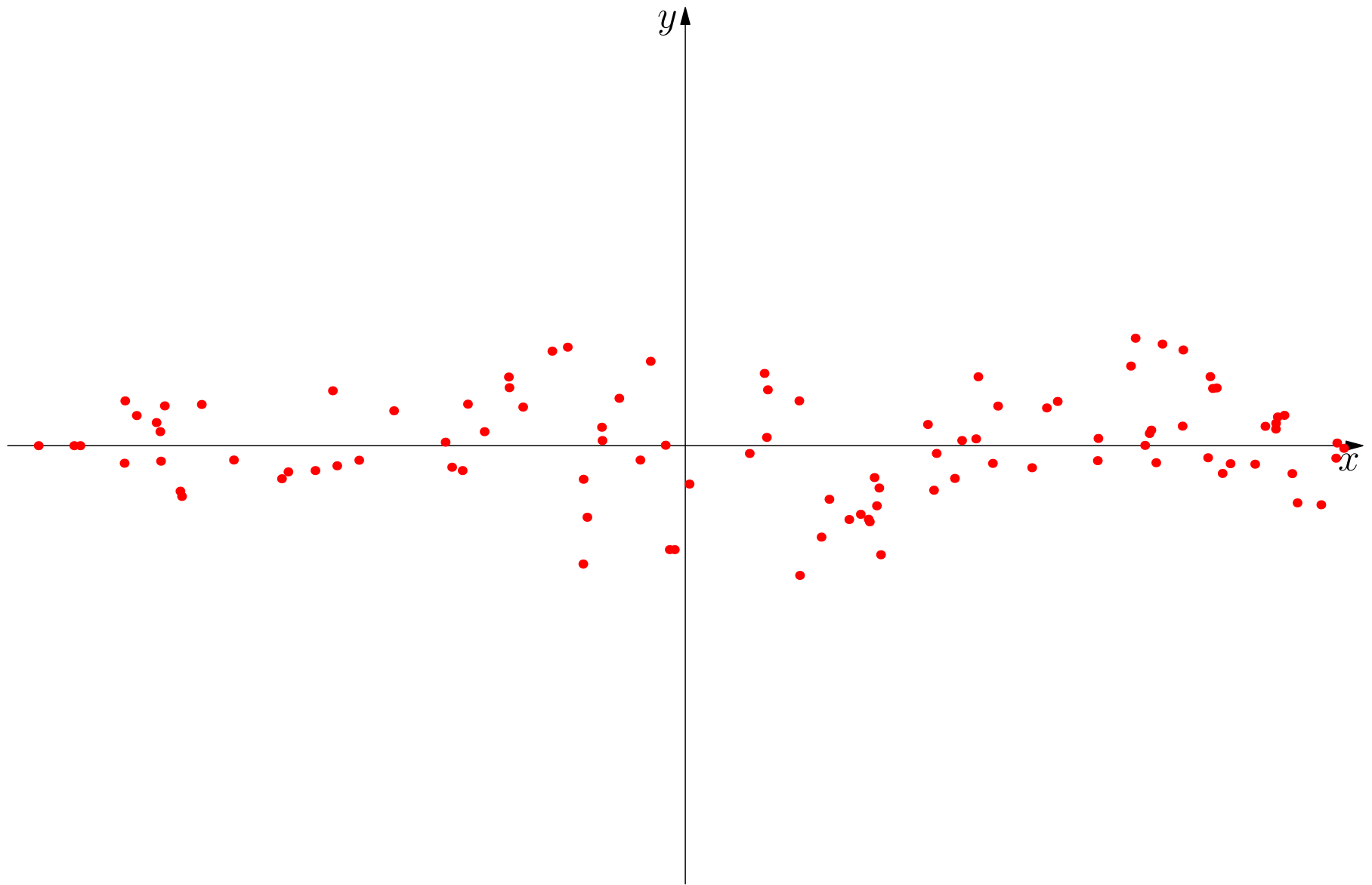
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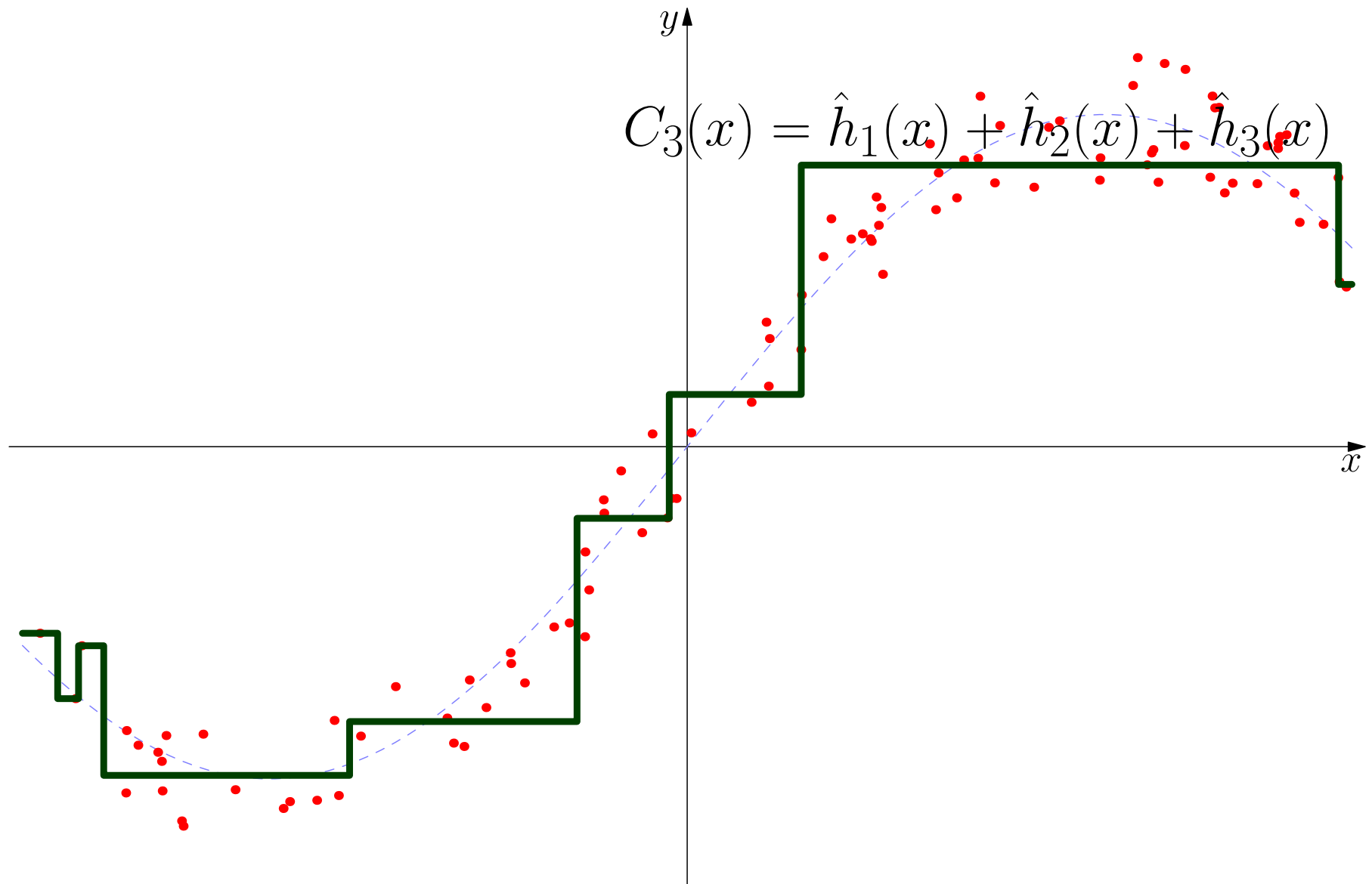
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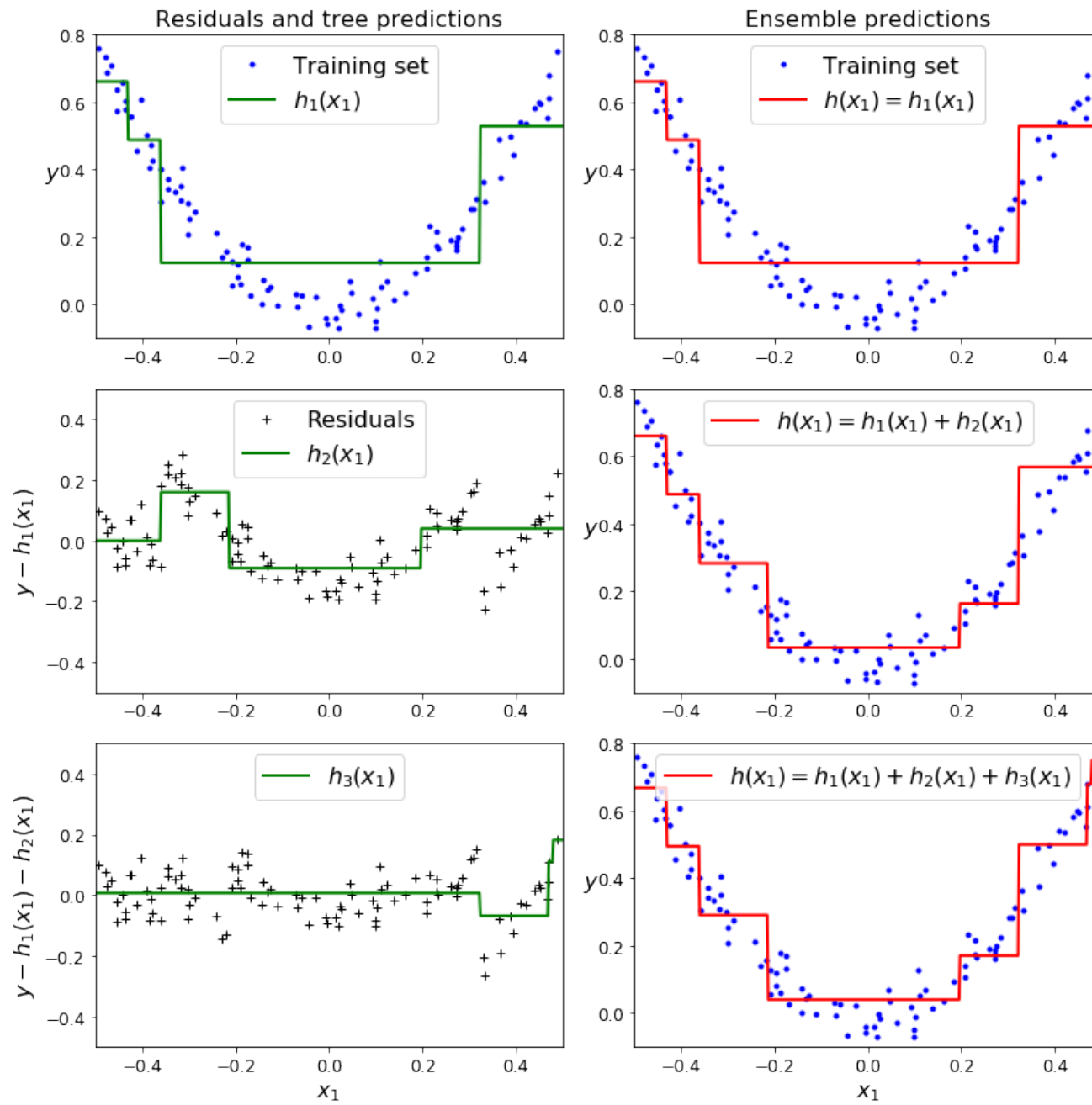


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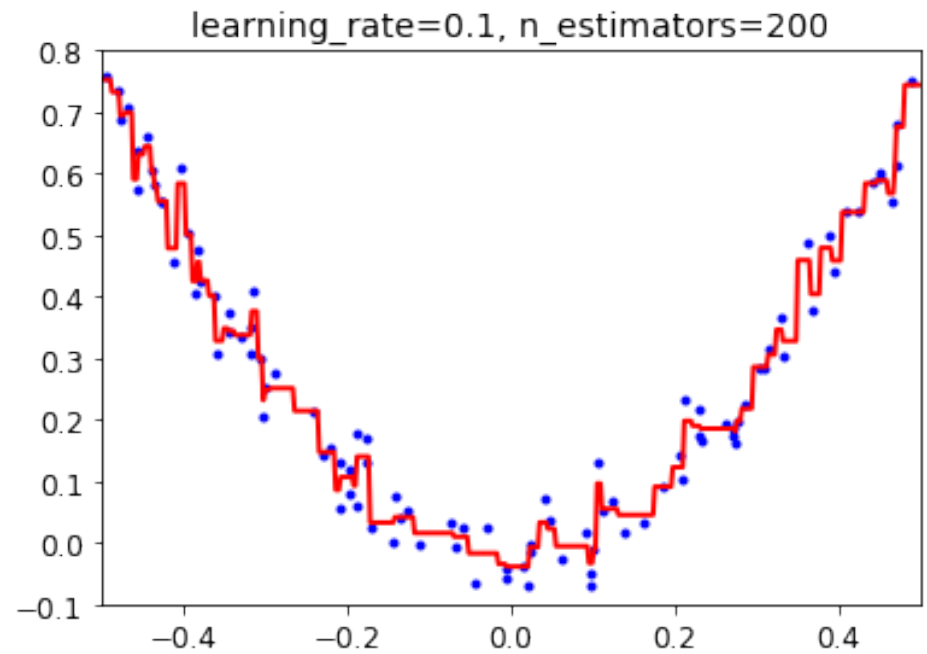
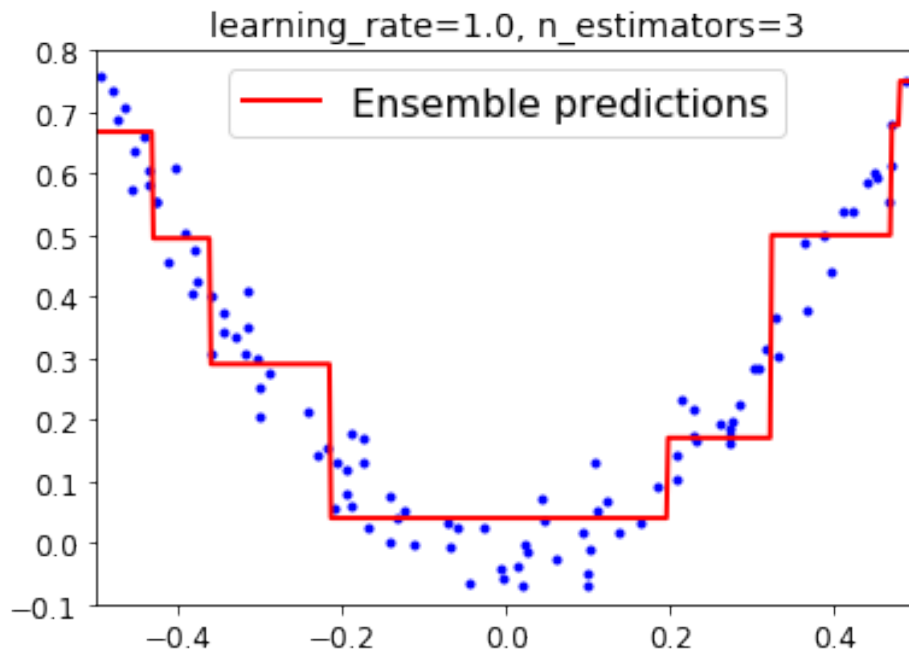
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# Keep On Going

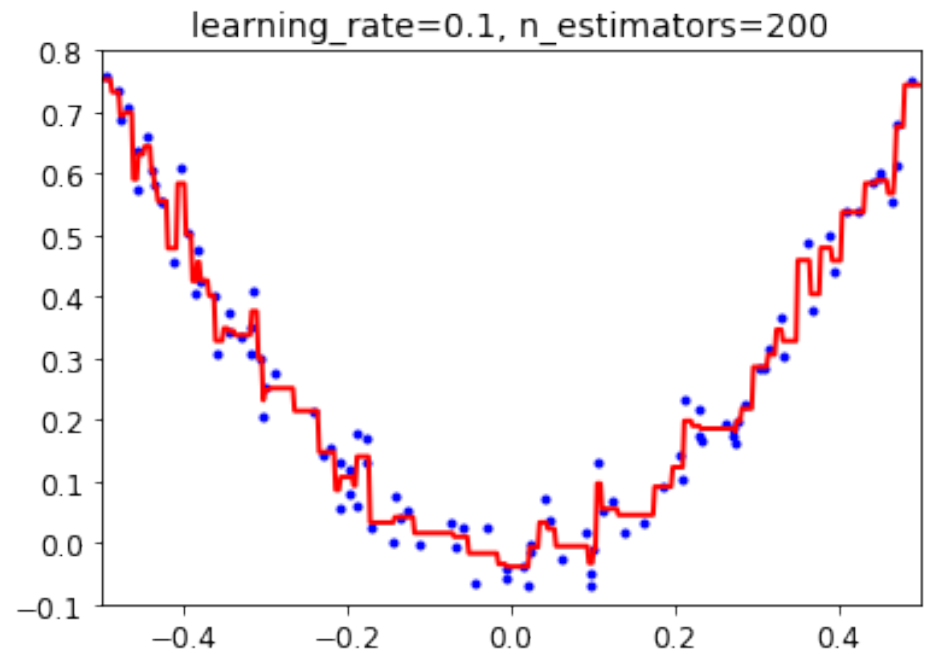
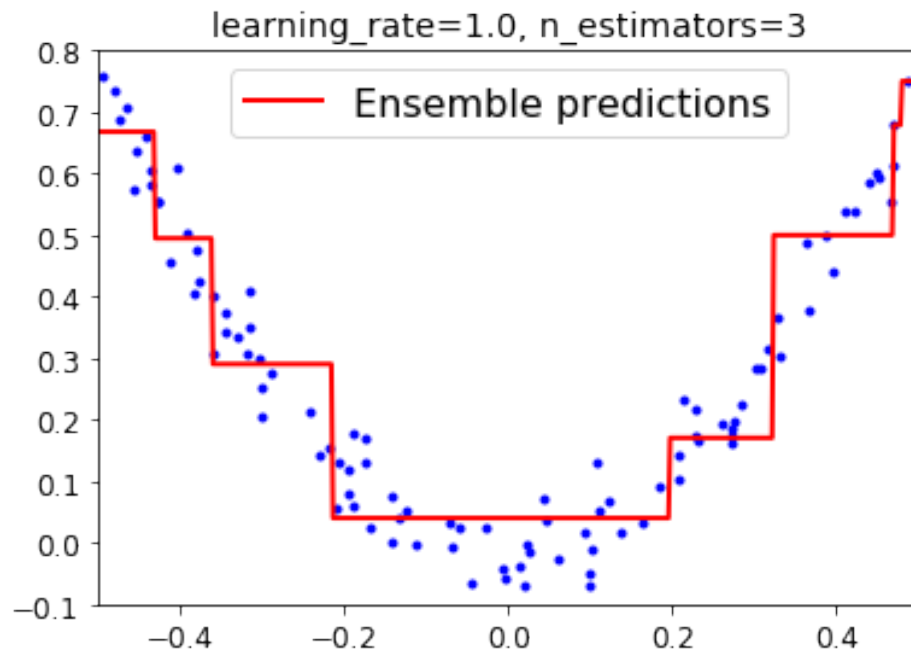
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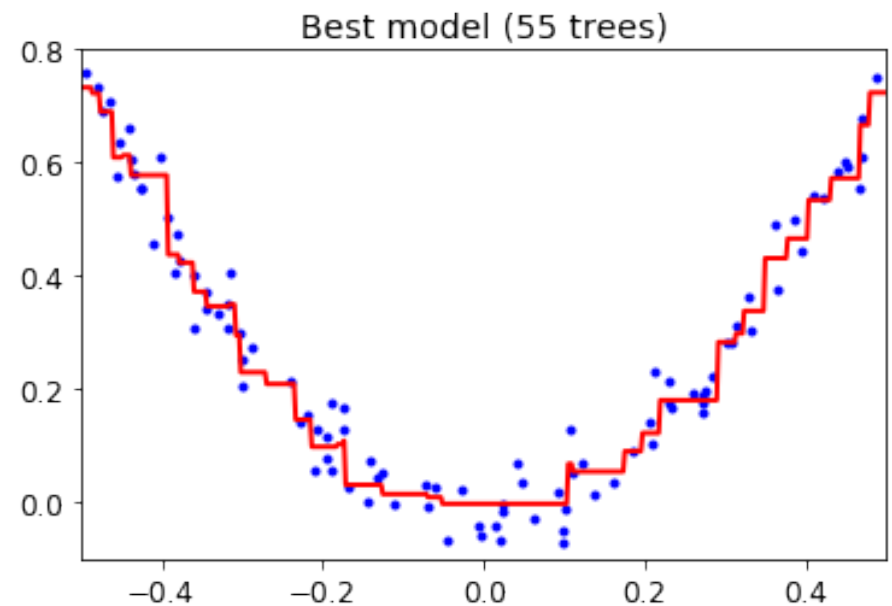
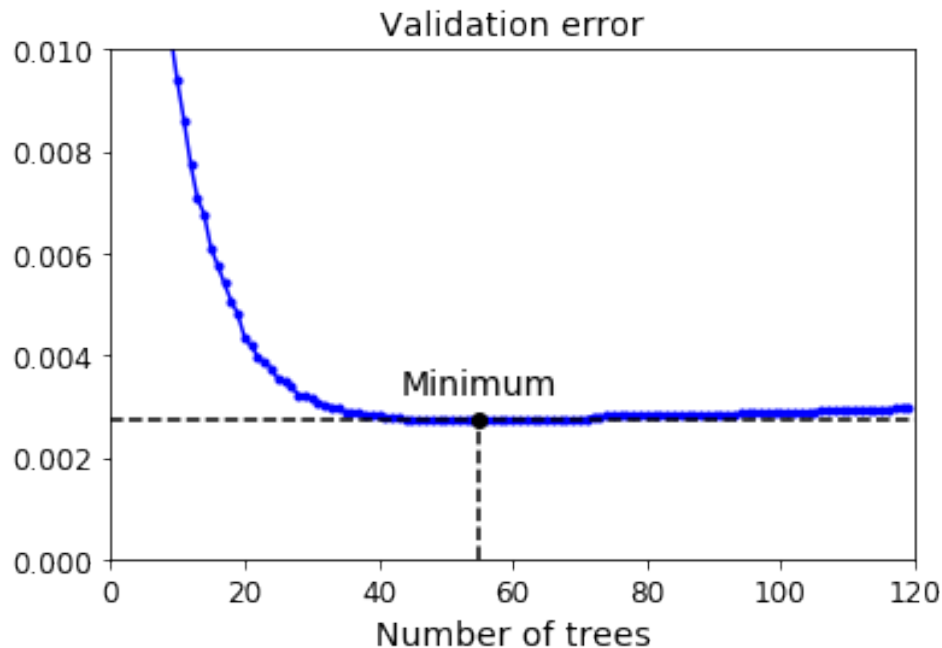
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- But we will over-fit eventually

# Early Stopping

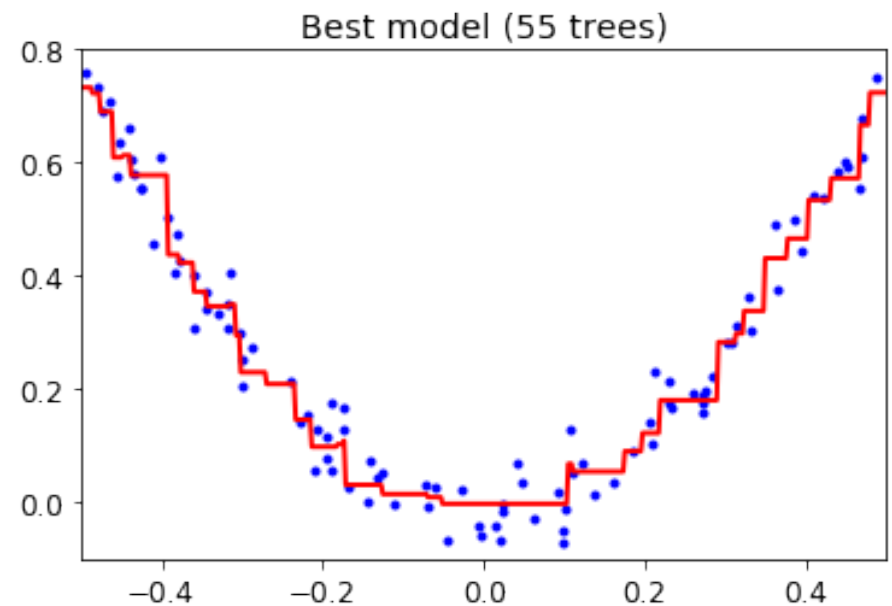
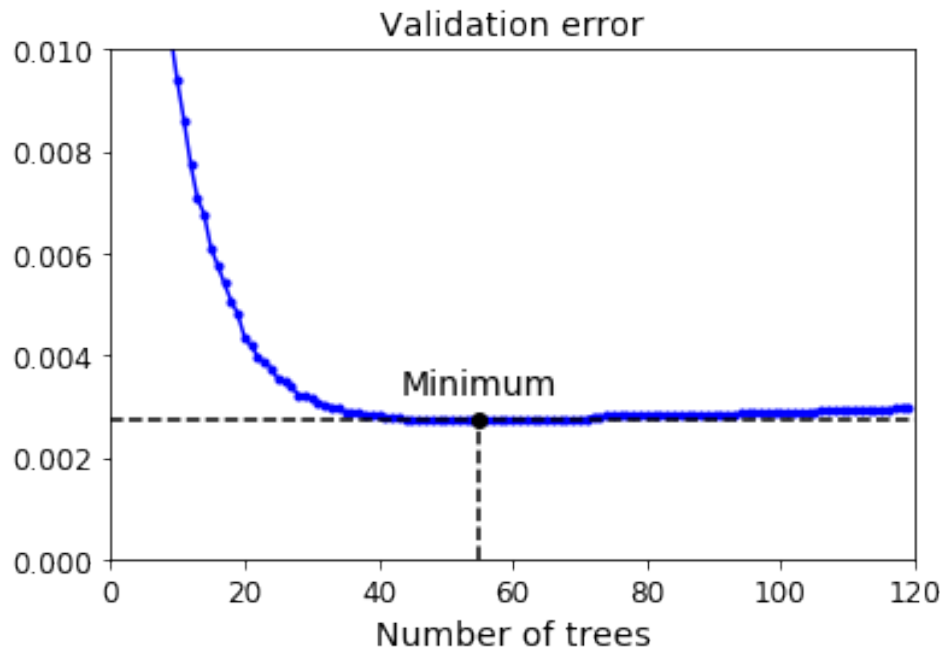
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- XGBoost is an implementation of gradient boosting that won the Higg's Boson challenge and regularly wins Kaggle competitions
- XGBoost stands for eXtreme Gradient Boosting
- It uses a cleverly chosen regularisation term to favour simple trees
- Finds a clever way to approximately minimise error plus regulariser very fast
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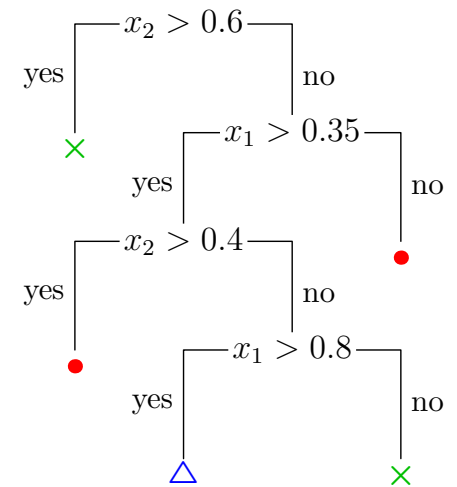
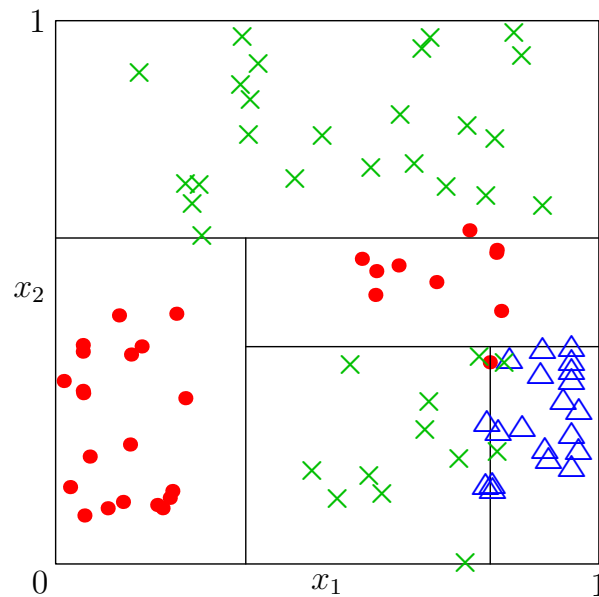


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# Ensembling in Deep Learning

- For most machine learning ensembling different machines usually gives a reasonable improvement in performance
- The machines should have roughly the same performance
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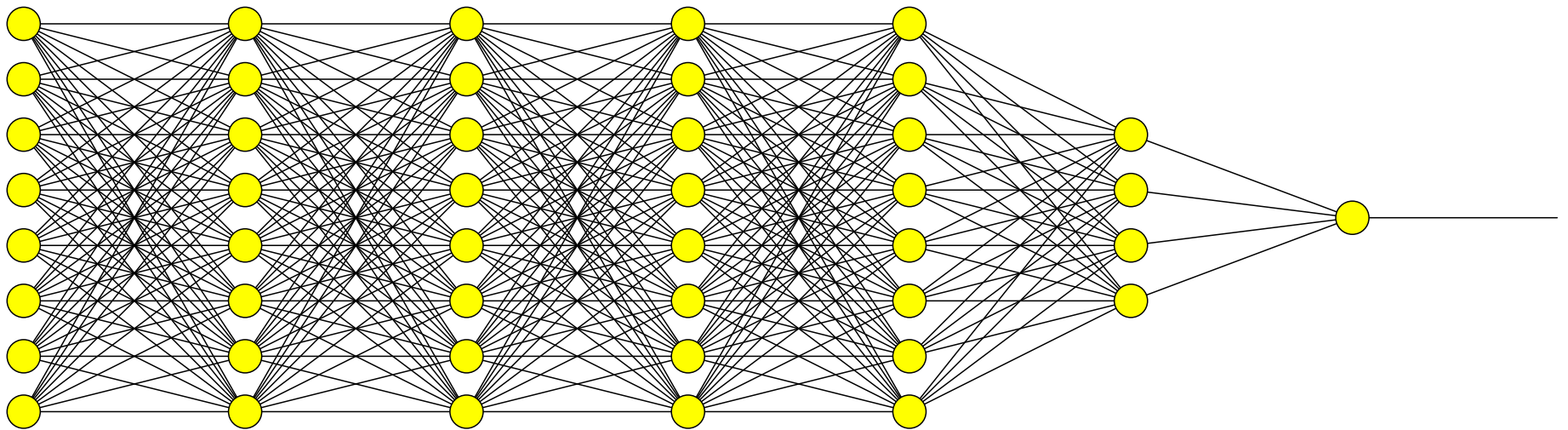


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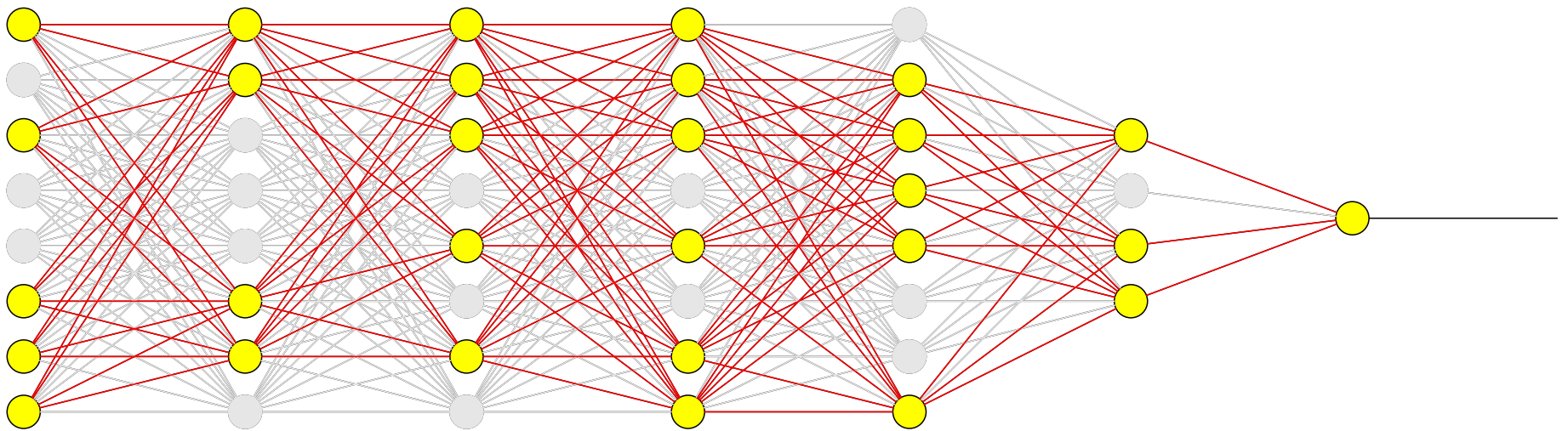
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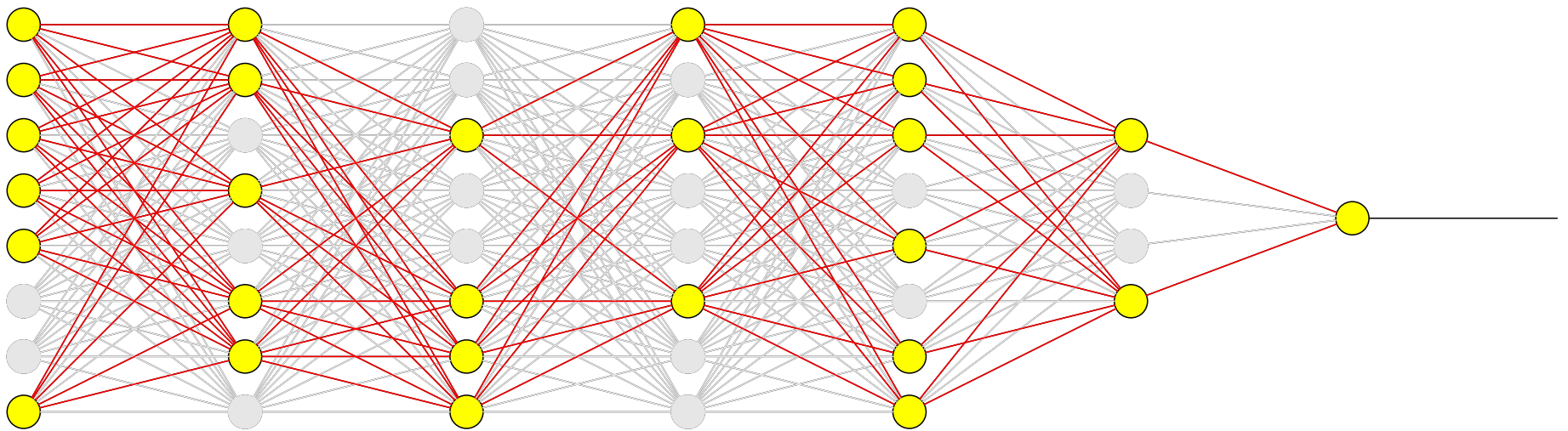
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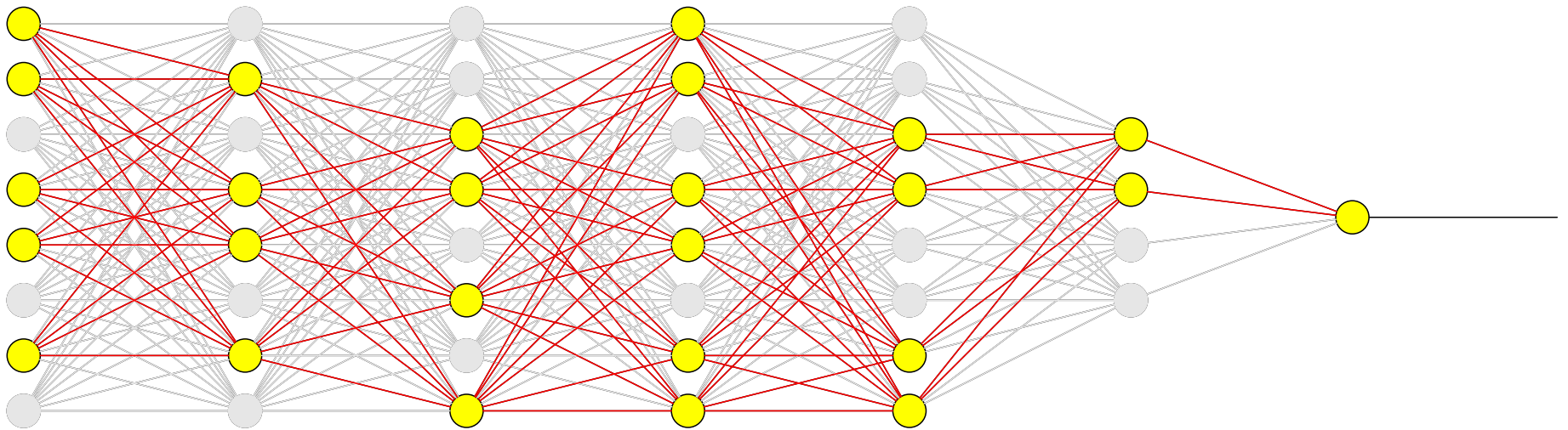
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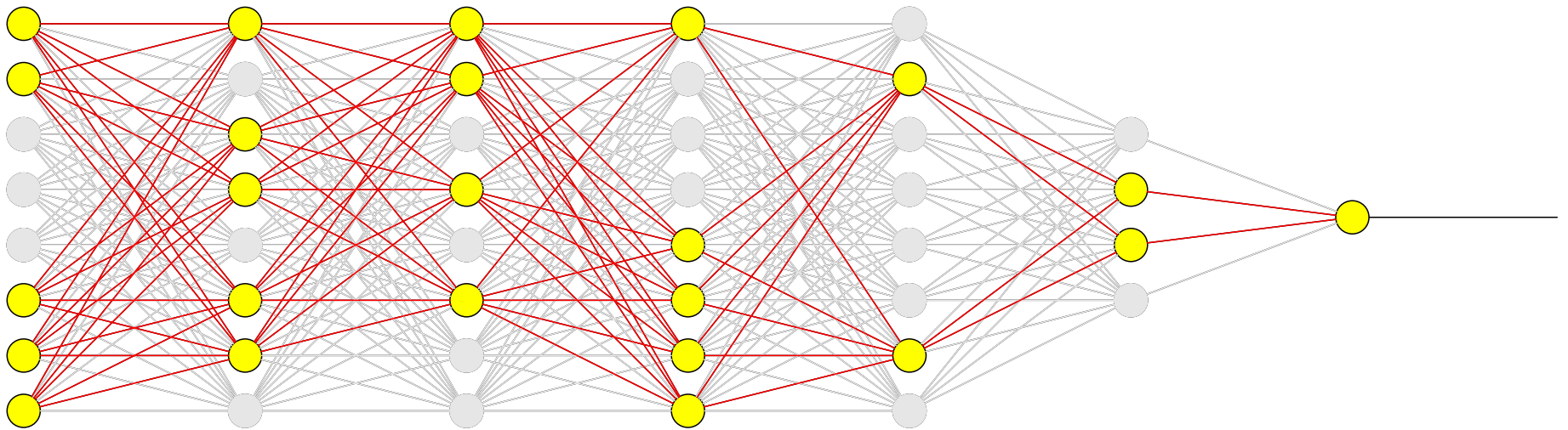
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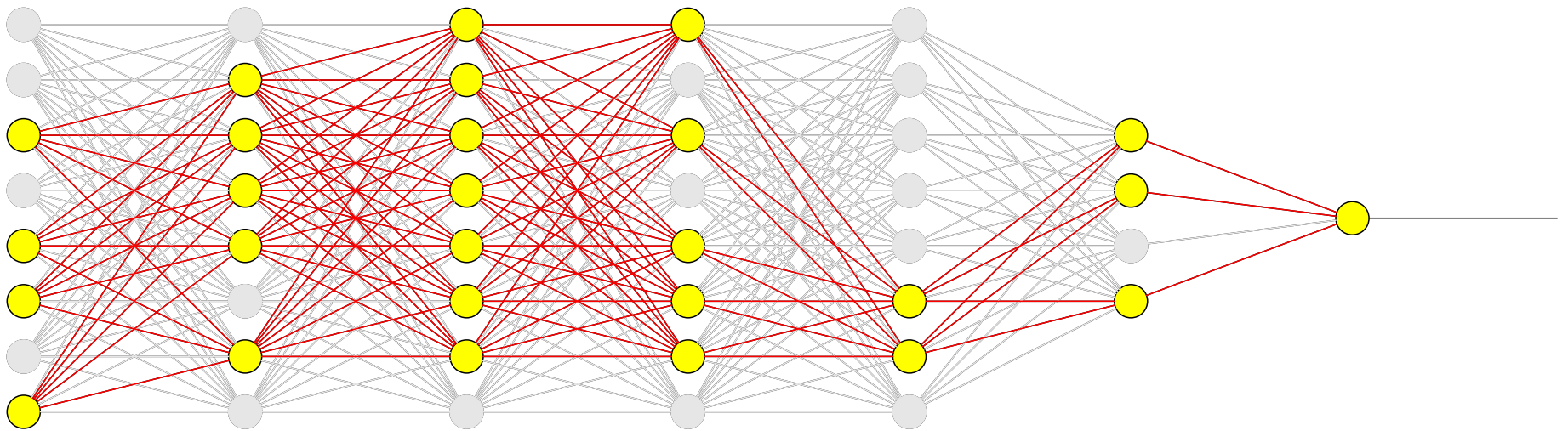
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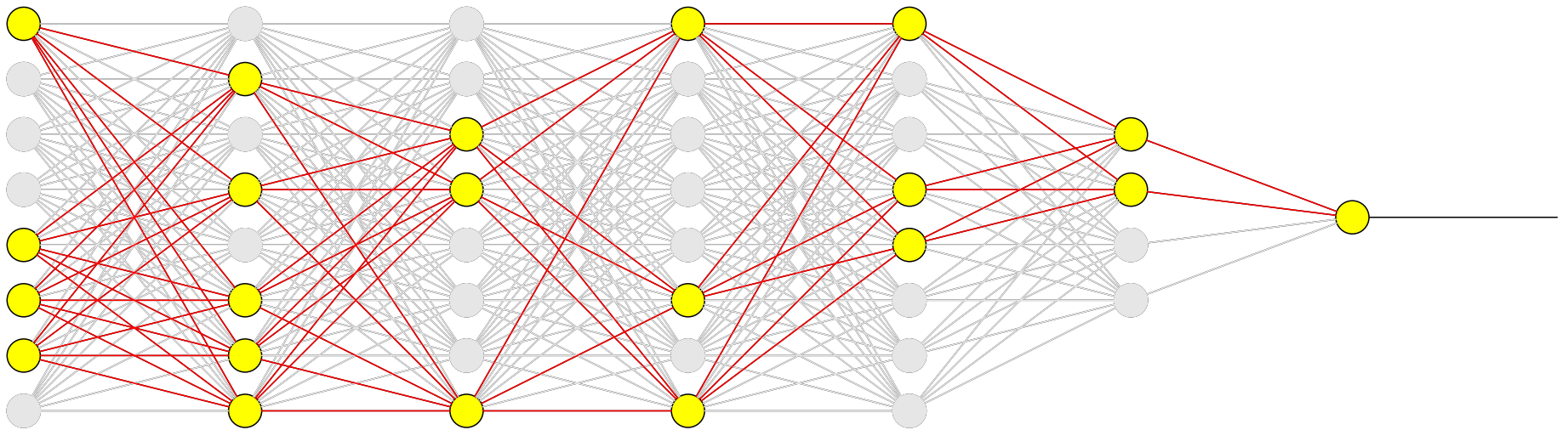
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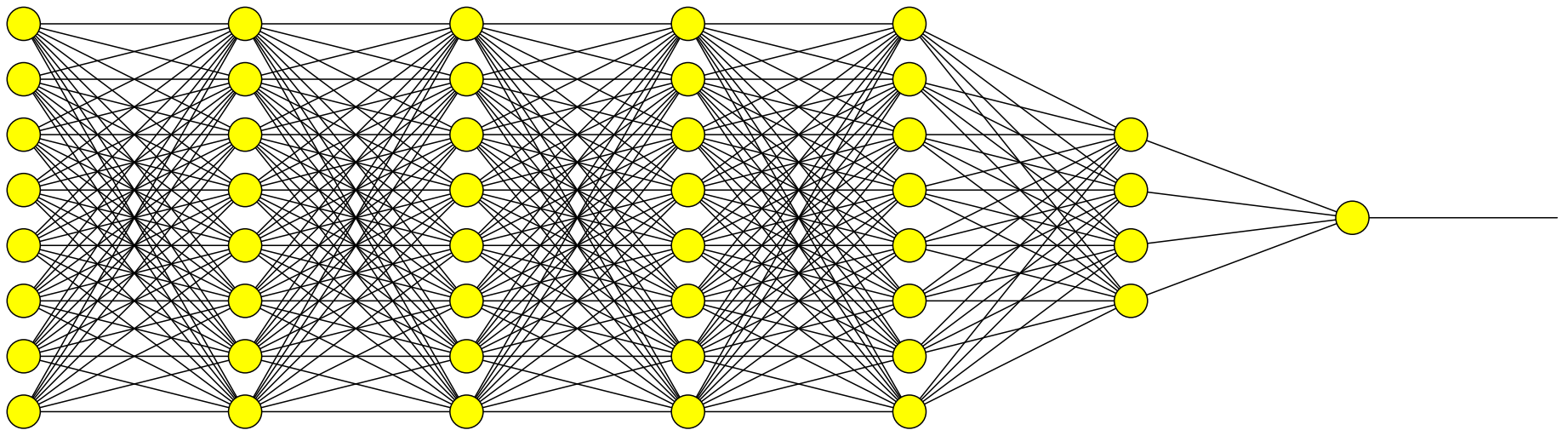
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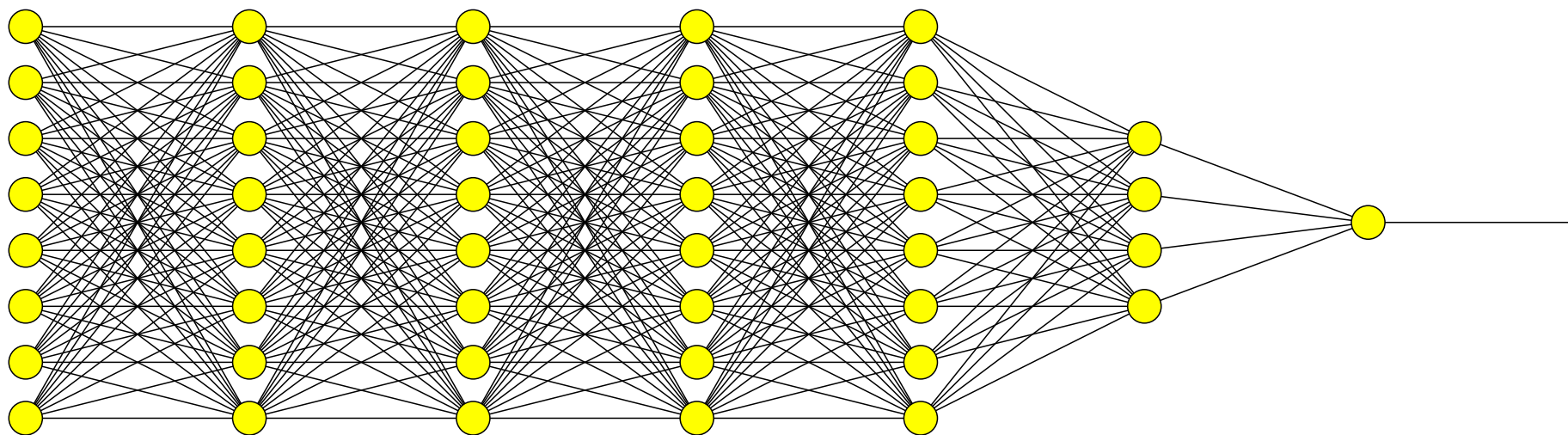
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- This can be seen as ensembling lots of much simpler machines

# Conclusion

- Ensemble methods have proved themselves to be very powerful
- Tend to work best with very simple models (true of random forest and boosting)
- XGBoost or GBM are currently the best methods for tabular data (particular for large training sets)
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