Gradient boosting tree



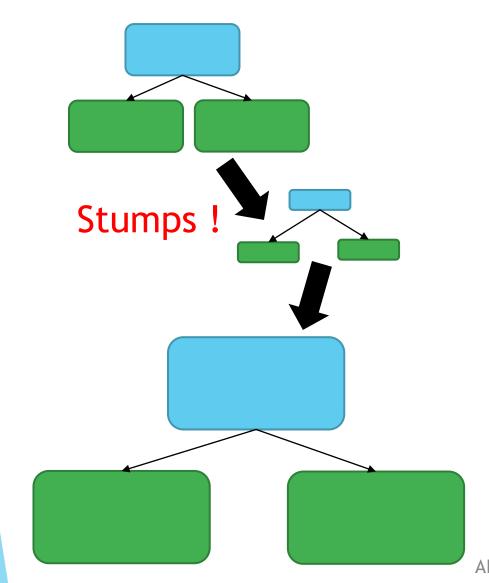


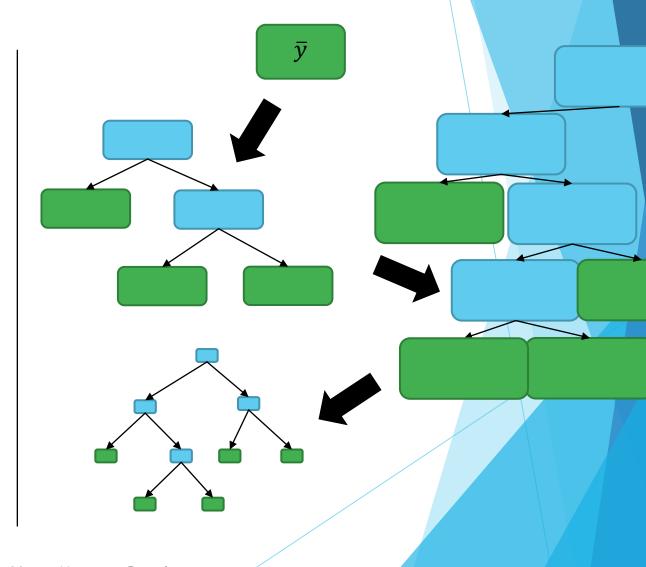
Prérequis

Pour comprendre la théorie du gradient boosting tree il faut bien comprendre :

- L'ensemble learning
- L'algorithme des arbres de décision
- L'algorithme du random forest
- L'algorithme de AdaBoost

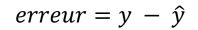
Adaboost

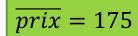






Exemple de construction d'arbres



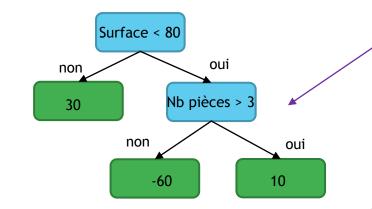


Année de construction	Surface	Nb pièces	Prix (k€)	Résidus
1980	60	3	150	-25
2005	70	4	180	5
2010	90	4	220	45
2000	29	1	70	-105
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175	
175	
175	
175	
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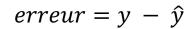
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	+	LR *	-60
			10
			30
			-60
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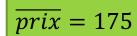
X	ŷ
	115
	185
	205
	115
	:





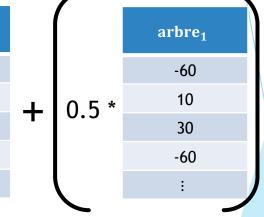
Exemple de construction d'arbres



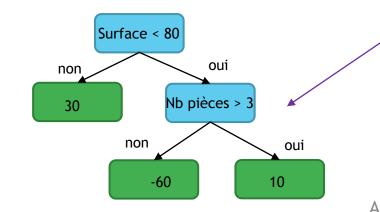


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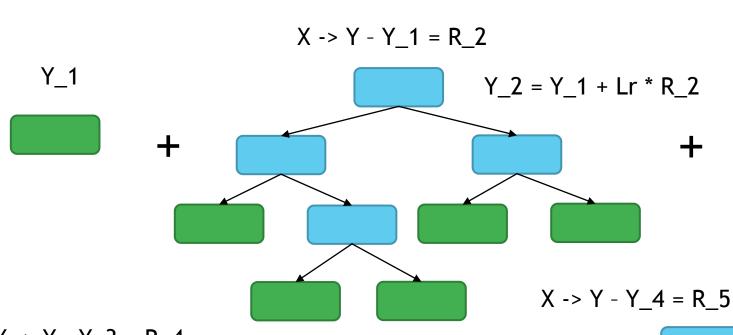
\overline{y}	
175	
175	
175	
175	
:	

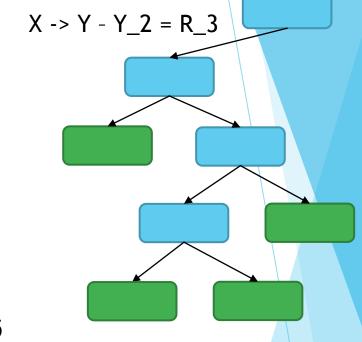


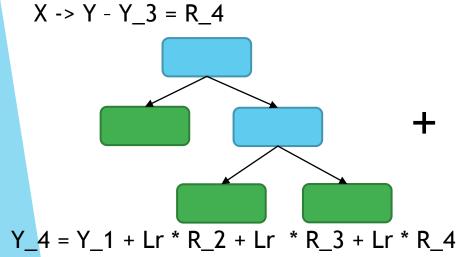
$\widehat{\mathbf{y}}$	
135	
180	
190	
135	
:	
	135 180 190

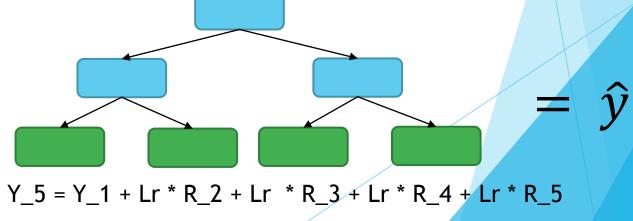


Forêt du gradient descent









L'algorithme du gradient boosting tree

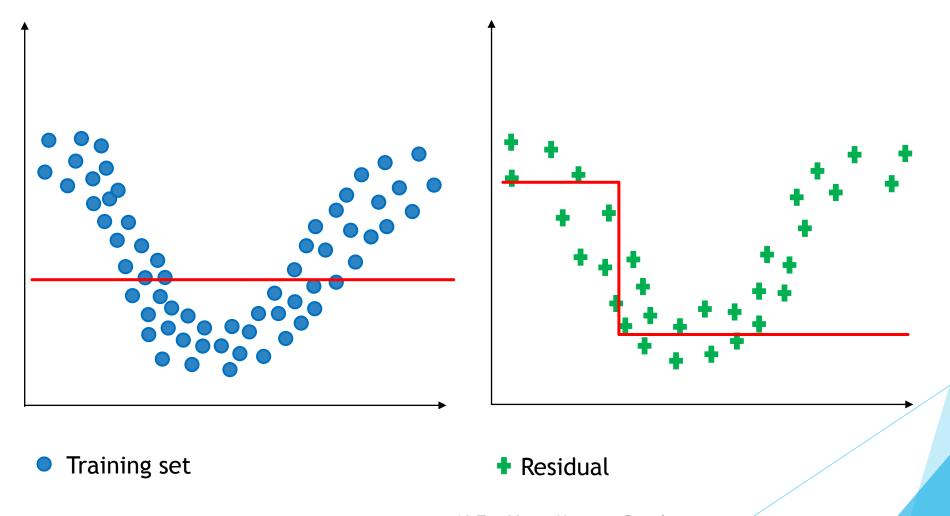
$$L(y, \hat{y}) = \frac{1}{2}(y - f(x))^2$$

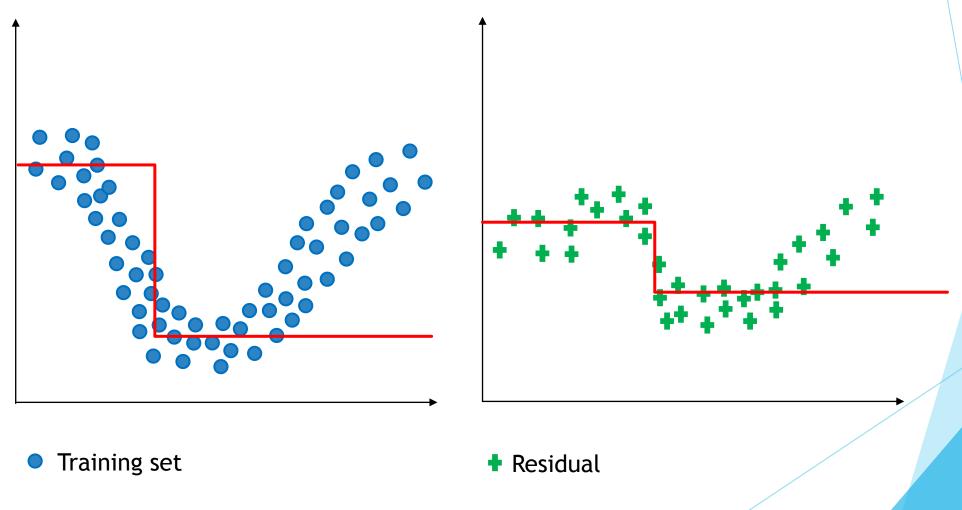
Step 1 : Initialiser la première feuille par $\bar{y}: F(x) = f_0(x) = \bar{y}$

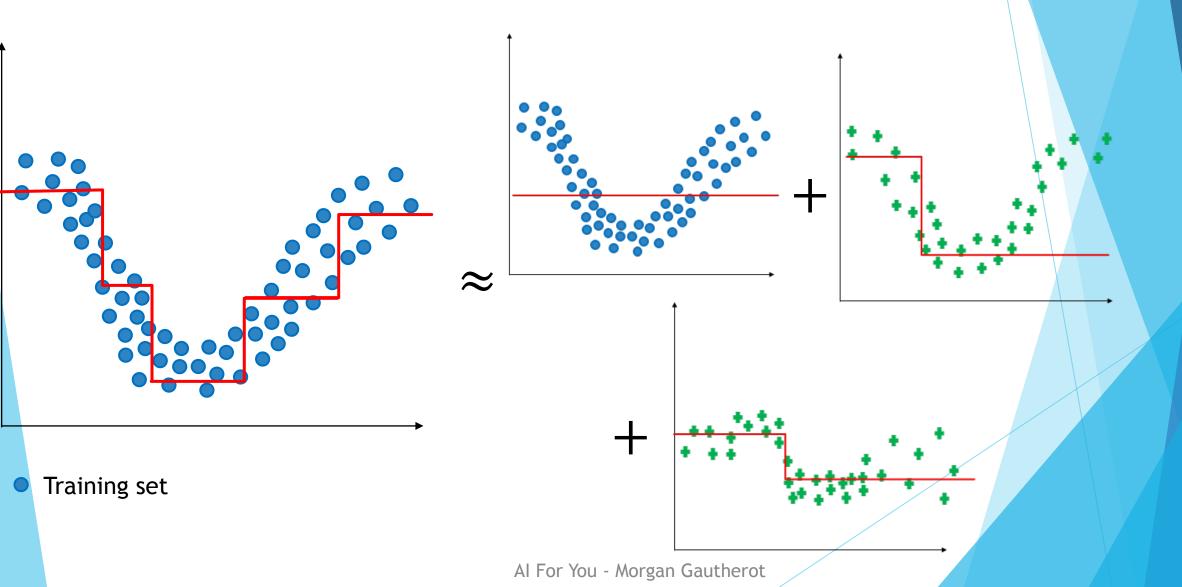
Step 2 : for t = 1 to nb_tree :

- calculer
$$r_{t-1} = -\left[\frac{\partial L(y-F(x))}{\partial F(x)}\right] = F(x) - y = \hat{y} - y$$

- Entraı̂ner un arbre avec les données $(x, r_{t-1}): f_t(x) = \hat{r}_{t-1}$
- Mettre à jour $F(x) = f_0(x) + \nu \sum_{j=1}^m f_j(x)$







Implémentation

- Sklearn gradient boosting tree
- XGBoost +++
- CATBoost (données catégorille)
- Lightgbm (plus rapide)