10701
Machine Learning

Boosting

Fighting the bias-variance tradeoff

- **Simple (a.k.a. weak) learners are good**
  – e.g., naïve Bayes, logistic regression, decision stumps (or shallow decision trees)
  – Low variance, don't usually overfit
- **Simple (a.k.a. weak) learners are bad**
  – High bias, can't solve hard learning problems

- Can we make weak learners always good???
  – **No!!!**
  – **But often yes…**

Voting (Ensemble Methods)

- Instead of learning a single (weak) classifier, learn **many weak classifiers** that are **good at different parts of the input space**

  - We saw this already …

- **Output class:** (Weighted) vote of each classifier
  – Classifiers that are most "sure" will vote with more conviction
  – Classifiers will be most "sure" about a particular part of the space
  – On average, do better than single classifier!

- **But how do you ???**
  – force classifiers to learn about different parts of the input space?
  – weigh the votes of different classifiers?

Boosting [Schapire, 1989]

- Idea: given a weak learner, run it multiple times on (reweighted) training data, then let the learned classifiers vote

- On each iteration *t*:
  - weight each training example by how incorrectly it was classified
  - Learn a hypothesis – h_t
  - A strength for this hypothesis – α_t

- Final classifier:
  - A linear combination of the votes of the different classifiers weighted by their strength

- **Practically useful**
- **Theoretically interesting**

Learning from weighted data

- **Sometimes not all data points are equal**
  - Some data points are more equal than others
- **Consider a weighted dataset**
  - D(i) – weight of *i* th training example ($\mathbf{x}^i$,y^i)
  - Interpretations:
    - *i* th training example counts as D(i) examples
    - If I were to “resample” data, I would get more samples of “heavier” data points

- **Now, in all calculations, whenever used, *i* th training example counts as D(i) “examples”**
  - e.g., MLE for Naïve Bayes, redefine *Count(Y=y)* to be weighted count

Given: $(x_1, y_1), \ldots, (x_m, y_m)$ where $x_i \in X, y_i \in Y = \{-1, +1\}$
Initialize $D_1(i) = 1/m$.
For $t = 1, \ldots, T$:

- Train weak learner using distribution D_t.
- Getweak classifier $h_t : X \to \mathbb{R}$.
- Choose $\alpha_t \in \mathbb{R}$.
- Update:

$$D_{t+1}(i) = \frac{D_t(i) \exp(-\alpha_t y_i h_t(x_i))}{Z_t}$$

where Z_t is a normalization factor

$$Z_t = \sum_{i=1}^{m} D_t(i) \exp(-\alpha_t y_i h_t(x_i))$$

Output the final classifier:

$$H(x) = \text{sign}\left(\sum_{t=1}^{T} \alpha_t h_t(x)\right).$$

Figure 1: The boosting algorithm AdaBoost.

What α_t to choose for hypothesis h_t?

[Schapire, 1989]

Training error of final classifier is bounded by:

$$\frac{1}{m}\sum_{i=1}^{m}\delta(H(x_i) \neq y_i) \leq \frac{1}{m}\sum_{i=1}^{m}\exp(-y_i f(x_i))$$

Where $f(x) = \sum_t \alpha_t h_t(x); H(x) = sign(f(x))$

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$$\boxed{Z_t = \sum_{i=1}^{m} D_t(i)\exp(-\alpha_t y_i h_t(x_i))}$$

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Where $f(x)=\sum_t \alpha_t h_t(x); H(x) = sign(f(x))$

If we minimize $\prod_t Z_t$, we minimize our training error

We can tighten this bound greedily, by choosing α_t and h_t on each iteration to minimize Z_t.

$$Z_t = \sum_{i=1}^{m} D_t(i)\exp(-\alpha_t y_i h_t(x_i))$$

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[Schapire, 1989]

We can minimize this bound by choosing α_t on each iteration to minimize Z_t.

$$Z_t = \sum_{i=1}^{m} D_t(i) \exp(-\alpha_t y_i h_t(x_i))$$

Define

$$\boxed{\epsilon_t = \sum_{i=1}^{m} D_t(i) \delta(h_t(x_i) \neq y_i)}$$

We can show that:

$$Z_t = (1-\varepsilon_t) \exp^{-\alpha_t} + \varepsilon_t \exp^{\alpha_t}$$

What α_t to choose for hypothesis h_t?

[Schapire, 1989]

We can minimize this bound by choosing α_t on each iteration to minimize Z_t.

$$Z_t = \sum_{i=1}^{m} D_t(i) \exp(-\alpha_t y_i h_t(x_i))$$

For boolean target function, this is accomplished by [Freund & Schapire '97]:

$$\boxed{\alpha_t = \frac{1}{2} \ln \left(\frac{1 - \epsilon_t}{\epsilon_t} \right)}$$

Where:

$$\boxed{\epsilon_t = \sum_{i=1}^{m} D_t(i) \delta(h_t(x_i) \neq y_i)}$$

Given: $(x_1, y_1), \ldots, (x_m, y_m)$ where $x_i \in X, y_i \in Y = \{-1, +1\}$
Initialize $D_1(i) = 1/m$.
For $t = 1, \ldots, T$:

- Train base learner using distribution D_t.
- Get base classifier $h_t : X \to \mathbb{R}$.
- Choose $\alpha_t \in \mathbb{R}$.
- Update:

$$\boxed{\alpha_t = \frac{1}{2} \ln \left(\frac{1 - \epsilon_t}{\epsilon_t} \right)}$$

$$D_{t+1}(i) = \frac{D_t(i) \exp(-\alpha_t y_i h_t(x_i))}{Z_t}$$

Strong, weak classifiers

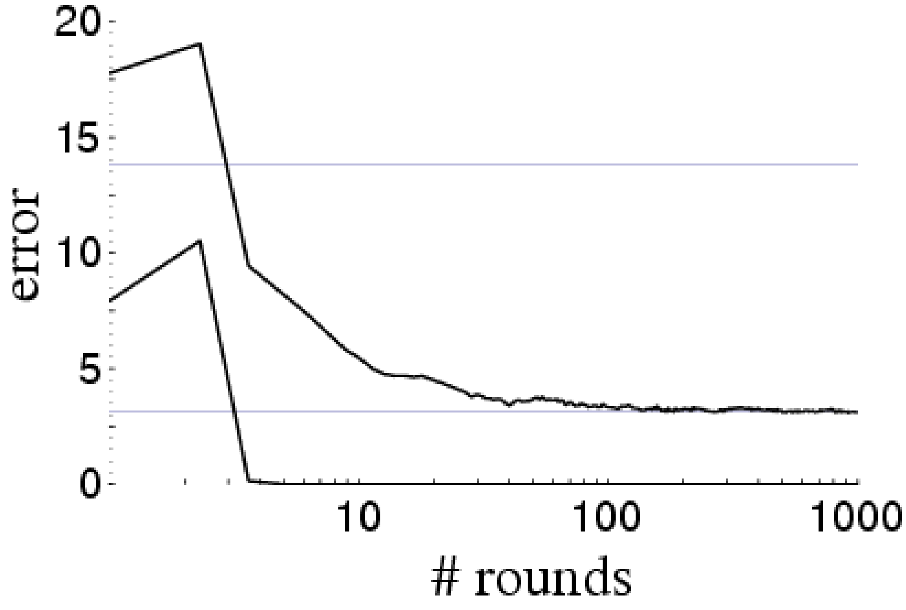
- If each classifier is (at least slightly) better than random
  - $\varepsilon_t < 0.5$

- With a few extra steps it can be shown that AdaBoost will achieve zero *training error* (exponentially fast):

$$\frac{1}{m}\sum_{i=1}^{m}\delta(H(x_i) \neq y_i) \leq \prod_t Z_t \leq \exp\left(-2\sum_{t=1}^{T}(1/2-\epsilon_t)^2\right)$$

Boosting results – Digit recognition

[Schapire, 1989]

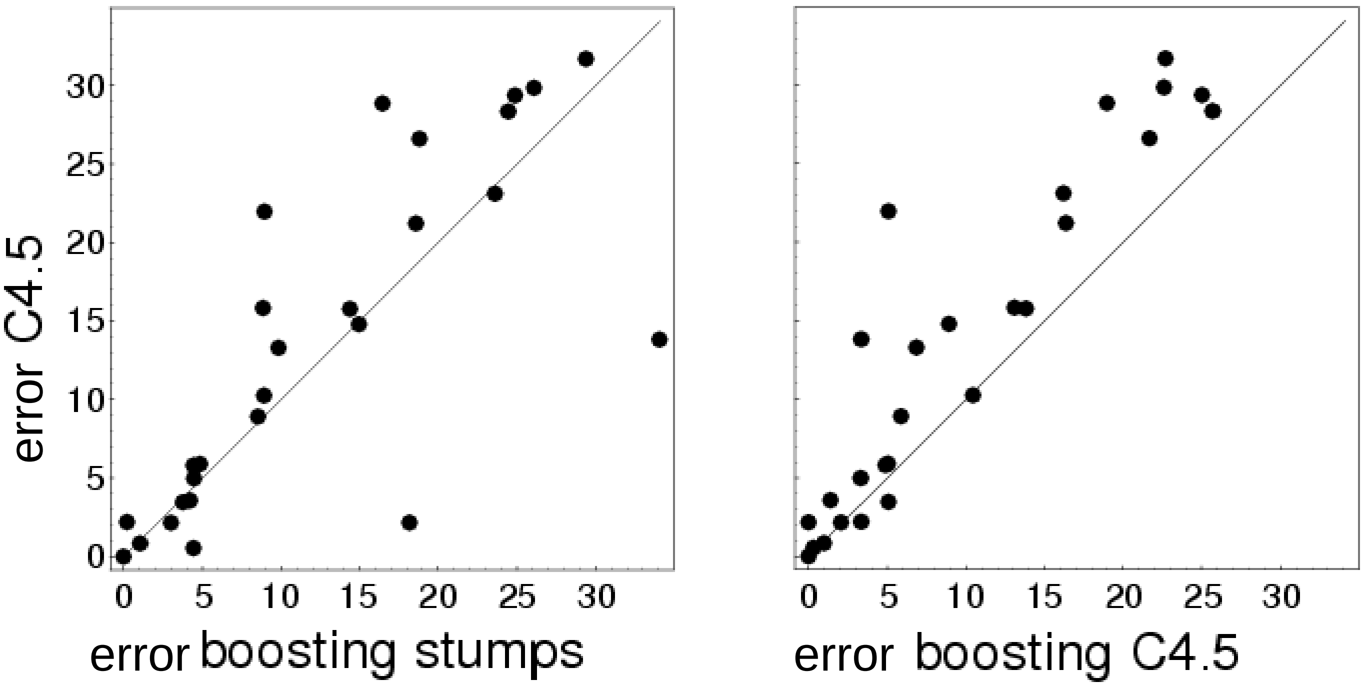


- Boosting often
  – Robust to overfitting
  – Test set error decreases even after training error is zero

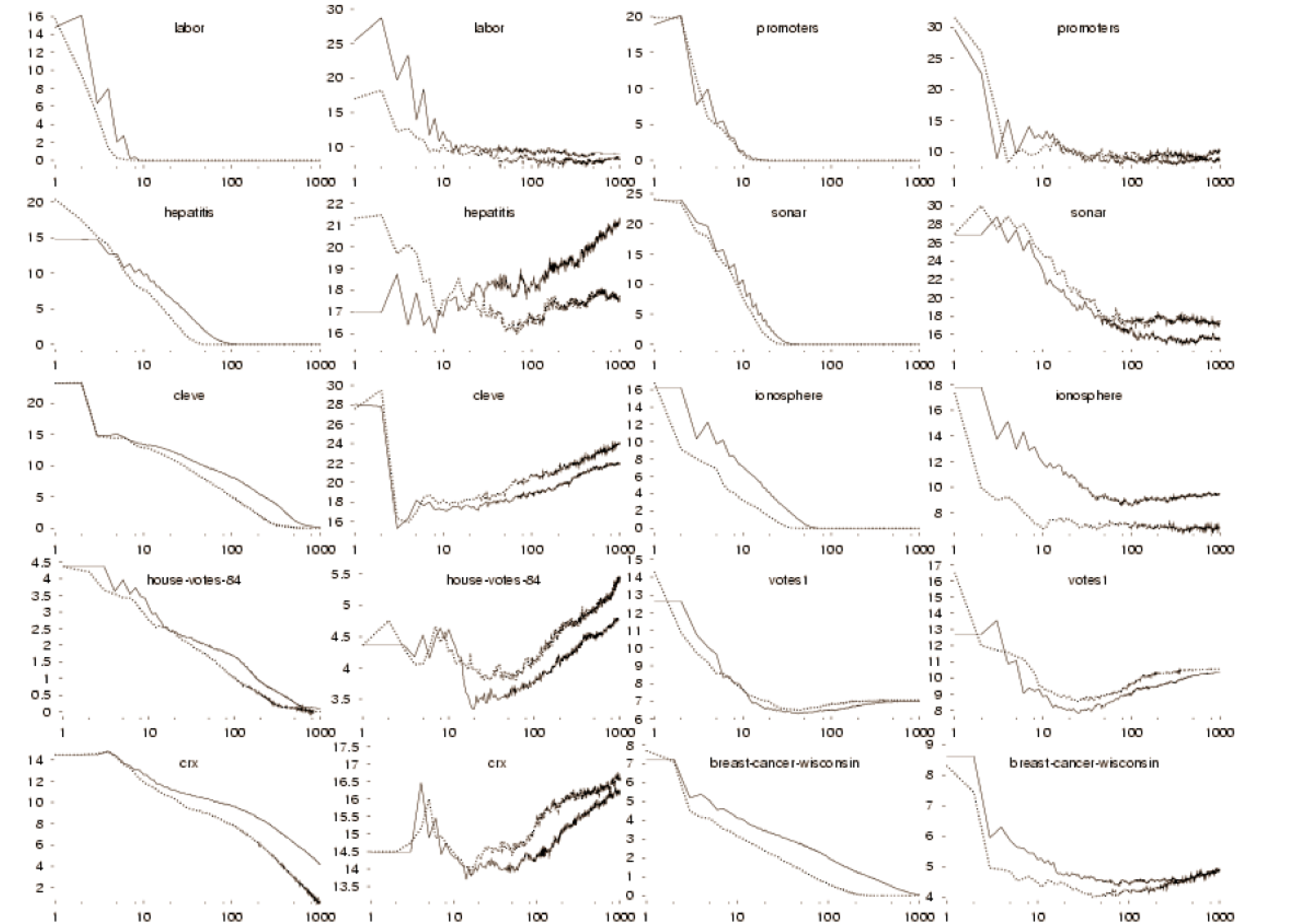
Boosting: Experimental Results

[Freund & Schapire, 1996]

Comparison of C4.5, Boosting C4.5, Boosting decision stumps (depth 1 trees), 27 benchmark datasets



AdaBoost and AdaBoost.MH on Train (left) and Test (right) data from Irvine repository. [Schapire and Singer, ML 1999]



Boosting and Logistic Regression

Logistic regression assumes:

$$P(Y = 1|X) = \frac{1}{1 + \text{exp}(f(x))}$$

And tries to maximize data likelihood:

$$P(\mathcal{D}|H) = \prod_{i=1}^{m} \frac{1}{1 + \text{exp}(-y_i f(x_i))}$$

Equivalent to minimizing log loss

$$\sum_{i=1}^{m} \text{ln}(1 + \text{exp}(-y_i f(x_i)))$$

Boosting and Logistic Regression

Logistic regression equivalent to minimizing log loss

$$\sum_{i=1}^{m} \ln(1 + \exp(-y_i f(x_i)))$$

Boosting minimizes similar loss function!!

$$\frac{1}{m} \sum_{i} \exp(-y_i f(x_i)) = \prod_{t} Z_t$$

Both smooth approximations of 0/1 loss!

Logistic regression and Boosting

Logistic regression:

- Minimize loss fn

$$\sum_{i=1}^{m} \ln(1 + \exp(-y_i f(x_i)))$$

- Define

$$f(x) = \sum_j w_j x_j$$

where x_j predefined

Boosting:

- Minimize loss fn

$$\sum_{i=1}^{m} \exp(-y_i f(x_i))$$

- Define

$$f(x) = \sum_t \alpha_t h_t(x)$$

where $h_t(x_i)$ defined dynamically to fit data

(not a linear classifier)

- Weights α_j learned incrementally

What you need to know about Boosting

- Combine weak classifiers to obtain very strong classifier
  - Weak classifier – slightly better than random on training data
  - Resulting very strong classifier – can eventually provide zero training error
- AdaBoost algorithm
- Boosting v. Logistic Regression
  - Similar loss functions
  - Single optimization (LR) v. Incrementally improving classification (B)
- Most popular application of Boosting:
  - Boosted decision stumps!
  - Very simple to implement, very effective classifier