



# ENSEMBLE LEARNING

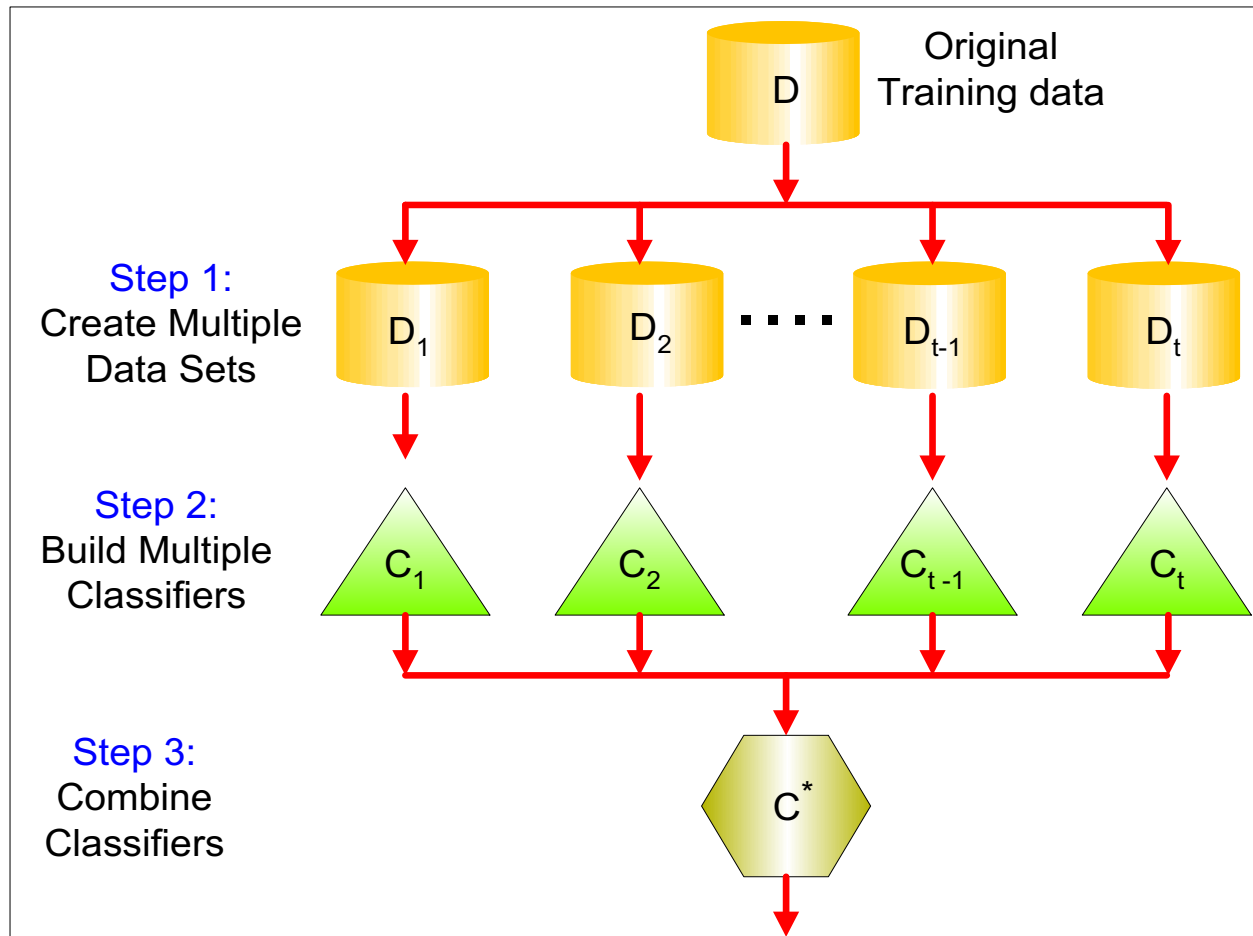
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# ENSEMBLE METHODS

Construct a set of classifiers from the training data.

Predict class label of previously unseen records by aggregating predictions made by multiple classifiers.

# GENERAL IDEA



# WHY DOES ENSEMBLE WORK?

Suppose there are 25 base classifiers.

Each classifier has error rate,  $\varepsilon = 0.35$  (weak learner).

Assume classifiers are independent.

Use majority voting to combine results, so ensemble makes a wrong prediction only if over half of the base classifiers are wrong.

Probability that the ensemble classifier makes a wrong prediction:

$$\sum_{i=13}^{25} \binom{25}{i} (0.35)^i (0.65)^{25-i} = 0.06$$

Error rate is reduced from 0.35 to 0.06.

In practice, the base classifiers may not be totally independent for a reduction in error rate to occur.

# BAGGING

Sampling with replacement:

|                   |   |   |    |    |   |   |    |    |   |    |
|-------------------|---|---|----|----|---|---|----|----|---|----|
| Original Data     | 1 | 2 | 3  | 4  | 5 | 6 | 7  | 8  | 9 | 10 |
| Bagging (Round 1) | 7 | 8 | 10 | 8  | 2 | 5 | 10 | 10 | 5 | 9  |
| Bagging (Round 2) | 1 | 4 | 9  | 1  | 2 | 3 | 2  | 7  | 3 | 2  |
| Bagging (Round 3) | 1 | 8 | 5  | 10 | 5 | 5 | 9  | 6  | 3 | 7  |

Build classifier on each bootstrap sample.

Each sample has probability  $(1 - 1/n)^n$  of being selected.

# BOOSTING

An iterative procedure to adaptively change distribution of training data by focusing more on previously misclassified records.

Initially, all  $N$  records are assigned equal weights.

Unlike bagging, weights may change at the end of boosting round.

# BOOSTING

Records that are wrongly classified will have their weights increased.

Records that are classified correctly will have their weights decreased.

|                    |   |   |   |    |   |   |   |    |   |    |
|--------------------|---|---|---|----|---|---|---|----|---|----|
| Original Data      | 1 | 2 | 3 | 4  | 5 | 6 | 7 | 8  | 9 | 10 |
| Boosting (Round 1) | 7 | 3 | 2 | 8  | 7 | 9 | 4 | 10 | 6 | 3  |
| Boosting (Round 2) | 5 | 4 | 9 | 4  | 2 | 5 | 1 | 7  | 4 | 2  |
| Boosting (Round 3) | 4 | 4 | 8 | 10 | 4 | 5 | 4 | 6  | 3 | 4  |

Example 4 is hard to classify.

Its weight is increased; therefore, it is more likely to be chosen again in subsequent rounds.

# RANDOM FOREST

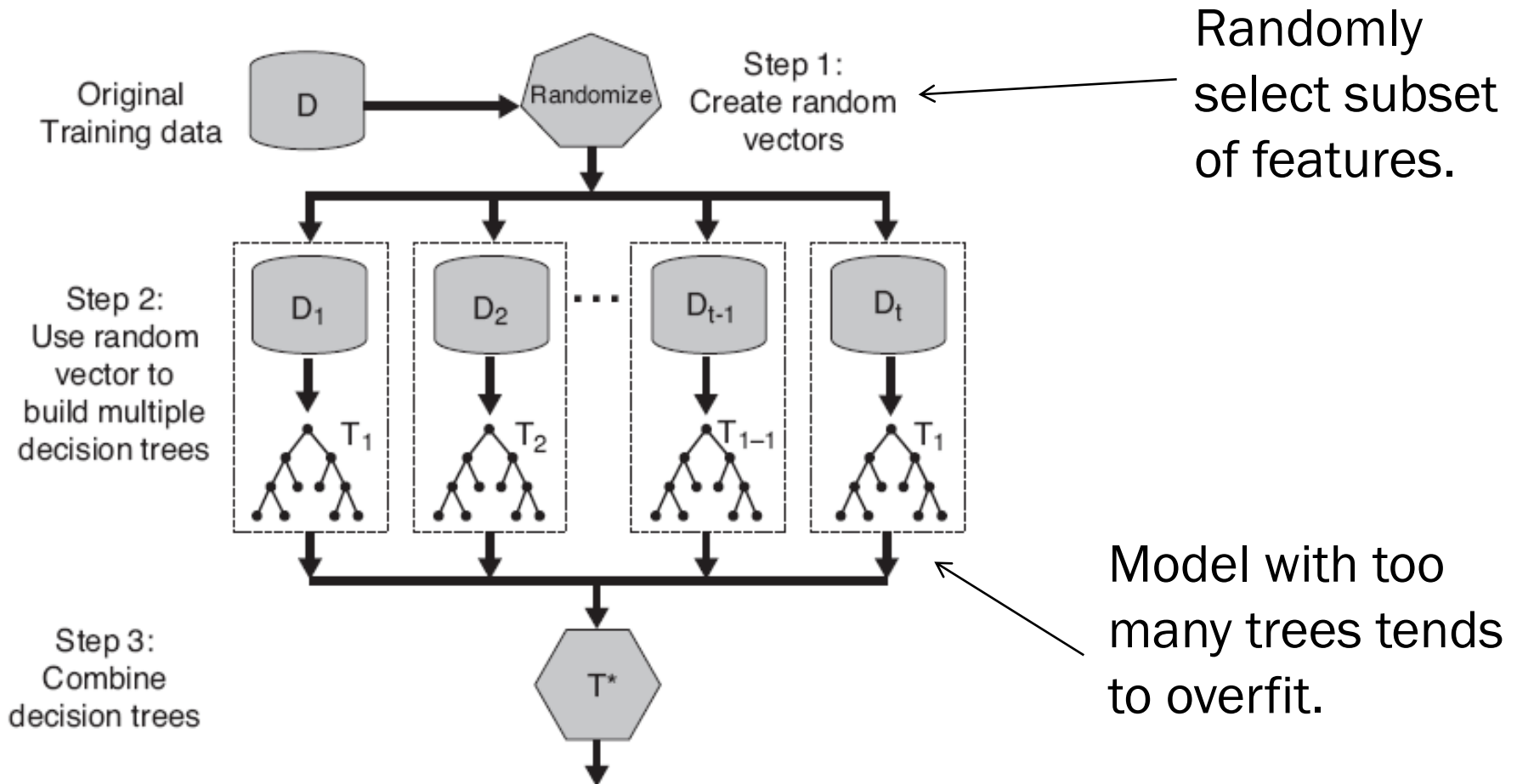


Figure 5.40. Random forests.