# **Advanced Machine Learning**

# Imbalanced Learning: Sampling Methods Part 2



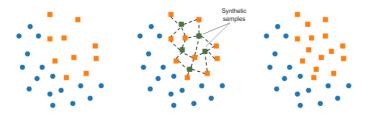
#### Learning goals

 Understand the state-of-art oversampling technique SMOTE



# **OVERSAMPLING: SMOTE**

- SMOTE creates **synthetic instances** of minority class.
- Interpolate between neighboring minority instances.
- Instances are created in  $\mathcal{X}$  rather than in  $\mathcal{X} \times \mathcal{Y}$ .
- Algorithm: For each minority class instance:
  - Find its *k* nearest minority neighbors.
  - Randomly select one of these neighbors.
  - Randomly generate new instances along the lines connecting the minority example and its selected neighbor.





# **SMOTE: GENERATING NEW EXAMPLES**

• Let  $\mathbf{x}^{(i)}$  be the feature of the minority instance and let  $\mathbf{x}^{(j)}$  be its nearest neighbor. The line connecting the two instances is

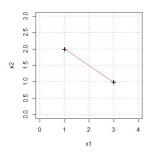
$$(1-\lambda)\mathbf{x}^{(i)} + \lambda\mathbf{x}^{(j)} = \mathbf{x}^{(i)} + \lambda(\mathbf{x}^{(j)} - \mathbf{x}^{(i)})$$

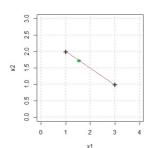
where  $\lambda \in [0, 1]$ .

• By sampling a  $\lambda \in [0, 1]$ , say  $\tilde{\lambda}$ , we create a new instance

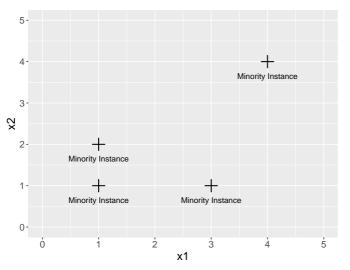
$$\tilde{\mathbf{x}}^{(i)} = \mathbf{x}^{(i)} + \tilde{\lambda}(\mathbf{x}^{(j)} - \mathbf{x}^{(i)})$$

Example: Let  $\mathbf{x}^{(i)} = (1,2)^{\top}$  and  $\mathbf{x}^{(j)} = (3,1)^{\top}$ . Assume  $\tilde{\lambda} \approx 0.25$ .

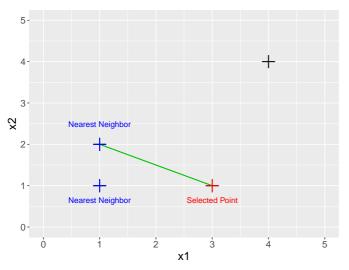




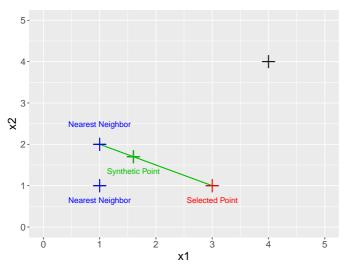




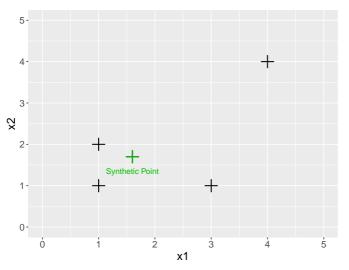




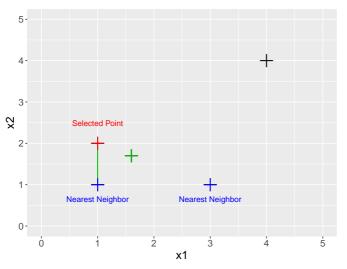




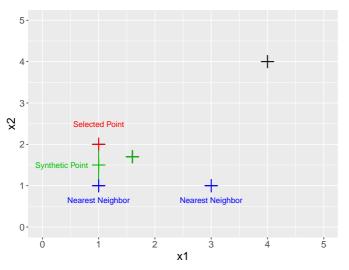




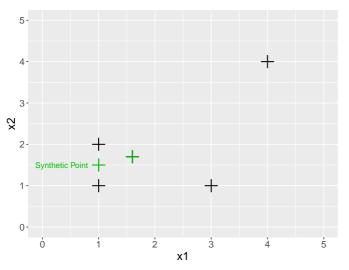




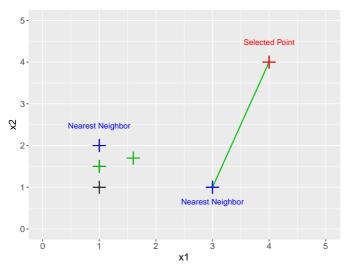




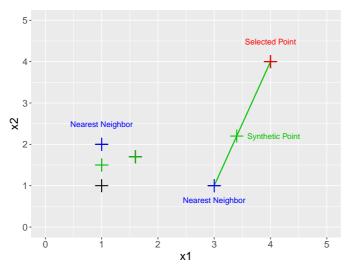




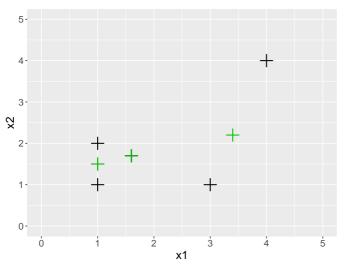








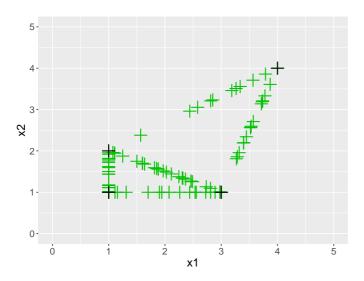






# **SMOTE: VISUALIZATION CONTINUED**

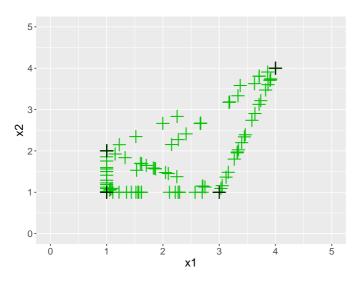
After 100 iterations of SMOTE for K = 2 we get:





# **SMOTE: VISUALIZATION CONTINUED**

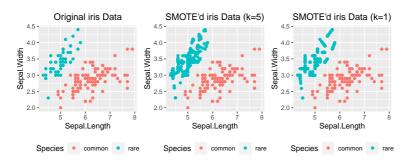
After 100 iterations of SMOTE for K = 3 we get:





# **SMOTE: EXAMPLE**

- Iris data set with 3 classes and 50 instances per class.
- Make the data set "imbalanced":
  - relabel one class as positive
  - relabel two other classes as negative



SMOTE enriches minority class feature space.



# **SMOTE: DIS-/ADVANTAGES**

- Generalize decision region for minority class instead of making it quite specific, such as by random oversampling.
- Well-performed among the oversampling techniques and is the basis for many oversampling methods: Borderline-SMOTE, LN-SMOTE, . . . (over 90 extensions!)
- Prone to overgeneralizing as it pays no attention to majority class.



# **COMPARISON OF SAMPLING TECHNIQUES**

- Compare different sampling techniques on a binarized version of Optdigits dataset for optical recognition of handwritten digits.
- Use random forest with 100 trees, 5-fold cv, and  $F_1$ -Score.

Sampling technique	Class ratio	F1-Score
None	0.11	0.9239
Undersampling	0.68	0.9538
Oversampling	0.69	0.9538
SMOTE	0.79	0.9576

- Class ratios could be tuned (here done manually).
- Sampling techniques outperform base learner.
- SMOTE leads sampling techniques, although by a small margin.

