Bagging

- Bootstrap aggregation, or bagging, is a general-purpose procedure for reducing the variance of a statistical learning method; we introduce it here because it is particularly useful and frequently used in the context of decision trees.
- Recall that given a set of n independent observations Z_1, \ldots, Z_n , each with variance σ^2 , the variance of the mean \bar{Z} of the observations is given by σ^2/n .
- In other words, averaging a set of observations reduces variance. Of course, this is not practical because we generally do not have access to multiple training sets.

Bagging—continued

- Instead, we can bootstrap, by taking repeated samples from the (single) training data set.
- In this approach we generate B different bootstrapped training data sets. We then train our method on the bth bootstrapped training set in order to get $\hat{f}^{*b}(x)$, the prediction at a point x. We then average all the predictions to obtain

$$\hat{f}_{\text{bag}}(x) = \frac{1}{B} \sum_{b=1}^{B} \hat{f}^{*b}(x).$$

This is called *bagging*.

Bagging classification trees

- The above prescription applied to regression trees
- For classification trees: for each test observation, we record the class predicted by each of the B trees, and take a majority vote: the overall prediction is the most commonly occurring class among the B predictions.

Out-of-Bag Error Estimation

- It turns out that there is a very straightforward way to estimate the test error of a bagged model.
- Recall that the key to bagging is that trees are repeatedly
 fit to bootstrapped subsets of the observations. One can
 show that on average, each bagged tree makes use of
 around two-thirds of the observations.
- The remaining one-third of the observations not used to fit a given bagged tree are referred to as the *out-of-bag* (OOB) observations.
- We can predict the response for the *i*th observation using each of the trees in which that observation was OOB. This will yield around B/3 predictions for the *i*th observation, which we average.
- This estimate is essentially the LOO cross-validation error for bagging, if B is large.