# Streaming Machine Learning (SML)

Alessio Bernardo 07-07-2022

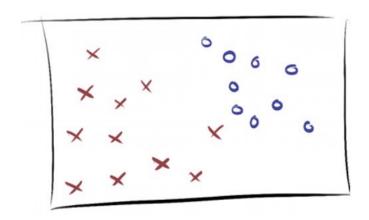
# Part IV

**Ensemble Classification** 

## **Credits**

- Albert Bifet DATA STREAM MINING 2020-2021 course at Telecom Paris
- Alessio Bernardo & Emanuele Della Valle

# **SML Ensemble Classification models**



## **Ensemble Classifiers**

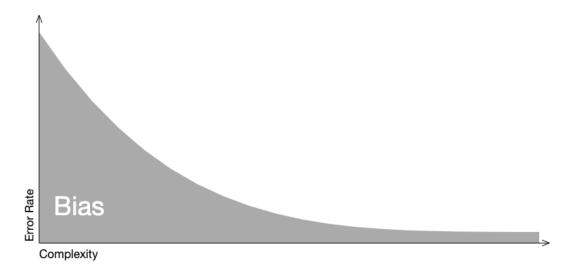
"An **ensemble** can be described as a **composition** of **multiple weak** learners to form one with (expected) **higher** predictive **performance** (strong learner), such that a weak learner is loosely defined as a learner that performs slightly better than random guessing"

Freund and Schapire, 1997

## **Bias-Variance trade-off**

#### **Bias**

When a model is less complex, it ignores relevant information, and error due to bias is high. As the model becomes more complex, error due to bias decreases.

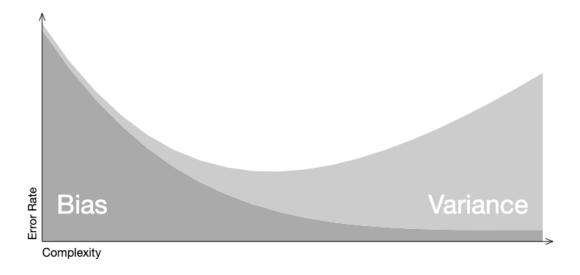


http://www.r2d3.us/visual-intro-to-machine-learning-part-2/

## **Bias-Variance trade-off**

#### **Variance**

On the other hand, when a model is less complex, error due to variance il low. Error due to variance increases as complexity increases.

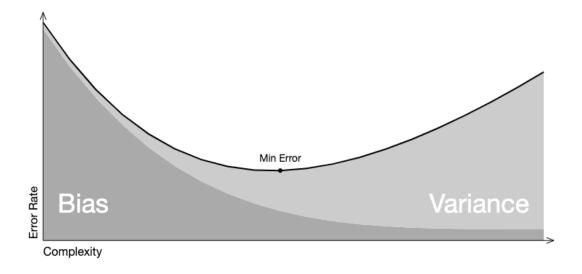


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## **Bias-Variance trade-off**

#### **Trade-off**

Overall model error is a function error due to **bias** and **variance**. The ideal model minimized error from each.



## **Bagging**

- Fits M independent models and "average" their predictions in order to obtain a model with a lower variance...
- But we have only one dataset, how can we build independent models?

#### **Bootstrapping**

- Create M bootstrap samples (one for each model) from the original dataset of size N, created by drawing random samples with replacement. Each bootstrap contains each original sample K times, where Pr(K=k) follows a binomial distribution.
- 0.632 of the data points in the original sample show up in the bootstrap sample (the other 0.368 won't be present in it)

L. Breiman. Bagging predictors. Machine Learning, 1996

## **Bagging** → **Random Forests**

- The random forest approach is a bagging method where M trees, fitted on bootstrap samples, are combined to produce an output with lower variance.
- To make the *M* trees a bit less correlated with each others: random forest also samples over features and keep only a random subset of them to build the tree.

.. Breiman. Random Forests. Machine Learning, 2001

## **Boosting**

- Sequential method that combines weak models no longer fitted independently from each others.
- It fits models **iteratively** such that the training of model at a given **step depends** on the models fitted at the **previous steps**: it gives **more importance** to observations in the dataset that were **badly handled** by the **previous** models in the sequence.
- It produces an ensemble model that is in general **less biased** than the weak learners that compose it.

## **Boosting** → Adaptive Boosting (AdaBoost)

It puts **more weight** on **difficult** to classify instances and **less** on those already **handled** well:

- First, it updates the observations weights in the dataset and train a new weak learner with a special focus given to the observations misclassified by the current ensemble model.
- Second, it adds the weak learner to the weighted sum according to an update coefficient that expresses the performances of this weak model: the better a weak learner performs, the more it contributes to the strong learner.

## **Boosting** → **Gradient Boosting**

Instead of fitting a weak learner on the data at each iteration, it actually **fits** a new weak learner to the **residual errors** made by the previous one:

- For every instance in the training set, it calculates the residuals for that instance, or, in other words, the observed value minus the predicted value.
- Once it has done this, it adds a weak learner that tries to predict the residuals that was previously calculated.

## **Stacking**

- It considers heterogeneous weak learners (different learning algorithms are combined).
- It learns to combine the base models using a meta-model.
- It produces an ensemble model that is in general **less biased** than the weak learners that compose it.

- Diversity: induce diversity among learners
- **Combination:** combine the predictions
- Adaptation: adapt to evolving data

#### Pro

- High Predictive performance
- Flexibility

#### Cons

Computational resources

## **Induce Diversity**

## **Horizontal Partitioning**

Bagging: build a set of M base models, with a bootstrap sample from the original dataset of size N, created by drawing random samples with replacement. Each bootstrap contains each original sample K times, where Pr(K=k) follows a binomial distribution.

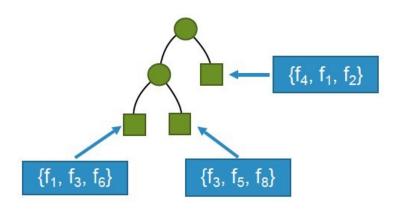
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## **Induce Diversity**

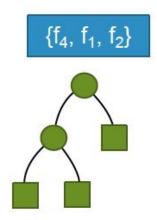
#### **Vertical Partitioning**

Random Subspaces: train learners on different subsets of features

#### **Local Randomization**



#### **Global Randomization**



# **Induce Diversity**

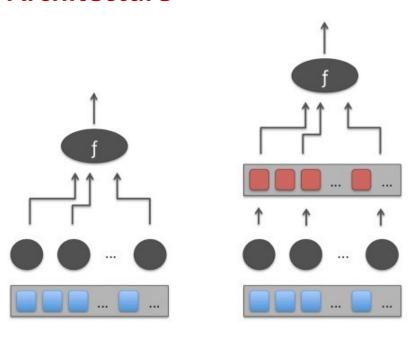
#### **Others**

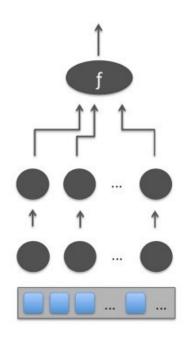
- Base Learner Manipulation: varying parameters of the same base learner
- Heterogeneous Base Learners (Stacking): use heterogeneous base learners and obtain ensemble members with different biases

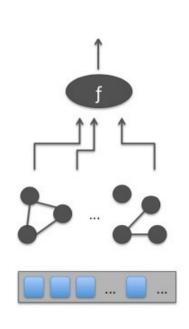
## **Combination**

## Base learners Instances

#### **Architecture**







**Flat** 

**Meta-Learner** 

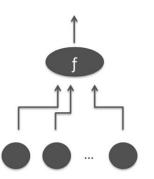
Hierarchical

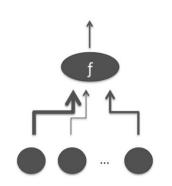
**Network** 

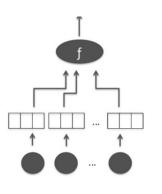
## **Combination**

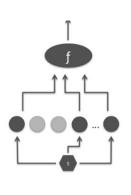
#### Voting

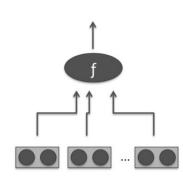












**Majority** 

**Weighted Majority** 

Rank

**Abstaining** 

Relational

## **Adaptation**

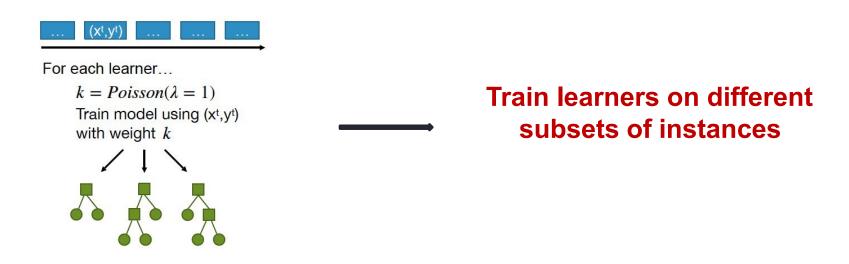
## **Cardinality**

- **Fixed:** fixed numbers of base learners
- Dynamic: add classifiers on the fly

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# **Online Bagging**

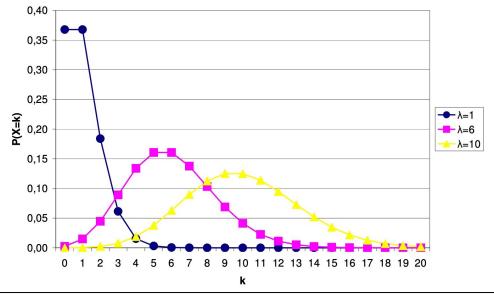
 Since data streams are supposed to be unbounded (large N), the binomial distribution tends to a Poisson(1) distribution.



Oza and Russel, "Online bagging and boosting," in Artificial Intelligence and Statistics 2001.

# **Leveraging Bagging**

- Add an ADWIN drift detector per base learner
- Use more weight during training Poisson(6)



Bifet, G. Holmes, and B. Pfahringer, "Leveraging bagging for evolving data streams," in PKDD, 2010

# **Adaptive Random Forest (ARF)**

- Base Learners: Hoeffding Trees
- **Diversity:** Leveraging Bagging + **Local** Random Subspaces
- Combination:
  - > Flat architecture
  - Weighted majority voting
- Adaptation: Adaptive window + warning period (train background learners)

# **Streaming Random Patches (SRP)**

- Base Learners: User choice
- **Diversity:** Leveraging Bagging + **Global** Random Subspaces
- Combination:
  - > Flat architecture
  - Weighted majority voting
- Adaptation: Adaptive window + warning period

## QUIZ

- 1. What is the difference between Online Bagging and Leveraging Bagging?
  - a. They give the same weights to the instances
  - b. The former gives higher weights to the instances, inducing more diversity
  - c. The latter gives higher weights to the instances, inducing more diversity
- 2. What are the **2** most important differences between ARF and SRP?
  - a. ARF uses only HT as base learners and leveraging bagging, SRP uses HT as base learners and online bagging
  - b. ARF uses ADWIN and local random subspaces, SRP does not use any CD detector and uses global random subspaces
  - c. ARF uses only HT as base learners and local random subspaces, SRP can use everything as base learners and global random subspaces

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# EXERCISE 4: Stream Ensemble Classification LAB 4: Final Challenge B