

GBM Regressor

Person	Height (cm)	Favorite Color	Gender	Weight (kg)
→ 1	180	Blue	Male	88 - 71.2
→ 2	165 ✓	Red	Female	76 - 71.2
3	175 ✓	Green	Male	80 - 71.2
4	160 ✓	Blue	Female	70 - 71.2
5	170 ✓	Red	Male	65 - 71.2
6	155 ✓	Green	Female	48 - 71.2

Pseudo residual

16.8

4.8

8.8 -

- 1.2

- 6.2 -

- 23.2

↓ ↓ ↓ ↓ ↓
155, 160, 165, 170, 175, 180
167.5

$$\text{Initial Prediction} = \frac{1}{6} \times (88 + 76 + 80 + 70 + 65 + 48)$$

(leaf)

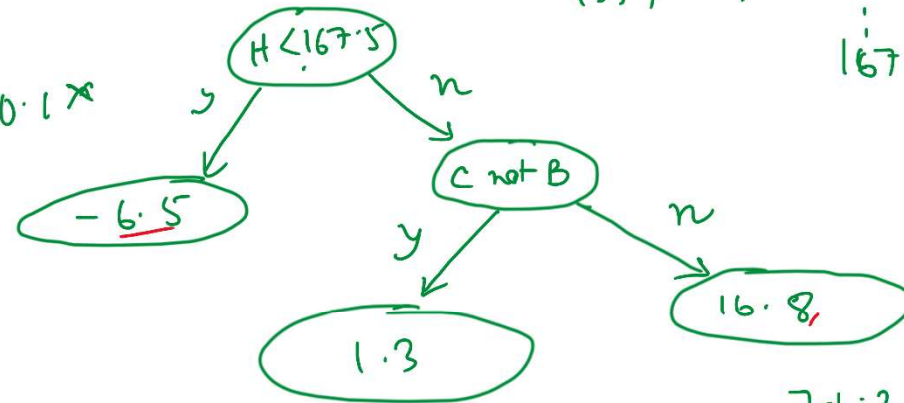
$$= 71.2$$

$$\frac{4.8 - 1.2 - 23.2}{3}$$

$$= -6.5$$

$$\frac{8.8 - 6.2}{2}$$

$$71.2 + 0.1 \times \underline{16.8} = 71.2 + 1.68 = \boxed{72.88}$$



$$71.2 + 0.1 \times (-6.5)$$

$$= 71.2 - 0.65$$

$$= 70.55 \checkmark$$

(MSE)

$$\underline{L} = \underline{\frac{1}{2} (y - F)^2}$$

$$-\frac{\partial L}{\partial F} = \underbrace{(y - F)}_{\substack{\text{observed} \\ \downarrow \\ \text{Gradient}}} = \underbrace{(\text{Pseudo-Residual})}_{\substack{\text{predicted}}}$$

(BCE)

$$L = -[y \log p + (1-y) \log(1-p)]$$

$$p = \frac{1}{1 + e^{-F}}$$

$$\begin{aligned} \frac{\partial L}{\partial p} &= -\left[\frac{y}{p} - \frac{(1-y)}{(1-p)} \right] = -\left[\frac{y(1-p) - p(1-y)}{p(1-p)} \right] \\ &= -\left[\frac{y - p \cancel{y} - p + p \cancel{y}}{p(1-p)} \right] = -\left[\frac{y - p}{p(1-p)} \right] \end{aligned}$$

$$\Rightarrow -\frac{\partial L}{\partial p} = \frac{y - p}{p(1-p)} = \frac{\text{Residual}}{p(1-p)}$$

$$\text{MSE}(L) = \frac{1}{2} (y - f)^2$$

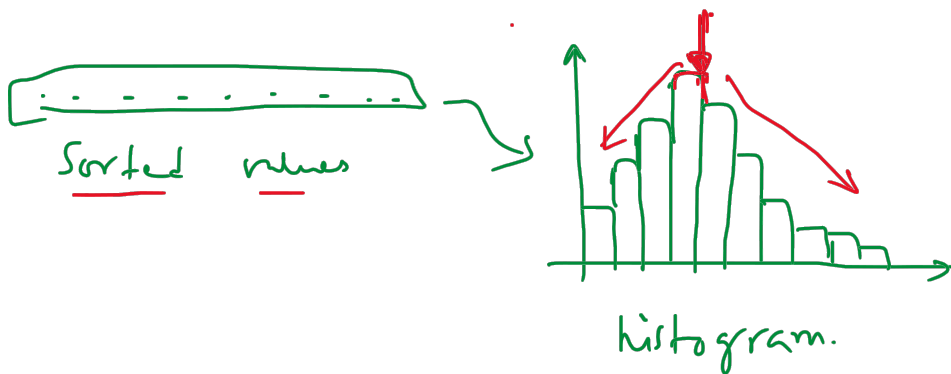
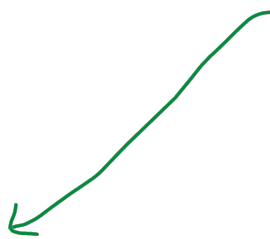
$$L = \text{MSE} + L_2 = \frac{1}{2} (y - f)^2 + \frac{\lambda}{2} f^2$$

$$\therefore \frac{\partial L}{\partial f} = -(y - f) + \lambda f = -y + (1 + \lambda)f = 0$$

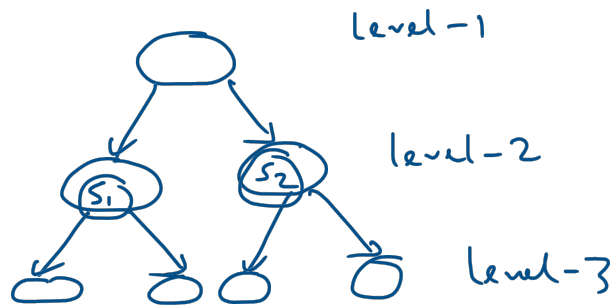
$$\therefore f^* = \frac{y}{1 + \lambda} = \frac{y}{h + \lambda}$$

$$h \doteq \frac{\partial^2 L}{\partial f^2} = \frac{\partial}{\partial f} (-(y - f))$$

$$= \frac{\partial}{\partial f} (-y + f) = 1$$

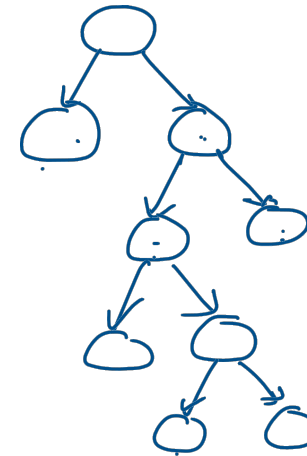


Level wise growth :-



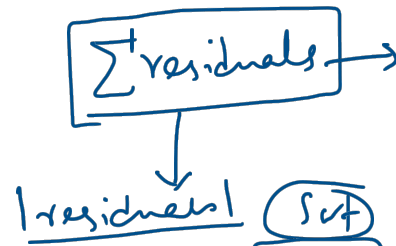
Leaf-wise growth

Best First Search



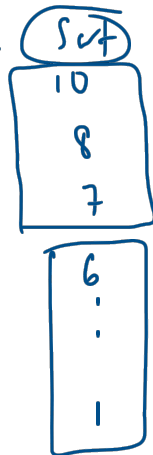
$$O(nd) \rightarrow O(n'd)$$

$n' \ll n$
sampled values



1
2
3
⋮
10

10
2
8
⋮
10



GROSS

$\rightarrow \{ \text{Large residuals} \}$
+ Scaled samples of small residuals

LR $(0.3) = a$

SR $\rightarrow 3 \text{ values}$ $\left(\frac{3}{7}\right) = b$

$$\frac{1-a}{b} = \frac{1-0.3}{\frac{3}{7}} = \frac{0.7}{\frac{3}{7}} \times 7 = \frac{4.9}{3} \approx 1.6$$

<u>Colour(x)</u>	<u>target(y)</u>	<u>target encoding</u>
✓ Blue	0	0.33
Red	1	0.67
Red	1	0.67
✓ Blue	0	0.33
Red	0	0.67
✓ Blue	1	0.33

$x = \text{'Blue'}$, $y = \{0, 0, 1\}$

$x = \text{'Red'}$, $y = \{1, 1, 0\}$

$$\text{target encoding}_{(x=c)} = \frac{\sum_{x=c} y}{\sum 1(x=c)}$$

$$(x = \text{'blue'}) = \frac{0+0+1}{3} = 0.33$$

$$(x = \text{'red'}) = \frac{1+1+0}{3} = 0.67$$

target - leakage problem → overfitting

Ordered Target Statistics (CatBoost) : Avoids target leakage

→ for each sample, compute mean target value using only samples that come before it in a random permutation of dataset.

$$TS_k(x) = \frac{\sum_{j < k, x_j = x} y_j + a \cdot P}{\sum_{j < k, x_j = x} 1 + a}$$

$a \rightarrow$ smoothing parameter
 $P \rightarrow$ prior (global average)

Ex:-

<u>Row</u>	<u>Colour</u>	<u>target</u>
1	Red	1
2	Blue	0
3	Red	0
4	Blue	1
5	Red	1

$$P = \text{Global Average (prior)} = \frac{\sum y_j}{\text{Count}(y_j)} = \frac{3}{5} = 0.6$$

Suppose $a = 1$

Permutation-1 : [3, 1, 5, 2, 4]

Permuted dataset

	Row	Colour	y	target + Enc ⁽¹⁾
j=0 →	3	R	0	$\frac{0 + 1 \times 0.6}{0 + 1} = 0.6$
→	1	R	1	$\frac{0 + 1 \times 0.6}{1 + 1} = 0.3$
j=2 →	5	R	1	
	2	B	0	$\frac{0 + 1 + 1 \times 0.6}{2 + 1} = \frac{1.6}{3} = 0.53$
	4	B	1	$1 \rightarrow 0.3$

$$TS(R)_{[j=0]} = \frac{0 + 1 \times 0.6}{0 + 1} = 0.6$$

$$TS_k(x) = \frac{\sum_{j < k, x_j = x} y_j + a \cdot p}{\sum_{j < k, x_j = x} \frac{1}{x} + a}$$

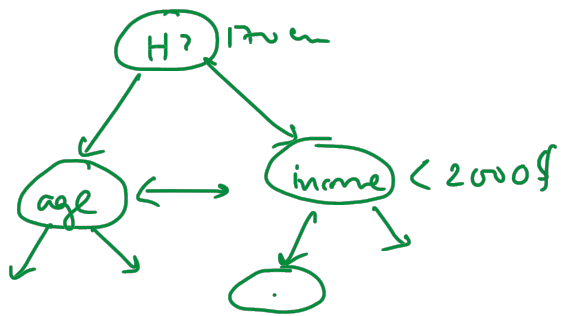
$$TS(R)_{[j=1]} = \frac{0 + 1 \times 0.6}{1 + 1} = \frac{0.6}{2} = 0.3$$

Initial data

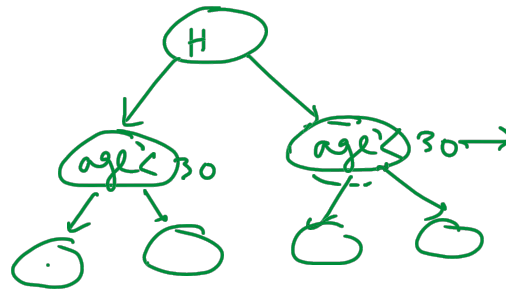
Row	Colour	y	ts ₁	ts ₂	ts ₃	<TS>
1	R	1	0.6	0.3	0.53	0.3
2	B	0	0.6	0.3	0.53	0.53
3	R	0	0.6	0.3	0.53	0.53
4	B	1	0.6	0.3	0.53	0.53
5	R	1	0.6	0.3	0.53	0.53

$$TS(R)_{[j=2]} = \frac{(0 + 1) + 1 \times 0.6}{(2) + 1}$$

$$= \frac{1 + 0.6}{3} = \frac{1.6}{3} = 0.53$$



normal tree
(normal boosting)



GitHub

Repo → Logicmojo - ML - DataScience - Assignment
 → Assignment-1
 → " -2
 → " -3
 !

