Boosting

Yoav Freund

Sample space X with a fixed but unknown distribution P.

- Sample space X with a fixed but unknown distribution P.
- ▶ Concept class C, with $c \in C$ and $c : X \to \{0, 1\}$.

- Sample space X with a fixed but unknown distribution P.
- ▶ Concept class C, with $c \in C$ and $c : X \to \{0, 1\}$.
- ▶ **Learning Input**: A training set $\{(x_1, y_1), \dots, (x_n, y_n)\}$ drawn i.i.d. according to P, labeled by some $c \in C$.

- Sample space X with a fixed but unknown distribution P.
- ▶ Concept class C, with $c \in C$ and $c : X \to \{0, 1\}$.
- ▶ **Learning Input**: A training set $\{(x_1, y_1), \dots, (x_n, y_n)\}$ drawn i.i.d. according to P, labeled by some $c \in C$.
- Learning Output: A concept c' such that

$$P(c(x) \neq c'(x)) \leq \epsilon$$

- Sample space X with a fixed but unknown distribution P.
- ▶ Concept class C, with $c \in C$ and $c : X \to \{0, 1\}$.
- ▶ **Learning Input**: A training set $\{(x_1, y_1), \dots, (x_n, y_n)\}$ drawn i.i.d. according to P, labeled by some $c \in C$.
- Learning Output: A concept c' such that

$$P(c(x) \neq c'(x)) \leq \epsilon$$

▶ Strong PAC Learning of C: There exists an algorithm such that for all ϵ , δ , the algorithm runs in time polynomial in $1/\epsilon$ and $1/\delta$ and outputs c' with

$$P(c(x) \neq c'(x)) \leq \epsilon$$

- Sample space X with a fixed but unknown distribution P.
- ▶ Concept class C, with $c \in C$ and $c : X \to \{0, 1\}$.
- ▶ **Learning Input**: A training set $\{(x_1, y_1), \dots, (x_n, y_n)\}$ drawn i.i.d. according to P, labeled by some $c \in C$.
- Learning Output: A concept c' such that

$$P(c(x) \neq c'(x)) \leq \epsilon$$

▶ Strong PAC Learning of C: There exists an algorithm such that for all ϵ , δ , the algorithm runs in time polynomial in $1/\epsilon$ and $1/\delta$ and outputs c' with

$$P(c(x) \neq c'(x)) \leq \epsilon$$

▶ Weak PAC Learning: Same as strong PAC, but only required to hold for a single $\epsilon < \frac{1}{2}$.

Boosting

A boosting algorithm can translate a weak PAC learner into a strong pac learner.

Boosting

- A boosting algorithm can translate a weak PAC learner into a strong pac learner.
- How it is done: by giving the weak learner different distributions.

Game between two players.

- Game between two players.
- ▶ Defined by $n \times m$ matrix M

- Game between two players.
- ▶ Defined by $n \times m$ matrix M
- ▶ Row player chooses $i \in \{1, ..., n\}$

- Game between two players.
- Defined by n x m matrix M
- ▶ Row player chooses $i \in \{1, ..., n\}$
- ► Column player chooses $j \in \{1, ..., m\}$

- Game between two players.
- ▶ Defined by $n \times m$ matrix M
- ▶ Row player chooses $i \in \{1, ..., n\}$
- ► Column player chooses $j \in \{1, ..., m\}$
- ► Row player gains $M(i,j) \in [0,1]$

- Game between two players.
- Defined by n x m matrix M
- ▶ Row player chooses $i \in \{1, ..., n\}$
- ► Column player chooses $j \in \{1, ..., m\}$
- ► Row player gains $M(i,j) \in [0,1]$
- ightharpoonup Column player looses M(i,j)

- Game between two players.
- Defined by n x m matrix M
- ▶ Row player chooses $i \in \{1, ..., n\}$
- ▶ Column player chooses $j \in \{1, ..., m\}$
- ▶ Row player gains $M(i,j) \in [0,1]$
- ightharpoonup Column player looses M(i,j)
- Game repeated many times.

Choosing a single action = pure strategy.

- Choosing a single action = pure strategy.
- Choosing a Distribution over actions = mixed strategy.

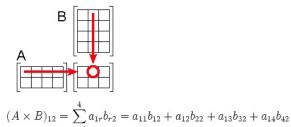
- Choosing a single action = pure strategy.
- Choosing a Distribution over actions = mixed strategy.
- Row player chooses dist. over rows P

- Choosing a single action = pure strategy.
- Choosing a Distribution over actions = mixed strategy.
- Row player chooses dist. over rows P
- Column player chooses dist. over columns Q

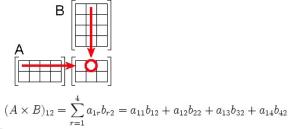
- Choosing a single action = pure strategy.
- Choosing a Distribution over actions = mixed strategy.
- Row player chooses dist. over rows P
- Column player chooses dist. over columns Q
- ► Row player gains M(P, Q).

- Choosing a single action = pure strategy.
- Choosing a Distribution over actions = mixed strategy.
- Row player chooses dist. over rows P
- Column player chooses dist. over columns Q
- ► Row player gains M(P, Q).
- ► Column player looses M(P, Q).

Mixed strategies in matrix notation

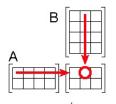


Mixed strategies in matrix notation



 \mathbf{Q} is a column vector. \mathbf{P}^T is a row vector.

Mixed strategies in matrix notation



$$(A \times B)_{12} = \sum_{r=1}^{4} a_{1r} b_{r2} = a_{11} b_{12} + a_{12} b_{22} + a_{13} b_{32} + a_{14} b_{42}$$

 \mathbf{Q} is a column vector. \mathbf{P}^T is a row vector.

$$\mathbf{M}(\mathbf{P}, \mathbf{Q}) = \mathbf{P}^T \mathbf{M} \mathbf{Q} = \sum_{i=1}^n \sum_{j=1}^m \mathbf{P}(i) \mathbf{M}(i, j) \mathbf{Q}(j)$$

The minmax Theorem

When using pure strategies, second player has an advantage.

The minmax Theorem

When using pure strategies, second player has an advantage.

John von Neumann, 1928.

$$\min_{\boldsymbol{P}} \max_{\boldsymbol{Q}} \boldsymbol{M}(\boldsymbol{P},\boldsymbol{Q}) = \max_{\boldsymbol{Q}} \min_{\boldsymbol{P}} \boldsymbol{M}(\boldsymbol{P},\boldsymbol{Q})$$

In words: for mixed strategies, choosing second gives no advantage.

The learning game matrix

	Example 1	Example 2	Example 3
Rule 1	0	1	0
Rule 2	1	1	0
Rule 3	0	0	1
Rule 4	1	0	1
Rule 5	0	1	1

entries: 1 = rule is correct on example, 0= incorrect

For any distribution Q over the examples there exists a row (rule) that is correct on $\frac{1}{2} + \gamma$ of the (dist over the) examples.

- For any distribution Q over the examples there exists a row (rule) that is correct on $\frac{1}{2} + \gamma$ of the (dist over the) examples.
- From min/max theorem we get that there exists a distribution \mathbf{P} over the rules such that for any example at least $\frac{1}{2} + \gamma$ of rhw (dist over the) rules are correct.

- For any distribution Q over the examples there exists a row (rule) that is correct on $\frac{1}{2} + \gamma$ of the (dist over the) examples.
- From min/max theorem we get that there exists a distribution P over the rules such that for any example at least $\frac{1}{2} + \gamma$ of rhw (dist over the) rules are correct.
- The weighted majority is always correct.

- For any distribution Q over the examples there exists a row (rule) that is correct on $\frac{1}{2} + \gamma$ of the (dist over the) examples.
- From min/max theorem we get that there exists a distribution P over the rules such that for any example at least $\frac{1}{2} + \gamma$ of rhw (dist over the) rules are correct.
- The weighted majority is always correct.
- Existence proof, but not an algorithm.

Schapire's boosting algorithm

Calls the weak learner 3 times, on 3 different distributions, combines the rules using a majority.

The distributions are

 \triangleright h_1 : use the training set as is.

Schapire's boosting algorithm

Calls the weak learner 3 times, on 3 different distributions, combines the rules using a majority.

The distributions are

- \triangleright h_1 : use the training set as is.
- ▶ h_2 : Filter examples so that $P(h_1(x) = c(x)) = \frac{1}{2}$

Schapire's boosting algorithm

Calls the weak learner 3 times, on 3 different distributions, combines the rules using a majority.

The distributions are

- \triangleright h_1 : use the training set as is.
- ▶ h_2 : Filter examples so that $P(h_1(x) = c(x)) = \frac{1}{2}$
- ▶ h_3 Filter out examples such that $h_1(x) = h_2(x)$

Idea of proof

▶ If errors of weak rules are at most x < 1/2 then error of combined rule is at most $3x^2 - 2x^3$.

Idea of proof

▶ If errors of weak rules are at most x < 1/2 then error of combined rule is at most $3x^2 - 2x^3$.

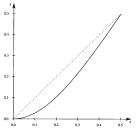
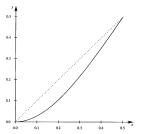


Figure 1. A graph of the function $g(x) = 3x^2 - 2x^3$.

Idea of proof

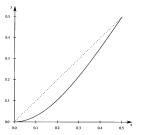
If errors of weak rules are at most x < 1/2 then error of combined rule is at most $3x^2 - 2x^3$.



- Figure 1. A graph of the function $g(x) = 3x^2 2x^3$.
- Let the available rules have error $\frac{1}{2} \gamma$ and assume we want a rule whose error is ϵ .

Idea of proof

▶ If errors of weak rules are at most x < 1/2 then error of combined rule is at most $3x^2 - 2x^3$.



- Figure 1. A graph of the function $g(x) = 3x^2 2x^3$.
- Let the available rules have error $\frac{1}{2} \gamma$ and assume we want a rule whose error is ϵ .
- ▶ Using 3-combiner recursively for depth at most $O(\frac{1}{\gamma^2} \log \frac{1}{\epsilon})$ achieves the error ϵ .

Boost By Majority

Majority vote over many weak rules, rather than 3.

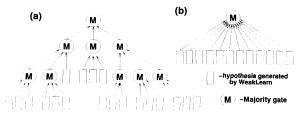


FIG. 1. Final concepts structure: (a) Schapire, (b) a one-layer majority circuit.

Game between booster and learner

▶ Booster chooses distribution over examples.

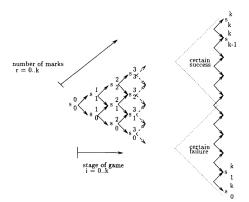


FIG. 2. Transitions between consecutive partitions.

Game between booster and learner

- Booster chooses distribution over examples.
- Weak learner chooses where weak rules makes a mistake.

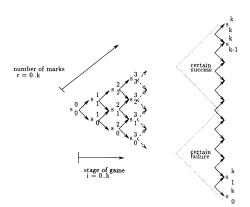
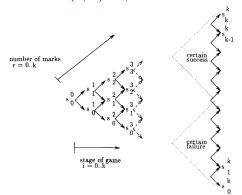


FIG. 2. Transitions between consecutive partitions.



Game between booster and learner

- Booster chooses distribution over examples.
- Weak learner chooses where weak rules makes a mistake.
- Weak learner constrained to make weighted error smaller than $(1/2) \gamma$



4日 > 4個 > 4 差 > 4 差 > 一差 の 9

Potential function

loss set and which are in the reward set; it is reasonable to define the potential for i = k as

$$\beta_r^k = \begin{cases} 0 & \text{if } r > \frac{k}{2} \\ 1 & \text{if } r \leq \frac{k}{2}. \end{cases}$$
 (4)

For i < k we define the potential recursively:

$$\beta_r^i = (\frac{1}{2} - \gamma) \beta_r^{i+1} + (\frac{1}{2} + \gamma) \beta_{r+1}^{i+1}.$$
 (5)

Weight function

The weighting factor is defined inductively as

$$\alpha_r^{k-1} = \begin{cases} 1 & \text{if } r = \left\lfloor \frac{k}{2} \right\rfloor \\ 0 & \text{otherwise.} \end{cases}$$

and for $0 \le i \le k-2$,

$$\alpha_r^i = (\frac{1}{2} - \gamma) \alpha_r^{i+1} + (\frac{1}{2} + \gamma) \alpha_{r+1}^{i+1}.$$

Potential is non increasing

Let q_r^i be the fraction of the examples that have r mistakes on iteration i.

Potential is non increasing

- Let q_r^i be the fraction of the examples that have r mistakes on iteration i.
- ▶ Then if the booster uses the weights α_r^i then

$$\beta_0^0 > \sum_{r=0}^1 q_r^1 \beta_r^1 > \sum_{r=0}^2 q_r^2 \beta_r^2 > \cdots > \sum_{r=0}^k q_r^k \beta_r^k.$$

Potential is non increasing

- Let q_r^i be the fraction of the examples that have r mistakes on iteration i.
- ▶ Then if the booster uses the weights α_r^i then

$$\beta_0^0 > \sum_{r=0}^1 q_r^1 \beta_r^1 > \sum_{r=0}^2 q_r^2 \beta_r^2 > \cdots > \sum_{r=0}^k q_r^k \beta_r^k.$$

Idea of proof, consider last and next to last steps.

Error bound

Given a weak learner with error $(1/2) - \gamma$, find k that satisfies

$$\sum_{i=0}^{\left\lfloor \frac{k}{2} \right\rfloor} {k \choose j} \left(\frac{1}{2} + \gamma \right)^j \left(\frac{1}{2} - \gamma \right)^{k-j} \leq \epsilon.$$

Then running Boost-by-majority for k iterations will generate a rule with error at most ϵ .

Adaboost

Algorithm AdaBoost (Setup)

Input:

▶ Sequence of *N* labeled examples $\langle (x_1, y_1), \dots, (x_N, y_N) \rangle$

Initialize:

$$w_i^1 = \frac{1}{N}$$
 for $i = 1, ..., N$.

Algorithm AdaBoost (Setup)

Input:

- ► Sequence of *N* labeled examples $\langle (x_1, y_1), \dots, (x_N, y_N) \rangle$
- Weak learning algorithm WeakLearn

Initialize:

$$w_i^1 = \frac{1}{N}$$
 for $i = 1, ..., N$.

Algorithm AdaBoost (Setup)

Input:

- ► Sequence of *N* labeled examples $\langle (x_1, y_1), \dots, (x_N, y_N) \rangle$
- Weak learning algorithm WeakLearn
- ► Integer *T* specifying number of iterations

Initialize:

$$w_i^1 = \frac{1}{N}$$
 for $i = 1, ..., N$.

For t = 1, 2, ..., T: 1. $p^t = \frac{w^t}{\sum_{i=1}^{N} w_i^t}$.

For t = 1, 2, ..., T: 1. $p^t = \frac{w^t}{\sum_{i=1}^N w_i^t}$.

2. Call *WeakLearn*, providing the distribution p^t . Get back a hypothesis $h_t: X \to \{0, 1\}$.

For t = 1, 2, ..., T:

1.
$$p^t = \frac{w^t}{\sum_{i=1}^N w_i^t}$$
.

- 2. Call *WeakLearn*, providing the distribution p^t . Get back a hypothesis $h_t: X \to \{0, 1\}$.
- 3. Calculate the error of h_t :

$$\epsilon_t = \sum_{i=1}^N p_i^t | h_t(x_i) - y_i |.$$

For t = 1, 2, ..., T:

- 1. $p^t = \frac{w^t}{\sum_{i=1}^N w_i^t}$.
- 2. Call *WeakLearn*, providing the distribution p^t . Get back a hypothesis $h_t: X \to \{0, 1\}$.
- 3. Calculate the error of h_t :

$$\epsilon_t = \sum_{i=1}^N p_i^t |h_t(x_i) - y_i|.$$

4. Set

$$\beta_t = \frac{\epsilon_t}{1 - \epsilon_t}.$$

For t = 1, 2, ..., T:

- 1. $p^t = \frac{w^t}{\sum_{i=1}^N w_i^t}$.
- 2. Call *WeakLearn*, providing the distribution p^t . Get back a hypothesis $h_t: X \to \{0, 1\}$.
- Calculate the error of h_t:

$$\epsilon_t = \sum_{i=1}^N p_i^t |h_t(x_i) - y_i|.$$

4. Set

$$\beta_t = \frac{\epsilon_t}{1 - \epsilon_t}$$
.

5. Update the weights:

$$\mathbf{w}_{i}^{t+1} = \mathbf{w}_{i}^{t} \beta_{t}^{\left(1 - |h_{t}(x_{i}) - y_{i}|\right)}.$$

Algorithm AdaBoost (Final Output)

Output the final hypothesis h_{final} , defined by:

$$h_{\textit{final}}(x) = \begin{cases} 1, & \text{if } \sum_{t=1}^{T} \left(\ln \frac{1}{\beta_t}\right) h_t(x) \geq \frac{1}{2} \sum_{t=1}^{T} \ln \frac{1}{\beta_t}, \\ 0, & \text{otherwise.} \end{cases}$$

Main Theorem

Theorem 6 Suppose the weak learning algorithm WeakLearn, when called by AdaBoost, generates hypotheses with errors $\epsilon_1, \ldots, \epsilon_T$. Then the error $\epsilon = \frac{1}{N} \# [h_{final}(x_i) \neq y_i]$ of the final hypothesis h_{final} is bounded above by

$$\epsilon \leq 2^T \prod_{t=1}^T \sqrt{\epsilon_t (1 - \epsilon_t)}.$$

Upper bound on total weight

$$\sum_{i=1}^{N} w_i^{t+1} = \sum_{i=1}^{N} w_i^t \beta_t^{(1-|h_t(x_i)-y_i|)}$$

$$\leq \sum_{i=1}^{N} w_i' \Big(1 - (1-\beta_t) \Big(1 - |h_t(x_i)-y_i| \Big) \Big)$$

$$\leq \Big(\sum_{i=1}^{N} w_i^t \Big) \Big(1 - (1-\epsilon_t) \Big(1 - \beta_t \Big) \Big).$$

Combining over iterations

Combining the weight-update inequality over t = 1, ..., T, we get

$$\sum_{i=1}^{N} w_i^{T+1} \le \prod_{t=1}^{T} \left(1 - (1 - \epsilon_t) (1 - \beta_t) \right). \tag{16}$$

Lower bound on total weight

The final hypothesis h_{final} makes a mistake on instance i only if

$$\prod_{t=1}^{T} \beta_{t}^{(1-|h_{t}(x_{i})-y_{i}|)} \geq \left(\prod_{t=1}^{T} \beta_{t}\right)^{-\frac{1}{2}}.$$
 (17)

The final weight of instance *i* is

$$w_i^{T+1} = D(i) \prod_{t=1}^{T} \beta_t^{(1-|h_t(x_i)-y_i|)}.$$
 (18)

By comparing the sum of all final weights to those on examples where h_{final} is incorrect, one obtains

$$\sum_{i=1}^{N} w_i^{T+1} \geq \sum_{i: h_{final}(x_i) \neq y_i} w_i^{T+1} \geq e \left(\prod_{t=1}^{T} \beta_t\right)^{1/2},$$

where e is the error of h_{final} .



Resulting Error Bound

Combining (16) and the above,

$$e \leq \prod_{t=1}^{T} \frac{1 - (1 - \epsilon_t)(1 - \beta_t)}{\sqrt{\beta_t}}.$$
 (20)

Minimizing each factor leads to $\beta_t = \epsilon_t/(1 - \epsilon_t)$. Plugging back yields

$$e \leq 2^T \prod_{t=1}^T \sqrt{\epsilon_t (1 - \epsilon_t)},$$

Alternative forms of the bound

$$e \leq \prod_{t=1}^{T} \sqrt{1 - 4\gamma_t^2} = \exp\left(-\sum_{t=1}^{T} KL\left(\frac{1}{2} \| \frac{1}{2} - \gamma_t\right)\right)$$
$$\leq \exp\left(-2\sum_{t=1}^{T} \gamma_t^2\right).$$

Hedge

Each iteration adds an Example

- Each iteration adds an Example
- Weights assigned to Experts

- Each iteration adds an Example
- Weights assigned to Experts
- Upper bound on score: Loss of alg.

- Each iteration adds an Example
- Weights assigned to Experts
- Upper bound on score: Loss of alg.
- Lower bound on score: Loss of best expert

Hedge

Each iteration adds an Example

- Weights assigned to Experts
- Upper bound on score: Loss of alg.
- Lower bound on score: Loss of best expert

Adaboost

Hedge

- Each iteration adds an Example
- Weights assigned to Experts
- Upper bound on score: Loss of alg.
- Lower bound on score: Loss of best expert

Adaboost

Each iteration adds a Weak Rule

Hedge

- Each iteration adds an Example
- Weights assigned to Experts
- Upper bound on score: Loss of alg.
- Lower bound on score: Loss of best expert

Adaboost

- Each iteration adds a Weak Rule
- Weights assigned to examples.

Hedge

- Each iteration adds an Example
- Weights assigned to Experts
- Upper bound on score: Loss of alg.
- Lower bound on score: Loss of best expert

Adaboost

- Each iteration adds a Weak Rule
- Weights assigned to examples.
- Upper bound on Score: Edges of weak rules.

Hedge

- Each iteration adds an Example
- Weights assigned to Experts
- Upper bound on score: Loss of alg.
- Lower bound on score: Loss of best expert

Adaboost

- Each iteration adds a Weak Rule
- Weights assigned to examples.
- Upper bound on Score: Edges of weak rules.
- Lower bound on Score: Error of majority vote.

► T step game, final configuration associated with a real value.

- ▶ T step game, final configuration associated with a real value.
- The potential of an configuration is an approximation/upper bound/lower bound of the final value given the current configuration.

- ▶ T step game, final configuration associated with a real value.
- The potential of an configuration is an approximation/upper bound/lower bound of the final value given the current configuration.
- The Weight is the difference between potential of reachable next steps.

- ► T step game, final configuration associated with a real value.
- The potential of an configuration is an approximation/upper bound/lower bound of the final value given the current configuration.
- The Weight is the difference between potential of reachable next steps.
- similar to board evaluation in Chess.

- ▶ T step game, final configuration associated with a real value.
- The potential of an configuration is an approximation/upper bound/lower bound of the final value given the current configuration.
- The Weight is the difference between potential of reachable next steps.
- similar to board evaluation in Chess.
- Our special case: state is a vector, Potential is defined as

$$\Phi(\mathbf{u}) = \psi\left(\sum_{i=1}^n \phi(u_i)\right)$$

- ▶ T step game, final configuration associated with a real value.
- The potential of an configuration is an approximation/upper bound/lower bound of the final value given the current configuration.
- The Weight is the difference between potential of reachable next steps.
- similar to board evaluation in Chess.
- Our special case: state is a vector, Potential is defined as

$$\Phi(\mathbf{u}) = \psi\left(\sum_{i=1}^n \phi(u_i)\right)$$

► I will (mis)use the word potential to refer to ϕ and Score to refer to Φ

▶ **Given:** $(x_1, y_1), ..., (x_m, y_m)$ where $x_i \in \mathcal{X}, y_i \in \{-1, +1\}$ **Initialize:** $D_1(i) = 1/m$ for i = 1, ..., m

- ▶ **Given:** $(x_1, y_1), ..., (x_m, y_m)$ where $x_i \in \mathcal{X}, y_i \in \{-1, +1\}$ **Initialize:** $D_1(i) = 1/m$ for i = 1, ..., m
- ▶ For t = 1, ..., T:

- **Given:** $(x_1, y_1), ..., (x_m, y_m)$ where $x_i \in \mathcal{X}, y_i \in \{-1, +1\}$ **Initialize:** $D_1(i) = 1/m$ for i = 1, ..., m
- ▶ For t = 1, ..., T:
 - ▶ Train weak learner using dist. D_t to get $h_t : \mathcal{X} \to \{-1, +1\}$

- **Given:** $(x_1, y_1), ..., (x_m, y_m)$ where $x_i \in \mathcal{X}, y_i \in \{-1, +1\}$ **Initialize:** $D_1(i) = 1/m$ for i = 1, ..., m
- ▶ For t = 1, ..., T:
 - ▶ Train weak learner using dist. D_t to get $h_t : \mathcal{X} \to \{-1, +1\}$

- ▶ **Given:** $(x_1, y_1), ..., (x_m, y_m)$ where $x_i \in \mathcal{X}, y_i \in \{-1, +1\}$ **Initialize:** $D_1(i) = 1/m$ for i = 1, ..., m
- ▶ For t = 1, ..., T:
 - ▶ Train weak learner using dist. D_t to get $h_t : \mathcal{X} \to \{-1, +1\}$

 - ▶ Update, for i = 1, ..., m:

$$D_{t+1}(i) = \frac{D_t(i) \exp(-\alpha_t y_i h_t(x_i))}{Z_t}$$

- **▶ Given:** $(x_1, y_1), ..., (x_m, y_m)$ where $x_i ∈ \mathcal{X}, y_i ∈ \{-1, +1\}$ **Initialize:** $D_1(i) = 1/m$ for i = 1, ..., m
- ▶ For t = 1, ..., T:
 - ▶ Train weak learner using dist. D_t to get $h_t : \mathcal{X} \to \{-1, +1\}$

 - ▶ Update, for i = 1, ..., m:

$$D_{t+1}(i) = \frac{D_t(i) \exp(-\alpha_t y_i h_t(x_i))}{Z_t}$$

Output the final hypothesis:

$$sign(H(x)); H(x) = \left(\sum_{t=1}^{T} \alpha_t h_t(x)\right)$$

show boosting examples

Concepts when analyzing boosting

booster tries to minimize Potential, adversary - to maximize.

Concepts when analyzing boosting

- booster tries to minimize Potential, adversary to maximize.
- Adaboost: COnfiguration: Marginsm(x) = yH(x): larger than zero = correct.

$$\Phi(x_1,\ldots,x_n)=\sum_i \exp(-m(x_i))$$

Concepts when analyzing boosting

- booster tries to minimize Potential, adversary to maximize.
- Adaboost: COnfiguration: Marginsm(x) = yH(x): larger than zero = correct.

$$\Phi(x_1,\ldots,x_n)=\sum_i \exp(-m(x_i))$$

Boost by majority: Configuration= number of marks on each example

$$\Phi(x_1,\ldots,x_n)=\sum_i\beta^i_{r(x_j)}$$

$$\beta_r^i = \sum_{j=0}^{\lfloor k/2 \rfloor - r} {k-i \choose j} \left(\frac{1}{2} + \gamma\right)^j \left(\frac{1}{2} - \gamma\right)^{k-1-j}$$

Weight assigned to examples: The gradient of the potential.

$$\nu = \frac{\partial}{\partial x_i} \Phi(x_1, \dots, x_n) = \frac{\partial}{\partial x_i} \phi(x_i)$$

Weight assigned to examples: The gradient of the potential.

$$\nu = \frac{\partial}{\partial x_i} \Phi(x_1, \dots, x_n) = \frac{\partial}{\partial x_i} \phi(x_i)$$

Adaboost - same as potentials

Weight assigned to examples: The gradient of the potential.

$$\nu = \frac{\partial}{\partial x_i} \Phi(x_1, \dots, x_n) = \frac{\partial}{\partial x_i} \phi(x_i)$$

- Adaboost same as potentials
- Boost by majority: the binomial PMF.

Show boosting margin figures.

► Configuration: R_i: regret relative to expert i

- Configuration: R_i: regret relative to expert i
- ▶ Potential:

$$\Phi(R_1,\ldots,R_n) = \frac{1}{\eta}\log\left(\sum_i \exp(-\eta R_i)\right)$$

- Configuration: R_i: regret relative to expert i
- Potential:

$$\Phi(R_1,\ldots,R_n) = \frac{1}{\eta}\log\left(\sum_i \exp(-\eta R_i)\right)$$

Weight: The gradient of the potential. assigned to experts. For exponential potential has the same form as the potential.

- Configuration: R_i: regret relative to expert i
- Potential:

$$\Phi(R_1,\ldots,R_n) = \frac{1}{\eta}\log\left(\sum_i \exp(-\eta R_i)\right)$$

- Weight: The gradient of the potential. assigned to experts. For exponential potential has the same form as the potential.
- Score: Average potential: $\Psi(\vec{m}) = \frac{1}{n} \sum_{i=1}^{n} \phi(m_i)$ experts try to maximize, learner, to minimize.

- Configuration: R_i: regret relative to expert i
- ► Potential:

$$\Phi(R_1,\ldots,R_n) = \frac{1}{\eta}\log\left(\sum_i \exp(-\eta R_i)\right)$$

- Weight: The gradient of the potential. assigned to experts. For exponential potential has the same form as the potential.
- Score: Average potential: $\Psi(\vec{m}) = \frac{1}{n} \sum_{i=1}^{n} \phi(m_i)$ experts try to maximize, learner, to minimize.
- score upper bounds error of combined rule.