# Bagging

Random Forest





# Bagging

Intuition



#### Ensembles: Why do we care?

- Good performance
- General purpose algorithms
- Usually easier to train than other fancy techniques
- Really popular in industry and ML competitions



#### What are ensemble models?

- Combining multiple simple models into a larger one
- Popular techniques:
  - Bagging (this module)
  - Boosting
  - Stacking





Accuracy = 75%



Accuracy = 80%

Both say you have X... how confident are you about the diagnosis?



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Does consulting more doctors **always** improve the diagnosis?

- Doctors need to be better than random guessing if using majority vote
- Doctors need to be making their reasoning independently and differently so that they don't make identical mistakes

  CAMBRIDGE SPARK

## Formalising ensembles (a bit)

- Set of all observable symptoms:  $x = (x_1, \dots, x_p)$
- Set of consulted doctors:  $D = \{h_1, \ldots, h_T\}$
- Each doctor is a "function" returning a diagnosis:  $h_i(x)$
- Final diagnosis:  $H(h_1(x), \ldots, h_T(x))$

The aggregating function H can be based on a majority vote.

Weights can be applied within H to take doctors' accuracies into account.



# Bagging

In Practice



#### Back to supervised learning

- Weak Learner: a model with accuracy better than random guess
- **Diverse learners :** models that make mistakes on different data points

Aggregating weak and diverse learners leads to a model that can significantly outperform the weak learners.

Extremely powerful and successful both in classification and regression.



## Bagging in practice

Take the context of classification for now, we want to:

- Train a set of diverse base classifiers:  $\{h_1(\cdot), \ldots, h_T(\cdot)\}$ 
  - o what classifiers?
  - o how to get diverse classifiers?
- Aggregate the output of the classifiers:  $H(h_1(\cdot), ..., h_T(\cdot))$ 
  - o how to aggregate?





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  - a. Bootstrapping



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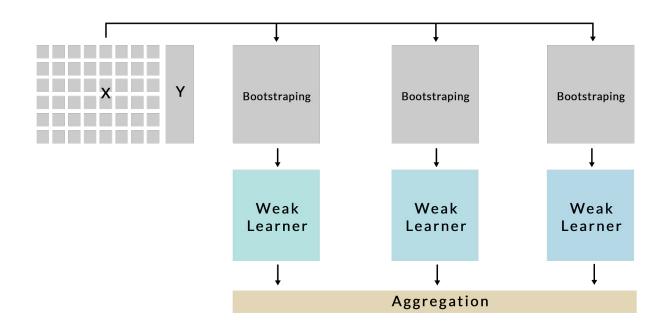


For a class **h** of models (e.g Decision Tree):

- 1. Randomly sample T datasets with replacement from the original one
  - a. Bootstrapping
- 2. Train T models on the bootstrap samples
- 3. Aggregate their output

Bootstrap samples are "statistically similar". Some points may not appear, some may appear several times.







#### Comments on Bagging

Works well with unstable models (significant difference in model with slightly different data)

- Decision tree = unstable model (high variance)
- Logistic regression = stable model



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Consider a dataset with a few "rare" data-points that appear, e.g.: with 1/100. Then many models will be trained without this rare points.



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- Bagging leads to estimator that typically perform (very) well on the bulk of the population but may do quite badly on outliers
- This may be a good thing but it ≈ amounts to implicitly ignoring outliers → keep this
  in mind.



# Random Forest



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Don't overdo it... We still need:

Good performance per tree (no underfitting)



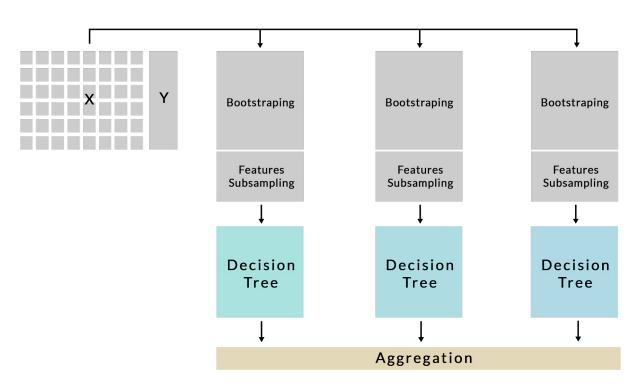
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#### Don't overdo it... We still need:

- Good performance per tree (no underfitting)
- Able to generalise (no overfitting)



## Bagging - Random Forest





+ Easy to run in **parallel** 



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- Models remain correlated (similar data)
- Hard to interpret
- **? Outliers** likely to be ignored by most weak learners

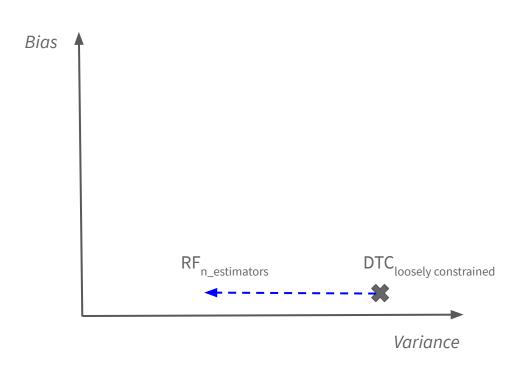


### Bagging in SkLearn

- BaggingClassifier, BaggingRegressor
- RandomForestClassifier, RandomForestRegressor
- ExtraTreesClassifier, ExtraTreesRegressor



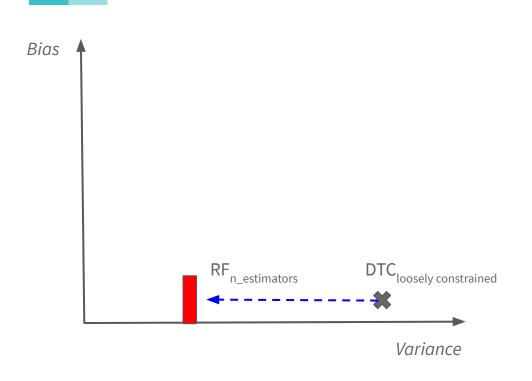
#### Bias vs Variance



- Random Forest allows to reduce variance
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- What happens if we keep adding trees?



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- Random Forest allows to reduce variance
   by ensembling DTs
- What happens if we keep adding trees?
  - We'll just reach a maximum
     performance and stop improving





Hands-on session

01-bagging\_random\_forest.ipynb

