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## Gradient Boosting

■ AdaBoost uses weights to build new weak learners that compensate for earlier errors

- Gradient boosting follows a different approach
- Shortcomings of the current model are defined in terms of gradients
- Gradient boosting $=$ Gradient descent
+ boosting


## Gradient Boosting for Regression

- Training data $\left(x_{1}, y_{1}\right),\left(x_{2}, y_{2}\right), \ldots$, $\left(x_{n}, y_{n}\right)$
- Fit a model $F(x)$ to minimize square loss
- The model $F$ we build is good, but not perfect

■ $y_{1}=0.9, F\left(x_{1}\right)=0.8$
■ $y_{2}=1.3, F\left(x_{2}\right)=1.4$

- Add an additional model $h$, so that new prediction is $F(x)+h(x)$


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- $y_{2}=1.3, F\left(x_{2}\right)=1.4$
- ...
- Add an additional model $h$, so that new prediction is $F(x)+h(x)$

■ What should $h$ look like?
■ For each $x_{i}$, want $F\left(x_{i}\right)+h\left(x_{i}\right)=y_{i}$

- $h\left(x_{i}\right)=y_{i}-F\left(x_{i}\right)$
- Fit a new model $h$ (typically a regression tree) to the residuals $y_{i}-F\left(x_{i}\right)$

■ If $F+h$ is not satisfactory, build another model $h^{\prime}$ to fit residuals $y_{i}-\left[F\left(x_{i}\right)+h\left(x_{i}\right)\right]$

■ Why should this work?

## Residuals and gradients

## Gradient descent

■ Move parameters against the gradient with respect to loss function

$$
\theta_{i} \leftarrow \theta_{i}-\frac{\partial J}{\partial \theta_{i}}
$$



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$$



- Individual loss:

$$
L\left(y, F(x)=(y-F(x))^{2} / 2\right.
$$

- Minimize overall loss:

$$
J=\sum_{i} L\left(y_{i}, F\left(x_{i}\right)\right)
$$

- $\frac{\partial J}{\partial F\left(x_{i}\right)}=F\left(x_{i}\right)-y$
- Residual $y_{i}-F\left(x_{i}\right)$ is negative gradient
- Fitting $h$ to residual is same as fitting $h$ to negative gradient
- Updating $F$ using residual is same as updating $F$ based on negative gradient


## Residuals and gradients

■ Residuals are a special case - gradients for square loss

■ Can use other loss functions, and fit $h$ to corresponding gradient

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- Square loss gets skewed by outliers
- More robust loss functions with outliers
- Absolute loss $|y-f(x)|$
- Huber loss

$$
L(y, F)= \begin{cases}\frac{1}{2}(y-F)^{2}, & |y-F| \leq \delta \\ \delta(|y-F|-\delta / 2), & |y-F|>\delta\end{cases}
$$

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$$

- More generally, boosting with respect to gradient rather than just residuals
- Given any differential loss function $L$,
- Start with an initial model $F$
- Calculate negative gradients

$$
-g\left(x_{i}\right)=\frac{\partial L\left(y_{i}, F\left(x_{i}\right)\right)}{\partial F\left(x_{i}\right)}
$$

- Fit a regression tree $h$ to negative gradients $-g\left(x_{i}\right)$
- Update $F$ to $F+\rho h$
- $\rho$ is the learning rate


## Regression Trees

- Predict age based on given attributes

| Person <br> ID | Age | Likes <br> Garden <br> ing | Plays <br> Video <br> Games | Likes <br> Hats |
| :---: | :---: | :---: | :---: | :---: |
| 1 | 13 | FALSE | TRUE | TRUE |
| 2 | 14 | FALSE | TRUE | FALSE |
| 3 | 15 | FALSE | TRUE | FALSE |
| 4 | 25 | TRUE | TRUE | TRUE |
| 5 | 35 | FALSE | TRUE | TRUE |
| 6 | 49 | TRUE | FALSE | FALSE |
| 7 | 68 | TRUE | TRUE | TRUE |
| 8 | 71 | TRUE | FALSE | FALSE |
| 9 | 73 | TRUE | FALSE | TRUE |

## Regression Trees

- Predict age based on given attributes

■ Build a regression tree using CART algorithm

| Person <br> ID | Age | Likes <br> Garden <br> ing | Plays <br> Video <br> Games | Likes <br> Hats |
| :---: | :---: | :---: | :---: | :---: |
| 1 | 13 | FALSE | TRUE | TRUE |
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| 3 | 15 | FALSE | TRUE | FALSE |
| 4 | 25 | TRUE | TRUE | TRUE |
| 5 | 35 | FALSE | TRUE | TRUE |
| 6 | 49 | TRUE | FALSE | FALSE |
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| 8 | 71 | TRUE | FALSE | FALSE |
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## Regression Trees



■ LikesHats seems irrelevant, yet pops up

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| 1 | 13 | FALSE | TRUE | TRUE |
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| 3 | 15 | FALSE | TRUE | FALSE |
| 4 | 25 | TRUE | TRUE | TRUE |
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| 6 | 49 | TRUE | FALSE | FALSE |
| 7 | 68 | TRUE | TRUE | TRUE |
| 8 | 71 | TRUE | FALSE | FALSE |
| 9 | 73 | TRUE | FALSE | TRUE |

## Regression Trees



- LikesHats seems irrelevant, yet pops up
- Can we do better?

| Person <br> ID | Age | Likes <br> Garden <br> ing | Plays <br> Video <br> Games | Likes <br> Hats |
| :---: | :---: | :---: | :---: | :---: |
| 1 | 13 | FALSE | TRUE | TRUE |
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| 3 | 15 | FALSE | TRUE | FALSE |
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| 5 | 35 | FALSE | TRUE | TRUE |
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| 8 | 71 | TRUE | FALSE | FALSE |
| 9 | 73 | TRUE | FALSE | TRUE |

## Residuals


19.25
$-57.2$

$$
y_{i}-F\left(x_{i}\right)
$$

| PersonID | Age | Tree1 Prediction | Tree1 <br> Residual |
| :---: | :---: | :---: | :---: |
| 1 | 13 | - 19.25 | -6.25 |
| 2 | 14 | - 19.25 | -5.25 |
| 3 | 15 | $\underline{19.25}$ | -4.25 |
| 4 | 25 | 57.2 | -32.2 |
| 5 | 35 | 19.25 | 15.75 |
| 6 | 49 | 57.2 | -8.2 |
| 7 | 68 | - 57.2 | 10.8 |
| 8 | 71 | 57.2 | 13.8 |
| 9 | 73 | 57.2 | 15.8 |

## Residuals

$\{13,14,15,35\}$

$$
\{25,49,68,71,73\}
$$

PersonID Age \begin{tabular}{ccc}
Tree1 <br>
Prediction

 

Tree1 <br>
Residual
\end{tabular}

## Tree 1

| 1 |  |  |  |
| :---: | :---: | :---: | :---: |
|  | 13 | 19.25 | -6.25 |
| 2 | 14 | 19.25 | -5.25 |
| 3 | 15 | 19.25 | -4.25 |
| 4 | 25 | 57.2 | -32.2 |
| 5 | 35 | 19.25 | 15.75 |
| 6 | 49 | 57.2 | -8.2 |
| 7 | 68 | 57.2 | 10.8 |
| 8 | 71 | 57.2 | 13.8 |
| 9 | 73 | 57.2 | 15.8 |

## Residuals



| PersonID | Age | Tree1 <br> Prediction | Tree1 <br> Residual |
| :---: | :---: | :---: | :---: |
| 1 | 13 | 19.25 | -6.25 |
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| 3 | 15 | 19.25 | -4.25 |
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| 5 | 35 | 19.25 | 15.75 |
| 6 | 49 | 57.2 | -8.2 |
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| 8 | 71 | 57.2 | 13.8 |
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## Residuals



| PersonID | Age | Tree1 <br> Prediction | Tree1 <br> Residual |
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| 2 | 14 | 19.25 | -5.25 |
| 3 | 15 | 19.25 | -4.25 |
| 4 | 25 | 57.2 | -32.2 |
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| 9 | 73 | 57.2 | 15.8 |

## Residuals



## Residuals

| $\{13,14,15,25,35,49,68,71,73\}$ | Per son ID | A | Tree1 Predi ction | Tree1 Resi dual | Tree2 <br> Predi <br> ction | Co mbi ned | Final Resi dual |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| ardening F Gardening $=T$ | 1 | 13 | 19.25 | -6.25 | -3.567 | 15.68 | -2.683 |
|  | 2 | 14 | 19.25 | -5.25 | -3.567 | 15.68 | -1.683 |
|  | 3 | 15 | 19.25 | -4.25 | -3.567 | 15.68 | 0.6833 |
| Tree 1 | 4 | 25 | 57.2 | -32.2 | -3.567 | 53.63 | -28.63 |
|  | 5 | 35 | 19.25 | 15.75 | -3.567 | 15.68 | +19.32 |
| $\{-6.25,-5.25,-4.25,-32.2,15.75,-8.2,10.8,13.8,15.8\}$ | 6 | 49 | 57.2 | -8.2 | 7.133 | 64.33 | -15.33 |
|  | 7 | 68 | 57.2 | 10.8 | -3.567 | 53.63 | +14.37 |
|  | 8 | 71 | 57.2 | 13.8 | 7.133 | 64.33 | +6.667 |
|  | 9 | 73 | 57.2 | 15.8 | 7.133 | 64.33 | +8.667 |
| Tree 2 |  |  |  | - | 4 ¢ |  |  |

## Residuals

| $\{13,14,15,25,35,49,68,71,73\}$ | Per son ID | $\begin{aligned} & \mathrm{A} \\ & \mathrm{~g} \\ & \mathrm{e} \end{aligned}$ | Tree1 Predi ction | Tree1 Resi dual | $\begin{aligned} & \text { Tree2 } \\ & \text { Predi } \\ & \text { ction } \end{aligned}$ | Co <br> mbi <br> ned | Final Resi dual |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Gardening=T | 1 | 13 | 19.25 | -6.25 | -3.567 | 15.68 | -2.683 |
|  | 2 | 14 | 19.25 | -5.25 | -3.567 | 15.68 | -1.683 |
| Tree 1 | 3 | 15 | 19.25 | -4.25 | -3.567 | 15.68 | -0.6833 |
|  | 4 | 25 | 57.2 | -32.2 | -3.567 | 53.63 | -28.63 |
| $\{-6.25,-5.25,-4.25,-32.2,15.75,-8.2,10.8,13.8,15.8\}$ | 5 | 35 | 19.25 | 15.75 | -3.567 | 15.68 | +19.32 |
|  | 6 | 49 | 57.2 | -8.2 | 7.133 | 64.33 | -15.33 |
|  | 7 | 68 | 57.2 | 10.8 | -3.567 | 53.63 | +14.37 |
|  | 8 | 71 | 57.2 | 13.8 | 7.133 | 64.33 | +6.667 |
|  | 9 | 73 | 57.2 | 15.8 | 7.133 | 64.33 | +8.667 |

Tree 2

## Residuals



Tree 2

## Residuals



Tree 2

## Gradient Boosting

General Strategy


Tree 1


Tree 2

## Gradient Boosting

## General Strategy

■ Build tree 1, $F_{1}$


Tree 1


Tree 2

## Gradient Boosting

## General Strategy

■ Build tree 1, $F_{1}$
■ Fit a model to residuals, $h_{1}(x)=y-F_{1}(x)$


Tree 1


Tree 2

## Gradient Boosting

## General Strategy

■ Build tree 1, $F_{1}$

- Fit a model to residuals, $h_{1}(x)=y-F_{1}(x)$

■ Create a new model $F_{2}(x)=F_{1}(x)+h_{1}(x)$


Tree 1


Tree 2

## Gradient Boosting

## General Strategy

■ Build tree 1, $F_{1}$
■ Fit a model to residuals, $h_{1}(x)=y-F_{1}(x)$
■ Create a new model $F_{2}(x)=F_{1}(x)+h_{1}(x)$
■ Fit a model to residuals, $h_{2}(x)=y-F_{2}(x)$


Tree 1


Tree 2

## Gradient Boosting

## General Strategy

■ Build tree 1, $F_{1}$
■ Fit a model to residuals, $h_{1}(x)=y-F_{1}(x)$
■ Create a new model $F_{2}(x)=F_{1}(x)+h_{1}(x)$

- Fit a model to residuals, $h_{2}(x)=y-F_{2}(x)$

■ Create a new model $F_{3}(x)=F_{2}(x)+h_{2}(x)$


Tree 1

Tree 2

## Hyper Parameters

Learning Rate


Tree 1


Tree 2

## Hyper Parameters

## Learning Rate

- $h_{j}$ fits residuals of $F_{j}$


Tree 1


Tree 2

## Hyper Parameters

## Learning Rate

- $h_{j}$ fits residuals of $F_{j}$
- $F_{j+1}(x)=F_{J}(x)+L R \cdot h_{j}(x)$
- $L R$ controls contribution of residual
- $L R=1$ in our previous example


Tree 1


Tree 2

## Hyper Parameters

## Learning Rate

- $h_{j}$ fits residuals of $F_{j}$
- $F_{j+1}(x)=F_{J}(x)+L R \cdot h_{j}(x)$

■ $L R$ controls contribution of residual

- $L R=1$ in our previous example

■ Ideally, choose $L R$ separately for each residual to minimize loss function

■ Can apply different $L R$ to different leaves

$$
\{13,14,15,25,35,49,68,71,73\}
$$



Tree 1


## Gradient Boosting for Classification

■ Assume binary classification

## Gradient Boosting for Classification

- Assume binary classification
- Original training outputs are $y \in\{0,1\}$



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- Assume binary classification
- Original training outputs are $y \in\{0,1\}$
- For each $x$, classifier produces scores $\left\langle s_{0}, s_{1}\right\rangle$

Gradient Boosting for Classification

- Assume binary classification
- Original training outputs are $y \in\{0,1\}$
- For each $x$, classifier produces scores $\left\langle s_{0}, s_{1}\right\rangle$
- Use softmax to convert to probabilities:
normalized max

$$
\text { For } j \in\{0,1\}, p_{j}=\frac{e^{s_{j}}}{e^{s_{0}}+e^{s_{1}}} \leftarrow \quad \frac{e^{s_{0}}}{-}+\frac{e^{s_{1}}}{-}=\frac{e^{s_{0}}+e^{s_{1}}}{e^{s_{0}}+e^{s_{1}}}
$$

Gradient Boosting for Classification

- Assume binary classification
- Original training outputs are $y \in\{0,1\}$
- For each $x$, classifier produces scores $\left\langle s_{0}, s_{1}\right\rangle$
- Use softmax to convert to probabilities:

For $j \in\{0,1\}, p_{j}=\frac{e^{s_{j}}}{e^{s_{0}}+e^{s_{1}}}$

- Use cross entropy as the loss function $L(y, F)=y \log \left(p_{1}\right)+(1-y) \log \left(p_{0}\right)$
$F\left(x_{i}\right)$

$$
p_{1} \equiv 1
$$

Regression predichoin

$$
\stackrel{\downarrow}{p_{i}}=\frac{e^{\text {si }}}{e^{s_{0}}+e^{s_{1}}} \frac{\text { Quadrate }}{\text { Coss }}
$$

$$
p_{0} \equiv 0 \text { if } y=1
$$

$p_{0}=1$
$P_{1} \equiv 0$

$$
\text { if } t=0
$$

## Gradient Boosting for Classification

- Assume binary classification
- Original training outputs are $y \in\{0,1\}$

■ For each $x$, classifier produces scores $\left\langle s_{0}, s_{1}\right\rangle$

- Use softmax to convert to probabilities:

For $j \in\{0,1\}, p_{j}=\frac{e^{s_{j}}}{e^{s_{0}}+e^{s_{1}}}$

- Use cross entropy as the loss function
$L(y, F)=y \log \left(p_{1}\right)+(1-y) \log \left(p_{0}\right)$
■ Compute negative gradients


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- Assume binary classification
- Original training outputs are $y \in\{0,1\}$

■ For each $x$, classifier produces scores $\left\langle s_{0}, s_{1}\right\rangle$

- Use softmax to convert to probabilities:

For $j \in\{0,1\}, p_{j}=\frac{e^{s_{j}}}{e^{s_{0}}+e^{s_{1}}}$

- Use cross entropy as the loss function

$$
L(y, F)=y \log \left(p_{1}\right)+(1-y) \log \left(p_{0}\right)
$$

- Compute negative gradients
- Fit regression trees to negative gradients to minimize cross entropy

