

# Introduction to Machine Learning

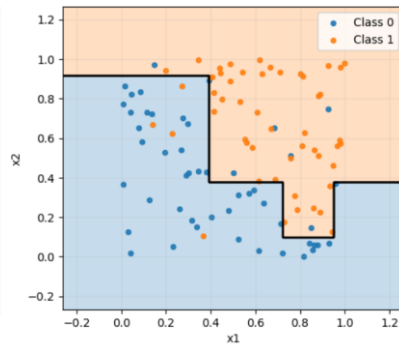
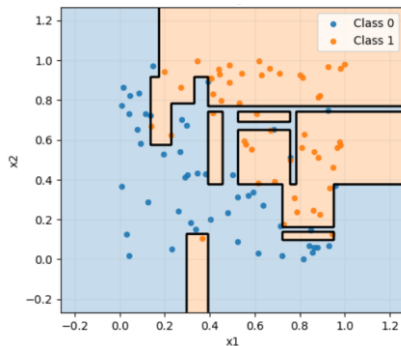
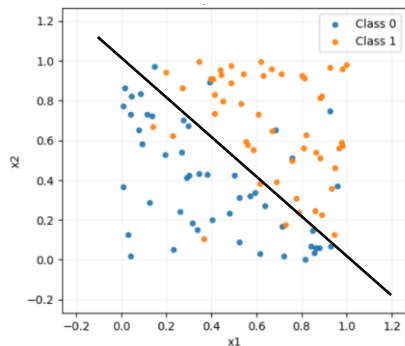
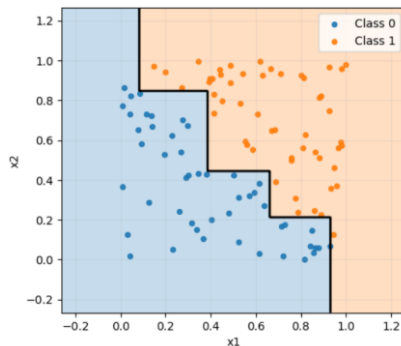
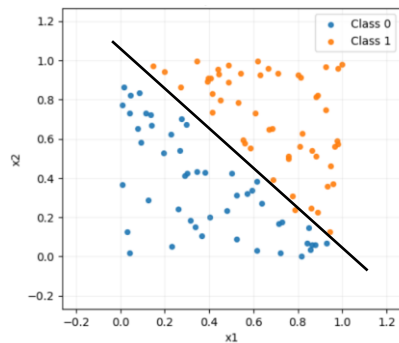
**Lecture 15:**

***Ensemble Methods (Bagging, Random Forests)***

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# Pruning to Prevent Overfitting

No noise in data



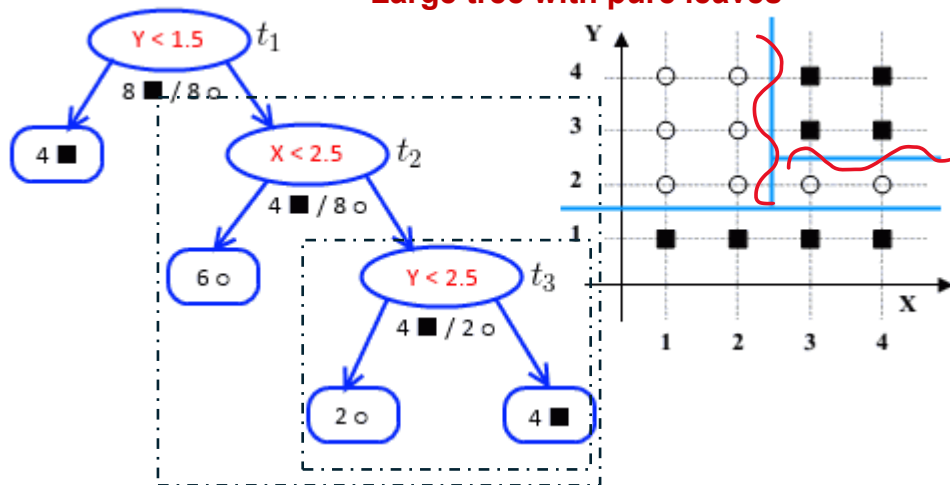
Noisy Data

Overfitting

Pruned tree

# Post Pruning

Large tree with pure leaves



## Cost-Complexity Pruning

$$R_{\alpha}(T) = R(T) + \alpha|T|$$

$|T|$  : number of leaf nodes

$R(T)$  : Total Misclassification error on training data

### Interpretation:

First term: Encourages fewer mistakes

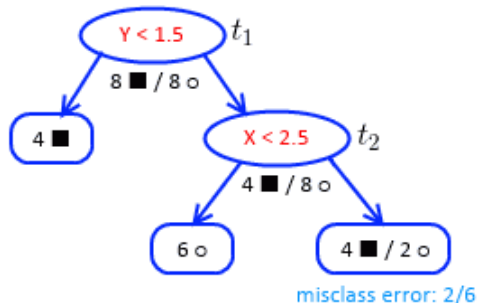
Second term: penalty for model complexity

Very Large  $\alpha \Rightarrow$  simpler tree, high training error

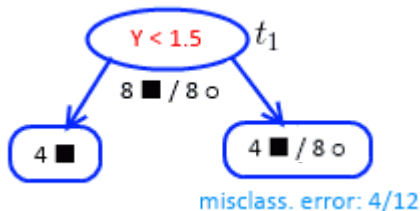
Very Small  $\alpha \Rightarrow$  complex tree, low training error

Use cross validation to tune  $\alpha$

Pruning at node  $t_3$



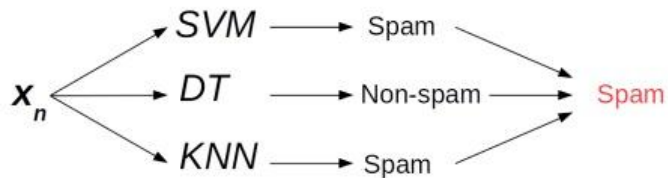
Pruning at node  $t_2$



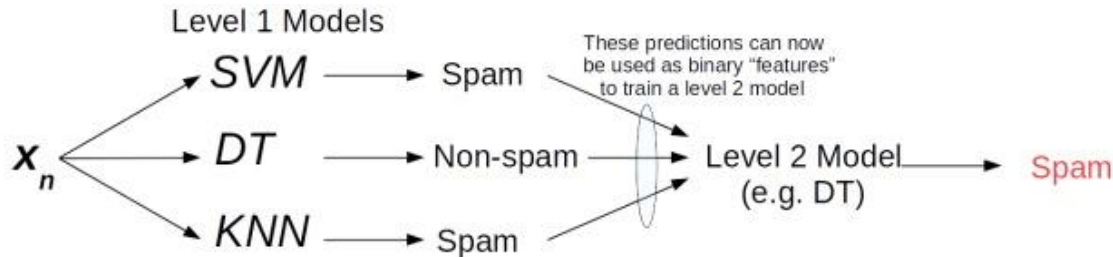
# Ensemble Methods

# Some Simple Ensembles

- **Voting** or **Averaging** of predictions of multiple models trained on the same data



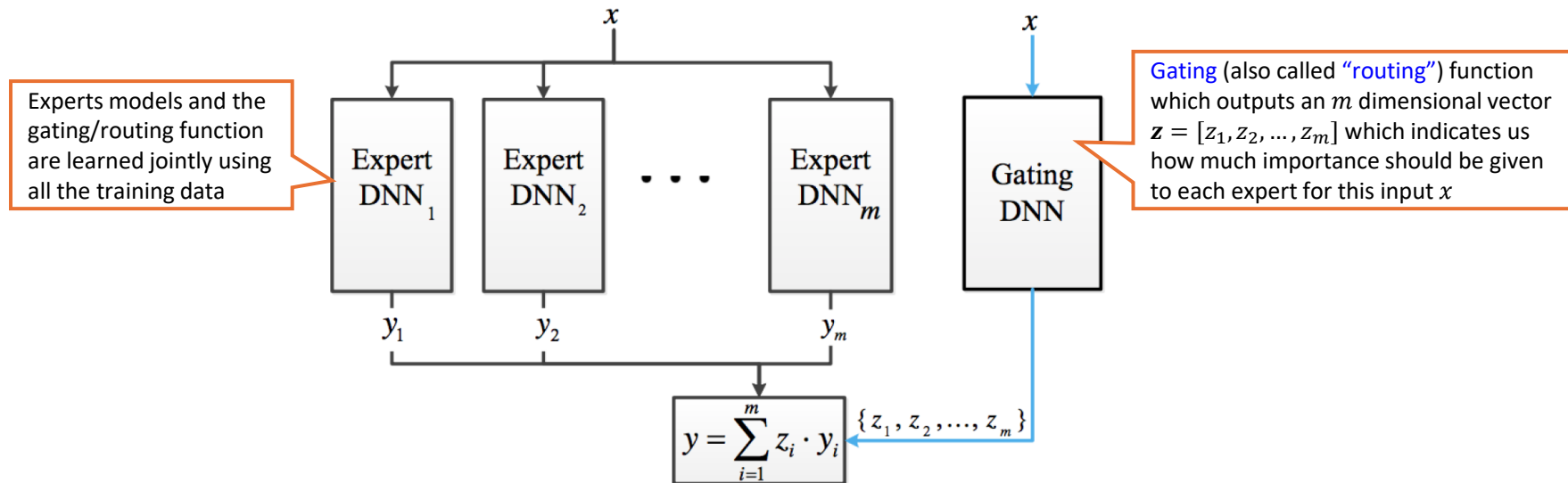
- **“Stacking”**: Use predictions of multiple already trained models as “features” to train a new model and use the new model to make predictions on test data



In stacking, level 1 and level 2 models are trained independently (first level 1 and then level 2)

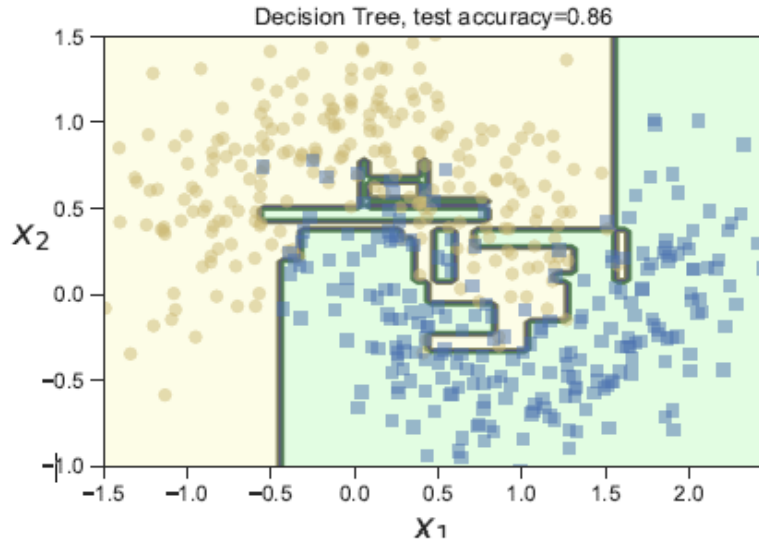
# Mixture of Experts (MoE) based Ensemble

- We assume  $m$  “simple” models, usually of the same type, e.g.,  $m$  linear SVMs or  $m$  logistic regression models, or  $m$  deep neural nets (usually all with same architecture)

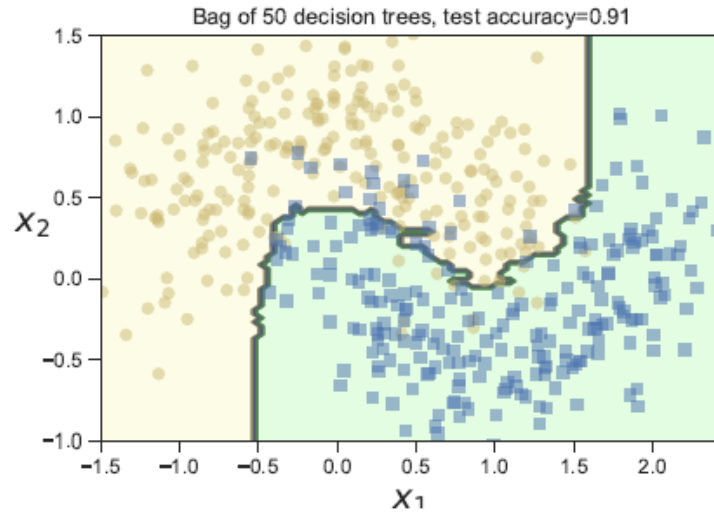


- MoE is very popular in classical ML as well as “modern” deep learning

# Bagging (Bootstrap Aggregation)



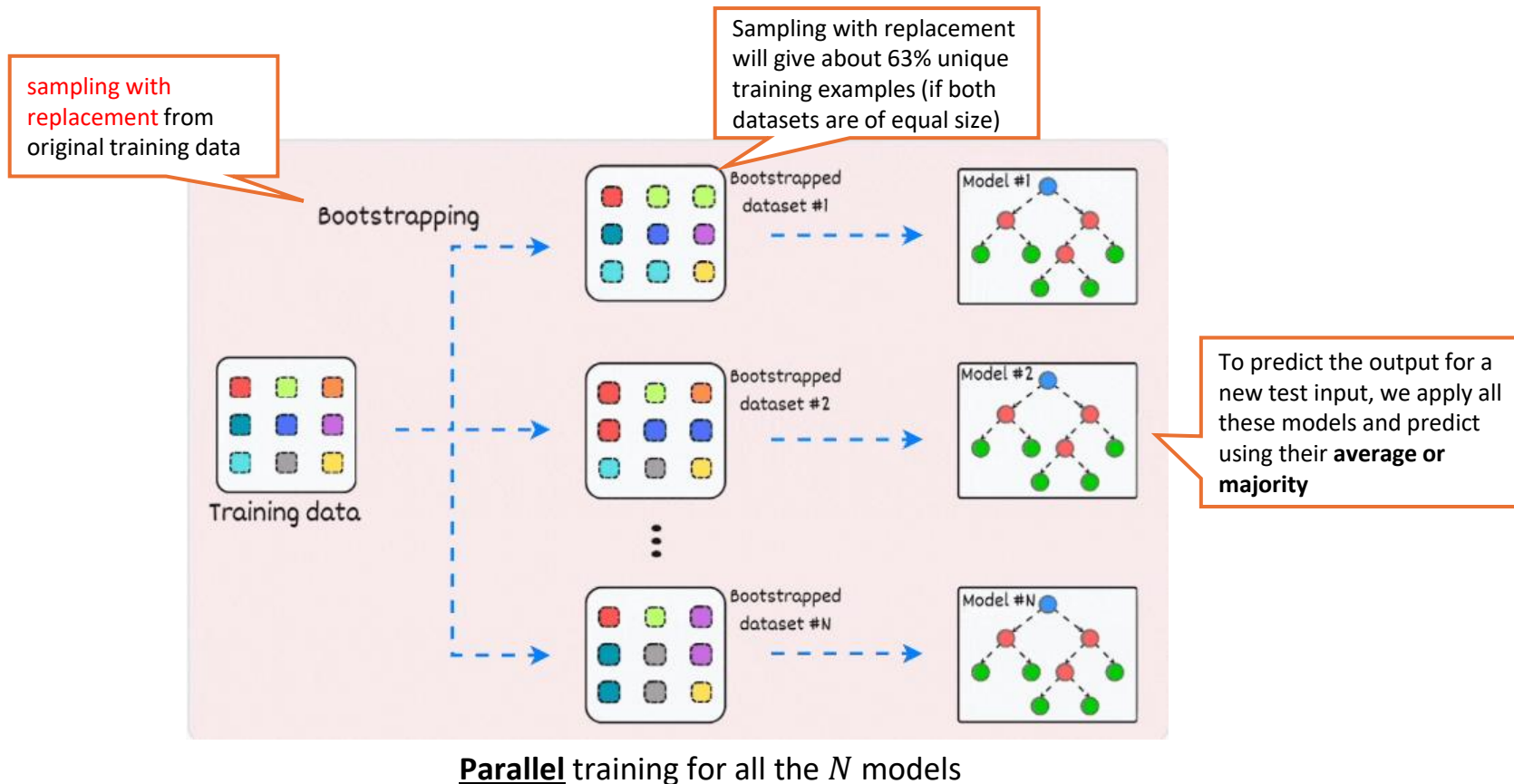
**A single decision tree**



**Bagging with 50 decision trees**

Bagging is a technique to reduce variance by averaging using several decisions

# Bagging (Bootstrap Aggregation)



# Random Forests

## Limitations of Bagging:

Trees are correlated because

- Strong predictors chosen at top splits
- All trees look similar

**Solution: Random Forest** (Decorrelate trees)

At each split:

- Randomly select  $m$  features out of  $p$
- Choose best split among those  $m$

Typical:

$$m = \sqrt{p} \quad (\text{classification})$$

Rest same as bagging.

Thank You