

# Ensemble Machine Learning

# What is Machine Learning Ensembles?

# Intuition of Ensemble Learning

Three kids can defeat a master



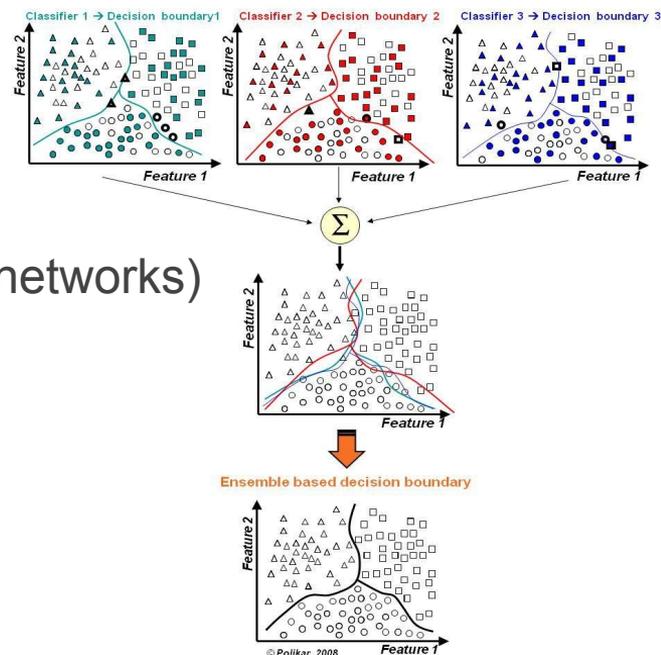
## Leaderboard

SQuAD2.0 tests the ability of a system to not only answer reading comprehension questions, but also abstain when presented with a question that cannot be answered based on the provided paragraph.

Rank	Model	EM	F1
	Human Performance <i>Stanford University</i> (Rajpurkar & Jia et al. '18)	86.831	89.452
<b>1</b> Sep 18, 2019	ALBERT ( <u>ensemble</u> model) <i>Google Research &amp; TTIC</i> <a href="https://arxiv.org/abs/1909.11942">https://arxiv.org/abs/1909.11942</a>	<b>89.731</b>	<b>92.215</b>
<b>2</b> Jul 22, 2019	XLNet + DAAF + Verifier ( <u>ensemble</u> ) <i>PINGAN Omni-Sinitic</i>	88.592	90.859
<b>2</b> Sep 16, 2019	ALBERT (single model) <i>Google Research &amp; TTIC</i> <a href="https://arxiv.org/abs/1909.11942">https://arxiv.org/abs/1909.11942</a>	88.107	90.902
<b>2</b> Jul 26, 2019	UPM ( <u>ensemble</u> ) <i>Anonymous</i>	88.231	90.713
<b>3</b> Aug 04, 2019	XLNet + SG-Net Verifier ( <u>ensemble</u> ) <i>Shanghai Jiao Tong University &amp; CloudWalk</i> <a href="https://arxiv.org/abs/1908.05147">https://arxiv.org/abs/1908.05147</a>	88.174	90.702

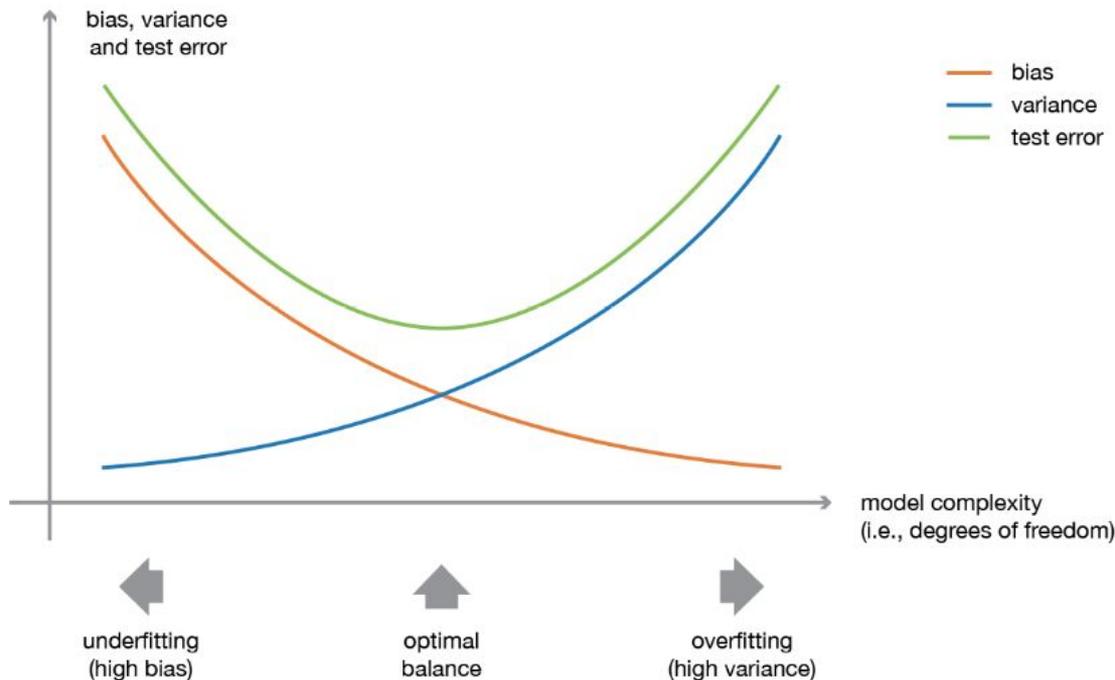
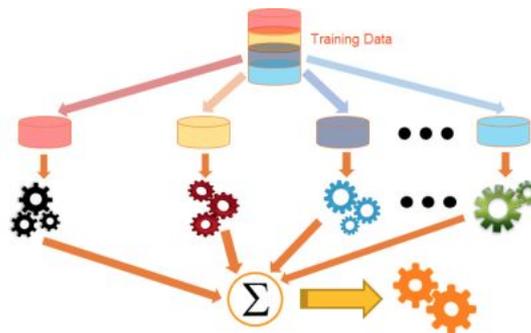
# Machine Learning Ensembles

- Techniques that generate a group of base learner when combined have higher accuracy
- Strong v.s. Weak learner
- Stable (kNN) v.s. Unstable (decision trees, neural networks) machine learning algorithms



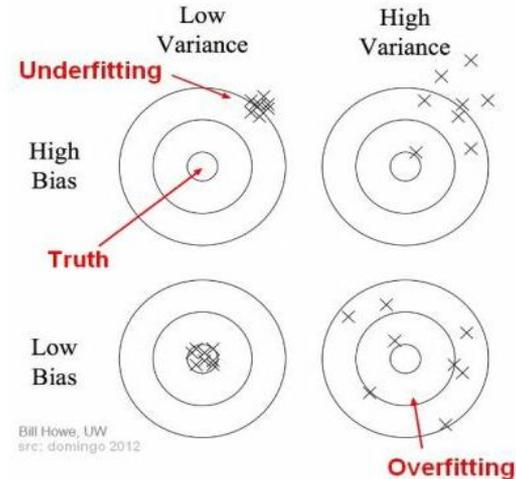
# Why Ensemble?

- Reduce Bias
- Reduce Variance
- Prediction Error:  
= Bias <sup>2</sup>  
+ Variance  
+ Irreducible Error



# Bias-Variance

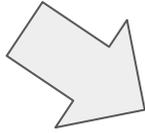
- **Bias:** the difference between the average prediction of our model and the correct value which we are trying to predict
- **Variance:** the variability of model prediction for a given data point or a value which tells us spread of our data



# Reduce Bias

- Assume a test set of 10 samples and  $k$  (assume  $k$  is odd) **independent** binary classifiers, where each classifier has  $p$  accuracy.

Combining these  
 $k$  classifiers,  
using majority  
voting



*The final Acc. will be the prob that majority of classifiers are correct.*

$$\sum_{i=0}^{\text{int}(\frac{k}{2})} \binom{k}{i} p^{k-i} (1-p)^i$$

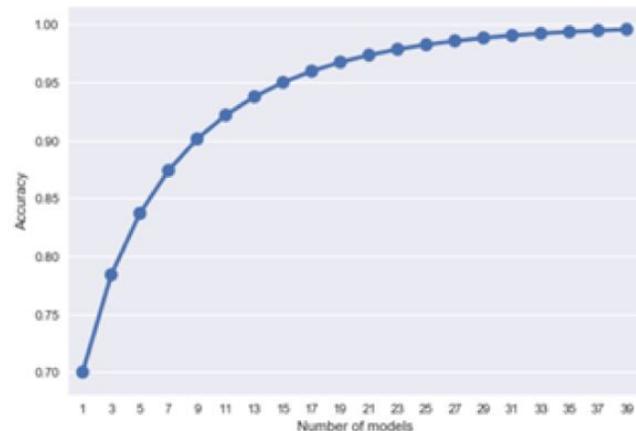
What is the probability that  $k$  choose  **$i$  classifiers** whose predictions are **wrong** and the rest  **$k-i$  models'** outputs are **correct**.

# Reduce Bias

$$\sum_{i=0}^{\lfloor \frac{k}{2} \rfloor} \binom{k}{i} p^{k-i} (1-p)^i$$

If  $p = 0.7$ , then we have

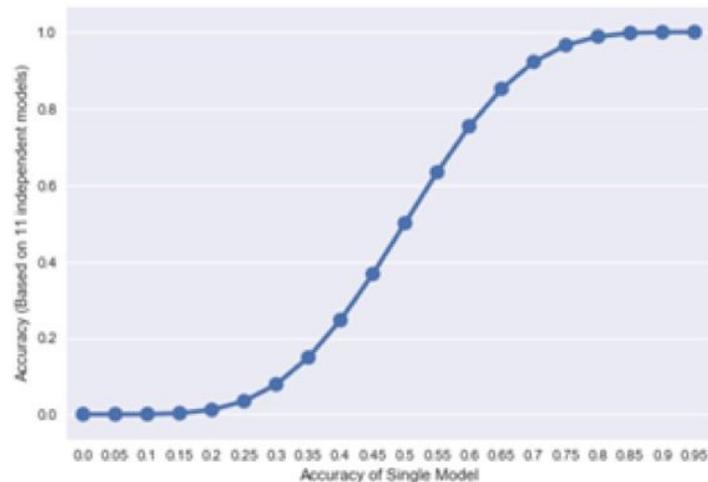
k	Ensemble Accuracy
1	0.7
3	0.784
5	0.83692
11	0.92177520904
101	0.999987057446



# Reduce Bias

$$\sum_{i=0}^{\lfloor \frac{k}{2} \rfloor} \binom{k}{i} p^{k-i} (1-p)^i$$

Fix # of classifiers to be  
11



# Reduce Variance

- Suppose we have  $n$  **independent** models:  $M_1, M_2, \dots, M_n$  with the same variance  $\sigma^2$ . The ensemble  $M^*$  constructed from these models using averaging will have the variance as follows:

$$\begin{aligned} \text{Var}(M^*) &= \text{Var}\left(\frac{1}{n} \sum_i M_i\right) \\ &= \frac{1}{n^2} \text{Var}\left(\sum_i M_i\right) \\ &= \frac{1}{n^2} * n * \text{Var}(M_i) \\ &= \frac{\text{Var}(M_i)}{n} \end{aligned}$$

$$\sigma^2 \rightarrow \frac{\sigma^2}{n}$$

# Common Ensemble Techniques

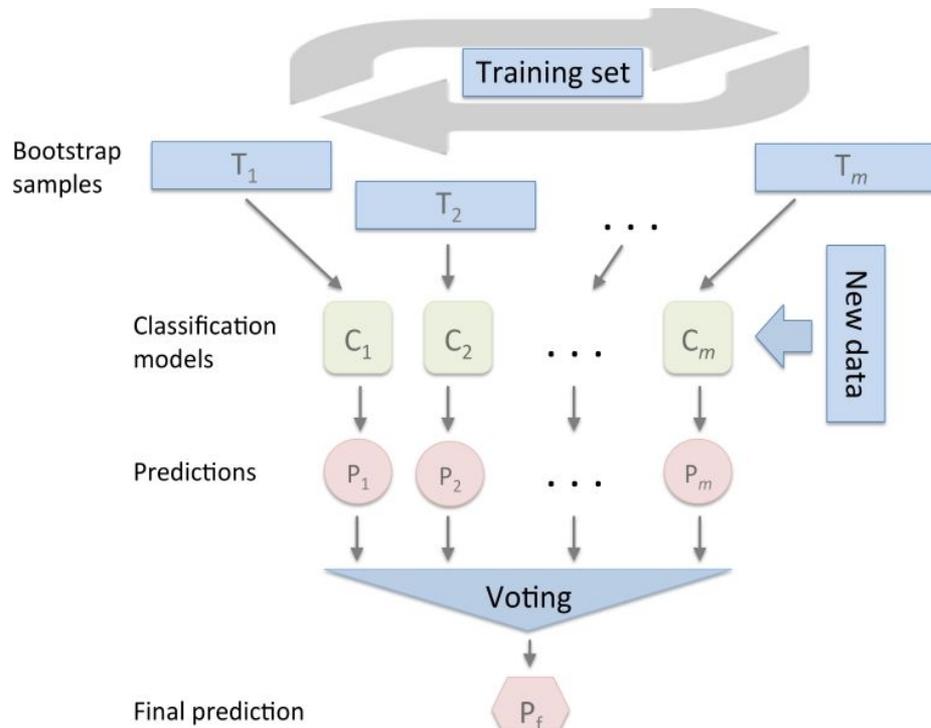
# Ensemble Learning

- Bagging: reduce the variance in a model
  - Random Forest
- Boosting: reduce the bias in a model
  - Ada-Boost, XGBoost, Gradient Boosted Decision Trees
- Stacking: increase the prediction accuracy of a model
  - [Mlxtend library](#)
- Cascading: the class of models is very accurate
  - Suitable for the cases you can not afford to make a mistake

# Bagging

# Bagging

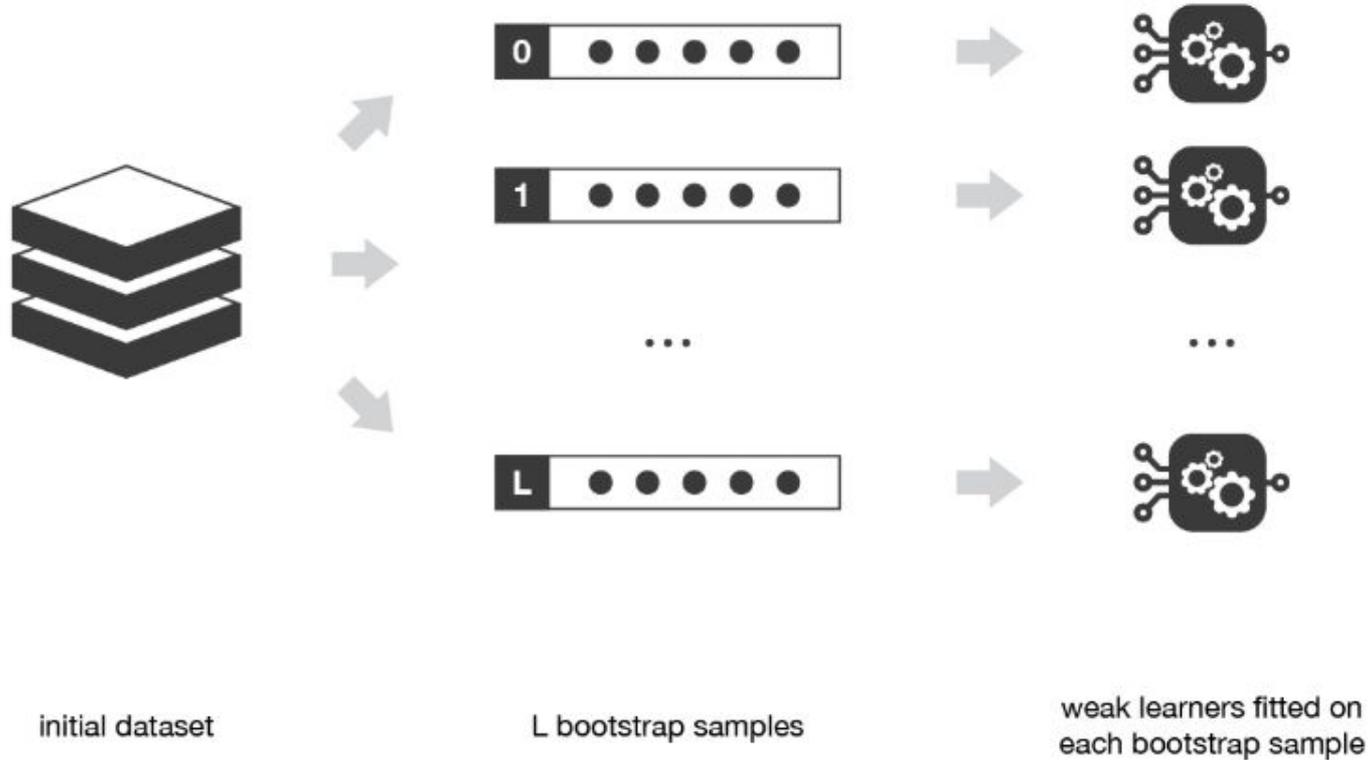
- Bootstrap aggregation
- Train  $m$  classifier from  $m$  bootstrap replication
- Combine outputs by voting/averaging
- Decreases error by decreasing the variance
- **Random Forest** (Randomly select features)
- **ExtraTrees** (Randomized top-down split)



# Bootstrapping



# Base Learner



Source: Towards  
Data Science

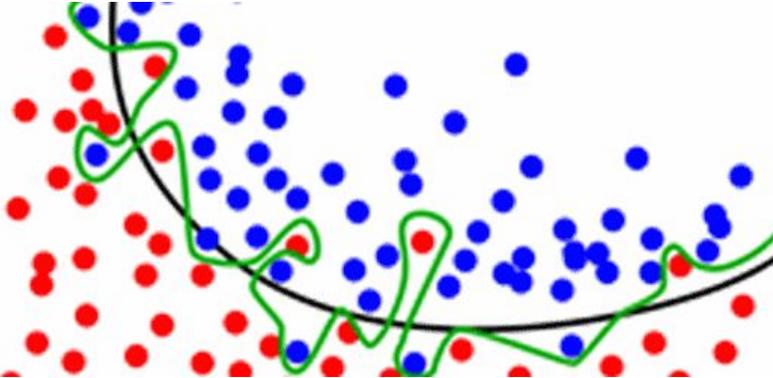
# Majority Voting

- **Equal:** the difference between the average
- **Weighted:** best model get more weight in a vote

MODEL	PUBLIC ACCURACY SCORE
GradientBoostingMachine	0.65057
RandomForest Gini	0.75107
RandomForest Entropy	0.75222
ExtraTrees Entropy	0.75524
ExtraTrees Gini (Best)	<b>0.75571</b>
Voting Ensemble (Democracy)	0.75337
Voting Ensemble (3*Best vs. Rest)	<b>0.75667</b>

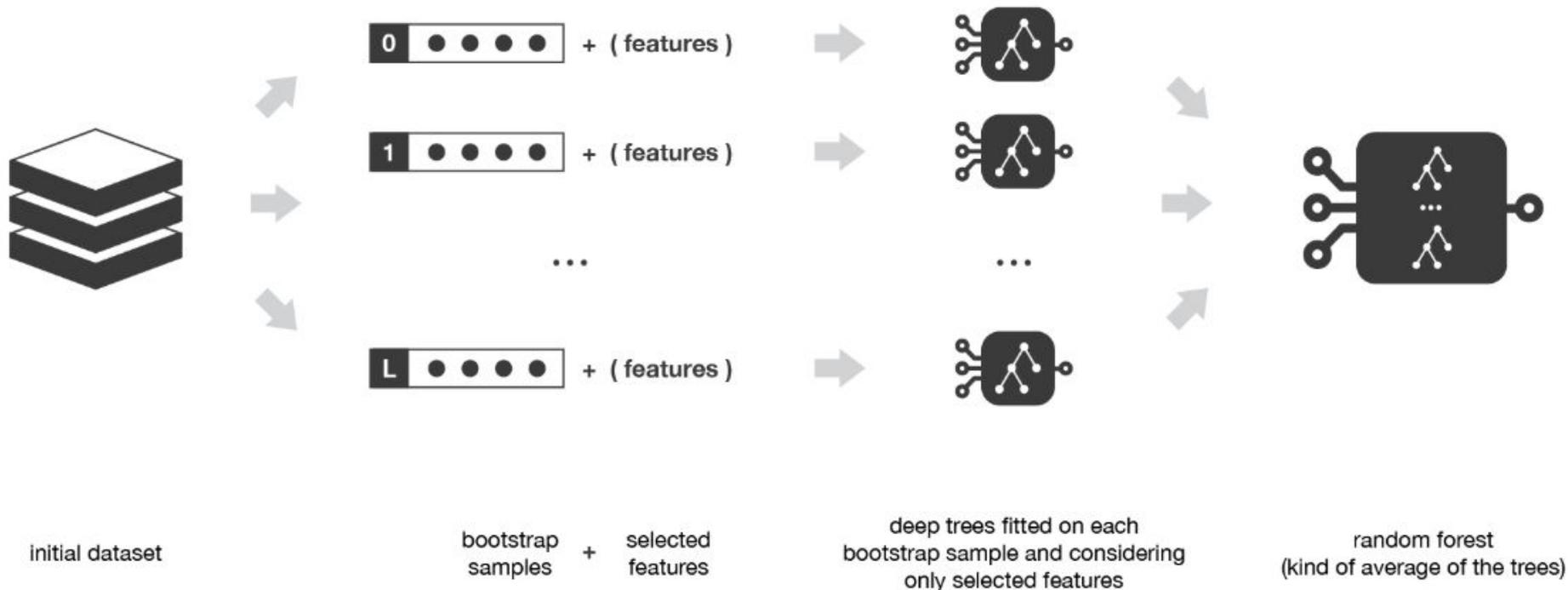
# Average

- Take the average of several models' output
- Average multiple green lines -> black line (reduce overfit)



# Random Forests

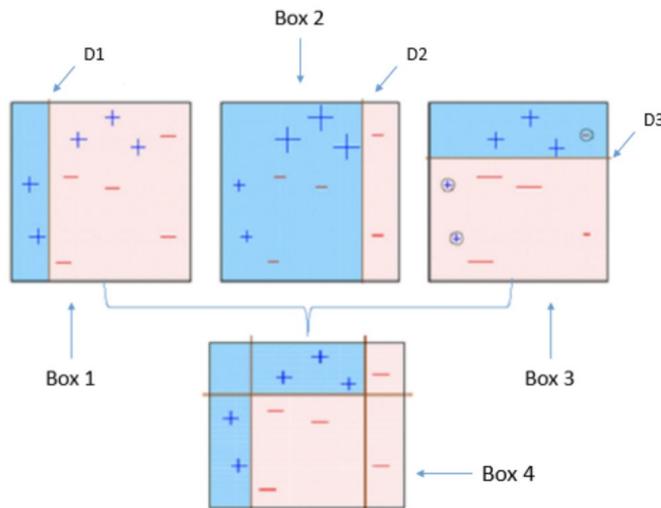
Source: Towards  
Data Science



# Boosting

# Boosting

- Training samples are given weights (initially same weight)
- At each iteration, a new hypothesis is learned.
- Training samples are reweighted to focus the model on samples that the most recently learned classifier got wrong.
- Combine output by voting
- Gradient Boosting, Adaboost, XGBoost, LightGBM

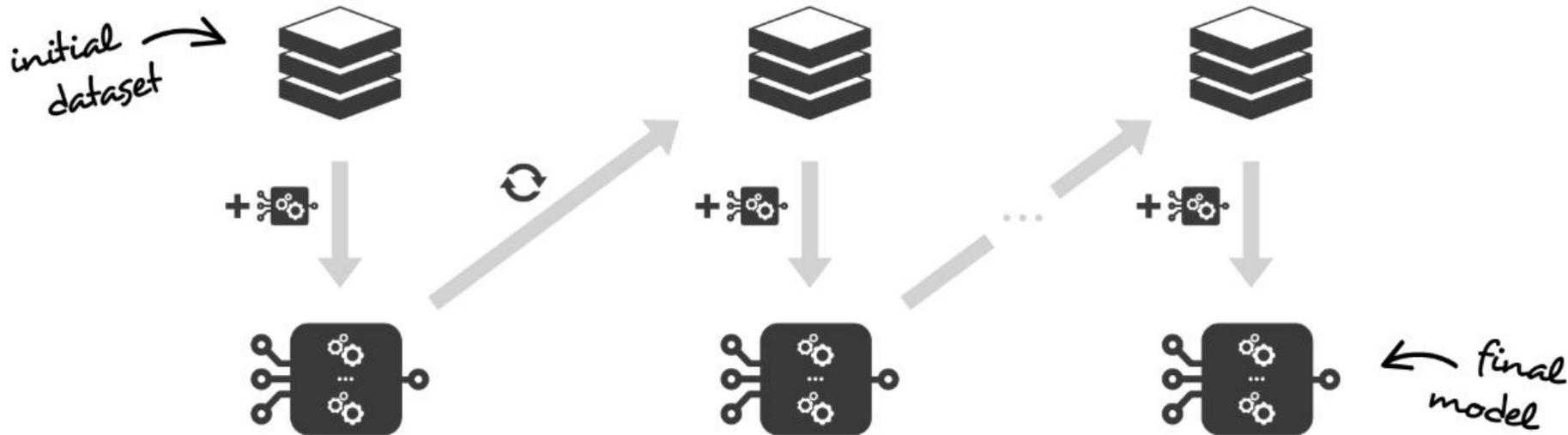


# Boosting

Source: Towards  
Data Science

 train a weak model  
and aggregate it to  
the ensemble model

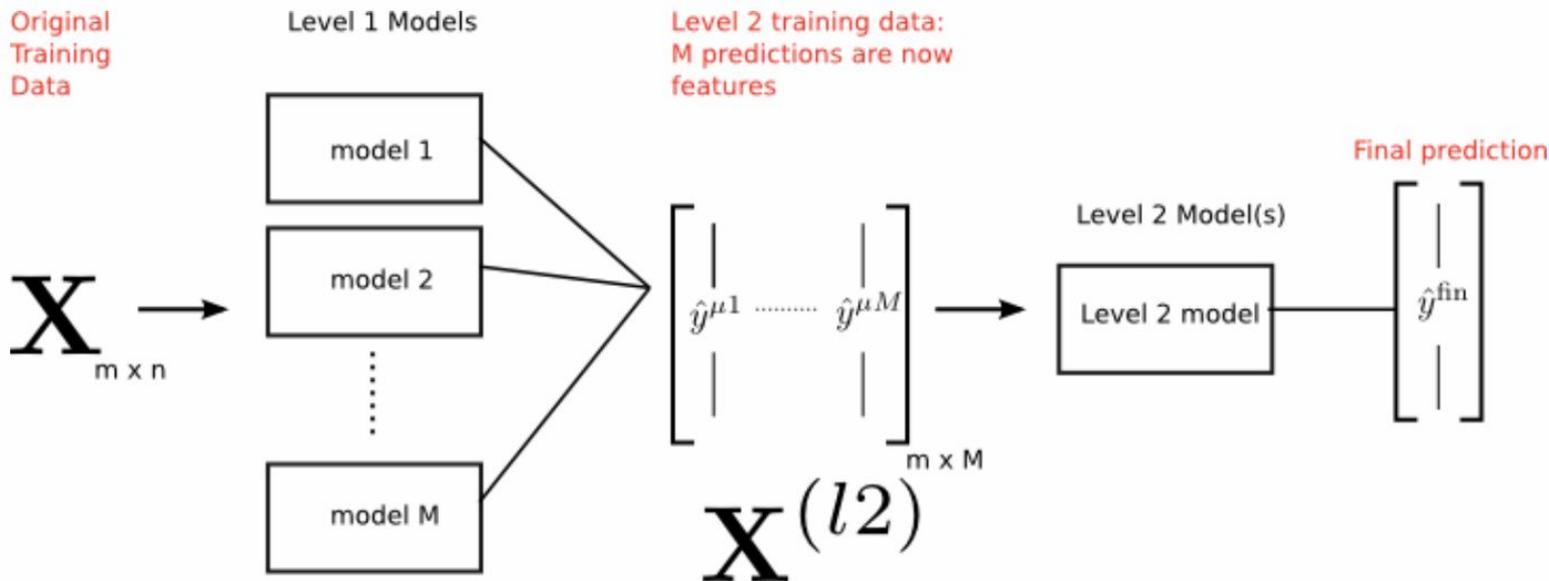
 update the training dataset  
(values or weights) based on the  
current ensemble model results



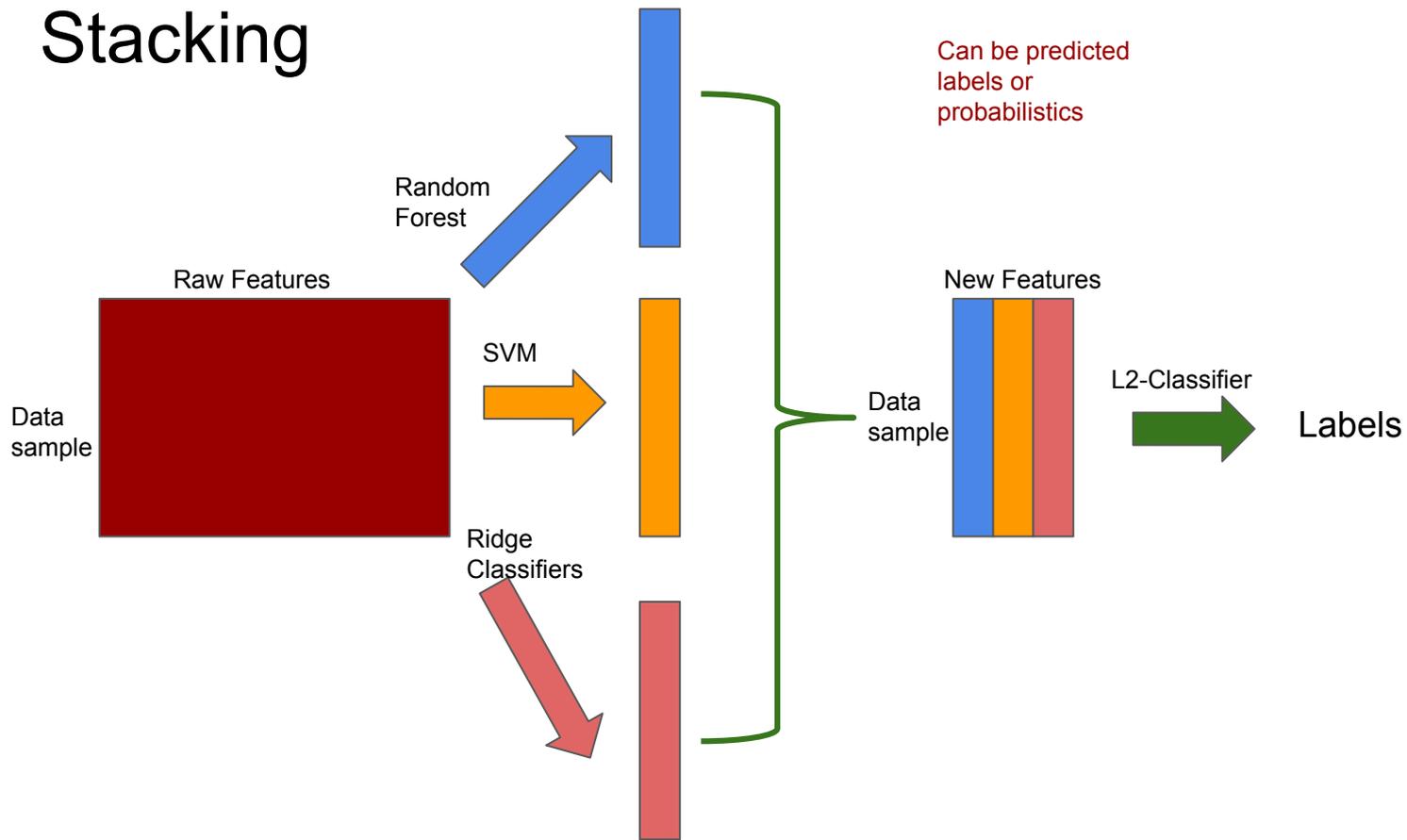
# Stacking

# Stacking

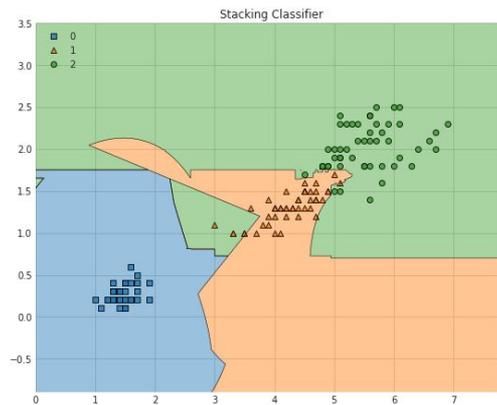
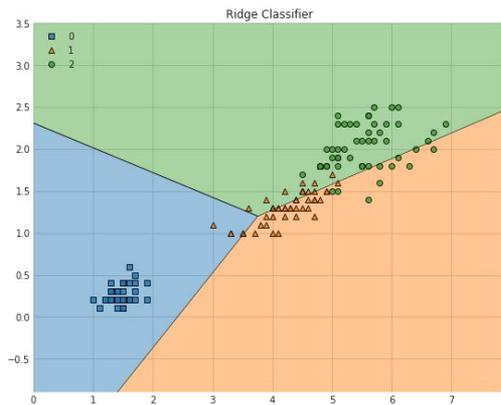
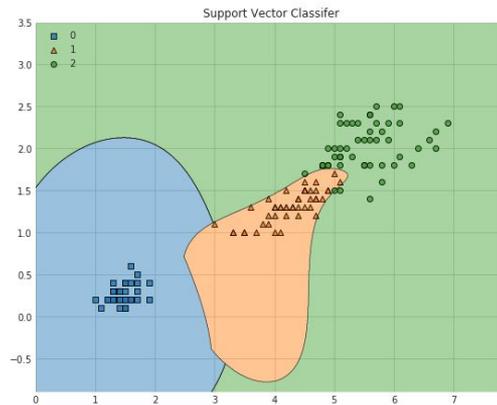
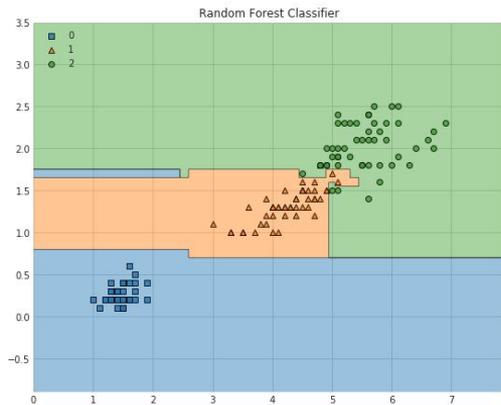
- Core idea: use a pool of base classifiers, then using another classifier (stacker) to combine their prediction for the final decision



# Stacking



# Decision Regions: Demo Case



# Cascading

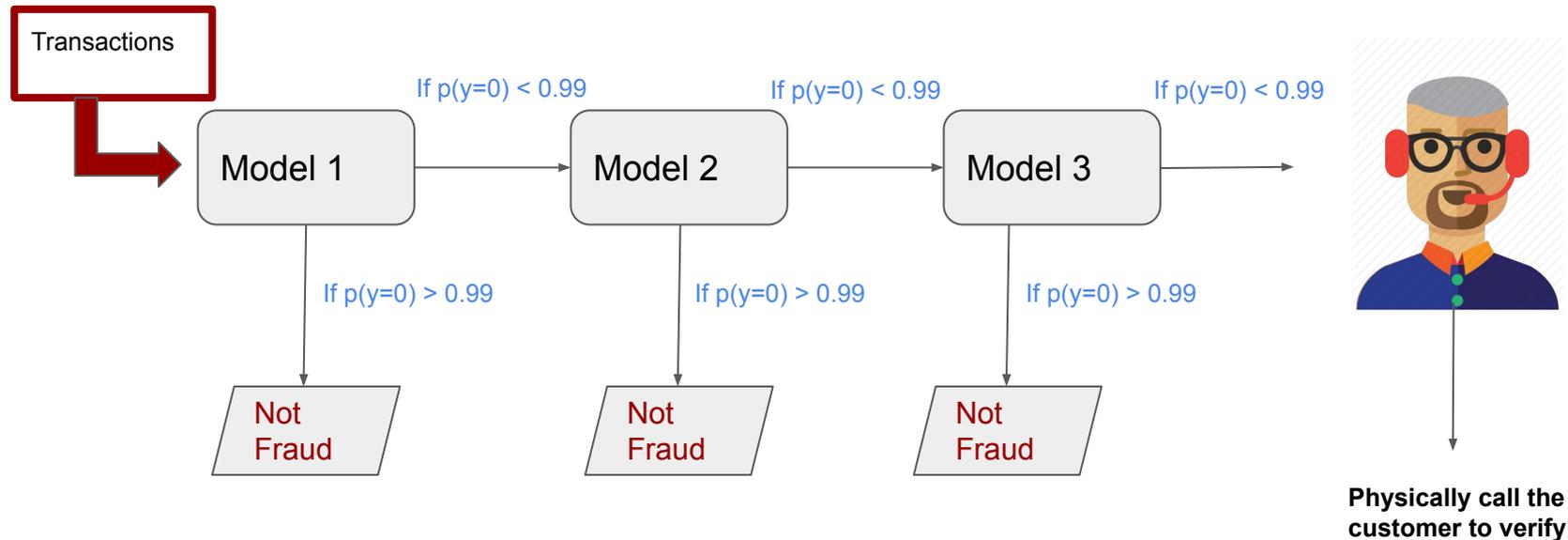
# Cascading

- Literally, cascading means “a process whereby something, typically information or knowledge, is successively passed on”
- In ML context, we build a sequence of models. The informations are the model outputs.
- It is suitable for the scenarios that requires a very high accuracy.
  - For example, credit card fraud detection



# One of Human-Centered AI Systems

- Fraud detection: binary classification
  - The accuracy of fraud case should be very high. It means that we should not miss any fraud transactions that may cause losses
  - Label 0: *Normal*; Label 1: *Fraud*

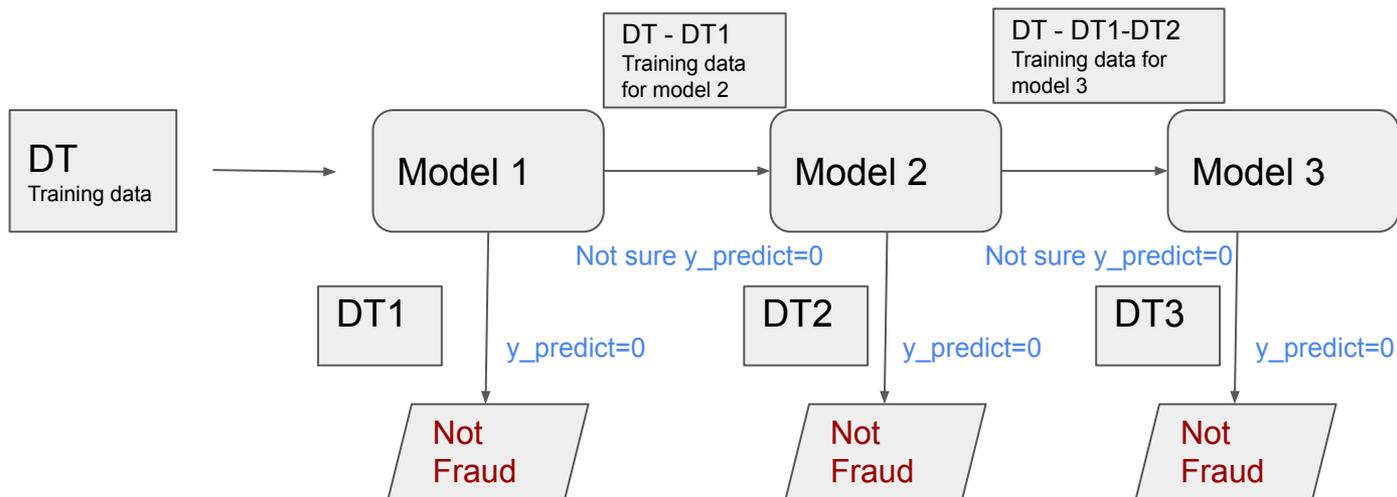


# Training

- Training data denoted as  $DT$ . It contains data samples with labels 0 and 1
- Train model 1 on the whole  $DT$ . Then, we apply the model 1 on the whole  $DT$ .  $DT_1$  dataset will be the collections of all points with predicted labels of 0.
- Train model 2 on the dataset difference  $DT - DT_1$ . Then, apply the model 2 on the whole  $DT - DT_1$ .  $DT_2$  dataset will be the collections of all points with predicted labels of 0.
- Repeat the process for model 3, .....

**The key: the subsequent model will only train over the datasets that the previous models are not confident.**

# Training



From Competition to Industry

# Netflix Competition



## Leaderboard

Showing Test Score. [Click here to show quiz score](#)

Display top  leaders.

Rank	Team Name	Best Test Score	% Improvement	Best Submit Time
Grand Prize - RMSE = 0.8567 - Winning Team: BellKor's Pragmatic Chaos				
1	<a href="#">BellKor's Pragmatic Chaos</a>	0.8567	10.06	2009-07-26 18:18:28
2	<a href="#">The Ensemble</a>	0.8567	10.06	2009-07-26 18:38:22
3	<a href="#">Grand Prize Team</a>	0.8582	9.90	2009-07-10 21:24:40
4	<a href="#">Opera Solutions and Vandelay United</a>	0.8588	9.84	2009-07-10 01:12:31
5	<a href="#">Vandelay Industries!</a>	0.8591	9.81	2009-07-10 00:32:20
6	<a href="#">PragmaticTheory</a>	0.8594	9.77	2009-06-24 12:06:56
7	<a href="#">BellKor in BigChaos</a>	0.8601	9.70	2009-05-13 08:14:09
8	<a href="#">Dace</a>	0.8612	9.59	2009-07-24 17:18:43

1 The winning solution is a final combination of **107** algorithms;

2 Are not fully implemented.

# Some possible pitfalls

- Exponentially increasing training times and computational requirements
- Increase demand on infrastructure to maintain and update these models.
- Greater chance of data leakage between models or stages in the whole training.

# In a nutshell

- **No Free Lunch Theorem:** There is no one algorithm that is always the most accurate.
- Our efforts should focus on obtaining base models which make different kinds of errors, rather than obtaining highly accurate base models
- What we need to do is to build weak learners that are at least more accurate than random guessing
- Keep trying (experimenting, tuning, etc.) !