## Boosting: Adaboost

1.	Binary classification $(y \in \{+1, -1\})$
2.	We are given a training set $D = \{(x_1, y_1), \dots, x_n, y_n\}$
3.	Assume access to a dumb classification algorithm we will call
	the weak learner that will do barely better than chance (> 50%
	accuracy). (High bias, low variance method)
4.	Boosting answers the question: how can we combine classifiers
	from this dumb algorithm to get an awesome one!
5.	In Bagging we always sampled from D uniformly at random
	and fit many high variance models that had low bias
6.	For boosting, in a sequential fashion we will sample from
	carefully crafted distributions over elements of D and feed to the
	weak learner and combine the classifiers received from this weak
	learner
First	cut boosting:
Ví.	$v_1$ [ $i$ ] = $1/n$ . (Initialize uniformly)
	$f_0 = 0$
•	
Tor	t = 1  to  T:
	Create sample Dt by drawing points from D according to Wt
	Feed Dt to the weak learner and obtain classifier ht
	Add ht to your ensembled classifier Ht
	Update weights wt, over points in D
En	
	urn Ensembled awesome classifier
Ex	How should be pick
O	+ $         -$
	b <sub>1</sub>
	1

Second Cut  
Vi. w: [i] = 1/n. (initialize uniformly)  
H<sub>0</sub> = 0  
for t = 1 to T:  
Create sample D: by drawing points from D according to w:  
Feed D: to the weak learner and obtain classifier h:  
Add h: to your ensembled classifier th: (wrong)  
Vi. 
$$\omega_{t+1}Li ] = \langle \omega_{t}Li ] \times e X B(x_{t}) \quad i \neq h_{t}(x_{t}) \neq y_{t}$$
  
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## (WLH)

Weak Learning Hypothesis: For any weights over points in D the weak learning algorithm can produce a hypothesis whose weighted classification error for those points is better than 1/2 - y

Boosting Theorem: If weak learning hypothesis holds with margin then Adatoost will find classifier with O training error on D in

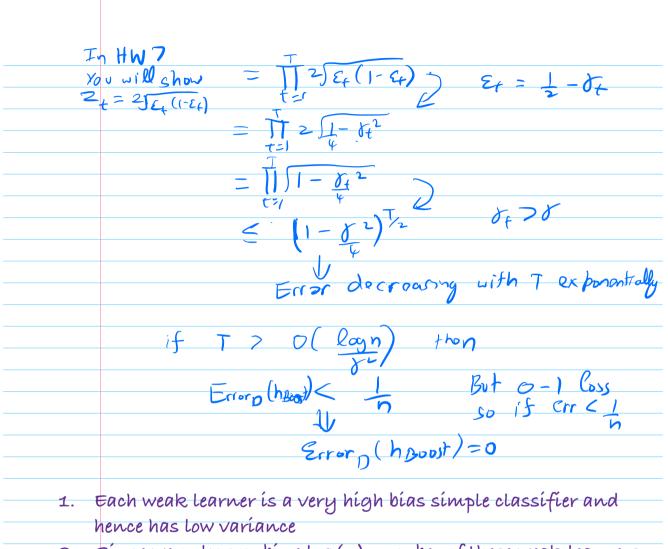
T=O(logn) iterations Fround Schapie

WLH  $\forall t, \ \varepsilon_t = \frac{1}{2} - \delta_t < \frac{1}{2} - \delta$ 

Training error Analysis ( Boosting thm proof)

$$Error_{D}(h_{Boost}) = \frac{1}{h} \sum_{i=1}^{p} 1 \{ h_{Boost}(x_{i})y_{i} < O \}$$

$$\leq \frac{1}{h} \sum_{i=1}^{p} exp(-h_{Boost}(x_{i})y_{i}) = \left( \frac{1}{2} exp(-a) + \frac{1}{h} exp(-b) + \frac{1}{h} exp(-a) + \frac{1}{h} exp(-b) + \frac{1}{h} exp(-a) + \frac{1$$



- 2. Sínce we only combine log(n) number of these weak learners, the boosted method wont have a very high variance either
- 3. Boosting can be used with any base classifier and was SOTA off the shelf method for a long time
- 4. Boosting can be seen as a stage wise (gradient based optimization) of objective in Eq. 1
- 5. Setting up for other losses and procedure for such stage wise optimization of objective like in Eq. 1, we can obtain other variants of boosting, like gradient Boosted Reregssion Trees that have been wildly successful as well.

