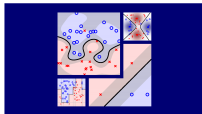


Machine Learning Techniques

(機器學習技法)



Lecture 10: Random Forest

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Roadmap

- 1 Embedding Numerous Features: Kernel Models
- 2 Combining Predictive Features: Aggregation Models

Lecture 9: Decision Tree

recursive branching (purification) for **conditional aggregation** of **constant hypotheses**

Lecture 10: Random Forest

- Random Forest Algorithm
- Out-Of-Bag Estimate
- Feature Selection
- Random Forest in Action

- 3 Distilling Implicit Features: Extraction Models

Recall: Bagging and Decision Tree

Bagging

function **Bag**(\mathcal{D}, \mathcal{A})

For $t = 1, 2, \dots, T$

- 1 request size- N' data $\tilde{\mathcal{D}}_t$ by **bootstrapping** with \mathcal{D}
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return **G** = Uniform($\{g_t\}$)

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(i.e. **aggregation of aggregation :-)**)

Random Forest (RF)

random forest (RF) = bagging + fully-grown C&RT decision tree

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function RandomForest( $\mathcal{D}$ )  
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- **eliminate cons** of fully-grown tree

Diversifying by Feature Projection

recall: **data randomness** for **diversity** in **bagging**

randomly **sample N' examples** from \mathcal{D}

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RF = **bagging** + **random-subspace C&RT**

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RF = **bagging** + random-**combination** C&RT
—**randomness** everywhere!

Fun Time

Within RF that contains random-combination C&RT trees, which of the following hypothesis is equivalent to each branching function $b(\mathbf{x})$ within the tree?

- 1 a constant
- 2 a decision stump
- 3 a perceptron
- 4 none of the other choices

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Reference Answer: 3

In each $b(\mathbf{x})$, the input vector \mathbf{x} is first projected by a random vector \mathbf{v} and then thresholded to make a binary decision, which is exactly what a perceptron does.

Bagging Revisited

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	g_1	g_2	g_3	\dots	g_T
(\mathbf{x}_1, y_1)	$\tilde{\mathcal{D}}_1$	*	$\tilde{\mathcal{D}}_3$		$\tilde{\mathcal{D}}_T$
(\mathbf{x}_2, y_2)	*	*	$\tilde{\mathcal{D}}_3$		$\tilde{\mathcal{D}}_T$
(\mathbf{x}_3, y_3)	*	$\tilde{\mathcal{D}}_2$	*		$\tilde{\mathcal{D}}_T$
\dots					
(\mathbf{x}_N, y_N)	$\tilde{\mathcal{D}}_1$	$\tilde{\mathcal{D}}_2$	*		*

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\dots					
(\mathbf{x}_N, y_N)	$\tilde{\mathcal{D}}_1$	$\tilde{\mathcal{D}}_2$	*		*

* in t -th column: not used for obtaining g_t
 —called **out-of-bag (OOB) examples** of g_t

Number of OOB Examples

OOB (in \star) \iff not sampled after N' drawings

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OOB (in \star) \iff not sampled after N' drawings

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- probability for (\mathbf{x}_n, y_n) to be OOB for g_t : $(1 - \frac{1}{N})^N$

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$$\left(1 - \frac{1}{N}\right)^N =$$

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OOB size per $g_t \approx \frac{1}{e}N$

OOB versus Validation

OOB

	g_1	g_2	g_3	\dots	g_T
(\mathbf{x}_1, y_1)	\tilde{D}_1	*	\tilde{D}_3		\tilde{D}_T
(\mathbf{x}_2, y_2)	*	*	\tilde{D}_3		\tilde{D}_T
(\mathbf{x}_3, y_3)	*	\tilde{D}_2	*		\tilde{D}_T
\dots					
(\mathbf{x}_N, y_N)	\tilde{D}_1	*	*		*

OOB versus Validation

OOB

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Validation

	g_1	g_2	\dots	g_M
	D_{train}	D_{train}		D_{train}
	D_{val}	D_{val}		D_{val}
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OOB versus Validation

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	$\mathcal{D}_{\text{train}}$	$\mathcal{D}_{\text{train}}$		$\mathcal{D}_{\text{train}}$
	\mathcal{D}_{val}	\mathcal{D}_{val}		\mathcal{D}_{val}
	\mathcal{D}_{val}	\mathcal{D}_{val}		\mathcal{D}_{val}
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OOB versus Validation

OOB

	g_1	g_2	g_3	\dots	g_T
(\mathbf{x}_1, y_1)	\tilde{D}_1	*	\tilde{D}_3		\tilde{D}_T
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\dots					
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E_{ooB} : self-validation of bagging/RF

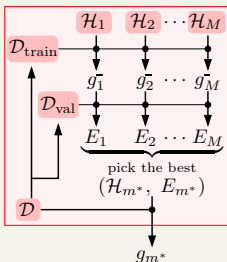
Model Selection by OOB Error

Previously: by Best E_{val}

$$g_{m^*} = \mathcal{A}_{m^*}(\mathcal{D})$$

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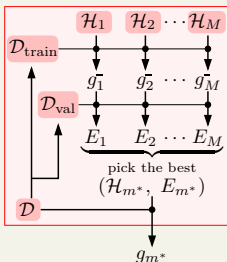
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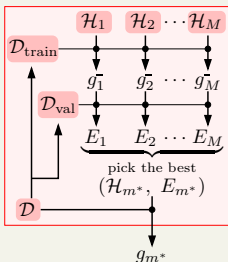
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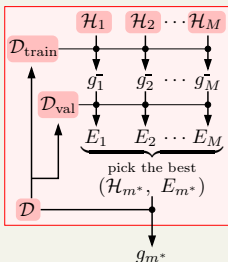
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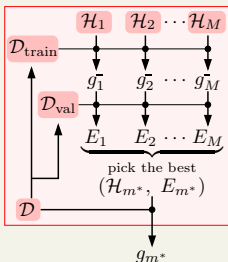
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E_{OOB} often **accurate** in practice

Fun Time

For a data set with $N = 1126$, what is the probability that $(\mathbf{x}_{1126}, y_{1126})$ is not sampled after bootstrapping $N' = N$ samples from the data set?

- 1 0.113
- 2 0.368
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Reference Answer: 2

The value of $(1 - \frac{1}{N})^N$ with $N = 1126$ is about 0.367716, which is close to $\frac{1}{e} = 0.367879$.

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decision tree: a rare model
with **built-in feature selection**

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idea: if possible to calculate

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then can select $i_1, i_2, \dots, i_{d'}$ of top- d' importance

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next: 'easy' feature selection in RF

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permutation test: a general statistical tool for arbitrary non-linear models like RF

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with $\mathcal{D}^{(p)}$ is \mathcal{D} with $\{x_{n,i}\}$ replaced by **permuted** $\{x_{n,i}\}_{n=1}^N$

- **performance**($\mathcal{D}^{(p)}$): needs re-training and **validation** in general
- ‘**escaping**’ **validation**? **OOB** in RF
- original RF solution: $\text{importance}(i) = E_{\text{oob}}(G) - E_{\text{oob}}^{(p)}(G)$,
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Feature Importance in Original Random Forest

permutation test:

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RF **feature selection** via **permutation** + **OOB**:
often efficient and promising in practice

Fun Time

For RF, if the 1126-th feature within the data set is a constant 5566, what would importance(i) be?

- 1 0
- 2 1
- 3 1126
- 4 5566

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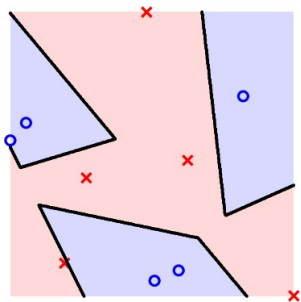
- 1 0
- 2 1
- 3 1126
- 4 5566

Reference Answer: 1

When a feature is a constant, permutation does not change its value. Then, $E_{\text{oob}}(G)$ and $E_{\text{oob}}^{(p)}(G)$ are the same, and thus $\text{importance}(i) = 0$.

A Simple Data Set

$g_{C\&RT}$
with random combination

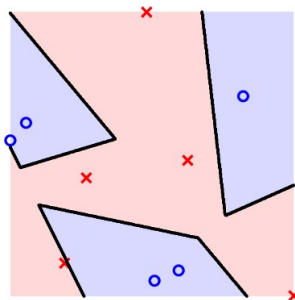


$g_t (N' = N/2)$

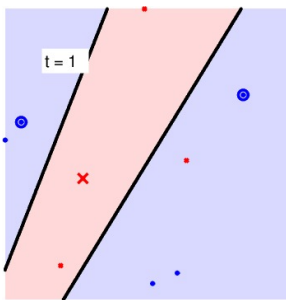
G with first t trees

A Simple Data Set

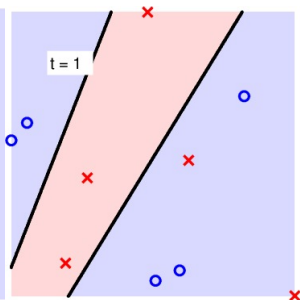
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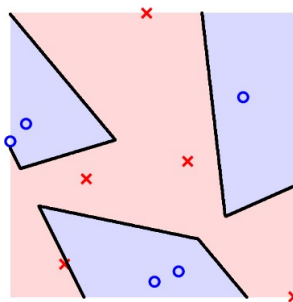


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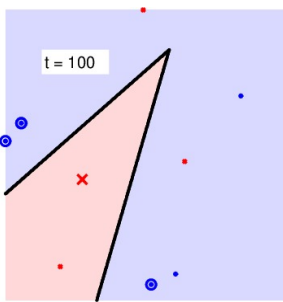


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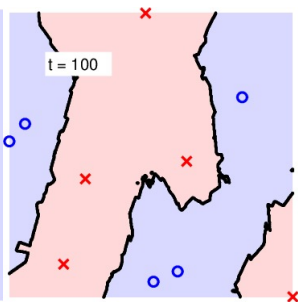
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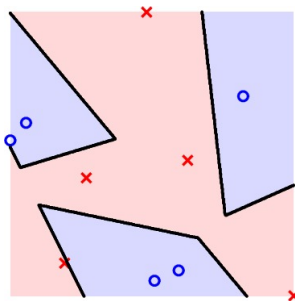


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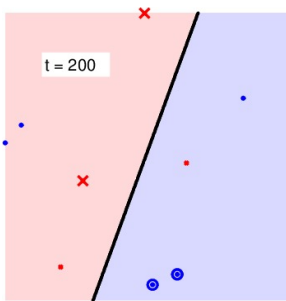


A Simple Data Set

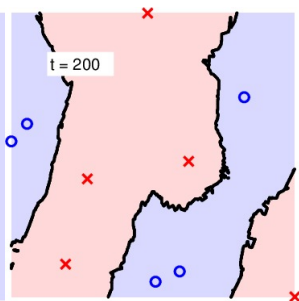
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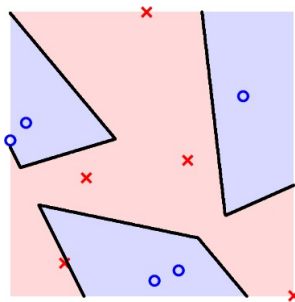


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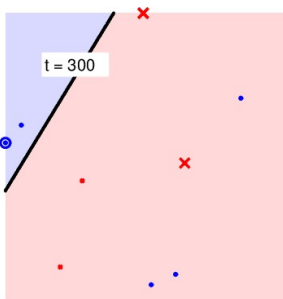


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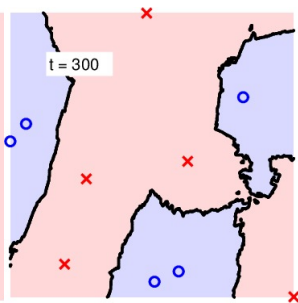
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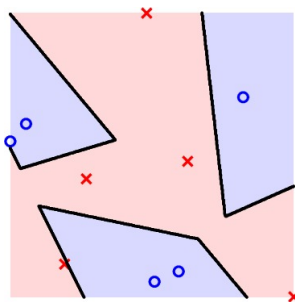


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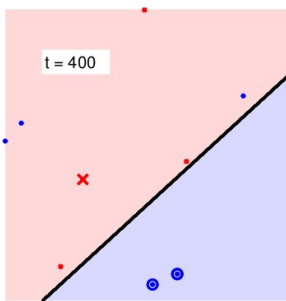


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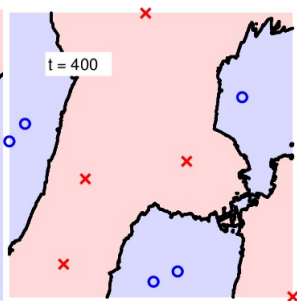
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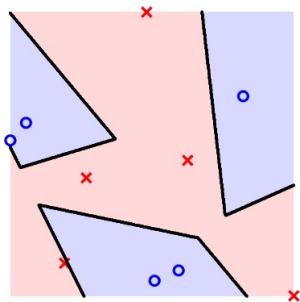


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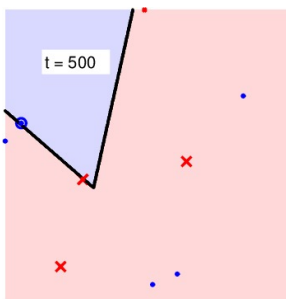


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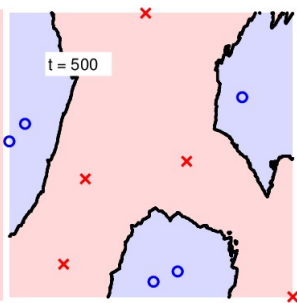
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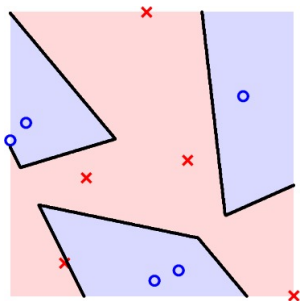


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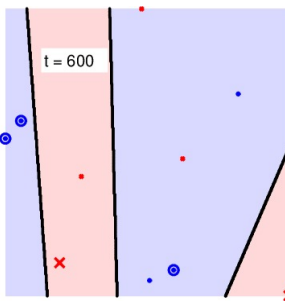


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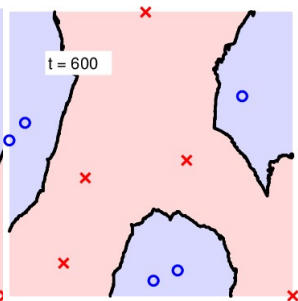
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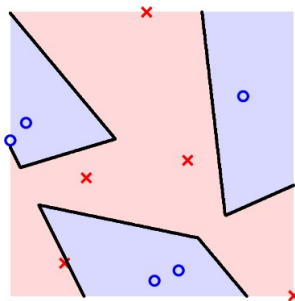


G with first t trees

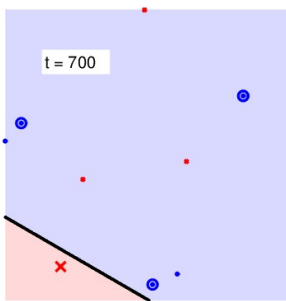


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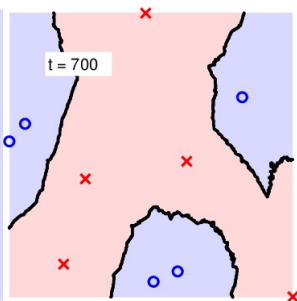
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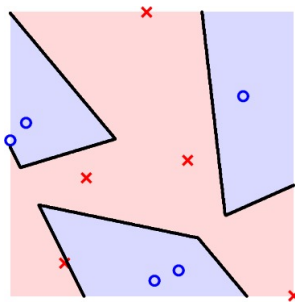


G with first t trees

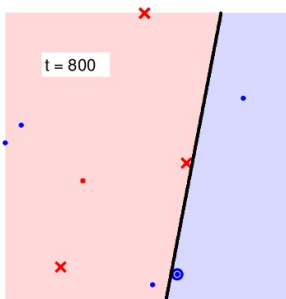


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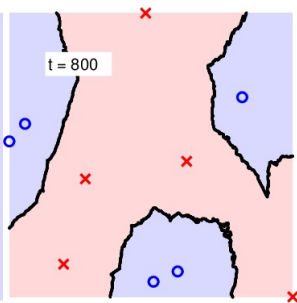
$g_{C\&RT}$
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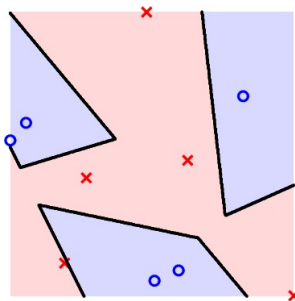


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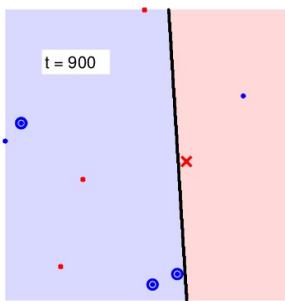


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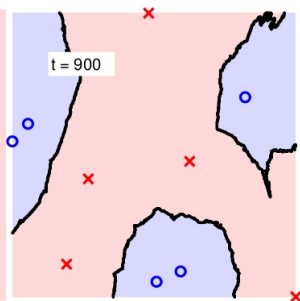
$g_{C\&RT}$
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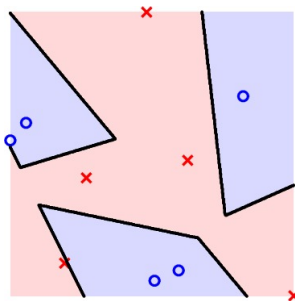


G with first t trees

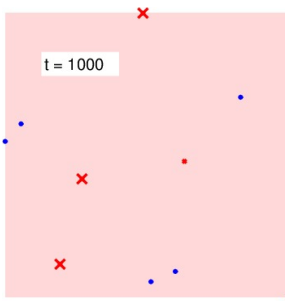


A Simple Data Set

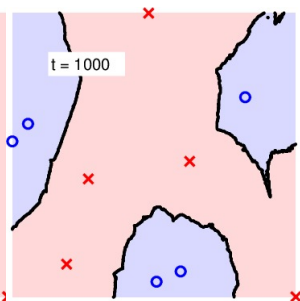
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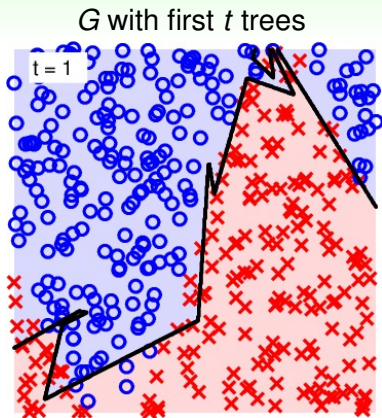
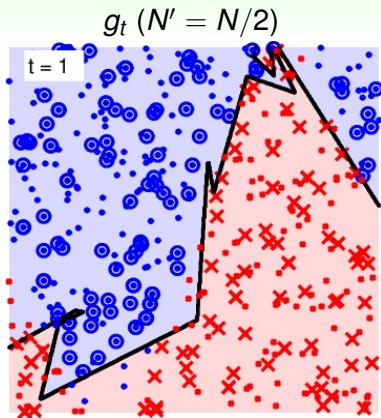


G with first t trees

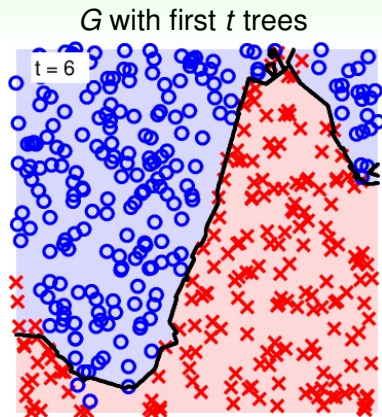
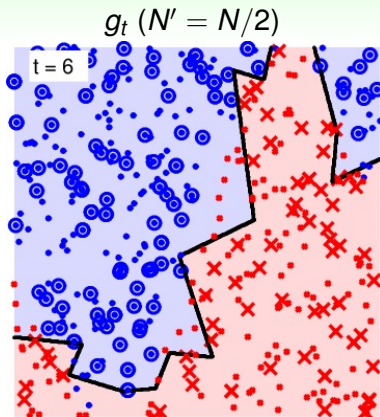


**'smooth' and large-margin-like boundary
with many trees**

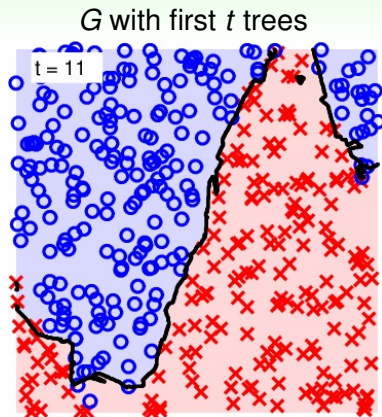
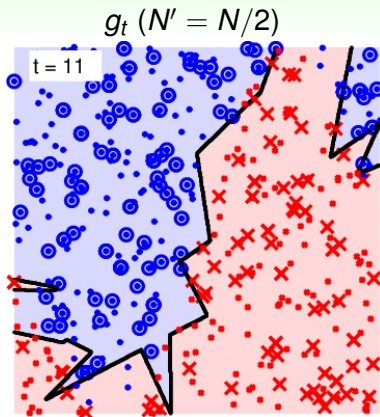
A Complicated Data Set



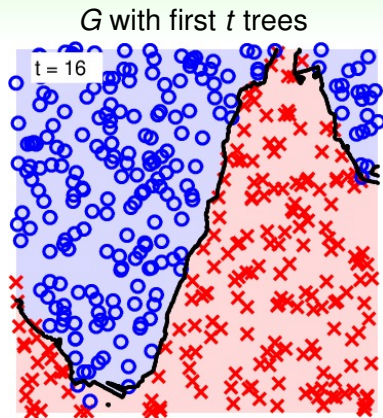
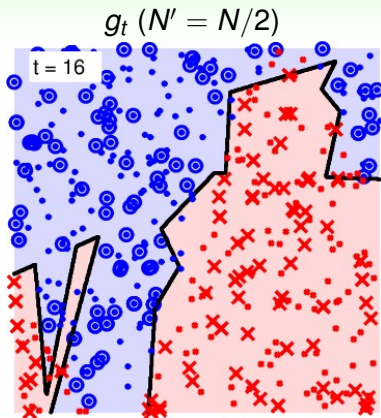
A Complicated Data Set



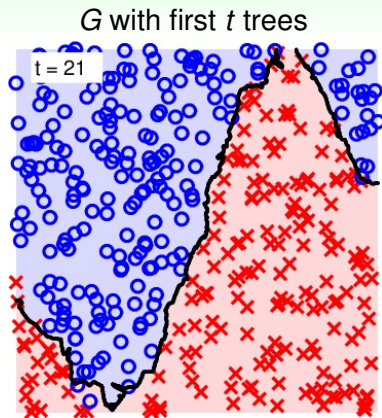
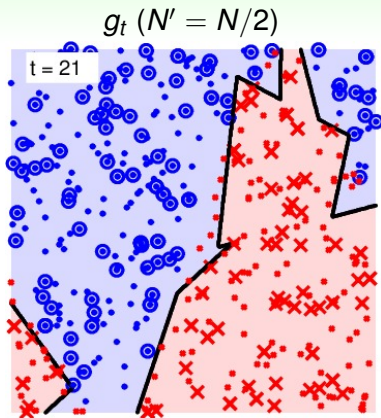
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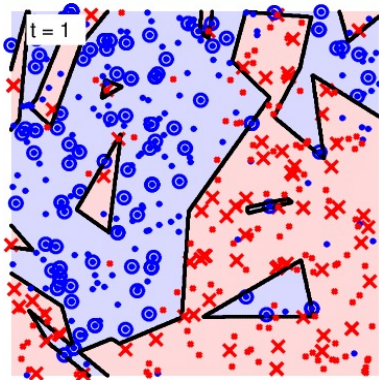
A Complicated Data Set



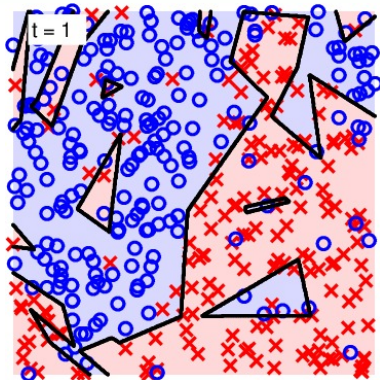
'easy yet robust' nonlinear model

A Complicated and Noisy Data Set

$g_t (N' = N/2)$

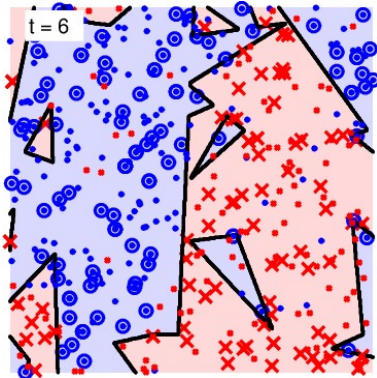


G with first t trees

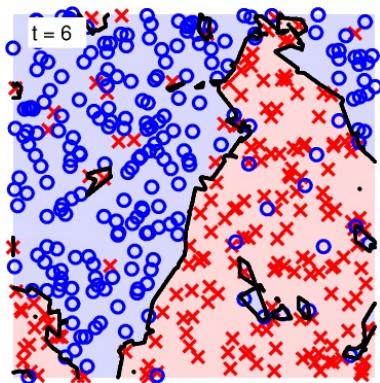


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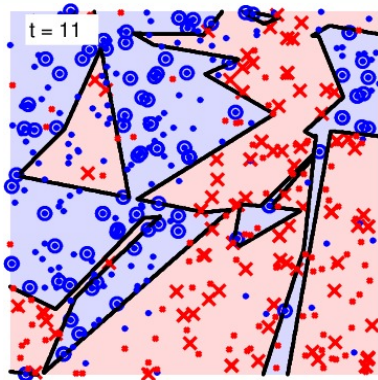


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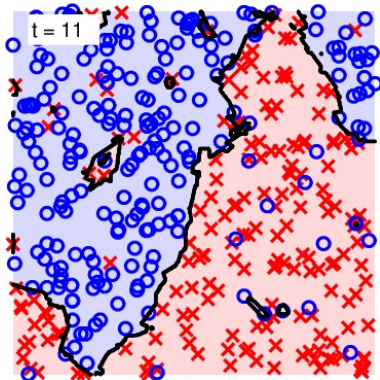


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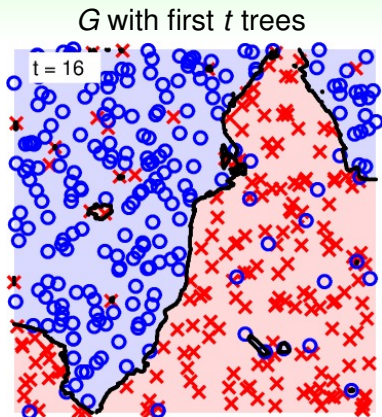
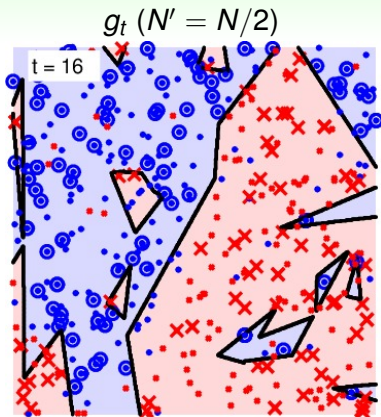
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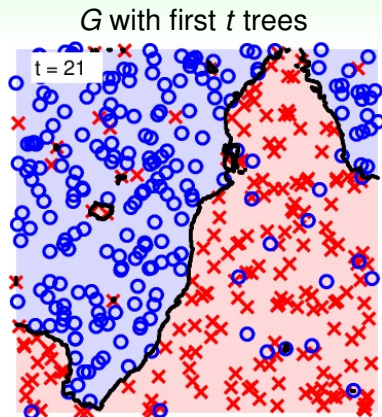
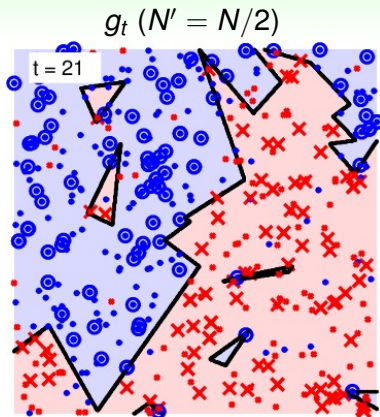
G with first t trees



A Complicated and Noisy Data Set



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noise corrected by voting

How Many Trees Needed?

almost every theory: the more, **the 'better'**
assuming **good** $\bar{g} = \lim_{T \rightarrow \infty} G$

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cons of RF: may need lots of trees **if the whole random process too unstable**
—should double-check **stability of G**
to ensure **enough trees**

Fun Time

Which of the following is **not** the best use of Random Forest?

- 1 train each tree with bootstrapped data
- 2 use E_{oob} to validate the performance
- 3 conduct feature selection with permutation test
- 4 fix the number of trees, T , to the lucky number 1126

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- 3 conduct feature selection with permutation test
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Reference Answer: 4

A good value of T can depend on the nature of the data and the stability of the whole random process.

Summary

- 1 Embedding Numerous Features: Kernel Models
- 2 Combining Predictive Features: Aggregation Models

Lecture 10: Random Forest

- Random Forest Algorithm
 - bag of trees on randomly projected subspaces**
- Out-Of-Bag Estimate
 - self-validation with OOB examples**
- Feature Selection
 - permutation test for feature importance**
- Random Forest in Action
 - 'smooth' boundary with many trees**

- **next: boosted decision trees beyond classification**

- 3 Distilling Implicit Features: Extraction Models