## Introduction to Machine Learning

# Boosting Gradient Boosting: Illustration

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#### Learning goals

- See simple visualizations of boosting in regression
- Understand impact of different losses and base learners

### **GRADIENT BOOSTING ILLUSTRATION - GAM**

GAM / Splines as BL and compare L2 vs. L1 loss.

- L2: Init = optimal constant = mean(y); for L1 it's median(y)
- BLs are cubic *B*-splines with 40 knots.
- PRs L2:  $\tilde{r}(f) = r(f) = y f(\mathbf{x})$
- PRs L1:  $\tilde{r}(f) = sign(y f(\mathbf{x}))$
- Constant learning rate 0.2

Univariate toy data:  $y^{(i)} = -1 + 0.2 \cdot x^{(i)} + 0.1 \cdot sin(x^{(i)}) + \epsilon^{(i)}$ 

n= 50 ;  $\epsilon^{(i)}\sim\mathcal{N}(0,0.1)$ 



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Top: L2 loss, bottom: L1 loss



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#### Iteration 1

Top: L2 loss, bottom: L1 loss



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#### Iteration 2

#### Top: L2 loss, bottom: L1 loss



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#### Iteration 3

#### Top: L2 loss, bottom: L1 loss





#### Iteration 10

#### Top: L2 loss, bottom: L1 loss



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#### Iteration 100

### **GAM WITH HUBER LOSS**

Top:  $\delta$  = 2, bottom:  $\delta$  = 0.2.



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#### Iteration 10

For small  $\delta$ , PRs are often bounded, resulting in *L*1-like behavior, while the upper plot more closely resembles *L*2 loss.



## **GAM WITH OUTLIERS**

Instead of Gaussian noise, let's use *t*-distrib, that leads to outliers in *y*. Top: *L*2, bottom: L1.





#### Iteration 10

L2 loss is affected by outliers rather strongly, whereas L1 solely considers residuals' sign and not their magnitude, resulting in a more robust model.

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#### Iteration 100

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Top: *L*2, bottom: *L*1.



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#### Iteration 1

L2: as  $\tilde{r}(f) = r(f)$ , BL of 1st iter already optimal; but learn rate slows us down.

Top: *L*2, bottom: *L*1.



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#### Iteration 10

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Top: *L*2, bottom: *L*1.



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Iteration 100

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