

# **Mondrian Forests: Efficient Online Random Forests**

Balaji Lakshminarayanan (Gatsby Unit, UCL)  
Daniel M. Roy (Cambridge → Toronto)  
Yee Whye Teh (Oxford)

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# Outline

Background and Motivation

Mondrian Forests

    Mondrian process distribution over  $\mathcal{T}$

    Online learning

Experiments

Conclusion

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# Introduction

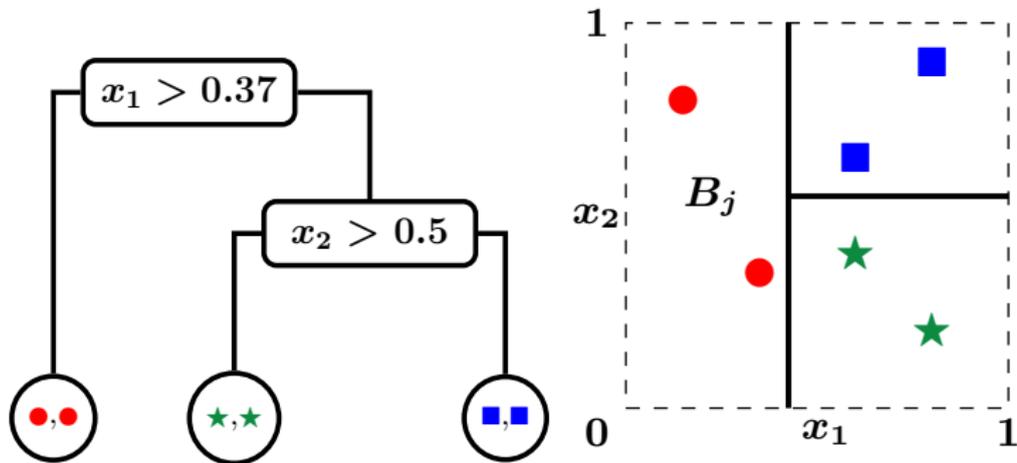
- **Input:** attributes  $X = \{x_i\}_{i=1}^N$ , labels  $Y = \{y_i\}_{i=1}^N$  (i.i.d)
- $y_i \in \{1, \dots, K\}$  (classification) or  $y_i \in \mathbb{R}$  (regression)
- **Goal:** Predict  $y_*$  for test data  $x_*$

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- **Goal:** Predict  $y_*$  for test data  $x_*$
- **Recipe for prediction:** Use a ‘random forest’
  - Ensemble of randomized decision trees
  - State-of-the-art for lots of real world prediction tasks [Breiman, 2001, Caruana and Niculescu-Mizil, 2006]
  - ‘Decision Forests: A Unified Framework for Classification, Regression, Density Estimation, Manifold Learning and Semi-Supervised Learning’ [Criminisi et al., 2012]

## Example: Classification tree

- Hierarchical axis-aligned binary partitioning of input space
- Rule for predicting label within each block



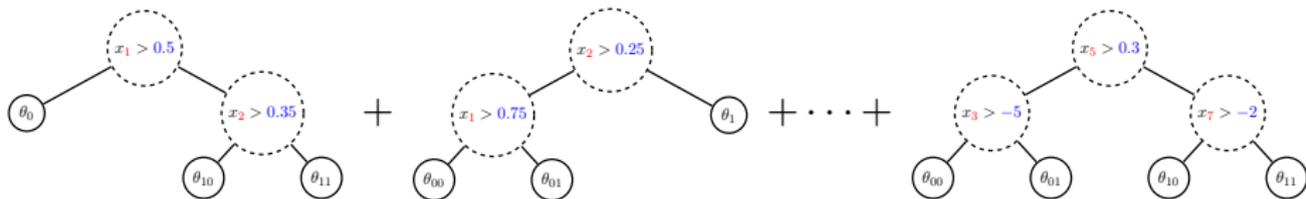
$\mathcal{T}$ : list of nodes, feature-id + location of splits for non-leaf nodes  
 $\theta$ : Multinomial parameters at leaf nodes

# Random forest (RF)

- Averaged over iid randomized decision trees  $\mathcal{T}_1, \dots, \mathcal{T}_M$  conditioned on  $X$  and  $Y$ .

$$p(y_* | x_*) = \frac{1}{M} \sum_m p(y_* | x_*, \mathcal{T}_m, X, Y)$$

- Combining multiple decision trees significantly improves predictive performance over single trees.
- Technique for variance reduction, not bias reduction.
- Model combination, not Bayesian model averaging.



# Random forest (RF)

- **Breiman's Random Forest** [[Breiman, 2001](#)]: Bagging + Randomly subsample features and choose best split amongst subsampled features, optimising over all split locations.
- **Extremely Randomized Trees** [[Geurts et al., 2006](#)] (ERT- $k$ ): Randomly sample  $k$  (feature-id, location) pairs and choose the best split amongst this subset
  - no bagging
  - ERT-1 does not use labels  $Y$  to guide splits!

# Pros and Cons

- Advantages of RF
  - Excellent predictive performance (test accuracy)
  - Fast to train (in batch setting) and test
  - Trees can be trained in parallel
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  - Re-training batch version periodically is slow  $\mathcal{O}(N^2 \log N)$  and requires access to past data
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**Mondrian forests** = Mondrian process + Random forests

- Can operate in either batch mode or online mode
- Online speed  $\mathcal{O}(N \log N)$
- Data efficient (**predictive performance of online mode equals that of batch mode!**)

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**Mondrian Forests**

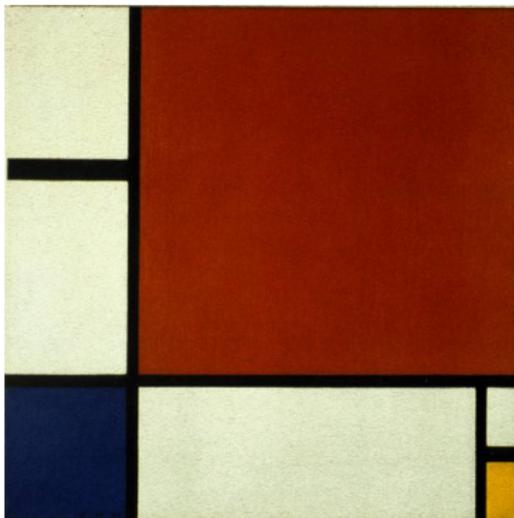
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# Mondrian process

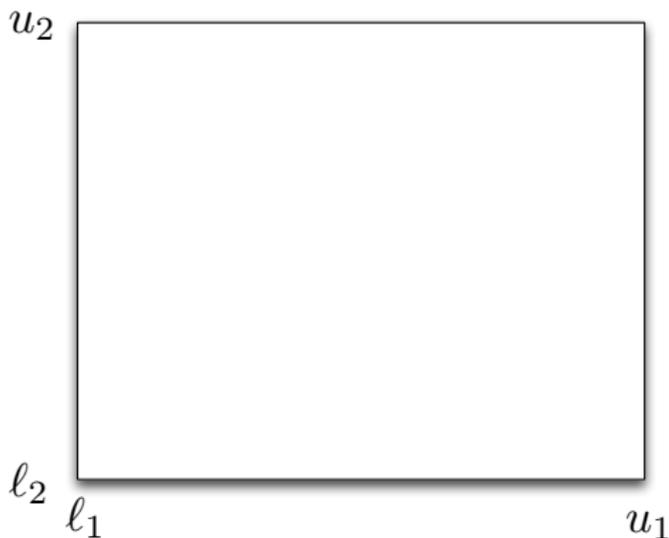


**Figure:** Mondrian Composition II in Red, Blue and Yellow (Source: Wikipedia)

- A stochastic process over binary hierarchical axis-aligned partitions of  $\mathbb{R}^d$  [Roy and Teh, 2009].

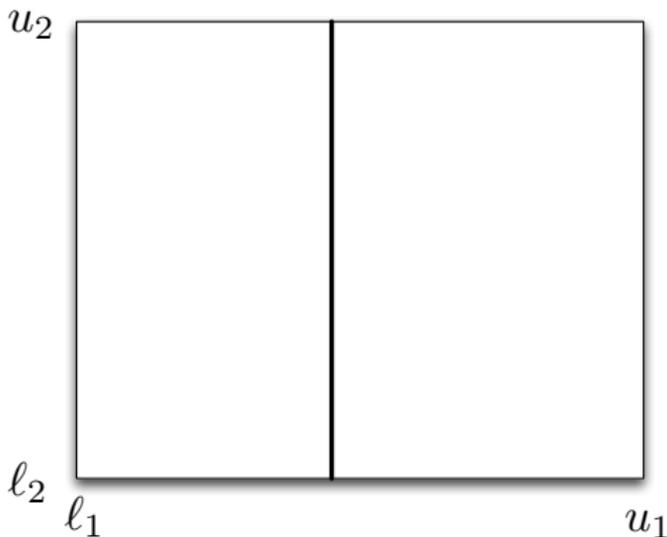
## Generative process: $\mathcal{MP}(\lambda, [\ell_1, u_1], [\ell_2, u_2])$

1. Draw  $\Delta_\epsilon$  from exponential with rate  $u_1 - \ell_1 + u_2 - \ell_2$
2. **IF**  $\Delta_\epsilon > \lambda$  stop,



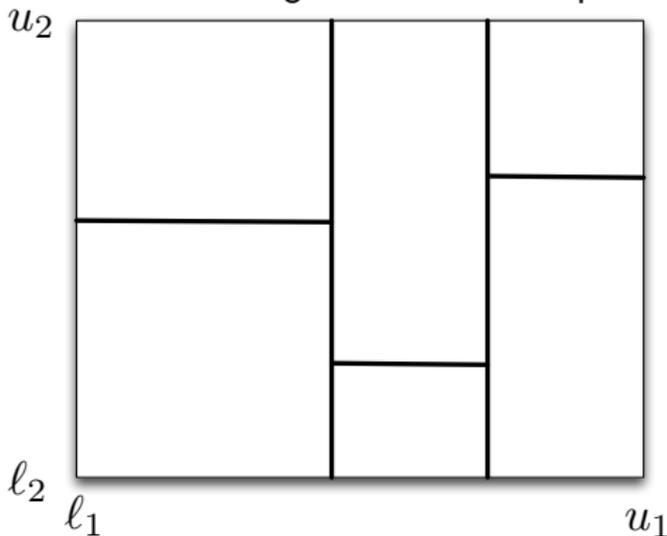
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  - Split location: choose cut location uniformly from  $[\ell_j, u_j]$



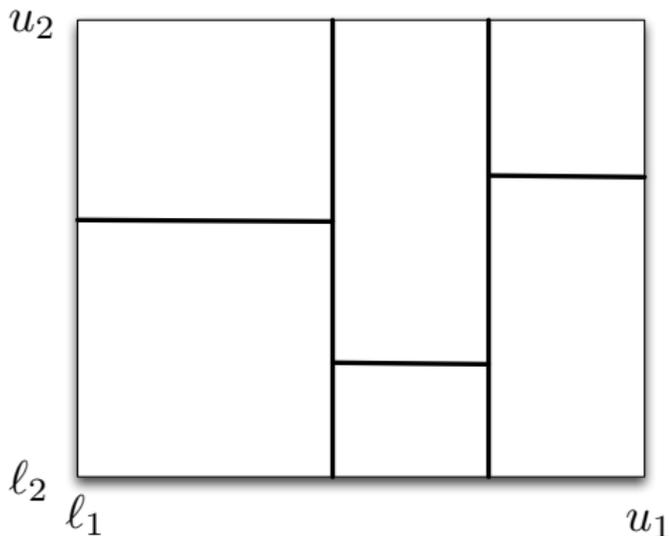
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  - Split location: choose cut location uniformly from  $[\ell_j, u_j]$
  - Recurse on left and right subtrees with parameter  $\lambda - \Delta_\epsilon$



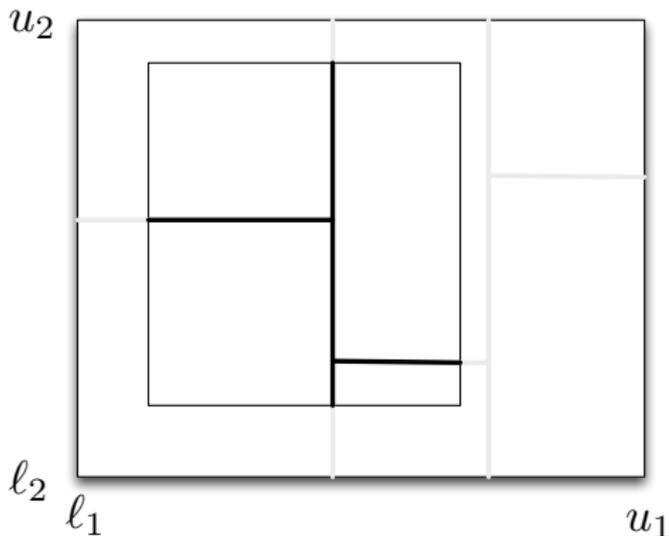
# Self-consistency of Mondrian process

- Simulate  $\mathcal{T} \sim \mathcal{MP}(\lambda, [\ell_1, u_1], [\ell_2, u_2])$



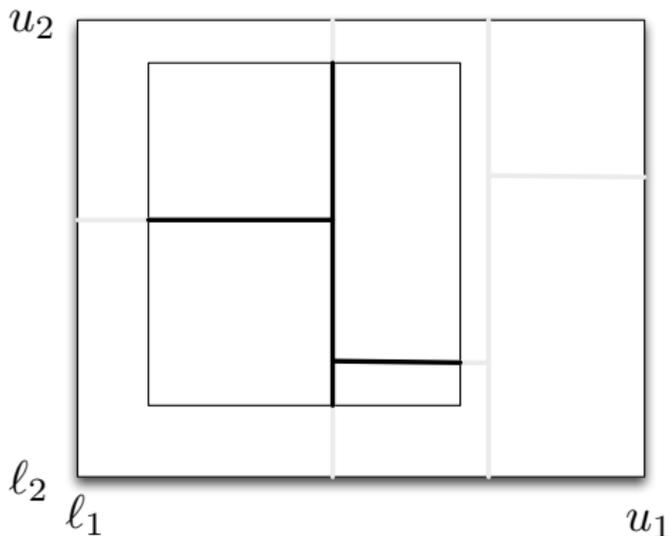
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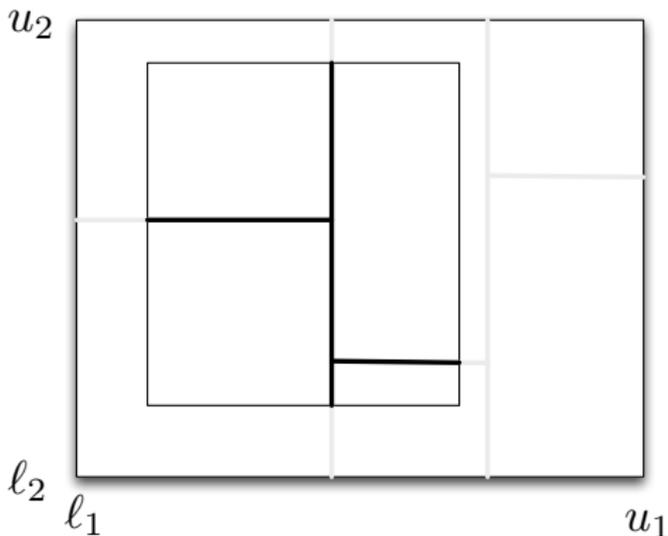
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- Restriction has distribution  $\mathcal{MP}(\lambda, [\ell'_1, u'_1], [\ell'_2, u'_2])!$
- Well-defined extension to  $\mathcal{MP}(\lambda, \mathbb{R}, \mathbb{R})$ , such that  $\mathcal{MP}(\lambda, [\ell_1, u_1], [\ell_2, u_2])$  is the restriction to  $[\ell_1, u_1] \times [\ell_2, u_2]$ .

# Mondrian trees

- Use  $\mathcal{MP}(\lambda, [\ell_1, u_1], \dots, [\ell_d, u_d])$  as prior over decision trees  $p(\mathcal{T}|X)$ , where the range is given by  $X$ .

# Mondrian trees

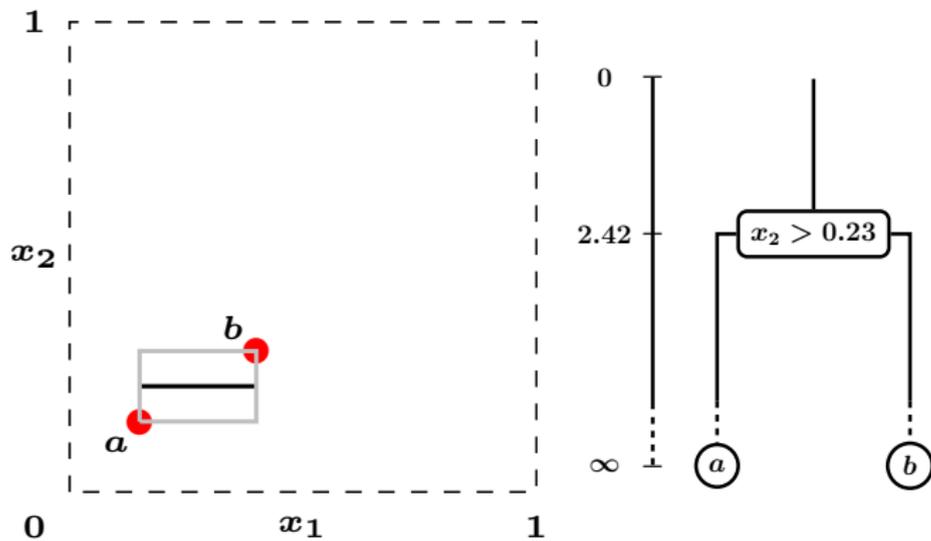
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- Self-consistency:
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- Online learning:
  - As dataset grows, we simply unveil  $\mathcal{T}$  on a larger range.
  - We can enlarge the visible range by simulating from a **conditional Mondrian process**.
  - Distribution of trees in offline and online modes are the same!
  - Order of the data points does not matter.

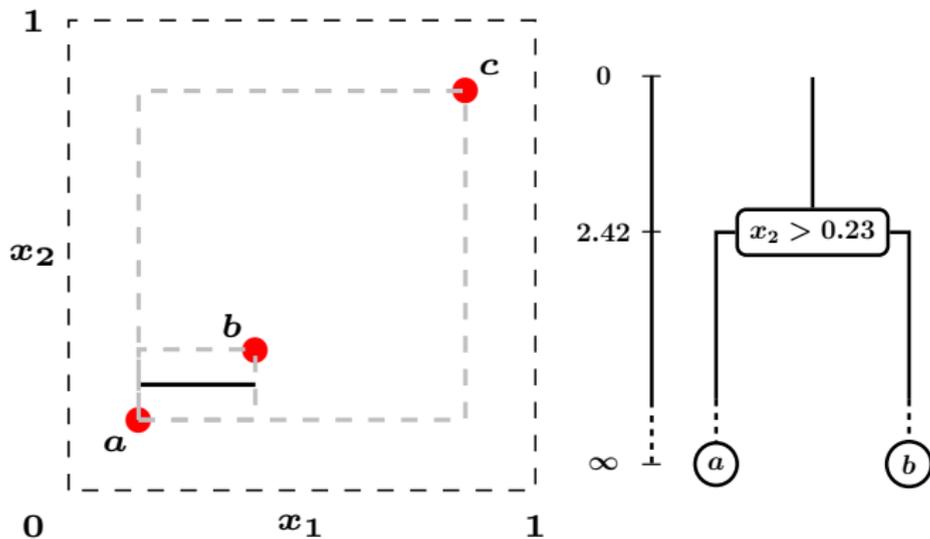
# Online learning cartoon

Start with data points  $a$  and  $b$



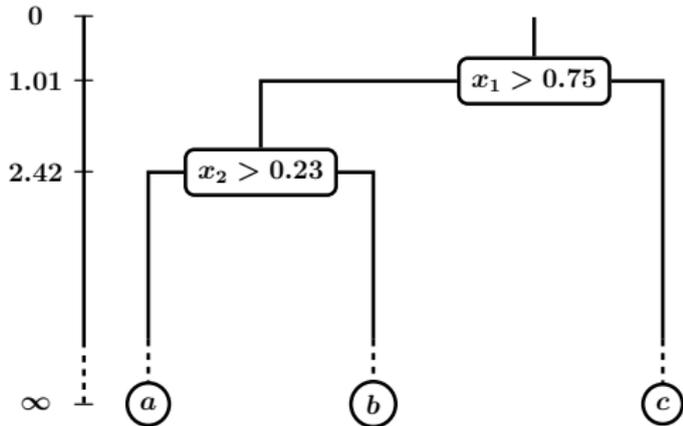
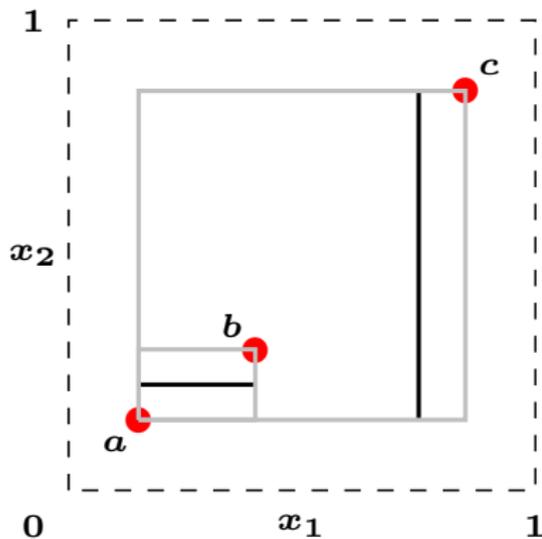
# Online learning cartoon

Adding new data point  $c$ : update range



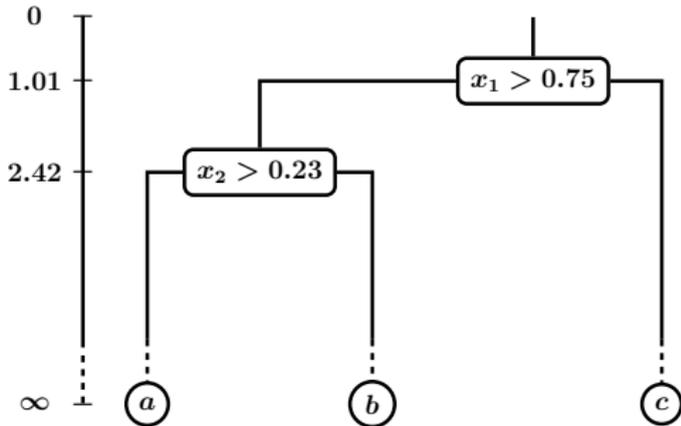
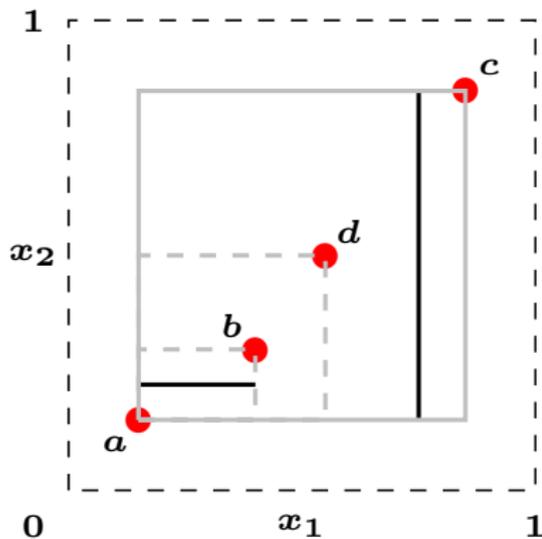
# Online learning cartoon

Adding new data point  $c$ : introduce new split above existing one



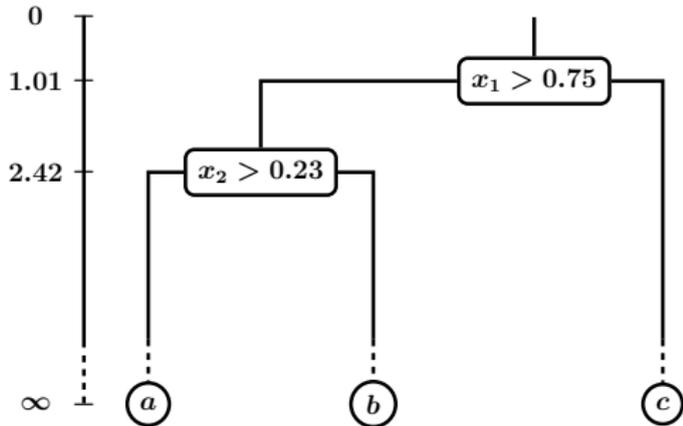
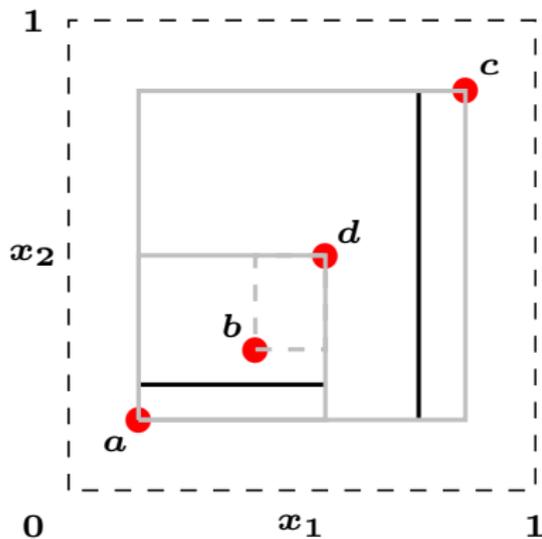
# Online learning cartoon

Adding new data point  $d$ : traverse to left child and update range



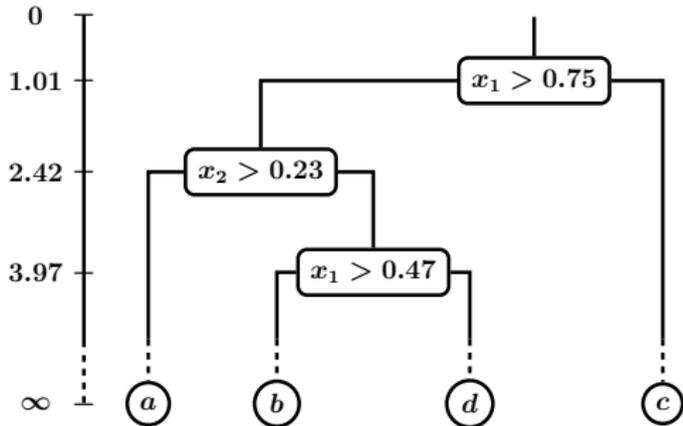
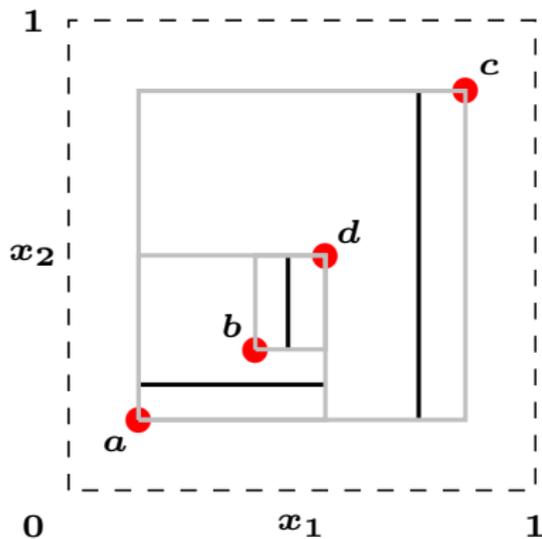
# Online learning cartoon

Adding new data point  $d$ : extend the existing split to new range



# Online learning cartoon

Adding new data point  $d$ : split leaf further



# Key differences between Mondrian forests and existing online random forests

- Splits not extended to unseen regions
- New split can be introduced *anywhere* in the tree (as long as it is consistent with current tree)
- The size and lifetime of a node control probability of new splits being introduced
- Self-consistent hierarchical Bayesian prior on the leaf parameters (not discussed).

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# Experimental setup

- Datasets:

Name	$D$	#Classes	#Train	#Test
<i>Satellite images</i>	36	6	3104	2000
<i>Letter</i>	16	26	15000	5000
<i>USPS</i>	256	10	7291	2007
<i>DNA</i>	180	3	1400	1186

- Training data split into 100 mini batches (unfair to MF)
- Number of trees = 100
- Existing randomised decision trees:
  - Periodically retrained offline methods RF, ERT-1, ERT- $k$ .
  - Online RF [[Saffari et al., 2009](#)]

# Letter

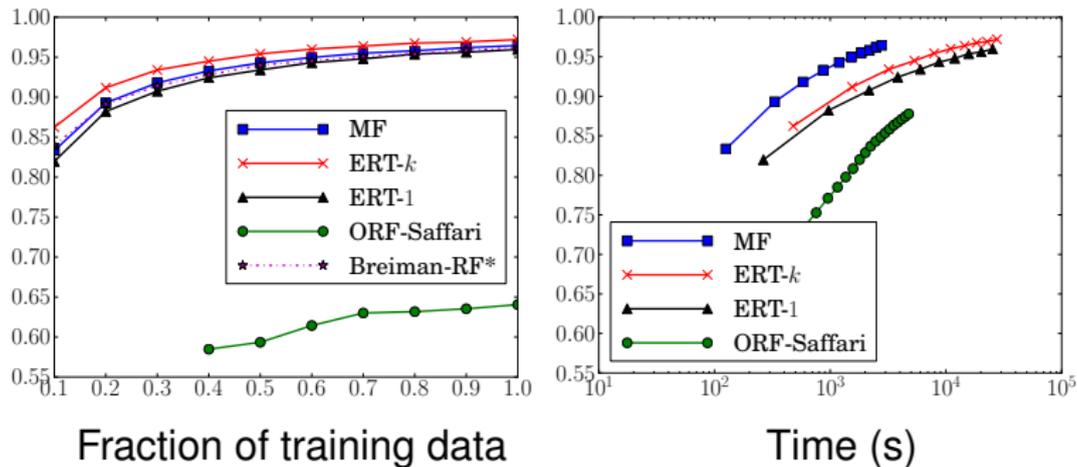


Figure: Test accuracy

- **Data efficiency:** Online MF very close to offline Breiman's RF and ERT, and significantly outperforms ORF-Saffari.
- **Speed:** MF much faster than periodically re-trained offline RF and ERT, as well as online RF.

# USPS

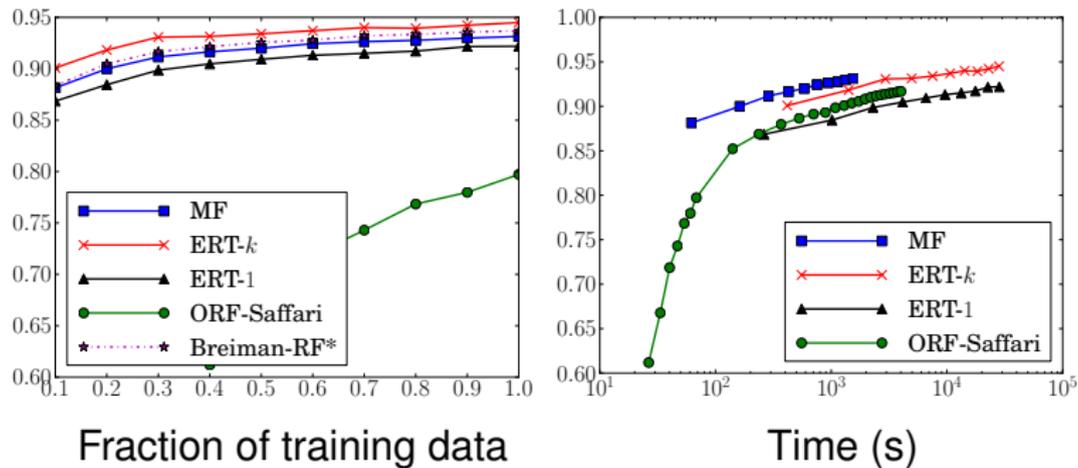


Figure: Test accuracy

# Satellite Images

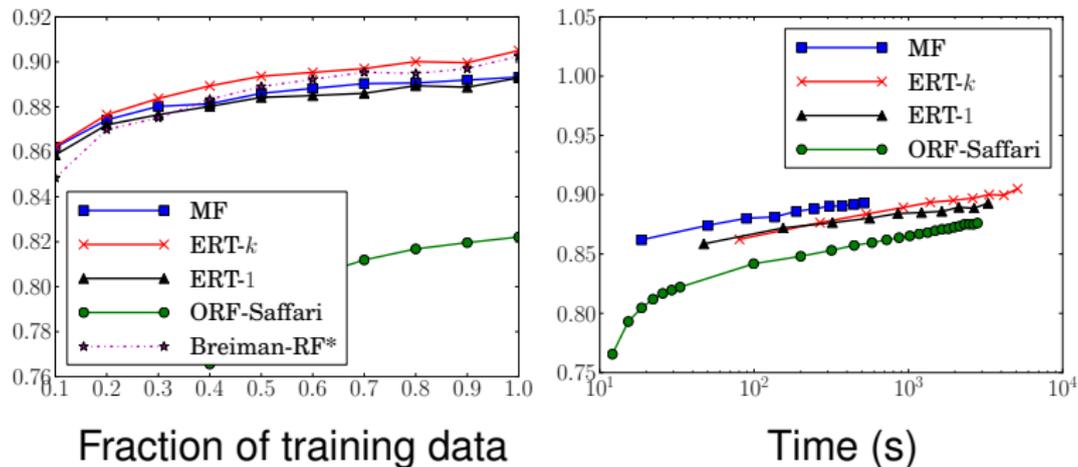


Figure: Test accuracy

# DNA

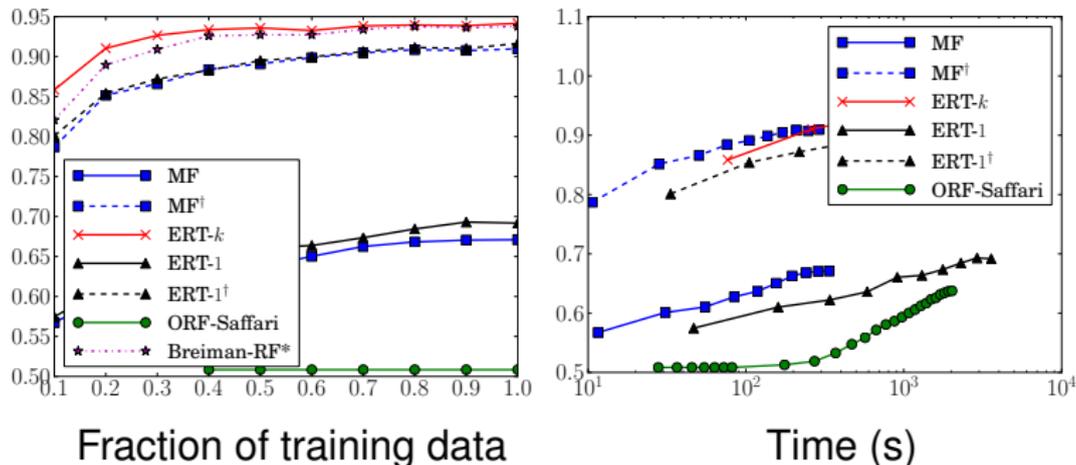


Figure: Test accuracy

- **Irrelevant features:** Choosing splits independent of labels (MF, ERT-1) harmful in presence of irrelevant features
- Removing irrelevant features (use only the 60 most relevant features<sup>1</sup>) improves test accuracy (MF<sup>†</sup>, ERT-1<sup>†</sup>)

<sup>1</sup><https://www.sgi.com/tech/mlc/db/DNA.names>

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# Conclusion

- MF: Alternative to RF that supports incremental learning
- Computationally faster compared to existing online RF and periodically re-trained Breiman-RF, ERT
- Future work:
  - Mondrian forests for high dimensional data with lots of irrelevant features.
  - Use labels to guide splits in MF (e.g. using ERT- $k$  ideas)

Thank you!

arXiv: <http://arxiv.org/abs/1406.2673>

code: <http://www.gatsby.ucl.ac.uk/~balaji/mondrianforest/>

Questions?

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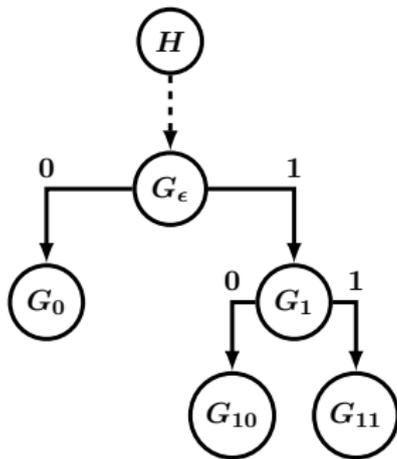
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## Hierarchical prior over $\theta$

- $G_j$  parametrizes  $p(y|x)$  in  $B_j^x$
- Normalized stable process (NSP): special case of PYP where concentration = 0
- $d_j \in (0, 1)$  is discount for node  $j$
- $G_\epsilon | H \sim \text{NSP}(d_\epsilon, H)$ ,  
 $G_{j0} | G_j \sim \text{NSP}(d_{j0}, G_j)$ ,  
 $G_{j1} | G_j \sim \text{NSP}(d_{j1}, G_j)$
- $\mathbb{E}[G_\epsilon(s)] = H(s)$
- $\text{Var}[G_\epsilon(s)] = (1 - d_H)H(s)(1 - H(s))$
- **Closed under Marginalization:**  $G_0 | H \sim \text{NSP}(d_\epsilon d_0, H)$
- $d_j = e^{-\gamma \Delta_j}$  where  $\Delta_j$  is the lifetime of node  $j$



# Posterior inference for NSP

- Special case of approximate inference for PYP [Teh, 2006]
- Chinese restaurant process representation
- **Interpolated Kneser-Ney smoothing**
  - fast approximation
  - Restrict number of tables serving a dish to at most 1
  - IKN popular smoothing technique in language modeling

# Prediction

- Extend Mondrian to range of test data (similar to training)
  - Test data point can potentially branch off and form separate leaf node of its own (unlike conventional decision trees)
  - If test point is in its own node, prediction is made from the (hierarchical) prior
  - Points far away from range of training data are more likely to lie in their own node
  - We analytically average over every possible extension (unlike training where we sample an extension)
  - Computational complexity linear in tree depth  $\approx \log(N)$
- Prediction interpolates between observed labels and prior depending on how close test data point is to training data