



# BigML Ensemble Cheatsheet

## Boosting options

## Dataset sampling



## Ensemble configuration

### Ensemble configuration options

Option	Description	Default	API Name
<b>Objective field</b>	Selects the field you want to predict. It can be a categorical or numeric field.	Last valid field in dataset	objective_field
<b>Type</b>	Allows you to choose which algorithm to use to build the ensemble. Decision Forests use a random sample of instances when building each model and/or a random subset of the input data fields when generating splitting rules. Boosted Trees or gradient boosting trees iteratively build each model trying to correct the mistakes made by the previous model.	Decision Forests	boosting
<b>Number of models</b>	Sets the total number of models in the ensemble when building Decision Forests ensembles. Valid values lie between 2 and 1,000 models. For Boosted Trees the maximum number of models is 2,000.	10	number_of_models
<b>Number of iterations</b>	Sets the total number of iterations in the ensemble when building Boosted Trees. For regression ensembles one model is built for each iteration, for classification ensembles $N$ models are built in each iteration letting $N$ be the total number of classes in the objective field. Valid values lie between 2 and 1,000 iterations with a limit of 2,000 models.	10	number_of_iterations

### Trees options

Option	Description	Default	API Name
<b>Missing splits</b>	Tells whether to consider missing data as a split criterion.	False	missing_splits
<b>Node threshold</b>	Defines the maximum number of computed nodes for a model. When the number of computed nodes is greater than this threshold, model growth stops. You can set a value between 3 and 2,000.	512	node_threshold
<b>Randomize</b>	Allows a randomly chosen fields to be considered at each split. If Decision Forests is selected it creates a Random Decision Forests. By default BigML takes the squared root of the total number of fields. You can set a fixed value or a ratio.	False	randomize
<b>Random candidates</b>	Sets the number of randomly chosen fields to be considered at each split for Random Decision Forests. By default BigML takes the squared root of the total number of fields. You can set a fixed value or a ratio.	$\sqrt{n}$	random_candidates & random_candidate_ratio

### Option

### Description

### Default

### API Name

**Early stopping**  
Tries to find the optimal number of iterations by testing the single models after every iteration and resulting in an early stop if not significant improvement is made. You can select the early out of bag option which tests the out-of-bag samples after every iteration or the early holdout option that holds out a portion of the dataset to be used for testing at the end of every iteration

### Option

### Description

### Default

### API Name

**Learning rate**  
A.k.a. the gradient step, controls how aggressively the boosting algorithm fits the data. You can set values greater than 0 and smaller than 1. Large values will prevent overfitting, but smaller values generally work better (usually 10% or lower)

### Option

### Description

### Default

### API Name

**Tree sampling**  
Selects only the out-of-bag instances for the currently defined sample. If an instance is not selected as part of a sampling, it is considered an out-of-bag instance. It is only selectable when a sample is deterministic and the sample rate is less than 100%.

### Tree sampling

### Option

### Description

### Default

### API Name

**Ensemble rate**  
The percentage of instances to build each tree in the ensemble

**Ensemble sampling**  
Allows you to choose between a random sampling or a deterministic sampling to build each tree. When using deterministic sampling, the random-number generator will always use the same seed, producing repeatable results.

### Option

### Description

### Default

### API Name

**Ensemble replacement**  
Allows a single instance to be selected multiple times to build each tree. Sampling without replacement ensures that each instance cannot be selected more than once.

### Option

### Description

### Default

### API Name

### Weighting options

### Option

### Description

### Default

### API Name

**Balance objective**  
Sets instance weights so that each class has equal influence on the model. This is only available for classification ensembles.

### Option

### Description

### Default

### API Name

**Weight field**  
Sets instance weights using the values of the given field. The selected field must be numerical and it must not contain missing values. This is valid for both regression and classification ensembles.

### Option

### Description

### Default

### API Name

**Objective weights**  
Sets a specific weight for each class of the objective field. If a class is not listed, it is assumed to have a weight of 1. Weights of 0 are also valid. This option is only available for classification ensembles.

### Option

### Description

### Default

### API Name

### Option

### Description

### Default

### API Name

### Rate

Sets the proportion of the dataset to be sampled between 0% and 100%.

100%

sample\_rate

### Range

Specifies a subset of the dataset instances from which to sample, e.g., from instance 5 to instance 1,000. The Rate you set will be computed over the Range configured.

(1, max. rows in dataset)

range

### Sampling

Allows you to choose between a random sampling or a deterministic sampling. When using deterministic sampling the random-number generator will always use the same seed, producing repeatable results.

Random

seed

### Replacement

Allows a single instance to be selected multiple times. Sampling without replacement ensures that each instance cannot be selected more than once.

False

replacement

### Out of bag

Selects only the out-of-bag instances for the currently defined sample. If an instance is not selected as part of a sampling, it is considered an out-of-bag instance. It is only selectable when a sample is deterministic and the sample rate is less than 100%.

False

out\_of\_bag

### Ordering options

### Option

### Description

### Default

### API Name

**Deterministic shuffling**  
Ensures the row shuffling of a dataset is always the same, so that evaluating an ensemble from the same dataset always yields the same results.

### Option

### Description

### Default

### API Name

**Linear**  
Selects the instances in the order they are listed to build the ensemble. If you know that your instances are already in random order, set the shuffling to linear so that the ensemble will be constructed faster.

### Option

### Description

### Default

### API Name

**Random shuffling**  
Takes a different sampling each time you build your ensemble.

### Option

### Description

### Default

### API Name



## Prediction configuration

### Missing strategy options

Option	Description	Default	API Name
<b>Last prediction</b>	Specifies that when a missing value is found in the testing data for a decision node, the prediction will be that from the parent of the missing split.	True	missing_strategy
<b>Proportional missing strategy</b>	Specifies that when a missing value is found in the input data for a decision node, the prediction is based on all the subtrees of a missing split. This recombines their predictions based on the proportion of data in each subtree.	False	missing_strategy1

### Operating kind options

Option	Description	Default	API Name
<b>Probability</b>	Averages the per-class probability distributions for all trees in the ensemble and predicts the class with higher probability. For regression ensembles, the global prediction is the mean of the individual predictions.	True	operating_kind_probability
<b>Confidence</b>	Averages the per-class confidences distributions for all trees in the ensemble and predicts the class with higher confidence. For regression ensembles, the global prediction is the mean of the individual predictions weighted by the expected error.	False	operating_kind_confidence
<b>Votes</b>	Gives one vote to each model in the ensemble. For classification models, the category with the majority of votes wins. For regression models, the global prediction is the mean of the individual predictions.	False	operating_kind_votes

### Confidence, probability or votes thresholds

Option	Description	Default	API Name
<b>Confidence, probability or votes threshold</b>	A percentage between 0% and 100% that can be used with classification ensembles so that they only return the positive class when the confidence, probability or votes on the prediction is above the established threshold.	Null	operating_point

### Default Numeric Values

Option	Description	Default	API Name
<b>Default numeric value</b>	Replaces missing numeric values in your dataset by the field's maximum, mean, median, minimum, or zero.	Null	default_numeric_value

### Output file options

Option	Description	Default	API Name
<b>Fields separator</b>	Allows you to choose the best separator for your fields.	Comma	separator
<b>New line</b>	Sets the character to use as the line break in the generated csv file: "\n", "\r", "\r\n".	LF	newline
<b>Show/hide fields</b>	Shows or hides the rest of the fields in your output file.	True	output_fields
<b>Headers</b>	Shows or hides the names of your columns in the output file.	True	header
<b>Prediction column name</b>	Sets the name for the objective field. By default BigML takes the name of the ensemble's objective field.	Objective Field Name	prediction_name
<b>Include confidence, probability or votes</b>	Includes an additional column with the confidence (or expected error), probability or votes in the case of Decision Forests.	False	confidence, probability, vote_count
<b>Confidence, probability or votes column name</b>	Sets the name you want for the confidence or expected error column. By default it is named "confidence", "probability" or "votes".	Confidence	confidence_name, probability_name, votes_name
<b>Single tree predictions</b>	Defines whether to include a column for each of the individual model predictions of the ensemble. This will add a column per model, named <prediction_name>_n, where n is the position of the model in the model list in the ensemble, starting at 1. Only available for Decision Forests.	False	votes
<b>Confidences</b>	Includes a column for each of the objective field classes indicating their confidences per instance predicted. This will add a column per field, named <objective_field_class>_confidence.	False	confidences
<b>Votes</b>	Includes a column for each of the objective field classes indicating their votes per instance predicted. This will add a column per field, named <objective_field_class>_votes.	False	vote_counts
<b>Probabilities</b>	Includes a column for each of the objective field classes indicating their probabilities per instance predicted. This will add a column per field, named <objective_field_class>_probability.	False	probabilities
<b>Importances</b>	Defines whether the batch prediction includes a column for each of the field importances for the ensemble predictions. There is a column per field, named <field_name>_importance.	False	importance

### Output Dataset

Option	Description	Default	API Name
<b>Output dataset</b>	Defines whether a dataset with the results should be automatically created or not.	True	output_dataset