

Variable Selection LASSO: Sparse Regression

Machine Learning – CSE446

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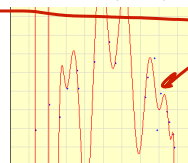
Regularization in Linear Regression

- Overfitting usually leads to very large parameter choices, e.g.:

$$-2.2 + 3.1 X - 0.30 X^2$$



$$-1.1 + 4,700,910.7 X - 8,585,638.4 X^2 + \dots$$



- **Regularized** or **penalized** regression aims to impose a “complexity” penalty by penalizing large weights

- “Shrinkage” method

L_2 regularization \rightarrow penalizes towards smoother functions

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Variable Selection

- Ridge regression: Penalizes large weights
- What if we want to perform “feature selection”?
 - E.g., Which regions of the brain are important for word prediction?
 - Can't simply choose features with largest coefficients in ridge solution
 - Computationally intractable to perform “all subsets” regression

2^K Subsets to explore
- Try new penalty: Penalize non-zero weights
 - Regularization penalty: $\|w\|_1 = \sum_i |w_i|$
 - Leads to sparse solutions \Rightarrow many $w_i = 0$
 - Just like ridge regression, solution is indexed by a continuous param λ
 - This simple approach has changed statistics, machine learning & electrical engineering

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LASSO Regression

$\lambda > 0$

- **LASSO**: least absolute shrinkage and selection operator
- New objective:

$$\min_w \sum_{j=1}^N \left(y_j - (w_0 + \sum_i w_i h_i(x_j)) \right)^2 + \lambda \sum_{i=1}^K |w_i|$$

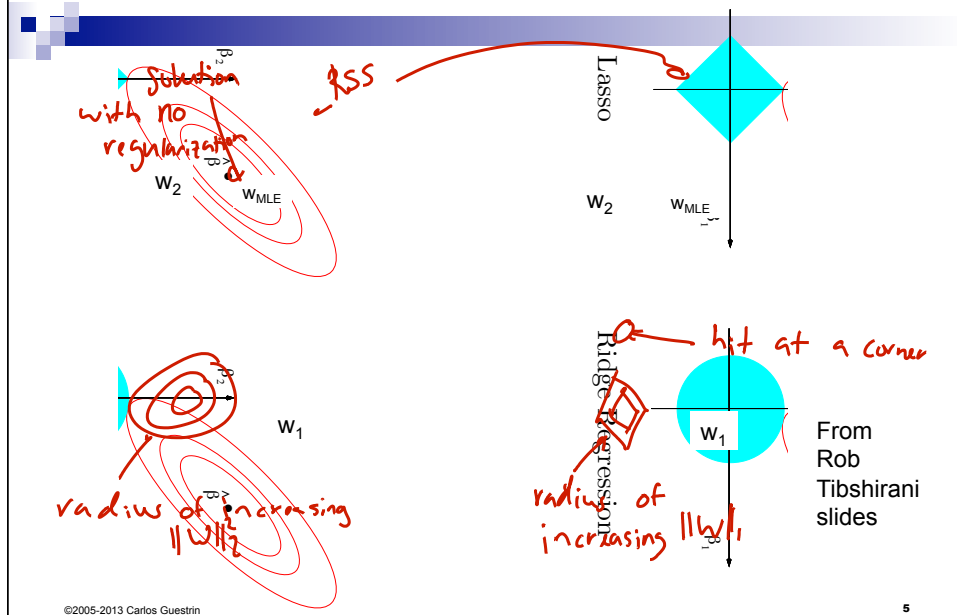
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don't regularize w_0

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Geometric Intuition for Sparsity



Optimizing the LASSO Objective

- LASSO solution:

$$\hat{w}_{LASSO} = \arg \min_w \sum_{j=1}^N \left(t(x_j) - (w_0 + \sum_{i=1}^k w_i h_i(x_j)) \right)^2 + \lambda \sum_{i=1}^k |w_i|$$

From quarter thus far: take derivative and set to 0

But:

1. Derivative of $|w|$? ...



2. Even if you could take derivative, no closed form solution.

Coordinate Descent

- Given a function $F(w)$
 - Want to find minimum
 - $\hat{w} = \underset{w}{\operatorname{argmin}} F(w)$
- Often, hard to find minimum for all coordinates, but easy for one coordinate
 - 1-d optimization often much easier
- Coordinate descent: initialize $w = \phi$
 - while not converged:
 - Pick a coordinate ℓ
 - $\hat{w}_\ell \leftarrow \underset{w}{\operatorname{argmin}} F(w_0, w_1, \dots, w_{\ell-1}, w, w_{\ell+1}, \dots, w_k)$
- How do we pick next coordinate?
 - Round robin, randomly, "Smartly"
- Super useful approach for *many* problems
 - Converges to optimum in some cases, such as LASSO

$F(w_0, w_1, \dots, w_k)$



Because of:

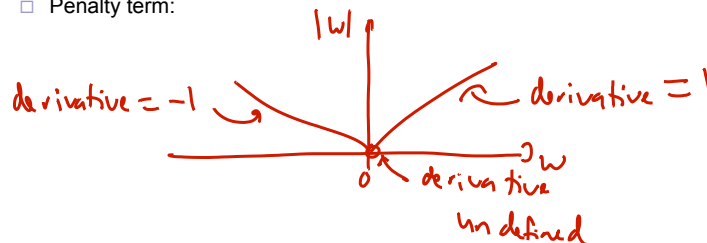
- convexity &
- separability of non-smooth terms

Optimizing LASSO Objective One Coordinate at a Time

- Taking the derivative:
 - Residual sum of squares (RSS):
 - For now, only $\ell \in \{1, \dots, k\}$, deal with w_0 later

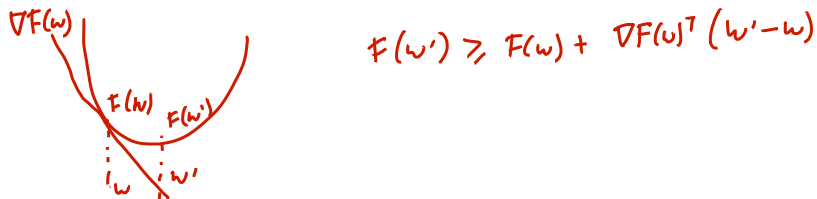
$$\frac{\partial}{\partial w_\ell} RSS(\mathbf{w}) = -2 \sum_{j=1}^N h_\ell(x_j) \left(t(x_j) - (w_0 + \sum_{i=1}^k w_i h_i(x_j)) \right)$$

- Penalty term:



Subgradients of Convex Functions

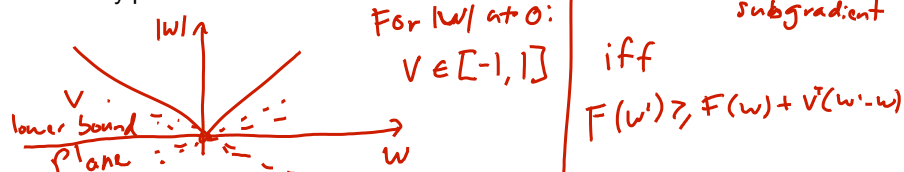
- Gradients lower bound convex functions:



- Gradients are unique at w iff function differentiable at w

- Subgradients: Generalize gradients to non-differentiable points:

- Any plane that lower bounds function:



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Taking the Subgradient

$$\sum_{j=1}^N \left(t(x_j) - (w_0 + \sum_{i=1}^k w_i h_i(x_j)) \right)^2 + \lambda \sum_{i=1}^k |w_i|$$

- Gradient of RSS term:

$$\frac{\partial}{\partial w_\ell} RSS(w) = a_\ell w_\ell - c_\ell$$

$$a_\ell = 2 \sum_{j=1}^N (h_\ell(x_j))^2$$

$$c_\ell = 2 \sum_{j=1}^N h_\ell(x_j) \left(t(x_j) - (w_0 + \sum_{i \neq \ell} w_i h_i(x_j)) \right)$$

- If no penalty: $\frac{\partial}{\partial w_\ell} RSS(w) = 0 \Rightarrow w_\ell = \frac{c_\ell}{a_\ell}$

- Subgradient of full objective:

$$\partial_{w_\ell} F(w) = a_\ell w_\ell - c_\ell + \lambda \partial_{w_\ell} |w_\ell|$$

$$= \begin{cases} a_\ell w_\ell - c_\ell - \lambda & \text{if } w_\ell < 0 \\ [-c_\ell - \lambda, -c_\ell + \lambda] & \text{if } w_\ell = 0 \\ a_\ell w_\ell - c_\ell + \lambda & \text{if } w_\ell > 0 \end{cases}$$

$$\partial_{w_\ell} |w_\ell| = \begin{cases} -1 & \text{if } w_\ell < 0 \\ [-1, 1] & \text{if } w_\ell = 0 \\ 1 & \text{if } w_\ell > 0 \end{cases}$$

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Setting Subgradient to 0

$a_\ell > 0$

$$0 = \partial_{w_\ell} F(\mathbf{w}) = \begin{cases} a_\ell w_\ell - c_\ell - \lambda & w_\ell < 0 \\ [-c_\ell - \lambda, -c_\ell + \lambda] & w_\ell = 0 \\ a_\ell w_\ell - c_\ell + \lambda & w_\ell > 0 \end{cases}$$

when $w_\ell < 0$? $\Rightarrow a_\ell w_\ell - c_\ell - \lambda = 0$

$\Rightarrow w_\ell = \frac{c_\ell + \lambda}{a_\ell} < 0 \Rightarrow c_\ell < -\lambda$

when $w_\ell > 0$? $\Rightarrow a_\ell w_\ell - c_\ell + \lambda = 0$

$\Rightarrow w_\ell = \frac{c_\ell - \lambda}{a_\ell} > 0 \Rightarrow c_\ell > \lambda$

when $w_\ell = 0$? $\Rightarrow 0 \in [-c_\ell - \lambda, -c_\ell + \lambda]$
 $\Rightarrow -\lambda < c_\ell < \lambda$

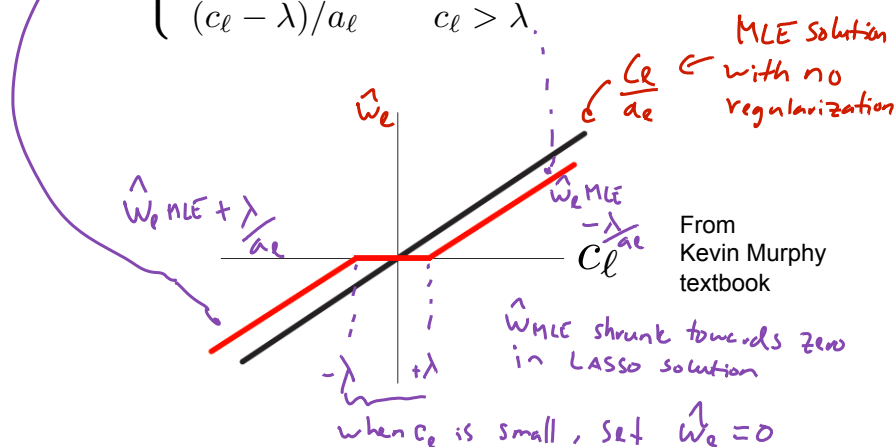
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Soft Thresholding

$a_\ell > 0$

$$\hat{w}_\ell = \begin{cases} (c_\ell + \lambda)/a_\ell & c_\ell < -\lambda \\ 0 & c_\ell \in [-\lambda, \lambda] \\ (c_\ell - \lambda)/a_\ell & c_\ell > \lambda \end{cases}$$



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Coordinate Descent for LASSO (aka Shooting Algorithm)

■ Repeat until convergence

- Pick a coordinate l at (random or sequentially) round robin 2

■ Set:

$$\hat{w}_\ell = \begin{cases} (c_\ell + \lambda)/a_\ell & c_\ell < -\lambda \\ 0 & c_\ell \in [-\lambda, \lambda] \\ (c_\ell - \lambda)/a_\ell & c_\ell > \lambda \end{cases}$$

■ Where:

$$a_\ell = 2 \sum_{j=1}^N (h_\ell(\mathbf{x}_j))^2$$

$$c_\ell = 2 \sum_{j=1}^N h_\ell(\mathbf{x}_j) \left(t(\mathbf{x}_j) - (w_0 + \sum_{i \neq \ell} w_i h_i(\mathbf{x}_j)) \right)$$

w_0 ??
no regularization.
 $w_0 = c_0/a_0$

$\Rightarrow w_0 = \frac{1}{N} \sum_{j=1}^N (t(\mathbf{x}_j) - \sum_{i=1}^K w_i h_i(\mathbf{x}_j))$

- For convergence rates, see Shalev-Shwartz and Tewari 2009

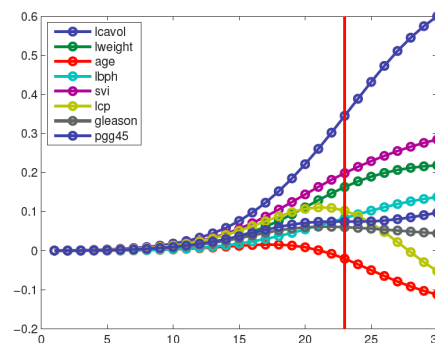
■ Other common technique = LARS

- Least angle regression and shrinkage, Efron et al. 2004

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Recall: *Ridge Coefficient Path*



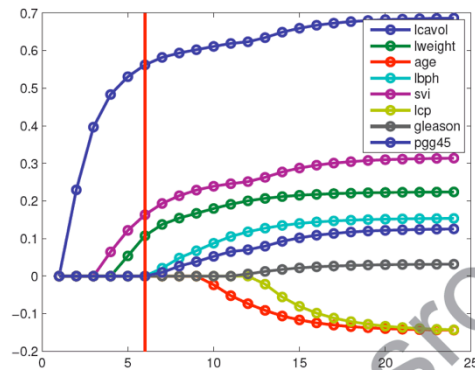
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- Typical approach: select λ using cross validation

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Now: *LASSO Coefficient Path*



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LASSO Example

Term	Least Squares	Ridge	Lasso
Intercept	2.465	2.452	2.468
lcavol	0.680	0.420	0.533
lweight	0.263	0.238	0.169
age	-0.141	-0.046	
lbph	0.210	0.162	0.002
svi	0.305	0.227	0.094
lcp	-0.288	0.000	
gleason	-0.021	0.040	
pgg45	0.267	0.133	

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What you need to know

- Variable Selection: find a sparse solution to learning problem
- L_1 regularization is one way to do variable selection
 - Applies beyond regressions
 - Hundreds of other approaches out there
- LASSO objective non-differentiable, but convex → Use subgradient
- No closed-form solution for minimization → Use coordinate descent
- Shooting algorithm is very simple approach for solving LASSO