

Mathematical Tools for Neural and Cognitive Science

Fall semester, 2016

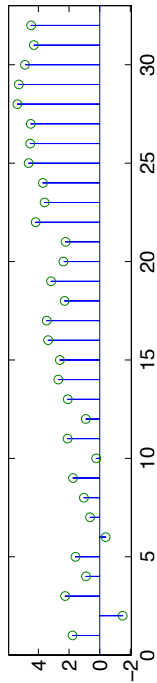
Section 2: Least Squares

Least Squares (outline)

- Standard regression: Fit data with weighted sum of regressors. Solution via calculus, orthogonality, SVD
- Choosing regressors, overfitting
- Robustness: weighted regression, iterative outlier trimming, robust error functions, iterative re-weighting
- Constrained regression: linear, quadratic
- Total Least Squares (TLS) regression, and Principal Components Analysis (PCA)

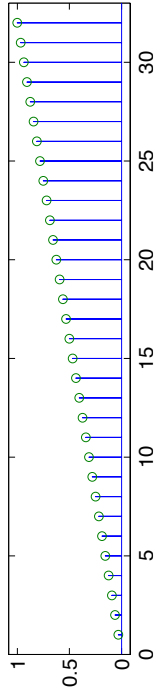
Observation

$\vec{y}$



Regressor

$\vec{x}$

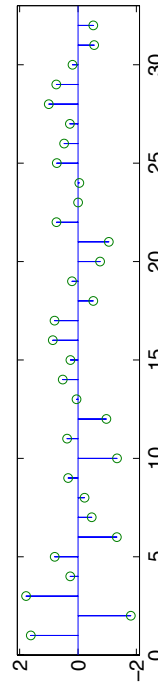


—

β

||

Residual
error

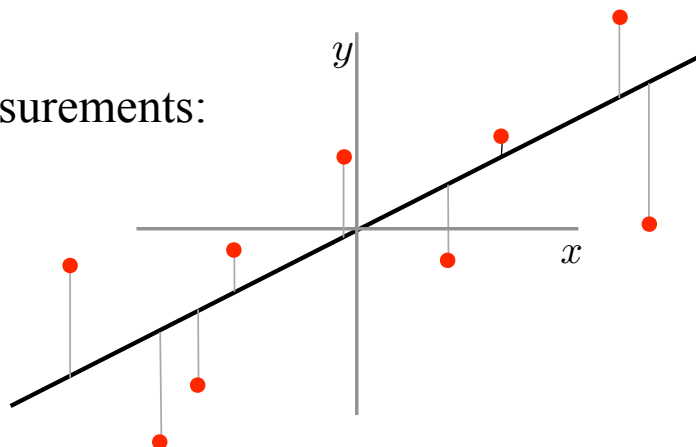


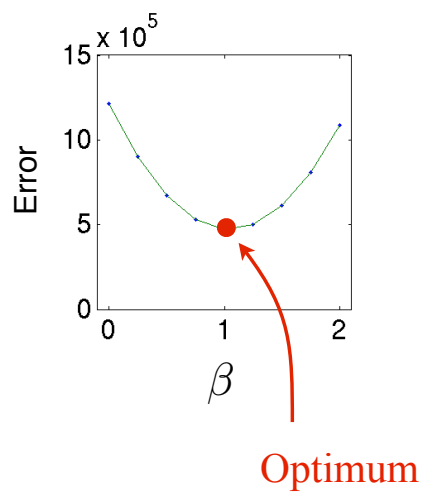
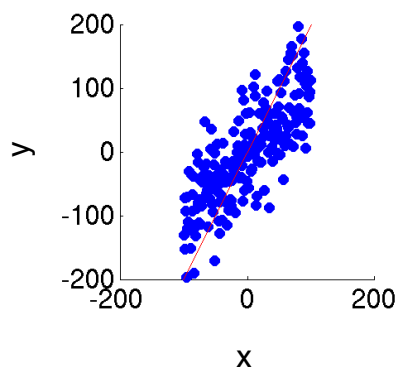
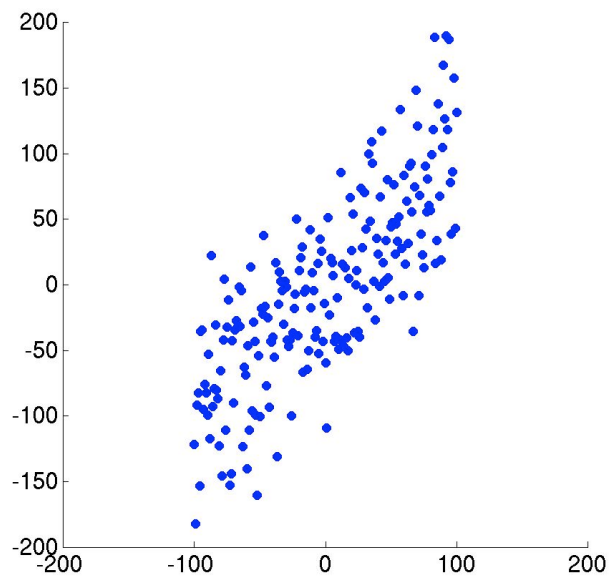
Least squares regression:

$$\min_{\beta} \sum_n (y_n - \beta x_n)^2$$

“objective function”

In the space of measurements:





$$\min_{\beta} \sum_n (y_n - \beta x_n)^2$$

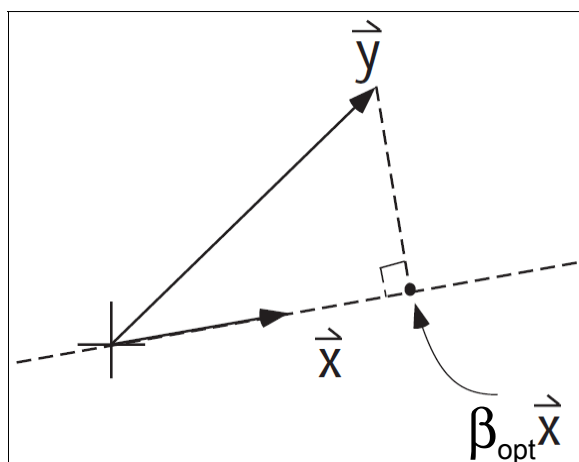
can solve this with calculus...

[on board]

... or linear algebra:

$$\min_{\beta} \sum_n (y_n - \beta x_n)^2 = \min_{\beta} \|\vec{y} - \beta \vec{x}\|^2$$

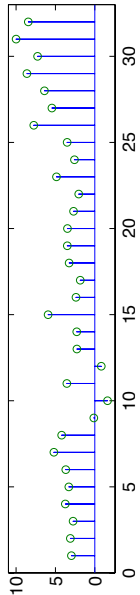
Geometry:
(note: this is *not* the
measurement space
of previous plots)



Multiple regression

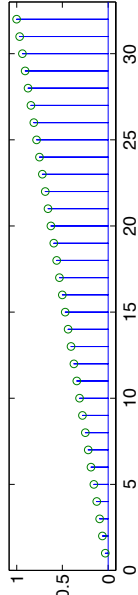
$$\min_{\vec{\beta}} \|\vec{y} - \sum_k \beta_k \vec{x}_k\|^2 = \min_{\vec{\beta}} \|\vec{y} - X\vec{\beta}\|^2$$

Observation
 $\vec{y}$



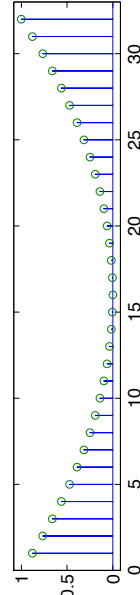
Regressor1
 $\vec{x}_1$

$-\beta_1$



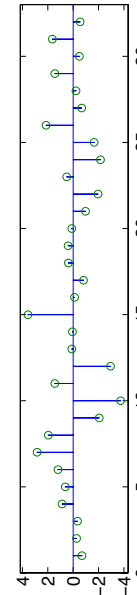
Regressor2
 $\vec{x}_2$

$-\beta_2$

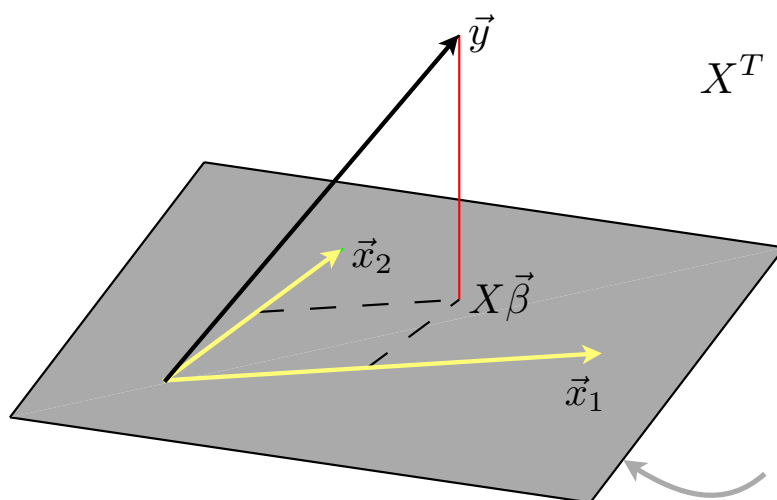


$=$

Residual
error



Solution via the Orthogonality Principle



$$X^T (\vec{y} - X\vec{\beta}) = \vec{0}$$

2D vector space
containing all linear
combinations of $\vec{x}_1$
and $\vec{x}_2$

Alternatively, use SVD...

$$\begin{aligned}
\min_{\vec{\beta}} ||\vec{y} - X\vec{\beta}||^2 &= \min_{\vec{\beta}} ||\vec{y} - USV^T\vec{\beta}||^2 \\
&= \min_{\vec{\beta}} ||U^T\vec{y} - SV^T\vec{\beta}||^2 \\
&= \min_{\vec{\beta}^*} ||\vec{y}^* - S\vec{\beta}^*||^2
\end{aligned}$$

where $\vec{y}^* = U^T\vec{y}$, $\vec{\beta}^* = V^T\vec{\beta}$

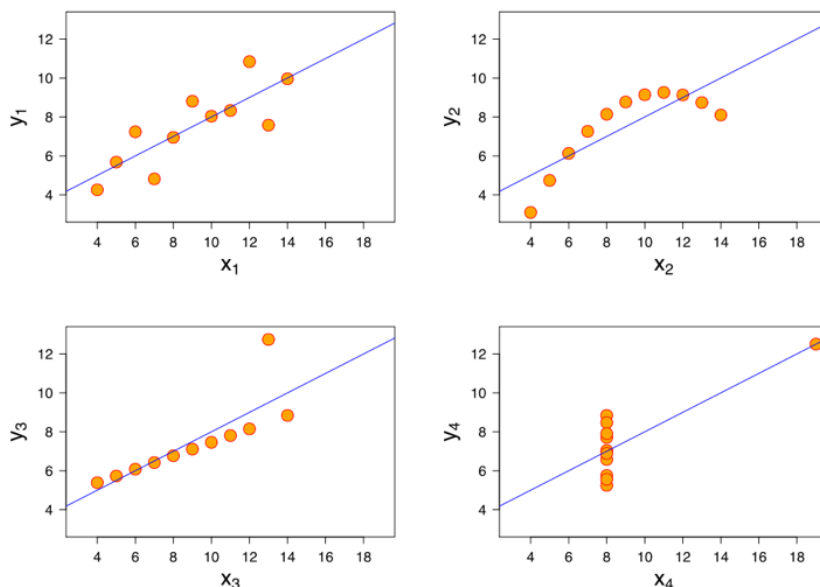
Solution: $\beta_{\text{opt},k}^* = y_k^*/s_k$, for each k

or $\vec{\beta}_{\text{opt}}^* = S^\# \vec{y}^*$

[on board: transformations, elliptical geometry]

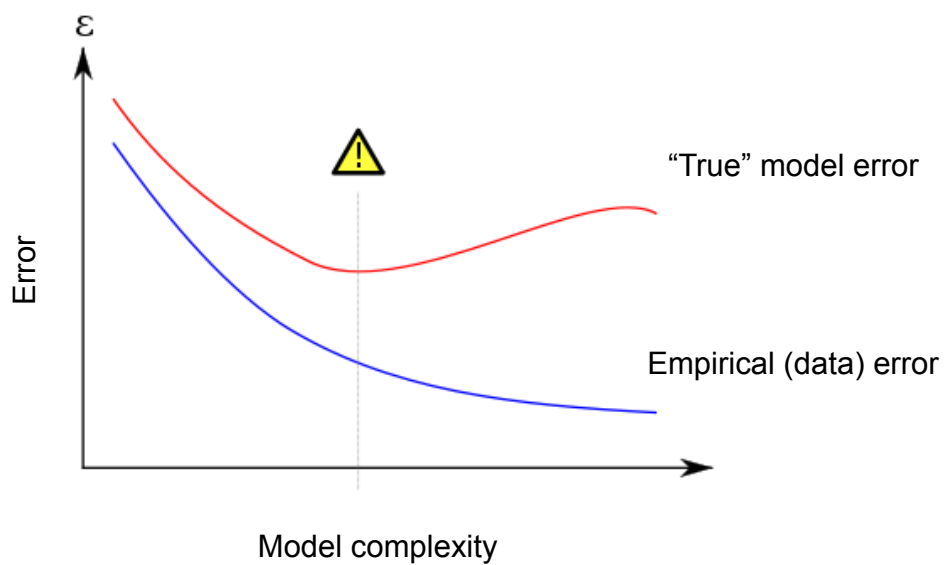
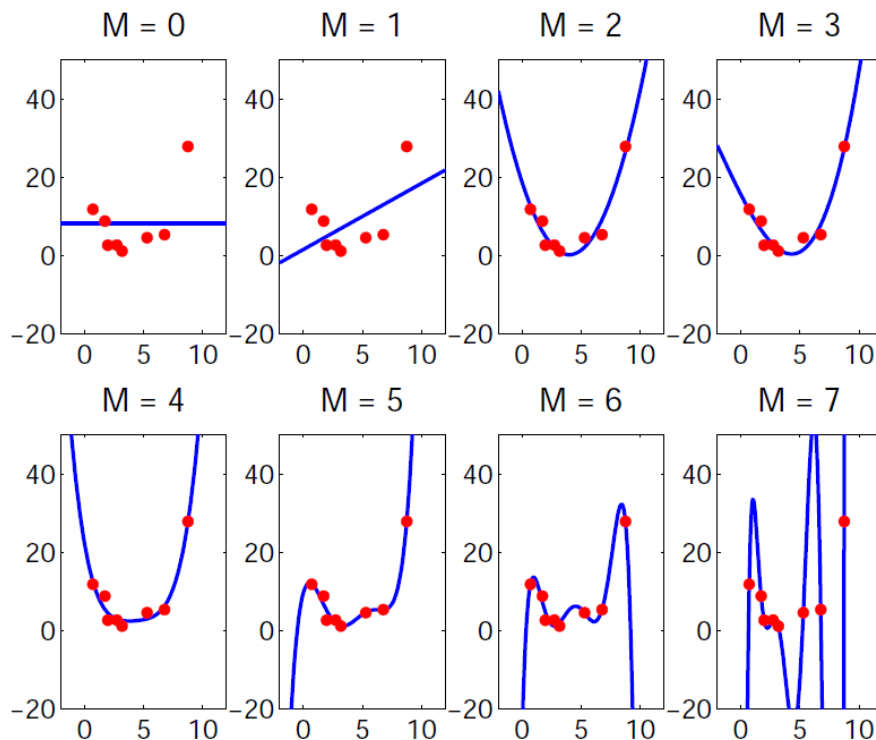
Interpretation: what does it mean?

Note that these all give the same regression fit:



[Anscombe, 1973]

Polynomial regression - how many terms?



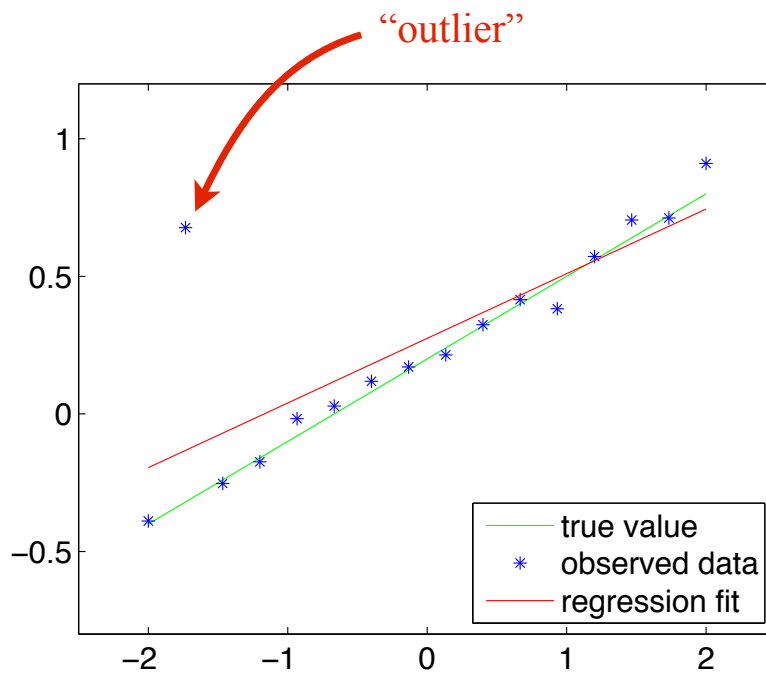
(to be continued, when we get to "statistics" ...)

Weighted Least Squares

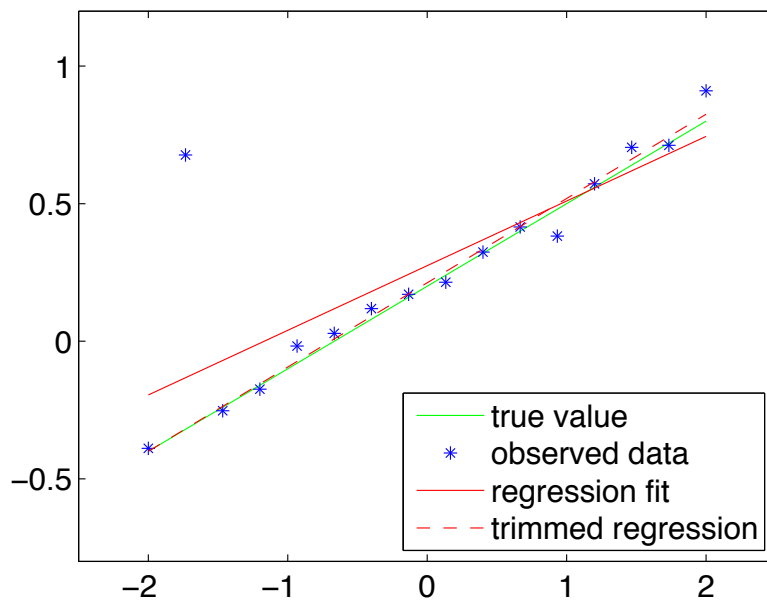
$$\min_{\beta} \sum_n [w_n(y_n - \beta x_n)]^2$$
$$= \min_{\beta} ||W(\vec{y} - \beta \vec{x})||^2$$

↖ diagonal matrix

Solution via simple extensions of basic regression solution

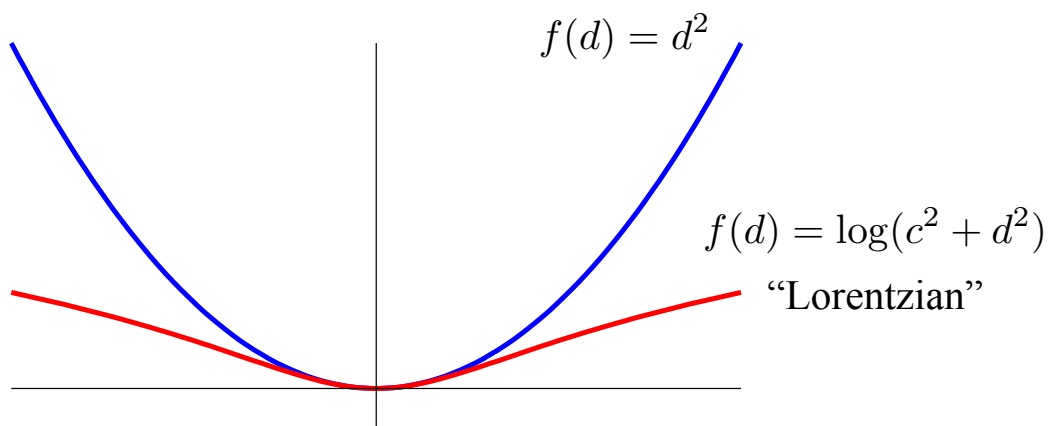


Solution 1: “trimming”...



When done iteratively (discard the outlier, re-fit, repeat), this is a so-called “greedy” method. When do you stop?

Solution 2: Use a “robust” error metric.
For example:



Note: generally can’t obtain solution directly (i.e., requires an iterative optimization procedure).

In some cases, can use iteratively re-weighted least squares (IRLS)

Constrained Least Squares

Linear constraint:

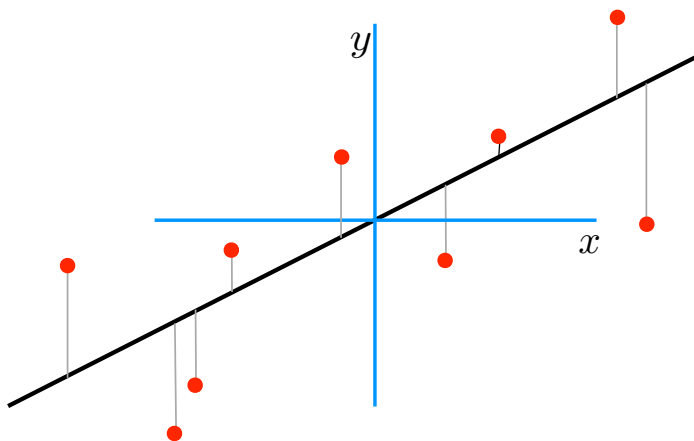
$$\min_{\vec{\beta}} ||\vec{y} - X\vec{\beta}||^2, \quad \text{where } \vec{c} \cdot \vec{\beta} = \alpha$$

Quadratic constraint:

$$\min_{\vec{\beta}} ||\vec{y} - X\vec{\beta}||^2, \quad \text{where } ||C\vec{\beta}||^2 = \alpha$$

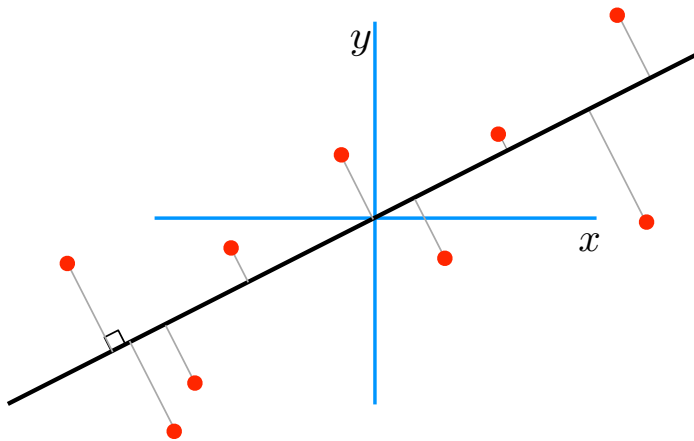
Both can be solved exactly using linear algebra... *[on board]*

Standard regression error: squared error of the “dependent” variable



$$\min_{\beta} ||\vec{y} - \beta\vec{x}||^2$$

Total Least Squares regression: Error is squared distance from the fitted line...



$$\min_{\hat{u}} \|D\hat{u}\|^2, \quad \text{where } \|\hat{u}\|^2 = 1$$

Solution via SVD

Elliptical geometry (again)

Partition of total variance into orthogonal components

Symmetric matrix $M^T M$, eigenvectors/eigenvalues

Principal Components Analysis (PCA)

[on board: SVD solution, elliptical geometry, partition of variance]

Eigenvectors/eigenvalues

Define symmetric matrix:

If $\vec{v}_k$ is the k th column of V then:

$$\begin{aligned} C &= M^T M \\ &= (USV^T)^T (USV^T) \\ &= VS^T U^T U S V^T \\ &= V(S^T S) V^T \end{aligned}$$

$$\begin{aligned} C\vec{v}_k &= V(S^T S)V^T \vec{v}_k \\ &= V(S^T S)\hat{e}_k \\ &= s_k^2 V\hat{e}_k \\ &= s_k^2 \vec{v}_k \end{aligned}$$

And, for arbitrary vectors $\vec{x}$:

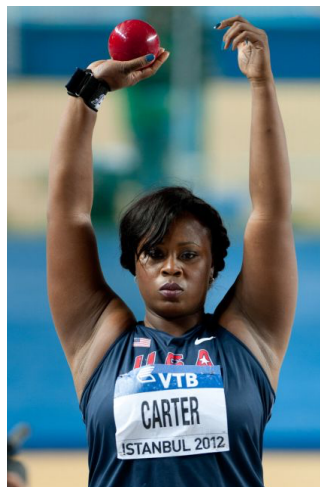
$$C\vec{x} = \sum_k s_k^2 (\vec{v}_k^T \vec{x}) \vec{v}_k$$

3D geometry:
Javelin, Discus, Shotput

Olympic gold medalists
(Rio, 2016)



Thomas Röhler (Germany)



Michelle
Carter
(USA)



Sandra Perković (Croatia)