

STATS 202A, Statistical Programming Code Memo

Juan Piao

This memo is prepared based on Prof.Wu's lecture notes.

1. Homework1–Sampling

(a) Random number generators.

i. Uniform[0, 1], using the linear congruential method.

The linear congruential method is to generate independent random numbers from the uniform distribution over 0, 1, ..., $M - 1$.

We start from a seed X_0 , and iterate

$$X_{t+1} = aX_t + b \bmod M$$

where a , b and M are carefully chosen integers.

Let $U_t = X_t/M$, then U_t is a sequence of independent random numbers following the uniform distribution over $[0, 1]$.

ii. Exponential(1), using the inversion method. We first generate $U \sim \mathcal{N}(0, 1)$, and then we let $X = F^{-1}(U) = -\log(U)$ to generate $X \sim \text{Exp}(1)$.

iii. Normal(0, 1), using the Polar method.

First, we can generate $(U1, U2) \sim \text{Uniform}[0, 1]$ independently.

Then we let $\theta = 2U1$, and $R = \sqrt{\log(1 - U2)}$.

Then $X = R\cos\theta$, and $Y = R\sin\theta$ are two iid copies of Normal random variables.

(b) Monte Carlo computation of pi.

Suppose $(U, V) \sim \text{Uniform}[0, 1]$ independently. Then $P(U^2 + V^2 \leq 1) = \pi/4$.

First, generate (u_t, v_t) from unit square $[0, 1]^2$, and compute the frequency that the points fall below $u^2 + v^2 = 1$. Also used Monte Carlo method to compute the volume of d-dimensional unit ball, for $d = 5$ and 10.

2. Homework2–Sampling2

(a) Use the Metropolis algorithm to sample from $X \sim \mathcal{N}(0, 1)$.

The transition probability of the Metropolis algorithm is

$$M(x, y) = B(x, y) \min(1, \frac{\pi(y)}{\pi(x)})$$

- (b) Use the Gibbs sampler to sample from Bivariate normal with correlation ρ .

Consider the bivariate normal distribution: $X \sim N(0, 1), [Y|X = x] \sim N(\rho x, 1 - \rho^2)$. Since the joint density of X and Y is symmetric in (x, y), We can sample from f(x, y) using the Gibbs sampler. We start from (X_0, Y_0) . Let (X_t, Y_t) be the values of (X, Y) at iteration t, then at iteration t + 1, we sample $X_{t+1} \sim N(\rho Y_t, 1 - \rho^2)$, and then sample $Y_{t+1} \sim N(\rho X_{t+1}, 1 - \rho^2)$.

3. Homework3–Sweep

- (a) Sweep operator. The sweep operator is a convenient tool for linear regression. Sweep operator is a space saving version of Gauss-Jordan, where we do not record the identity matrix in sweep. We construct a matrix $Z = [X, Y]$, and let $A = Z^T Z$. Then

$$SWP[1 : p]A = \begin{bmatrix} -\frac{\text{var}(\hat{\beta})}{\hat{\beta}^T} & \hat{\beta} \\ \hat{\beta}^T & RSS \end{bmatrix}$$

where RSS is the residual sum of squares.

- (b) Linear model using the Sweep operator as the engine. The inputs are (X, Y), The outputs are $\hat{\beta}$.

4. Homework4–QR

- (a) QR decomposition. QR decomposition is to decompose a matrix X into a product $X = QR$ where Q is an orthogonal matrix and R is an upper triangular matrix. The input is a matrix A. The outputs are Q and R.
- (b) Linear model based on QR. The inputs are (X, Y), The outputs are $\hat{\beta}$ and $|e|^2$.

5. Homework5–Eigen and PCA

- (a) Eigen decomposition based on QR. we use power method to compute the eigenvectors and eigenvalues of a symmetric matrix Σ .
Given p vectors $V = (V_1, \dots, V_p)$
We iterate through the following two steps
1) Compute \tilde{V} orthogonalized V
2) Update $V = \Sigma \tilde{V}$.
- (b) PCA based on eigen decomposition. Consider the nxp data matrix X.

$$X^T X = Q \Lambda Q^T$$

We can use the power method to compute Q and Λ . We can choose $d < p$, and represent $Xi \approx \sum_{k=1}^{k=d} z_{ik} q_k$. This is principal component analysis for dimension reduction.

6. Homework6–Logistic, Boosting

- (a) Logistic regression, based on QR code for linear regression. The inputs are (X, Y) , The outputs are $\hat{\beta}$
- (b) Extreme gradient boosting, using one layer tree as base function.
- (c) Adaboost, using one layer tree as base classifier.

7. Homework7– XGBoost

- (a) Perform 5-fold validation for cancer data. output mean, std of the 5-fold validation accuracy.
- (b) Perform Grid Search for parameter max_depth and min_child_weight. Output is the grid search mean test score for each parameter combination.

8. Homework8– SVM

- (a) kernel SVM based on Gradient. Print accuracy through each iteration
 - (b) kernel SVM based on Dual coordinate ascent. Print accuracy through each iteration
- The idea of support vector machine (SVM) is to find the β , so that
- (1) for positive examples $y_i = +$, $X_i^T \beta \geq 1$,
 - (2) for negative examples $y_i = -$, $X_i^T \beta \leq -1$,
- The decision boundary is decided by the training examples that lies on the margin. Those are the support vectors.

9. Final Project–Lasso, NN

- (a) Lasso solution path based on coordinate descent and epsilon-boosting. The Lasso regression estimate β by

$$\hat{\beta} = \arg \min_{\beta} \left[\frac{1}{2} \|Y - X\beta\|_{l_2}^2 + \lambda \|\beta\|_{l_1} \right]$$

- (b) Implement Neural Network using class.