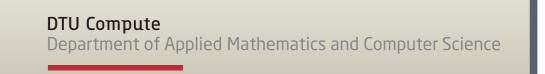
Leverage based sampling for classification

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We validate the results of leverage based sampling for Least-squares regression, shown by Ma et al. [1]. We explore the possibility of using the sampling distribution from LS-regression on 2-class classification, and introduce a new leverage distribution based on a generalization of the idea.

Motivation

For video the importance of sampling methods is exemplified by very large and high-dimensional datasets where

• It is not feasible to use all of the available data at once.

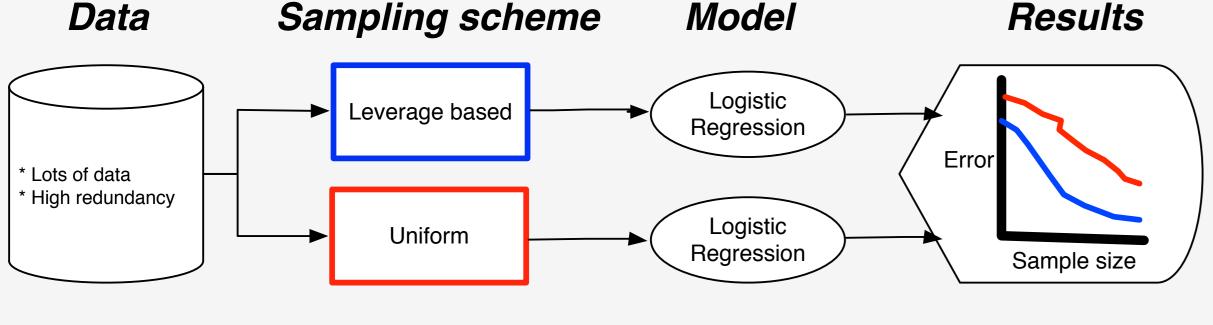
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- There is a high redundancy between datapoints (25 fps).
- Computational cost is rarely linear to the input size.

We therefore want to explore alternative sampling methods, and try to identify which datapoints are important when fitting a model.





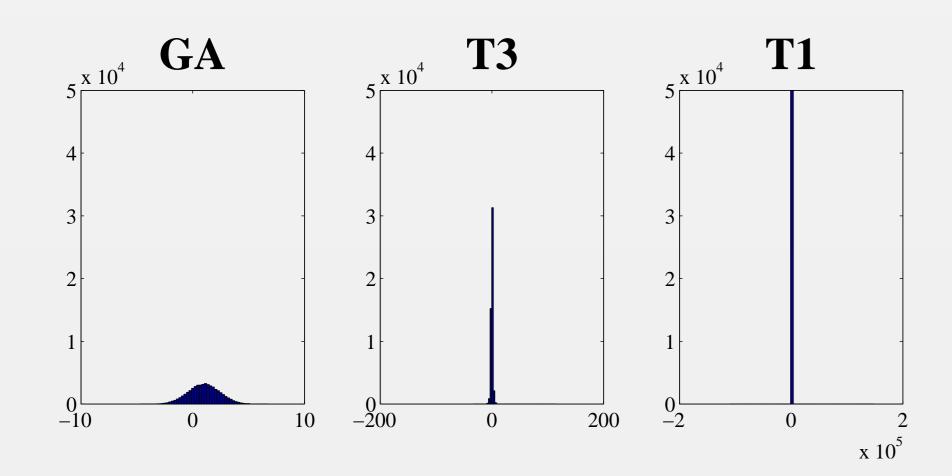
Research Questions

- Can we validate the results for least-squares regression shown by Ma et al. ?
- Will a linear regression based sampling distribution improve our performance in classification?
- Can leverage based sampling be generalized and used for classification?

Datasets

These datasets are drawn from distributions defined in Ma et al. [1] and characterised by

- GA: Nearly uniform leverage-scores
- T3: Mildly non-uniform leverage-scores
- T1: Very non-uniform leverage-scores



Figur 2: The three distributions considered.

Leveraging for least-squares regression

When fitting a model, we know that some datapoints are more important that others, leveraging is based on the idea that we can determine the importance of these point beforehand.

- 1. A leverage-score is calculated for each datapoint (its importance).
- 2. These scores are normalized into a distribution π to sample from.

Ma. et al. [1] use the leverage-scores for least-square regression defined as the diagonal elements of

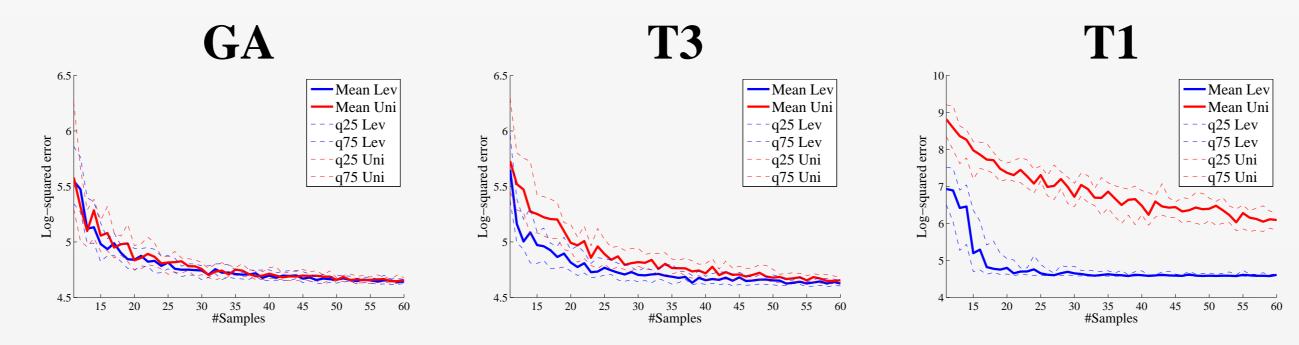
$$\mathbf{H} = \mathbf{X} \left(\mathbf{X}^T \mathbf{X} \right)^{-1} \mathbf{X}^T \tag{1}$$

This comes from the closed form expression for predictions which is linear in y

$$\hat{\mathbf{y}}_n = \mathbf{X}_n * \hat{\beta}$$
 where $\hat{\beta} = \left(\mathbf{X}^T \mathbf{X}\right)^{-1} \mathbf{X}^T \mathbf{y}$

Validation of the results Ma et al.

We have empirically tested and validated the results shown by Ma et al. [1].



Figur 3: Comparison of uniform vs. leverage based sampling schemes for least-squares regression. $N=1000,\,d=10.$

- GA: The leverage score are approximately uniform, and thus there is no significant difference between the two sampling schemes.
- T3: Leveraging consistently provides slightly better results compared to uniform sampling.
- T1: With *very non-uniform* leverage-scores, leveraging clearly outperforms uniform sampling.

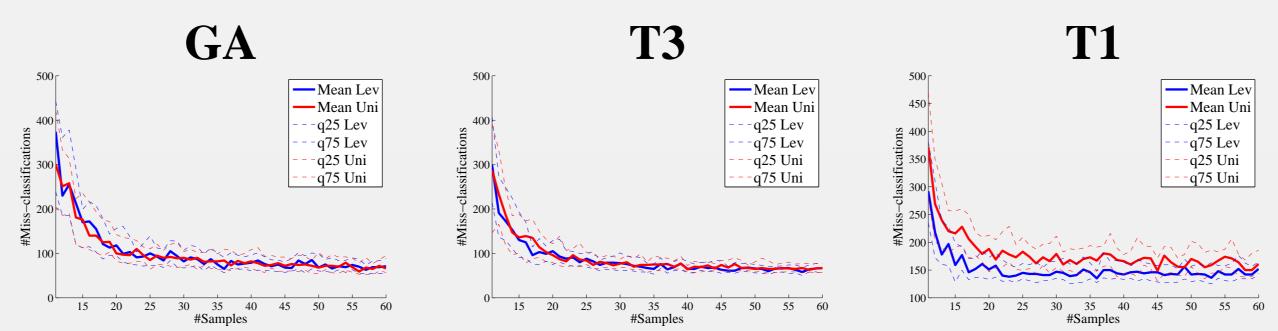
There results are consistent when varying N and d, although the level of improvement varies.

LS-based Distribution for Classification

We sample from the same distribution (1) as for least-squares regression. We use these samples to train a logistic regression model for classification.

Test Results

We compared the LS-distribution (blue) to a uniform-distribution (red) in sampling for a logistic regression. The mean, 25th and 75th quantile are plotted.



- Sampling from the LS-distribution is no better that uniform on datasets of type GA and T3.
- With very non-uniform leverage scores, T1, the LS-distribution slightly outperforms uniform sampling.

The results shown are for dimension p = 10 and N = 1000 datapoints, but it is consistent when varying p and N.

Sensitivity Based Distribution

We generalize the leverage scores to other models by seeing that they can be described as:

$$\frac{\delta \hat{\mathbf{y}}_n}{\delta \mathbf{v}_n} = Diag\left(H\right) \tag{2}$$

Which we call the sensitivity of the model to a specific datapoint. For a general probabilistic discriminative model this requires the following:

$$\hat{\mathbf{y}}_n = p(y|\mathbf{x}_n, \bar{\mathbf{w}}) \quad \bar{\mathbf{w}} \text{ s.t. } \frac{\delta L}{\delta \bar{\mathbf{w}}} = 0$$

Since depends both directly and indirectly on y we see that

$$\frac{\delta}{\delta \mathbf{y}} \frac{\delta \mathcal{L}}{\delta \mathbf{w}} = 0$$

$$\downarrow \downarrow$$

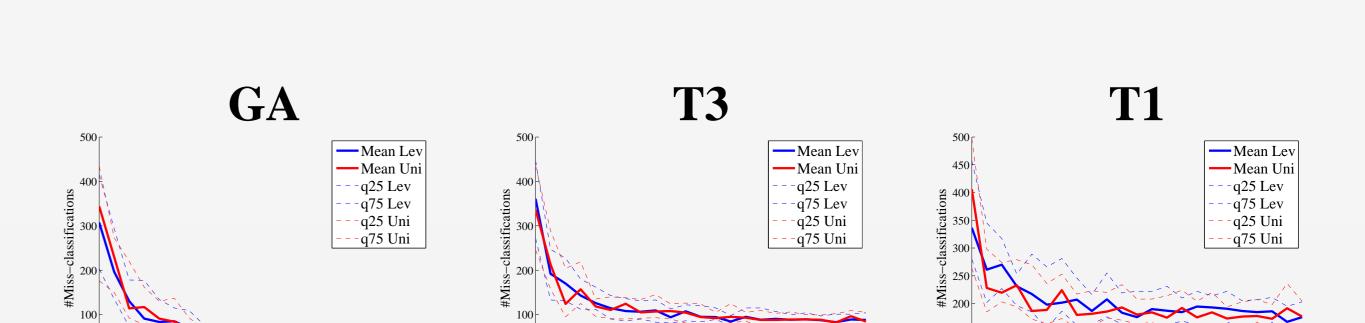
$$\frac{\delta^2 \mathcal{L}}{\delta \mathbf{y} \delta \bar{\mathbf{w}}} + \frac{\delta^2 \mathcal{L}}{\delta \bar{\mathbf{w}} \delta \bar{\mathbf{w}}^T} \frac{\delta \bar{\mathbf{w}}}{\delta \mathbf{y}} = 0$$

and from this we can get our leverage-score (2)

$$\frac{\delta \hat{\mathbf{y}}_n}{\delta \mathbf{y}_n} = \frac{\delta p(y|\bar{\mathbf{x}}_n, \bar{\mathbf{w}})}{\delta \bar{\mathbf{w}}^T} \frac{\delta \bar{\mathbf{w}}}{\delta \mathbf{y}} = -\frac{\delta p(y|\bar{\mathbf{x}}_n, \bar{\mathbf{w}})}{\delta \bar{\mathbf{w}}^T} \left[\frac{\delta^2 \mathcal{L}}{\delta \bar{\mathbf{w}} \delta \bar{\mathbf{w}}^T} \right]^{-1} \frac{\delta^2 \mathcal{L}}{\delta \mathbf{y} \delta \bar{\mathbf{w}}}$$

When evaluating this model, weights trained on a small initial training-set is used. This is expected to be better than LS-based sampling since it introduces dependence on class information.

Test results



Figur 4: Comparison of sensitivity vs. uniform -based sampling for logistic regression.

We see that the Sensitivity based sampling gives us a performance exactly equivalently to that of uniform sampling.



From our work several new question arise.

- How large show the initial sampling size be for sensitivity-based sampling?
- Should all points be sampled from the initial weights found, or should the process be iterative?

Conclusion

In the case of linear regression, leverage-based sampling provides a improvement over uniform sampling when the leverage-scores are mildly or very non-uniform.

Using the LS-based sampling for classification shows no improvement on datasets GA and T3, but for T1 with very non-uniform leverage-scores, the approach is slightly better.

We have generalized the concept of leverage-based scores to classification with logistic regression and it has led to no improvements.

References

Litteratur

[1] Ma et al. A statistical perspective on algorithmic leveraging. arXiv:1306.5362v1 [stat.ME], June 2013.