Real Data Analysis by SGD via Random Scaling

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To assess the predictive performance of Stochastic Gradient Descent (SGD) with random scaling, I will apply the random scaling SGD to the "Mushroom" dataset. This dataset comprises 61,069 observations, each with 2 classes and 20 features. The class labels are are "edible" and "poisonous". The dataset is sourced from https://archive.ics.uci.edu/dataset/848/secondary+mushroom+dataset. (https://archive.ics.uci.edu/dataset/848/secondary+mushroom+dataset.)

Algorithm

The random scaling SGD algorithm for logistic regression was referenced from the code available on https://github.com/SGDinference-Lab/AAAI-22 (https://github.com/SGDinference-Lab/AAAI-22).

"Algorithm1" in the slide is done by the function below. This function updates A_t (a.old -> a.new), b_t (b.old -> b.new), and \hat{V}_t . c.new denotes $\sum_{i=1}^{t} s^2$ in the "Algorithm". β_t is not updated by the function below, but is updated by beta_estimator function.

```
random.scaling.update = function(t.obs, bar.bt_t, a.old, b.old, c.old){
    a.new = a.old + t.obs^2 * bar.bt_t %*% t(bar.bt_t)
    b.new = b.old + t.obs^2 * bar.bt_t
    c.new = c.old + t.obs^2

V_t = ( a.new - b.new %*% t(bar.bt_t) - bar.bt_t %*% t(b.new) + c.new * bar.bt_t %*% t(bar.bt_t) ) / (t.obs^2)

return(list(a.new=a.new, b.new=b.new, c.new=c.new, V_t=V_t))
}
```

To perform SGD, gradient of the objective function is necessary. Below is the gradient for logistic model.

```
grad_comp = function(x_old, a_new, b_new, d){
    a_new = matrix(a_new, d, 1)
    x_old = matrix(x_old, d, 1)
    grad = -c((2*b_new-1)*a_new) / c(1+exp( (2*b_new-1) * (t(a_new)%*%x_old)) )
    return (grad)
}
```

This function obtains the estimated β from the dataset. data_x denotes the design matrix and it has a form of $n \times d$ matrix where n is the number of observations and d is the dimension of regressors. data_y denotes the response variable matrix with form of $n \times 1$ vector. alpha and lr are the hyperparameters of the learning rate. Note that from "Assumption 1" (iv), step size γ_t has form of $\gamma_0 t^{-a}$ for some $1/2 \le a \le 1$. alpha and lr are the same as a and γ_0 , respectively.

```
beta_estimator = function(data_x, data_y, alpha, lr)
  #number of observations
  n = dim(data_x)[1]
  # Dimension of regressors
  d = dim(data_x)[2]
  # Initialize the output variables
  X = matrix(0, nrow = d, ncol = 1, byrow = TRUE)
  Xbar_old = matrix(0, nrow = d, ncol = 1, byrow = TRUE)
  # parameters for Random Scaling method updates
  a.old = matrix(0, nrow = d, ncol = d)
  b.old = matrix(0, nrow = d, ncol = 1)
  c.old = 0
  for (obs in 1:n){
   lrnew = lr*obs**(-alpha)
    grad = grad_comp(X, t(data_x[obs, ]), data_y[obs,], d)
    X = X - lrnew*grad
    Xbar_old = (Xbar_old*(obs - 1) + X)/obs
    rs = random.scaling.update(obs, Xbar_old, a.old, b.old, c.old)
    a.old = rs$a.new
    b.old = rs$b.new
    c.old = rs$c.new
    S_hat = diag(rs$V_t)
  }
  return(Xbar_old) #returns the coefficient estimator
}
```

Data Preprocessing and Exploratory Data Analaysis(EDA)

Since this analysis is not purposed for developing the best classifier for edible/poisonous mushrooms, only a minimum necessary data preprocessing and EDA have been conducted. Explanations for each feature is available on the data repository linked above.

```
data <- read.csv("secondary_data.csv", sep = ";") #read data
data <- data %>%
  mutate_if(is.numeric, scale) #standaradize numerical variables

data[data == ""] <- NA #"" value is unknowned, so assign NA

(Na_count <- apply(data, 2, function(x) sum(is.na(x))))</pre>
```

```
##
                   class
                                  cap.diameter
                                                            cap.shape
##
                       0
##
             cap.surface
                                     cap.color does.bruise.or.bleed
##
                   14120
                                             0
                                                                    0
##
        gill.attachment
                                  gill.spacing
                                                           gill.color
##
                    9884
                                         25063
                                    stem.width
##
            stem.height
                                                           stem.root
##
                                                               51538
                                                           veil.type
##
                                    stem.color
           stem.surface
##
                   38124
                                             0
                                                               57892
##
              veil.color
                                      has.ring
                                                            ring.type
##
                   53656
                                             0
                                                                 2471
##
      spore.print.color
                                       habitat
                                                               season
##
                   54715
```

```
#for the sake of convenience, delete columns that have NA values

col_names <- names(Na_count)
col_names <- col_names[Na_count == 0]

data <- data[,col_names]

data <- data %>%
    mutate_if(is.character, function(x) as.factor(x)) #factorize

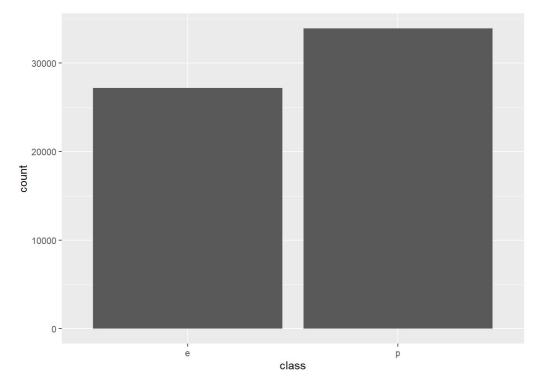
dim(data)
```

```
## [1] 61069 12
```

We now have 61069 observations with 11 features.

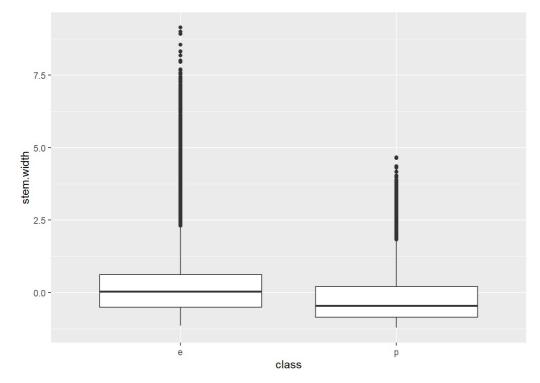
We can see that the class labels are not unbalanced.

```
data %>%
  ggplot(aes(x = class)) +
  geom_bar()
```

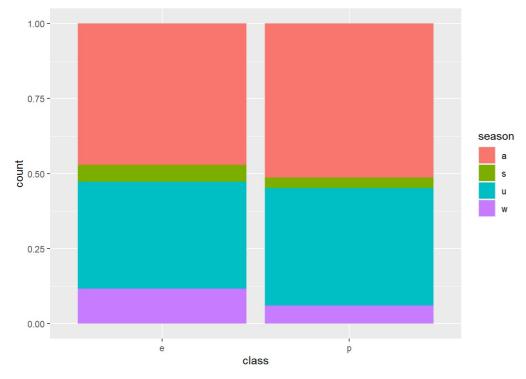


These two features relatively discriminate the two labels well.(not very well)

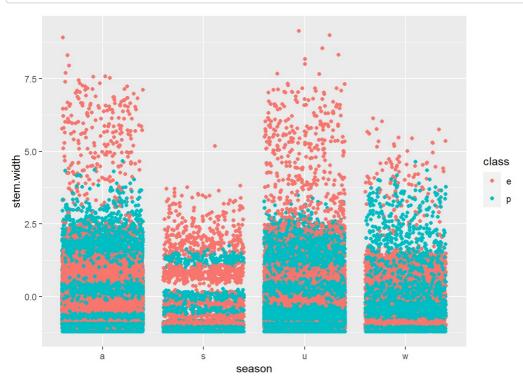
```
data %>%
  ggplot(aes(x = class, y = stem.width)) +
  geom_boxplot()
```



```
data %>%
  ggplot() +
  geom_bar(aes(x = class, fill = season), position = "fill")
```



```
data %>%
  ggplot(aes(x = season, y = stem.width, color = class)) +
  geom_jitter()
```



Prediction

We will split the data into train and test by 9:1 and compare the prediction performance of logistic regression estimated by default in R(maximizing conditional likelihood) and by random scaling SGD. Unlike estimating coefficient by maximizing conditional likelihood, random scaling SGD requires tuning hyperparameters. This will be executed by 5-fold cross-validation on the test set.

First, check the performance of default logistic regression.

```
set.seed(1213)
#perform one-hot encoding
dummy <- dummyVars(~., data = data, fullRank = TRUE, sep = "_")
data <- data.frame(predict(dummy, newdata=data))
head(data)</pre>
```

```
class_p cap.diameter cap.shape_c cap.shape_f cap.shape_o cap.shape_p
## 1 1 1.619449 0 0
## 2
        1
            1.873967
                           0
                                    0
        1 1.393421
## 3
                           Θ
                                    0
                                              0
                                                       0
            1.412415
        1
## 4
                           0
                                    1
                                              0
## 5
        1
            1.501686
                           0
                                    0
                                              0
## 6
       1
            1.634644
                          0
                                   0
                                             0
## cap.shape_s cap.shape_x cap.color_e cap.color_g cap.color_k cap.color_l
           0 1 0 0
                                                0
## 2
           0
                             0
                                       0
                                                0
                   1
                                                         0
## 3
           0
                    1
                             0
                                      0
                                                0
                                                         0
## 4
           0
                    0
                                      0
                                                0
                             1
## 5
           0
                    1
                              0
                                      0
                                                0
## 6
           Θ
                    1
                             0
                                      0
                                                0
## cap.color_n cap.color_o cap.color_p cap.color_r cap.color_u cap.color_w
## 1
           0 1
                              0
                                       0
                                                0
## 2
                              0
                                      Θ
                                                Θ
           0
                    1
## 3
           0
                    1
                              0
                                      0
                                                0
## 4
           0
                    0
                              0
                                       0
                                                0
## 5
           0
                    1
                              0
                                      0
                                                0
## 6
           0
                   1
                             0
                                      0
                                                0
## cap.color y does.bruise.or.bleed t gill.color e gill.color f gill.color g
## 1
           0
                             0
                                       0
                                                 0
## 2
           0
                                       0
                                                 0
                             0
                                                           0
## 3
           0
                             0
                                       0
                                                 0
## 4
           0
                             0
                                       0
                                                 0
                                                           0
## 5
                             0
                                                 0
           0
                                      0
           0
                            0
                                      0
                                                0
## 6
  gill.color_k gill.color_n gill.color_o gill.color_p gill.color_r gill.color_u
## 1
           0
                      0
                                0 0
                                                    0
## 2
            0
                      0
                                0
                                         0
                                                    0
                                                              0
## 3
                      0
                                0
                                          0
                                                    0
## 4
            0
                      0
                                0
                                          0
                                                    0
                                                              0
## 5
                      0
                                0
                                          0
                                                    0
            0
                      0
                               0
                                          0
## gill.color_w gill.color_y stem.height stem.width stem.color_e stem.color_f
                      0 3.076679 0.4922890
                                                 0
                                                           0
## 1 1
                        3.385283 0.6018949
3.328904 0.5570561
## 2
                      0
                                                 0
                                                            0
            1
## 3
            1
                      0
                                                 0
                                                            0
            1
                      0 2.726533 0.3816866
## 4
                                                           0
                                                 0
## 5
                      0 2.952051 0.5032496
           1
                                                Θ
                                                            0
                      0
                         3.340773 0.6616799
                                                0
## stem.color_g stem.color_k stem.color_l stem.color_n stem.color_o stem.color_p
                      0
                                0
                                          0
## 1
     0
                                                    0
## 2
            0
                      0
                                0
                                          0
                                                    0
                                                              0
## 3
            0
                      0
                                0
                                         0
                                                    0
                                                              0
## 4
                      0
                                0
                                         0
                                                    0
                                                              0
            0
                      0
                                          0
            0
                      0
                                0
                                          0
                                                    0
## stem.color_u stem.color_w stem.color_y has.ring_t habitat_g
## 1
            0
                      0
                                1
                                          0 1
                                                          0
## 2
            0
                      0
                                1
                                          0
## 3
            0
                      0
                                1
                                         0
                                                  1
                                                          0
## 4
                      0
                                         0
                                                  1
                               1
            0
0
                      0
                                          0
## 6
                      0
                               1
                                          0
                                                  1
## habitat h habitat l habitat m habitat p habitat u habitat w season s season u
                                        0
                 0
## 1
     0
                         0 0
                                                0 0
## 2
         0
                 0
                         0
                                0
                                        0
                                               0
                                                       0
## 3
                 0
                        0
                                0
                                        Θ
                                               0
                                                      Θ
                                                              0
         0
## 4
         0
                 0
                        0
                                0
                                        0
                                               0
## 5
          0
                 0
                         0
                                        0
                                                0
                         0
                                                0
## 6
         0
                 0
                                0
                                        0
## season w
## 1
## 2
         0
## 3
         1
## 5
## 6
```

```
n <- dim(data)[1]
test <- sample(n, n%/%10)

logistic_mod <- glm(class_p ~ ., data[-test,], family = "binomial") #model trained in train data

prob <- predict(logistic_mod, newdata = data[test, -1], type = "response") #obtain the probability for test data

pred_class <- rep(0, length(test))
pred_class[prob > 0.5] = 1

true_class <- data[test,1]

table(pred_class, true_class) #confusion matrix</pre>
```

```
## true_class
## pred_class 0 1
## 0 1877 741
## 1 883 2605
```

```
mean(pred_class == true_class) #accuracy
```

```
## [1] 0.7340321
```

Now, check the performance of random scaling SGD.

```
set.seed(1213)
train x <- as.matrix(data[-test,-1])</pre>
train y <- as.matrix(data[-test, 1])</pre>
shuffle <- sample(54963, 54963) #to prevent bias due to ordering
train_x <- as.matrix(train_x[shuffle,])</pre>
train_y <- as.matrix(train_y[shuffle,])</pre>
#perform 5-fold validation grid search and obtain the best hyperparameters
k_fold_result <- createFolds(train_y, k = 5, list=TRUE, returnTrain = FALSE)</pre>
param_grid <- expand.grid(alpha = seq(0.5001, 0.9999, length.out = 20),</pre>
            lr = seq(5, 12, length.out = 20))
param grid$acc <- 0
alpha <- param grid$alpha
lr <- param_grid$lr</pre>
for(i in 1:400){
    acc vec = c() #to obtain 5 accuracies for each fold
    for(f in 1:5){
    beta <- beta_estimator(data_x = train_x[-k_fold_result[[f]],],</pre>
                            data_y = as.matrix(train_y[-k_fold_result[[f]],]),
                            alpha = alpha[i],
                            lr = lr[i])
    # Calculate the linear combination of predictors and beta
    lin_comb <- as.matrix(train_x[k_fold_result[[f]], ]) %*% beta</pre>
    # Apply the logistic function to obtain predicted probabilities
    prob <- 1 / (1 + exp(-lin_comb))</pre>
    true_class = train_y[k_fold_result[[f]], ]
    pred_class <- rep(0, length(true_class))</pre>
    pred class[prob > 0.5] = 1
    acc_vec[f] = mean(pred_class == true_class)
  param_grid[i,3] = mean(acc_vec) #mean accuracy
#obtain the best hyperparameters
tmp <- param grid %>%
  arrange(desc(acc)) %>%
  .[1,]
alpha optim <- tmp[1,1]; lr optim <- tmp[1,2]</pre>
#obtain the coefficient estimator by using the hyperparameters above
beta <- beta estimator(data x = train x,
                            data y = as.matrix(train y),
                            alpha = alpha_optim,
                            lr = lr_optim)
# Calculate the linear combination of predictors and beta
lin_comb <- as.matrix(data[test, -1]) %*% beta</pre>
# Apply the logistic function to obtain predicted probabilities
prob <- 1 / (1 + exp(-lin_comb))</pre>
pred class <- rep(0, length(test))</pre>
pred class[prob > 0.5] = 1
true_class <- data[test,1]</pre>
table(pred_class, true_class) #confusion matrix
```

```
## true_class

## pred_class 0 1

## 0 1892 727

## 1 868 2619
```

```
mean(pred_class == true_class) #accuracy
```

It is almost sure that other classification methods such as LASSO will perform better in this case. Also there is no significant enhancement in accuracy with random scaling SGD. However, it is notable that random scaling SGD has strongness in inference and shows moderate performance in real data prediction. If random scaling SGD is applied to more sophisticated models, it may outperform other models in prediction

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