

# The Lasso

Same as [Ridge Regression](#) which penalize linear regression, but the main disadvantage of the ridge regression is it will shrink the coefficients but not set any of them to zero which can be a challenge when **inference and interpretation** is needed or selecting the features.

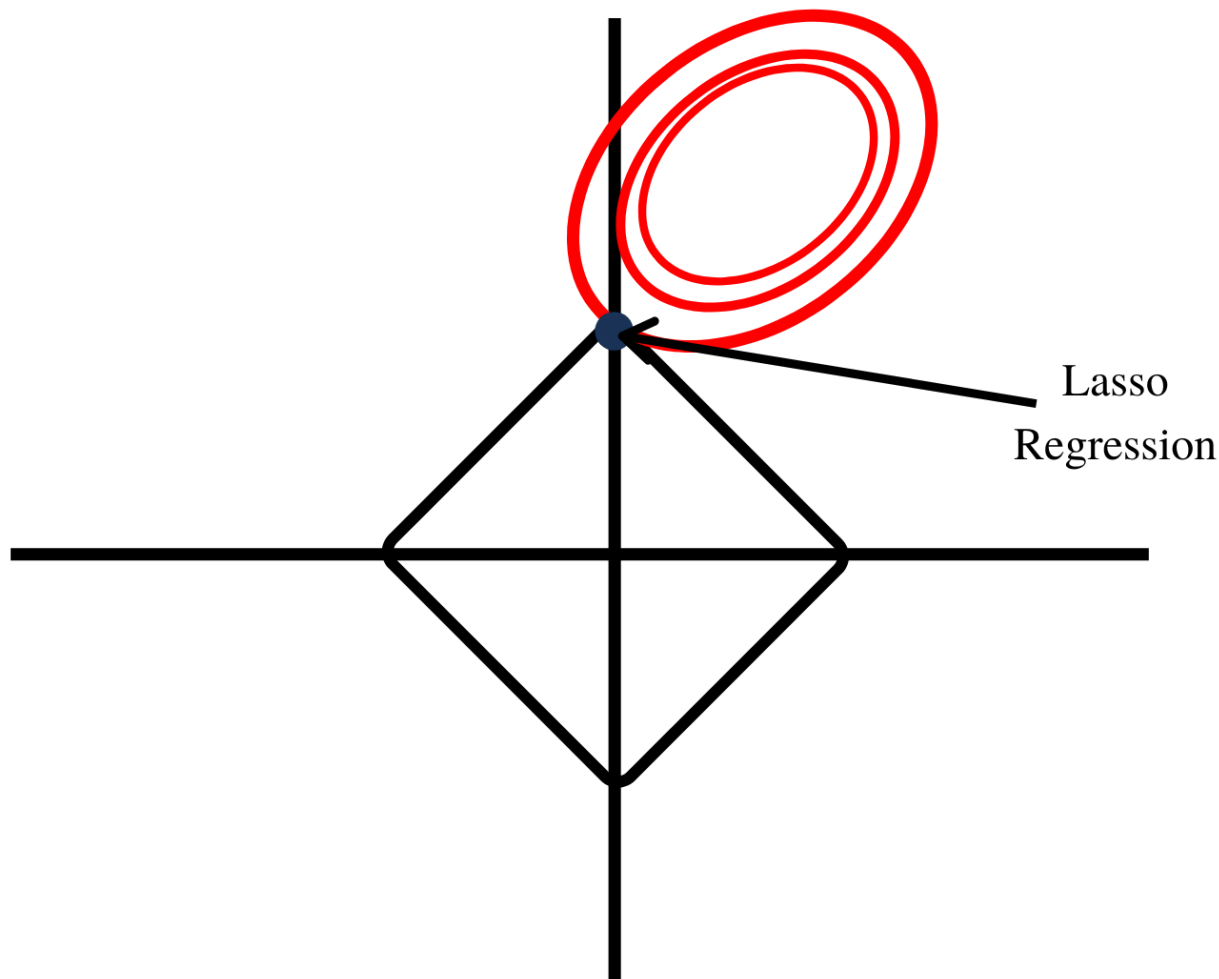
The **Ridge Regression** main motivation behind was to deal with :

- High Multicollinearity
- High Dimensionality
- Prediction Accuracy

And it used the **Squared Euclidean Norm** which is the  $L_2$  Norm, they used it for an arbitrary reason behind which lead for a consideration in other Norms such as  $L_1$  which is called **The Lasso Regression**

## Lasso Vs Ridge

- The Ridge Regression uses  $L_2$  Norm
- The Lasso Regression uses  $L_1$  Norm



## Lasso Regression

It's introduce a penalty term same as the [Ridge Regression](#) but in the  $L_1$  Norm which uses :

$$f_{pen}(\beta, \lambda) = \lambda_1 \|\beta\|_1$$

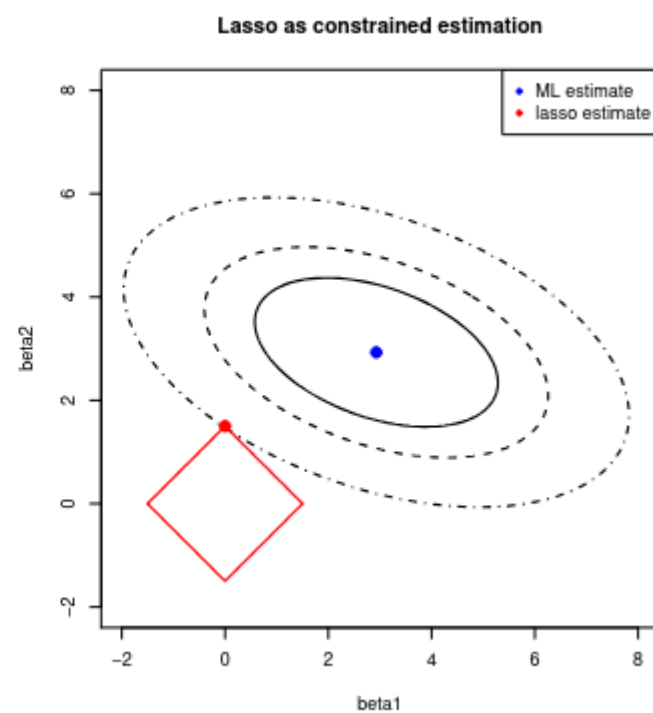
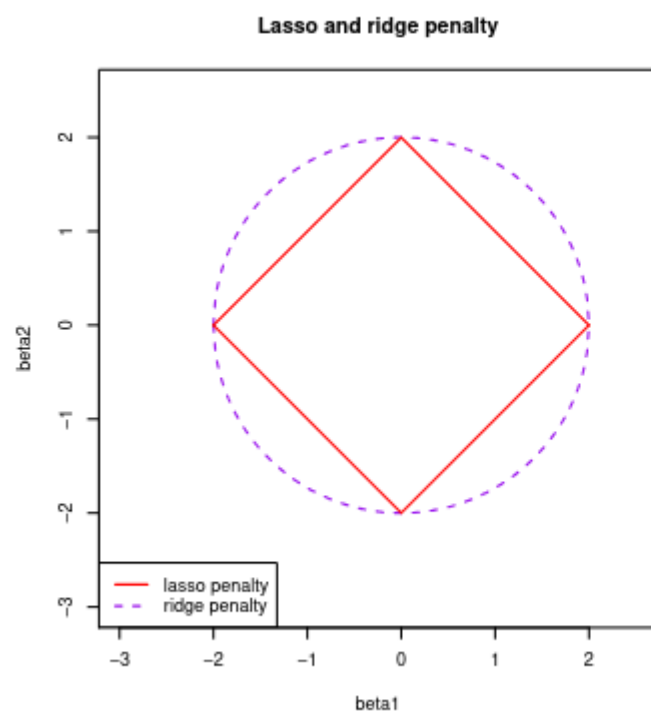
Which give us the **Lasso Cost Function**

$$\mathcal{L}_{\text{lasso}}(\beta; \lambda) = \|Y - X\beta\|_2^2 + \lambda_1 \|\beta\|_1 = \sum_{i=1}^n (Y_i - X_i\beta)^2 + \lambda_1 \sum_{j=1}^p |\beta_j|$$

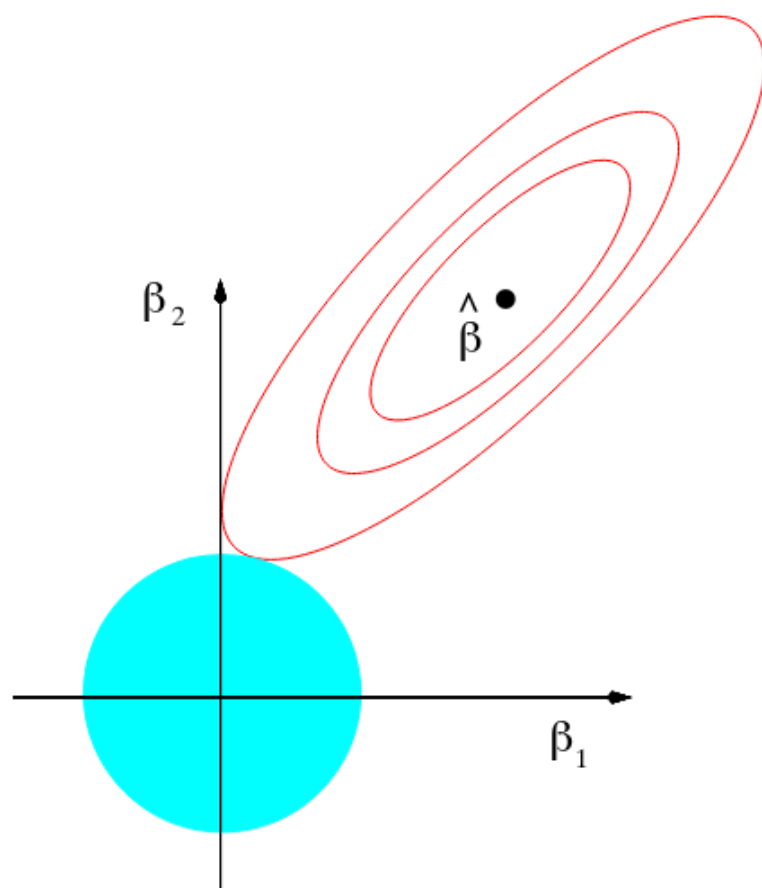
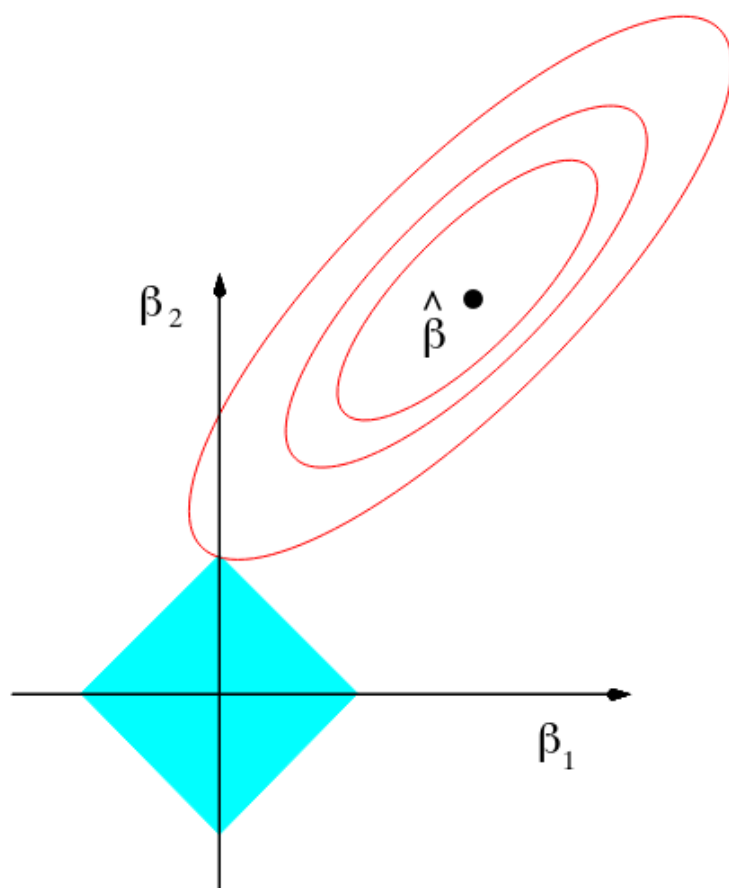
- Contains the **Least Squares** and **Regularization Term**
- The **Least Squares** term is not strictly convex due to high dimensionality
- The **absolute value** function is convex
- Which means the lasso loss function is convex but not strict
- Absolute value doesn't have a solution at 0 so no close-form solution exist unlike **Ridge Regression**

## Intuition Behind Lasso Regression

- The **Lasso** Shrinks the coefficients towards zero same as ridge regression
- The  $L_1$  penalty forces some coefficients estimates  $\hat{\beta}$  to be exactly zero
- The **Lasso Regression** results in a sparse model which means a model that only involve subset of the variables



- The constraints of the **Lasso** falls on it's corners on the axes where one of the coefficients is equal to zero



## Why Lasso Set Coefficients to Zero