Simplex and S-map Algorithms

Yair Daon

November 7, 2017

Courant Institute, New York University New York, NY 10012, USA

Abstract

Pseudo-code for the simplex projection algorithm [1] and the S-map algorithm [2]. Algorithms are presented for the simple case of predicting one variable using its own time series.

1 Notation

- E denotes the embedding dimension.
- k denotes the number of nearest neighbors we use. For the simplex method, the default is k=E+1 but for the S-map method it can be much larger.
- T_p denotes how many time-steps into the future we are trying to predict.
- $X \in \mathbb{R}$ denotes a (potentially long) time series.
- $y \in \mathbb{R}^E$ is a vector of lagged observations for which we want to make a prediction in the simplest case where all components of the vector are single time step lags, y_1 represents the current value, y_2 is the value one time step prior and y_E is the value E-1 time steps prior.
- $\theta \ge 0$ is the tuning parameter in the S-map method.
- $X_t^E = (X_t, X_{t-1}, \dots, X_{t-E+1})' \in \mathbb{R}^E$ denotes the lagged embedding vectors.
- ||v|| is an unspecified norm of v. We do not specify which norm to use and that choice is left to the user / reader.
- $||v||_2^2 = \sum_i v_i^2$ is the squared L2-norm (squared Euclidean distances).
- Entries of matrices and vectors are indexed in the standard linear algebraic fashion, starting at 1 (like the R standard) and not at 0 (like the C/C++ and python standard).

2 Helper Methods

2.1 Nearest neighbors

I will not write implementation of the nearst neighbors method, just present its description. The method will be used with the signature presented in algorithm

The input variables X, y and k are defined in section 1. The method returns a list of indices $N = \{N_1, \dots, N_k\}$ such that

$$||X_{N_i}^E - y|| \le ||X_{N_i}^E - y|| \text{ if } 1 \le i \le j \le k,$$

Algorithm 1 Find Nearest neighbors

1: **procedure** Nearneighbor(y, X, k)

2.2 Least Squares

A least squares method finds x that minimizes the error in the solution of an over-determined linear system (more equations than variables). Below, $A \in \mathbb{R}^{p \times q}$, p > q and $b \in \mathbb{R}^p$ and the least squares problem is to find

$$\hat{x} := \underset{x \in \mathbb{R}^q}{\arg\min} \|Ax - b\|_2^2.$$

This problem can be solved using a Singular Value Decomposition (SVD), as outlined in algorithm 2.

Algorithm 2 Least Squares via SVD

```
\triangleright Assume A \in \mathbb{R}^{p \times q}, p > q.
1: procedure LEASTSQUARES(A, b)
                                                                                                           \triangleright \text{ Thus, } A = USV'
           U, S, V \leftarrow \text{SVD}(A)
2:
           S^{inv} \leftarrow \text{ZEROS}(q, p)
                                                                                             \triangleright The zero matrix in \mathbb{R}^{q \times p}
3:
           for i=1,\ldots,q do if S_{ii}>10^{-5}S_{11} then S_{ii}^{inv}\leftarrow\frac{1}{S_{ii}}
4:
                                                                                        \triangleright Note that 10^{-5} is arbitrary
5:
6:
           x \leftarrow VS^{inv}U'b
7:
           return x
8:
```

3 Simplex Projection

Ignoring ties in distances, minimal distances, minimal weights and other potential hazards, the following algorithm performs Simplex projection to predict T_p time-steps ahead.

Algorithm 3 Simplex Projection [1]

```
1: procedure SIMPLEXPREDICTION(y, X, E, k, T_p)
2: N \leftarrow \text{Nearneighbor}(y, X, k) \Rightarrow \text{Find } k \text{ nearest neighbors.}
3: d \leftarrow \|X_{N_1}^E - y\| \Rightarrow \text{Define the distance scale.}
4: for i = 1, \ldots, k do
5: w_i \leftarrow \exp(-\|X_{N_i}^E - y\|/d) \Rightarrow \text{Compute weights.}
6: \hat{y} \leftarrow \sum_{i=1}^k \left(w_i X_{N_i + T_p}\right) / \sum_{i=1}^k w_i \Rightarrow \text{prediction} = \text{average of predictions.}
7: return \hat{y}
```

4 S-map

Ignoring ties in distances, minimal distances, minimal weights and other potential hazards, the following algorithm uses the S-map method to predict T_p time-steps ahead.

Algorithm 4 S-map [2]

```
1: procedure SMAPPREDICTION(y, X, E, k, T_p, \theta)
              N \leftarrow NEARNEIGHBOR(y, X, k)
d \leftarrow \frac{1}{k} \sum_{i=1}^{k} \|X_{N_i}^E - y\|
for i = 1, \dots, k do
w_i \leftarrow \exp(-\theta \|X_{N_i}^E - y\|/d)
                                                                                         ▶ Find NN to use for prediciton.
  3:
                                                                                                                                   ▷ Sum of distances.
  4:
                                                                                                                                   ▷ Compute weights.
  5:
               W \leftarrow \operatorname{diag}(w_i)
                                                                                                                              ▷ Reweighting matrix.
  6:
            W \leftarrow \operatorname{diag}(w_i)
A \leftarrow \begin{bmatrix} 1 & X_{N_1} & X_{N_1-1} & \dots & X_{N_1-E+1} \\ 1 & X_{N_2} & X_{N_2-1} & \dots & X_{N_2-E+1} \\ \vdots & \vdots & \vdots & \ddots & \vdots \\ 1 & X_{N_k} & X_{N_k-1} & \dots & X_{N_k-E+1} \end{bmatrix}
A \leftarrow WA
b \leftarrow \begin{bmatrix} X_{N_1+T_p} \\ X_{N_2+T_p} \\ \vdots \\ X_{N_k+T_p} \end{bmatrix}
b \leftarrow Wb
                                                                                                                                          ▷ Design matrix.
                                                                                                                    \triangleright Weighted design matrix.
                                                                                                                                      ▶ Response vector.
                                                                                                                 ▶ Weighted response vector.
10:
               \hat{c} \leftarrow \arg\min_{c} \|Ac - b\|_2^2 \ \triangleright \text{Least squares, can be solved via algorithm 2.}
11:
                                                                      \triangleright Using the local linear model \hat{c} for prediction.
12:
13:
```

Note that k, the number of nearest neighbors used for prediction, can be very large compared to the embedding dimension E. Since $A \in \mathbb{R}^{k \times (1+E)}$, this means that A is "tall and skinny" and the system Ac = b is over-determined (it has more equations than variables). This means (typically) that there does not exist any unique c that solves said system. This is why we seek a least-squares solution instead.

References

- [1] George Sugihara and Robert M. May. Nonlinear forecasting as a way of distinguishing chaos from measurement error in time series. *Nature*, 344:734–741, 1990.
- [2] G Sugihara. Nonlinear forecasting for the classification of natural time series. *Philosophical Transactions: Physical Sciences and Engineering*, 348(1688):477–495, 1994.