

# GLMNET

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# What is GLMNET?

- **GLMNET** is an R package (part of the glmnet library) for fitting *regularized generalized linear models*.
- It efficiently handles **high-dimensional data** (many features, sparse matrices).
- Supports various models:
  - Linear Regression
  - Logistic Regression (binary or multinomial)
  - Poisson Regression, Cox, etc.
- Adds a **penalty term** to control model complexity → prevents overfitting.

# Penalty

GLMNET minimizes:

$$\text{Loss}(\boldsymbol{\beta}) = \underbrace{\text{DataFit}(\boldsymbol{\beta})}_{\text{depends on model}} + \lambda \underbrace{\left[ \alpha \|\boldsymbol{\beta}\|_1 + (1 - \alpha) \|\boldsymbol{\beta}\|_2^2 \right]}_{\text{Elastic Net penalty}}$$

Where:

- **$\lambda$  (lambda)** = regularization strength
- **Penalty** = penalty term (Lasso, Ridge, or both)
- **Smaller  $\lambda$**   $\rightarrow$  more flexible, coefficients can take large values, can overfit
- **Larger  $\lambda$**   $\rightarrow$  more shrinkage (some coefficients are shrunk towards zero, simpler model)

# Penalty: Choosing $\alpha$

- The penalty itself depends on a parameter called  $\alpha$ :
  - 1: Lasso Regression  $\rightarrow$  sets some coefficients **exactly to 0** (feature selection)
  - 0: Ridge regression  $\rightarrow$  **shrink** coefficients **towards 0**
  - $0 < \alpha < 1$ : Elastic Net  $\rightarrow$  mix of both
- Rule of thumb:
  - Start with **Elastic Net** (e.g.,  $\alpha = 0.5$ ).
  - Prefer **Ridge** for collinearity + no need for selection.
  - Prefer **Lasso** when you value **sparse, interpretable** models and suspect many features are noise.

# Penalty: Choosing Lambda ( $\lambda$ )

- GLMNET automatically fits models for many  $\lambda$  values along a **regularization path**.
- Typically, use **cross-validation** to pick the best one.
- `cv.glmnet()` returns:
  - **lambda.min**  $\rightarrow$   $\lambda$  giving the best performance (lowest error / highest AUC)
  - **lambda.1se**  $\rightarrow$  largest  $\lambda$  within 1 standard error of the best (simpler, more stable)