PHS597 HW1, Spring 2022

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Description

• This homework contains the implementation for Projection Pursuit Regression (PPR).

Fit a PPR Model

- Assume that we have got ω_m . We define $v_i=\omega_m^Tx_i$ we only need to find a univariate function g(v), such that

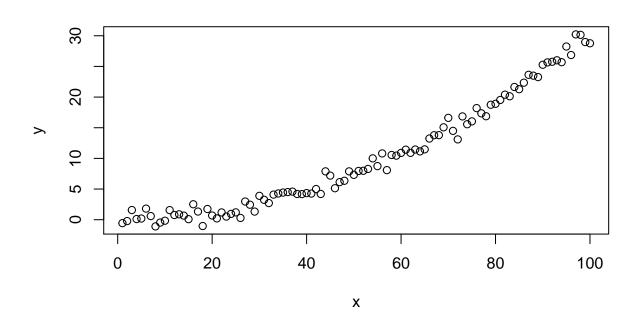
$$\sum_{i=1}^{N} [y_i - g(v_i)]^2$$

- The functional form of \boldsymbol{g} may be estimated by smoothing splines
- Then, given the function g, we will update values of $\underline{\omega}$:
- We perform Taylor expansion for the ridge function: $g(\omega^T x_i) \approx g(\omega^T_{old} x_i) + g'(\omega^T_{old} x_i)(\omega - \omega_{old})^T x_i$
- The loss function is reduced to : $\sum_{i=1}^{N} [y_i g(\omega^T x_i)]^2 \approx \sum_{i=1}^{N} g'(\omega^T_{old} x_i)^2 \left[\omega^T_{old} x_i + \frac{y_i g(\omega^T_{old} x_i)}{g'(\omega^T_{old} x_i)} \omega^T x_i \right]^2$ So the loss function is reduced to a quadratic function of ω
- The updated ω can be obtained by setting the derivatives of $\sum_{i=1}^{N} g' \left(\omega_{old}^T x_i\right)^2 \left[\omega_{old}^T x_i + \frac{y_i g(\omega_{old}^T x_i)}{g'(\omega_{old}^T x_i)} \omega^T x_i\right]^2$ to 0, and solve for ω .

Figure 1: Lecture notes for PPR.

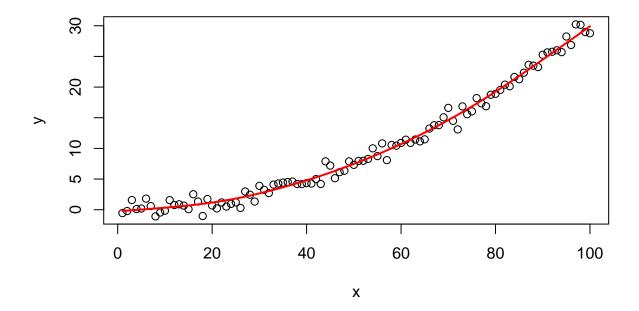
Simulated data

```
library("dplyr")
library("foreach")
set.seed(123)
x < - seq(1:100)
y \leftarrow (3*(x^2) - 2*x)/1000 + rnorm(100)
plot(x, y)
```



Fitting build-in PPR implementation

```
x_y.ppr <- ppr(y ~ x, data = data.frame(x=x,y=y), nterms = 1, max.terms = 1, sm.method = "spline")
summary(x_y.ppr)
## Call:
## ppr(formula = y ~ x, data = data.frame(x = x, y = y), nterms = 1,
       max.terms = 1, sm.method = "spline")
##
## Goodness of fit:
## 1 terms
## 80.56198
##
## Projection direction vectors ('alpha'):
##
## Coefficients of ridge terms ('beta'):
##
    term 1
## 9.065847
##
## Equivalent df for ridge terms:
## term 1
     5.04
plot(x, y)
points(x, x_y.ppr$fitted.values, type = "1", lwd = 2, col ="red")
```



sum((x_y.ppr\$fitted.values-y)^2)

[1] 80.56198

Natural cubic spline implementation

- To estimate $g(v_i)$ I will first fit a natural cubic spline.
- I will use 5 knots, thus resulting in five basis functions.
- I will initiate $\omega = 0.1$, and update it 5 times

Natural Cubic Splines

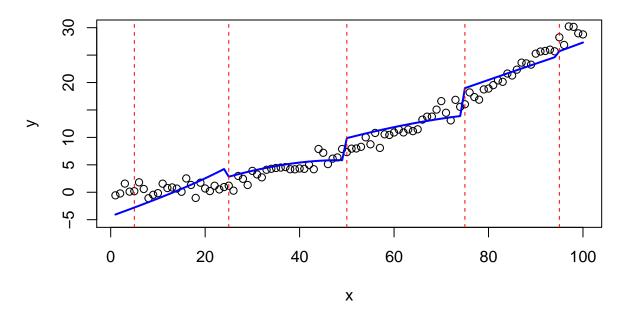
- Put together, we express f(X) using the free parameters β_0, β_1 and
- $f(X) = \beta_0 + \beta_1 X + \sum_{k=1}^{K-2} \theta_k [(X \xi_k)_+^3 (X \xi_K)_+^3] \frac{\theta_k(\xi_k \xi_K)}{\xi_{K-1} \xi_K} [(X \xi_{K-1})_+^3 (X \xi_K)_+^3]$
- So the basis would be:
- $$\begin{split} \bullet \; N_1(X) &= 1, N_2(X) = X, \\ \bullet \; N_{2+k} &= \frac{\left[(X \xi_k)_+^3 (X \xi_K)_+^3 \right]}{\xi_k \xi_K} \frac{\left[(X \xi_{K-1})_+^3 (X \xi_K)_+^3 \right]}{\xi_{K-1} \xi_K}, k = 1, \dots, K-2 \end{split}$$

Figure 2: Lecture notes describe the basis function of natural cubic spline

```
basis.fxn <- function(value, thres){</pre>
 ifelse(value < thres, 0, value^3)</pre>
basis.fxn.sq <- function(value, thres){</pre>
 ifelse(value < thres, 0, value^2)</pre>
}
basis.prime.fxn <- function(v.v, e.knot1, e.knot2){</pre>
  (((3*basis.fxn.sq(value = v.v, thres = e.knot1))-(3*basis.fxn.sq(value = v.v, thres = e.knot2)))/(e.k)
## natural cubic spline
alpha <- 0.1 %>% as.matrix()
v <- alpha %*% t(as.matrix(x))</pre>
v <- as.numeric(v)</pre>
iter <- 0
while(iter <= 5){</pre>
 e1 <- v[5] %>% as.numeric()
  e2 <- v[25] %>% as.numeric()
 e3 <- v[50] %>% as.numeric()
 e4 <- v[75] %>% as.numeric()
 e5 <- v[95] %>% as.numeric()
 n_1 < -1
 n_2 \leftarrow v
 n_3 \leftarrow ((basis.fxn(value = v, thres = e1) - basis.fxn(value = v, thres = e5))/(e5-e1))
 n_3 \leftarrow n_3 - ((basis.fxn(value = v, thres = e4) - basis.fxn(value = v, thres = e5))/(e5-e4))
 n_4 \leftarrow ((basis.fxn(value = v, thres = e2) - basis.fxn(value = v, thres = e5))/(e5-e2))
 n_4 \leftarrow n_4 - ((basis.fxn(value = v, thres = e4) - basis.fxn(value = v, thres = e5))/(e5-e4))
 n_5 \leftarrow ((basis.fxn(value = v, thres = e3) - basis.fxn(value = v, thres = e5))/(e5-e3))
  n_5 \leftarrow n_5 - ((basis.fxn(value = v, thres = e4) - basis.fxn(value = v, thres = e5))/(e5-e4))
 lm.fit \leftarrow lm(y \sim .+0, data.frame(y=y, n_1=n_1, n_2=n_2, n_3 = n_3, n_4 = n_4, n_5=n_5))
  g_of_v <- lm.fit$fitted.values</pre>
  g_prime_v <- lm.fit$coefficients[2]</pre>
  g_prime_v <- g_prime_v + lm.fit$coefficients[3]*(basis.prime.fxn(v, e1, e5)-basis.prime.fxn(v, e4, e5</pre>
  g_prime_v <- g_prime_v + lm.fit$coefficients[4]*(basis.prime.fxn(v, e2, e5)-basis.prime.fxn(v, e4, e5</pre>
  g_prime_v <- g_prime_v + lm.fit$coefficients[5]*(basis.prime.fxn(v, e3, e5)-basis.prime.fxn(v, e4, e5</pre>
  alpha <- alpha + sum((y-g_of_v)/(x*g_prime_v))</pre>
  v <- alpha %*% t(as.matrix(x))</pre>
  v <- as.numeric(v)</pre>
  iter <- iter+1
```

```
# plot data and f(x)
plot(x, y, main="Natural cubic spline", ylim = c(-5,30)) # data
lines(x, lm.fit$fitted.values, col = "blue", lwd = 2)
abline(v=x[c(5,25,50,75,95)], lty = 2, col = "red")
```

Natural cubic spline



```
sum((lm.fit$fitted.values-y)^2)
```

[1] 356.8867

Cubic spline implementation

- To estimate $g(v_i)$ I will now use cubic spline.
- I will use 2 knots, thus resulting in 4 basis functions.
- I will initiate $\omega = 0.1$, and update it 5 times

Cubic Splines

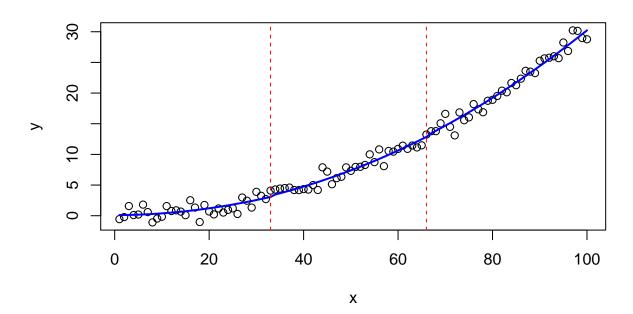
• Expanding these constraints, we get:

```
Ing these constraints, we get: \beta_0 + \beta_1 \xi_1 + \beta_2 \xi_1^2 + \beta_3 \xi_1^3 = \beta_4 + \beta_5 \xi_1 + \beta_6 \xi_1^2 + \beta_7 \xi_1^3
\beta_1 + 2\beta_2 \xi_1 + 3\beta_3 \xi_1^2 = \beta_5 + 2\beta_6 \xi_1 + 3\beta_7 \xi_1^2
2\beta_2 + 6\beta_3 \xi_1 = 2\beta_6 + 6\beta_7 \xi_1
\beta_8 + \beta_9 \xi_2 + \beta_{10} \xi_2^2 + \beta_{11} \xi_2^3 = \beta_4 + \beta_5 \xi_2 + \beta_6 \xi_2^2 + \beta_7 \xi_2^3
\beta_9 + 2\beta_{10} \xi_2 + 3\beta_{11} \xi_2^2 = \beta_5 + 2\beta_6 \xi_2 + 3\beta_7 \xi_2^2
2\beta_{10} + 6\beta_{11} \xi_2 = 2\beta_6 + 6\beta_7 \xi_2
```

- 6 constraints remove 6 independent parameters, and only 6 parameters are left as free parameters.
- It is straightforward to show that f(X) is spanned by $1, X, X^2, X^3, (X \xi_1)^3_+$ and $(X \xi_2)^3_+$

Figure 3: Lecture notes describe the basis function of cubic spline

Cubic spline



```
sum((lm.fit$fitted.values-y)^2)
```

[1] 80.86659

smooth.spline R implementation

- To estimate $g(v_i)$ I will now use the build in smooth.spline function
- I will initiate $\omega = 0.1$, and update it 5 times

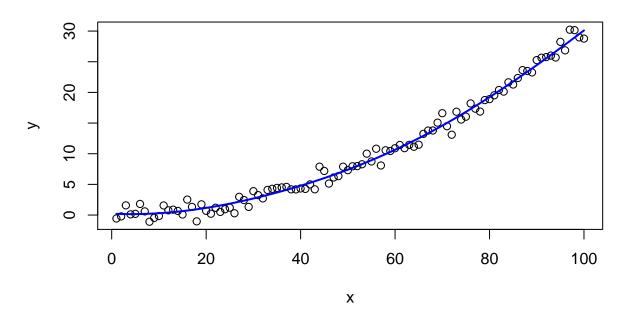
```
alpha <- 0.1 %>% as.matrix()
v <- alpha %*% t(as.matrix(x))
v <- as.numeric(v)
iter <- 0
while(iter <= 5){
    v.smooth.spline <- smooth.spline(v, y, nknots=4)

    g_of_v <- v.smooth.spline$y
    g_prime_v <- predict(v.smooth.spline, v, deriv = 1)$y

alpha <- alpha + sum((y-g_of_v)/(x*g_prime_v))
    v <- alpha %*% t(as.matrix(x))
    v <- as.numeric(v)
    iter <- iter+1
}</pre>
```

```
plot(x, y, main="R smooth.spline function")
lines(x, v.smooth.spline$y, col = "blue", lwd = 2)
```

R smooth.spline function



```
sum((v.smooth.spline$y-y)^2)
```

[1] 80.52857

Conclusions

- The ppr method from R had a sum-of-squared error of 80.56198
- The $natural\ cubic\ spline\ method\ from\ R\ had\ a\ sum-of-squared\ error\ of\ 356.8867$
- The ${\bf cubic}$ spline method from R had a sum-of-squared error of 80.86659
- The smooth.spline method from R had a sum-of-squared error of 80.52857