

Normalization and Binary Features

Intro Presentation

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September 9, 2024

The Elastic Net

$$\boldsymbol{\beta}^* = \underset{\boldsymbol{\beta} \in \mathbb{R}^p}{\operatorname{minimize}} \left(\frac{1}{2} \| \boldsymbol{y} - \boldsymbol{X} \boldsymbol{\beta} \|_2^2 + \underbrace{\lambda_1 \| \boldsymbol{\beta} \|_1}_{\mathsf{lasso}} + \underbrace{\frac{\lambda_2}{2} \| \boldsymbol{\beta} \|_2^2}_{\mathsf{ridge}} \right)$$

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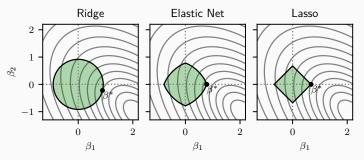


Figure 1: The elastic net penalty is a combination of the lasso and ridge penalties. Here shown as a constrained problem.

Lasso and ridge penalties are **norms**—feature scales matter!

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Example

$$X \sim \text{Normal} \left(\begin{bmatrix} 0 \\ 0 \end{bmatrix}, \begin{bmatrix} 4 & 0 \\ 0 & 1 \end{bmatrix} \right), \qquad \beta^* = \begin{bmatrix} \frac{1}{2} \\ 1 \end{bmatrix}.$$

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Model	$\hat{oldsymbol{eta}}$	$\hat{oldsymbol{eta}}_{std}$
OLS	$[0.50 1.00]^{T}$	$[1.00 1.00]^{T}$

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Model	$\hat{oldsymbol{eta}}$	$\hat{eta}_{\sf std}$
OLS	$[0.50 1.00]^{T}$	$\begin{bmatrix} 1.00 & 1.00 \end{bmatrix}^{T} \\ \begin{bmatrix} 0.74 & 0.50 \end{bmatrix}^{T} \end{bmatrix}$
Lasso	$\begin{bmatrix} 0.38 & 0.50 \end{bmatrix}^{T}$	$[0.74 0.50]^{T}$

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Model	$\hat{oldsymbol{eta}}$	$\hat{eta}_{\sf std}$
OLS Lasso Ridge	$\begin{bmatrix} 0.50 & 1.00 \end{bmatrix}^{T} \\ \begin{bmatrix} 0.38 & 0.50 \end{bmatrix}^{T} \\ \begin{bmatrix} 0.37 & 0.41 \end{bmatrix}^{T} \\ \end{bmatrix}$	$\begin{bmatrix} 1.00 & 1.00 \end{bmatrix}^{T} \\ \begin{bmatrix} 0.74 & 0.50 \end{bmatrix}^{T} \\ \begin{bmatrix} 0.74 & 0.41 \end{bmatrix}^{T} \\ \end{bmatrix}$

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Example

Assume

$$X \sim \text{Normal} \left(\begin{bmatrix} 0 \\ 0 \end{bmatrix}, \begin{bmatrix} 4 & 0 \\ 0 & 1 \end{bmatrix} \right), \qquad \beta^* = \begin{bmatrix} \frac{1}{2} \\ 1 \end{bmatrix}.$$

Model	$\hat{oldsymbol{eta}}$	$\hat{oldsymbol{eta}}_{\sf std}$
OLS Lasso	$\begin{bmatrix} 0.50 & 1.00 \end{bmatrix}^{T} \\ \begin{bmatrix} 0.38 & 0.50 \end{bmatrix}^{T}$	$\begin{bmatrix} 1.00 & 1.00 \end{bmatrix}^{T} \\ \begin{bmatrix} 0.74 & 0.50 \end{bmatrix}^{T} $
Ridge	$\begin{bmatrix} 0.37 & 0.41 \end{bmatrix}^{T}$	$\begin{bmatrix} 0.74 & 0.50 \end{bmatrix}^{T}$

Large scale means less penalization because the size of β_j can be smaller for an equivalent effect (on y).

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 After fitting, we transform the coefficients back to their original scale via

$$\hat{\beta}_j = \frac{\hat{\beta}_j^{(n)}}{s_j}$$
 for $j = 1, 2, \dots, p$.

Type of Normalization Matters

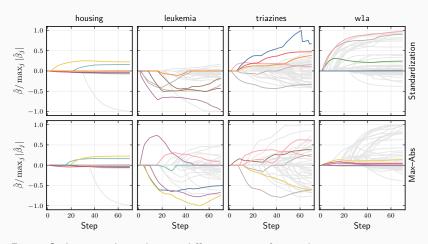


Figure 2: Lasso paths under two different types of normalization (standardization and max–abs normalization). The union of the first five features selected in any of the schemes are colored.

For binary features (values 0 and 1 only), we have for the noiseless case

$$\hat{\beta}_j = \frac{S_{\lambda_1} \left(\frac{\beta_j^* n(q-q^2)}{s_j} \right)}{s_j \left(\frac{n(q-q^2)}{s_j^2} + \lambda_2 \right)}.$$

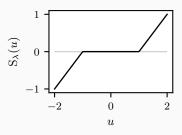


Figure 3: Soft-thresholding

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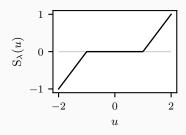


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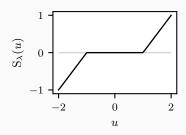


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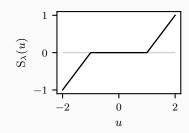


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Conclusions

- The elastic net estimator depends on class balance (q).
- $s_j = q q^2$ for lasso and $s_j = \sqrt{q q^2}$ for ridge removes effect of q.
- Suggests the parametrization

$$s_j = (q - q^2)^{\delta}, \qquad \delta \ge 0.$$

Mixed Data

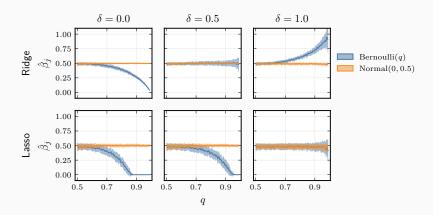


Figure 4: Comparison between lasso and ridge estimators for a data set with one binary and one quasi-normal feature.

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- Categorical features?
- Other types of noise and data?
- Computational aspects of normalization?

