

# **SUPERVISED QUADTREES:**

a new metalearner for  
local data science

**LEVI JOHN WOLF**

[levi.john.wolf@bristol.ac.uk](mailto:levi.john.wolf@bristol.ac.uk)

# CLUSTERING REGRESSION

## GEOGRAPHICAL CLUSTER-REG

### UNDERSTANDING QUAD TREES

#### APPLYING QUADTREE REGRESSION

##### THE SUPERVISED QUADTREE

# **CLUSTERING REGRESSION**

jointly solving clustering and regression

## **GEOGRAPHICAL CLUSTER-REG**

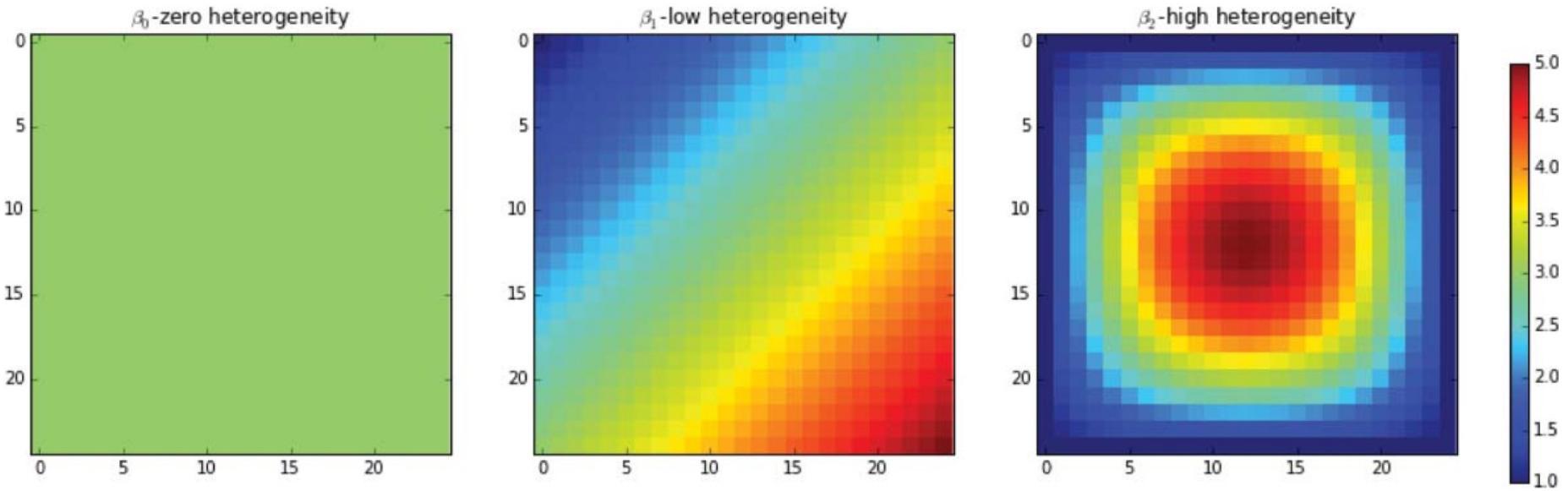
## **UNDERSTANDING QUAD TREES**

## **APPLYING QUADTREE REGRESSION**

## **THE SUPERVISED QUADTREE**

# Geographically Weighted Regression

the analysis of spatially varying relationships



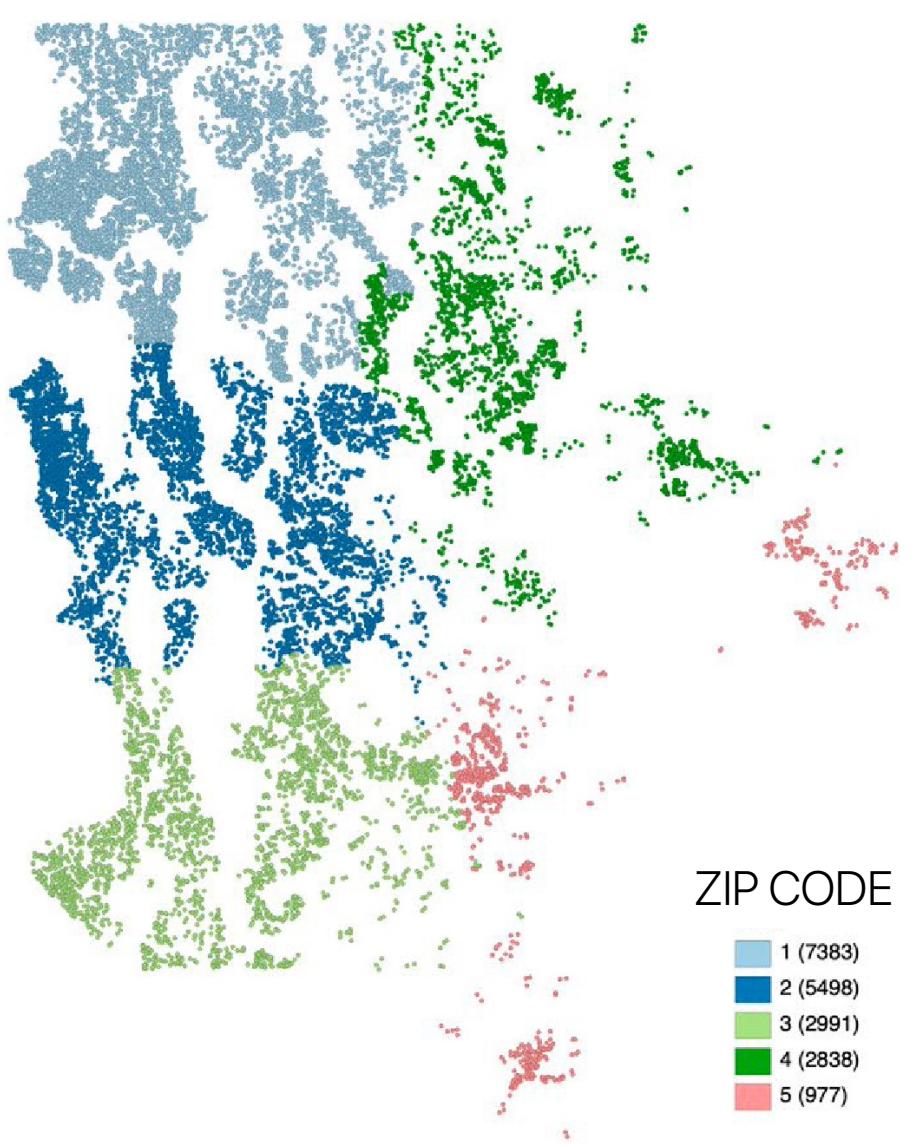
## WHAT IS CLUSTERING REGRESSION

## **SPATIAL DEPENDENCE AND SPATIAL STRUCTURAL INSTABILITY IN APPLIED REGRESSION ANALYSIS\***

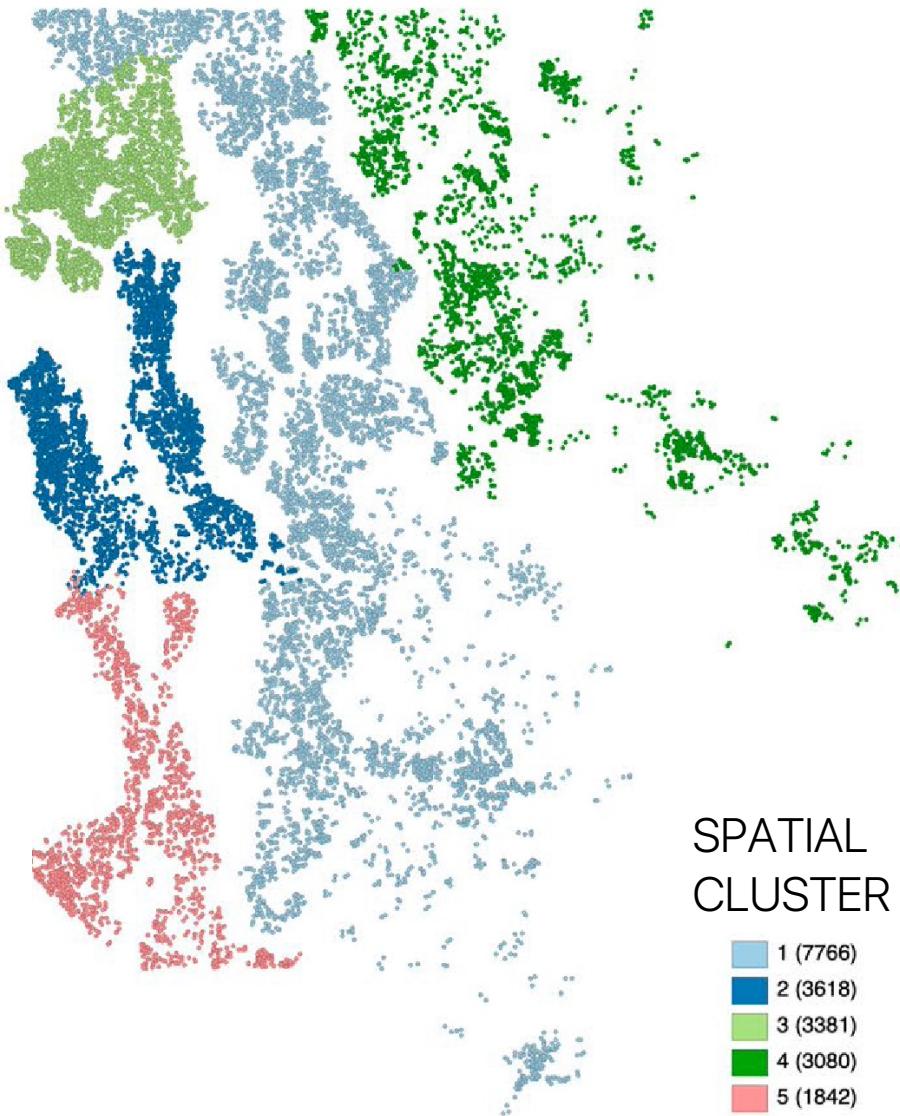
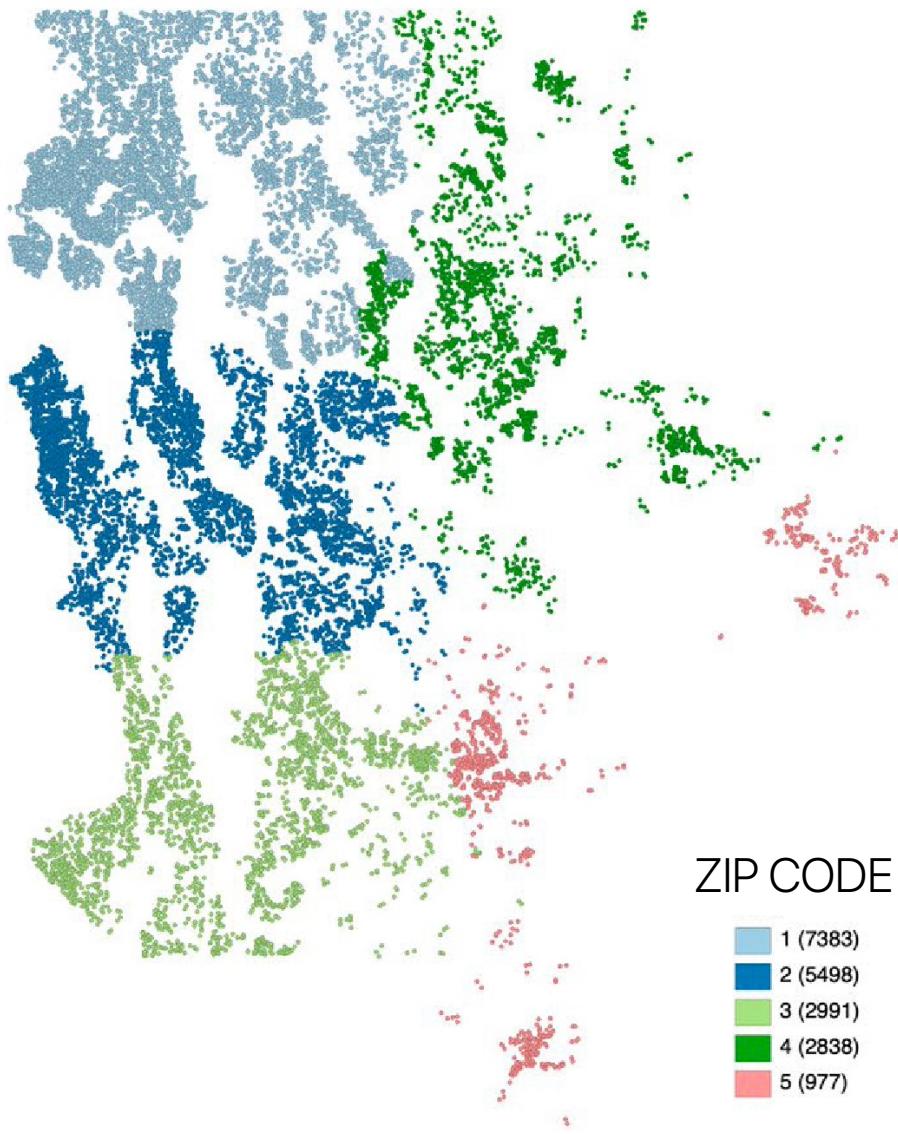
Luc Anselin†

**ABSTRACT.** The stability of regression coefficients over the observation set (“regional homogeneity”) is typically assessed by means of a Chow test or within a seemingly unrelated regression (SUR) framework. When spatial error autocorrelation is present in cross-sectional equations the traditional tests are no longer applicable. I evaluate this both in formal terms as well as empirically. I introduce a taxonomy of spatial effects in models for structural instability, and discuss its implication for testing. I compare the performance of traditional tests, robust approaches, maximum-likelihood procedures and pretest techniques by means of a series of simple Monte Carlo experiments.

# **WHAT IS CLUSTERING REGRESSION**



# WHAT IS CLUSTERING REGRESSION



# WHAT IS CLUSTERING REGRESSION

Späth (1979)'s three-stage process

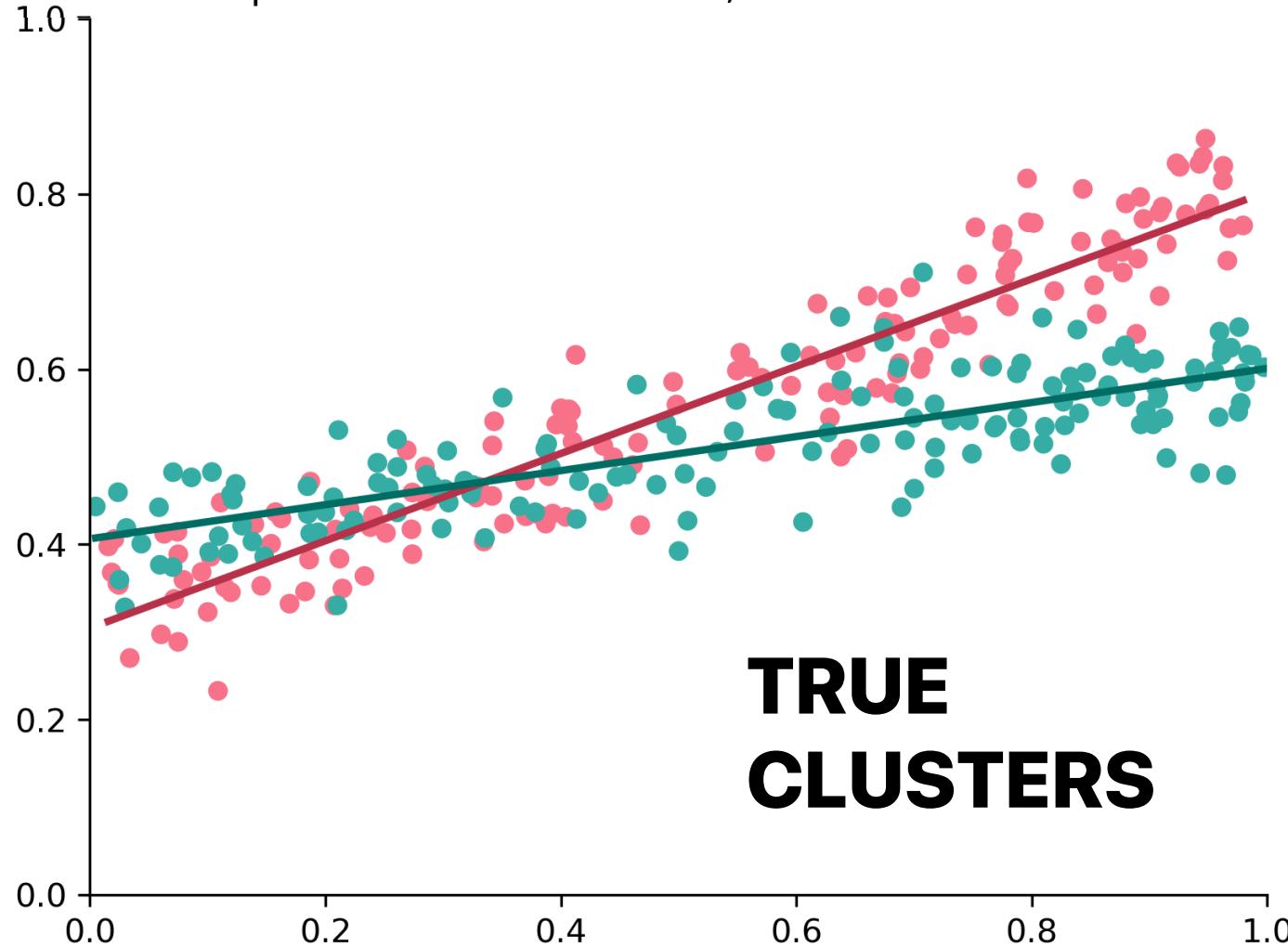
- **CLUSTER:** find clusters in the data
- **ESTIMATE:** fit the model using clusters as a feature
- **REFINE:** flip poorly-fit observations to a different cluster

Heuristic (i.e. not optimal), slow+computationally intensive, likelihood-dependent, even in the seriously improved spatial variant provided by Sugasawa and Murakami (2021)

No guarantee of recovering the original classes

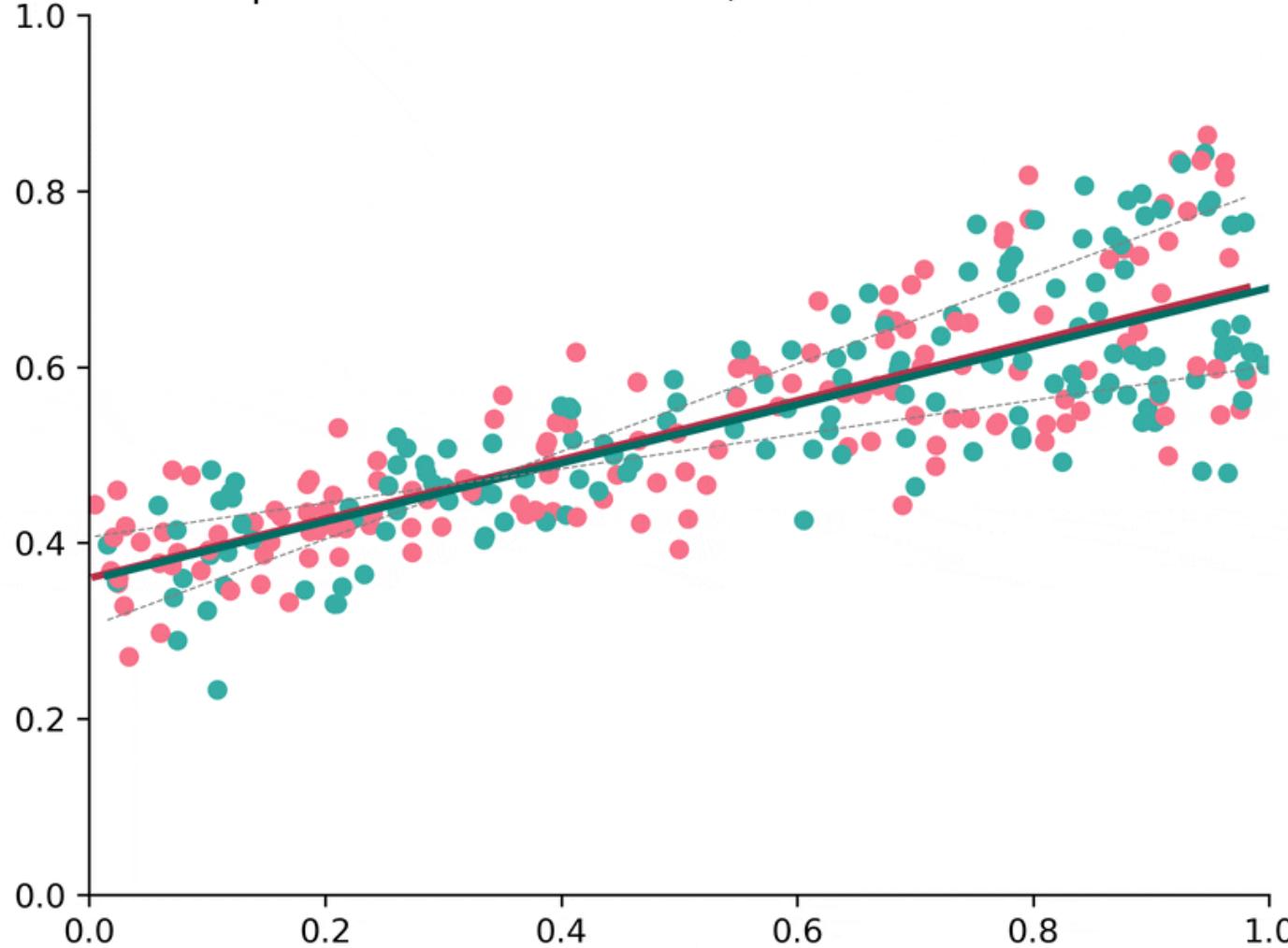
## BEFORE THE SUPERVISED QUADTREE

Optimized ESS: 198.1572, True ESS: 224.6662



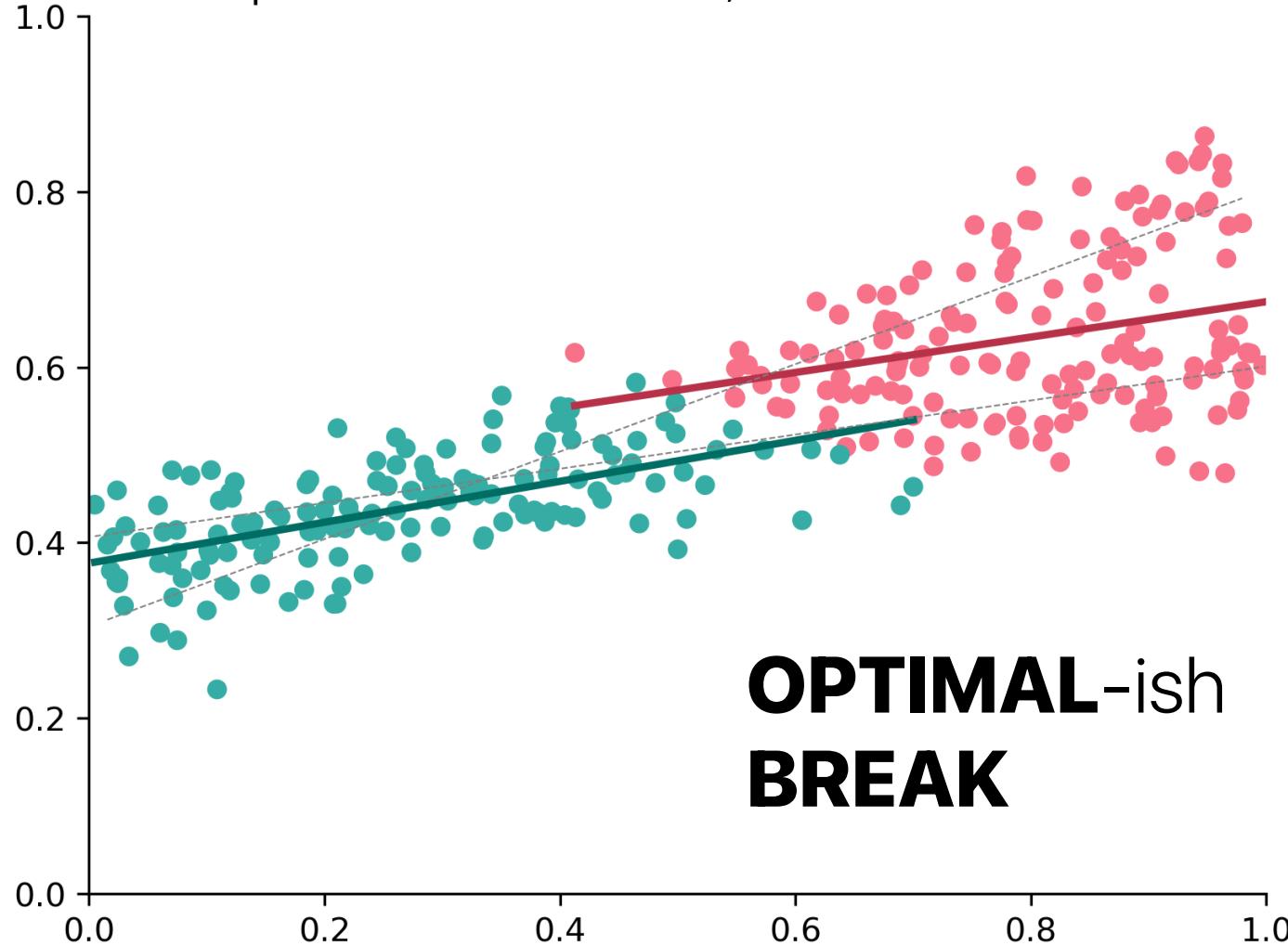
**SPÄTH (1979) ITERATIVE CLUSTERING**

Optimized ESS: 224.4491, True ESS: 224.6662



**SPÄTH (1979) ITERATIVE CLUSTERING**

Optimized ESS: 198.1572, True ESS: 224.6662



**SPÄTH (1979) ITERATIVE CLUSTERING**

# CLUSTERING REGRESSION

jointly solving clustering and regression

## GEOGRAPHICAL CLUSTER-REG

jointly solving clustering and regression

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Anselin & Amaral (2023)

- **COMBINE:** Combine spatial and feature similarity
- **SPAN:** compute a MST over the combined affinity matrix
- **PRUNE:** remove MST links to create clusters according to  $(SSR - (SSR_a + SSR_b))$

Spends degrees of freedom judiciously; n-clusters x n-features interactions

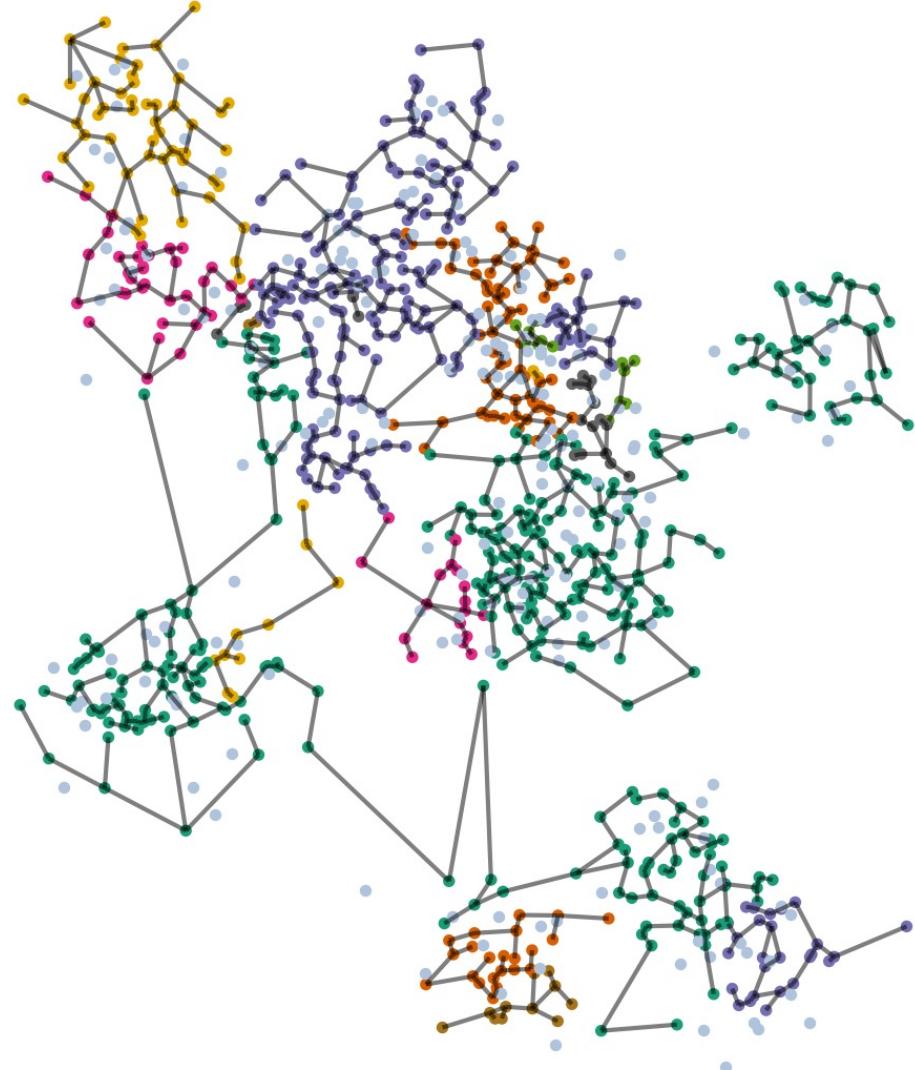
Remains fully within the standard Wald/LRT/Chow-based testing framework

MSTs can be quite unstable over Cross-validation

Requires prior knowledge of the deepest number of clusters

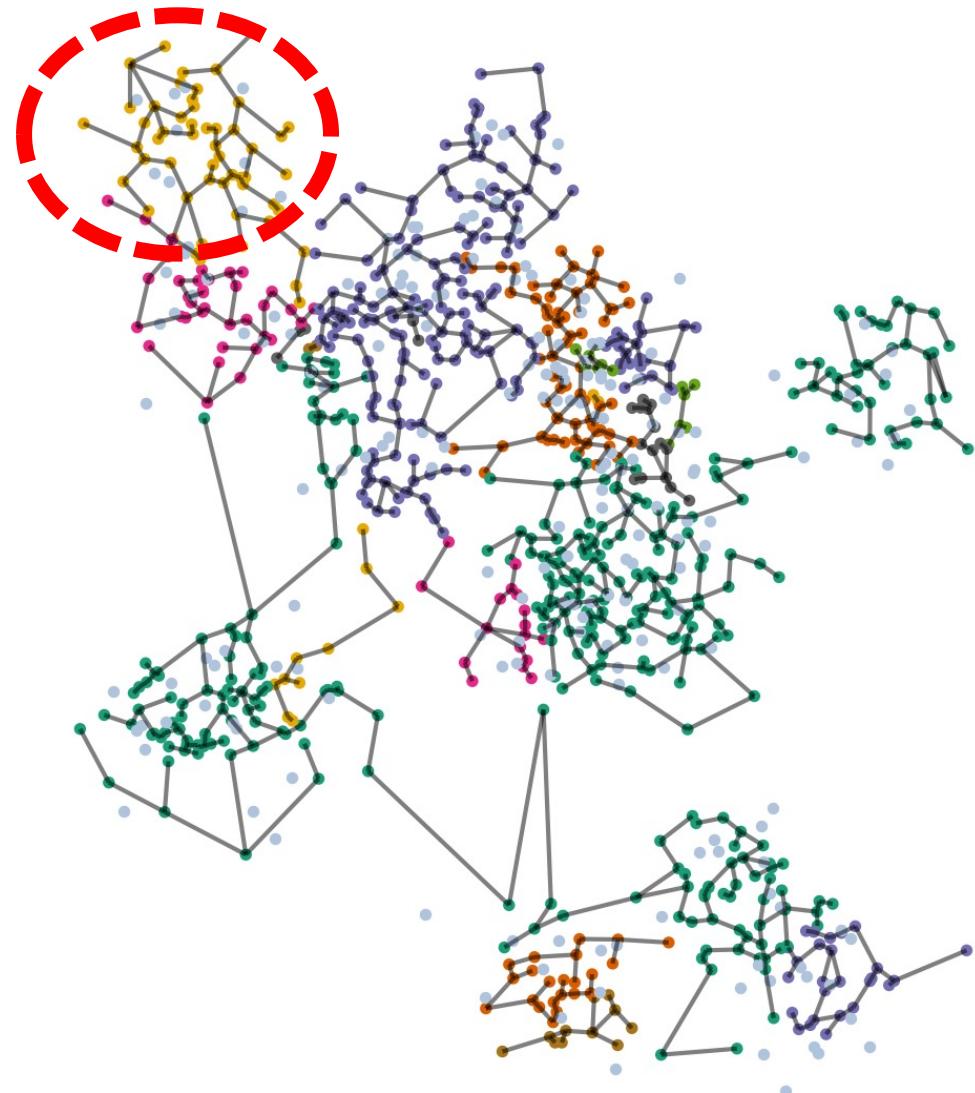
Avoids overfitting, since splits could be made below  $j$

## BEFORE THE SUPERVISED QUADTREE



# SKATER REGRESSION

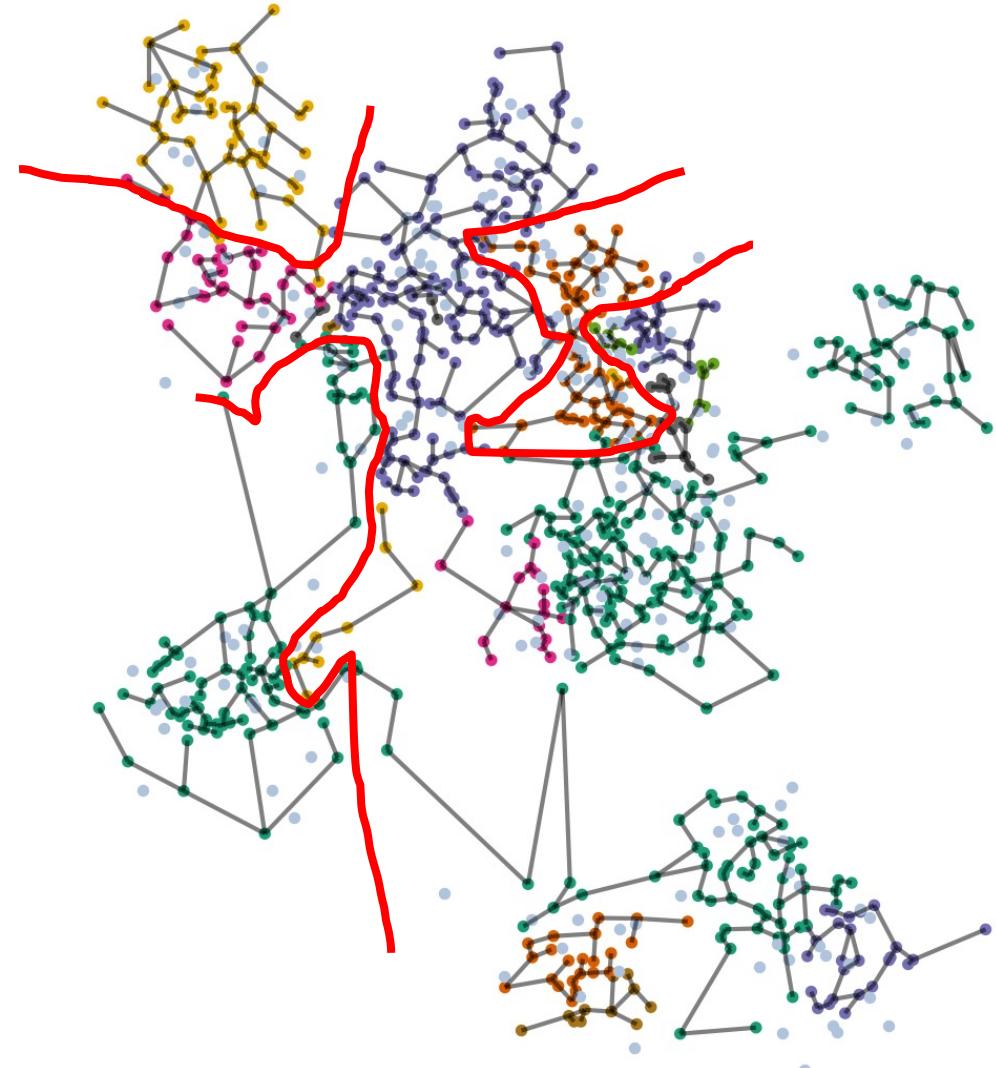
each cluster gets  
one regression



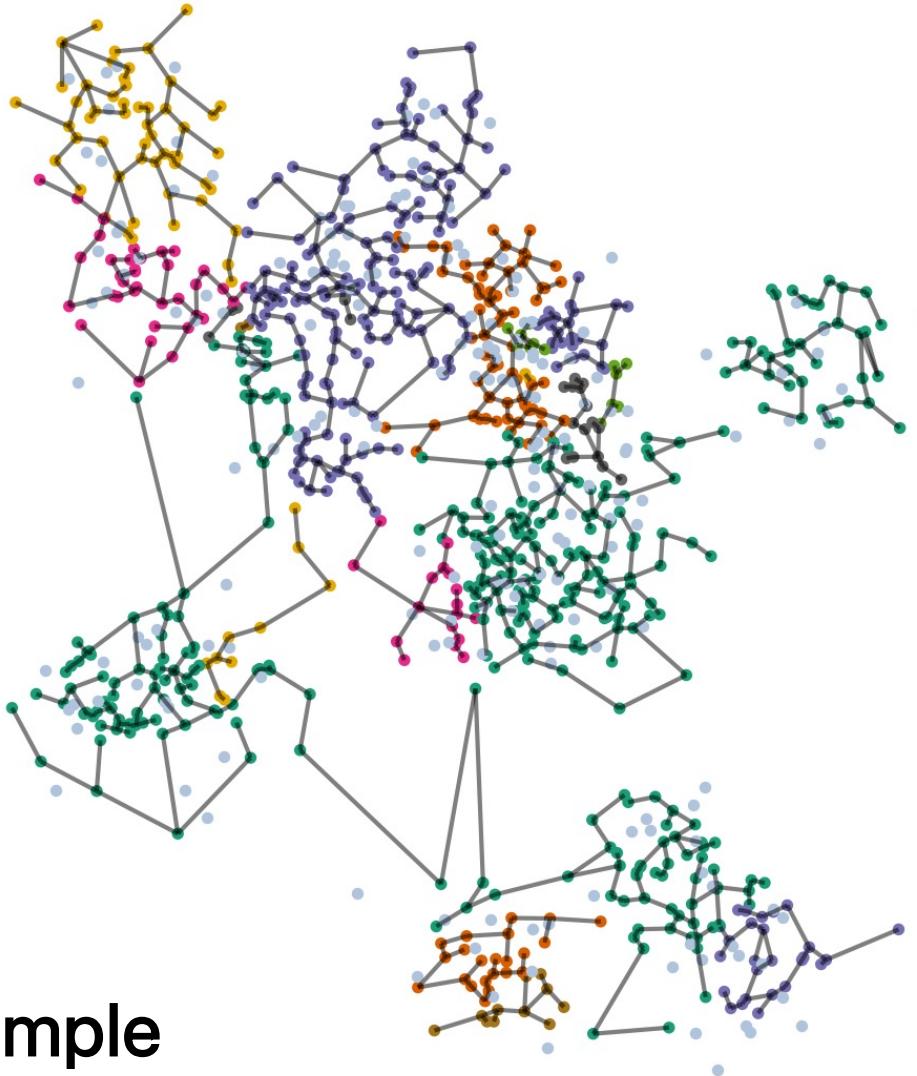
# SKATER REGRESSION

each cluster gets  
one regression

clusters are regions  
that improve model fit



# SKATER REGRESSION



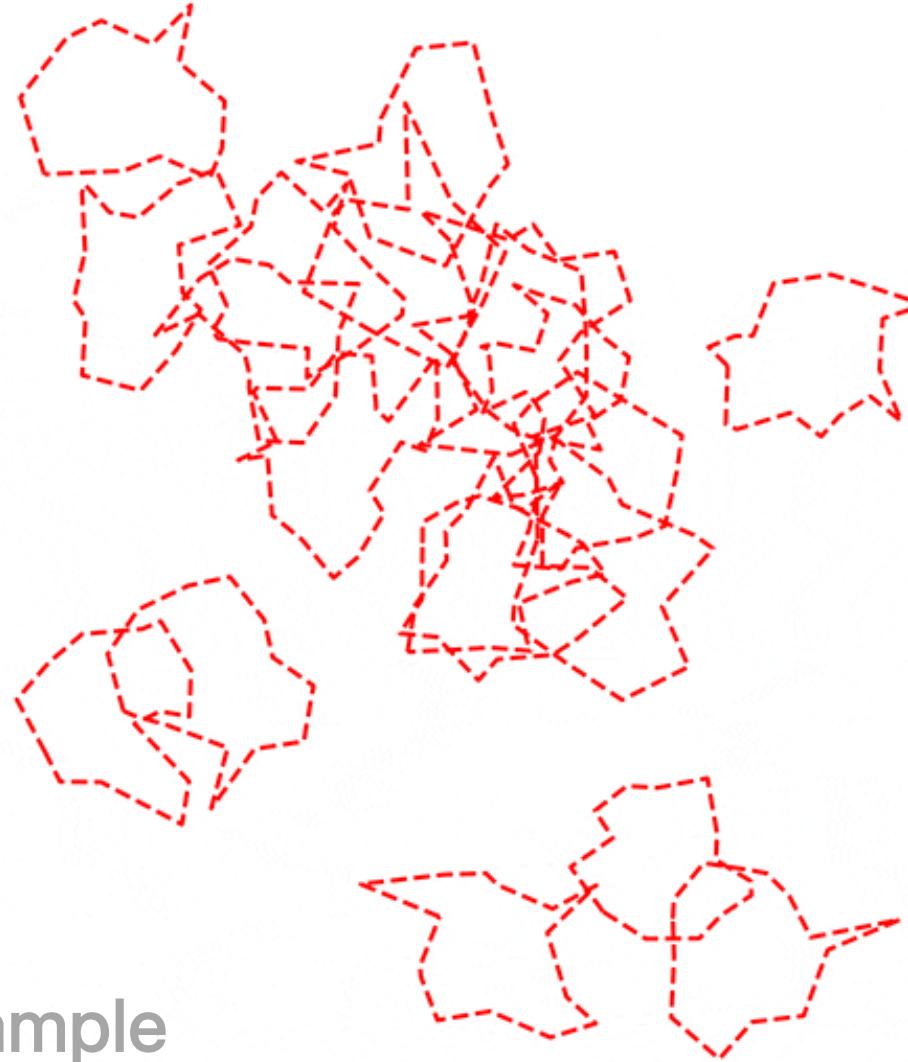
## MST Blues

- finnicky in CV
- no total order
- can't do out of sample

## SKATER REGRESSION

## **MST Blues**

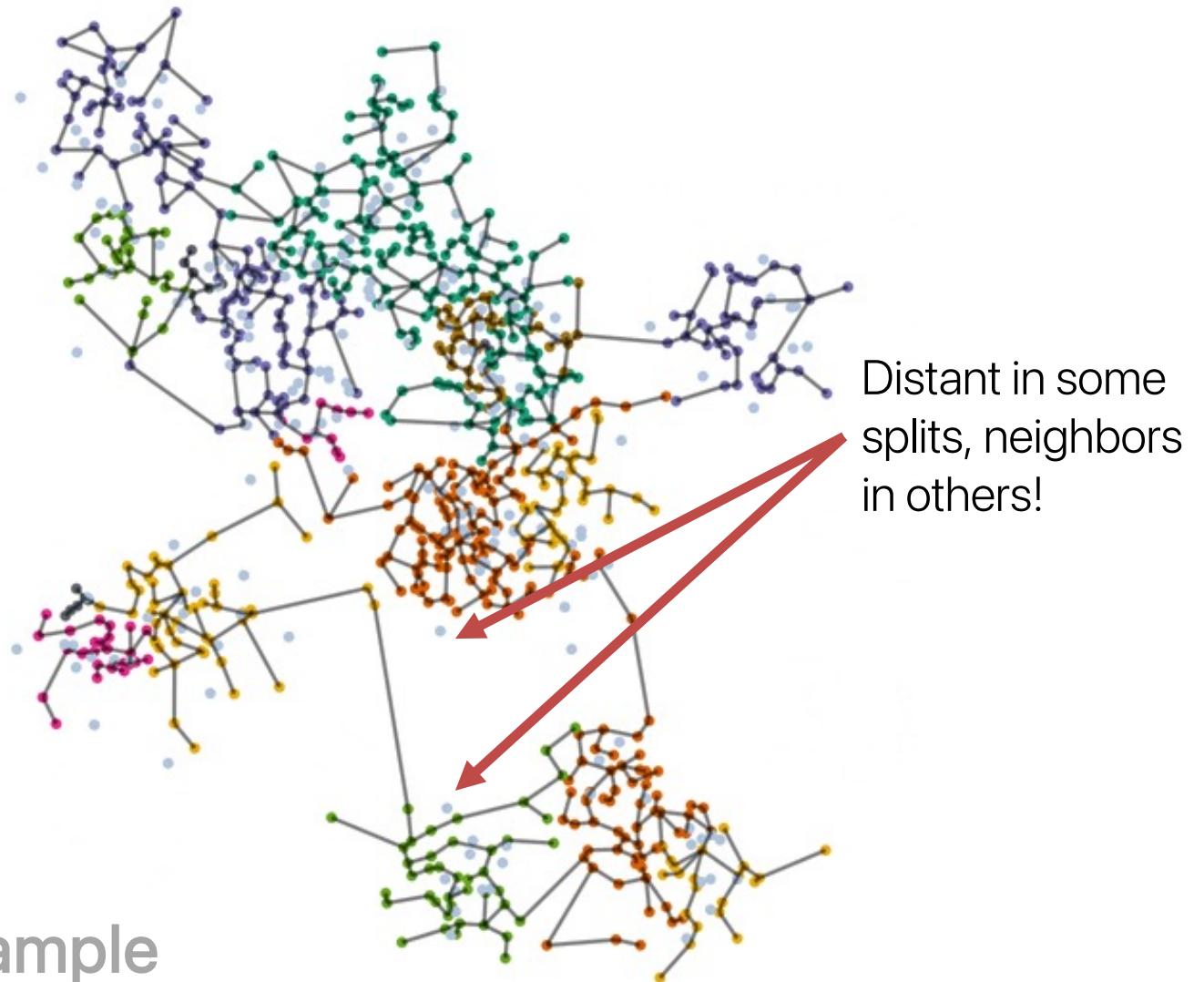
- finnicky in CV
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**MST CHANGES DRAMATICALLY UNDER CV**

## MST Blues

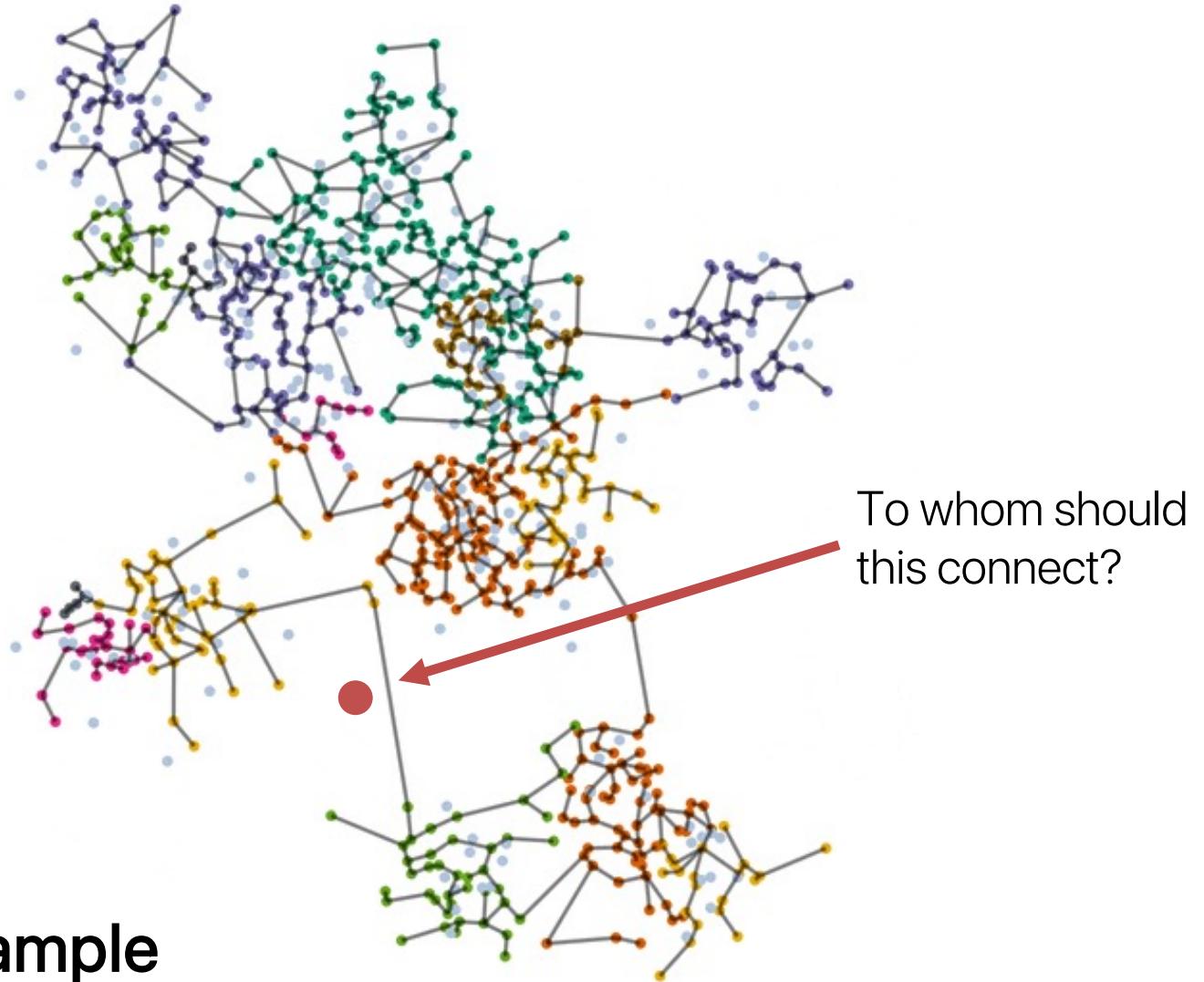
- finnicky in CV
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**TREE ADJACENCY IS NOT FULL SIMILARITY**

## MST Blues

- finnicky in CV
- no total order
- can't do out of sample



**ITERATIVE MST IS NOT FULL MST**

# CLUSTERING REGRESSION

jointly solving clustering and regression

# GEOGRAPHICAL CLUSTER-REG

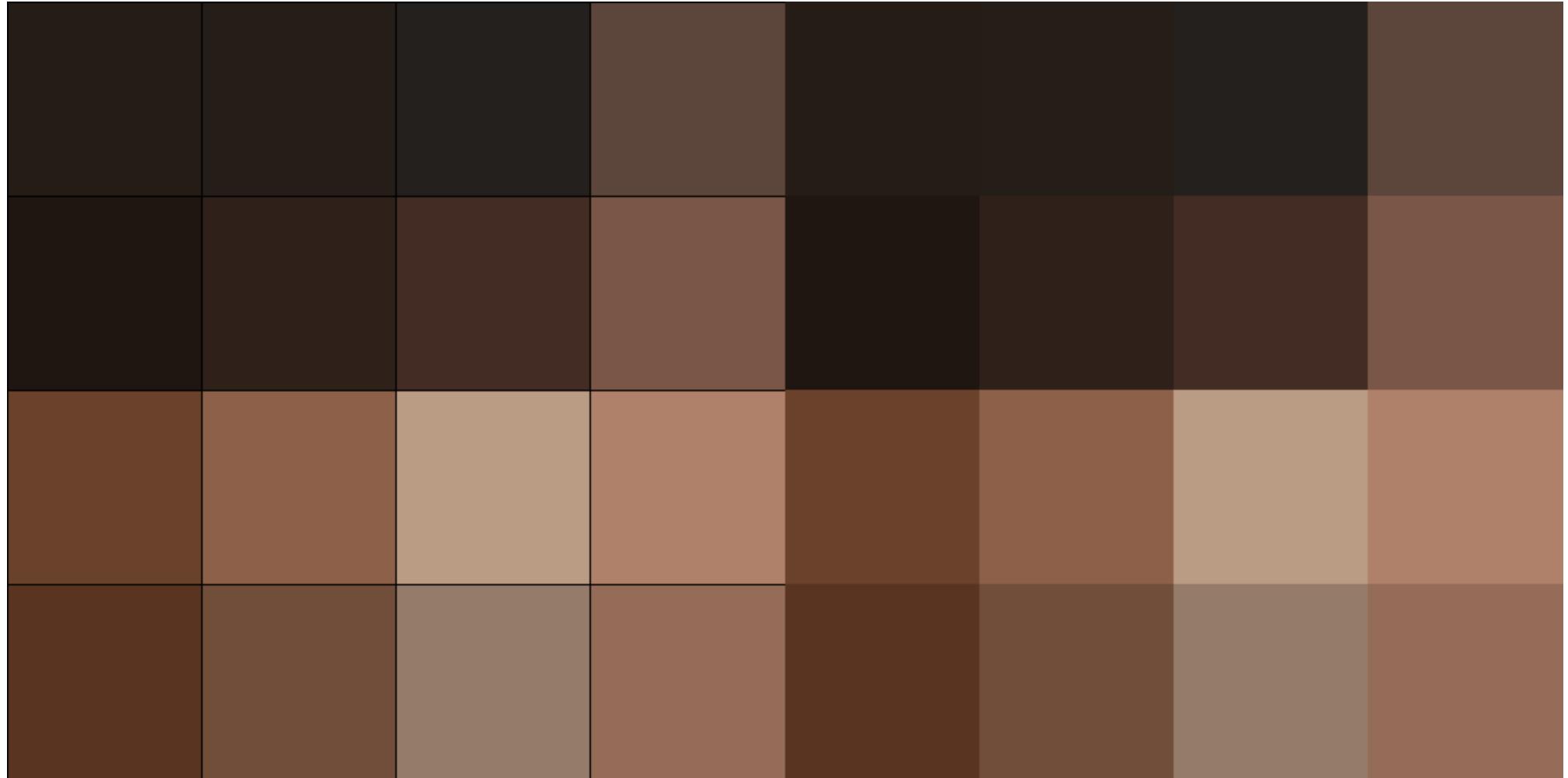
jointly solving clustering and regression

# UNDERSTANDING QUAD TREES

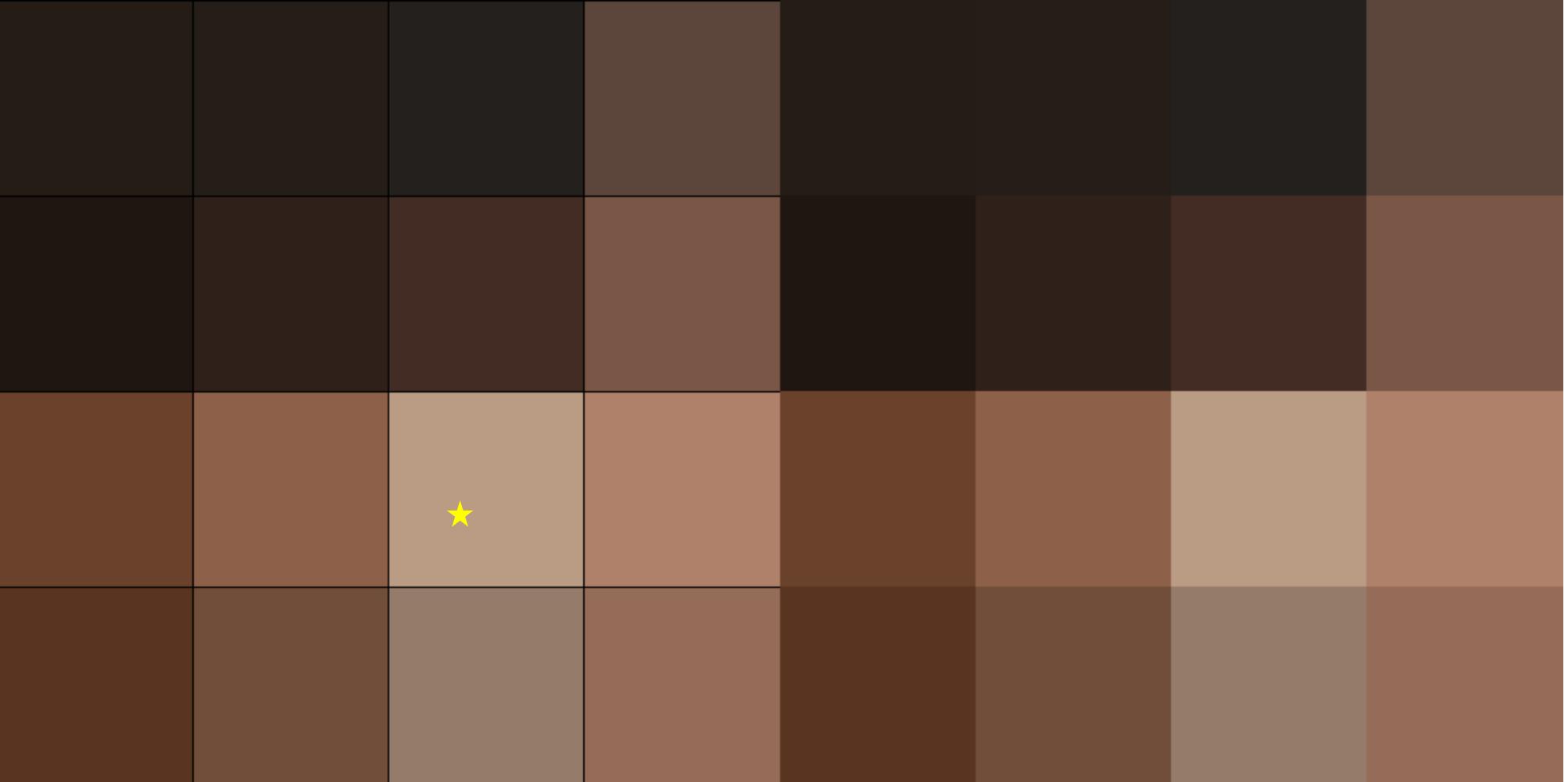
spatial splits for spatial fits

# APPLYING QUADTREE REGRESSION

## THE SUPERVISED QUADTREE



# QUADTREES IN IMAGE COMPRESSION



**SPEND DETAIL WHERE ITS NEEDED MOST**

# **0. INITIALIZE**

Fit a global model across all observations

# **1. SPLIT**

Recursively find quadrants where local is improves on global

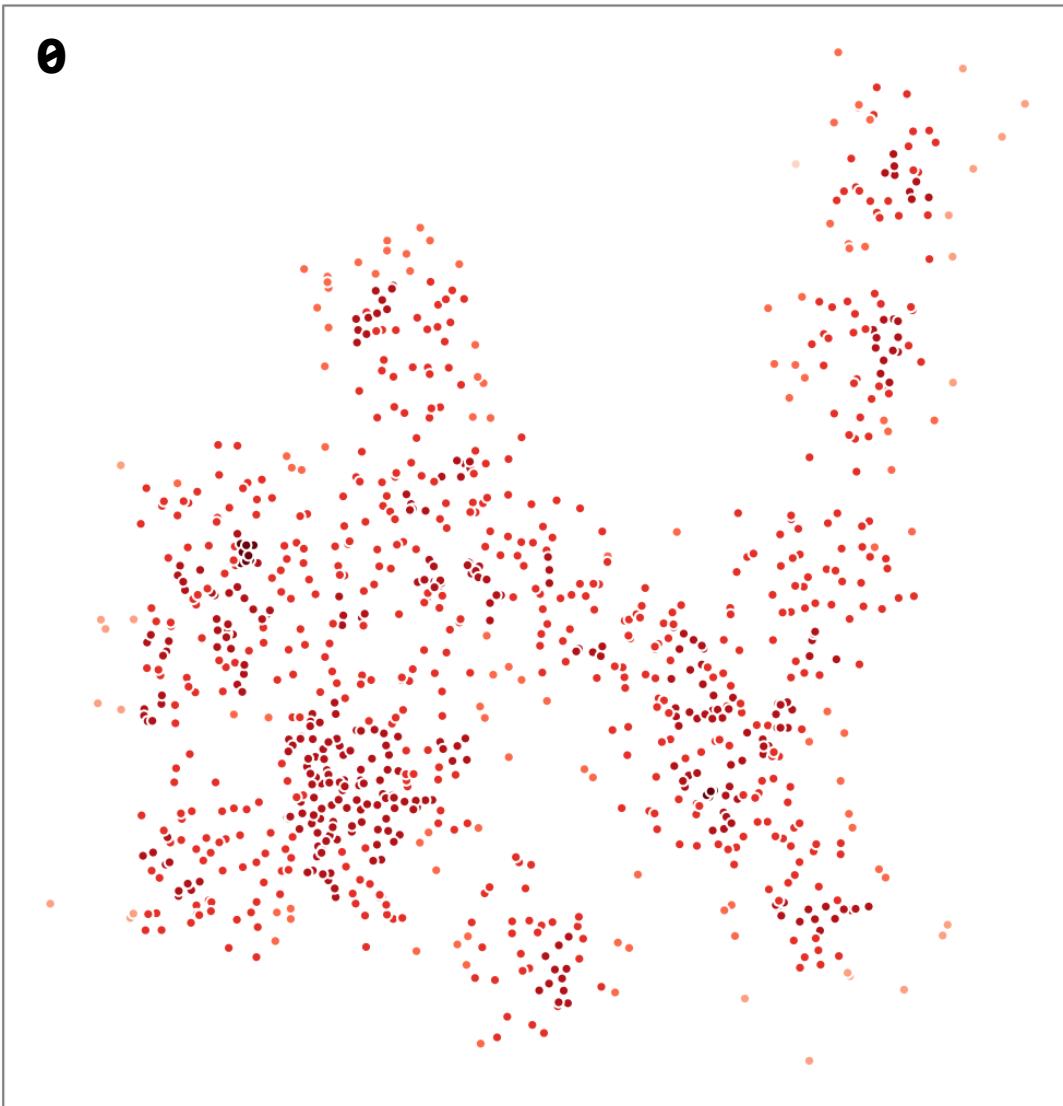
# **2. PRUNE**

After, “roll up” useless leaf:feature interactions depth-first

# **3. FINALIZE**

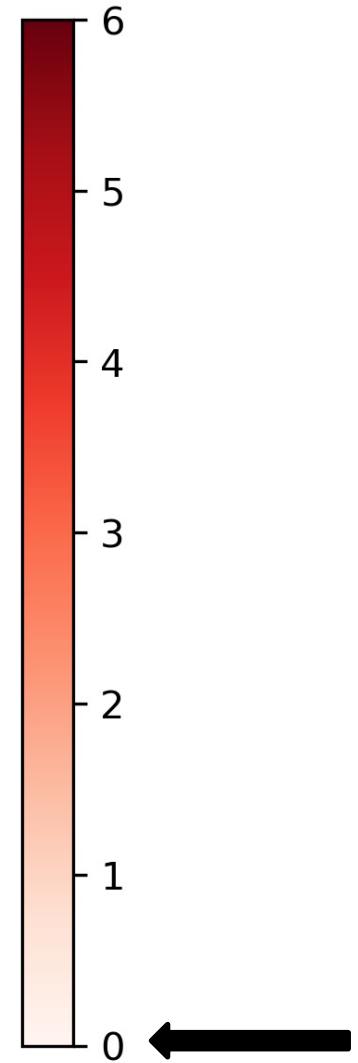
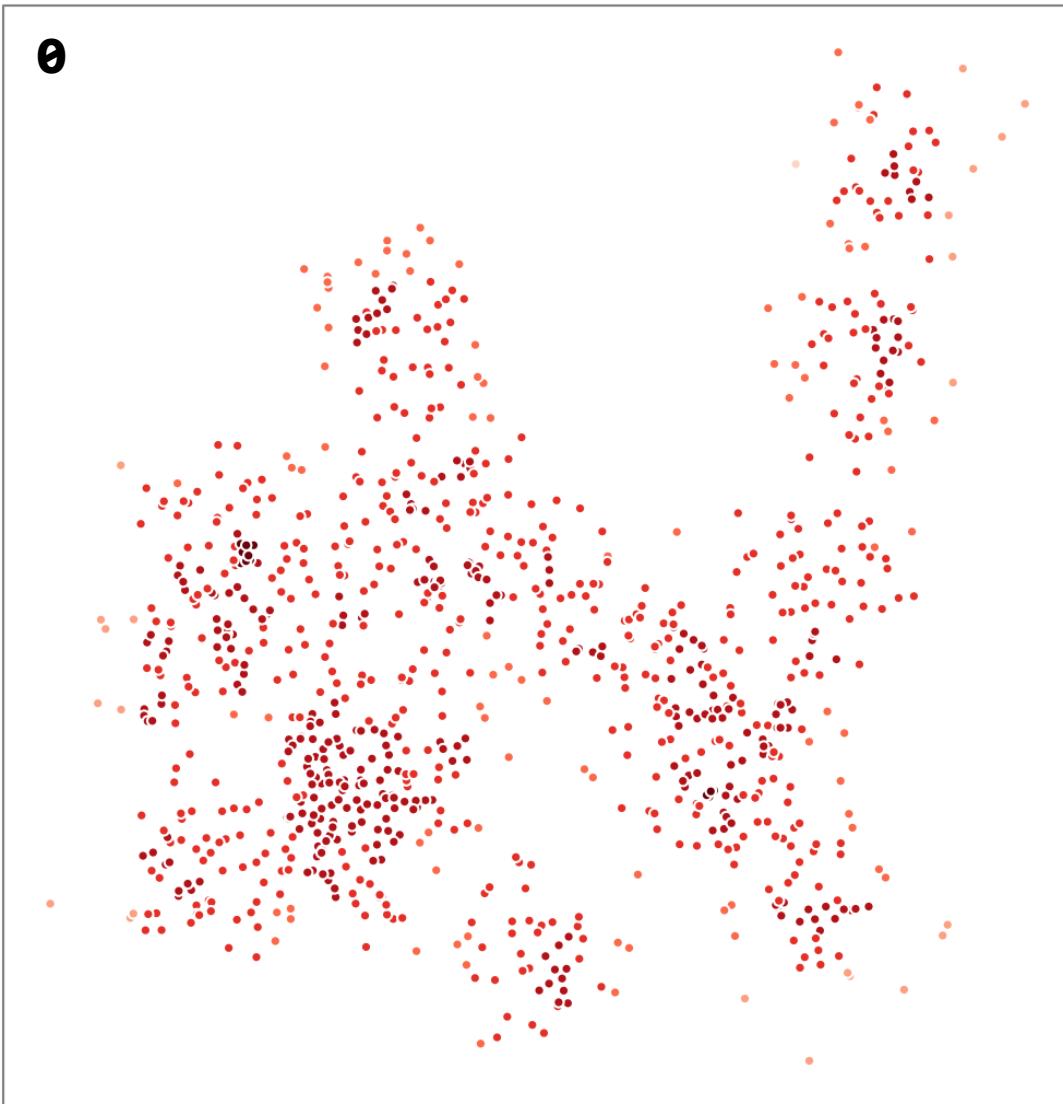
Interpret the pruned global model as you need

**THE SUPERVISED QUADTREE**

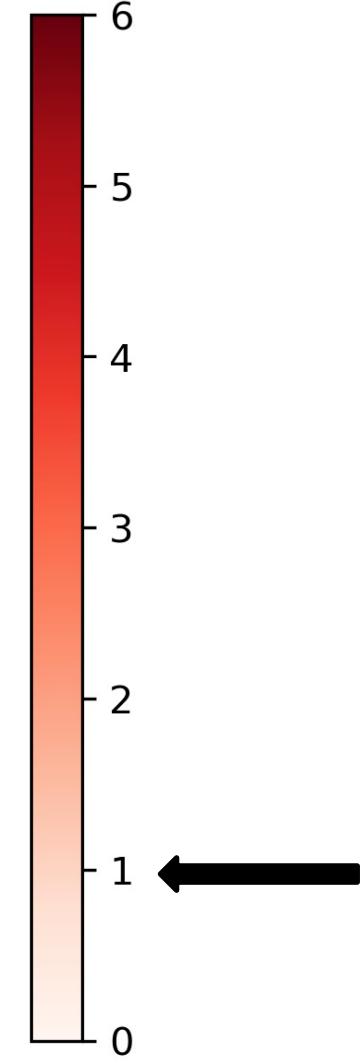
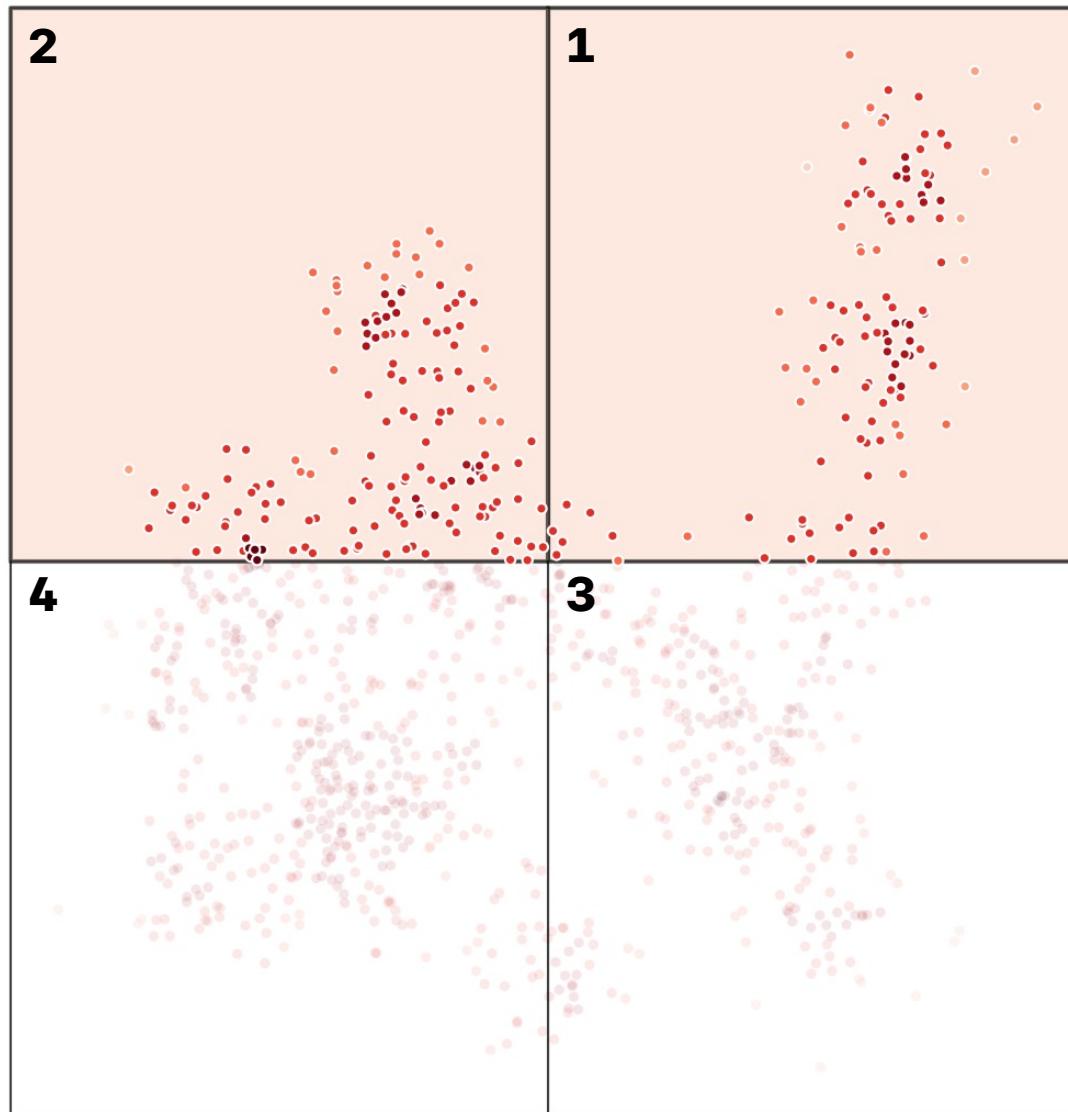


**WALK DOWN THE DEPTH LADDER**

$c$	$x_1$
1	$x_{11}$
1	$x_{12}$
1	$x_{13}$
1	$x_{14}$
1	$x_{15}$
...	...
1	$x_{1n}$

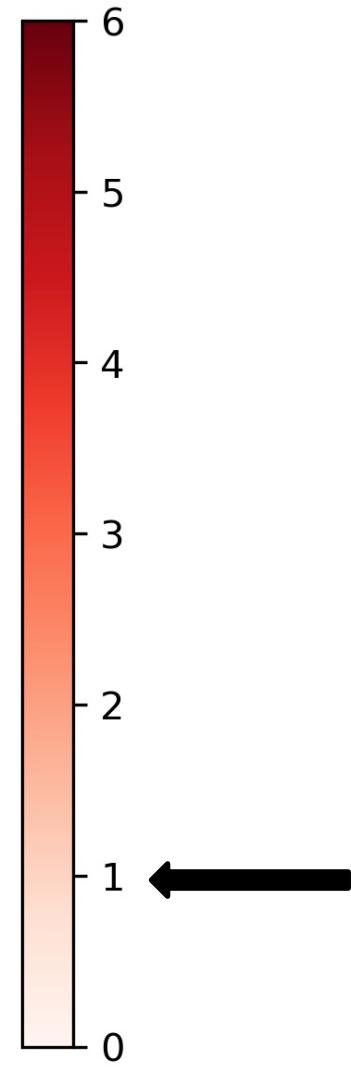
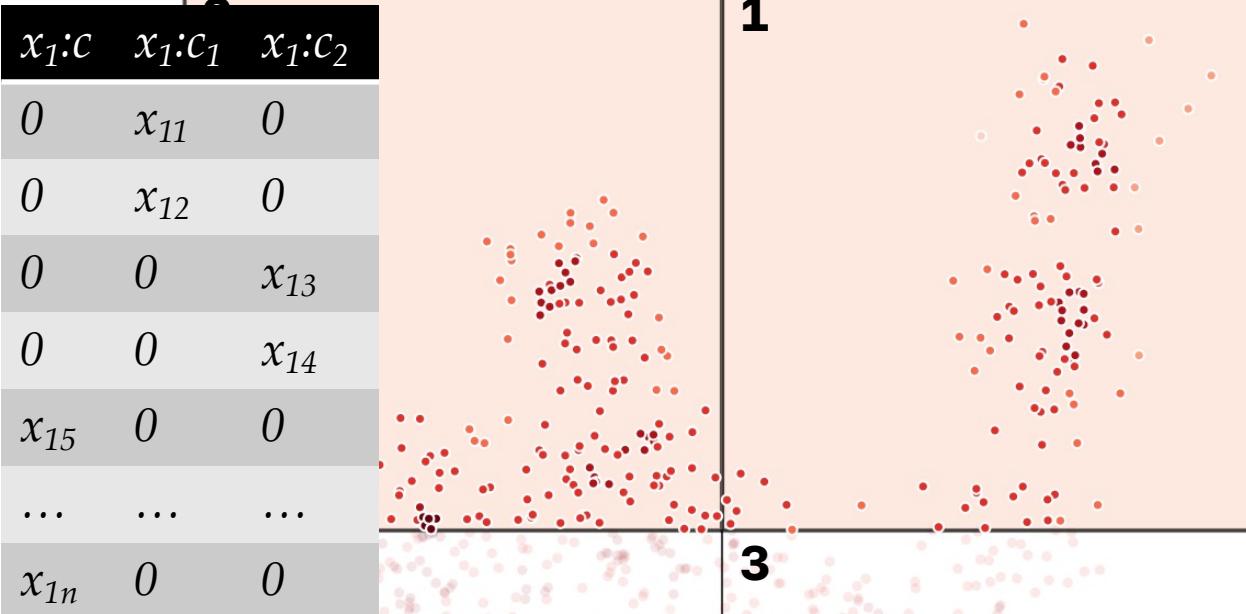


**WALK DOWN THE DEPTH LADDER**



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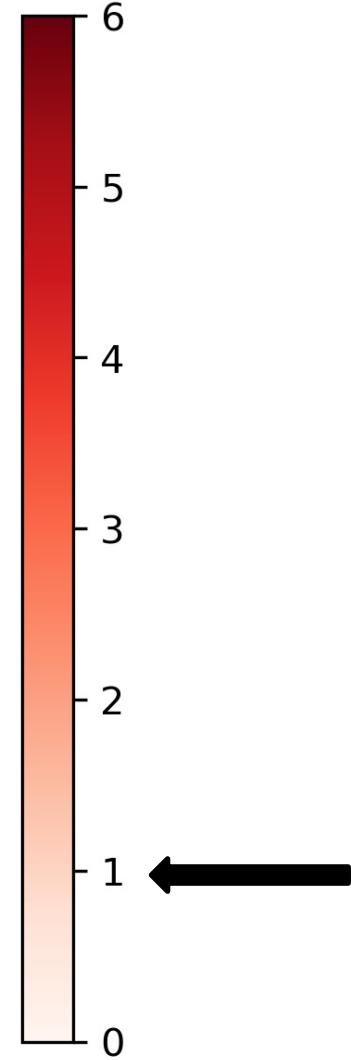
$c$	$c_1$	$c_2$
0	1	0
0	1	0
0	0	1
0	0	1
1	0	0
...	...	...
1	0	0



# WALK DOWN THE DEPTH LADDER

$c$	$c_1$	$c_2$
0	1	0
0	1	0
0	0	1
0	0	1
1	0	0
...	...	...
1	0	0

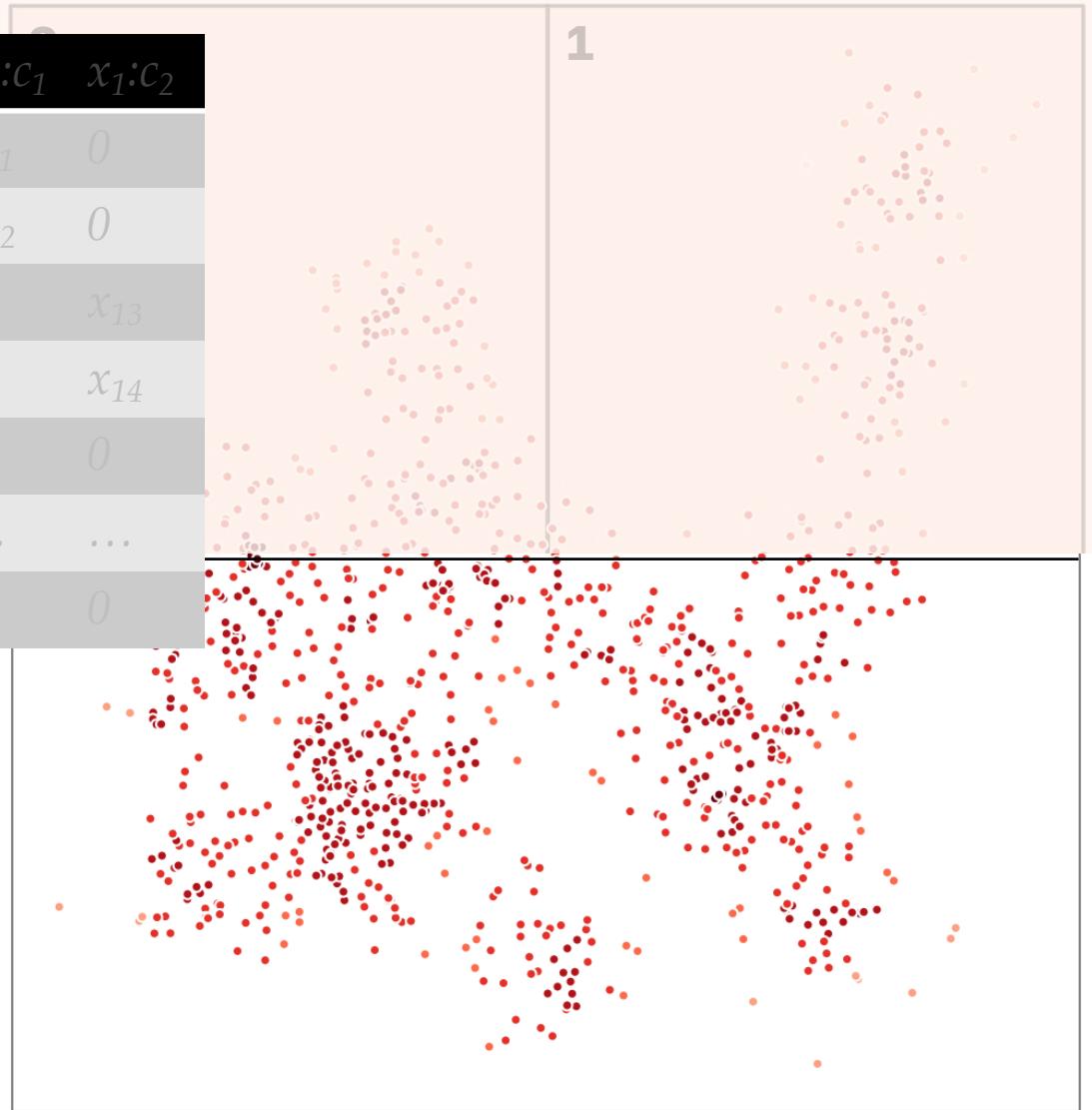
$x_1:c$	$x_1:c_1$	$x_1:c_2$
0	$x_{11}$	0
0	$x_{12}$	0
0	0	$x_{13}$
0	0	$x_{14}$
$x_{15}$	0	0
...	...	...
$x_{1n}$	0	0



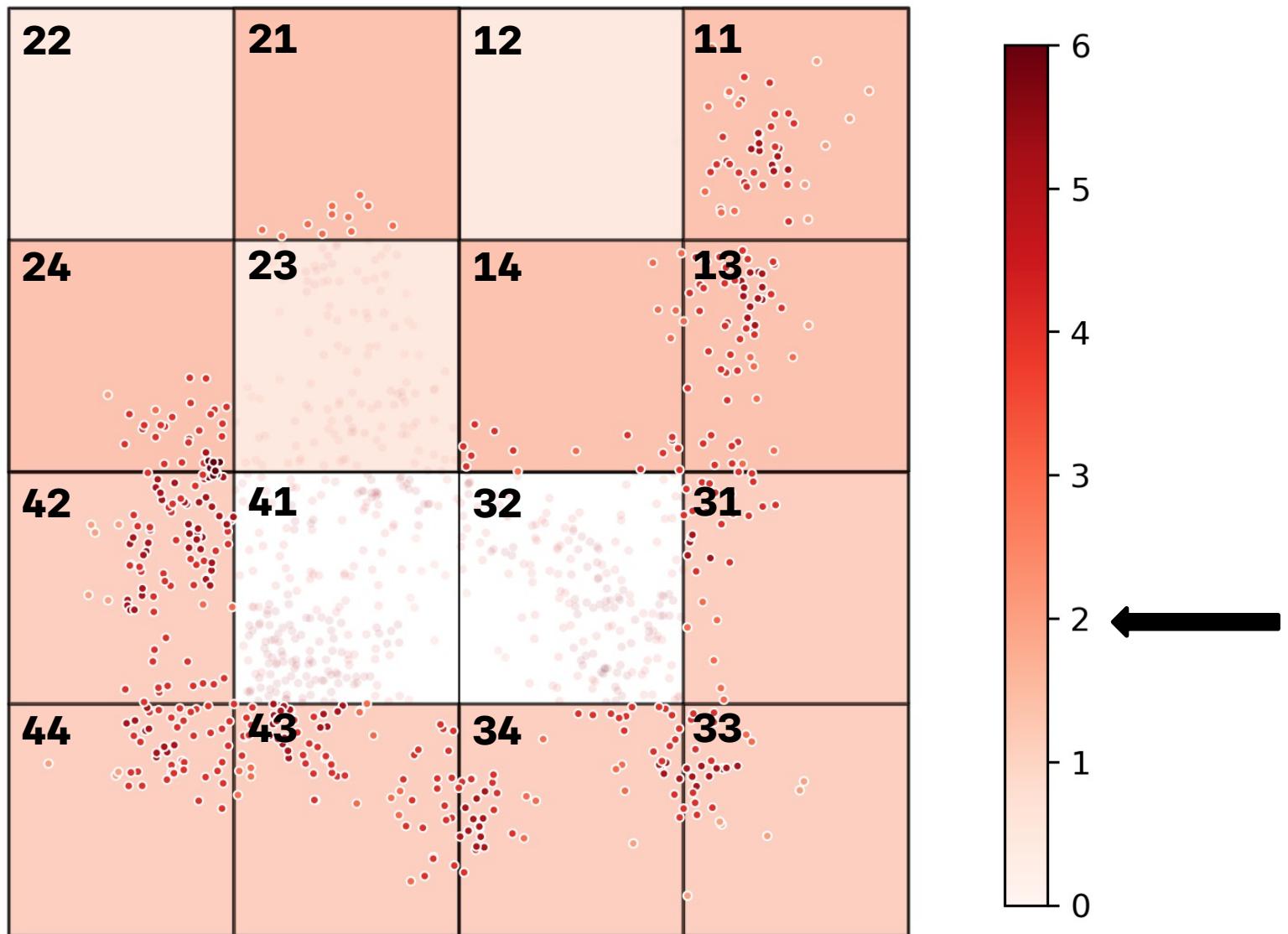
# WALK DOWN THE DEPTH LADDER

$c$	$c_1$	$c_2$
0	1	0
0	1	0
0	0	1
0	0	1
1	0	0
...	...	...
1	0	0

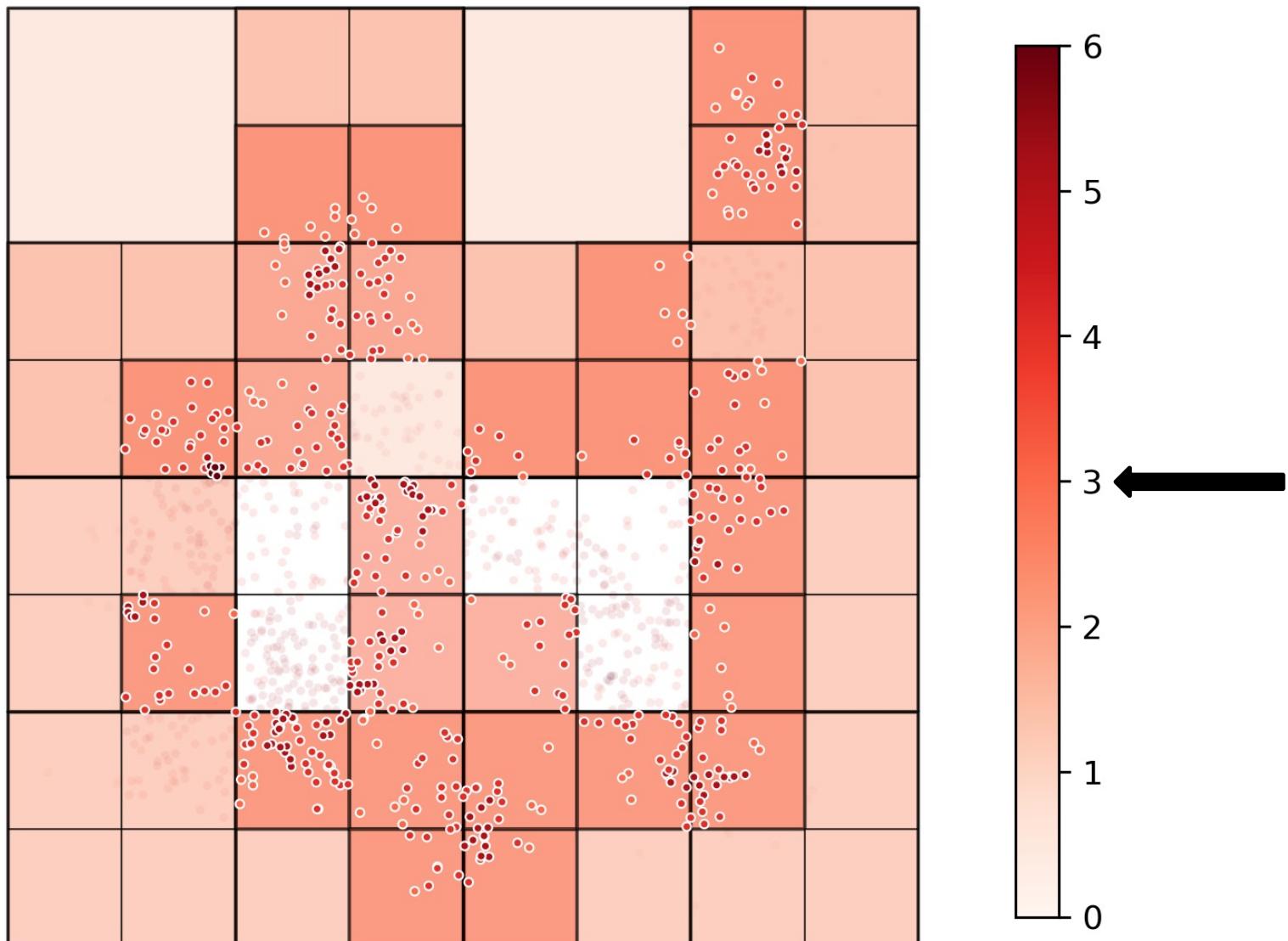
$x_1:c$	$x_1:c_1$	$x_1:c_2$
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0	$x_{12}$	0
0	0	$x_{13}$
0	0	$x_{14}$
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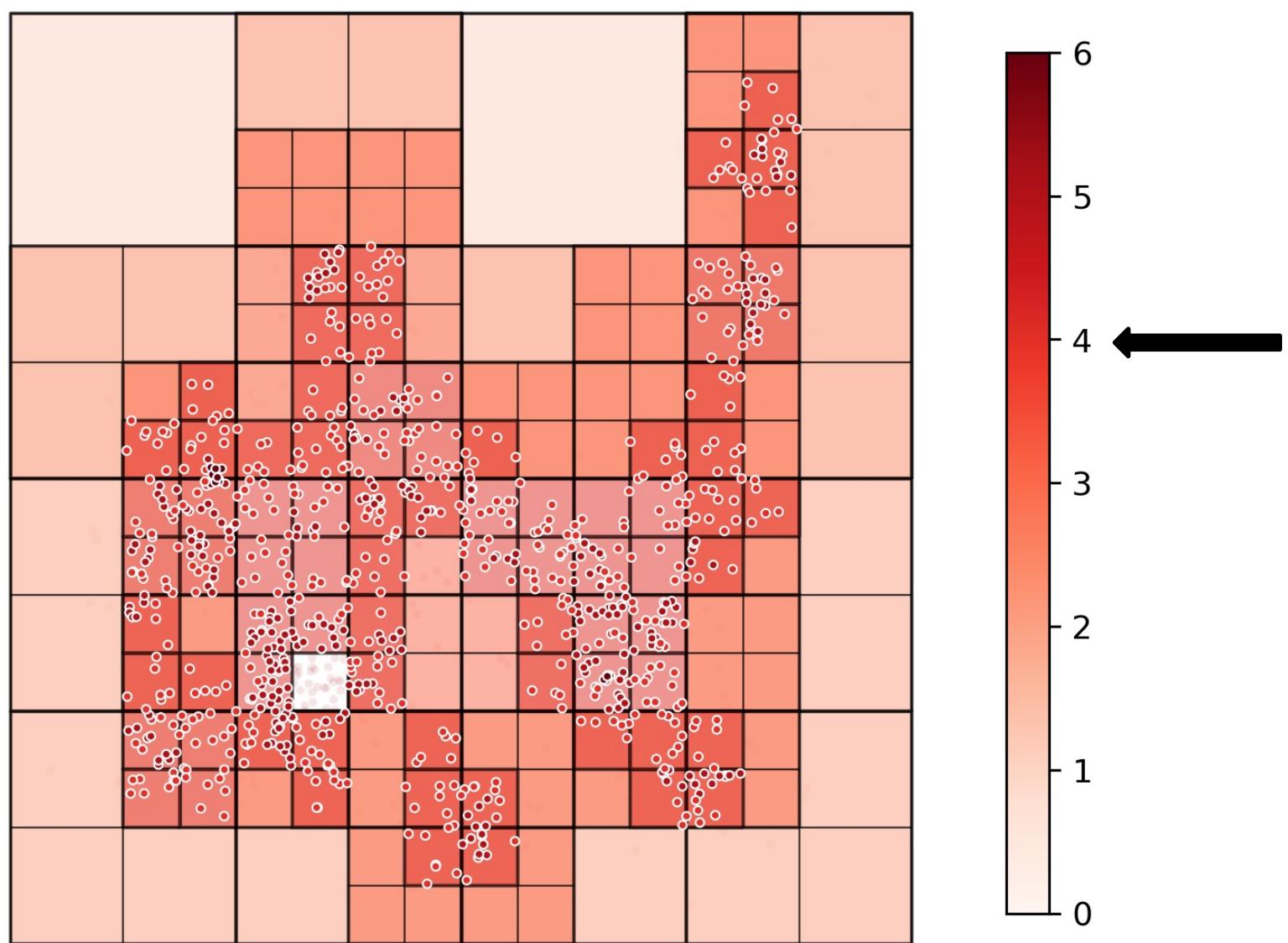
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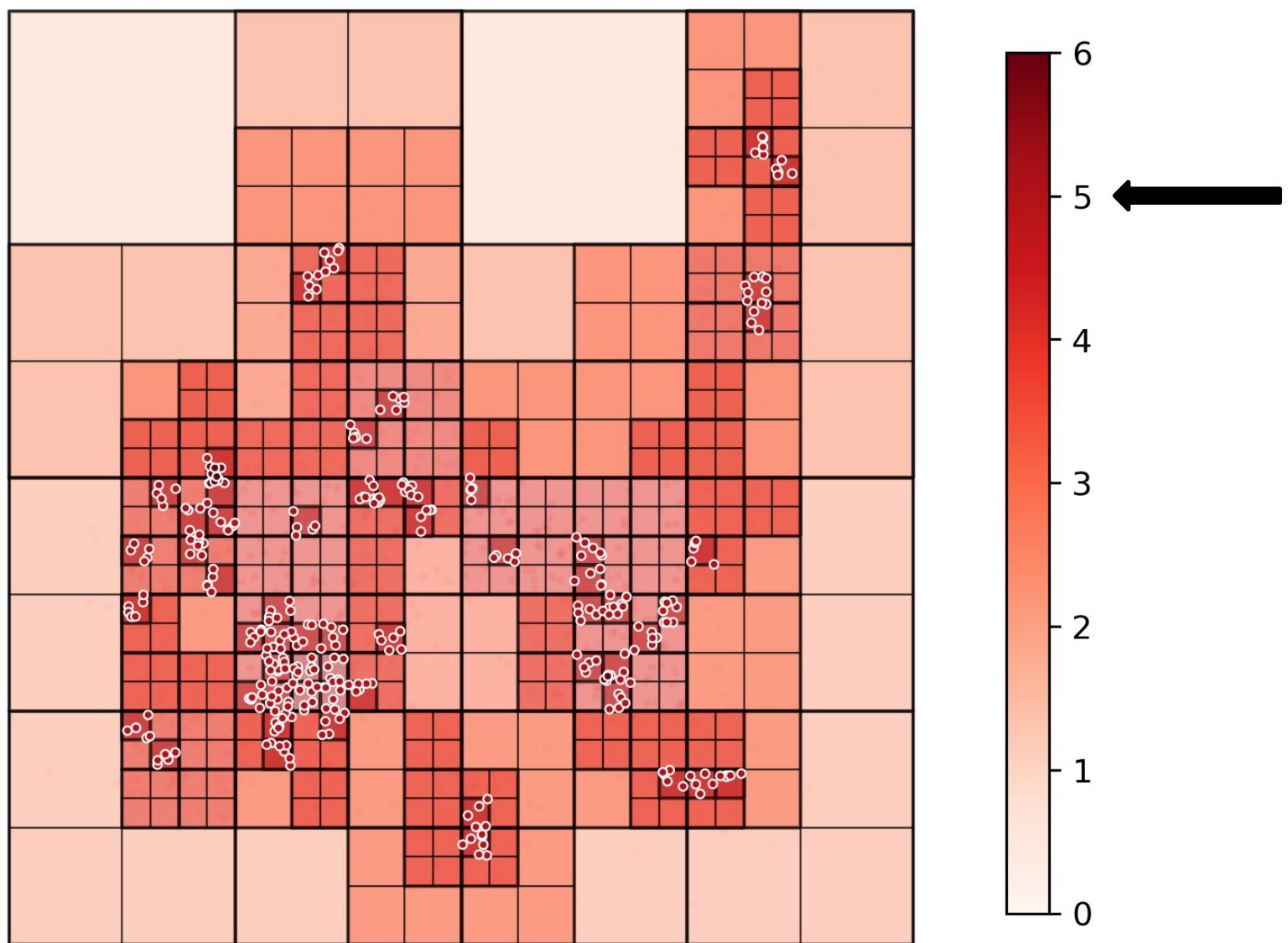
**WALK DOWN THE DEPTH LADDER**



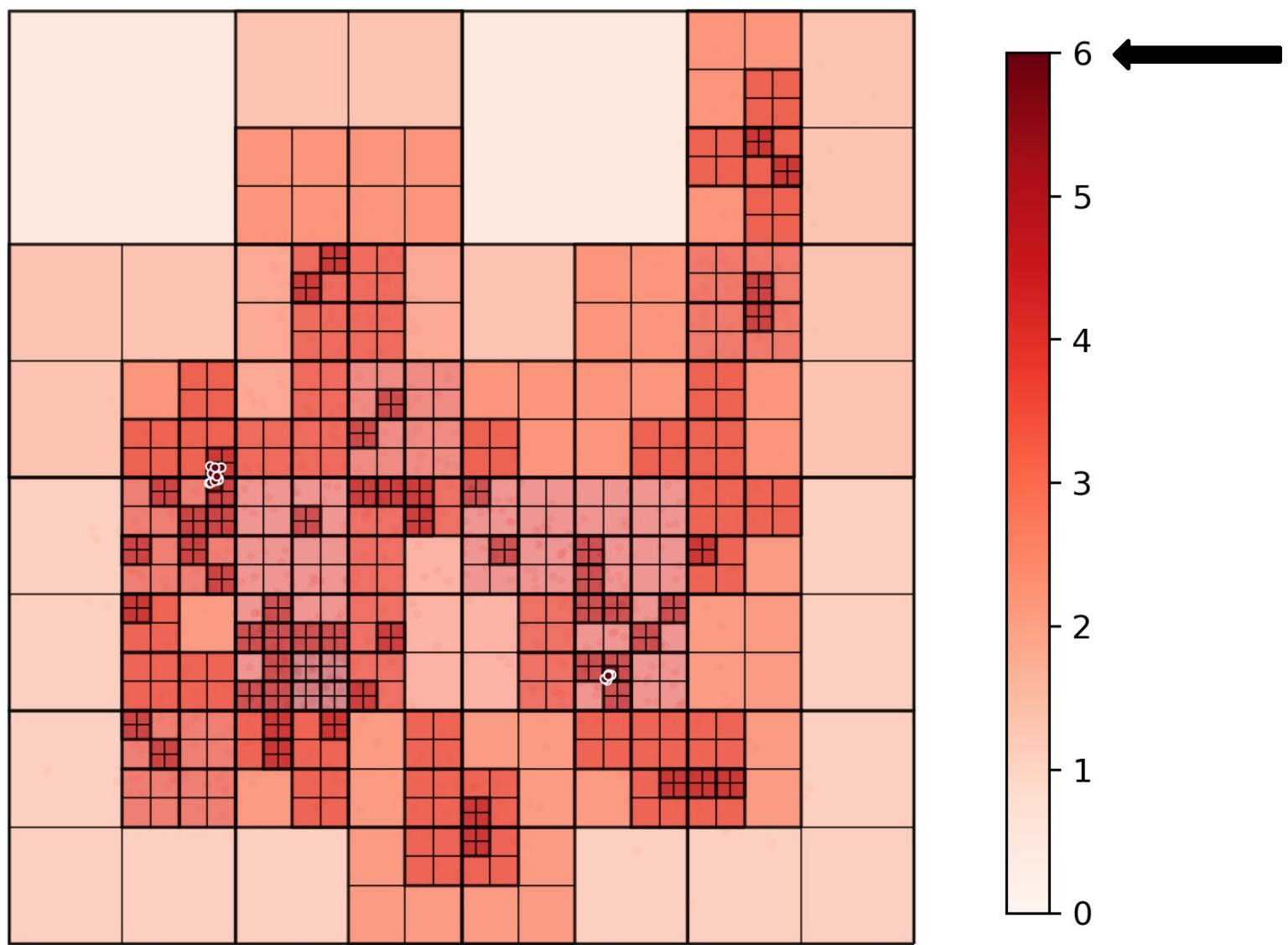
**WALK DOWN THE DEPTH LADDER**



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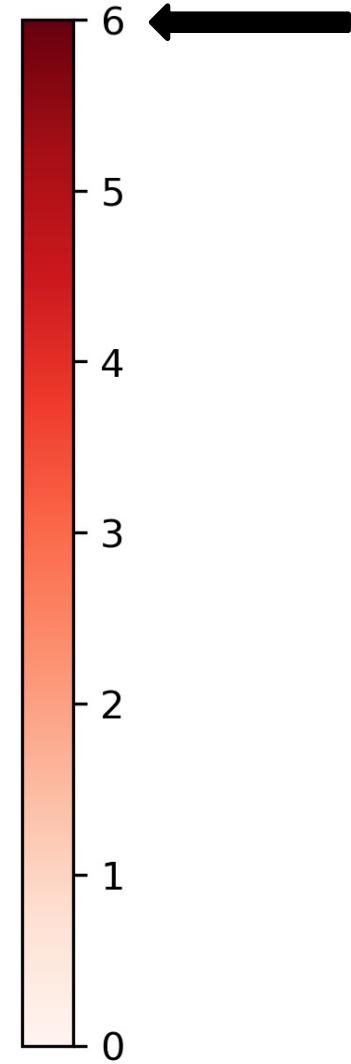
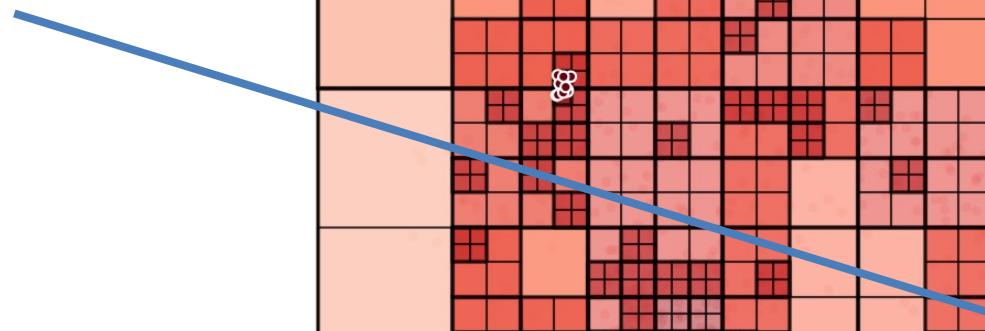


**WALK DOWN THE DEPTH LADDER**



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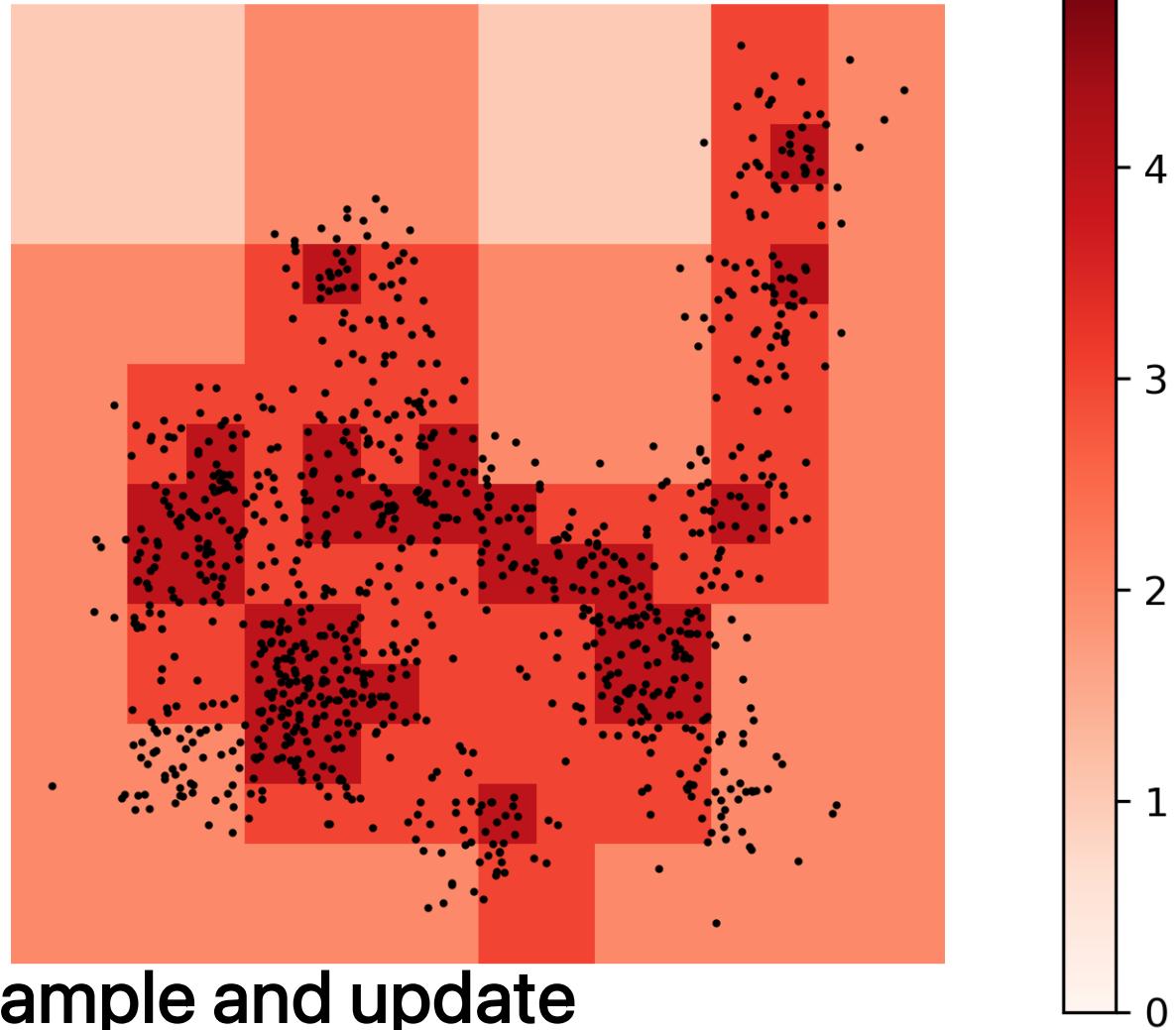
**323414**



**WALK DOWN THE DEPTH LADDER**

## **SuperQT**

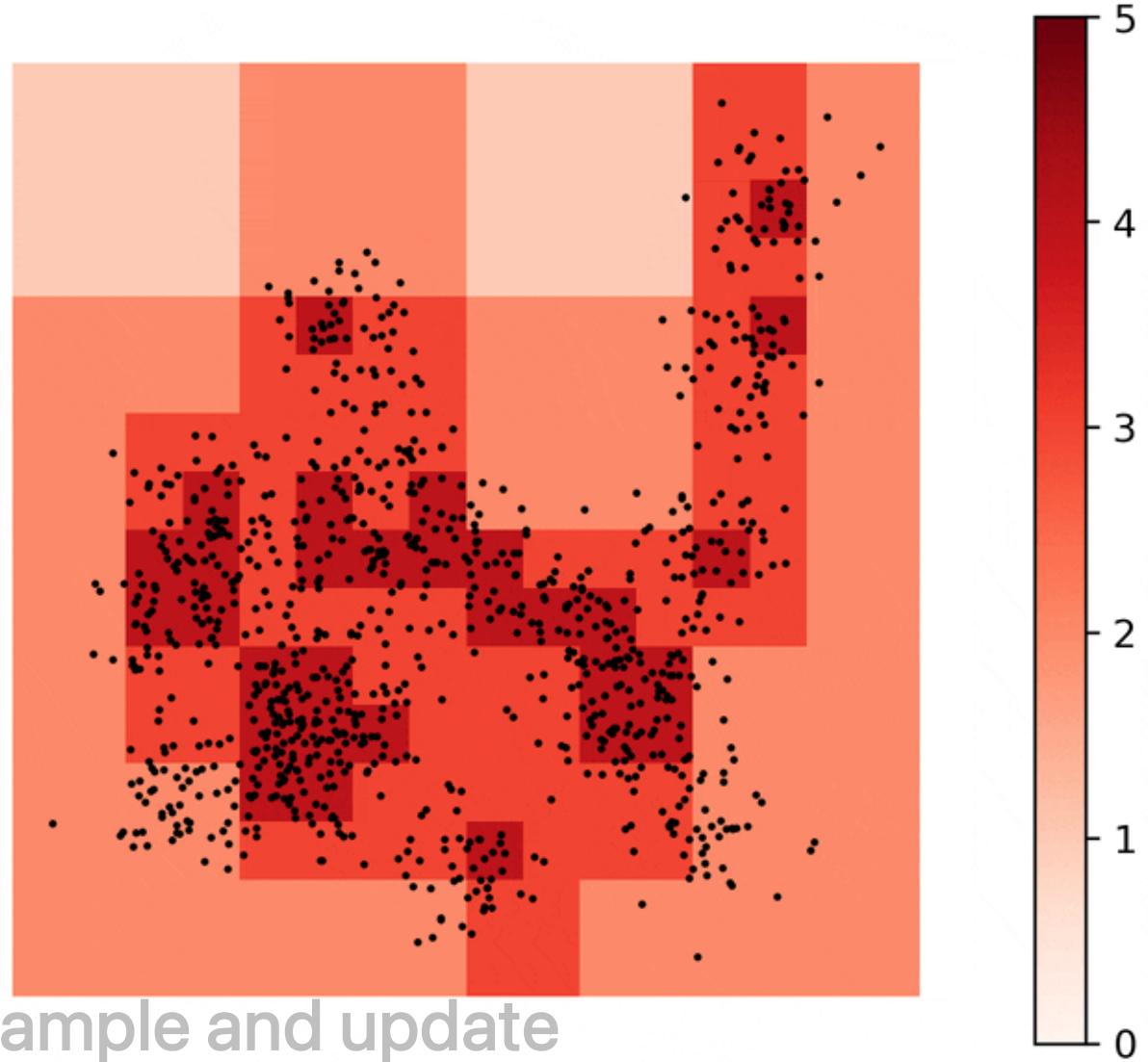
- stable in CV
- totally ordered
- simple out of sample and update



**QUADTREES ARE FAIRLY STABLE IN CV**

## **SuperQT**

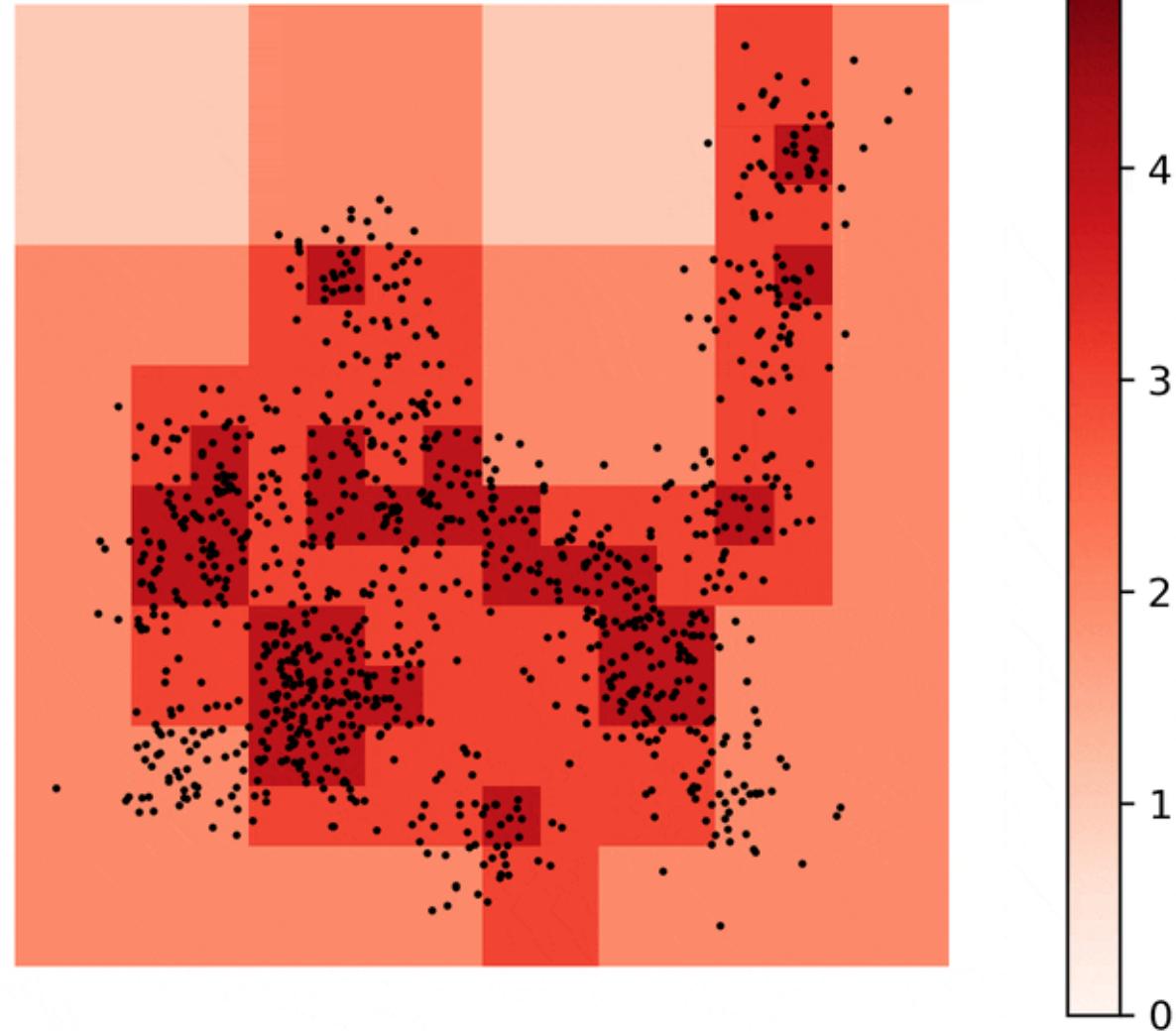
- stable in CV
- totally ordered
- simple out of sample and update



**QUADTREES ARE FAIRLY STABLE IN CV**

## **TOTALLY ORDERED**

An observation will nest exactly into one cell at any given depth, and fit depth is a function of both fit and density, and big jumps in depth are rare.



## **QUADTREES ARE FAIRLY STABLE IN CV**

## OUT-OF-BAG

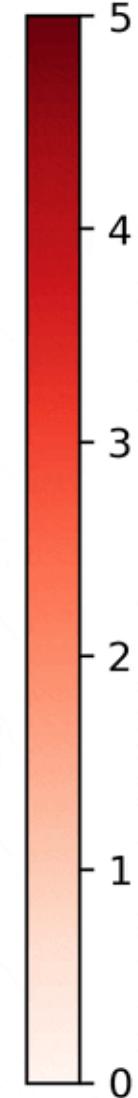
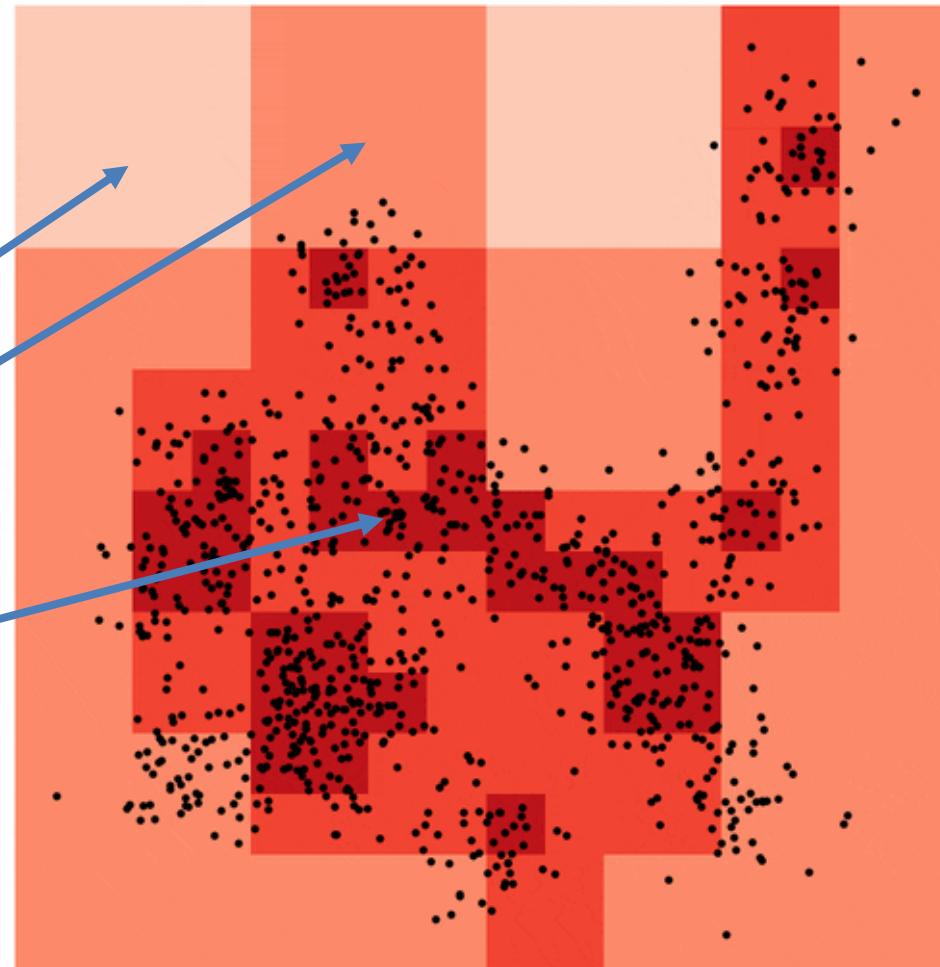
For interpolating predictions *within* frame,  
we always have a model

Always **2**

**2** or **21**

**4112**

or  
**411**

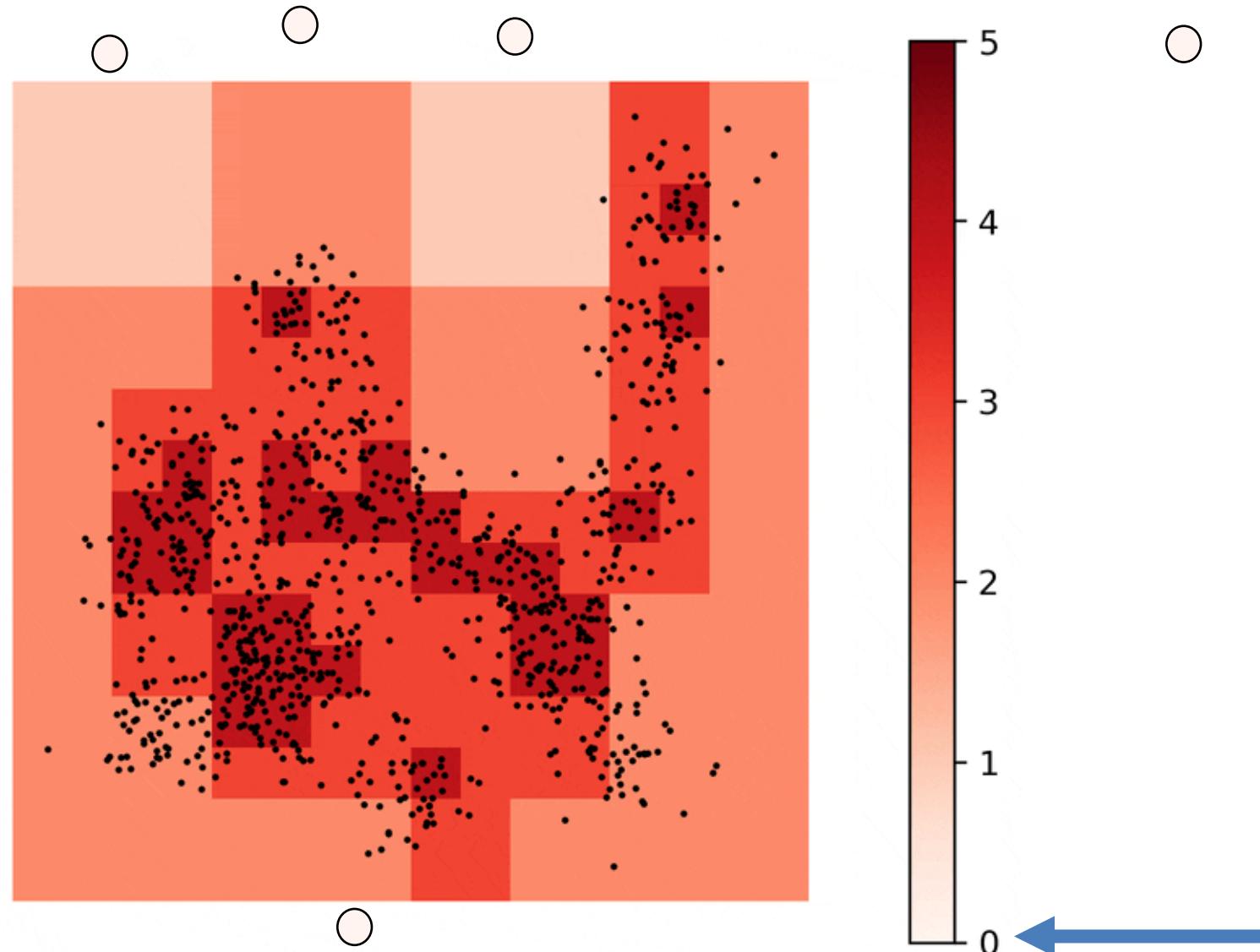


# QUAD TREES ARE FAIRLY STABLE IN CV

## OUT-OF-BAG

For interpolating predictions *within* frame, we always have a model

For extrapolating predictions outside frame, we always use model  $\theta$ .



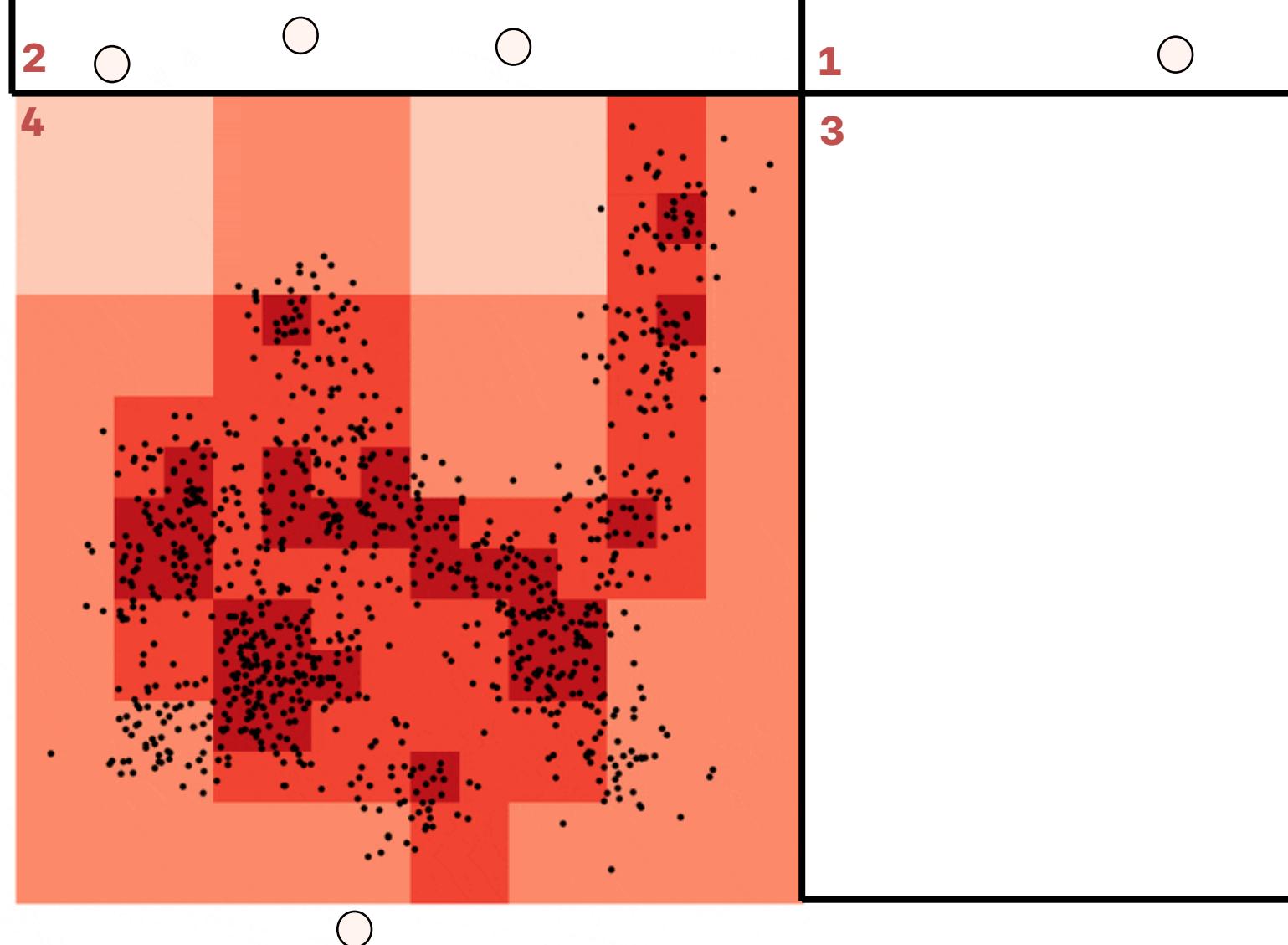
# QUAD TREES ARE FAIRLY STABLE IN CV

## OUT-OF-BAG

For interpolating predictions *within* frame, we always have a model  
For extrapolating predictions outside frame, we always use model  $\theta$ .

## UPDATING

Treat  $O$  as a child of some larger frame and prepend all cells with its new index



**QUAD TREES ARE FAIRLY STABLE IN CV**

## OUT-OF-BAG

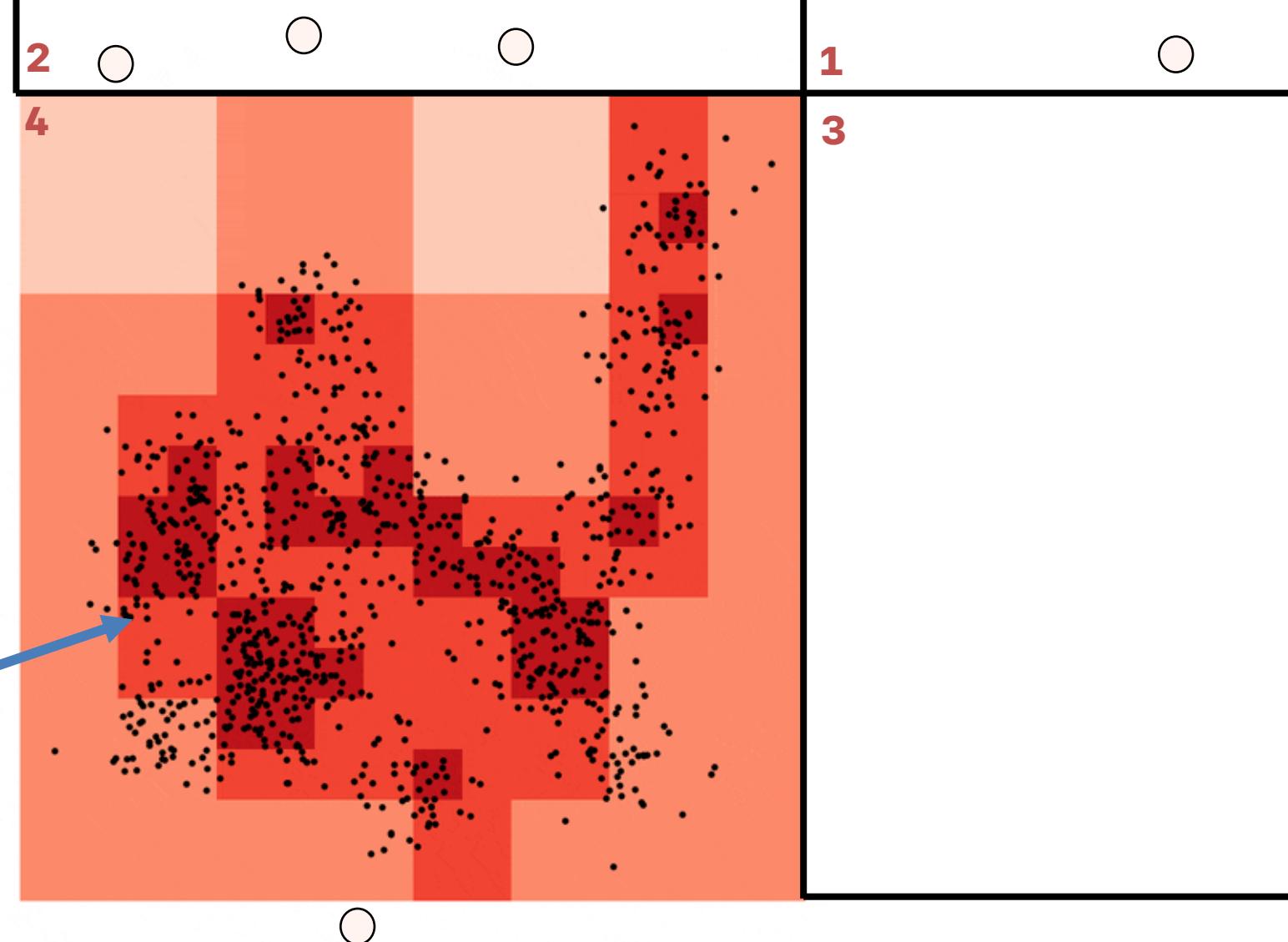
For interpolating predictions *within* frame, we always have a model  
For extrapolating predictions outside frame, we always use model  $\theta_0$ .

## UPDATING

Treat  $\theta_0$  as a child of some larger frame and prepend all cells with its new index

**424**  
updates to

**4424**



**QUAD TREES ARE FAIRLY STABLE IN CV**

**0. INITIALIZE:** enqueue a root cell that predicts  $y \sim X$ , the “global” model

**1. SPLIT:** pop the first cell from our queue and split it into four. For each split:

1-1. fit a submodel predicting only outcomes in that cell using data in that cell.

1-2. update predictions for the whole map

1-3. if predictions are **significantly better**, return the split to the queue & go to 1,  
otherwise assign all observations in that split the parent’s label & discard the split.

**2. PRUNE:** fit a model with all current feature  $X$  label interactions (one hot).

2-1. if all terms **are significant**, go to 3,

otherwise find the deepest non-significant term,  $d^*$

2-2. for all non-significant terms at  $d^*$

2-2-1. merge the non-significant term into its parent leaf’s term

2-2-2. remove the non-significant term itself and go to 2-1.

**3. FINALIZE:** Fit a final model on the final design matrix from 2.

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Note that this is *model agnostic*: can use any learner, classification or regression.

- GLMs can split using LRT ( $\chi^2$ ) prune using Wald ( $t$ ) tests:

- Always can split using score improvement ( $\Delta MSE > \varepsilon$ )

prune using permutation feature importance ( $X_p * I(\text{leaf})$  in best  $q\%$  of unpruned features)

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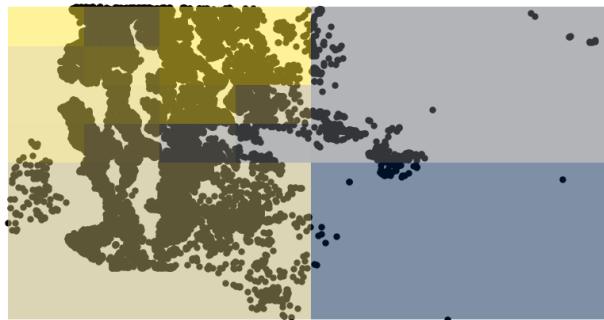
spatial splits for spatial fits

# APPLYING QUADTREE REGRESSION

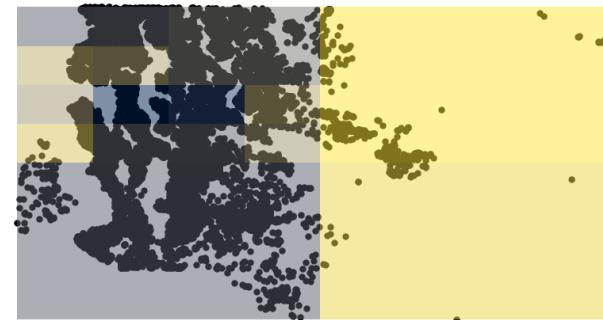
model comparison & basic metrics

# THE SUPERVISED QUADTREE

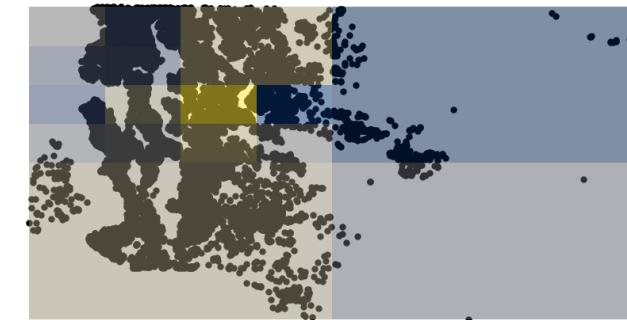
intercept



bedrooms



bathrooms



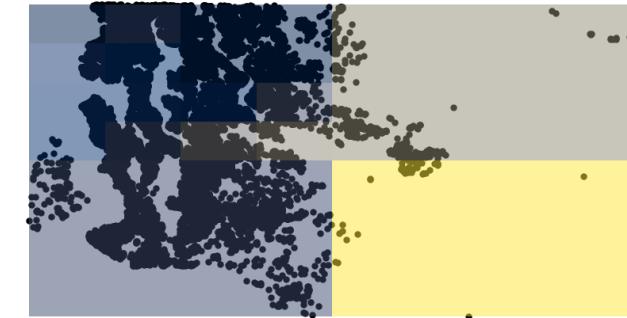
sqft\_living



sqft\_lot

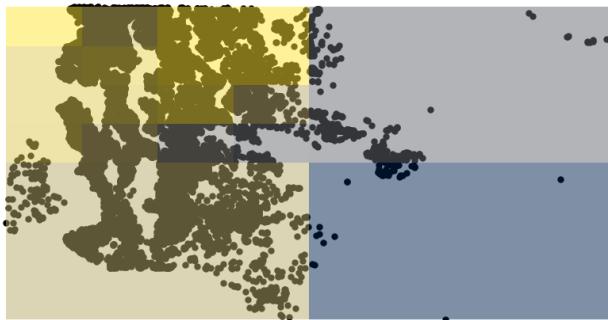


yr\_builtin



**COEFFICIENT SURFACES LOOK LIKE THIS**

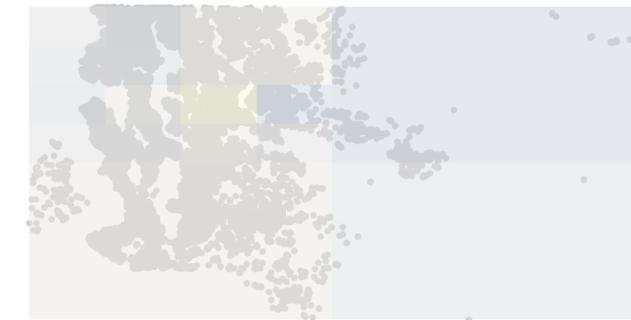
intercept



bedrooms



bathrooms



sqft\_living



sqft\_lot



yr\_built



Prices in general are expensive towards the coast, also in the start-upish areas in the north east.

**COEFFICIENT SURFACES LOOK LIKE THIS**

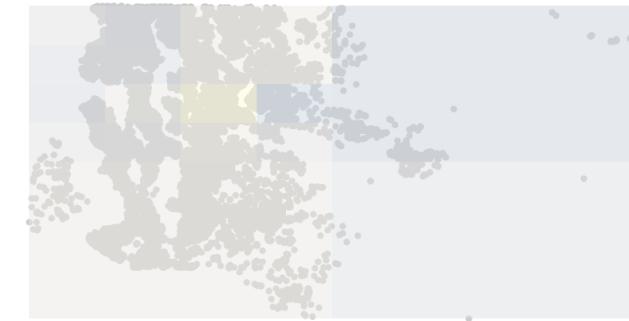
intercept



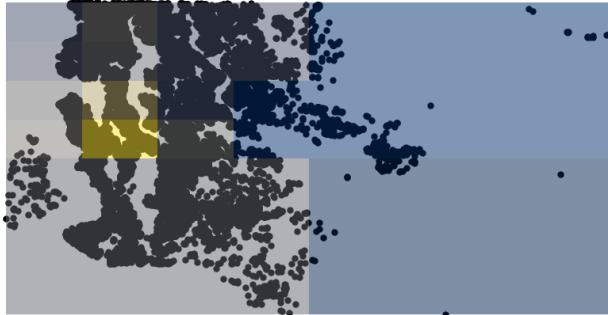
bedrooms



bathrooms



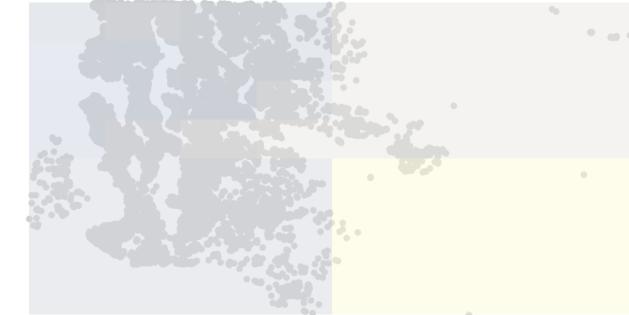
sqft\_living



sqft\_lot



yr\_built



Space is at a premium, with living space slightly more expensive south-center.

**COEFFICIENT SURFACES LOOK LIKE THIS**

PLACE	METHOD	MSE	R <sup>2</sup>	TIME
Baltimore	OLS	.16	.49	Sub-seconds
<i>n</i> =211	Skater 15 Regimes	.02	.93	Seconds
	MGWR	.01	.95	Seconds
	SuperQT (no prune)	.04 (.02)	.89 (.94)	Seconds
King's Co.	OLS	.13	.53	Seconds
<i>n</i> =31k	Skater 15 Regimes	.05	.811	Hours
	MGWR	DNF	DNF	DNF
	SuperQT (no prune)	.06 (.06)	.78 (.78)	Minutes

# COMPARISONS

PLACE	METHOD	MSE	R <sup>2</sup>	TIME
Baltimore	OLS	.16	.49	Sub-seconds
<i>n</i> =211	Skater 15 Regimes	.02	.93	Seconds
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King's Co.	OLS	.13	.53	Seconds
<i>n</i> =31k	Skater 15 Regimes	.05	.811	Hours
	MGWR	DNF	DNF	DNF
	SuperQT (no prune)	.06 (.06)	.78 (.78)	Minutes

**Small n:** usually need eps+perm (lrt+wald dof issues)

**Big n:** both lrt+wald and eps+perm are useful

## COMPARISONS

PLACE	METHOD	MSE	R <sup>2</sup>	TIME
Baltimore	OLS	.16	.49	Sub-seconds
<i>n</i> =211	Skater 15 Regimes	.02	.93	Seconds
	MGWR	.01	.95	Seconds
	SuperQT (no prune)	.04 (.02)	.89 (.94)	Seconds
King's Co.	OLS	.13	.53	Seconds
<i>n</i> =31k	Skater 15 Regimes	.05	.811	Hours
	MGWR	DNF	DNF	DNF
	SuperQT (no prune)	.06 (.06)	.78 (.78)	Minutes

**COMPETITIVE EVEN AFTER PRUNING**

PLACE	METHOD	MSE	R <sup>2</sup>	TIME
Baltimore	OLS	.16	.49	Seconds
n=211	Skater 15 Regimes	.02	.93	Seconds
	SuperQT (no prune)	.04 (.02)	.89 (.94)	Seconds
King's Co.	OLS	.13	.53	Seconds
n=31k	Skater 15 Regimes	.05	.811	Hours
	MGWR	DNF	DNF	DNF
	SuperQT (no prune)	.06 (.06)	.78 (.78)	Minute

Pruning is especially powerful in big data:

~90 feature x leaf interactions in Skater & SuperQT

~60 post pruning w/ very small change to fit (for both)

**COMPETITIVE EVEN AFTER PRUNING**

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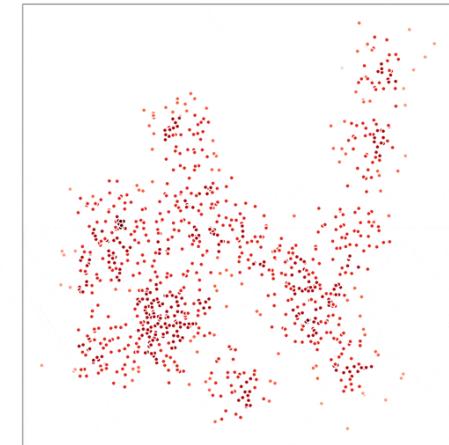
**High performance w/ `scipy.sparse`**

**Available in PySAL by December 2023**

**THE SUPERVISED QUADTREE, IMPLEMENTED**

# SUPERVISED QUADTREES:

a new metalearner for  
local data science



LEVI JOHN WOLF

[levi.john.wolf@bristol.ac.uk](mailto:levi.john.wolf@bristol.ac.uk)