

MTRI Summer 2022 Internship Presentation

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About Me

- Rising senior at Michigan State University
 - Majoring in Mathematics and Physics with a minor in Data Science
- Planning to apply for graduate school in applied math next fall
- Worked hybrid at-home/in-office this summer



Projects

Worked with Joel on various math projects in MATLAB

Main Projects:

1. Optimization over manifolds
2. Monotonic Regression

Smaller Projects:

- Translating MATLAB implementations into Python
- Padé Splines

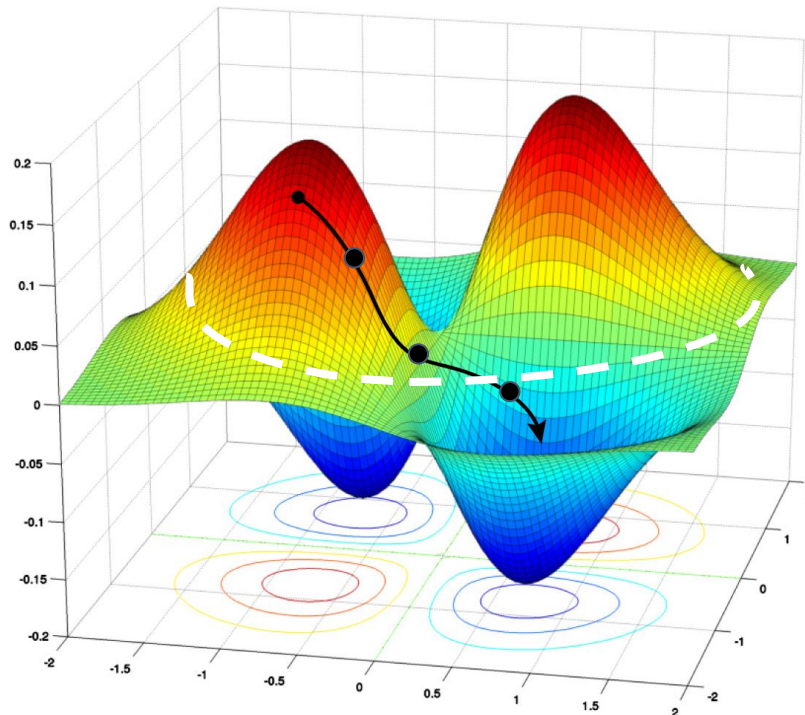
Manifold Optimization

Goal: Find the minimum of a function $f(\mathbf{x})$, where \mathbf{x} is subject to constraints s.t. \mathbf{x} lies on a smooth manifold

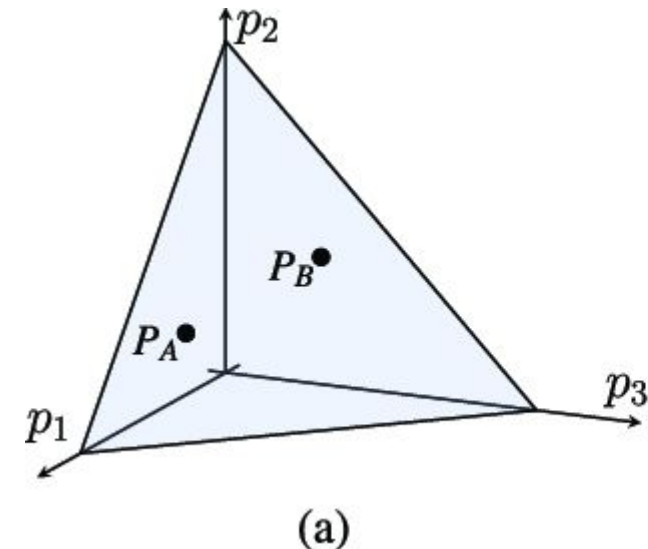
Manifold Optimization Intro

We want to solve problems of the form $\min_{x \in \mathcal{M}} f(x)$

\mathcal{M} is a submanifold of real-space– i.e. sphere or *probability simplex*



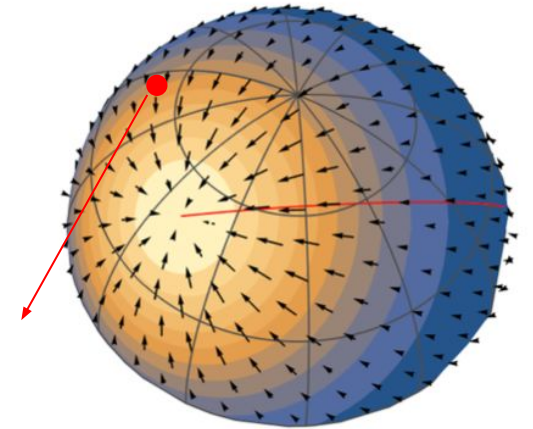
$$\{x \in \mathbb{R}^k \mid \sum_{i=1}^N x_i = 1, x_i \geq 0\}$$



Reparametrization of Constraints

Consider spherical restrictions: $\sum_{i=1}^k \beta_k^2 = 1$

If you minimize over \mathbb{R}^k you have a *constrained* optimization problem



We can use spherical coordinates to always stay within constraints!

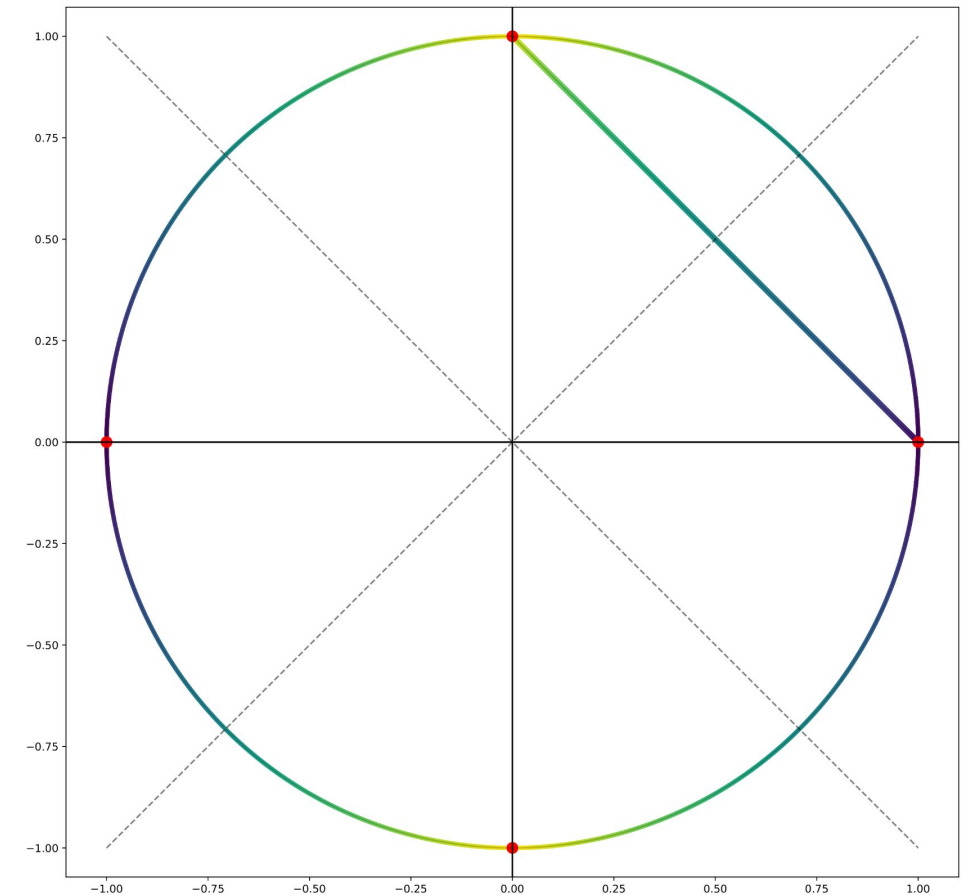
We can do a similar parametrization for the probability simplex:

$$\begin{array}{ccccc} \text{Spherical} & & \text{Cartesian} & & \text{Probability Simplex} \\ \vec{\alpha} & \longrightarrow & \vec{x} & \longrightarrow & \vec{x} \odot \vec{x} \end{array}$$

Simplex via Spherical Coordinates

- Best conditioned on diagonals where the tangent spaces are parallel (“isometry points”)
- Conditioning gets worse towards the axes
 - Mapping has gradient **0** on any axis

We would *like* to always be minimizing the function near the isometry point x_{isometry}



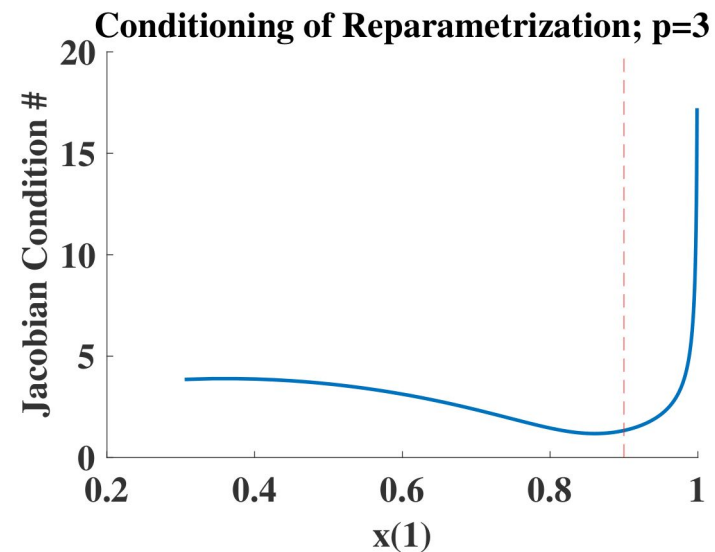
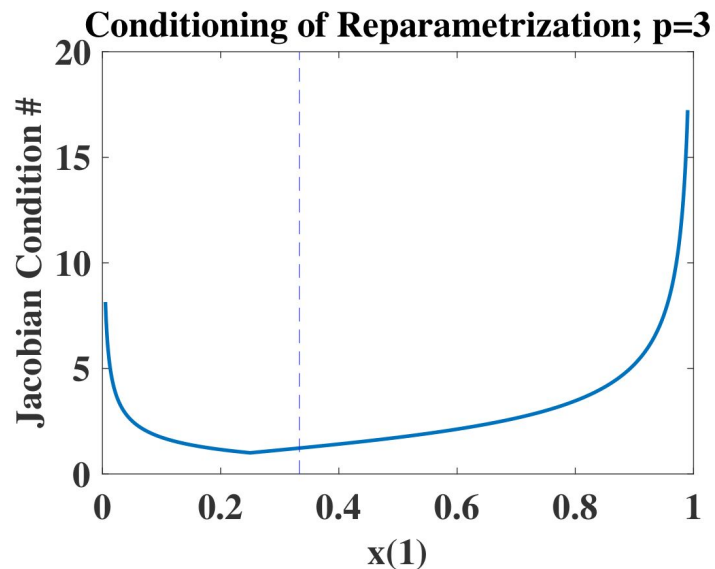
Improving Conditioning

One option explored:

Define another intermediate mapping \mathbf{T} s.t. $T(x_{\text{isometry}}) \cong x_i$

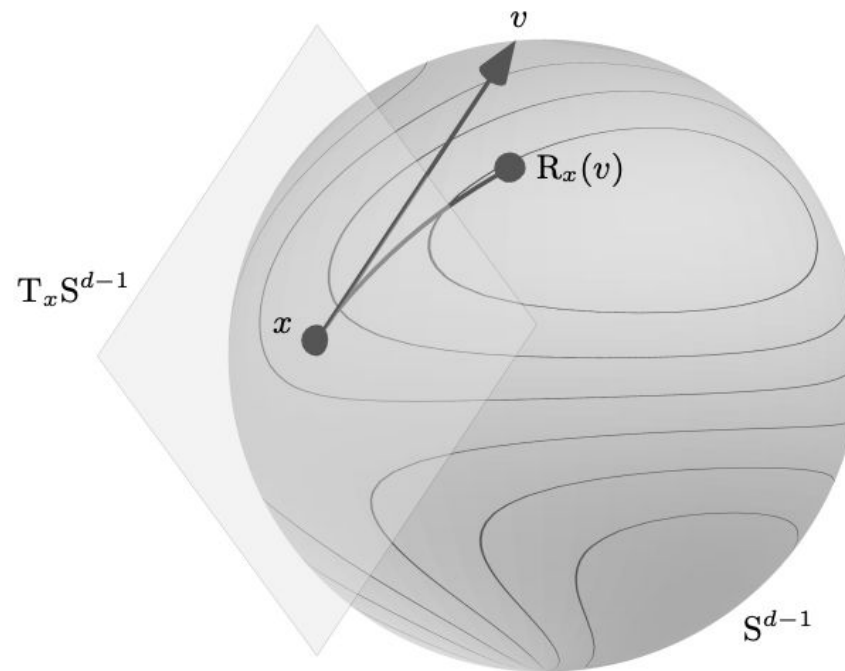
Uses Padé splines to shift coordinates

$$\begin{array}{ccccccc} \text{Spherical} & & \text{Cartesian} & & \text{Probability Simplex} & & \text{Remap to } x_i \\ \vec{\alpha}_{\text{isom}} & \longrightarrow & \vec{x} & \longrightarrow & \vec{x} \odot \vec{x} & \longrightarrow & T(\vec{x} \odot \vec{x}) \end{array}$$



Direct Manifold Optimization

- I also looked into and created a write-up on a method for optimizing directly on manifolds being done in the MATLAB package manOpt
- Involves projecting the function's unbound gradient onto the tangent space of a manifold



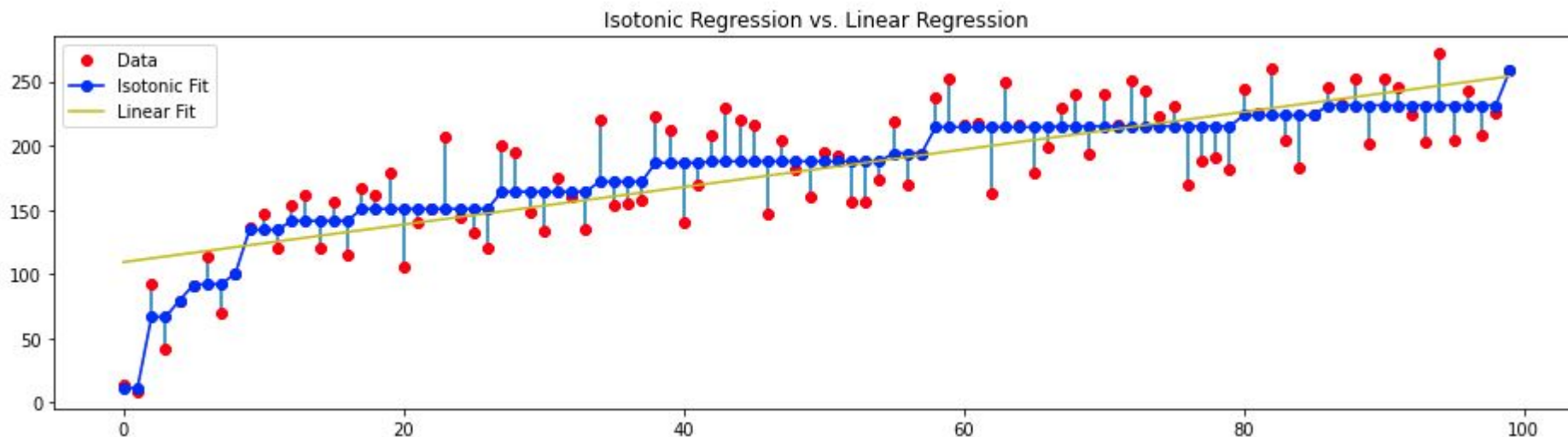
Monotonic Regression

Goal: Fit 1D data with a *nondecreasing*, non-parametric function

Monotonic Regression Intro

Purpose: Estimation of non-decreasing physical parameters or cumulative probability density functions

This is most commonly/easily done with PAVA algorithm:



I looked into recent research in the area to find and implement smooth monotone regression splines

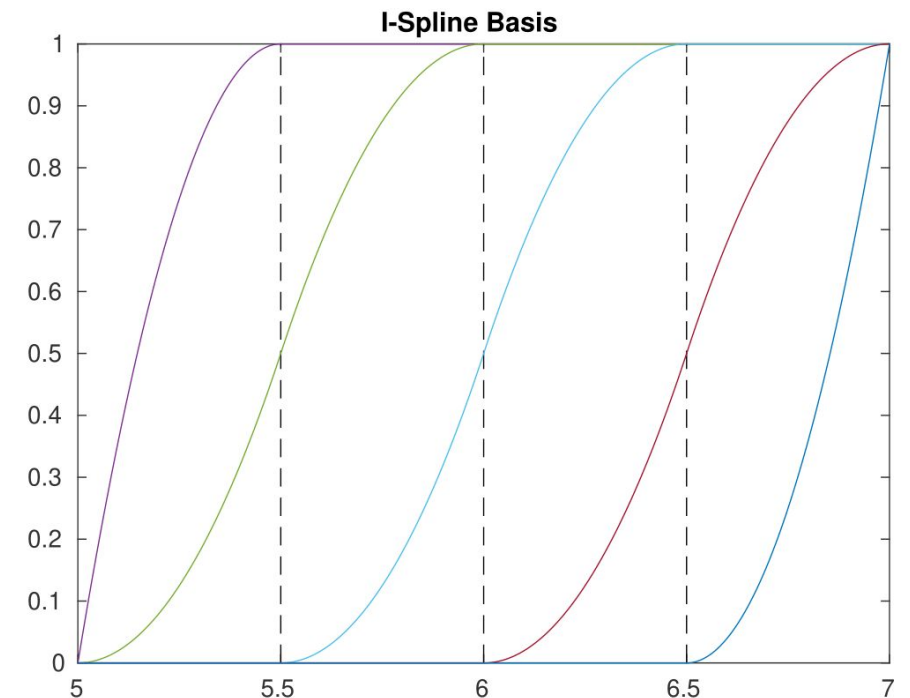
I-Splines

- Basis of non-decreasing polynomial functions
- Polynomial monotone regression splines are the result of linear combination with non-negative β

$$f(x) = \sum_{i=1}^k \beta_i I_i(x), \quad \beta_i \geq 0$$

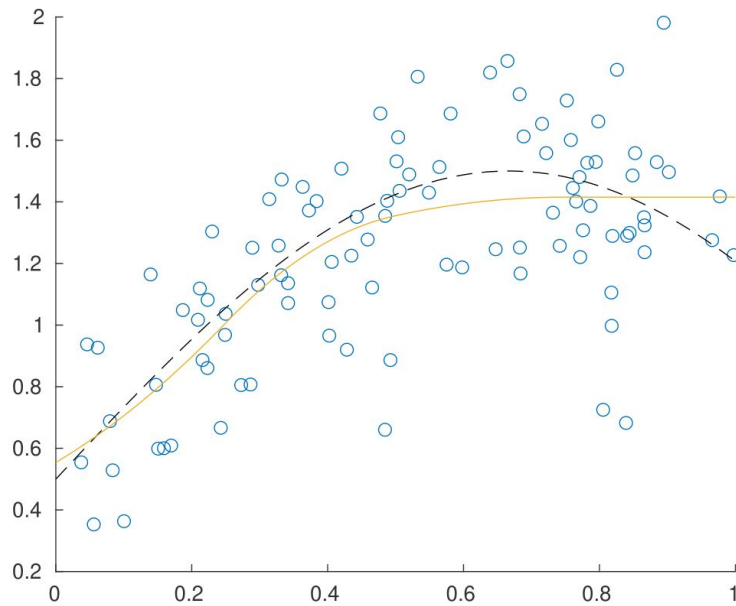
- Since each I-Spline basis function covers $[0,1]$ we can directly fit probability curves if we fit β as a mixture problem

$$\sum_{i=1}^k \beta_i = 1$$

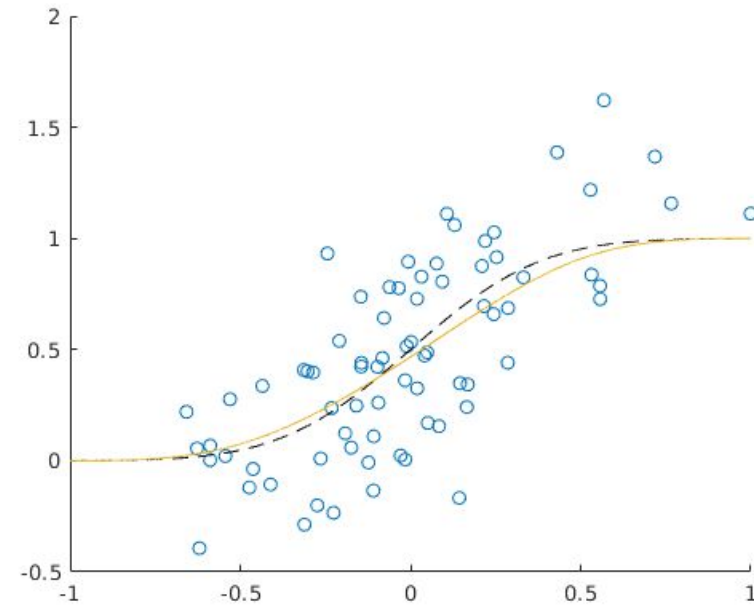


I-Spline Examples

5 knot cubic regression splines



$$\sin(\frac{3 * \pi}{4} x), x \in [0, 1]$$



$$\text{normalcdf}(x; \mu = 0, \sigma = 0.3), x \in [-1, 1]$$

P-Splines

P-Splines refer to the idea of adding a discrete difference penalty on spline coeff. to enforce smoothness

$$\min_{\beta \succeq \vec{0}} \left(\sum_{j=1}^N (y_j - f(x_j))^2 + \lambda \sum_{i=1}^k \Delta^\ell(\beta_i) \right)$$

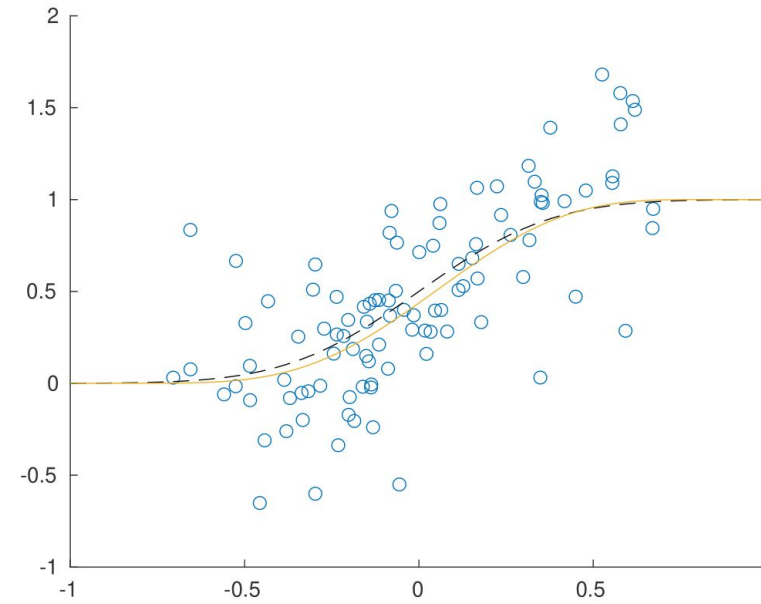
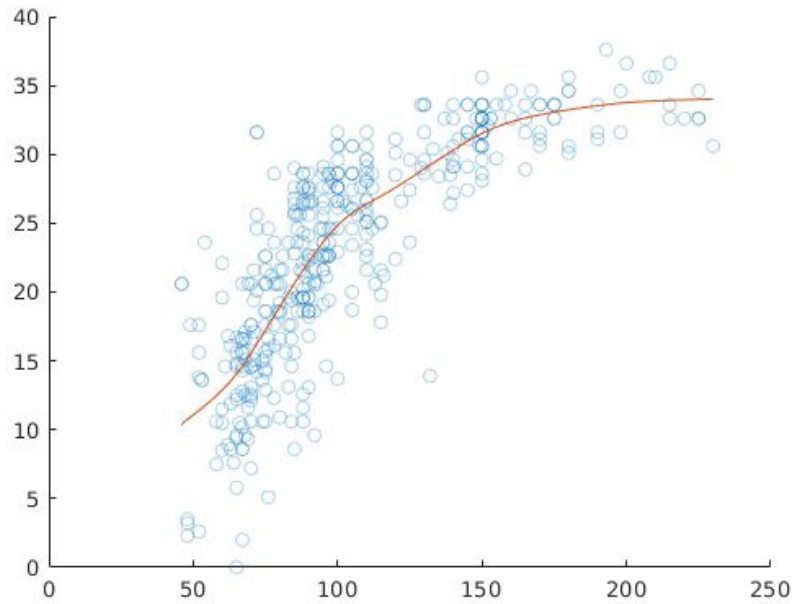
λ is a user-chosen smoothing parameter

Reduces importance of knot placement

Penalized Monotone Splines

By applying a penalty to i-splines we are able to get smooth nonparametric monotone splines

- Can enforce c.d.f. restrictions



Internship Takeaways

Skills gained:

- MATLAB
- Computational optimization methods
- Splines
- Mercurial/ File Sync.
- Reading papers
- LaTeX write-ups

Questions?

References:

Ramsay, James O. "Monotone regression splines in action." Statistical science (1988): 425-441.

Eilers, P. H., Marx, B. D. (1996). Flexible smoothing with B-splines and penalties. Statistical science, 11(2), 89-121.

Hastie, T., Tibshirani, R., Friedman, J. H., Friedman, J. H. (2009). The elements of statistical learning: data mining, inference, and prediction (Vol.2, pp. 1-758). New York: springer.

Nicolas Boumal, An Introduction to Optimization on Smooth Manifolds, 2020