Symbolic Regression with Interaction-Transformation

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- 1. Goals
- 2. Interaction-Transformation
- 3. Experiments
- 4. Conclusions

Goals

Find a function f that minimizes the approximation error:

$$\begin{array}{ll} \underset{\hat{f}(\mathbf{x})}{\min \text{ minimize }} & \|\epsilon\|^2 \\ \text{subject to } & \hat{f}(\mathbf{x}) = f(\mathbf{x}) + \epsilon. \end{array}$$

- Ideally this function should be as simple as possible.
- Conflict of interests:
 - minimize approximation (use universal approximators)
 - maximize simplicity (walk away from generic approximators)

The Linear Regression:

$$\hat{f}(\mathbf{x}, \mathbf{w}) = \mathbf{w} \cdot \mathbf{x}.$$

- Very simple (and yet useful) model.
- Clear interpretation
- The variables may be non-linear transformation of the original variables.

The mean:

$$\hat{f} = \bar{f}(x)$$

- The average can lie!
- It's just for the sake of the pun

A deep chaining of non-linear transformations that just works!

- Universal approximation
- Alien mathematical expression

Despite its success with error minimization, it raises some questions:

- What does the answer mean?
- What if the data is wrong?

Searches for a function form and the correct parameters. Hopefully a simple function **Disclaimer:** I have large experience with evolutionary algorithms, but limited with Symbolic Regression. I have start studying that last year.

This was my first experience with GP:

$$\begin{split} 6.379515826309025e - 3 + -0.00 * id(x_1^-4.0 * x_2^3.0 * x_3^1.0) \\ + -0.00 * id(x_1^-4.0 * x_2^3.0 * x_3^2.0) - 0.01 * id(x_1^-4.0 * x_2^3.0 * x_3^3.0) \\ -0.02 * id(x_1^-4.0 * x_2^3.0 * x_3^4.0) + 0.01 * \cos(x_1^-3.0 * x_2^-1.0) + \\ 0.01 * \cos(x_1^-3.0) + 0.01 * \cos(x_1^-3.0 * x_3^1.0) + 0.01 * \cos(x_1^-3.0 * x_2^-1.0) \\ + 0.01 * \cos(x_1^-2.0 * x_2^-2.0) - 0.06 * \log(x_1^-2.0 * x_2^-2.0) \\ + 0.01 * \cos(x_1^-2.0 * x_2^-1.0) + 0.01 * \cos(x_1^-2.0 * x_2^-1.0 * x_3^1.0) \\ + 0.01 * \cos(x_1^-2.0 * x_3^2.0) + 0.01 * \cos(x_1^-2.0 * x_3^1.0) \\ + 0.01 * \cos(x_1^-2.0 * x_3^2.0) + 0.01 * \cos(x_1^-2.0 * x_2^2.0) \\ + 0.01 * \cos(x_1^-2.0 * x_2^1.0 * x_3^1.0) + -0.00 * id(x_1^-2.0 * x_2^2.0) \\ + 0.01 * \cos(x_1^-2.0 * x_2^2.0) + 0.01 * \cos(x_1^-2.0 * x_2^2.0) \\ + 0.01 * \cos(x_1^-2.0 * x_2^2.0) + 0.01 * \cos(x_1^-2.0 * x_2^2.0) \\ + 0.01 * \cos(x_1^-2.0 * x_2^2.0) + 0.01 * \cos(x_1^-2.0 * x_2^2.0) \\ + 0.01 * \cos(x_1^-2.0 * x_2^2.0) + 0.01 * \cos(x_1^-2.0 * x_2^2.0) \\ + 0.01 * \cos(x_1^-2.0 * x_2^2.0) + 0.01 * \cos(x_1^-2.0 * x_2^2.0) \\ + 0.01 * \cos(x_1^-2.0 * x_2^2.0) + 0.01 * \cos(x_1^-2.0 * x_2^2.0) \\ + 0.01 * \cos(x_1^-2.0 * x_2^2.0) + 0.01 * \cos(x_1^-2.0 * x_2^2.0) \\ + 0.00 * \sin(x_1^-2.0 * x_2^2.0) + 0.01 * \cos(x_1^-2.0 * x_2^2.0) + \ldots \end{split}$$

- Infinite search space
- Redundancy
- Rugged

$$f(x) = \frac{x^3}{6} + \frac{x^5}{120} + \frac{x^7}{5040}$$
$$f(x) = \frac{16x(\pi - x)}{5\pi^2 - 4x(\pi - x)}$$
$$f(\mathbf{x}) = \sin(\mathbf{x}).$$

Rugged space





- A few additive terms (linear regression of transformed variables)
- Each term with as an interaction of a couple of variables
- Maximum of one non-linear function applied to every interaction (no chaining)

Interaction-Transformation

Constrains the search space to what I want: a **linear combination** of the application of different **transformation functions** on **interactions** of the original variables.

Essentially, this pattern:

$$\hat{f}(x) = \sum_{i} w_{i} \cdot t_{i}(p_{i}(x))$$
$$p_{i}(x) = \prod_{j=1}^{d} x_{j}^{k_{j}}$$
$$t_{i} = \{id, \sin, \cos, \tan, \sqrt{2}, \log, \dots\}$$

Valid expressions:

- $5.1 \cdot x_1 + 0.2 \cdot x_2$
- $3.5\sin(x_1^2 \cdot x_2) + 5\log(x_2^3/x_1)$

Invalid expressions:

- $tanh(tanh(tanh(w \cdot x)))$
- $\sin(x_1^2 + x_2)/x_3$

We can control the complexity of the expression by limiting the number of additive terms and the number of interactions:

$$\hat{f}(x) = \sum_{i=1}^{k} w_i \cdot t_i(p_i(x))$$
$$p_i(x) = \prod_{j=1}^{d} x_j^{k_j}$$
$$s.t.|\{k_j \mid k_j \neq 0\}| \le n$$

Describing as an Algebraic Data Type can help us generalize to other tasks:

IT x = 0 | Weight (Term x) `add` (IT x)
Term x = Trans (Inter x)
Trans = a -> a
Inter x:xs = 1 | x s `mul` Inter xs

The meaning of add and mul can lead us to boolean expressions, decision trees, program synthesis.

```
Simple search heuristic:
```

symtree x [linearRegression x]

```
expand leaf = expand' leaf terms
where terms = interaction leaf U transformation leaf
```

expand' leaf terms = node : expand' leaf leftover
where (node, leftover) = greedySearch leaf terms

Interaction-Transformation Extreme Learning Machine, it generates lots of random interactions, enumerates the transformations for each interaction and then adjust the weight of the terms using l_0 or l_1 regularization.

IT-ELM



Experiments

Data sets

Data set	Features	5-Fold / Train-Test
Airfoil	5	5-Fold
Concrete	8	5-Fold
CPU	7	5-Fold
energyCooling	8	5-Fold
energyHeating	8	5-Fold
TowerData	25	5-Fold
wineRed	11	5-Fold
wineWhite	11	5-Fold
yacht	6	5-Fold
Chemical-I	57	Train-Test
F05128-f1	3	Train-Test
F05128-f2	3	Train-Test
Tower	25	Train-Test

For the sets with folds:

- Each algorithm was run 6 times per fold and the median of the RMSE of the test set is reported
- SymTree was run 1 time per fold (deterministic)

For the sets with train-test split:

- Each algorithm was run 10 times and the median of the RMSE for the test set is reported
- SymTree was run 1 time per data set

For a complete table:

Binder

 $\mathsf{Cell} \mathrel{-}{>} \mathsf{Run} \; \mathsf{All}$















34

$\approx 0.86 \cdot \textit{cache} + 0.12 \cdot 10^{-6} \cdot \textit{maxMem} \sqrt{\textit{maxChan} \cdot \textit{minMem}}$

 $pprox 0.86 \cdot \textit{cache} + 0.12 \cdot \textit{maxMem}(\textit{MB}) \sqrt{\textit{maxChan} \cdot \textit{minMem}(\textit{MB})}$

$\approx 0.86 \cdot cache + 0.12 \cdot maxMem(MB)\sqrt{maxChan}\sqrt{minMem(MB)}$

More cache = more performance! (sounds about right)

 $\approx 0.86 \cdot cache + 0.12 \cdot maxMem(MB)\sqrt{maxChan}\sqrt{minMem(MB)}$

The original paper isn't clear about it, but it seems that max/min Mem refers to the range of machine tests with a given CPU. So the second term may represent the existence of not measured variables proportional to memory and channels of the experimented machines.

Conclusions

- The Interaction-Transformation representation can help to eliminate *complicated* expressions from the symbolic regression search space.
- Two algorithms created so far: SymTree, a search-based heuristic, and IT-ELM, based on extreme learning machines.
- The results show a good compromise between model accuracy and simplicity.

- Generalization as a Algebraic Data Type
- Use this representation for classification, program synthesis, etc.
- Broaden the search space a little bit
- Explore other search heuristics (evolutionary based)

You can try a lightweight version of SymTree at:

https://galdeia.github.io/

It works even on midrange Smartphones!

- The *folds* data sets were provided by some authors that extensively used for GP performance comparison, but:
- Forest Fire contains many samples with target = 0, because most of the time the forests did not caught fire.
- CPU should use the last but one column as the target variable, the last column is just the predicted values from the original paper.