

# Regression on a Graph

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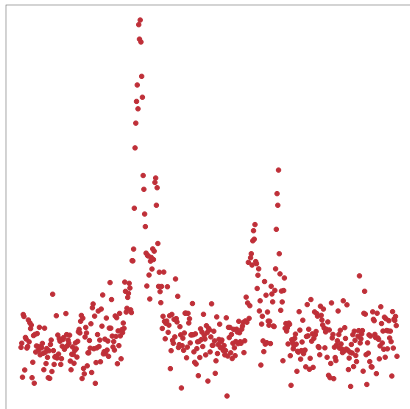
[www.maths.bris.ac.uk/~as1637](http://www.maths.bris.ac.uk/~as1637)

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# Regression on a Graph

- 1 Regression
  - Example: Scatterplot Smoothing
  - Example: Image Analysis
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- 2 Graphs
- 3 Regression on a Graph
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  - Graphs in Statistics
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# Regression: Scatterplot Smoothing

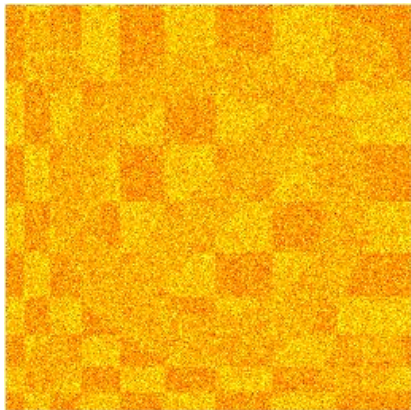


Davies and Kovac, 2001, Ann. Stat. 29, p1-65.

## Regression: Image Analysis

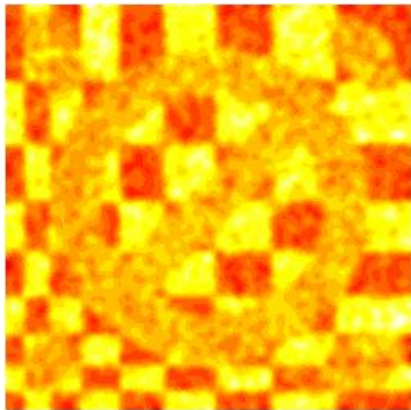


## Regression: Image Analysis

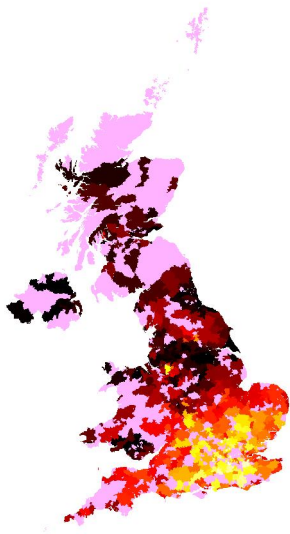


Polzehl and Spokoiny, 2000, JRSSB 62, p355–54.

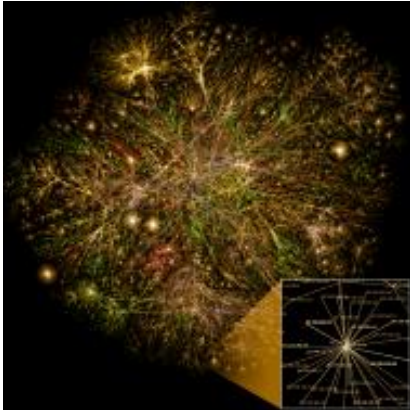
## Regression: Kernel Smoothing



# Regression: UK House Prices



# Graphs



$(V, E)$

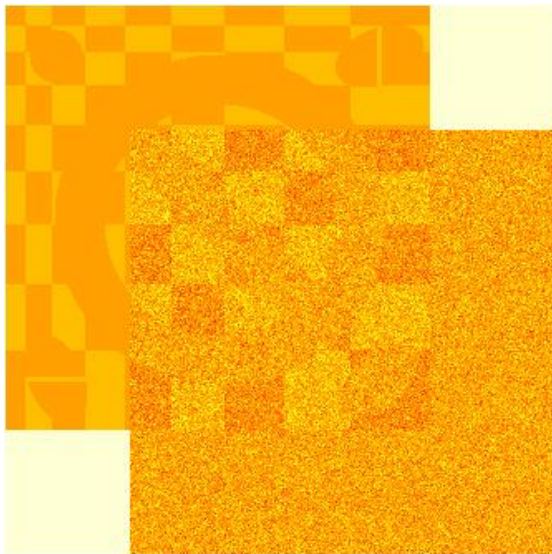


# Graphs in Statistics

Graphical structures can be found in ...

- Scatterplot smoothing
- Image analysis
- Disease risk mapping
- Discrete spatial variation
- Longitudinal data
- ...

Data = Signal + Noise



# Model for Regression on a Graph

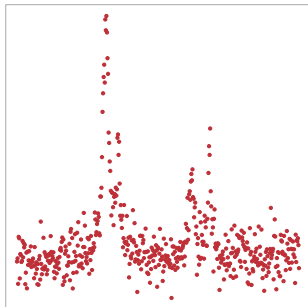
Suppose the observations come from a graph  $(\mathcal{V}, \mathcal{E})$ .

Given response observations  $y$  we estimate the signal function  $f$  that best approximates the data, according to

$$\begin{aligned} \text{Data} &= \text{Signal} + \text{Noise} \\ y_i &= f_i + \sigma z_i, \quad i \in \mathcal{V} \end{aligned}$$

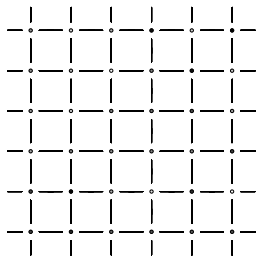
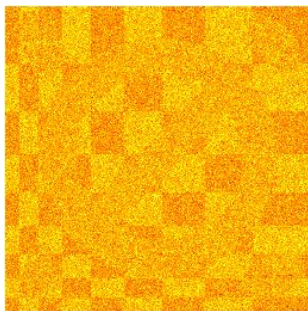
- An observation at every vertex
- Edges tell us which observations are close together

## Scatterplot Smoothing Graph



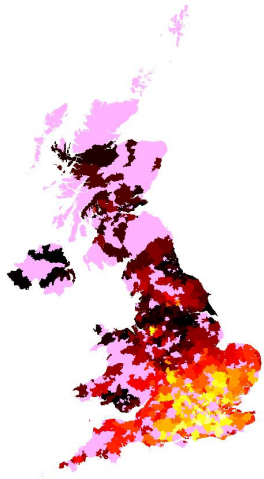
$$\mathcal{V} = \{1, \dots, n\} \quad \mathcal{E} = \{\{1, 2\}, \{2, 3\}, \dots, \{n-1, n\}\}$$

# Image Analysis Graph



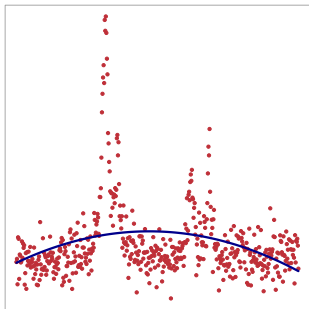
$\mathcal{V}$  = pixels     $\mathcal{E}$  = borders between pixels

# UK House Price Graph



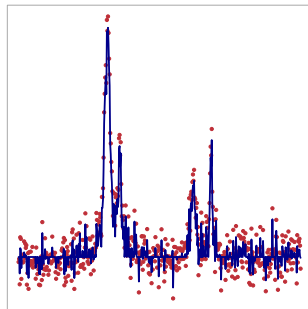
- $\mathcal{V}$  = post towns
- $\mathcal{E}$  = neighbouring towns

# Regression Tradeoff



Too far from data

$\Leftrightarrow$



Too rough

# Regression Tradeoff

Too far from data  $\Leftrightarrow$  Too rough

- Measure distance from data at the vertices
- Measure roughness at the edges of the graph



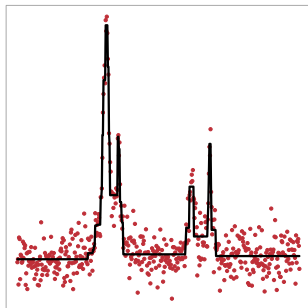
# Scatterplot Smoothing

- Measure distance from data at the vertices
- Measure roughness at the edges of the graph

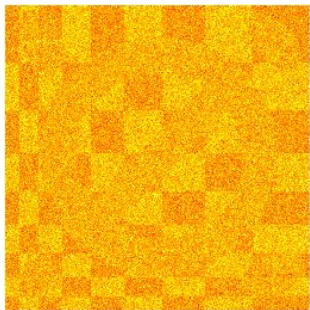
Minimise

$$\text{Distance} + \lambda \times \text{Roughness}$$

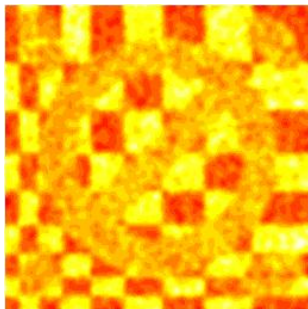
- Might have to use a new algorithm



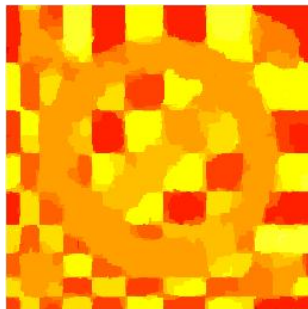
# Image Analysis



# Image Analysis



Kernel smoothing



Penalised regression

# Image Analysis

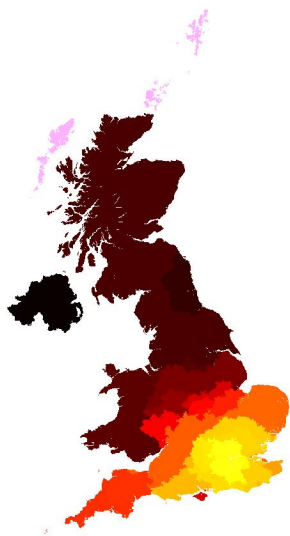
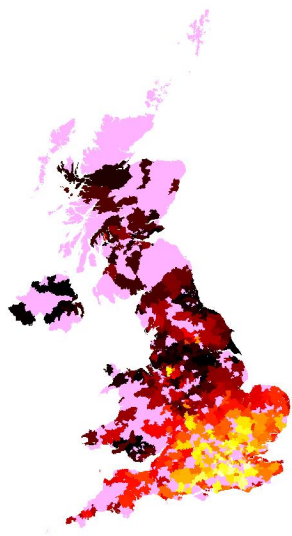


Kernel smoothing



Penalised regression

# UK House Prices



# Summary



- Many problems in regression have a graphical interpretation.
- Measure distance from data and roughness on the graph. This is called penalised regression.
- We have developed a fast algorithm for producing these fits.