



# ***Term selection and shrinkage***

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# Term selection

- ⑥ Selection between different degrees of complexity for the smooth functions ( $\lambda$  selection) is performed using GCV, AIC etc.
- ⑥ For consistency it makes sense to select between a smooths inclusion or exclusion from the model using the criterion used for smoothness selection. i.e. GCV, AIC or whatever.
- ⑥ Less formal guidance on inclusion/exclusion can be based on examination of term-wise confidence bands, approximate p-values for testing a terms equality to zero etc.

# Fully automatic selection **problems**

- ⑥ Smoothing parameter selection can not usually remove a term from the model altogether.
- ⑥ This is because wiggleness penalties usually treat some space of functions as *completely smooth* (the *penalty null space*).
- ⑥ As an example, the penalty  $\int f''(x)^2 dx$  is zero for any straight line function,  $f(x) = \alpha + \gamma x$ .
- ⑥ Writing  $\int f''(x)^2 dx = \beta^T S \beta$  (where  $\beta$  contains only the coefficients for  $f$ ) this degeneracy corresponds to a rank 2 deficiency in  $S$ .

# Shrinkage smoothers

- ⑥ An obvious modification is to remove the penalty matrix rank deficiency from  $S$  so that  $\beta^T S \beta = 0 \Rightarrow \beta = 0$ , in which case  $\lambda \rightarrow \infty \Rightarrow \hat{f}(x) \rightarrow 0$ .
- ⑥ An obvious way to achieve this is to add a small 'ridge penalty' to  $S$  so that it becomes  $S + \iota I$  where  $\iota$  is 'small'.
- ⑥ Normally the ridge penalty has negligible effect, but when  $\lambda \rightarrow \infty$  it will cause the corresponding function to be penalized to zero.
- ⑥ With such penalties regular GCV/AIC smoothness selection can completely remove model terms.

# ***Shrinkage smooths in* `mgcv::gam`**

- ⑥ `mgcv::gam` includes "`cs`" and "`ts`" classes of shrinkage smoothers — modifications of the "`cr`" and "`tp`" classes.
- ⑥ Note that the approach is asking quite a lot of the GCV/AIC optimizer, numerically.
- ⑥ The following slide shows a 6 term additive GAM represented using shrinkage smoothers fitted to data from a 3 term additive truth.

```
gam(y ~ s(x0, bs="ts") + ...  
      ... + s(x5, bs="ts"), gamma=1.4)
```

# Shrinkage example

