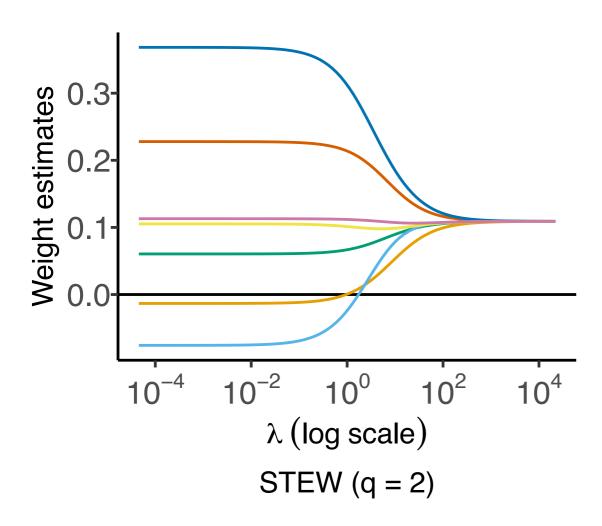
# Regularization in Directable Environments with Application to Tetris

Jan Malte Lichtenberg Özgür Şimşek

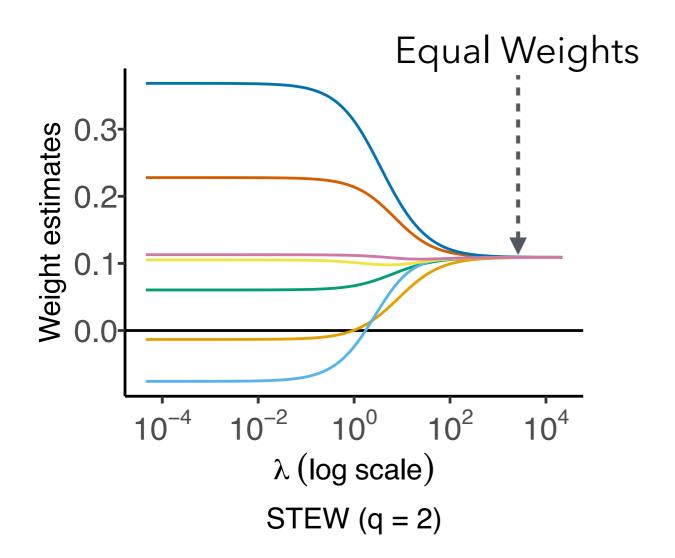


$$\mathcal{L}^{STEW}(\boldsymbol{\beta}, \lambda) = \|\boldsymbol{y} - \boldsymbol{X}\boldsymbol{\beta}\|_{2}^{2} + \lambda \sum_{i < j} |\beta_{i} - \beta_{j}|^{q}$$

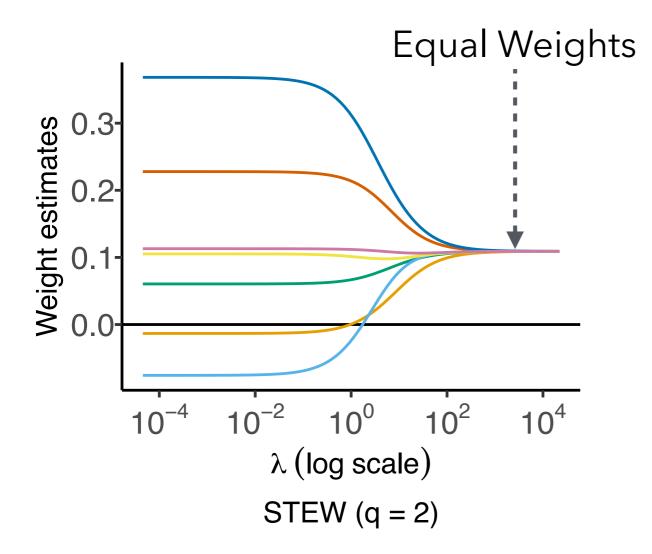
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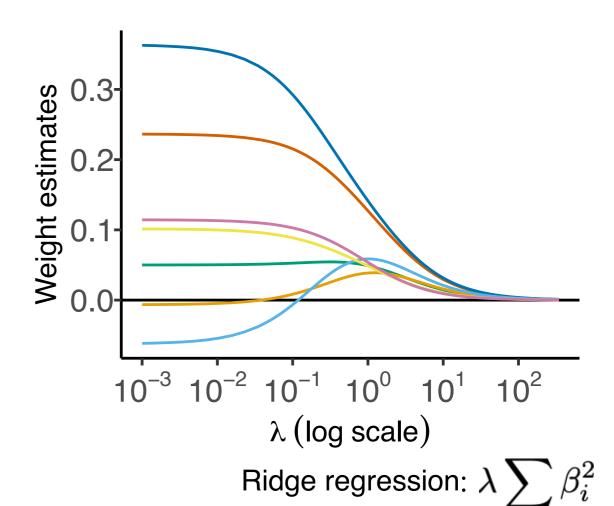


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"1 / N rule" (DeMiguel et al., 2009)

$$\mathcal{L}(\boldsymbol{\beta}, \lambda) = \|\boldsymbol{y} - \boldsymbol{X}\boldsymbol{\beta}\|_{2}^{2} + \lambda \sum_{i < j} |\boldsymbol{\beta}_{i}| - |\boldsymbol{\beta}_{j}||^{q}$$

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"Direct" all features

$$\mathcal{L}(\boldsymbol{\beta}, \lambda) = \|\boldsymbol{y} - \boldsymbol{X}\boldsymbol{\beta}\|_{2}^{2} + \lambda \sum_{i < j} ||\beta_{i}| - |\beta_{j}||^{q}$$

"Direct" all features

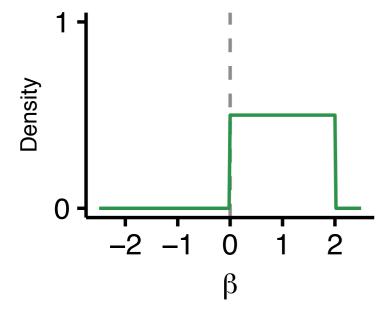
$$\mathcal{L}^{STEW}(oldsymbol{eta}, \lambda) = \|oldsymbol{y} - oldsymbol{X}oldsymbol{eta}\|_2^2 + \lambda \sum_{i < j} |eta_i - eta_j|^q$$

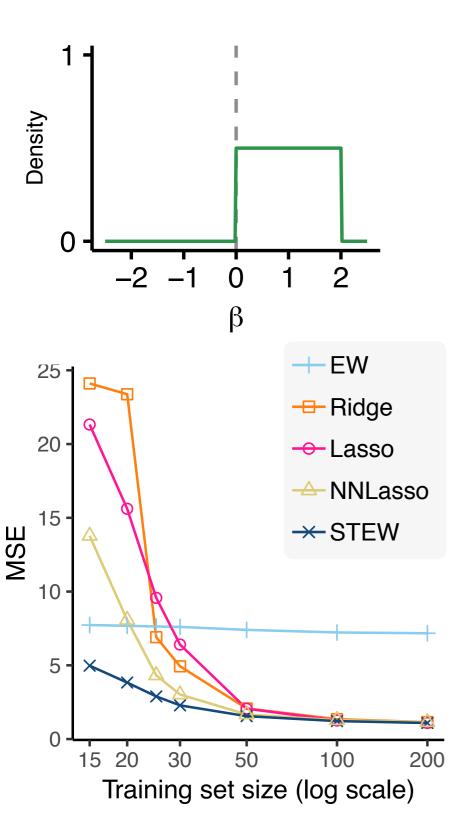
$$\mathcal{L}(\boldsymbol{\beta}, \lambda) = \|\boldsymbol{y} - \boldsymbol{X}\boldsymbol{\beta}\|_{2}^{2} + \lambda \sum_{i < j} ||\beta_{i}| - |\beta_{j}||^{q}$$

"Direct" all features

$$\mathcal{L}^{STEW}(oldsymbol{eta}, \lambda) = \|oldsymbol{y} - oldsymbol{X}oldsymbol{eta}\|_2^2 + \lambda \sum_{i < j} |eta_i - eta_j|^q$$

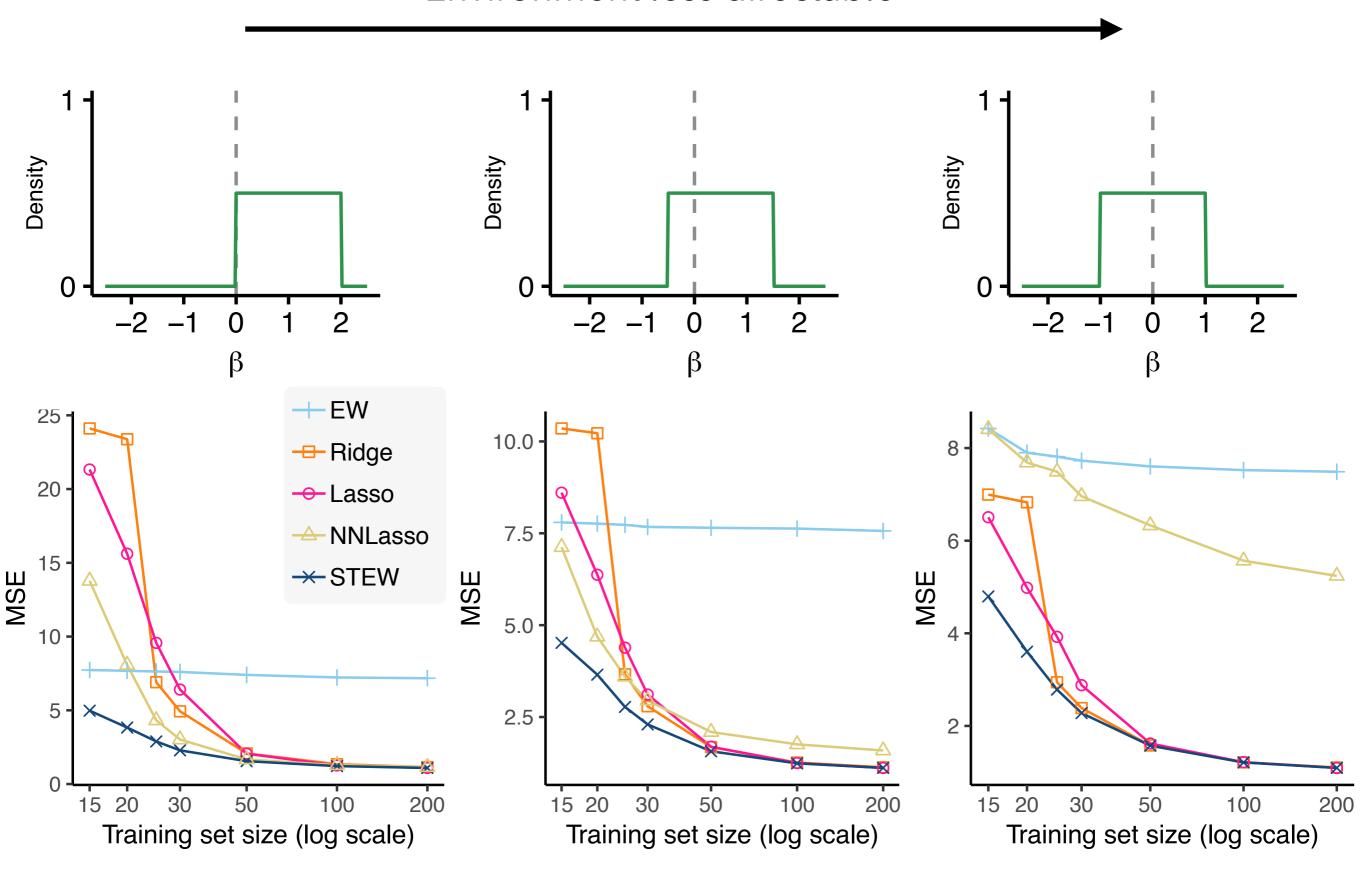
for 
$$q = 2$$
, argmin  $\mathcal{L}^{STEW}(\boldsymbol{\beta}, \lambda) = (\boldsymbol{X}^T \boldsymbol{X} + \lambda \boldsymbol{D}^T \boldsymbol{D})^{-1} \boldsymbol{X}^T \boldsymbol{y}$ 



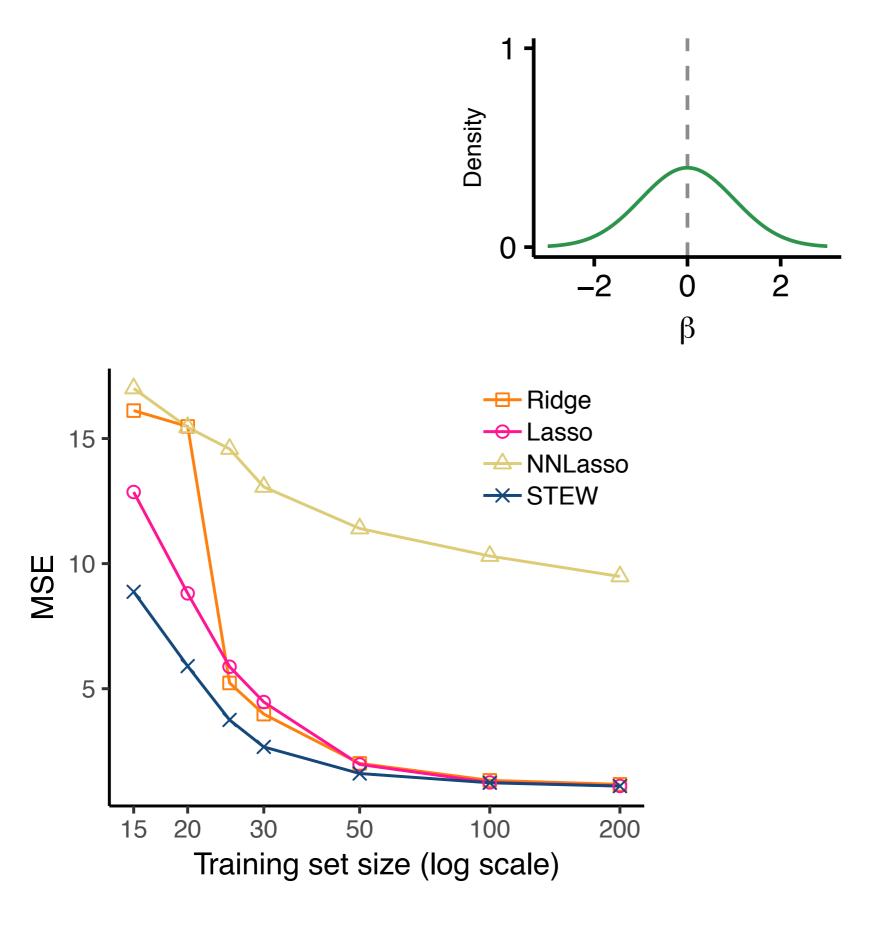


Lichtenberg J.M. and Şimşek Ö. Regularization in Directable Environments with Application to Tetris.

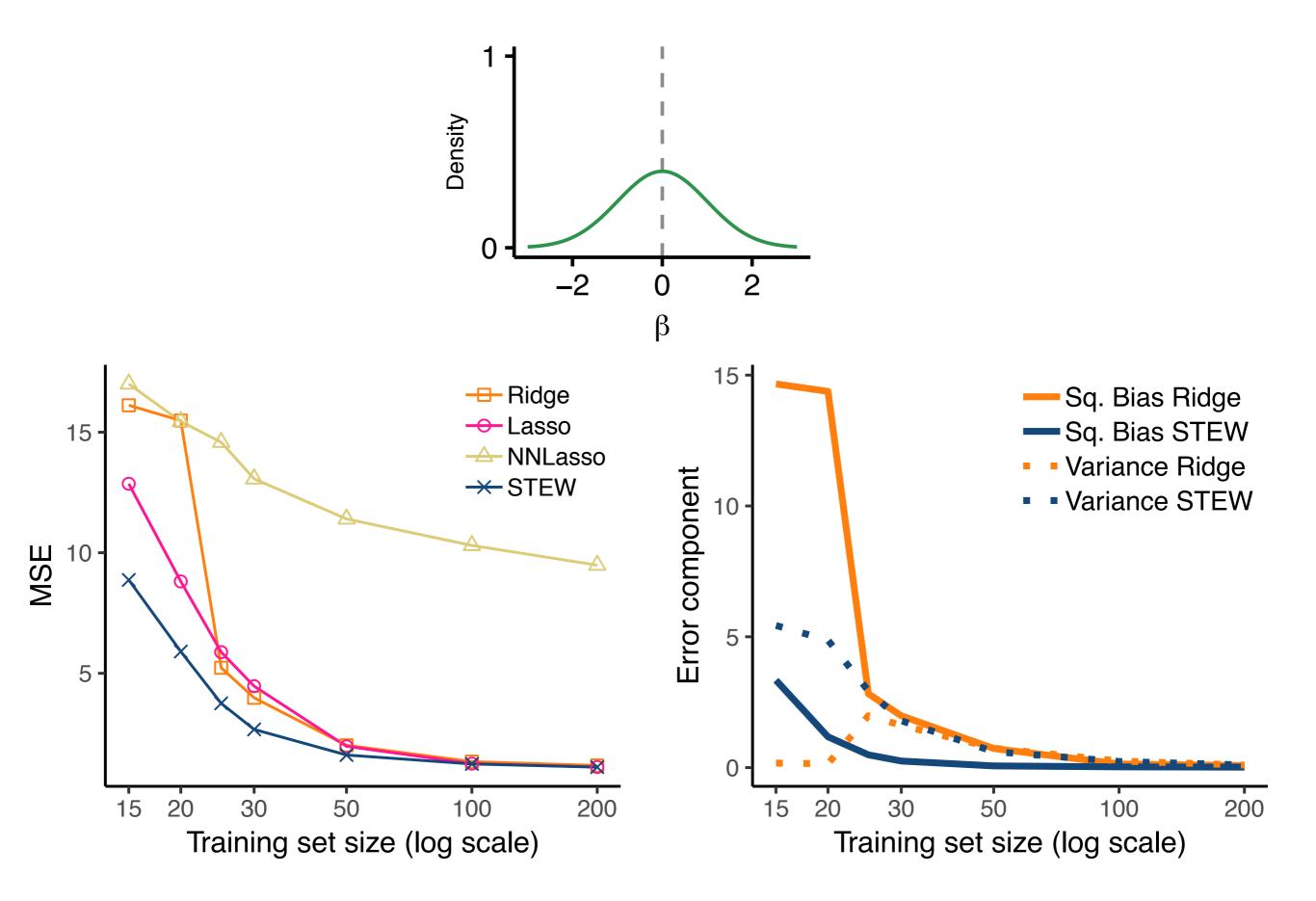
#### Environment less directable



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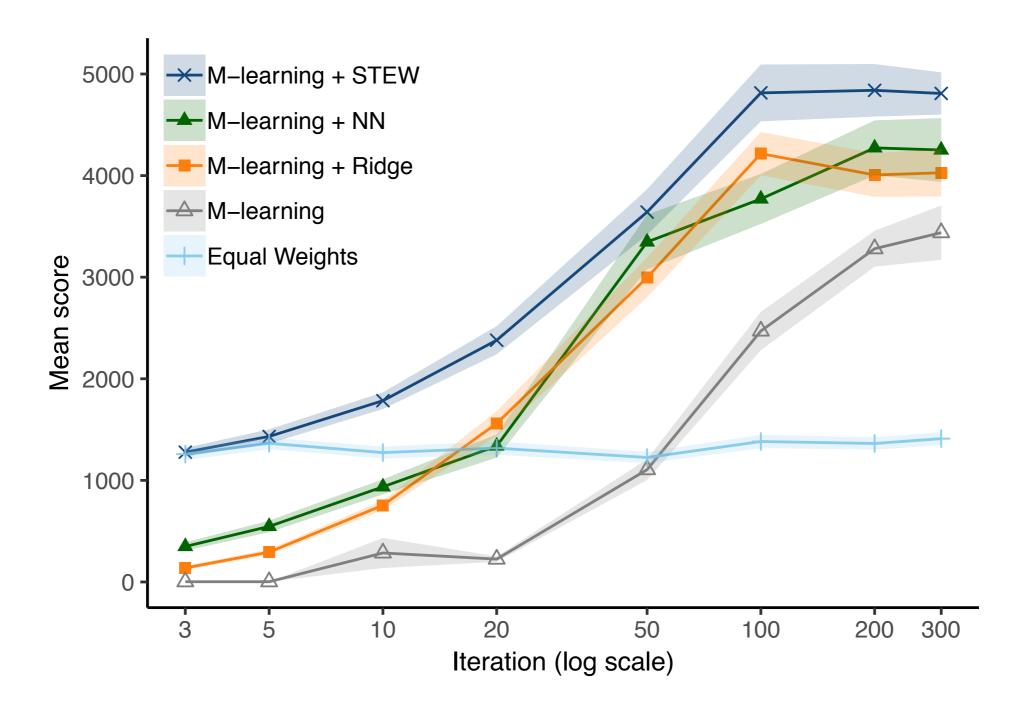


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#### **Tetris**



#### Poster #137 @ Pacific Ballroom

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