Dimension Reduction

most of the times we cant visualize high-sim dota. Visualizing any kind of dota that
has a large number of dimensions requires feature
extraction. There are methods to represent highdom sota by assuming mean relationship, and
others which assumes maye emplex relations.

Feature Extraction

Linear

-PCA

-LDA

Non- Freed

-t-SNE

#PCA:

- We use eigh vectors / values to lind the features with most variance.

- 115679 these values we abtain transformation matrix, W, X' = X.W.

- The main reason believed this trans. matrix is to aduce the dimensions, of of the original matrix, x, to u which is the number we choose.

- It is Insupervised. & LDA

- It's moun rolea is to find an axis

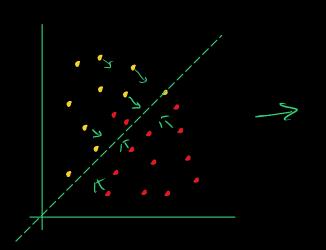
That minimizes the variance in each obtased

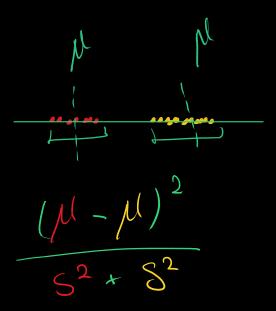
and maximizes the mean difference between the two.

- This owns will be used to project the dob

on to.

- It is supervised.





* T-SME

- One of the most useful manifold techniques to unsualize more complex rotated Lota.

- It computes the whaton between dotal pands on the original dimension. Then, this to marrie at at lower timensiens.