

t-disk Stochastic Neighborhood Embedding

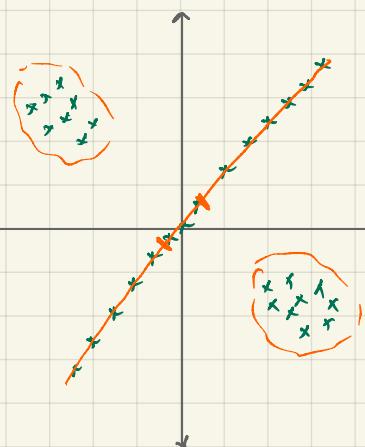
→ state of the art / best dim-red → visualization

→ **PCA**: basic; old
→ MNIST } → 2 dim (v_1 & v_2)

→ other dim. reduction → MDS, Sammon Mapping, Graph based Tech techniques

→ t-SNE: 2008 d-dim → 2-d

t-SNE & PCA :-

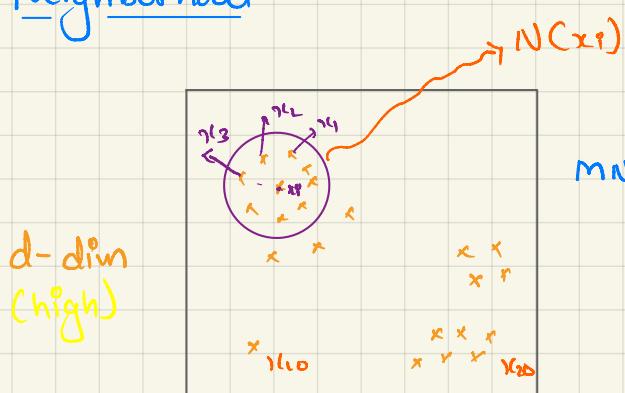


PCA : preserve global shape/structure of data

t-SNE : preserve local shape/structure of data
can choose to

Neighborhood of a point, Embedding

Neighborhood



MNIST : 784-dim

$N(x_i) = \{x_j, s.t. x_i \& x_j \text{ are geometrically close}\}$

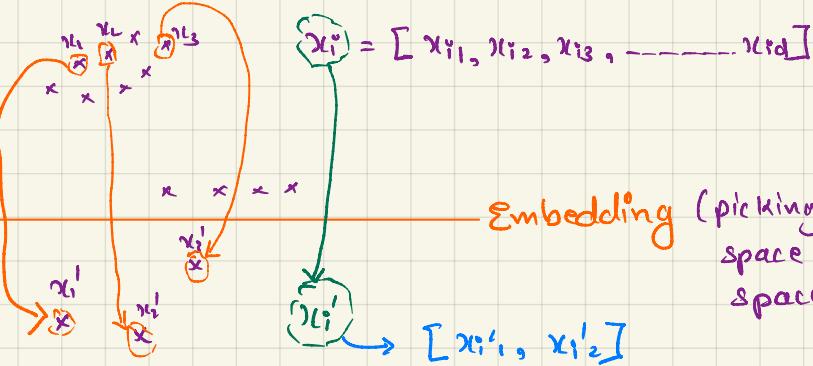
$N(x_i) = \{x_1, x_2, x_3\}$
does not contain x_{10} & x_{20}

$$\|x_i - x_j\|^2 = \text{dist}^2$$

Embedding

d-dim.

2-dim.

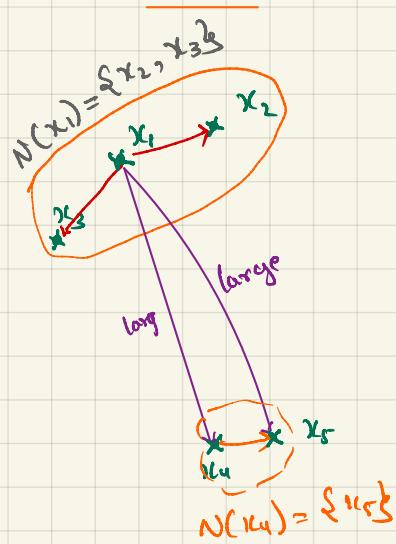


Geometric intuition of t-SNE

Geometric intuition:

each x_i' belongs to d-dim. here.

d-dim $x_i \in \mathbb{R}^d$



preserving
dist. in
a neighb.

2-dim

$x_i' \in \mathbb{R}^2$

$$d(x_4, x_2) \approx d(x_1', x_2')$$

↳ I want to preserve distance b/w x_1 & x_2 same as x_1' and x_2' .

$$d(x_1, x_3) \approx d(x_1', x_3')$$

$$d(x_1, x_4) \neq d(x_1', x_4')$$

↳ distance b/w x_1 & x_4 need not be same as x_1' and x_4' .

In 't-SNE' we only preserve neighbourhood distances not the long distances.

$$d(x_4, x_5) \approx d(x_4', x_5')$$

t-SNE :- Neighborhood preserving Embedding.

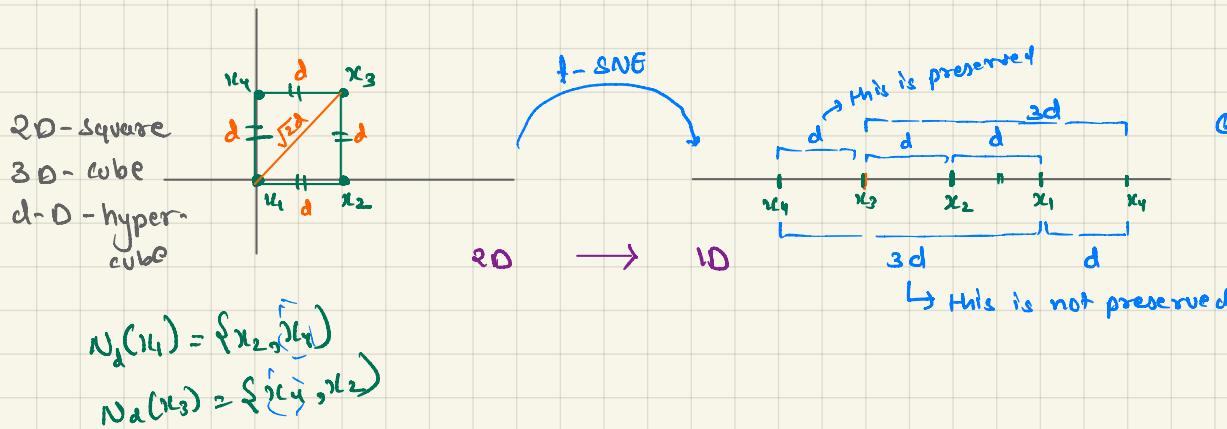
Math - formulation

→ fairly advanced (2008)

→ diverge X

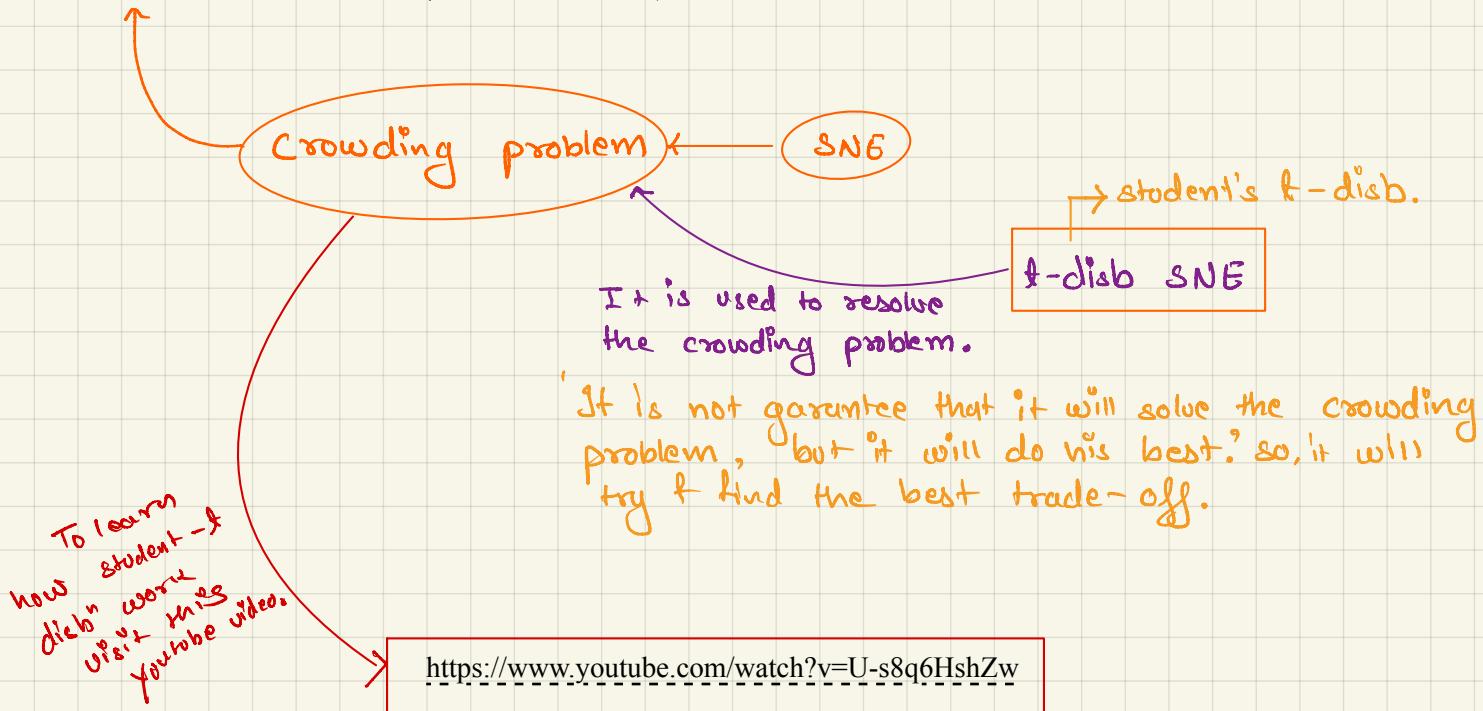
Crowding - Problem

t-SNE : preserve dist. in a N



Q) what about ' x_4 ', how can g preserve the distance?

→ Sometime it is impossible to preserve dist. in all the N.



How to apply t-SNE and interpret its output

→ distill.pub blog (check it)

embedding.

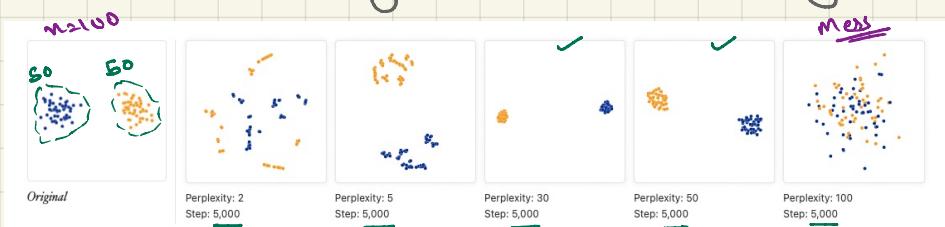
→ t-SNE is an iterative algorithm. iterative: 1, 2, 3, ...

parameter: step-size = # iteration

1, 2, 3, ..., 5000

: perplexity → roughly no. of neighbours to whom the distance is want to preserve.

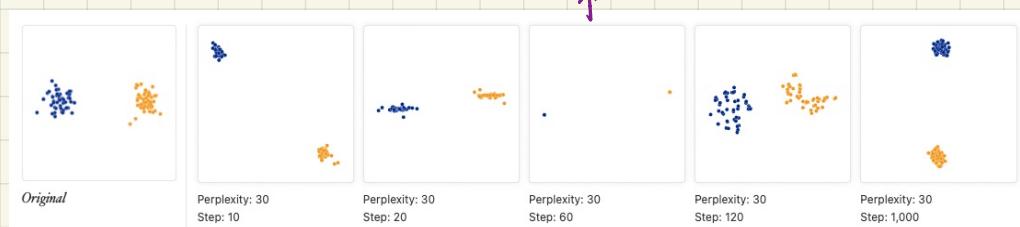
Case 1:- Those hyperparameters really matter



→ Always run your t-SNE for multiple "perplexity" values to understand the actual shape.

→ if perplexity = # of data-points (n) (always mess)

don't stop here, run further



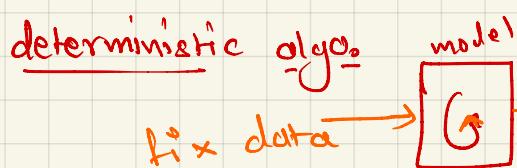
→ Always run your iteration till your shape does not change (stabilize).

→ Always run t-SNE multiple times. (coz output may be slightly diff.)

⇒ t-SNE

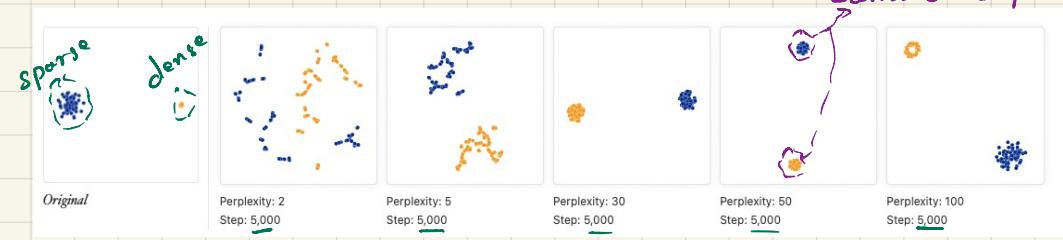
↳ stochastic

probabilistic [means if you are keeping your 'perplexity' and 'iteration' same but, still you could get slightly different result. That is because t-SNE is not a deterministic algorithm.]



fix data → model → fix output.

Case II :- Cluster size in a t-SNE plot mean nothing

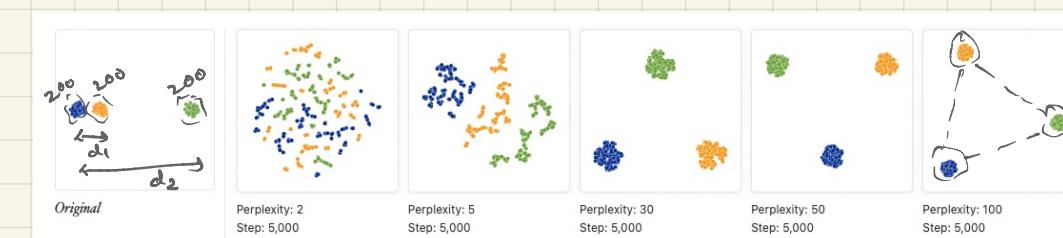


t-SNE :-

- expand dense cluster.
- shrinks sparse cluster.

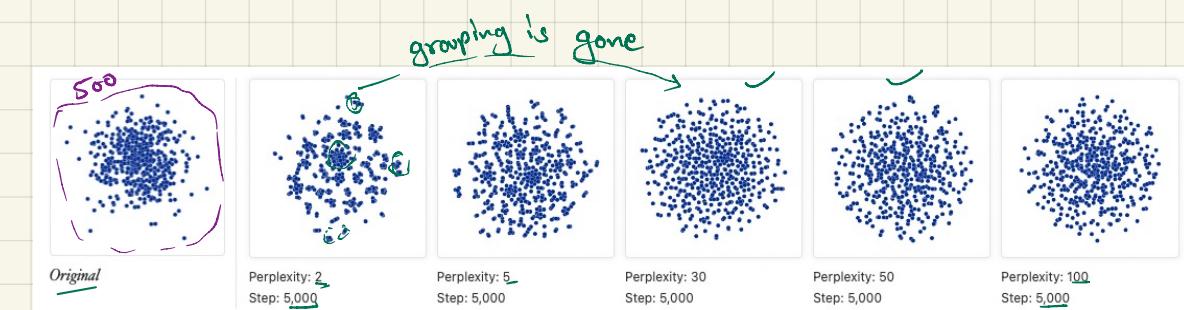
→ You cannot get cluster sizes or you can't say your cluster have same density.
(can't say anything about cluster size)

Case - III : Distances b/w clusters might not mean anything.



→ t-SNE does not preserve distance b/w cluster.

Case: IV Random noise doesn't always look random.



→ Never conclude that there is structure in data by just looking one - perplexity.
Always look at more perplexity value.