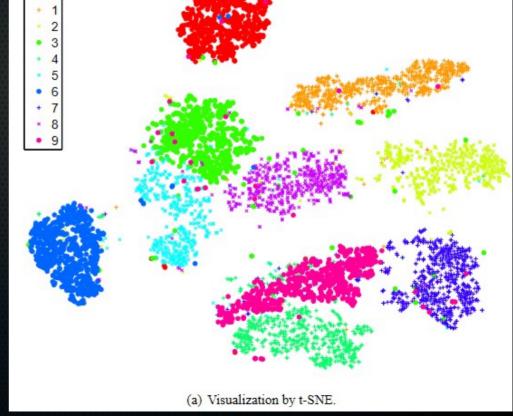
- Manipulate dimensions in a smart way to capture the data as good as possible in lower dimensions.
- Two main flavours:
  - Linear
  - Non-linear

 Extrinsic dimensionality may be high, but the data we care about might lie in a specific subspace of lower dimensionality.

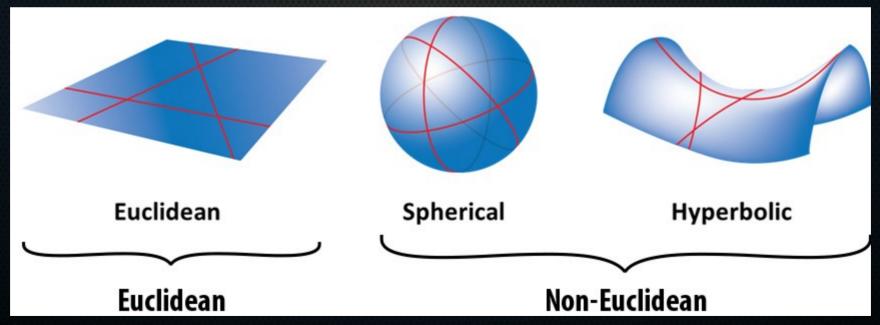


MNIST: 28\*28 = 784-dimensional data



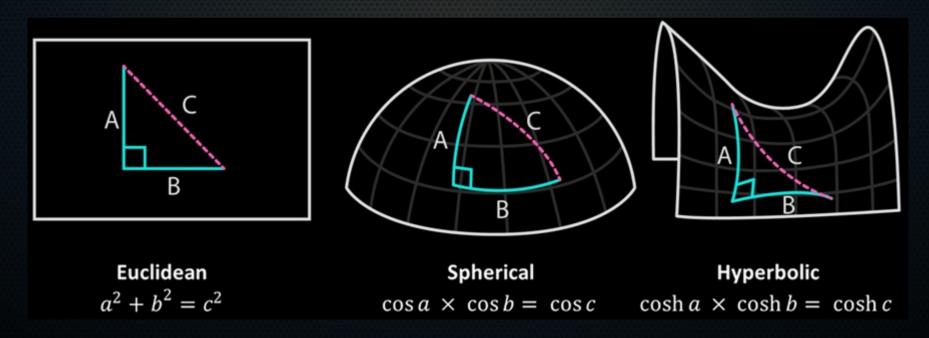


- Won't be covering this in detail.
- Based on the idea of a manifold. Non-Euclidean space can be locally approximated with Euclidean space.



Source: https://static1.squarespace.com/static/56ee72d9c2ea51bd675641da/t/57fdaf651b631b13d85fe0ac/1476243320274/

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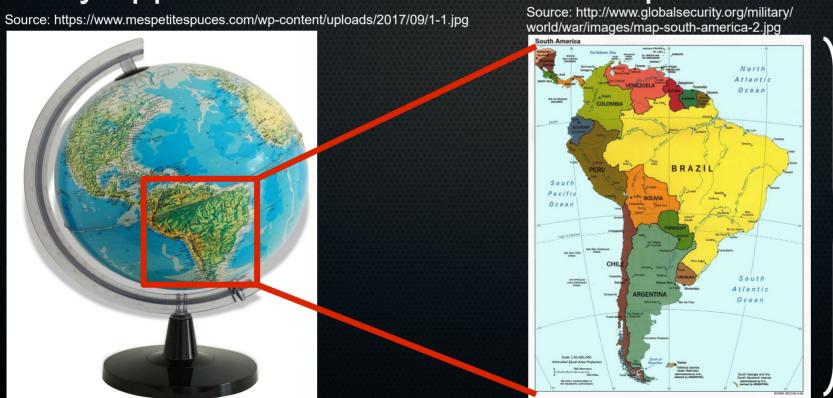


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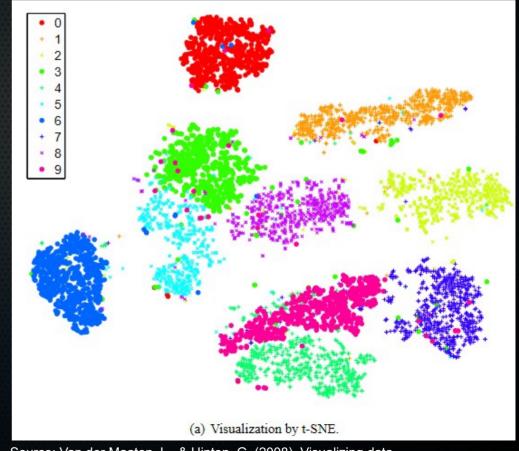


The globe is non-Euclidian, and any place on the 3D globe can only be described fully with 3 coördinates

But if we want to discern separate parts of South America, we can do that just fine on an Euclidean projection!

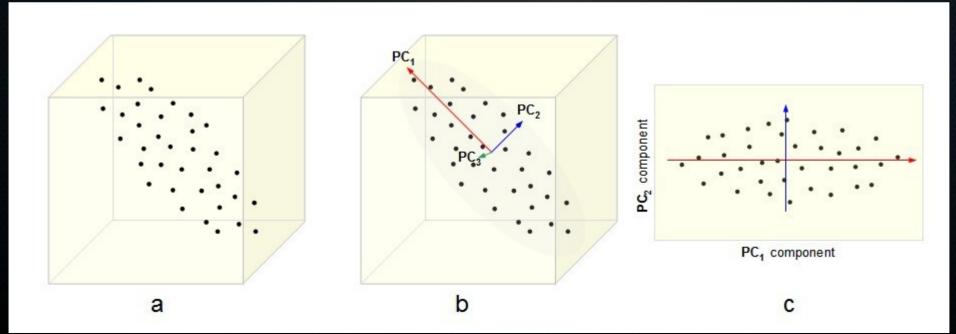
- Won't be covering this in detail.
- Based on the idea of a manifold. Non-Euclidean space can be locally approximated with Euclidean space.
- Mostly try to preserve local structure (don't care about global characteristics of space, just that low-dimensional distances are similar to high-dimensional distances)

- t-SNE
- Colours correspond to digit groups that are distinct in high-D space
- Distances between these groups in low-D are meaningless (global distances not preserved)



- Concepts to understand PCA:
  - Covariance matrix
  - Eigenvectors and determinant
  - Projection and selection #of PCs

- Idea: rather than selecting a subset of features, we make linear combinations of all existing features (and then select a subset from those to reduce dimensionality)
- Most-used: PCA



 Formally: want to make some mapping from original data X to projected data Y.

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```
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```

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Full data: m\*n matrix

$$X = \begin{bmatrix} \text{feat}_{1,1} & \text{feat}_{2,1} & \dots & \text{feat}_{n,1} \\ \text{feat}_{1,2} & \text{feat}_{2,2} & \dots & \text{feat}_{n,2} \\ \dots & \dots & \dots & \dots \\ \text{feat}_{1,m} & \text{feat}_{2,m} & \dots & \text{feat}_{n,m} \end{bmatrix}$$

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                                                                                                                                                                                  \mathbf{Y} = \begin{bmatrix} \mathbf{feat}_{1,1} & \mathbf{feat}_{2,1} & \dots & \mathbf{feat}_{l,1} \\ \mathbf{feat}_{1,2} & \mathbf{feat}_{2,2} & \dots & \mathbf{feat}_{l,2} \\ \dots & \dots & \dots \\ \mathbf{feat}_{1,m} & \mathbf{feat}_{2,m} & \dots & \mathbf{feat}_{l,m} \end{bmatrix}
```

- So, how do we do it?
- To understand that, first need to look at the determinant of a matrix and the covariance matrix

 Variance= average sum of square differences between a feature and its mean, spread of the data.



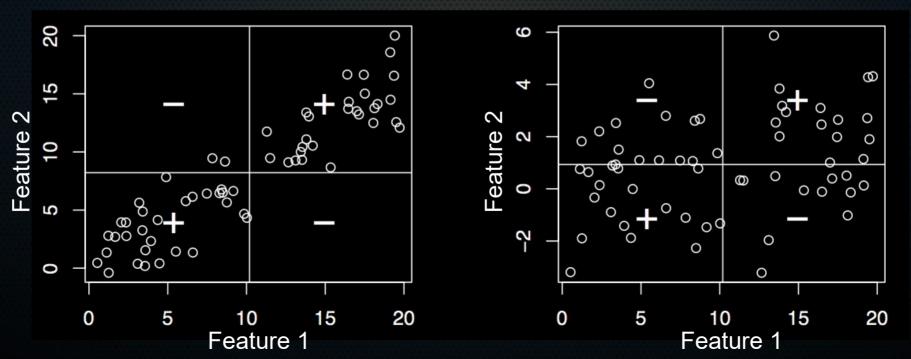
• Mean = 
$$\mu = \frac{1}{5} \cdot (-10 + -3 + 4 + 8 + 9) = 1.6$$

• Variance = 
$$\sigma^2 = \frac{\sum (x_i - \mu)^2}{m - 1} = 64.3$$

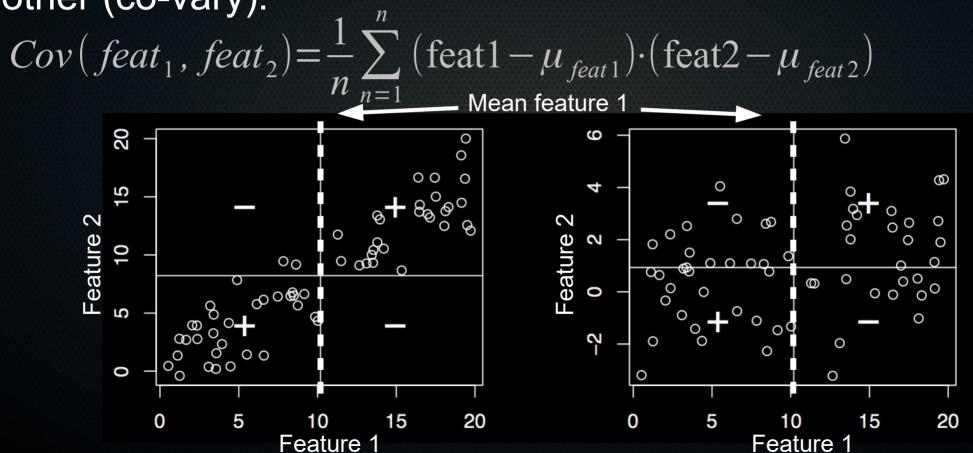
- Standard deviation =  $\sigma = \sqrt{\sigma^2} \approx 8.02$ 

Multiple features can be correlated, and hence vary with each other (co-vary):

$$Cov(feat_1, feat_2) = \frac{1}{n} \sum_{n=1}^{n} (feat_1 - \mu_{feat_1}) \cdot (feat_2 - \mu_{feat_2})$$



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 $Cov(feat_1, feat_2) = \frac{1}{n} \sum_{n=1}^{\infty} (feat_1 - \mu_{feat_1}) \cdot (feat_2 - \mu_{feat_2})$ Mean feature 2 20 2 Feature Feature 2 10 0

20

15

Feature 1

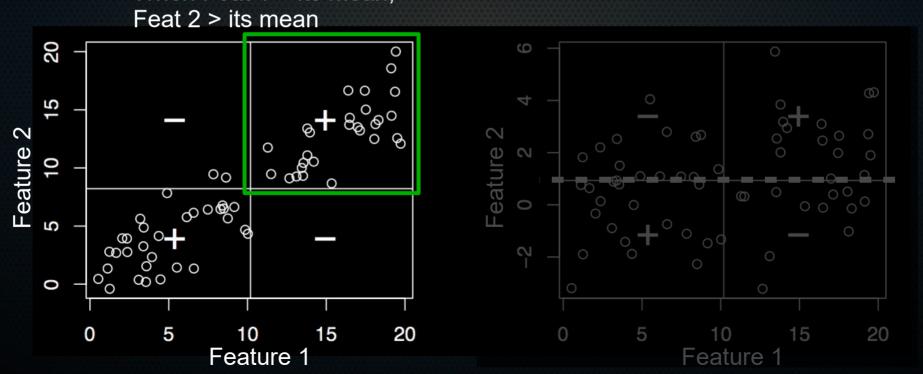
15

Feature 1

20

• Multiple features can be correlated, and hence vary with each other (co-vary):  $\frac{1}{n} \sum_{n=0}^{\infty} \frac{1}{n} \int_{-\infty}^{\infty} \frac{1}{n} \frac{1}{n} \int_{-\infty}^{\infty} \frac{1}{n} \frac{1}{n} \int_{-\infty}^{\infty} \frac{1}{n} \frac{1}{n} \frac{1}{n} \int_{-\infty}^{\infty} \frac{1}{n} \frac{1$ 

(ary):  $Cov(feat_1, feat_2) = \frac{1}{n} \sum_{n=1}^{n} (feat_1 - \mu_{feat_1}) \cdot (feat_2 - \mu_{feat_2}) + \dots$ When Feat 1 > its mean.

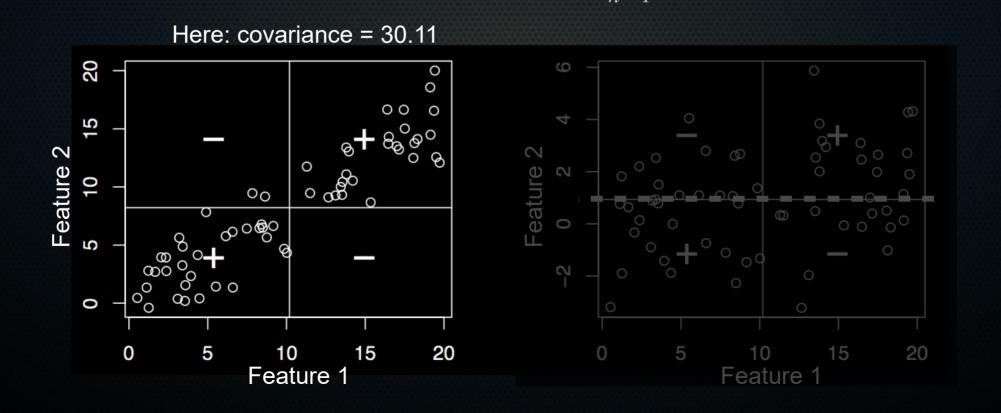


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Cov $(feat_1, feat_2) = \frac{1}{n} \sum_{n=1}^{n} (feat_1 - \mu_{feat_1}) \cdot (feat_2 - \mu_{feat_2})$ When Feat 1 < its mean,

Feat 2 < its mean Feature 2 Feature Feature 1 Feature

• Multiple features can be correlated, and hence vary with each other (co-vary):  $Cov(feat_1, feat_2) = \frac{1}{n} \sum_{n=1}^{n} (feat_1 - \mu_{feat_1}) \cdot (feat_2 - \mu_{feat_2})$ 



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Here: almost no co-variance (3.02)

0

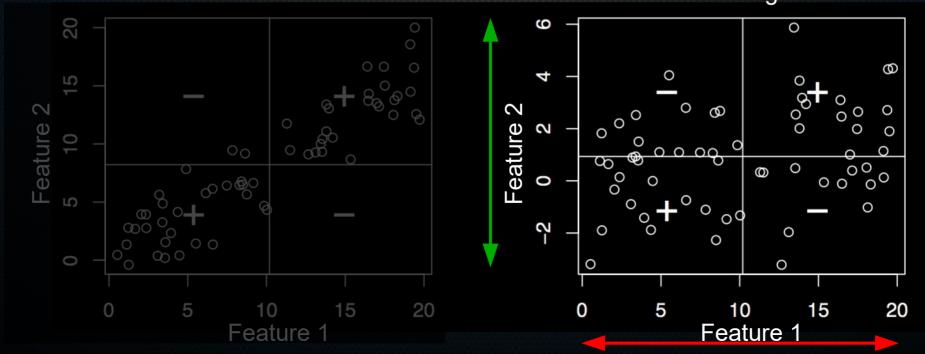
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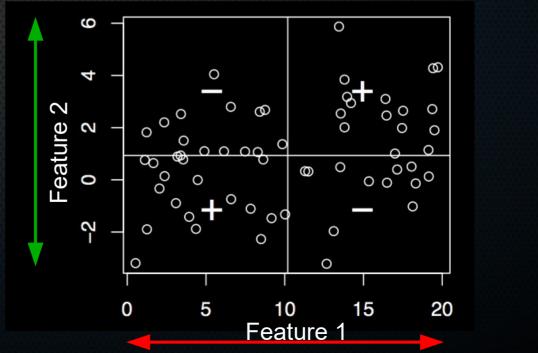
Note: different feature ranges influence co-variance!



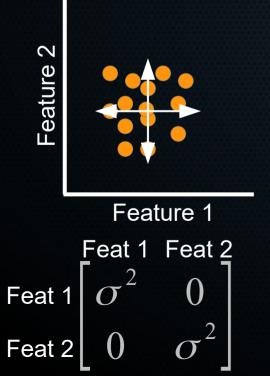
• Multiple features can be correlated, and hence vary with each other (co-vary):  $Cov(feat_1, feat_2) = \frac{1}{L} \sum_{n=1}^{\infty} (feat_1 - \mu_{feat_1}) \cdot (feat_2 - \mu_{feat_2})$ 

$$Correlation(feat_1, feat_2) = \frac{Cov(feat_1, feat_2)}{\sqrt{Var(feat_1) \cdot Var(feat_2)}}$$

Standardise: well-known correlation coëfficient



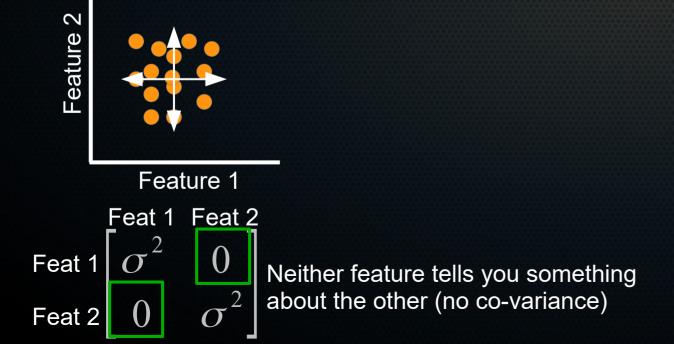
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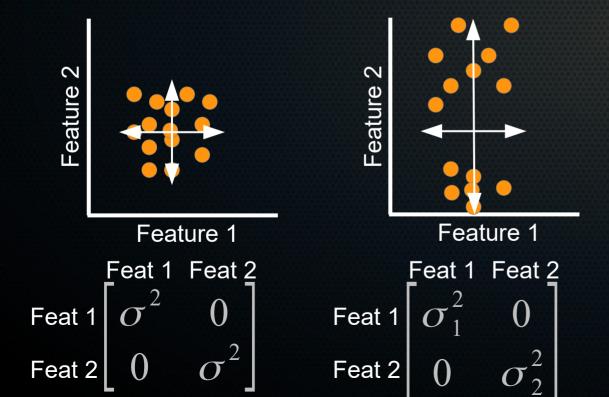
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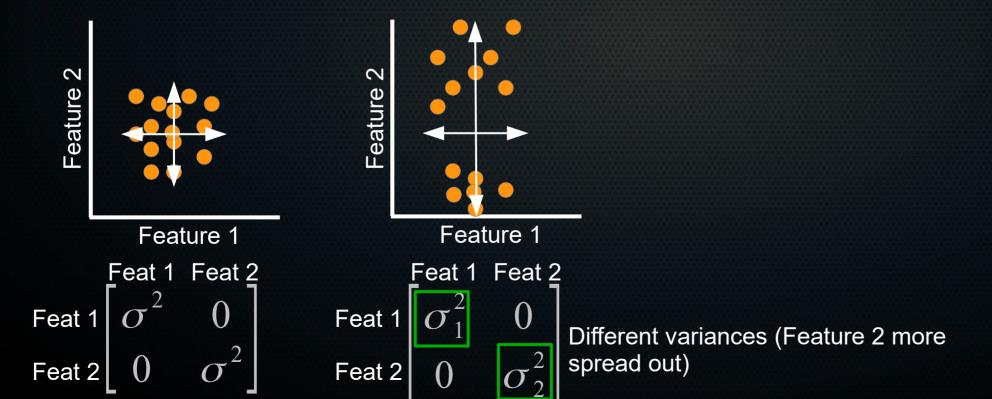
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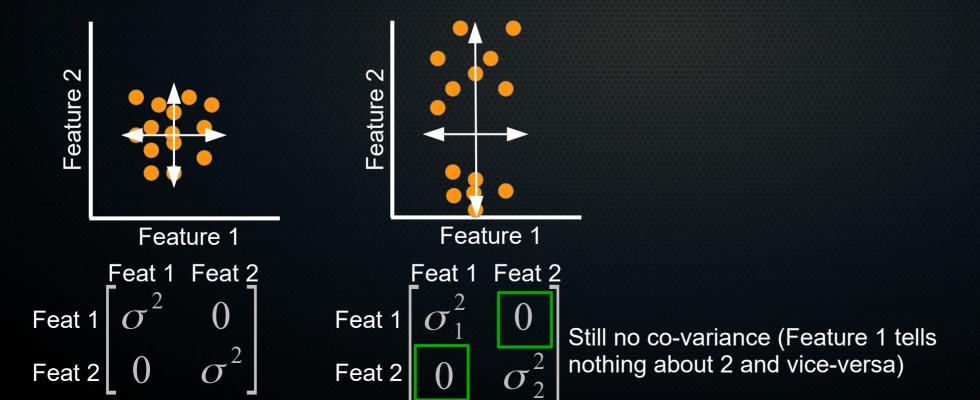
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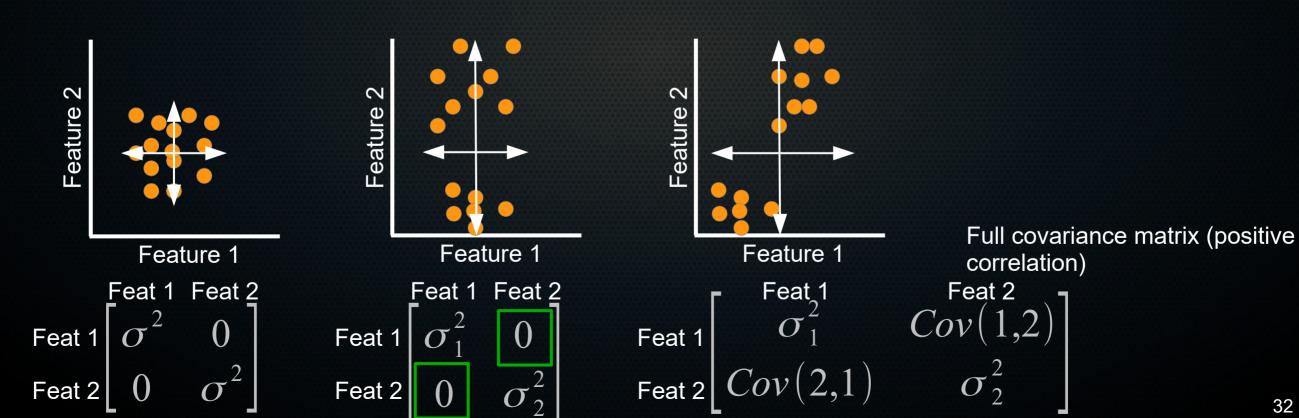
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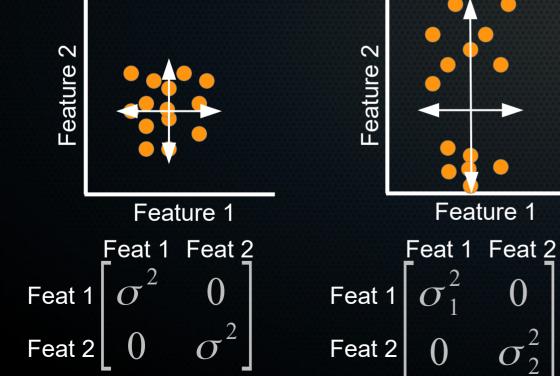


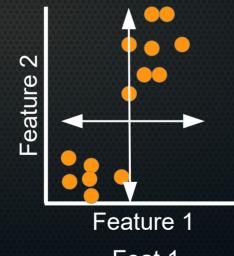
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What about the matrix part?

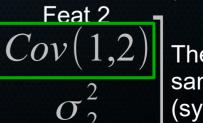
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Full covariance matrix (positive correlation)



These are the same thing (symmetric matrix)

 Symmetric matrix that contains information on linear relationships between features (including on the spread of each individual feature (diagonal elements))

- Symmetric matrix that contains information on linear relationships between features (including on the spread of each individual feature (diagonal elements))
- So what can we do with it?

## Start of PCA: apply the covariance matrix

 Take your n-dimensional (here 2D) data set and center each feature (set its mean to 0)



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feature (set its mean to 0)

Covariance matrix of this sample data:

$$\begin{array}{c|cccc} x1 & x2 \\ x1 & 2.0 & 0.8 \\ x2 & 0.8 & 0.6 \end{array} \quad Cov(x_1, x_2) = \frac{1}{n} \sum_{n=1}^{n} \text{feat} 1 \cdot \text{feat} 2$$

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Pick any vector (data point) in the image and multiply it with the covariance matrix. Here pick  $\begin{bmatrix} -1 \\ 1 \end{bmatrix}$ 

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Do that again

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Do that again, and again:

Take your n-dimensional (here 2D) data set and center each

feature (set its mean to 0)

You tell me: what's happening?

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feature (set its mean to 0)

You tell me: what's happening?

 This random vector is turning to the axis that holds the largest variance!

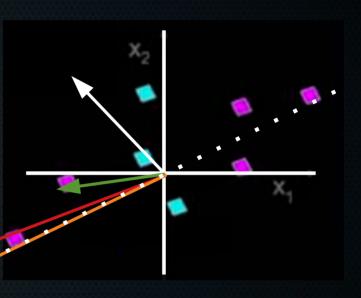
- Take your n-dimensional (here 2D) data set and center each feature (set its mean to 0)
- If you do this even more: vector becomes too large to draw, but slope of line converges

$$\begin{bmatrix} -6.0 \\ -2.7 \end{bmatrix} \rightarrow \begin{bmatrix} -14.1 \\ -6.4 \end{bmatrix} \rightarrow \begin{bmatrix} -33.3 \\ -15.1 \end{bmatrix}$$

$$\frac{-2.7}{-6} = 0.45 \Rightarrow \frac{-6.4}{-14.1} = 0.454 \Rightarrow \frac{-15.1}{-33.3} = 0.454$$

- So: taking a random vector, multiplying with covariance matrix → turns towards dimension of greatest variance
- Exactly what we want for PCA: dimension of greatest variance (then next greatest, next greatest, etc.).

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- Exactly what we want for PCA: dimension of greatest variance (then next greatest, next greatest, etc.).
- Can we find vectors that don't turn when multiplied with the covariance matrix?



- Vectors that don't change direction with covariance matrix:

doesn't 
$$\begin{bmatrix} -6.0 \\ -2.7 \end{bmatrix} \rightarrow \begin{bmatrix} -14.1 \\ -6.4 \end{bmatrix} \rightarrow \begin{bmatrix} -33.3 \\ -15.1 \end{bmatrix}$$

Looking for vectors that satisfy:

$$CovMatrix*vector=scalar*vector$$



- Vectors that don't change direction with covariance matrix:
  - Size of the vector keeps changing, but direction

doesn't 
$$\begin{bmatrix} -6.0 \\ -2.7 \end{bmatrix} \rightarrow \begin{bmatrix} -14.1 \\ -6.4 \end{bmatrix} \rightarrow \begin{bmatrix} -33.3 \\ -15.1 \end{bmatrix}$$

Looking for vectors that satisfy:

CovMatrix\*vector=scalar\*vector

$$\sum *e = \lambda *e$$

$$\begin{array}{ccc} x_1 & x_2 \\ x_1 \begin{bmatrix} 2 & 0 & 0 & 8 \end{bmatrix} \begin{bmatrix} a \end{bmatrix}$$

## Start of PCA: eigenvectors and eigenvalues

- This concept has a name:
  - A vector that doesn't rotate when multiplied by a matrix is an eigenvector of that matrix. The factor by which it is elongated or shrunk is called the corresponding eigenvalue.

$$A*e=\lambda*e$$



## Start of PCA: eigenvectors and eigenvalues

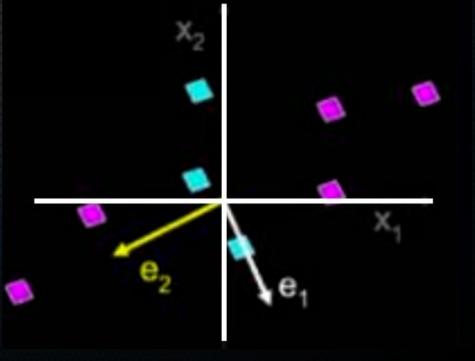
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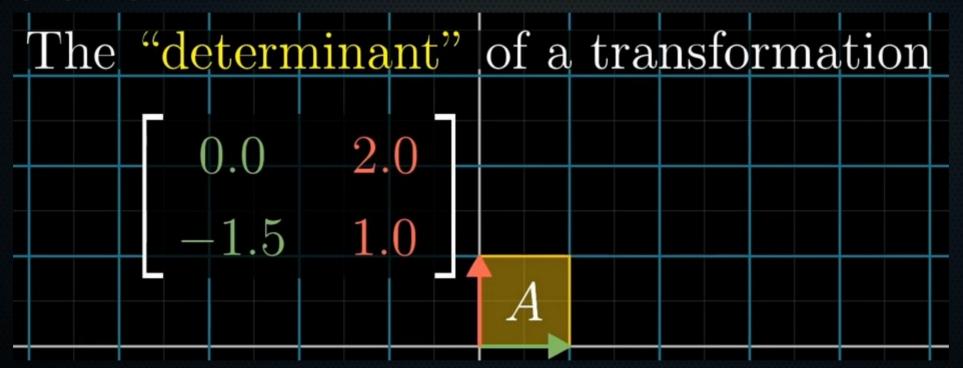
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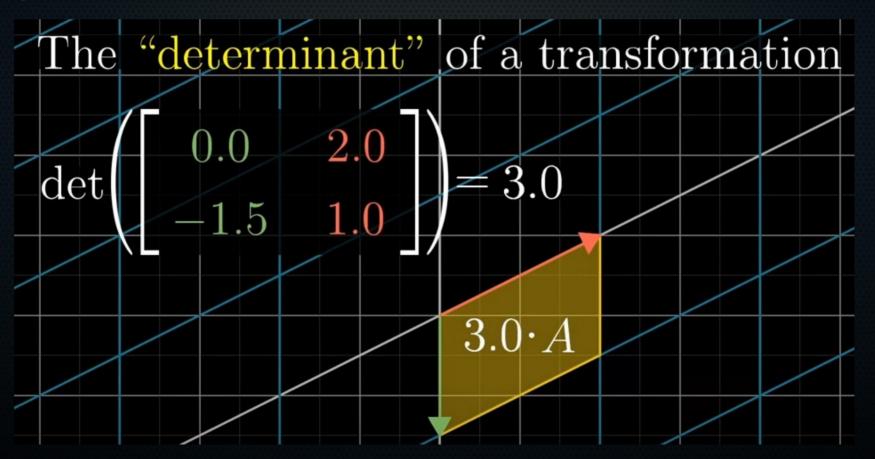
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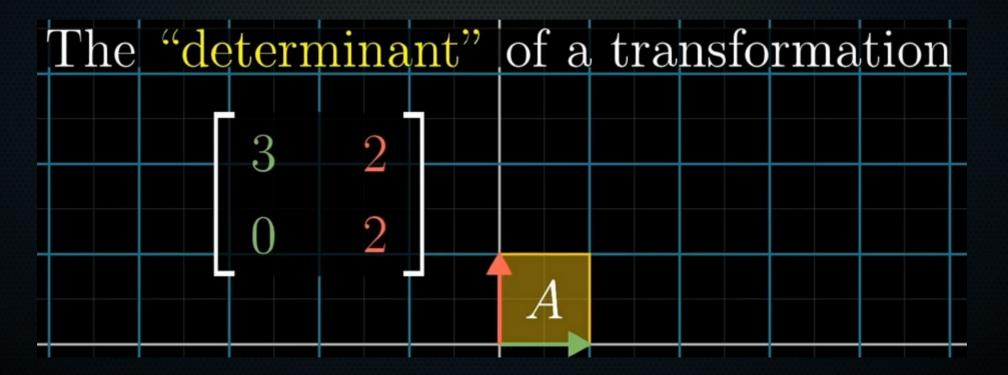
Principal components of PCA:n eigenvectors with highest eigenvalues

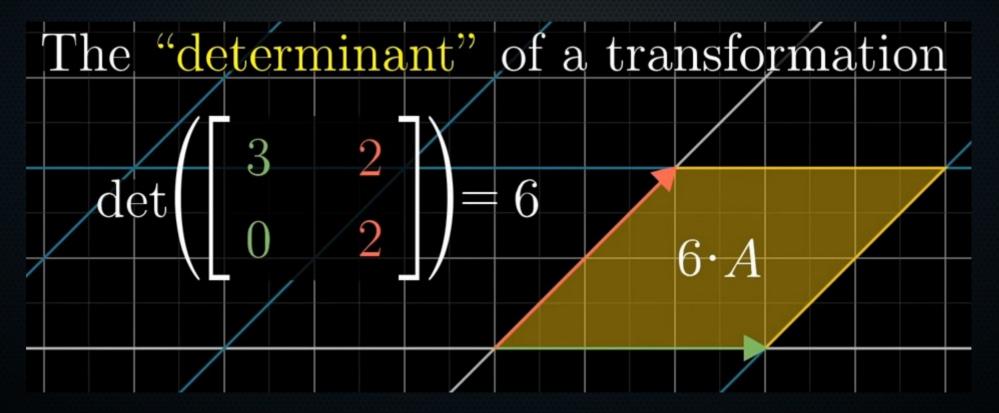
n orthogonal axes on which to project the data and retain most structure in the data!







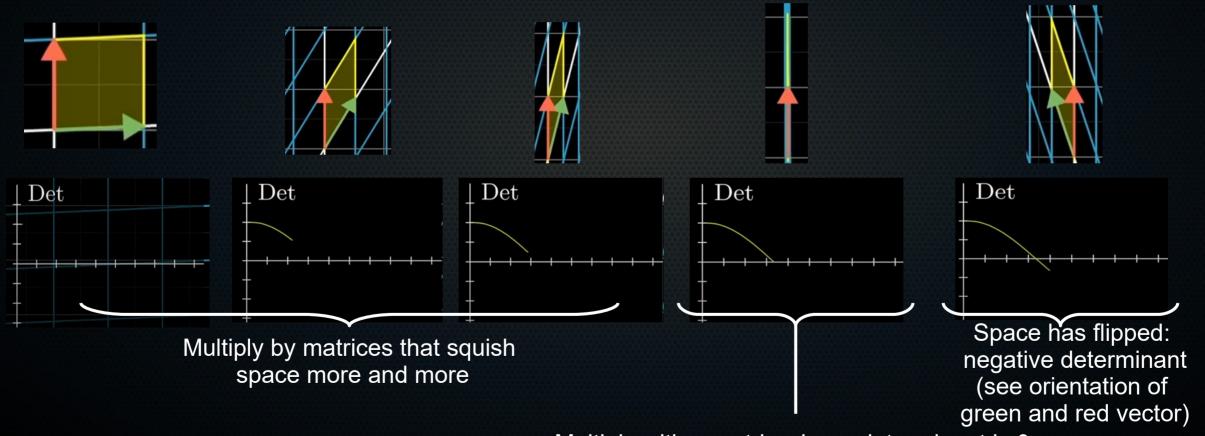




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- So: matrices transform (rotate/squish) linear space. The determinant tells us how much the area enclosed by the basis vectors [0; 1] and [1; 0] changes.

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- So: matrices transform (rotate/squish) linear space. The determinant tells us how much the area enclosed by the basis vectors [0; 1] and [1; 0] changes.
- Caveat: determinant can be negative. How can area change negatively?

Negative determinant



Multiply with a matrix whose determinant is 0: squishes all of 2D space onto a 1D line

Now, with a feel for the determinant, its calculation:

$$\det\left(\begin{bmatrix} a & b \\ c & d \end{bmatrix}\right) = ad - bc$$

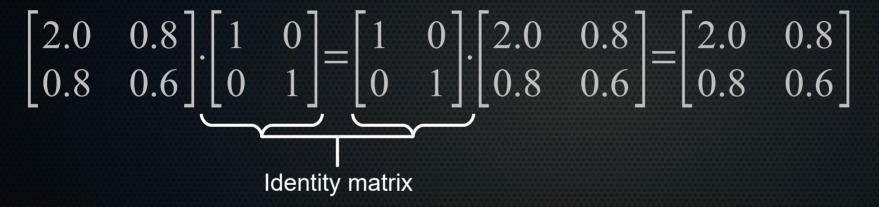
 As for why that's the calculation: watch 3Blue1Brown's video and see:

$$\det\left(\begin{bmatrix} a & b \\ c & d \end{bmatrix}\right) = (a+b)(c+d) - ac - bd - 2bc = ad - bc$$

ac/2

## Start of PCA: Identity matrix

 Now for the final piece of the linear algebra puzzle to get PCA to work, the identity matrix:



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 Now for the final piece of the linear algebra puzzle to get PCA to work, the identity matrix:

$$\begin{bmatrix} 2.0 & 0.8 \\ 0.8 & 0.6 \end{bmatrix} \cdot \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} = \begin{bmatrix} 2.0 \cdot 1 + 0.8 \cdot 0 & 2.0 \cdot 0 + 0.8 \cdot 1 \\ 0.8 \cdot 1 + 0.6 \cdot 0 & 0.8 \cdot 0 + 0.6 \cdot 1 \end{bmatrix}$$

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$$A \cdot v = (\lambda \cdot I) \cdot v$$

$$\begin{bmatrix} \lambda & 0 & 0 \\ 0 & \lambda & 0 \\ 0 & 0 & \lambda \end{bmatrix} \cdot \begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix} = \begin{bmatrix} \lambda \cdot 1 \\ \lambda \cdot 2 \\ \lambda \cdot 3 \end{bmatrix} = \lambda \cdot v$$

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$$A \cdot v = (\lambda \cdot I) \cdot v$$

Rewrite:

$$A \cdot v - \lambda \cdot I \cdot v = 0 \rightarrow \underbrace{(A - \lambda I)} \cdot v = 0$$

$$\begin{bmatrix} 3 - \lambda & 1 & 4 \\ 1 & 5 - \lambda & 9 \\ 2 & 6 & 5 - \lambda \end{bmatrix}$$

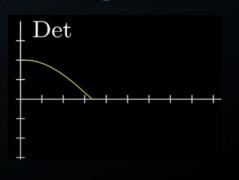
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Rewrite:

$$A \cdot v - \lambda \cdot I \cdot v = 0 \rightarrow (A - \lambda I) \cdot v = 0$$

• Only way this can be true (if v = 0):  $det(A - \lambda I) = 0$ 



Finding eigenvalues (lambda's):

$$det(A-\lambda I)=0$$

$$A = \begin{bmatrix} 3 & 1 \\ 0 & 2 \end{bmatrix} \qquad det \begin{pmatrix} 3 - \lambda & 1 \\ 0 & 2 - \lambda \end{pmatrix} = 0$$

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$$(3-\lambda)\cdot(2-\lambda)-1\cdot 0=0$$

$$\lambda=3\vee\lambda=2$$

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$$(3 - \lambda) \cdot (2 - \lambda) - 1 \cdot 0 = 0$$
$$\lambda = 3 \lor \lambda = 2$$

Which eigenvectors correspond to these eigenvalues?

Finding eigenvectors (v's):

$$(A-\lambda I)*v=0 \qquad (3-\lambda)\cdot(2-\lambda)-1\cdot 0=0$$
$$\lambda=3\vee\lambda=2$$

Finding eigenvectors (v's):

$$(A - \lambda I) * v = 0$$

$$(A-\lambda I)*v=0 \qquad (3-\lambda)\cdot(2-\lambda)-1\cdot 0=0$$
$$\lambda=3\vee\lambda=2$$

Know lambda's now

Finding eigenvectors (v's):

$$(A - \lambda I) * v = 0 \qquad (3 - \lambda) \cdot (2 - \lambda) - 1 \cdot 0 = 0$$

$$A = \begin{bmatrix} 3 & 1 \\ 0 & 2 \end{bmatrix}$$

$$\begin{bmatrix} 3 - 3 & 1 \\ 0 & 2 - 3 \end{bmatrix} \cdot \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \end{bmatrix} \longrightarrow \text{Which vector [x; y] shows this behaviour?}$$

$$\begin{bmatrix} 0 & 1 \\ 0 & -1 \end{bmatrix} \cdot \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \end{bmatrix} \xrightarrow{0 \cdot x + 1 \cdot y = 0}$$

$$0 \cdot x + 1 \cdot y = 0$$

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$$\lambda = 3 \lor \lambda = 2$$

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Which vector [v: v] she

$$\begin{vmatrix} 3-3 & 1 \\ 0 & 2-3 \end{vmatrix} \cdot \begin{vmatrix} x \\ y \end{vmatrix} = \begin{vmatrix} 0 \\ 0 \end{vmatrix}$$
 Which vector [x; y] shows this behaviour?

$$\begin{bmatrix} 0 & 1 \\ 0 & -1 \end{bmatrix} \cdot \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \end{bmatrix} \rightarrow \begin{bmatrix} 0 \cdot x + 1 \cdot y = 0 \\ 0 \cdot x + -1 \cdot y = 0 \end{bmatrix} \xrightarrow{x \to \text{any number}} y \xrightarrow{y \to 0}$$

$$\begin{bmatrix} 1 \\ 0 \end{bmatrix} \begin{bmatrix} 55 \\ 0 \end{bmatrix} \begin{bmatrix} 3.14 \\ 0 \end{bmatrix}$$

Finding eigenvectors (v's):

Initially eigenvectors (vs):
$$(A - \lambda I) * v = 0 \qquad (3 - \lambda) \cdot (2 - \lambda) - 1 \cdot 0 = 0$$

$$A = \begin{bmatrix} 3 & 1 \\ 0 & 2 \end{bmatrix}$$

$$\begin{bmatrix} 3 - 2 & 1 \\ 0 & 2 - 2 \end{bmatrix} \cdot \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \end{bmatrix} \longrightarrow \text{Which vector [x; y] shows this behaviour?}$$

$$\begin{bmatrix} 1 & 1 \\ 0 & 0 \end{bmatrix} \cdot \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \end{bmatrix} \xrightarrow{1 \cdot x + 1 \cdot y = 0}$$

$$0 \cdot x + 0 \cdot y = 0$$

$$x = -y$$

$$\begin{bmatrix} -1 \\ 1 \end{bmatrix}$$

Finding eigenvectors (v's):

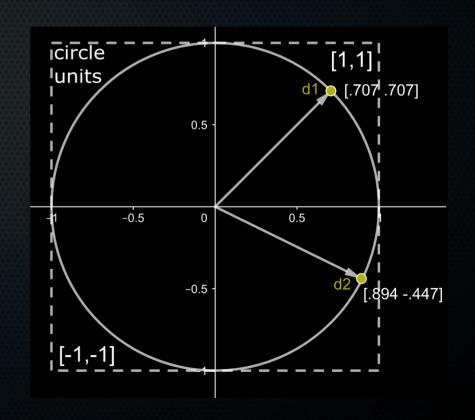
$$(A-\lambda I)*v=0 \qquad (3-\lambda)\cdot(2-\lambda)-1\cdot 0=0$$

$$A = \begin{bmatrix} 3 & 1 \\ 0 & 2 \end{bmatrix} \qquad \lambda=3 \lor \lambda=2$$

$$\begin{bmatrix} 1 \\ 0 \end{bmatrix} \begin{bmatrix} -1 \\ 1 \end{bmatrix}$$

Detail: want vectors of unit length. You can otherwise choose any scalar multiplication of ,the 'eigenvector as the eigenvector.  $A*v=\lambda*v$ 

$$\begin{bmatrix} -1 \\ 1 \end{bmatrix} \begin{bmatrix} -5 \\ 5 \end{bmatrix} \begin{bmatrix} -33.33 \\ 33.33 \end{bmatrix}$$



Finding eigenvectors (v's):

$$(A - \lambda I) * v = 0 \qquad (3 - \lambda) \cdot (2 - \lambda) - 1 \cdot 0 = 0$$

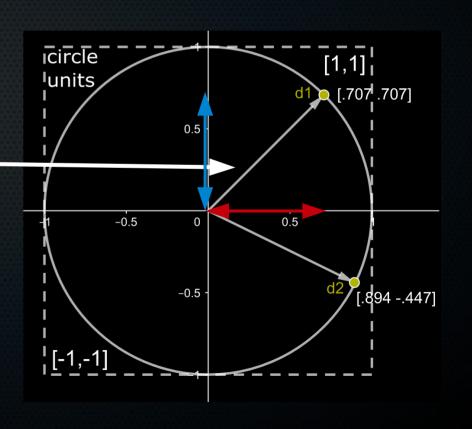
$$A = \begin{bmatrix} 3 & 1 \\ 0 & 2 \end{bmatrix} \qquad \lambda = 3 \lor \lambda = 2$$

$$\begin{bmatrix} 1 \end{bmatrix} \begin{bmatrix} -1 \end{bmatrix}$$

Detail: want unit length

Length of this vector = total distance from origin

$$\sqrt{(0.707^2 + 0.707^2)} = 1$$



Finding eigenvectors (v's):

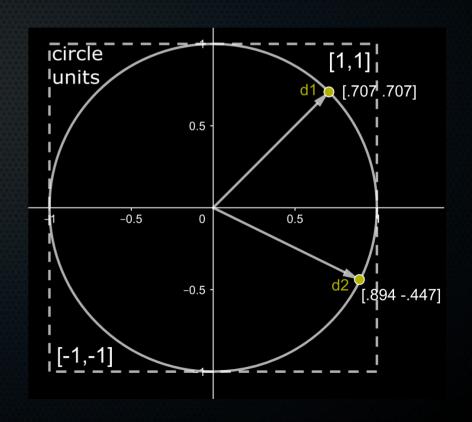
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$$A = \begin{bmatrix} 3 & 1 \\ 0 & 2 \end{bmatrix} \qquad \lambda=3 \lor \lambda=2$$

$$\begin{bmatrix} 1 \\ 0 \end{bmatrix} \begin{bmatrix} -1 \\ 1 \end{bmatrix}$$
Detail: want unit length

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$$\left\| \begin{bmatrix} -c \\ c \end{bmatrix} \right\|_2 = \sqrt{\left(c^2 + (-c)^2\right)} = 1$$



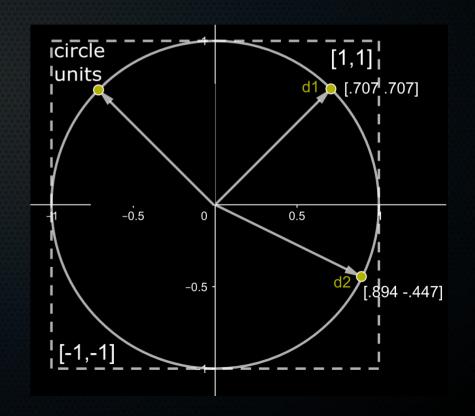
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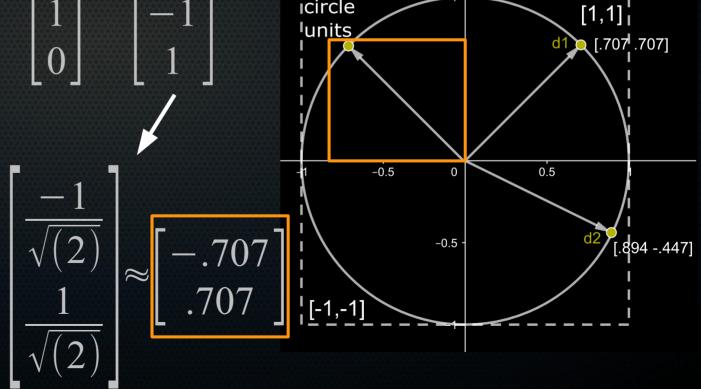
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Detail: want unit length

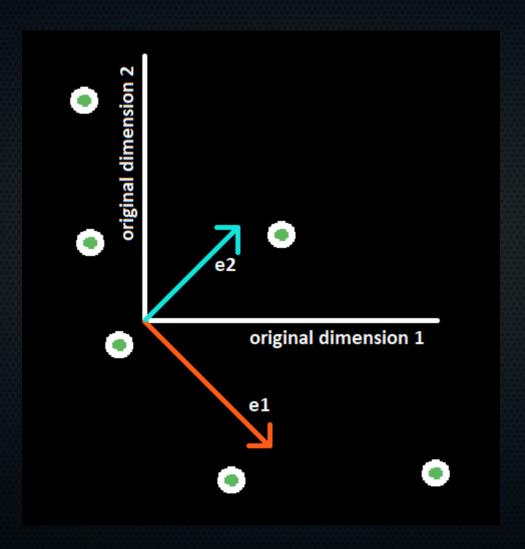


icircle

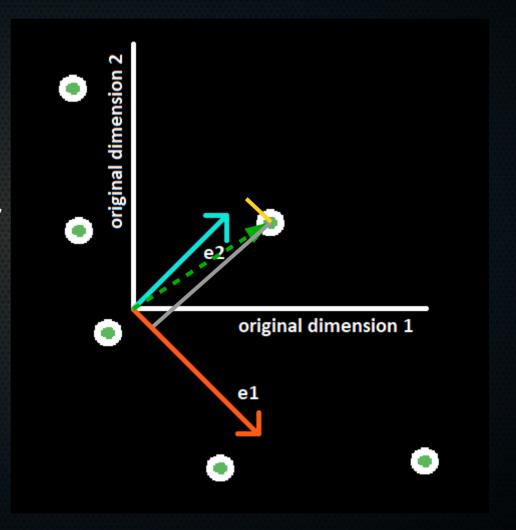
#### So far

- We know that eigenvectors are the linear axes among which data varies most
- We know how to get eigenvectors
- Now, we want to take our original data and project it onto a subset of the eigenvectors → keeping only some of the dimensions!

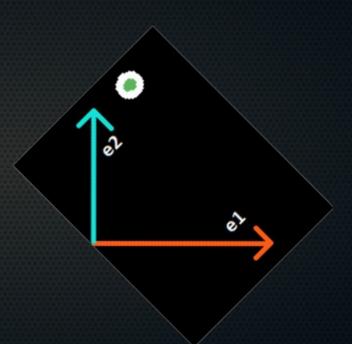
Visually



- Visually:
- Subtract the mean (let's assume 0-centered already)
- Project onto each eigenvector



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- Subtract the mean (let's assume 0-centered already)
- Project onto each eigenvector



 $\mu_1 = 16.67$   $\mu_2 = 35.33$   $\mu_3 = 24.67$ 

Feat 1 Feat 2 Feat 3

- 3D:

Sample 1 33 8 13

Sample 2 5 90 54

Sample 3 12 8 7

Feat 1 Feat 2 Feat 3

Sample 1 33 8 13
Sample 2 5 90 54
Sample 3 12 8 7 Mean-center 16.33 -27.33 -11.67

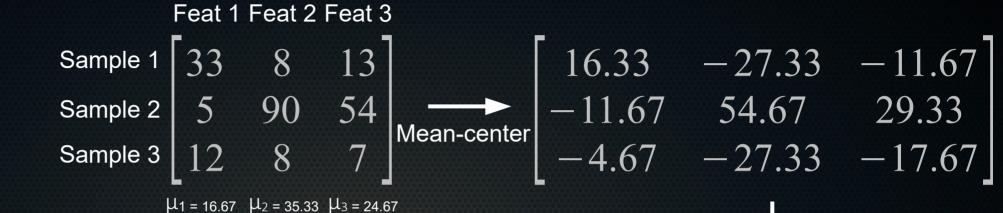
Mean-center -11.67 54.67 29.33
-17.67

 $\mu_1 = 16.67$   $\mu_2 = 35.33$   $\mu_3 = 24.67$ 

Feat 1 Feat 2 Feat 3  $\begin{array}{rrrr}
 16.33 & -27.33 & -11.67 \\
 -11.67 & 54.67 & 29.33 \\
 -4.67 & -27.33 & -17.67
 \end{array}$ • 3D:  $\mu_1 = 16.67$   $\mu_2 = 35.33$   $\mu_3 = 24.67$ **Calculate covariance matrix:**  $Cov(feat_1, feat_2) = \frac{1}{n} \sum_{n=1}^{n} (feat_1 - \mu_{feat_1}) \cdot (feat_2 - \mu_{feat_2})$ -478.33-478.33 2241.33 1202.67 -225.17 1202.67

 $65\overline{4.33}$ 

• 3D:



$$A \cdot v = (\lambda \cdot I) \cdot v \quad \blacktriangleleft$$

Find eigenvalues and eigenvectors as explained

$$\begin{bmatrix} 212.33 & -478.33 & -225.17 \\ -478.33 & 2241.33 & 1202.67 \\ -225.17 & 1202.67 & 654.33 \end{bmatrix}$$

Feat 1 Feat 2 Feat 3 -27.33 -11.67Sample 1 16.33 • 3D: -11.67 54.67 29.33 Sample 2 -4.67 -27.33 -17.67Sample 3 212.33 -225.17-478.33Cov -478.33 2241.33 1202.67 matrix -225.17 1202.67 654.33 Calculate  $\lambda_1 \approx 2989$ ;  $\lambda_2 \approx 119$ ;  $\lambda_3 \approx 0$ eigenvalues 0.187  $\left[0.953\right]$ Eigenvectors -0.866 ;  $e_2 = 0.045$  ;  $e_3 = 0.045$ belonging to  $e_1$ = them

-0.46

• 3D:

To make PC1, combine: 0.187 part feature 1 -0.866 part feature 2 -0.46 part feature 3

In other words: feature 2 has the largest influence on the coordinate on PC1. This is logical: it varies the

most!

Calculate  $\lambda_1 \approx 2989$ ;  $\lambda_2 \approx 119$ ;  $\lambda_3 \approx 0$ eigenvalues

Eigenvectors belonging to  $\ell_1$ them

$$e_1 = \begin{vmatrix} 0.18/\\ -0.866\\ -0.46 \end{vmatrix}$$

$$\begin{bmatrix} 0.187 \\ -0.866 \\ -0.46 \end{bmatrix}; e_2 = \begin{bmatrix} 0.953 \\ 0.045 \\ 0.299 \end{bmatrix}; e_3 = \begin{bmatrix} -0.238 \\ -0.498 \\ 0.834 \end{bmatrix}$$

Sample 1

Sample 2

Feat 1

16.33

Feat 2

-27.33

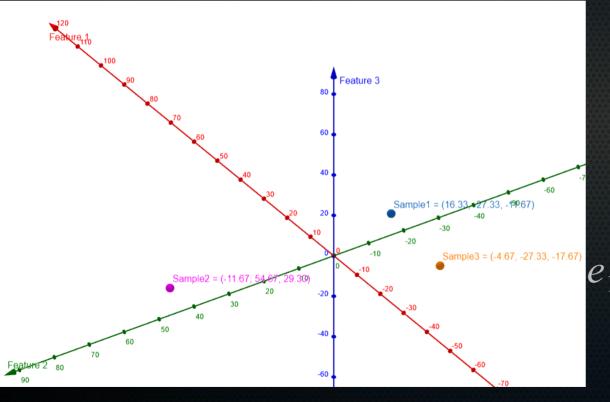
-11.67 54.67 29.33

 $-4.67 \quad -27.33 \quad -17.67$ 

Feat 3

-11.67

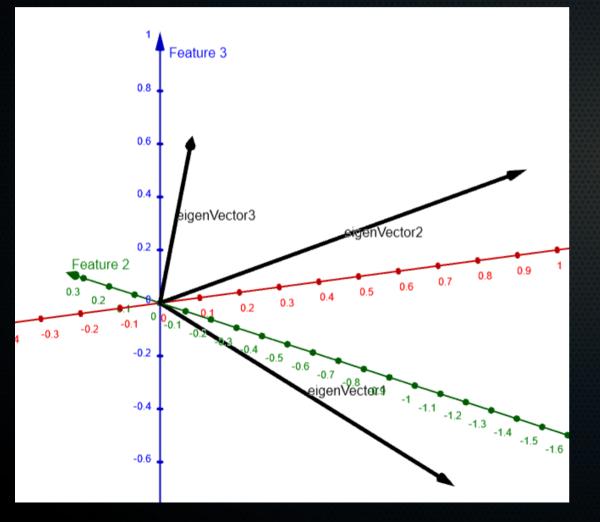
How does this look?



$$\lambda_{1} \approx 2989 ; \lambda_{2} \approx 119 ; \lambda_{3} \approx 0$$

$$e_{1} = \begin{bmatrix} 0.187 \\ -0.866 \\ -0.46 \end{bmatrix}; e_{2} = \begin{bmatrix} 0.953 \\ 0.045 \\ 0.299 \end{bmatrix}; e_{3} = \begin{bmatrix} -0.238 \\ -0.498 \\ 0.834 \end{bmatrix}$$

#### How does this look?



$$\lambda_1 \approx 2989$$
;  $\lambda_2 \approx 119$ ;  $\lambda_3 \approx 0$ 

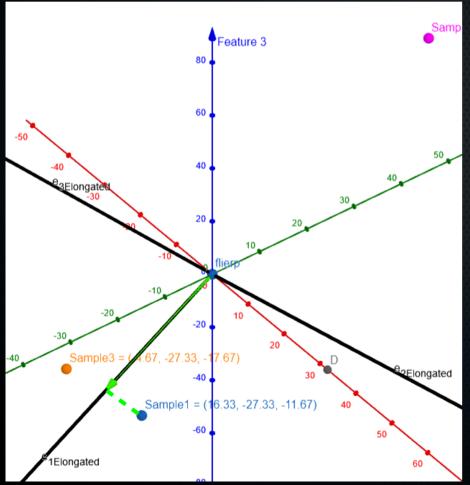
$$e_1 = \begin{bmatrix} 0.187 \\ -0.866 \\ -0.46 \end{bmatrix}; e_2 = \begin{bmatrix} 0.953 \\ 0.045 \\ 0.299 \end{bmatrix}; e_3 = \begin{bmatrix} -0.238 \\ -0.498 \\ 0.834 \end{bmatrix}$$

- Now: take the data points we have, and project them onto a subset of original eigenvectors. In this case on the first 2.
- Multiply its value on each of the original axes with the eigenvector (recipe for how much each of the original axes contributes to the value on that PC).

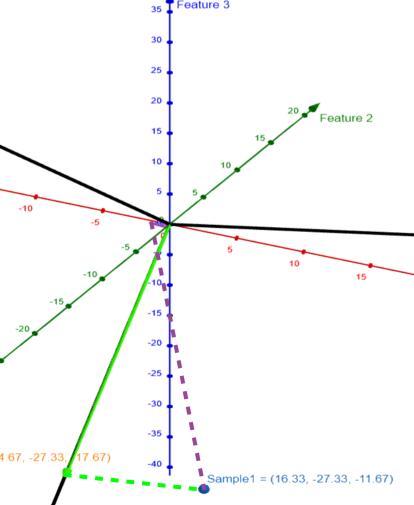
Sample 1 PC1:

$$\begin{bmatrix} 16.33 & -27.33 & -11.67 \end{bmatrix} \cdot \begin{bmatrix} 0.187 \\ -0.866 \\ -0.46 \end{bmatrix} \approx 32.09$$

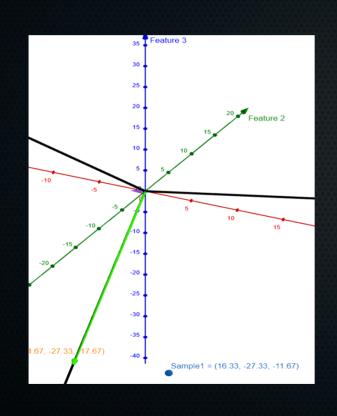
• Sample 1 PC1:  $\begin{bmatrix} 16.33 & -27.33 & -11.67 \end{bmatrix}$ .  $\begin{bmatrix} 0.953 \\ 0.045 \\ -0.46 \end{bmatrix} \approx 32.09$ 

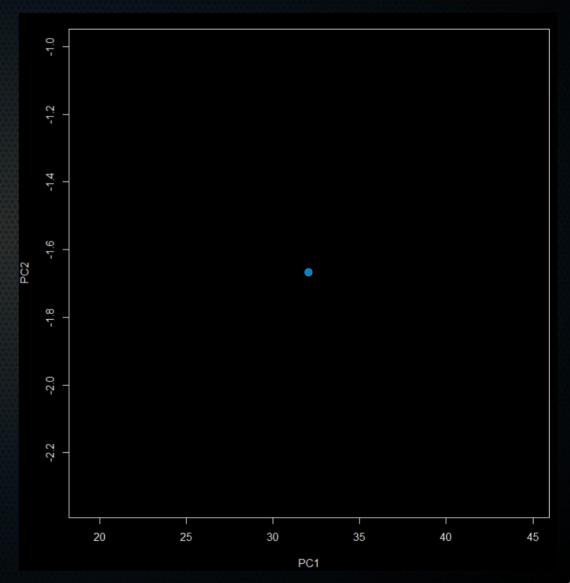


• Sample 1 PC1:  $\begin{bmatrix} 16.33 & -27.33 & -11.67 \end{bmatrix}$   $\cdot \begin{bmatrix} 0.187 \\ -0.866 \\ -0.46 \end{bmatrix} \approx 32.09$ 



$$\begin{bmatrix}
e_2 \\
0.187 \\
-0.866 \\
0.299
\end{bmatrix} \approx -1.67$$





#### Variance explained

- The eigenvalue (λ) belonging to each (unit) eigenvector is the amount of variance on that eigenvector → to calculate %variance per PC just do eigenvalue/sum(eigenvalues)\*100%
- PC1: 2989/(2989+119)\*100% ~ 96%  $\lambda_1 \approx 2989$ ;  $\lambda_2 \approx 119$ ;  $\lambda_3 \approx 0$
- PC2: ~4%



## It's this week's fiiinaaaal practical tudeluduu-tudelududu