# Course 3: Unsupervised Learning



# Summary

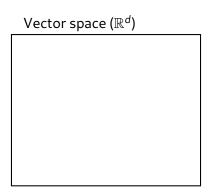
#### Last session

- Supervised learning learning from labeled examples
- Bias/variance tradeoff
- 3 Overfitting and cross-validation
- VC Dimension and curse of dimensionality

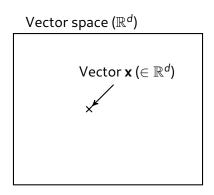
## Today's session

- Learning from Unlabeled examples
- Clustering, decomposition and dimensionality reduction

## **Notations**

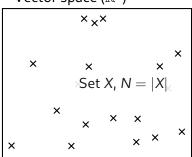


## **Notations**



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## Vector space ( $\mathbb{R}^d$ )



#### Goal

## Discover patterns/structure in X,

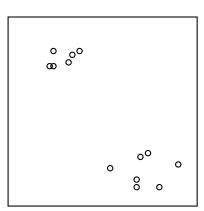
- Unsupervised = no expert, no labels
- Main approaches:
  - Clustering = find a partition of X in K subsets,
  - Decomposition using K vectors
  - Manifold Learning
- Applications:
  - Dimensionality reduction
    - Quantization
    - Visualization...



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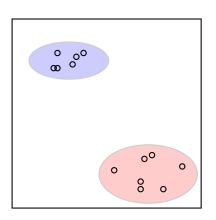
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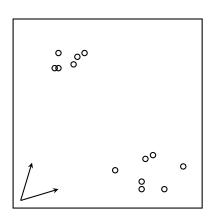
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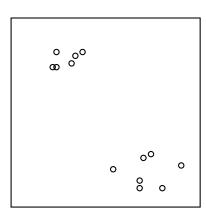
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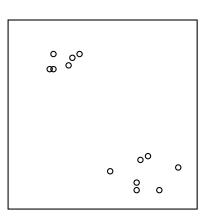
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# Example: clustering using $L_2$ norm (1/6)

An example to perform clustering is to rely on distances to centroids. We define K cluster centroids  $\Omega_k$ ,  $\forall k \in [1..K]$ .

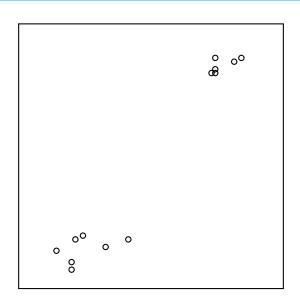
Here, each vector is associated with the cluster whose centroid is of minimal distance.

#### **Definitions**

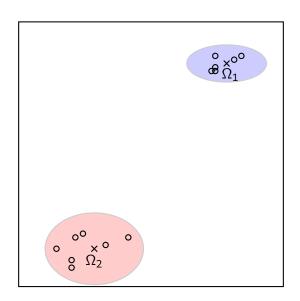
We denote  $q: \mathbb{R}^d \to [1..K]$  a function that associates a vector **x** with the index of (one of) its closest centroid  $q(\mathbf{x})$ . Formally:

- $\forall k \in [1..K], \Omega_k \in \mathbb{R}^d$
- $\forall \mathbf{x} \in X, \forall j \in [1..K], \|\mathbf{x} \Omega_{q(\mathbf{x})}\|_2 \leq \|\mathbf{x} \Omega_j\|_2$
- Error  $E(q) \triangleq \sum_{\mathbf{x} \in X} \|\mathbf{x} \Omega_{q(\mathbf{x})}\|_2$
- $X = \bigcup_{k} \underbrace{\{\mathbf{x} \in X, q(\mathbf{x}) = k\}}_{\text{cluster } k}$

# Example: clustering using $L_2$ norm (2/6)



# Example: clustering using $L_2$ norm (2/6)



# Clustering using $L_2$ norm (3/6)

#### **MNIST Dataset**

- "Toy" dataset (=small and easy)
- 60000 + 10000 handwritten digits

## Clustering MNIST

Using K-means algorithm with K = 10

- 00011112223
- 33444555666
- 6771888999













# Clustering using $L_2$ norm (4/6)

## **Quantizing MNIST**

- Replace **x** by  $\Omega_{k(\mathbf{x})}$
- Compression factor  $\kappa = 1 K/N$



# Clustering using $L_2$ norm (5/6)

## Optimal clustering

- Define  $E_{opt_K}(q^*) \triangleq \arg \min_{q:\mathbb{R}^d \to [1..K]} E(q)$ ,
- Finding an optimal clustering is an NP-hard problem.

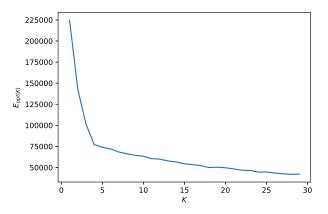
## **Properties**

- $\qquad \mathbf{0} = \mathsf{E}_{\mathsf{opt}_N}(q^*) \leq \mathsf{E}_{\mathsf{opt}_{N-1}}(q^*) \leq \cdots \leq \mathsf{E}_{\mathsf{opt}_1}(q^*) = \mathsf{var}(X),$ 
  - Proof: monotonicity by particularization, extremes with identity function (left) and variance (right).
- $0 \le \kappa \le \frac{N-1}{N}$ .

# Clustering using $L_2$ norm (6/6)

# Choosing K

- Finding a compromise between error and compression,
- Simple practical method : "elbow".

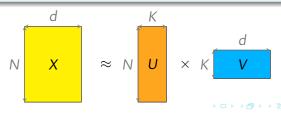


# Example 2: Sparse Dictionary Learning (1/4)

#### **Definitions**

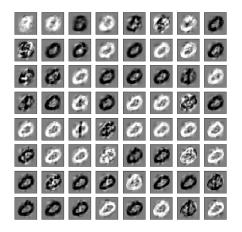
Dictionary learning solves the following matrix factorization problem:

- The set X is considered as a matrix  $X \in \mathcal{M}_{N \times d}(\mathbb{R})$ ,
- We consider decompositions using a dictionary  $V \in \mathcal{M}_{K \times d}(\mathbb{R})$  and a code  $U \in \mathcal{M}_{N \times k}(\mathbb{R})$ , with the lines of V being with norm 1,
- Error  $E(U, V) \triangleq ||X UV||_2 + \alpha ||U||_1$
- Training: find  $U^*$ ,  $V^*$  that minimizes  $E(U^*, V^*)$
- f lpha is a sparsity control parameter that enforces codes with soft ( $\ell_1$ ) sparsity



# Example: Sparse Dictionary Learning (2/4)

Learning a dictionary on MNIST with K = 64



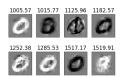
# Example 2: Sparse Dictionary Learning (3/4)

Reconstruction  $\tilde{\mathbf{x}} = UV$  of  $\mathbf{x}$ 



## 8 atoms with largest absolute values:









# Example 2: Sparse Dictionary Learning (4/4)

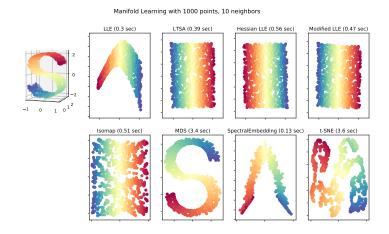
## Optimal error

 $\blacksquare E_{opt_K}(U^*, V^*) \triangleq \arg\min_{U,V} E(U, V).$ 

#### Some results

- For  $\alpha = 0$  and  $K \ge d$ ,  $E_{opt_d}(U^*, V^*) = 0$ ,
  - One can choose any completion of a basis.
- For K = N,  $\forall \alpha$ ,  $E_{opt_K}(U^*, V^*) = \alpha N$ ,
  - If vectors of X are with norm 1, one can choose V = X and  $U = I_N$ .

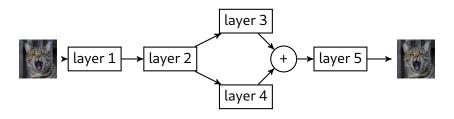
## Example 3: Manifold Learning



Approaches to uncover lower dimensional structure of high dimensional data. Source: Manifold module, sklearn website

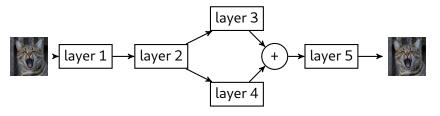
## Inputs/outputs

- Often: inputs are raw signals,
- Often: outputs are raw signals.



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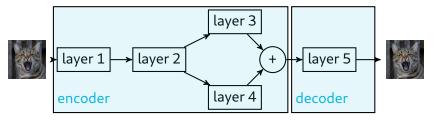
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- Parameters are trained to reproduce the input,
- Some (arbitrary) intermediate representation is interpreted as the decomposition,
- Loss is typically **Mean Square Error**:  $\sum_{i} (\mathbf{y}_{i} \mathbf{x}_{i})^{2}$ .

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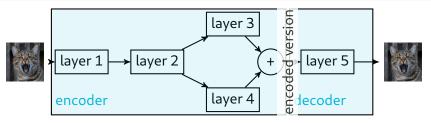
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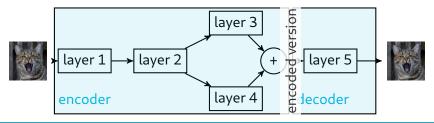
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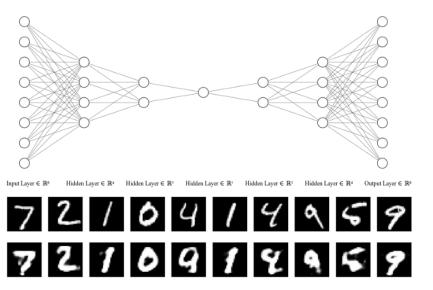
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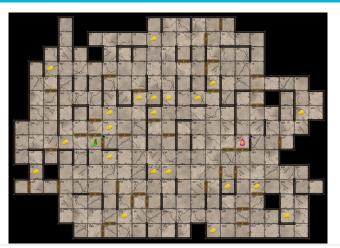


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## **Autoencoder on MNIST**



# Clustering on pyrat derived features



	density(rat)	density(python)	distance(rat, python)	density(cheese_0)	distance(rat, cheese_0)	distance(python, cheese_0)	density(cheese_1)	distance(rat, cheese_1)	distance(python, cheese_1)
0	3.475423	2.307948	9.0	2.266966	1.0	8.0	2.016979	4.0	11.0
1	2.401837	2.202623	1.0	2.091537	3.0	4.0	2.109535	6.0	7.0
2	2.948456	2.659309	11.0	2.474181	3.0	14.0	3.116937	5.0	16.0
3	2.655862	2.352433	13.0	2.355235	2.0	11.0	2.183774	3.0	10.0
4	2.204104	2.645298	3.0	3.629737	5.0	8.0	3.910904	6.0	9.0
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# Clustering on pyrat derived features

We give you 1000 initial game configurations (two players, 21 cheese pieces) with the following features (66 in total), computed using the distances as shortest path in the graph:

- Distance between the two players d(p, r)
- Distance between each player and each cheese
- Density of cheese around each player starting position density(p) =  $\sum_{c} \frac{1}{d(p,c)}$
- Density of cheese around each cheese position density(c) =  $\sum_{c'\neq c} \frac{1}{d(c,c')}$
- Cheese are sorted according to the ratio  $o(c) = \frac{d(r,c)}{d(r,c)}$

Your task: Find clusters in this dataset, we will evaluate your cluster labels using the ground truth.
more details in the lab session 3 notebook

# Working with features

N.b.: valid in unsupervised and supervised settings.

## Feature preprocessing

Objective: change the statistical distribution of the features

- Scaling / Normalization
- Power transform
- Encode, discretization
- Manual feature engineering
- See more https: //scikit-learn.org/stable/modules/preprocessing.html

Many techniques need or are greatly helped when features are on the unit sphere.

# Working with features

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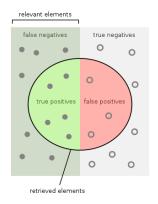
#### Feature selection

Objective: remove features

- Remove features with low variance
- Select features according to their explained variance towards labels (e.g. SelectKBest)
- See more https:
  //scikit-learn.org/stable/modules/feature\_selection.html

Helps to adress the dimensionality curse.

## In supervised learning: per class metric





### Clustering Metrics:

- Error defined slide 5 : similar to inertia (sum of squared distances)
- The Silhouette score (per sample) is (b a)/max(a, b), with mean intra-cluster distance (a) and the mean nearest-cluster distance (b).

### Clustering metrics using labels:

- Random Index: measures the similarity of two assignments, ignoring permutations
- Homogeneity: each cluster contains only members of a single class.
- Completeness: all members of a given class are assigned to the same cluster.



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# Lab Session 3 and assignments for Session 5

## TP Unsupervised Learning (TP2)

- K-means, Dictionary Learning and Manifold Learning
- Application on Digits and PyRat

## Project 2 (P2)

- Find clusters in the provided dataset of pyrat games features.
- You can combine every technique you want (feature selection, decomposition, clustering, ...)
- During Session 4 you will have 7 minutes to present your work.
- We will evaluate the quality of your clustering during your presentation.