## Multidimensional Scaling

Consider: LARA MATRIX X = ( Xn --- Xip)

Revision booking D

Proximity mutix D.

represents "Listane".

Similarity or Lissimilarity.

Proximity matrix is invariant in

i) Translation ii) rotation iii) reflection.

5. We can't recover X. completely.

Orf: A proximity matrix is

- i) distance-like if dij 30. dii=0. dij=dji
- ii) metric if it's Nistana-like and Nij = Lik + Ajk.
- iii) Euclidean if exists a configuration of points
  in Euclidean space with distance a Point i. Pointj)
  = Aij.

(i) Coloabete correint on

(1) Classical MDS:

Suppose proximity metrix Daxa is of squared Euclidean distance from Xnx1. Anta matrix. Demte: B = XXT. bij = IXik Xjk. → Kij = bii + bjj - 2bij = (Xi) - Xij) T(Xi) - Xij) I deal: If bij-s can be found in term of Nij. Then. We can derive X from B. To obtain B from D. We need some location constraint for unique solution. Suppose: ZXIX =0. HI=K=2. CCEnter of cix) at 0) ⇒ ∑bij = 0 . i.e. row of B have sum 0. Notice:  $\sum_{i=1}^{n} \lambda_{ij} = tr(B) + nb_{ij}$   $\sum_{j=1}^{n} \lambda_{ij} = tr(B) + nb_{ii}$  $\sum_{i} \sum_{j} \lambda_{ij}^{2} = 2\pi \text{Tr}(B)$ . → bij = - = [ lij - li. - lij + li.]. where di. = I lij/n. lij = I lij/n. li = II lij/m. Then, we can obtain X from B:

by spectral Accomposition:  $B = V \Lambda V^{T}$ .

1°) When 2 < n.  $B = (U^{*} *) (\Lambda^{*} \circ) (V^{*T})$ 50  $X = V^{*} \Lambda^{*+}$ .

2) When 2 = n.

Choose the first k components. St. \(\vec{\varpa}{\vec{\varpa}{\vec{\varpa}}}\) is large enough.

Tulidam.

fmk: When proximity matrix isn't Enclidem.

Then B may not be positive Refinite.

Consider criteria: \(\frac{\xi}{\infty} \) \

## (=) Other methods:

- i) Metric Scaling: Define loss func. for D and listance matrix back on X. called Stress. Then find X to minimize Stress.
  - ii) Non-metric Scaling: Only trust orders of D rather than its values.

Then we can obser x from 8 = 2 x -

ph should provide a B = AVA.

iii) Asymmetric proximity matrix: Lij = 1ji.

DEV. B= ( 12 +3 ( 4 2 ) ( 4 2 ) 151 = 1 0