기계학습 (2022년도 2학기)

Principal Component Analysis

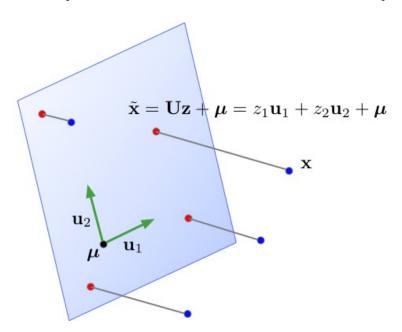
전북대학교 컴퓨터공학부

Overview

- Today we'll cover the first unsupervised learning algorithm for this course: principal component analysis (PCA)
- Dimensionality reduction: map the data to a lower dimensional space
 - Save computation/memory
 - Reduce over fitting
 - Visualize in 2 dimensions
- PCA is a linear model, with a closed-form solution. It's useful for understanding lots of other algorithms.
 - Autoencoders
 - Matrix factorizations (next lecture)
- Today's lecture is very linear-algebra-heavy.
 - Especially orthogonal matrices and eigendecompositions.
 - Don't worry if you don't get it immediately | next few lectures won't build on it

Projection onto a subspace

- Set-up: given a dataset $\mathcal{D} = \{\mathbf{x}^{(1)}, ..., \mathbf{x}^{(N)}\} \subset \mathbb{R}^D$
- lacksquare Set μ to the mean of the data, $\mu=rac{1}{N}\sum_{i=1}^{N}\mathbf{x}^{(i)}$
- Goal: find a K-dimensional subspace $S \subset \mathbb{R}^D$ such that $\mathbf{x}^{(n)} \mu$ is "well-represented" by its projection onto S
- Recall: The projection of a point x onto S is the point in S closest to x.



기저: 어떤 벡터 공간의 기저(basis)는 그 벡터 공간을 선형생성하는 선형 Projection onto a subspace 독립인 벡터들. 즉, 벡터 공간의 임의의 벡터에게 선형결합으로서 유일한 표현을 부여하는 벡터들.

- Let $\{\mathbf{u}_k\}_{k=1}^K$ be an orthonormal basis of the subspace \mathcal{S}
- Approximate each data point x as:

$$\tilde{\mathbf{x}} = \boldsymbol{\mu} + \operatorname{Proj}_{\mathcal{S}}(\mathbf{x} - \boldsymbol{\mu}) = \tilde{\mathbf{x}} + \alpha - \mu$$

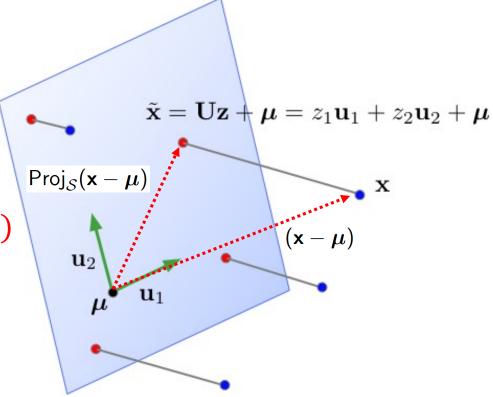
$$= z_1 u_1 + z_2 u_2 + \alpha - \mu$$

$$= \boldsymbol{\mu} + \sum_{k=1}^{K} z_k \mathbf{u}_k$$

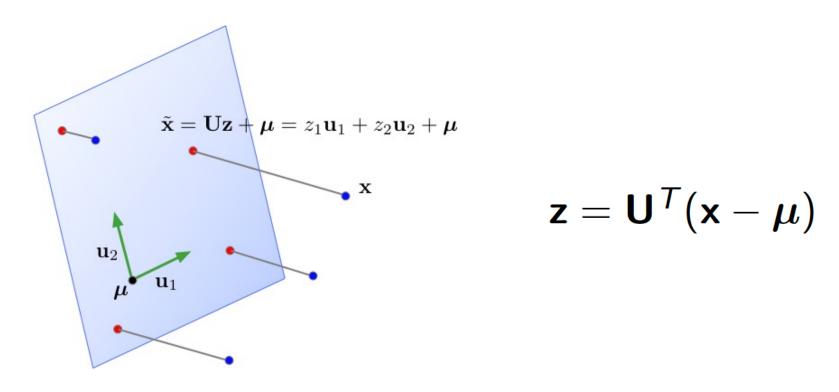
$$= u_1^T z_1 u_1 + z_2 u_2 + \alpha - \mu$$

$$= u_1^T z_1 u_1 = z_1$$

- From linear algebra: $z_k = \mathbf{u}_k^T (\mathbf{x} \boldsymbol{\mu})$
- Let **U** be a matrix with columns $\{\mathbf{u}_k\}_{k=1}^K$ then $\mathbf{z} = \mathbf{U}^T (\mathbf{x} - \boldsymbol{\mu})$ 예: 3차원 공간의 \mathbf{x} 를 2차원 공간(\mathcal{S})으로 projection 시키는 3x2 행렬
- lacktriangle Also: $ilde{f x}=m\mu+{f U}{f z}$



Projection onto a Subspace



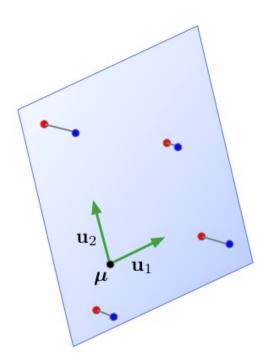
- In machine learning, $\tilde{\mathbf{x}}$ is also called the reconstruction of \mathbf{x} .
- **z** is its representation, or code.

Projection onto a Subspace

- If we have a K-dimensional subspace in a D-dimensional input space, then $\mathbf{x} \in \mathbb{R}^D$ and $\mathbf{z} \in \mathbb{R}^K$.
- If the data points **x** all lie close to their reconstructions, then we can approximate distances, etc. in terms of these same operations on the code vectors **z**.

(좋은 approximation: 원래 data space에서의 data 분포를 잘 반영해야 함. 즉 원래 space에서의 거리 추세가 subspace에서도 반영되어야 함.)

- If $K \ll D$, then it's much cheaper to work with \mathbf{z} than \mathbf{x} .
- A mapping to a space that's easier to manipulate or visualize is called a representation (표현, 표상), and learning such a mapping is representation learning.
- Mapping data to a low-dimensional space is called dimensionality reduction.



Learning a Subspace

- How to choose a good subspace *S*?
 - Need to choose $D \times K$ matrix U with orthonormal columns. (즉, 행렬 U의 각 column이 subspace S의 basis에 해당)
- Two criteria:
 - Minimize the reconstruction error

$$\min \frac{1}{N} \sum_{i=1}^{N} \|\mathbf{x}^{(i)} - \tilde{\mathbf{x}}^{(i)}\|^2$$

Maximize the variance of the code vectors

→ code vector가 data 분포를 최대한 잘 반영해야 함, 즉 중요한 data 분포 특성을 나타낼수 있어야 함

$$\max \sum_{j} \operatorname{Var}(z_{j}) = \frac{1}{N} \sum_{j} \sum_{i} (z_{j}^{(i)} - \bar{z}_{j})^{2}$$

$$= \frac{1}{N} \sum_{i} \|\mathbf{z}^{(i)} - \bar{\mathbf{z}}\|^{2}$$

$$= \frac{1}{N} \sum_{i} \|\mathbf{z}^{(i)}\|^{2}$$
Exercise: show $\bar{\mathbf{z}} = 0$
(직접 해볼 것!)

• Note: here, \overline{z} denotes the mean, not a derivative.

Learning a Subspace

These two criteria are equivalent! I.e., we'll show

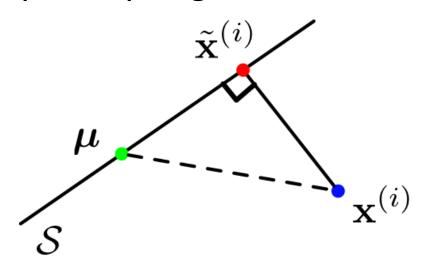
$$\frac{1}{N} \sum_{i=1}^{N} \|\mathbf{x}^{(i)} - \tilde{\mathbf{x}}^{(i)}\|^2 = \text{const} - \frac{1}{N} \sum_{i} \|\mathbf{z}^{(i)}\|^2$$

Observation: by unitarity,

$$ilde{\mathsf{x}} = oldsymbol{\mu} + \mathsf{U}\mathsf{z}$$

$$ilde{\mathbf{x}} = oldsymbol{\mu} + oldsymbol{\mathsf{U}} \mathbf{z} \qquad \| ilde{\mathbf{x}}^{(i)} - oldsymbol{\mu}\| = \|oldsymbol{\mathsf{U}} \mathbf{z}^{(i)}\| = \|\mathbf{z}^{(i)}\|$$

By the Pythagorean Theorem,



$$\frac{1}{N} \sum_{i=1}^{N} \|\mathbf{\tilde{x}}^{(i)} - \boldsymbol{\mu}\|^2 + \underbrace{\frac{1}{N} \sum_{i=1}^{N} \|\mathbf{x}^{(i)} - \mathbf{\tilde{x}}^{(i)}\|^2}_{\text{reconstruction error}}$$

$$= \underbrace{\frac{1}{N} \sum_{i=1}^{N} \|\mathbf{x}^{(i)} - \boldsymbol{\mu}\|^2}_{\text{constant}}$$

Principal Component Analysis

Choosing a subspace to maximize the projected variance, or minimize the reconstruction error, is called principal component analysis (PCA).

Recall:

 Spectral Decomposition: a symmetric matrix A has a full set of eigenvectors, which can be chosen to be orthogonal. This gives a decomposition

$$\mathbf{A} = \mathbf{Q} \mathbf{\Lambda} \mathbf{Q}^{\mathsf{T}},$$

 $\mathbf{A} = \mathbf{Q} \mathbf{\Lambda} \mathbf{Q}^{\mathsf{T}},$ Eigenvector (고유벡터): 선형 상수배가 되는 0이 아닌 벡터 Eigenvector (고유벡터): 선형변환 A에 의한 변환 결과가 자기 자신의

Eigenvalue (고유값): 이 상수배 값, $AQ = Q\Lambda \rightarrow A = Q\Lambda Q^{-1} = Q\Lambda Q^{T}$

where **Q** is orthogonal and Λ is diagonal. The columns of **Q** are eigenvectors, and the diagonal entries λ_i of Λ are the corresponding eigenvalues.

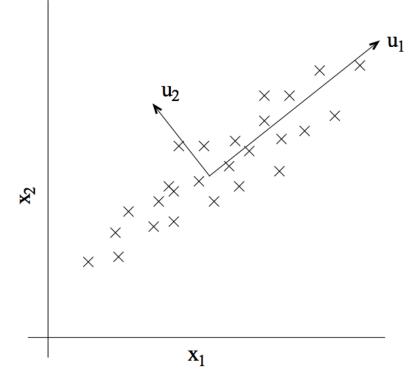
- I.e., symmetric matrices are diagonal in some basis (Q).
- A symmetric matrix **A** is positive semidefinite iff each $\lambda_i \geq 0$. (선형변환에서 비음수 eigenvalue들은 새로운 coordinates들을 표준 coordinates들 각성분의 scale로 생각할 수 있어, 변형을 이들에 대한 조합으로 쉽게 이해하고 해석할 수 있음)

Principal Component Analysis

■ Consider the empirical covariance matrix (공분산 행렬):

$$\mathbf{\Sigma} = rac{1}{N} \sum_{i=1}^N (\mathbf{x}^{(i)} - \boldsymbol{\mu}) (\mathbf{x}^{(i)} - \boldsymbol{\mu})^{ op}$$

- Recall: Covariance matrices are symmetric and positive semidefinite. (대칭 행렬은 항상 직교행렬 고윳값 대각화 가능!!)
- The optimal PCA subspace is spanned by the top K eigenvectors of Σ .
 - More precisely, choose the first K of any orthonormal eigenbasis for Σ .
 - The general case is tricky,
 but we'll show this for K = 1.
- These eigenvectors are called principal components, analogous to the principal axes of an ellipse.



Deriving PCA

■ For K = 1, we are fitting a unit vector \mathbf{u} , and the code is a scalar $z = \mathbf{u}^{\top}(\mathbf{x} - \boldsymbol{\mu})$

$$\frac{1}{N} \sum_{i} [z^{(i)}]^{2} = \frac{1}{N} \sum_{i} (\mathbf{u}^{\top} (\mathbf{x}^{(i)} - \boldsymbol{\mu}))^{2}$$

$$= \frac{1}{N} \sum_{i=1}^{N} \mathbf{u}^{\top} (\mathbf{x}^{(i)} - \boldsymbol{\mu}) (\mathbf{x}^{(i)} - \boldsymbol{\mu})^{\top} \mathbf{u}$$

$$= \mathbf{u}^{\top} \left[\frac{1}{N} \sum_{i=1}^{N} (\mathbf{x}^{(i)} - \boldsymbol{\mu}) (\mathbf{x}^{(i)} - \boldsymbol{\mu})^{\top} \right] \mathbf{u}$$

$$= \mathbf{u}^{\top} \mathbf{\Sigma} \mathbf{u}$$

$$= \mathbf{u}^{\top} \mathbf{Q} \mathbf{\Lambda} \mathbf{Q}^{\top} \mathbf{u} \qquad \text{Spectral Decomposition}$$

$$= \mathbf{a}^{\top} \mathbf{\Lambda} \mathbf{a} \qquad \text{for } \mathbf{a} = \mathbf{Q}^{\top} \mathbf{u}$$

$$= \sum_{j=1}^{D} \lambda_{j} a_{j}^{2}$$

Deriving PCA

- Maximize $\mathbf{a}^{\top} \mathbf{\Lambda} \mathbf{a} = \sum_{i=1}^{D} \lambda_{i} a_{i}^{2}$ for $\mathbf{a} = \mathbf{Q}^{\top} \mathbf{u}$.
 - for $\mathbf{a} = \mathbf{Q}^{\top} \mathbf{u}$, $\max \sum_{j} \operatorname{Var}(z_{j}) = \frac{1}{N} \sum_{j} \sum_{i} (z_{j}^{(i)} \bar{z}_{j})^{2}$

(7페이지 참고)

- This is a change-of-basis to the eigenbasis of Σ .
- lacktriangle Assume the λ_i are in sorted order. For simplicity, assume they are all distinct.
- Observation: since ${\bf u}$ is a unit vector, then by unitarity, ${\bf a}$ is also a unit vector. I.e., $\sum_i a_i^2 = 1$ (직교행렬들의 곱도 직교행렬)
- lacksquare By inspection, set $a_1=\pm 1$ and $a_j=0$ for j
 eq 1
- Hence, $\mathbf{u} \models \mathbf{Q}\mathbf{a} = \mathbf{q}_1$ (the top eigenvector)

■ A similar argument shows that the k-th principal component is the k-th eigenvector of Σ . If you're interested, look up the Courant-Fischer Theorem.

Decorrelation

Interesting fact: the dimensions of z are decorrelated. For now, let Cov denote the empirical covariance.

$$Cov(\mathbf{z}) = Cov(\mathbf{U}^{\top}(\mathbf{x} - \boldsymbol{\mu}))$$

$$= \mathbf{U}^{\top} Cov(\mathbf{x}) \mathbf{U}$$

$$= \mathbf{U}^{\top} \boldsymbol{\Sigma} \mathbf{U}$$

$$= \mathbf{U}^{\top} \mathbf{Q} \boldsymbol{\Lambda} \mathbf{Q}^{\top} \mathbf{U}$$

$$= \mathbf{I} \mathbf{0} \boldsymbol{\Lambda} \begin{pmatrix} \mathbf{I} \\ \mathbf{0} \end{pmatrix}$$
 by orthogonality
$$= \text{top left } K \times K \text{ block of } \boldsymbol{\Lambda}$$

- If the covariance matrix is diagonal, this means the features are uncorrelated.
- This is why PCA was originally invented (in 1901!).

Recap

- Dimensionality reduction aims to find a low-dimensional representation of the data.
- PCA projects the data onto a subspace which maximizes the projected variance, or equivalently, minimizes the reconstruction error.
- The optimal subspace is given by the top eigenvectors of the empirical covariance matrix.
- PCA gives a set of decorrelated features.

Applying PCA to faces

- Consider running PCA on 2429 19x19 grayscale images (CBCL data)
- Can get good reconstructions with only 3 components



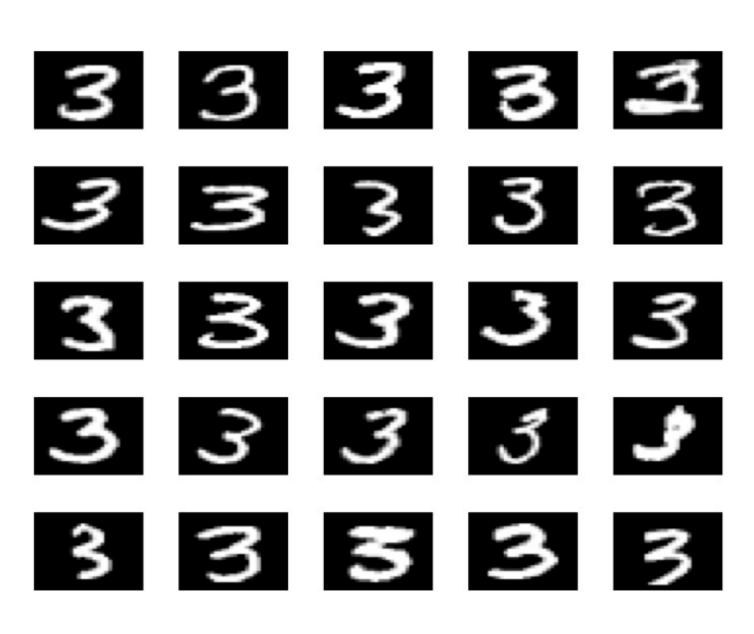
- PCA for pre-processing: can apply classifier to latent representation
 - For face recognition PCA with 3 components obtains 79% accuracy on face/non-face discrimination on test data vs. 76.8% for a Gaussian mixture model (GMM) with 84 states. (We'll cover GMMs later in the course.)
- Can also be good for visualization

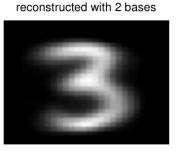
Applying PCA to faces: Learned basis

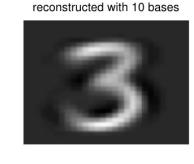
Principal components of face images ("eigenfaces")

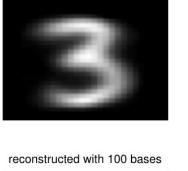


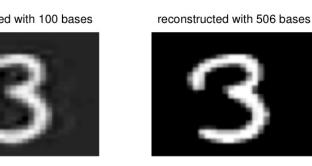
Applying PCA to digits

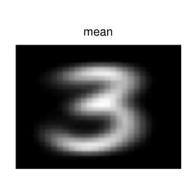


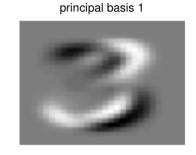


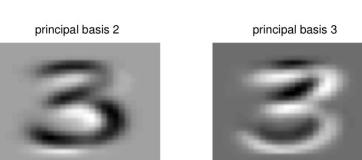










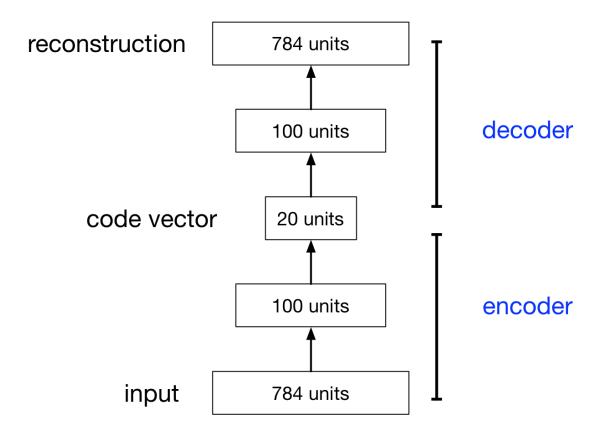


Next

- Two more interpretations of PCA, which have interesting generalizations.
 - Autoencoders
 - Matrix factorization (later lecture)

Autoencoders

- An autoencoder is a feed-forward neural net whose job it is to take an input
 x and predict x.
- To make this non-trivial, we need to add a bottleneck layer whose dimension is much smaller than the input.



Linear Autoencoders

Why autoencoders?

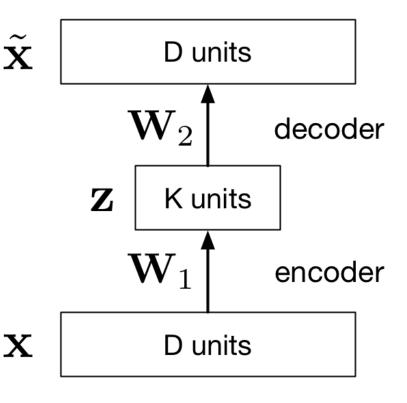
- Map high-dimensional data to two dimensions for visualization
- Learn abstract features in an unsupervised way so you can apply them to a supervised task
 - Unlabled data can be much more plentiful than labeled data

Linear Autoencoders

■ The simplest kind of autoencoder has one hidden layer, linear activations, and squared error loss.

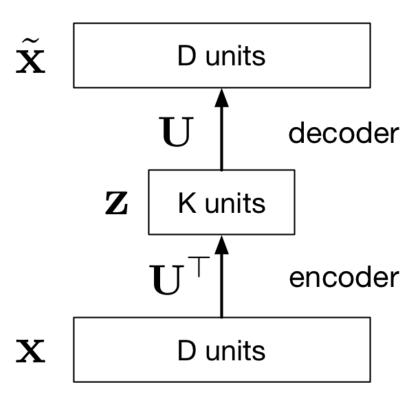
$$\mathcal{L}(\mathbf{x}, \tilde{\mathbf{x}}) = \|\mathbf{x} - \tilde{\mathbf{x}}\|^2$$

- This network computes $\tilde{\mathbf{x}} = \mathbf{W}_2 \mathbf{W}_1 \mathbf{x}$, which is a linear function.
- If $K \ge D$, we can choose \mathbf{W}_2 and \mathbf{W}_1 such that $\mathbf{W}_2\mathbf{W}_1$ is the identity matrix. This isn't very interesting.
- But suppose K < D:
 - W_1 maps x to a K-dimensional space, so it's doing dimensionality reduction.



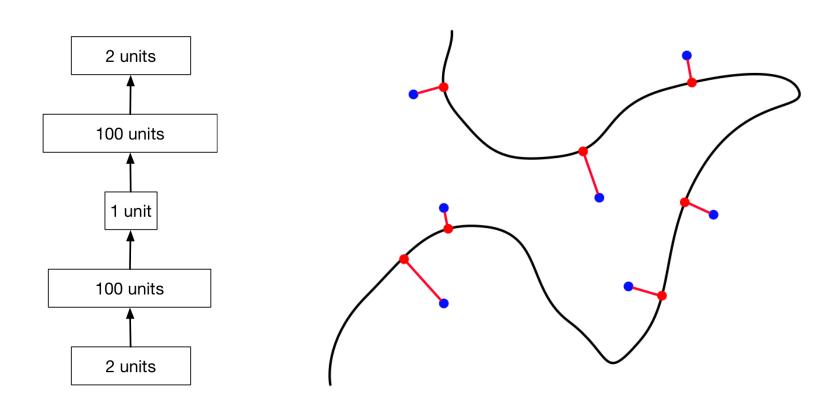
Linear Autoencoders

- Observe that the output of the autoencoder must lie in a K-dimensional subspace spanned by the columns of \mathbf{W}_2 .
- We saw that the best possible *K*-dimensional subspace in terms of reconstruction error is the PCA subspace.
- The autoencoder can achieve this by setting $\mathbf{W}_1 = \mathbf{U}^T$ and $\mathbf{W}_2 = \mathbf{U}$.
- Therefore, the optimal weights for a linear autoencoder are just the principal components!



Nonlinear Autoencoders

- Deep nonlinear autoencoders learn to project the data, not onto a subspace, but onto a nonlinear manifold
- This manifold is the image of the decoder
- This is a kind of nonlinear dimensionality reduction



Nonlinear Autoencoders

 Nonlinear autoencoders can learn more powerful codes for a given dimensionality, compared with linear autoencoders (PCA)



Nonlinear Autoencoders

- Here's a 2-dimensional autoencoder representation of newsgroup articles.
- They're color-coded by topic, but the algorithm wasn't given the labels.

