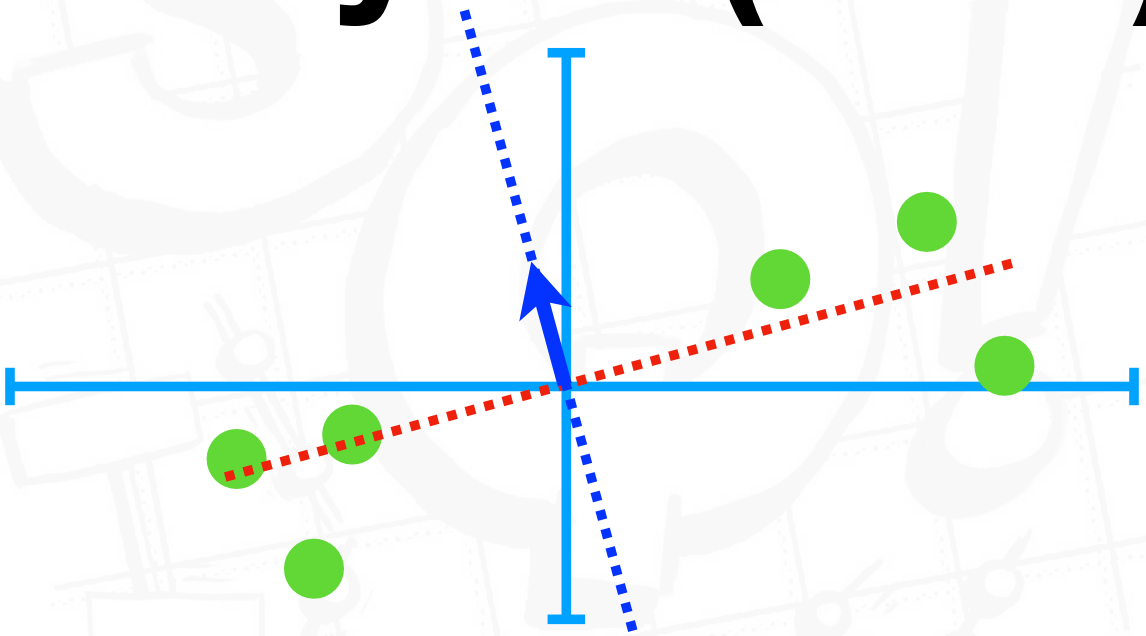
StatQuest!!!

Principal Component Analysis (PCA)



Study Guide!!!

© 2020 Joshua Starmer All Rights Reserved

The Problem

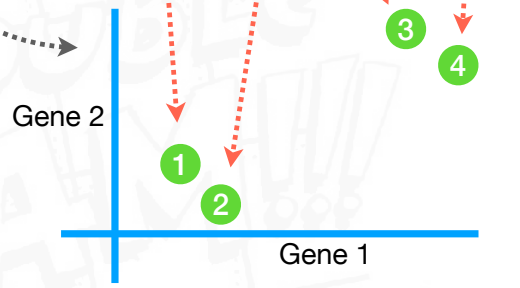
When we have low-dimensional data, like one or two measurements per subject (in this case subject = mouse)…

	Mouse 1	Mouse 2	Mouse 3	Mouse 4
Gene 1	2	3	8	9

Low — 1 2 — Gene 1 — 3 4 — High

…graphing each subject is easy…

	Mouse 1	Mouse 2	Mouse 3	Mouse 4
Gene 1	2	3	8	9
Gene 2	2	1	7	6



…but when we have high-dimensional data, like measuring 20,000 genes per mouse, graphing each mouse is not so easy.

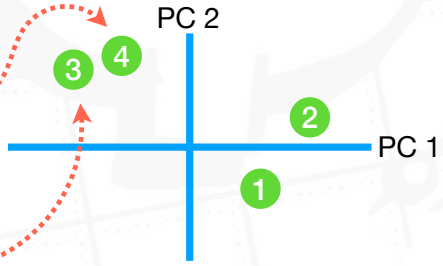
	Mouse 1	Mouse 2	…
Gene 1	2	3	…
Gene 2	2	1	…
…	…	…	…
Gene 20000	32	10	…

??

The Solution - Principal Component Analysis (PCA)

When we have more than 2 or 3 measurements per subject, PCA consolidates the measurements in a meaningful way that allows us to plot the subjects on a graph with only 2 or 3 axes.

	Mouse 1	Mouse 2	Mouse 3	Mouse 4
Gene 1	2	3	8	9
Gene 2	2	1	7	6
…	…	…	…	…
Gene 20000	32	10	0	12



NOTE: There are two common ways to do PCA.

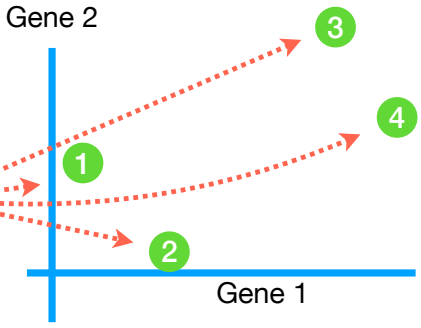
1) The original way performed **Eigen Decomposition** on the covariance between each subject.
2) The newer method uses **Singular Value Decomposition** (SVD) because it is easier to compute. This guide focuses on using **SVD**.

PCA, Step-by-Step

First we will demonstrate the concepts with 2-Dimensional data (2 measurements, Gene 1 and Gene 2, per subject).

The data and related graph:

	Mouse 1	Mouse 2	Mouse 3	Mouse 4
Gene 1	2	3	8	9
Gene 2	4	1	7	6

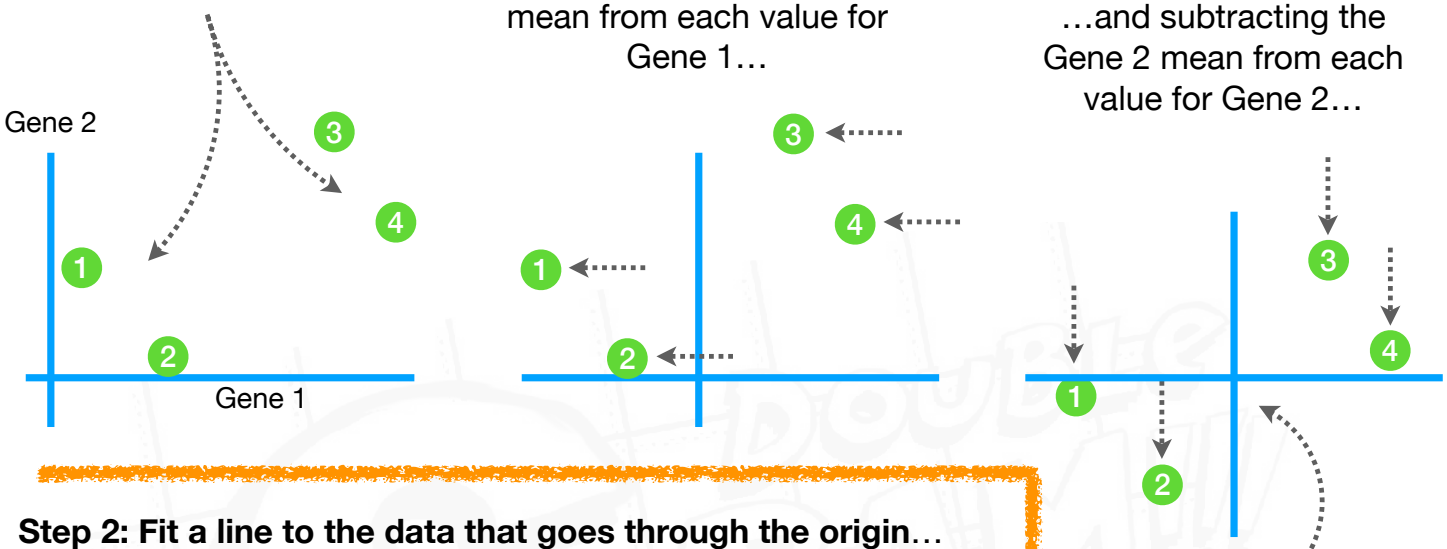


© 2020 Joshua Starmer All Rights Reserved

Step 1: Center the Data...

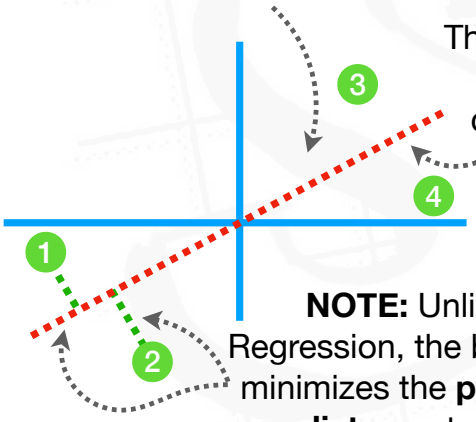
…by subtracting the Gene 1 mean from each value for Gene 1…

…and subtracting the Gene 2 mean from each value for Gene 2…



Now the center of the data is the origin, (0,0).

Step 2: Fit a line to the data that goes through the origin…

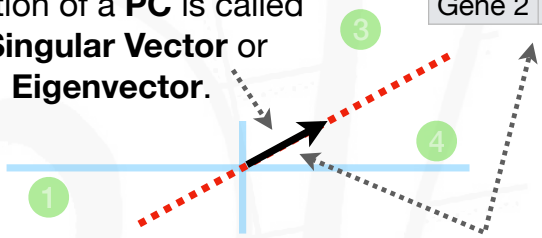


The best fitting line is the first principal component, **PC1**.

NOTE: Unlike Linear Regression, the best fitting line minimizes the **perpendicular distance** to the data.

A unit vector in the direction of a **PC** is called a **Singular Vector** or **Eigenvector**.

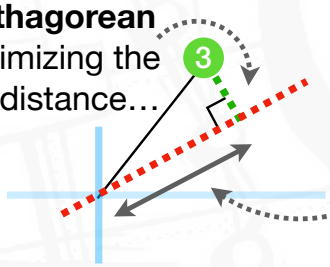
Gene 1	0.8
Gene 2	0.6



The coordinates for the unit vector are called **Loading Scores** and reflect how much the original axes contribute to the **PC**.

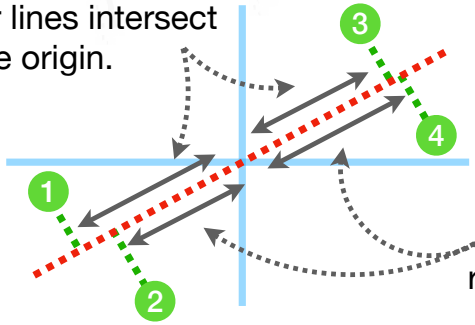
NOTE: The magnitude of Gene 1's **Loading Score** is > the magnitude of Gene 2's. This tells us that Gene 1 is responsible for more variation along **PC1**.

Due to the **Pythagorean Theorem**, minimizing the perpendicular distance…



…maximizes the distance along the **PC**.

The **PC** maximizes the variation between where the perpendicular lines intersect and the origin.

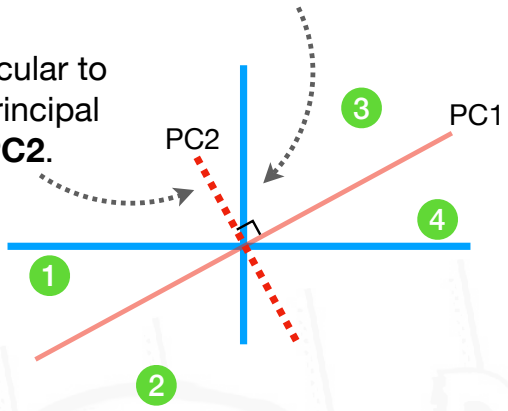


The sum of the squared distances along the **PC** is called the **Eigenvalue** for the **PC** and tells us the relative amount of variance along that **PC**.

© 2020 Joshua Starmer All Rights Reserved

Step 3: Fit a line to the data that is perpendicular to PC1…

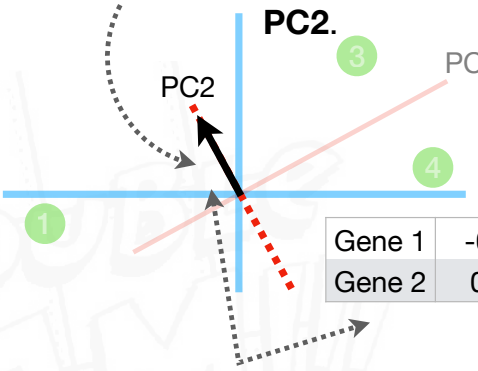
The line perpendicular to **PC1** is second principal component, **PC2**.



NOTE: Because the original data only has 2-Dimensions, there are only 2 principal components.

In general, the number of PCs is determined by whichever is smaller, the number of samples (samples = mice in this example) or the number of variables (variables = genes in this example)

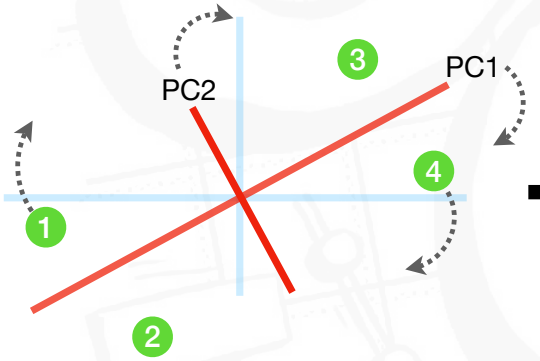
A unit vector in the direction of **PC2** is called a **Singular Vector** or **Eigenvector** for **PC2**.



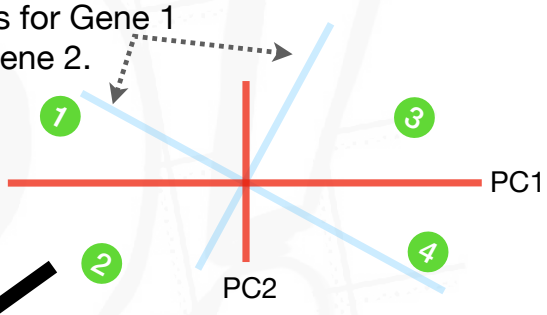
Gene 1	-0.6
Gene 2	0.8

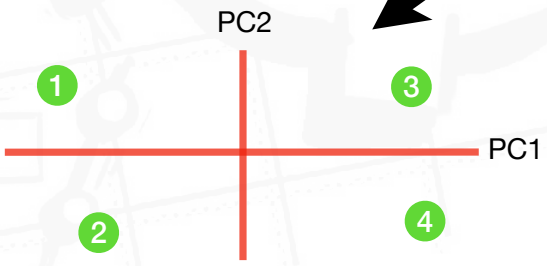
The magnitudes of **Loading Scores** (the coordinates for the unit vector) show that Gene 2 is responsible for more variation along **PC2** than Gene 1.

Step 4: Rotate the data and PCs…



The **light blue lines** are the original axes for Gene 1 and Gene 2.





This is the final **PCA** graph of the data.

The way the data points are spread out along **PC1** tells us that samples (mice) 1 and 2 are more similar to each than they are to samples 3 and 4.

BAM!!!

Eigenvalue = Sum of Squared Distances along a **PC**

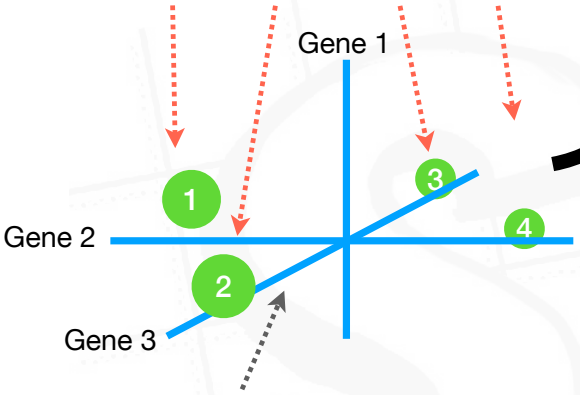
Variance = $\frac{\text{Sum of Squared Distances along a PC}}{n - 1}$

…where ***n*** is the number of data points.

© 2020 Joshua Starmer All Rights Reserved

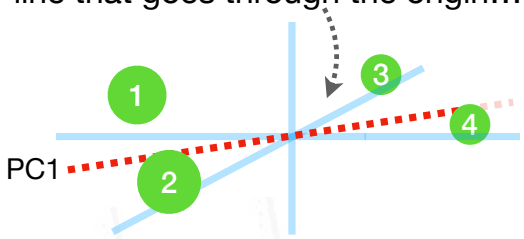
If we have 3-dimensions…

	Mouse 1	Mouse 2	Mouse 3	Mouse 4
Gene 1	2	3	8	9
Gene 2	4	1	7	6
Gene 3	8	10	-3	-4

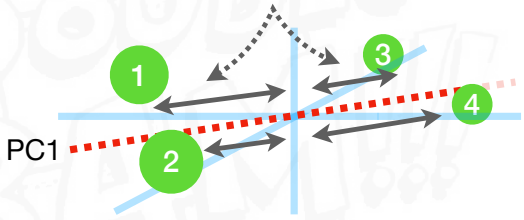


NOTE: The axis for Gene 3 is supposed to represent the 3rd dimension, which is hard to draw on a 2-D piece of paper. Just try to imagine it sticking out of the page.

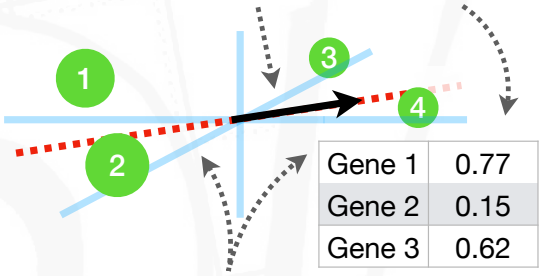
In 3-D, **PC1** is still the best fitting line that goes through the origin…



…and it accounts for the largest **Eigenvalue**, the sum of the squared distances.



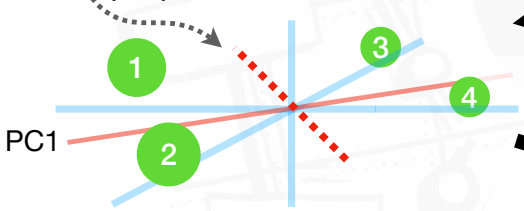
…however, now the **Eigenvector**, the unit vector in the direction of the **PC**, has 3 coordinates.



Gene 1	0.77
Gene 2	0.15
Gene 3	0.62

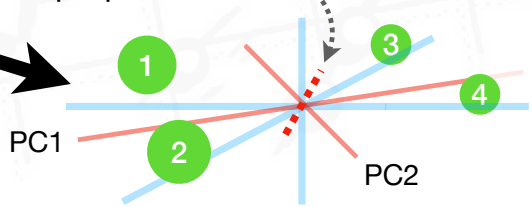
Because Gene 1's coordinate (**Loading Score**) has the largest magnitude, Gene 1 plays the largest role in the direction of **PC1**.

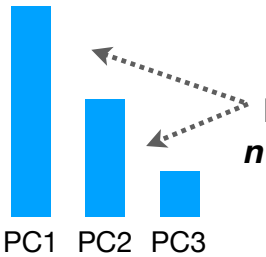
PC2 is the next best fitting line, given that it goes through the origin and is perpendicular to **PC1**.



NOTE: Because this graph is supposed to look 3-D, **PC2** may not look perpendicular to **PC1**. Believe me, it is.

PC3 is the next best fitting line, given that it goes through the origin and is perpendicular to **PC1** and **PC2**.



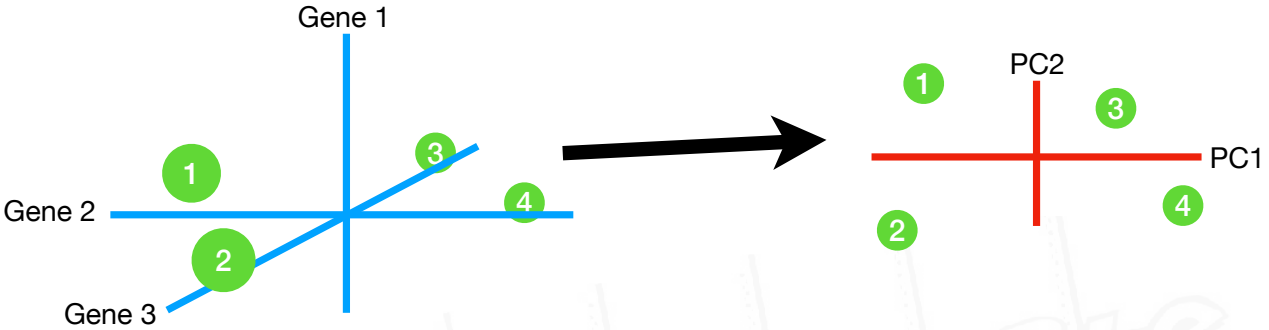


A **Scree Plot** shows the **Eigenvalues**, or if divided by ***n*-1**, the variances, for the **PCs**.

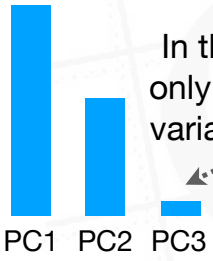
Scree Plots help us evaluate how many **PCs** we need to accurately represent the original data.

© 2020 Joshua Starmer All Rights Reserved

To convert the 3-D graph into a 2-D PCA plot…



Step 1: Look at the Scree Plot: The **Scree Plot** tells us how much variation each **PC** accounts for.

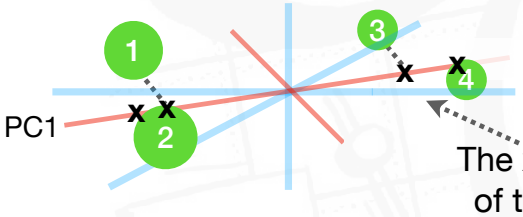


In this case **PC3** accounts for only a very small amount of the variation and it makes sense to exclude it.

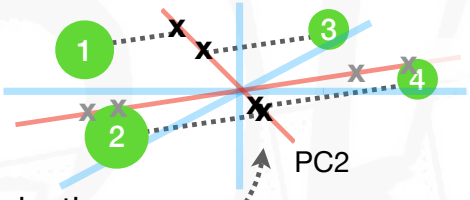
In contrast, if this were the **Scree Plot**, we might hesitate to exclude **PC3** since it accounts for almost as much variation as **PC2**

Step 2: Project the data onto PC1 and PC2

Perpendicular lines from the data to **PC1** show the projection onto **PC1**.

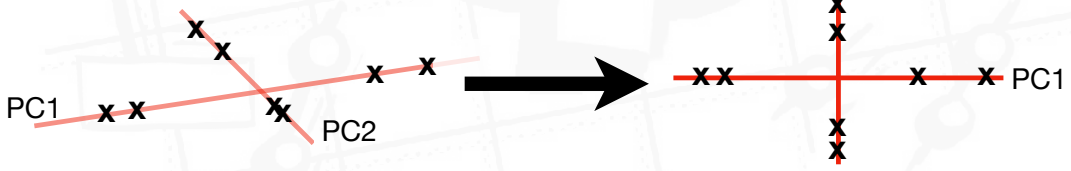


Perpendicular lines from the data to **PC2** show the projection onto **PC2**.



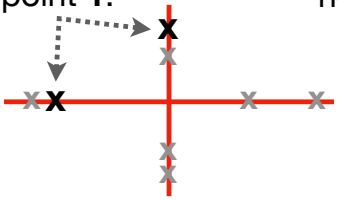
The **x**'s show the projection of the data onto the **PC**s.

Step 3: Remove the original axes and data and rotate

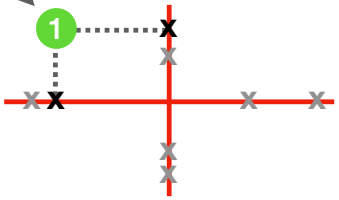


Step 4: Add the data back

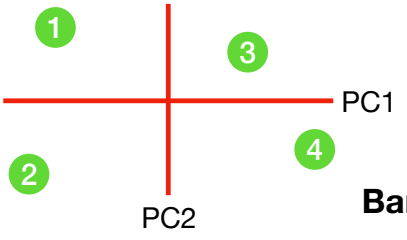
These two **x**'s are for data point **1**.



…so point 1 goes here.



Likewise, the remaining points are drawn



Bam!

© 2020 Joshua Starmer All Rights Reserved