

# CSE/ISyE 6740 Computational Data Analysis

Study Notes: Dimensionality Reduction (Lecture 3-1)

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## MATRIX AND VECTOR CONVENTION

- A data point (feature vector):  $\mathbf{x}_i \in \mathbb{R}^d$ , a column vector:

$$\mathbf{x}_i = \begin{bmatrix} x_1^{(i)} \\ x_2^{(i)} \\ \vdots \\ x_d^{(i)} \end{bmatrix}$$

- Feature matrix  $\mathbf{X} \in \mathbb{R}^{n \times d}$ :

$$\mathbf{X} = \begin{bmatrix} \mathbf{x}_1^\top \\ \mathbf{x}_2^\top \\ \vdots \\ \mathbf{x}_n^\top \end{bmatrix} = \begin{bmatrix} x_1^{(1)} & \cdots & x_d^{(1)} \\ \vdots & \ddots & \vdots \\ x_1^{(n)} & \cdots & x_d^{(n)} \end{bmatrix}$$

- Each row is a data point;  $n$  points in  $d$  dimensions.

## WHAT IS DIMENSIONALITY REDUCTION?

- Goal: Reduce number of variables from  $d$  to  $d' \ll d$ .
- Mapping:  $f : \mathbb{R}^d \rightarrow \mathbb{R}^{d'}$
- Methods: combine, transform, or select features.
- Can be linear (e.g., PCA) or nonlinear (e.g., Isomap).

## WHY DIMENSIONALITY REDUCTION?

### Applications:

- **Visualization:** Reduce to 2D/3D for plotting.
- **Feature engineering:** Combine correlated features.
- **Noise reduction / data cleaning:** Remove low-variance components.

- **Speed up learning:** Fewer features  $\Rightarrow$  faster training.
- **Model simplification:** Avoid overfitting.

## PRINCIPAL COMPONENT ANALYSIS (PCA)

### Algorithm Steps

Given data  $\mathbf{x}_1, \dots, \mathbf{x}_n \in \mathbb{R}^d$ :

1. Compute mean:

$$\boldsymbol{\mu} = \frac{1}{n} \sum_{i=1}^n \mathbf{x}_i$$

2. Compute covariance matrix:

$$\mathbf{C} = \frac{1}{n} \sum_{i=1}^n (\mathbf{x}_i - \boldsymbol{\mu})(\mathbf{x}_i - \boldsymbol{\mu})^\top$$

3. Find top  $d'$  eigenvectors  $\mathbf{w}_1, \dots, \mathbf{w}_{d'}$  of  $\mathbf{C}$  (largest eigenvalues  $\lambda_1 \geq \dots \geq \lambda_{d'}$ ).
4. Project data:

$$z_i^{(k)} = \frac{\mathbf{w}_k^\top (\mathbf{x}_i - \boldsymbol{\mu})}{\sqrt{\lambda_k}}, \quad k = 1, \dots, d'$$

Result:  $\mathbf{z}_i \in \mathbb{R}^{d'}$  is the reduced representation.

### Optimization Criterion

Maximize variance along direction  $\mathbf{w}$  ( $\|\mathbf{w}\| = 1$ ):

$$\max_{\mathbf{w}: \|\mathbf{w}\|=1} \frac{1}{n} \sum_{i=1}^n \left( \mathbf{w}^\top (\mathbf{x}_i - \boldsymbol{\mu}) \right)^2 = \max_{\mathbf{w}} \mathbf{w}^\top \mathbf{C} \mathbf{w}$$

### Eigenvalue Problem

- The solution satisfies:  $\mathbf{C}\mathbf{w} = \lambda\mathbf{w}$
- Variance along  $\mathbf{w}$  is  $\lambda$ .
- Eigenvectors are orthonormal:  $\mathbf{w}_i^\top \mathbf{w}_j = 0, \mathbf{w}_i^\top \mathbf{w}_i = 1$
- Principal directions = eigenvectors with largest eigenvalues.

### Derivation via Lagrangian

$$\mathcal{L}(\mathbf{w}, \lambda) = \mathbf{w}^\top \mathbf{C} \mathbf{w} + \lambda(1 - \|\mathbf{w}\|^2)$$

Taking derivative:

$$\frac{\partial \mathcal{L}}{\partial \mathbf{w}} = 2\mathbf{C}\mathbf{w} - 2\lambda\mathbf{w} = 0 \Rightarrow \mathbf{C}\mathbf{w} = \lambda\mathbf{w}$$

### Multiple Principal Directions

- First PC: direction of max variance.
- Second PC: orthogonal, second-max variance.
- Continue for  $d'$  components.
- Result: orthogonal basis ordered by explained variance.

### RECONSTRUCTION FROM PCA

Given reduced coordinates  $\mathbf{z}_i$ , reconstruct approximate original:

$$\hat{\mathbf{x}}_i = \boldsymbol{\mu} + \sum_{k=1}^{d'} z_k^{(i)} \sqrt{\lambda_k} \mathbf{w}_k$$

- Minimizes squared reconstruction error.
- Error = distance to principal subspace.

### WHEN TO USE PCA?

#### Good for:

- Feature distribution
- Visualization (2D/3D plots)
- Feature engineering (especially  $d \gg n$ )
- Data compression
- Denoising

#### Drawbacks:

- Components may lack interpretability.
- High variance  $\neq$  high predictive power.
- Unsupervised: ignores labels.

### LIMITATIONS OF PCA

- Assumes linear relationships.
- Fails on nonlinear manifolds (e.g., Swiss roll).
- Uses Euclidean distance globally.

### NONLINEAR DIMENSIONALITY REDUCTION

#### Motivation

- Example: face images with pose/lighting variations.

- Linear methods fail to "unroll" curved structures.

### Geodesic vs Euclidean Distance

- **Euclidean:** straight-line ("as the crow flies").
- **Geodesic:** shortest path *along the manifold*.
- Locally, Euclidean  $\approx$  geodesic.
- Globally, Euclidean can be misleading.

## ISOMAP: ISOMETRIC FEATURE MAPPING

### Algorithm Steps

Given  $\mathbf{x}_1, \dots, \mathbf{x}_n \in \mathbb{R}^d$ :

1. **Build neighborhood graph:**

$$A_{ij} = \begin{cases} 1 & \text{if } \|\mathbf{x}_i - \mathbf{x}_j\| \leq \varepsilon \text{ or } j \in \text{k-NN of } i \\ 0 & \text{otherwise} \end{cases}$$

This adjacency matrix  $A$  defines the connections between data points within a certain threshold  $\varepsilon$  or among the k-nearest neighbors.

2. **Compute shortest path distances**  $D_{ij}$  (geodesic approx):

- Floyd-Warshall:  $O(n^3)$
- Dijkstra  $\times n$ :  $O(n(E + n \log n))$

3. **Formulate distance matrix:** Given the distance matrix  $D$ , find representation  $z^i \in \mathbb{R}^{d'}$  such that:

$$D_{ij}^2 = \|z^i - z^j\|^2 = (z^i - z^j)^\top (z^i - z^j) = z^{i\top} z^i + z^{j\top} z^j - 2z^{i\top} z^j$$

In matrix format, let  $Z = (z^1, z^2, \dots, z^n)^\top \in \mathbb{R}^{n \times d'}$ :

$$(D)^2 = a1^\top + 1a^\top - 2ZZ^\top \in \mathbb{R}^{n \times n}.$$

where  $a = (z^{1\top} z^1, z^{2\top} z^2, \dots, z^{n\top} z^n)^\top$

4. **Construct a special centering matrix**  $H = I - \frac{1}{n}11^\top$ : Verify:

$$\left(I - \frac{1}{n}11^\top\right)1a^\top \left(I - \frac{1}{n}11^\top\right) = 0$$

$$\left(I - \frac{1}{n}11^\top\right)a1^\top \left(I - \frac{1}{n}11^\top\right) = 0$$

Then apply  $H$  to both sides of  $(D)^2$ :

$$C = -\frac{1}{2}H(D)^2H = -\frac{1}{2}H(a1^\top + 1a^\top - 2ZZ^\top)H = HZZ^\top H$$

$$HZ = \left( I - \frac{1}{n} \mathbf{1}\mathbf{1}^\top \right) Z = Z - \mu \mathbf{1}^\top = \tilde{Z}$$

Ultimately we get  $C = \tilde{Z}\tilde{Z}^\top$

5. **Eigen-decompose** Perform eigenvalue decomposition on  $C$ :

$$Cw = \lambda w$$

Take the eigenvectors  $w^1, w^2, \dots, w^{d'}$  of  $C$  corresponding to the largest eigenvalues  $\lambda_1, \lambda_2, \dots, \lambda_{d'}$ .  
Reduced representation:

$$\tilde{Z} = (w^1, w^2, \dots, w^{d'}) \begin{pmatrix} \lambda_1^{1/2} & & \\ & \ddots & \\ & & \lambda_{d'}^{1/2} \end{pmatrix}$$

## TAKEAWAYS

### PCA Summary

- Linear, fast, interpretable.
- Maximizes variance.
- Solves eigenvalue problem of covariance matrix.
- Good for decorrelation, compression, visualization.

### Isomap Summary

- Nonlinear, preserves geodesic distances.
- Uses graph-based shortest paths.
- Better for curved manifolds.
- Computationally heavier than PCA.

### When to Use Which?

Use PCA	Use Isomap
Linear data	Nonlinear manifolds
Fast embedding needed	Topology preservation
Feature decorrelation	Visualization of complex data
$d \gg n$	Sufficient data for graph