

Manifold Learning

ml essentials
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Dr. Stefan Kühn

<https://www.linkedin.com/in/stefan-k%C3%BChn-020a34119/>

https://www.xing.com/profile/Stefan_Kuehn46/cv

Workshop resources

Notebooks

https://github.com/cc-skuehn/Workshop_Manifold_Learning

Run Notebooks on

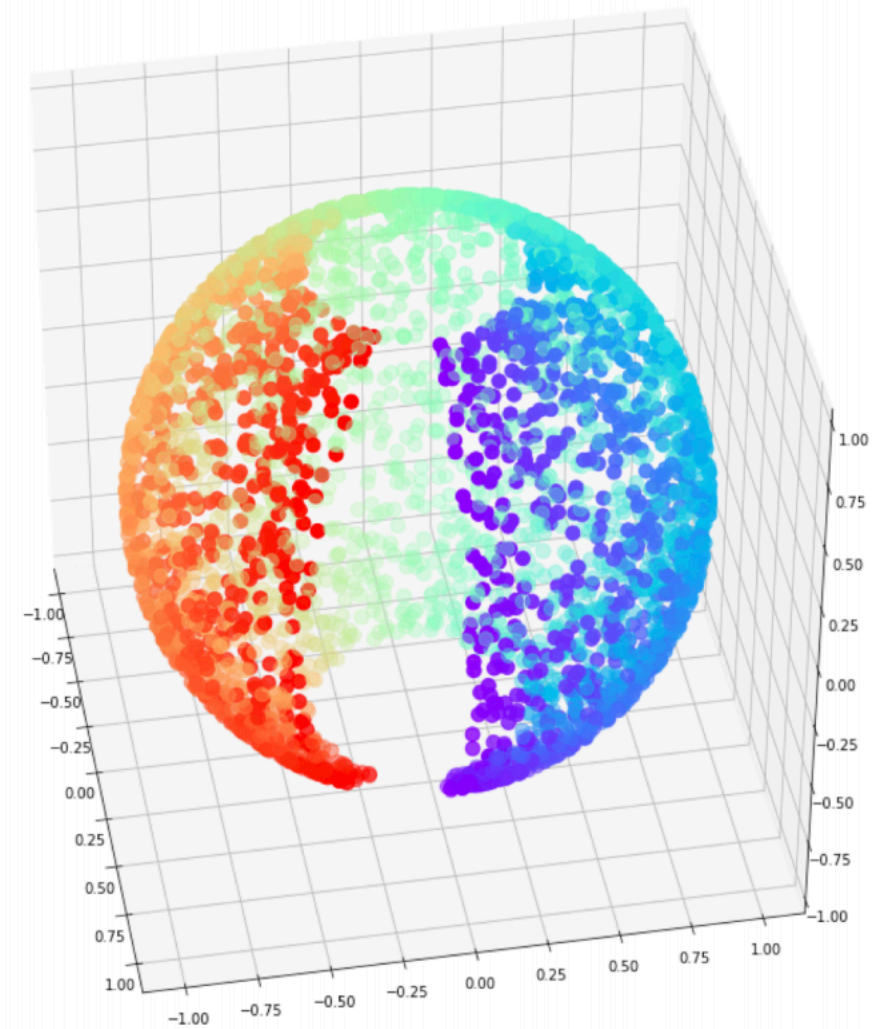
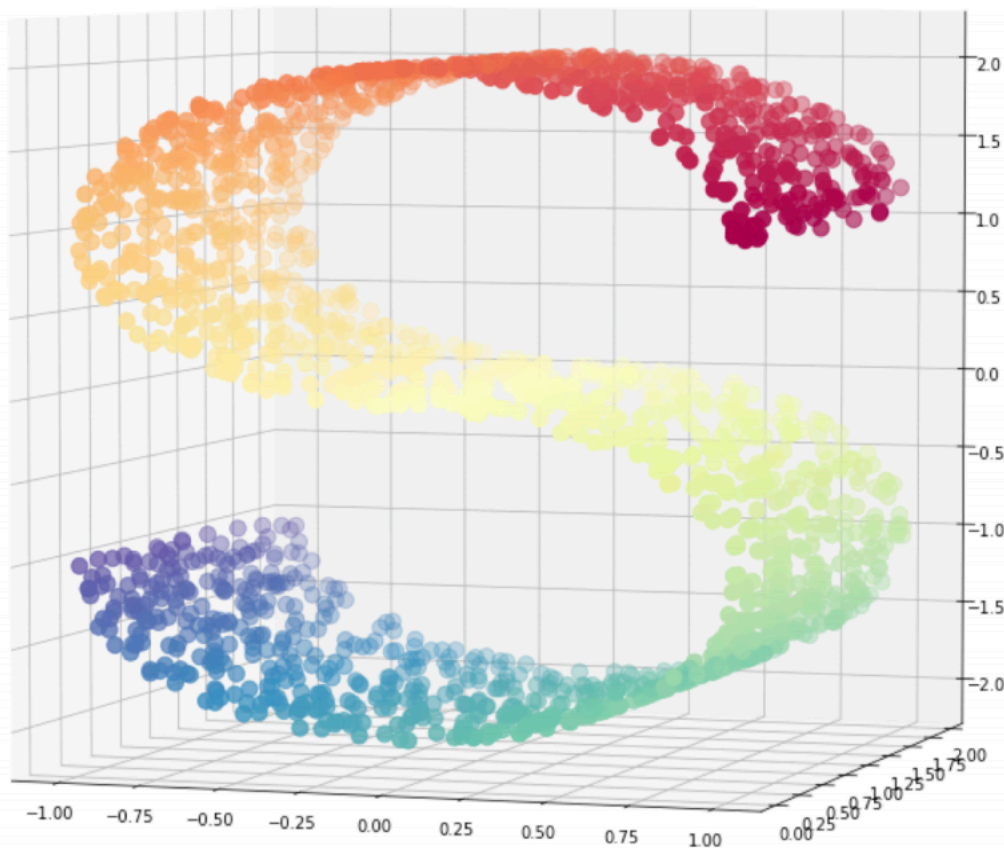
<https://colab.research.google.com/>

Slides about Manifold Learning

[Manifold Learning at MCubed 2018](#)

What is a manifold?

Mathematical concept from Differential Geometry



Why is it a useful concept?

Relativity theory, black holes, and the Poincaré conjecture

- A Manifold locally resembles Euclidean Space
- Allows to generalize useful concepts like Calculus
- Allows to describe geometric properties by means of Calculus
- Einstein's general theory of relativity
- Gravitational lensing and black holes
- Perelman and the proof of the Poincaré conjecture

Ok, that's Differential geometry, but where is Machine Learning?

What are properties of a manifold?

Important Properties – Topology and more

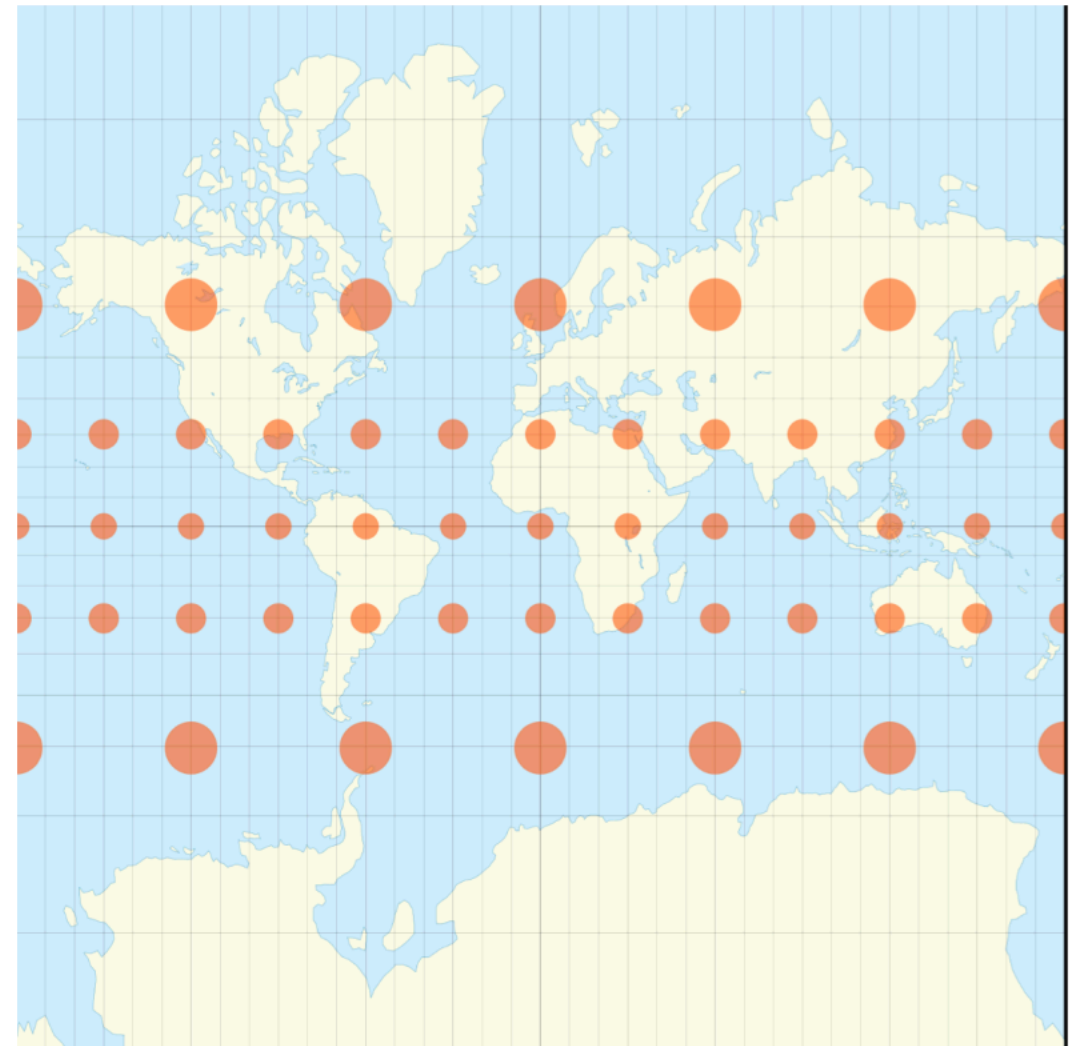
- Number of Connected Components
- Holes
- Curvature
- Smoothness
- Dimensionality
- ...you_name_it...

What are properties of a good visualization?

Preserve important properties

- Number of connected components?
- Holes?
- Curvature?
- Smoothness?
- Dimensionality?
- Distances between points?
- Angles, orientations?
- Local versus global properties?

You cannot have it all!



Which one is correct?

World Mercator projection with country going to true size



World Mercator projection with country going to true size



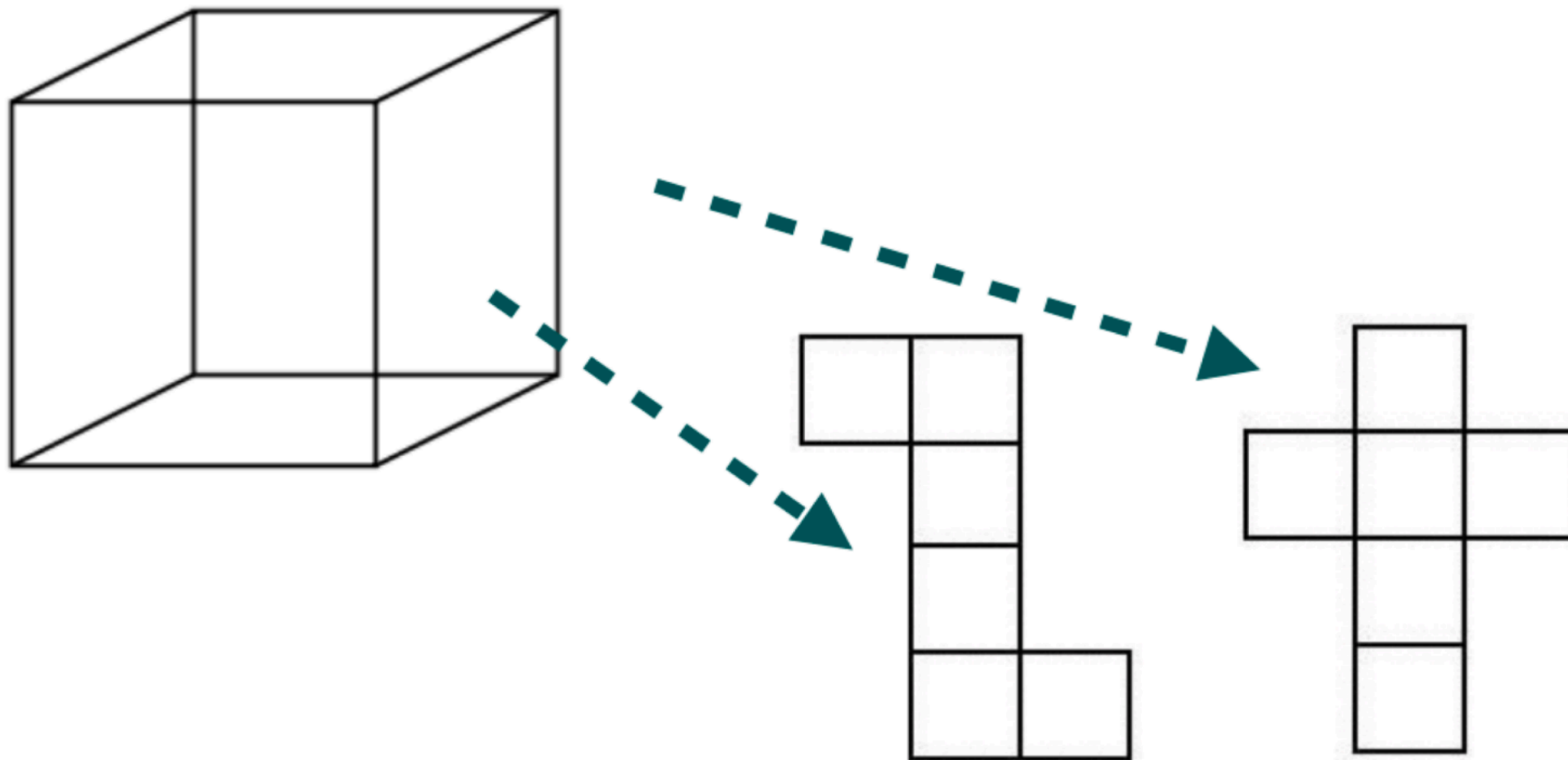
What does „Learning“ mean in Manifold Learning?

- **Learning the high-dimensional manifold**
 - Somewhat independent from low-dim approximation
 - Mathematical theories can be complex
 - Local versus global properties, distance vs. density etc.
- **Learning the low-dimensional approximation (or embedding)**
 - Depends on properties to be preserved
 - Depends on choice of similarity/distance measure
- **Learning the mapping from high-dim to low-dim**
 - Depends on everything above
- **Learning the structure without assumptions?**
 - **No.** *All methods make use of explicit and / or implicit assumptions. Sometimes it's hard to figure these out but they determine what you get / see in the end.*

Manifold Learning Methods in sklearn

- **Locally Linear Embedding**
 - Neighborhood-preserving
- **Isomap**
 - Quasi-isometric
- **Multi-Dimensional Scaling (MDS)**
 - Quasi-isometric
- **Spectral Embedding**
 - Spectral clustering based on similarity (Laplacian Eigenmaps)
- **Local Tangent Space Alignment (LTSA)**

Local Tangent Space Alignment



Dimensionality Reduction Methods

- **PCA**
 - Preserves variance
 - Best approximation by linear subspace
 - Comes with quantitative estimation of loss
 - Solves multiple approximations at once
- **Gaussian Random Projections**
 - Preserves distances
 - Based on Johnson-Lindenstrauss lemma
 - Simple and reliable
 - Generates a random projection matrix using a Gaussian
- **Sparse Random Projections**
 - Preserves distances and enforces sparsity
 - Uses a much simpler probability distribution

„Advanced“ Methods – Advanced Math

- **tSNE** *or t-Distributed Stochastic Neighbor Embedding*
 - Transforms Euclidean distances between points into conditional probabilities for similarity
 - Idea is to find a 2D/3D probability distribution that is similar to the high-dim distribution
 - Learns a mapping that preserves these probabilities
 - Minimizes Kullback-Leibler divergence (somehow)
- **UMAP** *or Uniform Manifold Approximation and Projection*
 - Based on Differential Geometry and Algebraic Topology
 - Preserves important structural properties
 - If you really want to know more:
 - *Category Theory*
 - *Functors*
 - *Fuzzy Topological Representation*

Demo Time

Sometimes, words are insufficient...

In [mathematics](#), a **manifold** is a [topological space](#) that locally resembles [Euclidean space](#) near each point. More precisely, One-dimensional manifolds include [lines](#) and [circles](#), but not [figure eights](#) (because they have *crossing points* that are not *locally* self-intersections) in three dimensional real space, but also the [Klein bottle](#) and [real projective plane](#), which will always self-

So let's use code!

```
print(__doc__)

from time import time

import matplotlib.pyplot as plt
from mpl_toolkits.mplot3d import Axes3D
from matplotlib.ticker import NullFormatter
%matplotlib inline
from sklearn import manifold, datasets
```

Google Colab

- <https://colab.research.google.com/notebooks/welcome.ipynb>
- Sign in with your Google Account
- Load first Jupiter Notebook from GitHub repo:
 - File -> Open Notebook -> Github -> Enter Github URL
 - cc-skuehn -> Workshop_Manifold_Learning
 - Manifold_S_Dataset.ipynb

Backup - Experiments

- <https://distill.pub/2016/misread-tsne/>