

# Manifold Learning

ml essentials  
Heidelberg 2020

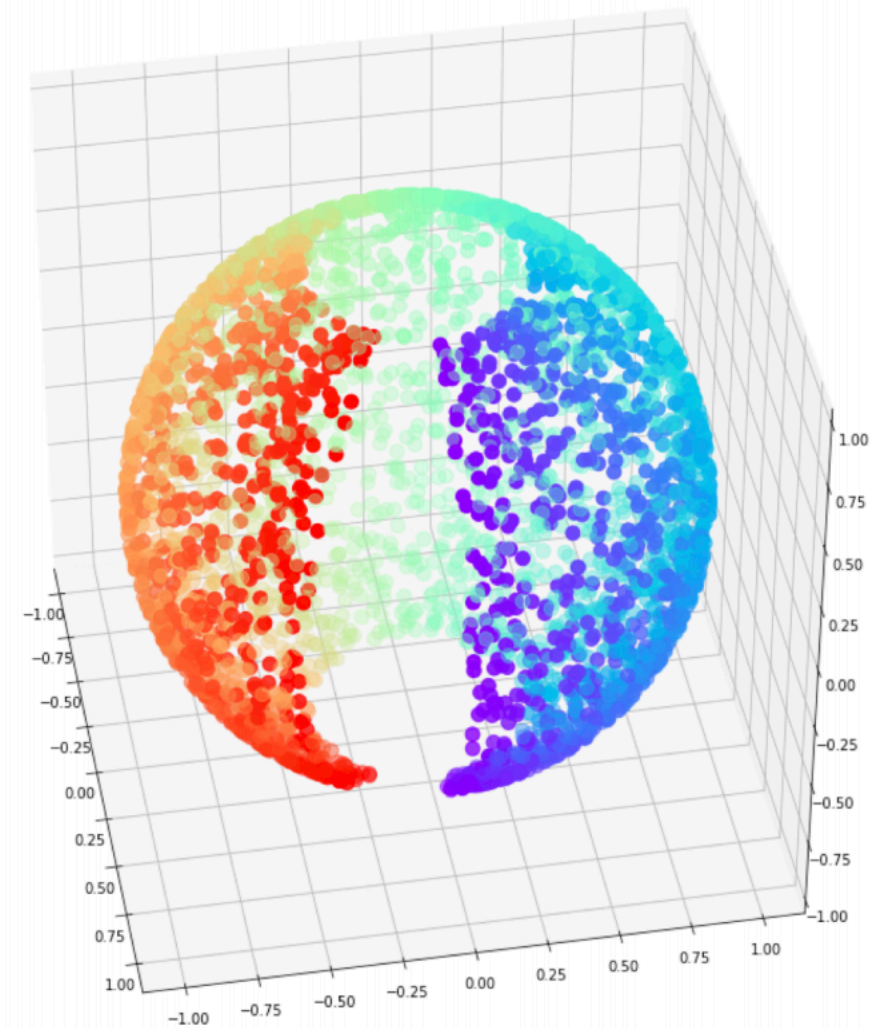
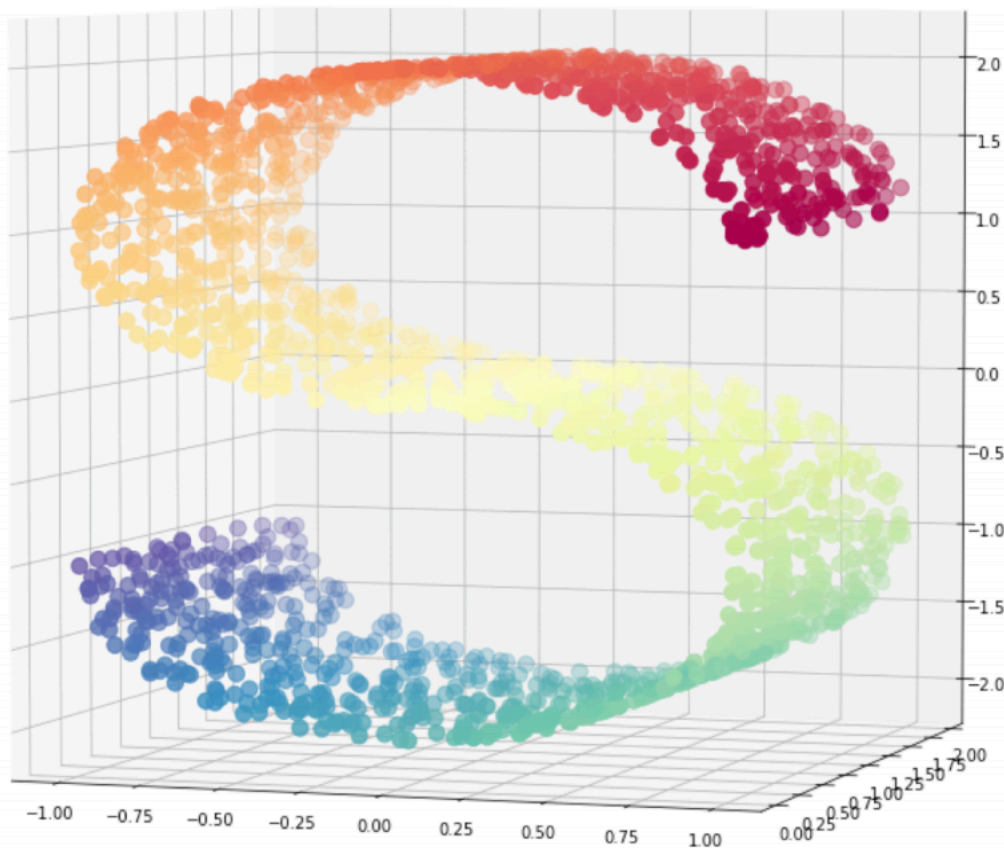
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[https://www.xing.com/profile/Stefan\\_Kuehn46/cv](https://www.xing.com/profile/Stefan_Kuehn46/cv)

# 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

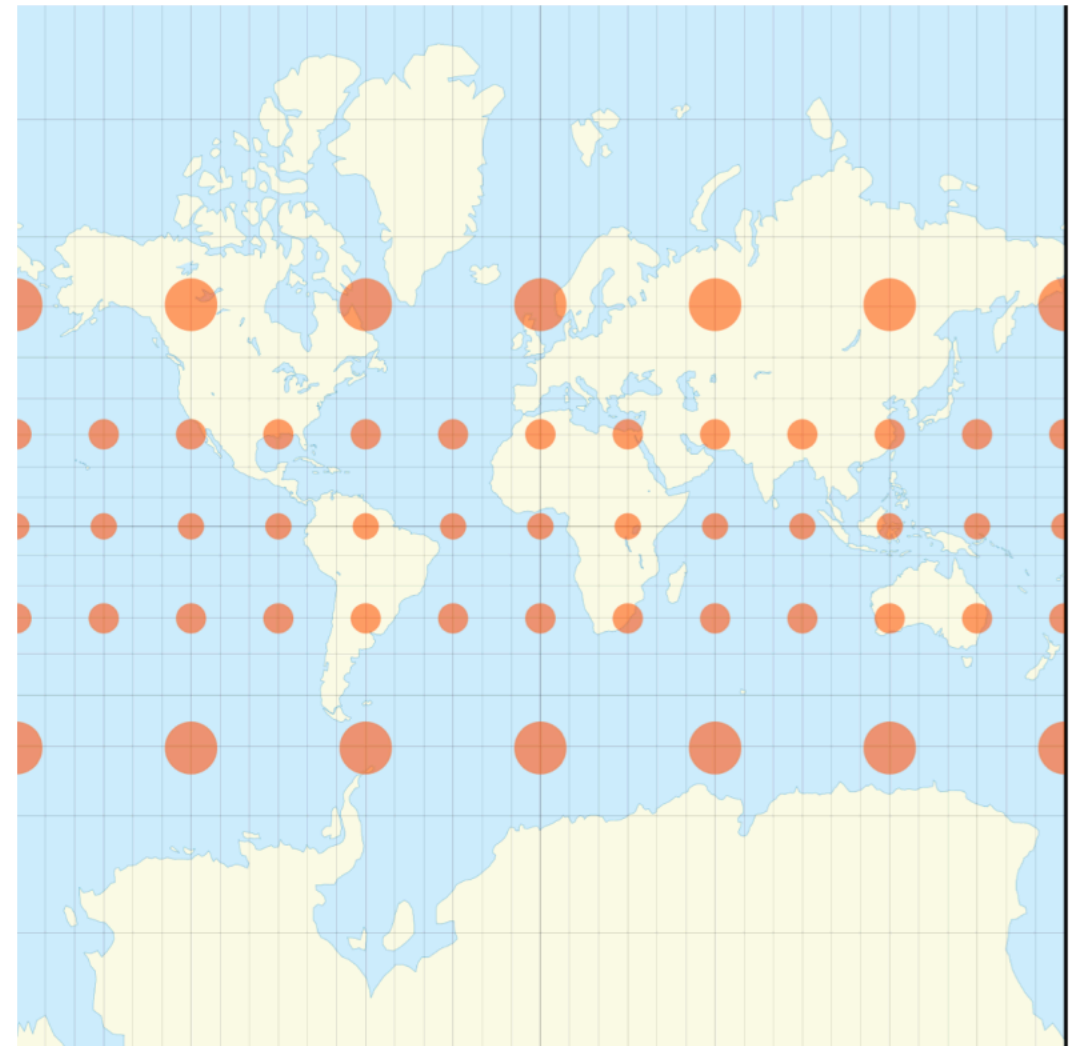
- Number of Connected Components
- Holes
- Curvature
- Smoothness
- Dimensionality
- ...you\_name\_it...

# 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.*

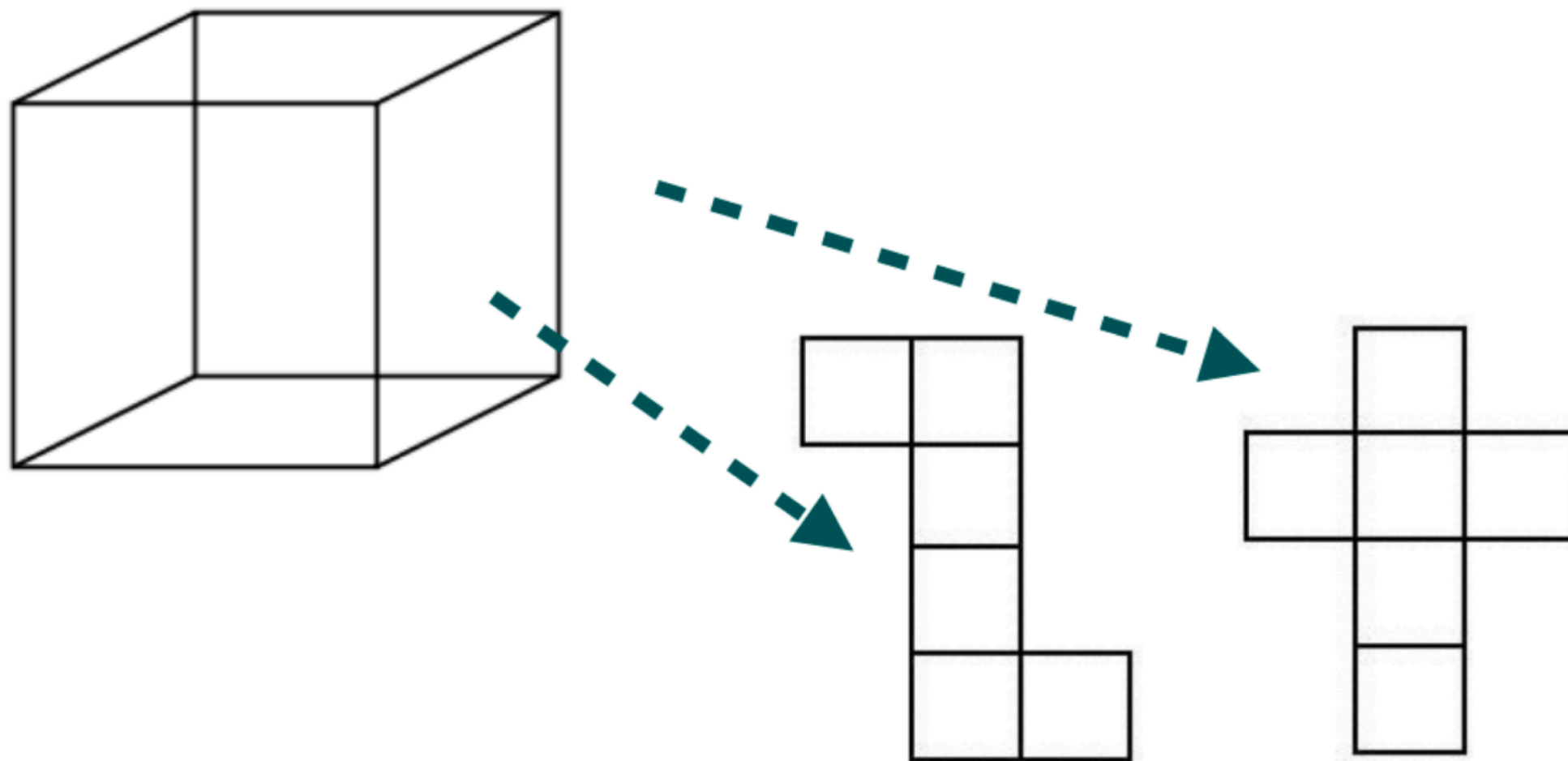


# Manifold Learning Methods in sklearn

- **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 local 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/>