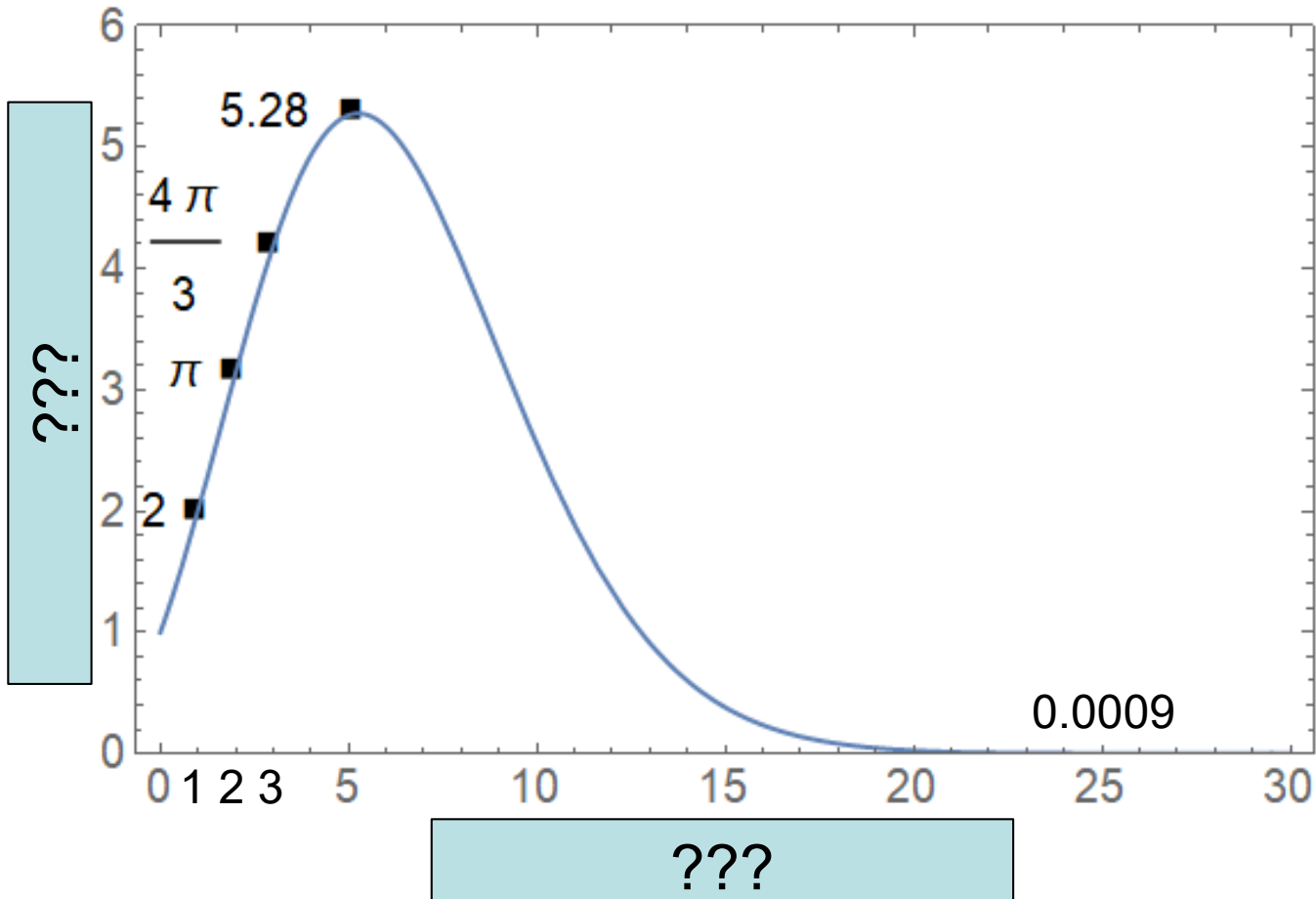
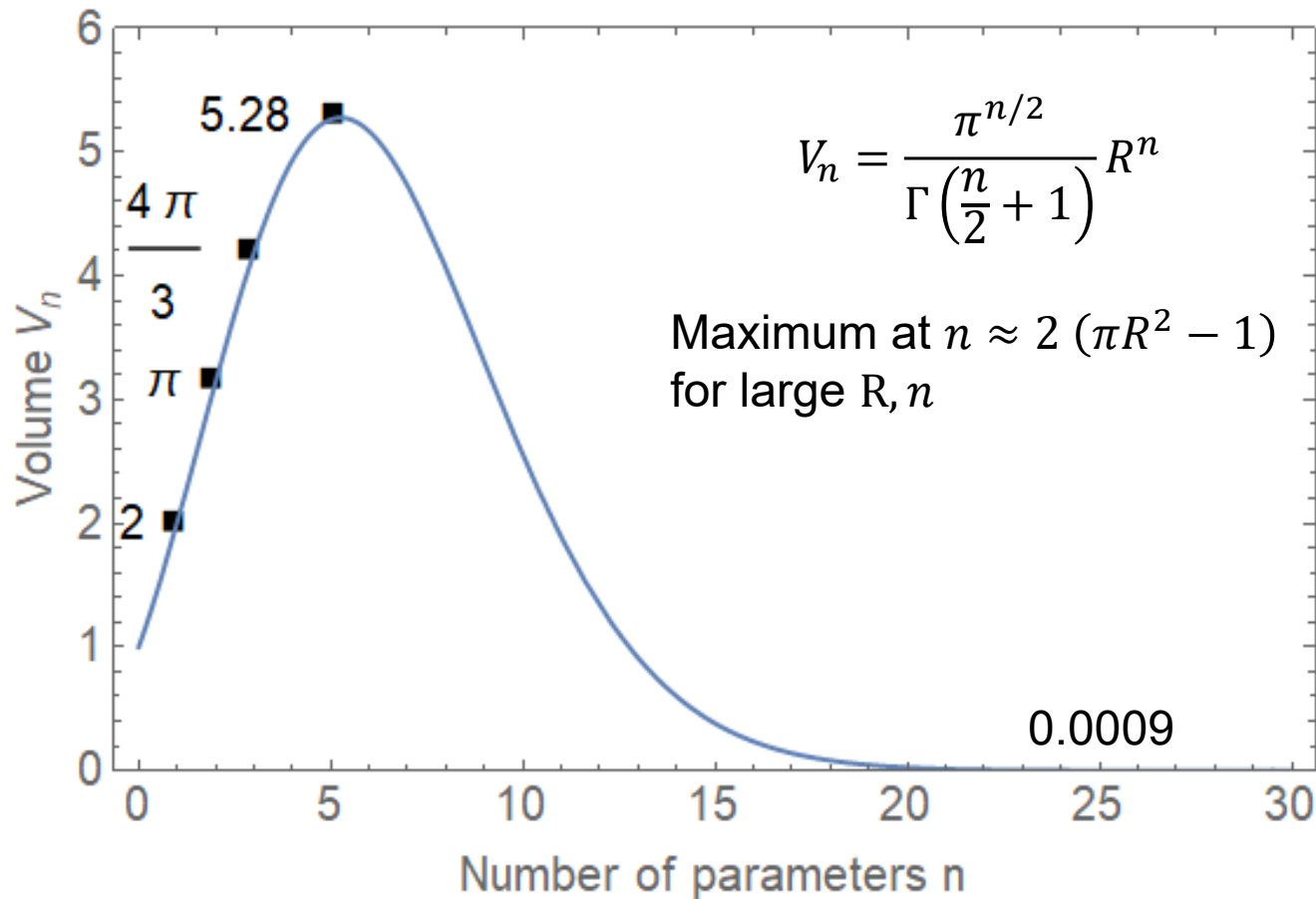


PAVEL NADOLSKY
THE CURSE OF WORLDVIEWS

Label the axes (15 seconds)



Volume of a unit ball in n dimensions

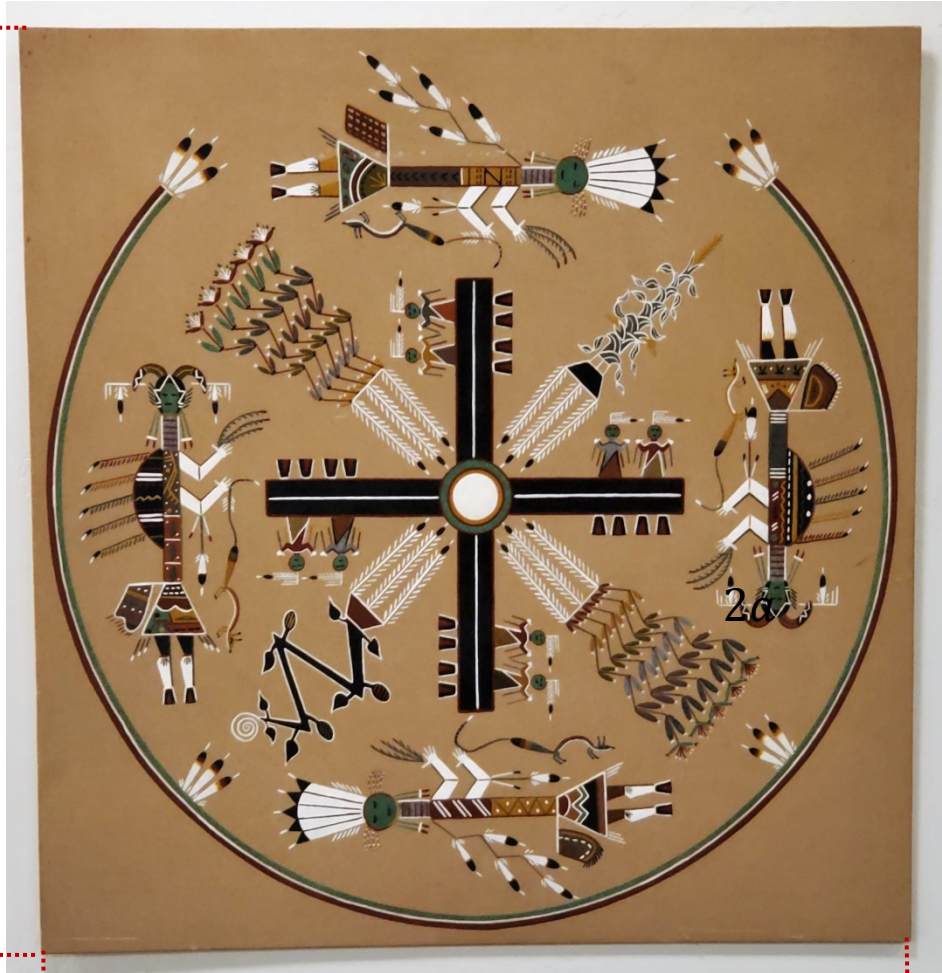


**The Curse
of Dimensionality!**

Consequences of the curse of dimensionality for $n > 10$

1. Multivariate geometry is weird
2. Sampling of large- n distributions is highly inefficient
3. The Euclidean L_2 norm does not properly quantify the distances between neighbors for large n

$2a$



$2a$

Compare:

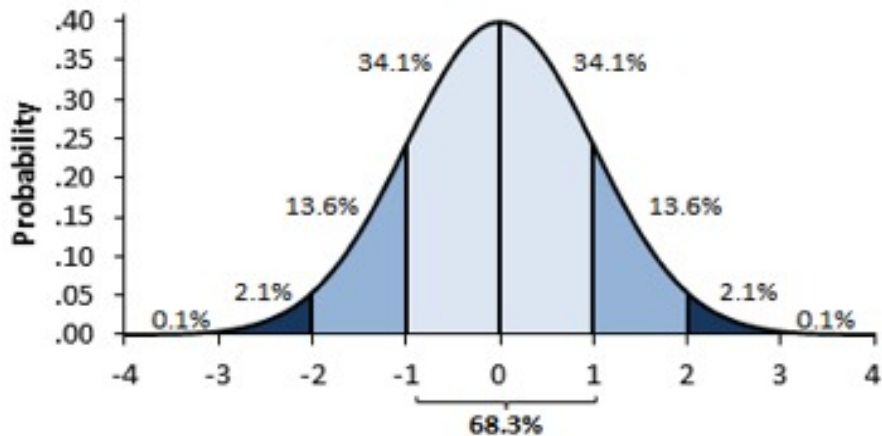
- the volume of a cube with side $2a$
- the volume of a sphere with radius a

- $n=2$
$$\frac{V_{sphere}}{V_{cube}} = \frac{\pi}{4} \approx \mathbf{0.8}$$

- $n=25$
$$\frac{V_{sphere}}{V_{cube}} \approx \frac{0.0009}{2^{25}} \approx \mathbf{3 \cdot 10^{-11}}$$

An n-dimensional **standard normal** distribution

$$P(\vec{x}) = \frac{1}{(2\pi)^{n/2}} \exp\left(-\frac{\vec{x}^2}{2}\right)$$



Any 1-dim. projection contains 68% of
the elements in the interval
 $-1 < x_i < 1$

An n -dimensional **standard normal** distribution

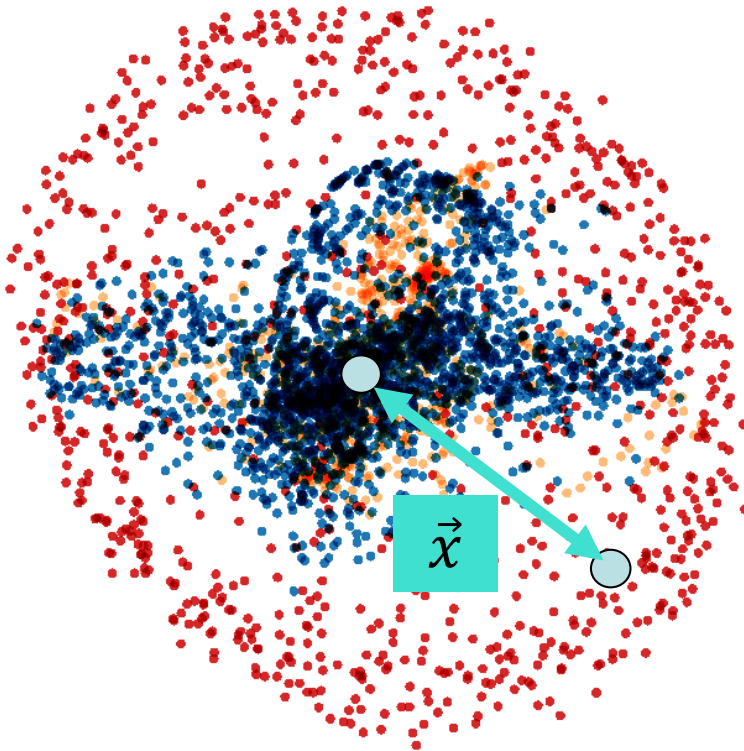
$$P(\vec{x}) = \frac{1}{(2\pi)^{n/2}} \exp\left(-\frac{\vec{x}^2}{2}\right)$$

The mean distance of an element from the center (“truth”) at $\vec{x} = 0$ is

$$\langle |\vec{x}| \rangle \approx \sqrt{n}$$

$$\sqrt{n} \approx 5 \text{ for } n = 25$$

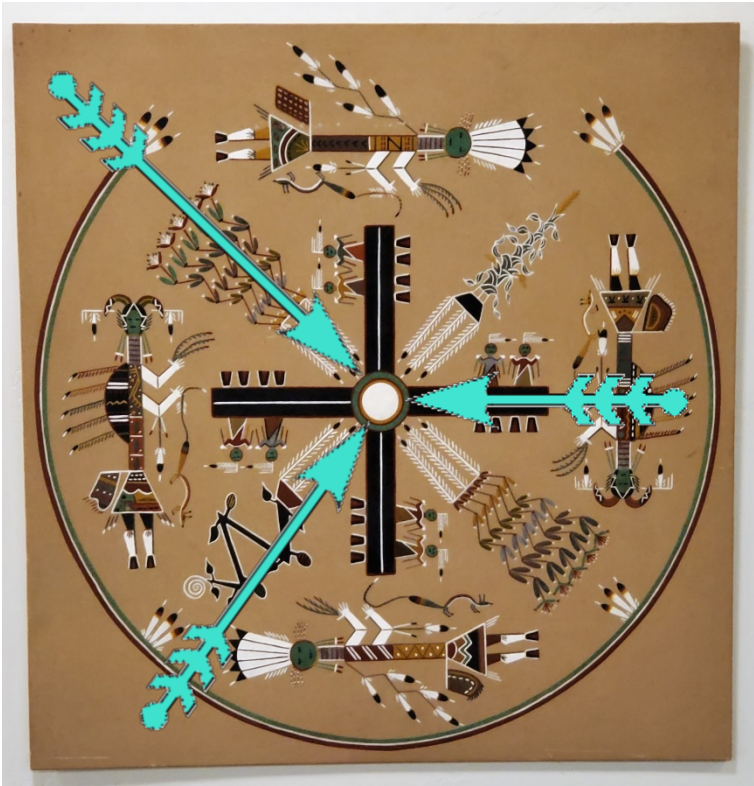
In a large- n **normal** distribution, a single element is likely to be very **abnormal** (be $\sim \sqrt{n} \sigma$ away from the “truth”) in some direction(s)



Probability distribution of a “worldview”

When we reconstruct a “**worldview**” (a model with many parameters) from its low-dimensional projections:

- for a normal and other common distributions, a randomly selected reconstruction is highly likely to be far from the “truth” (the mean) in some way
- The “truth” can be reconstructed precisely by finding the average of individual reconstructions





The “truth” is an imperfect descriptor of a large- n probability distribution.

Be on the lookout for hidden dimensions! The inference of an n -dim distribution can transmogrify with the number of parameters or when using a different distance metric