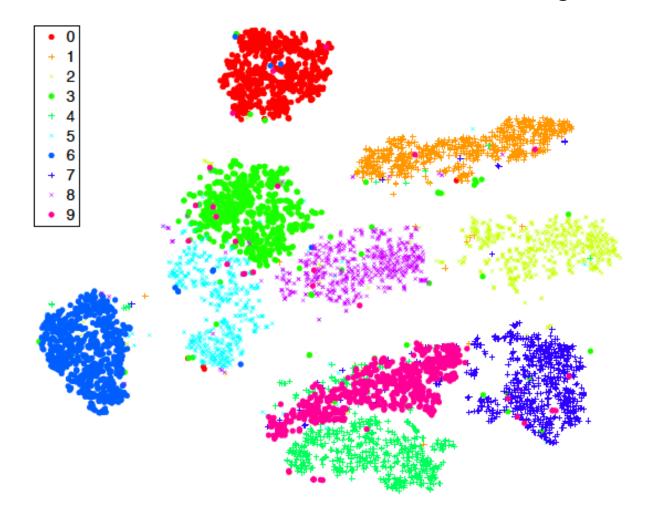
# CSE 252D: Advanced Computer Vision Manmohan Chandraker

## Supplement: Visualization with t-SNE



Map high-dimensional data with t-distributed stochastic neighbor embedding



- Map high-dimensional data with t-distributed stochastic neighbor embedding
- Represent similarity for data points as a probability
- Assume neighbor  $x_i$  for point  $x_i$  picked based on Gaussian density

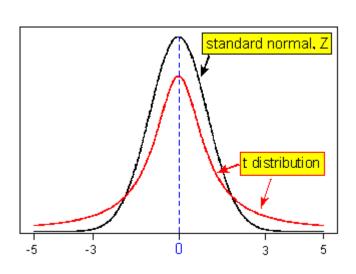
$$p_{ij} = \frac{\exp\left(-\|x_i - x_j\|^2 / 2\sigma^2\right)}{\sum_{k \neq l} \exp\left(-\|x_k - x_l\|^2 / 2\sigma^2\right)}$$
 "Perplexity" parameter, usual in range [5, 50]

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Assume a t-student distribution for low-dimensional points

$$q_{ij} = \frac{\left(1 + \|y_i - y_j\|^2\right)^{-1}}{\sum_{k \neq l} \left(1 + \|y_k - y_l\|^2\right)^{-1}}$$



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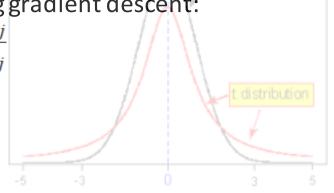
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standard normal, Z

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- Heavier tail means points moderately far in x are mapped further in y
  - More volume at greater distance in high dimensions
  - Mapping nearby points in low dimension requires pushing out far points